



Notes from Hades

California has 9 national parks, more than any other state. My family made it our quest to visit all 9 of them. The first one was Joshua Tree, which my wife and I camped at before we had kids. Later, there were developed maps, Venus Next, Prelude, Colonies, and Turmoil expansions. Have several trips with the boys when they were scouts. The same is true of Death Valley. The third and fourth parks were Sequoia and King's Canyon, the two adjoining parks we go to every year. A couple of years ago, we visited Yosemite, California's oldest national park. Last year, it was Lassen Volcanic National Park – one of my favorites. A couple of weeks ago, we added our seventh park to the list: Pinnacles. Pinnacles is California's newest national park. It was signed into law in 2013 and is a hidden gem. It is small, and there are east and west entrances that great hiking trails, and a nice camp ground. Pinnacles was also one of the first introduction sites for California Condors. We camped there for 2 nights, did some hiking, and generally enjoyed the gorgeous scenery. For our third night, we stayed in Paso Robles, where we rented some e-bikes and took our sons on a palette development tour through the wine country. All in all, a very enjoyable trip.

Those of you in the email games will also notice that I was unavailable last week. That was a work trip to National Harbor, MD, which is just down the Patomac from Washington, DC. It was a retreat for the leadership of the NASA project I'm working on. Overall, it was very productive, but they also arranged a day trip into DC for us, with a tour of the Capitol and some time at the Smithsonian Air and Space Museum.

Since the last issue, 5 games have completed. They are: Dachsador, a Settlers of Catan game won by Dave Hooton, Deutscher Wachtelhund, a Power Grid game won by Dave Hooton, Dorgi, a Lords of Waterdeep game won by Chris Geggus, Entelbucher Mountain Dog, a Terraforming Mars: Ares Expedition game won by Andy York, and English Toy Spaniel, a Suburbia game won by Dave Hooton. Congratulations to the winners!

The next deadline is **Tuesday, May 30 at 5:00 p.m. Pacific Time.**

Contents

Malinois	Gunboat Machiavelli	Page 2
Zine Report		Page 3
Email Games Report		Page 4

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.

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.

Drentsche Patrijshond: Machiavelli: Scenario to be decided by player vote on game start. Have Bob Robles(\$), Kevin Wilson(\$), Ward Narhi, Martin Burgdorf(\$), will take up to 4 more.

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

Fila Brasileiro: Smallworld: Have the Be Not Afraid, Grand Dames, and Royal Bonus expansions. Have Christopher Hunt(\$), Kevin Wilson(\$), Bill Scharf(\$), will take up to 2 more.

Flat-Coated Retriever: Puerto Rico: This is the base game. Have Chris Geggus(\$), Kevin Wilson(\$), Chris Hibbert(\$), will take up to 1 more.

Fox Terrier: Terraforming Mars: Have the Hellas & Elysium plus 3 fan-created expansions. Have Chris Geggus(\$), Kevin Wilson(\$), Dave Hooton(\$), will take up to 2 more.

French Bullhuahua: Discworld: Ankh Morpork: Have Kevin Wilson(\$), Bill Scharf(\$), Christopher Hunt(\$), will take up to 1 more.

Players who have a (\$) after their name have paid the necessary game fee.

Wish List

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

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

Merchant of Venus: Have Andy York, Bob Robles, Chris Geggus, will take up to 3 more.

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

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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.

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.

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, Chris Geggus, Kevin Wilson, will take up to 3 more.

Power Grid: Have 14 different maps, the alternate deck, some promo cards, and **Terraforming Mars: Ares Expedition:** This will be the Crisis cooperative the Power Crisis unofficial expansion. Have Dave Hooton, Kevin Wilson, will take up to 4 more.

Titan: Will take up to 6.

Robo Rally: I have the Avalon Hill version. Have Dave Hooton, Chris Geggus, will take up to 6 more.

Lords of Waterdeep: Have the Scoundrels of Skullport expansion. Have Chris Geggus, Kevin Wilson, will take up to 4 more.

7 Wonders: Have the Wonder Pack, Leaders, Cities, Babel, and Armada expansions. Have Dave Hooton, Chris Geggus, Christopher Hunt, Kevin Wilson, will take up to 4 more.

Age of Renaissance: Have Dave Hooton, Chris Geggus, Christopher Hunt, will take up to 3 more.

Terraforming Mars: Ares Expedition: Have the Discovery and Foundation expansion. Will take up to 6.

Suburbia: Have the Suburbia, Inc., 5 Star expansions, and Nightlife expansions as well as the Cons and Essen Spiel additions. Will take up to 5.

Agricola: This is the first edition, published by Z-Man Games. Will take up to 5.

Wingspan: Have the European and Oceana birds expansions. Will take up to 5.

Dominion: Have most of the expansion sets plus some extras. Will take up to 6.

Race for the Galaxy: Have The Gathering Storm and Rebel vs. Imperium expansions. Will take up to 6.

History of the World: Will take up to 7.

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.

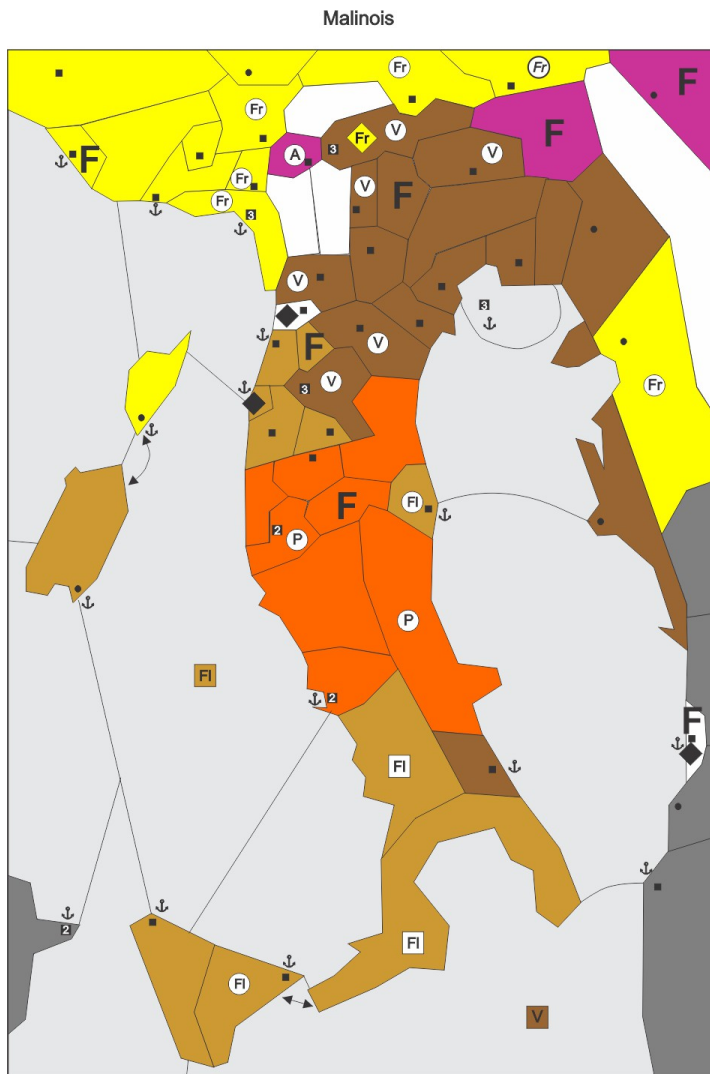
Malinois

Gunboat Machiavelli

Standard Victory Conditions, Natural Disasters, Moneylenders, Conquest, Gray Press Fall 1502

Deadline/Winter-Spring 1503 5/30 Tuesday

Venice turns its treasury against Florence and advances into Milan. France disbands half of the Austrian army while the Pope fends off a Florentine attack on the Vatican.



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

Summer 1502 Retreats

Austrian A Tyrolea retreats to Como.

Expenditures

France spends 12 ducats disband Austrian A Austria.

Venice spends 18 ducats to buy Florence A Bologna.

Outstanding Loans

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

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

Summer 1504: 38 ducats due from France (25 borrowed).

Orders

AUSTRIA: A Como to PAVIA, A Austria to Tyrolea (nsu)

FLORENCE: A Bologna holds (nsu), A MESSINA supports A Gulf of Naples to Otranto, A ANCONA holds, F Gulf of Naples to OTRANTO, F Naples to SALERNO, F TYRRHENIAN SEA to Rome

FRANCE: A Carniola to CROATIA, A MONTFERRAT besieges (autonomous garrison eliminated), A TURIN supports A Swiss to Tyrolea, A Savoy to GENOA, A SWISS to TYROLEA, A (EM) Tyrolea to AUSTRIA, G MILAN holds

PAPACY: A Salerno to AQUILA, A ROME holds

VENICE: A Ferrara to BOLOGNA, A Bergamo to MILAN, A CREMONA supports A Bergamo to Milan, A TRENTO supports A Bergamo to Milan, A Bologna to FLORENCE, A Mantua to MODENA, F Otranto to IONIAN SEA

Press

Florence to France: More cookies, please. Yummy!

Florence to Venice: You stay north and east of Bologna/Lucca, I'll stay south and west of same. You can focus on France. My attention is elsewhere.

France to Austria: I am sorry that you made a Faustian bargain with Venice. Oh look He did not keep his end of the bargain.

France to All: Now Class this time we have another math question who has the most ducats in their treasury at the start of this Fall turn. Who wants to take between Venice and France and the Papacy. ??? Okay, young man you guess ---Ahhh France--Venice told me to say that.... No young man France OWES the most money at 38 ducats. Ok young lady with the rosary beads go ahead your turn. Is it the Papacy.?? no young lady the Papacy only has 9 ducats in their treasury. Ok I will have to give you the answer once again as it has been all this time is Venice. He has amassed at this time a treasury of 17 ducats waiting to be spend as of Summer 1502.

France to Florence: Sorry It takes a long time to walk from France to the front

lines with Monteferrat in my hands it will free up that army in the spring.

France to Venice: Pardon my paranoia. I got burnt once already when you bought my army from under me. I did not like the first time and I was not wanting to give a second shot and may I remind you again. You need only 4 cities to win. I need 5 as of summer plus you have a huge pile of ducats unspent and I have to sleep at different castles every other day as the Medici family gave me a nasty stare after I borrowed that last loan. They have some guy named Ringo following me.

Spring 1502 Famine

Poor Year – Row only: Marseilles, Ragusa, Carinthia, Bergamo, Pistoia, Spoleto, Hungary

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	Pavia, <u>Hungary</u> , <u>Carinthia</u>	1
FLO	Pisa, <u>Pistoia</u> , Arezzo, Sienna, Piombino, Sardinia, Palermo, Messina, Ancona, Salerno, Otranto	10
FRA	Avignon, Swiss, Turin, Saluzzo, Savoy, Provence, <u>Marseilles</u> , Montferrat, Genoa, Corsica, Tyrolea, Austria, Croatia	12
PAP	Urbino, <u>Spoleto</u> , Perugia, Patrimony, Rome, Capua, Aquila, Naples	7
VEN	Trent, <u>Bergamo</u> , Verona, Ferrara, Mantua, Cremona, Modena, Padua, Treviso, Friuli, Carniola, Istria, Dalmatia, Bari, Bologna, Florence, Milan	16

Seas

FLO	Tyrrhenian Sea	1
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S.O.B.

VEN	Venice, Ionian Sea	2
<u>Cities</u>		
AUS	Pavia, <u>Hungary</u>	1
FLO	Pisa, Arezzo, Sienna, Sardinia, Palermo, Messina, Ancona	7
FRA	Avignon, Swiss, Turin, Saluzzo, Savoy, <u>Marseilles</u> , Montferrat, Genoa (3), Milan (3), Corsica, Tyrolea, Austria, Croatia	16
PAP	Perugia, Rome (2), Naples (2)	5
VEN	Trent, Ferrara, Mantua, Cremona, Modena, Padua, Treviso, Carniola, Dalmatia, Bari, Bologna, Florence (3), Venice (3)	17

Totals

Variable income die roll was 6.

Country	Variable	Provinces	Seas	Cities	Total
AUSTRIA:	4	1	0	1	6
FLORENCE:	10	10	1	7	28
FRANCE:	15*	12	0	16	43
PAPACY:	10**	7	0	5	22
VENICE:	10	16	2	17	45

*Includes variable income for Genoa and Milan

**Includes variable income for Naples

Game Summary

	1499	1500	1501	1502	1503
Austria:	7	6	6	3	2
Florence:	3	4	4	9	7
France:	7	9	12	10	11
Papacy:	4	5	5	4	3
Venice:	4	7	8	10	13

Zine Report
Australian Zines

Damn the Consequences Published by Brendan Whyte. Current issue: 229. 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, 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, Maneater, Railway Rivals, Bus Boss.

Western Front Published by Brad Martin. Current issue: 206. 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: 227. Runs 6 Nimmit!, Average Card Outpost, Bourse, By Popular Demand, Choice, Dead Pool, Reduced Randomness Railway Rivals, Where is my Mind?, Where in the World is Kendo Nagasaki?, Word Puzzle. Current openings for 6 Nimmit!, Bier Börse, Choice, Grand National, Outpost, Reduced Randomness Railway Rivals, Word Puzzle.

Fury of the Northmen Published by Colin Bruce. Current issue: 118. Currently running Chess; Conquistador; Civilization; Diplomacy, The Gathering. Game openings for Diplomacy, Chess.

God Save the Zine Published by Stephen Agar. Current issue: 3. 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: 200. Currently running a song lyric quiz, By Popular Demand, 6 Nimmit!, Breaking Away, Bus Boss, Fair Means or Foul, The Golden Strider, More Backpacks and Blisters, Hare and Tortoise, Puerto Rico, Rail Baron, Railway Rivals, Robo Rally, Sopwith. Subzine Here Be Dragons, runs Rock, Paper, Scissors, Let's Play Darts, Parkrun, Queuedo, Royal Family on Guard Duty, and Puerto Rico. Subzine on-the-shelf by Tom Howell runs Snakes and Ladders, Where in the World is Kendo Nagasaki, and Breaking Away. Subzine The Celestial Steam Locomotive by Richard Smith runs Only Connect, A Game of Thrones, Crystal Ball, Century Spice Road, Choice, Bus Boss, Feudality, and Railway Rivals. Subzines offer Nearly the Best Game in the World, Parkrun, Puerto Rico, 6-NIMMIT!, Speedway, Maximise, Where in the World is Kendo Nagasaki (Three Wishes variant), Railway Rivals, Only Connect, Railway Rivals Partnership. 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: #22. Currently running Railway Rivals, Golden Strider, Breaking Away!, Machi Koro, Love Letter, Eat Me!. Current game openings: Diplomacy, Dominion, Dream Mile, Fuzzy Borders, Jabba's Palace, Railway Rivals, 6-Nimmit!, Snakes and Ladders.

Cheesecake Published by Andy Lischett. Current issue: 416. Currently running Diplomacy. Current opening for Diplomacy.

Eternal Sunshine Published by Doug Kent. Current issue: 167. 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 7 Actions: Point Luna trades with Luna and builds Cupola City. Viron elects a Venus Governor and funds the Venophile award. Teractor spends plants for a greenery tile and funds the

Suburban award. Saturn Systems launches a Trans-Neptune Probe. Vitor uses heat to raise the temperature and trades with Triton. Point Luna builds a Protected Valley and introduces Worms. Viron adds a resource to Refugee Camps twice. Teractor adds a delegate to the Reds. Saturn Systems builds a Sponsored Mohole. Viron researches Sub-Crust Measurements and uses it. Point Luna trades with Io and spends heat to raise the temperature. Viron trades with Callisto and adds a resource to Extractor Balloons. Teractor trades with Ganymede. Saturn Systems builds a city. Vitor builds an Atmoscoop. Point Luna trades with Pluto. Viron adds a delegate to the Kelvinists and adds a resource to Sulphur Eating Bacteria. Teractor hires Indentured Workers. Saturn Systems adds a resource to Tardigrades. Vitor builds a Stanford Torus. Point Luna sells cards and spends microbes from Regolith Eaters. Viron uses Power Infrastructure to convert energy to cash and uses Project Inspection to add a resource to Refugee Camps. Teractor builds a Security Fleet. Vitor imports Luxury Foods. Point Luna funds Immigration Shuttles and adds a delegate to the Kelvinists. Viron builds Sky Docks and a Miranda Resort. Teractor adds a resource to Security Fleet. Vitor adds a resource to Psychrophiles. Point Luna builds Eos Chasma National Park and adds a resource to GHG Producing Bacteria. Teractor sells a card. Vitor uses Extremophiles to add a resource to Psychrophiles.

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 4 Actions: Factorum adds a delegate to the Greens and builds an Industrial Center. Pharmacy Union builds a Sponsored Mohole. Aphrodite uses Dirigibles to add a floater to Local Shading, then spends it. Factorum does some Carbonate Processing. Aphrodite adds a resource to Nitrite Reducing Bacteria and adds 2 delegates to the

Greens.

Generation 4 Solar Phase: Mud Slides are the global event; no corporation is adversely affected. The Greens become the ruling party and Aphrodite becomes Chair.

Generation 5 Actions: Point Luna trades with Luna and develops Solar Wind Power. Aphrodite uses Titan Floating Launch-Pad to trade with Titan and funds the Venophile award. Stormcraft launches an Interplanetary Colony Ship to Europa, placing an ocean tile and spends plants for a greenery tile. Factorum claims the Investor milestone. Pharmacy Union builds a Field Capped City and places a Land Claim. Point Luna builds a Cultural Metropolis, adding 2 delegates to the Scientists and adds another delegate to the Scientists. Aphrodite trades with Miranda. Stormcraft builds a Stanford Torus. Factorum brings down a Big Asteroid. Pharmacy Union builds Jupiter Floating Station and invests in Floater Prototypes. Point Luna uses Restricted Area and Sub-Crust Measurements. Aphrodite builds Greenhouses and places a greenery tile. Stormcraft develops Forced Precipitation. Factorum sells a card. Pharmacy Union adds resources to Regolith Eaters, one using Extremophiles. Aphrodite builds a Venus Waystation. Stormcraft adds a floater to Forced Precipitation. Stormcraft adds a delegate to the Kelvinists. Factorum brings in Imported Hydrogen and spends plants for a greenery tile. Pharmacy Union adds a resource to Jupiter Floating Station and a delegate to the Kelvinists. Aphrodite plants Moss.

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 16: Chris moves a ship, trades brick for lumber and builds a ship. Dave trades brick for wool, trades a wool and a grain to Kevin for 2 ore, and upgrades a settlement to a city and builds two ships. Kevin builds a settlement. Andy moves a ship, trades lumber for wool and builds a settlement. Brendan trades lumber to Chris for brick and grain and builds 2 roads. Chris builds a ship. Kevin builds a ship, as does Chris, and Dave builds 2 ships. Brendan buys a card.

Round 17: Chris trades grain for lumber, brick, and ore and builds a settlement. Dave builds a settlement and reveals a Parliament, gaining 12VP and winning the game! Congratulations to Dave on his victory.

Deutscher Wachtelhund – Power Grid

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 9 Bidding: No power plants are purchased.

Turn 9 Fuel Purchases: Die Energiegesellschaft buys garbage. TRC buys garbage, coal, and uranium. Platz des Funke Musik buys oil, coal, and uranium. Bauernschlau, Unlimited buys coal.

Turn 9 Grid Connections: Die Energiegesellschaft connects to Augsburg, Konstanz, and Freiberg. TRC connects to Freiberg. Platz des Funke Musik connects to Konstanz, Magdeburg, and Berlin.

Platz des Funke Musik has now connected to 21 cities, triggering the end of the game. Platz des Funke Musik powers 16 cities, Bauernschlau, Unlimited power 15, TRC powers 14, and Die Energiegesellschaft powers 13. Congratulations to Dave Hooton on his victory!

Docker – Titan

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

Round 30: David does not split any legions, rolls a 4 and does not muster. Bill does not split any legions, rolls a 1, and musters a centaur, ogre, and griffon.

Round 31: David does not split any legions, rolls a 4

and does not muster. Bill splits 2 characters from one legion and 4 from another, rolls a 4, and musters 2 rangers.

Round 32: David does not split any legions, rolls a 4, and engages 2 of Bill's legions. In the first battle, Bill loses a cyclops and a gorgon and does not kill any of David's characters. In the second battle, Bill loses 2 rangers and a griffon, while killing a minotaur. David gains an angel. Bill does not split any legions and rolls a 4, mustering a ranger and a griffon.

Round 33: David does not split any legions, rolls a 5, and musters a griffon. Bill does not split any legions, rolls a 5, and musters a wyvern and an ogre.

Round 34: David splits 2 characters from a legion and rolls a 4. He musters a serpent and a colossus and

engages 2 of Bill's legions. In the first battle, Bill loses 2 gargoyles, 1 gorgon, 1 lion, and 1 ranger and kills 2 gorgons, 1 cyclops, 1 angel, and 1 guardian. Dave gains an angel. In the other engagement, Bill's 2 centaurs and 1 griffon flee. Bill does not split any legions and rolls a 4, mustering a ranger.

Round 35: David splits 2 characters from a legion, rolls a 6, musters a hydra, and titan teleports to engage a legion of Bill's. In the battle, Bill loses 1

Player
Christopher Hunt
Kevin Croskery
Kevin Wilson
Chris Geggus
Dave Hooton

Round 4: Chris plays the Red-Cockaded Woodpecker in the forest habitat. Dave takes a berry and rodent, caches a seed on the Red-Headed Woodpecker, and successfully hunts with the Cooper's Hawk. Chris gains an invertebrate. Christopher draws 2 cards from the deck. Kevin C. takes 2 rodents and an invertebrate. Kevin W. plays

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 6: The Knights of the Shield go to Cliffwatch Inn and take the Pay Fines quest. The Red Sashes go to the House of Wonder. The City Guard go to the Three Pearls. The Knights of the Shield go to Waterdeep Harbor, play Inevitable Betrayal on the Red Sashes, and complete the Pay Fines quest. The Red Sashes go to the Grim Statue. The City Guard go to Cliffwatch Inn and take the Repel Seawraiths quest. The Knights of the Shield go to the Skulkway. The Red Sashes go to Waterdeep Harbor and play Proselytize. The City Guard go to Waterdeep Harbor and play Corrupting Influence and complete the Repel Seawraiths quest. The Knights of the Shield go to the Hall of the Voice and complete the Extort Aurora quest. The Red Sashes go to the Entry Well, gain the Defeat Uprising from Undermountain quest and play Expose Corruption. The City Guard go to Cliffwatch Inn, reset the quests, and the the Establish Harpers' Safe House quest. The Knights of the Shield go to the Builders' Hall and build the Eye's Lair. The Red Sashes go to the Grinning Lion Tavern. The City Guard go to the Field of Triumph and complete the Establish Harpers' Safe House quest. The Knights of the Shield go from Waterdeep Harbor to The Thrown Gauntlet. The Red Sashes go from Waterdeep Harbor to Aurora's Realms Shop.

Player	Power
Chris Geggus	Genoa
Bill Scharf	London

centaur and 3 rangers and kills a minotaur and a colossus. David summons an angel into the victorious legion. Bill splits 2 characters from a legion, rolls a 5, and does not muster.

Round 36: David splits 2 characters into a new legion, rolls a 2, and musters a behemoth and a colossus. Bill splits 2 characters into a new legion, rolls a 2, and musters a behemoth and a wyvern.

Round 37: David does not split any legions, rolls a 2, and musters a lion. Bill does not split any legions, rolls a 6, does not muster, and engages 2 of David's legions. In the first engagement, 2 of David's ogres flee 6 rangers and a guardian. In the second, a troll of David's flees a cyclops and a gargoyle.

Round 38: David does not split any legions, rolls a 1, and musters a guardian and a hydra.

Doxiepoo – Wingspan, European Expansion

the Snowy Egret in the wetlands. Chris plays the American Crow in the forest. Dave plays the Whooping Crane in the wetlands. Christopher plays the California Condor in the wetlands and gains a fish and a bonus card. Kevin C. plays the Bald Eagle in the wetlands habitat and gains a fish. Kevin W. plays the Greater Prairie-Chicken in the grasslands and gains a bonus card. Chris draws cards from the deck and gains a rodent. Dave and Christopher each gain an invertebrate. Kevin C. gains a berry. Kevin W. gains a seed. Dave lays eggs, and Chris' Common Cuckoo also lays an egg. Christopher plays the Scaled Quail in the grasslands habitat. Kevin C. plays the American Bittern in the wetlands habitat. Kevin W. lays eggs.

Round 4 End: Christopher discards 1 food to tuck a card behind the Common Starling. Kevin W. lays 2 eggs on the Dunnock. Chris and Kevin C. tie for first with the round end goal, Christopher and Dave tie for third, and Kevin W. comes in last.

Final score is Chris with 80, Dave with 69, Kevin C. with 61, Kevin W. with 59, and Christopher with 52. Congratulations to Chris on his victory!

Dorgi – Lords of Waterdeep

The City Guard go from Waterdeep Harbor to the Eye's Lair and play Assassinate.

Round 7: The Knights of the Shield go to the Builders' Hall and build Jester's Court. The Red Sashes go to the Grinning Lion Tavern and complete the Seal Gate to Cyric's Realm quest. The City Guard go to Jester's Court. The Knights of the Shield go to Aurora's Realms Shop. The Red Sashes go to Cliffwatch Inn and take the Raid on Undermountain quest. The City Guard go to Cliffwatch Inn and take the Take Over Rival Organization quest. The Knights of the Shield go to Cliffwatch Inn and take the Save Kidnapped Nobles quest. The Red Sashes go to Waterdeep Harbor and play the Placate Angry Merchants mandatory quest on the Knights of the Shield. The City Guard go to the Field of Triumph and complete the Take Over Rival Organization quest. The Knights of the Shield go to The Three Pearls and complete the Placate Angry Merchants mandatory quest. The Red Sashes go to The Thrown Gauntlet. The City Guard go to the Eye's Lair and play Tax Revolt. The Knights of the Shield go to Waterdeep Harbor and play Recall Agent and complete the Save Kidnapped Nobles quest.

The Red Sashes go to The Plinth and complete the Defeat Uprising from Undermountain quest. The City Guard go to Castle Waterdeep. The Knights of the Shield go to Waterdeep Harbor and play Doppelganger. The Red Sashes go from Waterdeep Harbor to Blackstaff Tower. The Knights of the Shield go from Waterdeep Harbor to the Hall of the Voice, taking the Uncover Drow Plot quest, and to the Hall of Mirrors.

Round 8: The City Guard go to Cliffwatch Inn and take the Steal from House Adarbrant quest. The Knights of the Shield go to the Three Pearls. The Red Sashes go to Cliffwatch Inn and take the Explore Trobriand's Graveyard quest. The City Guard go to Waterdeep Harbor, play Architectural Innovation, build Heroes' Garden, and complete the Steal from House Adarbrant quest. The Knights of the Shield go to Waterdeep Harbor and play Graduation Day. The Red Sashes go to Aurora's Realms Shop. The City Watch go to Cliffwatch Inn and take the Thin the City Watch quest. The Knights of the Shield go to the Tower of Luck and complete the Defend the Yawning Portal quest. The Red Sashes go to the Hall of the Voice and take the Create a Shrine to Oghma quest. The City Guard go to Waterdeep Harbor and play Call for Adventurers. The Knights of the Shield go to the Tower of Luck and complete the Break into Blackstaff Tower quest. The Red Sashes go to the Three Pearls. The City Guard go to the Field of Triumph and complete the Thin the City Watch quest. The Knights of the Shield go to the Eye's Lair and play Information Broker. The Red Sashes go to the Hall of Mirrors and complete the Explore Trobriand's Graveyard quest. The Knights of the Shield go to Waterdeep Harbor and play Conscription, to Jester's Court, and to The Skulkway. The City Guard go from Waterdeep Harbor to The Plinth and Blackstaff Tower. The Knights of the Shield go from Waterdeep Harbor to Skull Island and complete the Uncover Drow Plot Quest.

Final scores are the Knights of the Shield with 222, the City Guard with 156, and the Red Sashes with 127.

Congratulations to Chris Geggus on his victory!

Cockalier – Age of Renaissance

Dave Hooton	Venice
Christopher Hunt	Paris
Bob Robles	Barcelona

Turn 2 Expansion: Barcelona expands to Grenada, Fez, Palma, Lyon, Toulouse, and Oran. Genoa expands to

Marseilles, Naples, and unsuccessfully to St. Gali. Venice expands to Venice, Pargue, Belgrade, Budapest, and Dalmatia. London expands to Waterford, Sicily, Tunis, Algiers, Bergen, buys a card, Cornwall, Wales, and loses an attempt in Palma. Paris expands to Loire, Bourges, Cologne, Strassbourg, Salzburg, Breslau, and Amsterdam. Turn 3 Card Draw: Epoch II begins. Venice buys off the wool shortage. Turn 3 Card Play: Venice plays Ivory/Gold as Gold and Dionysus Exiguus. London plays Rashid ad Din,

Metal, and Fur. Bardelona plays The Crusades and St. Benedict. Genoa plays Mongol Armies. Turn 3 Purchases: Venice buys Patronage and Written Record. London buys Written Record, Overland East, and a ship upgrade. Barcelona buys Patronage and a ship upgrade. Genoa buys Patronage and Written Record. Turn 3 Expansion: Venice expands to Breslau, Salzburg, St. Gali, Salonika, Corfu, Gallipoli, and Nuremburg. London expands to Bergen, Tunis, Crete, Tripoli, Angora, Alexandria, buys a card, and Smyrna. Barcelona expands to Cyprus, Aleppo, Suez, Cairo, Jerusalem, Levant, and Adalia. Paris expands to Iceland, West Africa, Constantinople, Varna, Kaffa, Tana, Abasgia, and Erzerum. Genoa expands to Montpellier, Bessel, Toulouse, and unsuccessfully to St. Gali. Turn 4 Card Play: Venice plays William Caxton and Cloth/Wine as Cloth. Genoa plays Stone and Charlemagne. London plays Civil War on Barcelona, Enlightened Ruler, and Pirates/Vikings on Florence and Aleppo. Paris plays Rebellion on Valencia.

Entelbucher Mountain Dog – Terraforming Mars: Ares Expedition

Player	Corporation
Andy York	Teractor
Bill Scharf	Tharsis Republic
Kevin Wilson	Zetasel
Kevin Croskery	Ecoline

Initial Card Selection: Andy takes Teractor, Bill takes Tharsis Republic, Kevin W. takes Zetasel, and Kevin C. takes Ecoline.

Round 4 Phase Selection: Tharsis Republic and Ecoline select Development and Teractor and Zetasel select Production.

Round 4 Development: Teractor builds an Underground City, Tharsis Republic develops Designed Microorganisms, and Ecoline develops Artificial Photosynthesis.

Round 5 Phase Selection: Teractor selects Development, Ecoline selects Construction, Zetasel selects Action, and Tharsis Republic selects Research.

Round 5 Development: Teractor builds a Fuel Factory, Tharsis Republic opens a Mine, and Ecoline develops Slash and Burn Agriculture.

Round 5 Construction: Teractor builds a Development Center, Zetasel does some Asset Liquidation and is caught Towing a Comet, Ecoline conducts Research and does some Atmosphere Filtering.

Round 5 Action: Zetasel uses Nitrite Producing Bacteria and adds a resource to it, uses Ironworks, and Asset Liquidation. Ecoline spends plants for a forest tile.

Round 6 Phase Selection: Everyone selects Production.

Round 7 Phase Selection: Everyone selects Development.

Round 7 Development: Teractor builds Io Mining Industries, Tharsis Republic does some Industrial Farming, Zetasel brings in some Imported GHG, and Ecoline conducts Soil Warming.

Round 8 Phase Selection: Zetasel selects Action and the rest select Production.

Round 8 Action: Tharsis Republic uses the Think Tank and spends plants for a forest tile. Zetasel adds 2 resource to Nitrite Reducing Bacteria, uses Ironworks, and Asset Liquidation.

Round 9 Phase Selection: Teractor, Zetasel, and Ecoline select Development and Tharsis

Republic selects Construction.

Round 9 Development: Teractor builds a Tropical Resort, Zetasel fosters Building Industries, and Ecoline develops Tectonic Stress Poer.

Round 9 Construction: Tharsis Republic brings in an Ice Asteroid and draws a card and Zetasel develops Aquifer Pumping.

Round 10 Phase Selection: Zetasel selects Action, Teractor and Tharsis Republic select Production, and Ecoline selects Research.

Round 10 Action: Zetasel uses Ironworks, Nitrite Reducing Bacteria, Aquifer Pumping twice, spends plants for 2 forest tiles, and uses Asset Liquidation. Ecoline spends plants for a forest tile.

Round 11 Phase Selection: Everyone selects Development.

Round 11 Development: Teractor gains an Acquired Company, Tharsis Republic brings in Coal Imports, Zetasel develops Biothermal Power, and Ecoline plants Moss.

Round 12 Phase Selection: Tharsis Republic and Ecoline select Construction, Zetasel selects Action, and Teractor selects Production.

Round 12 Construction: Teractor initiates Terraforming Ganymede, Tharsis Republic introduces Small Animals, Zetasel builds a Composting Factory, and Ecoline institutes Progressive Policies.

Round 12 Action: Teractor uses the Development Center. Tharsis Republic uses the Think Tank and spends plants for a forest tile. Zetasel uses Aquifer Pumping twice, spends plants for a forest tile, and uses Asset Liquidation. Ecoline spends plants for a forest tile and uses Progressive Policies.

Round 13 Phase Selection: Tharsis Republic and Ecoline select Development, Teractor selects Construction, and Zetasel selects Production.

Round 13 Development: Teractor launches Atmospheric Insulators, Tharsis Republic exploits Undersea Vents, Zetasel distributes Algae, and Ecoline builds a Great Dam.

Round 13 Construction: Teractor introduces Livestock, Zetasel builds Farmers' Markets, and Ecoline builds an Artificial Jungle.

Round 14 Phase Selection: Teractor and Zetasel select Development, Tharsis Republic selects Production, and Ecoline selects Research.

Round 14 Development: Teractor builds Biomass Combustors, Tharsis Republic builds a Toll Station and develops Geothermal Power, and Zetasel introduces Achaebacteria.

Round 15 Phase Selection: Ecoline selects Development and everyone else selects Construction.

Round 15 Development: Teractor develops Diversified Interests, Tharsis Republic develops Rad Suits, Zetael opens a Titanium Mines, and Ecoline builds Micro Mills.

Round 15 Construction: Teractor builds an Earth Catapult and starts the Release of Inert Gasses, Tharsis Republic develops Anti-Gravity Technology and boosts the CEO's Favorite Project, and Ecoline brings Diemos Down.

Round 16 Phase Selection: Teractor and Zetasel select Production and Tharsis Republic and Ecoline select Research.

Round 17 Phase Selection: Ecoline selects Development and everyone else selects Construction.

Round 17 Development: Teractor fosters Economic Growth, Tharsis Republic develops Microprocessors, Zetasel encourages Venture Capitalism, and Ecoline builds Windmills.

Round 17 Construction: Teractor brings in a Large Convoy and develops Local Heat Trapping. Tharsis Republic builds AI Central and draws a card. Zetasel develops Solarpunk and draws a card.

Round 18 Phase Selection: Tharsis Republic and Ecoline select Action and Teractor and Zetasel select Production.

Round 18 Action: Teractor spends heat to raise the temperature 3 steps and plants for a forest tile. Tharsis Republic uses AI Central twice, Think Tank, spends plants for 3 forest tiles, and spends heat and cash to raise the temperature 6 steps. Zetasel uses Solarpunk, spends plants for a forest tile, spends heat and cash to raise the temperature 4 steps, and uses Farmers' Markets. Ecoline uses heat and cash to raise the temperature 8 steps and spends plants for 4 forest tiles.

This competes the terraforming of Mars. Final scores are: Teractor with 35, Tharsis Republic with 34, Zetasel with 31, and Ecoline with 28. Congratulations to Andy York on his victory!

English Toy Spaniel – Suburbia

Player	Borough
Dave Hooton	Edin
Andy York	Austin City Limits
Christopher Hunt	Huntsville, Alabama
Bill Scharf	Yellowsand City

We are using the Suburbia, Inc. and Cons and Essen Spiel expansions.

Round 1: Edin builds a Fancy Restaurant. Austin City Limits builds a Grugapark. Huntsville, Alabama builds a Landfill. Yellowsand City builds an Investment Property.

Round 2: Edin discards the Grugapark for a Lake. Austin City Limits discards the Law Firm for a Lake. Huntsville, Alabama builds a Mobile Home Community. Yellowsand City discards the Office Building for a Lake.

Round 3: Edin discards the Dice Tower Con to build Suburbs. Austin City Limits builds the Waterfront Realty. Huntsville, Alabama builds a Farm. Yellowsand City builds a Landfill.

Round 4: Edin discards the Redevelopment Planner to build Suburbs. Austin City Limits discards the Business Supply Store to build a Community Park. Huntsville, Alabama discards the Kublacon to build Suburbs. Yellowsand City builds a Fast Food Restaurant.

Round 5: Edin builds a Homeowners' Association. Austin City Limits builds a Parking Lot. Huntsville, Alabama discards a Slaughterhouse for a Lake.

Player
Andy York
Christopher Hunt
Dave Hooton
Bill Scharf
Chris Geggus

Round 1: York plays the Weaver occupation. Hunt collects 4 wood. Hooton plays the Businessman occupation. Scharf becomes starting player and plays the Corn Sheaf. Geggus collects 1 reed, 1 stone, and 1 wood. York collects 1 sheep and 1 food. Hunt collects 3 clay. Hooton collects 3 wood. Scharf collects 2 food as a Day Laborer. Geggus collects 1 reed.

Round 2: Scharf plays the Master Forester occupation. Geggus plays the Perpetual Student occupation. York becomes starting player and plays

Player
Kevin Croskery
Kevin Wilson
Chris Geggus
Dave Hooton
Bill Scharf

We are using the European and Oceania expansions.

Round 1: Kevin C. plays the Forster's Tern in the

Player
Bill Scharf

Yellowsand City builds a Fast Food Restaurant.

Round 6: Edin discards a Freeway to build a Community Park. Austin City Limits discards a Mobile Home Community for a Lake. Huntsville, Alabama builds a Power Station. Yellowsand City discards the Burg von Alspach for a Lake.

Round 7: Edin builds a Skyscraper. Austin City Limits discards the Retirement Village to build a Community Park. Huntsville, Alabama discards the Checkpoint to invest in his Farm. Yellowsand City builds a Movie Theater.

Round 8: Edin discards the Retirement Village to build a Community Park. Austin City Limits discards the Housing Project for a Lake. Huntsville, Alabama uses the Hostel as a Lake. Yellowsand City builds a Postal Service.

Round 9: Edin builds a Shipping Center. Austin City Limits builds an Elementary School. Huntsville, Alabama builds a Casino. Yellowsand City uses a Movie Theater as a Lake.

Round 10: Edin builds a Warehouse. Austin City Limits discards the Water Purification Plant for a Lake. Huntsville, Alabama builds a Bed and Breakfast. Yellowsand City builds a Shipping Center.

Round 11: Edin builds a Gas Station. Austin City Limits builds an Office of Bureaucracy. Huntsville, Alabama discards the Chip Fabrication Plant to invest in the Bed and Breakfast. Yellowsand City builds an Indoor Mall.

Round 12: Edin discards the University for Mountains. Austin City Limits discards the International Airport to invest in the Waterfront Realty. Huntsville, Alabama builds a Lake House. Yellowsand City builds a PR Firm.

Round 13: Edin builds a Hotel. Austin City Limits discards a Redistricting Office for a National Park. Huntsville, Alabama discards the New Car Dealership to invest in the Lake House. Yellowsand City builds a Condominium.

Round 14: Edin builds a Local EPA Office. Austin City builds a Resort. Huntsville, Alabama builds a Redistricting Office. Yellowsand City discards Messe Essen for a Lake.

Round 15: Edin builds a Resort. Austin City Limits discards GenCon for a Lake. Huntsville, Alabama builds a Local EPA Office. Yellowsand City builds another Indoor Mall.

Round 16: Edin builds a Bed and Breakfast. Austin City Limits builds a Recycling Plant. Huntsville, Alabama builds an International Airport. Yellowsand City discards Messe Essen for an Orchard.

That ends the game. Final score was Edin with 104, Austin City Limits and Yellowsand City tied at 103, and Huntsville, Alabama at 98. Congratulations to Dave Hooton on his very close victory!

English Cocker Spaniel – Agricola

the Shepherd's Pipe. Hunt collects 4 wood. Hooton collects 3 clay. Scharf collects 1 reed, 1 stone, and 1 wood. Geggus collects 3 wood. York collects 2 clay. Hunt plows a field. Hooton collects 1 grain.

Round 3: York plays the Bricklayer occupation. Hunt collects 4 wood. Hooton becomes starting player and plays Boar Breeding and builds a Fireplace. Scharf plays the Charcoal Burner occupation. Geggus collects 3 clay. York builds a Fireplace. Hunt collects 2 reeds. Hooton gains and cooks 2 sheep. Scharf visits the Travelling players, gaining 3 food. Geggus collects 3 wood.

Round 4: Hooton collects 2 reeds, 1 stone, and 1 wood. Scharf plays the Dancer occupation. Geggus uses the Perpetual Student to play the Market Crier occupation. York collects 4 wood. Hunt goes Fishing for 4 food. Hooton collects 3 wood. Scharf collects 6 wood. Geggus becomes starting player and plays a Wooden Hut Extension. York collects and sheep and a food, and cooks the sheep. Hunt adds a room to his wooden hut and builds 3 stables.

Harvest Phase 1: No planted fields. All families feed themselves. No animal pairs.

Round 5: Geggus uses the Perpetual Student to play the Brushwood Collector occupation. York cooks a sheep and plays the Field Worker occupation. Hunt collects 1 stone. Hooton adds a room to his wooden hut and builds a stable. Scharf collects 1 reed, 1 stone, and 1 wood. Geggus remains first player and builds a Greenhouse. York plays a Beehive. Hunt plows a field. Hooton collects 6 clay. Scharf adds a room to his wooden hut.

Round 6: Geggus grows his family. York collects 1 reed, 1 stone, and 1 wood.

French Bulldog – Wingspan

wetlands. Kevin W. plays the Chipping Sparrow in the forest. Chris plays the Eastern Imperial Eagle in the grasslands. Dave plays the European Honey Buzzard in the forest. Bill plays the Purple Martin in the wetlands. Kevin C. takes an invertebrate. Kevin W. takes a seed and a nectar, then lays an egg on the Chipping Sparrow. Chris takes an invertebrate. Dave resets the feeder and takes an invertebrate and a nectar. Bill plays the Magpie Lark in the grasslands. Kevin C. plays the Indigo Bunting in the forest. Kevin W. takes the Eurasian Jay. Chris plays the Blue Winged Warbler in the forest. Dave plays the Common Yellowthroat in the wetlands. Bill draws the Carolina Chickadee and Chimney Swift, draws a card with the Forster's Tern and discards a card. Kevin W. plays the Eurasian Jay in the forest. Chris takes a rodent and a nectar.

English Springer Spaniel – Dominion

Bill Scharf

Dave Hooton
Kevin Wilson
Chris Hibbert
Christopher Hunt

We are playing with the version 1 Base set, Seaside, and Plunder.

Round 1: Bill buys a Silver. Dave buys a Laboratory. Kevin buys a Silver. Chris buys a Maroon. Christopher buys a Silver.

Round 2: Bill buys a Silver. Dave buys a Pearl

Player	Faction
Chris Hibbert	Silicon Valley Terraforming League
Bill Scharf	Party People

Player	Faction
Chris Geggus	GEGS
Bill Scharf	Unorganized Chaos
Kevin Wilson	Royal Manticoran Historical Society
Christopher Hunt	The Greenies
Andy York	Republic of Texas

Diver. Kevin buys a Pearl Diver. Chris buys a Silver. Christopher buys a Cutpurse.

Round 3: Bill buys a Laboratory. Dave buys a Silver Mine. Kevin buys s Silver. Chris buys a Fortune Hunter.

Christopher plays a Cutpurse and buys a Laboratory.

Round 4: Bill buys a Cutpurse. Dave plays a Laboratory, a Pearl Diver, and buys s Pearl Diver. Kevin buys a Silver. Chris buys a Silver. Christopher buys a Silver.

Round 5: Bill plays a Cutpurse and buys a Laboratory. Dave plays a Silver Mine, gaining a Silver, and buys a Laboratory. Kevin plays a Pearl Diver and buys a Gold. Chris plays a Maroon, trashing a Copper, and buys a Gold. Christopher plays a Laboratory and buys a Silver Mine.

Round 6: Bill buys s Silver Mine. Dave plays a Pearl Diver, a Laboratory, a Silver Mine, and buys a Gold. Kevin buys a Laboratory. Chris plays a Fortune Hunter and buys a Silver.

Finnish Spitz – Race for the Galaxy

Bob Robles	The Hive
Kevin Wilson	New Hellene Hegemony
Christopher Hunt	Nova

We are using The Gathering Storm and Rebel vs. Imperium expansions, but not using the takeover rules. Initial card selections have been done.

Dogue de Bordeaux – History of the World

Epoch I Empire Selection: Unorganized Chaos passes to The Greenies. Royal Manticoran Historical Society and Republic of Texas keep. The Greenies pass to Unorganized Chaos. GECS keeps.

Epoch I Empires: Republic of Texas is Egypt, who has a presence in North Africa and the Middle East.

Unorganized Chaos are the Minoans, who have presence in the Middle East and North Africa. Royal Mantiorna Historical Society plays the Hittites and is the Indus Valley, dominating the Middle East and India. GECS is Babylonia, dominating the Middle East. The Greenies are the Aryans, dominating China and gaining a presence in India.

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	60	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, Deutchser Wachtelhund, Dachsador, English Toy Spaniel	Silverton (2), Seafarers of Catan, Agricola (6), Puerto Rico (6), Power Grid (8), 7 Wonders (5), Terraforming Mars (11), Settlers of Catan (4), Suburbia (8), Age of Renaissance (3), Concordia (3), Dominion (3), Outpost
Chris Geggus	58	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, Vlcak, 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, Doxiepoo, Dorgi	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 (4), Terraforming Mars: Ares Expedition (3), 7 Wonders, Wingspan (2)
Bill Scharf	37	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, Dandie Dinmont Terrier, Dorkie	Machiavelli (2), New World (4), Silverton (2), Liffoff! (2), Dune (3), Kremlin (4), Discworld: Ankh Morpork (4), Stellar Conquest, Robo Rally (2), Lords of Waterdeep, Race for the Galaxy (2), Age of Renaissance (2), 7 Wonders (2), Citadels, Century Spice Road (2), History of the World, Terraforming Mars: Ares Expedition
Andy York	25	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, Entelbacher Mountain Dog	Outpost, Dune, Liffoff!, 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, Terraforming Mars: Ares Expedition
Kevin Wilson	20	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, Chorkie	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, Concordia
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
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
Christopher Hunt	10	Bergamasco, Lowchen, Bouvier, Berger Picard, Mountain Cur, Blue Lacy, Chi-Poo, Chusky, Chilier, Chion	Agricola, Puerto Rico (3), Dominion, Terraforming Mars, Terraforming Mars: Ares Expedition (2), Citadels, Wingspan
Martin Burgdorf	9	Boerboel, Dogleg, Drever, Pointer, Pumi, Bedlington, Finnish Lapphund, Plott Hound, Cavocho	Puerto Rico (2), Machiavelli, Terra Mystica (4), Gaia Project (2)
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
Dane Maslen	1	Corman Shepherd	Outpost
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

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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!