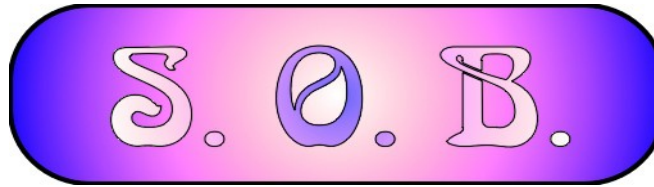


Number 291



January/February, 2024

Notes from Hades

The last month has been rather eventful. First of all, there were the two Royal Bonus expansions. Have Andy York(\$), Kevin Wilson, Christopher Hunt(\$), additional trips to the Everett, Washington area, both of them to support Bill Scharf(\$), will take up to 1 more.

more of the NASA work. One of the two industry partners that will be **Kyi-Leo:** Terraforming Mars: The Dice Game: Have Chris Geggus(\$), Kevin conducting a flight demonstration is based there, and we had one of the major Wilson, Christopher Hunt(\$), Bill Scharf(\$). This game is full.

milestones for the project on February 2nd. In the end, it went well, and the trips **La Pom:** Terraforming Mars: Ares Expedition: Have the Discovery and were short.

The other main event is something that is happening as I type this. You have Kieth Marple(\$), Bill Scharf(\$), will take up to 1 more.

probably heard about the major atmospheric river hitting Southern California right **Lab Pointer:** Terraforming Mars: Have the Hellas & Elysium plus 3 fan- now. We have had a significant amount of rain in the last 24 hours, with more developed maps, Venus Next, Prelude, Colonies, and Turmoil expansions. Have expected over the next couple of days. We haven't had any flooding or leaks, but Chris Geggus, Kevin Wilson, Kieth Marple, Bill Scharf(\$), will take up to 1 more.

my sons' college campus did close down, shifting all classes to online. I, Players who have a (\$) after their name have paid the necessary game fee.

fortunately, work from home, so I haven't had to deal with the roads during the deluge. Beyond that, we're just trying to stay dry.

Since the last issue, seven games have completed. They are: Golden Cocker Retriever, a Puerto Rico game won by Christopher Hunt, Golden Mountain Dog, a Seafarers of Catan game won by Dave Hooton, Giant Schnauzer, a Terra Mystica game won by Christopher Hunt, Italian Greyhound, a Discworld: Ankh Morpork game won by Kevin Wilson, Fox Terrier, a Terraforming Mars game won by Bill Scharf, King Shepherd, a Dominion game won by Chris Geggus, and Jackabee a 7 Wonders game won by Kieth Marple. Congratulations to the winners!

The next deadline is **Tuesday, March 12 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.

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

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

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

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

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

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(\$), Bill Scharf(\$), will take up to 1 more.

Korean Jindo Dog: Smallworld: Have the Be Not Afraid, Grand Dames, and

Have Andy York(\$), Kevin Wilson, Christopher Hunt(\$), Bill Scharf(\$). This game is full.

La Pom: Terraforming Mars: Ares Expedition: Have the Discovery and Foundation expansions. Have Christopher Hunt(\$), Kevin Wilson, Andy York(\$),

will take up to 1 more.

Lab Pointer: Terraforming Mars: Have the Hellas & Elysium plus 3 fan- now. We have had a significant amount of rain in the last 24 hours, with more developed maps, Venus Next, Prelude, Colonies, and Turmoil expansions. Have expected over the next couple of days. We haven't had any flooding or leaks, but Chris Geggus, Kevin Wilson, Kieth Marple, Bill Scharf(\$), will take up to 1 more.

I, 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, Kevin Wilson, will take up to 5 more.

Terra Mystica: Have Kevin Wilson, 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.

Discworld: Ankh Morpork: Will take up to 4.

Dominion: Have most of the expansion sets plus some extras. Will take up to 6.

History of the World: Will take up to 7.

7 Wonders: Have the Wonder Pack, Leaders, Cities, Babel, and Armada expansions. Will take up to 8.

Agricola: This is the first edition, published by Z-Man Games. Will take up to 5.

Wingspan: Have the European and Oceana birds expansions. Will take up to 5.

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

Puerto Rico: This will include the Buildings 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.

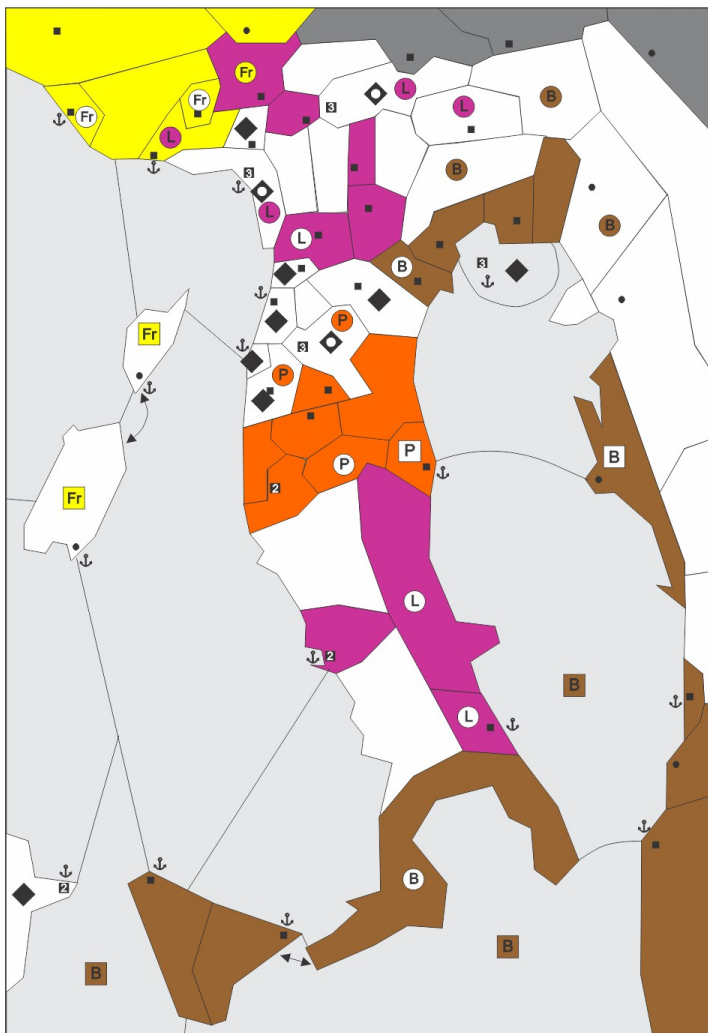
Drentsche Patrijshond

Machiavelli – Standard Victory Conditions, Natural Disasters, Special Units, Moneylenders, Conquest, White Press Summer 725

Deadline Fall 725: 3/12 Tuesday

The Pope and Byzantium continue to butt heads in the Upper Adriatic while the Lombards and French exchange territories. France claims some islands.

Drentsche Patrijshond



Orders

Byzantines (Wilson): A FERRARA supports Lombard A Bologna hold (nso), A VERONA supports A Ferrara, A Friuli to CARNIOLA, A CARINTHIA supports A Verona, A OTRANTO to Bari, F DALMATIA to Upper Adriatic, F LOWER ADRIATIC supports A Otranto to Bari, F Durazzo to IONIAN SEA, F Ionian Sea to CENTRAL MEDITERRANEAN SEA

France (Robles): A Avignon to MARSEILLES, A Swiss to TURIN, A SALUZZO supports Swiss to Turn, F Gulf of Lions to SARDINIA, F Ligurian Sea to CORSICA

Lombards (Burgdorf): A SAVOY holds, A MILAN besieges, A Bergamo to TRENTO, A Bologna to MODENA, A GENOA besieges, A AQUILA supports A Bari, A BARI supports A Aquila (cut)

Papacy (Narhi): A Perugia to SIENNA, A Urbino to SPOLETO, A FLORENCE besieges, F ANCONA to Upper Adriatic

Press

Papacy - All: The Pope will not allow the rival Byzantines to dictate who shall traverse our Holy Sea (Adriatic). Your demands of dominion are rejected with prejudice. Do not tempt us to further and more forceful verbal responses.

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.

Western Front Published by Brad Martin. Current issue: 212. 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: 236. 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, Choice, Grand National, Outpost, Reduced Randomness Railway Rivals, Where is My Mind?, Word Puzzle.

Wars IV.

Variable Ptg Edited by Jim Reader, published by Richard Smith. Current issue: 205. 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 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 By Variable Demand, Nearly the Best Game in the World, 6-NIMMIT!, 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.

Fury of the Northmen Published by Colin Bruce. Current issue: 126. Currently running Chess; Civilization; Diplomacy; Diplomacy, The Gathering. Game openings for Diplomacy, Chess.

God Save the Zine Published by Stephen Agar. Current issue: 12. Currently running Diplomacy, Black Hole Diplomacy II, Bourse, Intimate Diplomacy Tournament. Game openings for Diplomacy, Mercator XIV, Gunboat Hoptite

US Zines

Back of the Envelope Published by Tom Howell. Current issue: #31. Currently running Eat Me!, Love Letter, Railway Rivals, Snakes and Ladders, Where in the World is Kendo Nagasaki?, Jabba's Palace. Current game openings: Diplomacy, Dominion, Dream Mile, Fuzzy Borders, Railway Rivals, 6-Nimmit!, Breaking Away!, Golden Strider, Machi Koro.

Diplomacy. Current game openings: Escape from Cheesecake Island.

Eternal Sunshine Published by Doug Kent. Current issue: 176. Currently running Diplomacy. Subzine Out of the Way, by Andy York runs Gunboat Diplomacy, "Hangman, by Definition". No current game openings. Doug and Andy have both announced that they are currently running down to a fold. All current games will finish, but no new games will start.

Cheesecake Published by Andy Lischett. Current issue: 424. Currently running

Email Games Report

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 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. London expands to Crete, Cypress (unsuccessfully), Barcelona, Lisbon, Malmo, and Konigsberg. Hamburg expands to Riga, Kaffa, Tana, Varna, and Stettin (unsuccessfully).

Turn 6 Card Play: London plays Cloth, Cloth/Wine as Wine, and Grain. Hamburg plays Mysticism Abounds, Grain, and Galileo Galilei. Barcelona plays Prince Henry and Stone. Paris plays Black Death in Area II, Metal, and Wool. Venice plays Silk, Mongol Armies, and Alchemist's Gold on Paris.

Turn 6 Purchases: London buys Patronage, Ocean Navigation, Wind/Watermill, and Master Art, discarding Fur. Hamburg buys Holy Indulgence, and Improved Agriculture. Genoa buys a ship upgrade, Institutional Research, and Interest & Profit. Barcelona buys Institutional Research, Ocean Navigation, Improved Agridulture, and Human Body. Paris buys Institutional Research and Master Art, discarding Silk. Venice buys Holy Indulgence.

Turn 6 Expansion: London expands to Iceland, Waterford, Edinburgh, and York. Hamburg buys a card and expands to Kamishin and Sarai. Genoa expands to Kaffa, Varna, Cairo, and unsuccessfully to Gallipoli. Barcelona expands to Trebizond, Tunis, and India. Paris buys a card and expands to Leon, Cornwall, Portsmouth, and Konigsberg. Venice expands to Danzig and Varna, both unsuccessfully.

Turn 7 Card Play: Genoa plays Civil War on London. London plays Spice, Desiderius Erasmus, Stone, and Cloth. Paris plays Timber and Ibn Majid. Barcelona plays Marco Polo, Bartolome de las Casas, Henry Oldenberg, and Papal Decree forbidding Exploration advances.

Turn 7 Purchases: Genoa buys a ship upgrade, Written Record and Laws of Matter. Venice buys Master Art and Human Body. London buys Renaissance, Cosmopolitan, Laws of Matter, Interest & Profit, and Enlightenment. Paris buys The Heavens, Wind/Watermill, and Cosmopolitan. Hamburg buys Improved Agriculture. Barcelona buys Cosmopolitan, Enlightenment, Wind/Watermill, Master Art, and Cathedral.

Havapoo – Race for the Galaxy

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

We are playing with The Gathering Storm expansion. Round 9 Develop: CJVH develops Expedition Force. SNAFU develops the Alien Tech Institute, claiming the first to have 3 alien cards goal. BO develops Mining Robots. Round 9 Settle: GCD settles Gambling World and

Earth's Lost Colony. NP settles Asteroid Belt. UICW conquers Pirate World. CJVH conquers Rebel Miners. SNAFU settles Galactic Engineers. BO settles New Earth.

Round 9 Produce: GCD produces 2 novelty goods. NP produces 3 biological goods. UICW produces a novelty good. CJVH produces a novelty and a rare good. SNAFU produces a novelty, biological, and 2 alien goods. BO produces a novelty, rare, and biological good.

Round 10 Phase Selection: Explore, Develop, Consume.

Round 10 Develop: GCD develops Genetics Lab. NP develops Diversified Economy. CJVH develops New Galactic Order. BO develops Consumer Markets.

Round 10 Consume: GCD gains 1VP and 1 card. NP gains 12VP. UICW gains 1VP and 8 cards. CJVH gains 1VP and 2 cards. SNAFU gains 4VP and 7 cards. BO gains 6VP and a card.

Round 11 Phase Selection: Explore, Develop, Settle, and Produce.

Round 11 Develop: NP develop Contact Specialist. UICW develops Merchant Guild. CJVH develops Diversified Economy. SNAFU develops Drop Ships. BO develops Mining League.

Round 11 Settle: GCD settles Pilgrimage World and Galactic Trendsetters. UICW conquers Lost Alien Battle Fleet. CJVH conquers Rebel Warrior Race. SNAFU settles Rebel Homeworld. BO settles Bio Hazard Mining World.

Round 11 Produce: GCD produces 2 novelty goods. NP prouces 3 biological goods. UICW produces a

novelty and alien good. CJVH produces a novelty and rare good. SNAFU produces a novelty and biological good. BO produces a novelty, 2 rare, and

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 6 Actions: Aridor fosters Interplanetary Trade. Astrodrill brings in Imported Nutrients. Mining Guild uses Sub-Crust Measurements and works a Strip Mine. Ecoline launches Space Mirrors and successfully activates the Asteroid Deflection System. Teractor plants a Mangrove and uses the Water Splitting Plant. Aridor sells 3 cards. Astrodrill trades with Enceladus. Mining Guild sells a card. Ecoline sells a card. Teractor builds a Stanford Torus and adds a resource to Sub-Zero Salt Fish. Aridor sells a card. Astrodrill develops Cutting

| Player | Faction |
|------------------|------------|
| Bill Scharf | Alchemists |
| Kevin Wilson | Fakirs |
| Christopher Hunt | Halflings |

Round 6: The Alchemists commit a priest to the fire cult. The Fakirs take a Carpet Ride and place a dwelling. The Halflings upgrade a dwelling to a trading house. The Alchemists convert power into a priest and build a bridge. The Fakirs take a Carpet

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

We are playing the Four Islands scenario.

Round 17: Chris plays a Knight, steals from Kevin, and upgrades a settlement to a city. Kevin plays Roadbuilding and builds 2 roads. Andy plays Monopoly on or and upgrades a settlement to a city. Round 18: Chris builds a ship. Dave builds a settlement. Andy upgrades a settlement to a city. Round 19: Chris builds a settlement. Dave builds a

Players: Andy York, Kevin Wilson, Christopher Hunt.

We are playing with the Nobles expansion.

Round 18: Christopher selects the Captain and ships corn and coffee. Andy ships corn and tobacco.

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 Turmoil, and using the Utopia Planitia

1 biological good.

The game ends as 3 players have 12 cards in their tableaux. Final scores are 59 for NP, 57 for SNAFU, 44 for UICW, 34 for CJVH and BO, and 18 for GCD. Congratulations to Kieth Marple for his victory!

Edge Technology. Mining Guild sells a card. Ecoline adds a resource to Local Shading. Mining Guild sells a card.

Generation 7 Actions: Astrodrill starts Deep Well Heating and brings down a standard asteroid. Mining Guild trades with Luna and builds a city. Ecoline uses Space Mirrors and builds a Corporate Stronghold. Teractor uses Atmo Collectors to gain titanium and adds a resource to Sub-Zero Salt Fish. Aridor builds a Commercial District. Astrodrill acquires a Caretaker Contract and uses it. Mining Guild sells a card and pays cash for a greenery tile. Ecoline spends plants for a greenery tile and starts Tundra Farming. Teractor goes Asteroid Mining and launches Zeppelins. Aridor uses Inventors' Guild. Astrodrill spends plants for a greenery tile. Mining Guild trades with Triton and uses Sub-Crust Measurements. Ecoline spends plants for a greenery tile. Teractor trades with Ganymede and spends plants for a greenery tile. Aridor builds a city. Astrodrill develops Cryo-Sleep. Mining Guild spends plants for a greenery tile and builds a Mining Area. Ecoline successfully activates the Asteroid Deflection System and spends a floater from Local Shading. Teractor sells 2 cards. Aridor trades with Pluto. Astrodrill gains a plant. Mining Guild uses Development Center. Ecoline sells 3 cards. Aridor funds the Venophile award. Mining Guild adds a resource to Security Fleet. Ecoline sells a card. Aridor develops Lightning Harvest. Mining Guild builds Ganymede Colony. Aridor uses the Ore Processor. Mining Guild sells a card. Aridor sells 3 cards. Mining Guild sells a card, uses Indentured Workers to build Quantum Communications, and sells 2 cards.

Ecoline makes a final greenery tile placement.

Final scores are Aridor with 69, Ecoline with 55, Mining Guild with 51, Teractor with 50, and Astrodrill with 46. Congratulations to Bill Scharf on his victory!

Giant Schnauzer – Terra Mystica

Ride and place a dwelling. The Halflings upgrade a trading house into a temple. The Alchemists use their bonus action for a shovel, buy 2 more shovels with workers, convert an area to swamp, and place a dwelling there. The Fakirs take a Carpet Ride and place a dwelling. The Halflings convert 1 power to 1 coin, spend workers for 2 shovels, convert an area to farmland, and place a dwelling there. The Alchemists commit a priest to the water cult. The Fakirs take a Carpet Ride and place a dwelling. The Halflings pass. The Alchemists convert power into 2 workers, use 1 for a shovel, convert an area to swamp, and place a dwelling there. The Fakirs commit a priest to the fire cult. The Alchemists burn power to gain power, convert that power to coins, buy VP, and pass. The Fakirs pass.

Final score was the Halflings with 108, the Fakirs with 90, and the Alchemists with 80. Congratulations to Christopher Hunt on his victory!

Golden Mountain Dog – Seafarers of Catan

road. Andy buys a development card.

Round 20: Chris builds a ship. Dave upgrades a settlement to a city and builds a settlement. Kevin plays Year of Plenty and builds a settlement.

Round 21: Chris buys a development card. Dave builds 2 ships.

Round 22: Chris builds 2 roads and a settlement. Dave builds 2 ships and a settlement and buys a development card. Andy upgrades a settlement to a city.

Round 23: Chris plays a Knight, steals from Dave, and upgrades a settlement to a city. Dave plays a Knight, steals from Chris, builds 2 roads, claiming the longest trade route, and wins the game.

Final score was Dave with 12, Chris with 11, Andy with 9, and Kevin with 4. Congratulations to Dave Hooton on his victory!

Golden Cocker Retriever – Puerto Rico

Kevin ships sugar. Andy selects the Trader and trades tobacco. Kevin trades coffee. Christopher trades indigo. Kevin selects the Builder and builds a Court Supplier. Christopher builds a Residence. Andy builds a Guild Hall.

As the VP pool is empty, that ends the game. Final scores are Christopher with 68, Andy with 53, and Kevin with 47. Congratulations to Christopher on his victory!

map.

Generation 2 Actions: Thorgate joins a Business Network and uses it to draw a card, which is discarded. Aphrodite builds a colony on Pluto. Inventrix develops Cutting Edge Technology and claims the Researcher milestone. Saturn Systems builds an Earth Office and adds a delegate to the Reds. Helion plants Potatoes. Thorgate uses Hackers and builds a Power Grid. Aphrodite sells cards and claims the Pioneer milestone. Inventrix adds a delegate to the Scientists. Saturn Systems adds a delegate to the Reds and builds a Venus Waystation. Helion adds a delegate to the Reds. Thorgate adds a delegate to Mars First and adds a resource to Psychrophiles. Aphrodite adds a delegate to the Kelvinists. Saturn Systems gains Sister Planet Support and

builds Solarnet.

Generation 2 Solar Phase: Global Event is Scientific Community. The Reds become the ruling party and Saturn Systems becomes chair.

Generation 3 Actions: Aphrodite trades with Triton. Inventrix develops Warp Drive and adds a delegate to the Scientists. Saturn Systems builds a Trading Colony on Io and trades with Io. Helion develops Industrial Microbes and claims the Metallurgist milestone. Thorgate adds a delegate to Mars First. And develops an Extreme Cold Fungus. Aphrodite has a Productive Outpost. Inventrix builds a Space Elevator and uses it to sell a steel. Saturn Systems adds a delegate to the Kelvinists. Helion adds a delegate to Mars First. Thorgate uses Extreme Cold Fungus to add resources to Psychrophiles and plants Adapted Lichen. Aphrodite introduces Tardigrades. Inventrix acquires Rim Freighters and develops Tectonic Stress Power. Thorgate uses the Development Center and the Business Network. Aphrodite adds a resource to Tardigrades. Inventrix discards a card and adds a delegate to Mars First. Thorgate trades with Enceladus. Aphrodite adds a delegate to the Kelvinists.

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 4 Action: Ecoline uses Brainstorming Session and spends plants for a forest tile. MG adds a space tag to Research Grant, uses Developed Infrastructure, and Asset Liquidation. IC uses Ironworks. OU uses its ability for MG.

Round 4 End Step: VP are used to discard Atmosphere Rupture.

Round 5 Crisis Step: Dust Clouds are drawn. Dummy phase is Development.

Round 5 Phase Selection: Construction, Action, Production.

Round 5 Construction: OU uses Atmosphere Filtering.

Round 5 Action: Ecoline uses Brainstorming. MG uses Developed Infrastructure twice. OU uses its ability for MG.

Round 6 Crisis Step: Disrupted Supply Lines is drawn. Dummy phase is Research.

Round 6 Phase Selection: Development, Construction, Action, Production.

Round 6 Development: Ecoline creates Economic Growth. MG gains Sponsors. IC starts the Import of Advanced GHG. OU develops Lightning Harvest.

Round 6 Construction: Ecoline builds Farmers Markets. MG starts the Olympic Conference. IC develops Aquifer Pumping and Wood Burning Stoves. OU develops Advanced Screening Technology. Disrupted Supply Lines is discarded.

Round 6 Action: Ecoline uses Brainstorming Session and Farmers Markets. MG uses Asset Liquidation. IC uses Aquifer Pumping, Ironworks, and

Generation 3 Solar Phase: Improved Energy Templates is the global event. Mars First becomes the ruling party and Thorgate the chair.

Generation 4 Actions: Inventrix hires a Trade Envoy and trades with Triton. Saturn Systems spends heat to raise the temperature and brings down a standard asteroid. Helion adds a delegate to the Kelvinists and build GHG Factories. Thorgate sponsors a Convoy from Europa and builds a Research Outpost. Aphrodite trades with Europa and releases a Subterranean Reservoir. Inventrix uses the Space Elevator. Saturn Systems trades with Ganymede and spends plants for a greenery tile. Helion releases Designed Microorganisms. Thorgate adds a delegate to Unity. Aphrodite brings Water to Venus. Inventrix builds an Ice Moon Colony on Europa and releases Lava Flows. Saturn Systems adds a delegate to Unity. Helion spends heat to raise the temperature. Thorgate trades with Pluto. Aphrodite spends plants for a greenery tile. Inventrix adds a delegate to the Kelvinists. Saturn Systems utilizes Business Contacts. Helion develops Solar Wind Power. Thorgate uses the Development Center and Business Network. Aphrodite builds a Natural Preserve. Saturn Systems builds the Vesta Shipyard. Helion builds a Soil Factory. Thorgate builds a Titanium Mine and uses Extreme Cold Fungus to add microbes to Psychrophiles. Aphrodite adds a delegate to Mars First, a resource to Tardigrades, and introduces Algae.

Generation 4 Solar Phase: Pandemic is the global event. The Kelvinists become the ruling party and Aphrodite becomes chair.

Generation 5: Saturn Systems trades with Io. Helion invests in Advertising. Thorgate adds a delegate to Unity and opens a PR Office. Aphrodite adds a delegate to Mars First. Inventrix uses the Space Elevator and trades with Triton. Saturn Systems adds a delegate to Unity. Helion builds a Field Capped City. Thorgate introduces Decomposers and uses its Development Center. Aphrodite develops Rad Suits. Inventrix builds a Commercial District. Saturn Systems starts Asteroid Mining. Helion spends plants for a greenery tile. Thorgate uses its Business Network to draw a card but discards it and takes out an Investment Loan.

Progressive Policies. OU uses Advanced Screening Technology and its corporate action.

Round 6 End Step: VP are spent to remove Dust Clouds.

Round 7 Crisis Step: Seismic Aftershocks is drawn; Ecoline discards Economic Growth and the others flip ocean tiles. Dummy phase is Construction.

Round 7 Phase Selection: Development, Action, Production, Research.

Round 7 Development: MG builds a Processing Plant. IC builds Micro Mills. OU develops Gene Repair.

Round 7 Action: Ecoline uses Brainstorming Session and Farmers Market and spends plants for a forest tile. MG uses Asset Liquidation. IC uses Aquifer Pumping twice. OU uses Advanced Screening Technology and its corporate action.

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

Round 8 Crisis Step: Atmospheric Escape is drawn. Dummy phase is Production.

Round 8 Phase Selection: Development, Construction, Research.

Round 8 Development: MG builds Surface Mines. IP builds Biomass Combustors. OU exploits a Mine.

Round 8 Construction: Ecoline initiates Phobos Falls and an Invention Contest. MG develops Advanced Alloys, and uses Work Crews to build Solarpunk. IC launches a Lagrange Observatory.

Round 9 Crisis Step: Greenhouse Gas Degredation is drawn. Dummy phase is Development.

Round 9 Phase Selection: Construction, Action, Production, Research.

Round 9 Construction: Ecoline introduces Nitrite Reducing Bacteria. IC builds Steelworks. OU develops Anti-Gravity Technology and hires Interns.

Round 9 Action: Ecoline uses Brainstorming Session, Farmers Market, adds 2 microbes to Nitrite Reducing Bacteria, and spends plants for a forest tile. MG uses Asset Liquidation. IC uses Aquifer Pumping twice. OU uses Advanced Screening Technology and uses its corporate action.

Round 9 End Step: VP are spent to remove Greenhouse Gas Degredation.

Round 10 Crisis Step: Biodiversity Loss is drawn. Dummy phase is Research.

Round 10 Phase Selection: Development, Construction, Action, Production.

Round 10 Development: MG builds Ganymede Shipyard. IC builds Windmills. OU builds a Power Grid.

Round 10 Construction: MG builds a Development Center. IC builds a Composting Factory and draws a card. OU develops Volcanic Pools.

Round 10 Action: Ecoline uses Brainstorming Session, Farmers Markets, and adds a resource to Nitrite Reducing Bacteria. MG uses Development Center, Developed Infrastructure, and Asset Liquidation. IC discards 4 plants. OU uses Advanced Screening Technology, its corporate action, and discards 8 plants.

Round 10 End Step: VP are spent to remove Biodiversity Loss.

Round 11 Crisis Step: Impact Desert is drawn. OU discards Gene Repair and the others flip ocean tiles.

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

Round 11 Development: Ecoline builds a Commercial District. MG gains Political Influence. IC promotes

Glacial Evaporation. OU develops Fusion Power.
 Round 11 Action: Ecoline uses Brainstorming Session, Farmers Markets, and Nitrite Reducing Bacteria. MG uses Development Center and Asset Liquidation, and adds a science tag to Research Grant. IC uses Aquifer Pumping. OU uses Advanced Screening Technology twice, its corporate action, and Volcanic Pools.
 Round 11 End Step: VP are spent to discard Impact Desert.
 Round 12 Crisis Step: Ionospheric Tear is drawn. Dummy phase is Production.
 Round 12 Phase Selection: Development, Construction, Action, Research.
 Round 12 Development: MG builds Miranda Resort. IC brings in Imported GHG. OU builds Fueled Generators.
 Round 12 Construction: MG begins Water Import from Europa. IC builds Assembly Lines. OU plants a Plantation and builds Power Infrastructure.
 Round 12 Action: Ecoline uses Brainstorming Session, Farmers Markets, and adds a resource to Nitrite Reducing Bacteria. MG uses Developed Infrastructure, Solarpunk, Development Center and Asset Liquidation, and adds spends heat to raise the temperature. IC uses Aquifer Pumping twice and spends heat to raise the temperature. OU uses

Advanced Screening Technology, its corporate action, and Volcanic Pools.
 Round 13 Crisis Step: Reglaciation is drawn. Dummy phase is Research.
 Round 13 Phase Selection: Construction, Action, Production.
 Round 13 Construction: Ecoline promotes the Release of Inert Gasses. MG builds Mars University and starts Towing a Comet. IC indulges the CEO's Favorite Project and starts Terraforming Ganymede. OU develops Viral Enhancers.
 Round 13 Action: Ecoline uses Brainstorming Session, Farmers Markets, and Nitrite Reducing Bacteria. MG uses Asset Liquidation. IC uses Steelworks. OU uses Advanced Screening Technology and its corporate action.
 Round 14 Crisis Step: Crop Failures is drawn. Dummy phase is Production.
 Round 14 Phase Selection: Development, Construction, Action, Research.
 Round 14 Development: Ecoline gains Diversified Interests. MG builds Immigration Shuttles. IC plants Nitrophilic Moss. OU develops Soil Warming.
 Round 14 Construction: Ecoline develops Anaerobic Microorganisms. MG brings in Imported Hydrogen. IC sponsors a Technology Demonstration. OU invests in Farming Co-Ops.
 Round 14 Action: Ecoline uses Brainstorming Session, gains plants from Farmers Markets and adds a resource to Nitrite Reducing Bacteria. MG uses Development Center, Developed Infrastructure, Water Import from Europa, and Asset Liquidation. OU uses Advanced Screening Technology twice, Farming Co-Ops, Power Infrastructure, and its corporate action.
 Round 15 Crisis Step: Collapsing Cities is drawn. Dummy phase is Construction.
 Round 15 Phase Selection: Development, Action, Production, Research.
 Round 15 Development: Ecoline builds a Toll Station and plants a Monoculture. MG builds Vesta Shipyard. IC develops Smelting. OU develops Biothermal Power.
 Round 15 Action: Ecoline uses Brainstorming Session, Farmers Market, and Nitrite Reducing Bacteria. MG uses Developed Infrastructure, Solarpunk, Water Import from Europa, and Asset Liquidation. IC spends heat to raise the temperature. OU uses Advanced Screening Technology and Power Infrastructure.
 Round 16 Crisis Step: Dwindling Supplies is drawn. Dummy phase is Development.

Italian Greyhound – Discworld: Ankh Morpork

| Player | Faction |
|------------------|---|
| Christopher Hunt | Blue Meanies |
| Bill Scharf | Hawt Rocks |
| Andy York | Texas Tenement Guild (TTG) |
| Kevin Wilson | P-Math Institute for Klatch, Ee Section (PIKES) |

Round 1: Blue Meanies take out a loan from Mr. Bent, and use Mr. Boggis to extort money from the others and place a minion in Dragon's Landing. Hawt Rocks uses Leonard of Quirm to draw cards. TTG plays The Ankh Morpork Sunshing Dragon Sanctuary, then Rincewind, who causes a Flood, moves a minion from Dolly Sisters to Dragon's Landing, uses Foul Ole Ron to move a red minion from The Scours to Isle of Gods, and collects money from the Opera House and builds in The Scours. PIKES plays Here'N'Now, gaining money from the Blue Meanies, uses the Fire Brigade to extort money from TTG, and The Royal Mint, building in Dolly Sisters.
 Round 2: Blue Meanies use The Thieves Guild to steal from everyone and places a minion in Small Gods. Hawt Rocks plays the Agony Aunts, trying to remove a blue minion from The Shades to be thwarted by Gaspode, and places a minion in Longwall. TTG uses The Scours to sell a card, collects money from the Pink Pussycat Club, uses Sergeant Angua to quiet Trouble in The Shades, and Mr. Gryle removes a blue minion from Dragon's Landing. PIKES opens Gimlet's Dwarf Delicatessen,

placing a building in The Shades and uses Dolly Sisters to place a minion in Unreal Estate.
 Round 3: Blue Meanies use The Fools' Guild to get money from TTG and place a minion in Isle of Gods. Hawt Rocks uses Dr. Cruces to remove the blue minion from Isle of Gods. TTG plays The Librarian. PIKES plays The Mended Drum placing a building in The Shades, and using Dolly Sisters to place a minion in Unreal Estate.
 Round 4: Blue Meanies play Drumknott, Dr. Whiteface on PIKES, who uses Wallace Stonky to avoid it, places a minion in The Shades, and Rosie Palm, giving a card to Hawt Rocks and placing another minion in The Shades. Hawt Rocks plays Queen Molly, placing a minion in Nap Hill and gaining money from TTG. TTG uses The Scours to sell a card, takes out a loan from The Bank of Ankh Morpork, has Nobby Nobbs steal from the Blue Meanies, has Mrs. Cake look into the Beyond, and builds a building in Dragon's Landing. PIKES has Inigo Skimmer inhume a red minion from Nap Hill, who move it to Unreal Estate with the Fresh Start Club, and use Dolly Sisters to place another minion in Nap Hill.
 Round 5: Blue Meanies play Pondor Stibbons, who ushers in some minor Riots, Captain Carrot, putting a minion in Nap Hill then restoring order there, and Hex, drawing 3 cards and building in Nap Hill. Hawt Rocks plays Harga's House of Ribs, placing a minion in The Hippo. TTG collects money from Dragon's Landing, discards a card with The Scours, plays Hobson's Livery Stable, moving a minion from The Shades to Dimwell, and builds a building in Dimwell. PIKES uses The Shades to start Trouble in Dimwell, 'HELLO', removing a yellow minion from Dimwell (blocked by Susan) and a red minion from Unreal Estate, and uses Dolly Sisters to place a minion in Nap Hill.
 Round 6: Blue Meanies collect cash from Nap Hill and play Willikins, placing a minion in Nap Hill. Hawt Rocks plays Sacharissa Crisplock, placing a minion in Dragon's Landing. TTG collects cash from Dragon's Landing, sells a card with The Scours, and plays Sir Charles Lavatory. PIKES uses Dolly Sisters to place a minion in Nap Hill, plays The Mob, placing Trouble in The Scours and a minion in The Hippo, and The Duckman, moving a red minion from The Hippo to The Scours.
 Round 7: Blue Meanies collect cash from Nap Hill, play The Smoking Gnu, placing a minion in The Scours, and the Auditors. Hawt Rocks removes a minion from Dragon's Landing, TTG from Dimwell, and PIKES from The Scours. Hawt Rocks plays Mondo and places a minion in The Shades. TTG collects cash from Dragon's Landing sells a card with The Scours, plays Dorfl, moving a minion from The Scours to Isle of Gods, and The Post Office, placing a minion in Seven Sleepers. PIKES reveals that his is Lord de Worde and has control of 4 areas, thus winning the game. Congratulations to Kevin Wilson on his victory!

King Shepherd – Dominion

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

Round 1: Kevin and Bill buy Monuments. Chris H. buys a Chapel. Dave and Christopher each buy a Watchtower. Chris G. buys a Mountebank.

Round 2: Kevin buys a Chapel. Chris H. and Bill each buy a Silver. Dave and Christopher each buy a Monument. Chris G. buys a Cellar.

Round 3: Kevin plays a Monument and buys a Silver. Chris H. buys a Silver. Bill buys a Loan. Dave buys a Throne Room. Christopher plays a Monument and buys a Throne Room. Chris G. plays a Mountebank. All other players gain a Curse and a Copper, but Dave reveals a Watchtower and trashes his Curse and Copper. Chris G. buys a Mountebank.

Round 4: Kevin buys a Monument. Chris H. plays a Chapel, trashing a Copper, and buys a Silver. Bill buys a Laboratory. Dave plays a Monument and buys a Silver. Christopher buys a Monument. Chris G. plays a Cellar, discarding a card, and buys a Monument.

Round 5: Kevin buys a Silver. Chris H. buys a Gold. Bill plays a Monument and buys a Laboratory. Dave plays a Watchtower and buys a Laboratory. Christopher plays a Monument, and buys a Peddler. Chris G. plays a Mountebank. Kevin and Chris H. each discard a Curse. Bill, Dave, and Christopher each gain a Curse and a Copper. Chris G. buys a Monument.

Round 6: Kevin plays a Monument and buys a Gold. Chris H. plays a Chapel, trashing 2 Copper and 2 Estates. Bill reveals a Loan, discarding a Monument and trashing a Copper, and buys a Chapel. Dave buys a Laboratory. Christopher plays a Throne Room, playing a Monument twice, and buys a Peddler.

Round 7: Kevin plays a Monument and buys a Gold. Chris H. plays a Chapel, trashing 2 Copper and 2 Estates. Bill buys a Chapel. Dave buys a Laboratory. Christopher plays a Throne Room with a Monument and buys a Peddler. Chris G. plays a Mountebank, Kevin and Christopher both gain a Curse and Copper, and buys a Throne Room.

Round 8: Kevin buys a Laboratory. Chris H. buys a Silver. Bill buys a Throne Room. Dave plays a Laboratory, a Throne Room with a Monument, and buys a Gold. Christopher plays a Peddler and a Monument and buys a Throne Room. Chris G. plays a Mountebank, Chris H., Bill, Dave, and Christopher each gain a Curse and a Copper, and buys a Laboratory.

Round 9: Kevin plays a Monument and buys a Laboratory. Chris H. plays a Chapel, trashing 2 Copper and 1 Estate. Bill plays a Laboratory, another Laboratory, a Monument, and buys a Province. Dave plays a Cellar and buys a Gold. Christopher buys a Silver. Chris G. plays a Cellar, a Mountebank, Kevin, Chris H., Bill, and Christopher each gain a Curse and a Copper, Christopher reveals a Watchtower, trashing the Curse, Chris G. buys a Silver.

Round 10: Kevin plays a Cellar, a Monument, and buys a Peddler. Chris H. buys a Province. Bill buys a Silver. Dave buys a Laboratory. Christopher plays a Peddler, a Watchtower, and buys a Laboratory. Chris G. plays a Laboratory, a Mountebank, Dave gains a Curse and a Copper, Chris G. buys a Duchy.

Round 11: Kevin plays a Monument and buys a Throne Room. Chris H. buys a Gold. Bill plays a Chapel and trashes 1 Copper and 2 Estates. Dave buys a Mountebank. Christopher plays a Monument and buys a Throne Room. Chris G. plays a Throne Room with a Mountebank, Kevin gains 1 Curse and 1 Copper, Dave and Christopher each gain 2 Curses and 2 Coppers, Chris G. buys a Gold.

Round 12: Kevin plays a Monument and buys a Duchy. Chris H. plays a Chapel, trashing 2 Copper. Bill buys a Silver. Dave plays a Laboratory and buys a Throne Room. Christopher buys a Throne Room. Chris G. plays a Mountebank, Chris H. gains a Curse and a Copper, Chris G. buys a Duchy.

Round 13: Kevin plays a Monument and buys a Duchy. Chris H. plays a Laboratory, a Chapel, trashing 2 Copper, and buys a Peddler. Bill plays a Laboratory, a Monument, and buys a Province. Dave plays a Throne Room with a Laboratory, a Monument, and buys a Gold. Christopher plays a Laboratory, a Peddler, and buys a Duchy. Chris G. plays a Cellar, a Mountebank, Christopher gains a Curse and a Copper, and Chris G. buys a Silver.

Round 14: Kevin plays a Laboratory, a Peddler, and buys a Duchy. Chris H. buys a Duchy. Bill plays a Laboratory, a Chapel, trashing a Copper, and buys a Duchy. Dave buys a Throne Room. Christopher plays a Peddler, a Throne Room with a Monument, and buys a Duchy. Chris G. plays a Monument and buys a Province.

Round 15: Kevin plays a Laboratory and buys a Chapel. Chris H. buys a Duchy. Bill plays a Laboratory and buys a Duchy. Dave buys a Watchtower. Christopher plays a Monument and buys a Duchy.

This empties the fourth supply pile, ending the game. Final scores are: Chris G. with 16, Kevin and Bill with 15, Christopher with 14, Chris H. with 9, and Dave with 1. Congratulations to Chris Geggus on his victory!

Greyador – History of the World

a presence in the Middle East. R&R has Baylonia who dominate the Middle East. HB has the Shang Dynasty, who dominate China. GEGS plays the Hittites and has the Aryans, who dominate the Middle East and have a presence in India.

Epoch II Empire Selection: The Greenies keep. RMHS passes to GEGS. R&R keeps. HICK keeps. HB keep. RoT passes to RMHS. GEGS passes to RoT.

Epoch II: RoT play Jewish Revolt and have the Assyrians, who dominate the Middle East and have presences in North Africa and Southern Europe. HICK has the Chou Dynasty, who dominate India and have a presence in China. The Greenies play Phoenicia and the Kingdom in the Upper Nile and have the Greek City States, who control North Africa, dominate Southern Europe, and have presence in the Middle East and China. GEGS plays Civil War and has the Scythians, who dominate the Middle East and have presence in India and Southern Europe. HB plays a Rebellion and have Carthagina, who control North Africa, dominate China, and have presence in Middle East, India, and Southern Europe. R&R plays Barbarians and have Persia with Elite Troops, who dominate the Middle East and Southern Europe, and have presence in India.

Epoch III Empire Selection: RMHS keeps. HICK gives to R&R. HB keep. GEGS passes to RoT. The Greenies keep. RoT passes to GEGS. R&R pass to HICK.

Epoch III: Republic of Texas plays Rebellion and North American Migrants and is the Celts, who dominate Southern Europe and Northern Europe and have a presence in the Middle East. HB plays the Mayans and is Macedonia, who control North Africa, dominate Middle East, China, India, and Southern Europe. HICK plays Disaster and Barbarians and are the Mauryans, who dominate the Middle East, India, and Southeast Asia and have a presence in China. The Greenies play Barbarians and are the Han Dynasty, who dominate China and Southeast Asia and have presence in the Middle East, India, and Southern Europe. GEGS plays Pestilence and are the Hsuing-nu, who dominate China and have presence in India and Southern Europe. RMHS is the Romans who use a Leader to dominate North Africa, Middle East, Southern Europe, and Northern Europe and

| Player | Faction |
|------------------|--|
| Christopher Hunt | The Greenies |
| Kevin Wilson | Royal Manticoran Historical Society (RMHS) |
| Chris Geggus | Gegs Endures the Gathering Storm (GEGS) |
| Andy York | Republic of Texas (RoT) |
| David Hood | Hickory International Colonial Kingpins (HICK) |
| Dave Anderson | Romulus & Remus (R&R) |

Epoch I Empire Selection: The Greenies pass to GEGS. RMHS keeps. GEGS passes to The Greenies. RoT passes to R&R. HICK keeps. R&R passes to RoT.

Epoch I: The Greenies have Sumeria, who enlist Allies to dominate the Middle East and have presences in China and India. RoT has Egypt, who use a Civil Service to dominate North Africa and have a presence in the Middle East. RMHS has the Minoans, who have a Population Explosion and sack the capital of Egypt and have presences in North Africa and the Middle East. HICK has the Indus Valley, who enlist Allies to dominate India and have

have presence in India. R&R play Disaster and are the Sassanids, who dominate the Middle East and have presence in India and Southern Europe.

Epoch IV Empire Selection: GEGS keep. HICK gives to The Greenes. RoT give to HB. The Greenies give to RoT. HB give to HICK. R&R keep. RMHS keeps.

Epoch IV: RMHS are the Guptas who dominate North Africa, Middle East, India, Southern Europe, and Northern Europe. HICK plays a Kingdom in the Gold Coast and are the Goths, who dominate Southern Europe and Northern Europe and have presence in China, India, and Southeast Asia. R&R play the Anglo-Saxons and are the HUNS, who dominate China and have presence in Middle East, India, Northern Europe, and Southeast Asia. GEGS plays a Kingdom in Southern Iberia and are the Byzantines, who have Naval Supremacy and dominate North Africa and Southern Europe and have presence in Middle East, China, India, and Northern Europe. The Greenies are the T'ang Dynasty who dominate China and Southeast Asia and

have presence in Middle East, India, and Southern Europe. RoT have the Arabs, who have Weaponry and control North Africa, have dominance in Middle East, and presence in Southern Europe and Northern Europe. HB play a Kingdom in the Malay Peninsula and are the Khmers, who dominate Southeast Asia and have presence in North Africa, Middle East, China, India, and Southern Europe.

Epoch V Empire Selection: HICK passes to HB. GEGS keeps. HB pass to HICK. The Greenies keep. RoT gives to RMHS. R&R keep. RMHS gives to RoT.

Epoch V: Republic of Texas plays Fujiwars and Pirates in the Caribbean Sea and are the Franks, who dominate North Africa, the Middle East, and Northern Europe, and have a presence in Southern Europe, Eurasia, and North America. GEGS plays a Disaster in the Ganges Delta and are the Vikings, who dominate Southern Europe and have a presence in China, Northern Europe, and Eurasia. HICK is the Holy Roman Empire who have Elite Troops and Fanaticism and who dominate the Middle East, Southern Europe, and Northern Europe and have a presence in India, Southeast Asia, and Eurasia. The Greenies play Crusade and Disaster in the Bay of Bengal and are the Chola, who dominate China and India, and have a presence in North Africa, Middle East, and Southern Europe. RMHS plays Disaster in Nubia and are the Sung Dynasty, who have a Jihad and dominate China and have a presence in Middle East and Southern Europe. Harried Bureaucrats play Disaster in Persian Plateau and are the Seljuk Turks, who dominate the Middle East, Southeast Asia, and Eurasia, and have presence in North Africa, China, India, Southern Europe, Northern Europe, and North America. Romulus & Remus play a Kingdom in the Highlands and are the Mongols, who have a Leader and dominate Northern Europe and Eurasia and have presence in Middle East, China, India, and Southern Europe.

Epoch VI Empire Selection: HICK keeps. GEGS passes to RMHS. Harried Bureaucrats keep. The Greenies pass to Republic of Texas. Republic of Texas passes to GEGS.

Jackabee – 7 Wonders

| Player | Wonder |
|------------------|---------------|
| Kieth Marple | Alexandria |
| Dave Hooton | Giza |
| Kevin Wilson | Rome |
| Christopher Hunt | Helicarnassus |
| Chris Geggus | Ephesus |
| Bill Scharf | Stonehenge |

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

Age I Leader Recruitment: Alexandria recruits Imhotep. Giza recruits Nero. Rome recruits Xenophon. Helicarnassus recruits Bilkis. Ephesus recruits Hannibal. Stonehenge recruits Maecenas.

Age I, Round 1: Alexandria plays a Stone Pit. Giza plays a Tavern and advances on the Commerce track. Rome plays a Clay Pit. Helicarnassus plays an Apothecary and advances on the Exploration track. Ephesus plays a Militia. Stonehenge plays an Ore Vein.

Age I, Round 2: Alexandria plays a Workshop. Giza plays a Timber Yard. Rome plays a Marketplace and advances on the Commerce track. Helicarnassus plays a Scriptorum. Ephesus plays a Mine. Stonehenge plays an Ore Vein.

Age I, Round 3: Alexandria plays a Tavern and advances on the Commerce track. Giza plays a Barracks and advances on the Military track. Rome plays a Pirate Cache and advances on the Commerce track. Helicarnassus discards a card for gold. Ephesus plays a Dock and advances on the Military track. Stonehenge plays an Excavation.

Age I, Round 4: Alexandria plays a Clay Pool. Giza plays a Guard Tower. Rome plays a Construction Yard and advances on the Military and Civics tracks. Helicarnassus plays a Lumber Yard. Ephesus plays a West Trading Post. Stonehenge plays a Theater and advances on the Civics track.

Age I, Round 5: Alexandria builds the first stage of

its wonder and advances on the Military track. Giza plays a Tree Farm. Rome plays an East Trading Post and advances on the Commerce track. Helicarnassus plays a Clay Pool. Ephesus discards a card for gold. Stonehenge plays a Secret Warehouse.

Age I, Round 6: Alexandria builds the second stage of its wonder and advances on the Military track. Giza plays a Lumber Yard. Rome plays a Press. Helicarnassus plays a Glassworks. Ephesus plays Baths and advances on the Civics track. Stonehenge plays a Press.

Age I, Round 7: Alexandria plays a Clandestine Dock West. Giza plays a Loom. Rome plays a Barracks and advances on the Military track. Helicarnassus discards a card for gold. Ephesus plays a Marketplace and advances on the Commerce track. Stonehenge plays a Clandestine Dock East.

Age I, Round 8: Alexandria builds the final stage of its wonder and advances on the Military track. Giza builds the first stage of its wonder and advances on the Military track. Rome plays a Press. Helicarnassus discards a card for gold. Ephesus plays a Forest Cave. Stonehenge builds the first stage of its wonder and advances on the Civics track.

Age I Conflict: Alexandria ties Stonehenge and loses to Giza. Giza beats Rome. Rome beats Helicarnassus. Helicarnassus loses to Ephesus. Ephesus beats Stonehenge. Ephesus wins an Incursion against Rome. Naval conflict: Alexandria has the highest value, followed by Giza and Rome, then Ephesus, and finally Helicarnassus and Stonehenge.

Age II Leader Recruitment: Alexandria recruits Amrytis. Giza recruits Midas. Rome recruits Leonidas. Helicarnassus recruits Archiimedes. Ephesus discards a leader for gold. Stonehenge recruits Creosus.

Age II, Round 1: Alexandria plays a Vineyard and advances on the Commerce track. Giza plays a Caravansery and advances on the Commerce track. Rome plays a Forum and advances on the Commerce track. Helicarnassus plays a Map Room, gaining Windy Harbor and advances on the Exploration track, gaining Lost Island. Ephesus plays a Caravansery and advances on the Commerce track. Stonehenge plays Stables and advances on the Military track.

Age II, Round 2: Alexandria plays a Library and advances on the Exploration track. Giza plays a Forum and advances on the Commerce track. Rome plays a Quarry. Helicarnassus plays a Dispensary. Ephesus plays an Architect's Cabinet. Stonehenge plays a Caravansery and advances on the Commerce track.

Age II, Round 3: Alexandria plays a School and advances on the Exploration track, gaining Foggy Island. Giza plays an Archery Range and advances on the Military track. Rome plays a Temple and advances on the Civics track. Helicarnassus plays a Library. Ephesus builds the first stage of its wonder and advances on the Commerce track. Stonehenge plays an Aqueduct and advances on the Civics track.

Age II, Round 4: Alexandria plays a Dry Dock and advances on the Military and Civics tracks. Giza plays a Temple and advances on the Civics track. Rome plays a Sawmill. Helicarnassus discards a card for gold. Ephesus plays Stables and advances on the Military track. Stonehenge plays a Sawmill.

Age II, Round 5: Alexandria plays a Bazaar and advances on the Commerce track. Giza plays a Pirate Lair and advances on the Commerce track. Rome plays a Quay and advances on the Military track. Helicarnassus plays a Laboratory. Ephesus builds the second stage of its wonder and advances on the Commerce track. Stonehenge plays a Loom.

Age II, Round 6: Alexandria plays an Archery Range and advances on the Military track. Giza plays a Hangar and advances on the Commerce and Civics tracks. Rome plays Mercenaries.

Helicarnassus discards a card for gold. Ephesus plays a Training Ground and advances on the Military track. Stonehenge plays a Statue and advances on the Civics track.

Age II, Round 7: Alexandria plays a Training Ground and advances on the Military track. Giza builds the second stage of its wonder and advances on the Military track. Rome builds the first stage of its wonder and advances on the Exploration track. Helicarnassus discards a card for gold. Ephesus builds Walls and advances on the Military track. Stonehenge plays a Quarry.

Age II, Round 8: Alexandria plays Glassworks. Giza plays a Courthouse and advances on the Civics track. Rome builds the final stage of its wonder and advances on the Exploration track, gaining Topaz Island. Helicarnassus plays a Foundry. Ephesus builds the final stage of its wonder and advances on the Commerce track. Stonehenge builds a Courthouse and advances on the Civics track.

Age II Conflict: Alexandria beats Stonehenge and loses to Giza. Giza loses to Rome. Rome beats Helicarnassus. Helicarnassus loses to Ephesus. Ephesus beats Stonehenge. Ephesus wins an incursion against Rome. Naval conflict: Alexandria is first, followed by Giza and Ephesus, then Rome, then Helicarnassus, and Stonehenge last.

Age III Leader Recruitment: Alexandria recruits Justinian. Giza recruits Zenobia. Rome recruits Phidias. Helicarnassus recruits Caligula. Ephesus recruits Solomon, and plays a Lair from the discard pile. Stonehenge recruits Nebuchadnezzar.

Age III, Round 1: Alexandria plays a Town Hall and

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

Round 1: Scharf plays the Field Warden occupation. Hunt collects reed, stone, and wood. Hooton plays the Wood Carver occupation. York collects 4 wood. Geggus collects 3 clay. Scharf remains as starting player and plays a Horse. Hunt collects 3 wood. Hooton collects a grain. York collects a sheep and a food. Geggus builds a Fireplace.

Round 2: Scharf plays the Clay Hut Builder occupation. Hunt becomes starting player and plays a Millstone. Hooton plays the Cabinetmaker occupation. York collects 3 clay. Geggus collects reed, stone, and wood. Scharf collects 4 wood. Hunt collects 3 wood. Hooton goes Fishing for 2 food. York builds a Fireplace. Geggus collects a sheep and a food.

Round 3: Hunt plays the Storehouse Keeper occupation. Hooton collects 4 wood. York plays the Charcoal Burner occupation. Geggus becomes starting player and plays a Basket. Scharf visits the Traveling Players, gaining 3 food. Hunt collects reed, stone, and wood. Hooton collects 3 reeds.

advances on the Civics track. Giza plays a Lighthouse and advances on the Commerce track. Rome plays Gardens and advances on the Civics track. Helicarnassus plays an Embassy. Ephesus plays a Naval Ministry and advances on the Exploration and Civics tracks. Stonehenge builds the final stage of its wonder and advances on the Civics track.

Age III, Round 2: Alexandria plays an Academy and advances on the Exploration track. Giza plays a Circus and advances on the Military track. Rome plays a Senate and advances on the Civics track. Helicarnassus plays an Observatory and advances on the Exploration track. Ephesus plays a Lighthouse and advances on the Commerce track. Stonehenge plays a Siege Workshop and advances on the Military track.

Age III, Round 3: Alexandria plays a Traders' Guild. Giza plays a Jetty. Rome plays a Town Hall. Helicarnassus plays a Lodge. Ephesus plays Naval Archives, gaining Sheltered Archipelago and advances on the Exploration track, gaining Windblown Island. Stonehenge discards a card to advance on the Commerce track.

Age III, Round 4: Alexandria plays a Senate and advances on the Civics track. Giza plays a Townhall and advances on the Civics track. Rome plays an Arsenal and advances on the Military track. Helicarnassus plays a University and advances on the Exploration track gaining Pirate Harbor. Ephesus plays a Palace and advances on the Civics track. Stonehenge plays an Arsenal and advances on the Military track.

Age III, Round 5: Alexandria plays a Magistrates' Guild. Giza plays a Builders' Guild. Rome plays Coastal Fortifications and advances on the Military track. Helicarnassus builds the first stage of its wonder and gains a Black Market from the discards. Ephesus plays a Secret Society. Stonehenge discards a card to advance on the Commerce track.

Age III, Round 6: Alexandria plays a Spies' Guild. Giza plays an Arena. Rome plays a Circus and advances on the Military track. Helicarnassus plays a Haven and advances on the Commerce track. Ephesus plays Fortifications and advances on the Military track. Stonehenge plays Gardens.

Age III, Round 7: Alexandria builds a Customs Office and advances on the Commerce track. Giza builds the final stage of its wonder and advances on the Military track. Rome plays a University and advances on the Exploration track. Helicarnassus builds a Study and advances on the Exploration track, gaining Emerald Archipelago. Ephesus discards a card for gold. Stonehenge plays a Contingent.

Age III, Round 8: Alexandria plays a Builders' Union. Giza plays a Cenotaph. Rome plays a Study and advances on the Exploration track, gaining Statues Harbor. Helicarnassus discards a card for gold. Ephesus plays a Circus and advances on the Military track. Stonehenge plays a Haven and advances on the Commerce track.

Age II Conflict: Helicarnassus does not participate in land conflicts. Alexandria loses to Giza and Stonehenge. Giza loses to Rome. Rome loses to Ephesus. Ephesus beats Stonehenge. Giza loses an incursion to Stonehenge. Naval conflict: Rome is first, followed by Ephesus, Giza, Alexandria, Stonehenge, and Helicarnassus is last.

Final scores are: Alexandria with 93, Giza with 86, Ephesus with 68, Rome with 67, Stonehenge with 50, and Helicarnassus with 49. Congratulations to Kieth Marple on his victory!

Japanese Spitz – Agricola

York builds a Spit Roast. Geggus collects 2 sheep and cooks both. Scharf collects 3 clay.

Round 4: Geggus plays the Church Warden occupation. Scharf collects 6 wood. Hunt collects 4 clay. Hooton collects reed, wood, and stone. York plays the Greengrocer occupation. Geggus remains as starting player and plays a Harrow. Scharf collects 3 clay. Hunt becomes a Day Laborer, gaining 2 food. Hooton adds a room to his wooden hut. York collects a grain and a vegetable.

Harvest Phase 1: All players feed their families.

Round 5: Geggus plays the Seasonal Worker occupation. Scharf builds a Cooking Hearth. Hunt plows a field. Hooton collects reed, stone, and wood. York becomes starting player and builds a Sack Cart. Geggus collects 6 wood and 3 food. Scharf collects 2 sheep and cooks them. Hunt collects a grain. Hooton grows his family. York collects 3 clay.

Round 6: York plays the Pig Catcher occupation. Geggus collects 3 reeds. Scharf becomes starting player and builds a Fishing Rod. Hunt builds a Clay Oven and bakes bread. Hooton goes Fishing, gaining 4 food. York collects 4 wood and 1 wild boar. Geggus adds a room to his wooden hut and builds a stable. Scharf plows a field. Hunt sows 1 grain. Hooton collects 3 clay, renovates his hut to clay, and builds Joinery.

Round 7: Scharf plays the Hobby Farmer occupation and sows a vegetable. Hunt collects 2 reeds, a stone, a wood, and a grain. Hooton collects 6 wood. York collects 9 wood. Geggus collects 3 clay. Scharf visits the Traveling Players, gaining 4 food. Hunt adds a room to his wooden hut and builds 2 stables. Hooton becomes starting player and upgrades his Joinery to a Sawmill. York upgrades his Fireplace for a Cooking Hearth. Geggus grows his family and builds a Granary. Hooton collects 3 clay.

Harvest Phase 2: Scharf harvests 1 vegetable. Hunt harvests 1 grain. All players feed their families.

Round 8: Hooton builds a Fireplace. York plays the Bricklayer occupation. Geggus collects 2 wood and 3 food. Scharf collects 2 reeds. Hunt plays the Resource Seller occupation. Hooton collects 3 stone. York becomes starting player and plays a Forest Pasture. Geggus becomes a Day Laborer, gaining 2 food and 1

vegetable. Scharf adds a room to his wooden hut. Hunt grows his family and builds a Planter Box.

Players: Chris Hibbert, Chris Geggus, Kieth Marple, Christopher Hunt, Dave Hooton.

The Oceania expansion is in play.

Round 1: Chris H. plays the Yellow Headed Blackbird in the wetlands. Chris G. plays the Coopers Hawk in the forest. Kieth plays the Killdeer in the grassland. Christopher draws the Rose-Breasted Grossbeak. Dave takes nectar. Chris H. takes a card from the deck and the Grasshopper Sparrow and tucks a card from his hand behind the Yellow Headed Blackbird, laying an egg on it. Chris G plays the Black-Bellied Whistling-Duck in the wetlands. Kieth lays 2 eggs on the Killdeer, then discards 1 and draws 2 cards. Christopher plays the Rose-Breasted Grossbeak in the forests. Dave plays the California Quail in the forest. Chris H. plays the Horsfield's Bronze Cuckoo in the forest. Chris G. draws the White Faced Heron and a card from the deck. Kieth plays the Painted Whitestart in the forest. Christopher takes the Yellow-Bellied Sap Sucker. Dave takes a seed and a nectar. Chris H. takes a seed and an invertebrate. Chris G. takes a rodent and a nectar and unsuccessfully hunts with the

Hooton collects 3 sheep and cooks 2 of them. Geggus collects reed, stone, and wood.

Huskydoodle – Wingspan

Coopers Hawk. Kieth lays 2 eggs on the Painted Whitestart, discards 1 and draws 2 cards. Christopher takes 2 nectar and a seed. Dave takes an invertebrate and a nectar and lays an egg on the California Quail. Chris H. takes the Silvereye and a card from the deck, tucking a card from his hand beneath the Yellow Headed Blackbird and lays an egg on it. Chris G. takes fish and a rodent and successfully hunts with the Coopers Hawk. Kieth takes a seed, a nectar, and an invertebrate. Christopher plays the American White Pelican in the wetlands. Dave plays the Baird's Sparrow in the grassland. Chris H. plays the Grasshopper Sparrow in the grassland. Chris G. takes an invertebrate and a nectar and unsuccessfully hunts with the Coopers Hawk. Keith plays the Green Pygmy-Goose in the wetlands. Christopher takes 2 fish. Dave plays the Mallard in the wetlands. Chris H. draws the Crimson Chat and White Breasted Woodswallow and tucks a card from his hand behind the Yellow Headed Blackbird, laying an egg on it. Chris G. draws the Barn Owl and a card from the deck and discards a nectar to tuck 2 cards from the deck behind the Black-Bellied Whistling-Duck. Kieth lays 2 eggs on the Green Pygmy-Goose. Chris H. uses the Horsfield's Bronze Cuckoo to lay an egg on the Grasshopper Sparrow. Christopher draws 2 cards from the deck, discards a fish, and tucks 2 cards from the deck behind the American White Pelican. Dave lays 2 eggs in the Baird's Sparrow and 1 on the Mallard. Chris H. takes 2 invertebrates. Chris G. plays the Barn Owl in the grassland. Kieth lays eggs on the Painted Whitestart and Killdeer. Chris H. uses the Horsfield's Bronze Cuckoo to lay an egg on the Grasshopper Sparrow. Christopher draws 2 cards from the deck and discards a fish to tuck 2 cards from the deck behind the American White Pelican. Dave lays 2 eggs on the California Quail and 1 on the Mallard.

End of Round 1: Kieth and Dave tie for the round bonus.

Round 2: Chris G. lays eggs on the Barn Owl and Black-Bellied Whistling-Duck and caches a rodent on the Barn Owl. Kieth lays 2 eggs on the Green Pygmy-Goose and discards 1 to draw the American Robin and Painted Bunting.

Jack Chi – Terraforming Mars

| Player | Corporation |
|----------------|-------------------|
| Andy York | Ecoline |
| Dave Hooton | Thorgate |
| Bill Scharf | Cheung Shing Mars |
| Kevin Croskery | Arklight |
| Chris Geggus | Credicor |

We are using the Prelude and Colonies expansions.

Prelude Phase: Ecoline plays a Smelting Plant and Eccentric Sponsor, gaining a Large Convoy.

Thorgate plays Io Research Outpost and an Acquired Space Agency. Cheung Shing Mars plays Martian Industries and a Supply Drop. Arklight plays Aquifer Turbines and Society Support. Credicor plays a Supplier and a Biolab.

Players: Andy York, Christopher Hunt, Kevin Wilson, Chris Geggus

We are using the Buildings expansion.

Round 1: Andy selects the Builder and builds an Indigo Plant. Christopher builds an Indigo Plant. Kevin builds a Small Market. Chris builds a Black Market. Christopher selects the Mayor and population the Indigo Plant and indigo plantation. Kevin and Chris each populate their corn plantations. Andy populates the indigo plantation. Kevin selects the Settler and takes a quarry. Chris takes coffee, Andy corn, and Christopher tobacco. Chris selects the Craftsman and produces corn. Christopher produces indigo. Kevin produces corn.

Round 2: Christopher selects the Trader and trades indigo. Kevin selects the Mayor and populates the quarry, Small Market, and San Juan. Chris populates the coffee plantation and Black Market. Andy populates the corn plantation and Indigo Plant.

Generation 1: Ecoline spends plants for a greenery tile and enables Rover Construction. Thorgate develops Advanced Alloys and builds a colony on Luna. Cheung Shing Mars develops Peroxide Power. Arklight introduces Regolith Eaters and builds a colony on Luna. Credicor builds a colony on Luna and pays for Advertising. Ecoline releases Archaeobacteria and exploits a Mine. Thorgate develops Solar Wind Power and launches a Giant Space Mirror. Cheung Shing Mars exploits a Strip Mine. Arklight adds a resource to Regolith Eaters. Credicor uses Indentured Workers to build Ganymede Colony. Thorgate develops Dust Seals. Cheung Shing Mars develops a Security Fleet and adds a resource to it. Credicor releases Psychrophiles and adds a resource to it.

Generation 2: Thorgate trades with Luna and builds Immigration Shuttles. Cheung Shing Mars conducts Research. Arklight introduces Tardigrades and adds a resource to the card and to Regolith Eaters. Credicor develops Solar Power. Ecoline develops Cutting Edge Technology. Cheung Shing Mars adds a resource to Security Fleet. Arklight trades with Io and adds a resource to Tardigrades. Credicor initiates the Release of Inert Gasses and adds a resource to Psychrophiles. Ecoline introduces an Extreme-Cold Fungus and gains a plant from it. Arklight starts a Spin-Off Department.

Kooikerhondje – Puerto Rico

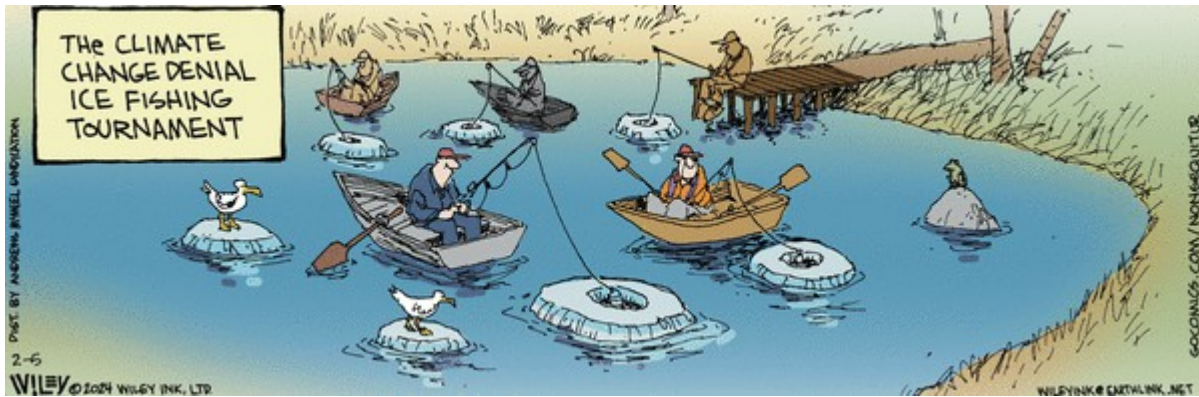
Christopher populates the tobacco plantation. Chris selects the Captain and ships corn. Kevin ships corn. Andy selects the Prospector.

Round 3: Kevin selects the Settler and takes a tobacco plantation. Chris takes corn, Andy indigo, and Christopher sugar. Chris selects the Builder and builds a Hospice. Andy builds a Small Warehouse. Christopher builds a Small Sugar Mill. Andy selects the Mayor and populates the Small Warehouse and Indigo Plant. Christopher populates the Small Sugar Mill. Kevin populates the tobacco plantation. Chris populates the Hospice. Christopher selects the Craftsman and produces indigo. Kevin and Chris produce corn. Andy produces indigo.

Round 4: Chris selects the Trader and trades corn. Andy selects the Captain and ships indigo. Christopher ships indigo. Kevin ships corn. Christopher selects the Prospector. Kevin selects the Builder and builds a Tobacco Storage.

Round 5: Andy selects the Mayor and populates the corn plantation and Indigo Plant. Christopher populates the sugar plantation. Kevin populates the Tobacco Storage and moves a colonist from San Juan to the Tobacco Storage. Chris populates the corn plantation. Christopher selects the Craftsman and produces indigo and sugar. Kevin produces corn and tobacco. Chris produces corn. Andy produces corn and indigo. Kevin selects the Trader and trades tobacco. Christopher trades sugar. Chris selects the Settler and takes a quarry. Andy takes an indigo plantation, Christopher corn, and Kevin corn.

Round 6: Christopher selects the Builder and builds a Factory. Kevin builds a Trading Post. Chris builds a Coffee Roaster. Andy builds a Small Indigo Plant. Kevin selects the Mayor and populates the corn plantation



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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.