

Number 294



June/July, 2024

Notes from Hades

Last week, my wife and I attended a project retreat for the NASA project I more.

work on. It was held at the Asilomar Hotel and Conference Grounds, in Pacific Grove, California, right next to Monterey. The facility was originally a YWCA camp back in the early part of the 20th century, but it has been upgraded some. The room my wife and I stayed in was in a building that housed the male kitchen staff. They were known for raiding the desserts, so they became known as the "Pie Rats", which became Pirates, and the building is still known as the Pirates' Den. The facility is right next to the beach, and not far from the Monarch Butterfly Sanctuary. The latter did not have any butterflies in it as were there the wrong season. One of the days, we were split up into teams for team-building scavenger hunt. This took us to Carmel, down Pebble Beach, and around Monterey, including to the John Denver memorial which is at the spot where he crashed his experimental plane and died. Celeste I were able to use the drives to and from the retreat to visit some of our favorite spots along the California coast. Overall, it was a very nice trip, and Celeste meet many of my co-workers.

Since the last issue, seven games have completed. They are: Jack Chi, Terraforming Mars game won by Dave Hooton, Irish Wolfhound, won by Horgi, a Puerto Rico game won by Kevin Wilson, Lagotto Romagnolo, a Game won by Keith Marple, Labrabull, a History of the World game won by Scharf, and Labradoodle, a Puerto Rico game won by Andy York. Congratulations to the winners!

The next deadline is **Tuesday, July 2 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.

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

Labsy: Power Grid: Have 14 different maps, the alternate deck, some promo cards, and the Power Crisis unofficial expansion. Have Kevin Wilson(\$), Andy York(\$), Dave Hooton(\$), Bill Scharf(\$), will take up to 2 more.

Lhasapoo: Settlers of Catan: Have the Seafarers and the Knights and Cities expansions. Have Kevin Wilson, Andy York(\$), Dave Hooton, Chris Geggus(\$), will take up to 2 more.

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

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

Manchester Terrier: Wingspan: Have the European and Oceania birds

expansions. Have Keith Marple, Kevin Wilson, Chris Geggus, will take up to 2

Maremma Sheepdog: Terraforming Mars: Have the Hellas & Elysium plus 3 Have Christopher Hunt(\$), Chris Geggus, Kevin Wilson, will take up to 2 more.

Mastador: Puerto Rico: This will include the Buildings expansion. Have Christopher Hunt(\$), Chris Geggus, Kevin Wilson, will take up to 1 more.

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

Meagle: Suburbia: Have the Suburbia, Inc., 5 Star expansions, and Nightlife expansions as well as the Cons and Essen Spiel additions. Have Christopher Hunt(\$), Dave Hooton, Andy York(\$), will take up to 2 more.

Mini Bernedoodle: Terraforming Mars: Have the Hellas & Elysium plus 3 fan-developed maps, Venus Next, Prelude, Colonies, and Turmoil expansions. Have Chris Geggus, Kevin Wilson, Andy York(\$), will take up to 2 more.

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

Wish List

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

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

Have Andy York, Bob Robles, 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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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

2038: Have Bill Scharf, Dave Hooton, will take up to 4 more.

A Game of Thrones: This is the Second Edition and will be GMed by Kevin Wilson. Have Bill Scharf, will take up to 5 more.

Power Grid Factory Manager: Have Andy York, Chris Geggus, will take up to 3 more.

New World: Have Bob Robles, Andy York, will take up to 4 more.

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

Liftoff: Have the Mars Landing variant I created as an option. Have Andy York, Bill Scharf, will take up to 2 more.

Dune: Have the Tleilaxu, Ixians, and Lansraad variants available, and can potentially play with the Spice Harvest and Duel expansions if playing by email. Have Kevin Wilson, Bill Scharf, Bob Robles, will take up to 4 more.

Machiavelli: Scenario and optional rules by player vote. Have Kevin Wilson, Bob Robles, will take up to 6 more.

Kremlin: Will use the cards from the Revolution expansion and the extra cards originally published in The General. Have Kevin Wilson, Bill Scharf, Bob Robles, will take up to 3 more.

Century Spice Road: Have Chris Geggus, Christopher Hunt, will take up to 4 more.

Outpost: This will use the expert rules. Have Dave Hooton, Bill Scharf, Andy York, will take up to 7 more.

Titan: Have Christopher Hunt, Bill Scharf, Andy York, will take up to 3 more.

Age of Renaissance: Have Chris Geggus, Dave Hooton, Christopher Hunt, will take up to 3 more.

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

expansions. Have Christopher Hunt, Kevin Wilson, will take up to 5 more.

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

Puerto Rico: This will include the Nobles expansion. Have Kevin Wilson, Andy York, will take up to 2 more.

Lords of Waterdeep: Have the Scoundrels of Skullport expansion. Have Kevin Wilson, Chris Geggus, will take up to 4 more.

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

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

Robo Rally: I have the Avalon Hill version. Have Chris Geggus, Dave Hooton, Chris Hibbert, will take up to 4 more.

Andy York, will take up to 5 more.

Smallworld: Have the Be Not Afraid, Grand Dames, and Royal Bonus expansions. Have Andy York, will take up to 5 more.

expansions. Have Kevin Wilson, Andy York, will take up to 3 more.

Terraforming Mars: Ares Expedition: This is the Crisis cooperative expansion. that are underlined will be played by email, and the status of those games may be updated more frequently than the zine issues.

Have Kevin Wilson, Andy York, will take up to 2 more.

Disworld: Ankh Morpork: Have Kevin Wilson, Andy York, will take up to 2

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

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

Terraforming Mars: The Dice Game: Have Kevin Wilson, will take up to 3 more.

7 Wonders: Have the Wonder Pack, Leaders, Cities, Babel, and Armada expansions. Have Kevin Wilson, will take up to 7 more.

Dominion: Have most of the expansion sets plus some extras. Have Dae Hooton,

Terraforming Mars: Ares Expedition: Have the Discovery and Foundation

In general, game ownership is recommended, but not required. Game names

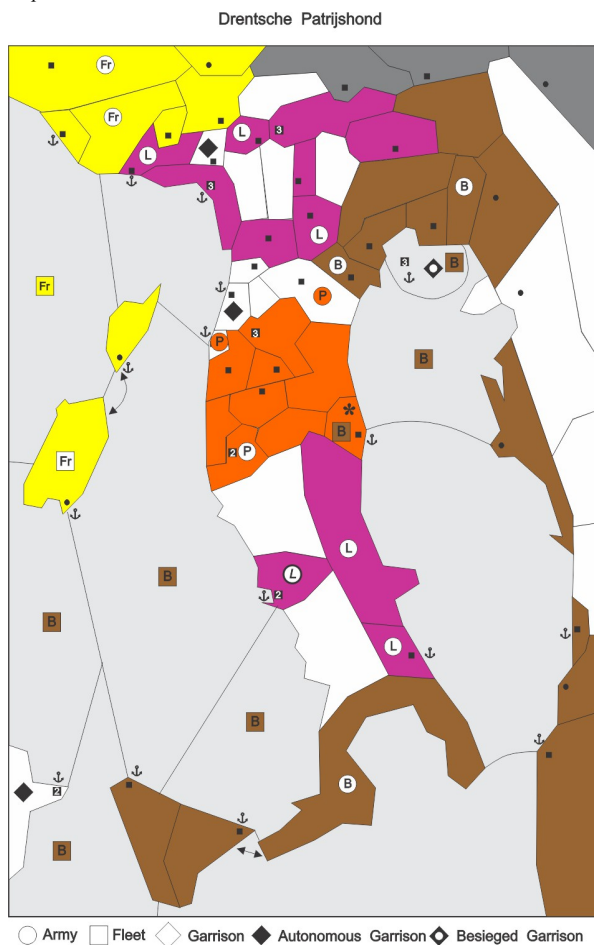
are underlined will be played by email, and the status of those games may be

Drentsche Patrijshond

Machiavelli – Standard Victory Conditions, Natural Disasters, Special Units, Moneylenders, Conquest, White Press Summer 726

Deadline Fall 726: 7/2 Tuesday

France pulls back on land and advances at sea, the Lombards maintain a defensive posture in the south while shoring up their northern borders, and Byzantium attacks the Pope.



Orders

- Byzantines (Wilson): A FERRARA holds, A Carniola to FRIULI, A OTRANTO to Bari, F UPPER ADRIATIC supports F Lower Adriatic to Ancona, F Gulf of Naples to TYRRHENIAN SEA, F VENICE besieges, F Tyrrhenian Sea to WESTERN MEDITERRANEAN, F Lower Adriatic to ANCONA, F CENTRAL MEDITERRANEAN supports F Tyrrhenian Sea to Western Mediterranean, F Messina to GULF OF NAPLES
- France (Robles): A Turin to AVIGNON, A Saluzzo to PROVENCE, F SARDINIA supports F Marseilles to Gulf of Lions, F Marseilles to GULF OF LIONS
- Lombards (Burgdorf): A Milan to PAVIA, A Modena to MANTUA, A Genoa to SAVOY, A AQUILA supports A Bari, A BARI supports A Aquila (cut), A (EM) NAPLES supports A Aquila
- Papacy (Narhi): A Sienna to PIOMBINO, A ROME holds, A Urbino to BOLOGNA, F Ancona holds (DISLODGED, retreat Urbino, garrison, OTB)

Zine Report

Australian Zines

Damn the Consequences Published by Brendan Whyte. Current issue: 235. Runs Banbury Merton St (number game), Bonnie Brae (number game), Roborally, Pandemic (COVID variant), Railway Rivals, Where the #\$\$%& on the Tube is

Kendo Nagasaki?, Choice. Current openings Banbury Merton St (number game), Bonnie Brae (number game), Bus Boss, Napoleonic Diplomacy, Beatlemania, Wooden Ships & Iron Men, Café International, Backpacks and Blisters, Sopwith,

McMulti, Railway Rivals, Commissioned, Britannia, Maneater, Air Charter, NOMIC, Dot Boom, Machiavelli, Diplomacy, Poleconomy.

Western Front Published by Brad Martin. Current issue: 214. Currently running

UK Zines

Dane's Games Published by Dane Maslen. Current issue: 240. 6 Nimmt!, By Popular Demand, Choice, Dead Pool, Grand National, 'Nantwich' Outpost, Where in the World is Kendo Nagasaki?, Word Puzzle. Current openings for 6 Nimmt!, Bier Börse, Outpost, Reduced Randomness Railway Rivals, Where in the World is Kendo Nagasaki, Grand National, Where is My Mind?, Word Puzzle.

Fury of the Northmen Published by Colin Bruce. Current issue: 129. Currently running Chess; Civilization; Diplomacy; Conquistador, Victory in the Pacific. Game openings for Diplomacy, Chess.

God Save the Zine Published by Stephen Agar. Current issue: 16. Currently running Diplomacy, Black Hole Diplomacy II, Bourse, Intimate Diplomacy Tournament, Gunboat Hoplite Wars IV, Sopwith. Game openings for Diplomacy, Mercator XIV, Maneater.

Back of the Envelope Published by Tom Howell. Current issue: 35. Currently running Railway Rivals; Hangman, By Definition; Love Letter; Where in the World is Kendo Nagasaki?; Machi Koro; Snakes & Ladders; Jabba's Palace. Current game openings: Diplomacy, Dominion, Dream Mile, 6-Nimmit!, Breaking Away!, Golden Strider, Eat Me!.

Cheesecake Published by Andy Lischett. Current issue: 427. Currently running

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quizzes, Railway Rivals, Bus Boss, Hare and Tortoise, Puerto Rico, and Britannia. Current openings for Britannia, Bus Boss, Railway Rivals, Settlers of Catan.

Variable Pig Edited by Jim Reader, published by Richard Smith. Current issue: 207. Currently running a song lyric quiz, By Variable Demand, Breaking Away, Bus Boss, Fair Means or Foul, Railway Rivals, Sopwith. Subzine Here Be Dragons, runs Queuedo, Puerto Rico, and Rock, Paper, Scissors. Subzine The Celestial Steam Locomotive by Richard Smith runs House of Games – No Research Variant; By Popular Opnion; Dilemmas, Railway Rivals; Where in the World is Kendo Nagasaki; Crystal Ball; Century Spice Road; Bus Boss; Railway Rivals Partnership; Sound Charades. Subzines offer By Variable Demand, Nearly the Best Game in the World, 6-NIMMIT!, Feudality, Dice Forge, Where in the World is Kendo Nagasaki (Temperature Control variant), Lyric Quiz, Railway Rivals, House of Games (No Research), By Popular Opinion. Note, Jim has announced that he is running it down to a fold.

US Zines

Diplomacy, Escape from Cheesecake Island. Current game openings: Diplomacy. *Eternal Sunshine* Published by Doug Kent. Current issue: 180. Remaining Diplomacy game has completed. Subzine Out of the Way, by Andy York currently is not running any games. No current game openings. The next issue with be the final one.

Email Games Report

Jack Chi – Terraforming Mars

Player	Corporation
Andy York	Ecoline
Dave Hooton	Thorgate
Bill Scharf	Cheung Shing Mars
Kevin Croskery	Arklight

Chris Geggus	Credicor
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We are using the Prelude and Colonies expansions.

Generation 8: Thorgate brings in Imported Hydrogen, brings Deimos Down, and sells 2 cards.

All global parameters are at maximum. Arklight and Ecoline place a final greenery tile each. Final scores are: Thorgate at 85, Credicor at 70, Arklight at 61, Ecoline at 57, and Cheung Shing Mars at 54. Congratulations to Dave Hooton on his victory!

Irish Wolfhound – Lords of Waterdeep

Round 8: The Harpers build The Palace of Waterdeep and discard the Steal from House Adarbrent quest. The Knights of the Shield take the Deal with the Black Viper quest and discard the Establish Harpers Safe House quest. The Red Sashes compete the Install a Spy in Castle Waterdeep quest and discard the Confront the Xanathar quest.

Final score is Knights of the Shield with 220, Red Sashes with 197, and Harpers with 187. Congratulations to Chris Geggus on his victory!

Horgi – Puerto Rico

Harbor, trades coffee, and ships sugar. York is the Prospector, builds a Small Warehouse, trades tobacco, and ships sugar. Hibbert is the Captain, builds a Large Market; trades tobacco; and ships indigo.

Round 11: Geggus is the Mayor, populates the tobacco plantation, quarry, and Harbor, takes an indigo plantation, builds a Factory, and trades corn. York is the Settler, populates the Small Warehouse and corn plantation, takes a sugar and corn plantation, and builds a Coffee Roaster. Hibbert is the Builder, populates the Large Market, takes a sugar plantation, builds a City Hall, and trades tobacco. Wilson is the Trader, populates the Residence, takes a quarry, builds a Harbor, and trades tobacco.

Round 12: York is the Mayor, populates 2 coffee plantations and the Coffee Roaster, and produces corn, sugar, tobacco, and coffee. Hibbert is the Craftsman, populates the Construction Hut and Large Warehouse, produces indigo and tobacco, and builds a Fortress. Wilson is the Builder, populates the Harbor and quarry, produces corn, indigo, and tobacco, and builds a Wharf. Geggus is the Trader, populates the Factory, produces corn, sugar, coffee, and doubloons, builds a Hospice, and trades coffee.

Round 13: Hibbert is the Captain, ships tobacco and indigo, takes a quarry, and populates the City Hall and quarry. Wilson is the Settler, ships indigo and tobacco, takes a corn plantation, and populates the Wharf and corn plantation. Geggus is the Mayor, ships coffee, takes an indigo plantation, and populates the Hospice and indigo plantation. York is the Prospector, ships coffee, and populates 2 corn plantations.

Round 14: Wilson is the Craftsman, produces corn and tobacco, ships tobacco and corn, and populates an indigo plantation and Tobacco Storage. Geggus is the Captain, produces corn, sugar, coffee, and doubloons, ships corn, trades sugar, and populates San Juan. York is the Trader, produces corn, sugar, tobacco, and coffee, ships corn and tobacco, trades coffee, and populates a sugar plantation. Hibbert is the Mayor, produces indigo and tobacco, ships indigo and tobacco, and populates the sugar plantation

Round 15: Geggus is the Captain, ships coffee and sugar, builds a Custom House, produces corn, sugar, coffee,

Player	Faction
Bill Scharf	Red Sashes
Christopher Hunt	Harpers
Chris Geggus	Knights of the Shield

We are using the Undermountain expansion.

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

Round 8: York is the Builder, builds Tobacco Storage, and takes 2 coffee plantations. Hibbert is the Trader, builds a Large Warehouse, trades tobacco, and takes an indigo plantation. Wilson is the Prospector and takes a quarry. Geggus is the Settler, builds a Small Sugar Mill and takes a quarry. Round 9: Hibbert is the Mayor, populates a quarry, indigo plantation, and the Indigo Plant, ships indigo, produces indigo and tobacco, and trades tobacco. Wilson is the Captain, populates a quarry and the Tobacco Storage, ships indigo, produces corn, indigo, and tobacco, and trades indigo. Geggus is the Craftsman, populates the Small Sugar Mill and sugar plantation, ships coffee, produces corn, sugar, and coffee, and trades coffee. York is the Trader, populates the Tobacco Storage and 2 tobacco plantations, ships sugar, produces corn, sugar, and tobacco, and trades tobacco.

Round 10: Wilson is the Builder, builds a Residence and trades corn. Geggus is the Trader, builds a

and doubloons, and trades corn. York is the Builder, ships coffee and sugar, builds a Guild Hall, and produces corn, sugar, tobacco, and coffee. Hibbert is the Craftsman, builds a Hospice, and produces indigo and tobacco. Wilson is the Trader, produces corn, indigo, and tobacco, and trades tobacco.

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

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

Generation 3 Actions: Ari plays Lunar Exports. Arklight spends plants for a greenery tile. TR trades with Luna and builds a Research Colony on Triton. PU builds a Power Plant and trades with Callisto. Ast spends an asteroid for titanium and builds a Space Port Colony on Triton. Ari introduces Tardigrades and adds a resource to it. Ark discovers a Subterranean Reservoir. TR builds a Water Splitting Plant and uses it. PU builds a Physics Complex and adds a resource to it. Ast trades with Triton and introduces Regolith Eaters. Ari builds a Pioneer Settlement on Triton. Ark conducts a

Player	Corporation
Christopher Hunt	Sharizen (S)
Keith Marple	Teractor (T)
Andy York	Magna, Inc. (MI)
Kevin Wilson	Mai-Ni Productions (MNP)

This is the Crisis expansion.

Round 4: Crisis is Barren Crater and Dummy is Production. Phases are Development, Construction, Action, and Research. S plants Adapted Lichen, sponsors Olympus Conference, and uses Redrafted Contracts. T develops Processed Metals, brings in Imported Hydrogen, and researches Space with the Research Grant. MI builds a Lunar Beam, sponsors a Think Tank, and uses the Think Tank. MNP develops Solarpunk and Advanced Screening Technology, and uses both.

Round 5: Crisis card is Seismic Aftershocks and Dummy phase is Production. Phases are Development, Construction, Action, and Research. S builds a Research Outpost, uses Redrafted Contracts. T launches a Satellite Farm, and brings in a Convoy from Europa. MI develops a Titanium Mine, holds an Invention Contest, and uses Think Tank. MNP, uses Matter Manufacturing, Solarpunk, and Advanced Screening Technology. Barren Crater is discarded.

Round 6: Crisis card is Atmospheric Escape and dummy phase is Development. Phases are Construction, Action, Production, and Research. S builds a Lagrange Observatory and uses Redrafted Contracts. T holds an Interplanetary Conference and adds a jovian tag to Research Grant. MI starts

Round 16: York is the builder and builds a Sugar Mill, ships sugar, and populates the Guild Hall, Sugar Mill, and 2 sugar plantations. Hibbert is the Captain, ships indigo and populates the Hospice. Wilson is the Mayor, builds a Factory, ships indigo and corn, and populates the Factory and Tobacco Storage. Geggus is the Prospector, builds a University, ships coffee and sugar, and populates the Custom House and University. Final scores: Geggus with 57, Hibbert with 53, York with 41, and Wilson with 40. Congratulations to Chris Geggus on his victory!

Kengal Shepherd Dog – Terraforming Mars

Martian Survey.

Generation 4: Ark develops Tectonic Stress Power. TR trades with Luna. PU trades with Triton. Ast introduces Ants, which eat a Tardigrade. Ari brings down an Asteroid. TR starts the Import of Advanced GHG and GHG Import from Venus. PU starts an Energy Market. Ast builds a Trading Colony on Enceladus and trades with Enceladus. Ari introduces an Extreme Cold Fungus and uses it to add to Tardigrades. TR plants Adapted Lichen. PU uses Energy Market to gain energy and adds a resource to Physics Complex. Ast trades with Ganymede and adds an asteroid to itself. Ari develops Peroxide Power. Ast adds a resource to Regolith Eaters. Ari builds a standard power plant.

Generation 5: TR trades with Luna and spends heat to raise the temperature. PU trades with Ceres and builds a Natural Preserve. Ast spends an asteroid to gain titanium and trades with Triton. Ari trades with Pluto and joins a Cartel. Ark introduces Nitrite Reducing Bacteria. TR develops Solar Power and builds Immigration Shuttles. PU uses the Energy Market to gain energy and adds a resource to Physics Complex. Ast trades with Callisto and Enceladus. Ari builds a Vesta Shipyard and claims the Planetologist milestone. Ark uses Nitrite Reducing Bacteria. TR uses the Water Splitting Plant. PU builds a Medical Lab and Dawn City. Ast brings down a Large Asteroid and introduces Psychrophiles. Ari builds a Restricted Area and uses it. Ark spends plants for a greenery tile. TR builds Shuttles. Ast brings in Imported Nutrients and spends plants for a greenery tile. Ari builds Windmills. Ark builds Zeppelins. Ast uses Regolith Eaters. Ari adds a resource to Tardigrades. Ark builds a SF Memorial. Ast adds a resource to Psychrophiles and its Ants consume a Tardigrade. Ari uses Extreme Cold Fungus to add resources to Tardigrades. Ast uses Indentured Workers to build Deuterium Export. Ari discards a card and develops Carbonate Processing. Ast adds a floater to Deuterium Exports.

Labernese – Terraforming Mars: Ares Expedition

Aquifer Pumping, uses it and uses Think Tank. MNP gains Energy Subsidies, uses Work Crews to build a Matter Generator, uses Matter Manufacturing, Advanced Screening Technology, and Matter Generator. Seismic Aftershocks is discarded.

Round 7: Crisis card is Disrupted Supply Lines and Dummy phase is Construction. Phases are Development, Action, Production, Research. S builds a Protected Valley and uses Redrafted Contracts. T builds Immigration Shuttles and adds an Earth tag to Research Grant. MI starts the Import of Advanced GHG, uses Aquifer Pumping and Think Tank. MNP builds an Industrial Complex, uses Matter Manufacturing, Advanced Screening Technology, and Matter Generator. Disrupted Supply Lines is discarded.

Round 8: Crisis card is Greenhouse Gas Degredation and the Dummy phase is Research. Phases are Development, Construction, Action, Production. S builds a Mass Converter, develops Atmosphere Filtering, and uses Redrafted Contracts. T starts Asteroid Mining, begins Water Import from Europa, uses Water Import from Europa, and spends 8 heat to raise the temperature and 8 plants for a forest tile. MI builds a Mohole Area, develops Asset Liquidation, and Ironworks, uses Asset Liquidation, Think Tank, Aquifer Pumping, and Ironworks. MNP builds a Strip Mine, builds a Development Center, and develops Hydro-Electric Energy, uses Hydro-Electric Energy, Development Center, Matter Manufacturing, Advanced Screening Technology, Matter Generator, and Solarpunk. Atmosphere Escape and Greenhouse Gas Degradation are both discarded.

Round 9: Crisis card is Biodiversity Loss and Dummy phase is Construction. Phases are Development, Action, Production, Research. S builds Laboratories and uses Redrafted Contracts. T develops Io Mining Industries and uses heat to raise the temperature. MI develops Gene Repair, uses Asset Liquidation, Think Tank, and spends heat to raise the temperature. MNP develops Microprocessors, uses Advanced Screening Technology, Matter Manufacturing, Hydro-Electric Energy, and Matter Generator. Biodiversity Loss is discarded.

Round 10: Crisis card is Dust Clouds and Dummy phase is Development. Phases are Construction, Action, Production, and Research. S conducts Impact Analysis and uses Redrafted Contracts. T gains Business Contacts, uses Water Import from Europa, and spends heat to remove crisis tokens. Dust Clouds is discarded.

Round 11: Crisis card is Reglaciation and Dummy phases is Production. Phases are Construction, Action, and Research. S conducts Research and uses Redrafted Contracts. T brings in a Giant Ice Asteroid and an Ice Asteroid. MI produces Lava Flows and uses Asset Liquidation and Think Tank. MNP develops Wood Burning Stoves, adds resources to Self-Replicating Bacteria, uses Hydro-Electric Energy, Matter Manufacturing, Advanced Screening Technology, Development Center, and Matter Generator. Reglaciation is discarded.

Round 12: Crisis card is Impact Desert and Dummy phase is Research. Phases are Development, Construction, Action, Production. S develops a Quantum Extractor, institutes Progressive Policies, builds AI Central, uses Redrafted Contracts and AI Central. T brings in Commercial Exports, builds Steelworks, and uses Water

Import from Europa. MI develops a Mine, finds Volcanic Pools, uses Asset Liquidation, Think Tank, Aquifer Pumping, and Volcanic Pools. MNP builds a

Player	Faction
Christopher Hunt	The Greenies
Kevin Wilson	PIKES
Bill Scharf	HEW
Andy York	TTG

PIKES is P-Math Institute of Klatch, Ee Section. HEW is Hublander Expeditionary Workforce. TTG is Texas Tenement Guild.
Round 9: The Greenies play the Alchemists' Guild.

Player	Faction
Dave Anderson	Romulus & Remus (R&R)
Christopher Hunt	The Greenies (TG)
Chris Geggus	GEGS
Kevin Wilson	RMHS
Bill Scharf	Iconians (I)
Andy York	Republic of Texas (RoT)

GEGS is Glorius Expansion Gathers Support. RMHS is Royal Manticoran Historical Society.
Epoch II: R&R plays Sub-Saharan Migrants and Barbarians from the Syrian Desert and is Assyria, who dominate the Middle East and are present in North Africa. TG play a Kingdom in the Upper Nile and are the Chou Dynasty, who have dominance in China and are present in North Africa and Southern Europe. RoT are the Vedic City States, who dominate India and are present in the Middle East. GEGS plays Phoenicia and a Civil War and are the Greek City States, who dominate North Africa, China, and Southern Europe and are present in the Middle East. RMHS plays a Rebellion and is Carthagina, who dominate North Africa and Southern Europe and are present in the Middle East. I is Persia, who dominate the Middle East, China, and India.

Epoch III: R&R play Rebellion and are the Celts, who are Pirates and dominate Southern Europe and Northern Europe and are present in North Africa, Middle East, and India. RoT are the Macedonians, who play Siegecraft and Allies, and control North Africa and are present in the Middle East, India, Southern Europe, and Northern Europe. RMHS play the Mayans and Kingdom in Southern Iberia and are the Maurya, who dominate the Middle East, India, and Southern Europe. TG play a Volcano and Civil War and are the Han Dynasty, who control Southeast Asia, dominate China, and are present in the Middle East, India, and Southern Europe. GEGS are the Romans who have Weaponry and Naval Supremacy and dominate North Africa, Southern Europe, and Northern Europe and are present in the Middle East and China. I plays Empire Revivies and Kingdom in the Highlands and are the Sassanids, who dominate the Middle East, India, and China and are present in Northern Euurpe.

Medical Lab, adds a resource to Self-Replicating Bacteria, uses Hydro-Electric Energy, Matter Manufacturing, Advanced Screening Technology, Development Center, and Matter Generator. Impact Desert is discarded.

Labmaraner – Discworld: Ankh Morpork

PIKES plays Mrs. Cake. HEW plays the Post Office. TTG plays Hubert.

Round 10: The Greenies play Carcer, The Bursar, and The Auditors. PIKES plays the Opera House. HEW plays 'HELLO'. TTG plays The Watch.

Round 11: The Greenies play The Dean and The Mended Drum. PIKES plays The Mob and Rosie Palm. HEW plays Mr. Shine. TTG plays The Smoking Gnu.

Round 12: The Greenies play Stanley on HEW, who counters with Wallace Sonky. PIKES plays the Professor of Recent Runes, The Clacks, and Modo, exhausting the deck and ending the game.

As Commander Vimes is not in play, the game is decided on points. TTG has 80, The Greenies have 50, HEW has 48, and PIKES has 45. Congratulations to Andy on his win!

Labrabull – History of the World

Epoch IV: RoT plays Jewis Revolt and North American Migrants and are the Guptas, who dominate Southeast Asia and are present in North Africa, Middle East, China, and India. RMHS plays Empire Fortifies and are the Goths, who have a Leader and dominate Southern Europe and Northern Europe and are present in the Middle East and India. R&R are the Byzantines, who are present in the Middle East, China, India, Southern Europe, and Northern Europe. I is the T'ang Dynasty who control China, dominate the Middle East, India, and Southeast Asia, and are present in Northern Europe. TG play the Anglo-Saxons and are the Arabs, who have Fanaticism and control North Africa, dominate the Middle East, and are present in India, Northern Europe, and Southeast Asia. GEGS plays a Disaster and are the Khmers, who are present in China, Southern Europe, and Southeast Asia.

Epoch V: TG play Barbarians from the Alps and are the Franks, who control North Africa, dominate The Middle East, Southern Europe, and Northern Europe, and are present in India and Southeast Asia. RMHS plays Barbarians from the Plateau of Tibet and a Disaster and are the Vikings, who dominate Northern Europe and are present in North Africa, Middle East, India, Southern Europe, Eurasia, and North America. GEGS plays a Disaster and is the Holy Roman Empire which dominates Southern Europe and Northern Europe and is present in China, Southeast Asia, and Eurasia. R&R plays a Disaster and is the Chola, who dominate India and Eurasia, and are present in the Middle East and Southern Europe. I plays Famine in Southern Europe and a Disaster and are the Sung Dynasty, who control China, dominate India and Southeast Asia, and are present in the Middle East and Northern Europe. RoT plays Disaster and is the Seljuk Turks, who dominate Eurasia and are present in the Middle East, China, India, Southern Europe, Northern Europe, Southeast Asia, and North America.

Epoch VI: RMHS are the Ming Dynasty, who are on a Jihad and dominate China, Northern Europe, and Eurasia and are present in North Africa, Middle East, India, Southern Europe, Southeast Asia, North America, South America, and Nippon. TG are the Timurid Emirates who dominate North Africa and the Middle East and are present in China, India, Southern Europe, Northern Europe, Eurasia, and Nippon. GEGS plays Black Death in India and the Middle East and a Kingdom in the Malayan Peninsula and is the Aztecs and Incas, who dominate Southern Europe and are present in Northern Europe, Southeast Asia, North America, and South America. I is the Ottoman Turks, who use Treachery and Allies to dominate the Middle East, China, India, and Northern Europe and are present in Southern Europe, Southeast Asia, and Eurasia. RoT plays Plague and is Portugal, who are present in the Middle East, India, Southern Europe, Southeast Asia, North America, South America, and Sub-Saharan Africa. R&R play the Safavids and Crusades and are Spain, who dominate Sub-Saharan Africa and are present in North Africa, Middle East, India, Southern Europe, Northern Europe, and South America.

Epoch VII: RMHS is Russia, who dominate Northern Europe and Eurasia and are present in China, India, Soutehrn Europe, Sotheast Asia, North America, and Nippon. RoT plays Japan and is the Manchu Dynasty, who have Weaponry and control Nippon, dominate China, and are present in India, Southeast Asia, Eurasia, North America, South America, and Sub-Saharan Africa. TG are the Netherlands, who have Shipbuilding and a Surprise Attack and dominate North Africa and are present in the Middle East, India, Southern Europe, and Northern Europe. GEGS plays Empires Revive and is Britain, who has Engineering and dominates Southern Europe, Northern Europe, North America, and South America and is present in India, Southeast Asia, Eurasia, and Sub-Saharan Africa. R&R is the United States, who have a Population Explosion and a Leader and who dominate North America and Sub-Saharan Africa, and who are present in North Africa, Middle East, India, Southern Europe, Northern Europe, and South America. I is Germany, who have Elite Troops and a Leader and who control Australia, dominate the Middle East, India, and Northern Europe, and are present in China, Southern Europe, Southeast Asia, Eurasia, North America, South America, and Sub-Saharan Africa.
Final score: I with 218, RMHS with 186, GEGS with 174, TG with 166, R&R with 148, and RoT with 134.
Congratulations to Bill Scharf on his victory!

Labradoodle – Puerto Rico

Players: Kevin Wilson, Andy York, Chris Geggus, Christopher Hunt.

We are using the Buildings expansion.

Round 3: Chris is the Mayor and populates the Small Market and Black Market, gains a coffee plantation, and builds a Small Indigo Plant. Christopher is the Settler, populates the Hospice and takes a corn plantation. Kevin is the Prospector, populates a corn plantation, and takes a tobacco plantation. Andy is the Builder, populates a Small Sugar Mill and sugar plantation, takes a corn and tobacco plantation, and builds a Small Indigo Plant.

Round 4: Christopher is the Craftsman and produces corn, populates a corn plantation, and ships corn. Kevin is the Mayor, produces corn, populates an indigo plantation and the Small Indigo Plant, and ships corn. Andy is the Trader, produces sugar, populates a corn plantation, and trades sugar. Chris is the Captain, produces corn, populates a quarry, and ships corn.

Round 5: Kevin is the Builder and builds a Tobacco Storage, populates it, and gains a tobacco plantation. Andy is the Mayor, builds a Tobacco Storage, populates it, a Small Sugar Mill, and tobacco plantations, and gains a sugar plantation and a coffee plantation. Chris is the Prospector, populates a Small Indigo Plant, and takes an indigo plantation. Christopher is the Settler, populates San Juan, and takes a quarry.

Round 6: Andy is the Mayor, and populates a Small Sugar Mill, Small Indigo Plant, sugar, and indigo plantation, produces indigo, sugar, and tobacco, and ships tobacco and indigo. Chris is the Builder, populates an indigo plantation, builds a Coffee Roaster, produces corn and indigo, and ships corn and indigo. Christopher is the Craftsman, populates San Juan, builds a Small Warehouse, produces corn, and ships corn. Kevin is the Captain, populates a tobacco plantation, produces corn, indigo, and tobacco, and ships indigo, corn, and tobacco.

Round 7: Chris is the Mayor and populates the Coffee Roaster and coffee plantation, and takes a coffee plantation. Christopher is the Trader, populates a Small Warehouse and takes an indigo plantation. Kevin is the Settler, populates a tobacco

plantation and takes a tobacco plantation. Andy is the Captain, populates a corn plantation, takes an indigo and tobacco plantation, and ships sugar.

Round 8: Christopher is the Craftsman and produces corn, and builds a Small Indigo Plant. Kevin is the Trader, produces corn, indigo, and tobacco, trades tobacco, and builds a Trading Post. Andy is the Prospector, produces corn, indigo, sugar, and tobacco, and trades indigo. Chris is the Builder, produces corn, indigo, and coffee, and builds a Small Sugar Mill.

Round 9: Kevin is the Mayor, populates the Tobacco Storage and Trading Post, ships indigo, and takes a quarry. Andy is the Captain, populates the Tobacco Storage and tobacco plantation, ships tobacco and sugar, and takes a tobacco and sugar plantation. Chris is the Trader, populates a coffee plantation and the Coffee Roaster, ships indigo, trades coffee, and takes a sugar plantation. Christopher is the Settler, populates the Small Indigo Plant, and takes a quarry.

Round 10: Andy is the Builder and builds a Large Warehouse, populates it, and produces indigo, sugar, and tobacco. Chris is the Mayor, builds a Harbor, populates it, a sugar plantation, and the Small Sugar Mill, and produces corn, indigo, sugar, and coffee. Christopher is the Captain, builds a Wharf, populates it, ships corn, and produces corn and indigo. Kevin is the Craftsman, populates a quarry, ships corn, and produces corn, indigo, and tobacco.

Round 11: Chris is the Captain and ships coffee and sugar, and takes a corn plantation. Christopher is the Trader, ships corn, trades indigo, and takes a coffee plantation. Kevin is the Settler, ships tobacco, trades indigo, and takes a quarry. Andy is the Prospector, ships sugar, trades tobacco, and takes a coffee plantation.

Round 12: Christopher is the Craftsman, produces corn and indigo, populates San Juan, and ships indigo and corn. Kevin is the Mayor, produces corn, indigo, and tobacco, populates a quarry and a tobacco plantation, and ships indigo. Andy is the Trader, produces indigo, sugar, and tobacco, populates a corn plantation, trades sugar, and ships indigo. Chris is the Captain, produces corn, indigo, sugar, and coffee, populates the Black Market, and ships indigo, sugar, and coffee.

Round 13: Kevin is the Builder and builds a Small Wharf, trades tobacco, populates the Small Wharf, and produces corn, indigo, and tobacco. Andy is the Trader, builds a Residence, trades tobacco, populates the Residence, and produces corn, indigo, sugar, and tobacco. Chris is the Mayor, builds an Aqueduct, populates a corn plantation and the Small Market, and produces corn, indigo, sugar, and coffee. Christopher is the Craftsman and builds a Coffee Roaster, populates the Coffee Roaster, and produces corn, indigo, and coffee.

Round 14: Andy is the Captain and ships indigo and sugar. Chris is the Trader, ships coffee, trades coffee, takes a tobacco plantation, and builds a Tobacco Storage. Christopher is the Settler, ships corn, trades indigo, takes a quarry, and builds a Guesthouse. Kevin is the Builder, ships corn, indigo, and tobacco, takes a corn plantation, and builds a Cloister.

Round 15: Chris is the Craftsman and produces corn, indigo, sugar, and coffee, ships corn and coffee, populates the Tobacco Storage and a tobacco plantation, and builds a Storehouse. Christopher is the Captain, produces corn, indigo, and coffee, ships coffee and corn, and populates the Guesthouse. Kevin is the Mayor, produces corn, indigo, and tobacco, ships tobacco, corn, and indigo, and populates the Cloister and a corn plantation. Andy is the Builder, produces corn, indigo, and sugar, ships corn and tobacco, populates 2 coffee plantations, and builds a Coffee Roaster.

Round 16: Christopher is the Prospector, produces corn, indigo, and coffee, and ships coffee and corn. Kevin is the Craftsman and produces corn, indigo, and tobacco, and ships corn, indigo, and tobacco. Andy is the Captain and produces corn, indigo, sugar, and tobacco, and ships tobacco and sugar. Chris is the Trader, produces corn, indigo, sugar, and coffee, ships sugar and coffee, and trades corn.

Final scores are: Andy with 53, Christopher with 49, Chris with 48, and Kevin with 32. Congratulations to Andy York on his victory!

Lab Pointer – Terraforming Mars

uses a Robotic Workforce. MSI builds an Energy Market and uses it. Poseidon builds an Earth Elevator. Factorum adds a resource to Tardigrades. Credicor develops Underground Detonations. Viron introduces Designed Microorganisms and develops Mercurian Alloys. MSI builds a Giant Space Mirror and an Industrial Center. Poseidon launches Satellites. Factorum develops Atmo Collectors and uses it to gain titanium. Credicor develops Directed Impactors. Viron adds a delegate to the Reds. MSI builds a Fuel Factory. Poseidon adds a delegate to the Scientists. Credicor uses Underground Detonations, builds a standard power plant, and adds a delegate to the Greens. Global Event is Diversity and only Factorum gains from it. Scientists become the ruling party and Factorum becomes chair.

Generation 3: MSI hires Trade Envoys and trades with Luna. Poseidon succeeds in the Search for Life. Factorum discovers an Subterranean Reservoir and adds a resource to Tardigrades. Credicor trades with Triton. Viron uses the Space Elevator twice. MSI builds a Commercial District and Rover Construction. Poseidon starts Towing a Comet and adds a delegate to Unity. Factorum uses Atmo Collectors to gain heat and spends heat to raise the temperature. Credicor uses Underground Detonations and claims the Engineer Milestone. Viron spends heat to raise the temperature and builds a Red Spot Observatory. MSI uses the Energy Market.

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

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

Generation 2: Viron trades with Luna and uses Space Elevator. MSI trades with Triton and builds Nuclear Power. Poseidon fails at the Search for Life. Factorum builds a Cultural Metropolis and adds a delegate to the Scientists. Credicor trades with Europa. Viron launches a Lagrange Observatory and

Poseidon builds a Colonizer Training Camp.
Factorum builds a Pioneer Settlement on Callisto and adds a delegate to Unity. Credicor adds a resource to Directed Impactors. Viron adds a delegate to the

Players: Kevin Wilson, Bill Scharf, Dave Hooton, Keith Marple.

We are using the base game on the Mediterranean map.

Kevin builds in Aquileia, Vindobona, Londinium, Lutetia, Napoca, Athenae, Alexandria, Valentia, and

Lagotto Romagnolo – Terraforming Mars: The Dice Game

Player	Corporation
Keith Marple	Saturn Systems (SS)
Kevin Wilson	Ecoline
Chris Geggus	Robinson Industries (RI)
Bill Scharf	Inventrix

Round 1: SS plays Import of Advanced GHG, RI plays a Food Factory and claims the Generalist milestone, and Inventrix plays Building Industries.

Round 2: RI does Production.

Round 3: SS plays Geothermal Power and Inventrix plays Martian Zoo.

Round 4: SS and Inventrix do Production. Ecoline plays Academia

Round 5: SS plays Imported Nitrogen, Ecoline plays Ironworks, and RI plays a Natural Preserve.

Round 6: SS plays World Government Plantation and RI plays an Immigrant City.

Round 7: SS does Production and RI plays World Government Greenhouse Gasses.

Round 8: SS plays Hydrogen Import, Ecoline plays a Nuclear Zone, and Inventrix plays a Small Asteroid.

Round 9: SS plays Farming.

Player	Corporation
Christopher Hunt	Ephesus B (E)
Keith Marple	Rhodes B (R)
Bill Scharf	Manneken Pis A (MP)
Kevin Wilson	The Great Wall A (TGW)
Chris Geggus	Stonehenge A (S)

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

Age I: E recruits Semiramis, plays a Stone Pit, Lumber Yard, Scriptorum, Workshop, Gambling Den, Apothecary, builds the first stage of its wonder, and advances 4 steps on the Exploration track, gaining Lost Island and Forgotten Harbor. RI discards a leader, plays an Excavation, Glassworks, Ore Vein, Loom, Lumber Yard, Scriptorum, Theater, and Stone Pit, and advances 1 step each on the Civics and Exploration tracks. MP recruits Tomyris, and plays a Clay Pit, Press, Secret Warehouse, Ore Vein, Clandestine Dock East, Tavern, and an Altar, discards a card, and advances 1 step each on the Commerce and Civics tracks. TGW recruits Imhotep and plays a Timber Yard, Clay Pool, Marketplace, East Trading Post, Barracks, and Apothecary, builds the first stage of its wonder, and advances 3 steps on the Commerce track, 2 on the Military track, and 1 on

Reds and a resource to Red Spot Observatory. MSI adds two delegates to the Greens. Credicor adds two delegates to the Greens. Viron founds a Media Group and brings Water to Venus. Global Event is Celebrity Leaders; all players gain. Greens become the ruling party and Credicor becomes chair.

Lancashire Heeler – Concordia

Attalia, buys a Mason and a Colonist, buys a sea and a land colonist. Bill builds in Massalia, Novaria, Brigantium, Burdigala, Olisipo, Rusadir, Cyrene, Valentia, and Alexandria and buys a Mercator and an Architect. Dave builds in Rusadir, Carthago, Leptis Magna, Cyrene, Syracusae, Bycantium, Athenae, Massalia, and Sirmium, buys a Prefect, a Diplomat, Mercator, and Farmer, and buys a sea colonist. Keith builds in Aquileia, Sirmium, Syracusae, Dyrhachium, Athenae, Attalia, Napoca, Tomis, Bycaneum, Alexandria, Sinope, and Tyros, and buys an Architect and a Colonist.

Round 10: SS plays Underground Detonations, Ecoline plays an Industrial Zone, and RI plays Greenhouses.

Round 11: SS, Ecoline, and RI do Production and Inventrix plays a Soletta.

Round 12: SS plays a National Park and Inventrix plays Algae.

Round 13: SS plays an Industrial Center and claims the Miner milestone, Ecoline plays a Giant Ice Asteroid and gains Versatility, RI plays a Comet and gains Scientific Development, and Inventrix does Production.

Round 14: SS plays Designed Microorganisms, Ecoline plays a Mining Expedition, and Inventrix plays Bio Materials.

Round 15: SS and Inventrix do Production, Ecoline places an ocean, and RI plays Biomass Combustors.

Round 16: SS plays a Mangrove and gains the Administrator, Ecoline plays Seed Shipment and gains Another Aquifer, RI plays Thawing, and Inventrix plays a Mohole Lake, gaining the Networking Expert.

Round 17: SS plays Tipping Point and claims the Mogul milestone, Ecoline places a forest tile, RI uses Scientific Development, and Inventrix plays Tectonic Stress Power.

Round 18: SS increases the temperature and gains Another Asteroid, Ecoline plays Magnetic Field Generators, RI does Production, and Inventrix plays Advanced Ecosystems.

Round 19: SS and RI do Production, Ecoline plays a Homeworld HQ, and Inventrix plays Advanced Ecosystems.

Round 20: SS plays Lichen, Ecoline does Production, RI plays Biomass Combustors and gains Efficient, and Inventrix plays Adaptation Technology and Deimos Down.

Round 21: Ecoline plays a Peninsula, RI uses Scientific Development, and Inventrix plays Bio Methane.

Round 22: SS plays Business Empire.

Final scores: SS with 42, Ecoline with 28, RI with 26, and Inventrix with 19. Congratulations to Keith Marple on his resounding victory!

Lapponian Herder – 7 Wonders

the Exploration track. S recruits Xerophon and plays a Forest Cave, Tavern, Stockade, Explorers' Office, Shipyard, Pirate Cache, Guard Tower, and Clay Pool, advancing 2 steps on the Military track, 1 on the Civics track, 2 on the Commerce track, and 2 on the Exploration track, gaining Virgin Island. During conflict, S wins 2 conflicts, TGW wins one. TGW and S win the naval conflicts.

Age II: E recruits Phidias, plays a Library, Forum, Dispensary, Laboratory, Glassworks, and Lair, builds the final 2 stages of its wonder, and advances 2 steps each on the Commerce and Exploration tracks, gaining the Sheltered Archipelago. RI recruits Cleopatra, plays a Vineyard, School, Fortified Port, Stables, Training Ground, builds both stages of its wonder, and advances 3 steps each on the Military and Exploration tracks, gaining Windblown Island and Windy Harbor, and 1 step on the Commerce track. MP recruits Diocletian, and plays a Brickyard, Foundry, Sawmill, Statue, Courthouse, builds 2 stages of its wonder, gaining Baths, and advancing 4 steps on the Civics track. TGW recruits Hatshepsut, and plays Glassworks, a Dispensary, Quarry, and Bazaar, builds 2 stages of its wonder, gaining a Courthouse, advances 3 steps on the Military track, 2 on the Commerce track, and 1 on the Exploration track, gaining Amber Island. S recruits Caesar, and plays a Gambling House, Map Room, Dry Dock, Walls, Caravansery, and Stables, builds 2 stages of its wonder, advances 3 steps on the Military track, 2 each on the Commerce and Exploration tracks, gaining Frothy Harbor, and Ancient Harbor, and 1 step on the Civics track. RI and S each win 2 military conflicts, and TGW wins 1. TGW wins an incursion against E. RI is the overall winner on the seas.

Age III: E recruits Amytis, plays an Arena, Observatory, Study, University, Haven, Slave Market, Embassy, and Courtesans' Guild, and advances 2 spaces on the Commerce track. RI discards a leader and plays a Chamber of Commerce, Coastal Fortifications, Palace, Senate, Town Hall, Gardens, Haven, and a Siege Workshop, and advances 2 spaces each on the Commerce and Civics tracks, and 1 on the Military track. MP recruits Midas and plays a Pantheon, Magistrates' Guild, Gamers' Guild, Architects' Guild, Gardens, builds the final stage of its wonder, and discards a card for gold. TGW recruits Solomon, gaining a Foundry, and plays a Lodge, Scientists' Guild, Captain's Circle, Naval Ministry, Academy, Capitol, builds the final stage of its wonder, advances 3 steps on the Civics track, 2 on the Exploration track, gaining Statues Harbor, and 1 each on the Military and Commerce tracks. S recruits Ramses and plays a Captainty, Workers' Guild, Naval Archives,

Craftsmans' Guild, Town Hall, Lighthouse, Builders' Union, and Arena, advances 3 steps on the Civics track, 2 on the Exploration track, gaining Stormy Archipelago and Luxurious Archipelago, and 1 step

Players: Chris Hibbert, Christopher Hunt, Dave Hooton, Chris Geggus, Kevin Wilson, Bill Scharf
We are using the base set version 2, Allies, and Plunder.

Round 1: Chris H., Christopher, Dave, and Bill buy Silver, Chris G. buys a Carpenter, and Kevin buys a Cage.

Round 2: Chris H. buys a Remodel, Christopher buys a Cage, Dave and Bill buy Carpenters, Chris G. buys a Silver, and Kevin buys a Crew.

Round 3: Chris H. and Kevin buy Cages, Christopher plays a Cage and buys a Silver, Dave and Bill each buy a Silver, Chris G. plays a Carpenter, gaining a Carpenter, and buys a Silver.

each on the Military and Commerce tracks. RI wins 2 conflicts and TGW and S each win 1. RI is the overall winner of naval conflict.

Final scores are: TGW with 97, E with 90, RI with 86, S with 82, and MP with 81. Congratulations to Kevin Wilson on his victory!

Labrastaff – Dominion

Round 4: Chris H. buys a Gold. Christopher buys a Crucible. Dave plays a Carpenter, gaining a Remodel, and buys a Crew. Chris G. buys a Governor. Kevin plays a Crew and buys a Governor. Bill plays a Carpenter, gaining a Carpenter, and buys a Crucible.

Round 5: Chris H. plays a Remodel, trashing an Estate for a Remodel and plays a Cage. Christopher buys a Governor. Dave plays a Remodel, trashing an Estate for a Carpenter, and buys a Cage. Chris G. plays a Governor, gaining Gold, and buys a Cage. Kevin plays a Cage. Bill buys a Gondola.

Round 6: Chris H. buys a Quartermaster. Christopher plays a Crucible, trashing a Copper, and buys a Cage. Dave buys a Quartermaster. Chris G. plays a Carpenter, gaining a Carpenter, a Carpenter, gaining a Carpenter, and buys a Gondola. Kevin plays a Crew, a Cage, and buys a Gold. Bill plays a Carpenter, gaining a Crucible, and buys a Governor.

Round 7: Chris H. buys a Gold. Christopher Buys a card and buys a Gold. Dave plays a Carpenter, gaining a Gondola, a Crew, and a Remodel, trashing a Copper for a Cage, and buys a Gold. Chris G. plays a Carpenter, gaining a Remodel, a Cage, and buys a Silver. Kevin plays a Governor, gaining a Gold, and buys a Carpenter. Bill plays a Crucible, trashing a Carpenter, and buys a Gold.

Labrador Retriever – Terraforming Mars: Ares Expedition

We are playing with the full Discovery expansion (milestones, awards, and upgraded phase cards).

Round 1: Phases are Development Action, Production, Research. Helion introduces Designed Microorganisms. Teractor promotes Tourism. Hyperion builds Blast Furnaces and uses its corporate action. Exocorp starts Perfluorocarbon Production.

Round 2: Phases are Development and Research. Helion develops Surface Mines. Teractor joins an Asteroid Mining Constortium. Exocorp builds a Martian Museum.

Player	Corporation
Keith Marple	Helion
Kevin Wilson	Teractor
Christopher Hunt	Hyperion Systems
Andy York	Exocorp

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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.