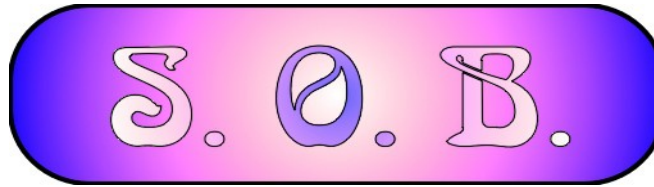


Number 292



April, 2024

Notes from Hades

Unlike last month, this month has been pretty quiet. No travel, just **Labrador Retriever**: Terraforming Mars: Ares Expedition: Have the Discovery preparing for the boys' 22nd birthday. Hard to believe that it's been that long, but it has.

Since the last issue, five games have completed. They are: German Shorthaired Players who have a (\$) after their name have paid the necessary game fee. Pointer, an Age of Renaissance game won by David Hood, Greyador, a History of the World game won by Bill Scharf, Kooikerhondje, a Puerto Rico game won by Chris Geggus, Kyi-Leo, a Terraforming Mars: The Dice Game won by Chris Geggus, and Japanese Spitz, an Agricola game won by Dave Hooton. Congratulations to the winners!

The next deadline is **Tuesday, April 16 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: Silverton: 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.

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 Royal Bonus expansions. Have Andy York(\$), Kevin Wilson(\$), Christopher Hunt(\$), Bill Scharf(\$), will take up to 1 more.

Lab Pointer: Terraforming Mars: Have the Hellas & Elysium plus 3 fan-developed maps, Venus Next, Prelude, Colonies, and Turmoil expansions. Have Chris Geggus(\$), Kevin Wilson(\$), Kieth Marple(\$), Bill Scharf(\$), Dave Hooton(\$). This game is full.

Labernese: Terraforming Mars: Ares Expedition: This is the Crisis cooperative expansion. Have Christopher Hunt(\$), Kevin Wilson, Kieth Marple(\$), Andy York(\$). This game is full.

Labmaraner: Discworld: Ankh Morpork: Have Christopher Hunt(\$), Kevin Wilson, Andy York(\$), will take up to 1 more.

Labrabull: History of the World: Have Kevin Wilson, Christopher Hunt(\$), Dave Anderson(\$), Andy York(\$), will take up to 3 more.

Labradane: Terraforming Mars: Have the Hellas & Elysium plus 3 fan-developed maps, Venus Next, Prelude, Colonies, and Turmoil expansions. Kevin Wilson, Kieth Marple, Andy York(\$), Dave Hooton(\$), will take up to 1 more.

Labradoodle: Puerto Rico: This will include the Buildings expansion. Have

Kevin Wilson, Christopher Hunt(\$), Andy York(\$), will take up to 1 more.

will take up to 3 more.

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, Christopher Hunt, will take up to 3 more.

Settlers of Catan: Have the Seafarers and the Knights and Cities expansions. Have Kevin Wilson, Andy York, Dave Hooton, will take up to 3 more.

Puerto Rico: This will include the Nobles expansion. Have Kevin Wilson, Andy York, will take up to 2 more.

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

Venus Next, Prelude, Colonies, and Turmoil expansions. Have Andy York, 2ill **Terraforming Mars: The Dice Game:** Have Kevin Wilson, Kieth Marple, will take up to 4 more.

Dominion: Have most of the expansion sets plus some extras. Have Kevin Wilson, **Concordia:** Have the Venus expansion. Have Dave Hooton, will take up to 5 Christopher Hunt, Chris Hibbert, will take up to 3 more.

7 Wonders: Have the Wonder Pack, Leaders, Cities, Babel, and Armada **Lords of Waterdeep:** Have the Scoundrels of Skullport expansion. Will take up expansions. Have Kevin Wilson, Christopher Hunt, Kieth Marple, will take up to 5 to 6. more.

Agricola: This is the first edition, published by Z-Man Games. Have Dave Hooton, Andy York, will take up to 3 more.

Wingspan: Have the European and Oceania birds expansions. Have Kieth Marple, updated more frequently than the zine issues.

Citadels: Have the Deluxe version. Will take up to 8.

In general, game ownership is recommended, but not required. Game names that are underlined will be played by email, and the status of those games may be

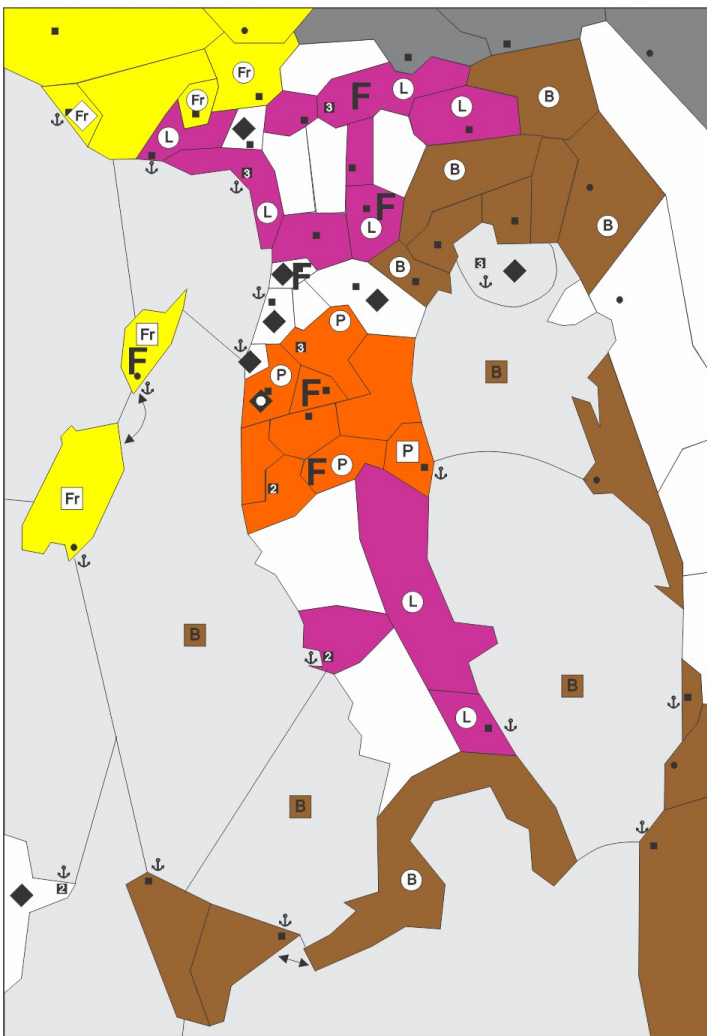
Drentsche Patrijshond

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

Deadline Winter/Spring 726: 4/16 Tuesday

It is a time of consolidation, as France, the Lombards, and the Byzantines go defensive in the north, while the Pope inches northward. Byzantine fleets round the boot.

Drentsche Patrijshond



holds, F SARDINIA holds, F CORSICA holds

Lombards (Burgdorf): A SAVOY holds, A MILAN besieges (autonomous garrison eliminated), A TRENTO holds, A Modena to MANTUA, A GENOVA besieges (autonomous garrison eliminated), A AQUILA supports A Bari, A BARI supports A Aquila (cut)

Papacy (Narhi): A SIENNA besieges, A SPOLETO to Ancona, A FLORENCE besieges (autonomous garrison eliminated), F ANCONA to Upper Adriatic

Press

France - Pope: You tell him, your Holiness!

Spring 726 Famine

Poor Year – Column Only: Corsica, Milan, Spoleto, Arezzo, Mantua, Lucca

Spring 726 Income

Provinces and cities that are underlined do no produce income while those that are in italics could change hands depending on retreats.

Provinces

BYZ	Carinthia, Carniola, Friuli, Verona, Ferrara, Padua, Treviso, Dalmatia, Ragusa, Albania, Durazzo, Otranto, Palermo, Messina	14
FRA	Avignon, Swiss, Turin, Saluzzo, Provence, Marseilles, <u>Corsica</u> , Sardinia	7
LOM	Savoy, Genoa, Modena, <u>Mantua</u> , Cremona, Pavia, <u>Milan</u> , Trent, Naples, Aquila, Bari	18
PAP	Florence, Sienna, <u>Arezzo</u> , Urbino, Ancona, <u>Spoleto</u> , Perugia, Patrimony, Rome	7

Seas

BYZ	Upper Adriatic, Lower Adriatic, Gulf of Naples, Tyrrhenian Sea	4
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Cities

BYZ	Carniola, Ferrara, Padua, Treviso, Dalmatia, Ragusa, Albania, Durazzo, Palermo, Messina	10
FRA	Avignon, Swiss, Turin, Saluzzo, Marseilles, <u>Corsica</u> , Sardinia	5
LOM	Savoy, Genoa (3), Modena, <u>Mantua</u> , Cremona, Pavia, <u>Milan (3)</u> , Trent, Naples (2), Bari	10
PAP	Florence (3), <u>Arezzo</u> , Ancona, Perugia, Rome (2)	7

Totals

Variable income die roll was 5.

Country	Variable	Provinces	Seas	Cities	Total
BYZANTINES:	5	14	4	10	33
FRANCE:	5	7	0	5	17
LOMBARDS:	4	9	0	10	23
PAPACY:	5	7	0	7	19

Orders

Byzantines (Wilson): A FERRARA supports A Verona, A VERONA supports A Carinthia, A CARNIOLA supports A Carinthia, A CARINTHIA supports A Verona, A OTRANTO to Bari, F LOWER ADRIATIC supports F Dalmatia to Upper Adriatic, F IONIAN SEA to GULF OF NAPLES, F Dalmatia to UPPER ADRIATIC, F Central Mediterranean Sea to TYRRHENIAN SEA

France (Robles): A MARSEILLES convert to G, A TURIN holds, A SALUZZO

Game Summary

	725	726
Byz	9	10
Fra	5	7

S.O.B.

	725	726
Lom	7	10
Pap	4	5

Zine Report**Australian Zines**

Damn the Consequences Published by Brendan Whyte. Current issue: 234. 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: 213. Currently running quizzes, Railway Rivals, Bus Boss, Hare and Tortoise, 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: 237. Runs Average Card Outpost, By Popular Demand, Choice, Dead Pool, Grand National, 'Nantwich' Outpost, Reduced Randomness Railway Rivals, Where in the World is Kendo Nagasaki?, Word Puzzle. Current openings for 6 Nimmt!, Bier Börse, Bourse, Choice, Grand National, Outpost, Reduced Randomness Railway Rivals, Where is My Mind?, Word Puzzle.

Wars IV, Sopwith, Maneater.

Variable Pig Edited by Jim Reader, published by Richard Smith. Current issue: 206. 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 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, Railway Rivals, and Sound Charades. 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: 127. Currently running Chess; Civilization; Diplomacy, The Gathering. Game openings for Diplomacy, Chess.

God Save the Zine Published by Stephen Agar. Current issue: 13. 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: #32. Currently running Love Letter, Railway Rivals, Snakes and Ladders, Where in the World is Kendo Nagasaki?, Jabba's Palace, Dominion, Fuzzy Borders. Current game openings: Diplomacy, Dominion, Dream Mile, 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: 177. 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: 425. 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 7 Expansion: Genoa expands to Crete and

Trevizond, both unsuccessfully. Venice expands to St. Gali, Nuremburg, and Varna. Paris expands to Nuremburg, Chester, Lisbon, Portsmouth, Salzburg, and Bergen. Hamburg expands to Belgrade, Abasgia, Poti, and unsuccessfully to Prague. London expands to China and London. Barcelona expands to East Indies, Barcelona, Acre, Lisbon, and Crete.

Final Card Play: Genoa plays Andreas Vesalius and Spice. Venice plays Metal, Metal, and Wine. Paris plays Sir Isaac Newton and Wool. Hamburg plays Christopher Columbus, Religious Strife, and Famine. Barcelona plays Spice and Wine.

Final Scores: Barcelona with 1864, London with 1435, Genoa with 625, Hamburg and Paris with 581, and Venice with -94. Congratulations to David Hood on his victory!

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 5: Thorgate uses its Business Network to draw a card but discards it and takes out an Investment Loan. Aphrodite adds a delegate to Mars First. Inventrix launches Titan Shuttles and develops Rover Construction. Saturn Systems introduces Saturn Surfing and cashes in on it. Helion adds a

delegate to the Kelvinists. Thorgate brings in Imported Nitrogen and spends plants for a greenery tile.

Aphrodite adds a resource to Tardigrades. Inventrix adds resources to Titan Shuttles. Saturn Systems adds a delegate to Unity. Helion launches Space Mirrors. Thorgate develops Corroder Suits and builds Micro-Mills. Inventrix adds a delegate to Unity. Saturn Systems uses heat to raise the temperature. Helion uses Space Mirrors and spends heat to raise the temperature. Thorgate uses Extreme-Cold Fungus to add microbes to Psychrophiles. Saturn Systems uses heat to raise the temperature. Thorgate trades with Pluto and spends heat to raise the temperature.

Generation 5 Solar Phase: Microgravity Health Problems is the global event. Unity becomes ruling party and Saturn Systems becomes chair.

Generation 6 Actions: Helion brings in Imported GHG and adds a delegate to Mars First. Thorgate trades with Triton and builds Noctis City. Aphrodite starts Tundra Farming. Inventrix uses the Space Elevator and trades with Titan. Saturn Systems builds a Cupola City and trades with Ganymede. Helion brings in Methane from Titan and uses Space Mirrors. Thorgate uses Development Center and Business Network. Aphrodite adds a microbe to Tardigrades. Inventrix brings in Nitrogen from Titan. Saturn Systems spends plants for a greenery tile and develops a Strip Mine. Thorgate adds a resource to Psychrophiles. Aphrodite builds an Earth Elevator.

Inventrix launches an Interstellar Colony Ship. Saturn Systems builds a Mining Colony on Europa. Thorgate builds Eos Chasma National Park. Aphrodite spends plants for a greenery tile. Inventrix builds Jupiter Floating Station and uses it to add a floater to Titan Shuttles. Saturn Systems cashes in on Saturn Surfing. Thorgate adds a delegate to Mars First. Aphrodite adds a delegate to Unity. Inventrix builds Atalanta Planitia Labs. Saturn Systems adds a delegate to Unity. Thorgate uses Extreme-Cold

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 16 Phase Selection: Construction, Action, Production.

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 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. RMHS passes to The Greenies. Romulus & Remus keeps.

Epoch VI: HICK is the Ming Dynasty, who dominate China, Southern Europe, and Southeast Asia, and are present in the Middle East, India, Northern Europe, and Sub-Saharan Africa. Republic of Texas plays a Plague in Hindu Kush and are the Timurid Emirates, who dominate North Africa and Eurasia and are present in Middle East, China, India, Southern Europe, Northern Europe, and North America. The Harried Bureaucrats play Empire Revives and Black Death in Northern Europe and Eurasia and are the Incas and Aztecs, who dominate North America and are present in North Africa,

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

Round 9: York collects 4 wood and 1 wild boar. Geggus plays the Clay Plasterer occupation. Scharf becomes starting player and plays an Herb Garden. Hunt plows a field. Hooton collects 6 clay. York collects 4 wood and 1 wild boar. Geggus adds a room to his wooden hut. Scharf goes Fishing. Hunt sows grain and bakes bread. Hooton adds a room to his clay hut. Geggus grows his family and plays Boar Breeding. Hunt collects reed, stone, and wood. Hooton grows his family.

Harvest Phase 3: Scharf harvests a vegetable. Hunt

Fungus to add 2 microbes to Decomposers. Inventrix spends floaters from Titan Shuttles for titanium and brings down a Big Asteroid. Thorgate builds a Corporate Stronghold and spends heat to raise the temperature. Inventrix brings in Imported Nutrients and spends plants for a greenery tile. Thorgate brings in Imported Hydrogen and spends plants for a greenery tile. Inventrix builds a Corona Extractor. Thorgate builds Ironworks then uses it. Inventrix adds a delegate to the Scientists., then adds 2 more delegates to the Scientists. Generation 6 Solar Phase: Global Event is Successful Organisms. The Scientists become the ruling party and Inventrix becomes chair.

Generation 7 Actions: Thorgate funds the Metropolist award and builds an Immigrant City. Aphrodite trades with Triton. Inventrix plants a Plantation and builds a city. Saturn Systems uses heat to raise the temperature and builds a city.

Round 16 Construction: Ecoline induces Lava Flows. MG brings Diemos Down and launches an Interstellar Colony Ship. IC brings down a Giant Ice Asteroid. OU brings in a Convoy from Europa and develops Standard Technology.

Round 16 Action: Ecoline uses Brainstorming Session, Farmers Market, adds a resource to Nitrite Reducing Bacteria, and spends plants to raise the oxygen level. MG uses Solarpunk. OU uses Advanced Screening Technology, spends plants to raise the oxygen level, uses Power Infrastructure, and Farmers Co-Op. With this, the players have won the game. Congratulations to all on their victory!

Greyador – History of the World

Middle East, China, India, Southern Europe, Southeast Asia, Eurasia, and South America. GEGS are the Ottoman Turks, who have Engineering and a Leader and who dominate Southern Europe, Northern Europe, and Eurasia, and are present in North Africa, Middle East, China, and India. RMHS plays the Safavids and Famine in Eurasia, and are Portugal, who dominate Southern Europe and South America and are present in Middle East, China, India, Northern Europe, and Sub-Saharan Africa. Romulus & Remus play Empire Fortifies and are Spain, who have Allies and who control Nippon, dominate Middle East, Southern Europe, and North America, and are present in North Africa, China, India, Northern Europe, Eurasia, and Sub-Saharan Africa. The Greenies are the Mughals who have Siegecraft and who dominate India and are present in Middle East, China, Southern Europe, Southeast Asia, and Eurasia.

Epoch VII Empire Selection: Harried Bureaucrats, HICK, GEGS, and The Greenies keep. Republic of Texas passes to RMHS. RMHS passes to Republic of Texas. Romulus & Remus keep.

Epoch VII: Republic of Texas plays Disaster in Ganges Delta and is Russia, who dominate Northern Europe and Eurasia, and are present in North Africa, Middle East, Southern Europe, and North America. The Greenies are the Manchu Dynasty, who have Weaponry and who dominate India, Northern Europe, and Eurasia, and are present in Middle East, China, Southern Europe, Southeast Asia, and Nippon. RMHS is the Netherlands, who dominate Southern Europe, Northern Europe, and South America and are present in China, Eurasia, North America, and Sub-Saharan Africa. GEGS plays Empire Revivies and is France, who dominate Southern Europe, Northern Europe, and Sub-Saharan Africa and are present in North Africa, Middle East, China, India, Eurasia, and North America. HICK plays Japan and is Britain, who control Nippon and Australia, dominate China, Southern Europe, Northern Europe, Southeast Asia, North America, and South America, and are present in North Africa, Middle East, India, Eurasia, and Sub-Saharan Africa. Romulus & Remus plays Empires Fortify and is the United States, who dominate the Middle East and North America, and are present in China, Southern Europe, and Sub-Saharan Africa. Harried Bureaucrats are Germany, who have Ship Building and Fanaticism, and who dominate Northern Europe and are present in Middle East, China, Southern Europe, Southeast Asia, North America, South America, and Sub-Saharan Africa.

Final scores are Harried Bureaucrats with 208, The Greenies with 197, HICK and RMHS with 196, Romulus & Remus with 170, GEGS with 167, and Republic of Texas with 160. Congratulations to Bill Scharf on his victory!

Japanese Spitz – Agricola

harvests 2 grain. Hooton uses the Cabinetmaker and Sawmill to convert wood into food. York cooks a vegetable. Geggus cooks a sheep and converts a grain to a vegetable. All players feed their families. York breeds a wild boar.

Round 10: Scharf grows his family and plays a Turnip Field, sowing 2 vegetables. Hunt collects 7 wood. York collects 2 reeds and Hooton buy one from him. Geggus collects 3 clay. Scharf collects a reed, stone, and wood. Hunt adds a room to his wooden hut. Hooton becomes starting player and plays a Clay Deposit. York renovates to a clay hut and plants a Fruit Tree. Geggus collects 3 wood. Hunt pays Geggus to use the Harrow to plow 2 fields. Hooton collects 5 clay. Geggus builds a Slaughterhouse. Hooton collects a vegetable. Geggus becomes a Day Laborer.

Round 11: Hooton collects 5 wood. York collects 3 stone. Geggus plays the Juggler occupation. Scharf plays the Fence Overseer occupation. Hunt sows 2 grain and bakes 1 grain into 7 food. Hooton builds a Well. York builds Fences. Geggus visits the Traveling Players. Scharf collects 3 wild boar and cooks 2 into 6 food. Hunt becomes starting player and plays a Grain Cart. Hooton collects 4 wood. Geggus collects a reed, stone, and

wood, and Hooton buys the reed. Scharf builds 2 stables and fences in one of them. Hunt collect 5 clay. Hooton collect 3 sheep and cooks them into 6 food. Geggus collects 5 clay.

Harvest Phase 4: Scharf harvests 2 vegetables and Hunt harvests 2 grain. Hooton uses the Cabinetmaker and Sawmill. All players feed their families. York breeds a wild boar.

Round 12: Hunt grows his family without the need for a room. Hooton adds a room to his clay hut and builds 2 stables. York collects 2 reeds and Hooton buys one of them. Geggus collects a reed, stone, and wood. Scharf collects 2 cattle. Hunt collects 3 stone. Hooton plows a field. York becomes starting player and plays a Clay Hut Extension. Geggus collects 4 wood. Scharf collects 3 wood. Hunt renovates to a clay hut, builds a Stone Oven, and bakes 3 grain into 15 food. Hooton grows his family and play a Potato Dibbler. Geggus plows a Field. Scharf collects a grain. Hooton collects 6 clay. Geggus sows a vegetable and bakes a grain into to food.

Round 13: York grows his family and builds a Wooden Path. Geggus uses the Harrow to plow 2 fields and sows a grain and a vegetable. Scharf grows his family without the need of a room. Hunt

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

The Oceania expansion is in play.

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. Christopher lays an egg on the Rose-Breasted Grossbeak. Dave takes 2 nectar and lays an egg on the California Quail. Chris H. plays the Crimson Chat in the grassland. Chris G. takes a berry and a nectar and hunts successfully with the Cooper's Hawk. Kieth plays the Red-Breasted Nuthatch in the forest. Christopher takes an invertebrate and a nectar. Dave takes the Yellow-Breasted Chat and 2 cards from the deck. Chris H. gains 2 nectar. Chris G. takes a seed and a rodent and unsuccessfully hunts with the Cooper's Hawk. Kieth takes a seed and a nectar, caches a seed on the Red-Breasted Nuthatch and gaining an invertebrate from the Painted Whitestart. Christopher plays the Common Yellowthroat in the wetlands. Dave gains an invertebrate and a rodent and lays an egg on the California Quail. Chris H. takes the Pink-Eared Duck and a card from the deck, and tucks a card behind the Yellow-Headed Blackbird. Chris G. plays the Spotted Owl in the forest, gaining a bonus card. Kieth plays the American Robin in the grassland. Christopher takes the White-Throated Swift and a card from the deck, draws 2 cards with the Common Yellowthroat, and tucks 2 cards behind the American White Pelican. Dave plays the Swainson's Hawk in the grassland. Chris H. plays the Pink-Eared Duck in the wetlands. Chris G. gains a seed and a berry and

collects a vegetable/ Hooton plows a field. York collects 2 sheep. Geggus renovates to a clay hut and exchanges 2 clay for 2 stone. Scharf builds 2 stables and fences in one of them. Hunt sows a vegetable and bakes a grain into 7 food. Hooton collects 4 wood. Geggus collects a reed, stone, and wood, and Hooton buys the reed from him. Scharf plows a field and sows a grain. Hunt collects 3 wood. Hooton adds a room to his clay hut. Geggus collects a cattle. Hunt collects 2 wild boar. Hooton becomes starting player and plays a Wooden Strongbox, then pays a food for a cattle.

Harvest Phase 5: Scharf harvests 1 grain and 2 vegetables. Hunt harvests 3 grain and 1 vegetable. Geggus harvests 1 grain and 2 vegetables. Scharf cooks a vegetable. Hooton uses the Cabinetmaker and Sawmill. All players feed their families. Scharf breeds a cattle. Hunt breeds a wild boar. York breeds a sheep and a wild boar.

Round 14: Hooton builds Fences. York builds Joinery. Geggus collects 2 reeds. Scharf collects 6 clay. Hunt plows a field and sows a vegetable. Hooton sows a grain and a vegetable. York collects a cattle. Geggus collects 2 wood and 3 food. Scharf renovates to a clay hut and plows a Field. Hunt collects 3 stone. Hooton collects a wild boar. York collects a grain and a vegetable. Geggus grows his family. Scharf goes Fishing for 10 food. Hunt collects 1 reed, 1 stone, 1 wood, and 1 grain and gains 1 reed from the Resource Seller. Hooton visits the Traveling Players, gaining 3 food. Geggus renovates to a stone house and builds Fences. Scharf plows 2 fields and sows a grain and 3 vegetables. Hunt spends 1 food to collect a cattle and discards a wild boar. Hooton plows a field.

Harvest Phase 6: Scharf harvests 2 grain and 3 vegetables. Hunt harvests 3 grain and 2 vegetables. Hooton harvests 1 grain and 1 vegetable. Geggus harvests 1 grain and 2 vegetables. Hooton uses the Cabinetmaker and Sawmill and converts 1 grain into food. York cooks a wild boar and uses Joinery. All players feed their families. Scharf breeds a cattle. Hunt breeds a wild boar, with is discarded. York breeds a sheep and a wild boar.

Final score: Hooton with 44, Scharf with 34, Geggus with 33, Hunt and York with 29. Congratulations to Dave Hooton on his victory!

Huskydoodle – Wingspan

unsuccessfully hunts with the Cooper's hawk. Kieth lays eggs, tucks a card behind the American Robin, and draws 2 cards with the Killdeer. Christopher plays the White-Throated Swift in the grassland. Dave gains an invertebrate and a nectar and lays an egg on the California Quail. Chris H. draws 3 cards from the deck, draws 2 more with the Pink-Eared Duck, giving 1 to Kieth, and tucks a card behind the Yellow-Headed Blackbird. Chris G. plays the Misteltoebird in the forest. Kieth plays the Painted Bunting in the grassland, gaining a bonus card. Christopher gains an invertebrate and a seed and gains a berry from the Rose-Breasted Grossbeak. Dave gains 3 cards, one from the Mallard. Chris H. plays the Cedar Waxwing in the forest.

Round 3: Kieth gains a seed, invertebrate, and nectar, caches a seed each on the Mountain Chickadee and Red-Breasted Nuthatch, and gains an invertebrate from the Painted Whitestart. Christopher plays the Yellow-Bellied Sapsucker in the forest. Dave lays eggs, gains an invertebrate, hunts unsuccessfully with the Swainson's Hawk, and gains another egg. Chris H. takes 2 seeds and a nectar and tucks a card behind the Cedar Waxwing, gaining a berry. Chris G. draws the American Avocet and a card from the deck, and tucks 2 cards behind the Black-Bellied Whistling-Dux. Kieth plays the Burrowing Owl in the grassland. Christopher takes the Purple Martin and a card from the deck, gains 2 cards with the Common Yellowthroat, and discards a card. Dave gains a rodent and a nectar and lays an egg on the California Quail. Chris H. takes the Kea and 2 cards from the deck, draws 2 cards with the Pink-Eared Duck, giving 1 to Christopher, and tucks a card beneath the Yellow-Headed Blackbird. Chris H. gains an invertebrate and a nectar, gains a berry with the Misteltoebird, and hunts successfully with the Cooper's Hawk. Kieth plays the Red-Backed Fairywren in the grassland. Christopher gains a fish and a rodent, gains an invertebrate with the Yellow-Bellied Sap Sucker, and gains a berry with the Rose-Breasted Grossbeak. Dave plays the Grey Butcherbird in the grassland. Chris H. plays the Kea in the forest, gaining a bonus card. Chris G. plays the American Avocet in the wetlands. Kieth lays eggs.

Christopher plays the Purple Martin in the grassland. Dave gains and invertebrate and a nectar and lays an egg on the California Quail. Chris H. plays the Red Crossbill in the forest. Chris G. gains an invertebrate, a seed, a berry from the Misteltoebird, and hunts unsuccessfully with the Cooper's Hawk. Kieth lays eggs. Christopher draws cards. Dave lays eggs. Chris H. gains an invertebrate and 3 nectar. Chris G. plays the White Faced Heron in the wetlands. Kieth lays eggs. Christopher plays the Red-Tailed Hawk in the grassland. Dave plays the Superb Lyrebird in the forest. Chris H. plays the Wild Turkey in the grassland. Chris G. takes the Inca Dove and Tree Swallow.

Round 4: Christopher lays eggs. Dave takes 2 invertebrates and a nectar. Chris H. plays the Barn Swallow in the wetlands. Chris G. takes the Maned Duck, Stubble Quail, and a card from the deck. Kieth takes 2 nectar. Christopher takes 2 cards from the deck. Dave plays the Blue Grossbeak in the forest. Chris H. takes the House Wren and 2 cards from the deck. Chris G. plays the Maned Duck in the wetlands. Kieth plays the Forster's Tern in the wetlands. Christopher takes an invertebrate, berry, and nectar.

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. Generation 3: Cheung Shing Mars builds a Power Grid. Arklight trades with Luna and builds a Water Splitting Plant. Credicor builds a Research Colony on Ganymede. Ecoline builds a Minority Refuge on Europa and spends plants for a greenery tile. Thorgate builds an Industrial Center and a Mining Area. Cheung Shing Mars builds Power Infrastructure. Arklight builds Greenhouses and claims the Ecologist milestone. Credicor introduces Small Animals and adds a resource to it. Ecoline uses Extreme-Cold Fungus to gain a plant and plants Moss. Thorgate starts Asteroid Mining and trades with Ganymede. Cheung Shing Mars adds a resource to Security Fleet. Arklight adds a resource to Tardigrades. Credicor trades with Callisto and adds a resource to Psychrophiles. Cheung Shing Mars introduces Viral Enhancers. Arklight adds a resource

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

We are using the Buildings expansion.

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 and Trading Post. Chris populates the Coffee Roaster. Andy populates the indigo plantation. Christopher populates the Factory. Chris selects the Captain and ships corn. Andy and Christopher ship indigo. Andy selects the Prospector. Round 7: Kevin selects the Craftsman and produces corn and tobacco. Chris produces corn and coffee. Andy produces corn and indigo. Christopher produces indigo and sugar. Chris selects the Trader and trades coffee. Andy trades indigo. Christopher trades sugar. Kevin trades tobacco. Andy selects the Captain and ships corn and indigo. Christopher ships indigo. Kevin ships corn. Christopher selects the Mayor and populates the corn plantation and Indigo Plant. Kevin populates the Tobacco Storage. Chris populates the Coffee Roaster. Andy populates the Small Indigo Plant.

Round 8: Chris selects the Settler and takes a corn plantation. Andy takes indigo, Christopher corn, and Kevin sugar. Andy selects the Prospector. Christopher selects the builder and builds a Tobacco Storage. Kevin builds an Office. Chris builds a Wharf. Andy builds an Aqueduct. Kevin selects the Trader and trades corn.

Round 9: Andy selects the Mayor and populates the indigo plantation and Aqueduct. Christopher populates the Tobacco Storage and moves a colonist from the Indigo Plant to a corn plantation. Kevin

to Regolith Eaters. Cheung Shing Mars gains a Topsoil Contract.

Generation 4: Arklight trades with Luna. Credicor brings in Imported Nutrients. Ecoline spends plants for a greenery tile. Thorgate trades with Io and spends heat to raise the temperature. Cheung Shing Mars adds a resource to the Security Fleet. Arklight builds a Research Outpost and spends plants for a greenery tile. Credicor adds a resource to Psychrophiles and builds a Protected Valley. Ecoline brings in a standard asteroid and sells a card. Thorgate builds a Galilean Waystation and claims the Specialist milestone. Cheung Shing Mars spends plants for a greenery tile. Arklight spends resources from Regolith Eaters and adds a resource to Tardigrades. Credicor spends plants for a greenery tile and adds a resource to Small Animals. Ecoline uses Extreme-Cold Fungus to gain a plant. Cheung Shing Mars holds the Olympus Conference. Arklight builds the Martian Zoo. Credicor builds a Commercial District and trades with Ganymede. Ecoline builds a Mining Colony on Ganymede. Cheung Shing Mars sells a card and builds the Red Spot Observatory, then adds a floater to Red Spot Observatory.

Generation 5: Credicor builds the Titan Floating Launch-Pad and trades with Luna. Ecoline introduces Designed Microorganisms and uses Extreme-Cold Fungus to gain a plant. Thorgate trades with Europa then builds a Pioneer Settlement on Io. Cheung Shing Mars builds a Quantum Extractor. Arklight trades with Miranda and builds an Ecological Reserve. Credicor develops Titan Air-Scrapping and spends plants for a greenery tile. Ecoline spends plants for a greenery tile. Thorgate uses the Industrial Center and claims the Generalist milestone. Cheung Shing Mars adds a resource to the Security Fleet. Saturn Systems adds resources to Regolith Eaters and Tardigrades. Credicor builds Biomass Combustors. Ecoline builds Geothermal Power. Thorgate builds a Magnetic Shield. Cheung Shing Mars uses the Red Spot Observatory. Ecoline develops Building Industries. Cheung Shing Mars builds Micro-Mills, launches Rim Freighters, trades with Callisto, and uses Power Infrastructure.

Generation 6: Ecoline develops GHG Producing Bacteria. Thorgate trades with Luna and builds an Earth Elevator. Cheung Shing Mars develops Atmo Collectors.

Kooikerhondje – Puerto Rico

populates the Office. Chris populates the Wharf. Christopher selects the Craftsman and produces corn, indigo, sugar, tobacco, and doubloons. Kevin produces corn and tobacco. Chris produces corn and coffee. Andy produces corn and indigo. Kevin selects the Settler and takes a tobacco plantation. Chris takes corn, Andy tobacco, and Christopher tobacco. Chris selects the Trader and trades coffee. Andy trades indigo, Christopher tobacco, and Kevin tobacco.

Round 10: Christopher selects the Captain and ships corn and sugar. Kevin ships corn. Chris ships corn. Andy ships indigo. Kevin selects the Builder and builds a Small Wharf. Chris builds a Harbor. Christopher builds a Customs House. Chris selects the Craftsman and produces corn and coffee. Andy produces corn and indigo. Chris produces corn, indigo, sugar, tobacco, and doubloons. Kevin produces corn and tobacco. Andy selects the Prospector.

Round 11: Kevin selects the Captain and ships corn. Chris ships coffee and corn. Andy ships corn. Christopher ships corn. Chris selects the Craftsman and produces corn and coffee. Andy produces corn and indigo. Christopher produces sugar, tobacco, and doubloons. Kevin produces tobacco. Andy selects the Builder and builds a Fortress. Chris builds a Small Indigo Plant. Christopher selects the Trader and trades tobacco. Kevin trades tobacco. Chris trades coffee. Andy trades indigo.

Round 12: Chris selects the Captain and ships corn and coffee. Christopher ships sugar. Andy selects the Mayor and populates the Fortress and tobacco plantation. Christopher moves a colonist from the Indigo Plant to the Custom House and populates a tobacco plantation. Kevin populates the Small Wharf and moves a colonist from the Tobacco Storage to a tobacco plantation. Chris populates the Harbor. Christopher selects the Builder and builds a Library. Kevin builds a Large Market. Chris builds a Tobacco Storage. Kevin selects the Trader and trades tobacco. Andy trades indigo.

Round 13: Andy selects the Captain and ships indigo. Christopher selects the Settler and takes a quarry. Kevin takes a sugar plantation, Chris coffee, and Andy sugar. Kevin selects the Builder and builds a City Hall. Chris builds a Small Sugar Mill. Andy builds a Sugar Mill. Chris selects the Craftsman and produces corn and coffee. Andy produces corn and indigo. Christopher produces corn, indigo, sugar, tobacco, and doubloons. Kevin produces corn and tobacco.

Round 14: Christopher selects the Captain and ships tobacco and sugar. Kevin ships tobacco and corn. Chris ships coffee and corn. Kevin selects the Prospector. Chris selects the Craftsman and produces corn and coffee. Andy produces corn and indigo. Christopher produces corn, sugar, tobacco, and doubloons. Kevin produces corn and tobacco. Andy selects the Mayor and populates the sugar plantation, Sugar Mill, and San Juan. Christopher populates the quarry and Library. Kevin populates the City Hall and moves a colonist from a tobacco plantation to a Large Market. Chris populates the Small Sugar Mill.

Round 15: Kevin selects the Settler and takes a tobacco plantation. Chris takes sugar, Andy takes sugar, and Christopher takes indigo. Chris selects the Captain and ships coffee and corn. Christopher ships tobacco and sugar. Kevin ships tobacco and corn. Andy selects the Mayor and populates a sugar plantation and San Juan.

Christopher populates an indigo plantation, the Tobacco Storage, and Indigo Plant. Kevin populates a tobacco plantation and the Tobacco Storage. Chris populates the Tobacco Storage and Small Indigo Plant. Christopher selects the Builder and builds a Guild Hall. Chris builds a Forest House.

Round 16: Chris selects the Captain and ships

Player	Corporation
Bill Scharf	Terralabs
Chris Geggus	Phoblog
Christopher Hunt	Thorgate
Kevin Wilson	Polyphemos

This game started shortly after the last issue and has concluded with the Terralabs player turn in Round 24. Some highlights of the game: Round 3, Phoblog claims the Monopoly milestone. Round 10: Phoblog

Player	Corporation
Kevin Wilson	Sultira
Andy York	Zetasel
Kieth Marple	Exocorp
Christopher Hunt	Interplanetary Cinematics (IC)
Bill Scharf	Teractor

We are using the Foundations and Discovery expansions.

Round 1: Phases are Development, Construction, and Research. Sultira develops Micro-Mills and builds a Brainstorming Session. Zetasel builds a Vesta Shipyard, introduces Nitrite Reducing Bacteria, and brings in Imported Hydrogen. Exocorp introduces Designed Microorganisms and develops Experimental Technology. IC joins the Great Escarpment Consortium and sponsors the Martian Studies Scholarship. Teractor joins a Cartel and develops Advanced Screening Technology.

Round 2: Phases are Development, Construction, Action, Production, and Research. Sultira builds Windmills, creates Fibrous Composite Materials, and uses its Brainstorming Session and Fibrous Composite Materials. Zetasel uses Nitrite Reducing Bacteria twice and spends plants for a forest tile. Exocorp gains Sponsors and uses Experimental Technology. IC builds Warehouses and pays for a Bribe Committee. Teractor plants Heather, creates Developed Infrastructure, and uses Advanced Screening Technology.

Round 3: Phases are Development, Construction, and Research. Sultira brings in Biomedical Imports. Zetasel develops Rad Suits and builds Subways. Exocorp builds an Industrial Center. IC releases

Players are: Kevin Wilson, Bill Scharf, Dave Hooton. We are using the Venus expansion and playing on the Hellas map.

Kevin has built houses in Delphi, Thebae, Karystos,

Player	Faction
Bill Scharf	Red Sashes
Christopher Hunt	Harpers

coffee. Andy ships indigo. Andy selects the Mayor and populates San Juan. Christopher populates the Guild Hall. Kevin populates a tobacco plantation. Chris populates the Forest House. Christopher selects the builder and builds a Lighthouse. Kevin builds a Church. Chris builds a Hacienda. Andy builds a Construction Hut. Kevin selects the Craftsman and produces corn and tobacco. Chris produces corn, sugar, and coffee. Andy produces corn and indigo. Christopher produces corn, sugar, tobacco, and doubloons. Final scores are Chris with 58, Christopher with 51, Andy with 46, and Kevin with 40. Congratulations to Chris Geggus on his victory!

Kyi-Leo – Terraforming Mars: The Dice Game

claims its first bonus card. Round 11: Phoblog claims its second bonus card, and Polyphemos claims its first bonus card. Round 12: Phoblog claims the Terraformer milestone. Round 13: Thorgate claims its first bonus card. Round 19: Polyphemos increases the oxygen level to maximum. Round 20: Terralabs claims the Mogul milestone. Round 22: Terralabs gains its first bonus card. Round 23: Terralabs places the last ocean tile. Thorgate and Polyphemos each claim their second bonus cards.

Terralabs gains first place in the Animals and Science awards and second in the Temperature. Polyphemos gains first place in Animals and Temperature. Phoblog gains second place in Science. Final scores: Phoblog with 42, Terralabs with 31, Polyphemos with 29, and Thorgate with 20. Congratulations to Chris Geggus on his victory!

La Pom – Terraforming Mars: Ares Expedition

Insects and initiates Solarpunk. Teractor releases a Decomposing Fungus.

Round 4: Phases are Development and Production. Sultira develops Building Industries. Zetasel develops Heat Reflective Glass. Teractor builds a Trading Post.

Round 5: Phases are Development, Action, and Research. Sultira develops Solar Trapping, uses Brainstorming Session and Fibrous Composite Materials, and spends heat to raise the temperature. Zetasel builds a Mine. IC uses Solarpunk. Teractor uses Advanced Screening Technology, Decomposing Fungus twice, Developed Infrastructure, and spends plants for a forest tile.

Round 6: Phases are Development, Construction, Action, and Production. Sultira develops Low-Atmo Shields, builds Jezero Crater Hospital, and conducts a Brainstorming Session. Zetasel builds a Protected Valley and develops Advanced Alloys. Exocorp develops Microprocessors and introduces Tardigrades. IC develops Political Influence, founds a Think Tank, uses Solarpunk and the Think Tank. Teractor develops Software Streamlining, uses Advanced Screening Technology, Developed Infrastructure, and Software Streamlining.

Round 7: Phases are Production and Research. Round 8: Phases are Development, Construction, Research, and Production. Sultira builds a Processing Plant and an Earth Catapult. Zetasel develops Biothermal Power and sponsors City Planning. Exocorp plants Adapted Lichen and boosts Interplanetary Relations. IC builds a Magnetic Field Generator and starts Atmosphere Filtering. Teractor builds a Food Factory and hosts a Technology Demonstration.

Round 9: Phases are Action and Research. Sultira uses the Brainstorming Session twice, Fibrous Composite Material, and spends heat to raise the temperature twice. Zetasel uses Nitrite Reducing Bacteria. Exocorp spends plants for a forest tile and heat to raise the temperature. IC uses Solarpunk and the Think Tank. Teractor uses Advanced Screening Technology, Developed Infrastructure twice, and Software Streamlining. Round 10: Phases are Development, Construction, and Production. Sultira builds a Great Dam and introduces Livestock. Zetasel builds Biomass Combustors and Composting Factory. Exocorp gains an Acquired Company and Virtual Employee Development. IC joins a Power Supply Consortium and holds an Invention Contest. Teractor builds Hydroponic Gardens and builds Hydro Electric Energy.

Round 11: Phases are Development, Action, and Research. Sultira builds a Seed Bank, uses a Brainstorming Session, Ironworks, and spends heat to raise the temperature. Zetasel develops Metallurgy and spends heat to raise the temperature. Exocorp builds a Mass Converter, uses Virtual Employee Development, and spends plants for a forest tile. IC develops New Portfolios, uses Solarpunk, and the Think Tank. Teractor builds a Blast Furnace, uses Advanced Screening Technology, Developed Infrastructure twice, Software Streamlining, Hydro-Electric Energy twice, and spends plants for a forest tile.

Round 12: Phases are Development, Construction, Production, and Research. Sultira does some Deep Well Heating, builds a Matter Generator, and fills Lake Marineris. Zetasel brings in Methane from Titan. Exocorp develops Anti-Gravity Technology. Teractor sets aside a Nuclear Detonation Site and conducts Research.

Irish Water Spaniel – Concordia

Skyros, Thermos, and Metropolis, and has acquired a Farmer, Diplomat, and Mason. Bill has built houses in Thera, Melos, Thebae, Chalcis, Oreos, and Demitrios, and has acquired a Mercator, Prefect, Prefect/Architect, and Architect. Dave has built houses in Kythera, Melos, Hermione, Thebae, Zakynthos, and Patrae, has acquired a Colonist, Architect, Mercator, and another Colonist, and has gained another land and sea colonist.

Irish Wolfhound – Lords of Waterdeep

Chris Geggus	Knights of the Shield
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We are using the Undermountain expansion.

Round 1: The Red Sashes build the House of Good Spirits and complete the Train Bladesingers quest.

Round 2: The Harpers build Belkram's Tomb. The Knights of the Shield complete the Recruit for City Watch quest, become the Open Lord, and complete

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

We are using the Deluxe edition with a random set of character cards.

Round 1: Christopher Assassinates the Emperor and builds a Barracks. Bill is assassinated, but his successor gives the crown to Chris. Chris is the Bishop and builds a Basilica. Kevin is the Trader and builds Docks.

the Survive Arcturia's Transformation quest. The Red Sashes complete the Procure Stolen Goods quest.

Round 3: The Harpers build The Three Pearls. The Red Sashes complete the Perform a Miracle for the Masses quest and the Quell Riots mandatory quest.

Jackaranian – Citadels

Round 2: Bill Assassinates the Warlord and builds a Monastery. Chris is the Emperor, gives the crown to Kevin, and builds a Barracks. Kevin is the Trader and builds a Castle. Christopher is the Warlord and is assassinated.

Round 3: Chris is the Emperor and gives the crown to Bill. Bill is the Bishop and builds a Church. Kevin is the Architect. Christopher is the Warlord and builds a Trading Post.

Round 4: Bill Blackmails the Emperor and Architect and builds a Palace. Kevin is the Emperor, who bribes the Blackmailer, gives the crown to Chris, builds a Museum, and tucks a card under it. Chris is the Trader. Christopher is the Architect, calls the Blackmailer's bluff, and builds an Observatory.

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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.