



### Notes from Hades

**A**nother quiet month, even with a tropical storm coming through. The Imperium expansions. Have Christopher Hunt(\$), Bob Robles, Kevin Wilson(\$), center passed well to the east of us, so we just got a lot of rain for a day, Chris Hibbert, Keith Marple, will take up to 1 more. and some wind late in the evening.

Since the last issue, four games have completed. They are: French Bullhuahua, Geggus(\$), Chris Hibbert, will take up to 1 more. a Discworld: Anhk-Moorpork game won by Christopher Hunt, Frenchton, the Huskita: Smallworld: Have the Be Not Afraid, Grand Dames, and Royal Bonus Concorida game won by Kevin Wilson, German Pinscher, the 7 Wonders game expansions. Have Christopher Hunt(\$), Kevin Wilson(\$), Andy York(\$), will take won by Dave Hooton, and Flat-Coated Retriever, a Puerto Rico game won by Chris up to 2 more. Geggus. Congratulations to the winners!

The next deadline is **Tuesday, October 17 at 5:00 p.m. Pacific Time.**

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### Game Openings

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

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

**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.

**German Shorthaired Pointer:** Age of Renaissance: Have Dave Hooton(\$), Chris Geggus(\$), Christopher Hunt(\$), Bob Robles(\$), Bill Scharf(\$), David Hood(\$). 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(\$), Chris Geggus(\$), Andy York(\$), Dave Hooton, Kieth Marple. This game is full.

**Goberian:** Silvertown: 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 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.

**Greyador:** History of the World: Have Christopher Hunt(\$), Kevin Wilson(\$), Chris Geggus(\$), Andy York(\$), will take up to 3 more.

**Havapoo:** Race for the Galaxy: Have The Gathering Storm and Rebel vs. The Imperium expansions. Have Christopher Hunt(\$), Bob Robles, Kevin Wilson(\$), Chris Hibbert, Keith Marple, will take up to 1 more.

**Horgi:** Puerto Rico: This is the base game. Have Andy York(\$), Chris Geggus(\$), will take up to 1 more.

**Huskita:** Smallworld: Have the Be Not Afraid, Grand Dames, and Royal Bonus Concorida game won by Kevin Wilson, German Pinscher, the 7 Wonders game expansions. Have Christopher Hunt(\$), Kevin Wilson(\$), Andy York(\$), will take won by Dave Hooton, and Flat-Coated Retriever, a Puerto Rico game won by Chris 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:

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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.

**Citadels:** Have the Deluxe version. Have Christopher Hunt, Chris Geggus, Kevin Wilson, will take up to 5 more.

**Concordia:** Have the Venus expansion. Have Dave Hooton, Kevin Wilson, will

take up to 4 more.

**Discworld: Ankh Morpork:** Have Andy York, Christopher Hunt, will take up to 2 more.

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

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

**Wingspan:** Have the European and Oceania birds expansions. Have Chris Hibbert, Kieth Marple, will take up to 3 more.

**Dominion:** Have most of the expansion sets plus some extras. Have Kevin Wilson, will take up to 5 more.

**Terraforming Mars: Ares Expedition:** This is the Crisis cooperative expansion. Have Kevin Wilson, Andy York, will take up to 2 more.

**Terraforming Mars:** Have the Hellas & Elysium plus 3 fan-developed maps, take up to 4 more.

**Power Grid:** Have 14 different maps, the alternate deck, some promo cards, and the Power Crisis unofficial expansion. Have Kevin Wilson, Andy York, will take up to 4 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 updated more frequently than the zine issues.

## Malinois

### Gunboat Machiavelli - End of Game Statements

#### The Players

Austria	Martin Burgdorf	5 <sup>th</sup> Place
Florence	Kevin Wilson	3 <sup>rd</sup> Place
France	Dave Anderson	2 <sup>nd</sup> Place
Papacy	Bob Robles	3 <sup>rd</sup> Place
Venice	Ward Narhi	1 <sup>st</sup> PLACE

#### End of Game Statements

**Dave Anderson (France):** Congrats to Venice on a well played game. It was a eventual victory, No opposition from the Papacy and no Turkey. I had to hope for a 12 and a 5 on the dice rolls last plague season to possibly keep going. Thanks to Florence for being a loyal ally and Austria for being a stiff opponent. Thanks to Chris for being a great GM all these years.

**Ward Narhi (Venice):** I've been out of communication so long my guesses are limited. I'm going to guess the Papacy is Kevin Wilson as he and I have always worked well together in the past. Guessing France was Jason Wilke based on his

press.

I started the game grabbing neutrals and not trying to make any enemies. That worked pretty well but France moved aggressively against Austria and did better than expected. It forced me to help out Austria as France stood to gain too much if I didn't intervene.

To the south, I was worried about the Papacy as he seemed chummy with Florence so who else would he go after? Luckily that never happened even after I mistyped an order and accidentally attacked him. It really was a mistake!!!

Back in the north, I saw a turn where France was earning more money than me which was intolerable! My path to victory relied on my opponents being poor and me being as rich as Croesus. That's when I ramped up the press against France and started actively opposing him.

In the end, Austria hung on long enough to hassle France to give me the win and Florence didn't advance towards me at sea. Everyone was in debt except me paving my way to a win. Good game to all and I look forward to the next.

## 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.

*Western Front* Published by Brad Martin. Current issue: 208. 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: 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: 122. Currently running Chess; Civilization; Victory in the Pacific, Diplomacy, Diplomacy, The Gathering, Conquistador. Game openings for Diplomacy, Chess.

*God Save the Zine* Published by Stephen Agar. Current issue: 8. Currently running Diplomacy, Black Hole Diplomacy II, Intimate Diplomacy Tournament. Game openings for Diplomacy, Mercator XIV, Bus Boss,. Subzine Late Orders! Has Diplomacy, Intimate Diplomacy, Election, no game openings.

*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

*Back of the Envelope* Published by Tom Howell. Current issue: #26. Currently running Machi Koro, Breaking Away!, Eat Me!, Railway Rivals, Machi Koro. 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: 420. Currently running

Diplomacy. No current game openings.

*Eternal Sunshine* Published by Doug Kent. Current issue: 171. 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

### **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 8: Pharmacy Union encourages Ice Cap Melting and introduces Birds. Point Luna fires up the Venus Magnetizer and adds a delegate to the Greens. Aphrodite orchestrates the Release of Inert Gasses. Stormcraft uses Indentured Workers to join the Asteroid Mining Consortium. Factorum develops Geothermal Power. Pharmacy Union adds a resource to Tardigrades and uses Extremophiles to add another. Point Luna sells a card and builds Fueled Generators. Aphrodite adds a resource to Venusian

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

Turn 8 Card Play: Venice plays Prince Henry and Revolutionary Uprisings. Genoa plays Metal and Ibn Majid. London plays Stone. Paris plays Grain and Spice.

Turn 8 Purchases: Venice buys Ocean Navigation, Cosmopolitan, and Wind/Watermill. Barcelona buys Middle Class and Written Record. Genoa buys Laws

### **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 7: Philares introduces Insects.

Interplanetary Cinematics initiates Orbital Cleanup. Astrodrill builds a city and introduces Tardigrades. Poseidon builds a Tropical Resort. Mons Insurance designs Rego Plastics and builds a Medical Lab. Philares trades with Ceres and builds Martian Rails. Interplanetary Cinematics uses Regolith Eaters. Astrodrill brings in Imported Nutrients and spends plants for a greenery tile. Poseidon launches a Trans-

Insects. Stormcraft adds a delegate to the Kelvinists. Factorum adds a delegate to the Scientists. Pharmacy Union adds a delegate to the Scientists and adds a resource to Refugee Camps. Aphrodite uses Nitrite-Reducing Bacteria. Stormcraft plants Nitrophilic Moss. Factorum adds a resource to Sub-Zero Salt Fish. Pharmacy Union adds resources to Livestock and Birds. Aphrodite uses Local Shading. Stormcraft builds a Galilean Waystation. Pharmacy Union uses Jupiter Floataing Station and launches a Trans-Neptune Probe. Aphrodite adds a delegate to Unity. Pharmacy Union develops Molecular Printing and promotes Energy Saving. Aphrodite plants Heather, sells 2 cards, and launches a Lagrange Observatory. Generation 8 Solar Phase: Global Event is Spin-Off Products. The Scientists become the ruling party and Point Luna becomes chair.

Generation 9 Actions: Pharmacy Union trades with Luna and spends plants for a greenery tile. Point Luna brings in a Convoy from Europa and uses the Venus Magnetizer. Aphrodite trades with Titan then uses Extractor Balloons. Stormcraft develops Sulphur-Eating Bacteria and trades with Enceladus. Factorum spends cash for cards then creates Lake Marineris. Pharmacy Union develops Standard Technology and spends cash for a greenery tile. Point Luna builds a Space Elevator and encourages Farming. Aphrodite builds a city and spends plants for a greenery tile. Stormcraft spends plants for a greenery tile then spends cash for cards. Factorum builds a Magnetic Field Dome and sells 2 cards. Pharmacy Union adds 2 delegates to the Scientists. Point Luna spends plants for a greenery tile and uses Sub-Crust Measurements. Aphrodite uses Titan Floating Launch-Pad to trade with Miranda and adds a resource to Nitrite-Reducing Reducing Bacteria.

### **Cockalier – Age of Renaissance**

of Matter, and Cosmopolitan. London buys Cathedral. Paris buys Institutional Research, Cathedral, Proselytism, Cosmopolitan, Written Record, Printed Word, and Enlightenment.

Turn 8 Expansion: Venice buys a card and expands to Erzerum. Barcelona unsuccessfully expands to Grenada. London buys a card and expands to Iceland, Levant, Constantinople, Armagh, Grenada, and London. Genoa expands to Florence, Naples, Lyon, and Bordeaux. Paris expands to Dijon, Strassbourg, Aleppo, Angora, Smyrna, , St. Gali, ans Salzburg.

Turn 9 Card Play: Venice plays Leonardo da Vinci and Christopher Columbus. Barcelona plays Spice. Genoa plays Cloth/Wine as Cloth, Timber, and Rebellion in Dijon. London plays Enlightened Ruler, Andreas Vesalius, and Bartolome de las Casas. Paris plays Religious Strife and Spice.

Turn 9 Purchases: Venice buys New World, Human Body, Master Art, and Middle Class. Barceelona buys Interest & Profit and Printed Word. Genoa buys Enlightenment, Ocean Navigation, and Interest & Profit. London buys Enlightenment, Patronage, Industry, New World, Cosmopolitan, Middle Class, and Proselytism. Paris buys Patronage, Human Body, Master Art, Middle Class, Laws of Matter, and Renaissance.

Turn 9 Expansion: Venice expands to Smyrna, Angora, and London.

Neptune Probe. Mons Insurance spends plants for a greenery tile. Philares builds a Research Colony on Ganymede and uses Martian Rails. Interplanetary Cinematics sells a card. Astrodrill adds a resource to Tardigrades. Poseidon builds a Red Spot Observatory. Interplanetary Cinematics sells a card. Astrodrill adds a resource to Refugee Camps. Poseidon adds a resource to Red Spot Observatory. Interplanetary Cinematics develops Molecular Printing. Astrodrill adds a resource to Asteroid Hollowing. Poseidon uses Insulation. Interplanetary Cinematics builds a city. Astrodrill builds a SF Memorial. Poseidon studies Advanced Ecosystems. Interplanetary Cinematics sells a card. Astrodrill sells a card and adds resources to Titan Shuttles. Generation 8 Actions: Poseidon gains Business Contacts and trades with Luna. Mons Insurance uses the Titan Floating Launch-Pad to trade with Miranda and uses Hired Raiders to steal steel from Interplanetary Cinematics. Philares builds a Capital. Interplanetary Cinematics funds the Blacksmith award and develops Solar Wind Power. Astrodrill trades with Ceres and builds a Protected Valley. Poseidon uses Red Spot Observatory to draw a card and creates a Spin-Off Department. Mons Insurance builds the Great Dam and uses Local Heat Trapping. Philares trades with Ganymede and spends plants for a greenery tile. Interplanetary Cinematics builds Noctis City. Astrodrill trades with Triton. Poseidon spends plants for a greenery tile. Mons Insurance builds a Commercial District. Philares develops Fusion Power and spends plants for a greenery tile. Astrodrill spends cash for an ocean tile and plants for a greenery tile. Poseidon brings in Nitrogen from Titan. Mons Insurance develops Comet Aiming. Philares spends plants for a greenery tile. Astrodrill adds a resource to Asteroid Hollowing. Poseidon builds a Rad-Chem Factory.

### **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 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 Microscrappers. 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. Mining Guild funds the Contractor award. Thorgate builds a Space Station. Saturn

**Players:** Dave Hooton, Bill Scharf, Kevin Wilson  
We are using the Venus rules and the Ionium map. Bill plays a Mason. Kevin plays an Architect, building in Scupi and Patara. Dave plays a Diplomat, copying Kevin's Architect, building in Croton and Byzantium. Bill plays a Tribune. Kevin plays a Vintner. Dave plays a Magister, replaying his Diplomat to copy Kevin's Vintner. Bill plays a Prefect in Campania. Kevin plays a Magister, reusing his Vintner. Dave plays a Prefect in Thracia. Bill plays a Consul, gaining an Architect/Mercator. Kevin plays a Mercator selling wine and buying tools. Dave plays a Tribune. Bill plays an Architect, building in Dardanos and Byzantium. Kevin plays a Senator, gaining a Mercator and an Architect. Dave plays a Diplomat, copying Bill's Architect, building in Heraclea. Bill plays a Farmer. Kevin plays a

**Players:** Kevin Wilson, Chris Geggus, Chris Hibbert  
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. Hibbert populates the corn plantation and moves a colonist from San Juan to the Tobacco Storage. Geggus selects the Captain and ships indigo, coffee, and corn. Hibbert ships corn. Wilson ships indigo.  
Round 10: Wilson select sthe Trader and trades sugar. Hibbert trades tobacco. Geggus selects the Craftsman and produces corn, indigo, and coffee. Hibbert produces corn and tobacco. Wilson produces indigo and sugar. Hibber selects the Builder and builds a Wharf. Wilson builds a Large Market. Geggus builds a Hospice.  
Round 11: Geggus selects the Captain and ships

Systems adds a delegate to Mars First. Mining Guild launches Satellites. Thorgate builds a Fuel Factory. Generation 4 Solar Phase: Aquifer Released by Public Council is the global event. Unity becomes the ruling party and Thorgate chair.

Generation 5 Actions: Saturn Systems trades with Ceres and generates Lava Flows. Aphrodite adds a delegate to Unity and develops Nitrite-Reducing Bacteria. Inventrix trades with Luna and develops Rover Construction. Mining Guild trades with Io and uses heat to raise the temperature. Thorgate uses AI Central and Sub-Crust Measurements. Saturn Systems uses Jet Stream Microscrappers. Aphrodite develops Viral Enhancers and trades with Ganymede. Inventrix brings in a Convoy from Europa and uses its Restricted Area. Mining Guild uses the Space Elevator and develops Peroxide Power. Thorgate trades with Europa and builds a Venus Waystation. Saturn Systems builds a Jovian Embassy. Aphrodite spends plants for a greenery tile and brings in Imported Hydrogen. Inventrix brings in a Comet for Venus and develops Floating Habs. Mining adds a delegate to the Greens and builds a Magnetic Shield. Thorgate builds Gyropolis. Saturn Systems develops Airliners. Aphrodite uses Regolith Eaters and Nitrite-Reducing Bacteria. Inventrix adds a delegate to Unity and attempts the Search for Life unsuccessfully. Mining Guild adds a delegate to the Greens. Thorgate adds a delegate to Mars First. Saturn Systems sells a card and builds a Galilean Waystation. Aphrodite introduces Worms. Inventrix builds a Neutralizer Factory and sells a card. Thorgate sells a card. Saturn Systems adds resources to Titan Shuttles. Aphrodite sells a card. Inventrix adds resources to Floating Habs. Thorgate sells a card. Saturn Systems adds a delegate to Mars First. Inventrix sells a card. Thorgate builds an Urbainized Area. Generation 5 Solar Phase: Global Event is Dry Deserts. The Greens become the ruling party and Mining Guild becomes chair.

Generation 6 Actions: Aphrodite trades with Enceladus and elects a Venus Governor. Inventrix trades with Luna and introduces Thermophiles. Mining Guild acquires Sponsors and trades with Europa. Thorgate trades with Ceres and uses AI Central. Saturn Systems trades with Titan and works a Titanium Mine. Aphrodite spends plants for a greenery tile. Inventrix builds Mining Colony on Enceladus then uses Thermophiles.

### Frenchton – Concordia

Prefect in Sparta. Dave plays a Prefect in Sicilia. Bill plays a Mercator, selling brick and buying wine. Kevin plays a Mercator, selling cloth and buying brick. Dave plays a Diplomat, copying Kevin's Mercator, selling wine and buying tools. Bill plays a Senator, gaining a Colonist and a Mercator/Prefect. Kevin plays an Architect, building in Pergamon, Philippopolis, and Hadrianopolis. Dave plays a Senator, gaining an Architect and a Mercator. Bill plays the Mason. Kevin plays a Tribune. Dave plays a Prefect in Macedonia. Bill plays the Architect/Mercator as a Mercator, selling brick and buying tools. Kevin plays the Weaver. Dave plays a Colonist, building a sea colonist in Byzantium and a land colonist in Heraclea. Bill plays the Magister, reusing his Architect/Mercator as an Architect, building in Lereon and Sparta. Kevin plays a Senator, gaining a Diplomat and a Consul. Dave plays a Prefect in Epirus. Bill plays a Diplomat, copying Dave's Prefect, resetting the markers for cash. Kevin plays a Mercator, selling food and buying bricks. Dave plays a Magister, reusing his Prefect in Thracia. Bill plays an Architect, building in Ephesus. Kevin plays an Architect, building in Brundisium. Dave plays a Mercator, selling cloth and buying bricks. Bill plays a Prefect in Epirus. Kevin plays a Consul, gaining a Smith. Dave plays an Architect, building in Scupi, Canusium, and Rhodos. Bill plays a Prefect/Architect as an Architect, building in Messana, Rhodos, and Syracusae, gaining the Concordia card. Kevin plays a Magister, reusing his Consul to gain a Prefect. Dave plays a Tribune. Final score is Kevin with 164, Bill with 160, and Dave with 133. Congratulations to Kevin on his victory!

### Flat-Coated Retriever – Puerto Rico

corn, indigo, and coffee. Hibbert ships tobacco. Hibbert selects the Trader and trades corn. Wilson selects the Mayor and populates the Office, Large Market, and Sugar Mill. Geggus populates the quarry and Hospice. Hibbert populates the Tobacco Storage.  
Round 12: Hibbert selects the Settler and takes a quarry. Wilson takes a sugar plantation. Geggus takes a corn plantation. Wilson selects the Trader and trades sugar. Geggus selects the Craftsman and produces corn, indigo, and coffee. Hibbert produces corn and tobacco. Wilson produces indigo and sugar.  
Round 13: Wilson select sthe Settler and takes a corn plantation. Geggus takes a corn plantation. Hibbert takes a tobacco plantation. Geggus selects the Captain and ships corn and coffee. Hibbert ships tobacco and corn. Hibbert selects the Builder and builds a City Hall. Wilson builds a Wharf. Geggus builds a Small Warehouse.  
Round 14: Geggus selects the Trader and trades coffee. Wilson trades sugar. Hibbert selects the Mayor and populates a quarry and tobacco plantation. Wilson populates the corn plantation and moves a colonist from the Sugar Mill to the Wharf. Geggus populates the Small Warehouse. Wilson selects the Craftsman and produces corn, indigo, and sugar. Geggus produces corn, indigo, and coffee. Hibbert produces corn and tobacco.  
Round 15: Hibbert selects the Builder and builds a Factory. Wilson builds a Small Warehouse. Geggus builds a Tobacco Storage. Wilson selects the Captain and ships corn and indigo. Geggus ships coffee. Hibbert ships corn and tobacco. Geggus selects the Settler and takes a tobacco plantation. Hibbert and Wilson each take a sugar plantation.

Round 16: Wilson selects the Trader and trades sugar. Geggus trades indigo. Geggus selects the Captain and ships corn. Hibbert selects the Craftsman and produces corn and tobacco. Wilson produces corn, indigo, and sugar. Geggus produces corn, indigo, and coffee.

Round 17: Geggus selects the Captain and ships corn and coffee. Hibbert ships tobacco and corn. Wilson ships sugar and corn. Hibbert selects the Trader and

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

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

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 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. City Guard go to Castle Waterdeep. Harpers go to the Entry Well, gaining the Impersonate Tax Collector quest. Knights of the Shield go to Waterdeep Harbor and play Recruitment Drive, and completes the Recover the Magister's Orb quest. Red Sashes go to Waterdeep Harbor and play Doppelganger, using Cliffwatch Inn to gain the Bury the Bodies quest. City Guard go to Skull Island and complete the Thin the City Watch quest. Knights of the Shield go from Waterdeep Harbor to the Hall of the Voice and gain the Lure Artisans of Mirabar quest. Red Sashes go from Waterdeep Harbor to Cliffwatch Inn, resetting the quests and taking Institute Reforms.

Round 4: City Guard go to Waterdeep Harbor and play Call for Assistance. Harpers go to Cliffwatch Inn and gain the Place Sleeper Agent in Skullport quest. Knights of the Shield go to Waterdeep Harbor and play Good Faith then complete the Lure Artisans of Mirabar quest, placing the Promenade of the Dark Maiden in play. Red Sashes go to Fetlock Court. City Guard go to the Builders' Hall and build The

trades tobacco. Wilson trades indigo. Wilson selects the Mayor and populates the Small Warehouse and Sugar Mill and moves a colonist from the indigo plantation to a sugar plantation. Geggus populates the Tobacco Storage. Hibbert populates a sugar plantation.

Round 18: Hibbert selects the Builder and builds a Fortress. Wilson builds a Residence. Geggus builds an Indigo Plant. Wilson selects the Craftsman and produces corn and sugar. Geggus produces corn, indigo, tobacco, and coffee. Hibbert produces corn and tobacco. Geggus selects the Captain and ships corn, tobacco, and coffee. Hibbert ships tobacco and corn. Wilson ships corn.

With that, the VP chits are exhausted, ending the game. Final scores are Chris Geggus with 70, Chris Hibbert with 56, and Kevin Wilson with 29. Congratulations to Chris Geggus on his victory!

### French Bullhuahua – Discworld: Ankh Moorpark

Shades, building in The Scours, and using Dolly Sisters to place a minion in Unreal Estate. The Blue Meanies play Cosmo Lavish, allowing PIKES to remove a red minion from Dimwell, Carcer, who removes a Demon from Seven Sleepers and a green minion from Isle of Gods, the Chair of Indefinite Studies, causing a Flood in Longwall. PIKES moves 2 minions from there to Dimwell and 1 to Seven Sleepers, and the Zoons move 3 to Isle of Gods. The Blue Meanies exchange hands with the Zoons and play Patrician's Palace.

Round 14: PIKES plays The Mob, putting a minion in Seven Sleepers and The Bursar, drawing the Subsidence event; the Zoons and Blue Meanies pay up. PIKES exchanges a red minion from The Scours with a blue minion from Seven Sleepers and plays The Opera House, building in The Shades. The Zoons play Groat, placing a minion in The Scours and using Dolly Sisters to place a minion in Dolly Sisters. The Blue Meanies reveal themselves to be Chrysoprase, and have a net value of \$50, claiming victory! Congratulations to Christopher Hunt on his win!

### German Longhaired Pointer – Lords of Waterdeep

Frontal Lobe. Harpers go to Waterdeep Harbor and play Bidding War, gaining the Loot the Crypt of Chauntea quest. The Knights of the Shield gain the Ally with House Thann quest. The Red Sashes gain the Establish Shadow Thieves Guild quest. The City Guard gain the Study at the Librarium quest. Knights of the Shield go to Shadowdusk Hold and complete the Ally with House Thann quest. Red Sashes go to Aurora's Realms Shop and complete the Bury the Bodies quest. City Guard go to the Grim Statue. Harpers go to The Stone House. Knights of the Shield go to Cliffwatch Inn and take the Domesticate Owlbears quest. Red Sashes go to the Slavers' Market. City Guard go from Waterdeep Harbor to The Frontal Lobe and complete the Study at the Librarium quest. Knights of the Shield go from Waterdeep Harbor to Cliffwatch Inn, gaining the Establish Cult Cell quest. Harpers go from Waterdeep Harbor to the Field of Triumph and complete the Impersonate Tax Collector quest.

Round 5: City Guard go to The Frontal Lobe and complete the Uncover Forbidden Lore quest. Harpers go to the High Duke's Tomb. Knights of the Shield go to Waterdeep Harbor and play Assassination. Red Sashes go to Waterdeep Harbor and play Bribe the Watch. City Guard go to Cliffwatch Inn and gain the Defeat Uprising from Undermountain quest. Harpers go to the Builders' Hall and build the Palace of Waterdeep. Knights of the Shield go to The Librarium. Red Sashes go to the Slavers' Market and complete the Repel Seawraiths quest. City Guard go to Shadowdusk Hold. Harpers go to The Palace of Waterdeep. Knights of the Shield go to The Stone House. Red Sashes go to Skull Island and complete the Root Out Loviatar's Faithful quest. City Guard go to Fetlock Court. Harpers go to the Promenade of the Dark Maiden. Knights of the Shield go to The Frontal Lobe and complete the Infiltrate Halaster's Circle quest. Red Sashes go to Cliffwatch Inn and take the Train Castle Guards quest. Knights of the Shield go from Waterdeep Harbor to the Hall of Mirrors and complete the Establish Cult Cell quest. Red Sashes go from Waterdeep Harbor to Waterdeep Castle.

Round 6: Harpers go to the Builders' Hall and build the Tower of Order. Red Sashes go to The Plinth. City Guard go to Cliffwatch Inn and take the Host Festival for Sune quest. Harpers go to Shadowdusk Hold and complete the Place a Sleeper Agent in Skullport quest. Knights of the Shield go to Waterdeep Harbor and play Scapegoat. Red Sashes go to Waterdeep Harbor and play Repent. City Guard go to the Hall of the Voice and take the Banish Evil Spirits quest. Harpers complete the Loot the Crypt of Chauntea quest, gaining the Survive Arcturia's Transformation quest, and go to Waterdeep Harbor and play the Subdue Illithid Menace mandatory quest on the Knights. Knights of the Shield go to Skull Island and complete the Subdue Illithid Menace mandatory quest. Red Sashes go to the Slavers' Market and complete the Institute Reforms quest. City Guard go to Castle Waterdeep. Harpers go to the Palace of Waterdeep. Knights of the Shield go to the Builders' Hall and build Helmstar Warehouse. Red Sashes go to the Entry Well, gaining the Steal from House Adarbrent quest and playing Recall Agent. City Guard go to the Tower of Order and complete the Host Festival for Sune quest. Harpers go to the Librarium. Knights of the Shield go to The Frontal Lobe and complete the Domesticate Owlbears quest. Red Sashes go to The Stone House. Knights of the Shield go from Waterdeep Harbor to Promenade of the Dark Maiden. Red Sashes go from Waterdeep Harbor to Fetlock Court and complete the Train Castle Guards quest. Harpers go from Waterdeep Harbor to the Hall of Mirrors and complete the Safeguard Eltorchul Mage quest.

Round 7: Harpers go to Cliffwatch Inn and take the Establish Harpers Safe House quest. City Guard go to Fetlock Court and complete the Defeat Uprising from Undermountain quest.

### 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, Round 6: Ephesus plays a Scriptorum and advances on the Exploration track. Helicarnassos discards a card for gold. Byzantium plays Baths and advances on the Civics track. Giza plays a Barracks and advances on the Military track. Manneken Pis plays an Altar and advances on the Civics track.

Age I, Round 7: Ephesus plays a Lumber Yard. Helicarnassos plays a Clandestine Dock East. Byzantium plays a Guard Tower and advances on the Military track. Giza plays a Guard Tower and advances on the Military track. Manneken Pis plays a Pawnshop and advances on the Civics track.

Age I, Round 8: Ephesus plays an Altar and advances on the Civics track. Helicarnassos plays an Ore Vein. Byzantium plays a Lumberyard. Giza plays a Stockade and advances on the Military track. Manneken Pis plays a Glassworks.

Age I Land Conflict: Ephesus does not participate. Helicarnassos ties Manneken Pis and loses to Byzantium. Byzantium loses to Giza and wins against Helicarnassos. Giza wins against both Manneken Pis and Byzantium. Manneken Pis loses to Giza and ties Helicarnassos.

Age I Naval Conflict: Giza is first, Byzantium second, and everyone else last.

Age II Leader Recruitment: Ephesus plays Vitruvius. Helicarnassos plays Ramses. Byzantium plays Bilkis. Giza plays Hannibal. Manneken Pis plays Cleopatra.

Age II, Round 1: Ephesus plays Stables and advances on the Military track. Helicarnassos plays a Brickyard. Byzantium plays a Laboratory and advances on the Exploration track. Giza plays a Quarry. Manneken Pis plays a Caravansery and advances on the Commerce track.

Age II, Round 2: Ephesus plays a Fortified Port and advances on the Military track. Helicarnassos plays a Society of Navigators and advances on the Exploration track. Byzantium plays a School and advances on the Exploration track, gaining Foggy Island. Giza plays a Quarry. Manneken Pis plays a Statue and advances on the Civics track.

Age II, Round 3: Ephesus plays a Dry Dock and advances on the Commerce and Civics tracks. Helicarnassos plays a Press. Byzantium plays a Forum and advances on the Commerce track. Giza plays an Archery Range and advances on the Military track. Manneken Pis builds the first stage of its wonder and advances on the Exploration track.

Age II, Round 4: Ephesus plays a Vineyard and

advances on the Commerce track. Helicarnassos plays a Dispensary and advances on the Exploration track, gaining Amber Island and advancing on the Commerce track. Byzantium plays a Dispensary and advances on the Exploration track. Giza plays a Press. Manneken Pis plays a Temple and advances on the Civics track. Age II, Round 5: Ephesus plays a Library and advances on the Exploration track, gaining Iron Harbor. Helicarnassos plays a Laboratory and advances on the Exoloration track. Byzantium plays an Architect's Cabinet. Giza builds the first stage of its wonder and advances on the Military track. Manneken Pis plays an Aqueduct and advances on the Civics Track.

Age II, Round 6: Ephesus plays a Loom. Helicarnassos plays a Bazaar and advances on the Commerce track. Byzantium plays Stables and advances on the Military track. Giza builds the second stage of its wonder and advances on the Military track. Manneken Pis plays a Consulate.

Age II, Round 7: Ephesus plays a Training Ground. Helicarnassos plays a Sawmill. Byzantium builds the first stage of its wonder and advances on the Military track. Giza plays a Brickyard. Manneken Pis builds the first stage of its wonder and advances on the Exploration track, gaining Wondrous Harbor.

Age II, Round 8: Ephesus plays Walls and advances on the Military track. Helicarnassos discards a card to advance on the Commerce track. Byzantium plays a Hangar, advancing on the Civics and Exploration tracks, gaining Abandoned Harbor. Giza builds the third stage of its wonder. Manneken Pis builds the third stage of its wonder, advancing on the Exploration track.

Age II Land Conflict: Manneken Pis does not participate. Ephesus wins against Helicarnassos and Giza. Helicarnassos loses to both Ephesus and Byzantium. Byzantium wind against Helicarnassos but loses to Giza. Giza wins against Byzantium but loses to Ephesus.

Age II Naval Conflict: Giza is first, Ephesus is second, Byzantium is third, Manneken Pis fourth, and Helicarnassos is last.

Age III Leader Recruitment: Ephesus plays Justinian. Halicarnassos plays Hiram. Byzantium plays Sappho. Giza plays Praxiteles. Manneken Pis plays Nefertiti.

Age III, Round 1: Ephesus plays a Study and advances on the Exploration track. Helicarnassos plays a Lodge and advances on the Exploration track, gaining Frothy Harbor and advancing on the Exploration and Commerce tracks. Byzantium plays an Observatory and advances on the Exploration track. Giza plays an Arsenal. Mannken Pis plays a Builders' Guild.

Age III, Round 2: Ephesus plays Fortifications. Helicarnassos plays an Arena. Byzantium plays a Study and advances on the Exploration track, gaining Stormy Archipeligo, advancing on the Military, Commerce, and Civics tracks. Giza plays a Circus. Manneken Pis plays Naval Archives, gaining Golden Archipeligo, and advances on the Exploration track, gaining Rainbow Archipeligo.

Age III, Round 3: Ephesus plays a Senate and advances on the Civics track. Helicarnassos plays a Shipowners' Guild. Byzantium plays Gardens and advances on the Civics track. Giza plays a Siege Workshop. Manneken Pis plays a Naval Ministry and advances on the Commerce track.

Age III, Round 4: Ephesus plays a Pirate Brotherhood. Helicarnassos plays a Scientists' Guild. Byzantium builds the second stage of its wonder and advances on the Military track. Giza plays a Siege Workshop.

Manneken Pis plays an Arena and advances on the Commerce track.

Age III, Round 5: Ephesus plays a Library and advances on the Exploration track, gaining Emerald Archipeligo. Helicarnassos plays a University and advances on the Exploration track, gaining Luxurious Archipeligo. Byzantium plays an Academy. Giza plays a Magister's Guild. Manneken Pis plays a Palace.

Age III, Round 6: Ephesus builds the second stage of its wonder and advances on the Commerce track. Helicarnassos builds the first stage of its wonder and plays Gate of the City from the discards. Byzantium plays a Captain's Circle. Giza plays a Strategists' Guild. Manneken Pis plays a Haven and advances on the Commerce track.

Age III, Round 7: Ephesus builds the third stage of its wonder and advances on the Commerce track. Helicarnassos builds the second stage of its wonder, playing a Courthouse from the discards. Byzantium builds the third stage of its wonder. Giza plays a Senate and advances on the Civics track. Manneken Pis plays a Gamers' Guild.

Age III, Round 8: Ephesus plays a Brotherhood. Helicarnassos plays a Guild of Shadows. Byzantium plays a Haven and advances on the Commerce track. Giza builds the fourth stage of its wonder. Manneken Pis plays Gardens.

Age III Land Conflict: Byzantium does not participate. Ephesus wins against Manneken Pis and Helicarnassos. Helicarnassos loses to Ephesus and Giza. Giza wins against Helicarnassos and Manneken Pis. Manneken Pis loses to both Ephesus and Giza. Giza beats Ephesus in an incursion.

Age III Naval Conflict: Giza and Byzantium are tied for first. Ephesus is second. Manneken Pis is third, and Helicarnassos is last.

Final scores are: Manneken Pis with 107, Ephesus with 103, Giza with 86, Helicarnassos with 80, and Byzantium with 73. Congratulations to Dave Hooton on his victory!

### German Wirehaired Pointer – Wingspan

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

We are playing with the European Expansion.

Round 1: Bill takes a seed. Christopher takes the Sandhill Crane. Kevin C. takes an invertebrate. Kevin W. takes the Red-Backed Shrike. Chris takes the Belted Kingfisher. Bill takes the Red-Breasted Merganser. Christopher draws a card from the deck. Kevin C. takes an invertebrate. Kevin W. rerolls the dice and takes an invertebrate. Chris plays the Barred Owl in the forest. Bill takes an invertebrate. Christopher draws a card from the deck. Kevin C. plays the Eurasian Tree Sparrow in the grassland. Kevin W. plays the Eurasian Jay in the forest. Chris takes a fish and tucks a bird under the Barred Owl. Bill rerolls the dice and takes a rodent. Christopher draws a card from the deck. Kevin C. takes the Painted Bunting. Kevin W. takes the Great Crested

**Players:** Chris Hibbert, Dave Hooton, Chris Geggus, Christopher Hunt, Bill Scharf, Kevin Wilson.

We are playing with the first version base set, second version Intrigue set, and Alchemy.

Round 1: Chris H. buys a Moneylender. Dave buys an Estate. Chris G. and Christopher each buy a Village. Bill and Kevin each buy a Silver.

Round 2: Chris H. and Chris G. each buy a Silver. Dave buys a Laboratory. Christopher, Bill, and Kevin each buy an Ironworks.

Round 3: Chris H. buys a Remodel. Dave buys a Village. Chris G. plays a Village and buys a Laboratory. Christopher buys a Silver. Bill plays an Ironworks, gaining a Silver, and buys a Gold. Kevin plays an Ironworks, gaining a Silver, and buys a Laboratory.

Round 4: Chris H. plays a Moneylender and buys a

Flycatcher. Chris takes the Great Blue Heron. Bill plays the American Avocet in the wetlands. Christopher plays the Black Tern in the wetlands. Kevin C. lays eggs. Kevin W. takes a berry. Chris takes a fish and tucks a bird under the Barred Owl. Bill take the Blue Jay. Christopher takes the Franklin's Gull, draws and discards a card. Kevin C. plays the Downy Woodpecker and Eurasian Tree Sparrow in the forest. Kevin W. lays eggs. Chris lays eggs. Bill plays the Blue Jay in the forest. Christopher takes a fish. Kevin C. takes an invertebrate, rerolls the dice, takes a seed, and caches a seed on the Mountain Chickadee. Kevin W. plays the Great Crested Flycatcher in the forest. Chris plays Great Blue Heron and the Belted Kingfisher in the wetlands. Bill draws 2 cards from the deck. Christopher lays eggs. Kevin C. takes the Lincoln's Sparrow. Kevin W. takes 2 seeds, an invertebrate from the Great Crested Flycatcher, and steals a seed from Christopher, who gains a rodent. Chris lays eggs.

Round 2: Christopher plays the Red-Tailed Hawk in the forest. Kevin C. plays the Painted Bunting in the Grasslands, gaining a bonus card. Kevin W. plays the Inca Dove in the grasslands. Chris take the Red-Eyed Vireo and a card from the deck. Bill takes a seed and a rodent, and gains a seed from the Blue Jay. Christopher takes a fish, and tucks a card under the Red-Tailed Hawk. Kevin C. takes an invertebrate and a seed, and caches a seed on the Mountain Chickadee. Kevin W. takes the Brown-Headed Cowbird. Chris takes a seed and a berry, and tucks a card under the Barred Owl. Bill takes a rodent, rerolls the dice, and takes an invertebrate and gains a seed with the Blue Jay. Christopher plays the Franklin's Gull in the grasslands. Kevin C. plays the Lincoln's Sparrow in the wetlands.

### German Sheprador – Dominion

Laboratory. Dave buys a Secret Passage. Chris G. buys a Silver. Christopher plays a Village, an Ironworks, gaining an Ironworks, and buys an Ironworks. Bill and Kevin each buy a Village.

Round 5: Chris H. plays a Laboratory and buys a Village. Dave plays a Laboratory and a Village and buys a Remodel. Chris G. plays a Laboratory and a Village and buys a Gold. Christopher plays an Ironworks, gaining an Ironworks, and buys a Moat. Bill buys a Gold. Kevin buys a Laboratory.

Round 6: Chris H. plays a Remodel, trashing a Moneylender for a Gold, and buys a Village. Dave buys a Village. Chris G. buys a Village. Christopher plays a Village, an Ironworks, gaining an Ironworks, an Ironworks, gaining an Ironworks, and buys a Silver. Bill plays Ironworks, gaining a Moneylender, and buys a Secret Passage. Kevin plays a Laboratory, a Village, an Ironworks, gaining a Silver, and buys an Ironworks.

Round 7: Chris H. plays a Laboratory, a Village, a Village, a Remodel, trashing an Estate for a Moneylender, and buys a Laboratory. Dave plays a Secret Passage, a Village, a Laboratory, and buys a Laboratory. Chris G. plays a Laboratory and buys an Ironworks. Christopher plays an Ironworks, gaining a Potion, and buys a Potion. Bill plays a Village and buys a Duchy. Kevin plays an Ironworks, gaining a Remodel, and buys a Silver.

Round 8: Chris H. buys a Laboratory. Dave plays a Remodel, trashing an Estate for a Moneylender. Chris plays a Village, a Village, a Moneylender, and buys a Gold. Christopher plays an Ironworks, gaining a Secret Passage, a Moat, and buys a Silver. Bill plays a Moneylender and buys a Laboratory.

### Gollie – Terraforming Mars: Ares Expedition

Round 2 Phase Selection: Interplanetary Cinematics selects Development. The Next Step Initiative selects Construction. Mai-Ni Productions selects Action. Thorgate selects Production.

Round 2 Development: Interplanetary Cinematics develops New Portfolios. Mai-Ni Productions introduces Insects. Thorgate gains Political Influence. The Next Step Initiative plants Monocultures.

Round 2 Construction: Mai-Ni Productions builds Solarpunk and removes a crisis marker from Barren Crater. The Next Step Initiative draws a card, develops Assorted Enterprises, and fosters Building Industries.

Round 2 Action: Mai-Ni Productions uses Solarpunk to increase the oxygen level.

Round 2 End Step: 2VP tokens are discarded to remove a crisis marker from Barren Crater.

Round 3 Crisis Step: Persistent Effects of Barren Crater reduce the temperature and flip an ocean. Atmosphere Rupture is drawn; Interplanetary Cinematics and Thorgate each lose 5MC, Mai-Ni Productions and The Next Step Initiative each lose 1TR. The Dummy phase is Development.

Round 3 Phase Selection: Interplanetary Cinematics selects Construction. Mai-Ni Productions and The Next Step Initiative each select Production. Thorgate selects Research.

Round 3 Construction: Interplanetary Cinematics draws a card. The Next Step Initiative brings in a Convoy from Europa, flipping an ocean tile and removing a crisis marker from Atmosphere Rupture.

Round 4 Crisis Step: Barren Crater and Atmosphere Rupture each reduce the temperature and flip an ocean tile. Emergency Shelters is drawn. Interplanetary Cinematics and Mai-Ni Productions exchange cards as do Thorgate and Next Step Initiative. The Dummy card is Production.

Round 4 Phase Selection: Thorgate selects Development. Mai-Ni Productions selects Construction. The Next Step Initiative selects Action. Interplanetary Cinematics selects Research.

Round 4 Development: Interplanetary Cinematics brings in Coal Imports, removing a crisis marker from Emergency Shelters. Mai-Ni Productions gains Diversified Interests. Thorgate builds a Miranda Resort, removing a crisis marker from Atmosphere Rupture.

Round 4 Construction: Interplanetary Cinematics joins the United Planetary Alliance, removing a crisis marker

Players	Corporation
Bill Scharf	Interplanetary Cinematics
Andy York	Mai-Ni Productions
Kevin Croskery	Thorgate
Kevin Wilson	The Next Step Initiative

We are Crisis cooperative expansion.

Round 1 Crisis Step: The Crisis card is Catastrophic Erosion and the Dummy phase is Construction.

Round 1 Phase Selection: Mai-Ni Productions and Thorgate select Development. Interplanetary Cinematics selects Production. The Next Step Initiative selects Research.

Round 1 Development: Interplanetary Cinematics builds a Toll Station and initiates the Import of Advanced GHG, removing 2 Crisis markers from Catastrophic Erosion. Mai-Ni Productions plants Nitrophilic Moss, removing a Crisis marker from Catastrophic Erosion. Thorgate launches Space Heaters, removing a Crisis Marker from Catastrophic Erosion. The Next Step Initiative fosters Solar Trapping, removing the last Crisis marker from Catastrophic Erosion and discarding that card.

Round 2 Crisis Step: Barren Crater is drawn; oxygen level is reduced 1 step. Dummy card is Research.



from Barren Crater. Mai-Ni Productions draws a card. Thorgate founds an Interplanetary Conference, removing a crisis marker from Barren Crater. The Next Step Initiative introduces Nitrite Reducing

Bacteria and removes a crisis marker from Barren Crater.

Round 4 Action: Interplanetary Cinematics uses heat to raise the temperature. Thorgate uses heat to raise the temperature. The Next Step Initiative adds a resource to Nitrite-Reducing Bacteria and uses it to flip an ocean tile.

### Frengle – Power Grid

Players	Corporation
Dave Hooton	TuLiP
Kevin Wilson	Vlaamse Macht
Brendan Whyte	BAUXITE
Bill Scharf	Powerhouse

TuLiP is Turbines Lightning People. BAUXITE is

Belgian Autonomous Uranium eXploitation Industry Transmits Energy. We are using the Benelux map with the original deck.

Round 1 Bidding: BAUXITE gains power plant 04. TuLiP gains power plant 07. Vlaamse Macht gains power plant 08. Powerhouse gains power plant 09.

Round 1 Fuel Purchases: BAUXITE and Vlaamse Macht buy coal. TuLiP and Powerhouse buy oil.

Round 1 Connections: BAUXITE connects to Haarlem, Zaanstad, and Amsterdam. TuLiP connects to Den Bosch and Tilburg.

### Addresses

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### Standbys

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

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

### Standby Calls

None.