

Notes from Hades

The only notable thing to happen since the last issue was that I served on a jury. It was a misdemeanor DUI case, which would have been an open game and shut conviction if the defense had not presented a “necessity” defense. game is full.

In such a defense, they say that the defendant had no option but to do what she did. Jackabee: 7 Wonders: Have the Wonder Pack, Leaders, Cities, Babel, and and so the incident is excused. For such a defense, the burden is on the defense to Armada expansions. Have Dave Hooton(\$), Christopher Hunt(\$), Chris Geggus(\$), prove their case with the preponderance of evidence; more likely than not, and 6 Kevin Wilson(\$), Bill Scharf(\$), will take up to 3 more.

factors have to be so proved. It took us a full day of deliberation, and we were not able to agree with 2 of the 6 points, so we found her guilty.

Happy holidays everyone!

Since the last issue, four games have completed. They are: Frengle, a Power Grid game won by Dave Hooton, Greater Swiss Mountain Dog, a Suburbia game also won by Dave Hooton, German Wirehaired Pointer, a Wingspan game won by Chris Geggus, and Golden Retriever Corgi, a Terraforming Mars: Ares Expedition game won by Kevin Wilson. Congratulations to the winners!

The next deadline is **Tuesday, December 26 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.

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.

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.

Huskydoodle: Wingspan: Have the European and Oceania birds expansions. Have Chris Hibbert(\$), Kieth Marple(\$), Christopher Hunt(\$), Chris Geggus(\$), Dave Hooton(\$). This game is full.

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, Kevin Wilson(\$), Bill Scharf(\$), will take up to 3 more.

Irish Wolfhound: Lords of Waterdeep: Have the Scoundrels of Skullport expansion. Have Christopher Hunt(\$), Chris Geggus(\$), Bill Scharf(\$), will take up to 3 more.

Italian Greyhound: Discworld: Ankh Morpork: Have Andy York(\$), Christopher 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 York(\$), Bill Scharf(\$), Chris Geggus(\$), Dave Hooton(\$), Kevin Croskery. This

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Jackararian: 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 Chris Geggus(\$), Kevin Wilson, Bill Scharf(\$), will take up to 4 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.

Japanese Spitz: Agricola: This is the first edition, published by Z-Man Games. Have Chris Geggus(\$), Dave Hooton, Christopher Hunt(\$), will take up to 2 more.

Kengal Shepherd Dog: Terraforming Mars: Have the Hellas & Elysium plus 3 fan-developed maps, Venus Next, Prelude, Colonies, and Turmoil expansions. Have Dave Hooton, Christopher Hunt(\$), Chris Geggus, Kevin Wilson, will take up to 2 more.

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

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

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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.

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, Christopher Hunt, will take up to 3 more.

Race for the Galaxy: Have The Gathering Storm and Rebel vs. Imperium expansions. Have Christopher Hunt, will take up to 5 more.

Terraforming Mars: Ares Expedition: Have the Discovery and Foundation updated more frequently than the zine issues. Have Christopher Hunt, Kevin Wilson, 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, Christopher Hunt, will take up to 3 more.

Puerto Rico: This will include the Buildings expansion. Will take up to 4.

Dominion: Have most of the expansion sets plus some extras. Have Dave Hooton, will take up to 5 more.

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

Terraforming Mars: The Dice Game: 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

Drentsche Patrijshond

Machiavelli – Standard Victory Conditions, Natural Disasters, Special Units, Moneylenders, Conquest, White Press Deadline Spring 725: 12/26 Tuesday

Powers

BYZANTINES: Kevin Wilson

FRANCE: Bob Robles

LOMBARDS: Martin Burgdorf

PAPACY: Ward Narhi

Starting Position

BYZANTINES: Palermo, Messina (A), Otranto, Durazzo (F), Albania (F), Ragusa (F), Dalmatia (F), Friuli (A), Treviso (A), Padua (A), Ferrara (A). 4 ducats

FRANCE: Avignon (A), Marseilles (F), Swiss (A), Savoy (F), Saluzzo (A), Provence. 2 ducats

LOMBARDS: Turin (A), Pavia (A), Modena (A), Mantua (A), Cremona (A), Naples (A), Bari (A), Aquila. 6 ducats.

PAPACY: Rome (A), Patrimony, Ancona (F), Perugia (A), Arezzo (A), Urbino. 6 ducats

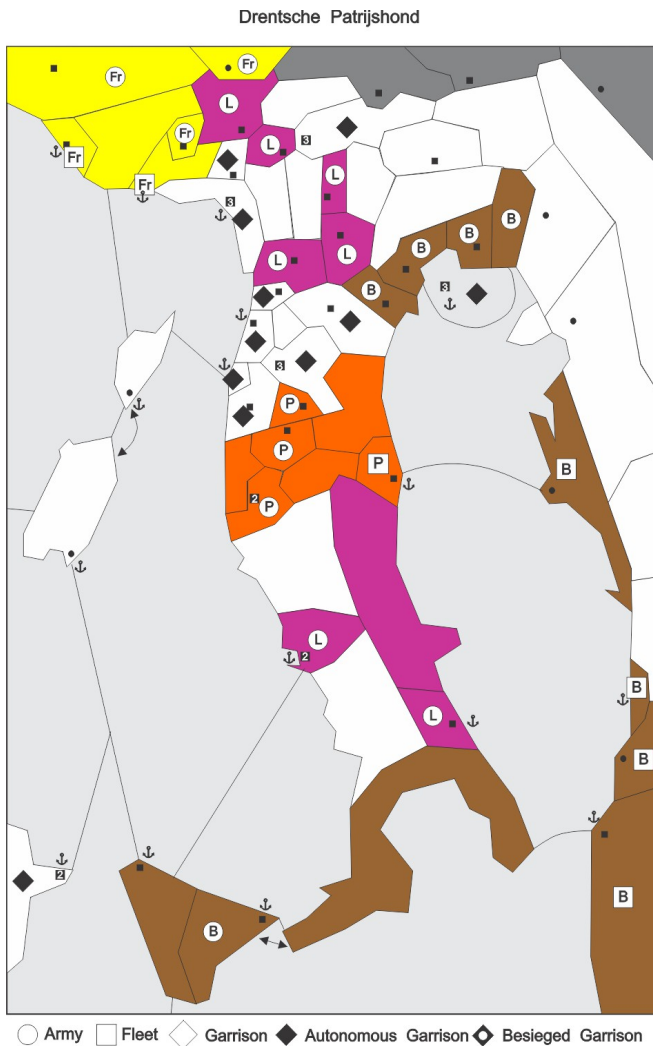
AUTONOMOUS GARRISONS: Tunis, Sienna, Piombino, Pisa, Florence, Bologna, Lucca, Genoa, Montferrat, Milan, Venice.

OUT OF PLAY: Tyrolea, Austria, Hungary

Notes

Here is a recap of the rules we will be using. First, all advanced rules are in use, including assassination. Each player starts with one assassination chit for each other player. In addition, the following optional rules are in use: Natural Disasters, Moneylenders, Special Military Units, and Conquest. All those passed with 2 votes in favor and 2 abstentions. Press will be White. We are playing this one to Standard Victory Conditions: 18 cities. The house rules are available on the website. Where country preferences were not received, countries were determined randomly.

Just as a reminder, there is a special rule that the Lombards may never build fleets or convert units into fleets. For purposes of this (since it is not explicitly stated), I will also rule that the Lombards cannot bribe to take over a fleet. Also, for purposes of the Special Military Units rule, Citizen Militia is not available this game, and only the Byzantines may build Elite Professional units.



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: 210. 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: 234. 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, Bourse, BPD, Outpost, Where is My Mind?, Word Puzzle.

Fury of the Northmen Published by Colin Bruce. Current issue: 124. Currently running Chess; Civilization; Diplomacy; Diplomacy, The Gathering. Game openings for Diplomacy, Chess.

God Save the Zine Published by Stephen Agar. Current issue: 10. Currently running Diplomacy, Black Hole Diplomacy II, Intimate Diplomacy Tournament. Game openings for Diplomacy, Mercator XIV, Bourse, Hoplite Wars IV.

Variable Pig Edited by Jim Reader, published by Richard Smith. Current issue:

Back of the Envelope Published by Tom Howell. Current issue: #28. Currently running Breaking Away!, Jabba's Palace, Eat Me!, Love Letter, Railway Rivals, Machi Koro, Snakes and Ladders, Dominion. Current game openings: Diplomacy, Dream Mile, Fuzzy Borders, Railway Rivals, 6-Nimmit!, Breaking Away!, Golden Strider.

Cheesecake Published by Andy Lischett. Current issue: 422. Currently running

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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, 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

Diplomacy. Current game openings: Diplomacy.

Eternal Sunshine Published by Doug Kent. Current issue: 174. 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.

Email Games Report

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 8 Actions: Mining Guild develops Building Industries and trades with Luna. Thorgate trades with Ceres and stages a Technology Demonstration. Saturn Systems trades with Ganymede and builds a city. Aphrodite trades with Encelaud and builds an Asteroid Deflection System. Inventrix brings down an Asteroid and develops Industrial Microbes. Mining Guild builds an Earth

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

We are playing with the European Expansion.

Round 3: Kevin W. takes food, gaining a seed and a berry, moves the Bewick's Wren to the grasslands, gains an invertebrate with the Great Crested Flycatcher, and steals a seed from Chris with the Eurasian Jay. Chris gains a fish. Chris takes food, gaining a seed and an invertebrate, and unsuccessfully hunts with the Barred Owl. Bill plays the Common Blackbird in the forest. Christopher lays eggs. Kevin C. takes food, gaining an invertebrate and a fish and caches a seed on the Mountain Chickadee. Kevin W. draws the Mountain Bluebird. Chris plays the Common Nightingale in

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

Elevator and adds a delegate to the Kelvinists. Thorgate uses Sub-Crust Measurements and AI Central. Saturn Systems uses its Energy Market for cash and uses cash for a greenery tile. Aphrodite builds a Capital and spends plants for a greenery tile. Inventrix builds an Open City and uses Thermophiles. Mining Guild adds a delegate to the Kelvinists and builds a Sponsored Mohole. Thorgate builds Sponsored Academies and funds Immigration Shuttles. Saturn Systems develops Io Mining Industries and launches a Trans-Neptune Probe. Aphrodite uses Nitrite Reducing Bacteria and uses the Asteroid Deflection System unsuccessfully. Inventrix uses Restricted Area and is unsuccessful with the Search for Life. Mining Guild develops Molecular Printing and adds a resource to Physics Complex. Thorgate opens a Strip Mine and uses Equatorial Magnetizer. Saturn Systems uses heat to raise the temperature and adds resources to Jet Stream Microscrapers. Aphrodite spends plants for a greenery tile. Inventrix introduces Fish and adds a resource to it. Thorgate introduces Birds and adds a resource to it. Saturn Systems joins a Power Supply Consortium. Aphrodite uses Space Mirrors and uses Symbiotic Fungus to add a resource to Nitrite Producing Bacteria. Inventrix builds Phobos Space Haven. Thorgate brings in a Large Convoy. Saturn Systems adds resources to Titan Shuttles. Aphrodite builds a colony on Io. Inventrix adds a resource to Livestock. Saturn Systems adds a delegate to the Scientists. Aphrodite plants Potatoes. Inventrix uses heat to raise the temperature. Aphrodite adds a delegate to Unity. Generation 8 Solar Phase: Global event is Scientific Community; all players gain cash. The Scientists become the ruling party and Thorgate becomes chair.

German Wirehaired Pointer – Wingspan

the grasslands. Bill takes food, gaining a berry, an invertebrate, and a rodent. Christopher takes food, gaining 2 invertebrates, and hunts successfully with the Red-Tailed Hawk.

Round 4: Kevin W. lays eggs, moves the Bewick's Wren to the wetlands, and steals an invertebrate from Christopher, who gains a seed. Chris draws the Snow Bunting and a card from the deck, and tucks 2 cards behind the American White Pelican. Bill takes food, gaining an invertebrate, a berry, and a seed, and caches a seed on the Blue Jay. Christopher plays the Purple Martin in the grasslands. Kevin C. draws the Cerulean Warbler and Bushtit and moves the Lincoln's Sparrow to the grasslands. Chris lays eggs. Bill plays the Purple Galinule in the wetlands. Christopher lays eggs. Kevin C. plays the Bushtit in the grasslands. Kevin W. lays eggs. Chris lays eggs. Bill plays the Western Tanager in the forest. Christopher plays the Sandhill Crane in the grasslands. Kevin C. lays eggs. Kevin W. lays eggs. Chris plays the Northern Shoveler in the wetlands. Bill plays the Red-Legged Partridge in the grasslands. Christopher plays the Yellow-Headed Blackbird in the wetlands. Kevin C. lays eggs. Kevin W. lays eggs. Chris lays eggs. Bill lays eggs. Christopher lays eggs. Kevin C. lays eggs.

Final score is Chris with 77, Bill with 70, Kevin C. with 62, Kevin W. with 60, and Christopher with 44.

Congratulations to Chris Geggus on his victory!

Frengle – Power Grid

Bill Scharf	Powerhouse
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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 8 Bidding: Powerhouse buys power plant 46. BAUXITE buys power plant 38 after heavy bidding.

Vlaamse Macht buys power plant 39 after spirited bidding. TuLiP buys power plant 50.

Round 8 Fuel Purchase: Powerhouse buys oil. TuLiP buys oil. Vlaamse Macht buys uranium. BAUXITE buys garbage and oil.

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

Turn 2 Card Play: Genoa plays Armor. Hamburg plays Enlightened Ruler and Dionysus Exiguus. Venice plays Civil War on Paris, Pirates/Vikings on Hamburg, and St. Benedict. Barcelona plays Rashid ad Din and Timber. London plays Revolutionary Uprisings. Paris plays Mysticism Abounds.

Turn 2 Purchases: Genoa buys V and a ship upgrade. Hamburg buys E and N. Venice buys E. Barcelona buys a ship upgrade and N. London buys a ship upgrade and A. Paris buys a ship upgrade.

Players: Christopher Hunt, Chris Geggus, Bill Scharf, Dave Hooton, Andy York.

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. Hunt collects a sheep and a food. Geggus collects a reed, stone, wood, and food. Scharf and Hooton each add a room to their wooden huts.

Harvest Phase 1: York harvests a grain. Hunt has to take a Begging card, and all others feed their families.

Round 5: Geggus collects 8 wood and 1 food. Scharf collects 7 wood. Hooton grows his family. York becomes starting player and plays Acreage. Hunt builds a Well. Geggus adds a room to his wooden hut and builds a stable. Scharf collects 6 clay. Hooton collects 3 sheep and cooks 2 into 4 food. York goes Fishing, gaining 2 food. Hunt collects a grain.

Round 6: York plays the Serf occupation. Hunt visits the Traveling Players, gaining 3 food. Geggus grows his family. Scharf collects 2 stone. Hooton collects 2 reeds, 1 stone, and 1 wood. York remains as starting player and builds a Sack Cart. Hunt adds a room to his wooden hut. Geggus collects 4 wood and 1 food. Scharf collects a sheep and a food. Hooton collects 4 clay and 3 wood.

Round 7: York plays the Potter occupation. Hunt grows his family and plays a Shepherd's Pipe. Geggus collects a reed, stone, wood, and food. Scharf builds a Cooking Hearth. Hooton plays the

Round 8 Connections: Powerhouse connects to Brugge, Oostend, and Amsterdam. TuLiP connects to Den Haag, Rotterdam, and Enschede. BAUXITE connects to Gronigen and Oostend.

Game End: TuLiP and BAUXITE both power 18 cities, Powerhouse 16 cities, and Vlaamse Macht 15 cities. The tie is broken in favor of BAUXITE who ended up with 175 Elektro to TuLiP's 155. Congratulations to Brendan Whyte on his victory!

German Shorthaired Pointer – Age of Renaissance

Turn 2 Expansion: Genoa expands to Rome, Sicily, Milan, Cagliari, and Bari. Hamburg expands to Danzig, Vienna, Salzburg, and St. Gali. Venice expands to Budapest, Corfu, Dubrovnik, Durazzo, Esseg, Salonika, and Salzburg. Barcelona expands to Lisbon, Seville, Algiers, Tunis, and Oran. London expands to Bergen, Stockholm, Iceland, Waterford, Fez, and buys a card. Paris expands to Nuremburg and buys a card.

Turn 3 Card Play: Genoa plays a Papal Decree forbidding the purchase of Religion advances, and Walter the Penniless. Hamburg plays Stone. London plays Wool. Barcelona plays Famine and Religious Strife, negating the Papal Decree. Paris plays Metal, Timber, and Stone. Venice plays The Crusades.

Turn 3 Purchases: Genoa buys a ship upgrade, R, and A. Hamburg buys V and O. London buys a ship upgrade, R, N, V, and I. Barcelona buys a ship upgrade, A, E, and V. Paris buys a ship upgrade and V.

Turn 3 Expansion: Genoa expands to Crete and Constantinople. Hamburg expands to Riga, Hamburg, Copenhagen, and unsuccessfully to Salzburg. London expands to West Africa, Alexandria, Cairo, and Tripoli. Barcelona buys a card and expands to Smyrna, Suez, and Cyprus. Paris buys a card and expands to Bourges, Bessel, Paris, and Amsterdam, and unsuccessfully to Prague. Venice buys a card and expands to Jerusalem, Aleppo, Athens, Gallipoli, Stettin, and unsuccessfully to Nuremberg.

Turn 4 Card Play: London plays Grain, Ivory/Gold as Ivory, and Timber. Barcelona plays Civil War on London, Alchemist's Gold on London, Wool, and Wine. Genoa plays Grain. Hamburg plays Cloth. Venice plays Silk and William Caxton. Paris plays Charlemagne and Gunpowder.

Turn 4 Purchases: London buys W, F, B, J, S, and O. Barcelona buys W, F, R, O, and I.

Golden Retriever – Agricola

Social Climber occupation. York sows a grain and bakes 1 grain into 3 food. Hunt collects 4 wood. Geggus adds a room to his wooden hut. Scharf collects 2 sheep and cooks them into 4 food. Hooton becomes starting player and upgrades a Fireplace into a Cooking Hearth. Geggus collects a sheep and a food. Hooton goes Fishing, gaining 2 food.

Harvest Phase 2: York harvests 2 grain. Hooton cooks a sheep into 2 food. York uses the Potter to convert 1 clay into 2 food. All players feed their families.

Round 8: Hooton renovates to a clay hut and builds a Slaughterhouse. York plays the Stonecutter occupation. Hunt sows a grain. Geggus grows his family and builds a Stone Cart. Scharf grows his family. Hooton builds Pottery. York becomes first player a gains a Millstone. Hunt collects 6 wood. Geggus collects 4 wood and 1 food. Scharf collects 9 clay. Hooton collects a vegetable. Hunt collects a reed, stone, and wood. Geggus collects a wild boar.

Round 9: York sows a grain and bakes 2 grain into 8 food. Hunt collects 5 reeds. Geggus collects a reed, stone, wood, and food. Scharf collects 2 sheep and cooks 3 sheep into 6 food. Hooton plays the Animal Breeder occupation. York remains starting player and plays Swan Lake. Hunt visits the Traveling Players, gaining 3 food. Geggus goes Fishing, gaining 4 food. Scharf collects 3 stone. Hooton builds fences and buys 2 cattle. Hunt becomes a Day Laborer. Geggus adds a room to his wooden hut. Scharf collects 5 wood. Hooton collects a vegetable. Geggus grows his family.

Harvest Phase 3: Hunt harvests 1 grain and York harvests 3 grain. Hooton uses the Pottery to convert 1 clay into 2 food and cooks a vegetable into 3 food. All players feed their families. Hooton breeds a cattle.

Round 10: York collects 6 wood. Hunt plays the Tinsmith occupation. Geggus collects 4 wood and 1 food. Scharf builds Fences. Hooton collects 6 clay. York remains first player and sets up a Lettuce Patch. Hunt adds a room to his wooden hut and builds 2 stables. Geggus exchanges his Simple Fireplace for a Cooking Hearth. Scharf collects 2 wild boar. Hooton cooks a cattle into food and plays the Land Agent occupation. Hunt grows his family and builds a Dovecote. Geggus collects 4 clay. Scharf collects a vegetable. Hooton collects a reed, stone, and wood. Geggus renovates to a clay hut and builds a Harrow, then collects a grain.

Round 11: York builds stables. Hunt collects 2 stone. Geggus plays the Quarryman occupation. Scharf adds a room to his wooden hut. Hooton grows his family and builds a Drinking Trough. York plows a field. Hunt becomes first player and builds a Corn Storehouse. Geggus goes Fishing. Scharf renovates to a clay hut and guilds a Stone Oven. Hooton collects a vegetable and a grain. Hunt becomes a Day Laborer. Geggus collects 4 wood and 1 food. Scharf cooks 2 wild boar and collects a cattle. Hooton builds a Clay Oven and bakes bread. Hunt collects a sheep and a food. Geggus collects 3 wood and 1 food, then collects and cooks 2 sheep.

Harvest Phase 4: Hunt harvests 1 grain and York harvests 2 grain. Hunt converts 2 grain into food, and accepts 1 Begging card. All others feed their families. Hunt gains a sheep and Hooton gains a cattle.

Havapoo – Race for the Galaxy

Player	Faction
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Bob Robles	Galactic Construction and
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	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
Bill Scharf	Benevolent Overlords (BO)

We are playing with The Gathering Storm expansion.
 Round 2 Develop: GCD develops Interstellar Bank. The New Phoenicians develop Galactic Genome Project. CJVH develops Galactic Federation. Benevolent Overlords develop Public Works.
 Round 2 Produce: CJVH produce a novelty good. SNAFU produces an alien good.
 Round 3 Phase Selection: GCD selects Explore, The New Phoenicians and Benevolent Overlords select Develop. UICW selects Settle. SNAFU selects

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, and Colonies, and using the Vastitas Borealis map.
 Generation 1 Action: Teractor gains Sponsors and builds a colony on Luna. Astrodrill builds a colony on Luna. Ecoline starts Noctis Farming and builds a SF Memorial.
 Generation 2 Action: Astrodrill exploits a Mineral Deposit and builds a Protected Valley. Mining Guild builds a colony on Triton and trades with Triton. Ecoline trades with Luna and installs an Asteroid Deflection System. Teractor gains a Terraforming Contract and brings in an Ice Asteroid. Aridor builds a Natrual Preserve. Astrodrill spends an asteroid

Golden Retrievere Corgi – Terraforming Mars: Ares Expedition: Discovery and Foundations

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

Round 2 Development: AK builds an Underground City, LSI uses Geothermal Power, AS builds an Industrial Center.
 Round 2 Construction: LSI develops Experimental Technology, MG builds Subways, AS builds an Orbital Outpost.
 Round 3 Phase Selection: Development, Construction, Action, Production, Research.
 Round 3 Development: AK protects Diverse Habitats, EC introduces Industrial Farming, LSI plants Adapted Lichen, MG indulges in Venture Capitalism, AS builds Biological Factories.

Consume (Trade). CJVH selects Produce.

Round 3 Develop: The New Phoenicians develop a Colony Ship. Benevolent Overlords develop Export Duties.
 Round 3 Settle: GCD settles Alpha Centauri. The New Phoenicians use the Colony Ship to settle Plague World. UICW settles New Vineland. SNAFU settles Prosperous World.
 Round 3 Consume: GCD consumes a rare good, gaining 1VP. UICW consumes a novelty good, gaining 2 cards. SNAFU trades an alien good for 5 cards.
 Round 3 Produce: The New Phoenicians produces a biological good. UICW produces a novelty good. SNAFU produces a novelty good.
 Round 4 Phase Selection: GCD, UICW, and Benevolent Overlords select Explore. CJVH selects Develop. The New Phoenicians select Consume (Trade). SNAFU selects Produce.
 Round 4 Develop: The New Phoenicians develop Export Duties. UICW develops Space Marines. SNAFU develops Replicant Robots. Benevolent Overlords develops Investment Credits.
 Round 4 Consume: The New Phoenicians trade a biological good, gaining 5 cards. UICW consumes a novelty good, gaining 2 cards. SNAFU consumes a novelty good, gaining 1 card and 1VP.
 Round 4 Produce: The New Phoenicians produce a biological good. UICW and CJVH each produce a novelty good. SNAFU produces a novelty and an alien good.
 Round 5 Phase Selection: GCD and CJVH each select Explore. Benevolent Overlords selects Settle. The New Phoenicians, UICW, and SNAFU each select Consume (Trade).

resource for titanium and introduces Designed Microorganisms. Mining Guild builds a Space Port. Ecoline uses the Asteroid Deflection System unsuccessfully. Teractor builds a Great Dam. Aridor introduces Pets. Astrodrill plants Potatoes. Ecoline builds an Industrial Center.
 Generation 3 Action: Mining Guild trades with Callisto and Luna. Ecoline conducts a Martian Survey and creates a Nuclear Zone. Teractor uses heat to raise the temperature and brings in a Big Asteroid. Aridor develops Gene Repair. Astrodrill spends an asteroid resource to gain titanium. Mining Guild initiates Water Import from Europa and builds Mars University. Ecoline propagates Market Manipulation and initiates Local Shading. Aridor joins an Inventors' Guild. Astrodrill builds a standard power plant and creates Building Industries. Mining Guild exploits a Titanium Mine. Ecoline adds a floater to Local Shading, then uses it for an Air Raid on Teractor. Astrodrill uses heat to raise the temperature. Ecoline acquires a Topsoil Contract and activates Asteroid Deflection System unsuccessfully.
 Generation 4 Actions: Ecoline trades with Luna and holds an Invention Contest. Teractor builds a Power Grid. Aridor develops a Warp Drive. Astrodrill builds an Ice Moon Colony on Triton. Mining Guild has Protected Habitats and trades with Ganymede. Ecoline builds an Immigrant City and spends plants for a greenery tile. Teractor develops Atmo Collectors. Aridor develops a Mass Converter. Astrodrill starts the Import of Advanced GHG. Mining Guild builds a Colonizer Training Camp and a Development Center. Ecoline builds a Food Factory and spends plants for a greenery tile. Teractor adds a floater to Atmo Collectors and plays Project Inspection to repeat that action. Aridor initiates Underground Detonations and uses Inventors' Guild to buy a card. Astrodrill develops House Printing. Mining Guild uses Water Import from Europa to place an ocean tile. Ecoline unsuccessfully activates its Asteroid Deflection System and adds a floater to Local Shading.

Round 3 Construction: AK draws a card.

Round 3 Action: LSI adds 2 resources to Tardigrades and uses Experimental Technology.
 Round 4 Phase Selection: Development, Construction, Production, Research.
 Round 4 Development: MG develops Industrial Microbes.
 Round 4 Construction: AK develops Fibrous Composite Materials, AS pioneers Software Streamlining.
 Round 5 Phase Selection: Construction, Research.
 Round 5 Construction: AK builds a Farmers Market and draws a card; EC builds a Sawmill and draws a card; LSI conducts Atmospheric Filtering, draws a card, and uses Work Crews to build Cargo Ships; MG initiates the Release of Inert Gasses; AS obtains a Research Grant.
 Round 6 Phase Selection: Development, Action, Production. Research.
 Round 6 Development: MG builds Automated Factories, AS opens Surface Mines.
 Round 6 Action: AK uses Fibrous Composite Materials and adds a resource to it, uses the Farmers Market, and spends plants for a forest tile; LSI adds a resource to Tardigrades and spends heat to raise the temperature; AS uses Software Streamlining, adds a building tag to Research Grant, gaining the Builder milestone, and adds an event tag to Research Grant.
 Round 7 Phase Selection: Development, Construction, Production, Research.
 Round 7 Development: AK plants Heather, LSI builds a Ganymede Shipyard, MG launches a Giant Space Mirror, Auststellar acquires Sponsors.
 Round 7 Construction: AK draws a card, builds Mars University and uses Mars University, EC joins the United Planetary Alliance, LSI develops Hohmann Transfer Shipping, MG holds an Invention Contest, AS brings in

Imported Hydrogen and perpetrates a Bribed Committee.

Round 8 Phase Selection: Development, Construction, Action, Research.

Round 8 Development: EC builds a Commercial District, AS introduces Archaeobacteria.

Round 8 Construction: AK introduces Nitrite Reducing Bacteria, LSI draws a card, launches a Lagrange Observatory, and brings in a Convoy from Europa, Mining Guild invests in Assorted Enterprises and develops Communications Streamlinin, AS fills a Crater.

Round 8 Action: AK uses Developed Infrastructure twice, uses Fibrous Composite Materials, adds a resource to Fibrous Composite Materials, and uses Nitrite Reducing Bacteria; EC uses plants to gain a forest tile; LSI uses heat and plants to improve infrastructure, adds a resource to Tardigrades, and uses Experimental Technology; AS uses Software Streamlining, adds a space tag to Research Grant, and spends plants for a forest tile.

Round 9 Phase Selection: Production, Research.

Round 10 Phase Selection: EC selects Development, LSI, MG, and AS select Construction, AK selects Action.

Round 10 Development: AK develops Genetically Modified Vegetables, gaining the Farmer milestone, EC brings in Coal Imports, LSI builds a Vesta Shipyard, MG develops Lightning Harvest, AS builds Biofoundries.

Round 10 Construction: AK builds an Artificial Jungle, EC joins a Media Group, LSI draws a card, gains an Innovative Technologies Award, gaining the Legend milestone, and builds a Development Center, MG brings in a Nitrogen Rich Asteroid, gaining the Legend milestone, and develops Advanced Screening Technology, AS adopts Progressive Policies and encourages Community Afforestation.

Round 10 Action: AK spends plants for a forest tile, uses Developed Infrastructure twice, adds 2 resources to Nitrite Reducing Bacteria, uses the Artificial Jungle and Farmers Market; LSI spends heat and plants to improve infrastructure twice, adds a microbe to Tardigrades, and uses the Development Center; MG uses Advanced Screening Technology and spends heat to raise the temperature; AS uses Software Streamlining, Progressive Policies, and Community Afforestation.

Player	Borough
Christopher Hunt	Greenville
Bill Scharf	Yellowknife
Dave Hooton	Confanishopeful
Andy York	Austin City Limits

We are playing with the Essen Cons & Schpiel expansion.

Round 1: Greenville builds a Mint. Yellowknife builds a Business Supply Store. Confanishopeful builds a Fast Food Restaurant. Austin City Limits builds a Fancy Restaurant.

Round 2: Greenville uses a Fancy Restaurant as a

Round 11 Phase Selection: Development, Construction, Production, Research.

Round 11 Development: EC develops Diversified Interests, MG builds Food Factories, AS encourages Economic Growth and develops Wave Power.

Round 11 Construction: EC stimulates Lava Flows, LSI joins an Interplanetary Conference, MG builds a Circuit Board Factory.

Round 12 Phase Selection: Development, Construction, Action.

Round 12 Development: EC develops Solar Trapping, MG starts Noctis Farming, AS deveops Rad Suits.

Round 12 Construction: AK develops Advanced Alloys, EC starts Matter Manufacturing, LSI draws a card, taps a Subterranean Reservoir, and sets aside an Ecological Zone, MG deploys Exosuits and draws a card, AS builds a Research Outpost.

Round 12 Action: AK uses Progressive Policies twice, adds a resource to Nitrite-Reducing Bacteria then spends 3 from Nitrite-Reducing Bacteria, adds a resource to Fibrous Composite Materials, uses the Farmers Market and Artificial Jungle, then spends plants for a forest tile; EC uses Matter Manufacturing, spends heat to raise the temperature, and plants for a forest tile; LSI adds a resource to Tardigrades and uses the Development Center; MG uses Advanced Screening Technology, spends heat to raise the temperature, and uses Circuit Board Factory; AS uses Software Streamlining, Progressive Policies, Community Afforestation twice and 8 plants for a forest tile.

Round 13 Phase Selection: Development, Production, Research.

Round 13 Development: MG builds Biomass Combustors, AS plants Lichen.

Round 14 Phase Selection: Development, Construction, Action.

Round 14 Development: EC builds a Martian Museum and joins a Cartel, LSI exploits a Strip Mine, MG starts Deep Well Heating, AS builds Fueled Generators.

Round 14 Construction: AK brings in a Cryogenic Shipment, EC gains Business Contacts, LSI draws a card, introduces Birds, and deploys Local Heat Trapping, MG builds Gas-Cooled Reactors and a Composting Factory, AS brings in an Ice Asteroid.

Round 14 Action: AK uses Progressive Policies twice, adds a resource to Nitrite-Reducing Bacteria then spends 3 from Nitrite-Reducing Bacteria, adds a resource to Fibrous Composite Materials, uses the Farmers Market and Artificial Jungle, then spends plants for a forest tile; EC uses Matter Manufacturing; LSI spends plants for a forest tile, adds resources to Tardigrades and Birds, and uses Development Center; MG uses Advanced Screening Technology, spends heat to raise the temperature, uses Circuit Board Factory, and Gas-Cooled Reactors; AS uses Community Afforestation, Progressive Policies, Software Streamlining, and spends heat and plants to raise the infrastructure.

Round 15 Phase Selection: Development, Construction, Production, Research.

Round 15 Development: AK joins an Asteroid Mining Consortium; EC starts Farming; LSI develops Io Mining Industries; AS plants Moss.

Round 15 Construction: AK builds Solarpunk, EC draws a card, LSI highlights the CEO's Favorite Project, MG gains Extended Resources.

Round 16 Phase Selection: Development, Action.

Round 16 Development: EC engages in Tundra Farming and obtains Balanced Portfolios, LSI brings in Imported GHG, MG builds an Industrial Complex, AS obtains Award Wining Reflector Material.

Round 16 Action: AK uses Progressive Policies, spends resources from Fibrous Composite Materials, uses the Farmers Market twice, spends plants for 2 forest tiles, and uses Solarpunk twice; EC spends heat to raise the temperature, plants to gain a forest tile, and Sawmills; LSI spends heat to raise the temperature and adds resources to Tardigrades and Birds; MG uses Advanced Screening Technology, Gas-Cooled Reactors, and spends heat to raise the temperature; AS spends heat, plants and cash to raise infrastructure, and Software Streamlining.

With that, all global parameters are at maximum. Final scores are AS with 40, AK with 38, LSI with 34, MG with 27, and EC with 24. Congratulations to Kevin Wilson on his victory!

Greater Swiss Mountain Dog – Suburbia

Lake. Yellowknife uses a Grugapark as a Lake. Confanishopeful builds a Slaughterhouse. Austin City Limits uses a Parking Lot as a Lake.

Round 3: Greenville builds a Municipal Airport, as does Yellowknife. Confanishopeful builds a Grugapark. Austin City Limts builds a Waterfront Realty.

Round 4: Greenville builds a Waterfront Realty. Yellowknife builds a Farm. Confanishopeful uses a Mobile Home Park as a Lake. Austin City Limits builds a Slaughterhouse.

Round 5: Greenville uses Kublacon as a Lake. Yellowknife uses a Landfill as a Lake. Confanishopeful builds a Parking Lot. Austin City Limits builds a Freeway.

Round 6: Greenville builds a Mint. Yellowknife builds a Movie Theater. Confanishopeful builds a Domestic Airport. Austin City Limits uses a Housing Projects as a Lake.

Round 7: Greenville builds a Stadium. Yellowknife discards a Retirement Village to build a Heavy Factory. Confanishopeful uses GenCon as a Lake. Austin City Limits builds a Shipping Center.

Round 8: Greenville uses Housing Projects as a Lake. Yellowknife builds a Warehouse. Confanishopeful builds a Warehouse. Austin City Limits builds a Shipping Center.
 Round 9: Greenville builds an Elementary School. Yellowknife builds a Skyscraper. Confanishopeful builds the U-Bahn. Austin City Limits builds a Movie Theater.
 Round 10: Greenville builds a Domestic Airport. Yellowknife builds a Power Station. Confanishopeful discards an Elementary School to invest in a Community Park. Austin City Limits

Players: Andy York, Kevin Wilson, Chris Geggus. We are using the Buildings expansion.

Round 1: Governor Andy selects the Builder and builds a Small Indigo Plant. Kevin also builds one, and Chris builds a Small Market. Kevin select the Mayor and populates the Small Indigo Plant and an indigo plantation. Chris populates the corn plantation. Andy populates the indigo plantation. Chris selects the Craftsman and produces corn. Kevin produces indigo.
 Round 2: Governor Kevin selects the Trader and trades indigo. Chris selects the Captain and ships corn. Andy selects the Mayor and populates the Small Indigo Plant and San Juan. Kevin populates San Juan. Chris populates the Small Market.
 Round 3: Governor Chris selects the Settler and takes a quarry. Andy takes an indigo and Kevin takes tobacco. Andy selects the Builder and builds an Indigo Plant. Chris builds a Hospice. Kevin selects the Craftsman and produces indigo. Chris produces corn. Andy produces indigo.
 Round 4: Governor Andy selects the Mayor and populates the indigo plantation and Indigo Plant, and moves the colonist in San Juan to the Indigo Plant. Kevin populates the tobacco plantation. Chris populates the Hospice. Kevin selects the Builder and builds a Tobacco Storage. Andy builds an Aqueduct. Chris selects the Trader and trades corn.

Players: Chris Hibbert, Christopher Hunt, Chris Geggus, Dave Hooton, Bill Scharf, Kevin Wilson. We are using the version 2 of the base set and the Plunder expansion.

Round 1: Chris H. buys a Remodel. Christopher buys a Cabin Boy. Chris G. buys a Cellar. Dave buys a Walled Village. Bill buys a Fortune Hunter. Kevin buys a Pilgrim.
 Round 2: Chris H., Christopher, Dave, and Bill each buy a Silver. Chris G. buys a Cabin Boy. Kevin buys a Cellar.
 Round 3: Chris H. buys a Pilgrim. Christopher plays a Cabin Boy and buys a Laboratory. Chris G. plays a Cabin Boy and buys a Silver. Dave plays a Walled Village and buys a Remodel. Bill buys a Silver. Kevin plays a Pilgrim and buys a Buried Treasure.
 Round 4: Chris H. plays a Remodel, trashing an

Players: Kevin Wilson, Christopher Hunt, Andy

builds a Hostel.

Round 11: Greenville builds a Museum. Yellowknife builds an International Airport. Confanishopeful builds a New Car Dealership. Austin City Limits builds a Resort.
 Round 12: Greenville builds BGG Con. Yellowknife uses a Retirement Village as a Lake. Confanishopeful discards a Boutique to build a Community Park. Austin City Limits builds a Boutique.
 Round 13: Greenville uses a Condominium as a Lake. Yellowknife builds a Recycling Plant. Confanishopeful builds Messe Essen. Austin City Limits builds a Bed & Breakfast.
 Round 14: Greenville builds a High School. Yellowknife uses the Chip Fabrication Plant as a Lake. Confanishopeful discards the Bed & Breakfast to invest in a Community Park. Austin City Limits builds Apartments.
 Final score is Confanishopeful with 118, Austin City Limits with 79, Greenville with 67, and Yellowknife with 66. Congratulations to Dave Hooton on his victory!

Goldador – Puerto Rico

Round 5: Governor Kevin selects the Settler and takes a tobacco plantation. Chris takes coffee and Andy takes sugar. Chris selects the Captain. Andy and Kevin ship indigo. Andy selects the Mayor and populates the sugar plantation and Aqueduct. Kevin populates the Tobacco Storage and moves the colonist from San Juan to a tobacco plantation. Chris populates the quarry.
 Round 6: Governor Chris selects the Builder and builds a Coffee Roaster. Kevin builds a Construction Hut. Andy selects the Craftsman and produces indigo. Kevin produces indigo and tobacco. Chris produces corn. Kevin selects the Trader and trades tobacco.
 Round 7: Governor Andy selects the Captain and ships indigo. Chris ships corn. Kevin selects the Mayor and populates the Tobacco Storage and Construction Hut. Chris populates the Coffee Roaster. Andy populates the Indigo Plant. Chris selects the Settler and takes a corn plantation. Andy takes sugar and Kevin takes tobacco.
 Round 8: Governor Kevin selects the Craftsman and produces indigo and tobacco. Chris produces corn and coffee. Andy produces indigo. Chris selects the Trader and trades coffee. Andy selects the Builder and builds a Sugar Mill. Kevin builds a Storehouse. Chris builds a Harbor.
 Round 9: Governor Chris selects the Captain and ships corn. Andy ships indigo. Kevin ships indigo and tobacco. Andy selects the Mayor and populates the Sugar Mill and moves a colonist from the Indigo Plant to a sugar plantation. Kevin populates the Storehouse. Chris populates the Harobr. Kevin selects the Settler and takes a quarry. Chris takes corn and Andy takes indigo.
 Round 10: Governor Andy selects the Builds and builds a Small Warehouse. Kevin builds a Trading Post. Chris builds a Black Market. Kevin selects the Trader and trades indigo. Chris selects the Captain and ships corn.
 Round 11: Governor Kevin selects the Mayor and populates the Trading Post, quarry, and tobacco plantation. Chris populates the Black Market. Andy populates the Small Warehouse. Chris selects the Settler and takes a corn plantation. Andy takes sugar and Kevin a quarry. Andy selects the Builder and builds a Small Sugar Mill. Kevin builds a Large Market. Chris builds a Tobacco Storage.
 Round 12: Governor Chris selects the Craftsman and produces corn and coffee. Andy produces indigo and sugar. Kevin produces indigo and tobacco. Andy selects the Trader and trades sugar. Kevin trades tobacco, and Chris trades coffee. Kevin selects the Mayor and populates the quarry, Tobacco Storage, and Large Market. Chris populates the Coffee Roaster. Andy populates an indigo plantation.

Jack-A-Poo – Dominion

Estate for a Walled Village, and buys a Silver. Christopher buys a Buried Treasure. Chris G. plays a Cellar and buys a Gold. Dave buys a Cellar. Bill plays a Fortune Hunter and buys a Gold. Kevin plays a Pilgrim and buys a Gold and a Silver.
 Round 5: Chris H. plays a Remodel trashing an Estate and gaining a Walled Village and buys a Cabin Boy. Christopher plays a Laboratory and Cabin Boy and buys a Gold. Chris G. buys a Gold. Dave plays a Walled Village and buys a Laboratory. Bill buys a Buried Treasure. Kevin buys a Buried Treasure.
 Round 6: Chris H. plays a Pilgrim and buys a Loot. Christopher trashes a Cabin Boy for a Buried Treasure and buys a Laboratory. Chris G. plays a Cellar and a Cabin Boy and buys a Buried Treasure. Dave plays a Walled Village, a Cellar, and a Remodel, trashing an Estate for a Cabin Boy, and buys a Cellar. Bill buys a Province and a Silver. Kevin plays a Cellar and a Pilgrim, buying a Gold and a Cellar.
 Round 7: Chris H. plays a Walled Village, a Pilgrim, and a Remodel, trashing an Estate for a Walled Village, trashes a Spell Scroll for a Gold, and buys a Province. Christopher plays a Laboratory and buys a Laboratory and a Cellar. Chris G. buys a Loot. Dave plays a Cabin Boy, a Laboratory, a Cellar, and a Remodel, trashing an Estate for a Cabin Boy, and buys a Silver. Bill buys a Buried Treasure. Kevin buys a Gold.
 Round 8: Chris H. plays a Walled Village and a Cabin Boy, then buys a Loot. Christopher plays a Laboratory and buys a Cabin Boy. Chris G. buys a Silver. Dave trashes a Cabin Boy for a Buried Treasure, plays a Walled Village, and buys a Cabin Boy. Bill buys a Gold. Kevin plays a Pilgrim and buys a Province.

Huskita – Smallworld

York, Bill Scharf.

Round 1: Kevin takes the Imperial Sorcerers and takes 4 areas. Christopher takes the Bivouacking Leprechauns, and takes 4 areas. Andy takes the Wealthy Halflings and takes 5 areas. Bill takes the Corrupt Pixies and takes 4 areas.

Round 2: Kevin's Imperial Sorcerers take 3 additional areas. Christopher's Bivouacking Leprechauns take 2 additional areas. Andy's Wealthy Halflings take 2 additional areas. Bill's Corrupt Pixies take 3 additional areas.

Round 3: Kevin's Imperial Sorcerers go into decline. Christopher's Bivouacking Leprechauns go into

decline. Andy's Wealthy Halflings reclaim 1 of 2 lost territories. Bill's Corrupt Pixies take 1 additional area.

Round 4: Kevin selects the Pillaging Dwarves, taking 4 areas. Christopher takes the Seafaring Wizards, taking 4 areas. Andy's Wealthy Halflings go into decline. Bill's Corrupt Pixies gain 1 additional area.

Round 5: Kevin's Pillaging Dwarves maintain their total areas controlled. Christopher's Seafaring Wizards take 2 additional areas. Andy takes the Peace Loving Giants and takes 4 areas. Bill's Corrupt Pixies take 1 additional area.

Round 6: Kevin's Pillaging Dwarves maintain their total areas controlled. Christopher's Seafaring Wizards take 2 additional areas. Andy's Peace Loving Giants take 3 additional areas. Bill's Corrupt Pixies go into decline.

Round 7: Kevin's Pillaging Dwarves maintain their total areas controlled. Christopher's Seafaring Wizards take 1 additional area. Andy's Peace Loving Giants take 1 additional area. Bill takes the Heroic White Ladies and takes 3 areas.

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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.