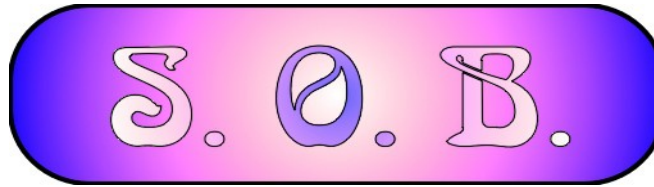


Number 299



December, 2024

Notes from Hades

I hope this upcoming holiday season sees you well. Not much to report on this end, however.

On the games front, I have noticed a distinct fall-off of game sign ups over the last couple of issues. I normally aim to be running 10 games at a time, but currently, I am only running 8, and that is only by starting up a game of Gaia Project with only 2 players. None of the rest of the games on the list had enough

paid players signed up. So, please take a look at the offerings here, and sign up for any that interest you. Also, remember that I keep the list up to date constantly on the website, so you don't need to wait for an issue to come out to sign up.

Since the last issue, six games have completed. They are: Pecalier, Terraforming Mars: Ares Expedition game won by Keith Marple, Patterdale Terrier, a Lords of Waterdeep game won by Keith Marple, Miniature Pinscher, an Age of Renaissance game won by Christopher Hunt, Peekapoo, a Puerto Rico game

won by Chris Geggus, Papipoo, a Wingspan game won by Dave Anderson, and Old English Sheepdog, a 7 Wonders game won by Keith Marple. Congratulations to the winners!

The next deadline is **Tuesday, December 31 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.

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

Polish Lowland Sheepdog: Outpost: This will use the expert rules. Have Dave Hooton(\$), Bill Scharf(\$), Andy York(\$), will take up to 7 more.

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

Pomchi: Discworld: Ankh Morpork: Have Kevin Wilson(\$), Christopher Hunt(\$), Bill Scharf(\$), will take up to 1 more.

Pomeagle: Terraforming Mars: The Dice Game: Have Keith Marple, Chris Geggus, Bill Scharf(\$), will take up to 1 more.

Pomeranian Cockapoo: Dominion: Have most of the expansion sets plus some extras. Have Chris Geggus, Chris Hibbert(\$), Kevin Wilson(\$), Bill Scharf(\$), will take up to 2 more.

Pomerdog: Goa: Have Chris Geggus, Bill Scharf(\$), will take up to 2 more.

Pomsky: Century Spice Road: Have Chris Geggus, Christopher Hunt(\$), Bill Scharf(\$), Dave Hooton, will take up to 2 more.

Poochon: Terra Mystica: Have Kevin Wilson(\$), Christopher Hunt(\$), Bill Scharf(\$), will take up to 3 more.*

Puggat: Power Grid: Have 14 different maps, the alternate deck, some promo cards, and the Power Crisis unofficial expansion. Have Kevin Wilson, Dave Hooton, Bill Scharf(\$), will take up to 3 more.

Poogle: Smallworld: Have the Be Not Afraid, Grand Dames, and Royal Bonus expansions. Have Christopher Hunt(\$), Kevin Wilson, Bill Scharf(\$), will take up to 2 more.

Porkie: Agricola: This is the first edition, published by Z-Man Games. Have Dave Hooton, Chris Geggus, Bill Scharf(\$), will take up to 2 more.

Portuguese Podengo Pequeno: Settlers of Catan: Have the Seafarers and the Knights and Cities expansions. Have Dave Hooton, Chris Geggus, Bill Scharf(\$), will take up to 3 more.

Portuguese Pointer: Terraforming Mars: Have the Hellas, Elysium, Amazonis Planitia, plus 3 fan-developed maps, Venus Next, Prelude, Colonies, and Turmoil expansions. Have Chris Geggus, Kevin Wilson, Bill Scharf(\$), will take up to 2

Portuguese Sheepdog: Lords of Waterdeep: Have the Scoundrels of Skullport expansions. Have Chris Geggus, Kevin Wilson, Bill Scharf(\$), will take up to 3 more.

Pugaliere: Wingspan: Have the European and Oceania birds expansions. Have Chris Geggus, Dave Anderson(\$), Bill Scharf(\$), will take up to 2 more.

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

Wish List

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:

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 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.

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.

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

Citadels: Have the Deluxe version. Have Kevin Wilson, Chris Geggus, Bill Scharf, will take up to 5 more.

Suburbia: Have the Suburbia, Inc., 5 Star expansions, and Nightlife expansions as well as the Cons and Essen Spiel additions. Have Dave Hooton, Bill Scharf, will take up to 3 more.

History of the World: Have Chris Geggus, Kevin Wilson, Bill Scharf, will take up to 4 more.

Race for the Galaxy: Have The Gathering Storm and Rebel vs. Imperium expansions. Have Kevin Wilson, Bill Scharf, will take up to 4 more.

Concordia: Have the Venus expansion. Have Kevin Wilson, Bill Scharf, will take 7 Wonders: Have the Wonder Pack, Leaders, Cities, Babel, and Armada up to 4 more.

Terraforming Mars: Ares Expedition: This is the Crisis cooperative expansion. Scharf, will take up to 7 more. Have Bill Scharf, will take up to 2 more.

Robo Rally: I have the Avalon Hill version. Have Chris Geggus, Bill Scharf, will take up to 6 more.

Puerto Rico: This will include the Nobles expansion. Have Kevin Wilson, will take up to 3 more.

Terraforming Mars: Ares Expedition: Have the Discovery and Foundation expansions. Have Kevin Wilson, Bill Scharf, 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 is the base game. Have Chris Geggus, will take up to 3 more.

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

Have the Wonder Pack, Leaders, Cities, Babel, and Armada expansions as well as the fan-produced Ruins and Sailors expansions. Have Bill

Ark Nova: A game about building a zoo. Will take up to 4.

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

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

Gaia Project: Have Bill Scharf, will take up to 3 more.*

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. *As these games have no hidden information, the GM may join the game to help fill it out if the players do not object.

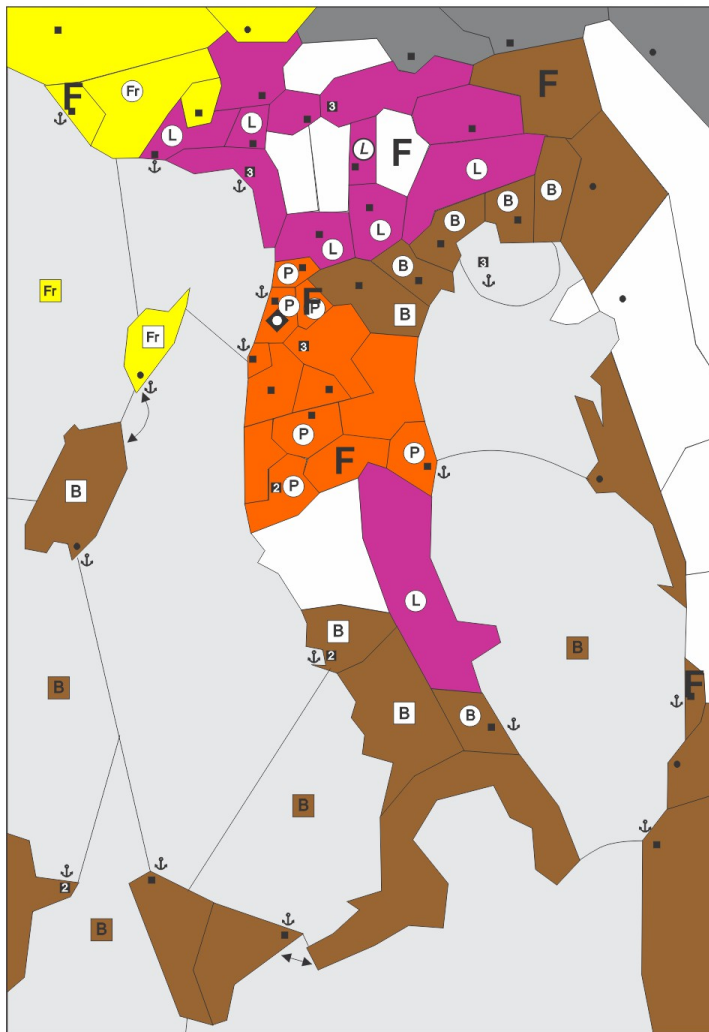
Drentsche Patrijshond

Machiavelli – Standard Victory Conditions, Natural Disasters, Special Units, Moneylenders, Conquest, White Press Winter 728

Deadline Spring 728: 12/31 Tuesday

A pause for building.

Drentsche Patrijshond



Fall 727 Retreats

Byzantines retreat A Verona to Friuli.

Builds

		Cost
Byzantines	Maintains all, builds A Treviso	39
France	Maintains A Provence, F Corsica, F Gulf of Lions	9
Lombards	Maintain all, builds Elite Mercenary A Cremona	24
Papacy	Maintains all, builds A Perugia	18

Notes

A separation of seasons was requested and granted.

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

Zine Report

Australian Zines

Damn the Consequences Published by Brendan Whyte. Current issue: 239. 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, Railway Rivals, Britannia, Maneater, Air Charter, NOMIC, Dot Boom, Machiavelli, Diplomacy, Poleconomy.
Western Front Published by Brad Martin. Current issue: 219. 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: 245. 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, Outpost, Where is My Mind?, Where in the World is Kendo Nagasaki?, Word Puzzle.

Fury of the Northmen Published by Colin Bruce. Current issue: 133. Currently running Chess; Civilization; Diplomacy the Gathering; Conquistador, Diplomacy. Game openings for Diplomacy, Chess.

God Save the Zine Published by Stephen Agar. Current issue: 21. Currently running Diplomacy, Black Hole Diplomacy II, Bourse, Gunboat Hoplite Wars IV, Sopwith, Excalibur. Game openings for Diplomacy, Gunboat Stab!, Mercator XIV, ManEater.

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

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.

US Zines

Back of the Envelope Published by Tom Howell. Current issue: 40. Currently running Snakes & Ladders; Golden Strider; Jabba's Palace; Railway Rivals; Hangman, By Definition; Machi Koro; Fuzzy Borders; Breaking Away!, Where in the World is Kendo Nagasaki?. Current game openings: Diplomacy, Dominion,

Dream Mile, 6-Nimmt!, Eat Me!, Love Letter, Railway Rivals.

Cheesecake Published by Andy Lischett. Current issue: 432. Currently running Diplomacy, Escape from Cheesecake Island. Current game openings: None.

Email Games Report

Miniature Pinscher – Age of Renaissance

expands to Tripoli, Tunis, Grenada, Alexandria, and unsuccessfully to Sicily. Paris buys Patronage and Human Body, and expands to Seville, Kiev, and unsuccessfully to Sicily. Genoa plays Pirates/Vikings on Tunis, Tripoli, and Alexandria, buys Proselytism, Industry, Seaworthy Vessels, and Middle Class, buys a card, and expands to Alexandria, Valencia, Montpellier, and unsuccessfully to Grenada, and Oran.

Round 12: Venice plays Black Death on area VI, Marco Polo, Sir Isaac Newton, Cloth, Cloth, Cloth/Wine as Cloth, Wine, Spice, and Silk, and buys Enlightenment, Patronage, Proselytism, Cathedral, Cosmopolitan, and Middle Class. Paris plays Civil War on Genoa and Famine, and buys Laws of Matter, Nationalism, and Cosmopolitan. Barcelona plays Bartolome de las Casas, buys Cosmopolitan, Laws of Matter, and Cathedral, and expands to Algiers, Suez, Libya, and unsuccessfully to Valencia. Genoa plays Leonardo da Vinci and Silk, buys Cathedral, Ocean Navigation, and New World, and expands to Genoa and Cyprus.

Final scores are Vnice with 2816, Genoa with 2671, Barcelona with 1324, and Paris with 1101.

Congratulations to Christopher Hunt on his victory!

Maltese Shih Tzu – Terraforming Mars

from Atmo Collectors, adds a delegate to Mars First, and a floater to Forced Precipitation. Nirgal Enterprises spends heat to raise the temperatures, trades with Pluto, introduces Ants and consumes an Extremophile with them, uses Power Infrastructure, builds Space Hotels, adds a microbe to Psychrophiles, and a resource to Refugee Camps, and funds the Investor, Collector, and Forecaster awards. Spire spends plants for a greenery tile, builds a standard power plant, develops Icy Impactors and adds asteroids to it, and adds a delegate to Unity. Generation 6: Ecotec uses the Energy Market, trades with Luna, builds a city, uses Asteroid Rights, brings in an Ice Asteroid, spends plants for a greenery tile, gains a Sponsoring Nation, adding 2 delegates to the Reds, adds another delegate to the Reds, uses Local Heat Trapping, spends plants for another greenery tile, sells a card, brings in a Comet, and adds a microbe to Extremophiles. Lakefront Resorts trades with Triton, uses Rotator Impacts, introduces Stratospheric Birds, builds Venus Shuttles, uses Forced Precipitation, adds a floater to Atmo Collectors, builds a Venus Trade Hub, adds an animal to Stratospheric Birds, uses Venus Shuttles, builds a colony on Io, and spends heat to raise the temperature. Nirgal Enterprises trades with Callisto, adds a delegate to Unity, builds Sponsored Academies and a Medical Lab, adds a microbe to Psychrophiles, introduces Algae, adds a resource to Refugee Camps, uses Ants to consume an Extremophile, initiates Orbital Cleanup and uses it, uses Power Infrastructure, sells a card, builds Geothermal Power, gains Sponsors, and joins a Power Supply Consortium. Spire builds a Commercial District, uses Icy Impactors, founds the Martian Lumber Corporation, uses Restricted Area, sells a card, creates a Spin-Off Department, and adds a delegate to the Reds.

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

Round 11: Venice plays Religious Strife and Christopher Columbus, buys Institutional Research, New World, Laws of Matter, and Industry, buys a card, and expands to North America, Belgrade, Poti, and Bari. Barcelona plays Andreas Vesalius, Revolutionary Uprisings and Stone, buys a ship upgrade, Enlightenment and Interest & Profit, and

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 5: Poseidon trades with Luna, adds 2 delegates to the Reds, claims 16 Psyche, and engages in Research. Ecotec builds a Colonizer Training Camp, adds a delegate to the Reds, builds a colony on Triton and Luna Metropolis, adds a resource to Asteroid Rights and a microbe to Extremophiles. Lakefront Resorts develops Forced Precipitation, trades with Io, builds a Space Port, spends a resource

Poseidon initiates Aquifer Pumping, uses it, trades with Europa, adds a delegate to Unity, uses Martian Media Center to add another, launches a Trans-

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 8: H build the Tower of Order, take and complete the Steal Spellbook from Silverhand quest,

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 3: BS plays the Purple Gallinule, European Roller, and Lincoln's Sparrow. CH plays the Red-Breasted Merganser and Black-Necked Stilt. DA

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 15: Phases are Construction, Action, and

Player	Corporation
Chris Geggus	Sagitta (Sa)
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 Amazonis Planitia map.

Generation 2: I adds a delegate to Mars First and a resource to Security Fleet, builds the Red Spot Observatory, adds a floater to it, conducts a Project Inspection, adding another floater to Red Spot Observatory, and brings in a GHG Shipment. PS introduces the Mars Nomads and moves them, gaining 2 energy, trades with Triton, adds a delegate to Unity, and adds a floater to Floating Habs. MI builds a Space Stations, adds a delegate to the

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

We are playing the base game.

Round 8: CG selects the Mayor, populates an indigo plantation, corn plantation, and Harbor, ships corn and indigo, and takes a sugar plantation. CH populates the Tobacco Storage, Small Sugar Mill, and sugar plantation, selects the Captain, ships sugar and corn, and takes an indigo plantation. KW populates an indigo plantation, ships sugar, selects

Neptune Probe, has a Productive Outpost, builds a Protected Valley, and spends heat to raise the temperature. Eco Sabotage is the global event, and the Reds become the ruling party.

Patterdale Terrier – Lords of Waterdeep

play Unexpected Success, Call for Assistance, and Recall Agent, take and complete the Placate Walking Statue quest, building the High Duke's Tomb, gain the Recruit Lieutenant quest, and complete the Form an Alliance with the Rashemi quest. R play Recruitment Drive, complete the Unleash Crime Spree quest, take the Thin the City Watch quest, and complete the Establish New Merchant Guild quest. K complete the Lure Artisans of Mirabar quest, building Fetlock Court, and play Unlikely Assistance. S complete the Defeat Uprising from Undermountain quest, play Manipulate, build the Hall of Three Lords, and complete the Stamp Out Cultists mandatory quest.

Final scores are Silverstars with 154, Knights of the Shield with 146, Red Sashes with 127, and Harpers with 126. Congratulations to Keith Marple on his victory!

Papipoo – Wingspan

plays the Bell's Vireo, Great Blue Heron, and Atlantic Puffin. CG plays Savannah Sparrow and California Condor. KM plays the Barrow's Goldeneye and Killdeer.

Round 4: CH plays Wilson's Snipe, Common Cuckoo, and the White Wagtail. DA plays the Red-Cockaded Woodpecker and European Turtle Dove. CG plays the Prothonotary Warbler and and Cetti's Warbler. KM plays the Eastern Imperial Eagle and Bobolink. BS plays the American Avocet.

Final scores are Dave with 101, Keith with 84, Chris H. with 74, Bill with 70, and Chris G. with 57.

Congratulations to Dave Anderson on his victory!

Pekalier – Terraforming Mars: Ares Expedition

Production. Modpro enhances Interplanetary Relations, spends plants and cash for 3 forest tiles, uses its corporate action and Brainstorming Session. Thorgate develops Communications Streamlining, upgrading its Phase III card, and spends plants and cash for 3 forest tiles, and adds microbes to Nitrite-Reducing Bacteria. Mai-Ni Productions builds Mars University and Ironworks, uses Ironworks, Artificial Jungle, Advanced Screening Technology, and spends cash for 4 forest tiles. Helion sponsors the Release of Inert Gasses, uses Conserved Biome, Decomposing Fungus twice, and spends plants, cash, and heat for 2 forest tiles.

Mars is fully terraformed, so the Production phase is not played. Final scores are: Mai-Ni Productions at 32, Helion at 29, Thorgate at 25, and Modpro at 24. Congratulations to Keith Marple on his victory!

Maremma Sheepdog – Terraforming Mars

Greens, uses the Kelvinist's policy, and adds a microbe to Psychrophiles. Sp trades with Ceres, develops Advanced Alloys and Carbon Nanosystems, launches a Trans-Neptune Probe, and adds a delegate to Unity. Sa adds 2 delegates to Unity, builds a Cultural Metropolis, adding 2 delegates to the Scientists, and adds another delegate to Unity.

Generation 3:PS moves the Nomads, trades with Triton, launches Satellites, adds a floater to Floating Habs, adds a delegate to the Scientists, uses Applied Science to gain titanium, facilities Sulphur Exports, and elects a Venus Governor. MI spends plants for a greenery tile, builds a colony on Ceres, stages a Technology Demonstration, moves a delegate to the Greens, launches Space Mirrors, and uses it. Sp initiates Neptunian Power Consultants and builds a Toll Station. Sa joins the Great Escarpment Consortium, sponsors Community Services, builds a Medical Lab, and adds a delegate to the Reds. I uses Red Spot Observatory, adds a resource to Security Fleet, uses heat to raise the temperature, builds a Quantum Extractor, and builds a Fuel Factory.

Generation 4: MI adds a delegate to the greens, builds a colony on Triton, plants Potatoes, adds a microbe to Psychrophiles, sells a card, and uses Space Mirrors. Sp builds a standard power plant, builds a Commercial District, adds a delegate to the Scientists, builds Atalanta Planitia Labs and Mars University, and initiates the Import of Advanced GHG. Sa uses Indentured Workers to build an Earth Catapult, sets aside an Ecological Zone, adds a delegate to the Reds, and initiates a Diaspora Movement. I hires Trade Envoys, trades with Callisto, adds a resource to Security Fleet, spends a floater from Red Spot Observatory, adds a delegate to Mars First, launches a Solar Probe, builds Fueled Generators, and perfects Dust Seals. Cloud Societies is the global event. Mars First is the ruling party.

Peekapoo – Puerto Rico

the Settler, and takes a quarry.

Round 9: CH selects the Craftsman, produces sugar and tobacco, trades tobacco, and builds a Harbor. KW produces indigo and sugar, selects the Trader, trades sugar, and builds a Tobacco Storage. CG produces corn, indigo, and tobacco, trades tobacco, selects the Builder, and builds a Coffee Roaster.

Round 10: Wilson selects the Builder, builds an Office, and ships sugar and indigo. Geggus builds an Indigo Plant, selects the Captain, and ships corn and indigo. Hibbert builds a Small Indigo Plant, ships sugar, selects the Trader, and trades tobacco.

Round 11: Geggus selects the Settler, takes a corn plantation, populates the Small Sugar Mill and Coffee Roaster, and produces corn, indigo, sugar, and tobacco. Hibbert takes a corn plantation, selects the Mayor, populates a corn plantation, Small Indigo Plant, and Harbor, and produces corn, indigo, sugar, and tobacco.

Wilson takes a tobacco plantation, populates the tobacco plantation, Tobacco Storage, quarry, and Office, selects the Craftsman, and produces sugar and tobacco.

Round 12: Hibbert selects the Captain, ships sugar, corn, and indigo, trades tobacco, and takes a coffee plantation. Wilson ships sugar, selects the Trader, trades tobacco, and takes a corn plantation. Geggus ships corn and indigo, trades sugar, selects the Settler, and takes a quarry.

Player	Name/Starting Cities
Dave Hooton	RMHL, Denver/Salt Lake City
Andy York	NTSB, Denver/El Paso
Bill Scharf	D&SF, Denver/Santa Fe

We are playing the Nickel Spike campaign scenario. Each player starts in Denver and one other city, and has to divide resources between them until they are connected.

Turn 1: RMHL gains #30 and #40, both of which deplete, and build to Boulder and Provo. NTSB gains #92 and #124, and builds to Colorado Springs and Deming. D&SF gains #121 and builds to Colorado Springs and Taos.

Turn 2: NTSB gains PL3 and PL4, builds to Pueblo, Walsenburg, and Rincon, and depletes #124. D&SF buys #88 and #58, builds to Pueblo and Elizabethtown. RMHL buys PL1 and PL2, builds to Rollinsville and Thistle.

Turn 3: RMHL gains #48 and #74, builds to Hot Sulphur Springs and Orestod. D&SF gains #66 and #108 and builds to Walsenberg and Cimmaron. NTSB gains #54 and PL5 and builds to Trinidad and Butte Junction.

Turn 4: NTSB gains #103 and #117, and builds to Alamo, Cañon City, and Socorro. D&SF gains #113 and #122, and builds to Cañon City and La Madera. RMHL gains #54 and #50 and builds to Steamboat Springs and Minturn.

Turn 5: RMHL gains #70 and #32 and builds to Leadville. NTSB gains #87 and builds to Hillsboro and Raton. D&SF builds to Salida and Valleitos.

Turn 6: RMHL gains #55 and PL8 and builds to Price. NTSB gains #115 and #100 and builds to French, Westcliffe, and Belen. D&SF builds to York Canyon.

Turn 7: NTSB gains #83 and builds to Las Vegas,

Round 13: Wilson selects the Mayor, populates corn, sugar, and indigo plantations, the Sugar Mill, and Small Indigo Plant, and takes a corn plantation. Geggus populates the Tobacco Storage and Indigo Plant, selects the Builder, builds a Wharf, and takes a coffee plantation. Hibbert populates the Tobacco Storage, an indigo plantation, and San Juan, builds a Fortress, selects the Settler, and takes a quarry.

Round 14: Geggus selects the Craftsman, produces corn, indigo, sugar, tobacco, and coffee, populates the Wharf, and ships corn, indigo, and sugar. Hibbert produces corn, indigo, sugar, and tobacco, selects the Mayor, populates the Fortress, and ships sugar, corn, and indigo. Wilson produces corn, indigo, sugar, and tobacco, populates a corn plantation, selects the Captain, and ships sugar, and indigo.

There are no more colonists left in supply, so the game ends. Final scores are Geggus with 45, Hibbert with 41, and Wilson with 22. Congratulations to Chris Geggus on his victory!

Perro de Presa Canario – Silverton

Salida, and Albuquerque. RMHL gains #129, PL9, and builds to Glenwood Springs and Rifle. D&SF gains #86 and builds to Lamy and Buena Vista.

Turn 8: D&SF builds to Albuquerque. NTSB gains #97 and PL14 and builds to Buena Vista. RMHL gains #131 and #80 and builds to Grand Junction.

Turn 9: RMHL gains #28 and builds to Dillon. D&SF gains #63 and PL6 and builds to El Vado and Leadville. NTSB gains #130 and builds to Santa Rosa, Leadville, and White Rock.

Turn 10: RMHL gains #57 and PL15 and builds to Aspen, Fairplay, and Green River. NTSB gains #101 and builds to Vaugn, Torrance, Willard, and La Madera. D&SF gains #119 and #85 and builds to Lumberton and Gunnison.

Turn 11: RMHL gains PL10 and builds to Delta and Cisco. NTSB gains #123 and #127 and builds to Carrizozo, Moriarty, and Santa Fe, uniting its network. D&SF gains #33 and builds to Durango and Montrose.

Turn 12: D&SF gains #51 and builds to Dolores, Ouray, and Placerville. NTSB buys #102, PL13 and builds to Alamogordo, Lake Valley, and Whitewater. RMHL gains #38 and builds to Mack, uniting its network.

Turn 13: D&SF gains #59 and #47 and builds to Telluride and Rico, uniting its network. RMHL gains #39, PL22, and builds to Moab, Monticello, and Walden. NTSB gains PL24 and PL7 and builds to Grants, Paxton Springs, Thoreau, and Cloudfcroft.

Turn 14: D&SF gains #120 and #62 and connects to Farmington and Cuba. NTSB gains #104 and builds to Gallup, White Oaks, and Antonito. RMHL gains #27, #26, and PL11 and builds to Manitou Junction.

Turn 15: NTSB gains #89 and connects to Alimosa, Silver City, South Fork, and Newcomb. RMHL gains #37, #72, and #56, and connects to Craig, Pueblo, and Colorado Springs. D&SF gains #84 and connects to Silverton and San Ysidro.

Turn 16: D&SF gains #106 and #44 and connects to Porter and Lake City. RMHL gains #43 and connects to Elk Springs, Eureka, and Emery. NTSB gains #90 and #60 and connects to Magdalena and Farmington.

Turn 17: D&SF gains #53 and #43 and connects to Crested Butte and Lee Ranch West. RMHL gains #25, PL20, and PL21 and connects to Bowie, Salina, and Marysvale. NTSB gains #99 and PL18, connects to Durango, Piños Altos, and Pagosa Springs, and removes line to Magdalena.

Turn 18: D&SF gains #52 and #31, and connects to Cripple Creek and Trinidad. NTSB gains #126, PL17, connects to Santa Rita, Mogollon, and removes lines to Hillsboro and Cloudfcroft. RMHL gains #77, #71, and #76 and connects to Hiawatha, Bingham, and Georgetown.

Turn 19: NTSB gains #107. D&SF gains #125 and #91 and builds to San Ysidro. RMHL gains #67, #36, #78, and connects to Schofield, Heber City, and Rangely.

Turn 20: D&SF gains #82, #81, and #29. RMHL gains #79 and connects to Sunnyside and Coalville. NTSB gains #116 and #114.

Turn 21: NTSB gains #109, connects to McGaffy, and dismantles from Mogollon, Alamogordo, and Paxton Springs. RMHL gains #75 and #34. D&SF gains #49 and #64 and dismantles from York Canyon.

Turn 22: NTSB gains #61 and #45. RMHL gains #112, #35, and #132. D&SF gains #46, and pulls back from Cimmaron and Elizabethtown.

Old English Sheepdog – 7 Wonders

Wall recruits Bilkis. Stonehenge recruits Tomyris.

Age I, Phase 1: Rome plays a Mine. Abu Simbel plays a Forest Cave. Ephesus plays a Stone Pit. Alexandria plays a Tavern. The Great Wall plays a Press. Stonehenge plays a Lumber Yard.

Age I, Phase 2: Rome plays Glassworks. Abu Simbel plays a Shipyard and advances on the Exploration and Civics tracks. Ephesus plays an Ore Vein. Alexandria plays a Workshop. The Great Wall builds the first stage of its wonder. Stonehenge plays a Tavern and advances on the Commerce track.

Age I, Phase 3: Rome plays a Tree Yard. Abu Simbel plays the Steersman Academy, advances on the Exploration, track, and gains Virgin Island. Ephesus plays a Lumberyard. Alexandria plays a Clay Pit. The Great Wall plays an Apothecary and advances on the Exploration track. Stonehenge plays a Theater and advances on the Civics track.

Age I, Phase 4: Rome plays a Secret Warehouse. Abu Simbel plays Coastal Defenses and advances on the Military track. Ephesus plays a Scriptorium and advances on the Exploration track. Alexandria plays a

Player	Wonder
Bill Scharf	Rome A
Chris Geggus	Abu Simbel A
Christopher Hunt	Ephesus B
Kevin Wilson	
Keith Marple	The Great Wall B
Dave Hooton	Stonehenge A

We are using the Wonder Pack, Leaders, Cities, Armada, and Tower of Babel expansions.

Age I, Leader Recruitment: Rome recruits Darius.

Abu Simbel recruits Creosus. Ephesus recruits Aspasia. Alexandria recruits Xerophon. The Great

Marketplace and advances on the Commerce track. The Great Wall plays Glassworks. Stonehenge plays an Excavation.

Age I, Phase 5: Rome plays a Loom. Abu Simbel plays a Barracks and advances on the Military track. Ephesus plays a Marketplace and advances on the Commerce track. Alexandria plays an Apothecary and advances on the Exploration track. The Great Wall builds the fourth stage of its wonder, and advances on the Commerce track. Stonehenge plays a Loom.

Age I, Phase 6: Rome plays a Theater and advances on the Civics track. Abu Simbel plays a Timber Yard. Ephesus plays Babel tile 3. Alexandria plays an East Trading Post and advances on the Commerce track. The Great Wall plays a Scriptorium and advances on the Exploration track, gaining Foggy Island. Stonehenge plays a Stone Pit.

Age I, Phase 7: Rome plays an Altar and advances on the Civics track. Abu Simbel plays a Dock and advances on the Military track. Ephesus plays a Clay Pool. Alexandria plays an Eastern Emporium and advances on the Commerce track. The Great Wall plays a Pigeon Loft. Stonehenge plays a Pirate Cache and advances on the Commerce track.

Age I, Phase 8: Rome plays Baths. Abu Simbel plays Babel tile 11. Ephesus discards a card for gold. Alexandria plays a Barracks and advances on the Military track. The Great Wall plays a Clandestine Dock West. Stonehenge plays a Clay Pool.

Age I Conflict: Rome loses 1 and ties 1. Abu Simbel wins 2. Alexandria wins 1 and loses 1. The Great Wall loses 1 and ties 1. Stonehenge ties 2. Abu Simbel wins an Incursion versus Stonehenge. Abu Simbel has the highest naval military, followed by Alexandria, with Rome, Ephesus, The Great Wall, and Stonehenge in last.

Age II Leader Recruitment: Rome recruits Varro. Abu Simbel discards a leader for gold. Ephesus recruits Berenice. Alexandria recruits Hammurabi. The Great Wall recruits Maecenas. Stonehenge recruits Diocletian.

Age II, Phase 1: Rome plays a Vineyard and advances on the Commerce track. Abu Simbel plays a Gambling House. Ephesus plays a Library and advances on the Exploration track, gaining Wild Island. Alexandria plays a Caravansery and advances on the Commerce track. The Great Wall plays a Dispensary and advances on the Exploration track. Stonehenge plays a Caravansery.

Age II, Phase 2: Rome plays a Press. Abu Simbel plays a Vineyard and advances on the Commerce track. Ephesus plays a Courthouse and advances on the Civics track. Alexandria plays a Laboratory and advances on the Exploration track, gaining Lost Island. The Great Wall plays a Laboratory and advances on the Exploration track, gaining Frothy Harbor, advancing on the Military and Commerce tracks. Stonehenge plays a Hangar and advances twice on the Civics track.

Age II, Phase 3: Rome plays an Aqueduct and

advances on the Civics track. Abu Simbel builds the first stage of its wonder and advances on the Commerce track. Ephesus plays Glassworks. Alexandria builds the first stage of its wonder and advances on the Commerce track. The Great Wall plays a Pirate Lair and advances on the Commerce track. Stonehenge plays a Temple and advances on the Civics track.

Age II, Phase 4: Rome plays Babel tile 1. Abu Simbel plays a Dry Dock and advances on the Exploration and Civics tracks. Ephesus plays a Loom. Alexandria plays a Training Ground and advances on the Military track. The Great Wall plays a School and advances on the Exploration track. Stonehenge plays an Architect's Cabinet.

Age II, Phase 5: Rome hire Mercenaries. Abu Simbel plays Babel tile 17. Ephesus plays a Bazaar and advances on the Commerce track. Alexandria plays a Dispensary and advances on the Exploration track. The Great Wall plays a Map Room, gains Windy Harbor, and advances on the Exploration track, gaining Golden Archipelago. Stonehenge plays a Tabularium.

Age II, Phase 6: Rome plays a Temple and advances on the Civics track. Abu Simbel builds the second stage of its wonder and advances on the Commerce track. Ephesus plays the Society of Navigators and advances on the Exploration track. Alexandria builds the second stage of its wonder and advances on the Exploration track, gaining Iron Harbor. The Great Wall builds the second stage of its wonder. Stonehenge builds the first stage of its wonder and advances on the Military track.

Age II, Phase 7: Rome plays Babel tile 15. Abu Simbel discards a card to advance on the Commerce track. Ephesus discards a card to advance on the Commerce track. Alexandria plays Babel tile 9. The Great Wall plays a Training Ground and advances on the Military track. Stonehenge builds a Courthouse and advances on the Civics track.

Age II, Phase 8: Rome plays Stables and advances on the Military track. Abu Simbel plays an Archery Range and advances on the Military track. Ephesus builds the first stage of its wonder and advances on the Civics track. Alexandria builds the final stage of its wonder and advances on the Civics track. The Great Wall plays a Quarry. Stonehenge builds the second stage of its wonder and advances on the Military track.

Age II Conflict: Rome and Abu Simbel each win 1 and tie 1. Ephesus and Stonehenge each lose 2. Alexandria wins 2. The Great Wall wins 1 and loses 1. Abu Simbel has the highest naval military, followed by The Great Wall, Alexandria, Stonehenge, Rome, and Ephesus last.

Age III Leader Recruitment: Rome recruits Hiram. Abu Simbel recruits Imhotep. Ephesus recruits Midas. Alexandria recruits Aristotle. The Great Wall recruits Pythagoras. Stonehenge recruits Nefertiti.

Age III, Phase 1: Rome plays a Pantheon and advances on the Civics track. Abu Simbel plays a Pirate Brotherhood and advances on the Commerce track. Ephesus plays a Forum and advances on the Commerce track. Alexandria plays a Senate and advances on the Civics track. The Great Wall plays a Study. Stonehenge plays a Haven and advances on the Commerce track.

Age III, Phase 2: Rome plays a Traders' Guild. Abu Simbel plays a Lodge and advances on the Exploration track, gaining Ancient Harbor. Ephesus plays a Scientists' Guild. Alexandria plays the Captain's Circle and advances on the Exploration track. The Great Wall plays the Builders' Guild. Stonehenge play a Naval Ministry and advance on the Commerce and Civics tracks.

Age III, Phase 3: Rome plays a Contingent. Abu Simbel plays a Study and advances on the Exploration track. Ephesus plays an Academy and advances on the Exploration track, gaining Pirate Harbor. Alexandria plays a Lodge and advances on the Exploration track, gaining Luxurious Archipelago. The Great Wall plays the Courtesans' Guild. Stonehenge plays the Craftsmens' Guild.

Age III, Phase 4: Rome plays a Chamber of Commerce and advances on the Commerce track. Abu Simbel plays a Town Hall and advances on the Civics track. Ephesus plays a University and advances on the Exploration track. Alexandria plays a Lighthouse and advances on the Commerce track. The Great Wall plays an Observatory. Stonehenge plays a Pantheon.

Age III, Phase 5: Rome plays a Diplomats' Guild. Abu Simbel builds the final stage of its wonder, entombing Imhotep, and advances on the Commerce track. Ephesus plays an Embassy. Alexandria plays a Town Hall and advances on the Civics track. Stonehenge plays a Senate.

Age III, Phase 6: Rome plays a Cenotaph. Abu Simbel plays an Arena. Ephesus builds the second stage of its wonder and advances on the Civics track. Alexandria plays a University. The Great Wall plays Gardens and advances on the Civics track. Stonehenge plays Lighthouse and advances on the Commerce track.

Age III, Phase 7: Rome plays a Brotherhood. Abu Simbel plays a Customs Office. Ephesus builds the third stage of its wonder and advances on the Civics track. Alexandria plays a Circus and advances on the Military track. The Great Wall plays a Chamber of Commerce and advances on the Commerce track. Stonehenge builds the third stage of its wonder and advances on the Military track.

Age III, Phase 8: Rome builds the first stage of its wonder and advances on the Civics track. Abu Simbel plays Babel tile 19. Ephesus discards a card to advance on the Commerce track. Alexandria plays Babel tile 10. The Great Wall plays a Circus and advances on the Military track. Stonehenge plays a Siege Workshop and advances on the Military track.

Age III Conflicts: Rome and Alexandria each in 2 conflicts. Abu Simbel and Stonehenge each lose 2 conflicts. The Great Wall wins 1 and loses 1. Ephesus does not participate. Naval conflicts: Abu Simbel is first,

Alexandria, The Great Wall, and Stonehenge tie for second, Rome is fifth, and Ephesus is last.

Player	Zoo Name
Dave Hooton	Jerspastic Park (JP)
Bill Scharf	Zyzzx Zoo (ZZ)
Keith Marple	GWZOO
Chris Geggus	GEGS

GWZOO is Greater Wynnewood Exotic Animal Park. GEGS is Gorilla Exhibition Guarantees Sponsorship.

JP gains Federal Grants, and African partner zoo, snaps the Western Green Mamba, builds a 3-space enclosure, places a Ring-Tailed Lemur in it, and builds a 2-space enclosure. ZZ builds a 3-space enclosure, a kiosk, places the Gould's Monitor in the 3-space enclosure, uses Sponsors for cash, builds a 1-space enclosure, and gains an Australian partner zoo. GWZOO builds a 3-space enclosure, sponsors Guided School Tours, gains an associated university with 2 research icons, builds a 1-space enclosure, places the Shoebill in the 1-space enclosure and

Player	Corporation
Bill Scharf	MSI
Keith Marple	Point Luna (PL)
Andy York	Celestic
Chris Geggus	Kuiper Cooperative (KP)
Dave Hooton	Interplanetary Cinematics (IP)

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

Prelude: MSI plays Mohole Excavation and Established Methods, gaining a colony on Io and a standard power plant. PL plays Floating Trade Hub and Board of Directors. Celestic plays Allied Bank and Colony Trade Hub. KP plays Research Network and Preservation Program. IC plays Business Empire and Aquifer Turbines.

Players are: Bill Scharf (BS), Andy York (AY), and Christopher Hunt (CH).

Round 1: BS gains a gargoyle. AY gains a centaur. CH gains a warlock and a lion.

Round 2: BS gains a gargoyle. AY gains a troll. CH gains a warlock.

Round 3: BS gains a lion. AY gains a cyclops and a centaur. CH gains a troll.

Round 4: BS gains a cyclops and a troll. AY splits a legion and gains a troll and a centaur. CH splits a legion and gains a lion and a gargoyle.

Round 5: BS splits a legion and gains a gargoyle.

AY splits a legion and gains a troll and a cyclops. CH gains a gargoyle and a cyclops.

Player	Faction
Bill Scharf	Xenos
Kevin Wilson	

Round 1: Xenos upgrade a mine to a trading station, the trading station to a planetary institute, build a

Final scores are: The Great Wall with 107, Alexandria with 89, Rome and Stonehenge each with 87, Ephesus with 79, and Abu Simbel with 72. Congratulations to Keith on his victory!

Petite Basset Griffon Vendeen – Ark Nova

upgrades its Association card, and uses Sponsors for cash. GEGS gains a university with increased hand capacity and in increase in reputation, builds a 3-space enclosure, places the Mantled Guereza in the enclosure, draws cards, builds a 2-space enclosure, and uses sponsors for cash, triggering a Break.

JP gains 13 money, ZZ gains 12, GWZOO gains 10, and GEGS gains 13.

JP gains a European partner zoo, puts a Barbary Macaque into a 3-space enclosure, gains an Expert on Africa, builds a 3-space enclosure, and places a Bolivian Red Howler into it. ZZ places the Thorny Devil in a 1-space enclosure, gains Sponsorship: Reptiles, gains a University that gives a 5 card hand and 1 reputation, and builds an Adventure Playground. GWZOO releases the Shoebill into Serengeti National Park, gaining an associate, a University, gaining 2 reputation, upgrades the Build card, and pays for a contribution, sponsors Gorilla Field Research, upgrading its Animals card, builds 2 kiosks and a petting zoo, places a Lesser Bird of Paradise into a 1-space enclosure, and Bennet's Wallaby into the petting zoo, and triggers a Break. GEGS gains an African partner zoo, builds a petting zoo, snaps the Alpaca, which is then placed into the petting zoo, and gains cash from the Sponsors.

JP gains 21 money, ZZ gains 20, GWZOO gains 17, and GEGS gains 15.

GEGS supports a Primate Breeding Program, upgrades its Build card, builds a 5-space enclosure and a kiosk, draws cards, and plays Sponsors for money. JP draws cards twice, and builds a 2-space enclosure. ZZ builds a 2-space enclosure, gains a research University, and draws cards. GWZOO gains a University, a 3-space enclosure, makes a contribution, places the Greater Flamingo in a 3-space enclosure, and plays Sponsors for money.

JP gains 21 money, ZZ gains 20, GWZOO gains 22, and GEGS gains 19.

Mini Bernedoodle – Terraforming Mars

Generation 1: MSI draws 2 Venus cards, initiates the Venus Survey, uses it, and adds a delegate to the Kelvinists. PL adds a delegate to the Reds, builds Sponsored Academies, adds floater to Floating Trade Hub, elects a Luna Governor, secures a GMO Contract, sells 2 cards, and claims the Terran milestone. Celestic draws 2 floater cards, adds a delegate to Mars First, launches Titan Shuttles, adds floaters to it, develops Floater Technology, and uses it to add another floater to Titan Shuttles. KP secures Business Contacts and stages a Technology Demonstration. IC adds a delegate to Unity, develops a Strip Mine, introduces Psychrophiles and adds a microbe to it. Kelvinists become the ruling party.

Generation 2: PL adds a delegate to the Scientists, adds floaters to Floating Trade Hub, uses Board of Directors to gain a Metal-Rich Asteroid, and develops Rover Construction. Celestic adds floaters to Titan Shuttles, claims the Hoverlord milestone, uses Floater Technology to add another floater to Titan Shuttles, adds a microbe to Tardigrades, builds an Earth Office, adds a delegate to the Kelvinists, claims Asteroid Rights, and adds an asteroid to it. KC builds a Trading Colony on Luna, gains resources on itself, joins an Inventors' Guild, uses it to buy a card, and adds a delegate to the Kelvinists. IC builds a colony on Luna, and builds a Protected Valley. MSI trades with Io, spends heat to raise the temperature, builds a Melworks, uses Venus Orbital Survey, builds Refugee Camps, adds a delegate to Mars First, and builds Space Mirrors. Global Dust Storm is the global event, and Mars First becomes the ruling party.

Pomanauze – Titan

Round 6: BS gains a lion, centaur, and ogre. AY gains a troll and cyclops. CH splits a legion and gains a lion and a cyclops.

Round 7: BS splits a legion and gains a lion, a cyclops, and a troll. AY gains a cyclops and a troll. CH gains a cyclops.

Round 8: AY gains a centaur and a lion. CH gains a warlock and 2 cyclops.

Round 9: BS gains a troll and a cyclops. AY gains a lion, and ogre, and a gorgon. CH splits a legion and gains a cyclops.

Round 10: BS gains a troll and a lion, attacks AY's legion resulting in a battle where BS loses 2 ogres and 2 trolls to AY's cyclops (AY also had 2 centaurs, a lion, an ogre, and another cyclops, and gained an ogre after the battle). AY splits a legion and gains a gorgon and a lion. CH splits a legion and gains a cyclops.

Round 11: BS splits a legion. AY splits two legions and gains a cyclops, lion, and troll. CH gains 2 gorgons and a ranger.

Round 12: Bill gains a troll gargoyle, and gorgon. Andy gains a gorgon and 2 rangers. Christopher gains a troll, a gorgon, and a ranger.

Pocket Beagle – Gaia Project

mine on a Gaia planet, spend knowledge to advance in Artificial Intelligence, and spend power to gain credits. Hadsch Hallas upgrade a mine to a trading station, the trading station to a planetary institute, spend power to gain ore, terraform a volcanic planet to oxide and build a mine on it, and spend knowledge to advance in Economy.

Round 2: Xenos spend power for ore, upgrade a mine to a trading station, and place a min on a Gaia planet.

Hadsch Hallas place a mine on a Gaia planet, spend power for credits, place a mine on a Terran planet, and place a mine on an oxide planet.

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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.

