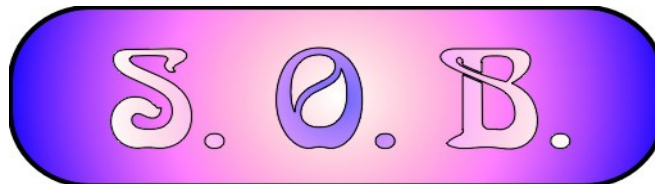


Number 284



June/July, 2023

Notes from Hades

The only thing of note this time around is that COVID hit the Hassler household a couple of weeks ago. My wife got it first, followed by Scott, then me. Fortunately, Erik managed to avoid it. Celeste and Scott got hit harder than I did. We all had a cough, fever, and chills, but they also had muscle aches and nausea. My symptoms, with the exception of the cough, only lasted about a day and a half, while theirs lasted 3 or 4 days. Fortunately, we are all recovering nicely. I just tested negative, so it's over for me.

Since the last issue, 2 games have completed. They are: English Springer Spaniel, the Dominion game won by Dave Hooton, and Dogue de Bordeaux, the History of the World game won by Bill Scharf. Congratulations to the winners!

The next deadline is **Tuesday, July 4 at 5:00 p.m. Pacific Time.**

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Game Openings

Kishu Ken: 4000AD: This is a science fiction based expansion game and will be run by Kevin Wilson. Rules can be provided as needed. Have Bill Scharf(\$), Martin Burgdorf(\$), will take up to 2 more.

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 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-developed maps, Venus Next, Prelude, Colonies, and Turmoil 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.

Frengle: Power Grid: Have 14 different maps, the alternate deck, some promo cards, and the Power Crisis unofficial expansion. Have Dave Hooton, Kevin Wilson(\$), Bill Scharf(\$), will take up to 3 more.

German Longhaired Pointer: Lords of Waterdeep: Have the Scoundrels of Skullport expansion. Have Chris Geggus(\$), Kevin Wilson, Bill Scharf(\$), will take up to 3 more.

German Pinscher: 7 Wonders: Have the Wonder Pack, Leaders, Cities, Babel, and Armada expansions. Have Dave Hooton, Chris Geggus(\$), Christopher Hunt(\$), Kevin Wilson, Bill Scharf(\$), will take up to 3 more.

German Sheprador: Dominion: Have most of the expansion sets plus some extras. Have Christopher Hunt(\$), Chris Geggus, Bill Scharf(\$), will take up to 3 more.

German Shorthaired Pointer: Age of Renaissance: Have Dave Hooton, Chris Geggus, Christopher Hunt(\$), Bob Robles, 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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cerberus@sob-zine.org

On the Web at: <http://www.sob-zine.org>
Subscriptions cost \$3.00 per issue (\$4.50 overseas).

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

A Game of Thrones: This is the Second Edition and will be GMed by Kevin Wilson. Have Bill Scharf, will take up to 5 more.

Power Grid Factory Manager: Have Andy York, Chris Geggus, will take up to 3 more.

Downfall XIII: This is a Diplomacy variant that takes place in Tolkien's Middle Earth. Have Bill Scharf, Bob Robles, Chris Geggus, Mike Pollard, will take up to 4 more.

New World: Have Bob Robles, Andy York, will take up to 4 more.

Gaia Project: Have Kevin Wilson, Bill Scharf, will take up to 2 more.

Liftoff: Have the Mars Landing variant I created as an option. Have Andy York, Bill Scharf, will take up to 2 more.

Dune: Have the Tleilaxu, Ixians, and Lansraad variants available, and can potentially play with the Spice Harvest and Duel expansions if playing by email. Have Kevin Wilson, Bill Scharf, Bob Robles, will take up to 4 more.

Machiavelli: Scenario and optional rules by player vote. Have Kevin Wilson, Bob Robles, will take up to 6 more.

Kremlin: Will use the cards from the Revolution expansion and the extra cards originally published in The General. Have Kevin Wilson, Bill Scharf, Bob Robles, will take up to 3 more.

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.

Outpost: This will use the expert rules. Have Dave Hooton, Bill Scharf, will take up to 8 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.

Titan: Have Christopher Hunt, Bill Scharf, will take up to 4 more.

Robo Rally: I have the Avalon Hill version. Have Dave Hooton, Chris Geggus, Bill Scharf, will take up to 5 more.

Terraforming Mars: Ares Expedition: Have the Discovery and Foundation expansion. Have Kevin Croskery, will take up to 5 more.

Terraforming Mars: Ares Expedition: This will be the Crisis cooperative expansion. Have Bill Scharf, will take up to 3 more.

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

Agricola: This is the first edition, published by Z-Man Games. Have Chris Geggus, will take up to 4 more.

Wingspan: Have the European and Oceana birds expansions. Have Chris Geggus,

will take up to 4 more.

Race for the Galaxy: Have The Gathering Storm and Rebel vs. Imperium expansions. Have Christopher Hunt, Bob Robles, will take up to 4 more.

History of the World: Will take up to 7.

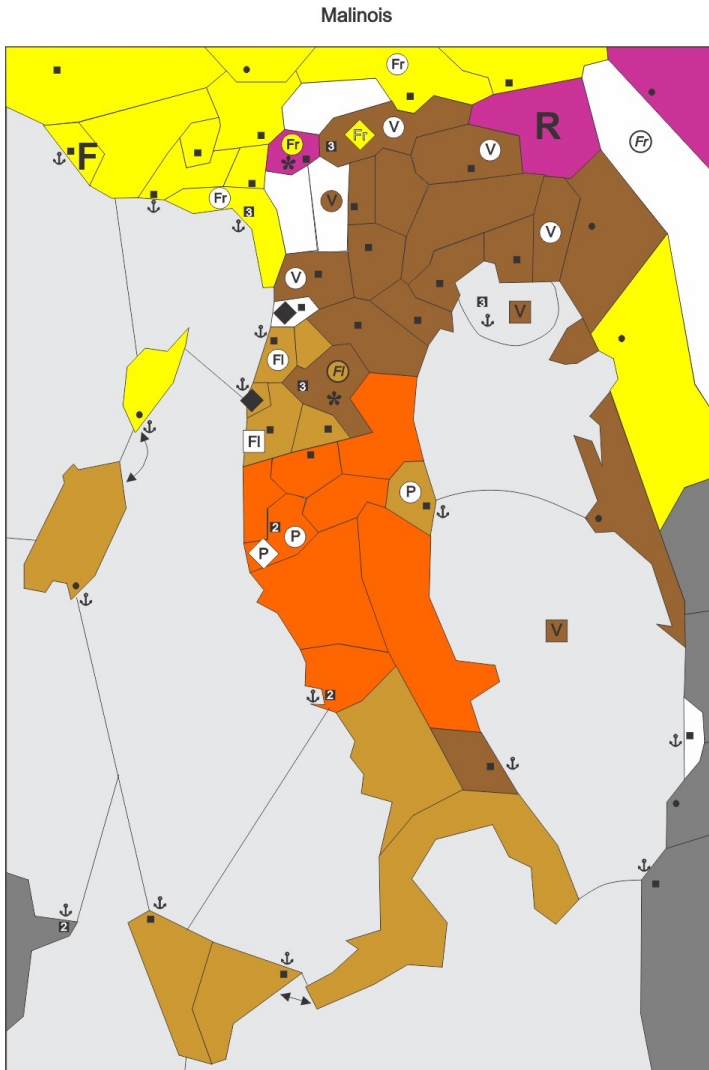
Terraforming Mars: Have the Hellas & Elysium plus 3 fan-developed maps, that a game fee will be charged to non-subbers. Venus Next, Prelude, Colonies, and Turmoil expansions. Will take up to 5.

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

Malinois
Gunboat Machiavelli
Standard Victory Conditions, Natural Disasters, Moneylenders, Conquest, Gray Press
Spring 1503
Deadline/Summer 1503 5/30 Tuesday

The Pope joins Venice in bribing a Florentine unit while Florence starts retaking his capital. Austria is assassinated and France and Venice continue their northern stalemate. Plague hits hard.



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

Builds

		Cost
Austria	Maintains all, no new builds	3
Florence	Maintains A Ancona, F Tyrrhenian Sea, builds A Pisa, A (EM) Arezzo	15
France	Maintains all, no new builds	24
Papacy	Maintains all, builds A Perugia, G Rome	12
Venice	Maintains all, builds F Venice, A Treviso, A Padia	30

Expenditures

Austria does not repay his loan and is assassinated. All units hold this turn. Rebellion in Carinthia. Austria is permanently barred from borrowing again. Papacy spends 12 ducats to disband Florence A Ancona.

Outstanding Loans

Summer 1503: 24 ducats due from Florence (16 borrowed).
 Summer 1504: 38 ducats due from France (25 borrowed).

Orders

- AUSTRIA: A Pavia holds (DISLODGED, retreat Como, Fornova, garrison, OTB)
- FLORENCE: A Ancona to Urbino (nsu), A (EM) Arezzo to FLORENCE, A PISA supports A Arezzo to Florence, F Tyrrhenian Sea to SIENNA
- FRANCE: A Croatia to DALMATIA, A MONTFERRAT supports A Turin to Pavia, A Turin to PAVIA, A GENOA to Modena, A TYROLEA to Milan, A (EM) Austria to SLAVONIA, G MILAN supports A Tyrolea to Milan
- PAPACY: A Aquila to ANCONA, A ROME holds, A Perugia to AREZZO, G ROME supports A Rome
- VENICE: A BOLOGNA supports A Florence, A MILAN besieges, A Cremona to PARMA, A TRENTO supports A Milan, A Florence supports Papal A Perugia to Arezzo (cut, DISLODGED, retreat Pistoia, Urbino, garrison, OTB), A MODENA to Genoa, A Treviso to FRIULI, A Padua to VERONA, F Ionian Sea to LOWER ADRIATIC, F Venice to UPPER ADRIATIC

Press

- France to Austria:** Thank you for being a good opponent. You were the linchpin between me winning or Venice winning.
- France to Florence:** Sorry about you losing Florence. I thought Venice buy your army but no way to warn you except my press about treasury.
- France to Venice:** Thank you for dropping any pretense about me heading to 15 cities when you are at 13 cities to my 11. We will see if they reconcile enough to stop you. I cannot do it by myself.
- Venice to France:** I will lose multiple cities this year. Bari, Dalmatia and more. My last ditch effort to stop you merely has slowed you down.
- Venice to Florence:** My apologies. I had to do it as you kept abetting France in winning.

Notes

If Venice retreats A Florence to Pistoia, it will be eliminated by the famine.

Spring 1503 Famine Losses

Autonomous garrison Ragusa.

Summer 1502 Plague

Bad Year – Row and Column only: Salerno, Verona (Venice A eliminated), Dalmatia (France A eliminated), Lucca (Papacy A eliminated), Bologna (Venice A eliminated), Carinthia, Provence, Montferrat (France A eliminated), Bari, Istria, Aquila, Patrimony

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: 229. Runs Average Card Outpost, By Popular Demand, Choice, Dead Pool, Grand National, Reduced Randomness Railway Rivals, Where is my Mind?, Where in the World is Kendo Nagasaki?, Word Puzzle. Current openings for 6 Nimmit!, Bier Börse, Outpost, Reduced Randomness Railway Rivals, Word Puzzle.

Fury of the Northmen Published by Colin Bruce. Current issue: 119. Currently running Chess; Civilization; Diplomacy, The Gathering. Game openings for Diplomacy, Chess.

God Save the Zine Published by Stephen Agar. Current issue: 4. Currently running Diplomacy. Game openings for Diplomacy, Black Hole Diplomacy II, Intimate Diplomacy Tournament, 1958 Diplomacy, Bus Boss, Maneater, Hare and Tortoise.

Variable Pig Edited by Jim Reader, published by Richard Smith. Current issue: 201. 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, 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, 6-NIMMIT!, Speedway, Maximise, Where in the World is Kendo Nagasaki (Three Wishes variant), Railway Rivals, Only Connect, Railway Rivals Partnership, Feudality. 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: #23. Currently running Machi Koro, Breaking Away!, Eat Me!, Love Letter, Railway Rivals, Dominion, Golden Strider. 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: 417. Currently running Diplomacy. No current game openings.

Eternal Sunshine Published by Doug Kent. Current issue: 168. 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 adds a resource to

GHG Producing Bacteria. Teractor sells a card. Vitor sells a card. Point Luna sells a card. Teractor uses Business Network to draw a card and discards it. Vitor sells a card. Teractor builds an Energy Market. Vitor sells a card. Teractor uses the Energy Market to sell energy production. Vitor sells a card. Teractor sells a card. Vitor sells a card. Teractor sells a card. Vitor introduces Predators, does some Local Heat Trapping, and adds 2 delegates to the Kelvinists.

Generation 7 Solar Phase: Global Event is Election. Point Luna has the highest total of building tags, cities, and influence, while Vitor and Viron tie for second. The Kelvinists become the ruling party and Vitor becomes char.

Generation 8 Actions: Viron trades with Callisto and Luna. Teractor spends plants for a greenery tile. Saturn Systems builds a city. Vitor builds Atalanta Planitia Labs and uses Sub-Crust Measurements. Point Luna trades with Triton and Pluto. Viron builds a Magnetic Shield and adds a resource to Refugee Camps.

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 5 Actions: Stormcraft adds a floater to Forced Precipitation. Factorum introduces Sub-Zero Salt Fish and adds a resource to it. Pharmacy Union adds a resource to Refugee Camps and Tardigrades. Aphrodite adds a resource to Nitrite-Reducing Bacteria. Factorum trades with Pluto and builds a

Mine. Aphrodite adds a resource to Local Shading. Factorum uses heat to raise the temperature. Aphrodite adds a delegate to the Scientists. Factorum increases its energy production.

Generation 5 Solar Phase: Volcanic Eruptions is the global event: temperature increased by 2 steps and an ocean is placed. The Scientists become the ruling party and Point Luna becomes chair.

Generation 6 Actions: Aphrodite uses Dirigibles to add a resource to Titan Floating Launch-Pad, then uses a resource on Titan Floating Launch-Pad to trade with Luna. Stormcraft spends heat to raise the temperature and adds a delegate to the Kelvinists. Factorum builds Cupola City and funds the Founder award. Pharmacy Union spends heat to raise the temperature and resources from Regolith Eaters to increase the oxygen level. Point Luna develops Breathing Filters and builds an Urbanized Area. Aphrodite fosters Interplanetary Trade and spends resources from Nitrite-Reducing Bacteria to increase its TR. Stormcraft adds a resource to itself and spends them to increase the temperature. Factorum trades with Ceres. Pharmacy Union trades with Pluto. Point Luna builds Shuttles and uses Sub-Crust Measurements to draw a card. Aphrodite develops Corroder Suits. Stormcraft builds Biomass Combustors and builds a Space Port. Factorum funds the Electrician award and joins a Power Supply Consortium. Pharmacy Union funds Airlines and adds a resource to Refugee Camps.

Point Luna procures a Caretaker Contract and uses Restricted Area. Aphrodite does some standard Air Scrapping and develops Urban Decomposers.

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

Round 39: David does not split any legions, rolls a 4, musters a colossus, and engages Star. In the battle, it is David's 2 lions, 2 griffons, 2 hydras, and 1 guardian against Bill's 6 rangers and 1 guardian.

During the battle, David summons an angel. Bill splits 2 characters from a legion, rolls a 5, and musters a hydra and a griffon.

Round 40: David does not split any legions, rolls a 2, and does not muster. Bill splits 2 characters off from a legion, rolls a 4, and musters a serpent, hydra, and centaur.

Round 41: David does not split any legions, rolls a 4, and musters a serpent and a hydra. Bill splits 2 characters from a legion, rolls a 3, and musters a hydra.

Round 42: David does not split any legions, rolls a 3, and does not muster. Bill does not split any legions,

Player	Power
Chris Geggus	Genoa
Bill Scharf	London
Dave Hooton	Venice
Christopher Hunt	Paris
Bob Robles	Barcelona

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. Barcelona plays Cloth and Stone.

Turn 4 Purchases: Venice buys Printed Word,

Player
Andy York
Christopher Hunt
Dave Hooton
Bill Scharf
Chris Geggus

Round 6: Geggus grows his family. York collects 1 reed, 1 stone, and 1 wood. York collects 1 reed, 1 stone, and 1 wood. Hunt plays the Potter occupation. Hooton builds a Clay Oven. Scharf becomes starting player and plays Field. Geggus collects 8 wood.

York collects 6 wood. Hunt collects 4 clay. Hooton collects 3 reeds. Scharf visits the Traveling Players, gaining 4 food.

Round 7: Scharf grows his family and uses Helpful Neighbors to exchange 1 wood for 1 reed. Geggus becomes starting player and builds a Bookshelf.

York collects 6 clay. Hunt grows his family. Hooton plays the Undergardener. Scharf collects 6 wood.

Stormcraft uses Forced Precipitation. Factorum develops Solar Power and adds a resource to Sub-Zero Salt Fish. Pharmacy Union uses Jupiter Floating Station to gain cash and plants Trees. Point Luna adds a delegate to the Kelvinists. Aphrodite uses Local Shading.

Docker – Titan

rolls a 5, and musters a hydra, lion, and ranger.

Round 43: David does not split any legions, rolls a 2, and does not muster. Bill splits 2 characters each from 2 legions, rolls a 5, and musters 2 trolls and a lion.

Round 44: David does not split any legions, rolls a 3, musters a behemoth and a hydra, and engages two of Bill's legions. In the first encounter, Bill's centaur and troll flee David's gorgon, behemoth, and 5 serpents. In the second encounter, David's 4 rangers, 2 gorgons, and guardian eliminate Bill's 2 centaurs and 2 lions without loss. Bill does not split any legions, rolls a 5, and musters a troll.

Round 45: David does not split any legions, rolls a 2, and does not muster. Bill does not split any legions, rolls a 6, and musters a hydra.

Round 46: David does not split any legions, rolls a 3, and musters a hydra. Bill does not split any legions, rolls a 4, and musters a troll and an ogre.

Round 47: David does not split any legions, rolls a 3, and does not muster. Bill does not split any legions, rolls a 4, and does not muster.

Round 48: David does not split any legions, rolls a 6, and titan teleports to engage a legion. In the battle, David's angel, titan, 2 dragons, and 3 colossi eliminate Bill's ranger and 5 trolls without loss.

Round 49: David does not split any legions, rolls a 1, and does not muster. Bill does not split any legions, rolls a 6, musters a serpent, and engages one of Dave's legions. Dave's 2 cyclopes flee Bill's gorgon and 2 rangers.

Round 50: David does not split any legions, rolls a 2, and does not muster. Bill does not split any legions, rolls a 3, musters a wyvern, and engages a legion of David's. David's ogre and troll fleet Bill's angel, 3 lions, 2 griffons, and hydra.

Round 51: David does not split any legions, rolls a 2, and does not muster. Bill does not split any legions, rolls a 5, does not muster, and engages one of David's legions in the Tower. Bill has an angel, 3 lions, 2 griffons, and a hydra and David has 2 cyclopes, 2 gorgons, and 3 behemoths.

Cockalier – Age of Renaissance

Nationalism, and Improved Agriculture. Genoa buys Nationalism and Holy Indulgence. London buys Seaworthy Vessels and Urban Ascendancy. Paris buys Holy Indulgence. Barcelona buys Urban Ascendancy.

Turn 4 Expansion: Genoa expands to Florecne, Sicily, Basque, and St. Malo. London expands to Alexandria, buys a card, Libya, and Shetland. Paris expands to Kiev, Kamishin, Sarai, Poti, Trebizond, Bari, Sicily (unsuccessfully), Barca, and St. Gali (unsuccessfully). Barcelona expands to Aleppo and Athens.

Turn 5 Card Play: Venice plays Religious Strife. Paris plays Timber. London plays Johann Gutenberg, Wool, and Spice. Genoa plays Gunpowder.

Turn 5 Purchases: Venice buys Holy Indulgence and Urban Ascendancy. Paris buys Ocean Navigation.

Barcelona buys Nationalism. London buys Printed Word, Ocean Navigation, and Holy Indulgence. Genoa buys Printed Word.

Turn 5 Expansion: Venice expands to Strassbourg and Esseg. Paris expands to China and India. Barcelona expands to Barcelona. London expands to the East Indies, St. Malo, Toulouse, Basque (unsuccessfully), and buys a card.

English Cocker Spaniel – Agricola

Geggus goes Fishing, gaining 3 food. York collects 4 sheep, cooking 3 into 6 food. Hunt becomes a Day Laborer, gaining 2 food. Hooton collects 2 stone. Geggus collects 2 grain and 1 vegetable, and all other players gain 1 grain.

Harvest Phase 2: No planted fields. Hunt uses the Potter to convert 1 clay into 2 food. Geggus converts 1 grain into 1 food. All players feed their families. No animal pairs.

Round 8: Geggus uses the Perpetual Student and Bookcase to play the Renovator occupation. York becomes starting player and builds a Sawhorse. Hunt collects 2 reeds, 1 stone, and 1 wood. Hooton plays the Ratcatcher occupation. Scharf collects 2 reeds. Geggus adds a room to his wooden hut. York renovates to a clay hut and exchanges his Fireplace for a Cooking Hearth. Hunt builds a Fireplace. Hooton grows his family and plays Pelts. Scharf collects 8 wood. Geggus collects 6 wood. Hunt collects 3 clay. Scharf builds Fences.

Round 9: York plays the Maid occupation. Hunt builds Pottery. Hooton becomes starting player and exchanges the Clay Oven for a Baker's Kitchen and the Fireplace for a Cooking Hearth. Scharf adds a room to his wooden hut. Geggus grows his family and builds a Basket. York collects 4 wood. Hunt collects 2 sheep. Hooton collects and cooks 2 wild boar. Scharf visits the Traveling Players, gaining 4 food. Geggus uses the Perpetual Student and Bookcase to play the Church Warden occupation. Hunt collects a sheep and a food. Scharf collects 3 clay. Geggus collects 2 wood and 3 food and pays 2 food to Scharf.

Harvest Phase 3: Hunt uses the Potter and Pottery to convert clay into food. All players feed their families. Hunt gains a sheep.

Round 10: Hooton collects 6 wood. Scharf grows his family and plays Boar Breeding. Geggus uses Perpetual

Student and Bookcase to play the Stone Breaker occupation. York collects 2 reeds, 1 stone, and 1 wood. Hunt cooks 2 sheep and spends a food to gain a cattle. Hooton adds a room to his wooden hut. Scharf plays the Market Woman occupation. Geggus becomes starting player and plays a Goose Pond. York builds Fences. Hunt collects a grain. Hooton collects 3 stone. Geggus adds a room to his wooden hut.

Round 11: Geggus grows his family and uses Helpful Neighbors to exchange a wood for a stone. York adds a room to his clay hut. Hunt becomes starting player and builds a Yoke. Hooton grows his family. Scharf collects 1 vegetable and 2 grain. Geggus collects 6 wood and 3 food. York collects 2 wild boar. Hunt sows 2 grain. Hooton builds a Well. Scharf goes Fishing for 4 food. Geggus collects 6

Player
Kevin Croskery
Kevin Wilson
Chris Geggus
Dave Hooton
Bill Scharf

We are using the European and Oceania expansions. Round 1: Dave takes 2 nectar. Bill takes 1 nectar. Kevin C. takes a rodent and a nectar. Kevin W. draws the Pine Siskin. Chris draws the Snowy Owl and Cassin's Sparrow. Dave lays eggs. Bill plays the Carolina Chickadee. Kevin C. plays the Chimney Swift. Kevin W. takes 2 invertebrates and lays an egg. Chris takes a rodent and a nectar. Dave plays the Hooded Crow. Bill lays eggs. Kevin C. draws the Canvasback and 2 cards from the deck, discarding 1. Kevin W. plays the Black-Bellied Whistling-Duck. Chris plays the Snowy Owl. Dave draws the Rufous-Banded Honeyeater and Sulphur-Crested

Player
Bill Scharf
Dave Hooton
Kevin Wilson
Chris Hibbert
Christopher Hunt

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

Round 6: Bill buys a 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. Christopher buys a Silver.

Round 7: Bill plays a Laboratory and buys a Gold. Dave plays a Pearl Diver and buys a Cutpurse. Kevin buys a Silver Mine. Chris buys a Province. Christopher plays a Laboratory, a Cutpurse, and buys a Wharf.

Round 8: Bill plays a Cutpurse and buys a Laboratory. Dave plays a Laboratory, a Silver Mine and buys a Province. Kevin plays a Laboratory and a Pearl Diver and buys a Cutpurse. Chris plays a

clay. Hunt plays the Stablemaster occupation. Hooton becomes a Day Laborer. Scharf collects 5 clay. Geggus collects 4 wood and 3 food, and pays 2 food to Scharf. Scharf renovates to a clay hut and plays a Turnip Field, sowing a vegetable and a grain.

Harvest Phase 4: Hunt harvests 2 grain. Scharf harvests a grain and a vegetable. Hunt uses the Potter and Pottery to convert clay into food and converts one grain to food. Hooton cooks a vegetable. All players feed their families. York gains a wild boar and Hunt gains a sheep.

Round 12: Hunt remains starting player and gains Manure. Hooton collects 6 wood. Scharf collects 3 stone. Geggus plows a field and sows a grain. York collects 2 cattle. Hunt collects 3 clay. Hooton collects 2 reeds, 1 stone, and 1 wood. Scharf collects 2 grain and 1 vegetable. Geggus adds a room to his wooden hut and builds 2 stables. York collects 6 wood. Hooton adds a room to his wooden hut. Scharf collects 4 reeds. Geggus renovates to a clay hut and buys Joinery. Hooton grows his family and plays a Broom, discarding his Minor Improvements and drawing 7 new ones. Geggus collects 2 stone.

Round 13: Hunt grows his family without the need for a room. Hooton collects 4 sheep, cooks them, and uses 3 food for Pelts. Scharf renovates to a stone house, builds a Clay Oven, and bakes bread. Geggus plows a field and sows a vegetable. York grows his family and plays a Sack Cart. Hunt cooks a sheep and plays the Serf occupation. Hooton collects 6 wood and pays 2 food to Scharf. Scharf collects 2 wild boar. Geggus becomes starting player and builds a Wooden Strongbox. York builds a Wildlife Preserve.

French Bulldog – Wingspan

Cockatoo, and 2 cards from the deck, discarding a card. Bill takes a seed and a nectar and caches a seed on the Carolina Chickadee. Kevin C. takes an invertebrate, fish, and berry. Kevin W. takes a seed and an invertebrate, and his Eurasian Jay steals a seed from Bill and caches it. Bill gains a nectar. Chris draws the Western Meadowlark and Scissor-Tailed Flycatcher. Dave takes an invertebrate and a nectar. Bill draws 2 cards from the deck.

Round 2: Kevin W. draws the Cooper's Hawk and Eurasian Collard-Dove, discards a seed, and tucks 2 cards behind the Black-Bellied Whistling-Duck. Chris draws the Northern Bobwhite and a card from the deck. Dave gains 2 nectar. Bill gains a fish and a seed, and caches a seed on the Caroline Chickadee. Kevin C. takes and fish and a nectar, plus an invertebrate from the Indigo Bunting. Kevin W. takes an invertebrate and a rodent, uses the Eurasian Jay to cache a stolen seed from Bill, who gains a fish, and lays an egg. Chris gains a berry and a nectar. Dave plays the Masked Lapwing. Bill takes an invertebrate and a nectar. Kevin C. lays eggs. Kevin W. plays the Cooper's Hawk. Chris gains an invertebrate and a fish. Dave plays the Green Pygmy-Goose. Bill draws the Red-Breasted Nuthatch and a card from the deck, tucks a card under the Purple Martin, and draws a card. Kevin C. plays the White-Backed Woodpecker. Kevin W. draws the Bullfinch and Noisy Miner. Chris takes a seed and a nectar. Dave lays eggs. Bill plays the White-Faced Ibis. Kevin C. draws the South Island Robin and Northern Shovler, draws a card from the deck, and discards a card. Kevin W. plays the Noisy Miner. Chris draws the Australian Reed Warbler and Bald Eagle. Dave plays the Sulphur-Crested Cockatoo. Bill lays eggs. Kevin C. plays the Canvasback in the wetlands. Kevin W. takes food, gaining a rodent and a seed, successfully hunting with the Cooper's Hawk, steals a seed from Chris with the Eurasian Jay (Chris gains an invertebrate), and lays an egg with the Chipping Sparrow.

English Springer Spaniel – Dominion

Maroon, trashing an Estate, and buys a Laboratory. Christopher plays a Silver Mine, gaining a Silver, and buys a Pearl Diver.

Round 9: Bill plays a Laboratory, a Silver Mine, gaining a Silver, and buys a Gold. Dave plays a Laboratory, a Cutpurse, and a Pearl Diver, and buys a Laboratory. Kevin buys a Laboratory. Chris buys a Silver. Christopher plays a Pearl Diver and buys a Gold.

Round 10: Bill plays a Laboratory, a Laboratory, and a Cutpurse and buys a Province. Dave buys a Maroon. Kevin plays a Pearl Diver and a Cutpurse and buys a Silver. Chris buys a Silver Mine. Christopher plays a Laboratory, a Wharf, and a Silver Mine, gaining a Silver, and buys a Silver Mine.

Round 11: Bill plays a Cutpurse and buys a Maroon. Dave plays a Pearl Diver, a Laboratory, and a Cutpurse and buys a Province. Kevin plays a Laboratory and a Silver Mine and buys a Wealthy Village, gaining Jewels. Chris plays a Maroon, trashing a Copper, and buys a Silver. Christopher plays a Cutpurse and buys a Province.

Round 12: Bill buys a Pearl Diver. Dave plays a Laboratory, a Pearl Diver, a Cutpurse, and a Silver Mine, gaining a Silver, and buys a Wealthy Village, gaining Doubloons and a Gold. Kevin plays a Pearl Diver and a Silver Mine, gaining a Silver, and buys a Province and a Pearl Diver. Chris plays a Laboratory and a Fortune Hunter, and buys a Province. Christopher plays a Silver Mine, gaining a Silver, and buys Gardens.

Round 13: Bill plays a Laboratory and buys a Province. Dave plays a Pearl Diver, a Maroon, trashing a Copper, and buys a Province. Kevin plays a Laboratory, a Wealthy Village, and a Laboratory, and buys a Province. Chris plays a Maroon, trashing a Copper, and buys a Province. Christopher plays a Pearl Diver, a Laboratory, and a Silver Mine, gaining a Silver, and buys a Wealthy Village, gaining a Spell Scroll.

Round 14: Bill plays a Silver Mine, gaining a Silver, and buys a Gold. Dave plays a Laboratory and buys a Silver. Kevin plays a Cutpurse and buys an Explorer. Chris plays a Fortune Hunter and a Silver Mine, gaining

a Silver, and buys a Province. Christopher plays a Cutpurse and buys a Gardens.

Round 15: Bill plays a Pearl Diver. Dave plays a Laboratory, a Laboratory, a Wealthy Village, a Pearl Diver, a Maroon, trashing an Estate, and a Silver Mine, gaining a Silver, and buys a Province. Kevin buys a Wharf. Chris plays a Maroon, trashing an

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

Round 1 Phase Selection: Party People and Nova select Explore (+1, +1), The Hive and New Hellene Hegemony select Settle, and SVTL selects Produce. Round 1 Settle: Party People settle Separatist Colony. The Hive settles Alien Rosetta Stone World. New Helene Hegemony conquers Outlaw World. Nova conquers Star Nomad Lair. Round 2 Phase Selection: The Hive and New

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

Epoch II Empire Selection: RMHS passes to GEGS. Unorganized Chaos passes to Republic of Texas. GEGS passes to RMHS. Republic of Texas passes to The Greenies. The Greenies pass to Unorganized Chaos.

Epoch II Empires: Assyria and the Chou Dynasty are absent. RMHS starts out with a Jewish Revolt and is the Vedic City States, who dominate India and have a presence in the Middle East. The Greenies are the Greek City States, who dominate North Africa, China, and Southern Europe. GEGS starts out with Phoenicia and is the Scythians, who dominate the Middle East and have a presence in India. Republic of Texas is Carthagina, who dominate North Africa and Southern Europe, and have a presence in the Middle East. Unorganized Chaos starts out with Barbarians from the Plateau of Tibet and is Persia, who dominate China and India and have presence in the Middle East and Southern Europe.

Epoch III Empire Selection: RMHS passes to Unorganized Chaos. GEGS passes to Republic of Texas. Republic of Texas passes to The Greenies. The Greenies pass to RMHS. Unorganized Chaos passes to GEGS.

Epoch III: RMHS plays Barbarians out of Tibet, who fizzle out immediately, and is the Celts, who

Estate, and buys a Duchy. Christopher plays a Wharf and a Silver, gaining a Silver, and buys 2 Gardens. Round 16: Bill plays a Laboratory, a Cutpurse, a Laboratory, and a Laboratory, and buys a Province. Dave plays a Cutpurse and buys a Province. Kevin plays a Wealthy Village and a Laboratory and buys a Duchy. Chris buys a Pearl Diver. Christopher plays a Wharf and a Silver Mine, gaining a Silver, and buys 2 Gardens. Round 17: Bill plays a Cutpurse and buys the last Province. Final scores are: Dave with 32, Chris with 28, Bill and Christopher tied at 27, and Kevin at 18. Congratulations to Dave on his victory!

Finnish Spitz – Race for the Galaxy

Hellene Hegemony select Explore (+1, +1), Nova selects Settle, and SVTL and Party People select Consume (Trade).

Round 2 Settle: SVTL settles Blaster Gem Mines. New Hellene Hegemony conquers Alien Robot Sentry. Nova settles Imperium Warlord.

Round 2 Consume: SVTL trades an alien good. Party People trades a rare good. New Hellene Hegemony consumes an alien good for 1 VP and 1 card. Nova consumes a novelty good for 1VP and 1 card.

Round 3 Phase Selection: The Hive and Nova select Explore (+1, +1), Party People select Develop. New Hellene Hegemony selects Settle. SVTL selects Consume (Trade).

Round 3 Develop: SVTL develops the Mining Conglomerate. Party People develop Terraforming Robots. New Hellene Hegemony develops Public Works. Nova develops Space Marines.

Round 3 Settle: Party People settle Volcanic World. The Hive settle Merchant World. New Helene Hegemony conquers Rebel Miners. Nova conquers Insect Uplift Race.

Round 3 Consume: SVTL trades a rare good. Nova consumes a biological good for 1VP and 1 card.

Round 4 Phase Selection: The Hive selects Explore (+1, +1). New Hellene Hegemony and Nova select Settle. SVTL and Party People select Produce.

Round 4 Settle: SVTL settles the Secluded World. Party People conquer Rebel Conflict Mines. New Hellene Hegemony settles Abandoned Alien Uplift Camp. Nova conquers Pirate World.

Round 5 Phase Selection: The Hive and Nova select Explore (+1, +1), New Hellene Hegemony selects Settle, and SVTL and Party People select Consume (Trade).

Dogue de Bordeaux – History of the World

dominate Southern and Northern Europe and have presences in the Middle East and India. The Greenies are Maurya, who dominate India and Southeast Asia, and presences in China and Southern Europe. GEGS is the Han Dynasty, who dominate the Middle East, China, and Southeast Asia, and presence in India and Southern Europe. Unorganized Chaos plays the Mayans and are the Hsuing-nu, who control China and have a presence in the Middle East, India, and Southern Europe. Republic of Texas plays North American Migrants and a Disaster (Tidal Wave) in Great Plain of China, and are the Sassanids, who dominates North Africa and Middle East, and presences in China, India, and Southern Europe.

Epoch IV Empire Selection: RMHS gives to GEGS. Republic of Texas keeps. GEGS gives to RMHS. The Greenies and Unorganized Chaos keep.

Epoch IV: GEGS plays Empire Revives and Disaster (Volcano) in Persian Plateau and is the Guptas, who dominate the Middle East, India, and Southeast Asia and have a presence in Southern Europe. Republic of Texas plays the Anglo-Saxons, Empires Revive, and are the Goths, who dominate North Africa, Northern Europe and have presences in Middle East, China, India, and Southern Europe. Unorganized Chaos are the Byzantines, who dominate the Middle East, China, and Southern Europe and have presences in India and Northern Europe. The Greenies play Empires Fortify and Empire Fortifies, and are the T'ang Dynasty, who have a presence in China, India, and Southern Europe. RMHS plays Kingdom in Malayan Peninsula and is the Arabs, who play a Leader and dominate North Africa, Middle East, and India and have a presence in Southern Europe, Northern Europe, and Southeast Asia.

Epoch V Empire Selection: GEGS gives to Unorganized Chaos. Republic of Texas passes to The Greenies. The Greenies pass to Republic of Texas. RMHS keeps. Unorganized Chaos passes to GEGS.

Epoch V: RMHS plays Disaster in Tarim Basin and are the Vikings, who dominate North Africa, Middle East, India, and Northern Europe, and presence in Southern Europe, Southeast Asia, and North America. Republic of Texas are the Holy Roman Empire, who dominate Southern Europe, Northern Europe, and Eurasia, and presence in North Africa, Middle East, China, and North America. Unorganized Chaos plays Disaster (Fleets at Sea) in the South China Sea and are the Sung Dynasty, who control China and have presence in Middle East, India, Southern Europe, Northern Europe, Eurasia, and North America. GEGS plays Crusades and Plague in Hindu Kush and are the Seljuk Turks, dominating in the Middle East, India, and Eurasia, and presence in North Africa, Southern Europe, and Southeast Asia. The Greenies plays Fujiwara and are the Mongols, who controls China and has presence in India, Southern Europe, Southeast Asia, and Eurasia.

Epoch VI Empire Selection: Republic of Texas and GEGS keep. RMHS gives to Unorganized Chaos. Unorganized Chaos gives to The Greenies. The Greenies give to RMHS.

Epoch VI: The Greenies are the Ming Dynasty, who control China and Nippon, dominate Eurasia, and have presence in India, Southern Europe, Northern Europe, and Southeast Asia. Unorganized Chaos plays a

Kingdom in Southern Iberia and are the Timurid Emirates, who dominate the Middle East, and have presence in China, India, Southern Europe, Northern Europe, Eurasia, and North America. RMHS are the Ottoman Turks, who have Siegcrafft and dominate India, Southern Europe, and Northern Europe, and have presence in North Africa, Middle East, Southeast Asia, and North America. Republic of Texas plays Black Death in Southeast Asia and India and are Portugal, who have a Population Explosion and dominate Northern Europe, North America, and South America and have presence in North Africa, Middle East, India, Southern Europe, Eurasia, and Sub-Saharan Africa. GEGS plays Sub-Saharan Migrants and is Spain, who dominates India, Southern Europe, Northern Europe, and Sub-Saharan Africa and have presence in North Africa, Middle

East, Southeast Asia, Eurasia, North America, and South America.

Epoch VII Empire Selection: Republic of Texas and Unorganized Chaos keep. GEGS and RMHS give to each other. The Greenies keep.

Epoch VII: Republic of Texas is Russia, who has Elite Troops and dominates Southern Europe, Northern Europe, Eurasia, North America, and South America and have presence in North Africa, Middle East, China, and India. Unorganized Chaos is France, who has Weaponry and Naval Supremacy and who controls Australia, dominates India and Northern Europe, and has presence in Middle East, China, Southern Europe, North America, South America, Sub-Saharan Africa, and Nippon. The Greenies play Kingdom in the Gold Coast and are Britain, who have a Civil Service and who dominate China, India, Southern Europe, Northern Europe, Eurasia, North America, and South America and have a presence in Southeast Asia, Sub-Saharan Africa, and Nippon. GEGS is the United States, who dominates Northern Europe and Sub-Saharan Africa and have a presence in North Africa, Middle East, India, Southern Europe, Southeast Asia, Eurasia, and North America. RMHS is Germany, who dominates Northern Europe and has presence in North Africa, Middle East, India, Southern Europe, Southeast Asia, and Eurasia.

Final scores are Unorganized Chaos with 195, RMHS with 193, GEGS with 192, Republic of Texas with 183, and The Greenies with 169. Congratulations to Bill Scharf on his victory!

Dobredor – Terraforming Mars; Vastitas Borealis, Drafting, Prelude, and Colonies

Player	Corporation
Christopher Hunt	Interplanetary Cinematics
Dave Hooton	Astrodrill
Andy York	Poseidon
Kevin Wilson	Mons Insurance
Bill Scharf	Philares

We are playing with drafting, Prelude, and Colonies, and using the new fan-created Vastitas Borealis map. Generation 1 Actions: Interplanetary Cinematics builds a Mohole and Rover Construction. Astrodrill builds a colony on Luna and develops Directed Impactors. Poseidon places a colony on Luna and seeds Arctic Algae. Mons Insurance develops Viral Enhancers. Philares places a greenery tile and develops Peroxide Power. Astrodrill places an asteroid on Directed Imactors and uses it to raise the temperature. Poseidon launches a Mining Expedition. Mons Insurance launches Rim Freighters. Philares builds a Domed Crater and plants Adapted Lichen. Mons Insurance builds a Toll Station.

Doxie – Terraforming Mars; Hellas, Drafting, Venus Next, Prelude, Colonies, and Turmoil

Player	Corporation
Bill Scharf	Aphrodite
Chris Geggus	Inventrix
Kevin Wilson	Mining Guild
Andy York	Thorgate

Dave hooton	Saturn Systems
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We are playing with drafting, Venus Next, Prelude, Colonies, and Turmoil, and using the Hellas map. Aphrodite develops Regolith Eaters and adds a resource to it. Inventrix draws cards then builds a colony on Luna. Mining Guild gains Mining Rights and builds a Minority Refuge on Luna. Thorgate develops Solar Wind Power and builds a colony on Luna.



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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!