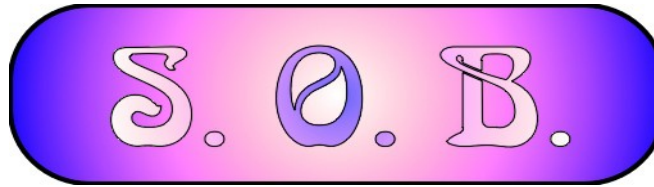


Number 298



November, 2024

Notes from Hades

We had a pretty mild summer this year. Our typical weather pattern is something we call "June Gloom". This is a morning marine layer of clouds that typically burns off early to mid-afternoon. This tends to keep temperatures comfortable, as long as you are near the coast. This weather pattern persists from mid-to-late May into early July. July tends to be rather moderate as well. Our hot months are usually August and September. We did get a heat wave in August where temperatures did get into the triple digits for a few days, but that was about it. This also means that our fire season was relatively mild as well. We haven't yet had a Santa Ana condition, which is when the normal offshore winds reverse, and we get hot winds blowing toward the shore from the desert. Fire danger spikes during those times, so hopefully, we will get a reprieve this year.

Since the last issue, seven games have completed. They are: Morkie, a Robo Rally game won by Dave Hooton, Norwich Terrier, a Race for the Galaxy game won by Keith Marple, Newfypoo, a History of the World game won by Bill Scharf, Labradane, a Terraforming Mars game won by Andy York, Nova Scotia Duck Tolling Retriever, a Concordia game won by Kevin Wilson, Pembroke Welsh Corgi, a Terraforming Mars: Ares Expedition Crisis cooperative game which was lost by all players, and Norwegian Elkhound, a Puerto Rico game won by Andy York. 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.

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(\$), Keith Marple. This game is full.

Old English Sheepdog: 7 Wonders: Have the Wonder Pack, Leaders, Cities, Babel, and Armada expansions. Have Kevin Wilson(\$), Chris Geggus(\$), Christopher Hunt(\$), Bill Scharf(\$), Dave Hooton(\$), will take up to 3 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.

Pitsky: Age of Renaissance: Have Dave Hooton, Chris Geggus(\$), David Hood, Bob Robles, will take up to 2 more.

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

Wish List

Goa: Have Chris Geggus, Bill Scharf, will take up to 2 more.

Caverna: A game of farming and mining very similar to Agricola. Have Bill Scharf, will take up to 6 more.

Merchant of Venus: Have Andy York, Bob Robles, Chris Geggus, will take up to 3 more.

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.

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 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

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, will take up to 4 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.

Diseworld: 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.

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

Concordia: Have the Venus expansion. Have Kevin Wilson, will take up to 5 more.

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

Lords of Waterdeep: Have the Scoundrels of Skullport expansion. Have Chris Geggus, will take up to 5 more.

Robo Rally: I have the Avalon Hill version. Have Chris Geggus, will take up to 7

more.

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

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

Terraforming Mars: Ares Expedition: Have the Discovery and Foundation expansions. Will take up to 6.

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.

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

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

Drentsche Patrijshond

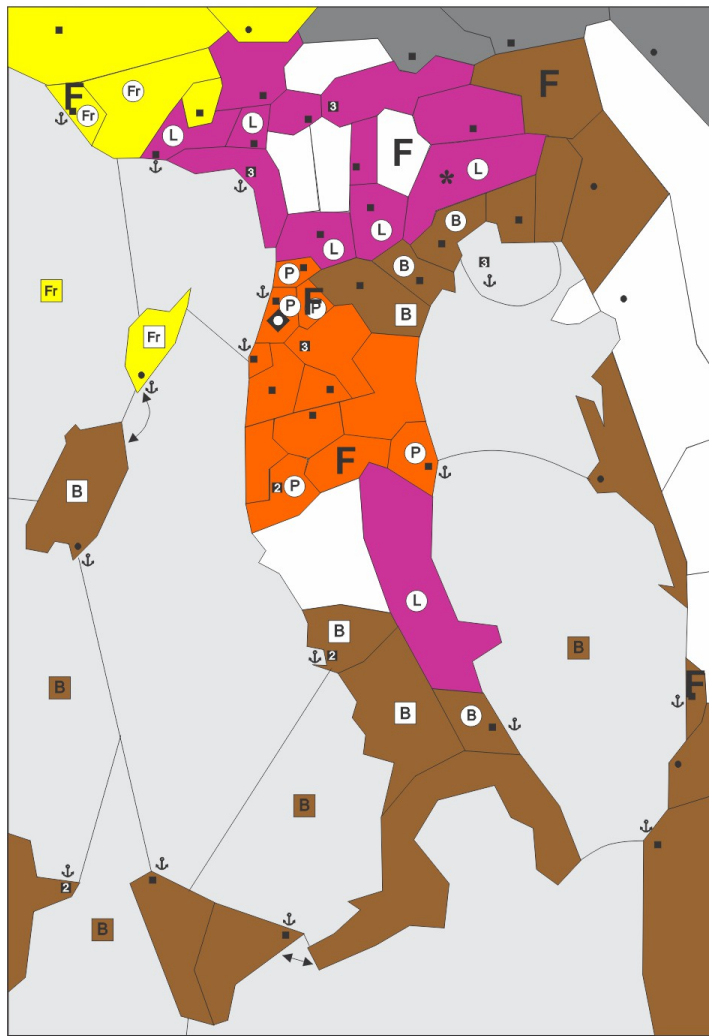
Machiavelli – Standard Victory Conditions, Natural Disasters, Special Units, Moneylenders, Conquest, White Press

Fall 727

Deadline Winter/Spring 728: 11/19 Tuesday

The Byzantines use treachery to consolidate the southern part of the Italian peninsula while the Lombards advance toward Venice. France holds off the Lombards while the Pope consolidates some northern territory.

Drentsche Patrijshond



Orders

Byzantines (Wilson): A FERRARA supports F Upper Adriatic to Bologna, A Verona supports A Ferrara (cut, DISLOGGED, retreat Bergamo, Carinthia, Friuli, Treviso, OTB), A BARI supports F Otranto to Salerno (cut), A PADUA supports A Ferrara, F Upper Adriatic to BOLOGNA, F LOWER ADRIATIC supports A Bari, F Otranto to SALERNO, F GULF OF NAPLES supports F Otranto to Salerno, F Tyrrhenian Sea to NAPLES, F SARDINIA holds, F WESTERN MEDITERRANEAN supports F Sardinia, F Tunis to CENTRAL MEDITERRANEAN

France (Robles): A MARSEILLES holds, A PROVENCE to Saluzzo, F CORSICA supports F Gulf of Lions to Sardinia, F GULF OF LIONS to Sardinia

Lombards (Burgdorf): A SAVOY to Saluzzo, A MANTUA supports A Trent to Verona, A Turin to MONTFERRAT, A AQUILA to Bari, A Salerno supports A Aquila to Bari (cut, ELIMINATED), A (EM) Naples supports A Salerno (nsu), A MODENA supports A Mantua, A Trent to VERONA

Papacy (Narhi): A Florence to PISTOIA, A ROME holds, A PISA holds (u), A LUCCA holds (u), A ANCONA supports Lombard A Aquila

Spring 728 Famine

Poor Year – Row Only: Marseilles, Ragusa, Carinthia, Bergamo, Pistoia, Spoleto

Spring 728 Income

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

Provinces

BYZ	<u>Carinthia</u> Carniola, Friuli, Treviso, Padua, Ferrara, Bologna, Dalmatia, <u>Ragusa</u> , Albania, Durazzo, Otranto, Bari, Naples, Salerno, Messina, Palermo, Tunis, Sardinia	17
FRA	Avignon, Swiss, Provence, Saluzzo, <u>Marseilles</u> , Corsica	5
LOM	Savoy, Turin, Montferrat, Genoa, Modena, Pavia, Milan, Trent, Cremona, Mantua, Verona, Aquila	12
PAP	Lucca, Pisa, <u>Pistoia</u> , Florence, Arezzo, Sienna, Piombino, Patrimony, Rome, Perugia, <u>Spoleto</u> , Ancona, Urbino	11

Seas

BYZ	Venice, Lower Adriatic, Gulf of Naples, Central Mediterranean, Western Mediterranean	5
FRA	Gulf of Lions	1

Cities

Expenditures

Byzantines borrow 12 ducats for 1 year (15 ducats due Fall 728) and spend 12 ducats to disband Lombard EM Naples.

Outstanding Loans

Fall 728: 15 ducats due from Byzantines (12 borrowed).

BYZ	Carniola, Treviso, Padua, Ferrara, Bologna, Venice (3), Dalmatia, <u>Ragusa</u> , Albania, Durazzo, Bari, Naples (2), Messina, Palermo, Tunis (2), Sardinia	19
FRA	Avignon, Swiss, Saluzzo, <u>Marseilles</u> , Corsica	4
LOM	Savoy, Turin, Montferrat, Genoa (3), Modena, Pavia, Milan (3), Trent, Cremona, Mantua	14
PAP	Lucca, Florence (3), Arezzo, Sienna, Piombino, Rome (2), Perugia, Ancona	11

Totals

Variable income die roll was 1.

Country	Variable	Provinces	Seas	Cities	Total
BYZANTINES:	1	17	5	19	42

S.O.B.

Country	Variable	Provinces	Seas	Cities	Total
FRANCE:	1	5	1	4	11
LOMBARDS:	2	12	0	14	28
PAPACY:	2	11	0	11	24

Game Summary

	725	726	727	728
Byz	9	10	11	16
Fra	5	7	6	5
Lom	7	10	11	10
Pap	4	5	7	8

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 #5%& 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: 218. 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

Dane's Games Published by Dane Maslen. Current issue: 244. 6 Nimmt!, By Popular Demand, Choice, Dead Pool, Grand National, 'Nantwich' Outpost, Reduced Randomness Railway Rivals, Where in the World is Kendo Nagasaki?, Word Puzzle. Current openings for 6 Nimmt!, Bier Börse, By Popular Demand, Choice, Grand National, Outpost, Where is My Mind?, Word Puzzle.

subzines. The Celestial Steam Locomotive by Richard Smith, issue #33. Currently 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 (#66) by John Walker runs Queuedo, Puerto Rico, Lyric Quiz, and 6 Nimmt!. Subzine The Tangerine Terror (#73)/I am the Kurious Kumquat (#3) by Howard Bishop runs The Name of the Game, Communal Don't Wordle. Subzine SubPAR (#3) by Jim Reader runs Breaking Away, Railway Rivals. Current game openings: The Celestial Steam Locomotive: House of Games (No Research), By Popular Opinion, Where in the World is Kendo Nagasaki? (Three Wishes variant), Fragments, Crystal Ball. Here be Dragons: Nearly the Best Game in the World, Lyric Quiz. The Tangerine Terror/I Amd the Kurious Kumquat: Just One, The Name of the Game. SubPAR: Bus Boss, Railway Rivals, Breaking Away.

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: 20. Currently running Diplomacy, Black Hole Diplomacy II, Bourse, Gunboat Hoplite Wars IV, Sopwith. Game openings for Diplomacy, Gunboat Stab!, Veni Vidi Vici, Mercator XIV, ManEater, Excalibur.

Celestial Dragon Published by Richard Smith. Current issue: 3. Consists of 5

US Zines

Back of the Envelope Published by Tom Howell. Current issue: 39. Currently running Love Letter; Fuzzy Borders; Hangman, By Definition; Snakes & Ladders; Golden Strider; Railway Rivals; Jabba's Palace; Where in the World is Kendo Nagasaki?; Machi Koro; Breaking Away!, Dominion. Current game openings:

Diplomacy, Dominion, Dream Mile, 6-Nimmt!, Eat Me!, Love Letter.

Cheesecake Published by Andy Lischett. Current issue: 431. Currently running Diplomacy, Escape from Cheesecake Island. Current game openings: None.

Email Games Report

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)

We are using the Venus Next, Prelude, and Colonies expansions and playing on the Hellas map. Generation 7: Utopia spends heat to raise the temperature, develops Breathing Filters, gains Energy Savings, builds a Magnetic Shield, adds a resource to Asteroid Hollowing, adds a delegate to Unity, sells 3 cards, adds another delegate to Unity, and adds a third delegate to Unity. Thorgate builds a Space Port Colony on Europa, trades with Luna, builds a

Wildlife Dome, funds the Cultivator award, trades with Ganymede, uses Energy Market, sells 3 cards, spends cash for a greenery tile, adds a microbe to Tardigrades, a delegate to the Greens, and sells a card. Robinson Industries trades with Callisto and Pluto, builds an Open City, adds a microbe to Psuchrophiles, develops Farming, brings in Methane from Titan, sells 4 cards, and gains 1 titanium production. Valley Trust spends plants for a greenery tile, trades with Miranda, funds the Eccentric award, elects a Luna Governor, uses Ants to consume a Tardigrade, uses Sub-Crust Measurements, cashes in on the Martian Zoo, launches a Trans-Neptune Probe, builds the Atalanta Planitia Lab, unsuccessfully uses the Asteroid Deflection System, adds a resource to Refugee Camps, uses Saturn Surfing, sells 3 cards, builds Solarnet, sells 3 cards, adds a delegate to the Scientists, secures a Caretaker Contract, uses the Caretaker Contract, and sells 3 cards. Celestic establishes the Omnicourt, establishes Supported Research, sells a card, builds a Stanford Torus, adds a delegate to Unity, adds a microbe to GHG Producing Bacteria, builds an Atmoscoop, uses Floater Technology to add a floater to Dirigibles, builds Maxwell Base, adds 3 floaters to itself (one with Maxwell Base, one with Dirigibles), and sells 3 cards.

Thorgate and Robinson Industries each place a final greenery tile. Final scores are: Robinson Industries with 65, Thorgate with 63, Valley Trust with 55, Celestic with 49, and Utopia with 44. Congratulations to Andy York on his victory!

Miniature Pinscher – Age of Renaissance

Player	Country
--------	---------

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

Round 7: Venice plays Wool twice, buys The Heavens, Ocean Navigation, and Wind/Watermill, buys a card, and expands to Poti and Smyrna.

Barcelona buys a card, plays Silk, buys Institutional Research, Human Body, and Printed Word, and expands to Grenada, Oran, Fez, Algiers, and unsuccessfully to Rome and Bari. Paris buys Holy Indulgence and expands to Palma, Valencia, Levant, Kaffa, and unsuccessfully to Aleppo. Genoa buys a card, plays Cloth/Wine as Wine, Metal, Timber, buys a ship upgrade, Holy Indulgence, Institutional Research, Human Body, Master Art, discarding Stone, and expands to Genoa, Rome, Valencia, Grenada, Angora, and buys a card.

Round 8: Barcelona buys a card, plays Rebellion on Cairo, buys Master Art, discarding Religious Strife,

Player	Faction
Dave Anderson	Romulus & Remus (R&R)
Chris Geggus	Growing Expansion Generates Subsistence (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 VI Empire Selection: IB, TG, and RMHS keep. GEGS gives to RoT. RoT gives to R&R. R&R gives to GEGS.

Epoch VI: R&R plays Crusade and is the Ming Dynasty, who have Engineering and who control China and Nippon, dominate Northern Europe and Eurasia, and are present in North Africa, Middle East, Southeast Asia, and Sub-Saharan Africa. GEGS are the Timurid Emirates, who dominate India, Southern Europe, and Eurasia and are present in Middle East, China, and Northern Europe. RoT plays a Plague on Central America and are the Incas and Aztecs, who dominate North America and are present in the

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 12: Phases are Explore, Develop, Settle, and

Improved Agriculture, gains Misery Relief, and expands to Valencia, Cairo, and Palma. Venice plays Cloth, Civil War on Paris, buys a ship upgrade, Written Record, and Urban Ascendancy, expands to China, Adalia, Levant, and unsuccessfully to Erzerum. Genoa buys a card, discards War!, plays Revolutionary Uprisings, Gunpowder, Mongol Armies, and Desiderius Erasmus, buys Laws of Matter, Renaissance, Improved Agriculture, gains Misery Relief, buys a card, and expands to West Africa, Seville, Oran, Fez, Erzerum, Smyrna, Cairo, and Toulouse.

Round 9: Paris buys Master Art, discarding Metal, expands to Paris, and buy a card. Venice plays Fur and William Caxton, buys a ship upgrade, Printed Word, Interest & Profit, and Human Body, and expands to India, and Gallipoli. Genoa plays Spice, Grain, Metal, and Alchemist's Gold on Venice, buys Cosmopolitan, Wind/Watermill, and Patronage, buys a card, and expands to Abasgia, Poti, Algiers, Gallipoli, Constantinople, and Tarsus. Barcelona plays Galileo Galilei, Enlightened Ruler, and Religious Strife, buys Renaissance, and Wind/Watermill, and expands to Grenada, Sicily, Fez, Montpellier, and unsuccessfully to West Africa, Smyrna, and Toulouse.

Round 10: Paris plays Silk, Grain, and Ibn Majid, buys Institutional Research and Wind/Watermill, and expands to St. Gali. Venice plays Nicolas Copernicus, Prince Henry, and Papal Decree, forbidding Exploration advance purchases, buys a card, and expands to the East Indies, Crete, and Abasgia. Barcelona plays Rebellion in Smyrna, Stone, and Wool, purchases Proselytism, and expands to Smyrna, Belgrade, Algiers, Seville, Oran, and unsuccessfully to West Africa. Genoa plays Timber, Timber, War! on Venice, gaining Varna, Milan, and Belgrade, buys Interest & Profit and Enlightenment, buys a card, and expands to Sicily, Algiers, Grenada, and unsuccessfully to Belgrade, Smyrna, and Montpellier.

Newfypoo – History of the World

Middle East, Northern Europe, Southeast Asia, and South America. TG plays Black Death in China and Eurasia, the Safavids, and is the Ottoman Turks, who dominate North Africa, Middle East, India, and Eurasia, and are present in China, Southern Europe, Northern Europe, and North America. RMHS plays a Disaster (Tidal Wave) in Chekiang and is Portugal, who are present in North Africa, Southern Europe, Northern Europe, Southeast Asia, and South America. IB is Spain, who use Treachery, Disaster (Fleets at Sea) in the Western Mediterranean, and dominate Southern Europe and Northern Europe, and are present in the Middle East, India, Southeast Asia, North America, South America, and Sub-Saharan Africa.

Epoch VII Empire Selection: RMHS keeps. GEGS passes to The Greenies. RoT and IB keep. The Greenies give to GEGS. R&R kssps.

Epoch VII: GEGS is Russia, who use Treachery, and dominate China, Northern Europe, and Eurasia, and are present in Middle East, India, and Southern Europe. IB is the Manchu Dynasty, who have Fanaticism, and control China, dominate Southern Europe, are present in Middle East, India, Northern Europe, Southeast Asia, Eurasia, North America, South America, Sub-Saharan Africa, and Nippon. TG are the Netherlands, who have a Jihad and Allies, and who dominate North Africa, Middle East, Northern Europe, and North America, and are present in China, India, Southern Europe, Southeast Asia, Eurasia, and South America. RMHS is France who dominate Southern Europe and Northern Europe, and are present in North Africa, China, India, Southeast Asia, Eurasia, North America, South America, and Australia. RoT is Britain, who have Fanaticism and Ship Building, and who dominate China, Northern Europe, and Eurasia and are present in Middle East, India, Southern Europe, Southeast Asia, North America, South America, Nippon, and Australia. R&R play Japan, and are the United States, who have Naval Supremacy, and who control Nippon, dominate North America, and are present in North Africa, Middle East, Southern Europe, Southeast Asia, and Sub-Saharan Africa.

Final scores are IB with 202, R&R with 188, TG with 180, GEGS with 178, RoT with 172, and RMHS with 165. Congratulations to Bill Scharf on his victory!

Norwich Terrier – Race for the Galaxy

Produce. TG develops Replicant Robots and produces a novelty good. TSAC develops Imperium Troops, conquers Smuggling Lair, and produces 3 novelty goods. TI develops an R&D Crash Program and produces 2 novelty goods. EG settles Imperium Armaments World and produces alien, novelty, and rare goods. AA develops Galactic Imperium, conquers the Rebel Homeworld, and produces novelty and rare goods.

Round 13: Phases are Develop, Settle, and Consume. TG trades an alien good and consumes a novelty good. TSAC develops Imperium Lords, conquers Hidden Fortress, and consumes 3 novelty goods and a rare good. TI trades a novelty good, and consumes a novelty good. EG settles Deserted Alien World and consumes alien, novelty, and rare goods. AA develops Prospecting Guild, settles Mining World, and consumes a novelty and rare good.

Final score is TSAC with 81, EG with 59, AA with 57, TI with 35, and TG with 15. Congratulations to Keith Marple on his resounding victory!

Nova Scotia Duck Tolling Retriever – Concordia

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

We are using the Venus expansion on the Italia map. Start after Kevin's Prefect in Corsica.

Keith builds in Syracusae, Hadria, Cosa, Spoletum, Florentia, Mutina, Comum, and Bauzanum, and gains a land colonist. Dave gains an Architect, Vintner, and Mercator, gains a land and a sea colonist, and builds in Haddria, Aleria, and Luceria. Bill gains a land colonist, builds in Segusio, Comum, Aleria, and gains a Prefect, Weaver, and Consul. Kevin builds in Neapolis, Ravenna, Croton, Hadria, Ancona, Messana, Syracusae, and

Brundisium, and gains a sea colonist.

Final scores are Kevin with 113, Keith with 110, and

Dave and Bill with 103. Congratulations to Kevin Wilson on his victory!

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 5: Dust Clouds are drawn. Dummy phase is Research. Phases are Construction, Action, Production. Thorgate develops Volcanic Soil and Redrafted Contracts, uses Advanced Screening Technology, Redrafted Contracts, Matter Generator, and spends heat to raise the temperature. Saturn Systems stages a Technology Demonstration, adds a microbe to Tardigrades, and spends heat to raise the temperature. UNMI develops Matter Manufacturing and uses it twice. Barren Crater is discarded.

Round 6: Atmospheric Escape is drawn.

Development is the Dummy phase. Phases are Construction, Action, Production. Thorgate uses Work Crews to build Farming Co-Ops, uses Advanced Screening Technology, Redrafted Contracts, Farming Co-Ops, Matter Generator, spends cash to increase the temperature, and spends plants to increase the oxygen level. Saturn Systems brings in a Comet, adds 2 microbes to Tardigrades, and spends plants to raise the oxygen level. UNMI builds a Research Outpost, gains a Research Grant, takes out an Investment Loan, uses Matter Manufacturing, and places an event tag on Research Grant. Dust Clouds and Emergency Shelters are discarded.

Round 7: Greenhouse Degredation is drawn and the Dummy phase is Production. Phases are Construction, Action, Research. Thorgate conducts Research and discovers Volcanic Pools, uses Advanced Screening Technology, Redrafted Contracts, Farming Co-Ops, Matter Generator, and spends heat to raise the temperature. Saturn Systems adds a microbe to Tardigrades. UNMI uses Matter Manufacturing twice and spends cash to increase the oxygen level.

Round 8: Disrupted Supply Lines is drawn and the Dummy Phase is Construction. Phases are Action, Production, Research. Thorgate uses Advanced Screening Technology twice, Redrafted Contracts, Matter Generator, Volcanic Pools, Farming Co-Ops, and spends plants to increase the oxygen level. Saturn Systems adds a microbe to Tardigrades.

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 Amazonis Planitia map.

Generation 2: Lakefront Resorts builds an L1 Trade Terminal, trades with Luna, develops Rotator

UNMI discards a card, uses Matter Manufacturing twice, and adds an earth tag to Research Grant.

Round 9: Seismic Aftershocks is drawn and the Dummy phase is Development. Phases are Construction, Action, Production. Thorgate builds an Artificial Jungle, uses Advanced Screening Technology, Farming Co-Ops, Artificial Jungle, Matter Generator, Volcanic Pools, and Artificial Jungle. Saturn System hires Interns, discards 3 cards, adds 2 microbes to Tardigrades, spends heat to raise the temperature, and spends cash to flip 2 ocean tiles. UNMI discards 3 cards, uses Assorted Enterprises to assist with Deep Well Heating, uses Matter Manufacturing, and adds a jovian tag to Research Grant. Greenhouse Gas Degredation, Seismic Aftershocks, and Disrupted Supply Lines are discarded.

Round 10: Biodiversity Loss is drawn and the Dummy phase is Construction. Phases are Action, Research, and Production. Thorgate uses Advanced Screening Technology, Redrafted Contracts, Farming Co-Ops, Artificial Jungle, Matter Generator, Volcanic Pools twice, and spends 8 heat to raise the temperature. Saturn Systems discards 4 plants and adds a resource to Tardigrades. UNMI uses Matter Manufacturing and spends cash to raise the temperature. Seismic Aftershocks is discarded.

Round 11: Ionospheric Tear is drawn and the Dummy phase is Production. Phases are Construction, Action, Research. Thorgate sponsors the Olympus Conference, uses Advanced Screening Technology, Redrafted Contracts, Farming Co-Ops, Artificial Jungle, Matter Generator, Volcanic Pools, and spends plants to increase the oxygen level. Saturn Systems brings in an Ice Asteroid, exploits a Subterranean Reservoir, spends heat to raise the temperature, and adds a resource to Tardigrades. UNMI spends plants and cash to raise the temperature. Biodiversity Loss and Ionospheric Tear are discarded.

Round 12: Collapsing Cities is drawn and Research is the Dummy phase. Phases are Development, Action, and Production. Thorgate plays Mass Converter, uses Advanced Screening Technology, Farming Co-Ops, Artificial Jungle, Matter Generator, and spends cash to raise the temperature. Saturn Systems adds 2 resources to Tardigrades. UNMI plays Balanced Portfolios and uses Matter Manufacturing. Collapsing Cities is discarded.

Round 13: Impact Desert is drawn and Development is the Dummy phase. Phases are Construction, Action, and Production. Thorgate builds Mars University, uses Advanced Screening Technology, Volcanic Pools twice, spends heat to raise the temperature, uses Artificial Jungle, Redrafted Contracts, Farming Co-Ops, and spends plants to raise the oxygen level. Saturn Systems holds an Invention Contest and launches Lagrange Observatory, then adds a microbe to Tardigrades. UNMI uses CEO's Favorite Project to add microbes to Tardigrades, and uses Matter Manufacturing. Impact Desert is discarded.

Round 14: Reglaciation is drawn and Production is the Dummy phase. Phases are Construction, Action, and Research. Thorgate brings Deimos Down, uses Advanced Screening Technology, Artificial Jungle, Matter Generator, Volcanic Pools, Redrafted Contracts, Farming Co-Ops, spends plants to increase the oxygen level, and spends heat to raise the temperature. Saturn Systems introduces Nitrite Reducing Bacteria and adds a microbe to Tardigrades. UNMI oversees the Release of Inert Gasses, and uses Matter Manufacturing and Ironworks.

Round 15: Crisis is Crop Failures and Dummy phase is Construction. Phases are Development, Production, Research. Saturn Systems plants Nitrophilic Moss. UNMI builds Fueled Generators.

Round 16: Crisis is Dwindling Supplies and Dummy phase is Construction. Phases are Action, Production, and Research. Thorgate uses Matter Generator, Farming Co-Ops, Artificial Jungle, spends plants to raise the oxygen level, uses Advanced Screening Technology, Volcanic Pools twice, and spends cash to raise the temperature and flip an ocean tile. Saturn Systems uses Nitrite-Reducing Bacteria, spends plants to increase the oxygen level, spends cash to flip 2 ocean tiles, and raise the temperature, and adds a microbe to Tardigrades. UNMI spends cash to raise the temperature 2 steps and uses Matter Manufacturing.

Round 17: Punctured Ozone is drawn, resulting in the oxygen level being forced below the minimum level, resulting in the players' loss.

Maltese Shih Tzu – Terraforming Mars

Impacts, and adds a resource to Rotator Impacts. Nirgal Enterprises adds a delegate to Mars First, brings Water to Venus, introduces Psychrophiles and adds a resource to it, opens a Mine, and develops Peroxide Power. Spire claims the Geologist Milestone, develops Research Coordination, adds a delegate to the Greens, spends plants for a greenery tile, and adds a delegate to the Reds. Poseidon builds Dust Seals, exploits a Subterranean Reservoir, hires Trade Envoys, trades with Europa, and adds a delegate to Mars First. Diversity is the global event and the Greens are the ruling party.

Generation 3: Nirgal Enterprises develops Cryo-Sleep, trades with Luna, adds a delegate to Mars First, a microbe to Psychrophiles, builds Power Infrastructure, uses Power Infrastructure, and builds Callisto Penal Mines. Spire builds a Pioneer Settlement on Triton, builds a Restricted Area and uses it, and introduces Archaeobacteria. Poseidon adds a delegate to Mars First, builds the Martian Media Center, adds 2 more delegates to Mars First, builds Phobos Space Haven, and trades with Callisto. Ecotec uses the Energy Market,

claims the Merchant milestone, trades with Io, spends heat to raise the temperature, claims Asteroid Rights and uses them., and introduces Arctic Algae.

Lakefront Resorts trades with Pluto, builds the Great Dam, an Electro-Catapult, plants Potatoes, adds a delegate to Unity, and uses Rotator Impacts.

Celebrity Leaders is the global event and Unity becomes the ruling party.

Generation 4: Spire trades with Luna, builds a standard power plant, builds an Immigrant City, gains

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 3: S build The Skullway, gain the Raid Orc Stronghold quest, and complete the Quell Mercenary Uprising quest. H become first player, Call in a Favor, indulge in a Change of Plans, discarding Ally with House Thann. K discards Explore Trobriand's Graveyard. R discards Resurrect Dead Wizards. S discards Expose Cult Corruption. K gains the Spy on the House of Light quest, Accelerate Plans, discover an Arcane Mishap, and complete the Recruit for Blackstaff Academy quest.

Round 4: H build Heroes' Garden, remain first player, and complete the Safeguard Eltorchul Mage quest. R Sample Wares in Fetlock Court, and complete the Ransack Whitehelm's Tomb quest. K

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

Players are: Christopher Hunt (CH), Kevin Wilson (KW), Andy York (AY).

We are playing with the Nobles expansion.

Round 1: CH selects the Builder, builds a Small Indigo Plant, populates it, and takes a coffee plantation. KW builds a Small Indigo Plant, selects the Mayor, populates the Small Indigo Plant and an indigo plantation, and takes a coffee plantation. AY builds a Small Market, populates the corn plantation, selects the Settler, and takes a sugar plantation.

Round 2: KW selects the Settler, takes a quarry, populates it, and produces indigo. Andy takes a corn plantation, selects the Mayor, populates the Small Market and corn plantation, and produces corn. CH takes a sugar plantation, populates an indigo plantation, selects the Craftsman, and produces indigo.

Round 3: AY selects the Builder, builds a Small Sugar Mill, and ships corn. CH builds a Small Market, selects the Captain, and ships indigo. KW ships indigo and selects the Trader.

Round 4: CH selects the Builder, builds a Hospice,

Sister Planet Support, and builds Omnicourt. Poseidon builds Io Mining Industries, spends heat to raise the temperature twice, trades with Europa, and adds a delegate to Unity. Ecotec lobbies for Heavy Taxation, uses Asteroid Rights to gain titanium, uses Conscription to build an Earth Elevator, develops Viral Enhancers, spends plants for a greenery tile, adds a delegate to Unity, introduces Extremophiles, and adds a microbe to it. Lakefront Resorts builds Atmo Collectors, trades with Triton, develops House Printing, adds an asteroid to Rotator Impacts, uses Atmo Collectors for titanium, and adds a delegate to the Reds. Nirgal Enterprises trades with Enceladus, adds another microbe to Psychrophiles, builds Refugee Camps and adds a resource to it, adds a delegate to the Reds, joins the Great Escarpment Consortium, sponsors the Olympus Conference, uses Power Infrastructure, sells a card, and does Deep Well Heating. Election is the global event and the Reds become the ruling party.

Patterdale Terrier – Lords of Waterdeep

complete the Research Chronomancy quest, start a Bidding War, gain the Recruit for City Watch quest, and the Send Aid to Harpers quest. S gain the Host Festival for Sune quest, and give the Subdue Illithid Menace mandatory quest to R.

Round 5: H build Helmstar Warehouse, remain first player, and complete the Heal Fallen Gray Hand Soldiers quest. R complete the Subdue Illithid Menace mandatory quest, play the Hunt Hidden Ghoul mandatory quest on the Silverstars, complete the Repel Drow Invaders mandatory quest, and play Ambush. K complete the Steal Gems from the Bone Throne quest, gain the Retrieve Ancient Artifacts quest, complete the Recruit for City Watch quest, take the Fence Goods for the Duke of Darkness quest, complete the Perform Penance of Duty quest, and take and complete the Survive a Meeting with Halaster quest. S play Call for Adventurers, complete the Hold Festival for Sune quest, play the Repel Drow Invaders quest on the Red Sashes, complete the Hunt Hidden Ghoul mandatory quest, and take the Seize Citadel of the Bloody Hand quest.

Round 6: H plays Good Faith, Graduation Day, the Placate Angry Merchants mandatory quest on K, take and complete the Explore Ahghairon's Tower quest, and take the Obtain Builder's Plans and Establish Wizard Academy quests. R becomes first player, takes the Unleash Crime Spree quest, and completes the Raid on Undermountain quest. K completes the Placate Angry Merchants mandatory quest. S builds Belkram's Tomb, complete the Wake the Six Sleepers quest, and complete the Battle in Murial's Gauntlet quest.

Round 7: R build the House of Heroes and complete the Repel Seawraiths quest. K plays Call in a Favor, complete the Retriever Ancient Artifacts quest, gain the Steal from House Adarbrent quest, complete the Send Aid to Harpers quest, and take the Lure Artisans of Mirabar quest. S take and complete the Ambush Artor Morlin quest and play Ambush. H become first player, plays Summon the Faithful and Assassination, and complete the Obtain Builder's Plans quest.

Morkie – Robo Rally

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

Round 12: Clack touches flag 2. Dalekbot takes 4 damage and Tweedle-dee takes 2 damage. Tweedle-dum powers down.

Round 13: Clack makes it back to a starting space, winning the game! Congratulations to Dave Hooton on his victory!

Norwegian Elkhound – Puerto Rico

populates it, and takes a corn plantation. KW builds a Land Office, selects the Mayor, populates the Land Office and coffee plantation, and takes a tobacco plantation. AY builds a Small Indigo Plant, populates the Small Sugar Mill and sugar plantation, selects the Settler, and takes a corn plantation.

Round 5: KW selects the Trader, trading in a tobacco plantation, produces indigo, and ships indigo. AY selects the Craftsman, produces corn and sugar, and ships corn and sugar. CH produces corn and indigo, and ships corn and indigo.

Round 6: AY selects the Mayor, populates 2 corn plantations, takes a corn plantation, and builds a Small Warehouse. CH populates the Small Market, selects the Settler, takes a quarry, and builds a Small Sugar Mill. KW populates San Juan, takes a corn plantation, selects the Builder, and builds a Coffee Roaster.

Round 7: Christopher selects the Mayor, populates the Small Sugar Mill and a sugar plantation, takes a tobacco plantation, and produces corn, indigo, and sugar. Kevin populates the Coffee Roaster and a corn plantation, selects the Settler, takes a corn plantation, and produces corn, indigo, and coffee. Andy populates the Small Warehouse, takes an indigo plantation, selects the Craftsman, and produces corn and sugar.

Round 8: Kevin selects the Captain, ships corn, trades coffee, and builds a Small Warehouse. Andy ships sugar, selects the Trader, trades corn, and builds a Large Market. Christopher ships indigo, trades sugar, selects the Builder, and builds a Factory.

Round 9: AY selects the Mayor, populates the Large Market, indigo plantation, and Small Indigo Plant, takes a sugar plantation, and produces corn, indigo, and sugar. CH populates the Factory, selects the Settler, takes a quarry, and produces corn, indigo, sugar, and doubloons. KW populates a corn plantation, takes a tobacco plantation, selects the Craftsman, and produces corn, indigo, and coffee.

Round 10: CH selects the Trader, trades indigo, ships sugar, and populates a coffee plantation. KW selects the Captain, ships corn and indigo, and populates the Small Warehouse. AY ships corn and sugar, selects the

Mayor, and populates 2 corn plantations.

Round 11: KW selects the Trader, trades coffee, builds an Office, and takes a corn plantation. AY trades corn, selects the Builder, builds a Jeweler, and takes a sugar plantation. CH builds a Coffee Roaster, selects the Settler, and takes a quarry.

Round 12: AY selects the Mayor, populates the Jeweler and sugar plantation, produces corn, indigo, sugar, and doubloons, and trades sugar. CH populates the Coffee Roaster, selects the Craftsman, and produces corn, indigo, sugar, coffee, and doubloons. KW populates the Office, produces corn, indigo, and coffee, selects the Trader, and trades coffee.

Round 13: CH selects the Captain, ships coffee, sugar, and indigo, takes a coffee plantation, and populates the Coffee Roaster. KW ships indigo,

Players are: Chris Geggus (CG), Keith Marple (KM), Bill Scharf (BS), Chris Hibbert (CH), and Dave Anderson (DA).

We are playing with the Europe expansion.

Round 1: CG plays the Cooper's Hawk and Bald Eagle. KM plays the Baltimore Oriole and Barn

Player	Corporation
Kevin Wilson	Modpro
Christopher Hunt	Thorgate
Keith Marple	Mai-Ni Productions
Andy York	Helion

This is using the updated phase cards part of the Discovery expansion.

Round 1: Phase is Development. Modpro exploits Surface Mines, Thorgate builds Windmills, Mai-Ni Productions encourages Soil Warming, and Helion builds an Industrial Center.

Round 2: Phases are Construction, Production, Research. Modpro initiates a Brainstorming Session, Thorgate builds a Research Outpost, and Mai-Ni Productions develops Experimental Technology and induces Lava Flows.

Round 3: Phases are Development, Action, Production, Research. Modpro launches Satellites, uses Brainstorming Session and its corporate ability. Thorgate plants Adapted Lichen. Mai-Ni Productions uses Experimental Technology twice and draws cards. Helion builds a Manufacturing Hub.

Round 4: Phases are Development and Research. Modpro develops Deep Well Heating and Helion joins a Power Supply Consortium.

Round 5: Phases are Action, Production, Research. Modpro uses Brainstorming and its corporate action. Mai-Ni uses Experimental Technology twice and draws cards.

Round 6: Phases are Development and Research. Modpro exploits a Mine. Thorgate builds Biological Factories. Mai-Ni develops Blueprints. Helion exploits Undersea Vents.

Player	Corporation
Chris Geggus	Sagitta (Sa)

selects the Settler, takes a coffee plantation, and populates the coffee plantation and Coffee Roaster.

Round 14: KW selects the Builder, builds a Wharf, and produces corn and coffee. AY builds Gardens, selects the Captain, ships corn, and produces corn, indigo, sugar, and doubloons. CH builds a Fortress, ships corn, selects the Craftsman, and produces corn, indigo, sugar, coffee, and doubloons.

Round 15: Andy selects the Captain ships corn and sugar, trades indigo, and takes a sugar plantation. Christopher ships corn, sugar, and coffee, selects the Trader, trades coffee, and takes a sugar plantation. Kevin ships coffee and corn, selects the Settler, and takes a corn plantation.

Round 16: Christopher selects the Mayor, populates the Fortress and San Juan, and builds a City Hall. Kevin populates the Wharf, selects the Captain, ships corn, and builds a Residence. Andy populates the Gardens, selects the Builder, and builds a Custom House.

Round 17: Kevin selects the Mayor, populates the Residence and corn plantation, produces corn and coffee, and builds a Hunting Lodge. Andy populates the Custom House, selects the Craftsman, produces corn, indigo, sugar, and doubloons, and builds a Wharf. Christopher populates the City Hall, produces corn, indigo, sugar, coffee, and doubloons, selects the Builder, and builds a Guild Hall.

With that, Christopher has filled his city, ending the game. Final scores are: Andy with 60, Christopher with 54, and Kevin with 38. Congratulations to Andy York on his victory!

Papipoo – Wingspan

Swallow. BS plays the Black-Crowned Night-Heron and Northern Flicker. CH plays the Coal Tit, Lesser Whitethroat, and the American Goldfinch. DA plays the European Robin, Yellow-Billed Cuckoo, and White-Throated Swift.

Round 2: KM plays the Eastern Phoebe and Wood Duck. BS plays the White-Faced Ibis and Mourning Dove. CH plays the Trumpeter Swan and Cassin's Sparrow. DA plays the Red Knot, Yellow-Rumped Warbler, and Ring-Billed Gull. CG plays the Downy Woodpecker, Spotted Owl, and Common Swift.

Pekalier – Terraforming Mars: Ares Expedition

Round 7: Phases are Development, Construction, Production, Research. Modpro develops Heat Reflective Glass and uses Work Crews to facilitate a Convoy from Europa. Thorgate develops Fusion Power and introduces Nitrite Reducing Bacteria. Mai-Ni builds a Processing Plant and builds Gas-Cooled Reactors and an Artificial Jungle. Helion joins the Great Escarpment Consortium and introduces a Decomposing Fungus.

Round 8: Phases are Development and Action. Modpro exploits a Strip Mine, uses Brainstorming, and its corporate action. Thorgate builds a Tropical Resort uses Nitrite Reducing Bacteria and adds a microbe to it, and spends heat to raise the temperature. Mai-Ni develops Lightning Harvest, uses Experimental Technology, Gas-Cooled Reactors twice, and spends plants for a forest tile. Helion fosters Economic Growth, uses Decomposing Fungus, and spends heat to raise the temperature.

Round 9: Phases are Production and Research.

Round 10: Phases are Development, Construction, and Action. Modpro builds a Magnetic Field Generator, releases a Subterranean Reservoir, and floods a Crater, and uses its corporate action and Brainstorming. Thorgate builds a Dusty Quarry, develops Standard Technology, spends plants for a forest tile, adds 2 microbes to Nitrite Reducing Bacteria, and spends cash for a forest tile. Mai-Ni builds Micro-Mills, develops Advanced Screening Technology, uses it, Artificial Jungle, Gas-Cooled Reactors twice, and draws cards. Helion does some Asteroid Mining, brings in Imported Hydrogen, spends heat to raise the temperature, and uses Decomposing Fungus.

Round 11: Phases are Production and Research.

Round 12: Phases are Construction, Action, and Production. Modpro floods Lake Marineris, institutes Asset Liquidation, builds an Orbital Outpost, uses its corporate action, a Brainstorming Session, and Asset Liquidation. Thorgate develops Business Contacts, spends cash for a forest tile, uses Nitrite-Reducing Bacteria and adds a microbe to it. Mai-Ni builds an Earth Catapult, uses Advanced Screening Technology, and Gas-Cooled Reactors twice. Helion builds a Conserved Biome, uses Decomposing Fungus, Conserved Biome to add a microbe to Decomposing Fungus, spends plants for a forest tile, and heat to raise the temperature.

Round 13: Phases are Development, Production, and Research. Modpro introduces Kelp Farming. Thorgate builds the Miranda Resort. Mai-Ni Productions develops a Mass Converter. Helion builds Biomass Combustors.

Round 14: Phases are Development, Action, Production. Modpro institutes Industrial Farming, spends heat to raise the temperature, plants for a forest tile, uses its corporate action, and Brainstorming Session. Thorgate initiates the Import of Advanced GHG and spends heat to raise the temperature. Mai-Ni builds a Power Plant, uses Gas-Cooled Reactors twice, Advanced Screening Technology, spends plants for a forest, uses Artificial Jungle, and draws cards. Helion develops Biothermal Power, spends heat to raise the temperature 3 steps, uses the Conserved Biome, Decomposing Fungus, spends cash to flip an ocean tile, and for a forest tile.

Maremma Sheepdog – Terraforming Mars

Andy York	Inventrix (I)
Kevin Wilson	Palladin Shipping (PS)

Keith Marple	Mons Insurance (MI)
Dave Hooton	Spire (Sp)

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

Prelude: Sa prepared for a Resession and developed Martian Industries. I built an Orbital Construction Yard and an Io Research Outpost. PS exploits

Players are: Kevin Wilson (KW), Chris Geggus (CG), and Chris Hibbert (CH).

We are playing the base game.

Round 1: KW selects the Builder, builds a Small Market, populates an indigo plantation, and takes a sugar plantation. CG builds a Small Indigo Plant, selects the Mayor, populates it and an indigo plantation, and takes a tobacco plantation. CH builds a Small Market, populates a corn plantation, selects the Settler, and takes a quarry.

Round 2: CG selects the Settler and takes a quarry. CH takes a sugar plantation, selects the Builder, and builds a Small Sugar Mill. KW takes a sugar plantation and selects the Captain.

Round 3: CH selects the Mayor, populates the Small Sugar Mill, sugar plantation, and Small Market, and

Applied Science and takes out a Loan. MI hires Ecology Experts, who plant Bushes, and does Galilean Mining. Sp plays in the Corridors of Power and develops Space Lines.

Generation 1: Sa adds 2 delegates to Mars First, builds a Frontier Town, spends plants for a greenery tile, develops House Printing, and builds a Colonizer Training Camp. I builds a Natural Preserve, joins the Hermetic Order of Mars, develops Mercurian Alloys, starts construction of a Security Fleet, adds a delegate to the Kelvinists, and builds a Sponsored Mohole. PS adds a delegate to Unity, exploits a Titanium Mine, develops Artificial Photosynthesis, and builds Floating Habs, adding a floater to it. MI adds a delegate to the Greens and introduces Psychrophiles. Sp adds a delegate to the Scientists, builds a Mining Colony in Triton, develops Rim Freighters, launches Space Hotels, claims the Spacefarer milestone, and conducts Research.

Peekapoo – Puerto Rico

produces sugar. KW populates the Small Market and sugar plantation, selects the Builder, and builds a Sugar Mill. CG populates a quarry, builds a Small Sugar Mill, selects the Craftsman, and produces indigo.

Round 4: KW selects the Mayor and populates the Sugar Mill. CG populates the Small Sugar Mill, selects the Trader, trades indigo, and builds a Tobacco Storage. CH populates a quarry, trades sugar, selects the Builder, and builds a Hospice.

Round 5: Geggus selects the Captain, ships indigo, produces indigo, and takes a corn plantation. Hibbert selects the Craftsman, produces sugar, and takes an indigo plantation. Wilson produces sugar, selects the Settler, and takes a sugar plantation.

Round 6: Hibbert selects the Builder, builds an Office, populates the Hospice, Office, and corn plantation, and takes a tobacco plantation. Wilson builds a Small Indigo Plant, selects the Mayor, populates the Small Indigo Plant and sugar plantation, and takes a tobacco plantation. Geggus builds a Hospice, populates the Hospice, Tobacco Storage, and tobacco plantation, selects the Settler, and takes a corn plantation.

Round 7: Wilson selects the Craftsman and produces sugar. Geggus produces corn and tobacco, selects the Trader, trades tobacco, and builds a Harbor. Hibbert produces corn, trades sugar, selects the Builder, and builds a Tobacco Storage.

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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.