

Notes from Hades

A few months ago, my wife's oldest sister Karen passed away from lung cancer. As she lived in rural New Hampshire, Celeste was not able to make the funeral. However, the sister had planned on being interred in a cemetery in Pittsburgh alongside her mother and brother. That interment happened last Friday as I write this.

All four of us flew out. We rented a house through AirBnB, and shared it with Celeste's remaining sibling, Marie Joe, and her husband, Richard. We got there on Thursday, explored the suburb of Murrysville, where Celeste grew up after her dad remarried. That evening, the rest of the family who was attending arrived: Marie Joe's oldest son and his wife, and Karen's two children and their families. We had a nice evening reminiscing and just talking. The interment was the next morning, followed by lunch. After lunch, we visited the childhood home of Celeste and Marie Jo in McKeesport. After that, my family visited a neighborhood called Versailles, which was the home of a childhood friend of Celeste's and was more extremely economically depressed. It was so bad, that it was used at the setting for the post-apocalyptic movie The Road. That evening, we joined the niece and nephew for a Pirates game. The Pirates lost 8 to 9 to the Arizona Diamondbacks.

Saturday, we all went our separate ways. My family and I went to Fallingwater, the Frank Lloyd Wright-designed home. Erik has had the Lego set of it for over 10 years and we promised him that if we were ever in the area, we would visit you are ever in the area. After Fallingwater, we went to Morgantown, West Virginia to see where Celeste went to college. Morgantown is home to Virginia University, and we visited some of the buildings she studied or lived in, and had dinner there. Then, we drove back to Pittsburgh to our hotel near the airport.

Our flight into Chicago was uneventful, but when we landed, we learned that our connecting flight to LA had been canceled, and the soonest flight we could get on was for 3:44pm the next day. That is a delay of over 30 hours. The airline gave use some meal vouchers – essentially single use virtual debit cards that have \$15 cap on each one. We used most of them when we had lunch the next day at the airport. We finally arrived home at about 8pm.

Overall, the trip was good, only slightly overshadowed by the difficulties with the return trip.

One other thing of note happened since the last issue. I acquired the game Nova, a game about building a scientifically designed zoo. I liked it enough to offer it here. Check it out below.

Since the last issue, five games have completed. They are: Manchester Terrier, a Wingspan game won by Keith Marple, Norwegian Buhund, a Terraforming Mars: cooperative expansion. Have Kevin Wilson, Christopher Hunt, Keith Marple, and Bill Scharf, and Labsy, a Power Grid game won by Dave Hooton. Congratulations to the winners!

The next deadline is Tuesday, September 10 at 5:00 p.m. Pacific Time.

Contents

Drentsche Patrijshond	Machiavelli	Page 2
Zine Report		Page 3
Email Games Report		Page 3
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.

Maltese Shih Tzu: Terraforming Mars: Have the Hellas & Elysium plus 3 developed maps, Venus Next, Prelude, Colonies, and Turmoil expansions. Have Andy York(\$), Dave Hooton(\$), Chris Geggus(\$), Kevin Croskery(\$), Christopher

Maremma Sheepdog: Terraforming Mars: Have the Hellas & Elysium plus 3 Thursday, explored the suburb of Murrysville, where Celeste grew up after her dad fan-developed maps, Venus Next, Prelude, Colonies, and Turmoil expansions. Have Chris Geggus(\$), Kevin Wilson(\$), Dave Hooton(\$), Andy York(\$), Keith

Mini Bernedoodle: Terraforming Mars: Have the Hellas & Elysium plus 3 followed by lunch. After lunch, we visited the childhood home of Celeste and developed maps, Venus Next, Prelude, Colonies, and Turmoil expansions. Have Marie Jo in McKeesport. After that, my family visited a neighborhood called North Chris Geggus(\$), Kevin Wilson(\$), Andy York(\$), Bill Scharf(\$), will take up to 1

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

Norwegian Elkhound: Puerto Rico: This will include the Nobles expansion. Have Kevin Wilson(\$), Andy York(\$), Christopher Hunt, will take up to 1 more.

Norwich Terrier: Race for the Galaxy: Have The Gathering Storm and Rebel vs. Bill Scharf(\$), Keith Marple(\$), will take up to 1 more.

Nova Scotia Duck Tolling Retriever: Concordia: Have the Venus expansion. Have Kevin Wilson(\$), Dave Hooton(\$), Bill Scharf(\$), Keith Marple(\$), will take up to 2 more.

Old English Sheepdog: 7 Wonders: Have the Wonder Pack, Leaders, Cities, Babel, and Armada expansions. Have Kevin Wilson(\$), Chris Geggus(\$), Bill Scharf(\$), will take up to 4 more.

Papipoo: Wingspan: Have the European and Oceana birds expansions. Have Chris Hibbert(\$), Bill Scharf(\$), Keith Marple(\$), Dave Anderson(\$), will take up us up in a hotel in Schaumburg, a suburb of Chicago about 11 miles to the west, and to 1 more.

Patterdale Terrier: Lords of Waterdeep: Have the Scoundrels of Skullport Keith Marple(\$), will take up to 1 more.

Peekapoo: Puerto Rico: This is the base game. Have Chris Hibbert, Kevin Wilson, Chris Geggus(\$), will take up to 1 more.

Pekalier: Terraforming Mars: Ares Expedition: Have the Discovery and Nova, a game about building a scientifically designed zoo. I liked it enough to offer it here. Check it out below.

Pembroke Welsh Corgi: Terraforming Mars: Ares Expedition: This is the Crisis a Wingspan game won by Keith Marple, Norwegian Buhund, a Terraforming Mars: cooperative expansion. Have Kevin Wilson, Christopher Hunt, Keith Marple, will offer it here. Check it out below.

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
11152 Wallingsford Road Unit 7L
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

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, up to 6 more.

Bill Scharf, will take up to 2 more.

Dune: Have the Tleilaxu, Ixians, and Lansraad variants available, and can to 2 more.

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.

Terra Mystica: Have Kevin Wilson, Christopher Hunt, will take up to 3 more.

Silverton: Have Bill Scharf, Andy York, will take up to 4 more.

Power Grid: Have 14 different maps, the alternate deck, some promo cards, and the Power Crisis unofficial expansion. Have Kevin Wilson, will take up to 5 more.

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

Puerto Rico: This will include the Buildings expansion. Have Kevin Wilson, Chris Geggus, will take up to 2 more.

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

Citadels: Have the Deluxe version. Have Kevin Wilson, Chris Geggus, will take up to 2 more.

Discworld: Ankh Morpork: Have Kevin Wilson, Christopher Hunt, will take up to 2 more.

Terraforming Mars: The Dice Game: Have Keith Marple, will take up to 3 more.

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

Settlers of Catan: Have the Seafarers and the Knights and Cities expansions. Will take up to 6.

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.

Age of Renaissance: Will take up to 6.

History of the World: Will take up to 7.

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

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.

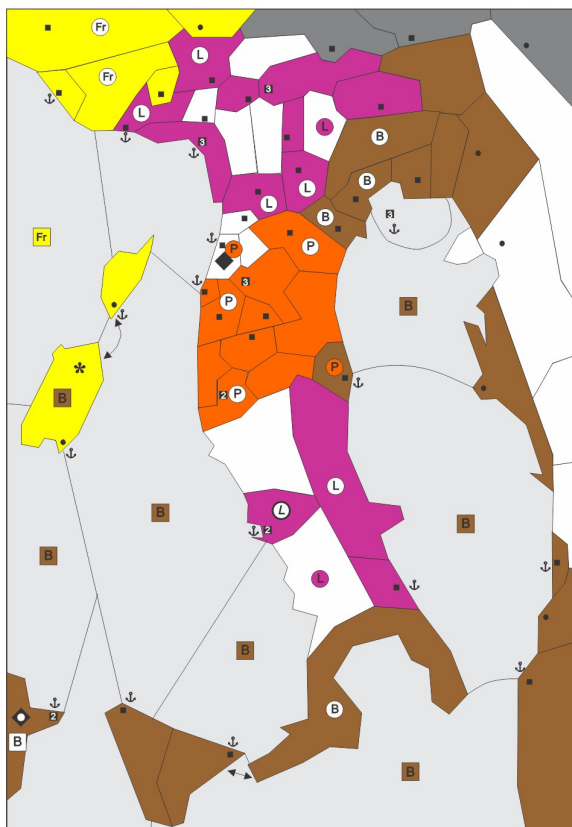
Drentsche Patrijshond

Machiavelli – Standard Victory Conditions, Natural Disasters, Special Units, Moneylenders, Conquest, White Press Spring 727

Deadline Summer 727: 9/10 Tuesday

Most powers adopt a defensive posture, with the Lombards making a slight advance on Byzantium, and Byzantium taking Sardinia from the somnolent French. The Pope advances northward.

Drentsche Patrijshond



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

Builds

		Cost
Byzantines	Maintains A Ferrara, A Verona, A Otranto, F Upper Adriatic, F Tyrrhenian Sea, F Western Mediterranean, F Ancona, F Tunis, F Gulf of Naples, builds A Padua, F Palermo, F Durazzo	36
France	NBR! Maintains all, no new builds	12
Lombards	Maintains all, builds A Modena, A Cremona	27
Papacy	Maintains all, builds A Perugia	15

Expenditures

Byzantines spend 3 ducats to counterbribe A Ferrara.

Orders

- Byzantines (Wilson): A FERRARA holds, A VERONA supports A Ferrara, A OTRANTO to Salerno, A PADUA support A Ferrara, F UPPER ADRIATIC supports F Ferrara, F Ancona to LOWER ADRIATIC, F Durazzo to IONIAN SEA, F GULF OF NAPLES to Salerno, F Palermo to TYRRHENIAN SEA, F Tyrrhenian Sea to SARDINIA, F WESTERN MEDITERRANEAN support F Tyrrhenian Sea to Sardinia, F TUNIS besieges
- France (Robles): NMR! A AVIGNON holds, A PROVENCE holds, F Sardinia holds (DISLODGED, retreat Corsica, OTB), F GULF OF LIONS holds
- Lombards (Burgdorf): A SAVOY supports A Turin, A MANTUA supports Papal A Bologna, A TURIN supports A Savoy, A AQUILA supports A Bari to Salerno, A Bari to SALERNO, A (EM) NAPLES supports A Bari to Salerno, A MODENA supports A Mantua, A Cremona to BERGAMO
- Papacy (Narhi): A Perugia to SIENNA, A ROME holds, A Piombino to PISA,

A BOLOGNA supports Lombard A Mantua, G ANCONA
convert to A

Notes

Will Andy York please submit standby orders for France!

S.O.B.

Spring 727 Famine Losses

Autonomous garrison Montferrat.

Summer 727 Plague

Good Year – No plague!!

Zine Report

Australian Zines

Damn the Consequences Published by Brendan Whyte. Current issue: 237. 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), Where on the Tube is Kendo Nagasaki?, Bus Boss, Napoleonic Diplomacy, Beatlemania, Wooden Ships & Iron Men, Café

Dane's Games Published by Dane Maslen. Current issue: 242. 6 Nimmit!, By Popular Demand, Choice, Dead Pool, Grand National, 'Nantwich' Outpost, Where in the World is Kendo Nagasaki?, Word Puzzle. Current openings for 6 Nimmit!, Bier Börse, Outpost, Reduced Randomness Railway Rivals, Where is My Mind?, Word Puzzle.

Fury of the Northmen Published by Colin Bruce. Current issue: 131. Currently running Chess; Civilization; Diplomacy the Gathering; Conquistador, Victory in the Pacific. Game openings for Diplomacy, Chess.

God Save the Zine Published by Stephen Agar. Current issue: 18. Currently running Diplomacy, Black Hole Diplomacy II, Bourse, Intimate Diplomacy Tournament, Gunboat Hoplite Wars IV, Sopwith. Game openings for Diplomacy, Excalibur, Gunboat Stab!, Mercator XIV.

Celestial Dragon Published by Richard Smith. Current issue: 1. Consists of 5 subzines. The Celestial Steam Locomotive by Richard Smith, issue #31. Currently

Back of the Envelope Published by Tom Howell. Current issue: 37. Currently running Railway Rivals; Hangman, By Definition; Love Letter; Machi Koro; Where in the World is Kendo Nagasaki?; Snakes & Ladders; Jabba's Palace, Fuzzy Borders. Current game openings: Diplomacy, Dominion, Dream Mile, 6-

International, Backpacks and Blisters, Sopwith, McMulti, Commissioned, Britannia, Maneater, Air Charter, NOMIC, Dot Boom, Machiavelli, Diplomacy, Poleconomy.

Western Front Published by Brad Martin. Current issue: 216. 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.

UK Zines

running House of Games, By Popular Opinion, Cyrstal Ball, Where in the World is Kendo Nagasaki?, Railway Rivals, Bus Boss, Railway Rivals Partnership, Sound Charades. Subzine Here Be Dragons (#64) by John Walker runs Queuedo, Puerto Rico, and Lyric Quiz. Subzine The Tangerine Terror (#71)/I am the Kurious Kumquat (#1) by Howard Bishop runs Where in the World is Kendo Nagasaki?, The Name of the Game, Grand National. Subzine SubPAR (#1) by Jim Reader runs Breaking Away, Sopwith, By Variable Demand. Current game openings: The Celestial Steam Locomotive: Where in the World is Kendo Nagasaki? (Temperature Control variant), House of Games (No Research), By Popular Opinion, Snakes and Ladders, Choice, Railway Rivals. Here be Dragons: Nearly the Best Game in the World, 6 NIMMIT!, Lyric Quiz. The Tangerine Terror/I Amd the Kurious Kumquat: Just One, Communal Don't Wordle. SubPAR: Bus Boss, Railway Rivals.

US Zines

Nimmit!, Breaking Away!, Golden Strider, Eat Me!, Love Letter.

Cheesecake Published by Andy Lischett. Current issue: 429. Currently running Diplomacy, Escape from Cheesecake Island. Current game openings: None .

Email Games Report

Kengal Shepherd Dog – Terraforming Mars

Player	Corporation
Dave Hooton	Pharmacy Union (PU)
Chris Geggus	Astrodrill (Ast)
Andy York	Aridor (Ari)
Christopher Hunt	Arklight (Ark)
Kevin Wilson	Tharsis Republic (TR)

We are using the Venus Next, Prelude, and Colonies expansions.

Generation 8: Aridor trades with Luna, funds the Forecaster award, uses the Restricted Area, Red Spot Observatory, Sub-Crust Measurements, Extreme-

Cold Fungus, and GHG Producing Bacteria, adds a resource to Tardigrades, builds Mars University, launches a Solar Probe, builds a Minority Refuge on Enceladus, develops Molecular Printing, and funds the Mogul award. Arklight builds Eos Chasma National Park, plants Heather, spends plants for a greenery tile, adds a microbe to Nitrite Reducing Bacteria and an animal to Birds, plants Bushes, and spends heat to raise the temperature. Tharsis Republic trades with Callisto, spends heat to raise the temperature, uses the Space Elevator and Aquifer Pumping, builds Noctis City and Callisto Penal Mines, places an ocean tile and spends plants for a greenery tile. Pharmacy Union introduces Livestock, trades with Miranda, develops Decomposers and Protected Habitats, adds a resource to Physics Complex, joins the Inventors' Guild, adds a resource to Livestock, uses the Energy Market, plants Algae, introduces Sub-Zero Salt Fish and adds a resource to it. Astrodrill trades with Triton and Enceladus, brings in Imported Hydrogen, joins the Asteroid Mining Consortium, builds the Great Dam, spends a asteroid to gain titanium, uses Ants, Extremophiles, and Deuterium Export, funds the Venophile award, and adds microbes to Regolith Eaters and Psychrophiles.

Lab Pointer – Terraforming Mars

Player	Corporation
Keith Marple	Creditor
Dave Hooton	Viron
Chris Geggus	MSI
Bill Scharf	Poseidon
Kevin Wilson	Factorum

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

Generation 6: Creditor spends heat and a resource from Directed Impactors to raise the temperature, trades with Europa, builds a city, and adds a delegate to the Reds. Viron spends heat to raise the

temperature, trades with Triton, brings in an Impactor Swarm, spends more heat, uses Special Design to introduce Small Animals, uses the Space Elevator and Red Spot Observatory, uses cash and plants for greenery tiles, launches a Solar Probe, adds resources to Small Animals, and adds a delegate to the Greens. MSI trades with Luna, fosters Interplanetary Trade, builds a city, spends plants for a greenery tile, conducts a Martian Survey, adds a delegate to the Greens, uses the Energy Market, exploits a Mineral Deposit, builds Martian Rails, and adds floaters to Extractor Balloons and Forced Precipitation. Poseidon develops Solar Wind Power, plants Grass, sells a card, and adds a delegate to the Scientists. Factorum spends heat to raise the temperature, develops Floater Technology, uses Floater Technology to add a floater to Titan Floating Launch-Pad, then uses that floater to trade with Enceladus, uses Local Shading, builds Greenhouses, uses Power Infrastructure, then gains energy production, spends plants for a greenery tile, and uses Atmo Collectors to gain titanium. Event is Global Dust Storm and the Greens become the ruling party.

Generation 7: Viron uses the Space Elevator, trades with Triton, develops Titan Air-Scrapping, adds floaters to

Titan Air-Scrapping, starts Terraforming Ganymede, adds a resource to Small Animals, adds a delegate to the Reds, stages an Air Raid on Credicor, adds another resource to Small Animals, and seeds Algae. MSI trades with Luna, uses the Energy Market, Extractor Balloons, and Forced Precipitation, starts Asteroid Mining, adds a delegate to the Reds, develops Wave Power, takes out an Investment Loan, introduces Livestock and adds a resource to it, and plants a Mangrove. Poseidon builds a Domed Crater,

Player	Corporation
Chris Geggus	Celestic (C)
Kevin Wilson	Utopia (U)
Keith Marple	Thorgate (T)
Andy York	Robinson Industries (RI)
Dave Hooton	Valley Trust (VT)

We are using the Venus Next, Prelude, and Colonies expansions and playing on the Hellas map. Generation 3: Thorgate trades with Luna, builds an Earth Catapult and a Water Splitting Plant, uses the Water Splitting Plant, plants Lichen, and spends heat to raise the temperature. Robinson Industries trades with Ganymede, gains cash production, brings in Imported Nutrients, adds a microbe to Psychrophiles, builds a Protected Valley, adds a delegate to Unity, spends plants for a greenery tile, claims the Polar

Player	Company
Kevin Wilson	Keleti Energia (KE)
Bill Scharf	20 th Century Unlimited (20CU)
Andy York	Texas Railroad Commission (TRC)
Dave Hooton	Łódź of Fun (LoF)

We are using the base game on the Central Europe map, using the Energy Crisis variant, a random combined deck with Power Grid+ and the promotional cards.

Round 5: 20CU buys power plant 23, oil, uranium, and connects to Graz. TRC buys power plant 18 and coal and connects to Gdansk and Gdnya. KE buys power plant 29 and coal. LoF buys power plant 22 and oil, and connects to Prešov and Košice.

Round 6: TRC buys power plant 32 and connects to Warszawa and Lublin. 20CU buys the Transformer,

Players: Keith Marple, Chris Geggus, Christopher Hunt, Kevin Wilson.

We are using the Europe and Oceania expansions.

Round 3: Christopher plays the Wilson's Storm-Petrel, the Royal Spoonbill, and the Common Chiffchaff in the wetlands. Kevin plays the House Wren in the grassland and the Bushitit in the Forest.

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

This is the standard game.

Round 6: York selects the Captain, ships corn and indigo, gains 2 tobacco plantations, and builds a Sugar Mill. Hibbert ships corn, selects the Trader,

spends plants for a greenery tile, builds a Giant Solar Shade, plants Bushes, adds a delegate to the Reds, and builds Fueled Generators. Factorum uses Floater Technology to add a floater to Titan Floating Launch-Pad, spends that floater to trade with Callisto, spends a floater from Atmo Collectors for titanium, , launches an Air Scrapping Expedition, uses Power Infrastructure and Local Shading, adds a delegate to Unity, a microbe to Tardigrades, uses Hired Raiders against Viron, gains energy production, builds Refugee Camps and adds a resource to it. Credicor trades with Io, adds a delegate to the Reds, builds an Earth Office and Earth Catapult, starts Orbital Cleanup, builds Mars University, secures a Cartetaker Contract, spends cash for a greenery tile and uses the Caretaker Contract, uses Orbital Cleanup, and builds a Stanford Torus. The global event is Paradigm Breakdown, the Reds become the ruling party, and Credicor becomes chair.

Labradane – Terraforming Mars

Explorer milestone, and gains an Acquired Company. Valley Trust gains a GMO Contract, trades with Callisto, builds a Martian Zoo, causes a Bribe Committee, sets up an Asteroid Deflection System and uses it, adds a delegate to the Greens, and cashes in on the Martian Zoo. Celestic launches Extractor Balloons, holds an Invention Contest, adds a delegate to Mars First, adds a floater to Extractor Balloons and uses them. Utopia adds a delegate to Mars First, gains Sponsors, builds a Lava Tube Settlements, and uses Asteroid Hollowing. Global event is String Society and Mars First becomes the ruling party.

Generation 4: Robinson Industries trades with Io, spends heat to raise the temperature, increases its plant production, adds a microbe to Psychrophiles, builds a Mohole Area, adds a delegate to Unity, brings in Lunar Exports, and builds Windmills. Valley Trust initiates Saturn Surfing and claims the Diversifier milestone. Celestic builds a Titan Floating Launch-Pad, trades with Luna, develops Floater Technology, builds a Venus Waystation, provides for the Release of Inert Gasses, adds a delegate to the Greens, uses Extractor Balloons, and uses Floater Technology. Utopia brings in a Large Convoy, spends plants for a greenery tile, spends heat to raise the temperature, develops Advanced Alloys, and adds a delegate to Unity. Thorgate trades is Callisto, adds a delegate to Mars First, creates an Energy Market, joins a Power Supply Consortium, spends cash for a greenery tile, uses the Water Splitting Plant, and builds a Soil Factory. Global Event is Aquifer Released by Public Council, and Unity becomes the ruling party with Thorgate becoming chair.

Labsy – Power Grid

oil, coal, and connects to Žilina and Klagenfurt. LoF buys the Flux Generator, coal, garbage, and oil, and connects to Byogoszcz, Gdansk, and Gdnya. KE buys coal and connects to Katowice, Sosnowiec, Częstochowa, and Kraków.

Round 7: TRC buys the hydro-electric plant 31 and connects to Ostrava and Brno. LoF buys power plant 35, garbage and coal, and connects to Łódź. 20CU buys uranium, oil, and coal and connects to Banská Bystrica, Salzburg, and Villach. KE buys coal and connects to Wein and Bratislava.

Round 8: 20CU buys power plant 52+, garbage, and connects to Propad. KE buys power plant 50+, uranium and oil, and connects to Linz. TRC buys power plant 44 and connects to Košice, Prešov, and Katowice. LoF buys garbage, coal, and oil.

Round 9: 20CU buys power plant 60+, garbage, and connects to Presov. TRC buys power plant 45 and connects to Hradec Králové, Žilina, and Sosnowiec. KE buys power plant 37, oil and uranium, and connects to Trnava, Gyor, and České Budějovice. LoF buys power plant 38, garbage and uranium, and connects to Warszawa, Białystok, Otrava, Lublin, and Krakow.

Round 10: TRC buys power plant 39 and connects to Częstochowa, Poznan, Banská Bystrica, and Wrocław. LoF buys power plant 46+, coal and oil, and connects to Trnava, Bratislava, and Wein. KE buys uranium and oil and connects to Salzburg and Graz. 20CU buys garbage and connects to Brno, Hradec Králové, Wrocław, and Poznan. LoF and TRC each have connected to 20 cities, ending the game. LoF powers 20 cities, TRC powers 19, 20CU powers 18, and KE powers 17. Congratulations to Dave Hooton on his victory!

Manchester Terrier – Wingspan

Keith plays the Great Crested Flycatcher in the forest, the Magpie-Lark and Northern Flicker in the grassland, and the Maned Duck in the wetlands. Chris plays the Pileated Woodpecker in the forest, and the Canada Goose and Grey Teal in the wetlands.

Round 4: Kevin plays the Savannah Sparrow, European Bee Eater, and the Common Starling. Chris plays the Wild Turkey. Christopher plays the Red-Legged Partridge.

Final score is Keith with 107, Christopher with 83, Chris with 78, and Kevin with 49. Congratulations to Keith Marple on his victory!

Mauzer – Puerto Rico

trades sugar, takes an indigo plantation, and builds a Coffee Roaster. Wilson ships tobacco, selects the Settler, and takes an indigo plantation and a quarry. Geggus ships indigo, takes a corn plantation, selects the Builder, and builds a Small Sugar Mill.

Round 7: Hibbert selects the Mayor, populates the Coffee Roaster and a coffee plantation, and builds a Small Indigo Plant. Wilson populates the quarry, selects the Captain, and ships corn. Geggus populates the Small Sugar Mill, selects the Builder, and builds a Large Warehouse. York populates the Indigo Plant and an indigo

plantation, and selects the Prospector.

Round 8: Wilson selects the Craftsman, produces corn and tobacco, ships corn and tobacco, and populates the Tobacco Storage. Geggus produces corn, indigo, and sugar, selects the Captain, ships indigo and corn, and populates the Large Warehouse. York produces indigo, ships indigo, selects the Mayor, and populates a sugar plantation, corn plantation, and the Sugar Mill. Hibbert produces corn, sugar, and coffee, ships corn, populates the indigo plantation and Small Indigo Plant, selects the Trader, and trades coffee.

Round 9: Geggus selects the Settler, takes a corn plantation, builds an Indigo Plant, and populates it. York takes indigo and sugar plantations, selects the Prospector, and populates a sugar plantation and the Sugar Mill. Hibbert takes an indigo plantation, selects the Builder, builds a Factory, and populates it. Wilson takes a tobacco plantation, builds a Large Market, selects the Mayor, and populates a tobacco plantation and Large Market.

Round 10: York selects the Trader, trades indigo, produces indigo and sugar, ships indigo, and takes indigo and corn plantations. Hibbert selects the Craftsman, produces corn, indigo, sugar, coffee, and doubloons, ships corn and indigo, and takes a corn plantation. Wilson produces corn and tobacco, selects the Captain, ships tobacco, and takes tobacco and sugar plantations. Geggus trades sugar, produces corn, indigo, and sugar, ships indigo, selects the Settler, and takes a quarry.

Round 11: Hibbert selects the Builder, builds a Wharf, populates it, and ships coffee. Wilson selects the Prospector, populates a tobacco plantation, and ships corn. Geggus builds a Tobacco Storage,

populates it and the Indigo Plant, and ships corn and sugar. York builds a Tobacco Storage, populates a sugar plantation and the Sugar Mill, and ships sugar.

Round 12: Wilson selects the Craftsman, produces corn and tobacco, and populates the Tobacco Storage and sugar plantation. Geggus produces corn, indigo, and sugar, selects the Captain, ships corn and sugar, and populates the Indigo Plant and Tobacco Storage. York produces indigo and sugar, ships sugar, and populates the Tobacco Storage, a tobacco plantation, and a corn plantation. Hibbert produces corn, indigo, sugar, coffee, and doubloons, ships corn, sugar, indigo, and coffee, populates the Coffee Roaster and a coffee plantation, and selects the Prospector/

Round 13: Geggus selects the Captain, ships indigo, builds a Construction Hut, and takes a tobacco plantation. York ships indigo and selects the Trader. Hibbert selects the Builder, builds a Harbor, and takes a sugar plantation. Wilson ships tobacco, builds a Small Warehouse, selects the Settler, and takes a quarry.

Round 14: York selects the Prospector, populates Tobacco Storage and a tobacco plantation, and produces indigo, sugar, and tobacco. Hibbert selects the Mayor, populates the Harbor and a corn plantation, and produces corn, indigo, sugar, coffee, and doubloons. Wilson populates the Small Warehouse and a quarry, selects the Builder, builds an Office, and produces corn and tobacco. Geggus populates the Construction Hut, selects the Craftsman, and produces corn, indigo, sugar, and tobacco.

Round 15: Hibbert selects the Trader, trades coffee, builds a City Hall, and ships coffee and corn. Wilson trades tobacco, selects the Builder, builds a Wharf, and ships tobacco. Geggus selects the Captain and ships indigo and tobacco. York ships indigo and tobacco and selects the Prospector.

Round 16: Wilson selects the Captain, ships corn, and produces corn and tobacco. Geggus ships corn, selects the Trader, trades sugar, takes a tobacco plantation, and produces corn, indigo, sugar, and tobacco. York ships tobacco, selects the Settler, and produces indigo, sugar, and tobacco. Hibbert takes an indigo plantation, selects the Craftsman, and produces corn, indigo, sugar, coffee, and doubloons.

Round 17: Geggus selects the Builder, builds a Harbor, ships corn, produces corn, indigo, sugar, and tobacco, and populates the Harbor. York selects the Captain, ships tobacco, produces indigo, sugar, and tobacco, and populates a corn plantation. Hibbert ships corn and indigo, selects the Craftsman, produces corn, indigo, sugar, coffee, and doubloons, and populates the City Hall. Wilson ships tobacco, produces corn and tobacco, selects the Mayor, and populates the Office and Wharf.

Round 18: York selects the Builder and builds a Residence, produces corn, indigo, and sugar, and trades indigo. Hibbert builds a Large Market, selects the Captain, ships sugar, corn, and indigo, produces corn, indigo, sugar, coffee, and doubloons, and trades coffee. Wilson ships corn and tobacco, selects the Craftsman, and produces corn and tobacco. Geggus builds a Sugar Mill, ships sugar and corn, produces corn, indigo, sugar, and tobacco, selects the Trader, and trades tobacco.

The game ends with the VP chips being exhausted. Hibbert has 64 points, Geggus 46, Wilson 44, and York 34. Congratulations to Chris Hibbert on his resounding victory!

Mountain Feist – Terraforming Mars: Ares Expedition

Player	Corporation
Christopher Hunt	Credicor
Andy York	Modpro
Kevin Wilson	Launch Star, Inc. (LSI)
Bill Scharf	Burstar

This is the Crisis variant, using the Nightmare option.

Round 4: Barren Crater is drawn and Dummy phase is Research. Phases are: Development, Construction, Action, Production. Credicor builds a Composting Factory and uses Brainstorming. Modpro builds an Astrofarm, brings in a Comet, builds Hydro-Electric Power, and uses it. LSI plants Monocultures, builds a Farmers Market, uses it, and spends plants to boost the oxygen level. Burstar gains Political Influence. Atmosphere Rupture is discarded.

Round 5: Disrupted Supply Lines is drawn and Production is the Dummy phase. Phases are: Development, Construction, Action, Research. Credicor builds an Orbital Outpost and uses Brainstorming. Modpro brings in Imported GHG, gains Extended Resources, uses Asset Liquidation, Hydro-Electric Energy, spends heat to raise the temperature, builds an Earth Catapult, and uses Hydro-Electric Energy again. LSI joins the Great

Escarment Consortium and Interplanetary Conference, uses the Farmers Market, and spends plants to increase the oxygen level. Burstar gains Sponsors and a Research Grant. Barren Crater and Disrupted Supply Lines are discarded.

Round 6: Greenhouse Gas Degredation is drawn and the Dummy phase is Construction. Credicor uses Brainstorming Session. Modpro achieves Economic Growth, gains Power Infrastructure, adds a microbe to Self-Replicating Bacteria, and uses Hydro-Electric Power and Asset Liquidation. LSI exploits a Titanium Mine and uses Farmers Market. Burstar joins the Asteroid Mining Consortium.

Round 7: Crisis card is Seismic Aftershocks and Dummy phase is Development. Phases are Construction, Action, Production, Research. Credicor brings down a Giant Ice Asteroid and gains Advanced Ecosystems from Brainstorming Session. Modpro develops Advanced Alloys and Optimal Aerobraking, gains Ironworks, adds a microbe to Self-Replicating Bacteria, uses Hydro-Electric Power and Asset Liquidation, then discards 3 cards. LSI develops Redrafted Contracts, uses Farmers Market twice and spends plants to raise the oxygen level. Burstar develops Aquifer Pumping.

Round 8: Greenhouse Gas Degredation is drawn and the Dummy phase is Research. Phases are Development, Construction, Action, Production. Credicor facilitates Phobos Falls and uses Brainstorming Session. Modpro builds a Processing Plant, indulges the CEO's Favorite Project, spends heat to raise the temperature, gains Fuel Factory, adds a resource to Self-Replicating Bacteria, uses Hydro-Electric Power and Asset Liquidation. LSI joins a Cartel, introduces Viral Enhancers, uses the Farmers Market, and spends plants to raise the oxygen level. Burstar develops Building Industries, uses Aquifer Pumping, and adds an event tag to Research Grant. Greenhouse Gas Degredation and Seismic Aftershocks are discarded.

Round 9: Biodiversity Loss is drawn and the Dummy phase is Production. Phases are Development, Construction, Action, Research. Credicor launches a Lagrange Observatory and uses Brainstorming Session. Modpro builds a Fuel Factory, an Ironworks, uses Ironworks, spends plants to raise the oxygen level, heat to raise the temperature, uses Self-Replicating Robots to play Commercial Imports, and uses Asset Liquidation. LSI introduces Insects, uses the Farmers Market, and spends plants to raise the oxygen level. Burstar exploits a

Mine, draws a card, and uses Aquifer Pumping. Atmospheric Escape and Biodiversity Loss are discarded.

Round 10: Dust Clouds is drawn and the Dummy phase is Construction. Phases are Development, Aciton, Production, Research. Credicor uses Brainstorming Session twice. Modpro develops Processed Metals, adds a resource to Self-Replicating Bacteria, uses Hydro-Electric Energy and Asset Liquidation. LSI joins the Great Escarpment Consortium and uses Farmers Market. Burstar installs Geothermal Power, spends 24 heat to raise the temperature, and uses Aquifer Pumping. Dust Clouds is discarded.

Round 11: Ionospheric Tear is drawn and the Dummy phase is Research. Phases are Development, Construction, Action, and Production. Credicor builds Micro Mills, uses Work Crews to bring in a Nitrogen-Rich Asteroid, and uses Brainstorming Session. Modpro builds Biomass Combustors, develops Water Import from Europa, adds Business Contacts, gains Microprocessors, adds a microbe to Self-Replicating Bacteria, uses Hydro-Electric Energy, Asset Liquidation, and Water Import from Europa, and spends 8 heat to raise the temperature. LSI saves a Protected Valley, uses Farmers Market, and spends 16 plants to increase the oxygen level. Burstar builds Callisto Penal Mines, institutes Energy Subsidies, uses Aquifer Pumping, and spends 8 heat to raise the temperature. Ionospheric Tear is discarded.

Round 12: Reglaciation is drawn and the Dummy phase is Development. Phases are Construction, Action, Production, and Research. Credicor develops

Advanced Screening Technology, and uses Brainstorming Session and Advanced Screening Technology. Modpro takes out an Investment Loan, adds a microbe to Self-Replicating Bacteria, and uses Hydro-Electric Energy and Asset Liquidation. LSI gains Extended Resources, uses Farmers Market twice, and Redrafted Contracts. Burstar brings in Imported Hydrogen. Reglaciation is discarded.

Round 13: Collapsing Cities is drawn and the Dummy phase is Construction. Phases are Development, Action, Production, Research. Credicor indulges in Venture Capitalism, uses Brainstorming Session and Advanced Screening Technology twice. Modpro starts Asteroid Mining, uses Hydro-Electric Energy, Asset Liquidation, spends 8 heat to raise the temperature, uses Ironworks, and Water Import from Europa. LSI opens a Strip Mine, uses Farmers Market and Redrafted Contracts, and spends 8 plants to raise the oxygen level. Burstar builds a Commercial District, uses Aquifer Pumping, and spends 8 heat to raise the temperature. Collapsing Cities is discarded.

Round 14: Impact Desert is drawn and the Dummy phase is Production. Phases are Development, Construction, Action, Research. Credicor builds Laboratories, a Research Outpost, institutes Progressive Policies, uses Brainstorming Session, Advanced Screening Technology, and spends cash to increase the oxygen level and to flip an ocean. Modpro builds a Medical Lab, improves Interplanetary Relations, adds a microbe to Self-Replicating Bacteria, uses Hydro-Electric Energy, Asset Liquidation, and Water Import from Europa (twice). LSI builds a Miranda Resort, Solarpunk, and uses Farmers Market and Redrafted Contracts. Burstar builds Automated Factories, develops Industrial Microbes, sponsors the Olympus Conference, and uses Aquifer Pumping. Impact Desert is discarded.

Round 15: Crop Failures is drawn and the Dummy phase is Research. Phases are Development, Construction, Action, and Production. Credicor launches Immigration Shuttles, builds a Circuit Board Factory, and uses Brainstorming Session and Advanced Screening Technology. Modpro starts Industrial Farming, develops Volcanic Pools, gains Undersea Vents, adds a microbe to Self-Replicating Bacteria, uses Hydro-Electric Energy and Asset Liquidation, and spends 24 heat to increase the temperature. LSI invests in Diversified Interests, develops Atmosphere Filtering, and uses Redrafted Contracts and Farmers Market. Burstar launches Satellite Farms, builds a Matter Generator, plants a Plantation, and uses Matter Generator. Crop Failures is discarded.

Round 16: Dwindling Supplies is drawn and the Dummy phase is Development. Phases are Construction and Action. Credicor starts Towing a Comet, uses Brainstorming Session, Advanced Screening Technology, and Progressive Policies, and spends cash to flip 2 oceans, and uses the Circuit Board Factory. Modpro builds Developed Infrastructure, and spends 40 heat to raise the temperature. LSI spends 32 plants to increase the oxygen level. Burstar uses Assorted Enterprises to develop Biothermal Power, and uses Aquifer Pumping twice.

Mars is once again fully terraformed. The players all win. Congratulations to Christopher Hunt, Andy York, Kevin Wilson, and Bill Scharf.

Norwegian Buhund – Terraforming Mars: The Dice Game

Player	Corporation
Keith Marple	Saturn Systems
Bill Scharf	UNMI
Christopher Hunt	Factorum
Chris Geggus	Tharsis Republic

Round 1: Saturn Systems brings in a Convoy from Europa. Factorum builds a Development Center. Tharsis Republic builds Deep Well Heating.

Round 2: Saturn Systems launches Giant Space Mirrors. UNMI develops Peroxide Power. Tharsis Republic builds an Industrial Center.

Round 3: Saturn Systems does Production. UNMI launches a Mining Expedition.

Round 4: Saturn Systems builds Heat Trappers. UNMI gains Martian Allies.

Round 5: Saturn Systems establishes Lobbying. UNMI does Production. Factorum introduces Livestock.

Round 6: Saturn Systems does Production. UNMI builds Biomass Combustors. Tharsis Republic introduces Algae.

Round 7: Saturn Systems plays Lobbying, places an ocean tile, gains the Scientific Development bonus card, gaining the Scientist milestone. UNMI uses the

Biomass Combustor, develops an Aquifer, and gains the Versatility bonus card. Tharsis Republic plants Algae.

Round 8: Saturn Systems uses Scientific Development. UNMI develops Farmland. Factorum introduces Designed Microorganisms. Tharsis Republic develops Bio Materials.

Round 9: Saturn Systems plants Bushes. UNMI establishes an Open Market. Tharsis Republic develops Effective Storage.

Round 10: Saturn Systems does Production, UNMI gains VP and the Building Expert bonus card.

Round 11: Saturn Systems uses Lobbying and Scientific Development. UNMI does Production. Factorum creates an Artificial Lake, and Tharsis Republic does Production.

Round 12: Saturn Systems develops Fertile Fields, gains the Coordinator bonus card and does Production. UNMI plants a Plantation. Tharsis Republic plants a forest and gains the Drilling Deep bonus card.

Round 13: Saturn Systems uses Lobbying and places an ocean, claiming the Terraformer milestone. Factorum builds a Protected Valley. Tharsis Republic develops Zeppelins.

Round 14: Saturn Systems uses Scientific Development. UNMI increases the temperature. Tharsis Republic builds a city.

Round 15: UNMI uses Open Market and builds a Sponsored Academy, claiming the Celebrity milestone.

Factorum introduces Decomposers. Tharsis Republic raises the temperature and gains the Breakthrough bonus card.

Round 16: Saturn Systems brings down a Giant Ice Asteroid. UNMI and Tharsis Republic do Production.

Round 17: Saturn Systems builds a Mohole Lake. UNMI builds an Urbanized Area. Tharsis Republic does Soil Preparation.

Round 18: Saturn Systems increases the temperature. UNMI uses Biomass Combustors and increases the temperature. Factorum establishes an Ecological Zone. Tharsis Republic builds a Safari Dome.

Final scores are: Saturn Systems with 42, UNMI with 35, Tharsis Republic with 29, and Factorum with 18. Congratulations to Keith Marple on his victory!

Maltipoo – Agricola

Players: Bill Scharf, Andy York, Chris Geggus,

Dave Hooton, Christopher Hunt.

Round 1: Scharf plays the Seasonal Worker occupation and becomes a Day Laborer. York plays the Land Agent occupation and collects 3 clay.

Geggus collects 4 wood, becomes the starting player, and builds a Raft. Hooton collects 3 wood and a wild boar. Hunt collects 1 reed, 1 stone, and 1 wood and plows a field.

Round 2: Geggus plays the Master Forester occupation and collects 3 clay. Hooton plays the Tutor occupation and collects 2 reeds. Hunt becomes starting player, builds a Hand Mill, and collects 1 grain. Scharf collects 5 wood, 1 reed, and 1 stone.

York builds a Fireplace and collects 3 wood.

Round 3: Hunt plays the Street Musician occupation and plows a field. Scharf plays the Taster occupation and collects 1 reed, 1 stone, and 1 wood. York becomes starting player, invites a Guest, and collects 3 sheep, cooking 2 of them. Geggus builds a Fireplace and goes Fishing. Hooton collects 4 wood and visits the Traveling Players.

Round 4: York plays the Field Warden occupation, collects 6 wood, plows a field, and cooks a sheep. Geggus plays the Greengrocer occupation, becomes starting player, and builds a Canoe. Hooton collects 6 clay and builds a Cooking Hearth. Hunt collects 1 grain and sows 2 grain. Scharf collects 4 clay and becomes a Day Laborer.

Harvest Phase 1: Hunt harvests 2 grain, and uses 1 grain in the Hand Mill. All players feed their families.

Round 5: Scharf builds a Stone Oven and plays the Head of the Family occupation. Geggus collects 16

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

We are playing The Fog Island scenario.

Round 1: Chris steals a grain from Andy, builds a road, and buys a development card. Andy and Dave each build a ship and discover ocean.

Round 2: Nothing interesting happens.

Round 3: Dave trades an ore to Kevin in exchange for a brick and builds a settlement.

Player	Corporation
Dave Hooton	Little Havana (LH)
Bill Scharf	Yellowrock (YR)
Andy York	Austin City Limits (ACL)
Christopher Hunt	Greenville (GV)

We are using the Nightlife and 5-Star expansions.

Round 1: LH builds a Fast Food Restaurant, YR builds a Farm, ACL uses the Starry Sidewalk as a lake, and GV builds a Business Supply Store.

Round 2: LH discards the Hydro-electric Dam to build a Heavy Factory, YR uses the City Square as a lake, ACL discards EZ Burger for a Heavy Factory, and GV builds a Slaughterhouse.

Round 3: LH builds a Roadhouse, YR builds Slice of Heaven, ACL builds a Dance Hall, and GV uses the Falling Tower as a lake.

wood. Hooton adds to his wooden hut, grows his family, and builds an Animal Yard. Hunt plays the Potter occupation and collects 2 reed, 1 stone, and 1 wood. York becomes starting player, builds a Sawhorse, and collects 3 reeds.

Round 6: Scharf adds a room to his wooden hut, grows his family, and plays a Corn Sheaf. York plays the Clay Hut Builder occupation and exchanges the Fireplace for a Cooking Hearth. Geggus goes Fishing and collects 1 reed, 1 stone, and 1 wood. Hooton collects 3 sheep, cooking 1 of them, becomes starting player, and builds a Granary. Hunt collects 6 wood and 2 clay.

Round 7: Scharf bakes 1 grain into 5 food, collects 8 wood, and becomes a Day Laborer, gaining 2 food and 1 grain. Hooton plays the Stone Buyer occupation, collects a wild boar and cooks a sheep, and collects 3 wood. Hunt adds a room to his wooden hut, builds a stable, and collects 1 reed, 1 stone, and 1 wood. York visits the Traveling Players, gaining 4 food, and collects 3 clay. Geggus collects 2 reeds, becomes starting player, and plays Building Material, gaining 1 wood.

Harvest Phase 2: Hunt harvests 2 grain, uses the Hand Mill and Potter. Hooton cooks a sheep. All players feed their families. Hooton breeds a wild boar.

Round 8: Scharf collects 1 reed, 1 stone, and 1 wood, 4 wood, and 1 reed. Geggus adds 3 rooms to his wooden hut, builds a stable, grows his family, plays a Broom, and exchanges a Fireplace for a Cooking Hearth. Hooton collects 2 stone, becomes starting player, gains Helpful Neighbors, and collects and cooks 2 sheep. Hunt plays the Undergardener occupation and grows his family. York renovates to a clay hut, builds a Forest Pasture, and collects a vegetable and a grain.

Round 9: Scharf adds a room to his wooden hut, builds 2 stables, bakes 1 grain into 5 food, and becomes a Day Laborer, gaining 2 food and 1 vegetable. Hooton renovates to a clay hut, builds a Stone Oven, baking 1 grain into 4 food, collects 6 clay, cooks a wild boar, and plays the Adoptive Parents occupation. Hunt plays the Clay Firer occupation, becomes starting player, builds a Swan Lake, and collects 3 clay. York collects 6 wood and collects and cooks a wild boar. Geggus goes Fishing, collects 8 wood, grows his family, and plays a Landing Net.

Harvest Phase 3: Hunt harvests 2 grain, and uses the Hand Mill and Potter. All players feed their families. Hooton breeds a wild boar.

Round 10: Hunt collects 8 wood, adds a room to his wooden hut, builds a stable, and collects 3 clay. Scharf plows a field, sows a vegetable, bakes a grain into 5 food, grows his family, and builds a Builder's Trowel. York collects 2 wild boar and 2 stone. Geggus grows his family, builds a Greenhouse, plays the Market Crier occupation, collects 2 grain and 2 vegetables, becomes starting player, and builds a Wood Cart. Hooton collects 2 reed, 1 stone, and 1 wood, adds a room to his clay hut, grows his family by adoption, and collects 2 reed.

Lhasapoo – Seafarers of Catan

Round 4: Kevin buys a development card. Andy builds a ship, discovering a forest.

Round 5: Kevin steals lumber from Andy, plays a Knight, steals more lumber from Andy, and builds 2 roads. Chris trades 4 ore for 1 wool.

Round 6: Chris builds a settlement. Andy builds a settlement and a road, discovering a mountain. Dave builds a road.

Round 7: Chris builds a ship, discovering ocean.

Round 8: Kevin trades 4 brick for 1 lumber and builds a settlement. Chris trades 2 ore for 1 wool, builds a ship, discovering ocean, and a road. Andy builds a road, discovering ocean. Dave buys a development card.

Meagle – Suburbia

Round 4: LH uses the Bungee Bridge as a lake, YR uses the Cornfield Maze as a lake, ACL discards the Mint to build a Heavy Factory, and GV builds a Helipad.

Round 5: LH builds the Pie Shack, YR discards Sleepy Haven to build a Heavy Factory, ACL builds a Mint, and GV builds the Tiny Home Park.

Round 6: LH uses the Business Supply Store as a lake, YR builds a Convenience Store, GV builds a Power Station, and ACL builds an Office of Bureaucracy.

Round 7: LH builds a Movie Theater, YR builds a Postal Service, GV builds a Domestic Airport, and ACL builds a Museum.

Round 8: LH discards the Tavern for Suburbs, YR builds an Elementary School, GV discards Housing Projects to invest in the Helipad, and ACL builds a Wildflower Center.

Round 9: LH discards the Hegren Subdivision to invest in the Community Park, ACL builds a Wax Museum, YR builds a Tourism Center, and GV builds a Scenic Parkway.

Round 10: YR builds the Pointy Cathedral, ACL builds the Grand Speedway, LH discards Housing Projects to invest in a lake, and GV builds Crepe Condo.

Round 11: YR discards the Mayor Ted Statue for a lake, ACL builds a Recycling Plant, GV builds a Night Court, and LH discards the Country Club to invest in the Movie Theater.

Addresses

Dave Anderson 20832 Tuck Rd., Site 32 Farmington Hills, MI 48336 ravenclawnerdz@sbcglobal.net	Pasquale Giovine Via Osanna N.2/e I-89127 Reggio Calabria, Italia giovine@unirc.it	Doug Kent diplomacyworld@yahoo.com	Ward Narhi wnarhi@icloud.com	Brendan Whyte Reader Services National Library of Australia Paarkes, ACT 2600 Australia obiwonfive@hotmail.com
Colin Bruce 30 Almoners' Avenue Cambridge, CB1 8PA, England furyofthenorthmen@btopenworld.com	David Hood dhood@phd-law.com	Andy Lischett andy@lischett.com	Brookline NH, 03033 rebhuhn@rocketmail.com	Jason Wilke-Nguyen jasonwilkedc@gmail.com
Kevin Croskery kscroskery@gmail.com	Dave Hooton hootond@yahoo.com	acmeheating@yahoo.com	Bob Robles "Howler" 28 Oakwood Rd. Orinda, CA 94563 Rlrobes5@comcast.net	Kevin Wilson 4758 Doncaster Ct. Long Grove, IL 60047 ckevinw@comcast.net
Chris Geggus "Davey Boy Smith" 10 Talbrook, Brentwood Essex, CM14 4PY, UK Geggus@sky.com	Tom Howell "Whippet" 365 Storm King Road Port Angeles, WA 98363 off-the-shelf@olympus.net	Michael Lowrey 6903 Kentucky Derby Drive Charlotte, NC 28215 Mlowrey@infionline.net	Bill Scharf "Doge" 615 E. Columbia Ave. Pomona, CA 91767 bear-hugs@sbcglobal.net	Andrew York "Greyhound" P.O. Box 201117 Austin, TX 78720-1117 wandrew88@gmail.com
	Christopher Hunt christopherhunt487@btinternet.com	Brad Martin 180 Peninsula Road Maylands 6051 Western Australia Australia martibr2003@yahoo.com		

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

Will Andy York please submit standby orders for France in Drentche Patrijshond!