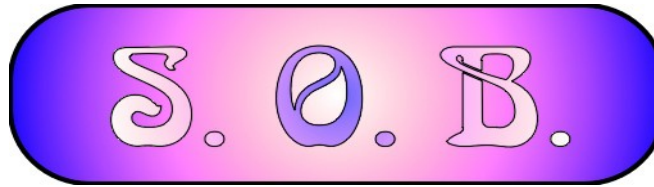


Number 286



August, 2023

Notes from Hades

It's been quiet here over the last month or so. No travel, just getting on with life and trying to stay cool.

Since the last issue, six games have completed. They are: Docker, the Titan game won by David Hood, Chiweenie, the Terraforming Mars game won by

Gollie: Terraforming Mars: Ares Expedition: This is the Crisis cooperative Dave Hooton, English Foxhound, the Citadels game won by Kevin Wilson, French expansion. Have Bill Scharf(\$), Kevin Wilson, Andy York(\$), Kevin Croskery. Bulldog, the Wingspan game won by Dave Hooton, Finnish Spitz, the Race for the This game is full.

Galaxy game won by Chris Hibbert, English Foxhound, a Citadels game won by **Greater Swiss Mountain Dog:** Suburbia: Have the Suburbia, Inc., 5 Star Kevin Wilson, and Fila Brasileiro, a Smallworld game won by Kevin Wilson. expansions, and Nightlife expansions as well as the Cons and Essen Spiel additions. Congratulations to the winners!

The next deadline is **Tuesday, September 12 at 5:00 p.m. Pacific Time.**

Contents

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

Game Openings

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

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.

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

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 Sheprador: Dominion: Have most of the expansion sets plus some extras. Have Christopher Hunt(\$), Chris Geggus(\$), Bill Scharf(\$), Kevin Wilson(\$), Dave Hooton, will take up to 1 more.

German Shorthaired Pointer: Age of Renaissance: Have Dave Hooton(\$), Chris Geggus(\$), Christopher Hunt(\$), Bob Robles, Bill Scharf(\$), will take up to 1 more.

German Wirehaired Pointer: Wingspan: Have the European and Oceana birds expansions. Have Chris Geggus(\$), Christopher Hunt(\$), Kevin Wilson(\$), Bill Scharf(\$), Kevin Croskery, will take up to 2 more. This game is full.

Giant Schnauzer: Terra Mystica: Have Kevin Wilson(\$), Bill Scharf(\$), Christopher Hunt(\$), will take up to 2 more.

Glen of Imaal Terrier: Terraforming Mars: Have the Hellas & Elysium plus 3 fan-developed maps, Venus Next, Prelude, Colonies, and Turmoil expansions. Have Christopher Hunt(\$), Kevin Wilson, Chris Geggus(\$), Andy York(\$), Dave Hooton. This game is full.

Goberian: Silverton: Have Dave Hooton, Bill Scharf(\$), Andy York(\$), will take up to 3 more.

Goldador: Puerto Rico: This will include the Buildings expansion. Have Chris Geggus, Kevin Wilson, Andy York(\$), will take up to 1 more.

Golden Cocker Retriever: Puerto Rico: This will include the Nobles expansion. Have Christopher Hunt(\$), Kevin Wilson, Andy York(\$), will take up to 1 more.

Golden Mountain Dog: Settlers of Catan: Have the Seafarers and the Knights and Cities expansions. Have Dave Hooton, Chris Geggus, Kevin Wilson, Andy York(\$), will take up to 2 more.

Golden Retriever Corgi: Terraforming Mars: Ares Expedition: Have the Discovery and Foundation expansions. Have Kevin Croskery, Christopher Hunt,

Kevin Wilson, Andy York(\$), will take up to 2 more.

Golden Shepherd: Agricola: This is the first edition, published by Z-Man Games. Have Chris Geggus, Christopher Hunt, Andy York(\$), Dave Hooton, will take up to

1 more.

Greater Swiss Mountain Dog: Suburbia: Have the Suburbia, Inc., 5 Star Kevin Wilson, and Fila Brasileiro, a Smallworld game won by Kevin Wilson. expansions, and Nightlife expansions as well as the Cons and Essen Spiel additions. Have Christopher Hunt(\$), Andy York(\$), Dave Hooton, will take up to 2 more.

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

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

Chris Hassler a.k.a. Cerberus
11152 Wallingsford Road Unit 7L
Rossmoor, CA 90720
Phone: (562) 882-1763
cerberus@sob-zine.org

On the Web at: <http://www.sob-zine.org>
Subscriptions cost \$3.00 per issue (\$4.50 overseas).
Game fee is \$5.00 for non-subscribers

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 originally published in The General. Have Kevin Wilson, Bill Scharf, Bob Robles, will take up to 3 more.

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

Outpost: This will use the expert rules. Have Dave Hooton, Bill Scharf, Andy York, will take up to 7 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, Andy York, will take up to 4 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, Chris Geggus, Andy York, will take up to 3 more.

Citadels: Have the Deluxe version. Have Christopher Hunt, Chris Geggus, will take up to 6 more.

Concordia: Have the Venus expansion. Have Dave Hooton, will take up to 5 more.

Smallworld: Have the Be Not Afraid, Grand Dames, and Royal Bonus expansions. Will take up to 5.

Puerto Rico: This is the base game. Have Andy York, will take up to 3 more.

Discworld: Ankh Morpork: Have Andy York, will take up to 3 more.

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

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

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

Malinois

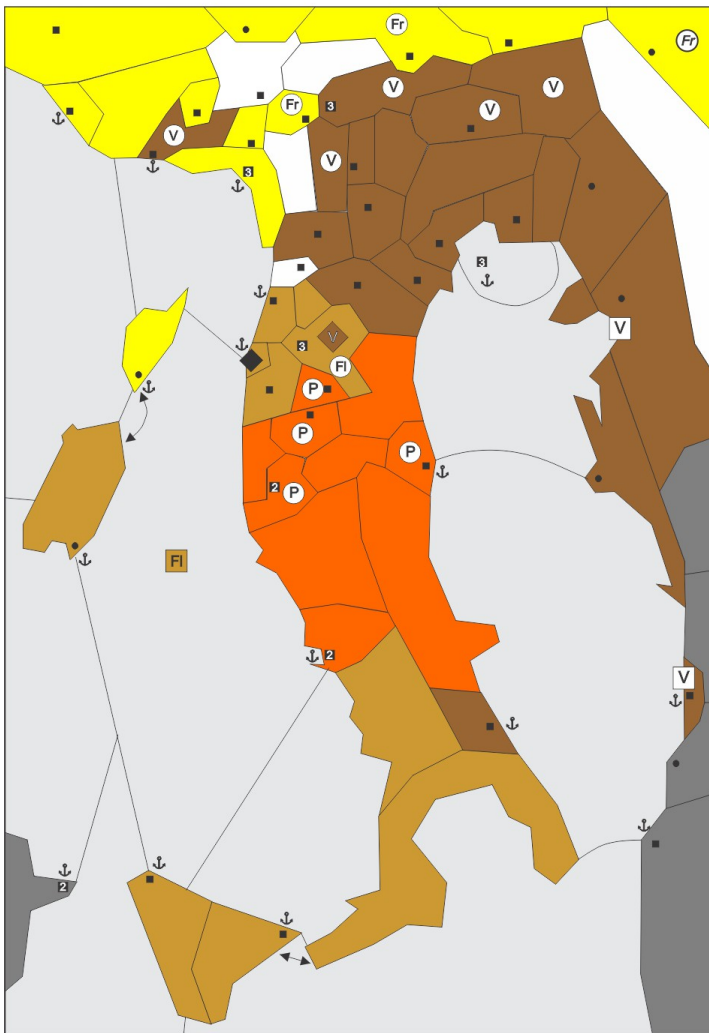
Gunboat Machiavelli

**Standard Victory Conditions, Natural Disasters, Moneylenders, Conquest, Gray Press
Fall 1503**

Deadline/End of Game Statements 9/12 Tuesday

The ducats fly as Venice makes a successful push for victory. The Pope exacts revenge on Florence and France eliminates Austria.

Malinois



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

Expenditures

France spends 12 ducats to disband Venice A Modena.
Venice borrows 18 ducats for 2 years (36 ducats due Fall 1505), spends 21 ducats

to buy France A Genoa and 12 ducats to disband Florence A Bologna.

Outstanding Loans

Summer 1504: 38 ducats due from France (25 borrowed).
Summer 1505: 12 ducats due from Florence (8 borrowed).
Fall 1505: 36 ducats due from Venice (18 borrowed).

Orders

- AUSTRIA: A TURIN holds
- FLORENCE: A (EM) Bologna supports A Florence (nsu), A FLORENCE besieges, E TYRRHENIAN SEA to Rome
- FRANCE: A PAVIA supports A Tyrolea to Milan (cut), A Genoa to Modena (nsu), A TYROLEA to Milan, A (EM) HUNGARY holds
- PAPACY: A ANCONA holds, A Rome to PERUGIA, A AREZZO holds, G ROME convert to A
- VENICE: A MILAN supports A Parma to Pavia (cut), A PARMA to Pavia, A TRENT supports A Milan, A Modena to Genoa (nsu), A Genoa to SAVOY, A Friuli to CARINTHIA (Rebellion liberated), F Lower Adriatic to RAGUSA, F Upper Adriatic to CROATIA, G FLORENCE convert to A

Press

Florence to the Pope: Do not consider the “visit” to Rome hostile. It was simply to delay that unit a bit. Were it truly hostile I’d be in Naples right now, collecting a bit more income. I admit I made a mistake attacking you. Take the east and south. I’ll do what I can to hold the west and north and let’s see if we can keep one of the superpowers from taking it all.

Notes

First, thanks to the standby for his unused orders. Second, Austria no longer controls any of his home cities and so is eliminated. Third, Venice now controls 16 cities, more than the 15 required for victory. Congratulations to Venice for his victory! I will give all players an opportunity to guess the identities of their opponents in their end of game statements.

Game Summary

	1499	1500	1501	1502	1503	1504
Austria:	7	6	6	3	2	0
Florence:	3	4	4	9	7	5
France:	7	9	12	10	11	11
Papacy:	4	5	5	4	3	5
Venice:	4	7	8	10	13	16

Zine Report

Australian Zines

Damn the Consequences Published by Brendan Whyte. Current issue: 231. 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, Choice.

Dane's Games Published by Dane Maslen. Current issue: 231. 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: 121. Currently running Chess; Civilization; Victory in the Pacific, Diplomacy. Game openings for Diplomacy, Chess.

God Save the Zine Published by Stephen Agar. Current issue: 7. 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.

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: 419. Currently running

S.O.B.

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

Variable Pig Edited by Jim Reader, published by Richard Smith. Current issue: 202. Currently running a song lyric quiz, By Popular Demand, 6 Nimmit!, Breaking Away, Bus Boss, Fair Means or Foul, 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, Railway Rivals, and Dilemmas. Subzines offer Nearly the Best Game in the World, Parkrun, Rock, Paper, Scissors, 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

Diplomacy. No current game openings.

Eternal Sunshine Published by Doug Kent. Current issue: 170. Currently running Diplomacy. 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 and all expansions and using the new fan-created Utopia Planitia map.

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 7 Actions: Aphrodite uses Extractor Balloons to increase Venus terraforming and does so again with some standard Air Scrapping. Stormcraft does some Asteroid Mining. Factorum adds a resource to Sub-Zero Salt Fish. Pharmacy Union adds resources to Livestock and Tardigrades. Aphrodite introduces Venusian Insects and adds a resource to it. Stormcraft trades with Titan, gaining

Generation 8 Actions: Viron sells a card and does some Noctis Farming. Teractor goes for Heavy Taxation. Saturn Systems starts Farming, then plants some Nitrophilic Moss. Vitor uses Sub-Crust Measurements. Point Luna sells a card and adds a delegate to the Greens. Viron adds a delegate to Unity. Teractor adds a delegate to the Kelvinists. Saturn Systems invests in Solar Wind Power. Vitor sells a card. Point Luna sells a card. Teractor brings in Nitrogen from Titan. Vitor trades with Ganymede. Point Luna sells 2 cards. Teractor trades with Europa. Vitor adds a delegate to the Reds.

All Mars global parameters are at maximum. Final score is Vitor with 65, Point Luna with 64, Teractor with 53, Viron with 51, and Saturn Systems with 45. Congratulations to Dave Hooton on his close victory!

floaters on Forced Precipitation. Pharmacy Union adds a resource to Refugee Camps and a delegate to the Greens. Aphrodite builds Floating Habs. Stormcraft adds a floater to Forced Precipitation. Aphrodite adds resources to Nitrite Reducing Bacteria and Dirigibles. Stormcraft spends floaters from Forced Precipitation to increase Venus terraforming. Aphrodite adds resource to Floating Habs and Local Shading, uses Space Mirrors, and adds a delegate to the Greens.

Generation 7 Solar Phase: Sponsored Projects is the Global Event. The Greens become the ruling party, Factorum becomes chair, and the Scientists are the new dominant party.

Generation 8: Factorum uses the Water Splitting Plant and trades with Luna. Pharmacy Union spends plants to place a greenery tile and uses Regolith Eaters. Point Luna brings in a Large Convoy and places a greenery tile. Aphrodite places a greenery tile and builds a city. Stormcraft builds an Open City and spends plants for a greenery tile. Factorum builds the Great Dam and plants Lichen. Pharmacy Union trades with Ceres and builds Windmills. Point Luna develops Gene Repair and uses Sub-Crust Measurements. Aphrodite uses Extractor Balloons and funds Ecology Research. Stormcraft uses Forced Precipitation. Factorum seeds Algae and plants Venusian Plants. Pharmacy Union builds Atalanta Planitia Labs. Point Luna sells 7 cards and builds a Venus Magnetizer. Aphrodite uses Dirigibles to add a resource to Titan Floating Launch-Pad and uses that resource to trade with Pluto. Stormcraft adds a resource to Forced Precipitation. Factorum sells 2 cards and spends cash for a greenery tile. Pharmacy Union encourages Ice Cap Melting and introduces Birds.

Docker – Titan

Player	Color
Andy York	Blue
Christopher Hunt	Green
David Hood	Gold

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

Round 65: David does not split any legions, rolls a 3, and engages one of Bill's legions. This is a titan vs. titan battle, and Dave ends up on top, eliminating a guardian, 3 wyverns, 2 hydras, and Bill's titan at the cost of 2 colossi. David is thus the only player remaining, winning the game. Congratulations to David Hood on his victory.

Cockalier – Age of Renaissance

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

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. Barcelona buys Institutional Research, Human Body, and Improved Agriculture. London buys Institutional

Players: Kevin Croskery, Kevin Wilson, Chris Geggus, Dave Hooton, Bill Scharf.

We are using the European and Oceania expansions.

Round 3: Dave lays eggs and uses the Red-Backed Shrike to steal an invertebrate from Kevin W., who takes a seed from the feeder. Bill plays the Eurasian Tree Sparrow in the grassland. Kevin C. plays the Carolina Wren in the forest. Kevin W. draws bird cards, taking the Red Wattlebird and Black-Shouldered Kite, and tucks 2 cards behind the Black-Bellied Whistling-Duck. Chris plays the Bald Eagle in the wetlands. Dave plays the Savannah Sparrow and the Red-Winged Parrot in the grasslands. Bill takes food, gaining a seed and an invertebrate and caches a seed on the Carolina Chickadee. Kevin C. lays eggs. Kevin W. plays the Eurasian Collared Dove in the grasslands.

Round 3 End of Round: Kevin W. discards 5 food to tuck 5 cards under the Eurasian Collared Dove. Dave

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 8 Develop: SVTL develops the Merchant Guild. Party People develop the Galactic Federation. The Hive develops Public Works. Nova develops Galactic Imperium.

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.

Research, Laws of Matter, Improved Agriculture, and Master Art.

Turn 6 Expansion: Genoa expands to Seville and Bari. Venice expands to Smyrna unsuccessfully, Algiers, and Toulouse. Paris buys a card and expands to North America, Waterford, and Armagh. Barcelona expands to Basque, Valencia, and Grenada (unsuccessfully). London buys a card and expands to Algiers, Waterford, St. Malo, Seville, and Konigsberg. Epoch III begins.

Turn 7 Card Play: Venice plays Stone. Paris plays Famine and Alchemist's Gold on Genoa. Barcelona plays War! on London, losing Fez and Cyprus. London plays Black Death on area VII, Desiderius Erasmus, and Wine. Genoa plays Pirates/Vikings on London and Portsmouth, Long Bow, and Grain.

Turn 7 Purchases: Venice buys Overland East and The Heavens. Paris buys Industry, Nationalism, and a ship upgrade. Barcelona buys Wind/Watermill and Cosmopolitan. London buys Nationalism, Human Body, Renaissance, Wind/Watermill, and Interest & Profit. Genoa buys Urban Ascendancy and Wind/Watermill.

Turn 7 Expansion: Venice expands to Venice, Dubrovnik, Belgrade, London with 1 token, and Libya. Paris buys a card and expands to South America, Waterford (unsuccessfully), and Oran (unsuccessfully). London expands to Smyrna, Grenada (unsuccessful), Portsmouth, Libya, Tarsus, and Bari. Barcelona expands to Seville and Grenada. Genoa expands to Sicily, Montpellier, Marseilles, Milan, Genoa, Grenada, Fez, Algiers, Tripoli, Rome, and Toulouse.

French Bulldog – Wingspan

uses the Honey Buzzard to reset the feeder and gain an invertebrate and tucks a card behind the Hooded Crow.

Round 4: Dave takes food, gaining 2 nectar, tucks a card behind the Brown Falcon and the Sulphur-Crested Cockatoo. Bill lays eggs and tucks a card behind the Mitchell's Cockatoo. Kevin C. plays the South Island Robin in the grasslands. Kevin W. takes food, gaining a rodent and 2 nectar, gaining a seed with the Bullfinch, successfully hunting with the Cooper's Hawk, steals a seed from Bill, who gains nectar, and lays an egg on the Chipping Sparrow. Chris lays eggs. Dave lays eggs gives a nectar to Chris to take 2 nectar from the feeder, steals an invertebrate from Chris, to gains a seed. Bill lays eggs. Kevin C. plays the European Robin in the forest. Kevin W. plays the Pine Siskin in the forest. Chris plays the Northern Bobwhite in the grasslands.

Dave plays the American White Pelican in the wetlands. Bill plays the California Quail in the forest. Kevin C. lays eggs, caches an invertebrate on the South Island Robin, and unsuccessfully hunts with the Golden Eagle. Kevin W. lays eggs, tucks a card behind the White-Throated Swift, and tucks a card behind the Noisy Miner. Chris lays eggs. Dave plays the Baltimore Oriole in the forest. Bill plays the Squacco Heron in the wetlands. Kevin C. lays eggs and successfully hunts with the Golden Eagle. Kevin W. draws the Brewer's Blackbird and Savi's Warbler and tucks 2 cards behind the Black-Bellied Whistling-Duck. Chris draws the California Condor and 3 cards from the deck. Dave lays eggs. Bill lays eggs. Kevin C. lays eggs. Kevin W. plays the Savi's Warbler in the wetlands. Chris lays eggs.

Round 4 End of Round: Kevin W. discards 4 food to tuck 4 cards beneath the Eurasian Collared Dove.

The final score is Dave with 91, Chris with 88, Kevin C. with 81, Kevin W. with 63, and Bill with 58.

Congratulations to Dave on his victory!

Finnish Spitz – Race for the Galaxy

Round 8 Settle: SVTL settles Earth's Lost Colony. Party People settle New Vineland. The Hive settle Mining World. New Helene Hegemony settle Galactic Studios. Nova conquers Uplift Lab.

Round 8 Consume: SVTL trades an alien good for 5 cards. Nova consumes a rare good for 1 card and 1VP, gaining the first to 5VP goal.

Round 9 Phase Selection: Party People select Explore (+1, +1). SVTL and The Hive select Develop. Nova selects Settle. New Hellene Hegemony selects Produce.

Round 9 Develop: SVTL develops Diversified Economy. Party People develop Mining Robots. Nova develops Expedition Force.

Round 9 Settle: SVTL settles the Alien Robotic Factory. Party People settle Artist Colony. New Hellene Hegemony conquers Last of the Uplift Gnarrsh. Nova conquers Rebel Underground.

Nova now has 12 cards in its tableau, ending the game. Final score was SVTL and Nova with 33, New Hellene Hegemony with 25, Party People with 17, and The Hive with 9. SVTL wins the tie breaker (cards in hand plus goods in the tableau) 7 to 4. Congratulations to Chris Hibbert on his victory!

Generation 4 Actions: Astrodrill spends heat to raise the temperature. Poseidon builds a Power Plant. Philares spends plants for a greenery tile. Interplanetary Cinematics spends heat to raise the temperature. Astrodrill claims Mining Rights. Poseidon conducts the Release of Inert Gasses. Astrodrill adds resources to Titan Shuttles and Directed Impactors.

Generation 5 Actions: Philares trades with Ganymede and spends plants for a greenery tile. Interplanetary Cinematics trades with Luna and brings Deimos Down. Astrodrill builds a Space Port Colony on Triton and trades with Triton. Poseidon trades with Ceres and spends heat to raise the temperature. Mons Insurance builds Sky Docks and gains Sponsors. Philares plants Bushes. Interplanetary Cinematics develops Rad Suits.

Astrodrill pays for Advertising and adds resources to Titan Shuttles. Poseidon creates Eos Chasma National Park. Mons Insurance uses Titan Floating Launch-Pad to trade with Titan. Philares gains Protected Habitats. Interplanetary Cinematics adds a resource to Regolith Eaters. Astrodrill uses Directed Impactors to raise the temperature then brings down a Big Asteroid, placing an ocean tile. Poseidon brings in a Nitrogen Rich Asteroid. Astrodrill spends a resource on its card for titanium and develops Asteroid Hollowing, adds a resource to Asteroid Hollowing, and introduces a Bribe Committee. Generation 6 Actions: Interplanetary Cinematics develops Dust Seals and spends heat to raise the temperature. Astrodrill trades with Triton and Luna. Poseidon develops Farming and funds the Promoter award. Mons Insurance spends heat to raise the

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 2 Solar Phase: Global Event is Venus Infrastructure. Mars First becomes ruling party, Saturn Systems chair, and Unity the dominant party. Generation 3 Actions: Mining Guild takes out an Investment Loan and trades with Luna. Thorgate trades with Europa and claims the Energizer milestone. Saturn Systems launches Titan Shuttles and claims the Rim Settler milestone. Aphrodite builds a Power Plant and claims the Diversifier milestone. Inventrix gains Business Contacts and uses the Restricted Area. Mining Guild builds a Space Elevator and uses it to sell steel for cash.

Players: Bill Scharf, Christopher Hunt, Kevin Wilson, Chris Geggus.

We are using the Ambitious Aristocrats combination. Round 3: Chris is the Magistrate, who places warrants on the Thief, Patrician, and Architect and who takes gold. Bill is the Thief, who steals from the Architect takes gold and builds a Watchtower. The Wizard, Patrician, and Bishop are absent. Kevin is the Trader, who takes gold and builds a Tavern. The Architect is Christopher, who takes gold and builds a Tavern. The Marshal is absent. Round 4: The Magistrate is absent. Christopher is the Thief, who steals from the Bishop, takes gold, and builds a Keep. Chris is the Wizard, who takes gold and a card from Bill's hand and builds the Palace he gets. The Patrician is absent. Bill is the Bishop, who takes gold. The Trader and Architect are absent. Kevin is the Marshal, who takes gold, seizes Chris' Manor, and builds a Monastery. Round 5: Bill is the Magistrate, who takes gold and places warrants on the Thief, Patrician, and Marshal. Kevin is the Thief, who takes 2 gold and steals from

temperature and creates an Artificial Lake, raising the temperature again. Philares builds a Trading Colony on Ganymede and trades with Ganymede. Interplanetary Cinematics brings in Imported Nitrogen. Astrodrill adds resources to Titan Shuttles and claims the Hoverlord Milestone. Poseidon launches an Interplanetary Colony Ship to Ceres and trades with Ceres. Mons Insurance develops Tectonic Stress Power and plants a Mangrove. Philares releases a Subterranean Reservoir. Interplanetary Cinematics uses Regolith Eaters to increase the oxygen level. Astrodrill builds Shuttles. Poseidon spends plants for a greenery tile. Mons Insurance sponsors Building Industries. Philares spends plants for a greenery tile. Interplanetary Cinematics sponsors Lunar Mining. Astrodrill uses Directed Impactors to place a resource on Astrodrill, then spends it for titanium. Poseidon plants Potatoes. Philares plants Nitrophilic Moss. Interplanetary Cinematics uses Meltworks. Astrodrill adds a resource to Asteroid Hollowing. Philares sells a card. Astrodrill founds Media Archives, establishes Refugee Camps and adds a resource to it, builds a Miranda Resort, a Giant Space Mirror, brings in Methane from Titan, and adds resources to Titan Shuttles. Generation 7: Astrodrill trades with Luna and funds the Traveler award. Poseidon trades with Triton and builds a Research Outpost. Mons Insurance builds Greenhouses and plants Heather. Philares builds a Cupola City and spends plants for a greenery tile. Interplanetary Cinematics builds Phobos Space Haven. Astrodrill uses Directed Impactors to add a resource to Astrodrill and spends that for titanium. Poseidon spends plants for a greenery tile and plays Productive Outpost.

Thorgate develops Rego Plastics and sets aside a Natural Preserve. Saturn Systems adds a resource to Jetstream Microscrapers. Aphrodite adds a delegate to the Greens and uses Regolith Eaters to raise the oxygen level. Inventrix develops Mercurian Alloys and builds a Pioneer Settlement on Europa, placing an ocean tile. Mining Guild adds a delegate to Unity and builds a Parliament Hall. Thorgate pays for Advertising and adds a delegate to the Scientists. Saturn System adds 2 resource to Titan Shuttles. Aphrodite brings Water to Venus. Inventrix starts a Search for Life and tries it, but is unsuccessful. Thorgate researches Sub-Crust Measurements and uses it. Saturn Systems adds a delegate to Unity. Aphrodite builds a standard power plant. Inventrix trades with Io and spends heat to raise the temperature. Inventrix adds a delegate to the Greens.

Generation 3 Solar Phase: Global Event is Eco Sabotage. Only Aphrodite loses plants. The Reds become the ruling party, Saturn Systems delegate becomes chair, and Unity becomes the dominant party. Generation 4 Actions: Thorgate trades with Luna and adds a delegate to Unity. Saturn Systems gains an Acquired Company. Aphrodite builds a standard power plant. Inventrix has a Productive Outpost and builds an SF Memorial. Mining Guild conducts Research and develops Tectonic Stress Power. Thorgate uses Sub-Crust Measurements and mounts a Mining Expedition. Saturn Systems does some Crash Site Cleanup and obtains a Mining Quota. Aphrodite adds a resource to Regolith Eaters. Inventrix uses the Restricted Area and continues the Search for Life unsuccessfully. Mining Guild adds a delegate to the Greens and uses Space Elevator. Thorgate builds AI Central and uses it. Saturn Systems adds resources to Jet Stream Microscrapers. Aphrodite develops Adaptation Technology and starts Ishtar Mining. Inventrix introduces Adapted Lichen. Mining Guild sells a card and build Cupola City. Thorgate opens a Mine. Saturn Systems adds resources to Titan Shuttles. Inventrix hires Trade Envoys and adds a delegate to Unity.

English Foxhound – Citadels

the Patrician. Christopher is the Wizard, who takes gold and a card from Chris' hand, builds the Capitol that he gets and builds a Monastery. Chris is the Patrician, who takes gold. The Bishop, Trader, Architect, and Marshal are absent.

Round 6: The Magistrate and Thief are absent. Chris is the Wizard, who takes gold, a card from Christopher, and builds a Palace. Kevin is the Patrician, to takes cards and destroys a Tavern to build a Necropolis. The Bishop is absent. Christopher is the Trader, who takes gold. Bill is the Architect, who takes gold and builds a Barracks. The Marshal is absent.

Round 7: Kevin is the Magistrate, who draws cards, places warrants on the Wizard, Patrician, and Architect, and builds a Castle. The Thief is absent. Bill is the Wizard, who takes gold, takes a card from Kevin and builds a Watchtower, which is seized by Kevin, and Bill builds a Barracks. Christopher is the Patrician who takes gold. The Bishop, Trader, and Architect are absent. Chris is the Marshal, who takes 2 gold and seizes Kevin's Monastery.

Round 8: Christopher is the Magistrate, who draws cards and places warrants on the Trader, Architect, and Marshal. The Thief, Wizard, and Patrician are absent. Bill is the Bishop who takes gold and builds a Market. The Trader is absent. Kevin is the Architect who draws cards. Chris is the Marshal, who takes gold and seizes Kevin's Church.

Round 9: The Magistrate is absent. Christopher is the Thief, who draws cards, steals from the Trader and builds a Factory. The Wizard is absent. Kevin is the Patrician, who takes gold and builds a Trading Post. Chris is the Bishop, who takes gold and builds the Great Wall. The Trader and Architect are absent. Bill is the Marshal, who draws cards and builds a Harbor.

Round 10: Bill is the Magistrate, who draws cards and places warrants on the Wizard, Patrician, and Bishop. The Thief is absent. Kevin is the Wizard, who draws cards builds a Trading Post, takes a card from

Christopher's hand and builds the Fortress he takes. Chris is the Patrician who takes gold. The Bishop is absent. Christopher is the Trader, who draws cards

Players: Dave Hooton, Bill Scharf, Kevin Wilson
We are using the Venus rules and the Ionium map. Dave plays an Architect, building in Patrae and Ephesus. Bill plays an Architect, building in Amrakia. Kevin plays a Diplomat, copying Dave's Architect, building in Delphi and Sparta. Dave plays a Prefect in Archaia. Bill plays a Senator, gaining a Prefect/Architect. Kevin plays a Prefect in Sparta. Dave plays a Senator, gaining a Prefect and a Colonist. Bill plays a Prefect in Epirus. Kevin plays a Mercator, selling cloth and buying tools. Dave plays a Prefect in Ionia. Bill plays the Architect/Prefect as an Architect, building in Thessalonika and Appolonia. Kevin plays an Architect, building in Croton. Dave plays a Mercator, selling cloth and buying food. Bill plays a Magister, using his Prefect/Architect as a Prefect in Calabira. Kevin plays a Prefect in Sicilia. Dave

Players: Kevin Wilson, Christopher Hunt, Bill Scharf

We are using all the expansions.

Round 1: Kevin spends 1VP to take the Flying Fauns, conquering 4 regions. Christopher spends 1VP to take the Diplomatic Humans, conquering 3 regions. Bill spends 1VP to take the Dragon Master Igors, conquering 4 regions, one from the Fauns.

Round 2: Kevin's Flying Fauns conquer 4 more regions. Christopher's Diplomatic Humans conquer 3 more regions. Bill's Dragon Master Igors conquer 3 more regions.

Round 3: Kevin's Flying Fauns conquer 4 more regions, one each from the Igors and Humans. Christopher's Diplomatic Humans conquer 2 regions from the Fauns. Bill's Dragon Master Igors conquer 3 regions, 1 from the Fauns.

Players: Kevin Wilson, Chris Geggus, Chris Hibbert

Round 1: Governor Wilson selects the Settler and takes a quarry. Geggus takes a coffee plantation. Hibbert takes a tobacco plantation. Geggus selects the Builder and builds a Small Market. Hibbert also builds a Small Market. Wilson builds a Small Indigo Plant. Hibbert selects the Mayor and populates the corn plantation and Small Market. Wilson populates the quarry. Geggus populates the indigo plantation.

Round 2: Governor Geggus selects the Mayor and populates the Small Market and coffee plantation. Hibbert populates the tobacco plantation. Wilson populates the indigo plantation. Hibbert selects the Craftsman and produces 2 corn. Wilson selects the Builder and builds a Construction Hut. Geggus builds a Small Indigo Plant.

Round 3: Governor Hibbert selects the Trader and trades corn for 2 doubloons. Wilson selects the Mayor and populates the Small Indigo Plant and Construction Hut. Geggus populates the Small

and builds Stables. The Architect and Marshal are absent.

Kevin has built his 8 districts, ending the game. Final score is Kevin with 28, Christopher with 27, Chris with 26, and Bill with 14. Congratulations to Kevin on his victory!

Frenchton – Concordia

plays a Magister, reusing his Mercator to buy brick. Bill plays a Mercator, selling cloth. Kevin plays a Senator, gaining a Mercator. Dave plays a Prefect in Campania. Bill place a prefect in Macedonia. Kevin plays a Mercator, selling wine and buying food. Dave plays a Diplomat, copying Bill's Prefect, resetting the markers. Bill plays a Tribune and places a land colonist. Kevin plays a Tribune and places a sea colonist. Dave plays a Colonist, placing land and sea colonists. Bill plays an Architect, building in Brundisium, Canusium, and Abdera. Kevin plays a Mercator, selling wine and buying bricks. Dave plays a Tribune. Bill plays a Prefect in Campania. Kevin plays an Architect, building in Larissa, Rhodos, and Heraklion. Dave plays a Prefect in Ionia. Bill plays a Prefect in Epirus. Kevin plays a Prefect in Sparta. Dave plays a Mercator, selling cloth and buying food. Bill plays a Senator, gaining the Farmer and an Architect. Kevin plays a Magister, reusing his Prefect in Sicilia. Dave plays an Architect, building in Heraklion, Colossae, Larissa, and Ambrakia. Bill plays the Prefect/Architect as a Prefect in Calabria. Kevin plays a Mercator, selling cloth and buying brick. Dave plays a Diplomat, copying Kevin's Mercator, buying brick and tools. Bill plays a Mercator, selling cloth and buying brick. Kevin plays a Prefect, resetting the provinces for cash. Dave plays a Prefect in Asia. Bill plays a Diplomat, copying Kevin's Prefect in Calabria. Kevin plays a Tribune and places a sea colonist in Athens. Dave plays a Senator, gaining a Diplomat and a Prefect. Bill plays a Magister, reusing his Diplomat to copy Dave's Senator, gaining a Mason and a Consul. Kevin plays a Diplomat, copying copying Dave's Senator, gaining a Vintner and a Weaver. Dave plays a Prefect in Ionia. Bill plays a Farmer. Kevin plays a Mercator, buying brick and wine. Dave plays a Colonist for cash. Bill plays a Mason.

Fila Brasileiro – Smallworld

Round 4: Kevin's Flying Fauns conquer 2 regions, one from the Igors. Christopher's Diplomatic Humans conquer 1 region from the Igors. Bill's Dragon Master Igors conquer 2 regions, one each from the Fauns and Humans.

Round 5: Kevin's Flying Fauns conquer 2 regions from the Igors. Christopher's Diplomatic Humans go into decline. Bill's Dragon Master Igors go into decline.

Round 6: Kevin's Flying Fauns conquer 1 region. Christopher takes the Fireball Tritons, conquering 5 regions, 4 from the Fauns. Bill spends 2VP to take the Corrupt Skeletons, and conquers 3 regions from the Humans.

Round 7: Kevin's Flying Fauns go into decline. Christopher's Fireball Tritons conquer 3 regions from the Fauns. Bill's Corrupt Skeletons conquer 2 regions from the Humans.

Round 8: Kevin spends 2VP to take the Heroic Sorcerers, conquering 4 regions from the Tritons. Christopher conquers 2 regions from the Fauns. Bill's Corrupt Skeletons conquer 1 region from the Igors.

Round 9: Kevin's Heroic Sorcerers conquer 3 regions from the Tritons. Christopher's Fireball Tritons go into decline. Bill's Corrupt Skeletons conquer 2 regions.

Round 10: Kevin's Heroic Sorcerers conquer 2 regions from the Tritons. Christopher takes the Berserk Trolls, and conquers 4 regions from the Sorcerers. Bill's Corrupt Skeletons conquer 1 region from the Tritons.

Final score is 95 for Kevin, 89 for Christopher, and 85 for Bill. Congratulations to Kevin Wilson on his win!

Flat-Coated Retriever – Puerto Rico

Indigo Plant. Hibbert populates San Juan. Geggus selects the Settler and takes a quarry. Hibbert takes a tobacco plantation. Wilson takes a sugar plantation.

Round 4: Governor Wilson selects the Craftsman and produces 2 indigo. Geggus produces 1 indigo and Hibbert produces 1 corn. Geggus selects the Captain and ships indigo. Hibbert ships corn and Wilson ships indigo. Hibbert selects the Builder and builds a University.

Round 5: Geggus selects the Builder and builds a Coffee Roaster. Hibbert selects the Trader. Wilson selects the Mayor, populating a sugar plantation and San Juan. Geggus populates the Coffee Roaster. Hibbert populates the University and moves a colonist from San Juan to the tobacco plantation.

Round 6: Hibbert selects the Settler, gaining a quarry. Wilson gains a quarry. Geggus gains a corn plantation. Wilson selects the Builder and builds a Sugar Mill. Geggus selects the Craftsman, producing indigo and coffee. Hibbert produces corn. Wilson produces indigo.

Round 7: Wilson selects the Trader and trades indigo. Geggus trades coffee. Geggus selects the Captain and ships indigo and coffee. Hibbert ships corn. Hibbert selects the Mayor, populates the quarry and San Juan. Wilson populates the quarry and moves a colonist from San Juan to the Sugar Mill. Geggus populates the corn plantation.

Round 8: Geggus selects the builder and builds a Harbor. Hibbert builds a Tobacco Storage. Wilson builds an Office. Hibbert selects the Craftsman and produces corn and tobacco. Wilson produces indigo and sugar. Geggus produces corn, indigo, and coffee. Wilson selects the Settler and takes a sugar plantation. Geggus and Hibbert both take corn plantations.

Round 9: Hibbert takes the Trader and trades Tobacco. Wilson selects the Mayor and populates the Sugar Mill

and a sugar plantation. Geggus populates the Harbor and moves a colonist from the Small Market to the corn plantation.

French Bullhuahua – Discworld: Ankh Moorpark

Players	Faction
Kevin Wilson	PIKES
Bill Scharf	Zoons
Christopher Hunt	Blue Meanies

Round 1: PIKES plays Leonard of Quirm. Zoons plays Pink Pussycat Club, Mr. Bent, and the History Monks, placing a minion in Dimwell. Blue Meanies play Dr. Whiteface on PIKES, who accepts it, and places a minion in Dragon's Landing.

Round 2: PIKES plays the Ankh Moorpark Sunshing Dragon Sanctuary and the Beggars' Guild on the Blue Meanies, placing a minion in Isle of Gods. Zoons play the Pink Pussycat Club and The Dysk, building in Dimwell. Blue Meanies plays Gimlet's Dwarf Delicatessen, placing a minion in Dragon's Landing.

Round 3: PIKES plays Sacharissa Crisplock, placing a minion in Nap Hill. Zoons play Leonard of Quirm and use Dimwell to place a minion in Longwall. Blue Meanies play Rincewind, drawing Bloody Stupid Johnson to no effect, moves a minion from Dolly Sisters to Nap Hill, and plays Hex.

Round 4: PIKES plays Queen Molly on the Zoons and places a minion in Longwall. Zoons plays Nobby Nobbs on Pikes, the Fools' Guild on PIKES, who pays to not keep it, and uses Dimwell to place a minion in Longwall. Blue Meanies plays Captain Carrot, removing Trouble from Dragon's Landing and placing a minion in Dolly Sisters.

Round 5: PIKES plays Dr. Cruces, removing a red minion and Trouble from Longwall. Zoons play Sonky Shop, discarding a card and building in Longwall, then using Dimwell to place a minion in The Shades. Blue Meanies play Mr. Boggis and place a minion in Seven Sleepers.

Round 6: PIKES plays Foul Ole Ron, moving a blue minion from The Sours to The Shades and plays The Librarian. Zoons play Drumknot, Harry King, placing a minion in Dolly Sisters, and Mr. Gryle, removing a blue minion and Trouble from The Shades, then use Dimwell to place a minion in The Scours. Blue Meanies play Mrs. Cake, building in Dragon's Landing.

Round 7: PIKES play Agony Aunts, attempting to remove a red minion from The Scours, only to be stopped by Gaspode, and placing a minion in The Shades. Zoons play the Bank of Ankh-Moorpark and Duckman, moving a green minion from The Shades to The Hippo, and using Dimwell to place a minion in The Shades. Blue Meanies play the Fire Brigade on the Zoons, who pay up.

Round 8: PIKES plays Harga's House of Ribs placing a minion in Longwall. Zoons play CMOT Dibbler, the Thieves Guild, placing a minion in The Scours, and uses Dimwell to place a minion in Longwall. Blue Meanies play Inigo Skimmer, removing a red minion from Dolly Sisters and Doctor Mossy Lawn, reclaiming Inigo Skimmer.

Round 9: PIKES plays Rosie Palm, placing a minion in Dolly Sisters and giving a card to the Zoons. Zoons play Here'N'Now, taking money from PIKES and Mr. Pin and Mr. Tulip, removing a green minion from Dolly Sisters. PIKES plays Fresh Start Club to relocate the minion to Longwall. Blue Meanies play Inigo Skimmer, removing a green minion from Nap Hill.

Round 10: PIKES plays Sergeant Angua, removing Trouble from Longwall, and Modo placing a minion and Trouble in Nap Hill. Zoons play the Royal Mint, building in Dolly Sisters, and use Dimwell to place a minion in Longwall. Blue Meanies play Moist von Lipwig, placing a minion and Trouble in The Hippo, and Sir Charles Lavatory, building in Seven Sleepers.

Round 11: PIKES plays The Senior Wrangler, drawing the Fire event to no effect, places a minion in Dolly Sisters, and plays Burleigh & Strongintheam, paying \$2 to the Blue Meanies and removing a red minion from Longwall. The Zoons play Igor, placing the removed minion in Dolly Sisters. The Zoons play Deep Dwarves, placing a minion in Longwall, and Sergeant Detritus, removing Trouble from Dolly Sisters and The Scours.

Blue Meanies play The Luggage, removing a green minion from Nap Hill, which is prevented by Susan. Round 12: PIKES plays Ruby, placing a minion and Trouble in Dolly Sisters. Zoons play Dr. Hix, gaining Demons from the Dungeon Dimensions in The Shades, Dimwell, and Longwall, places a Trouble marker in Isle of Gods, plays The Dean, drawing Fog, and plays the Mended Drum. Blue Meanies play the Smoking Gnu, adding a minion to Dolly Sisters, Dorfl, moving a minion from Dragon's Landing to Dolly Sisters, and 'HELLO', removing green minions and Trouble from Nap Hill and The Hippo, and building in The Hippo.

Round 13: PIKES plays Pondor Sibbons, drawing Riots to no effect, Archchancellor Ridcully, drawing Mysterious Murders, causing the removal of 2 red minions from The Scours and a blue minion from Nap Hill, places minions in Nap Hill and Dolly Sisters, and plays Otto Chriek. Zoons play Edward d'Eath, removing a demon and Trouble from The Shades, building in The Scours, and using Dolly Sisters to place a minion in Unreal Estate.

German Longhaired Pointer – Lords of Waterdeep

Players	Faction
Kevin Wilson	City Guard
Christopher Hunt	Harpers
Chris Geggus	Knights of the Shield
Bill Scharf	Red Sashes

We are using the Skullport and Undermountain expansions.

Round 1: City Guard go to Cliffwatch Inn and take the Uncover Forbidden Lore quest. Harpers go to Waterdeep Harbor and play Sample Wares, going to Fetlock Court. Knights of the Shield go to Cliffwatch Inn and take the Infiltrate Halaster's Circle quest. Red Sashes go to Skull Island. City Guard go to Aurora's Realms Shop. Harpers go to the Hall of the Voice and take the Threaten Builders' Guild quest. Knights of the Shield go to Blackstaff Tower. Red Sashes go to Castle Waterdeep. City Guard go to the Field of Triumph. Knights of the Shield go to

Waterdeep Harbor and play Call for Adventurers and complete the Study the Illusk Arch quest. Red Sashes go to the Slavers' Market. Harpers go from Waterdeep Harbor to The Grim Statue. Knights of the Shield go from Waterdeep Harbor to the Entry Well, taking the Recover the Magister's Orb quest and playing Loss of Faith.

Round 2: Red Sashes go to Cliffwatch Inn and take the Recruit Paladins for Tyr quest. City Guard go to Waterdeep Harbor and play Summon the Faithful. Harpers go to Waterdeep Harbor and play Spread the Wealth. Knights of the Shield go to Hall of the Voice, taking the Take Over Rivals quest. Red Sashes go to Waterdeep Harbor and play Call in a Favor. City Guard go to The Plinth and complete the Convert a Noble to Lathander quest and gain the Ambush Artor Morlin quest. Harpers go to the Grinning Lion Tavern. Knights of the Shield go to Builders' Hall and build Fetlock Court. Red Sashes go to Skull Island. City Guard go to the Slavers' Market. Harpers go to Cliffwatch Inn, gaining the Safeguard Eltorchul Mage quest. Knights of the Shield go to Aurora's Realms Shop. City Guard go from Waterdeep Harbor to the Hall of Mirrors and complete the Ambush Artur Morlin quest. Harpers go from Waterdeep Harbor to Waterdeep Castle. Red Sashes go from Waterdeep Harbor to the Field of Triumph and complete the Recruit Paladins for Tyr quest.

Round 3: Harpers go to the Grinning Lion Tavern and complete the Threaten the Builders' Guild quest. Knights of the Shield go to Cliffwatch Inn and gain the Confront the Xanathar quest. Red Sashes go to Cliffwatch Inn, take the Repel Seawraiths quest, and complete the Donate to the City quest. City Guard go to the Librarium. Harpers go to the Builders' Hall and build The Stone House. Knights of the Shield go to Shadowdusk Hold. Red Sashes go to Fetlock Court.

German Pinscher – 7 Wonders

Players	Wonder
Chris Geggus	Ephesus B
Christopher Hunt	Helicarnassos B
Kevin Wilson	Byzantium A

Bill Scharf	Giza B
Dave Hooton	Manneken Pis A

We are using the Leaders, Cities, Wonder Pack, and Armada expansion.

Age I Leader Recruitment: Ephesus plays Aspasia. Helicarnassos plays Archimedes. Byzantium plays

Hatshepsut. Giza plays Nero. Manneken Pis plays Bernice.

Age I, Round 1: Ephesus plays an Excavation.

Helicarnassos plays an Ore Vein. Byzantium plays an East Trading Post. Giza plays a Forest Cave. Manneken Pis plays a Lumber Yard.

Age I, Round 2: Ephesus plays an Explorers' Office and advances on the Exploration track.

Helicarnassos plays a Workshop. Byzantium plays a Press. Giza plays a West Trading Post and advances on the Commerce track. Manneken Pis plays a

Steersman Academy, gaining Lost Island, and advances on the Exploration track.

Age I, Round 3: Ephesus plays a Gambling Den. Helicarnassos plays a Scriptorium. Byzantium plays a Tavern and advances on the Commerce track. Giza plays a Press. Manneken Pis plays a Tavern and advances on the Commerce track.

Age I, Round 4: Ephesus plays an Apothecary and advances on the Exploration track, gaining Virgin Island. Helicarnassos plays an Apothecary. Byzantium plays a Barracks and advances on the Military track. Giza plays a Secret Warehouse. Manneken Pis plays a Stone Pit.

Age I, Round 5: Ephesus builds the first stage of its wonder and advances on the Civics track. Helicarnassos plays a Marketplace and advances on the Commerce track. Byzantium plays a Clay Pool. Giza plays a Clay Pit. Manneken Pis plays a Shipyard, advances on the Exploration and Civics tracks, gaining Wild Island.

Addresses

Dave Anderson	Caleb Cousins	Tom Howell "Whippet"	Brad Martin	Bob Robles "Howler"
Debbie Anderson	96 Cedar St. #4	365 Storm King Road	180 Peninsula Road	28 Oakwood Rd.
20832 Tuck Rd., Site 32	Bangor, ME 04401	Port Angeles, WA 98363	Maylands 6051	Orinda, CA 94563
Farmington Hills, MI 48336	(207) 941-8568	off-the-shelf@olympus.net	Western Australia	Rlrobles5@comcast.net
(248) 473-7482	caleb_cousins@umit.maine.edu	(360) 928-9698	Australia	(510) 254-6354
ravenclawnerdz@sbcglobal.net	Kevin Croskery	Christopher Hunt	martibr2003@yahoo.com	Bill Scharf "Doge"
Howard Bishop	kscroskery@gmail.com	christopherhunt487@btinternet.com	Jack McHugh	615 E. Columbia Ave.
43 Guinions Road	Chris Geggus "Davey Boy Smith"	om	jwmchughjr@gmail.com	Pomona, CA 91767
High Wycomb HP13 7NT UK	10 Talbrook, Brentwood	Geoff Kemp	Lynn Mercer	(626) 286-4428
laties@globalnet.co.uk	Essex, CM14 4PY, UK	geoff.kemp@hotmail.com	hancockfc@yahoo.com	bear-hugs@sbcglobal.net
Eric Brosius	Geggus@sky.com	Doug Kent	Ward Narhi	Mike Scott
53 Bird St.	Ron Fisher	diplomacyworld@yahoo.com	wnarhi@icloud.com	4040 E. Piedmont Dr.
Needham, MA	skylark3@charter.net	Robert Koehler	Walt O'Hara	Space 61
Public.brosius@comcast.net	Pasquale Giovine	rkhoeler@triad.rr.com	hussar@hotmail.com	Highland, CA 92346
Colin Bruce	Via Osanna N.2/e	Andy Lewis "Marmaduke"	Dave Partridge	mikesmag2@jsbcglobal.net
30 Almoners' Avenue	I-89127 Reggio Calabria, Italia	16 Gossling Dr.	15 Woodland Drive	(909) 864-4343
Cambridge, CB1 8PA, England	giovine@unirc.it	Lewes, DE 19958	Brookline NH, 03033	Brendan Whyte
furyofthenorthmen@btopenworld.com	Paul Hendricks	Alewis161@hom.com	rebhuhn@rocketmail.com	Assistant Map Curator
Dennis Cain "Red Dog"	usul_muad_dib@hotmail.com	(302) 644-1984	Mike Pollard	Map Section
1218 N. 3 rd St.	David Hood	Dane Maslen	5A St. Michaels Rd.	National Library of Australia
Quincy, IL 62301-1727	dhooood@phd-law.com	games@dane.me.uk	Wareham, Dorset BH20 4QU	Paarkes, ACT 2600 Australia
(217) 223-2284	Dave Hooton	Andy Lischett	UK	obiwonfive@hotmail.com
iamthedbear@sbcglobal.net	hootond@yahoo.com	andy@lischett.com	mike@redhotbelgian.com	Jason Wilke-Nguyen
Forest Cole	Dale Horsely	acmeheating@yahoo.com	James Pratt	jasonwilkedc@gmail.com
11210 Montverde Ln	dale.horsely@yahoo.com	Michael Longdin	prattjames1960@yahoo.com	Kevin Wilson
Houston, TX 7099	Michael Lowrey	michasel.longdin@virgin.net	Paul Risner	4758 Doncaster Ct.
simply4est@yahoo.com	6903 Kentucky Derby Drive	Charlotte, NC 28215	10325 NW 63rd Dr.	Long Grove, IL 60047
Simply4est@aol.com	Mlowrey@infionline.net	(704) 569-4269	Parkland, FL 33076	ckeivinw@comcast.net
			goeben@aol.com	Andrew York "Greyhound"
				P.O. Box 201117
				Austin, TX 78720-1117
				wandrew88@gmail.com

Standbys

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

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

Standby Calls

None.