

### Notes from Hades

The big news this month is the fact that my sons have bought their first car. It is a 2020 Hyundai Ionic EV, and they paid cash for it. They're pretty excited about it. They have wanted an EV, and Scott's dream car was a BMW i3. In fact, the week before they bought the Ionic, they had gone to Carmax to look at a Nissan Leaf they had, and saw an i3 in the lot. They were ready to buy it, but it had already been approved for a transfer to a different location, so they missed out on that. They can charge the car at their college, and in fact they get premier parking because of it. The nice thing from my standpoint is that it dramatically eases the car utilization of the household, so there is less chance that I am left without a car.

Since the last issue, eight games have completed. They are: Huskydoodle, a Wingspan game won by Kieth Marple, Japanese Chin, a Robo Rally game won by Chris Geggus, La Pom, a Terraforming Mars: Ares Expedition game won by Kevin Wilson, Kerry Blue Terrier, a Suburbia game won by Christopher Hunt, Irish Water Spaniel, a Concordia game won by Bill Scharf, Jackaranian, a Citadels game won by Chris Geggus, Goberian, a Silverton game won by Andy York, and Korean Jindo Dog, a Smallworld game also won by Andy York. Congratulations to the winners!

The next deadline is **Tuesday, May 28 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.

**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.

**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(\$), Chris Geggus(\$). This game is full.

**Labrador Retriever:** Terraforming Mars: Ares Expedition: Have the Discovery and Foundation expansions. Have Kevin Wilson(\$), Kieth Marple(\$), Andy York(\$), will take up to 3 more.

**Labrastaff:** Dominion: Have most of the expansion sets plus some extras. Have Kevin Wilson, Christopher Hunt(\$), Chris Hibbert, Dave Hooton, Chris Geggus, Bill Scharf(\$). This game is full.

**Labys:** 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, Bill Scharf(\$), will take up to 2 more.

**Lagotto Romagnolo:** Terraforming Mars: The Dice Game: Have Kevin Wilson, Kieth Marple(\$), Bill Scharf(\$), will take up to 1 more.

**Lancashire Heeler:** Concordia: Have the Venus expansion. Have Dave Hooton, Kevin Wilson, Bill Scharf(\$), Kieth Marple, will take up to 2 more.

**Lapponian Herder:** 7 Wonders: Have the Wonder Pack, Leaders, Cities, Babel, and Armada expansions. Have Kevin Wilson, Christopher Hunt(\$), Kieth Marple, Bill Scharf(\$), will take up to 4 more.

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

### 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.

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

**Chris Hassler a.k.a. Cerberus**  
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Rossmoor, CA 90720  
Phone: (562) 882-1763  
cerberus@sob-zine.org

**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

**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.

**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, Venus Next, Prelude, Colonies, and Turmoil expansions. Have Andy York, Dave Hooton, will take up to 3 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, Kevin Wilson, will take up to 3 more.

**Lords of Waterdeep:** Have the Scoundrels of Skullport expansion. Have Kevin Wilson, will take up to 5 more.

**Citadels:** Have the Deluxe version. Have Kevin Wilson, will take up to 7 more.

Silverton: Have Bill Scharf, will take up to 5 more.

**Robo Rally:** I have the Avalon Hill version. Will take up to 8.

**Puerto Rico:** This is the base game. Will take up to 4.

**Suburbia:** Have the Suburbia, Inc., 5 Star expansions, and Nightlife expansions as well as the Cons and Essen Spiel additions. Will take up to 5.

**Smallworld:** Have the Be Not Afraid, Grand Dames, and Royal Bonus 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.

**Terraforming Mars: Ares Expedition:** This is the Crisis cooperative expansion.

Will take up to 4.

**Discworld: Ankh Morpork:** Will take up to 4.

**History of the World:** Will take up to 7.

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

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

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

## Drentsche Patrijshond

### Machiavelli – Standard Victory Conditions, Natural Disasters, Special Units, Moneylenders, Conquest, White Press Spring 726

**Deadline Summer 726: 5/28 Tuesday**

*France, the Lombards, and the Byzantines stay on the defense in the north, and the Pope edges northward. Plague hits hard.*

#### Builds

		Cost
Byzantines	Maintain all, build F Durazzo, F Palermo, F Messina	36
France	Maintains all, no new builds	15
Lombards	Maintain all, build Elite Mercenary A Naples.	27
Papacy	Maintains A Sienna, A Florence, F Ancona, builds A Rome, A Perugia	15

#### Expenditures

The Lombards spend 3 ducats for Famine Relief in Milan.

#### 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 to UPPER ADRIATIC, F GULF OF NAPLES to Tyrrhenian Sea, F Upper Adriatic to VENICE, F TYRRHENIAN SEA to Western Mediterranean, F Durazzo to LOWER ADRIATIC, F Palermo to CENTRAL MEDITERRANEAN, F MESSINA to Gulf of Naples

France (Robles): A TURIN holds, A SALUZZO holds, F SARDINIA to Western Mediterranean, F CORSICA to Sardinia, G MARSEILLES converts to F

Lombards (Burgdorf): A SAVOY holds, A MILAN supports A Trent, A TRENTO holds, A Mantua to MODENA, A GENOA supports A Savoy, A AQUILA supports A Bari, A BARI supports A Aquila (cut), A (EM) NAPLES supports A Aquila

Papacy (Narhi): A SIENNA besieges (autonomous garrison eliminated), A ROME holds, A Perugia to URBINO, A Florence to BOLOGNA, F ANCONA supports A Perugia to Urbino

#### Press

**Ancona - Byzantines:** Did we say you couldn't have the UAS? Must have been a misunderstanding cause we never said that.

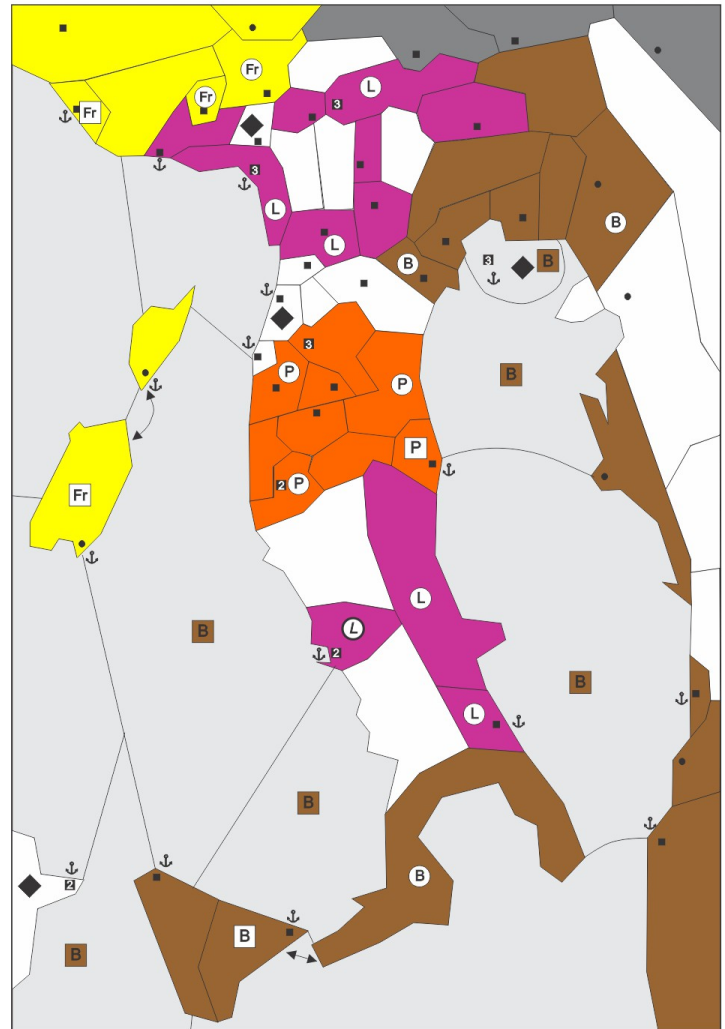
#### Famine Losses

Autonomous Garrison Lucca, French F Corsica

#### Summer 726 Plague

**Bad Year – Row and Column:** Salerno, Verona (Byzantine A eliminated), Dalmatia, Lucca, Bologna (Papal A and autonomous garrison eliminated), Carinthia (Byzantine A eliminated), Provence, Ragusa, Savoy (Lombard A

Drentsche Patrijshond



○ Army □ Fleet ◇ Garrison ◆ Autonomous Garrison ◆ Besieged Garrison eliminated, Palermo, Durazzo, Piombino (autonomous garrison eliminated), Arezzo, Trent (Lombard A eliminated)

## 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: 214. Currently running quizzes, Railway Rivals, Bus Boss, Hare and Tortoise, Puerto Rico, and Britannia.

Current openings for Britannia, Bus Boss, Railway Rivals, Settlers of Catan.

*Dane's Games* Published by Dane Maslen. Current issue: 239. 6 Nimmt!, 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, Choice, Grand National, Reduced Randomness Railway Rivals, Where is My Mind?, Word Puzzle.

*Fury of the Northmen* Published by Colin Bruce. Current issue: 128. Currently running Chess; Civilization; Diplomacy; Conquistador. Game openings for Diplomacy, Chess.

*God Save the Zine* Published by Stephen Agar. Current issue: 14. Currently running Diplomacy, Black Hole Diplomacy II, Bourse, Intimate Diplomacy Tournament, Gunboat Hoplite Wars IV. Game openings for Diplomacy, Mercator XIV, Sopwith, Maneater.

*Back of the Envelope* Published by Tom Howell. Current issue: 33. Currently running Snakes and Ladders, Love Letter, Where in the World is Kendo Nagasaki?, Jabba's Palace, Railway Rivals, Dominion. Current game openings: Diplomacy, Dominion, Dream Mile, Railway Rivals, 6-Nimmit!, Breaking Away!, Golden Strider, Machi Koro, Eat Me!

*Cheesecake* Published by Andy Lischett. Current issue: 426. Currently running

## UK Zines

*Variable Pig* Edited by Jim Reader, published by Richard Smith. Current issue: 207. 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, Puerto Rico, and Rock, Paper, Scissors. Subzine The Celestial Steam Locomotive by Richard Smith runs House of Games – No Research Variant; By Popular Opnion; Dilemmas, Railway Rivals; Where in the World is Kendo Nagasaki; Crystal Ball; Century Spice Road; Bus Boss; Railway Rivals Partnership; Sound Charades. Subzines offer By Variable Demand, Nearly the Best Game in the World, 6-NIMMIT!, Feudality, Dice Forge, Where in the World is Kendo Nagasaki (Temperature Control variant), Lyric Quiz, Railway Rivals, House of Games (No Research), By Popular Opinion. Note, Jim has announced that he is running it down to a fold.

## US Zines

Diplomacy, Escape from Cheesecake Island. Current game openings: Diplomacy. *Eternal Sunshine* Published by Doug Kent. Current issue: 179. Currently running Diplomacy. Subzine Out of the Way, by Andy York currently is not running any games. No current game openings. Doug and Andy have both announced that they are currently running down to a fold. All current games will finish, but no new games will start.

## Email Games Report

### 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 7 Actions: Saturn Systems uses heat to raise the temperature and builds a city. Helion spends heat to raise the temperature twice. Thorgate uses Development Center and Business Network. Aphrodite discovers Artificial Photosynthesis. Inventrix adds a delegate to Mars First. Saturn Systems trades with Ganymede and spends plants for a greenery tile. Helion funds the Botanist award and launches a Lagrange Observatory. Thorgate spends

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

The Oceania expansion is in play.

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

cash for a greenery tile and sells a card. Aphrodite develops Mercurian Alloys. Inventrix builds a Minority Refuge on Pluto and trades with Pluto. Saturn Systems adds a delegate to Unity. Helion spends plants for a greenery tile. Thorgate adds a delegate to the Scientists. Aphrodite adds a delegate to Mars First. Inventrix uses the Space Elevator and funds the Suburban award. Saturn Systems cashes in on Saturn Surfing. Helion adds a delegate to the Kelvinists. Thorgate uses Ironworks. Aphrodite develops Orbital Cleanup. Inventrix launches a Trans-Neptune Probe. Saturn Systems develops Molecular Printing. Helion trades with Io. Thorgate sells 2 cards. Aphrodite builds a Miranda Resort. Inventrix sells a card and builds a Research Colony on Titan. Saturn systems builds a Tropical Resort. Helion sells a card. Thorgate uses Extreme Cold Fungus and spends 8 plants for a greenery tile. Aphrodite introduces Birds. Inventrix uses Jupiter Floating Station to add a resource to Titan Shuttles then converts floaters on Titan Shuttles into titanium. Saturn Systems starts Terraforming Ganymede. Helion sells a card. Thorgate trades with Enceladus and sells a card. Aphrodite adds a resource to Tardigrades. Inventrix develops Laser Dusk Mining. Saturn Systems builds an Industrial Center. Helion plants Bushes. Thorgate sells 2 cards and buys 3 cards. Aphrodite adds a resource to Birds. Inventrix builds a Stanford Torus. Saturn Systems sells a card. Thorgate sells 4 cards and builds a Magnetic Field Dome. Inventrix sells a card, then sells 7 cards and builds Windmills.

Final Greenery Tile Placement: Aphrodite places 2 tiles and Helion places 1.

Final Scores: Inventrix with 67, Saturn System with 58, Aphrodite with 55, Thorgate with 47, and Helion with 43.

### Huskydoodle – Wingspan

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. Dave lays eggs. Chris H. plays the Sulphur-Crested Cockatoo in the forest. Chris G. takes an invertebrate, nectar, and berry. Kieth lays eggs. Christopher plays the Wood Stork in the wetlands. Dave plays the Scaled Quail in the grassland. Chris H. takes an invertebrate, rodent, and 2 nectar. Chris G. plays the Tree Swallow in the wetlands. Kieth plays the Franklin's Gull in the wetlands. Christopher plays the Northern Shoveler in the wetlands. Dave lays eggs. Chris H. plays the Abbot's Booby in the wetlands. Chris G. draws cards. Kieth lays eggs.

Final scores: Kieth with 95, Chris H. with 94, Dave with 79, Christopher with 69, and Chris G. with 68.

Congratulations to Kieth Marple on his close victory!

### Jack Chi – Terraforming Mars

We are using the Prelude and Colonies expansions.

Generation 6: Cheung Shing Mars develops Atmo Collectors. Arklight launches an Interplanetary Colony Ship to Ganymede and trades with Ganymede. Credicor gains Mining Rights and brings in Nitrogen from Titan. Ecoline builds a Lava Tube Settlement. Thorgate builds an Immigrant City. Cheung Shing Mars adds a resource to the Security Fleet and uses Power Infrastructure. Arklight spends plants for a greenery tile and adds a resource to Tardigrades. Credicor funds the Celebrity award. Ecoline spends plants for a greenery tile.

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

Thorgate adds a resource to Directed Impactors. Cheung Shing Mars uses Atmo Collectors for titanium and builds a Toll Station. Arklight builds a Field-Capped City and spends plants for a greenery tile. Credicor trades with Titan. Ecoline brings in Imported GHG. Cheung Shing Mars adds a resource to Red Spot Observatory. Credicor sells a card. Exoline uses Extreme-Cold Fungus to add microbes to GHG Producing Bacteria. Cheung Shing Mars spends heat to raise the temperature. Credicor spends heat to raise the temperature and adds an animal to Small Animals. Ecoline uses GHG Producing Bacteria. Cheung Shing Mars sells a card and starts Laser Dusk Mining. Credicor uses Titan Air-Scrapping and adds a microbe to Psychrophiles, then builds a Power Plant.

Generation 7: Thorgate builds a Trading Colony on Europa and trades with Luna. Cheung Shing Mars funds the Industrialist award. Arklight gains Protected Habitats and trades with Ganymede. Credicor brings in a Giant Ice Asteroid and uses Titan Air Scrapping. Ecoline funds the Benefactor award and spends plants for a greenery tile. Thorgate spends heat to raise the temperature and uses Directed Impactors. Cheung Shing Mars trades with Io then spends heat to raise the temperature. Arklight spends plants for a greenery tile and heat to raise the temperature. Credicor adds a resource to

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 13: Phases are Development, Construction, Action, and Research. Development: Sultira develops Oxydation Byproducts, Zetasel starts Noctis Farming, Exocorp joins the Asteroid Mining Consortium, IC builds an Underground City, and Teractor develops a Quantum Extractor. Construction: Sultira uses Work Crews to join the United Planetary Alliance, Zetasel develops an Interplanetary Superhighway and claims the Space Baron milestone, Exocorp introduces Birds and

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 Naxos, Demetrias, Thera, Melos, and Kythera, and has acquired an

Player	Faction
Bill Scharf	Red Sashes
Christopher Hunt	Harpers
Chris Geggus	Knights of the Shield

We are using the Undermountain expansion.

Round 3: The Harpers build The Three Pearls, take

Psychrophiles and plants Bushes. Ecoine uses Extreme-Cold Fungus to add resources to GHG Producing Bacteria, then uses GHG Producing Bacteria. Thorgate builds Sky Docks and Io Mining Industries. Cheung Shing Mars builds a Corona Extractor. Arklight plants Algae and starts Kelp Farming. Credicor joins the Asteroid Mining Consortium. Ecoline spends heat to raise the temperature. Cheung Shing Mars adds a resource to Security Fleet and uses Red Spot Observatory. Arklight sells a card and adds a resource to Tardigrades. Ecoline sells 2 cards and starts Tundra Farming. Cheung Shing Mars builds a Fuel Factory. Cheung Shing Mars develops Breathing Filters, builds Mars University, builds Space Hotels, uses Power Infrastructure, develops Nitrite Reducing Bacteria and Symbiotic Fungus, uses Symbiotic Fungus to add a resource to Nitrite Reducing Bacteria, then uses Nitrite Reducing Bacteria.

Generation 8: Cheung Shing Mars trades with Luna and adds a resource to Security Fleet. Arklight develops a Meat Industry and hires Trade Envoys. Credicor builds a Capital and spends plants for a greenery tile. Ecoline spends plants for a greenery tile. Thorgate spends plants for a greenery tile and trades with Callisto. Cheung Shing Mars develops Standard Technology. Arklight trades with Ganymede and introduces Sub-Zero Salt Fish. Credicor spends plants for a greenery tile and starts Water Import from Europa. Ecoline develops Tectonic Stress Power and plants Grass. Thorgate trades with Io and builds an Underground City. Cheung Shing Mars builds a city then builds an Urbanized Area. Arklight develops Advanced Ecosystems and adds a resource to Sub-Zero Salt Fish. Credicor develops Floater Technology then uses it to add a resource to Titan Air-Scrapping. Ecoline builds Phobos Space Haven and plants Heather. Thorgate builds a Great Dam. Cheung Shing Mars develops Sub-Crust Measurements. Arklight spends plants for 2 greenery tiles. Credicor uses Titan Floating Launch-Pad to add a resource to Titan Air-Scrapping and uses Water Import from Europa. Ecoline uses Extreme-Cold Fungus to gain a plant. Thorgate runs a Technology Demonstration. Cheung Shing Mars builds a Physics Complex and uses it. Arklight builds a city and adds a resource to Tardigrades. Credicor uses Titan Air-Scrapping. Ecoline spends plants for a greenery tile. Thorgate sells a card. Cheung Shing Mars uses Atmo Collectors to gain titanium and adds a resource to Red Spot Observatory. Arklight uses Martian Zoo. Credicor adds a resource to Small Animals and Psychrophiles. Thorgate brings in an Impactor Swarm. Cheung Shing Mars launches Satellites. Credicor uses heat to raise the temperature. Thorgate uses heat to raise the temperature 2 steps. Cheung Shing Mars uses Sub-Crust Measurements. Thorgate uses heat to raise the temperature. Cheung Shing Mars uses Symbiotic Fungus and Nitrite Reducing Bacteria.

### La Pom – Terraforming Mars: Ares Expedition

Advanced Ecosystems, and IC gains a Research Grant. Action: Sultira uses heat to raise the temperature 3 steps, Zetasel uses heat to raise the temperature 1 step and uses Interplanetary Superhighway to raise the infrastructure 1 step, Exocorp spends heat to raise the temperature 2 steps and plants to gain a forest tile, IC uses Solarpunk, and Teractor uses Developed Infrastructure and spends heat to raise the temperature.

Round 14: Phases are Construction, Action, and Production. Construction: Sultira encourages Ice Cap Melting and starts a Farmers Market, Zetasel takes out an Investment Loan, Exocorp brings in Imported Nitrogen, and Teractor unleashes a Subterranean Reservoir and starts Aquifer Pumping. Action: Zetasel uses plants and heat to raise infrastructure and uses Interplanetary Superhighway twice, IC uses Solarpunk.

Round 15: Phases are Development and Construction. Development: Sultira builds a Commercial District, IC develops Lightning Harvest, and Teractor starts Farming. Construction: Sultira introduces Pets, Zetasel develops Adaptation Technology and Standard Technology, Exocorp builds a Research Outpost and starts Terraforming Ganymede, IC sponsors the Olympus Conference, and Teractor develops Business Contacts.

Round 16: Phases are Action, Production, and Research. Action: Sultira uses heat and plants to raise infrastructure 4 steps and cash to raise infrastructure 3 more steps, Zetasel uses heat and plants to raise infrastructure 2 steps and uses Interplanetary Superhighway twice, Exocorp uses heat and plants to raise infrastructure 2 steps, IC uses heat and plants to raise infrastructure 1 step, and Teractor uses heat and plants to raise infrastructure 1 step, cash to buy 2 forest tiles, and cash to raise infrastructure 1 step.

This completes the terraforming of Mars. Final scores are Sultira with 60, Exocorp with 54, Zetasel with 40, Teractor with 31, and IC with 22. Congratulations to Kevin Wilson on his victory!

### Irish Water Spaniel – Concordia

Architect/Mercator, Vintner, and Mercator, and has acquired a land colonist. Bill has built houses in Methone, Kythera, Zakhantos, Metropolis, Thermos, Patrae, Delphi, and Nicopolis, and has acquired a Weaver. Dave has built houses in Chalcis, Delphi, Corinthus, Psyra, and Megalopolis, has acquired a Consul, Diplomat, and Prefect, and has gained another land colonist.

Final scores are Bill with 127, Dave with 125, and Kevin with 115. Congratulations to Bill on his close victory!

### Irish Wolfhound – Lords of Waterdeep

the Sanctify Desecrated Temple quest. The Red Sashes complete the Perform a Miracle for the Masses quest and the Quell Riots mandatory quest. The Knights of the Shield take and complete the Loot the Crypt of Chantea quest, take the Defend the Lanceboard Room quest.

Round 4: The Knights of the Shield build Heroes' Garden, then replace Heroes' Garden with Shadowdusk Hold, complete the Defend the Lanceboard Room quest, and gain the Sponsor Bounty Hunters quest. The Red Sashes gain the Impersonate Tax Collector quest, complete the Prison Break quest, and gain the Break into Blackstaff

Tower quest. The Harpers take and complete the Research Chronomancy quest, gain the Recruit for Blackstaff Academy and Repel Seawraiths quests, and complete the Root Out Loviatar's Faithful quest.

Round 5: The Red Sashes build The Yawning Portal and complete the Impersonate Tax Collector quest. The Harpers complete the Sanctify Desecrated Temple and Repel Seawraiths quests, and take the Quell Mercenary Uprising quest. The Knights of the Shield complete the Convert a Noble to Lathander quest, take the Battle in Muiral's Gauntlet quest, complete the Resurrect Dead Wizards and Steal Spellbook from Silverhand quests, and take the Retrieve Ancient Artifacts quest.

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

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

Round 5: Chris is the Wizard who builds a Fortress from Christopher's hand. Kevin is the Emperor who places a card under the Museum. Bill is the Architect. Christopher is the Warlord.

Round 6: Christopher is the Blackmailer, who threatens the Wizard and Emperor. Bill is the Wizard, who pays off the Blackmailer, builds a Barracks from Chris' hand and a Temple. Kevin is the Emperor, who pays off the Blackmailer, builds a Cathedral, and tucks a card under the Museum. Chris is the Warlord, who destroys the Museum.

Player	Company Name/Starting Location
Andy York	North Texas Survey Board (NTSB)/Denver
Dave Hooton	Rocky Mountain High Line (RMHL)/Denver
Bill Scharf	El Paso & Rio Grande (EPRG)/El Paso

We are using the Campaign game, Advanced rules,

Player	Robot Name
Chris Geggus	GEGS
Bill Scharf	K-99
Andy York	Dalekbot
Dave Hooton	Boomba

Turn 1: GEGS, K-99, and Dalekbot all head south to the top of the board, while Boomba heads north. K-99 shoots Dalekbot.

Turn 2: K-99 shoots Dalekbot again. GEGS tags flag 4. K-99 gains the Abort Switch and Boomba gains the Circuit Breaker.

Turn 3: Boomba tags flag 3. K-99 shoots Dalekbot,

Player	Borough
Bill Scharf	Gelbville
Christopher Hunt	Greenville
Dave Hooton	Harvard Square (HS)
Andy York	Austin City Limits (ACL)

Round 6: The Harpers gain the Recruit Paladins for Tyr, Defend the Tower of Luck, and Establish Temple to Ibrandul quests and complete the Establish Temple to Ibrandul and Eliminate Vampire Coven quests. The Knights of the Shield build The Eye's Lair. The Red Sashes complete the Evade Assassins, Fend Off Bandits, and Break into Blackstaff Tower quests, and take the Raid on Undermountain quest.

Round 7: The Knights of the Shield complete the Battle in Muiral's Gauntlet quest, discard the Sponsor Bounty Hunters quest, and take the Plunder the Island Temple quest. The Red Sashes complete the Raid on Undermountain and Placate the Walking Statue quests, build The Lost Cavern, take the Expose Red Wizards' Spies and Install a Spy in Castle Waterdeep quests, and replace the House of Good Spirits with New Olamn. The Harpers build The Waymoot, take the Protect the House of Wonder quest, and complete the Protect the House of Wonder, Defend the Tower of Luck, and Bribe the Shipwrights quests.

Round 8: The Harpers discard the Establish Wizard Academy quest, complete the Recruit Paladins for Tyr quest, and take the Perform Penance of Duty quest. The Knights of the Shield complete the Plunder the Island Temple quest. The Red Sashes complete the Expose Red Wizards' Spies quest and take the Confront the Xanathar quest.

### Jackaranian – Citadels

Round 7: Kevin is the Blackmailer, who threatens the Emperor and Warlord. Christopher is the Emperor, who pays the Blackmailer and builds a Park. Bill is the Architect. Chris is the Warlord, who has no gold, and destroys Bill's Church.

Round 8: Chris is the Blackmailer, who threatens the Emperor and Bishop and builds a Wishing Well. Bill is the Bishop, who pays the Blackmailer and builds a Castle. Christopher is the Trader, who builds a Monastery. Kevin is the Architect, who builds a Manor.

Round 9: Bill is the Assassin, who assassinates the Architect. Chris is the Emperor. Kevin is the Trader. Christopher is the Warlord, who builds a Tavern.

Round 10: Kevin is the Blackmailer, who threatens the Emperor and Warlord and builds an Ivory Tower. Chris is the Wizard and builds a Barracks. Bill is the Trader. Christopher is the Warlord, who defies the Blackmailer but is the target, so pays all his gold, and destroys the Bill's Temple.

Round 11: Bill is the Emperor, who builds a School of Magic. Kevin is the Bishop, who builds a Barracks. Chris is the Architect, who builds a Watchtower and Market, completing his city. Christopher is the Warlord. Final score is Chris with 34, Kevin with 28, Bill with 21, and Christopher with 18. Congratulations to Chris on his victory!

### Goberian – Silverton

and the Hiring & Advancing, Freight Transfer, and Joint Run Passenger Routes optional rules.

NTSB starts out heading westward and eventually connects to all 5 markets and corners all of the major long-haul passenger routes. RMHL heads south and goes big into silver and manages to get the passenger lines from Denver to Colorado Springs, Pueblo, Leadville, and Aspen, as well as the lines into Grand Junction. It eventually gets into Salt Lake City, but is cut off from Santa Fe and El Paso. EPRG heads north, goes big into copper and manages to get the passenger lines from El Paso to Santa Fe and Deming, the Santa Fe to Albuquerque line, and the Gallup to Santa Rosa line, but is cut off from Salt Lake City, Denver, and Pueblo. The passenger lines make the difference as NTSB wins with \$69,325 to \$62,850 for EPRG and \$56,535 for RMHL. Congratulations to Andy on his victory!

### Japanese Chin – Robo Rally

and Dalekbot uses Radio control on K-99. K-99 and Dalekbot shoot each other. K-99 tags flag 2.

Turn 4: K-99 shoots Dalekbot and Dalekbot uses Radio Control on K-99, causing it to dive into a pit, losing the Abort Switch. GEGS tags flag 2 then shoots Dalekbot.

Turn 5: GEGS and Dalekbot shoot each other twice. Boomba touches flag 1.

Turn 6: K-99 and Boomba shoot each other.

Turn 7: Dalekbot touches flag 2. GEGS touches flag 3. K-99 shuts down.

Turn 8: Boomba touches flag 4.

Turn 9: Dalekbot shoots Boomba with Radio Control. Boomba shoots Dalekbot and touches flag 2. K-99 touches flag 4.

Turn 10: Boomba shoots Dalekbot. GEGS touches flag 1.

Turn 11: K-99 heads to flag 1 while GEGS and Boomba head toward starting spaces.

Turn 12: GEGS reaches a starting space first, winning the game! Congratulations to Chris Geggus!

### Kerry Blue Terrier – Suburbia

We are using the Nightlife expansion.

Round 1: Gelbville builds a Helipad, Greenville a lake, HS a Dance Club, and ACL a lake.

Round 2: Gelbville builds a Landfill, Greenville a Mint, HS a Haunted House, and ACL a Business Supply Store.

Round 3: Gelbville builds a lake, Greenville a lake, HS a Heavy Factory, and ACL a Fancy Restaurant.

Round 4: Gelbville builds a Heavy Factory, Greenville a Municipal Airport, HS a Haunted House, and ACL a Convenience Store.

Round 5: Gelbville builds a Business Supply Store, Greenville a Back Alley, HS a lake, and ACL a lake.

Round 6: Gelbville builds a Heavy Factory, Greenville a Domestic Airport, HS an Elementary School, and ACL a Postal Service.

Round 7: Gelbville builds a lake, Greenville an Office of Bureaucracy, HS a lake, and ACL a Gas Station.

Round 8: Gelbville builds a Casino, Greenville a Stadium, HS a Heavy Factory, and ACL a Gas

Players are: Chris Hibbert, Kevin Wilson, Chris Geggus, Andy York.

Round 1: Hibbert builds a Construction Hut and populates it and takes a tobacco plantation. Wilson builds a Small Indigo Plant and takes and populates a quarry. Geggus builds a Small Indigo Plant, takes a coffee plantation, and populates the Small Indigo Plant and corn plantation. York builds a Hacienda and populates it, takes a corn plantation, and Prospects.

Round 2: Wilson populates the Small Indigo Plant and indigo plantation, produces indigo, takes a tobacco plantation, and trades indigo. Geggus populates the coffee plantation, produces corn, takes a tobacco plantation, and trades corn. York populates the Hacienda and produces corn, gains corn and sugar plantations. Hibbert populates the tobacco plantation and takes a quarry.

Round 3: Geggus ships corn, populates a tobacco plantation, and builds a Coffee Roaster. York ships

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

Round 1: Bill takes the Stout Priestesses and gains 3VP. Kevin takes the Commando Pygmies and gains 7VP. Andy takes the Heroic Igors and gains 4VP. Christopher takes the Berserk Amazons, wipes Bill's Priestesses from the map, and gains 3VP.

Round 2: Bill's Priestesses move onto a different area of the map, gain 2VP, and go into decline. Kevin's Pygmies gain 8VP. Andy's Igors gain 7VP. Christopher's Amazons gain 4VP.

Round 3: Bill takes the Hill Halflings, and gain 11VP. Kevin's Pygmies gain 9VP. Andy's Igors gain 8VP. Christopher's Amazons go into decline, gaining 6VP.

Round 4: Bill's Halflings and Priestesses gain 13VP. Kevin's Pygmies go into decline and gain 9VP. Andy's Igors gain 9VP. Christopher takes the

Station.

Round 9: Gelbville builds a Community Park, Greenville a Retirement Village, HS a Power Station, and ACL a Postal Service.

Round 10: Gelbville builds a Police Station, Greenville a Stadium, HS invests in a Community Park, and ACL builds a lake.

Round 11: Gelbville builds a lake, Greenville a Hostel, HS Suburbs, and ACL a PR Firm.

Round 12: Gelbville builds Apartments, Greenville a Middle School, HS a lake, and ACL a New Car Dealership.

Round 13: Gelbville builds a Bed & Breakfast, Greenville a Campus Library, HS invests in a Haunted House, and ACL builds a lake.

Final score is Greenville with 107, Harvard Square with 76, Gelbville with 64, and Austin City Limits with 55. Congratulations to Christopher Hunt on his victory!

### Horgi – Puerto Rico

corn, populates 2 corn plantations, and builds a Sugar Mill. Hibbert populates a quarry and builds a Tobacco Storage. Wilson populates a tobacco plantation, builds a Construction Hut, and Prospects.

Round 4: York populates a sugar plantation and the Small Sugar Mill and produces corn and sugar. Hibbert populates a tobacco storage, builds an Indigo Plant, and produces tobacco. Wilson populates the Construction Hut, builds a Tobacco Storage, and produces indigo. Geggus populates the Coffee Roaster and produces corn and coffee.

Round 5: Hibbert trades tobacco and takes a quarry. Wilson takes a corn plantation. Geggus trades coffee, takes a coffee plantation, and ships corn and coffee. York takes 2 sugar plantations, ships corn and sugar, and Prospects.

Round 6: Wilson populates a corn plantation and the Tobacco Storage, builds a Large Market, takes a quarry, and produces corn and indigo. Geggus populates the Coffee Roaster, builds a Large Warehouse, takes a sugar plantation, and produces corn and coffee. York populates a sugar plantation, takes 2 tobacco plantations, and produces corn and sugar. Hibbert populates a quarry, builds an Office, takes a tobacco plantation, and produces tobacco.

Round 7: Geggus ships corn, populates the Large Warehouse and coffee plantation, and produces corn and coffee. York ships sugar, trades corn, populates a sugar plantation, and produces corn and sugar. Hibbert trades tobacco, populates an indigo plantation, tobacco plantation, and Tobacco Storage, and moves a colonist from the Construction Hut to the Office, and produces indigo and tobacco. Wilson trades indigo, populates the Large Market and quarry, and produces corn, indigo, and tobacco.

### Korean Jindo Dog – Smallworld

Imperial Giants, who along with the Amazons gain 9VP.

Round 5: Bill's Halflings and Priestesses gain 13VP. Kevin takes the Fortified Elves who, along with the Pygmies, gain 10VP. Andy's Igors gain 12VP. Christopher's Giants knock out the Priestesses' ivory tower and, along with the Amazons, gain 8VP.

Round 6: Bill's Halflings go into decline, the Priestesses are eliminated, and he gains 6VP. Kevin's Elves and Pygmies gain 15VP. Andy's Igors go into decline, gaining 11VP. Christopher's Giants and Amazons gain 13VP.

Round 7: Bill takes the Underground Skeletons who, along with the Halflings, gain 8VP. Kevin's Elves and Pygmies gain 15VP. Andy takes the Aquatic Orcs who, along with the Igors, gain 11VP. Christopher's Giants go into decline, the Amazons are eliminated, and he gains 6VP.

Round 8: Bill's Skeletons and Halflings gain 8VP. Kevin's Elves go into decline, the Pygmies are eliminated, and he gains 9VP. Andy's Orcs and Igors gain 13VP. Christopher takes the Behemoth Pixies who, along with the Giants, gain 8VP.

Round 9: Bill's Skeletons and Halflings gain 15VP. Kevin takes the Mercenary Sorcerers who, along with the Elves, gain 11VP. Andy's Orcs and Igors gain 13VP. Christopher's Pixies and Giants gain 11VP.

Final score is Andy with 96, Kevin with 93, Bill with 86, and Christopher with 78. Congratulations to Andy on his victory!

### Kengal Shepherd Dog – Terraforming Mars

expansions.

Prelude Phase: Pharmacy Union plays Biofuels and Supply Drop. Astrodrill plays Loan and Supplier. Aridor plays UNMI Contractor and Research Network. Arklight plays Nitrogen Shipment and Biosphere Support. Tharsis Republic Aquifer Turbines and Society Support.

Generation 1 Actions: Pharmacy Union builds an Ice Moon Colony on Luna and plants Potatoes. Astrodrill builds an Immigrant City and places a colony on Luna. Aridor brings Ceres into play and builds a colony on Luna. Arklight introduces Designed Microorganisms and claims the Forester milestone. Tharsis Republic

Player	Corporation
Dave Hooton	Pharmacy Union
Chris Geggus	Astrodrill
Andy York	Aridor
Christopher Hunt	Arklight
Kevin Wilson	Tharsis Republic

We are using the Venus Next, Prelude, and Colonies

places a city and builds a Mining Area. Pharmacy Union acquires a Topsoil Contract and places a greenery tile. Astrodrill builds a Space Port. Aridor develops Viral Enhancers. Tharsis Republic builds Rim Freighters and launches an Interplanetary Colony Ship to Callisto. Pharmacy Union develops Nuclear Power. Astrodrill deploys Rad Suits.

Generation 2 Actions: Astrodrill develops Cryosleep and trades with Luna. Aridor exploits a Titanium Mine. Arklight develops Cutting Edge Technology. Tharsis Republic trades with Ceres. Pharmacy Union holds an Invention Contest and develops Standard Technology. Astrodrill sponsors a Mining Expedition. Aridor builds Space Hotels and claims the Investor milestone. Tharsis Republic builds a Space Elevator and uses it. Pharmacy Union develops Industrial Microbes. Astrodrill sells a card and conducts the Release of Inert Gasses. Pharmacy Union trades with Pluto. Astrodrill spends a resource to gain titanium.

### Labernese – Terraforming Mars: Ares Expedition

Player	Corporation
Christopher Hunt	Sharizen
Kieth Marple	Teractor
Andy York	Magna, Inc.
Kevin Wilson	Mai-Ni Productions

This is the Crisis expansion.

Round 1: Catastrophic Erosion is drawn and the dummy draw is Development. Phases are Construction, Production, and Research.

Construction: Sharizen hires Interns, Teractor gains a Research Grant and develops Advanced Alloys, Magna, Inc. builds an Orbial Outpost and sponsors the Release of Inert Gasses.

Player	Faction
Christopher Hunt	The Greenies
Kevin Wilson	PIKES
Bill Scharf	HEW
Andy York	TTG

PIKES is P-Math Institute of Klatch, Ee Section. HEW is Hublander Expeditionary Workforce. TTG is Texas Tenement Guild.

Round 1: The Greenies take out a loan from the Bank of Ankh Morpork and play Leonard of Quirm. PIKES visits Gimlet's Dwarf Delicatessen. HEW enlists Nobby Nobbs, Sergeant Angua, and the History Monks. TTG brings in Here'n'Now and visits Zorgo the Retrophrenologist.

Round 2: The Greenies call Rincewind, who releases

Player	Faction
Dave Anderson	Romulus & Remus
Christopher Hunt	The Greenies
Chris Geggus	GEGS
Kevin Wilson	RMHS
Bill Scharf	Iconians
Andy York	Republic of Texas

GEGS is Glorius Expansion Gathers Support. RMHS is Royal Manticoran Historical Society.

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

We are using the Buildings expansion.

Round 1: Kevin builds a Construction Hut, populates it, and takes a corn plantation. Andy builds a

Player	Corporation
Kieth Marple	Creditor
Dave Hooton	Viron
Chris Geggus	MSI
Bill Scharf	Poseidon

Round 2: Oxygen is reduced 1 step and 1 ocean tile is flipped, Emergency Shelters is drawn and the dummy phase is Construction. Phases are Development, Production, and Research. Development: Sharizen develops Lightning Harvest, Teractor builds a Processing Plant, Magna, Inc. develops Space Heaters, and Mai-Ni Productions develops Surface Mines.

Round 3: Oxygen is reduced 2 steps, temperature 1 step, and 1 ocean tile is flipped. Atmosphere Rupture is drawn and the dummy phase is Research. Phases are Development, Construction, Action, and Production. Development: Sharizen joins the Great Escarpment Consortium, Teractor builds Ganymede Shipyard, Magna, Inc. builds an Underground City, and Mai-Ni Productions builds Vesta Shipyard. Catastrophic Erosion and Emergency Shelters are discarded. Construction: Sharizen joins the United Planetary Alliance and develops Restructured Contracts. Teractor builds a Power Infrastructure. Magna, Inc. conducts a Technology Demonstration. Mai-Ni Productions develops Matter Manufacturing. Action: Sharezen uses Redrafted Contracts and exchanges cards with Magna, Inc. Teractor adds a space tag to Research Grant. Mai-Ni Productions uses Matter Manufacturing twice. Atmosphere Rupture is discarded.

### Labmaraner – Discworld: Ankh Morpork

Demons from the Dungeon Dimensions, and the Agony Aunts. PIKES releases The Fire Brigade and The Duckman. HEW visits Gimlet's Dwarf Delicatessen. TTG discards a card, plays CMOT Dibbler, and the Thieves' Guild.

Round 3: The Greenies play Sacharissa Crisplock. PIKES plays The Librarian. HEW plays Leonard of Quirm. TTG plays Foul Ole Ron and The Dysk.

Round 4: The Greenies play Inigo Skimmer. PIKES plays Beggars' Guild. HEW plays Nobby Nobbs and Hex. TTG plays Drumknott, Dr. Whiteface, and Mr. Boggis.

Round 5: The Greenies play the Sonky Shop. PIKES plays The Ankh Morpork Sunshine Dragon Sanctuary and Mr. Pin and Mr. Tulip. HEW plays Angua and The Fools' Guild. TTG plays The Pink Pussycat Club and Harga's House of Ribs.

Round 6: The Greenies play Dwarves and Dr. Mossy Lawn. PIKES plays Groat. HEW plays Mr. Bent and Captain Carrot. TTG plays Cosmo Lavish, Deep Dwarves, and Sergeant Colon.

Round 7: The Greenies play Patrician's Palace. PIKES plays Mr. Gryle. HEW plays Sybil Vimes. TTG plays Pondor Stibbons, who creates a Fog, Otto Chriek, and Edward d'Eath.

Round 8: The Greenies play Lord Downey. PIKES plays Harry King. HEW plays Archchancellor Ridcully, causing Riots. TTG plays Sir Charles Lavatory.

### Labrabull – History of the World

Epoch I Empire Selection: Republic of Texas passes to RMHS. Iconians and GEKS keep. The Greenies pass to Romulus & Remus. Romulus & Remus pass to The Greenies. RMHS passes to Republic of Texas.

Epoch I: Romulus & Remus is Egypt, who are present in North Africa and the Middle East. The Greenies are the Minoans who are present in North Africa and the Middle East. GEKS is the Indus Valley, who dominate the Middle East and are present in India. RMHS is Babylonia, who dominate the Middle East. The Iconians play the Hittites and are the Shang Dynasty, who dominate China and are present in the Middle East. Republic of Texas are the Aryans, who are present in the Middle East, India, and China.

Epoch II Empire Selection: Iconians, RMHS, and The Greenies keep. GEKS passes to Republic of Texas. Romulus & Remus passes to GEKS. Republic of Texas passes to Romulus & Remus.

### Labradoodle – Puerto Rico

Hacienda, populates it and an indigo plantation, and takes tobacco and sugar plantations. Chris builds a Small Market, populates the corn plantation, takes a quarry, and produces corn. Christopher populates the corn plantation, takes another corn plantation, and produces corn.

Round 2: Andy Prospects and builds a Small Sugar Mill. Chris trades corn and builds a Black Market. Christopher ships corn and builds a Hospice. Kevin builds a Small Indigo Plant.

### Lab Pointer – Terraforming Mars

Kevin Wilson	Factorum
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We are using the Venus Next, Prelude, Colonies, and Turmoil expansions.

Prelude Phase: Creditor plays Huge Asteroid and Great Aquifere. Viron plays Supply Drop and Mohole Excavation. MSI plays Loan and Biolab. Poseidon plays Acquired Space Agency and UNMI Contractor. Factorum plays Galilean Mining and Supplier.

Generation 1: Credicor builds an Ice Moon Colony on Luna and a colony on Triton. Viron builds a colony on Triton and launches an Interplanetary

Colony Ship to Luna. MSI builds a colony on Luna. Poseidon builds a colony on Io and funds the Search for Life. Factorum introduces Tardigrades and adds a resource on it. Credicor builds a Giant Space Mirror and adds a delegate to the Greens.

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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.