



Notes from Hades

September is the month on my wedding anniversary. My wife and I have Kevin Wilson(\$), Bill Scharf(\$), will take up to 3 more. lately taken the opportunity to get away for a weekend together, and this **Irish Wolfhound:** Lords of Waterdeep: Have the Scoundrels of Skullport year was no different. This year, we returned to an AirBnB just south of expansion. Have Christopher Hunt(\$), Chris Geggus(\$), Bill Scharf(\$), will take San Louis Obispo. We drove up on a Friday and had a fine dinner at a place called up to 3 more.

Taste in SLO. Saturday, we spent in Paso Robles, which has become our favorite **Italian Greyhound:** Discworld: Ankh Morpork: Have Andy York(\$), Christopher wine region. We started out at a vegan cheese shop, and spent time at three Hunt(\$), Kevin Wilson, will take up to 1 more. different wineries, ending in a picnic in a vineyard. Sunday, we headed back, **Jack Chi:** Terraforming Mars: Have the Hellas & Elysium plus 3 fan-developed stopped for lunch in Ventura, and overall had a wonderful time. maps, Venus Next, Prelude, Colonies, and Turmoil expansions. Have Andy

Since the last issue, six games have completed. They are: Cockalier, an Age of York(\$), Bill Scharf(\$), Chris Geggus(\$), Dave Hooton, will take up to 1 more. Renaissance game won by Christopher Hunt, German Sheprador, a Dominion game **Jack Russel Terrier:** Terraforming Mars: The Dice Game: Have Kevin Croskery, won by Bill Scharf, Cockapoo, a Terraforming Mars game won by Dave Hooton, Kevin Wilson, Chris Geggus, Bill Scharf(\$). This game is full. Dobredor, another Terraforming Mars game won by Dave Hooton, German **Jack-A-Poo:** Dominion: Have most of the expansion sets plus some extras. Have Longhaired Pointer, a Lords of Waterdeep game won by Chris Geggus, and Gollie, Kevin Wilson, Christopher Hunt(\$), Chris Geggus, Chris Hibbert, Bill Scharf(\$), a Terraforming Mars: Ares Expedition game using the collaborative Crisis Dave Hooton. This game is full. expansion, won by Bill Scharf, Andy York, Kevin Croskery, and Kevin Wilson. **Jackabee:** 7 Wonders: Have the Wonder Pack, Leaders, Cities, Babel, and Congratulations to the winners! Armada expansions. Have Dave Hooton, Christopher Hunt, Chris Geggus, Kevin

The next deadline is **Tuesday, November 21 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 Players who have a (\$) after their name have paid the necessary game fee. Burgdorf(\$), will take up to 2 more.

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: 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.

Greyador: History of the World: Have Christopher Hunt(\$), Kevin Wilson(\$), Chris Geggus(\$), Andy York(\$), Bill Scharf(\$), will take up to 2 more.

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

Huskita: Smallworld: Have the Be Not Afraid, Grand Dames, and Royal Bonus expansions. Have Christopher Hunt(\$), Kevin Wilson(\$), Andy York(\$), Bill Scharf(\$), will take up to 1 more.

Huskydoodle: Wingspan: Have the European and Oceana birds expansions. Have Chris Hibbert, Kieth Marple, Christopher Hunt(\$), Chris Geggus(\$), will take up to 1 more.

Irish Setter: Terraforming Mars: Ares Expedition: This is the Crisis cooperative expansion. Have Kevin Wilson(\$), Andy York(\$), Christopher Hunt(\$), Bill Scharf(\$). This game is full.

Irish Water Spaniel: Concordia: Have the Venus expansion. Have Dave Hooton, will take up to 3 more.

Irish Wolfhound: Lords of Waterdeep: Have the Scoundrels of Skullport year was no different. This year, we returned to an AirBnB just south of expansion. Have Christopher Hunt(\$), Chris Geggus(\$), Bill Scharf(\$), will take San Louis Obispo. We drove up on a Friday and had a fine dinner at a place called up to 3 more.

Italian Greyhound: Discworld: Ankh Morpork: Have Andy York(\$), Christopher wine region. We started out at a vegan cheese shop, and spent time at three Hunt(\$), Kevin Wilson, will take up to 1 more.

Jack Chi: Terraforming Mars: Have the Hellas & Elysium plus 3 fan-developed maps, Venus Next, Prelude, Colonies, and Turmoil expansions. Have Andy

Jack Russel Terrier: Terraforming Mars: The Dice Game: Have Kevin Croskery, won by Bill Scharf, Cockapoo, a Terraforming Mars game won by Dave Hooton, Kevin Wilson, Chris Geggus, Bill Scharf(\$). This game is full.

Jack-A-Poo: Dominion: Have most of the expansion sets plus some extras. Have Longhaired Pointer, a Lords of Waterdeep game won by Chris Geggus, and Gollie, Kevin Wilson, Christopher Hunt(\$), Chris Geggus, Chris Hibbert, Bill Scharf(\$), a Terraforming Mars: Ares Expedition game using the collaborative Crisis Dave Hooton. This game is full.

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

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

Jackshund: Downfall XIII: This is a Diplomacy variant that takes place in Tolkien's Middle Earth. Have Bill Scharf(\$), Bob Robles, Chris Geggus, Mike Pollard, Ward Narhi(\$), will take up to 3 more.

Japanese Chin: Robo Rally: I have the Avalon Hill version. Have Dave Hooton, Chris Geggus, Bill Scharf(\$), Andy York(\$), will take up to 4 more.

Martin 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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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.

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.

Power Grid: Have 14 different maps, the alternate deck, some promo cards, and the Power Crisis unofficial expansion. Have Kevin Wilson, Andy York, Dave Hooton, will take up to 3 more.

Age of Renaissance: Have Chris Geggus, Dave Hooton, will take up to 4 more.

Agricola: This is the first edition, published by Z-Man Games. Have Chris updated more frequently than the zine issues.

Geggus, Dave Hooton, will take up to 3 more.

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

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

Terraforming Mars: Have the Hellas & Elysium plus 3 fan-developed maps, Venus Next, Prelude, Colonies, and Turmoil expansions. Have Dave Hooton, will take up to 4 more.

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

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.

Drentsche Patrijshond

Machiavelli - Gamestart

The Players

Bob Robles	Ward Narhi	Martin Burgdorf	Kevin Wilson
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Options

Here is the usual pre-game voting. Here are the options:

Scenarios

Scenario I: Balance of Power. Each player takes 2 powers.

Scenario II: The Struggle for Dominance, Part One. One player takes Venice and the Turks, one takes Florence and the Papacy, each other player takes one of the remaining two.

Scenario III: The Struggle for Dominance, Part Two. One player takes France and the Turks, one takes Milan and the Papacy, each other player takes one of the remaining two.

Scenario IV: The Spanish Preponderance. One player takes France and the Turks, one takes Venice and the Papacy, each other player takes one of the remaining two. Florence gets a fleet in Genoa plus an additional 4 starting ducats.

Scenario V: The Fall of the Lombards.

Scenario VI: Empire and Invaders. The Muslims, Pisa, and the Holy Roman Empire are inactive.

Scenario VII: Papal Ascendancy and Mongol Threat. The Mongols are inactive.

Scenario VIII: To the Renaissance. Avignon is inactive. One player takes Papacy and Florence, one takes Genoa and Milan, each other player takes one of the

remaining two powers.

Please rank all scenarios in preference order, plus your country of preference in each scenario. The scenario with the highest overall preference will be played.

Victory Conditions

Please vote whether you want Standard or Ultimate victory conditions. This could vary based on the scenario.

Optional Rules

Natural Disasters (Plague and Famine)

Special Units

Moneylenders

Conquest

Please indicate your preference (yes or no) on each optional rule. Majority vote wins for each rule.

Press

White

Gray

Black

Please indicate your press preference. Just as a reminder, in White press, the source is clearly identified. In Gray press, anonymous press (or press coming from a source that is clearly not another player) is allowed. In Black press, anything goes. The press type that gets the most votes will be used.

Zine Report

Australian Zines

Damn the Consequences Published by Brendan Whyte. Current issue: 232. 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: 209. 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: 233. 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 Nimmt!, Bier Börse, Outpost, Reduced Randomness Railway Rivals, Where in the World is Kendo Nagasaki?, Word Puzzle.

running Diplomacy, Black Hole Diplomacy II, Intimate Diplomacy Tournament. Game openings for Diplomacy, Mercator XIV, Bourse. Subzine Late Orders! Has Intimate Diplomacy, Election, no game openings.

Variable Pig Edited by Jim Reader, published by Richard Smith. Current issue: 203. Currently running a song lyric quiz, By Popular Demand, 6 Nimmit!, Breaking Away, Bus Boss, Fair Means or Foul, Hare and Tortoise, Puerto Rico, Railway Rivals, Robo Rally, Sopwith. Subzine Here Be Dragons, runs Let's Play Darts, Queuedo, Puerto Rico, and Rock, Paper, Scissors. Subzine on-the-shelf by Tom Howell runs Snakes and Ladders, Where in the World is Kendo Nagasaki. Subzine The Celestial Steam Locomotive by Richard Smith runs Only Connect,

Fury of the Northmen Published by Colin Bruce. Current issue: 123. Currently running Chess; Civilization; Diplomacy, The Gathering, Conquistador. Game openings for Diplomacy, Chess.

God Save the Zine Published by Stephen Agar. Current issue: 9. Currently

Dilemmas, Crystal Ball, Century Spice Road, A Game of Thrones, Bus Boss, and Railway Rivals. Subzines offer Nearly the Best Game in the World, 6-NIMMIT!, Speedway, Maximise, Where in the World is Kendo Nagasaki (Three Wishes

variant), Railway Rivals Partnership, Feudality, Dilemmas, Dice Forge. Note, Jim has announced that he is running it down to a fold, targeting issue 208 as the final issue.

US Zines

Back of the Envelope Published by Tom Howell. Current issue: #27. Currently running Breaking Away!, Eat Me!, Railway Rivals, Machi Koro, Snakes and Ladders, Dominion. Current game openings: Diplomacy, Dream Mile, Fuzzy Borders, Jabba's Palace, Railway Rivals, 6-Nimmit!, Breaking Away!, Golden Strider, Love Letter.

Diplomacy. No current game openings.

Eternal Sunshine Published by Doug Kent. Current issue: 173. Currently running Diplomacy. Subzine Out of the Way, by Andy York runs Gunboat Diplomacy, "Hangman, by Definition". 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.

Cheesecake Published by Andy Lischett. Current issue: 421. Currently running

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 9 Actions: Stormcraft trades with Pluto and uses Hired Raiders to steal cash from Factorum. Factorum starts Tundra Farming and sells a card. Pharmacy Union builds a Physics Complex and adds a resource to it. Point Luna sells 4 cards and

develops Lightning Harvest. Aphrodite plants Bushes. Stormcraft leads a Diaspora Movement. Factorum adds a delegate to Unity. Pharmacy Union builds an Underground City and adds a resource to Refugee Camps. Point Luna develops Wave Power. Aphrodite uses Dirigibles to add a resource to Floating Habs. Stormcraft sells a card. Factorum adds a resource to Sub-Zero Salt Fish and sells 2 cards. Pharmacy Union adds resources to Livestock and Birds. Aphrodite sells 4 cards and spends cash for a greenery tile. Stormcraft sells a card. Pharmacy Union sells 2 cards and cashes in on Jupiter Floating Station. Aphrodite adds a resource to Venusian Insects. Stormcraft adds 2 delegates to the Greens. Pharmacy Union adds 2 delegate to Mars First. Aphrodite adds a delegate to Mars First. Stormcraft builds a Wildlife Dome. Pharmacy Union sells 3 cards and adds a delegate to Mars First. Aphrodite uses Local Shading. Stormcraft cashes in resources from Sulphur-Eating Bacteria for cash, develops Advanced Ecosystems, and adds a delegate to the Greens.

Final Greenery Tile Placement: Aphrodite and Factorum places greenery tiles.

Final score is Aphrodite with 76, Pharmacy Union with 68, Factorum with 67, Stormcraft with 57, and Point Luna with 55. Congratulations to Dave Hooton on his win!

Cockalier – Age of Renaissance

Angora, and London. Barcelona expands to Grenada and Tarsus. London expands to Aleppo, Ezerum, London, Fez, and Cagliari. Paris buys a card and expands to Sicily, Seville, Prague, Iceland (unsuccessfully), Tripoli (unsuccessfully), and St. Malo. Genoa expands to Grenada, and unsuccessfully to Fez.

Final Card Play: Venice plays Henry Oldenburg, Mysticism Abounds, and Wool. Barcelona plays Metal. London plays Timber, Silk, and Wine. Paris plays Timber.

Final score is Paris with 2742, London with 2524, Genoa with 1067, Venice with 1039, and Barcelona with 671. Congratulations to Christopher Hunt on his victory!

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

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

We are playing with drafting, Prelude, and Colonies, and using the new fan-created Vastitas Borealis map.

Generation 8 Actions: Interplanetary Cinematics develops Optimal Aerobraking. Astrodrill adds a resource to Refugee Camps. Poseidon uses a Robotic Workforce to copy Industrial Microbes. Astrodrill uses Directed Impactors to add a resource to Asteroid Hollowing. Poseidon brings down an Ice Asteroid. Astrodrill uses its corporate action to add a resource to Asteroid Hollowing. Poseidon spends plants for a greenery tile. Astrodrill adds a resource to Tardigrades. Poseidon develops Urban Decomposers. Astrodrill builds a colony on Ceres, then adds 2 resources to Titan Shuttles.

Generation 9 Actions: Mons Insurance uses Titan Floating Launch-Pad to trade with Luna and brings in

a Convoy from Europa. Philares trades with Ceres then builds a Lava Tube Settlement. Interplanetary Cinematics sells a card. Astrodrill builds a city and trades with Ganymede. Poseidon trades with Triton and brings in a Large Convoy. Mons Insurance builds an Open City and pumps a standard aquifer. Philares builds a city and spends plants for a greenery tile. Interplanetary Cinematics builds a city. Astrodrill gains titanium from its Titan Shuttles. Poseidon spends plants for a greenery tile and uses Red Spot Observatory. Mons Insurance builds a Space Port and spends 8 plants for a greenery tile. Philares spends 8 plants for a greenery tile and develops Sub-Crust Measurements. Interplanetary Cinematics lands a Caretaker Contract. Astrodrill starts Terraforming Ganymede. Poseidon joins the Great Escarpment Consortium. Mons Insurance sells 2 cards and trades with Miranda. Philares uses Sub-Crust Measurements and cashes in on Martian Rails. Interplanetary Cinematics uses the Caretaker Contract. Astrodrill builds an Ecological Zone. Poseidon develops Solar Power. Philares conducts Ecological Research. Interplanetary Cinematics sells a card. Astrodrill trades with Titan. Poseidon sells a card. Philares plants Grass. Interplanetary Cinematics spends cash for a greenery tile. Astrodrill adds a resource to Tardigrades. Poseidon spends plants for a greenery tile. Philares develops Quantum Communications. Interplanetary Cinematics sells a card. Astrodrill adds a resource to Asteroid Hollowing. Poseidon sells a card. Philares sells a card. Interplanetary Cinematics uses Meltworks. Astrodrill uses Directed Impactors to add a resource to Asteroid Hollowing. Poseidon sells a card. Philares sells a card. Astrodrill adds a resource to Refugee Camps. Poseidon builds a Magnetic Field Dome. Astrodrill plays Project Inspection to add a resource to Refugee Camps. Poseidon sells a card. Astrodrill plays CEO's Favorite Project to add a resource to Refugee Camps. Poseidon builds a Stanford Torus and spends cash for a greenery tile.

Final Greenery Tile Placement: Philares places 3 greenery tiles. Astrodrill places 1 greenery tile, taking up all spaces on the board not reserved for ocean.

Final scores: Astrodrill with 89, Poseidon with 80, Philares with 78, Mons Insurance with 62, and Interplanetary Cinematics with 60. Congratulations to Dave Hooton on his victory!

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

Player	Corporation
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Bill Scharf	Aphrodite
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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 6 Actions: Mining Guild joins a Cartel and adds a delegate to Mars First. Thorgate uses Sub-Crust Measurements then uses Project Inspection to re-use AI Central. Saturn Systems finds Energy Saving. Aphrodite uses Regolith Eaters and Nitrite-Reducing Bacteria. Inventrix gains a Terraforming Contract. Mining Guild use the Space Elevator and fund the Magnate award. Thorgate gain Cutting-Edge Technology and add a delegate to Mars First. Saturn Systems adds a delegate to Mars First. Inventrix adds a delegate to Unity. Thorgate builds a Martian Media Center. Saturn System converts floaters from Titan Shuttles into titanium. Aphrodite builds Atalanta Planitia Labs. Inventrix uses its Restricted Area and continues the Search for Life unsuccessfully. Thorgate builds a standard power plant. Saturn Systems brings down a Nitrogen-Rich Asteroid. Aphrodite develops a Symbiotic Fungus and uses it to add a microbe to Nitrite-Reducing Bacteria. Inventrix adds a resource to Floating Habs. Thorgate uses Martian Media Center to add a

delegate to the Scientists. Saturn Systems uses Jet Stream Microscappers. Aphrodite begin Sulphur Exports. Thorgate develops Directed Impactors. Aphrodite builds a Food Factory. Thorgate adds a resource to Directed Impactors and spends heat to raise the temperature.

Generation 6 Solar Phase: Global Event is Mud Slides. Mars First becomes the ruling party and the Saturn Systems delegate becomes chair.

Generation 7 Actions: Inventrix trades with Luna and builds an Artificial Lake at the south pole, placing another ocean tile. Mining Guild sends some Hired Raiders to steal from Saturn Systems and builds a Physics Complex. Thorgate trades with Ceres and builds a Research Outpost. Saturn Systems files a Law Suit against Mining Guild. Aphrodite lands a Topsoil Contract and trades with Enceladus. Inventrix spends plants for a greenery tile and uses Thermophiles. Mining Guild spends heat to raise the temperature and builds Space Hotels. Thorgate spends plants for a greenery tile and uses AI Central. Saturn Systems builds a colony on Titan and trades with Titan. Aphrodite uses Regolith Eaters and Nitrite-Reducing Bacteria. Inventrix introduces Livestock. Mining Guild trades with Io and adds a resource to Physics Complex. Thorgate initiates Olympus Conference and uses Sub-Crust Measurements. Saturn Systems spends floaters from Titan Shuttles for titanium and launches a Soletta. Aphrodite launches Space Mirrors and uses them. Inventrix builds Sky Docks. Mining Guild adds a delegate to Unity and uses the Space Elevator. Thorgate builds a Mass Converter and develops a Warp Drive. Saturn Systems uses Jet-Stream Microscappers. Aphrodite funds the Venophile award. Inventrix uses Conscription for Ecology Research. Mining Guild builds Corona Extraction. Thorgate develops Shuttles and hires Event Analysts. Saturn Sytems starts an Energy Market. Aphrodite uses the Symbiotic Fungus to add a resource to Nitrite-Reducing Bacteria. Inventrix is unsuccessful at a Search for Life. Mining Guild adds 2 delegates to Unity. Thorgate adds a delegate to the Scientists and sells a card. Saturn Systems uses the Energy Market and spends cash for a greenery tile. Aphrodite and Inventrix each add a delegate to the Scientists. Thorgate builds an Equatorial Magnetizer and uses it. Saturn Systems builds Geothermal Power. Aphrodite builds Rim Freighters. Thorgate uses Directed Impactors. Saturn Systems adds a delegate to Unity. Aphrodite builds Greenhouses. Thorgate uses the Martian Media Center to add a delegate to Mars First.

Generation 7 Solar Phase: Asteroid Mining is the global event. Unity becomes the ruling party and Mining Guild the chair.

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 7: Harpers go to Waterdeep Harbor and play Request Assistance, gaining fighters from the City Guard and Knights of the Shield. Knights of the Shield go to the Entry Well, gaining the Steal Spellbook from Silverhand quest and playing Forge Deed to take over The Stone House. Red Sashes go to the Slavers' Market. City Guard go to Cliffwatch Inn, taking the Expose Red Wizards' Spies quest. Harpers go to Waterdeep Harbor and play the Repel Drow Invaders mandatory quest on the Knights of the Shield. Knights of the Shield go to Waterdeep Harbor and play Manipulate, moving a Harper agent from Waterdeep Harbor to Helmstar Warehouse and going to Waterdeep Harbor and play Scapegoat. Red Sashes go to Shadowdusk Hold. City Guard go to Blackstaff Tower and complete the Expose Red Wizards' Spies quest. Harpers go to the Palace of

Waterdeep and complete the Establish Harpers Safe House quest. Knights of the Shield go to the Builders' Hall and build The Thrown Gauntlet. Red Sashes go to the Tower of Order and complete the Establish Shadow Thieves' Guild quest. City Guard go to the Stone House. Harpers go to Cliffwatch Inn, taking the Install Spy in Castle Waterdeep quest. Red Sashes go to the Promenade of the Dark Maiden. Knights of the Shield go from Waterdeep Harbor to the Hall of Mirrors and complete the Repel Drow Invaders mandatory quest. Harpers go from Waterdeep Harbor to the High Duke's Tomb and complete the Install a Spy in Castle Waterdeep quest. The Knights of the Shield go from Waterdeep Harbor to the Promenade of the Dark Maiden.

Round 8: Harpers send the Ambassador to Waterdeep Harbor and play Special Assignmant, gaining the Ally with the Xanathar's Guild quest. City Guard go to Waterdeep Harbor and play Change of Plans, discarding the Banish Evil Spirits quest. The Harpers discard the Recruit for Blackstaff Academy quest and the Knights of the Shield discard the Perform Pennance of Duty quest. The Harpers go to Waterdeep Harbor and play Donations for Cyric. Knights of the Shield go to The Thrown Gauntlet and complete the Take Over Rival Organization quest. Red Sashes go to Shadowdusk Hold. City Guard go to Cliffwatch Inn and take the Protect the House of Wonder quest. Harpers go to the Palace of Waterdeep. Knights of the Shield go to the Field of Triumph and complete the Steal Spellbook from Silverhand quest. Red Sashes go to Fetlock Court and complete the Steal from House Adarbrent quest. City Guard go to the Promenade of the Dark Maiden. Harpers go to the Hall of Mirrors and complete the Ally with the Xanathar's Guild quest. Knights of the Shield go to The Plinth and complete the Confront the Xanathar quest. Red Sashes go to the Builders' Hall and build the Eye's Lair. City Guard go to Helmstar Warehouse. Harpers go to the High Duke's Tomb. Knights of the Shield go to the Promenade of the Dark Maiden. Red Sashes go to Cliffwatch Inn, reset the quests, and take the Heal Fallen Grey Hand Soldiers quest. City Guard go from Waterdeep Harbor to the Entry Well, taking the Improve Prison Security quest and playing Friendly Loan. Harpers go from Waterdeep Harbor to Cliffwatch Inn, taking the Recruit for the City Watch quest and completing it.

Final scores are: Knights of the Shield with 191, Red Sashes with 185, Harpers with 163, and City Guard with 112. Congratulations to Chris Geggus for his victory!

German Wirehaired Pointer – Wingspan

hunting with the Barred Owl. Bill plays the Dunnock in the forest. Christopher draws 2 cards from the deck. Kevin C. lays eggs. Kevin W. takes an invertebrate, a berry, another invertebrate with the Great Crested Flycatcher, and steals a seed from Chris, who gains a seed. Chris plays the Red-Eyed Vireo and Cassin's Finch in the forest. Bill takes the Purple Gallinule. Christopher gains 2 berries and successfully hunts with the Red-Tailed Hawk. Kevin C. takes the Corsican Nuthatch and Osprey. Kevin W. takes the Bewick's Wren. Chris takes the Black Vulture and a card from the deck. Bill plays the Golden Eagle. Christopher plays the Black

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

We are playing with the European Expansion.

Round 2: Kevin W takes 2 seeds and uses the Euasian Jay to steal a seed from Bill, who gains a rodent. Chris takes an invertebrate and successfully

Tern. Kevin C. takes an invertebrate and a fish and caches a seed on the Mountain Chickadee. Kevin W. plays the Red-Backed Shrike. Chris eggs. Bill lays eggs and successfully hunts with the Golden Eagle. Christopher takes 2 cards from the deck. Kevin C. lays eggs. Kevin W. lays eggs. Chris lays eggs. Bill lays eggs.

Round 3: Kevin C. take the Bronzed Cowbird and Willet. Kevin W. takes an invertebrate and a seed, and the Eurasian Jay steals a seed from Bill, who gets a fish. Chris takes a fish and a seed, and successfully

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 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. Kevin plays a Laboratory, a Village, a Laboratory, and buys a Gold.

Round 9: Chris H. plays a Laboratory, a Village, a Village, a Laboratory, and buys a Province. Dave plays a Remodel, trashing a Village for a Laboratory, and buys a Silver. Chris G. buys a Province.

Christopher plays a Village, an Ironworks, gaining a Potion, an Ironworks, gaining a Potion, and buys a Duchy. Bill plays an Ironworks, gaining a Silver, and buys a Province. Kevin buys a Moneylender/

Round 10: Chris H. plays a Laboratory, a Remodel, trashing an Estate for a Remodel, and buys a Moat.

hunts with the Barred Owl. Bill takes the Western Tanager. Christopher takes a seed and a rodent, and has an unsuccessful hunt with the Red-Tailed Hawk. Kevin C. takes a seed and a fish and caches a seed on the Mountain Chickadee. Kevin W. plays the Berwick's Wren in the grassland. Chris plays the American White Pelican in the wetlands. Bill takes the Common Blackbird. Christopher takes the Purple Martin and a card from the deck. Kevin C. plays the Painted Bunting in the grassland. Kevin W. takes the Mallard. Chris takes the Northern Shoveler, European Honey Buzzard, and a card from the deck. Bill takes an invertebrate and a berry. Christopher lays eggs. Kevin C. takes an invertebrate and a seed, and caches a seed on the Mountain Chickadee. Kevin W. lays eggs and steals an invertebrate from Kevin C., who takes a fish. Chris plays the Black Vulture in the forest. Bill takes a berry and a fish, and caches a seed on the Blue Jay. Christopher plays the Turkey Vulture in the wetlands. Kevin C. lays eggs.

German Sheprador – Dominion

Dave buys a Silver. Chris G. plays a Village, a Moneylender, an Ironworks, gaining a Silver, and buys a Province. Christopher plays a Secret Passage, an Ironworks, gaining a Potion, and buys a Duchy. Bill plays a Secret Passage, a Moneylender, and buys a Province.

Round 11: Chris H plays a Village and buys a Gold. Dave plays a Laboratory, a Laboratory, a Village, a Secret Passage, a Laboratory, and buys a Province. Chris G. plays a Laboratory, a Village, and buys a Silver.

Christopher plays Ironworks, gaining a Secret Passage, an Ironworks, gaining an Estate, and buys a Potion. Bill buys a Secret Passage. Kevin plays a Laboratory, an Ironworks, gaining an Estate, and buys a Duchy.

Round 12: Chris H. plays a Laboratory, a Laboratory, a Village, a Laboratory, a Moneylender, and buys a Province. Dave plays a Remodel, trashing an Estate for a Secret Passage and buys a Secret Passage. Chris G. plays a Village and buys a Duchy. Christopher plays an Ironworks, gaining a Secret Passage and buys a Vineyard. Bill plays an Ironworks, gaining a Silver, and buys a Silver. Kevin buys a Duchy.

Round 13: Chris H. plays a Village and buys a Gold. Dave plays a Moneylender and buys a Silver. Chris G. plays an Ironworks, gaining a Remodel, and buys a Duchy. Christopher plays a Secret Passage, an Ironworks, gaining a Remodel, and an Ironworks, gaining a Remodel. Bill plays a Village, a Laboratory, and buys a Province. Kevin plays a Village, an Ironworks, gaining an Estate, and buys a Moneylender.

Round 14: Chris H. plays a Village and buys a Duchy. Dave plays a Laboratory, a Village, a Remodel, trashing an Estate for a Remodel, and buys a Duchy. Chris G. plays a Village and buys a Duchy. Christopher plays a Secret Passage, an Ironworks, gaining a Potion, and buys a Duchy. Bill plays a Secret Passage, a Secret Passage, and buys a Duchy, exhausting the fourth supply pile and ending the game.

Final scores were: Bill with 27, Chris G. with 24, Kevin with 18, Christopher with 17, Chris H. with 16, and Dave with 10. Congratulations to Bill Scharf on his victory!

Gollie – Terraforming Mars: Ares Expedition

step, oxygen 2 steps, and 1 ocean tile is flipped. Biodiversity Loss is drawn. Corporations with MC to lose each lose 2. Temperature is reduced 1 more step. Dummy phase is Research.

Round 6 Phase Selection: IC selects Construction, NSI Action, MNP and Thorgate Production.

Round 6 Construction: IC conducts Research, then opens up a Brainstorming Session. Thorgate builds Power Infrastructure. NSI introduces Wood Burning Stoves discards Emergency Shelters.

Round 6 Action: IC uses Brainstorming Session to gain IMC. MNP spends plants to raise the oxygen level and remove 2 crisis markers from Biodiversity Loss. NSI uses Wood Burning Stoves twice to raise the temperature 2 steps.

Round 7 Crisis Step: The yellow Temperature detriment token remains in play. Oxygen is reduced 1 step and 3 ocean tiles are flipped. Seismic Aftershocks is drawn. IC discards New Portfolios, MNP discards Windmills, Thorgate discards Space Heaters, and NSI discards Solar Trapping. Dummy phase is Development.

Round 7 Phase Selection: Thorgate selects Construction, MNP Action, NSI Production, IC Research.

Round 7 Construction: IC brings down an Ice Asteroid. Thorgate obtains Restructured Resources and develops Standard Technology.

Round 7 Action: IC uses Brainstorming. MNP spends heat to raise the temperature. NSI completes the removal of Biodiversity Loss, uses Nitrite-Reducing Bacteria, and uses Wood Burning Stoves.

Round 7 End Step: VP are used to remove Seismic Aftershocks.

Round 8 Crisis Step: Greenhouse Gas Degradation is drawn. Dummy phase is Construction.

Round 8 Phase Selection: NSI selects Development, IC Action, MNP Production, Thorgate Research.

Round 8 Development: IC builds Laboratories. MNP builds an Underground City. Thorgate develops Deep Well Heating. NSI builds a Trading Post.

Round 8 Action: IC uses Brainstorming twice. MNP spends plants to raise the oxygen level. NSI adds a microbe to Nitrite-Reducing Bacteria and uses Wood Burning Stoves.

Round 9 Crisis Step: Greenhouse Gas Degradation reduces temperature and flips an ocean tile. Disrupted Supply Lines is drawn. Each player draws a card. IC gives a card to MNP. MNP gives a card to Thorgate.

Thorgate gives a card to NSI. NSI gives a card to IC. Dummy phase is Research.

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

We are Crisis cooperative expansion.

Round 4 End Step: VP are discarded to remove Barren Crater.

Round 5 Crisis Step: Temperature is reduced 2 steps, oxygen is reduced 1 step, and 1 ocean tile is flipped.

Atmosphere Escape is drawn. Temperature is reduced 1 step. IC, MNP, and Thorgate each gain 1 heat; NSI gains 1 plant. Dummy phase is Production.

Round 5 Phase Selection: NSI selects

Development, Thorgate Construction, IC Action, MNP Research.

Round 5 Development: IC excavates a Titanium Mine. Thorgate joins a Cartel.

Round 5 Construction: IC builds a Research Outpost, MNP holds an Invention Contest.

Thorgate gains Energy Subsidies. NSI begin Towing a Comet, discarding Atmosphere Rupture.

Round 5 Action: NSI adds a resource to Nitrite-Reducing Bacteria.

Round 6 Crisis Step: The yellow Temperature detriment token is in play. Temperature is reduced 1

Round 9 Phase Selection: MNP selects Development, IC Construction, NSI Action, Thorgate Production.

Round 9 Development: IC builds a Fuel Factory. MNP obtains Blueprints. Thorgate invests in a Lunar Beam. NSI builds a Processing Plant.

Round 9 Construction: IC develops Advanced Alloys and builds a Steelworks. MNP develops Advanced Screening Technology. Thorgate obtains a Research Grant and sets up Phobos Falls. NSI develops Aquifer Pumping.

Round 9 Action: IC uses Brainstorming and Steelworks. MNP uses Advanced Screening Technology and spends plants to raise the oxygen level. Thorgate adds an Earth tag to Research Grant. NSI adds a microbe to Nitrite-Reducing Bacteria and uses Aquifer Pumping twice.

Round 9 End Step: VP markers are used to remove Greenhouse Gas Degradation.

Round 10 Crisis Step: Dust Clouds is drawn, forcing all players to discard 1 card and flipping an ocean tile. Dummy is Construction.

Round 10 Phase Selection: Thorgate selects Development, MNP Action, IC Production, and NSI Research.

Round 10 Development: IC discovers Undersea Vents. MNP introduces Slash-and-Burn Agriculture. Thorgate develops Geothermal Power.

Round 10 Action: IC uses Brainstorming. MNP uses Advanced Screening Technology twice and spends plants to raise the oxygen level. Thorgate spends heat to remove crisis markers from Dust Clouds. NSI adds a microbe to Nitrite-Reducing Bacteria, uses Aquifer Pumping, and Farmers Markets.

Round 10 End Step: VP markers are used to remove a crisis marker from Dust Clouds.

Round 11 Crisis Step: Dust Clouds reduces oxygen level 2 steps. Collapsing Cities is drawn. Oxygen and temperature are both reduced by 2 steps and 2 ocean tiles are flipped. Dummy is Production.

Round 11 Phase Selection: IC selects Development, Thorgate Construction, NSI Action, and MNP Research.

Round 11 Development: IC builds Micro Mills. MNP creates Diverse Habitats. Thorgate develops Artificial Photosynthesis. NSI invests in Balanced Portfolios. Collapsing Cities is discarded.

Round 11 Construction: IC gains Extended Resources. Thorgate produces Lava Flows, discarding Dust Clouds, and finds a Crater. NSI sponsors Farmers Markets.

Round 11 Action: IC uses Brainstorming and

Steelworks. MNP uses Advanced Screening Technology and spends plants to raise the oxygen level. NSI uses Aquifer Pumping, uses Farmers Markets twice, spends plants to raise the oxygen level, and adds a resource to Nitrite-Reducing Bacteria.

Round 12 Crisis Step: Impact Desert is drawn. Each player flips an ocean tile. Dummy is Development.

Round 12 Phase Selection: NSI selects Construction, MNP Action, Thorgate Production, and IC Research.

Round 12 Construction: IC develops Anti-Gravity Technology. NSI develops Progressive Policies and launches a Lagrange Observatory.

Round 12 Action: IC uses Brainstorming and Steelworks. MNP uses Advanced Screening Technology twice. Thorgate spends cash to flip an ocean tile and adds a science tag to Research Grant, discarding Impact Desert. NSI uses Aquifer Pumping, Farmers Market, spends plants to increase the oxygen level, and Nitrite-Reducing Bacteria.

Round 13 Crisis Step: Ionospheric Tear is drawn. Oxygen and temperature are reduced 3 steps and 3 ocean tiles are flipped. Dummy is Production.

Round 13 Phase Selection: Thorgate selects Development, IC Construction, NSI Action, and MNP Research.

Round 13 Development: IC builds a Ganymede Shipyard. MNP starts Asteroid Mining. Thorgate builds Immigration Shuttles. NSI plants Adapted Lichen. Ionospheric Tear is discarded.

Round 13 Construction: IC develops Matter Manufacturing and Self-Replicating Bacteria. MNP creates an Ecological Zone. NSI develops a Matter Generator.

Round 13 Action: IC uses Brainstorming, Steelworks, Matter Manufacturing, spends heat to raise the temperature, and adds a microbe to Self-Replicating Bacteria. MNP uses Advanced Screening Technology. Thorgate spends heat to raise the temperature and spends cash to flip 2 ocean tiles. NSI adds a resource to Nitrite-Reducing Bacteria, uses Farmers Markets, Aquifer Pumping twice, spends plants to raise the oxygen level, uses Progressive Policies, and Matter Generator.

Round 14 Crisis Step: Crop Failures is drawn. Temperature is reduced 3 steps and oxygen 2 steps. Dummy is Development.

Round 14 Phase Selection: NSI selects Construction, MNP Action, Thorgate Production, and IC Research.

Round 14 Construction: IC brings in a Nitrogen-Rich Asteroid. MNP develops Advanced Ecosystems. Thorgate builds a Composting Factory. NSI builds a Physics Complex.

Round 14 Action: IC uses Brainstorming, Matter Manufacturing, and adds a resource to Self-Replicating Bacteria. MNP uses Advanced Screening Technology twice, spends plants to increase the oxygen level. Thorgate spends cash to raise the temperature. NSI adds a resource to Nitrite-Reducing Bacteria, uses Farmers Markets, Matter Generator, Wood Burning Stoves, and Progressive Policies.

Round 14 End Step: VP markers are used to discard Crop Failures.

Round 15 Crisis Step: Reglaciation is drawn. All three red detriment markers are put into play and temperature is reduced 2 steps. Dummy is Construction.

Round 15 Phase Selection: Thorgate selects Action, IC and NSI Production, and MNP Research.

Round 15 Action: IC uses Brainstorming and Matter Manufacturing, and adds a resource to Self-Replicating Bacteria. MNP uses Advanced Screening Technology. Thorgate uses heat to raise the temperature and adds an event tag to Research Grant. NSI adds a resource to Nitrite-Reducing Bacteria, uses Farmers Markets, Matter Generator, and Wood Burning Stoves.

Round 15 End Step: VP markers are used to discard Reglaciation.

Round 16 Crisis Step: Dwindling Supplies is drawn. Temperature and oxygen are reduced 3 steps and 3 ocean tiles flipped. Dummy is Research.

Round 16 Phase Selection: MNP selects Construction, IC and NSI Action, and Thorgate Production.

Round 16 Construction: IC fosters Interplanetary Relations. MNP brings Deimos Down and plants Decomposing Fungus. Thorgate starts Water Import From Europa. NSI starts a Think Tank.

Round 16 Action: IC uses Brainstorming, Steelworks, and spends plants to increase the oxygen level. MNP uses Advanced Screening Technology, spends a resource from Decomposing Fungus, and spends plants to raise the oxygen level. Thorgate spends cash to flip 3 ocean tiles, plants and cash to raise the oxygen level. NSI uses Farmers Markets, Matter Generator, Aquifer Pumping twice, Nitrite-Reducing Bacteria, Progressive Policies, and Think Tank.

Mars is fully terraformed, so the players win! Congratulations to all of them!

Frengle – Power Grid

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. Vlaamse Macht connects to Antwerpen and Gent. Powerhouse connects to Utrecht and Arnhem.

Round 2 Bidding: Powerhouse gains power plant 10. BAUXITE gains power plant 15. Vlaamse Macht gains

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

power plant 18. TuLiP gains power plant 27.
 Round 2 Fuel Purchases: Vlaamse Macht buys coal. Powerhouse buys coal and oil.
 Round 2 Connections: TuLiP connects to Breda. Vlaamse Macht connects to Brugge. Powerhouse connects to Nijmegen. BAUXITE connects to Leiden.
 Round 3 Bidding: TuLiP gains power plant 31. Powerhouse gains power plant 29.
 Round 3 Fuel Purchases: Powerhouse buys oil. Vlaamse Macht buys coal. BAUXITE buys coal.
 Round 3 Connections: Powerhouse connects to Apeidoorn. Vlaamse Macht connects to Brussels and Leuven. TuLiP connects to Eindhoven. BAUXITE connects to Rotterdam and Den Haag.
 Round 4 Bidding: BAUXITE gains power plant 26. Vlaamse Macht gains power plant 20. Powerhouse gains power plant 13.
 Round 4 Fuel Purchase: Powerhouse buys coal. TuLiP buys coal and oil. BAUXITE buys oil.

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

Players: Christopher Hunt, Chris Geggus, Bill Scharf, Dave Hooton, Andy York.
 Round 1: Hunt plays the Reeve occupation, gaining 4 wood. Geggus plays the Berry Picker occupation. Scharf collects 4 wood. Hooton collects 3 clay. York collects 1 reed, 1 stone, and 1 wood. Hunt plows a field. Geggus collects 3 wood and 1 food. Scharf becomes starting player and builds a Builders' Trowel. Hooton builds a Fireplace. York collects 1 sheep and 1 food.
 Round 2: Scharf plays the Reed Collector

Player	Faction
Bob Robles	Galactic Construction and Demolition (GCD)
Kieth Marple	The New Phoenicians (NP)
Kevin Wilson	United Independent Colonial Worlds (UICW)
Christopher Hunt	Christian Jihad Von his Holiness (CJVH)
Chris Hibbert	SNAFU

Fox Terrier – Terraforming Mars; Vastitas Borealis, Drafting, Venus Next, Prelude, and Colonies

Player	Corporation
Bill Scharf	Aridor
Andy York	Astrodrill
Dave Hooton	Mining Guild
Chris Geggus	Ecoline
Kevin Wilson	Teractor

We are playing with drafting, Venus Next, Prelude,

Round 4 Connections: Powerhouse connects to Enschede and Venlo. TuLiP connects to Maastricht. Vlaamse Macht connects to Oostend and Kortrijk. BAUXITE connects to Den Helder and Leeuwarden. Step 2 begins.
 Round 5 Bidding: Vlaamse Macht gains power plant 34. Powerhouse gains power plant 22. BAUXITE gains power plant 37. TuLiP gains power plant 32.
 Round 5 Fuel Purchases: TuLiP and Powerhouse buy oil. Vlaamse Macht buys uranium. BAUXITE buys oil.
 Round 5 Connections: TuLiP connects to Nijmegen and Arnhem. Powerhouse connects to Leiden and Den Haag. BAUXITE connects to Breda.
 Round 6 Bidding: Powerhouse gains power plant 35.
 Round 6 Fuel Purchases: TuLiP buys oil and coal. Vlaamse Macht buys uranium and coal. Powerhouse buys oil. BAUXITE buys oil and coal.
 Round 6 Connections: TuLiP connects to Utrecht, Amsterdam, Zaanstad, and Haarlem. Vlaamse Macht connects to Maastricht, Tilburg, Den Bosch, Eindhoven, and Middelberg. Powerhouse connects to Rotterdam and Gronigen. BAUXITE connects to Antwerpen, Leuven, and Brussels.
 Round 7 Bidding: BAUXITE gains power plant 30. Vlaamse Macht gains power plant 33. Powerhouse gains power plant 21. Step 3 begins.
 Round 7 Fuel Purchases: Powerhouse buys oil. TuLiP buys coal and oil. Vlaamse Macht buys uranium and coal. BAUXITE buys garbage and oil.
 Round 7 Connections: Powerhouse connects to Breda, Antwerpen, and Gent. TuLiP connects to Den Helder, Apeidoorn, Venlo, and Leiden. Vlaamse Macht connects to Venlo, Nijmegen, Arnhem, and Apeidoorn. BAUXITE connects to Tilburg, Brugge, and Kortrijk.

German Shorthaired Pointer – Age of Renaissance

Turn 1 Card Play: Hamburg plays Timber. London plays Spice. Genoa plays Stirrups.
 Turn 1 Purchases: Barcelona and London buy a ship upgrades. Venice, Hamburg, Paris, and Genoa buy Caravan.
 Turn 1 Expansion: Barcelona expands to Montpellier, Toulouse, Valencia, Grenada, Basque, and Toledo. Venice expands to Belgrade, Breslau, Prague, Nuremberg, Strassburg, and Bessel. Hamburg expands to Lubeck, Cologne, Bourges, and Prague. London expands to Portsmouth, St. Malo, York, Chester, and Edinburgh. Paris expands to Bordeaux, Loire, Strasbourg, and Dijon. Genoa expands to Lyon, Marseilles, Florence, and Naples.

Golden Retriever – Agricola

occupation. Hooton plays the Hut Builder occupation. York collects 4 wood. Hunt collects 1 stone, 1 reed, and 1 wood. Geggus becomes starting player and builds a Ladder. Scharf collects 2 reeds. Hooton collects 3 clay. York plows a field. Hunt collects a grain. Geggus collects 2 clay.
 Round 3: Geggus plays the Fisherman occupation. Scharf plays the Woodcutter occupation. Hooton collects 6 wood. York becomes starting player and builds a Wood-fired Oven. Hunt collects 1 reed, 1 wood, and 1 stone. Geggus goes Fishing, gaining 6 food. Scharf collects 5 wood. Hooton visits the Traveling Players, gaining 3 food. York collects 3 clay. Hunt plows a field.
 Round 4: York plays the Outrider occupation. Hunt plays the Well Builder occupation. Geggus becomes starting player and builds a Simple Fireplace. Scharf becomes a Day Laborer, gaining 2 food. Hooton collects 2 reeds. York sows a grain.

Havapoo – Race for the Galaxy

Bill Scharf	Benevolent Overlords (BO)
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We are playing with The Gathering Storm expansion.
 Round 1 Phase Selection: GCD, UICW, and BO select Explore (+1, +1), SNAFU selects Explore (+5), CJVH selects Settle, NP selects Consume (Trade).
 Round 1 Settle: UICW conquers Rebel Sympathizers. CJVH conquers New Survivalists. SNAFU settles Alien Toy Shop. BO discards Doomed World to settle Merchant World.
 Round 1 Consume: NP trade a biological good from Ancient Race. SNAFU consumes an alien good from Alien Toy Shop on Epsilon Eridani.
 Round 2 Phase Selection: GCD, UICW, and CJVH select Explore (+1, +1). BO selects Explore (+5). NP selects Develop. SNAFU selects Produce.

and Colonies, and using the Vastitas Borealis map.

Generation 1 Prelude: Aridor plays Aquifer Turbines and Metals Company. Astrodrill brings in a Metal Rich Asteroid and begins a Mohole Excavation. Mining Guild has an Eccentric Sponsor fund Water Import from Europa and develops Martian Industries. Ecoline gains a Supplier and a Donation. Teractor brings in a Huge Asteroid and pumps the Great Aquifer.

Generation 1 Action: Aridor brings Ganymede into play and conducts Research. Astrodrill spends a resource for titanium and brings in a Comet. Mining Guild develops Rego Plastics and builds Nuclear Power. Ecoline builds a colony on Luna and funds a Technology Demonstration.

Golden Retriever Corgi – Terraforming Mars: Ares Expedition; Discovery and Foundations

Player	Corporation
Christopher Hunt	Arklight
Kevin Croskery	Exocorp
Andy York	Launch Star, Inc. (LSI)
Bill Scharf	Mining Guild (MG)

Kevin Wilson	Austellar
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Round 1 Phase Selection: Exocorp and Austellar select Development, Arklight, LSI, and MG Construction.

Round 1 Development: Arklight plants Nitrophilic Moss. Exocorp builds Warehouses. LSI develops Reflective Glass. Austellar builds a Processing Plant.

Round 1 Construction: Arklight introduces Pets and Developed Infrastructure. LSI funds Research, draws a card, and introduces Tardigrades. MG builds Jezero Crater Hospital and draws a card.

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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, Andy York **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:** Andy York **Caverna:** Brad Martin **Terra Mystica:** Brad Martin. **Terraforming Mars:** Brad Martin, Andy York., Dave Hooton **Gaia Project:** Brad Martin. **Suburbia:** Andy York **Lords of Waterdeep:** Brad Martin **Dominion:** None yet. **Race for the Galaxy:** None yet. **Concordia:** None yet. **Terraforming Mars: Ares Expedition:** Andy York **7 Wonders:** None yet. **Titan:** Andy York **Wingspan:** None yet.

Standby Calls

None.