

Number 300



January/February, 2025

Notes from Hades

I wish everyone the best 2025. I hope it is an improvement over 2024.

With the new year, I have achieved a new milestone – my 300th issue of Imperium expansions. Have Kevin Wilson, Bill Scharf(\$), Chris Hibbert(\$), will this zine. I'm still enjoying running the games, but I have still noticed a drop take up to 3 more. off in the number of sign-ups, particularly on the part of a couple of my regulars. Players who have a (\$) after their name have paid the necessary game fee. While I understand if life requires a reduction in commitment, I would like more sign-ups. Also, if you have any friends into board games that would be interested in joining us here, definitely send them my way. I'm always looking for new players.

Since the last issue, six games have completed. They are: Perro de Presa 3 more. Canario, a Silverton game won by Dave Hooton, Pocket Beagle, a Gaia Project game won by Bill Scharf, Pomchi, a Discworld: Ankh Morpork game won by Bill Scharf, and Petit Basset Griffon Vendeen, an Ark Nova game won by Keith Marple, Pomeagle, a Terraforming Mars: The Dice Game won by Bill Scharf, and Poogle, a Smallworld game won by Bill Scharf. Congratulations to the winners!

The next deadline is **Tuesday, February 4 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(\$), Dave Anderson(\$), will take up to 2 more.

Polish Lowland Sheepdog: Outpost: This will use the expert rules. Have Dave Hooton(\$), Bill Scharf(\$), Andy York(\$), Dane Maslen(\$), will take up to 6 more.

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

Pomeranian Cockapoo: Dominion: Have most of the expansion sets plus some extras. Have Chris Geggus(\$), Chris Hibbert(\$), Kevin Wilson(\$), Bill Scharf(\$), Dave Hooton, will take up to 1 more.

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

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(\$), Kevin Wilson, will take up to 2 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 more.

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

Puggle: Terraforming Mars: Ares Expedition: Have the Discovery and Foundation expansions. Have Kevin Wilson, Bill Scharf(\$), Keith Marple(\$), will take up to 3 more.

Puginese: Puerto Rico: This is the base game. Have Chris Geggus(\$), Kevin

Wilson, Chris Hibbert(\$), will take up to 1 more.

Pyredoodle: Race for the Galaxy: Have The Gathering Storm and Rebel vs. 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.

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

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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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, Dave Anderson, will take up to 5 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.

Concordia: Have the Venus expansion. Have Kevin Wilson, Bill Scharf, will take up to 4 more.

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

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

7 Wonders: Have the Wonder Pack, Leaders, Cities, Babel, and Armada expansions as well as the fan-produced Ruins and Sailors expansions. Have Bill Scharf, Kevin Wilson, will take up to 6 more.

Ark Nova: A game about building a zoo. Have Keith Marple, 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. Will take up to 5.

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

Gaia Project: Have Bill Scharf, Kevin Wilson, will take up to 2 more.*

Age of Renaissance: Will take up to 6.

Discworld: Ankh Morpork: Have Kevin Wilson, will take up to 3 more.

Terraforming Mars: The Dice Game: Will take up to 4.

Terra Mystica: Have Chris Geggus, will take up to 5 more.*

Wingspan: Have the European and Oceania birds expansions. Have Dave Anderson, Chris Hibbert, will take up to 3 more.

Smallworld: Have the Be Not Afraid, Grand Dames, and Royal Bonus expansions. Will take up to 5.

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

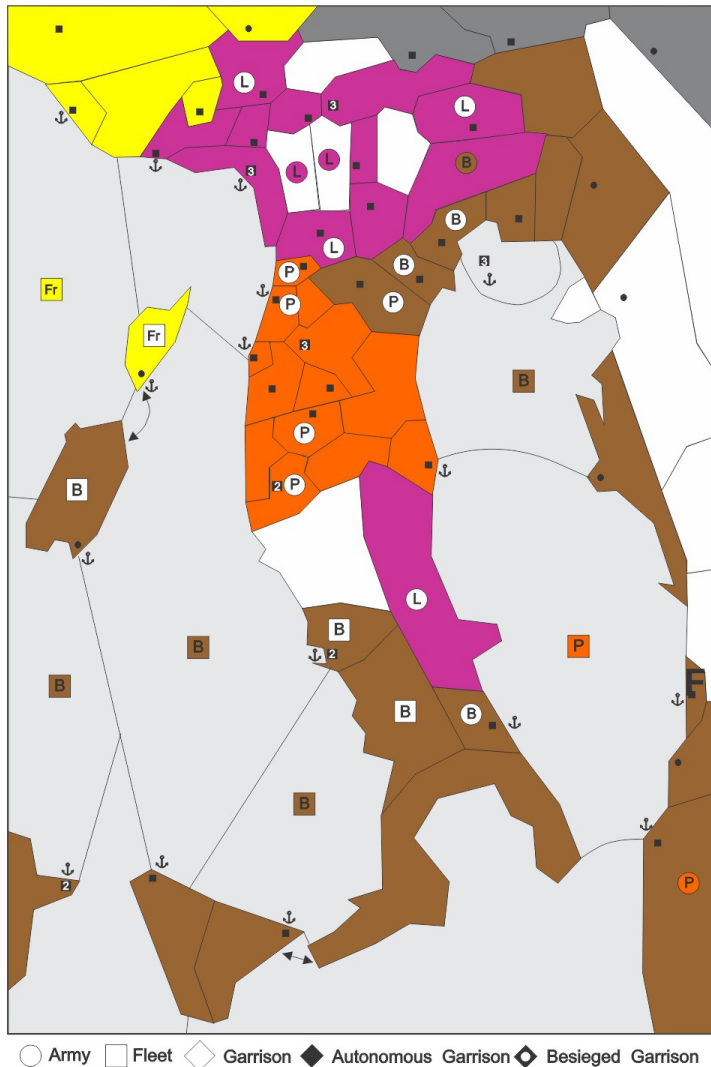
Drentsche Patrijshond

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

Deadline Summer 728: 2/4 Tuesday

France attempts a sea invasion which is repelled, while the Lombards reposition their forces. Papal ducats foster treachery among Byzantine troops..

Drentsche Patrijshond



Expenditures

Papacy spends 18 ducats to buy Byzantine F Lower Adriatic.

Outstanding Loans

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

Orders

Byzantines (Wilson): A FERRARA supports Papal A Pistoia to Bologna, A Friuli to VERONA, A BARI to Aquila, A PADUA supports A Ferrara, A TREVISO supports A Friuli to Verona, F Bologna to UPPER ADRIATIC, F Lower Adriatic supports Bari to Aquila (nsu), F SALERNO to Naples, F GULF OF NAPLES to Naples, F NAPLES to Capua, F SARDINIA supports F Central Mediterranean to Tyrrhenian Sea (cut), F WESTERN MEDITERRANEAN supports F Sardinia, F Central Mediterranean to TYRRHENIAN SEA

France (Robles): A PROVENCE to Sardinia, F CORSICA supports F Gulf of Lions, F GULF OF LIONS transports A Provence to Sardinia

Lombards (Burgdorf): A Savoy to TURIN, A Mantua to PARMA, A Montferrat to FORNOVA, A AQUILA supports Papal A Rome to Capua (cut), A MODENA supports Papal A Pistoia to Bologna, A Verona to Ferrara (Dislodged, retreat TRENT), A (EM) Cremona to MANTUA

Papacy (Narhi): A Pistoia to BOLOGNA, A ROME to Capua, A PISA besieges (autonomous garrison eliminated), A LUCCA supports Pistoia to Bologna, A Ancona to DURAZZO, A PERUGIA to Rome, F LOWER ADRIATIC transports A Ancona to Durazzo

Notes

The Lombards' army from Verona was retreated to Trent even though it could have retreated to Carinthia or Bergamo. However, had it retreated to either of the latter provinces, it would have been eliminated by famine, so I made the determination that Martin would not want that.

Spring 728 Plague

Poor Year – Column Only: Pavia, Provence (French A eliminated), Mantua (Lombard army eliminated), Treviso (Venice army eliminated)

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: 220. Currently running quizzes, Railway Rivals, Bus Boss, Hare and Tortoise, Puerto Rico, Britannia, and Settlers of Catan. Current openings for A Game of Thrones, Britannia, Bus Boss, Macao, Railway Rivals, Settlers of Catan.

UK Zines

Dane's Games Published by Dane Maslen. Current issue: 246. 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: 135. Currently running Chess; Civilization; Diplomacy the Gathering; Conquistador, Diplomacy. Game openings for Diplomacy, Chess.

God Save the Zine Published by Stephen Agar. Current issue: 22. 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: 4. Consists of 5 subzines. The Celestial Steam Locomotive by Richard Smith, issue #34. Currently

running Snakes and Ladders, Bootiful Books, Choice, House of Games, By Popular Opinion, Cyrstal Ball, Where in the World is Kendo Nagasaki?, Dilemmas, Railway Rivals, Bus Boss, Railway Rivals Partnership, Sound Charades, Crossword Puzzle. Subzine Here Be Dragons (#67) by John Walker runs Puerto Rico, Lyric Quiz, and 6 Nimmt!. Subzine The Tangerine Terror (#74)/I am the Kurious Kumquat (#4) by Howard Bishop runs The Name of the Game, Communal Don't Wordle. Subzine SubPAR (#4) by Jim Reader runs Railway Rivals, Breaking Away. Current game openings: The Celestial Steam Locomotive: Where in the World is Kendo Nagasaki? (Three Wishes variant), Fragments, Dilemmas, Dice Force, Feudality. 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, Origins of WW2, What's in Howard's Record Collection, Dos de Mayo. SubPAR: Bus Boss, Railway Rivals, Breaking Away.

US Zines

Back of the Envelope Published by Tom Howell. Current issue: 42. Currently running Railway Rivals; Snakes & Ladders; Jabba's Palace; Hangman, By Definition; Machi Koro; Fuzzy Borders; Breaking Away!; Golden Strider; 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: 434. Currently running Diplomacy, Escape from Cheesecake Island. Current game openings: None.

Email Games Report

Maltese Shih Tzu – Terraforming Mars

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

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

Generation 7: Lakefront Resorts gains energy from Atmo Collectors, trades with Luna, debarks on an Air Scrapping Expedition, funds Cyberia Systems, adds a floater to Forced Precipitation, sponsors Outdoor Sports, adds a delegate to Mars First, an animal to Stratospheric Birds, uses the Bio Printing Facility, and adds an asteroid to Rotator Impacts. Nirgal Enterprises trades with Io, uses heat to raise the temperature, adds a micro e to Psychrophiles, supports Building Industries, adds a delegate to Mars First, uses Ants to consume a microbe from Extremophiles, adds a resource to Refugee Camps, activates Orbital Cleanup, and adds another delegate to Mars First. Spire trades with Triton, builds a Cupola City, collects a Harvest, introduces Venusian Insects, adds a microbe to it, introduces GHG

Producing Bacteria and adds a microbe to it, adds a delegate to the Scientists, uses Restricted Area, and Icy Impacotrs. Poseidon adds a delegate to the Scientists, uses the Martian Media Center to add another, forms a Political Alliance, develops Rad Suits, introduces an Extreme Cold Fungus, and gains a plant from it. Ecotec uses the Energy Market, trades with Enceladus, gains a Terraforming Contract, adds an asteroid to Asteroid Rights, elects a Luna Governor, develops Solar Wind Power, plants Grass, spends plants for a greenery tile, opens a Titanium Mine, launches Satellites, adds a delegate to mars First, and a microbe to Extremophiles. Generation 8: Nirgal Enterprises trades with Luna, spends plants for a greenery tile, adds a delegate to Unity, introduces Pets, adds a resource to Refugee Camps, adds a delegate to Mars First, uses Ants, adds a microbe to Psychrophiles, uses Orbital Cleanup, establishes an Ecological Zone, plants Trees, builds a city and an Urbanized Area, builds an Ore Processor and uses it, spends heat to raise the temperature, uses Power Infrastructure, builds a city, and spends plants for a greenery tile. Spire brings down a Big Asteroid, spends plants for a greenery tile, adds a delegate to the Scientists, gains Supported Research, builds Supercapacitors, uses the Restricted Area, uses Indentured Workers to build Freyja Biodomes, adds a microbe to Venusian Insects and GHG Producing Bacteria, introduces Insects, and adds a delegate to the Scientists. Poseidon adds a delegate to Unity, introduces Tardigrades and Lichen, brings in an Asteroid, trades with Enceladus, spends heat to raise the temperature, uses Extreme Cold Fungus to add microbes to Tardigrades, plants Bushes, spends plants for a greenery tile, plants Moss, and adds a microbe to Tardigrades. Ecotec builds a city, spends plants for a greenery tile, uses the Energy Market, trades with Triton, uses Asteroid Rights, brings in Imported Nitrogen, establishes Protected Habitats, exploits a Mineral Deposit, starts Noctis Farming, spends plants for a greenery tile, builds Biomass Combustors, launches a Mining Expedition, adds a microbe to Extremophiles, and adds a delegate to Unity. Lakefront Resorts uses Rotator Impacts and Forced Precipitation, trades with Io, spends heat to raise the temperature, adds a floater to Atmo Collectors, adds an animal to Stratospheric Birds, builds a Plantation, starts Titan Air-Scrapping, builds a Titan Floating Launch-Pad, uses Titan Air-Scrapping, uses the Electro-Catapult, adds a floater to Titan Floating Launch-Pad, spends heat to raise the temperature, builds a Mohole Lake, uses the Mohole Lake, and adds a delegate to Unity. Global Event is Dry Deserts and ruling party is Unity.

Maremma Sheepdog – Terraforming Mars

| 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 5: Sp trades with Triton adds a delegate to Mars First, and starts Asteroid Mining. Sa develops Rad Suits, brings in a Convoy from Europa, digs a Mohole Area, launches Extractor Balloons, then uses them, sells a card, claims the Geologist milestone, and adds a delegate to the Scientists. I trades with Ceres, uses Red Spot Observatory, spends heat to raise the temperature, creates a Spin-Off

| 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

| 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 places a Pygmy Hippopotomus on exhibit, builds a Polar Bear Exhibit, draws Cards, builds a 2-space enclosure, supports the Africa conservation project, gains an associate, upgrades its Association card, makes a contribution, and hires an Expert in Herbivores. ZZ uses Sponsors to gain cash, gains an African partner zoo, upgrades its Animals card, places an Indian Cobra on exhibit, builds a pavilion, builds a reptile house, and uses Sponsors for cash. GWZOO builds a large aviary, draws Cards, supports a Research conservation project, makes a conservation contribution, Sponsors a Medical Breakthrough, and draws cards. GEGS gains an Asian partner zoo, upgrades its Animals card, places the African Bush Elephant on exhibit, upgrades its Association card, builds a Reptile House, and draws cards.

JP gains 24 money, ZZ gains 24, GWZOO gains 29, and GEGS gains 28.

GEGS gains an American partner zoo, gains

| Player | Corporation |
|--------------|-----------------|
| Bill Scharf | MSI |
| Keith Marple | Point Luna (PL) |
| Andy York | Celestic |

Department, adds a delegate to Mars First, adds a resource to Security Fleet, brings in a Comet, and releasing a Subterranean Reservoir. PS adds a floater to Floating Habs, claims the Hoverlord milestone, develops Forced Precipitation, moves the Mars Nomads, adds a delegate to Unity, uses Applied Science for titanium, sells a card, and adds a floater to Forced Precipitation. MI builds Solar Reflectors, launches Aerial Mappers, trades with Titan, uses Aerial Mappers, adds a delegate to the Greens, a microbe to Psychrophiles, uses Space Mirrors, and adds another delegate to the Greens.

Generation 6: Sa introduces Archaeobacteria, deploys Peroxide Power, builds an Underground City, sponsors Outdoor Sports, builds Aqueduct Systems, and adds a delegate to Mars First. I trades with Ceres, spends heat to raise the temperature, adds a resource to Security Fleet, uses Red Spot Observatory, adds a delegate to the Reds, gains an Acquired Company, builds a Venus Waystation, gains a Mining Quota, develops Local Shading, adds a floater to it, builds a Giant Space Mirror, and develops Carbonate Processing. PS introduces Sulphur-Eating Bacteria, funds the Venophile award, moves the Mars Nomads, trades with Enceladus, uses Sulphur-Eating Bacteria, uses Floating Habs to add a floater to Forced Precipitation, uses Forced Precipitation and Venus Shuttles, uses Applied Science to gain steel, builds a Great Dam, and adds a delegate to the Kelvinists. MI trades with Europa, adds a delegate to the Greens, builds a Cupola City, brings in a Giant Ice Asteroid, spends plants for a greenery tile, uses Aerial Mappers, and adds a microbe to Psychrophiles. Sp trades with Triton, adds a delegate to the Scientists, builds an Earth Office, gains a Sponsoring Nation, and builds a Miranda Resort.

Perro de Presa Canario – Silverton

has to divide resources between them until they are connected.

Turn 23: RMHL gains #68, #69, and #128. NTSB gains #98 and #118, and connects to Cimmaron. D&SF dismantles El Vado to Cuba and San Ysidro to Lee Ranch West.

Turn 24: RMHL gains #65. NTSB gains #105 and #41 and disconnects from Pagosa Springs, Durango, Farmington, and Newcomb.

Final scores are RMHL with \$59, 255, D&SF with \$50, 490, and NTSB with \$49, 025. Congratulations to Dave Hooton on his victory!

Petite Basset Griffon Vendéen – Ark Nova

reputation, makes a contribution, adds the American Alligator to the reptile house, builds a kiosk and a pavilion, and uses the Sponsors to gain money. JP draws cards, adds the Dusky Leaf Monkey to an enclosure, releases the Ring-Tailed Lemur into Serengeti National Park, makes a contribution, and adds the Common Wombat to an enclosure. ZZ draws cards, gains a University, upgrades its Association and Cards actions, builds a 4-space enclosure, and adds the Red-Shanked Duoc to it. GWZOO places the Domestic Goat in the petting zoo, and the Golden Eagle into the large aviary, releases the Golden Eagle into Bavarian National Park, makes a contribution, builds a reptile house, uses the Sponsors for cash, and draws cards.

JP gains 30 money, ZZ gains 31, GWZOO gains 31 and 1 conservation, and GEGS gains 30.

GEGS draws cards, supports the Large Animals program, makes a contribution, places Guinea Pigs in the petting zoo, an Anaconda in the reptile house, builds a 3-space and a 1-space enclosure and a pavilion, gains a couple of boost markers, hires an Expert in Asia, and draws cards. JP gains a European partner zoo, makes a contribution, builds a 2-space enclosure, adds the Greater Rhea to a 2-space enclosure, draws cards, releases the Bolivian Red Howler into the Jungle, makes another contribution, draws cards, and adds the Australian Dingo to a 3-space enclosure. ZZ Sponsors a Breeding Program, draws cards, releases the Red-Shanked Duoc into the Jungle, makes a contribution, places the White Rhinoceros in a 4-space enclosure and the Inland Taipan to the reptile house, builds a kiosk and a 4-space enclosure, draws cards, and supports the Reptiles program. GWZOO gains an African partner zoo, makes a contribution, places the Veiled Chameleon and European Grass Snake into the reptile house, builds a Technology Institute, gains an Americas partner zoo, draws cards, places the Rock Monitor and Frilled Lizard into the reptile house, and draws cards.

JP gains 32 money, ZZ gains 34 and 1 conservation, GWZOO gains 36, 1 conservation, and a boost marker, and GEGS gains 34 and a 2-space enclosure.

JP supports the Species Diversity project, makes a contribution, and gains an Australian partner zoo. ZZ builds a 3-space enclosure and a pavilion, and gains a European partner zoo. GWZOO supports the Africa program, makes a contribution, places the Horse into the petting zoo and the Maribou Stork into the large aviary. GEGS plays the Sloth Bear into a 2-space enclosure, the Sun Bear into a 2-space enclosure, supports the Species Diversity program and makes a contribution.

Final scores are GWZOO with 36, JP with 9, ZZ with -19, and GEGS with -28. Congratulations to Keith Marple on his victory!

Mini Bernedoodle – Terraforming Mars

| | |
|--------------|--------------------------------|
| Chris Geggus | Kuiper Cooperative (KC) |
| Dave Hooton | Interplanetary Cinematics (IC) |

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

Generation 3: Celestic adds a delegate to the Kelvinists, adds floaters to Titan Shuttles, builds a Frontier Town, spends plants for a greenery tile, spends an asteroid from Asteroid Rights for titanium, adds a microbe to Tardigrades, brings in a GHG Shipment, and spends heat to raise the temperature. KC adds asteroids to itself, spends them and cash for the asteroid standard project, trades with Luna, introduces Archaeobacteria, gains an Acquired Company, adds a delegate to the Kelvinists, uses Recruitment to convert a neutral delegate to its own there, and uses Inventors' Guild but discards the result. IC spends on Advertising, creates a Media Group, completes Towing a Comet, adds a delegate to the Reds, adds a microbe to Psychrophiles, builds Nuclear Power, and gains Sponsors. MSI elects a Venus Governor, adds 2 delegates to the Kelvinists, builds a Sponsored Mohole, uses Venus Orbital Survey, trades with Io, and uses Meltworks. PL uses Board of Directors to gain Anti-Desertification Techniques, adds a delegate to the Scientists, claims Mining Rights, builds a Space Station, and adds floaters to the Floating Trade Hub.

Generation 4: KC trades with Luna, uses Inventors' Guild, establishes a Land Claim, claims the Legend milestone, develops Icy Impactors, adds 2 asteroids to it, adds a delegate to the Kelvinists, and adds asteroids to itself. IC builds a Colonizer Training Camp and a city, trades with Ganymede, spends plants for a greenery tile, adds a delegate to the Reds, encourages Red Tourism, adds another delegate to

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

Round 13: Bill splits a legion and gains a centaur, ranger, and gargoyle. Andy splits a legion and gains a gorgon and a ranger. Christopher splits a legion and gains a griffon and a warlock.

Round 14: Bill gains a lion and a cyclops. Andy gains 2 rangers and a cyclops. Christopher gains a gorgon and 2 cyclopes.

Round 15: Bill gains a lion. Andy gains 2 rangers, a troll, a cyclops, and a gorgon. Christopher splits 2 legions and gains a lion and a troll.

Round 16: Bill gains a griffon. Andy gains a troll, 2 cyclopes, and 2 rangers. Christopher gains a gorgon and engages one of Bill's legions. Bill's 3 lions and 1 ranger defeat Christopher's 3 lions, 1 griffon, and 1 angel, while losing a lion and a ranger. Bill gains a ranger.

Round 17: Bill gains 2 cyclopes. Andy gains 3 rangers and a lion. Christopher gains a ranger, gorgon, centaur, and ogre.

Round 18: Bill gains a cyclops and a griffon. Andy

the Reds, and adds a microbe to Psychrophiles. MSI trades with Callisto, gains Sister Planet Support, uses Meltworks, builds a Corporate Stronghold, uses the Venus Orbital Survey and Space Mirrors, joins the Great Escarpment Consortium, and adds a delegate to the Reds. Point Luna uses Board of Directors to gain Biolab, uses Hired Raiders against Celestic, develops Advanced Alloys, converts the floaters on Floating Trade Hub to titanium, and builds an Earth Elevator. Celestic adds 2 floaters to Titan Shuttles using itself and Floater Technology, develops Floater Prototypes, converts 16 floaters on Titan Shuttles to titanium, adds a delegate to Unity, a microbe to Tardigrades, and a microbe to Psychrophiles.

Generation 5: IC trades with Luna, hires Neptunian Power Consultants, starts Titan Air-Scraping, adds floaters to it, adds a microbe to Psychrophiles, and adds 3 delegates to the Scientists. MSI trades with Io, uses Venus Orbital Survey, spends heat to raise the temperature, funds the Venophile award, sells 2 cards, launches Venus Shuttles, uses Meltworks, and adds a delegate to the Scientists. PL uses Board of Directors to acquire a Loan, adds a delegate to the Reds, develops Solar Logistics, builds a Space Elevator, uses the Space Elevator, and develops Tectonic Stress Power. Celestic builds an Earth Catapult, adds a microbe to Tardigrades, adds a delegate to Unity, adds a floater to Titan Shuttles with itself, installs Dust Seals, adds a floater to Titan Shuttles with Floater Technology, adds 2 floaters to Titan Shuttles, and an asteroid to Asteroid Rights. Kuiper Cooperative builds Micro-Mills, Biomass Combustors, uses Inventors' Guild, builds a Toll Station, starts Energy Tapping, introduces Extremophiles, adds a microbe to it, adds resources to itself, and a delegate to the Scientists. Global Event is War on Earth, and ruling party are the Scientists.

Generation 6: MSI uses Venus Shuttles, builds a Field-Capped City, uses Venus Orbital Survey, exploits a Mining Area, adds a delegate to the Scientists, and uses Meltworks. PL trades with Europa, adds a delegate to the Scientists, uses the Space Elevator, builds Shuttles, funds the Miner award, builds a Corona Extractor, brings in a Spin-Inducing Asteroid, develops Sub-Crust Measurements, uses it, and adds floaters to the Floating Trade Hub. Celestic adds a delegate to Mars First, launches a Lagrange Observatory, builds Jet Stream Microscrapers, adds floaters to it, uses Asteroid Rights, adds a floater to Titan Shuttles, uses Floater Technology to add a floater to Titan Shuttles, adds more floaters to Titan Shuttles, adds a microbe to Tardigrades, develops Underground Detonations, and uses it. KC trades with Luna, uses Icy Impactors, deploys a Magnetic Shield, launches Orbital Reflectors, adds asteroids to itself, builds a standard Aquifer, initiates Laser Dusk Mining, adds a microbe to Extremophiles, adds a delegate to the Kelvinists, and builds Space Hotels. IC trades with Titan, uses Titan Air Scraping, builds a Research Outpost, launches Cyberia Systems, adds a microbe to Psychrophiles, and adds a delegate to Mars First. Interplanetary Trade is the global event and the new ruling party is Unity.

Pomanauze – Titan

splits 2 legions, gains 2 rangers, a gorgon, and a lion and engages a legion of Christopher's. Christopher's 3 centaurs and 1 lion flee and Andy gains a warlock. Christopher gains a cyclops and a ranger and engages a legion of Andy's. Andy's 1 troll and 2 rangers and Christopher loses 2 cyclopes by Agreement.

Round 19: Bill splits 2 legions and gains 2 rangers. Andy gains 2 cyclopes and a minotaur. Christopher gains a warlock, a gorgon, and a ranger.

Round 20: Bill gains a hydra. Andy splits 2 legions, gains a warbear, and engages Gem, Flaming Scimitar, and Cross. In the Ballista vs. Cross Engagement, it is a Battle. Andy's 2 ogres, 3 cyclopes, and 2 gorgons take on Bill's 2 centaurs and 3 cyclopes, and everyone dies. In the Anchor vs. Gem Engagement, it is also a Battle. Andy's 3 lions, 2 rangers, and a minotaur destroy Christopher's cyclops and 3 gorgons while losing 2 lions and a ranger, but gain an angel. In the Face vs. Flaming Scimitar Engagement, it is once again a Battle. Andy's 2 trolls and 3 rangers take out Bill's 3 lions while losing a ranger, but gaining an angel. Christopher gains a ranger and engages Egg and Tornado. The Dagger vs. Egg Engagement results in an Agreement, where Andy loses 3 centaurs and 3 lions, while Christopher loses 2 cyclopes and 2 gorgons. The Frog vs. Tornado Engagement is a titan on titan battle. Christopher defeats Andy's 2 ogres, ranger, and titan while losing a troll and 4 warlocks. Christopher gains an angel and eliminates Andy.

Round 21: Bill gains 2 rangers. Christopher gains a gorgon, a ranger, and a gargoyle.

Round 22: Bill gains 2 gorgons and a ranger. Christopher splits a legion.

Round 23: Christopher gains a gargoyle, a troll, and a gorgon.

Round 24: Bill gains a guardian, a behemoth, and a warbear. Christopher gains a troll, a gargoyle, and a lion.

Round 25: Bill gains 2 gorgons and a lion. Christopher gains a troll and a gorgon.

Round 26: Bill splits a legion and musters a troll and a warbear. Christopher splits a legion and musters a troll.

Pocket Beagle – Gaia Project

Intelligence, spend power for ore, form a federation, place a mine on a Gaia planet, charge power, and place a mine on a swamp planet. Hadsch Hallas spend power for credits, upgrade a mine to a trading station, upgrade a trading station to a research lab, advance in Economy, spend power for knowledge, spend knowledge to advance in Terraforming, and upgrade a mine to a trading station.

Round 4: Hadsch Hallas upgrades a research lab into an academy, advancing to level 2 in Terraforming, form a federation, charge 4 power, spend power for ore, spend knowledge to advance to level 3 in Terraforming, gain a

| Player | Faction |
|--------------|---------------|
| Bill Scharf | Xenos |
| Kevin Wilson | Hadsch Hallas |

Round 3: Xenos upgrade a trading station to a research lab, advance in Terraforming, upgrade a research lab into an academy, advance in Artificial

Q.I.C., spend power to gain power, and build a mine. Xenos spend power to gain credits, upgrade a mine into a trading station, charge 4 power, spend knowledge to advance to level 2 in Terraforming, and place a mine.

Round 5: Xenos spend power for credits, spend knowledge to advance to level 3 in Terraforming, charge power, spend knowledge to advance to level 4 in Terraforming, build a mine, upgrade a trading station to a research lab, gaining a tech tile and advancing to level 5 in Terraforming, gaining a federation tile, spend power to gain power, upgrade a research lab to an academy, gaining a tech tile and

| Player | Country |
|--------------|-----------|
| Bill Scharf | London |
| Dave Hooton | Barcelona |
| Chris Geggus | Venice |
| David Hood | Paris |
| Bob Robles | Genoa |

Round 1: London plays Stone twice, buys a ship upgrade and stabilization, and expands to York, Edinburgh, Chester, and Portsmouth. Barcelona plays Stirrups, buys a ship upgrade, and expands to Barcelona, Montpellier, Basque, Valencia, Grenada, Toledo, and Toulouse. Genoa plays Fur, buys Caravan, and expands to Rome, Naples, Marseilles, Lyon, and St. Gali. Paris plays The Crusades, gaining Cyprus, buys a ship upgrade and stabilization, and expands to Loire, Dijon,

| Player | Faction |
|------------------|------------------------|
| Kevin Wilson | PIKES |
| Bill Scharf | FASBES |
| Christopher Hunt | The Blue Meanies (TBM) |

PIKES is P-Math Institute of Klatch, Ee section. FASBES is the Freedom And Soft Boiled Egg Society.

Round 1: PIKES plays Here'N'Now to no effect and The Fools' Guild on The Blue Meanies and place a minion in Dimwell. FASBES play The Librarian. TBM play Gimlet's Dwarf Delicatessen and place a minion in Dragon's Landing.

Round 2: PIKES plays Inigo Skimmer, removing a Blue Meanie minion from Dolly Sisters. FASBES plays Mr. Boggis and places a minion in Dimwell. TBM plays Leonard of Quirm.

Round 3: PIKES plays Rosie Palm on FASBES and places a minion in Nap Hill. FASBES plays The Opera House and builds in Dolly Sisters. TBM plays The Thieves' Guild and places a minion in The Hippo.

Round 4: PIKES plays The Duckman. FASBES

| Player | Corporation |
|--------------|-------------|
| Keith Marple | Helion |
| Bill Scharf | Teractor |
| Chris Geggus | UNMI |

We are playing on the Hellas board.

Round 1: Helion plays Deep Well Heating. Teractor

advancing to level 4 in Artificial Intelligence, form a federation, gain a Q.I.C., spend Q.I.C. for an advanced tech tile, gain 5 credits and a Q.I.C. Hadsch Hallas charge 4 power, discard a power to charge a power, spend power for ore, gain a Q.I.C., spend power for terraforming steps and build a mine, upgrade a mine to a trading station, upgrade another mine to a trading station, upgrade a trading station to a research lab, gaining a tech tile and advancing to level 4 in Economy, and form a federation.

Round 6: Hadsch Hallas spend power for credits, place a mine, gain a Q.I.C., place another mine, spends power to advance to level 5 in Economy, charge power, spend knowledge to advance to level 4 in Terraforming, place a mine, place another mine, and upgrade a trading station to a research lab, gaining a tech tile and advancing to level 1 in Gaiaforming. Xenos spend power for ore, place a mine, place another mine, upgrade a mine to a trading station, gain 5 credits and 1 Q.I.C., charge 4 power, place another mine, spend Q.I.C. to score VP, spend knowledge to advance to level 1 in Navigation, spend Q.I.C. to rescore a federation, upgrade a mine to a trading station, and gain a Q.I.C.

Final score is Xenos with 142 and Hadsch Hallas with 135. Congratulations to Bill on his victory!

Pitsky – Age of Renaissance

Strasbourg, Smuyna, Bordeaux, St. Malo, Acre, and Bourges. Venice plays Civil War on Barcelona, who loses cash, Armor, and War! on Paris, gaining Paris, buys Caravan, and expands to Bessel, Prague, Nuremberg, Milan, Dubrovnic, Belgrade, and Budapest.

Round 2: Genoa buys a ship upgrade and Urban Ascendancy and expands to Florence, Cagliari, and Sicily. Venice plays Dionysus Exiguus and St. Benedict, buys Written Record and Patronage, and expands to Cologne, Vienna, Salonika, and Salzburg. London plays Wool, buys a ship upgrade and The Heavens, and expands to Waterford, Iceland, Bergen, buys a card, Wales, and Shetland. Barcelona plays Alchemist's Gold on Venice, buys a ship upgrade and The Heavens, and expands to Tripoli, Tunis, Algiers, Fez, Seville, and Lisbon. Paris plays Revolutionary Uprisings and Cloth/Wine as Wine, buys a ship upgrade, Overland East, and Urban Ascendancy, and expands to Constantinople, Varna, Angora, Trebizond, Erzerum, Aleppo, Acre, Suez, Cairo, Alexandria, and Kaffa.

Round 3: Genoa plays Charlemagne and a Rebellion in Tunis, buys a ship upgrade and Nationalism, and expands to Bari, Oran, and Barca. Barcelona plays Rashid ad Din, buys a ship upgrade, Overland East, and Written Record, and expands to Lisbon and West Africa. London plays Timber and Ivory/Gold as Ivory, buys Seaworthy Vessels, buys a card, and expands to Armach, Konigsberg, and Cornwall. Venice buys Overland East and Printed Word, and expands to Bourges, Dijon, Varna, and Gallipoli. Paris buys Holy Indulgence and expands to Kiev, Tana, Poti, Crete, Alexandria, and unsuccessfully to Nuremberg and Varna.

Pomchi – Discworld: Ankh Morpork

plays Captain Carrot. The Blue Meanies play Rincewind, causing an Earthquake, and the Pink Pussyat Club.

Round 5: PIKES plays Harry King. FASBES plays Mr. Bent and uses Dolly Sisters to place a minion in Dolly Sisters. The Blue Meanies play Mrs. Cake and build in Dragon's Landing.

Round 6: PIKES plays The Mended Drum and builds in The Scours. FASBES plays Gaspode. The Blue Meanies play The Dysk.

Round 7: PIKES plays Foul Ole Ron and Zorgo the Retro-Phrenologist, building in Dimwell. FASBES plays Mr. Gryle. The Blue Meanies play The Fire Brigade on PIKES, who pay up, and Hex.

Round 8: PIKES plays Nobby Nobbs and Harga's House of Ribs, and uses Dimwell to place a minion in Longwall. FASBES plays The Ankh Morpork Sunshine Dragon Sanctuary and The Peeled Nuts. The Blue Meanies play Dr. Whiteface on PIKES, who accepts it.

Round 9: PIKES plays Sacharissa Crisplock and uses Dimwell to place a minion in The Shades. FASBES plays The Bank of Ankh Morpork and uses Dolly Sisters to place a minion in Unreal Estate. The Blue Meanies play The History Monks.

Round 10: PIKES plays The Seamstress' Guild on The Blue Meanies, and uses Dimwell to place a minion in The Shades. FASBES plays Drumknott, The Post Office and C.M.O.T. Dibbler, and uses Dolly Sisters to place a minion in Nap Hill. The Blue Meanies play the Agony Aunts, FASBES counters with the Fresh Start Club.

Round 11: PIKES plays Dr. Crucis, removing a FASBES minion, and uses Dimwell to place a minion in Longwall. FASBES plays Mr. Teatime, removes a PIKES minion, The Bursar, bringing in Bloody Stupid Johnson, and Archchancellor Ridcully, generating a Flood in Longwall. The Blue Meanies play Queen Molly on FASBES, who counter with Wallace Sonky.

Round 12: PIKES plays Stanley on FASBES. FASBES reveals that he is Lord Vetinari and has minions in 10 areas, winning the game! Congratulations to Bill Scharf on his victory!

Pomeagle – Terraforming Mars: The Dice Game

plays Import of Advanced GHG. UNMI plays Imported Nitrogen.

Round 2: Helion plays a Small Asteroid. Teractor takes a Production turn. UNMI introduces Decomposers.

Round 3: Helion takes a Production turn. Teractor starts Lobbying. UNMI gains Effective Storage.

Round 4: Helion builds a Corporate Stronghold and gains a Delivery. UNMI takes a Production turn.

Round 5: Helion takes a Production turn. Teractor builds a Protected Valley.

Round 6: Helion builds a Cupola City. Teractor spends credits for VP.

Round 7: Helion builds Greenhouses and claims the Legend milestone. Teractor spends heat to raise the temperature.

Round 8: Teractor seeds Arctic Algae. UNMI seeds Snow Algae.

Round 9: Teractor takes a Production turn.

Round 10: Helion brings in a Giant Ice Asteroid, gaining the Researcher. Teractor founds an Open Market.

Round 11: Helion uess the Researcher. Teractor brings in a Seed Shipment. UNMI establishes a Peninsula and builds a Hive City.

Round 12: Teractor plants Lichen and claims the Award Nominee milestone. UNMI exploits a Strip Mine.

Round 13: Helion, Teractor, and UNMI all take Production turns.

Round 14: Teractor establishes a Homeworld Headquarters. UNMI gains an Acquired Company.

Round 15: Helion develops Regolith Processors. Teractor builds an Urbanized Area and gains a

| Player | Faction |
|------------------|-----------------|
| Kevin Wilson | Cultists |
| Christopher Hunt | Chaos Magicians |
| Bill Scharf | Auren |

Round 1: Cultists upgrade a dwelling to a trading post, upgrade the trading post to a temple, place a dwelling, spend power for a priest, and commit a priest to the Earth cult. Chaos Magicians upgrade a

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

We are using the European expansion.

Round 1: Dave plays the Stellar's Jay in the forest and the Wood Stork in the wetlands. Chris G. plays the Cooper's Hawk in the forest, the Barn Swallow in the wetlands, and the European Honey Buzzard in the

Players are: Bill Scharf (BS), Christopher Hunt (CH), and Kevin Wilson (KW).

Round 1: BS takes the Bivouacking Pixies and attacks a couple of Lost Tribe areas. CH takes the Barricade Skeletons and attacks a couple of Lost Tribe tokens. KW takes the Mercenary Priestesses and attacks a Lost Tribe area.

Round 2: BS's Bivouacking Pixies attack 2 more Lost Tribe areas. CH's Barricade Skeletons attack a Lost Tribe area. KW's Mercenary Priestesses consolidate.

Round 3: BS's Bivouacking Pixies attack a Lost Tribe area. CH's Barricade Skeletons attack a Lost Tribe area and a Priestess area. KW's Mercenary Priestesses go into decline.

Round 4: BS's Bivouacking Pixies expand to empty

Coordinator. UNMI gains a Bio Import.

Round 16: Helion develops Tectonic Stress Power. Teractor brings Diemos Down. UNMI establishes a National Park.

Round 17: Helion and Teractor each take a Production turn. UNMI builds a Swamp.

Round 18: Helion places an ocean. Teractor introduces Livestock. UNMI takes a Production turn.

Round 19: Helion takes a Production turn. Teractor develops Industrial Microbes.

Round 20: Helion places an ocean. Teractor plants Bushes. UNMI raises the temperature, gaining Efficient.

Round 21: Helion builds a city. Teractor takes a Production turn. UNMI plants a Deep Forest.

Round 22: Helion takes a Production turn. Teractor uses the Open Market and Homeworld HQ and builds a Medical Lab.

Round 23: Helion raises the temperature. Teractor builds the Martian Zoo.

Round 24: Helion places an ocean. Teractor takes a Production turn

Round 25: Helion takes a Production turn. Teractor sends out a Mining Expedition. UNMI carries out a Biogas Experiment.

Round 26: Teractor establishes a Media Group. UNMI gains Martian Allies.

Round 27: Helion places an ocean. Teractor develops Aquifer Pumping. UNMI takes a Production turn.

Round 28: Helion raises the temperature. Teractor uses Industrial Microbes and Aquifer Pumping, triggering game end. UNMI develops Decomposers.

Round 29: Helion spends credit to gain VP. Teractor uses Lobbying and introduces Pets.

Final scores are Teractor with 52, Helion with 39, and UNMI with 29. Congratulations to Bill Scharf on his resounding victory!

Poochon – Terra Mystica

dwelling to a trading post, spend power for coins, upgrade the trading post to a temple, and advance in the Fire cult. Auren upgrade a dwelling to a trading post, upgrade the trading post to a stronghold, build a bridge, advance in the Air cult, and build a dwelling. Cultists gain 2 shovels from cult bonuses.

Round 2: Chaos Magicians place a dwelling, commit a priest to the Fire cult, commit a priest to the Air cult, spend power to gain a priest, and commit a priest to the Fire cult. Cultists commit a priest to the Water cult, advance in the Air cult, upgrade a dwelling to a trading post, spend power for workers, place a dwelling, and place another dwelling. Auren spend power for coins, buy a priest, reduce the cost of shovels, and advance in the Air cult.

Pugalier – Wingspan

forest. Chris H. plays the Little Bustard and the Killdeer in the grasslands, the Cassin's Finch in the forest, and the Griffon Vulture in the grassland. Bill plays the Common Chiffchaff in the wetlands and the Common Chaffinch in the forest.

Round 2: Chris G. plays the American Avocet in the wetlands and the Chihuahuan Raven in the grassland.

Chris H. plays the Fish Crow in the forest, the Roseate Spoonbill in the wetlands, and the Red-Winged Blackbird in the grassland. Bill plays the Sandhill Crane in the wetlands and the Red-Breasted Nuthatch in the forest. Dave plays the Indigo Bunting and Common Raven in the grassland.

Poogle – Smallworld

areas. CH's Barricade Skeletons attack 2 Pixie areas. KW selects the Behemoth Tritons, attacking 2 Skeleton areas.

Round 5: BS's Bivouacking Pixies go into decline. CH's Barricade Skeletons go into decline. KW's Behemoth Tritons attack a Pixie area and a Skeleton area.

Round 6: BS selects the Underworld Pygmies and attack 2 Skeleton areas. CH selects the Wealthy Giants and attack 3 Triton areas. KW's Behemoth Tritons attack a Giant area.

Round 7: BS's Underworld Pygmies attack a Skeleton area. CH's Wealthy Giants attack a Triton area. KW's Behemoth Tritons go into decline.

Round 8: BS's Underworld Pygmies attack a Triton area. CH's Wealthy Giants go into decline. KW' selects the Berserk Igors, attacking 3 Pixie areas.

Round 9: BS's Underworld Pygmies attack a Triton area. CH selects the Stout Gypsies, attacking 2 Pixie areas. KW's Berserk Igors attack 2 Giant areas and 1 Pixie area.

Round 10: BS's Underworld Pixies fail to expand. CH's Stout Gypies attack 2 Pixie areas and a Pygmy area. KW's Berserk Igors attack a Pygmy area.

Final score is Bill with 128, Kevin with 81, and Christopher with 73. Congratulations to Bill Scharf on his resounding victory!

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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.