

### Notes from Hades

I hope everyone has had a wonderful Christmas and that the new year will bring you what you want. Nothing much notable here, except a business trip earlier this month to Everett, Washington, north of Seattle. Long days, so not much sight seeing opportunities, but the trip was successful.

Since the last issue, six games have completed. They are: Jack-A-Poo, a Dominion game won by Chris Hibbert, Huskita, a Smallworld game won by Andy York, Goldador, a Puerto Rico game won by Chris Geggus, Doxie, a Terraforming Mars game won by Andy York, Golden Shepherd, an Agricola game won by Dave Hooton, and Jack Russel Terrier, a Terraforming Mars: The Dice Game game won by Kevin Wilson. Congratulations to the winners!

The next deadline is **Tuesday, February 6 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.

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

**Greyador:** History of the World: Have Christopher Hunt(\$), Kevin Wilson(\$), Chris Geggus(\$), Andy York(\$), Bill Scharf(\$), David Hood, will take up to 1 more.

**Horgi:** Puerto Rico: This is the base game. Have Andy York(\$), Chris Geggus(\$), Chris Hibbert(\$), Kevin Wilson(\$). This game is full.

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

**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 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.

**Jackarianian:** 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.

**Japanese Spitz:** Agricola: This is the first edition, published by Z-Man Games. Have Chris Geggus(\$), Dave Hooton(\$), Christopher Hunt(\$), Andy York(\$), Bill Scharf(\$). This game is full.

**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(\$), earlier this month to Everett, Washington, north of Seattle. Long days, so not much sight seeing opportunities, but the trip was successful.

**Kerry Blue Terrier:** 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(\$), Andy York(\$), will take up to 2 more.

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

**Kooikerhondje:** Puerto Rico: This will include the Buildings expansion. Have Andy York(\$), Chris Geggus(\$), Kevin Wilson(\$), will take up to 1 more. Players who have a (\$) after their name have paid the necessary game fee.

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

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

### Wish List

**Goa:** Have Chris Geggus, Bill Scharf, will take up to 2 more.

**Caverna:** A game of farming and mining very similar to Agricola. Have Bill Scharf, will take up to 6 more.

**Merchant of Venus:** Have Andy York, Bob Robles, Chris Geggus, will take up to 3 more.

**2038:** Have Bill Scharf, Dave Hooton, will take up to 4 more.

**A Game of Thrones:** This is the Second Edition and will be GMed by Kevin Wilson. Have Bill Scharf, will take up to 5 more.

**Power Grid Factory Manager:** Have Andy York, Chris Geggus, will take up to 3 more.

**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, Andy York, will take up to 3 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 expansions. Have Christopher Hunt, Kevin Wilson, Andy York, will take up to 3 more.

**Smallworld:** Have the Be Not Afraid, Grand Dames, and Royal Bonus expansions. Have Andy York, Kevin Wilson, will take up to 3 more.

**Terraforming Mars: The Dice Game:** Have Chris Geggus, Kevin Wilson, will take up to 2 more.

**Terra Mystica:** Have Kevin Wilson, will take up to 4 more.

**Terraforming Mars:** Have the Hellas & Elysium plus 3 fan-developed maps, Venus Next, Prelude, Colonies, and Turmoil expansions. Have Chris Geggus, will

take up to 4 more.

**Settlers of Catan:** Have the Seafarers and the Knights and Cities expansions. Have Kevin Wilson, will take up to 5 more.

**Puerto Rico:** This will include the Nobles expansion. Have Kevin Wilson, will take up to 3 more.

**Terraforming Mars:** Have the Hellas & Elysium plus 3 fan-developed maps, Venus Next, Prelude, Colonies, and Turmoil expansions. Will take up to 5.

**Terraforming Mars: Ares Expedition:** This is the Crisis cooperative expansion. 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 – Standard Victory Conditions, Natural Disasters, Special Units, Moneylenders, Conquest, White Press Spring 725**

**Deadline Summer 725: 1/30 Tuesday**

*The Lombards start out aggressively expanding in all directions, taking advantage of France's defensive posture. The Pope edges northward while Byzantium moves to counter the Lombards and clashes with the Pope.*

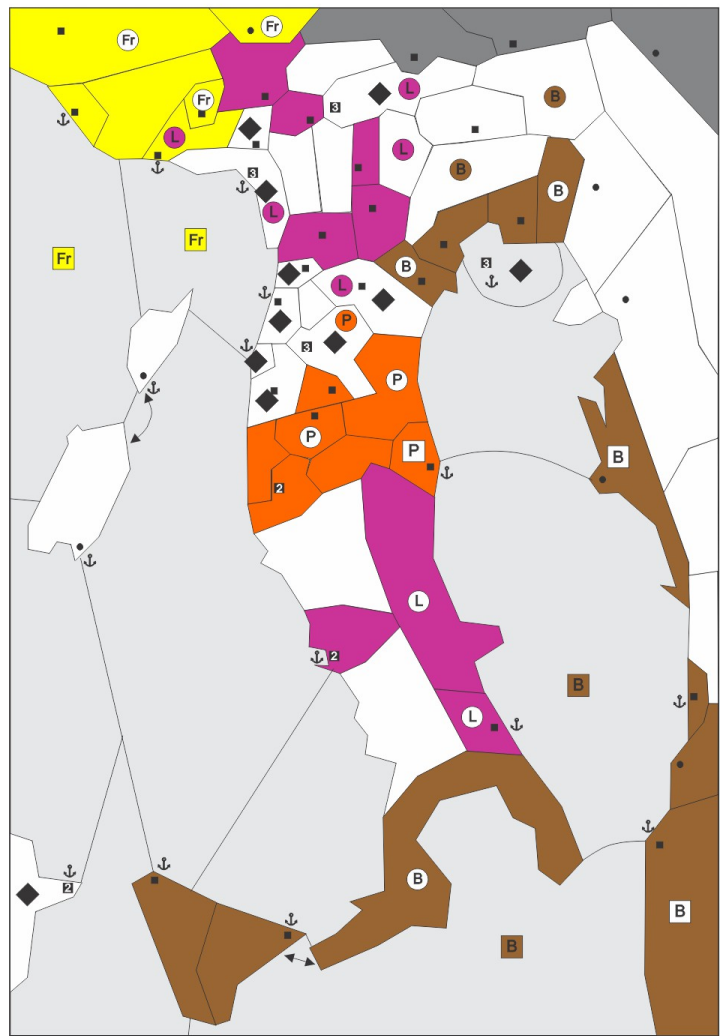
#### Orders

- Byzantines (Wilson): A FERRARA supports A Padua to Verona, A Padua to VERONA, A Treviso to FRIULI, A Friuli to CARINTHIA, A Messina to OTRANTO, F DALMATIA to Upper Adriatic, F Ragusa to LOWER ADRIATIC, F Albania to DURAZZO, F Durazzo to IONIAN SEA
- France (Robles): A AVIGNON supports A Swiss, A SWISS holds, A SALUZZO holds, F Marseilles to GULF OF LIONS, F Savoy to LIGURIAN SEA
- Lombards (Burgdorf): A Turin to SAVOY, A Pavia to MILAN, A Cremona to BERGAMO, A Mantua to BOLOGNA, A Modena to GENOA, A Naples to AQUILA, A BARI supports A Naples to Aquila
- Papacy (Narhi): A Rome to PERUGIA, A Perugia to URBINO, A Arezzo to FLORENCE, F ANCONA to Upper Adriatic

#### Press

**Emperor Leo III to his Holiness Pope Gregory II:** Continued resistance to our edicts may have unfortunate consequences, including your insistence that the Adriatic Sea be under the control of the Holy See. We simply cannot agree to this demand. The Empire will assure the Adriatic remains open for Imperial trade. We advise you not to interfere with our intent.

Drentsche Patrijshond



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

## Zine Report Australian Zines

*Damn the Consequences* Published by Brendan Whyte. Current issue: 233. Runs Banbury Merton St (number game), Bonnie Brae (number game), Roborally,

Pandemic (COVID variant), Railway Rivals, Where the #\$\$%& on the Tube is Kendo Nagasaki?, Choice. Current openings Banbury Merton St (number game),

Bonnie Brae (number game), Beatlemania, Napoleonic Diplomacy, Wooden Ships & Iron Men, Café International, Backpacks and Blisters, Sopwith, Diplomacy, McMulti, NOMIC, Britannia, Air Charter, Dot Boom, Machiavelli, Poleconomy, Maneater, Railway Rivals, Bus Boss, Choice.

*Dane's Games* Published by Dane Maslen. Current issue: 235. Runs Average Card Outpost, By Popular Demand, Choice, Dead Pool, Grand National, Reduced Randomness Railway Rivals, Where in the World is Kendo Nagasaki?, Word Puzzle. Current openings for 6 Nimmit!, Bier Börse, Bourse, BPD, Outpost, Where is My Mind?, Word Puzzle.

*Fury of the Northmen* Published by Colin Bruce. Current issue: 125. Currently running Chess; Civilization; Diplomacy; Diplomacy, The Gathering, Victory in the Pacific. Game openings for Diplomacy, Chess.

*God Save the Zine* Published by Stephen Agar. Current issue: 11. Currently running Diplomacy, Black Hole Diplomacy II, Intimate Diplomacy Tournament. Game openings for Diplomacy, Mercator XIV, Bourse, Gunboat 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: #30. Currently running Railway Rivals, Jabba's Palace, Eat Me!, Love Letter, Snakes and Ladders, Machi Koro. Current game openings: Diplomacy, Dominion, Dream Mile, Fuzzy Borders, Railway Rivals, 6-Nimmit!, Breaking Away!, Golden Strider.

*Cheesecake* Published by Andy Lischett. Current issue: 423. Currently running

## S.O.B.

*Western Front* Published by Brad Martin. Current issue: 211. 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

204. Currently running a song lyric quiz, By Variable Demand, Breaking Away, Bus Boss, Fair Means or Foul, Railway Rivals, Sopwith. Subzine Here Be Dragons, runs Let's Play Darts, Queuedo, Parkrun, Puerto Rico, and Rock, Paper, Scissors. Subzine on-the-shelf by Tom Howell runs Where in the World is Kendo Nagasaki. Subzine The Celestial Steam Locomotive by Richard Smith runs Dilemmas, Where in the World is Kendo Nagasaki, Crystal Ball, Century Spice Road, Railway Rivals Partnership, Bus Boss, and Railway Rivals. Subzines offer Nearly the Best Game in the World, 6-NIMMIT!, Speedway, Maximise, Feudality, Where in the World is Kendo Nagasaki (Temperature Control variant), Dilemmas, Dice Forge, Bus Boss. 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: None.

*Eternal Sunshine* Published by Doug Kent. Current issue: 175. 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 9 Actions: Thorgate trades with Luna and uses AI Central. Saturn Systems uses heat to raise the temperature and trades with Ceres. Aphrodite promotes Venus Soils and uses Nitrite-Reducing Bacteria. Inventrix promotes Farming and spends plants for a greenery tile. Mining Guild brings Deimos Down and adds a resource to the Physics Complex. Thorgate uses Sub-Crust Measurements and builds Luna Metropolis. Saturn Systems introduces Predators. Aphrodite builds an Atmoscoop and plants Grass. Inventrix launches a Solar Probe. Mining Guild uses the Space Elevator and trades with Io. Thorgate builds an Earth

Catapult. Aphrodite builds and Underground City then spends plants for a greenery tile. Inventrix uses the Restricted Area and is unsuccessful at the Search for Life. Mining Guild builds Maxwell Base and adds a delegate to the Kelvinists. Thorgate uses Equatorial Magnetizers and adds a resource to Birds. Saturn Systems discovers Gene Repair. Aphrodite trades with Enceladus and adds a microbe to Nitrite-Reducing Bacteria with Symbiotic Fungus. Inventrix plants Lichen and Trees. Mining Guild introduces Herbivores and spends cash for a greenery tile. Thorgate develops Lightning Harvest. Saturn Systems introduces Heat Trapping. Aphrodite activates the Asteroid Deflection System unsuccessfully. Inventrix launches Zeppelins. Thorgate develops Wave Power. Saturn Systems builds a Jupiter Floating Station. Aphrodite adds a delegate to the Kelvinists. Inventrix adds resources to Livestock and Birds. Thorgate introduces Venusian Animals and builds Freyja Biodomes. Saturn Systems uses Jupiter Floating Station to add a resource to Titan Shuttles. Aphrodite develops Sulphur-Eating Bacteria. Inventrix builds a Trading Colony on Ganymede. Thorgate builds Micro-Mills and a Great Dam. Saturn Systems spends floaters from Titan Shuttles for titanium. Aphrodite adds a resource to Regolith Eaters. Inventrix sells 3 cards. Thorgate sells 5 cards and builds Windmills. Saturn Systems builds Dawn City. Thorgate spends cash for 2 greenery tiles. Saturn Systems uses Energy Market to gain cash. Thorgate sells 4 cards. Saturn Systems builds a city and a Mohole Lake. Thorgate plays a Virus. Saturn Systems uses the Mohole lake to add a resource to Predators. Thorgate starts Noctis Farming and spends plants for a greenery tile. Saturn Systems sells a card. Thorgate hires Indentured Workers to launch an Interstellar Colony Ship. Saturn Systems sells a card. Thorgate sells a card. Saturn Systems adds a delegate to the Kelvinists.

Inventrix makes a final greenery tile placement.

Final scores are: Thorgate with 98, Aphrodite with 66, Saturn Systems at 65, Inventrix at 63, and Mining Guild at 50. Congratulations to Andy York on his victory!

### German Shorthaired Pointer – Age of Renaissance

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

Turn 4 Purchases: London buys W, F, B, J, S, and O. Barcelona buys W, F, R, O, and I. Genoa buys E, J, and B. Hamburg buys A and O. Venice buys N, O,

and V. Paris buys W and N.

Turn 4 Expansion: Barcelona buys a card and expands to Angora, Erzerum, Treibizond, Poti, and Alexandria. Genoa expands to Varna, Kavva, Tana, Abasgia, Montpellier, and Gallipoli. Hamburg expands to Novogorod, Kiev, Budapest, Mittau, and unsuccessfully to Stettin. Venice expands to Danzig (unsuccessfully), Gallipoli, Varna, and Tarsus. Paris expands to St. Malo, Cologne, Prague, Fez, St. Gali, and buys a card. London expands to London, Angora, and Barca.

Turn 5 Card Play: Genoa plays Rebellion in Cairo and Enlightened Ruler. Venice plays Nicolaus Copernicus. Barcelona plays Revolutionary Uprisings. Paris plays Pirates/Vikings in Treibizond, Tunis, and Riga, Timber, and Johann Gutenberg. London plays Long Bow and War! on Barcelona, gaining Valencia. Hamburg plays Fur and Timber.

Turn 5 Purchases: Genoa buys Holy Indulgence and Wind/Watermill. Venice buys The Heavens, Printed Word, and Overland East. Barcelona buys Seaworthy Vessels. Paris buys Printed Word, Improved Agriculture, and Holy Indulgence. London

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

Round 12: Hunt builds a Basketmaker's Workshop. Geggus plows 2 fields with the Harrow and sows a grain. Scharf collects 5 wood. Hooton collects 6 clay. York collects 2 wild boar. Hunt collects 2 reed, 1 stone, and 1 wood. Geggus becomes starting player and plays a Clay Deposit. Scharf collects 3 reeds. Hooton adds a room to his clay hut. York plows a field. Hunt plays the Wooden Hut Builder occupation. Geggus collects a vegetable. Scharf builds Fences. Hooton collects 3 wood. Hunt collects 3 food from the Traveling Players. Geggus collects 3 stone. Hooton grows his family and plays a Horse. Geggus cooks a wild boar and collects a cattle.

Round 13: Geggus plows a field and sows a vegetable. Scharf collects a cattle. Hooton builds Fences and buys 2 wild boar. York collects a cattle. Hunt grows his family. Geggus collects 4 wood and 1 food. Scharf collects 2 sheep. Hooton collects a vegetable and a grain. York sows 4 grain and a vegetable. Hunt collects a grain. Geggus plays the

buys Institutional Research. Hamburg buys Human Body.

Turn 5 Expansion: Genoa expands to Sarai, Kamishin, Angora, Cairo, and Valencia. Venice buys a card and expands to Kaffa (unsuccessfully) and Vienna. Barcelona buys a card and expands to Alexandria, Valencia, Fez, and Leon. Paris buys a card and expands to Toulouse, Basque, Lyons, Malmo, Konigsberg, and Cornwall.

### Golden Shepherd – Agricola

Sycophant occupation. Scharf collects and cooks a wild boar. Hooton collects 3 wood. Hunt plows a field. Geggus goes Fishing for 4 food. Hooton plays the Braggart occupation. Hunt collects 1 reed, 1 stone, and 1 wood. Geggus collects 2 stone. Hooton becomes starting player and plays a Copse.

Harvest Phase 5: Hunt harvests a grain. Geggus harvests a grain and a vegetable. York harvests 5 grain and 1 vegetable. Hunt converts reed into food with the Basketmaker's Workshop and 2 grain into food. Geggus converts 2 stone into food with the Quarryman. Scharf cooks a sheep. York converts clay into food with the Potter. Hooton converts clay into food with Pottery and cooks a cattle and a vegetable. Everyone feeds their family. Hunt gains a sheep. Scharf gains a cattle. Hooton gains a cattle and wild boar. York gains a wild boar but must discard it.

Round 14: Hooton plows a field and sows a vegetable. York plows a field. Hunt collects a cattle. Geggus renovates a stone house and builds fences. Scharf collects a wild boar. Hooton collects 4 wood. Andy gains a vegetable with the Serf, sows a vegetable, and bakes 1 grain into 5 food. Hunt becomes starting player and plays a Yoke, plowing a field. Geggus collects a wild boar. Scharf collects a vegetable. Hooton cooks a cattle, spends wood for fences, and spends food to gain 2 cattle. Hunt gains 2 food from the Traveling Players.

Geggus plays the Brush Maker occupation. Scharf collects a sheep. Hooton cooks a cattle for food and plays the Academic occupation. Hunt becomes a Day Laborer. Geggus collects 3 wood and 1 food. Hooton pays Geggus to use the Clay Deposit. Hunt goes Fishing for 1 food. Geggus buys Joinery.

Harvest Phase 6. Geggus harvests a grain and a vegetable. Hooton harvests a vegetable. York harvests 4 grain and 2 vegetables. Hunt uses the Basketmaker's Workshop. Geggus uses the Quarryman and Joinery. Scharf cooks a sheep and a cattle. Hooton cooks a cattle and wild boar. All players feed their families and Hunt accepts a Begging card. Scharf breeds a cattle. Hooton breeds a cattle and wild boar.

Final scores: Hooton with 47, Geggus with 39, Scharf with 21, York with 18, and Hunt with 16.

Congratulations to Dave Hooton on his victory!

### Havapoo – Race for the Galaxy

Round 6 Phase Selection: Explore, Develop, and Produce.

Round 6 Develop: The New Phoenicians join the Pan-Galactic League. UICW sets up the Galactic Imperium. CJVH develops Terraforming Robots. SNAFU develop a Contact Specialist.

Round 6 Produce: The New Phoenicians produce a biological good. UICW produces 2 novelty goods. CJVH produces a novelty good. SNAFU produces a novelty and an alien good. Benevolent Overlords produce a novelty good.

Round 7 Phase Selection: Explore, Settle, Consume, Produce.

Round 7 Settle: GCD settle Secluded World. NP settles Refugee World. UICW conquers Rebel Outpost. CJVH conquers Alien Uplift Race. SNAFU settles Malevolent Lifeforms. BO settles Lost Species Ark World.

Round 7 Consume: NP consumes a biological good for 1 card and 1VP. UICW trades a novelty good for 2 cards and trades a novelty good for 1 card and 1VP. CJVH consumes a novelty good for 1 card. SNAFU trades a novelty good for 2 cards and consumes an alien good for 2VP. BO consumes a novelty good for 1VP.

Round 7 Produce: GCD produces a novelty good. NP produces 2 biological goods. UICW produces a novelty good. CJVH produces a novelty good. SNAFU produces a novelty, biological, and alien good. BO produces a novelty and biological good.

Round 8 Phase Selection: Develop and Consume.

Round 8 Develop: GCD develops Improved Logistics. NP develops the Terraforming Guild. UICW develops Drop Ships. CJVH develops Mining Conglomerate. SNAFU develops Galactic Survey: SETI. NO develops Research Labs.

Round 8 Consume: GCD consumes a novelty good for 1VP. NP consumes 2 biological goods for 6VP. UICW consumes a novelty good for 1 card and 2VP. CJVH consumes a novelty good for 1 card. SNAFU trades a biological good for 4 cards and consumes a novelty good for 1 card and 1VP. BO trades a biological good for 7 cards and consumes a novelty good for 1VP.

Round 9 Phase Selection: Explore, Develop, Settle, Produce.

### 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 4 Actions: Astrodrill adds a resource to itself. Mining Guild builds Sponsored Academies.

Astrodrill builds a Space Station.

Generation 5 Actions: Teractor trades with Luna and introduces Sub-Zero Salt Fish. Aridor builds a Corona Etractor and claims the Engineer milestone. Astrodrill spends a resource from itself to gain titanium and brings in Methane from Titan. Mining Guild trades with Pluto and develops Sub-Crust Measurements. Ecoline builds

a Minority Refuge on Triton and introduces Heavy Taxation. Teractor develops Directed Impactors and adds a resource to Sub-Zero Salt Fish. Aridor develops Anti-Gravity Technology. Astrodrill sells a card. Mining Guild uses Sub-Crust Measurements. Ecoline installs a Luna Governor and funds the Traveler Award. Teractor starts GHG Import From Venus and builds a Water Splitting Plant. Aridor erects a Magnetic Shield. Astrodrill spends heat to raise the temperature. Mining Guild constructs a Security Fleet and adds a resource to it. Ecoline brings Hydrogen to Venus and unsuccessfully activates the Asteroid Deflection System. Teractor spends a floater from Atmo Collectors for energy and

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

Round 13: Andy selects the Captain and ships indigo. Kevin ships indigo and tobacco. Chris ships corn. Kevin selects the Craftsman and produces indigo and tobacco. Chris produces corn and coffee. Andy produces indigo and sugar. Chris selects the Trader and trades coffee. Andy trades sugar. Kevin trades tobacco.

Round 14: Kevin selects the Captain and ships indigo and tobacco. Chris ships corn. Andy ships indigo. Chris selects the Builder and builds a Fortress. Kevin builds a Small Wharf. Andy selects

**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 9: Chris H. plays a Walled Village, a Walled Village, a Pilgrim, a Walled Village, a Remodel, trashing a Copper for a Cellar, and buys a Province and Buried Treasure. Christopher plays a Laboratory and buys a Province. Chris G. buys a Province. Dave buys a Province. Bill buys a Laboratory.

Kevin plays a Cellar and buys a Silver and a Walled Village.

Round 10: Chris H. buys a Province. Christopher plays a Laboratory, a Cellar, a Cabin Boy, and buys a

**Players:** Kevin Wilson, Christopher Hunt, Andy York, Bill Scharf.

Round 8: Kevin's Pillaging Dwarves go into decline. Christopher's Seafaring Wizards go into decline. Andy's Peace Loving Giants take 2 additional

### Jack Russel Terrier – Terraforming Mars: The Dice Game

Player	Corporation
Kevin Croskery	Tharsis Republic
Bill Scharf	Robinson Industries
Kevin Wilson	Teractor
Chris Geggus	Valley Trust

Pre-Game: Kevin C. selects Tharsis Republic, gains 3 wild, 1 steel, 1 microbe, and places a city. Bill selects Robinson Industries and gains temperature, energy, titanium, and plant. Kevin W. selects Teractor and gains 1 radiation, 2 credit, and 4 wild. Chris selects Valley Trust and gains 1 earth, 1 plant,

uses the Water Splitting Plant. Aridor trades with Triton and builds an Ore Processor. Astrodrill introduces Ants. Ecoline plants Bushes. Teractor adds a resource to Directed Impactors. Aridor activates the Ore Processor. Astrodrill brings in an Aerobrakes Ammonia Astroid. Ecoline spends a floater from Local Shading. Aridor builds Dawn City. Astrodrill develops Solar Power. Aridor builds a Mine. Generation 6 Actions: Aridor builds a Venus Waystation and Atalanta Planitia Labs. Astrodrill adds a resource to itself. Mining Guild trades with Triton and Luna. Ecoline plants Grass and claims the Agronomist milestone. Teractor spends heat to raise the temperature and spends a resource from Directed Impactors. Aridor develops Optimal Aerobraking and claims the Spacefarer milestone. Astrodrill spends heat to raise the temperature. Mining Guild mounts a Mining Expedition and indulges in Crash Site Cleanup. Ecoline starts Cloud Seeding. Teractor trades with Miranda and gains energy from Atmo Collectors. Aridor starts a Plantation and uses the Ore Processor. Astrodrill spends plants for a greenery tile. Mining Guild adds a resource to Security Fleet and builds a Quantum Extractor. Ecoline spends plants for a greenery tile. Teractor develops Peroxide Power and claims Mining Rights.

### Goldador – Puerto Rico

the Settler and takes a sugar plantation. Kevin takes a quarry, Chris a corn plantation.

Round 15: Chris selects the Builder and builds a City Hall. Andy builds a Guild Hall. Andy selects the Mayor and populates the sugar plantation, Small Sugar Mill, and Guild Hall. Kevin populates the quarry and Small Wharf. Chris populates the Fortress and City Hall. Kevin selects the Craftsman and produces indigo and tobacco. Chris produces corn and coffee. Andy produces indigo and sugar.

Round 16: Andy selects the Captain and ships indigo and sugar. Kevin ships indigo and tobacco. Kevin selects the Trader and trades tobacco. Andy trades indigo. Chris selects the Craftsman and produces corn and coffee. Andy produces indigo and sugar. Kevin produces indigo and tobacco.

Round 17: Kevin selects the Builder and builds a Statue. Chris builds an Indigo Plant. Chris selects the Captain and ships corn. Andy ships indigo. Kevin ships tobacco. Andy selects the Settler and takes a corn plantation. Kevin takes a quarry and Chris takes tobacco.

Final score: Chris with 61, Andy with 46, and Kevin with 40. Congratulations to Chris on his win!

### Jack-A-Poo – Dominion

Province. Chris G buys Looting. Dave plays a Cabin Boy, a Remodel, trashing a Cellar for a Cabin Boy, and buys a Silver. Bill plays a Fortune Hunter and buys a Province. Kevin buys Looting.

Round 11: Chris H. plays a Walled Village, a Pilgrim, and buys a Province. Christopher buys Looting. Chris G. plays a Cellar, trashes a Spell Scroll for a Gold, and buys a Province and a Copper. Dave trashes a Cabin Boy for a Buried Treasure, plays a Laboratory, a Walled Village, a Cabin Boy, a Cellar, and buys a Laboratory. Bill buys a Province. Kevin plays a Pilgrim and buys a Gold.

Round 12: Chris H. plays a Walled Village and buys a Province. Christopher plays a Laboratory, a Laboratory, and buys Looting. Chris G. plays a Cabin Boy, a Cellar, and buys a Province. Dave plays a Cabin Boy, a Remodel, trashing a Silver for a Pilgrim, and buys a Province. Bill buys a Duchy. Kevin plays a Cellar and buys a Province.

Round 13: Chris H. plays a Walled Village, a Walled Village a Cabin Boy, a Remodel, trashing a Gold for the last Province, and buys an Estate.

Final scores are: Chris H. with 37, Bill with 24, Chris G. with 21, Christopher and Kevin with 15, and Dave with 13. Congratulations to Chris Hibbert on his victory!

### Huskita – Smallworld

territories. Bill's Heroic White Ladies go into decline.

Round 9: Kevin takes the Berserk Ghouls and takes 4 territories. Christopher takes the Aquatic Orcs and takes 2 territories. Andy's Peace Loving Giants stand pat. Bill takes the Fortified Elves and takes 4 territories.

Final score is Andy with 89, Kevin with 84, Christopher with 83, and Bill with 71. Congratulations to Andy on his victory!

and 6 wild.

Round 1: Tharsis Republic: Action turn, gains water and science. Robinson Industries: Action turn, gains earth, and spends a plant to convert a titanium to steel. Teractor: Action turn, gains energy and credits. Valley Trust: Action turn, gains titanium and steel.

Round 2: Tharsis Republic: Action turn, spends a microbe to flip an event to temperature, and plays an Aquifer, gaining 2 cards. Robinson Industries: Action turn, gains science and credits. Teractor: Action turn, gains earth and plays Tectonic STharsis Republicess Power. Valley Trust: Action turn, gains water and plays Rover ConsTharsis Republicuction.

Round 3: Tharsis Republic: Action turn, gaining nuclear and energy. Robinson Industries: Action turn, gains microbes, and plays Building IndusTharsis Republicies. Teractor: Production turn and gains credits, event, energy, and water. Valley Trust: Action turn, gains water, and plays Kelp Farming.

Round 4: Tharsis Republic: Action Turn and gains science and an event. Robinson Industries:

Production turn, discards 4 cards, draws 5 cards, and gains nuclear, 2 steel, plant, and oxygen. Teractor: Action turn, gains steel and plays Convoy from Europa, gaining a titanium and a city. Valley Trust: Production turn, draws 1 card, and gains 1 plant, 2 microbes, and 1 wild.

Round 5: Tharsis Republic: Action turn, flips a science to credit and plays a Mine. Robinson Industries: Action turn, gains credit and science. Teractor: Action turn, gaining 2 events. Valley Trust: Action turn, converts a microbe to an animal and plays Safari Dome.

Round 6: Tharsis Republic: Production turn, discards 2 cards, draws 2 cards, and gains plant, steel, and city. Robinson Industries: Action turn, gains credits, and plays Academia, claiming the Generalist milestone. Teractor: Action turn, gains energy and plays Bio Import. Valley Trust: Action turn, gaining 2 credit.

Round 7: Tharsis Republic: Action turn, gaining credits and flipping an event to temperature. Robinson Industries: Action turn, gaining science and flipping oxygen to energy. Teractor: Action turn, gains temperature, and spends temperature to increase the temperature. Valley Trust: Action turn, gaining water and science.

Round 8: Tharsis Republic: Action turn, gaining microbes and playing Geothermal Power. Robinson Industries: Action turn, flipping a science to credit and plays Standard Technology. Teractor: Action turn, gains temperature, and plays Thawing. Valley Trust: Action turn, gaining nuclear and titanium.

Round 9: Tharsis Republic: Production turn, discards 1 card, draws 2 cards, and gains plant, energy, and 2 titanium. Robinson Industries: Production turn, discards 3 cards, draws 5 cards, and gains 2 oxygen, 2 steel, 1 microbe, 1 nuclear, and 1 science.

Teractor: Action turn, flips a plant to a microbe and an animal to a microbe. Valley Trust: Action turn, flips a water to energy and plays Asteroid Mining.

Round 10: Tharsis Republic: Action turn, flips an energy to water, and plays Artificial Lake, and gains the Quality ConTharsis Republicol bonus card. Robinson Industries: Action turn, gains Microbes, uses Standard Technology to convert nuclear to temperature, and plays Designed Microorganisms. Teractor: Action turn, flips an energy to oxygen, and plays Decomposers. Valley Trust: Production turn, draws 2 cards, and gains steel city, microbe, 2 animals, and a wild.

Round 11: Tharsis Republic: Action turn, flips a microbe to an animal, and plays Advanced Ecosystems. Robinson Industries: Action turn, gains energy, and plays IndusTharsis Republicial Microbes, claiming the Scientist milestone. Teractor: Production turn, draws 4 cards, and gains 2 energy, 1

event, and 1 credit. Valley Trust: Action turn, gains oxygen, and plays Snow Algae.

Round 12: Tharsis Republic: Production turn, discards 2 cards, draws 2 cards, and gains 1 oxygen, 2 steel, and 1 microbe. Robinson Industries: Production turn, discards 3 cards, draws 5 cards, resets Standard Technology, and gains energy, water, steel, city, plant, event, and credit. Teractor: Action turn, flips an event to temperature and plays Greenhouses, claiming the Philanthrope milestone. Valley Trust: Action turn, flips an oxygen to energy, and plays a Development Center.

Round 13: Tharsis Republic: Action turn, gaining earth and event. Robinson Industries: Action turn, gaining titanium and science. Teractor: Action turn, gaining an animal, spending the animal with Decomposers, and gaining the AdminisTharsis Republicator bonus card. Valley Trust: Production turn, discards 2 cards, draws 5 cards, and gains 2 steel, 1 plant, 1 microbe, 1 animal, 1 nuclear, and 1 wild.

Round 14: Tharsis Republic: Action turn, flips a microbe to an animal, and builds the Martian Zoo. Robinson Industries: Action turn gaining temperature, and conducts a Biogas Experiment. Teractor: Action turn, gains nuclear, and conducts Soil Preparation. Valley Trust: Action turn, flips a steel to a city, and builds a city.

Round 15: Tharsis Republic: Action turn, flips steel to titanium, and brings down an Asteroid. Robinson Industries: Action turn, gains a city, uses Standard Technology to flip temperature to event, uses IndusTharsis Republicial Microbes to gain a titanium, starts Towing a Comet, and gains the Bio Expert. Teractor: Action turn, gains an event and plays Nuclear Zone. Valley Trust: Action turn, gains oxygen, and plants a Mangrove, gaining the Hive City.

Round 16: Tharsis Republic: Production turn, gaining energy, steel, city, microbe, and credit. Robinson Industries: Action turn, flips a city to a steel, and plays Mohole Area. Teractor: Production turn, gaining energy, water, temperature, and credits. Valley Trust: Action turn, gaining 2 temperature.

Round 17: Tharsis Republic: Action turn, gains nuclear, and plays a Mining Area, gaining Heat Expert. Robinson Industries: Production turn, gaining water, oxygen, steel, titanium, 2 plants, temperature, event, nuclear, and science. Teractor: Action turn, gaining a plant and playing Protected Valley, and gaining Another Aquifer. Valley Trust: Action turn, flips nuclear to event, and plays Ice Cap Melting.

Round 18: Tharsis Republic: Action turn, gains flips a steel to a city and places a city. Robinson Industries: Action turn, gains an animal and builds a Food Factory. Teractor: Action turn, gains steel and plays Diversity. Valley Trust: Action turn, gains titanium, gains VP and the Coordinator, taking another Action turn, flipping water to energy and plays a Space Station.

Round 19: Tharsis Republic: Action turn, flips nuclear to an event, and plays Imported NiTharsis Republicogen. Robinson Industries: Action turn, gaining energy, uses IndusTharsis Republicial Microbes to gain steel, and builds a Physics Complex. Teractor: Action turn, gains a city, and plays Immigrant City. Valley Trust: Action turn, gains steel, and launches a Giant Space Mirror.

Round 20: Tharsis Republic: Action turn, flips a microbe to a plant, and places a forest tile. Robinson Industries: Action turn, gains energy and uses the Physics Complex. Teractor: Action turn, gains steel and builds a Homeworld Headquarters. Valley Trust: Action turn, gains oxygen, and spends credits for VP.

Round 21: Tharsis Republic: Action turn gaining event and science. Robinson Industries: Action turn, gaining microbes and playing Bio Methane. Teractor: Production turn, gaining energy, water, temperature, and credits. Valley Trust: Production turn, gaining 2 water, steel titanium, 3 plants, and a wild.

Round 22: Tharsis Republic: Action turn, flips event to temperature, and raises the temperature. Robinson Industries: Action turn, gains 2 cards, and plays Symbiotic Fungus. Teractor: Action turn, gains temperature, uses Homeworld HQ to flip steel to titanium, and plays Giant Ice Asteroid. Valley Trust: Action turn, gains plants, and places a forest tile.

Round 23: Tharsis Republic: Production turn, gaining energy, steel, city, microbes, nuclear, and science. Robinson Industries: Action turn, gains science brings in a Small Asteroid, then Another Asteroid. Teractor: Action turn, uses Decomposers and plants a Prairie. Valley Trust: Action turn, flips water to energy, and plays Equatorial Magnetizers.

Round 24: Tharsis Republic: Action turn, flips nuclear to temperature, and plays Viral Enhancers. Robinson Industries: Production turn, draws 5 cards, resets the blue cards, and gains 2 energy, 2 titanium, 1 plant, 1 animal, 2 temperature, 1 event, and 2 earth. Teractor: Action turn, gains temperature, and spends 3 temperature to raise the temperature, Tharsis Republiciggering the end of the game. Valley Trust: Action turn, flips titanium to steel and plays Aquifer Pumping.

Round 25: Tharsis Republic passes. Robinson Industries: Action turn, draws 2 cards, uses Standard Technology to flip earth to credit, plays Adaptation Technology, and uses Physics Complex. Teractor: Action turn, gains water, and spends 3 water for 1VP.

Final score: Teractor with 50, Robinson Industries with 36, Valley Trust with 34, and Tharsis Republic with 29. Congratulations to Kevin Wilson on his victory!

### Giant Schnauzer – Terra Mystica

Player	Faction
Bill Scharf	Alchemists

Kevin Wilson	Fakirs
Christopher Hunt	Halflings

Round 1: The Alchemists buy a shovel, convert F5 to swamp, and build a dwelling there. Tje Fakirs upgrade a dwelling to a trading house. The Hallings use a bonus shovel action, buy 2 more shovels, and convert N6 into farmland. The Alchemists upgrade a dwelling to a trading house. The Fakirs upgrade a trading house to a temple, gaining a favor tile and advancing 2 steps in the air cult. The Halflings burn power to gain power, and spend power to gain 2 workers. The Alchemists pass. The Fakirs burn power to gain power, spend power for a shovel, use it to convert I7 to desert, and build a dwelling there. The Halflings build a dwelling in N6. The Fakirs pass. The Halflings build a dwelling in M6 and pass.

Round 2: The Alchemists upgrade their trading house to a stronghold. The Fakirs buy a shovel, use it to convert E5 to desert, and build a dwelling there. The Halflings buy a shovel, use it to convert N6 to farmland, and build a dwelling there. The Alchemists spend power for 2 shovels, use them to convert M7 to swamp, and build a dwelling there. The Fakirs spend a priest for a Carpet Ride to K9 and build a dwelling there. The Halflings build a dwelling in N4. The Alchemists spend power to gain 2 workers. The Fakirs pass. The Halflings use their bonus action to advance 1 step in the earth cult. The

**Players:** Chris Geggus, Dave Hooton, Kevin Wilson, Andy York.

We are playing the Four Islands scenario.

Round 1: Dave trades lumber to Chris for wool and buys a development card. Kevin builds a road. Andy buys a development card.

Round 2: Chris steals brick from Kevin and builds a road. Dave plays a Knight and steals a wool from Chris.

Round 3: Chris trades brick to Andy for ore and buys a development card. Andy builds a road and buys a development card.

Round 4: Chris plays a Knight and steals ore from Dave. Dave trades grain to Chris for ore, builds a road, and buys a development card. Kevin builds a road. Andy plays a Knight and steals a wool from Chris.

Round 5: Chris steals lumber from Kevin and builds a settlement. Dave plays a Knight, steals ore from Chris, and buys a development card. Andy steals

**Players:** Andy York, Kevin Wilson, Christopher Hunt.

We are playing with the Nobles expansion.

Round 1: Andy selects the Mayor, placing a noble in San Juan and a colonist on the indigo plantation. Kevin populates the indigo plantation. Christopher populates the corn plantation. Kevin selects the Builder and builds a Small Indigo Plant. Andy builds a Small Indigo Plant. Christopher selects the Settler and takes a quarry. Andy takes a tobacco plantation and Kevin takes corn.

Round 2: Kevin selects the Mayor, places a noble on the Small Indigo Plant and a colonist on the corn

Alchemists upgrade a dwelling to a trading house. The Halflings pass. The Alchemists pass.

Round 3: The Fakirs use a bonus shovel, converting a space and building a dwelling there. The Halflings buy 2 shovels, convert an area to farmland, and build a dwelling there. The Alchemists use a bonus action to advance in the water cult. The Fakirs upgrade a dwelling to a trading house. The Halflings pass. The Alchemists use workers for a shovel and convert an area to swamp. The Fakirs upgrade a trading house to a temple, advancing 3 spaces in the air cult. The Alchemists pass. The Fakirs commit a priest to the air cult, spend power for coins, and pass.

Round 4: The Halflings upgrade a dwelling to a trading house. The Alchemists build a bridge. The Fakirs upgrade a dwelling to a trading house. The Halflings commit a priest to the earth cult. The Alchemists place a dwelling. The Fakirs upgrade a dwelling to a trading house. The Halflings upgrade a trading house to a stronghold, gaining 3 shovels, converting 2 areas to farmland, and building a dwelling in one. The Alchemists upgrade a trading house to a temple, gaining 2 steps in the air cult. The Fakirs pass. The Halflings place a dwelling. The Alchemists spend power for a shovel, convert an area to swamp, and build a dwelling there. The Halflings upgrade a dwelling to a trading house. The Alchemists pass. The Halflings pass.

Round 4 Cult Bonuses: The Halflings gain a shovel.

Round 5: The Fakirs spend power for 2 shovels, convert an area to desert, and build a dwelling there. The Alchemist reduce the cost of their shovels. The Halflings spend power to gain coins. The Fakirs upgrade a trading house to a stronghold and establish a town. The Alchemists spend power to gain a priest. The Halflings upgrade a dwelling to a trading house. The Fakirs commit a priest to the water cult. The Alchemists spend power for workers. The Halflings place a dwelling. The Fakirs pass. The Alchemists reduce the cost of their shovels. The Halflings pass. The Alchemists advance 1 step in the water cult, spend a worker for a shovel, use it to convert an area to swamp, place a dwelling there, and pass.

Round 6: The Fakirs spend power for workers. The Halflings spend power for coins. The Alchemists upgrade a temple to a sanctuary and establish a city. The Fakirs use a Carpet Ride to place a dwelling. The Halflings upgrade a trading house to a temple. The Alchemists commit a priest to the fire cult. The Fakirs spend power for a priest. The Halflings upgrade a trading house to a temple.

### Golden Mountain Dog – Seafarers of Catan

lumber from Dave.

Round 6: Chris buys a development card. Dave plays a Knight, steals grain from Kevin, and builds a settlement. Kevin steals from Dave.

Round 7: Chris plays a Knight, steals from Dave and builds a road. Kevin builds a road. Andy plays a Knight, steals from Chris, builds a settlement and a ship.

Round 8: Kevin builds a settlement and a ship.

Round 9: Kevin moves a ship.

Round 10: Chris buys a development card. Dave buys a development card. Kevin builds a ship and buys a development card. Andy builds a ship and a settlement.

Round 11: Chris plays a Knight, steals from Andy, and builds a settlement. Dave plays Monopoly and builds 2 roads.

Round 12: Kevin builds 2 ships.

Round 13: Chris buys a development card. Dave builds a settlement and a road. Kevin buys a development card. Andy steals from Kevin and buys a development card.

Round 14: Chris plays a Knight, steals from Dave and buys a development card. Andy builds a road and a settlement.

Round 15: Dave buys a development card.

Round 16: Chris plays a Knight, steals from Andy, and buys a development card. Dave plays a Knight, steals from Andy, upgrades a settlement to a city, and builds a road. Kevin plays Year of Plenty and buys a development card.

### Golden Cocker Retriever – Puerto Rico

plantation. Christopher populates the quarry. Andy populates the tobacco plantation and moves a noble from San Juan to the Small Indigo Plant. Christopher selects the Craftsman and produces corn. Andy produces indigo. Kevin produces indigo and corn.

Round 3: Christopher selects the Captain and ships corn. Andy ships indigo. Kevin ships corn and indigo. Andy selects the Builder and builds a Tobacco Storage. Christopher builds a Hospice. Kevin selects the Settler and takes a quarry. Christopher takes a coffee plantation and Andy takes tobacco.

Round 4: Andy selects the Mayor, places a noble on the Tobacco Storage and colonist on the tobacco plantation. Kevin populates the quarry. Christopher populates the Hospice. Kevin selects the Settler and takes a sugar plantation. Christopher and Andy both take corn. Christopher selects the Craftsman and produces corn. Andy produces indigo and tobacco, and Kevin produces corn and indigo.

Round 5: Kevin selects the Builder and builds a Sugar Mill. Christopher selects the Captain and ships corn. Andy ships indigo and tobacco. Kevin ships indigo. Andy selects the Mayor and places a noble on the Tobacco Storage and a colonist on the corn plantation. Kevin populates the Sugar Mill. Christopher populates the coffee

plantation.

Round 6: Christopher selects the Trader. Andy selects the Settler and takes a tobacco plantation. Kevin takes corn and Christopher takes corn. Kevin selects the Mayor and populates the sugar plantation and places a noble on the corn plantation.

Christopher populates San Juan. Andy populates a tobacco plantation.

Round 7: Andy selects the Craftsman and produces indigo and tobacco. Kevin produces corn, indigo, and sugar. Christopher produces corn. Kevin selects the Settler and takes a sugar plantation. Christopher takes coffee and Andy takes sugar. Christopher selects the Captain and ships corn. Andy ships indigo and tobacco. Kevin ships corn.

Round 8: Kevin selects the Trader and trades sugar. Christopher selects the Builder and builds a Coffee Roaster. Kevin builds a Small Warehouse. Andy selects the Mayor, places a noble on the Tobacco storage and populates a sugar plantation. Kevin populates a sugar plantation and moves a noble from a corn plantation to the Sugar Mill. Christopher populates the Coffee Roaster and moves a colonist from San Juan to the Coffee Roaster.

Round 9: Christopher selects the Settler and takes a quarry. Andy takes corn and Kevin takes coffee.

Andy selects the Builder and builds a Large Warehouse. Christopher builds a Wharf. Kevin selects the Mayor, places a noble on the Small Warehouse and populates a corn plantation.

Christopher populates the Wharf. Andy populates

### **Glen of Imaal Terrier – Terraforming Mars; Utopia Planitia, Drafting, Venus Next, Prelude, Colonies, and Turmoil**

Player	Corporation
Andy York	Helion
Chris Geggus	Thorgate
Christopher Hunt	Aphrodite
Dave Hooton	Inventrix
Kieth Marple	Saturn Systems

We are playing with drafting, Venus Next, Prelude, Colonies, and Turnoil, and using the Utopia Planitia map.

Generation 1 Prelude: Helion plays Biofuels and Mohole Excavation. Thorgate plays Power Generation and Metal-Rich Asteroid. Aphrodite

### **Irish Setter – Terraforming Mars: Ares Expedition, Cirsis Expansion**

Player	Corporation
Christopher Hunt	Ecoline
Andy York	Mining Guild (MG)
Bill Scharf	Interplanetary Cinematics (IC)
Kevin Wilson	Orbex United (OU)

Round 1 Crisis: Barren Crater is drawn. Dummy phase is Construction.

Round 1 Phase Selection: Development, Production, Research

Round 1 Development: Ecoline introduces Insects. MG develops New Portfolios. IC finds Undersea Vents.

Round 2 Crisis: Catastrophic Erosion is drawn. Dummy phase is Research.

Round 2 Phase Selection: Development,

the Large Warehouse and moves a colonist from the sugar to the corn plantation.

Round 10: Andy selects the Captain and ships indigo. Kevin selects the Craftsman and produces corn, indigo, and sugar. Christopher produces corn and coffee. Andy produces corn, indigo, and tobacco. Christopher selects the Trader and trades coffee. Andy trades tobacco.

Round 11: Kevin selects the Captain and ships corn and indigo. Christopher ships corn. Andy ships indigo and tobacco. Christopher selects the Builder and builds a Custom House. Kevin builds a Construction Office. Andy selects the Settler and takes a sugar plantation. Kevin takes sugar and Christopher takes indigo.

Round 12: Christopher selects the Trader and trades coffee. Kevin trades sugar. Andy selects the Mayor, places a noble on a sugar plantation and populates another sugar plantation. Kevin populates a sugar plantation, moves a noble from the Small Indigo Plant to the Construction Office, and a colonist from an indigo plantation to a coffee plantation. Christopher populates the Custom House. Kevin selects the Builder and builds a Coffee Roaster. Christopher builds a Harbor.

Round 13: Andy selects the Builder and builds Gardens. Christopher builds a Small Indigo Plant. Kevin selects the Mayor, places a noble on the Coffee Roaster and populates the Sugar Mill. Christopher populates the Small Indigo Plant. Andy populates the Gardens. Christopher selects the Craftsman and produces corn, indigo, and coffee. Andy produces corn, indigo, and tobacco. Kevin produces corn, sugar, and coffee.

Round 14: Kevin selects the Captain and ships sugar. Christopher ships corn, indigo, and coffee. Andy ships corn and indigo. Christopher selects the Craftsman and produces corn, indigo, and coffee. Andy produces corn, indigo, and tobacco. Kevin produces sugar and coffee. Andy selects the Trader and trades tobacco. Christopher trades indigo.

Round 15: Christopher selects the Captain and ships corn and coffee. Andy ships tobacco. Kevin ships corn and sugar. Andy selects the Mayor and populates San Juan. Kevin populates the Small Indigo Plant.

Christopher populates the Harbor. Kevin selects the Trader and trades coffee. Christopher trades indigo.

Round 16: Andy selects the Captain and ships corn. Kevin ships sugar. Kevin selects the Settler and takes a coffee plantation. Christopher takes coffee and Andy indigo. Christopher selects the Builder and builds a Factory. Andy builds a Sugar Mill. Kevin builds a Fortress.

Round 17: Kevin selects the Mayor, places a noble on the Fortress, populates the coffee plantation, and moves colonists from the corn plantations to the Coffee Roaster and indigo plantation. Christopher populates the Factory. Andy places 2 colonists and a noble on the Sugar Mill. Christopher selects the Craftsman and produces corn, indigo, coffee, and doubloons. Andy produces corn, indigo, sugar, and tobacco. Kevin produces indigo, sugar, and coffee. Andy selects the Trader and trades tobacco. Kevin trades sugar.

plays Orbital Construction Yard and Acquired Space Agency. Inventrix plays Research Network and Io Research Outpost. Saturn Systems plays Galilean Mining and Supplier.

Generation 1 Actions: Helion adds a delegate to the Reds and starts Carbonate Processing. Thorgate builds a colony on Triton. Aphrodite builds a colony on Triton and a colony on Europa. Inventrix launches an Interplanetary Colony Ship to Triton. Saturn Systems builds a colony on Ganymede. Helion develops House Printing. Thorgate builds a Power Plant and introduces Psychrophiles. Aphrodite adds a delegate to the Kelvinists. Inventrix gains Mining Rights. Saturn Systems adds a delegate to Unity. Helion builds a standard power plant and develops Building Industries. Thorgate produces Lunar Exports and builds a Development Center. Inventrix adds a delegate to the Scientists. Thorgate adds 2 delegates to the Scientists.

Generation 1 Solar Phase: Scientists become the ruling party, Thorgate becomes chair.

Generation 2 Actions: Thorgate trades with Triton and uses the Development Center. Aphrodite starts Towing a Comet. Inventrix sponsors Olympus Conference. Saturn System uses Special Design to build the Great Dam. Helion brings in a standard asteroid and spends heat to raise the temperature.

Construction, Production.

Round 2 Development: Ecoline plants Lichen. IC develops Building Industries. OU conducts Venture Capitalism.

Round 2 Construction: Ecoline conducts a Brainstorming Session. MG conducts Asset Liquidation, gains a Research Grant, starts a Media Group, and joins an Interplanetary Conference. IC develops Business Contacts. OU gains Extended Resources and exploits a Subterranean Reservoir. Barren Crater is discarded.

Round 3 Crisis: Emergency Shelters are drawn. Cards are passed between players. Dummy phase is Development.

Round 3 Phase Selection: Construction, Action, Production, Research.

Round 3 Construction: Ecoline conducts Research. IC builds Ironworks and draws a card. OU joins the United Planetary Alliance.

Round 3 Action: Ecoline uses Brainstorming Session twice. MG uses Asset Liquidation. IC Uses Ironworks. OU gains money and provides some to IC.

Round 4 Crisis Step: Atmosphere Rupture is drawn. Ecoline, MG, and IP lose cash, OU loses a TR. Dummy card is Production.



Round 4 Phase Selection: Development, Construction, Action, Research.  
 Round 4 Development: Ecoline builds a Food Factory. MG develops Industrial Microbes. IC

builds an Industrial Center. Catastrophic Erosion and Emergency Shelters are discarded.  
 Round 4 Construction: MG takes out an Investment Loan and gains Developed Infrastructure. IC adopts Progressive Policies. OU brings in an Ice Asteroid.



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### Addresses

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### Standbys

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

**Machiavelli (gunboat and regular):** Bill Scharf, Bob Robles, Ward Narhi, Pasquale Giovine, Andy York, Jack McHugh **Dune:** Kevin Wilson, Ward Narhi, Andy York, Bill Scharf, Jack McHugh, Chris Geggus **New World:** Andy York, Bill Scharf **Merchant of Venus:** Bob Robles, Andy York, Chris Geggus **Outpost:** Michael Lowrey, Kevin Wilson, Andy York, Bill Scharf **History of the World:** Kevin Wilson, Chris Geggus, Andy York **Stellar Conquest:** Kevin Wilson, Andy York **Liftoff!:** Dennis Cain, Andy York, Bill Scharf, Brad Martin **Age of Renaissance:** Bob Robles, Michael Lowrey, Brad Martin **Kremlin:** Andy York, Pasquale Giovine, Bill Scharf, Brad Martin, Chris Geggus **Silverton:** Bill Scharf, Brad Martin, Andy York, Eric Brosius **Settlers of Catan:** Michael Lowrey, Chris Geggus, Brad Martin, Andy York **Industrial Waste:** Brad Martin, 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.