

Number 295



August, 2024

### Notes from Hades

Things have been quiet since the last issue. No trips, and the family has been good. Hope everyone has a good summer!

Since the last issue, eight games have completed. They are: Lancashire Heeler, a Concordia game won by Dave Hooton, Labernese, a Terraforming Mars: Imperium expansions. Have Christopher Hunt, Kevin Wilson, Chris Hibbert, Bill Ares Expedition Crisis game won by the players, Labrastaff, a Dominion game won by Dave Hooton, Norwegian Lundehund, a Smallworld game won by Bill Scharf, Miniature Schnauzer, a Citadels game won by Chris Geggus, Labrador Retriever, a Kevin Wilson, Dave Hooton, Bill Scharf(\$), will take up to 3 more. Terraforming Mars: Ares Expedition game won by Andy York, Mastador, a Puerto Rico game won by Chris Geggus, and Mudi, a Discworld: Ankh Morpork game won by Kevin Wilson. 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.

**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(\$), Christopher Hunt(\$). This game is full.

**Maltipoo:** Agricola: This is the first edition, published by Z-Man Games. Have Dave Hooton, Andy York(\$), Chris Geggus(\$), Christopher Hunt(\$), Bill Scharf. This game is full.

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

**Miniature Pinscher:** Age of Renaissance: Have Chris Geggus, Dave Hooton, Christopher Hunt(\$), Bill Scharf(\$), will take up to 2 more.

**Morkie:** Robo Rally: I have the Avalon Hill version. Have Chris Geggus, Dave Hooton, Andy York(\$), Bill Scharf(\$), will take up to 4 more.

**Newfypoo:** History of the World: Have Chris Geggus, Kevin Wilson, Andy York(\$), Bill Scharf(\$), Christopher Hunt(\$), will take up to 2 more.

**Northern Inuit Dog:** Dominion: Have most of the expansion sets plus some extras. Have Dave Hooton, Chris Hibbert(\$), Bill Scharf(\$), Chris Geggus, Christopher Hunt, will take up to 1 more.

**Norwegian Buhund:** Terraforming Mars: The Dice Game: Have Bill Scharf(\$),

Chris Geggus, Christopher Hunt. Will take up to 1 more.

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

**Norwich Terrier:** Race for the Galaxy: Have The Gathering Storm and Rebel vs. Imperium expansions. Have Christopher Hunt, Kevin Wilson, Chris Hibbert, Bill Ares Expedition Crisis game won by the players, Labrastaff, a Dominion game won by Scharf(\$), will take up to 2 more.

**Nova Scotia Duck Tolling Retriever:** Concordia: Have the Venus expansion. Miniature Schnauzer, a Citadels game won by Chris Geggus, Labrador Retriever, a Kevin Wilson, Dave Hooton, Bill Scharf(\$), will take up to 3 more.

**Old English Sheepdog:** 7 Wonders: Have the Wonder Pack, Leaders, Cities, Babel, and Armada expansions. Have Kevin Wilson, Chris Geggus, Christopher Hunt, Bill Scharf(\$), will take up to 4 more.

**Papipoo:** Wingspan: Have the European and Oceana birds expansions. Have Kevin Wilson, Chris Hibbert, Bill Scharf(\$), will take up to 2 more.

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

### Wish List

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

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

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

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.

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

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

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

**Terraforming Mars: Ares Expedition:** Have the Discovery and Foundation expansions. Will take up to 5. expansions. Have Andy York, Kevin Wilson, will take up to 4 more.

**Power Grid:** Have 14 different maps, the alternate deck, some promo cards, and the Power Crisis unofficial expansion. Have Kevin Wilson, will take up to 5 more.

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

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

**Smallworld:** Have the Be Not Afraid, Grand Dames, and Royal Bonus updated more frequently than the zine issues.

**Citadels:** Have the Deluxe version. Will take up to 8.

**Puerto Rico:** This is the base game. Have Chris Hibbert, will take up to 3 more.

**Terraforming Mars: Ares Expedition:** This is the Crisis cooperative expansion. Will take up to 4.

**Discworld: Ankh Morpork:** 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

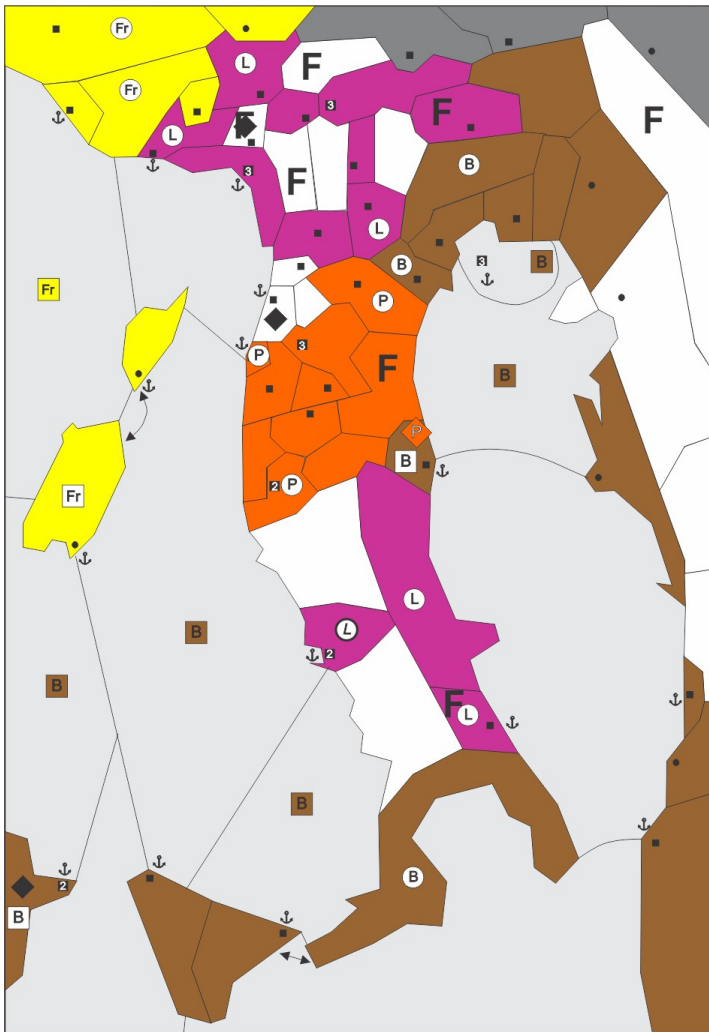
## Drentsche Patrijshond

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

#### Deadline Winter/Spring 727: 8/6 Tuesday

*France feels pressure from the south and the east while Byzantium starts the siege of Ancona. The Pope makes gains despite the Byzantine incursion. The stalemate in the south continues.*

Drentsche Patrijshond



#### GULF OF NAPLES to Tyrrhenian Sea

France (Robles): A AVIGNON holds, A PROVENCE holds, F Sardinia holds, F GULF OF LIONS supports F Sardinia

Lombards (Burgdorf): A Pavia to TURIN, A MANTUA supports Papal A Bologna, A SAVOY to Provence, A AQUILA supports A Bari, A BARI supports A Aquila (cut), A (EM) NAPLES supports A Aquila

Papacy (Narhi): A PIOMBINO holds, A ROME holds, A BOLOGNA holds, G ANCONA convert to A

#### Press

**Pope to Byzantium:** Your perfidy will condemn you to the 8th Circle.

#### Spring 727 Famine

**Poor Year – Row Only:** Bari, Slavonia, Montferat, Urbino, Fornova, Como, Trent

#### Spring 727 Income

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

#### Provinces

BYZ	Carinthia, Carniola, Friuli, Verona, Ferrara, Padua, Treviso, Dalmatia, Ragusa, Albania, Durazzo, Otranto, Palermo, Messina, Tunis, Ancona	16
FRA	Avignon, Swiss, Saluzzo, Provence, Marseilles, Corsica, Sardinia	7
LOM	Savoy, Genoa, Modena, <u>Mantua</u> , Cremona, Pavia, Milan, <u>Trent</u> , Turin, Naples, Aquila, <u>Bari</u>	11
PAP	Bologna, Florence, Sienna, Piombino, Arezzo, <u>Urbino</u> , Spoleto, Perugia, Patrimony, Rome	9

#### Seas

BYZ	Upper Adriatic, Venice, Gulf of Naples, Tyrrhenian Sea, Western Mediterranean	5
FRA	Gulf of Lions	1

#### Cities

BYZ	Carniola, Ferrara, Padua, Treviso, Venice (3), Dalmatia, Ragusa, Albania, Durazzo, Palermo, Messina	13
FRA	Avignon, Swiss, Saluzzo, Marseilles, Corsica, Sardinia	6
LOM	Savoy, Genoa (3), Modena, Mantua, Turin, Cremona, Pavia, Milan (3), <u>Trent</u> , Naples (2), <u>Bari</u>	14
PAP	Bologna, Florence (3), Sienna, Piombino, Arezzo, Perugia, Rome (2)	10

#### Totals

Variable income die roll was 5.

Country	Variable	Provinces	Seas	Cities	Total
BYZANTINES:	5	16	5	13	39
FRANCE:	5	7	1	6	19

#### Retreats

Papacy retreats F Ancona to garrison.

#### Orders

Byzantines (Wilson): A FERRARA holds, A Friuli to VERONA, A OTRANTO to Bari, F UPPER ADRIATIC supports A Ferrara, E TYRRHENIAN SEA to Sardinia, F VENICE besieges (autonomous garrison eliminated), F WESTERN MEDITERRANEAN supports F Tyrrhenian Sea to Sardinia, F ANCONA besieges, F Central Mediterranean to TUNIS, E

Country	Variable	Provinces	Seas	Cities	Total
LOMBARDS:	4	11	0	14	29
PAPACY:	5	9	0	10	24

	725	726	727
Fra	5	7	6
Lom	7	10	11
Pap	4	5	7

### Game Summary

	725	726	727
Byz	9	10	11

## Zine Report

### Australian Zines

*Damn the Consequences* Published by Brendan Whyte. Current issue: 236. 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,

*Dane's Games* Published by Dane Maslen. Current issue: 241. 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: 130. Currently running Chess; Civilization; Diplomacy the Gathering; Conquistador, Victory in the Pacific. Game openings for Diplomacy, Chess.

*God Save the Zine* Published by Stephen Agar. Current issue: 17. Currently running Diplomacy, Black Hole Diplomacy II, Bourse, Intimate Diplomacy Tournament, Gunboat Hoplite Wars IV, Sopwith. Game openings for Diplomacy, Excalibur, Mercator XIV, Maneater.

*Back of the Envelope* Published by Tom Howell. Current issue: 36. Currently running Railway Rivals; Hangman, By Definition; Love Letter; Machi Koro; Where in the World is Kendo Nagasaki?; Snakes & Ladders; Jabba's Palace, Fuzzy Borders. Current game openings: Diplomacy, Dominion, Dream Mile, 6-Nimmit!, Breaking Away!, Golden Strider, Eat Me!, Love Letter.

*Cheesecake* Published by Andy Lischett. Current issue: 428. Currently running

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

*Western Front* Published by Brad Martin. Current issue: 214. Currently running quizzes, Railway Rivals, Bus Boss, Hare and Tortoise, Puerto Rico, and Britannia. Current openings for Britannia, Bus Boss, Railway Rivals, Settlers of Catan.

### UK Zines

*Variable Pig* Edited by Jim Reader, published by Richard Smith. Current issue: 208. 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 Lyric Quiz. Subzine The Celestial Steam Locomotive by Richard Smith runs House of Games – No Research Variant; Dilemmas, By Popular Opinion; Crystal Ball; Century Spice Road; Where in the World is Kendo Nagasaki; Railway Rivals; Bus Boss; Railway Rivals Partnership; Sound Charades. Subzines offer Where in the World is Kendo Nagasaki (Temperature Control variant), House of Games (No Research), By Popular Opinion, Snakes and Ladders, Choice, Nearly the Best Game in the World, 6-NIMMIT!, Lyric Quiz. This is the final issue of Variable Pig. The subzines will continue on as Celestial Dragon.

### US Zines

Diplomacy, Escape from Cheesecake Island. Current game openings: None currently.

*Eternal Sunshine* Published by Doug Kent. Current issue: 181. Remaining Diplomacy game has completed. Subzine Out of the Way, by Andy York currently is not running any games. No current game openings. This was the final issue.

## Email Games Report

### Kengal Shepherd Dog – Terraforming Mars

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

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

Generation 6: Pharmacy Union trades with Luna, establishes a Robotic Workforce, uses the Energy Market, adds a resource to Physics Complex, and builds a Magnetic Shield. Astrodrill trades with Callisto, Triton, and Enceladus, builds a Giant Solar Shade, adds an asteroid to itself, boosts the CEO's Favorite Project, uses Regolith Eaters and Deuterium Export, builds a Corporate Stronghold and Space Mirrors, uses Ants, and adds a resource to Psychrophiles. Aridor trades with Ceres, uses the Restricted Area, develops Gene Repair, introduces GHG Producing Bacteria, uses Extreme-Cold Fungus

to add resources to GHG Producing Bacteria, then uses GHG Producing Bacteria, starts Laser Dusk Mining, builds a Corona Extractor, adds a resource to Tardigrades, and introduces and uses Underground Detonations. Arklight builds an Electro-Catapult, adds a resource to Nitrite Reducing Bacteria, uses the Electro-Catapult, and starts Noctis Farming. Tharsis Republic trades with Ganymede, spends plants for a greenery tile, spends heat to raise the temperature, uses the Water Splitting Plant, starts Cloud Seeding, builds a Fuel Factory, secures Mining Rights, uses the Space Elevator, and uses Project Inspection to use the Space Elevator again. Generation 7: Astrodrill cashes in an asteroid for titanium, trades with Luna, adds a floater to Deuterium Export and Psychrophiles, trades with Enceladus, gains Business Contacts, builds an Earth Elevator, spends heat to raise the temperature, uses Ants, adds a resource to Regolith Eaters, introduces Extremophiles, and uses it to add a resource to Ants. Aridor trades with Triton, uses Restricted Area, develops Advanced Alloys, adds a resource to Tardigrades, builds the Red Spot Observatory and adds a floater to it, develops Mercurian Alloys, builds a Luna Metropolis, uses Extreme-Cold Fungus to add resources to GHG Producing Bacteria, then uses GHG Producing Bacteria, and uses Underground Detonations. Arklight introduces Pets, spends plants for a greenery tile, builds an Earth Office, introduces Birds, uses the Electro-Catapult, builds Sky Docks, adds a resource to Nitrite Reducing Bacteria and to Birds, sells 2 cards, and launches a Trans-Neptune Probe. Tharsis Republic brings down an Ice Asteroid, develops Solar Wind Power, trades with Callisto, uses the Water Splitting Plant and Space Elevator, brings in Imported GHG, spends heat to raise the temperature twice, spends plants for a greenery tile, starts Aquifer Pumping, and uses Aquifer Pumping. Pharmacy Union builds a city, spends plants for a greenery tile, trades with Ceres, builds a Mass Converter, uses the Energy Market, and adds a resource to Physics Complex.

### Labernese – Terraforming Mars: Ares Expedition

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 13: The Crisis card is Crop Failures and Dummy is Production. Phases are Development, Construction, Action, and Research. S plays Tectonic Stress Power, Mars University, and uses Redrafted Contracts. T plays Beam from a Thorium Asteroid, Terraforming Ganymede, uses Steelworks and spends heat to raise the temperature. MI plays Smelting and Nitrite Reducing Bacteria, uses Asset Liquidation, Think Tank, Developed Infrastructure, Ironworks, and uses heat to raise the temperature. MNP plays New Portfolios and Optimal Aerobraking, adds a resource to Self-Replicating Bacteria, uses Hydro-Electric Energy, Matter Manufacturin, Advanced Screening Technology, Development Center, and Matter Generator. Crop Failures is discarded.

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 4: Poseidon acquires Mining Rights, develops Rotator Impacts, starts Advertising, and initiates the Water Import from Europa. Factorum builds a Titan Floating Launch-Pad, builds a Power Plant, uses Titan Floating Launch-Pad to trade with Io, spends heat to raise the temperature, adds a floater to Atmo Collectors, a microbe to Tardigrades, develops Local Shading and adds a floater to it, and adds a delegate to the Greens. Credicor trades with Luna, spends cash for a greenery tile, raises the

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

We are using the base game on the Mediterranean map.

Kevin buys a Smith. Bill buys a Weaver and a

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 8: Chris H. plays a Quatermaster, buys a Gondola, plays a Remodel, trashing an Estate for a Crucible. Christopher plays a Governor, gaining Gold, plays a Crucible, trashing an Estate, and buys a Governor. Dave plays a Carpenter, gaining a Crucible, a Quatermaster, and buys a Silver. Chris G. plays a Carpenter, gaining a Carpenter, and buys a Remodel. Kevin buys a Quatermaster. Bill plays a Crucible, trashing a Silver, and buys a Gold.

Round 9: Chris H. uses the Quatermaster to gain a

Round 14: Crisis card is Ionospheric Tear and Dummy is Research. Phases are Development, Construction, Action, and Production. S plays a Commercial District, a Large Convoy, and an Interstellar Colony Ship, uses AI Central, Redrafted Contracts, and Progressive Policies. T builds a Miranda Resort and Earth Catapult, uses Steelworks and Water Import from Europa. MI builds Windmills plays a Media Group, uses Asset Liquidation, Think Tank, Ironworks, Aquifer Pumping, Developed Infrastructure, and spends heat to raise the temperature. MNP plants Monocultures, uses Self-Replicating Bacteria to play Phobos Falls, uses Solarpunk, Hydro-Electric Energy, Development Center, Advanced Screening Technology, Matter Manufacturing, and Matter Generator. Ionospheric Tear is discarded.

Round 15: Crisis card is Collapsing Cities and the Dummy phase is Construction. Phases are Development, Action, Production, and Research. S plays Callisto Penal Mines, uses AI Central and Redrafted Contracts. T plays Automated Factories and Cartel, uses Water Import from Europa and spends heat to raise the temperature. MI plays Protected Valley, uses Asset Liquidation, Think Tank, adds a resource to Nitrite Reducing Bacteria, uses Aquifer Pumping, and Developed Infrastructure. MNP plays Biothermal Power, uses Hydro-Electric Power, Development Center, Advanced Screening Technology, Matter Manufacturing, and Matter Generator. Collapsing Cities is discarded.

Round 16: Crisis card is Dwindling Supplies and the Dummy is Development. Phases are Construction and Action. S plays a Comet and a Plantation. T plays Deimos Down. MI plays a Subterranean Reservoir. MNP plays Towing a Comet.

The players have restored the terraforming of Mars after the disaster and have won! Congratulations on beating the system!

### Lab Pointer – Terraforming Mars

temperature, uses Directed Impactors, adds a delegate to Unity, spends heat to raise the temperature, builds a Mining Colony on Europa, and develops Building Industries. Viron trades with Triton, develops Lunar Exports, sues the Space Elevator twice, builds a city, spends plants for a greenery tile, uses Red Spot Observatory, joins the Great Escarpment Consortium, and adds a delegate to Unity. MSI builds a Natural Preserve, sells a card, builds a Power Grid, uses the Energy Market, trades with Pluto, acquires Business Contacts, and adds a delegate to Unity. Dry Deserts is the global event, and the Reds become the ruling party. Generation 5: Factorum uses the Titan Floating Launch-Pad to trade with Luna, produces Protected Habitats, brings in Imported Hydrogen, adds a microbe to Tardigrades, adds floaters to Atmo Collectors and Local Shading, joins a Power Supply Consortium, adds a delegate to the Reds, claims the Farmer milestone, and gains Greenhouses. Credicor builds Immigration Shuttles, claims the Spacefarer milestone, trades with Callisto, builds Callisto Penal Mines, adds an asteroid to Directed Impactors, adds two delegates to the Greens, and spends heat to raise the temperature. Viron uses the Space Elevator twice, builds a Quantum Extractor, a Ganymede Colony, a Jovian Embassy, adds a floater to Red Spot Observatory, builds a Galilean Waystation, and adds a delegate to the Reds. MSI trades with Triton, uses Energy Market, gains Sponsors, adds a delegate to the Reds, develops Extractor Balloons, uses Extractor Balloons, develops Molecular Printing, Forced Precipitation, adds a floater to Forced Precipitation, and plants Moss. Poseidon builds a Research Colony on Pluto, uses heat to raise the temperature, brings in Nitrogen from Titan, develops Rad Suits, plants Lichen, and adds twp delegates to the Greens. Election is the global event and the Reds become the dominant party.

### Lancashire Heeler – Concordia

Vintner. Dave builds in Vindobona, Colonia A, and Valentia and buys a Consul and a Colonist. Keith builds in Petra, Memphis, and Antiocha, builds a land colonist, and gains the Concordia card.

Final scores are: Dave with 117, Keith with 71, Bill with 70, and Kevin with 69. Congratulations to Dave on his victory!

### Labrastaff – Dominion

Gondola, plays a Crucible, trashing an Estate, buys a Bury and a Gold. Christopher plays a Cage with 2 cards, and buys a Silver. Dave uses the Quartermaster to gain a Gondola, plays a Carpenter, trashing a Cage for a Crucible, and buys a Journey, then gains a Gondola from the Quartermaster, plays a Gondola, a Crucible, trashing a Carpenter, and buys a Province. Chris G. plays a Governor, drawing cards, plays a Carpenter, trashing a Carpenter for a Gold, and buys a Gondola. Kevin buys a Gold. Bill plays a Carpenter, trashing a Gondola for a Gold, and buys a Silver.

Round 10: Chris H. uses the Quartermaster to gain a Crucible, plays a Remodel, trashing a Copper for a Cage, buys a Bury and a Province, trashing a Cage and gaining its 2 cards. Christopher buys a Province, trashing 2 Cages and gaining their cards. Dave uses the Quartermaster to gain a Silver and buys a Province. Chris G. plays a Remodel, trashing a Carpenter for a Gold and buys a Gold. Kevin plays a Governor, gaining Gold, a Crew, buys a Gondola, plays a Carpenter, trashing a Quartermaster for a Gold. Bill plays a Crucible, trashing an Estate, and buys a Province.

Round 11: Chris H. gains a Crucible from the Quartermaster, uses it to trash a Silver, and buys a Bury and a Province. Christopher plays a Governor, gaining Gold, and buys a Province. Dave uses the Quartermaster to

gain a Crucible, buys a Bury and a Province. Chris G. plays a Governor, drawing cards, plays a Carpenter, trashing a Carpenter for a Gold, and buys a Gold. Kevin buys a Province, trashing 2 Cages and gaining their cards. Bill plays a Governor, gaining a Gold, and buys a Province.

Round 12: Chris H. uses the Quartermaster to gain a Remodel, plays a Crucible, trashing a Copper, and buys a Province. Christopher plays a Governor, gaining Gold, a Crucible, trashing Gold, and buys a

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

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

Round 3: Phases are Development, Production, Research. Helion opens a Mine. Teractor sets up a Lunar Beam. HS gains Sponsors. Exocorp gains an Acquired Company.

Round 4: Phases are Development and Research. Helion brings in Coal Imports. Teractor builds a Fuel Factory. Exocorp fosters Economic Growth.

Round 5: Phases are Development Construction, Production, Research. Helion builds Solar Power and gains Assorted Enterprises and an Underground City. Teractor starts the Import of Advanced GHG. HS develops Processed Metals and a Matter Generator. Exocorp joins a Power Supply Consortium and holds an Invention Contest.

Round 6: Phases are Construction, Production, Research. Helion builds Steelworks. Teractor introduces Tardigrades and builds Assembly Lines. HS builds an Orbital Outpost. Exocorp conducts Topographic Mapping.

Round 7: Phases are Development, Action, Production, Research. Helion builds a Strip Mine, uses Steelworks, spends heat to raise the temperature and plants to gain a forest tile. Teractor joins a Cartel, adds a resource to Tardigrades, and spends heat to raise the temperature. HS builds an Industrial Center and gains a Nitrogen Rich Asteroid. Exocorp discovers Undersea Vents.

Round 8: Phases are Construction, Production, Research. Helion forms a Media Group. Teractor builds a Colonizer Training Camp and discovers a

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

We are using the Venus Next, Prelude, and Colonies expansions and playing on the Hellas map.

Prelude: Celestic plays Supplier and Sulf-Sufficient Settlement. Utopia plays Metal-Rich Asteroid and Orbital Construction Yard. Thorgate plays Martian

Province. Dave uses the Quartermaster to gain a Gondole, plays a Crew, a Crucible, trashing a Silver, and buys a Province. Chris G. buys a Duchy, trashing the Cage and gaining its card. Kevin plays a Crew and buys a Province. Bill buys a Duchy.

Round 13: Chris H. rakes a Remodel from the Quartermaster, plays it, trashing a Silver for a Duchy, plays a Crucible, trashing a Remodel, and buys a Province. Christopher buys a Duchy. Dave takes a Crucible from the Quartermaster, plays it, trashing a Carpenter, and buys a Province. Chris G. plays a Remodel, trashing a Copper for an Estate, busy buys a Province. Kevin plays a Carpenter, trashing a Gold for a Province, and buys an Estate.

As all Provinces have been acquired, the game is over. Final scores are: Dave with 32, Chris H. with 27, Christopher with 23, Kevin with 22, Bill with 17, and Chris G. with 13. Congratulations to Dave on his victory!

### Labrador Retriever – Terraforming Mars: Ares Expedition

Subterranean Reservoir. HS develops Restructured Resources. Exocorp holds a Technology Demonstration and adopts Progressive Policies.

Round 9: Phases are Development, Construction, Production, Research. Helion adopts Slash and Burn Agriculture, gains the Magnate milestone, and starts Towing a Comet. Teractor develops Heat Reflective Glass and builds Gas-Cooled Reactors. HS develops Advanced Alloys. Exocorp builds Automated Factories, Geothermal Power, claims the Magnate milestone, and enacts Energy Subsidies.

Round 10: Phases are Construction and Research. Helion develops Volcanic Soil and Optimal Aerobraking. Teractor founds a Think Tank. HS introduces Anaerobic Microorganisms. Exocorp brings in an Ice Asteroid.

Round 11: Phases are Development, Construction, Production. Helion builds a Commercial District and sponsors the Release of Inert Gasses. Teractor uses Blueprints. HS introduces GHG Producing Bacteria and Advanced Screening Technology, and claims the Magnate milestone. Exocorp brings in Imported GHG and a Convoy from Europa, and introduces an Extreme-Cold Fungus.

Round 12: Phases are Action and Research. Helion uses Steelworks, spends plants for 2 forest tiles, and claims the Gardener milestone. Teractor adds resources to Tardigrades, uses Think Tank, spends heat to raise the temperature 3 steps, and uses Gas-Cooled Reactors. HS uses Matter Generator, adds a resource to GHG Producing Bacteria, and uses Advanced Screening Technology. Exocorp spends heat to raise the temperature 5 steps, uses Extreme-Cold Fungus, and Progressive Policies.

Round 13: Phases are Development, Construction, and Production. Helion indulges in Metallurgy and builds an Earth Catapult. Teractor introduces Livestock and brings in Imported Nitrogen. HS develops Solarpunk. Exocorp builds a Magnetic Field Generator and incites Lava Flows.

Round 14: Phases are Construction, Action, Production, Research. Helion brings in a Giant Ice Asteroid, uses Steelworks, and spends plants for a forest tile. Teractor joins the United Planetary Alliance, adds a resource to Tardigrades, uses Think Tank, Gas-Cooled Reactors, and spends heat to raise the temperature. HS develops Extended Resources, uses the Matter Generator, adds a resource to GHG Producing Bacteria, uses Solarpunk twice, and uses Advanced Screening Technology. Exocorp introduces a Decomposing Fungus, brings in Imported Hydrogen, uses Decomposing Fungus, Extreme-Cold Fungus, Progressive Policies, spends plants for a forest tile, and spends heat to raise the temperature.

Round 15: Phases are Development, Construction, Research. Helion builds a Space Station, develops Exosuits, and discovers Volcanic Pools. Teractor develops Biothermal Power and Breathing Filters. HS uses Work Crews to build Arctic Algae. Exocorp develops Gene Repair and conducts Interplanetary Relations.

Round 16: Phases are Construction and Action. Helion builds Hydro-Electric Energy, uses it, spends heat to increase temperature 2 steps, and spends plants for 2 forest tiles. Teractor develops Adaptation Technology, adds a resource to Tardigrades, uses Gas-Cooled Reactors twice, spends heat to raise the temperature, and spends cash to raise the temperature. HS launches a Lagrange Observatory, uses Matter Generator twice, and uses GHG Producing Bacteria. Exocorp hires Interns, builds a Development Center, uses it, spends heat to raise the temperature, uses Extreme-Cold Fungus, Decomposing Fungus, and spends plants for a forest tile.

Final scores are Exocorp with 50, Helion with 47, Teractor with 37, and HS with 24. Congratulations to Andy York on his victory!

### Labradane – Terraforming Mars

Industries and Great Aquifer. Robinson Industries player Mining Operation and Donation. Valley Trust plays UNMI Contractor and Allied Bank.

Generation 1: Celestic gains Extractor Balloons and Stratoplis, builds a colony on Luna, adds a delegate to Unity, builds Solar Power, and adds a floater to itself. Utopia brings in Imported GHG, builds a Power Plant, and launches a Mining Expedition. Thorgate builds a colony on Luna, a colony on Callisto, a standard power plant, adds a delegate to Mars First, builds another standard power plant, and adds another delegate to Mars First. Robinson Industries builds a Pioneer Settlement on Luna, induces Lava Flows, introduces Psychrophiles, adding a resource to it, gains 1 titanium production, builds a Titanium Mine, and adds a delegate to the Kelvinists. Valley Trust plays Aquifer Turbines, builds a colony on Callisto, and adds a delegate to the Scientists. Mars First becomes the ruling party.

Generation 2: Utopia trades with Luna, sacrifices 1 titanium production for 4 titanium, starts Asteroid

Hollowing, and adds a resource to Asteroid  
 Hollowing, adds 2 delegates to Mars First, plants  
 Adapted Lichen, and brings in Imported Hydrogen.  
 Thorgate builds a standard power plant, claims the  
 Energizer milestone, trades with Callisto, and adds a

Player	Company
Kevin Wilson	Keleti Energia (KE)
Bill Scharf	20 <sup>th</sup> Century Unlimited (20CU)
Andy York	Texas Railroad Commission (TRC)
Dave Hooton	Łódź of Fun (LoF)

We are using the base game on the Central Europe map, using the Energy Crisis variant, a random combined deck with Power Grid+ and the promotional cards.

Round 1: KE gets power plant 03 unopposed. 20CU gets power plant 05 against oppositions. TRC gains

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

We are using the Buildings expansion.

Round 1: Kevin selects the Builder, builds a Construction Hut, populates it, and takes a corn plantation. Andy selects the Mayor, builds a Hacienda, populates it and an indigo plantation, and takes an indigo and a coffee plantation. Chris selects the Settler, builds a Small Market, populates a corn plantation, takes a quarry, and produces corn. Christopher takes the Craftsman, populates a corn plantation, takes a corn plantation, and produces corn.

Round 2: Andy selects the Prospector, populates an indigo plantation, and builds an Indigo Plant. Chris selects the Mayor, populates a quarry and Small Market, builds a Black Market, and produces corn. Christopher selects the Builder, populates a corn plantation, builds a Hospice, and produces corn. Kevin selects the Craftsman, populates a corn plantation, builds a Small Indigo Plant, and produces corn.

Round 3: Chris selects the Captain, ships corn, populates the Black Market, and takes a tobacco plantation. Christopher selects the Trader, ships corn, trades corn, populates the Hospice, and takes a tobacco plantation. Kevin selects the Mayor, populates an indigo plantation and Small Indigo Plant, and takes a quarry. Andy selects the Settler, populates the Indigo Plant, and takes an indigo plantation.

Round 4: Christopher selects the Builder, builds a Large Market, and populates it. Kevin selects the Captain, ships corn, and populates a quarry. Andy selects the Prospector and populates the Hacienda. Chris selects the Mayor, builds a Tobacco Storage, and populates it and a tobacco plantation.

Round 5: Kevin selects the Craftsman, produces corn and indigo, builds a Storehouse, and ships corn. Andy selects the Trader, produces indigo, trades indigo, builds a Coffee Roaster, and ships indigo.

delegate to the Greens. Robinson Industries gains an energy production, adds a resource to Psychrophiles, builds the Great Dam, and adds a delegate to the Kelvinists. Valley Trust adds a delegate to the Greens, negotiates a Political Alliance, introduces Designed Microorganisms, adds a delegate to the Greens, and trades with Europa. Celestic adds a delegate to Unity, builds an Immigrant City, starts Advertising, gains Sister Planet Support, and adds a floater to itself. Global event is Venus Infrastructure. Unity becomes the ruling party.

### Labsy – Power Grid

power plant 04 unopposed. LoF buys power plant 07. KE, TRC, and 20CU buy coal, LoF buys oil. KE connects to Žilina and Ostrava. TRC connects to Kraków. 20CU connects to Bratislava and Trnava. LoF connects to Katowice, Sosnowiec, and Częstochowa.

Round 2: 20CU gains power plant 11 against opposition. TRC gains power plant 15 against opposition. LoF gains power plant 21 unopposed. KE buys power plant 13. TRC, KE, and 20CU buy coal; LoF buys coal and oil. TRC connects to Propad. KE connects to Banská Bystrica. 20CU connects to Wein.

Round 3: KE buys power plant 08 against slight opposition. LoF gains the Supply Contract. 20CU buys power plant 19 unopposed. TRC buys power plant 10. TRC buys coal, LoF buys coal and oil, 20CU buys uranium, and KE buys coal and uranium. TRC connects to Łódź. LoF connects to Wrocław. 20CU connects to Gyor.

Round 4: 20CU gains power plant 20 unopposed. LoF gains reservoir 09 unopposed. KE gains power plant 25 unopposed. TRC and KE buys coal, LoF and 20CU buy oil. TRC connects to Bygoszcz. LoF connects to Posnan and Hradec Králové.

### Mastador – Puerto Rico

Chris selects the Builder, produces corn and tobacco, trades tobacco, and builds an Office. Christopher selects the Captain, produces corn, and ships corn.

Round 6: Andy selects the Mayor, populates a coffee plantation and the Coffee Roaster, takes a tobacco and a corn plantation, and produces indigo and coffee. Chris selects the Settler, populates the Office, takes a tobacco plantation, and produces corn and tobacco. Christopher selects the Prospector, populates San Juan, takes a corn plantation, and produces corn. Kevin selects the Craftsman, populates the Storehouse, takes a sugar plantation, and produces corn and indigo.

Round 7: Chris selects the Trader, trades tobacco, builds a City Hall, and populates a tobacco plantation. Christopher selects the Captain, ships corn, and populates San Juan. Kevin selects the Builder, ships corn and indigo, builds a Sugar Mill, and populates a sugar plantation and the Sugar Mill. Andy selects the Mayor, ships indigo and coffee, and populates an indigo plantation and the Indigo Plant.

Round 8: Christopher selects the Settler, takes a quarry, produces corn, trades corn, and populates San Juan. Kevin selects the Craftsman, takes a sugar plantation, produces corn, indigo, and sugar, trades sugar, and populates the Storehouse. Andy selects the Trader, takes sugar and corn plantations, produces corn and coffee, trades coffee, and populates a corn plantation. Chris selects the Mayor, takes a corn plantation, produces corn and tobacco, trades tobacco, and populates the corn plantation and the Tobacco Storage.

Round 9: Kevin selects the Trader, trades indigo, builds an Aqueduct, and ships corn. Andy selects the Prospector, and ships indigo. Chris selects the Builder, trades corn, builds a Large Warehouse, and ships corn. Christopher selects the Captain, builds a Guesthouse, and ships corn.

Round 10: Andy selects the Settler, takes indigo and coffee plantations, populates the coffee plantation and Coffee Roaster, and produces indigo and coffee. Chris selects the Mayor, takes a sugar plantation, populates the Large Warehouse and sugar plantation, and produces corn and tobacco. Christopher selects the Prospector, takes a coffee plantation, populates the Guesthouse, and produces corn. Kevin selects the Craftsman, takes a sugar plantation, populates the Aqueduct, and produces corn, indigo, and sugar.

Round 11: Chris selects the Captain, ships tobacco and corn, builds a Sugar Mill, and populates the Sugar Mill. Christopher selects the Builder, ships corn, builds a Coffee Roaster, and populates the Guesthouse and Coffee Roaster. Kevin selects the Trader, ships corn, builds a Trading Post, trades sugar, and populates the Trading Post. Andy selects the Mayor, ships coffee, builds a Residence, and populates 2 corn plantations and the Residence.

Round 12: Christopher selects the Settler, takes a quarry, populates San Juan, and produces corn and coffee. Kevin selects the Mayor, takes a quarry, populates the Sugar Mill, 2 sugar plantations, and a quarry, trades Indigo, and produces corn and sugar. Andy selects the Trader, takes a tobacco plantation, populates 2 tobacco plantations, and produces corn, indigo, and coffee. Chris selects the Craftsman, takes a tobacco plantation, populates it, and produces corn, sugar, and tobacco.

Round 13: Kevin selects the Builder, builds a Wharf, and takes a quarry. Andy selects the Captain, ships indigo and coffee, and takes a sugar plantation. Chris selects the Prospector, builds a Small Indigo Plant, ships tobacco, and takes an indigo plantation. Christopher selects the Settler, ships coffee, and takes a quarry.

Round 14: Andy selects the Mayor, populates 2 sugar plantations and an indigo plantation, builds a Small Indigo Plant, and produces corn, indigo, and coffee. Chris selects the Trader, populates the City Hall, trades sugar, builds a Statue, and produces corn, sugar, and tobacco. Christopher selects the Builder, populates San Juan, builds a Tobacco Storage, and produces corn, tobacco, and coffee. Kevin selects the Craftsman, populates

the Wharf, trades sugar, and produces corn and sugar. Round 15: Chris selects the Builder, builds an Indigo Plant, populates an indigo plantation, and trades tobacco. Christopher selects the Captain, builds a Sugar Mill, ships corn, and populates the Tobacco

Players: Keith Marple, Chris Geggus, Christopher Hunt, Kevin Wilson.

We are using the Europe and Oceania expansions.

Round 1: Keith plays the Common Cuckoo, Little Penguin, and the Kākāpō. Chris plays the Common

Players: Kevin Wilson, Christopher Hunt, Andy York, Bill Scharf.

Round 1: Kevin takes the Pillaging Leprechauns. Christopher takes the Alchemist Dwarves. Andy takes the Spirit Priestesses. Bill takes the Catapult Giants.

Round 2: Kevin's Leprechauns hide out in the mountains in the southwest part of the map.

Christopher's Dwarves attack the Priestesses. Andy's Priestesses move in the direction away from the Dwarves. Bill's Giants expand in the southeast area of the board.

Round 3: Kevin's Leprechauns stay the course. Christopher's Dwarves attack the Priestesses again. Andy's Priestesses go into decline. Bill's Giants go into decline.

Players: Christopher Hunt, Chris Geggus, Bill Scharf, Kevin Wilson.

Round 1: Bill is the Spy who looks for unique cards in Christopher's hand, finding none, and builds Stables and a Market. Christopher is the King, who keeps the Crown and builds a Manor. Kevin is the Alchemist, who builds a Castle. Chris is the Scholar, who builds a Market and a Church.

Round 2: Bill is the Seer. Christopher is the King, retains the Crown, and builds a Cathedral. Chris is the Bishop. Kevin is the Diplomat, who swaps his Castle for Christopher's Cathedral.

Round 3: Chris is the Magistrate, who places warrants on the King, Bishop, and Alchemist and builds a Map Room. Kevin is the Seer, who builds a Harbor. Christopher is the King, who retains the

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

This is the standard game.

Round 1: Geggus selects the Builder, builds a Small Market, populates it, and takes an indigo plantation. York selects the Mayor, builds an Indigo Plant, populates it and an indigo plantation, takes an indigo plantation, and produces indigo. Hibbert selects the Settler, builds a Small Market, populates the corn plantation, takes a coffee plantation, and produces corn. Wilson selects the Craftsman, populates the corn plantation, takes a corn plantation, and produces corn.

Round 2: York selects the Prospector, trades indigo, and builds a Hacienda. Hibbert selects the Trader

Storage and Sugar Mill. Kevin selects the Mayor, builds a Lighthouse, ships sugar, and populates the Lighthouse, Small Indigo Plant, and an indigo plantation. Andy selects the Trader, ships corn, populates the Small Indigo Plant, and trades coffee.

Final scores are Chris with 43, Andy with 38, and Kevin and Christopher with 34. Congratulations to Chris on his victory!

### Manchester Terrier – Wingspan

Buzzard, Indigo Bunting, and Eurasian Green Woodpecker. Christopher plays the Barred Owl, Great Horned Owl, and the Grey-Headed Mannikin. Kevin plays the Mallard, Red-Tailed Hawk, and Ruddy Duck.

Round 2: Chris plays the Eastern Bluebird, California Condor, and American Oystercatcher. Christopher plays the Chipping Sparrow and Yellow-Headed Blackbird. Kevin plays the Pie-Billed Grebe and White-Faced Ibis. Keith plays the Fish Crow, Sandhill Crane, and Common Swift.

### Norwegian Lundehund – Smallworld

Round 4: Kevin's Leprechauns continue to stay the course. Christopher's Dwarves go into decline. Andy takes the Bivouacking Pygmies and expand in the northwest portion of the board. Bill takes the Seafaring Humans, and draw a line from the northwestern sea to the central sea.

Round 5: Kevin's Leprechauns go into decline. Christopher takes the Behemoth Trolls and eliminates the Priestesses. Andy's Pygmies expand a little. Bill's Humans continue to expand toward the southeastern sea.

Round 6: Kevin takes the Imperial Gypsies and starts out in the northeastern corner of the board, attacking the Dwarves and Humans. Christopher's Trolls attack the Pygmies. Andy's Pygmies attack the Giants. Bill's Humans also attack the Giants.

Round 7: Kevin's Gypsies continue to expand in the northeast. Christopher's Trolls attack the Pygmies. Andy's Pygmies attack the Gypsies. Bill's Humans go through the Giants to reach the southeastern sea.

Round 8: Kevin's Gypsies expand. Christopher's Trolls go into decline. Andy's Pygmies attack the Gypsies. Bill's Humans also attack the Gypsies.

Round 9: Kevin's Gypsies attack the Humans. Christopher takes the Historian Ratmen, starting in the northeast, attacking the Pygmies. Andy's Pygmies attack the Giants. Bill's Humans attack the Gypsies.

Final score is Bill with 102, Andy with 100, Christopher with 80, and Andy with 39. Congratulations to Bill on his close victory!

### Miniature Schnauzer – Citadels

Crown and builds a Prison. The warrant is unsigned. Bill is the Alchemist.

Round 4: Bill is the Magistrate, who places warrants on the Spy, King, and Alchemist and builds a Barracks. Chris is the Spy, who looks for religious districts in Kevin's hand, finding 1 and builds Docks. The warrant is unsigned. Kevin is the King, who takes the Crown. Christopher is the Diplomat, who builds a Market and swaps his Prison for Chris' Map Room.

Round 5: Kevin is the Magistrate, who places warrants on the King, Bishop, and Diplomat and builds a Monastery. Bill is the King, and takes the Crown. Christopher is the Scholar and builds a Statue. Chris is the Diplomat and exchanges his Docks for Christopher's Map Room, then builds a Castle. The warrant is unsigned.

Round 6: Chris is the Spy, who looks at Kevin's hand for unique districts, finding 2, and builds a Manor. Bill is the Seer, who builds a Smithy. Christopher is the King, who takes the Crown. Kevin is the Diplomat.

Round 7: Bill is the Magistrate, who places warrants on the King, Alchemist, and Scholar. Christopher is the King, to retains the Crown and builds the Dragon Gate. The warrant is signed and the Dragon Gate goes to the Magistrate. Kevin is the Alchemist who builds a Museum and tucks a card under it. Chris is the Scholar, who builds a Trading Post, which is his 7<sup>th</sup> card, thus ending the game.

Final score is Chris with 29, Christopher and Bill with 20, and Kevin with 17. Congratulations to Chris on his victory!

### Mauzer – Puerto Rico

and trades corn. Wilson selects the Captain, ships corn, and builds a Hacienda. Geggus selects the Builder and builds a Hospice.

Round 3: Hibbert selects the Craftsman, produces corn, populates the Small Market, and takes a coffee plantation. Wilson selects the Mayor, produces corn, populates the Hacienda and a corn plantation, and takes sugar and tobacco plantations. Geggus selects the Settler, populates the Hospice, and takes a quarry. York selects the Prospector, produces indigo, populates the Hacienda, and takes corn and indigo plantations.

Round 4: Wilson selects the Builder, builds a Tobacco Storage, populates it, ships corn, and takes sugar and coffee plantations. Geggus selects the Mayor, builds a Small Indigo Plant, populates the Small Indigo Plant and an indigo plantation, and takes a sugar plantation. York selects the Captain, populates a corn plantation, ships indigo, and takes 2 sugar plantations. Hibbert selects the Settler, builds a Small Sugar Mill, populates it, ships corn, and takes a sugar plantation.

Round 5: Geggus selects the Trader, populates an indigo plantation, and produces indigo. York selects the Mayor, populates an indigo plantation and the Indigo Plant, and produces corn and indigo. Hibbert selects the Prospector, populates a sugar plantation, and produces corn and sugar. Wilson selects the Craftsman, populates the Tobacco Storage, and produces corn and tobacco.



**Mountain Feist – Terraforming Mars: Ares Expedition**

Player	Corporation
Christopher Hunt	Credicor
Andy York	Modpro
Kevin Wilson	Launch Star, Inc. (LSI)
Bill Scharf	Burstar

This is the Crisis variant, using the Nightmare option.

Round 1: Crisis card is Catastrophic Erosion and Dummy is Construction. Phases are Development, Action, Production, and Research. Modpro builds Fueled Generators, gains Surface Mines and Circuit

Player	Faction
Christopher Hunt	The Blue Meanies
Andy York	TTG
Bill Scharf	Angry Cabbages
Kevin Wilson	PIKES

TRC is Texas Railroad Commission. PIKES is P-Math Institute of Klatch, Ee Section.

Round 1: The Blue Meanies play Nobby Nobbs and The Fools' Guild. TTG plays The Librarian. Angry Cabbages play The Beggars' Guild. PIKES plays Dr. Whiteface.

Round 2: The Blue Meanies play Zorgo the Retro-Phrenologist. TTG plays Mr. Bent, Drumknott,

Board Factory. LSI develops Soil Warming. Burstar builds a Giant Space Mirror.

Round 2: Crisis card is Emergency Shelters, and Dummy is Production. Phases are Development, Construction, Action, and Research. Credicor develops Industrial Microbes, founds a Media Group, and brings Deimos Down. Modpro develops Surface Mines, brings in a Convoy from Europa, and gains AI Central. LSI builds an Underground City and joins the United Planetary Alliance. Burstar builds a Mohole Area and hires Interns. Catastrophic Erosion and Emergency Shelters are discarded.

Round 3: Crisis draw is Barren Crater and Dummy phase is Development. Phases are: Construction, Action, Production, Research. Credicor initiates Brainstorming and uses it. Modpro starts Asset Liquidation, introduces Self-Replicating Bacteria, gains Economic Growth, uses Asset Liquidation, and adds 2 resources to Self-Replicating Bacteria. LSI builds Wood Burning Stoves. Burstar holds a Technology Demonstration.

**Mudi – Discworld: Ankh-Morpork**

Harry King, and Mrs. Cake. Angry Cabbages play The Ankh Morpork Sunshine Dragon Sanctuary, CMOT Dibbler, and The Seamstress' Guild. PIKES plays Sergeant Angua and The Mended Drum.

Round 3: The Blue Meanies play The Thieves' Guild. TTG plays History Monks. Angry Cabbages play Mr. Boggis. PIKES plays Rincewind, triggering a Flood in Dolly Sisters and The Shades, and Gimlet's Dwarf Delicatessen.

Round 4: The Blue Meanies play Queen Molly. TTG plays Leonard of Quirm. Angry Cabbages play Groat. PIKES plays Foul Ole Ron, and Inigo Skimmer.

Round 5: The Blue Meanies play Modo. TTG plays Pink Pussycat Club, The Fire Brigade, The Ankh Morpork Sunshine Dragon Sanctuary, Harga's House of Ribs, and The Dysk. Angry Cabbages play The Duckman. PIKES plays The Smoking Gnu, The Senior Wrangler, who causes an Explosion, and Sacharissa Crisplock.

Round 6: The Blue Meanies play Hex. TTG plays The Agony Aunts. Angry Cabbages play Here'n'Now and The Watch. PIKES reveals that they are Lord de Worde and have control of 4 areas, winning the game! Congratulations to Kevin Wilson.

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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.