



Notes from Hades

seen.

Those of you in the email games know that I was away for a couple of weeks since the last issue. The first time was a business trip. NASA King's Canyon. The road was closed just past the turn off for Hume's Lake, so that projects undergo periodic reviews, and the project I am working on had its as far as we could go there. We had lunch there, walked around the lake for a System Requirements Review (SRR) in September of 2020. Since none of the bit, then headed back. We stopped at an overlook point on the way out, and who contracts had been awarded at that time, the review board instructed that we hold a did we meet but that same British family. They told us that after we parted ways, delta SRR after the industry partners had each had their specific SRRs. Well that they saw two more bears, one of which was actually inside the fence and scratching delta SRR was held at Langley Research Center in Virginia at the beginning of the General Sherman tree. We chatted with them (they were on their way to Hume June. I was requested to attend since the software that I support is a key aspect of Lake) for a bit, then said our goodbyes. In the afternoon, we rented some horses for the project, and I provided a live demonstration of it to the board, which went well. a trail ride, which was quite nice. The horses were very well behaved and I stayed an extra day to attend some additional meetings. The second day, we were incredibly sure footed on the trails, which were very rocky in spots. Overall, a very in a different building. This building had a hangar attached to it, and during a time pleasant time. The next day, we came home.

between meetings, one of the people on the project who works there gave a couple Since the last issue, one game has completed. It is: English Cocker Spaniel, the of us a tour of the hangar. They have a couple of Gulfstream jets that they use for Agricola game won by Chris Geggus. Congratulations to Chris! research purposes, as well as a Boeing 777 that they recently purchased from All The next deadline is **Tuesday, July 4 at 5:00 p.m. Pacific Time.** Nippon Airlines. Langley is only the second NASA facility I have been in, the other being JPL in Pasadena. Overall, it was a great trip.

The second week was a family vacation. As we usually do, we spent several **Zine Report** days at the cabin we rent outside Sequoia and King's Canyon National Parks. The **Email Games Report** road down into King's Canyon had been completely wiped off the mountainside in a couple of spots by the massive winter storms we had, meaning we couldn't go down into the canyon, but there was still plenty to see. Also, the southern entrance **Kishu Ken:** 4000AD: This is a science fiction based expansion game and will be into Sequoia was closed, so the King's Canyon entrance that we used was the only run by Kevin Wilson. Rules can be provided as needed. Have Bill Scharf(\$), Martin entrance into both parks. We drove up on Monday, stopping for lunch in Visalia, Burgdorf(\$), will take up to 2 more. and settled into the cabin for the rest of the day.

Tuesday was the first day in the parks, and we visited the General Grant tree, game start. Have Bob Robles(\$), Kevin Wilson(\$), Ward Narhi, Martin and picnic-ed at Panorama Point, which overlooks part of King's Canyon. We were Burgdorf(\$), will take up to 4 more. amazed at how much snow was still on the peaks of the Western Sierras – it was **Fila Brasileiro:** Smallworld: Have the Be Not Afraid, Grand Dames, and Royal much more than we have ever seen at that time of year. We had gotten a late start Bonus expansions. Have Christopher Hunt(\$), Kevin Wilson(\$), Bill Scharf(\$), and there was a long line to get into the park, so we didn't have as much time there will take up to 2 more. as we usually do, but it was still very pleasant.

Wednesday, we went down into Sequoia. The road that links the two parks is Geggus(\$), Kevin Wilson(\$), Chris Hibbert(\$), will take up to 1 more. called the Generals' Highway, because at the northern end is the General Grant tree, **Fox Terrier:** Terraforming Mars: Have the Hellas & Elysium plus 3 fan- and in Sequoia, is the General Sherman tree, the largest tree by volume in the developed maps, Venus Next, Prelude, Colonies, and Turmoil expansions. Have world. At several spots along the road, there were still patches of snow. The Chris Geggus(\$), Kevin Wilson(\$), Dave Hooton(\$), will take up to 2 more. weather was cooler than it normally gets as well. Typically at that time of year, the **French Bullhuahua:** Discworld: Ankh Morpork: Have Kevin Wilson(\$), Bill temperature at the cabin, which is a couple of thousand feet lower in elevation than Scharf(\$), Christopher Hunt(\$), will take up to 1 more. the park, would be in the 80s Fahrenheit. This time, it was in the low 70s. The **Frengele:** Power Grid: Have 14 different maps, the alternate deck, some promo parks were typically in the mid to upper 60s. We drove down to Moro Rock, which cards, and the Power Crisis unofficial expansion. Have Dave Hooton(\$), Kevin we didn't get to visit last year because of the fires. This time, it was open and we Wilson(\$), Bill Scharf(\$), will take up to 3 more. climbed up the rock. As we climbed, we could hear the rapids of the Kern River **German Longhaired Pointer:** Lords of Waterdeep: Have the Scoundrels of 4000 feet below us. The view from the top was stunning. There, we met with a Skullport expansion. Have Chris Geggus(\$), Kevin Wilson(\$), Bill Scharf(\$), will British family, an older retired couple and their adult daughter, who like to vacation take up to 3 more.

at North American national parks. We chatted for a while and let them know about **German Pinscher:** 7 Wonders: Have the Wonder Pack, Leaders, Cities, Babel, some of the sights in the park. After Moro Rock, we went to Crescent Meadow and Armada expansions. Have Dave Hooton(\$), Chris Geggus(\$), Christopher had lunch. We started on the trail to Crescent Meadow, and were a fair ways along Hunt(\$), Kevin Wilson(\$), Bill Scharf(\$), will take up to 3 more. it when we see the daughter of the British couple coming back yelling "Bears!". **German Sheprador:** Dominion: Have most of the expansion sets plus some They had heard, then seen, two brown bears tearing apart a rotten log to get at the extras. Have Christopher Hunt(\$), Chris Geggus(\$), Bill Scharf(\$), will take up to insects inside. We watched the bears from a safe distance along with a couple of 3 more.

other families until the bears wandered out of sight, then went back to our car. We **German Shorthaired Pointer:** Age of Renaissance: Have Dave Hooton(\$), Chris next went to Lodgepole, the major visitor center/market in the park, only to Geggus(\$), Christopher Hunt(\$), Bob Robles, will take up to 2 more. discover that the weight of the snow had collapsed the roof of the market, so both **German Wirehaired Pointer:** Wingspan: Have the European and Oceana birds the market and the visitors' center were closed for renovation. We hung out by the expansions. Have Chris Geggus(\$), Christopher Hunt(\$), Kevin Wilson(\$), will Kaweah River there for a while, marveling at how full it was. In fact, all of the take up to 2 more.

creeks that crossed the Generals' Highway were running fuller than we had ever Players who have a (\$) after their name have paid the necessary game fee.

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Game Openings

S.O.B. is a zine of unusual postal games, and anything else I feel like including.
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Subscriptions cost \$3.00 per issue (\$4.50 overseas).

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.

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 that are underlined will be played by email, and the status of those games may be 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, Christopher Hunt, Kevin Wilson, will take up to 3 more.

Terraforming Mars: Ares Expedition: This will be the Crisis cooperative expansion. Have Bill Scharf, Kevin Wilson, will take up to 2 more.

Suburbia: Have the Suburbia, Inc., 5 Star expansions, and Nightlife expansions as well as the Cons and Essen Spiel additions. Have Christopher Hunt, will take up to 4 more.

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

Race for the Galaxy: Have The Gathering Storm and Rebel vs. Imperium expansions. Have Christopher Hunt, Bob Robles, Kevin Wilson, will take up to 3 more.

History of the World: Have Christopher Hunt, Kevin Wilson, will take up to 5 more.

Terraforming Mars: Have the Hellas & Elysium plus 3 fan-developed maps, Venus Next, Prelude, Colonies, and Turmoil expansions. Have Christopher Hunt, Kevin Wilson, will take up to 3 more.

Citadels: Have the Deluxe version. Will take up to 8.

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

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

Malinois

Gunboat Machiavelli

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

Summer 1503

Deadline/Fall 1503 8/8 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.

Spring 1503 Retreats

Austria retreats A Pavia to Como.

Venice retreats A Florence to garrison.

Expenditures

Florence borrows 8 ducats for 2 years (12 ducats due Summer 1505) and spends 24 ducats to repay his current loan.

Outstanding Loans

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

Summer 1505: 12 ducats due from Florence (8 borrowed).

Orders

AUSTRIA: A Como to TURIN

FLORENCE: A (EM) Florence to BOLOGNA, A Pisa to FLORENCE, F Sienna to TYRRHENIAN SEA

FRANCE: A PAVIA besieges (no garrison), A GENOA holds, A TYROLEA holds, A

(EM) Slavonia to HUNGARY, G Milan holds (ELIMINATED)

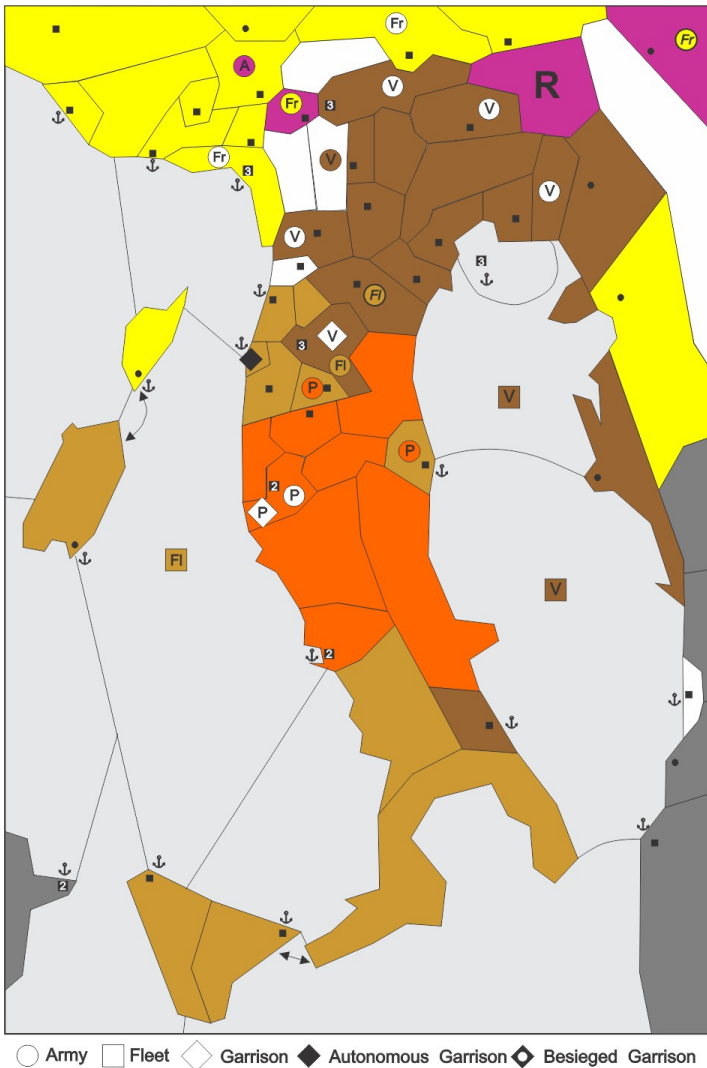
PAPACY: NMR! A ANCONA holds, A ROME holds, A AREZZO holds, G ROME holds

VENICE: A MILAN besieges (French garrison eliminated), A PARMA supports A Milan, A TARENT supports A Milan, A MODENA to GENOA, A FRIULI holds, F LOWER ADRIATIC to Upper Adriatic, F UPPER ADRIATIC to Lower Adriatic, G FLORENCE supports Papal A Arezzo to Florence (nso)

Press

None.

Malinois



Zine Report

Australian Zines

Damn the Consequences Published by Brendan Whyte. Current issue: 230. Runs Banbury Merton St (number game), Bonnie Brae (number game), Roborally, Pandemic (COVID variant), Railway Rivals, Where the #\$\$%& on the Tube is Kendo Nagasaki?, Choice. Current openings Banbury Merton St (number game), Bonnie Brae (number game), Beatlemania, 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: 207. Currently running quizzes, Railway Rivals, Bus Boss, Puerto Rico, and Britannia. Current openings for Britannia, Bus Boss, Hare & Tortoise, Railway Rivals, Settlers of Catan.

UK Zines

Dane's Games Published by Dane Maslen. Current issue: 230. 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, Where in the World is Kendo Nagasaki?, Word Puzzle.

Fury of the Northmen Published by Colin Bruce. Current issue: 120. Currently running Chess; Civilization; Diplomacy. Game openings for Diplomacy, Chess.

God Save the Zine Published by Stephen Agar. Current issue: 6. Currently running Diplomacy, Black Hole Diplomacy II. Game openings for Diplomacy, Black Hole Diplomacy II, Intimate Diplomacy Tournament, 1958 Diplomacy, Bus Boss, Maneater, Hare and Tortoise. Subzine Late Orders! Has Diplomacy, Intimate Diplomacy, Election, no game openings.

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: #24. 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: 418. Currently running Diplomacy. No current game openings.

Eternal Sunshine Published by Doug Kent. Current issue: 169. 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 and Andy have both announced that they are 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 8 Actions: Viron builds a Magnetic

Shield and adds a resource to Refugee Camps. Teractor uses the Business Network to draw a card, discarding it. Saturn Systems adds a delegate to Mars First. Vitor builds a Tropical Resort. Point Luna builds an Immigrant City. Viron uses Power Infrastructure to convert energy into cash and adds a resource to Refugee Camps. Teractor adds a delegate to the Reds. Saturn Systems uses plants to place a greenery tile. Vitor designs Corroder Suits. Point Luna builds a Plantation and spends plants for a greenery tile. Teractor gains a Caretaker Contract. Saturn Systems brings in Sulphur Exports. Vitor gains Sponsors. Point Luna launches an Interstellar Colony Ship. Viron gains Business Contacts. Teractor uses the Caretaker Contract. Saturn Systems sells a card. Vitor sells 4 cards and spends cash for a greenery tile. Point Luna sells a card and adds a resource to Regolith Eaters. Viron builds a Soil Factory. Teractor adds a resource to Security Fleet. Saturn Systems adds a resource to Tardigrades. Vitor adds resources to Psychrophiles and Extremophiles. Point Luna builds Magnetic Field Generators. Viron sells a card and does some Noctis Farming.

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 6 Actions: Aphrodite uses Local Shading. Factorum executes Sabotage on Pharmacy Union. Pharmacy Union adds a delegate to Unity and uses Extremophiles to add a resource to Tardigrades. Aphrodite adds a delegate to the

Kelvinists. Factorum adds a delegate to the Kelvinists and sells a card. Pharmacy union adds a resource to Tardigrades.

Generation 6 Solar Phase: Global Dust Storm is the global event. All corporations lose heat and cash. The Kelvinists become the ruling party and Stormcraft becomes the chair.

Generation 7 Actions: Stormcraft trades with Luna. Factorum trades with Ceres and builds a Water Splitting Plant. Pharmacy Union uses Regolith Eaters to increase the oxygen level and uses Extremophiles to add a resource to Regolith Eaters. Point Luna builds a Plantation then uses Sub-Crust Measurements to draw a card. Aphrodite use the Titan Floating Launch-Pad to trade with Miranda. Stormcraft adds a delegate to the Kelvinists. Factorum does some Recruitment, converting a neutral delegate in the Greens to its own and adds another delegate to the Greens. Pharmacy Union trades with Europa and introduces Livestock. Point Luna adds a delegate to the Scientists and conducts some Supported Research. Aphrodite launches some Extractor Balloons. Stormcraft gains Sister Planet Support. Pharmacy Union imports Nitrogen from Titan and cashes in on Jupiter Floating Station. Aphrodite uses Extractor Balloons to increase Venus terraforming and does so again with some standard Air Scrapping.

Docker – Titan

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

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. After a pitched battle, Bill wins, with an angel and lion remaining, gains another angel and an archangel, and musters a centaur.

Round 52: David does not split any legions, rolls a 3, does not muster, and engages one of Bill's legions. Bill's 3 ogres and 1 troll flee from David's titan, angel, 2 dragons, and 3 colossi. Bill does not split any legions, rolls a 3, and does not muster.

Round 53: David does not split any legions, rolls a 3, and engages one of Bill's legions. Bill's gorgon and behemoth fleet from David's titan, angel, 2 dragons,

and 3 colossi. Bill does not split any legions, rolls a 5, and musters a lion.

Round 54: David does not split any legions, rolls a 2, and does not muster. Bill does not split any legions, rolls a 3, and engages a legion of David's. David's 2 guardians, gorgon, and cyclops flee from Bill's archangel, 2 angels, 2 lions, and centaur.

Round 55: David does not split any legions, 4rolls a 5, does not muster, and engages one of Bill's legions. In the ensuing battle, Bill loses 3 cyclopes, 1 behemoth, and 2 serpents while killing an angel and a dragon. David gains an angel and summons an angel. Bill does not split any legions, rolls a 4, and does not muster.

Round 56: David does not split any legions, rolls a 5, and does not muster. Bill does not split any legions, rolls a 1, and does not muster.

Round 57: David does not split any legions, rolls a 1, and does not muster. Bill does not split any legions, rolls a 1, and musters a guardian.

Round 58: David does not split any legions, rolls a 3, does not muster, and engages 2 of Bill's legions. In the first engagement, 1 gorgon and 2 rangers of Bill's flee from an archangel and 5 hydras of David's. David gains an archangel. In the second, a cyclops and gargoyle of Bill's flee from a titan, dragon, 2 angels, and 3 colossi of David's. Bill does not split any legions, rolls a 2, and musters a lion.

Round 59: David does not split any legions, rolls a 5, does not muster, and engages one of Bill's legions. In the battle, Bill loses an angel, 2 griffons, a guardian, and 2 hydras while killing 3 hydras. David gains an angel and musters a wyvern. Bill does not split any legions, rolls a 4, and does not muster.

Round 60: David does not split any legions, rolls a 5, and does not muster. Bill does not split any legions, rolls a 5, and does not muster.

Round 61: David does not split any legions, rolls a 2, and does not muster. Bill does not split any legions, rolls a 2, and does not muster.

Round 62: David does not split any legions, rolls a 4, and does not muster. Bill does not split any legions, rolls a 4, does not muster, and engages a legion of David's. David's pair of lions flee from Bill's titan, guardian, 3 wyverns, and 2 hydras.

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

Turn 5 Expansion: Venice expands to Strassbourg and Esseg. Paris expands to China and India. Barcelona expands to Barcelona. London expands to

Player
Andy York
Christopher Hunt
Dave Hooton
Bill Scharf
Chris Geggus

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. Hunt collects 1 sheep and 1 food. Hooton gains 2 food and a vegetable. Scharf plows a field. Geggus collects 2 wood and 3 food. Hooton collects

Player
Kevin Croskery
Kevin Wilson
Chris Geggus
Dave Hooton
Bill Scharf

We are using the European and Oceania expansions. Round 2: 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. Chris plays the Scissor-Tailed Flycatcher in the grassland. Dave draws bird cards, taking the Lazuli Bunting and a card from the deck, draws 2 cards with the Green Pygmy-Goose, giving 1 to Kevin W., then draws 2 cards with the Common Yellowthroat, discarding 1. Bill takes food, gaining 2 invertebrates and caches a seed on the Carolina Chickadee. Kevin C. lays eggs. Kevin W. takes food, gaining a nectar and a seed, successfully hunts with the Cooper's Hawk, and lays an egg with the Chipping Sparrow. Chris lays eggs and all players gain an invertebrate. Dave lays eggs. Bill takes

Round 63: David does not split any legions, rolls a 1, and does not muster. Bill does not split any legions, rolls a 4, and does not muster.

Round 64: David does not split any legions, rolls a 1, and does not muster. Bill does not split any legions, rolls a 4, does not muster, and engages a legion of David's. David's pair of cyclopes flee from Bill's titan, guardian, 3 wyverns, and 2 hydras.

Cockalier – Age of Renaissance

the East Indies, St. Malo, Toulouse, Basque (unsuccessfully), and buys a card. Genoa expands to St. Malo, Valencia, Grenada, Dijon, and St. Gali (unsuccessfully).

Turn 6 Card Play: Genoa plays Grain, Famine, and Nicolaus Copernicus. Venice plays Timber. Paris plays Silk, Silk, and Metal. Barcelona plays Timber, Mysticism Abounds, Revolutionary Uprisings, and Wine. London plays Papal Decree forbidding the purchase of Religion Advances, Spice, and Marco Polo.

Turn 6 Purchases: Genoa buys Institutional Research, Overland East, The Heavens, Human Body, Improved Agriculture, and Master Art. Venice buys Institutional Research and Seaworthy Vessels. Paris buys The Heavens, Improved Agriculture, Wind/Watermill, Interest & Profit, Urban Ascendancy, New World, and a ship upgrade.

English Cocker Spaniel – Agricola

1 cattle. Scharf builds 2 stables. Geggus uses the Perpetual Student and Bookcase to play the Adademic occupation. Hooton gains 4 food from the Traveling Players. Geggus collects 1 reed, 1 stone, and 1 wood. Harvest Phase 5: Hunt harvests 2 grain. Scharf and Geggus each harvest a grain and a vegetable. Hunt uses the Potter, Pottery, and cooks a sheep. All players feed their families. York breeds a wild boar and a cattle. Hunt breeds a sheep. Scharf breeds a wild boar.

Round 14: Geggus collects 4 wood and 3 food. York builds a Brewery. Hunt grows his family without the need for a room. Hooton plows a field and sows a vegetable. Scharf sows a grain and a vegetable, and bakes bread. Geggus collects 4 wood and 3 food. York plays the Braggart occupation. Hunt plows a field. Hooton builds fences. Scharf collects a cattle. Geggus collects a reed, a stone, and a wood. York collects a vegetable. Hunt collects 6 clay. Hooton collects a sheep and a food. Scharf collects a sheep. Geggus renovates to a stone house and builds fences. Hunt renovates to a clay hut and plays Building Materials, gaining a clay. Hooton becomes a Day Laborer, gaining 2 food and a vegetable. Scharf goes Fishing for 3 food. Geggus collects a wild boar. Hooton collects a grain.

Harvest Phase 6: Hunt harvests 2 grain. Hooton harvests 1 vegetable. Scharf harvests 2 grain and 1 vegetable. Geggus harvests a grain and a vegetable. Hunt uses the Potter, Pottery, and cooks 2 sheep. Hooton cooks 2 vegetables. All players feed their families. York breeds a wild boar and a cattle. Hunt breeds a sheep. Scharf breeds a wild boar.

Final score is: Geggus with 46, Scharf with 40, Hooton with 35, York with 30, and Hunt with 19. Congratulations to Chris Geggus on his victory!

French Bulldog – Wingspan

food, gaining a seed and a fish and caching a seed on the Carolina Chickadee. Kevin C. lays eggs.

End of Round 2: Dave uses the European Honey Buzzard to gain 3 invertebrates and tucks 3 cards behind the Hooded Crow, drawing 3 cards. Kevin C. is first for the round goal, followed by Bill and Dave with a tie, then Kevin W., and finally Chris.

Round 3: Chris takes food, gaining 2 nectar. Dave takes food, gaining 2 nectar, and tucks a card behind the Sulphur-Crested Cockatoo. All players gain a nectar. Bill takes food, gaining 2 nectar and caches a seed on the Carolina Chickadee. Kevin C. takes food, gaining a rodent and a nectar, gains another nectar with the White-Backed Woodpecker and an invertebrate with the Indigo Bunting. Kevin W. takes food, gaining 2 nectar, successfully hunting with the Cooper's Hawk, uses the Eurasian Jay to steal a seed from Bill, who gains a nectar, and lays an egg with the Carolina Chickadee. Chris takes food, gaining a nectar and a rodent. Dave plays the Red-Backed Shrike in the grasslands. Bill plays the Roseate Spoonbill in the wetlands, drawing 2 bonus cards and keeping 1. Kevin C. plays the Golden Eagle in the grasslands. Kevin W. plays the Bullfinch in the Forest. Chris plays the Australian Reed Warbler and Northern Gannet in the wetlands. Dave plays the Brown Falcon in the forest. Bill takes bird cards, gaining the Major Mitchell's Cockatoo and a card from the deck, fails to fish with the White-Faced Ibis, and tucks a card behind the Purple Martin. Kevin C. plays the Northern Shoveler in the wetlands. Kevin W. takes food, gaining 2 nectar and an invertebrate, gains a seed from the Bullfinch, the Cooper's Hawk successfully hunts, and the Chipping Sparrow lays an egg. Chris lays eggs, and gains an invertebrate from the Scissor-Tailed Flycatcher. Dave takes bird cards, gaining the Savannah Sparrow and a card from the deck, draws 2 cards with the Green Pygmy-Goose, giving 1 to Kevin C., and draws 2 cards with the Common Yellowthroat, keeping 1. Bill plays the Major Mitchell's Cockatoo in the grasslands. Kevin C. takes food, gaining a rodent and a nectar, gains a nectar with the White-Backed Woodpecker, and a berry with the Indigo Bunting. Kevin W. plays the White-Throated Swift in the grasslands. Chris plays the Cassin's Sparrow in the grasslands. Dave lays eggs and uses the Red-Backed Shrike to steal an invertebrate from Kevin W., who takes a seed from the feeder.

Finnish Spitz – Race for the Galaxy

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 5 Settle: SVTL settles Smuggling World.

New Hellene Hegemony settles Distant World. Nova conquers Runaway Robots.

Round 5 Consume: SMTL trades an alien good and consumes a rare good and a novelty good, gaining 6 cards and 1VP. Party People trades a rare good and consumes a rare good, gaining 4 cards and 1VP.

New Hellene Hegemony consumes a rare good,

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 2 Actions: Astrodrill trades with Luna and builds a colony on Triton. Poseidon holds an Invention Contest and buys some Imported GHG. Mons Insurance takes out an Investment Loan.

Philares builds a colony on Triton. Interplanetary Cinematics spends heat to raise the temperature.

Astrodrill spends a corporate asteroid for titanium and spends 2 titanium to add a resource to Directed Impactors. Poseidon develops Industrial Microbes.

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

We are playing with drafting, Venus Next, Prelude, Colonies, and Turmoil, and using the Hellas map.

Generation 1 Actions: Saturn Systems develops Dust Seals and builds an Immigrant City. Aphrodite sponsors Interplanetary Trade and moves a delegate to Unity. Inventrix builds a Restricted Area. Mining

Players
Bill Scharf
Christopher Hunt
Kevin Wilson
Chris Geggus

We are using the Ambitious Aristocrats combination.

Round 1: The Magistrate is absent. Christopher is

gaining 1 card and 1VP. Nova consumes a novelty good, gaining a card and 1VP.

Round 6 Phase Selection: The Hive selects Explore (+1, +1), Party People, New Hellene Hegemony, and Nova select Settle, and SVTL selects Produce.

Round 6 Settle: SVTL settle Biohazard Mining World. Party People settle Galactic Trendsetters. New Hellene Hegemony settles Comet Zone. Nova conquers New Survivalists.

Round 6 Produce: SVTL produces an alien good on Damaged Alien Factory, rare goods on Blaster Gem Mines and Biohazard Mining World, and a novelty good on Secluded World. New Hellene Hegemony produces rare goods on Rebel Miners and Comet Zone, and a biological good on Distant World. Nova produces a novelty good on New Survivalists.

Round 7 Phase Selection: Party People, The Hive, and Nova select Explore (+1, +1), SVTL and New Hellene Hegemony select Consume (Trade).

Round 7 Consume: SVTL trades a novelty good for 2 cards, consumes 2 rare goods for 2VP, and consumes a novelty good for 1 card. Party People consume a rare good for 1VP and 1 card. New Hellene Hegemony trades a biological good for 4 cards, and consumes rare goods for 2VP and 1 card. Nova consumes a novelty good for 1 VP and 1 card.

Round 8 Phase Selection: Party People, The Hive, and Nova select Develop, New Hellene Hegemony selects Settle, and SVTL selects Consume (Trade).

Mons Insurance develops Adaptive Technology. Philares spends plants to place a greenery tile. Interplanetary Cinematics sponsors Olympus Conference, gaining a resource on the card. Philares trades with Ceres and builds Vesta Shipyard. Interplanetary Cinematics seeds Regolith Eaters and draws a card, then builds Meltworks, creates a Media Group, and adds a resource to Regolith Eaters.

Generation 3 Actions: Poseidon spends heat to raise the temperature. Mons Insurance builds Titan Floating Launch-Pad and adds a resource to it. Philares develops Designed Microorganisms. Interplanetary Cinematics builds a colony on Luna. Astrodrill spends a corporate asteroid to gain 3 titanium. Poseidon hires Research Coordination. Mons Insurance invests in Pets. Philares trades with Triton. Astrodrill trades with Luna and spends a resource from Directed Impactors to raise the temperature. Poseidon spends heat to raise the temperature. Astrodrill builds a Space Station and indulges in Asteroid Mining. Poseidon sponsors the Import of Advanced GHG and claims the Engineer milestone. Astrodrill develops Titan Shuttles and places 2 resources on the card.

Generation 4 Actions: Mons Insurance hires Trade Envoys and uses Titan Floating Launch-Pad to trade with Luna. Philares trades with Triton and builds Immigration Shuttles. Interplanetary Cinematics conducts a Martian Survey and builds Space Hotels. Astrodrill trades with Io and claims the Spacefarer milestone. Poseidon spends heat to raise the temperature. Mons Insurance finds a Mineral Deposit and builds Solar Reflectors. Philares builds a Field Capped City. Interplanetary Cinematics develops House Printing. Astrodrill spends heat to raise the temperature.

Guild gains Lunar Exports and adds a delegate to Unity. Thorgates adds a delegate to the Scientists. Saturn Systems develops Jet Stream Microscrappers and adds a resource to it. Inventrix uses the Restricted Area to draw a card and adds a delegate to the Reds. Thorgate gets into Asteroid Mining.

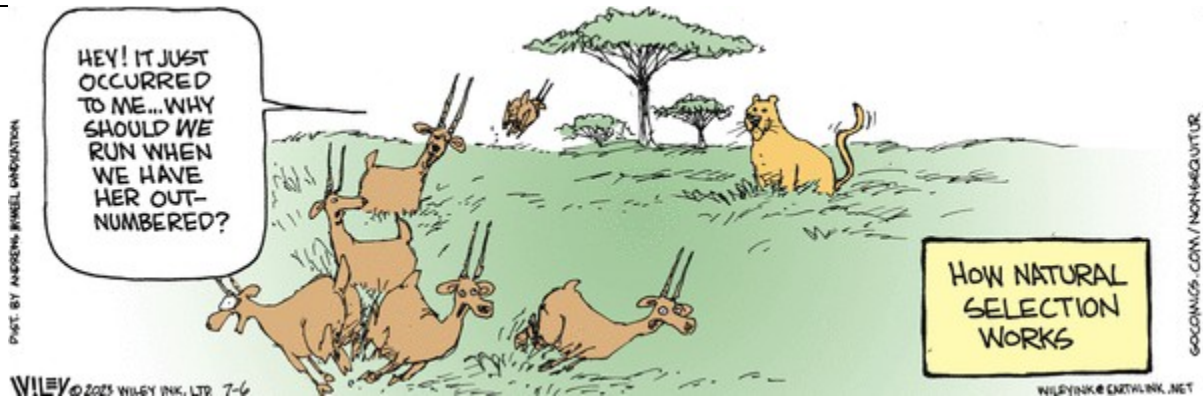
Generation 1 Solar Phase: Unity becomes the dominant party and Aphrodite is the chair.

Generation 2 Actions: Inventrix trades with Luna then brings in a Large Asteroid. Mining Guild trades with Ceres and adds a delegate to Mars First. Thorgate adds a delegate to Unity. Saturn Systems spends resources from Jet Stream Microscrapping to increase Venus and conducts a Martian Survey. Aphrodite adds a delegate to Mars First. Inventrix uses the Restricted Area to draw a card. Mining Guild develops Cryo-Sleep. Thorgate invests in its Power Grid. Saturn Systems develops Advanced Alloys. Aphrodite adds a resource to Regolith Eaters. Inventrix develops House Printing and joins the Great Escarpment Consortium. Mining Guild adds a delegate to Mars First. Saturn Systems adds a delegate to Mars First. Aphrodite brings down an Ice Asteroid. Inventrix adds a delegate to the Reds. Saturn Systems does some Recruitment, converting a neutral delegate in Mars First to its own. Aphrodite plants Moss.

English Foxhound – Citadels

the Thief, who steals from the Bishop and builds a Barracks. Bill is the Wizard, who looks at Chris' hand, and builds the Haunted Quarter from it. The Patrician, Bishop, and Trader are absent. Kevin is the Architect, who builds a Church and a Market. Chris is the Marshal, who builds a Prison and seizes Christopher's Barracks.

Round 2: Bill is the Magistrate, who places warrants on the Wizard, Patrician, and Architect and builds a Manor. The Thief is absent. Christopher is the Wizard who looks at Kevin's hand and builds a Fortress from it. The Patrician is Kevin, who does not build. The Bishop, Trader, and Architect are absent. Chris is the Marshal, who seizes Bill's Manor.



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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

A standby has been called for the Papacy in Malinois.