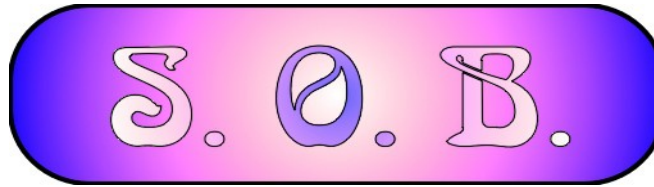


Number 297



October, 2024

Notes from Hades

Not much going on here at the moment.

Since the last issue, six games have completed. They are: Meagle, a **Merchant of Venus**: Have Andy York, Bob Robles, Chris Geggus, will take up to Suburbia game won by Andy York, Kengal Shepherd Dog, a Terraforming 3 more. Mars game won by Andy York, Northern Inuit Dog, a Dominion game won by **2038**: Have Bill Scharf, Dave Hooton, will take up to 4 more. Dave Hooton and Bill Scharf, Lab Pointer, a Terraforming Mars game won by **A Game of Thrones**: This is the Second Edition and will be GMed by Kevin Keith Marple, Maltipoo, an Agricola game won by Dave Hooton, and Lhasapoo, a Wilson. Have Bill Scharf, will take up to 5 more. Seafarers of Catan game won by Dave Hooton. Congratulations to the winners!

The next deadline is **Tuesday, October 15 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.

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

Maremma Sheepdog: Terraforming Mars: Have the Hellas & Elysium plus 3 fan-developed maps, Venus Next, Prelude, Colonies, and Turmoil expansions. Have Chris Geggus(\$), Kevin Wilson(\$), Dave Hooton(\$), Andy York(\$), Keith Marple(\$). This game is full.

Mini Bernedoodle: Terraforming Mars: Have the Hellas & Elysium plus 3 fan-developed maps, Venus Next, Prelude, Colonies, and Turmoil expansions. Have Chris Geggus(\$), Andy York(\$), Bill Scharf(\$), Dave Hooton, will take up to 1 more.

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

Old English Sheepdog: 7 Wonders: Have the Wonder Pack, Leaders, Cities, Babel, and Armada expansions. Have Kevin Wilson(\$), Chris Geggus(\$), Christopher Hunt(\$), 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(\$), Chris Geggus. This game is full.

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 Foundation expansions. Have Andy York(\$), Kevin Wilson(\$), Christopher Hunt(\$), Keith Marple(\$), will take up to 2 more.

Pembroke Welsh Corgi: Terraforming Mars: Ares Expedition: This is the Crisis cooperative expansion. Have Kevin Wilson, Christopher Hunt, Keith Marple, will take up to 1 more.

Perro de Presa Canario: Silverton: Have Bill Scharf(\$), Andy York(\$), Dave Hooton, will take up to 3 more.

Petit Basset Griffon Vendéen: Ark Nova: A game about building a zoo. Have Dave Hooton, Chris Geggus, Bill Scharf(\$), will take up to 1 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 6 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 Keith Marple, Maltipoo, an Agricola game won by Dave Hooton, and Lhasapoo, a 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.

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

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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

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.

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

Power Grid: Have 14 different maps, the alternate deck, some promo cards, and the Power Crisis unofficial expansion. Have Kevin Wilson, Dave Hooton, will take up to 4 more.

Terraforming Mars: Have the Hellas & Elysium, Amazonis Planitia, plus 3 fan-developed maps, Venus Next, Prelude, Colonies, and Turmoil expansions. Have Chris Geggus, Keith Marple, 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 6 more.

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

Terraforming Mars: The Dice Game: Have Keith Marple, Chris Geggus, will take up to 2 more.

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

Settlers of Catan: Have the Seafarers and the Knights and Cities expansions.

Have Dave Hooton, Chris Geggus, will take up to 4 more.

Suburbia: Have the Suburbia, Inc., 5 Star expansions, and Nightlife expansions as well as the Cons and Essen Spiel additions. Have Dave Hooton, will take up to 4 more.

Age of Renaissance: Have Dave Hooton, Chris Geggus, will take up to 4 more.

History of the World: Have Chris Geggus, Kevin Wilson, will take up to 5 more.

Dominion: Have most of the expansion sets plus some extras. Have Chris Geggus, Chris Hibbert, Kevin Wilson, will take up to 3 more.

Race for the Galaxy: Have The Gathering Storm and Rebel vs. Imperium expansions. Will take up to 6.

Concordia: Have the Venus expansion. Will take up to 6.

Terraforming Mars: Ares Expedition: This is the Crisis cooperative expansion. Will take up to 3.

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

Lords of Waterdeep: Have the Scoundrels of Skullport expansion. Will take up to 6.

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

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

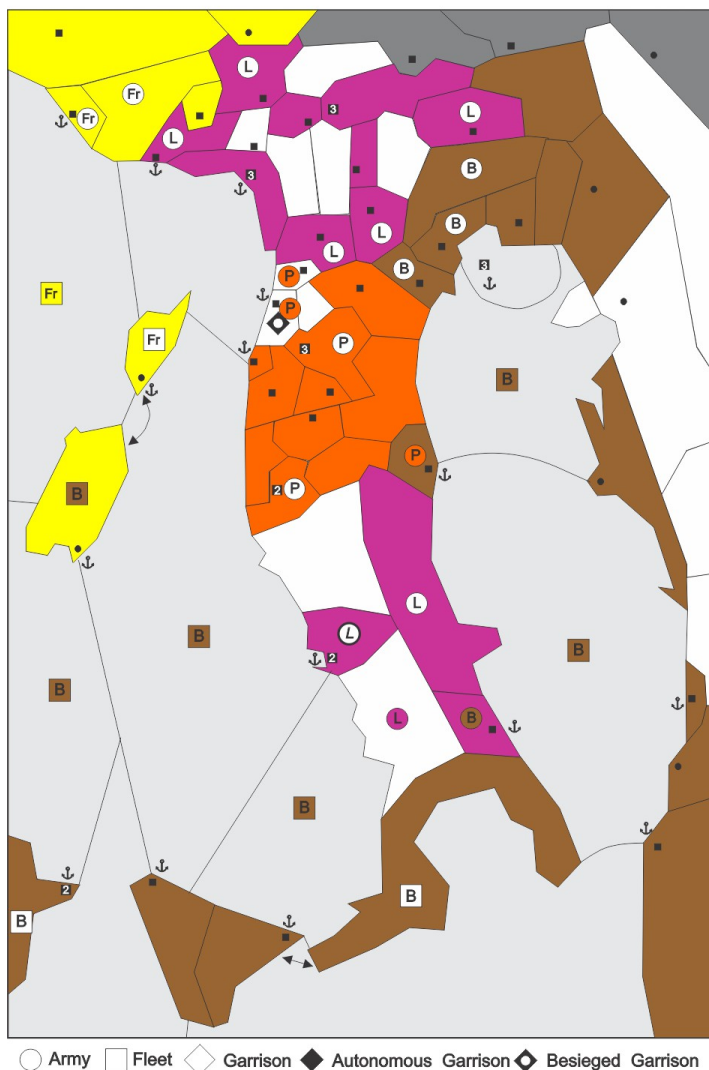
Drentsche Patrijshond

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

Deadline Fall 727: 10/15 Tuesday

The Byzantines make some slight progress versus the Lombards while the Lombards maintain the status quo. The Pope looks to consolidate his territory.

Drentsche Patrijshond



Spring 727 Retreats

France retreats F Sardinia to Corsica.

Orders

Byzantines (Wilson): A FERRARA supports A Verona to Mantua, A VERONA to Mantua, A Otranto to BARI, A PADUA to Verona, F UPPER ADRIATIC supports A Ferrara, F LOWER ADRIATIC supports A Otranto to Bari, F Ionian Sea to OTRANTO, F GULF OF NAPLES to Salerno, F TYRRHENIAN SEA to Corsica, F SARDINIA supports F Tyrrhenian Sea to Corsica, F WESTERN MEDITERRANEAN to Tyrrhenian Sea, F TUNIS besieges (autonomous garrison eliminated)

France (Robles): A Avignon to MARSEILLES, A PROVENCE supports Avignon to Marseilles, F CORSICA supports F Gulf of Lions (cut), F GULF OF LIONS supports F Corsica

Lombards (Burgdorf): A SAVOY to Montferrat, A MANTUA supports Papal A Bologna hold (nso, cut), A TURIN to Montferrat, A AQUILA supports A Salerno, A SALERNO holds, A (EM) NAPLES supports A Salerno, A MODENA supports A Mantua, A Bergamo to TRENTO

Papacy (Narhi): A Sienna to FLORENCE, A ROME holds (u), A PISA besieges, A Bologna to LUCCA, A ANCONA holds (u)

Notes

Thanks to Andy York for his unused standby orders.

Zine Report

Australian Zines

Damn the Consequences Published by Brendan Whyte. Current issue: 238. Runs Banbury Merton St (number game), Bonnie Brae (number game), Roborally, Railway Rivals, Where the #,%& on the Tube is Kendo Nagasaki?, Choice, Bus Boss. Current openings Banbury Merton St (number game), Bonnie Brae (number game), Where on the Tube is Kendo Nagasaki?, Napoleonic Diplomacy,

Beatlemania, Wooden Ships & Iron Men, Café 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: 217. 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: 243. 6 Nimmt!, By Popular Demand, Choice, Dead Pool, Grand National, 'Nantwich' Outpost, Where in the World is Kendo Nagasaki?, Word Puzzle. Current openings for 6 Nimmt!, Bier Börse, Outpost, Reduced Randomness Railway Rivals, Where is My Mind?, Word Puzzle.

Fury of the Northmen Published by Colin Bruce. Current issue: 132. 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: 19. Currently running Diplomacy, Black Hole Diplomacy II, Bourse, Gunboat Hoplite Wars IV, Sopwith, Excalibur. Game openings for Diplomacy, Excalibur, Gunboat Stab!, Veni Vidi Vici, Mercator XIV.

Celestial Dragon Published by Richard Smith. Current issue: 2. Consists of 5 subzines. The Celestial Steam Locomotive by Richard Smith, issue #32. Currently

Back of the Envelope Published by Tom Howell. Current issue: 38. 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-Nimmt!,

UK Zines

running Snakes and Ladders, Choice, 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 (#65) by John Walker runs Queuedo, Puerto Rico, Lyric Quiz, and 6 Nimmt!. Subzine The Tangerine Terror (#72)/I am the Kurious Kumquat (#2) by Howard Bishop runs The Name of the Game, Communal Don't Wordle. Subzine SubPAR (#2) by Jim Reader runs Breaking Away, Railway Rivals. 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 NIMMT!, Lyric Quiz. The Tangerine Terror/I Amd the Kurious Kumquat: Just One, Communal Don't Wordle. SubPAR: Bus Boss, Railway Rivals.

US Zines

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

Cheesecake Published by Andy Lischett. Current issue: 430. 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 9: Arklight trades with Luna, builds a city, adds a resource to Birds and Nitrite Reducing Bacteria, uses Electro-Catapult, sells a card, spends plants for a greenery tile, plants Trees, introduces Breathing Filters, sells a card, introduces Fish, trades with Miranda, and adds a resource to Fish. Tharsis Republic spends heat to raise the temperature, builds

Jovian Lanterns, adds floaters to Jovian Lanterns, launches a Lagrange Observatory and Titan Shuttles, introduces a Virus, conducts Crash Site Cleanup, adds floaters to Titan Shuttles, uses the Space Elevator, sells 5 cards, and spends cash for a greenery tile. Pharmacy Union trades with Ceres, adds a resource to Physics Complex, conducts an Olympus Conference, uses Inventors' Guild, adds an animal to Livestock, uses Local Heat Trapping, builds Sponsored Academies, builds a Quantum Extractor, adds an animal to Sub-Zero Salt Fish, builds a Giant Space Mirror, plants Moss, builds Magnetic Field Generators, and sells 4 cards. Astrodrill trades with Triton and Enceladus, builds a Commercial District, introduces Predators and adds a resource to it, conducts Research, uses Extremophiles to add a microbe to Ants, gains a titanium, sells 5 cards, and founds Io Mining Industries. Aridor trades with Pluto, spends heat to increase the temperature, uses the Restricted Area and Sub-Crust Measurements, adds a microbe to Tardigrades, holds a Technology Demonstration, brings in a Large Convoy, launches Dirigibles, uses Dirigibles to add a floater to Red Spot Observatory, uses Red Spot Observatory and Orbital Cleanup, imports Luxury Foods, brings in a Spin Inducing Asteroid, spends plants for a greenery tile, takes out an Investment Loan, sells 10 cards, brings Water to Venus, introduces Venus Soils, and starts Kelp Farming. With that, Mars is fully terraformed. Aridor and Arklight each place one final greenery tile. Final scores are: Aridor with 88, Pharmacy Union with 80, Astrodrill with 78, Arklight with 68, and Tharsis Republic with 63. Congratulations to Andy York on his victory!

Lab Pointer – Terraforming Mars

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

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

Generation 8: MSI trades with Luna, sponsors a Large Convoy, sells a card, adds an animal to Livestock, builds Maxwell Base, uses it to add a floater to Extractor Balloons, spends plants for a greenery tile, uses the Energy Market, develops Jovian Lanterns, uses Forced Precipitation, adds

floaters to Jovian Lanterns, and sells 3 cards. Poseidon builds a standard power plant, sponsors a Convoy from Europa, builds the Capital, engages in Io Sulphur Research, spends plants for a greenery tile, adds a delegate to Unity, has a Productive Outpost, adds a delegate to Unity, and elects the Luna Governor. Factorum develops Steelworks and uses it, uses Floater Technology and Titan Floating Launch-Pad, trading with Callisto, uses Local Shading, adds a resource to Refugee Camps, uses Power Infrastructure, adds a resource to Tardigrades, imports Luxury Foods, adds a floater to Atmo Collectors, creates Eos Chasma National Park, and adds 2 delegates to Unity. Credicor trades with Pluto, builds a Space Port, builds Noctis City, funds the Highlander award, builds a Security Fleet, adds 2 delegates to the Greens, adds a resource to Security Fleet, uses Orbital Cleanup, and sells 2 cards. Viron uses the Space Elevator, trades with Triton, builds a Minority Refuge on Europa, spends plants for a greenery tile, builds an Open City, funds the Landscaper award, uses Titan Air-Scrapping, adds a floater to Red Spot Observatory and an animal to Small Animals, adds a delegate to Unity, adds another animal to Small Animals, sells 3 cards, and brings in GHG from Venus.

With that, Mars is fully terraformed. Final scores are Credicor with 73, Viron with 70, MSI with 62, Poseidon with 61, and Factorum with 45. Congratulations to Keith Marple on his victory!

Labradane – Terraforming Mars

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

Dave Hooton	Valley Trust (VT)
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We are using the Venus Next, Prelude, and Colonies expansions and playing on the Hellas map.

Generation 5: Valley Trust trades with Europa, spends heat to raise the temperature, conducts Sub-Crust Measurements and uses them, unsuccessfully uses the Asteroid Deflection System, cashes in on Saturn Surfing and the Martian Zoo, introduces Ants and adds a microbe to them, builds Refugee Camps and adds a resource to

it, and adds a delegate to the Scientists. Celestic trades with Luna, gains a Topsoil Contract, introduces GHG Producing Bacteria, adds a microbe to it, brings in a Comet, adds a delegate to the Scientists, adds a floater to Extractor Balloons, then uses Floater Technology to add another, adds a delegate to the Scientists, and adds a floater to Titan Floating Launch-Pad. Utopia acquires Mining Rights, joins the Asteroid Mining Consortium, adds two delegates to Unity, builds Micro-Mills, sacrifices titanium production for titanium, and uses Asteroid Hollowing. Thorgate trades with Pluto, builds a city, uses the Water Splitting Plant and Energy Market, develops Cryo-Sleep, introduces Tardigrades, adds a resource to Tardigrades, and a delegate to the Greens. Robinson Industries trades with Callisto, gains plant production, builds Sky Docks, trades with Ganymede, builds a Cultural Metropolis, adds 3

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

Round 11: Scharf collects 6 wood, builds Fences, becomes a Day Laborer, and collects a sheep and a food. Geggus collects 3 sheep, cooking 2, visits the Traveling Players, goes Fishing, collects 6 wood, and 1 reed, 1 stone, and 1 wood, with Hooton buying the stone. Hooton cooks 2 wild boar, collects 2 cattle, plays the Stablehand occupation, becomes starting player, plays a Planter Box, cooks s wild boar, and collects 4 wood. Hunt plows a field, sows 3 grain, and collects a vegetable. York plays Pottery, adds a room to his clay hut, and builds 4 stables.

Harvest Phase 4: Scharf harvests 1 vegetable, Hunt harvests 3 grain, York uses Potter and cooks a vegetable, Hunt uses the Hand Mill and Potter. All players feed their families. York breeds a wild boar and Hooton breeds a cattle.

Round 12: Hooton builds Fences, collects 2 wild boar, a vegetable, and 4 wood. Hunt grows his family without the need for a room, collects 1 reed, 1 stone, and 1 wood, and builds a Brewery. Scharf bakes bread, collects 3 clay, 2 reeds, and grows his family without the need for a room. York collects 6 clay and grows his family. Geggus becomes starting player, establishes a Copse, plays the Conservator

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

We are playing The Fog Island scenario.

Round 9: Kevin trades 3 grain for 1 lumber and builds a ship. Chris trades 2 ore for 1 lumber, and builds a ship, discovering ocean. Andy buys a development card. Dave trades 3 brick for 1 lumber and builds a settlement.

Round 10: Chris moves the robber and steals from Kevin.

Round 11: Chris trades 2 ore for 1 lumber and builds a ship, discovering a pasture space and taking the Longest Trade Route. Andy builds a road, discovering ocean. Dave plays a Monopoly on grain and upgrades a settlement to a city.

delegates to Mars First, a microbe to Psychrophiles, and spends heat to raise the temperature. Global Event is Miners on Strike. Unity becomes ruling party and Utopia chair.

Generation 6: Celestic uses Titan Floating Launch-Pad to trade with Luna, conducts Io Sulphur Research and Recruitment, adds a delegate to Unity, brings in Imported Nitrogen, spends plants for a greenery tile, develops Geothermal Power, sells a card, spends heat to raise the temperature, holds an Aerosport Tournament, builds Dirigibles, uses Extractor Balloons, adds a floater to Dirigibles, uses GHG Producing Bacteria, adds a floater to itself, and uses Floater Technology to add a floater to Dirigibles. Utopia builds an Ice Moon Colony on Io, spends plants for a greenery tile, builds GHG Factories and a Tropical Resort, adds a delegate to Unity, and builds a Lunar Beam. Thorgate spends heat to raise the temperature, plants to place a greenery tile, trades with Pluto, uses the Water Splitting Plant, develops Molecular Printing, builds a city, adds a delegate to the Greens, builds a Commercial District, uses the Energy Market, and adds a microbe to Tardigrades. Robinson Industries trades with Callisto and Io, adds a microbe to Psychrophiles, develops Venus Soils, introduces Tundra Farming, spends heat to raise the temperature twice, funds the Contractor award, and adds a delegate to Mars First. Valley Trust adds a delegate to the Scientists, uses Ants to consume a microbe from Psychrophiles, develops Viral Enhancers, builds a city, spends plants for a greenery tile, takes out an Investment Loan, spends heat to raise the temperature, adds a resource to Refugee Camps, uses Sub-Crust Measurements, unsuccessfully tests the Asteroid Deflection System, invests in Research Coordination, uses the Martian Zoo and Saturn Surfing, and builds Dawn City. Global Event is Dry Deserts and the Scientists become the ruling party.

Maltipoo – Agricola

occupation, plows a field, and collects 4 stone.

Round 13: Scharf bakes bread, collects 6 wood, 2 cattle, becomes a Day Laborer, builds a Wooden Path, and renovates to a clay hut. Geggus plows a field, sows 2 vegetables and 2 wood, plays the Plow Driver occupation, collects 6 wood, renovates to a stone house, and collects 2 grain and 2 vegetables. Hooton becomes starting player, exchanges his Stone Oven for a Baker's Kitchen, bakes bread, plows a field, and collects 4 clay. Hunt grows his family without the need for a room, collects 4 wood, 1 sheep, 1 food, and a wild boar. York builds Fences, collects 2 sheep, plows a field and sows grain and a vegetable.

Harvest Phase 5: Scharf harvests a vegetable. York harvests a grain and a vegetable. Geggus harvests 2 vegetables and 2 wood. Hunt harvests 3 grain. York uses Pottery and cooks a wild boar. Geggus cooks 2 vegetables. Hunt uses the Hand Mill, Potter, and Brewery. Everyone feeds their families. Scharf breeds a cattls. York breeds a sheep and a wild boar. Hooton breeds a wild boar and a cattle.

Round 14: Scharf sows a vegetable and bakes bread, plows a field and sows another vegetable, goes Fishing for 3 food, collects 2 stone, one of which is bought by Hooton, and builds a Well. Hooton adds a room to his clay hut, collects a sheep and a food, plays the Wood Carver occupation, grows his family and plays a Wooden Strongbox, and visits the Traveling Players, gaining 3 food. Hunt builds Fences, collects 3 clay, renovates to a clay hut and plays a Shepherd's Pipe, collects 1 sheep, becomes starting player, and plays a Weekly Market. York collects a cattle, a vegetable, a grain, and plows a field and sows a grain. Geggus plows a field, collects a wild boar, collects 2 grain and 2 vegetables, becomes a Day Laborer, and collects 2 reeds, 1 stone, 1 wood, and 1 food.

Harvest Phase 6: Scharf harvests 2 vegetables. York harvests 2 grain and 1 vegetable. Geggus harvests 2 vegetables and 2 wood. Hunt harvests 3 grain. York uses Potter and cooks a wild boar. Geggus cooks 2 vegetables. Hooton cooks a wild boar and a cattle. Hunt uses the Potter and Brewery. All players feed their families. Scharf breeds a cattle. York breeds a sheep and a wild boar. Hooton breeds a wild boar and a cattle. Hunt breeds a sheep.

Final scores: Hooton with 38, Scharf and Geggus with 35, York with 34, and Hunt with 29. Congratulations to Dave Hooton on his victory!

Lhasapoo – Seafarers of Catan

Round 12: Chris builds a ship, discovering a forest, Andy builds a road, discovering a mountain, and Dave trades with Kevin, buys a development card, and upgrades a settlement to a city.

Round 13: Kevin buys a development card, Chris builds a road, and Dave plays a Knight, steals lumber from Chris, upgrades a settlement to a city, trades ore for wool, and builds a ship, discovering a pasture space.

Round 14: Kevin plays a Knight, steals brick from Dave, and builds a road. Chris trades ore for grain, builds a settlement, and a road, discovering ocean. Andy buys a development card. Dave builds ships.

Round 15: Chris trades ore for grain and buys a development card. Andy plays a knight, steals brick from Kevin, and builds a road. Dave steals grain from Kevin, trades wool for lumber, and builds a settlement.

Round 16: Chris builds a road, discovering ocean. Andy builds a settlement and a road, discovering a field. Dave builds 2 ships.

Round 17: Chris plays a Knight, stealing wool from Andy, and buys a development card. Andy steals wool from Kevin and buys a development card.

Round 18: Kevin steals brick from Andy. Andy plays a Knight, stealing lumber from Dave and builds a road. Dave builds a ship and buys a development card.

Round 19: Kevin builds a road. Chris plays a Knight, steals grain from Dave, and buys a development card.

Andy buys a development card. Dave moves a ship, builds a settlement, plays a Knight, and steals lumber from Chris.

Round 20: Kevin buys a development card. Chris plays a knight, steals ore from Dave, and builds a road. Andy plays a Knight, steals wool from Dave, and buys 2 development cards. Dave builds a

Player	Borough
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 12: YR builds an Art Gallery. ACL invests in the Dance Club. GV builds Snorkel Island. LH

Player	Country
Bill Scharf	Gemoa
Christopher Hunt	Venice
Chris Geggus	Barcelona
Dave Hooton	Paris

Round 1: Paris plays Dionysus Exiguss, buys Written Record and stabilization, and expands to Bordeaux, Dijon, Strassburg, and St. Malo. Venice buys Caravan and expands to Belgrade, Lyon, Milan, Nuremberg, St. Gali, and Salzburg. Barcelona buys Caravan and expands to Basque, Toledo, Montpellier, Valencia, Grenada, Lisbon, Seville, Leon, and Toulouse. Genoa plays Armor, buys Caravan, and expands to Lyon, Florence, Marseilles, and Rome.

Round 2: Paris plays Stone, buys Printed Word, and expands to Cologne, Amsterdam, and Loire. Genoa plays Civil War on Barcelona, buys a ship upgrade, and expands to Montpellier, Rome, and buys a card. Venice plays Metal and Stone, and expands to Bessel, Breslau, Corfu, Prague, Salonika, and unsuccessfully to Lyon. Barcelona plays Rebellion in Rome, Stirrups, and War! on Genoa, which is stalemated, and Spice, buys a ship upgrade, and expands to Barcelona, Fez, Montpellier, Palma, and unsuccessfully to Lyon.

Player	Faction
Dave Anderson	Romulus & Remus (R&R)
Chris Geggus	Growing Expansion Generates Subservience (GEGS)
Christopher Hunt	The Greenies (TG)
Andy York	Republic of Texas (RoT)
Kevin Wilson	Royal Manticorn Historical Society (RMHS)
Bill Scharf	Iron Brotherhood (IB)

Epoch I Empire Selection: TG and IB exchange empires, all others keep.

Epoch I: TG is Egypt, who dominate North Africa and have a presence in the Middle East. RMHS are the Minoans, who dominate the Middle East with the help of Allies. RoT is the Indus Valley, who dominate India and have a presence in the Middle

settlement, upgrades a settlement to a city, and builds a ship.

Round 21: Chris builds a settlement, Andy plays a Knight, steals from Kevin, and builds a settlement, and Dave builds a ship.

Round 22: Kevin builds a road, Andy upgrades a settlement to a city and builds a road, and Dave steals from Chris, moves a ship, builds a settlement and a ship.

Dave has gained 12VP, winning the game! Andy ended up with 10VP, Chris with 8VP, and Kevin with 4VP. Congratulations to Dave Hooton on his victory!

Meagle – Suburbia

builds Suburbs.

Round 13: YR builds a lake, GV builds a Hotel, ACL builds Pharaoh's Favor, and LD builds Suburbs.

Round 14: YR builds a Prison, ACL builds a lake, GV builds a lake, and LH builds a Community Park.

Round 15: YR invests in a Community Park, ACL builds an Embedded Circle, GV builds Professor BBQ, and LH builds a Community Park.

Round 16: ACL invests in the Wildflower Center, YR builds a Community Park, GV builds a Resort, and LH builds Suburbs.

Final scores are: ACL with 119, LH with 108, GV with 103, and YR with 90. Congratulations to Andy York on his victory!

Miniature Pinscher – Age of Renaissance

Round 3: The unresolved War! results in a minor victory for Genoa, who gains Basque. Barcelona plays Cloth/Wine as wine, buys a ship upgrade and Holy Indulgence, and expands to Algiers, Sicily, Basque, Tunis, and Tripoli. Venice plays Ivory/Gold as Gold, Enlightened Ruler, and Revolutionary Uprisings, buys Improved Agriculture, and expands to Dubrovnik, Durazzo, Esseg, Gallipoli, and Dijon. Paris plays Rasheed ad Din, buys Overland East and Caravan, and expands to Toulouse, St. Gali, Dijon, and Bourges. Genoa plays Wool twice and The Crusades, gaining Acre, buys a ship upgrade and Urban Ascendancy, buys a card, and expands to Aleppo, Cyprus, Suez, Sicily, Cairo, Bari, Levant, and Adalia.

Round 4: Paris plays Timber, buys Improved Agriculture, and expands to Montpellier and Basque. Barcelona plays St. Benedict, buys a ship upgrade, Patronage, and Overland East, and expands to Alexandria, Naples, Toulouse, Basque, and unsuccessfully to Bari. Genoa plays Fur, Walter the Penniless, and Alchemist's Gold on Barcelona, buys Overland East and Written Record, and expands to Varna, Crete, Libya, Trebizond, and buys a card. Epoch 2 begins. Venice plays Silk, buys Overland East, and expands to Varna, Kaffa, Vienna, and Athens.

Round 5: Venice plays Papal Decree, forbidding Exploration advances, Black Death in area VI, buys Holy Indulgence, and expands to Budapest, Kiev, Tana Kamishin, Abgasia, buys a card, and St. Gali. Barcelona plays Timber and Fur, buys The Heavens and Urban Ascendancy, expands to West Africa, Alexandria, Barca, and unsuccessfully to Cairo and Suez. Genoa buys a card, plays Charlemagne, Long Bow, and Stone, buys a ship upgrade and Nationalism, and expands to Aleppo, Cyprus, Suez, Smyrna, Poti, and Cairo. Paris plays Famine and The Crusades in Acre, buys a ship upgrade and The Heavens, expands to Levant, Adalia, and unsuccessfully to Bessel and Suez.

Round 6: Paris plays Pirate/Vikings on Genoa and Rome and buys Seaworthy Vessels. Barcelona plays Spice and Alchemist's Gold on Genoa, buys Nationalism and Written Record, and expands to Montpellier, Suez, St. Malo, and Libya. Venice buys Seaworthy Vessels and expands to Angora, Constantinople, Erzerum, Sarai, Tarsus, and buys a card. Genoa plays Ivory/Gold as Gold and Johann Gutenberg, buys Printed Word and The Heavens, and expands to Suez, Oran, Fez, Algiers, Grenada, Levant, Jerusalem, and Cagliari.

Newfypoo – History of the World

East. GEGS are the Babylonians, who dominate the Middle East and are present in India. R&R is the Shang Dynasty, who dominate China. IB are the Aryans, who have presence in the Middle East, China, and India.

Epoch II Empire Selection: RMHS, GEGS, RoT, and R&R all keep, and TG and IB exchange.

Epoch II: Assyria is absent. RMHS plays Phoenicia and a Kingdom in the Upper Nile and is the Chou Dynasty, who dominate the Middle East and China, and are present in North Africa and Southern Europe. GEGS plays a Jewish Revolt and is the Vedic City States, who dominate the Middle East and India and are present in China. TG are the Greek City States, who dominate North Africa and Southern Europe and are present in the Middle East. IB are the Scythians, who dominate Southern Europe and are present in the Middle East and India.

Epoch III Empire Selection: RMHS keeps. GEGS passes to RoT. R&R passes to IB. IB passes to TG. TG pass to R&R. RoT passes to GEGS.

Epoch III: GEGS plays Pestilence in Dalmatia, a Kingdom in Southern Iberia, and is the Celts, who dominate Southern Europe and Northern Europe, and is present in the Middle East, China, India, and Southeast Asia. The Goths are absent. TG play Empires Revive and North American Migrants and are the Maurya, who dominate India and are present in North Africa, the Middle East, Southern Europe, and Southeast Asia. RMHS is the Han Dynasty, who have Weaponry and who dominate China and are present in North Africa, the Middle East, India, and Southeast Asia. RoT are the Hsuing-nu, who take Yellow River by Treachery and dominate the Middle

East, and are present in China, India, Southern Europe, and Southeast Asia. R&R play Barbarians from the Plateau of Tibet and are the Romans, who have Weaponry and dominate North Africa, Middle East, India, Southern Europe, and Northern Europe and are present in China. IB play the Mayans, a Civil War on the Romans, and are the Sassanids, who dominate the Middle East, India, and Southern Europe.

Epoch IV Empire Selection: All players keep.

Epoch IV: TG play a Disaster in Zagros and are the Guptas, who dominate India and are present in North Africa, Middle East, and Southeast Asia. RoT plays a Kingdom in the Highlands, a Disaster on the Persian Plateau, and are the Goths, who dominate Southern Europe and are present in the Middle East, China, Northern Europe, and Southeast Asia. RMHS plays Empire Revivies and are the Byzantines, who have

Elite Troops and dominate Southern Europe and are present in North Africa, Middle East, and China. IB play a Kingdom in the Malayan Peninsula and are the T'ang Dynasty, who control China, dominate Southeast Asia, and are present in Middle East and India. GEGS plays the Anglo-Saxons and is the Arabs, who have a Leader and who dominate the Middle East, India, and Northern Europe and are present in Southern Europe. R&R plays a Rebellion in Yangtse Kian, a Disaster in the Balkans, and is the Khmers, who dominate North Africa and are present in Middle East, Northern Europe, and Southeast Asia.

Epoch V Empire Selection: IB, TG, RMHS, and R&R keep. GEGS and RoT exchange empires.

Epoch V: TG are the Franks, who dominate North Africa and Northern Europe, and are present in Middle East, India, Southern Europe, and North America. RoT play Fujiwara and Civil War and are the Vikings, who dominate Northern Europe and are present in the Middle East, Southern Europe, Southeast Asia, Eurasia, and North America. IB is the Holy Roman Empire, who have Civil Service and Pirates and who control China, dominate Southern Europe and Northern Europe, and are present in India, Southeast Asia, Eurasia, and North America. RMHS plays Rebellion and Barbarians and is the Sung Dynasty, who dominate China and are present in North Africa, Southern Europe, Southeast Asia, and Eurasia. GEGS plays a Disaster and are the Seljuk Turks, who make a Surprise Attack and dominate the Middle East, India, Southern Europe, and Eurasia, and are present in China and Northern Europe. R&R are the Mongols, who dominate China, Northern Europe, and Eurasia and are present in North Africa, Middle East, Southern Europe, and Southeast Asia.

Northern Inuit Dog – Dominion

Players: Kevin Wilson (KW), Bill Scharf (BS), Dave Hooton (DH), Chris Geggus (CG), Chris Hibbert (CHi), Christopher Hunt (CHu).

We are using the base set (version 2), Prosperity, and Renaissance

Round 1: KW, CG, and CHi buy Silver. BS, DH, and CHu buy Inventors.

Round 2: KW and CG buy Quarries. BS, DH, and CHu buy Silver. CHi buys a Remodel.

Round 3: KW and CG buy Artisans. BS buys a Silver. DH and CHu buy Seers. CHi Remodels an Estate into a Quarry and buys a Trade Route.

Round 4: KW buys a Silver. BS plays an Inventor, gaining a Remodel, and buys a Seer. DH buys a Seer. CG buys an Inventor. CHi buys a Remodel. CHu plays an Inventor, gaining a Quarry, and buys an Inventor.

Round 5: KW buys an Inventor. BS buys a Gold. DH plays an Inventor, gaining an Inventor, and buys a Remodel. CG buys a Seer. CHi plays a Trade Route, trashing a Copper, and buys a Remodel. CHu buys a Quarry.

Round 6: KW buys an Artisan. BS plays a Remodel, trashing an Inventor for Gold. Dave plays a Seer, a Remodel, trashing an Estate for a Quarry, and buys an Artisan. CG plays an Inventor, gaining an Inventor, and buys a Hoard. CHi plays a Remodel, trashing an Estate for Gardens, and buys a Quarry. CHu plays a Seer, an Inventor, gaining a Quarry, and buys an Artisan.

Round 7: Kevin plays an Artisan, gaining a Seer.

Bill plays a Seer, plays a Remodel, trashing a Silver for an Inventor, and buys a Province. Dave buys a Gold. Chris G. plays an Artisan, gaining a Stash and buys a Remodel. Chris H. plays a Remodel, trashing an Estate for Gardens, and buys a Trade Route. Christopher plays an Inventor, gaining a Silver, and buys an Artisan.

Round 8: Kevin plays an Inventor, gaining a Quarry, and buys a Hoard. Bill buys a Silver. Dave plays an Artisan, gaining a Seer, and buys Copper. Chris G. plays a Seer, an Inventor, gaining an Inventor, and buys a Stash. Chris H. plays a Remodel, trashing a Remodel for a Duchy, and buys Gardens. Christopher buys a Silver.

Round 9: Kevin buys a Seer. Bill plays a Remodel, trashing a Gold for a Province. Dave plays a Seer, another Seer, a Remodel, trashing a Quarry for a Gold, and buys a Trade Route. Chris G. plays an Inventor, gaining a Silver, and buys a Duchy. Chris H. plays a Trade Route, trashing a Copper, and buys a Duchy and a Copper. Christopher plays a Seer, an Artisan, gaining a Duchy, and buys a Silver.

Round 10: Kevin plays a Seer, an Artisan, gaining a Stash, and buys a Province. Bill plays a Seer, an Inventor, gaining a Silver, and buys a Province. Dave invests in the Piazza. Chris G. buys a Province. Chris H. plays a Trade Route, trashing a Copper, and buys an Estate and a Duchy. Christopher plays a Seer, an Artisan, gaining a Duchy, and buys a Silver.

Round 11: Kevin plays an Artisan, gaining a Seer, and buys a Silver. Bill buys a Seer. Dave plays an Inventor, gaining Gardens, an Artisan, gaining a Duchy, and buys a Duchy. Chris G. plays a Seer, an Inventor, gaining a Trade Route, and buys a Duchy, gaining Gold. Chris H. plays a Remodel, trashing a Remodel for a Gold. Christopher plays an Artisan, gaining a Duchy, and buys a Silver.

Round 12: Kevin plays a Seer, an Inventor, gaining Silver, buys a Duchy, and gains a Gold. Bill plays a Seer, an Inventor, gaining Silver, and buys a Province. Dave plays an Artisan, gaining a Duchy, and buys an Estate. Chris G. buys a Duchy. Chris H. buys Gardens. Christopher plays an Inventor, gaining Gardens, and buys a Province.

Round 13: Kevin plays an Artisan, gaining Gardens, and buys Silver. Bill buys a Trade Route. Dave plays a Trade Route, trashing Copper, and buys a Province. Chris G. plays a Remodel, trashing an Artisan for a Province, and buys a Trade Route. Chris H. buys a Trade Route. Christopher buys Gardens.

Round 14: Kevin buys Gardens. Bill buys a Silver. Dave plays a Seer, an Inventor, gaining Gardens, and buys Gardens. Chris G buys a Stash. Chris H. plays a Trade Route, trashing Copper, and buys the last Gardens, emptying the fourth Kingdom pile.

Final scores are: Bill and Dave with 27, Chris G. and Chris H. with 21, Christopher with 19, and Kevin with 18. Congratulations to Bill Scharf and Dave Hooton on their joint win!

Norwich Terrier – Race for the Galaxy

Investment Credits and AA play Public Works.

Round 2: Phases are Explore, Develop, and Settle. TG develops the Alien Tech Institute. TASC develops an R&D Crash Program and settles the Galactic Bazaar. TI conquers Blaster Runners. EG develops Research Labs. AAnn settle Gem World.

Round 3: Phases are Explore and Consume. TSAC trades a novelty good.

Round 4: Phases are Explore, Develop, Settle, and Produce. TG settles Smuggling World and gains a novelty good on it. TSAC uses the R&D Crash Program to develop Consumer Markets and produce novelty goods on Earth's Lost Colony and Galactic Bazaar. TI develops Investment Credits, settles Prosperous World, and produces a novelty good on it. EG settles Alien Data Repository and produces an alien good on it. AAnn settle Interstellar Prospectors, produces a rare good on it, and a novelty good on Gem World.

Player	Faction
Christopher Hunt	The Greenies (TG)
Keith Marple	The Space Age Caananites (TSAC)
Kevin Wilson	Tigris Imperium (TI)
Chris Hibbert	Exponential Growth (EG)
Bill Scharf	Aann (AA)

We are using both The Gathering Storm and Rebels vs. Imperium expansions, but not the Takeover rules.

Round 1: Phases are Explore and Develop. EG plays

Round 5: Phases are Explore and Consume. TSAC trades a novelty good and consumes one for 1VP. TI consumes a novelty good for 1VP. EG trades an alien good. AAnn consumes a novelty and a rare good for 2VP and a card.

Round 6: Phases are Develop and Produce. TG develops Drop Ships. TSAC develops an R&D Crash Program and produces 2 novelty goods. TI develops Galactic Advertisers and produces a novelty good. EG develops Galactic Survey: SETI and produces an alien good. AA develop a Mercenary Fleet and produces a novelty and rare good.

Round 7: Phases are Explore, Settle, and Consume. TG conquers Alien Robot Scout Ship. TASC settles Secluded World and consumes 2 novelty goods. TI settles Gem Smugglers and consumes a novelty good. EG settles Rebel Cantina and trades an Alien good. AA conquer Pirate World and consume a novelty and a rare good.

Players: Dave Hooton (DH), Bill Scharf (BS), Kevin Wilson (KW), and Keith Marple (KM).

We are using the Venus expansion on the Italia map. Dave builds in Spoletum, Panormus, Florentina, Ravenna, Verona, and Mutina, and gains a Diplomat,

Pembroke Welsh Corgi – Terraforming Mars: Ares Expedition

Player	Corporation
Keith Marple	Thorgate
Christopher Hunt	Saturn Systems
Bill Scharf	UNMI

This is the Crisis cooperative expansion.

Round 1: Atmosphere Rupture is drawn and Production is the Dummy card. Phases are Development, Construction, and Research. Thorgate launches Atmospheric Insulators and builds a Matter

Player	Corporation
Dave Hooton	Ecotec
Kevin Croskery	Lakefront Resorts
Andy York	Nirgal Enterprises
Chris Geggus	Spire
Christopher Hunt	Poseidon

This is using the Venus Next, Prelude, Prelude 2, Colonies, and Turmoil expansions on the Amazonian Planitia map.

Player	Faction
Chris Geggus	Knight of the Shield (K)
Keith Marple	Silverstars (S)
Christopher Hunt	Harpers (H)
Bill Scharf	Red Sashes (R)

This is using the Undermountain expansion.

Round 1: K builds the Hall of the Sleeping Kings, plays Assassination, gains 2 rogues, then gains a rogue and a fighter. S takes 2 gold and the Bolster Griffon Cavalry quest, gains 2 fighters, and 2 intrigue cards. H plays Lack of Faith, gain an intrigue card

Round 8: Phases are Explore, Consume, and Produce. TASC produces 3 novelty goods. TI trades a rare good and produces a novelty good. EG produces an alien good. AAnn trades a novelty good and produces a rare and a novelty good.

Round 9: Phases are Develop, Settle, Consume, and Produce. TG develops Expedition Force. TSAC develops New Galactic Order, conquers Rebel Sympathizers, consumes 4 novelty goods and produces 3 novelty goods. TI develops Public Works, Conquers Devolved Uplift Race, consumes a novelty good, and produces 2 novelty and 1 rare good. EG develops Deficit Spending, settles Galactic Studios, consumes an alien good, and produces an alien and novelty good. AA develops Galactic Federation, consumes a novelty and a rare good, and produces a novelty and a rare good.

Round 10: Phases are Explore, Consume, and Produce. TSAC consumes 3 novelty goods and produces 2 novelty goods. TI consumes 2 novelty goods and produces 2 novelty and 1 rare good. EG trades an alien good and consumes a novelty good, then produces an alien and a novelty good. AA consumes a novelty and a rare good and produces a novelty and a rare good.

Round 11: Phases are Develop, Settle, and Consume. TG settle Expanding Colony and consume a novelty good. TSAC develops Space Marines, conquers Rebel Underground, and consumes 2 novelty goods. TI develops Diversified Economy, conquers Runaway Robots, and consumes 2 novelty and 1 rare good. EG develops Galactic Exchange, settles Rebel Warrior Race, and consumes an alien, novelty, and biological good. AA develop Pan-Galactic Research, settle Separatist Colony, and consumes a novelty and a rare good.

Nova Scotia Duck Tolling Retriever – Concordia

Prefect/Architect, Smith, and Prefect. Bill builds in Cosa, Casinum, Hadria, Ancona, Florentia, Genua, Olbia, and Nicaea, and gains a Mercator, Colonist, Consul, and Architect/Mercator. Kevin builds in Florentia, Genua, Comum, Olbia, Aleria, Aquileia, and Panormus, gains a Mercator, Architect, and Farmer, and builds a land colonist. Keith builds in Messina, Neapolis, Croton, Brundisium, Luceria, and Potentia, gains a Prefect, Architect, and Mason, and builds a land colonist.

Generator. Saturn Systems develops a Beam from a Thorium Asteroid. UNMI builds an Underground City and incites Lava Flows.

Round 2: Barren Crater is drawn and the dummy phase is Construction. Phases are Development, Production, and Research. Thorgate develops Blueprints. Saturn Systems builds a Ganymede Shipyard. Atmosphere Rupture is discarded.

Round 3: Catastrophic Erosion is drawn and the Dummy phase is Development. Phases are Construction, Production, and Research. Thorgate develops Advanced Screening Technology. Saturn Systems introduces Tardigrades and draws a card. UNMI builds an Ironworks.

Round 4: Emergency Shelters are drawn and the Dummy phase is Research. Phases are Development, Action, and Production.

Maltese Shih Tzu – Terraforming Mars

Generation 1: Ecotec plays Sustainable Infrastructure, Galilean Mining, develops Solar Logistics, adds a delegate to the Greens, and develops Standard Technology. Lakefront Resorts plays Early Colonization on Luna, and a Corporate Archive, trades with Luna, develops Carbon Nanosystems, adds a delegate to Mars First, builds a Bio Printing Facility, and 3 standard power plants. Nirgal Enterprises holds an Invention Contest, launches an Interplanetary Colony Ship to Luna, and adds a delegate to Mars First. Spire develops Project Eden, builds an Early Settlement, founds Neptunian Power Consultants, gains a Topsoil Contract, plants Nitrophilic Moss, and adds a delegate to the Greens. Poseidon builds a Colony Trade Hub on Luna, gains a Head Start, building a colony on Europa, trading with Europa, adds 2 delegates to the Reds, launches a Lagrange Observatory, and brings in Imported GHG. There is no global event and the Scientists become the ruling party with Spire becoming chair.

Patterdale Terrier – Lords of Waterdeep

and the Form an Alliance to the Rashemi quest, gain 4 gold, and 1 wizard. R plays Bidding War, gaining Raid on Undermountain. K gains Loot the Crypt of Chauntea. S takes Wake the Six Sleepers. H gain Heal Fallen Grey Hands Solders. R becomes first player, gains an intrigue card, a fighter, and a rogue.

Round 2: R builds the House of the Moon, takes the Repel Seawraiths quest, gains a cleric and the Ransack Whitehelm's Tomb quest. K gains an intrigue card and the Steal Gems from the Bone Throne quest, play Unexpected Success, Crime Wave, gaining 2 rogues while S gains 1, and Spread the Wealth, gaining 4 gold while H gains 2, gains 1 rogue and 1 fighter, completes the Foil the Zhentarim mandatory quest, gain a cleric, and complete the Loot the Crypt of Chauntea quest, gaining the Recruit for Blackstaff Academy quest. S gain 2 fighters and complete the Bolster Griffon Cavalry quest, gain the Quell Mercenary Uprising quest, plays Graduation Day, gaining 2 wizards while R gains 1, and gain 2 fighters, 1 rogue, and play Preferential Treatment, becoming first player and gaining 2 gold. H become first player and gains an intrigue card, play the Foil the Zhentarim mandatory quest on K, gain 2 intrigue cards, and 2 rogues.

Morkie – Robo Rally

Player	Robots
Andy York	Dalekbot, Cyberbot
Chris Geggus	GEGS, Billy Wizz
Bill Scharf	Tweedle-dum, Tweedle-dee
Dave Hooton	Click, Clack

Each player is running 2 robots. Friendly fire is possible.

Round 1: Clack touched flag 4, Dalekbot is shot twice, Click is shot by a Double-Barreled Laser, Billy Wizz is shot twice, and Clack is shot once.

Round 2: Dalekbot and GEGS both touch flag 4. Dalekbot takes an additional point of damage, GEGS and Tweedle-dum each take 2 points, and Tweedle-dee and Clack take 1.

Round 3: Billy Wizz touches flag 2. GEGS takes 4

additional points of damage; Tweedle-dum and Cyberbot take 1.

Round 4: Tweedle-dum touches flag 4, Tweedle-dee touches flag 2, and Clack touches flag 1. Clack and Cyberbot each take an additional point of damage, Billy Wizz repairs a point and gains a Power-Down Shield, and GEGS powers down.

Round 5: Dalekbot touches flag 1 and Click touches flag 2. GEGS takes 2 damage, Dalekbot repairs a point, and Tweedle-dum powers down. Tweedle-dee installs an Abort Switch.

Round 6: Billy Wizz touches flag 3. Tweedle-dee takes 1 damage and GEGS repairs 1 point.

Round 7: Cyberbot touches flag 2. GEGS takes 1 damage and Tweedle-dee repairs 1 point and installs a Rear-Firing Laser.

Round 8: Tweedle-dum touches flag 1, Tweedle-dee touches flag 3, GEGS and Tweedle-dum each take 1 damage, Billy Wizz is pushed into a pit, and Tweedle-dee is repaired 1 point.

Round 9: Clack touches flag 3. Click takes 4 damage, Dalekbot, GEGS, and Cyberbot each take 1 damage.

Round 10: Cyberbot touches flag 3. Dalekbot takes 5 damage, Billy Wizz takes 3 damage, and GEGS takes 2 damage. Click and Clack power down.

Round 11: Tweedle-dum and Billy Wizz each take 2 damage. Billy Wizz dives into a pit. Dalekbot, GEGS, and Billy Wizz power down.

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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 this issue.