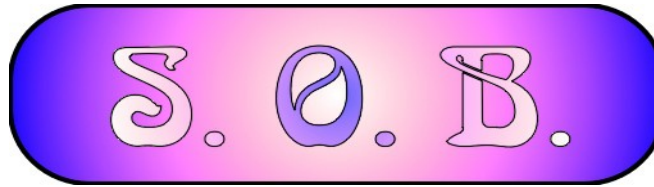


Number 301



March, 2025

Notes from Hades

Things are pretty much status quo here. Nothing really to report.

Since the last issue, four games have completed. They are: Maltes Shih more.

Tzu, a Terraforming Mars game won by Dave Hooton, Pugalier, a Players who have a (\$) after their name have paid the necessary game fee.

Wingspan game won by Chris Hibbert, Poochon, a Terra Mystica game won by

Kevin Wilson, and Pomerdog, a Goa game won by Chris Geggus. Congratulations to the winners!

The next deadline is **Tuesday, March 11 at 5:00 p.m. Pacific Time.**

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Game Openings

Kishu Ken: 4000AD: This is a science fiction based expansion game and will be run by Kevin Wilson. Rules can be provided as needed. Have Bill Scharf(\$), Martin Burgdorf(\$), will take up to 2 more.

Jackshund: Downfall XIII: This is a Diplomacy variant that takes place in Tolkien's Middle Earth. Have Bill Scharf(\$), Bob Robles(\$), Chris Geggus(\$), Mike Pollard(\$), Ward Narhi(\$), Dave Anderson(\$), will take up to 2 more.

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

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

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

Portuguese Podengo Pequeno: Settlers of Catan: Have the Seafarers and the Knights and Cities expansions. Have Dave Hooton(\$), Chris Geggus(\$), Bill Scharf(\$), Kevin Wilson(\$), will take up to 2 more.

Portuguese Pointer: Terraforming Mars: Have the Hellas, Elysium, Amazonis Planitia, plus 3 fan-developed maps, Venus Next, Prelude, Colonies, and Turmoil expansions. Have Chris Geggus(\$), Kevin Wilson(\$), Bill Scharf(\$), Christopher Hunt(\$), will take up to 1 more.

Puggat: Terraforming Mars: Ares Expedition: Have the Discovery and Foundation expansions. Have Kevin Wilson(\$), Bill Scharf(\$), Keith Marple(\$), Christopher Hunt(\$), will take up to 2 more.

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

Pyredoodle: Race for the Galaxy: Have The Gathering Storm and Rebel vs. Imperium expansions. Have Kevin Wilson(\$), Bill Scharf(\$), Chris Hibbert(\$), Christopher Hunt(\$), will take up to 2 more.

Pyrenean Shepherd: Ark Nova: A game about building a zoo. Have Keith Marple(\$), Chris Geggus, Christopher Hunt(\$), will take up to 1 more.

Russian Toy: Wingspan: Have the European and Oceana birds expansions. Have Dave Anderson(\$), Chris Hibbert(\$), Chris Geggus, Christopher Hunt, will take up to 1 more.

Romanian Mioritic Shepherd Dog: Citadels: Have the Deluxe version. Have Kevin Wilson(\$), Chris Geggus, Bill Scharf(\$), Christopher Hunt, will take up to 5 more.

Russian Tsvetnaya Bolonka: History of the World: Have Chris Geggus, Kevin Wilson(\$), Bill Scharf(\$), Christopher Hunt, will take up to 3 more.

Rafeiro do Alentejo: Terraforming Mars: Ares Expedition: This is the Crisis cooperative expansion. Have Bill Scharf(\$), Kevin Wilson(\$), Christopher Hunt. This game is full.

Rottle: 7 Wonders: Have the Wonder Pack, Leaders, Cities, Babel, and Armada

expansions as well as the fan-produced Ruins and Sailors expansions. Have Bill Scharf(\$), Kevin Wilson(\$), Chris Geggus, Christopher Hunt, will take up to 4

Wish List

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

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

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

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

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

S.O.B. is a zine of unusual postal games, and anything else I feel like including. Your publisher is:

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Rossmoor, CA 90720
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cerberus@sob-zine.org

On the Web at: <http://www.sob-zine.org>
Subscriptions cost \$3.00 per issue (\$4.50 overseas).
Game fee is \$5.00 for non-subscribers

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

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

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

Machiavelli: Scenario and optional rules by player vote. Have Kevin Wilson, Bob Robles, Dave Anderson, will take up to 5 more.

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

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

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

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

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

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

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

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

Terraforming Mars: Have the Hellas, Elysium, Amazonis Planitia, plus 3 fan-developed maps, Venus Next, Prelude, Colonies, and Turmoil expansions. Have Chris Geggus, will take up to 4 more.

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

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

Age of Renaissance: Have Chris Geggus, will take up to 5 more.

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

Terraforming Mars: The Dice Game: Have Chris Geggus, will take up to 3 more.

Terra Mystica: Have Chris Geggus, Kevin Wilson, will take up to 4 more.*

Smallworld: Have the Be Not Afraid, Grand Dames, and Royal Bonus expansions. Have Christopher Hunt, Kevin Wilson, will take up to 3 more.

Goa: Have Chris Geggus, will take up to 3 more.

Century Spice Road: Will take up to 5.

Dominion: Have most of the expansion sets plus some extras. Have Chris Hibbert, object.

Kevin Wilson, will take up to 4 more.

Outpost: This will use the expert rules, and will use the "Nantwich" rules if I have 4 or fewer players. Will take up to 10.

Agricola: This is the first edition, published by Z-Man Games. Will take up to 5.

Lords of Waterdeep: Have the Scoundrels of Skullport expansion. Will take up to 6.

In general, game ownership is recommended, but not required. Game names that are underlined will be played by email, and the status of those games may be updated more frequently than the zine issues. *As these games have no hidden information, the GM may join the game to help fill it out if the players do not

Drentsche Patrijshond

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

Deadline Fall 728: 3/11 Tuesday

France stays on the defensive while the Byzantines continue to fight against both the Pope and the Lombards. The Pope instigates further treachery.

Expenditures

Papacy borrows 8 ducats for 2 years (12 ducats due Summer 730) and spends 12 ducats to disband Byzantine F Upper Adriatic.

Outstanding Loans

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

Summer 730: 12 ducats due from Papacy (8 borrowed).

Orders

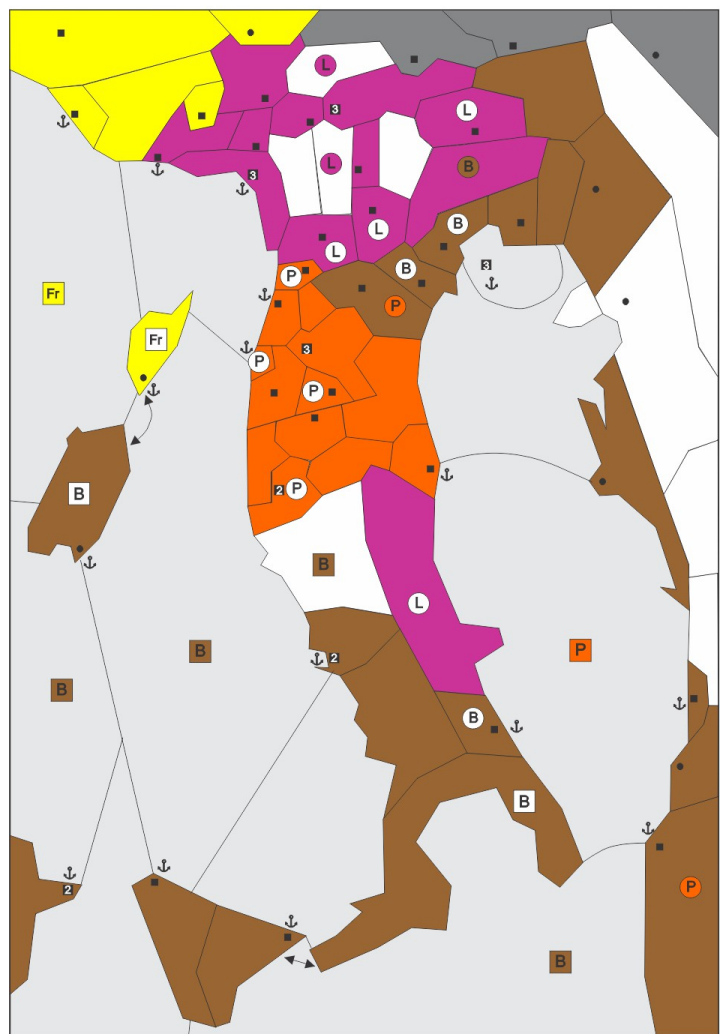
Byzantines (Wilson): A FERRARA to Bologna, A VERONA to Trent, A BARI to Aquila, A PADUA to Verona, F Upper Adriatic to Lower Adriatic (nsu), F Salerno to OTRANTO, F Gulf of Naples to IONIAN SEA, F Naples to CAPUA, F SARDINIA supports F Tyrrhenian Sea, F WESTERN MEDITERRANEAN supports F Sardinia, F TYRRHENIAN SEA supports F Naples to Capua

France (Robles): F CORSICA supports F Gulf of Lions, F GULF OF LIONS supports F Corsica

Lombards (Burgdorf): A Turin to COMO, A Parma to MANTUA, A Fornova to PARMA, A AQUILA to Bari, A MODENA supports A Parma to Mantua, A TRENTO to Verona

Papacy (Narhi): A BOLOGNA supports Lombard A Parma to Mantua (cut), A ROME holds, A Pisa to PIOMBINO, A LUCCA supports A Bologna, A DURAZZO holds, A Perugia to SIENNA, F LOWER ADRIATIC holds (u)

Drentsche Patrijshond



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

Zine Report

Australian Zines

Damn the Consequences Published by Brendan Whyte. Current issue: 240. Runs Banbury Merton St (number game), Bonnie Brae (number game), Roborally, Railway Rivals, Where the #\$\$%& on the Tube is Kendo Nagasaki?, Choice, Bus Boss, Backpacks & Blisters. Current openings Banbury Merton St (number game), Bonnie Brae (number game), Where on the Tube is Kendo Nagasaki?,

Napoleonic Diplomacy, Beatlemania, Wooden Ships & Iron Men, Café International, Sopwith, McMulti, Commissioned, Railway Rivals, Britannia, Maneater, Air Charter, NOMIC, Dot Boom, Machiavelli, Diplomacy, Poleconomy.

Western Front Published by Brad Martin. Current issue: 221. Currently running

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

Macao, Puerto Rico, Railway Rivals, Settlers of Catan.

UK Zines

Dane's Games Published by Dane Maslen. Current issue: 247. 6 Nimmt!, By Popular Demand, Choice, Dead Pool, Grand National, 'Nantwich' Outpost, Reduced Randomness Railway Rivals, Where is My Mind?, Where in the World is Kendo Nagasaki?, Word Puzzle. Current openings for 6 Nimmt!, Bier Börse, By Popular Demand, Choice, Outpost, Where is My Mind?, Word Puzzle.

Fury of the Northmen Published by Colin Bruce. Current issue: 136. Currently running Chess; Civilization; Diplomacy the Gathering; Conquistador, Diplomacy. Game openings for Diplomacy, Chess.

God Save the Zine Published by Stephen Agar. Current issue: 23. Currently running Diplomacy, Black Hole Diplomacy II, Bourse, Gunboat Hoplite Wars IV, Sopwith, Excalibur, Gunboat Stab!, Diplomacy Bingo. Game openings for Diplomacy, Mercator XIV, ManEater.

Celestial Dragon Published by Richard Smith. Current issue: 5. Consists of 5 subzines. The Celestial Steam Locomotive by Richard Smith, issue #35. Currently

running Snakes and Ladders, Fragments, Choice, Cystal Ball, House of Games, Where in the World is Kendo Nagasaki?, Dilemmas, By Popular Opinion, Bus Boss, Railway Rivals, Railway Rivals Partnership, Crossword Puzzle. Subzine Here Be Dragons (#68) by John Walker runs Puerto Rico, Lyric Quiz, and 6 Nimmt!. Subzine The Tangerine Terror (#745/I am the Kurious Kumquat (#5) by Howard Bishop runs Communal Don't Wordle, What's in Howard's Record Collection, The Name of the Game, Just One. Subzine SubPAR (#5) by Jim Reader runs Railway Rivals, Breaking Away. Current game openings: The Celestial Steam Locomotive: Where in the World is Kendo Nagasaki? (Three Wishes variant), Fragments, Dilemmas, Dice Forge, Feudality, Railway Rivals. Here be Dragons: Nearly the Best Game in the World, Lyric Quiz. The Tangerine Terror/I Am the Kurious Kumquat: The Name of the Game, Origins of WW2, What's in Howard's Record Collection, Dos de Mayo. SubPAR: Bus Boss, Railway Rivals, Breaking Away.

US Zines

Back of the Envelope Published by Tom Howell. Current issue: 43. Currently running Railway Rivals; Snakes & Ladders; Love Letter, Hangman, By Definition; Machi Koro; Fuzzy Borders; Breaking Away!; Golden Strider; Where in the World is Kendo Nagasaki?. Current game openings: Diplomacy, Dominion,

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

Cheesecake Published by Andy Lischett. Current issue: 435. Currently running Diplomacy, Escape from Cheesecake Island. Current game openings: None.

Email Games Report

Maltese Shih Tzu – Terraforming Mars

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

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

Generation 9: Spire trades with Luna, brings in a Giant Ice Asteroid, spends plants for a greenery tile, adds a delegate to the Scientists, builds Maxwell Base, uses Maxwell Base to add a resource to Venusian Insects, uses Restricted Area, adds a microbe to Venusian Insects, adds a microbe to GHG Producing Bacteria, sells 2 cards, conducts the Import of Advanced GHG, builds a city, and sells 2 cards. Poseidon develops Jovian Lanterns, adds floaters to Jovian Lanterns, trades with Enceladus, develops Jet

Stream Microscrapers, adds floaters to it, adds a microbe to Tardigrades, uses Extreme Cold Fungus to add microbes to Tardigrades, conducts Public Celebrations, sells a card, and adds a delegate to Unity. Ecotec trades with Triton, builds a city, builds a Minority Refuge on Pluto, builds another city, spends plants for a greenery tile, develops Molecular Printing, builds the Solarnet, builds Immigration Shuttles, adds a microbe to Extremophiles, uses the Energy Market, develops Gene Repair, imports Luxury Foods, sells a card, sells another card, develops Sub-Crust Measurements and uses it, sells 6 cards, adds an asteroid to Asteroid Rights, and adds 2 delegates to the Reds. Lakefront Resorts trades with Io, spends heat to raise the temperature, builds Airliners, uses Forced Precipitation, develops Aerial Mappers, uses Venus Shuttles, uses Atmo Collectors, uses the Bio Printing Facility to add an animal to Stratospheric Birds, introduces Farming, uses the Electro-Catapult, adds an animal to Stratospheric Birds, uses Mohole Lake to add another, uses Titan Air-Scraping, adds a floater to Aerial Mappers, builds Miranda Resort and an Equatorial Magnetizer, sells 2 cards, uses the Titan Floating Launch-Pad to trade with Europa, introduces Venusian Animals, uses the Equatorial Magnetizer, and adds a delegate to the Scientists. Nirgal Enterprises spends heat to raise the temperature, plants to place a greenery tile, adds a microbe to Psychrophiles, trades with Pluto, uses Ants to consume a Venusian Insect, adds a resource to Refugee Camps, exploits a Mining Area, builds a Hi-Tech Lab, takes out an Investment Loan, uses the Hi-Tech Lab, builds a Warp Drive, uses Orbital Cleanup, uses Power Infrastructure, adds a delegate to Mars First, discovers an Unexpected Application, builds Windmills, introduces Kelp Farming, and sells a card. Mars is now fully terraformed. Spire and Nirgal Enterprises each place 2 final greenery tiles and Poseidon and Lakefront Resorts each place 1. Final scores are: Ecotech with 96, Spire with 77, Nirgal Enterprises with 75, Lakefront Resorts with 70, and Poseidon with 49. Congratulations to Dave Hooton on his victory!

Maremma Sheepdog – Terraforming Mars

Player	Corporation
Chris Geggus	Sagitta (Sa)
Andy York	Inventrix (I)
Kevin Wilson	Palladin Shipping (PS)
Keith Marple	Mons Insurance (MI)
Dave Hooton	Spire (Sp)

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

Generation 7: I adds a delegate to Mars First, trades with Titan, builds Airliners, uses Red Spot Observatory, uses Local Shading, builds a SF Memorial, develops a Mass Converter, adds a resource to Security Fleet, sells a card, initiates the Venus Orbital Survey, and uses it. PS trades with

Ceres, takes out an Investment Loan, adds a delegate to the Kelvinists, moves the Mars Nomads, uses Floating Habs to add a floater to Forced Precipitation, adds another floater to Forced Precipitation, uses Applied Science, adds a microbe to Sulphur-Eating Bacteria, introduces GHG Producing Bacteria, adds a floater to it, and builds Atmo Collectors. MI spends heat to raise the temperature twice, uses Aerial Mappers, uses Space Mirrors, brings in Imported Nutrients, spends plants for a greenery tile, adds a delegate to the Greens, introduces Worms, and gains a Special Permit. Sp trades with Triton, introduces Saturn Surfing, uses it, builds a Corona Extractor, and adds 2 delegates to Mars First. Sa precipitates Lava Flows, adds a delegate to the Scientists, conducts an Ishtar Expedition, founds Summit Logistics, adds 2 delegates to the Scientists, spends heat to raise the temperature, sells 2 cards, and adds a floater to Extractor Balloons. Global Event is Revolution and the Scientists become the ruling party.

Generation 8: PS trades with Enceladus, uses Comet Aiming, uses GHG Producing Bacteria, spends heat to raise the temperature, uses Forced Precipitation, Sulphur-Eating Bacteria, Atmo Collectors, and Applied Science, moves Mars Nomads uses Floating Habs to add a floater to Forced Precipitation, adds a St. Joseph of Cupertino cathedral, builds Solar Wind Power, uses Venus Shuttles, and adds a delegate to the Kelvinists. MI trades with Callisto, adds a delegate to the Greens, spends heat to raise the temperature, builds a Soil Factory, acquires some Business Contacts, starts Noctis Farming, builds an Ice Moon Colony on Europa, spends plants

for a greenery tile, adds a delegate to the Scientists, secures Mining Rights, and adds a floater to Aerial Mappers. Sp trades with Triton, brings Deimos Down, builds Immigration Shuttles, spends heat to raise the temperature, builds a colony on Europa, builds a Space Port, cashes in on Saturn Surfing, trades with Europa, uses Insulation, sells a card, spends cash for a greenery tile, sells another card, and adds 2 delegates to Mars First. Sa builds a Titan Floating Launch-Pad, uses Extractor Balloons, uses Titan Floating Launch-Pad to trade with Miranda, embarks on an Air-Scrapping Expedition, adds a delegate to the Kelvinists, and builds Sponsored Academies. I funds the Thermalist award, trades with Ceres, spends heat to raise the temperature twice, uses Red Spot Observatory and Venus Orbital Survey, adds 2 delegates to Mars First, adds a resource to Security Fleet, a floater to Local Shading,

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

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

Generation 7: PL trades with Ganymede, spends plants for a greenery tile, adds a delegate to the Scientists, uses Sub-Crust Measurements, develops Warp Drive, uses the Space Elevator, adds floaters to the Floating Trade Hub, develops Solar Wind Power, develops Anti-Gravity Technology, brings Deimos Down, builds Dawn City, deploys Asteroid Mining, and gains Lunar Exports. Celestic adds a delegate to Mars First, deploys Atmo Collectors, uses Atmo Collectors to gain energy, trades with Europa, adds a microbe to Tardigrades, embarks on a Stratospheric Expedition, uses Jet Stream Microscrappers, gains a colony on Luna, spends heat to raise the temperature, uses its corporate action to add a floater to Titan Shuttles, uses Floater Technology to add another, uses Asteroid Rights, adds floaters to Titan Shuttles, adds another delegate to Mars First, gains a Mining Quota, sells a card, and uses Underground Detonations. KC trades with Luna, uses Inventors' Guild, exploits a Subterranean Reservoir, spends

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

Round 27: Bill gains a centaur and a behemoth. Christopher gains a wyvern.

Round 28: Bill splits 3 legions and gains a gorgon, a guardian, and a wyvern. Christopher gains a gargoyle.

Round 29: Bill gains a serpent, a hydra, and a giant. Christopher gains a gorgon.

Round 30: Bill gains a gorgon. Christopher engages

develops Directed Heat Usage, and uses it to gain cash, introduces Fish, and builds a Stanford Torus. Global event is Volcanic Eruptions and Mars First is the ruling party.

Generation 9: MI takes advantage of Ice Cap Melting, builds a city, gains a GMO Contract, spends plants for a greenery tile, uses Aerial Mappers, adds a microbe to Psychrophiles, introduces Red Ships, builds a Rad-Chem Factory, uses Red Ships and Space Mirrors, and adds a delegate to the Scientists. Sp trades with Triton, uses Saturn Surfing, builds a Physics Complex and uses it, builds Ganymede Colony, introduces Nitrite-Reducing Bacteria and uses it, develops Molecular Printing, trades with Europa, develops Venus Soils, introduces Ants, who attack Sulphur-Eating Bacteria, and adds a delegate to the Reds. Sa introduces Solarnet, develops Tectonic Stress Power, builds an Immigrant City, brings in a Comet for Venus, sells a card, develops 16 Psyche, uses Extractor Balloons, and adds a delegate to Mars First. I trades with Ceres, funds the Mogul award, uses Venus Orbital Survey and Red Spot Observatory, adds an animal to Fish and a floater to Local Shading, adds a resource to Security Fleet, uses Directed Heat Usage, builds an Ore Processor and uses it, adds a delegate to the Kelvinists, develops Laser Dusk Mining, builds a Trading Colony on Ceres, and a Magnetic Shield. PS adds a delegate to the Kelvinists, trades with Titan, moves the Mars Nomads, uses Venus Shuttles, uses Floating Hubs to add a floater to Atmo Collectors, uses Forced Precipitation, introduces Venusian Insects and adds a microbe to it, builds a St. Joseph of Cupertino Mission cathedral, adds a microbe to Sulphur-Eating Bacteria, uses Atmo Collectors, brings in Nitrogen from Titan, introduces Industrial Microbes, and builds Windmills. Global event is Strong Society and the Kelvinists become the ruling party.

Mini Bernedoodle – Terraforming Mars

plants for a greenery tile, founds Kaguya Tech, discovers an Unexpected Application, builds Solarnet, uses Icy Impactors, develops Carbon Nanosystems, adds a microbe to Extremophiles, introduces Small Animals and adds an animal to it, deploys an Atmoscoop, adds a delegate to the Kelvinists, founds Building Industries, gains asteroids on itself, exploits a standard aquifer, and uses heat to raise the temperature. IC trades with Enceladus, develops Cutting Edge Technology, builds a Pioneer Settlement on Europa, uses Titan Air-Scrapping, builds Power Infrastructure, launches Zeppelins, adds a microbe to Psychrophiles, uses Power Infrastructure, adds a delegate to Unity, and builds Ganymede Colony. MSI trades with Io, uses Venus Orbital Survey, builds a Neutralizer Factory, introduces Thermophiles, spends heat to raise the temperature twice, uses Space Mirrors, builds an Urbanized Area, adds a delegate to the Scientists, conducts Supported Research, spends heat to raise the temperature, conducts Heavy Taxation, uses Envoys from Venus to add 2 delegate to the Scientists, and uses Venus Shuttles. Global Event is Productivity and Mars First becomes the ruling party.

Generation 8: Celestic uses Atmo Collectors, trades with Luna, adds a floater to Admo Collectors, uses Floater Technology to add a floater to Jet Stream Microscrappers, uses Jet Stream Microscrappers, adds a microbe to Tardigrades, adds a delegate to Mars First, uses Jovian Envoys to add 2 more delegate to Mars First, uses Underground Detonations, adds an asteroid to Asteroid Rights, adds 2 floaters to Titan Shuttles, builds a Martian Zoo, spends heat to raise the temperature, develops Peroxide Power, builds a Capital, builds Media Archives, uses the Martian Zoo, develops Venus Soils, introduces Extractor Balloons, then uses them. KC builds a SF Memorial, uses Inventors' Guild, gains a Terraforming Contract, develop Io Mining Industries, adds a delegate to the Scientists, adds a microbe to Extremophiles an animal to Small Animals, and gains asteroids on itself. IC trades with Callisto, spends cash for a greenery tile, conducts a Harvest, brings in a Comet, uses Titan Air-Scrapping, develops Adaptation Technology, creates a Spin-Off Department, introduces Red Ships and uses them, adds a microbe to Psychrophiles, adds a delegate to Unity, uses Power Infrastructure, introduces Predators, and preys on Small Animals. MSI plants Heather, encourages Outdoor Sports, uses Venus Shuttles and Venus Orbital Survey, adds a microbe to Thremophiles, uses Space Mirrors, spends heat to raise the temperature, builds Steelworks, adds a delegate to Unity and a resource to Refugee Camps. PL trades with Io, adds a delegate to Mars First, uses Sub-Crust Measurements and Space Elevator, builds Magnetic Field Generators, adds 2 delegates to the Reds, launches Satellites, brings in a Large Convoy, builds a City, spends 8 plants for a greenery tile twice, launches an Interstellar Colony Ship, adds 2 floaters to Trade Hub, initiates Lunar Mining, uses the Space Elevator, sells a card, and builds the Great Dam. Dry Deserts is the Global Event and Scientists become the ruling party.

Pomanauze – Titan

2 of Bill's legions. First engagement: Christopher's 2 gargoyles, 2 cyclopes, and gorgon take on Bill's 2 gorgons, 2 behemoths, and serepent. Christopher's legion is eliminated and Bill loses a behemoth and a gorgon, but gains a gorgon and an angel. Second engagement: Christopher's 3 gargoyles, 2 cyclopes, and 2 gorgons versus Bill's titan, 2 griffons, and 2 hydras.

Round 31: Bill gains a gargoyle and 3 guardians. Christopher gains a lion and a guardian.

Round 32: Bill splits 2 legions and gains a griffon, 2 lions, and a gargoyle. Christopher splits a legion

Round 33: Bill gains a giant. Christopher gains a gargoyle.

Round 34: Bill gains a lion and a wyvern. Christopher gains a lion and engages one of Bill's legions.

Christopher's 5 rangers, lion, and gargoyle defeat Bill's 3 gorgons and a guardian while losing a lion and 5 rangers, but gaining an archangel.

Pitsky – Age of Renaissance

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

Round 4: London plays Revolutionary Uprisings and Pirates/Vikings on Crete and Alexandria, buys Overland East and Urban Ascendancy, buys a card, and expands to Libya. Genoa plays Religious Strife, buys a ship upgrade and Improved Agriculture, and expands to Tunis. Paris plays Long Bow and Timber, buys Nationalism and Patronage, and expands to Sarai, Gallipoli, Varna, Bessel, Salonika, Crete, and Alexandria. Barcelona buys Holy Indulgence and expands to Poti, Bordeaux, Oran, and Palma. Venice plays Cloth/Wine as Cloth, buys Holy Indulgence, The Heavens, Urban Ascendancy, and Improved Agriculture, and expands to Salonika, St. Malo, St. Gali, Durazzo, Amsterdam, Esseg, Corfu, and Breslau.

Round 5: Paris plays a Papal Decree forbidding Religion advances, Fur, Stone, Grain, and Wool, buys Institutional Research, Written Record, The

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

Round 3: Auren spend power for coins, upgrade a dwelling to a trading post, use their stronghold action to advance in the Air cult, upgrade a trading post to a temple, spend power for a shovel, and build a dwelling. Chaos Magicians spend power for 2 shovels, build a dwelling, upgrade a dwelling to a trading post, and upgrade another dwelling to a trading post. Cultists commit a priest to the Water cult, upgrade a trading post to a temple, and spend power for a priest.

Round 4: Chaos Magicians commit a priest to the Air cult, spend power for a shovel and build a dwelling, founding a town, commit another priest to the Air cult, and commit a priest to the Water cult.

Players are: Dave Anderson (DA), Chris Geggus (CG), Chris Hibbert (CH), and Bill Scharf (BS). We are using the European expansion.

Round 3: Chris H. plays the Downy Woodpecker, Black Vulture, and House Sparrow. Bill plays the Common Starling. Dave plays the Lazuli Bunting

Player	Company
Bill Scharf	East Riceburg Goods Exchange (ERGE)
Chris Geggus	Greater Eastern Geographical Society (GEGS)

Round 1 Bidding Marker Placement: Bidding markers are placed on a double ginger plantation and a colonist income tile.

Heavens, Seaworthy Vessels, and Improved Agriculture, buys a card, and expands to Smyrna and Alexandria. Barcelona plays Timber, buys Urban Ascendancy, Caravan, Human Body, and Seaworthy Vessels, and expands to Crete and Smyrna. Venice plays Metal, buys Nationalism, Human Body, Master Art, discarding Spice, and expands to Gallipoli, Varna, and Loire. London plays a Rebellion in Smyrna, Wool, and Ibn Majid, buys Ocean Navigation and Written Record, and expands to China, Leon, Druazzo, and Levant. Genoa plays Marco Polo, buys Overland East and Written Record, and expands to Tripoli, Montpellier, and Athens.

Round 6: Venice plays Mongol Armies and Grain, buys Institutional Research, Renaissance, Laws of Matter, and Seaworthy Vessels, and expands to Budapest, Prague, Nuremberg, Dijon, and Vienna. Genoa plays Enlightened Ruler, Cloth, and Johann Gutenberg, buys Institutional Research, Printed Word, Wind/Watermill, and Interest & Profit, and expands to Alexandria. London plays Desiderius Erasmus and Alchemist's Gold on Venice, buys Printed Word and Caravan, buys a card, and expands to East Indies, Amsterdam, and Abasgia. Barcelona plays Civil War on Venice, Black Death in area III, Gunpowder, War! on Paris (gaining Angora), and Wine, and expands to Corfu, Gallipoli, Salonika, Loire, St. Malo, Erzerum, Bruges, and Venice. Paris plays Silk, Stone, and William Caxton, buys Printed Word, Cathedral, and Wind/Watermill, and expands to Nuremberg, Lyon, Chester, Bessel, and unsuccessfully to Grenada.

Round 7: Paris plays Metal, Walter the Penniless, and Ivory/Gold as Gold, buys Human Body, Ocean Navigation, New World, Master Art, discarding Wool, and Interest & Profit, and expands to India. Barcelona plays Silk and Cloth/Wine as Wine, buys Cathedral, Institutional Research, Ocean Navigation, Laws of Matter, Wind/Watermill, Master Art, discarding The Crusades, and Interest & Profit, and expands to Cologne. Genoa plays Grain and Cloth, and buys a ship upgrade, Industry, and Human Body. London plays Christopher Columbus and Silk, buys a ship upgrade, New World, and Holy Indulgence, buys a card, and expands to South America and Jerusalem, and unsuccessfully to West Africa and Kaffa. Venice plays Prince Henry and Fur, buys Ocean Navigation and Wind/Watermill, and expands to Paris, St. Malo, Smyrna, Venice, Angora, Poti, and unsuccessfully to Oran.

Pochoon – Terra Mystica

Cultists spend power for coins, commit a priest to the Air cult, upgrade a dwelling to a trading post, use their bonus tile to advance in the Air cult, commit a priest to the Water cult, and use a priest to support the Fire cult. Auren spend power for shovels and build a dwelling, forming a town, use their stronghold action to advance in the Air cult, and reduce the cost of shovels. During cult bonuses the Chaos Magicians gain 1 shovel and the Cultists and Auren each gain 2.

Round 5: Auren spend power for coins, place 2 dwellings, use their stronghold action to advance in the Water cult, and upgrade a dwelling to a trading post. Chaos Magicians spend power for workers and shovels, place a dwelling, upgrade a dwelling to a trading post, upgrade a trading post to a temple, and use their favor tile action to advance in the Fire cult. Cultists place 2 dwellings, spend power for a shovel and place 2 more dwellings, founding a town, place two more dwellings, and spend priests to support the Earth and Water cults.

Round 6: Auren spend power for coins, build a bridge, place a dwelling, use their stronghold action to advance in the Water cult, commit a priest to the Earth cult, spend power for a shovel, build another dwelling, use their bonus tile action to advance in the Water cult, spend a priest to support the Water cult, commit a priest to the Earth cult, spend power for a priest, spend a priest to support the Earth cult, and build a dwelling. Chaos Magicians spend power for workers, upgrade a temple to a sanctuary, commit a priest to the Earth cult, and use their favor tile to advance in the Earth cult. Cultists commit a priest to the Fire cult, upgrade a temple to a sanctuary, forming a town, upgrade a trading post to a stronghold, and reduce the cost of shovels.

Final score is the Cultists with 125, Chaos Magicians with 72, and Auren with 71. Congratulations to Kevin Wilson on his victory!

Pugalier – Wingspan

and the Dunnock. Chris G. plays the Scaled Quail, Ruby-Crowned Kinglet, and Wild Turkey.

Round 4: BS plays the Mountain Chickadee. DA plays the Common Blackbird, White-Throated Swift, and Brewer's Blackbird. CG plays the Mountain Bluebird, European Goldfinch, and Snowy Egret. CH plays the Grey Heron.

Final scores are Chris Hibbert with 101, Chris Geggus with 84, Dave Anderson with 69, and Bill Scharf with 62. Congratulations to Chris Hibbert on his victory!

Pomerdog – Goa

Round 1 Bidding: GEGS gets the flag for 1, ERGE gets the ginger plantation for 3, and GEGS gets the colonist income for 3.

Round 1 Actions: GEGS founds Quillon, progresses on the Ship Building track, and draws an Expedition card. ERGE progresses on the Ship Building track, colonizes Quillon, and progresses on the Taxation track.

Round 2 Bidding Marker Placement: Bidding markers are placed on the spice income and Settlement tiles.

Round 2 Bidding: GEGS gets the flag for fee. ERGE gains the spice income for 4. GEGS gains the Settlement tile for free.

Round 2 Actions: GEGS harvests cloves at Quillon, collects taxes, advances on the Colonists column, and uses an Additional Action to collect taxes. ERGE collects taxes, builds ships, and advances on the Harvest column.

Round 3 Bidding Marker Placement: Bidding markers are placed on a Ships/Colonists tile and ship income.

Round 3 Bidding: GEGS retains the flag for 2. ERGE gains 3 colonists for 4. GEGS gains the ship income for 4.

Round 3 Actions: GEGS collects taxes, founds Cochin, advances on the Harvest column, harvests cinnamon and ginger, and advances on the Taxation column. ERGE collects taxes, advances on the Colonists column, and founds Cochin.

Round 4 Bidding Marker Placement: Bidding markers are placed on a clove plantation and a cinnamon plantation.

Round 4 Bidding: GEGS wins all the auctions.

Round 4 Actions: GEGS harvests nutmeg, advances on the Expedition column, harvests ginger, advances on the Ship Building Column, and collects taxes. ERGE advances on the Expedition column, builds ships, advances on the Ship Building column, and builds more ships.

Round 5 Bidding Marker Placement: Bidding markers are placed on a triple pepper plantation and a triple nutmeg plantation.

Players are: Christopher Hunt (CH), Chris Geggus (CG), and Bill Scharf (BS).

We are using the European expansion.

Round 1: CH and CG take Merchant cards. BS gains 2 turmeric.

Round 2: CH gains 2 turmeric, and CG and BS both take Merchant cards.

Round 3: CH gains a Merchant card, CG gains 4 turmeric, and BS upgrades 2 turmeric to 2 saffron.

Round 4: CH and CG each gain a Merchant card, BS rests.

Round 5: CH gains a Merchant card, CG gains 2 turmeric, and BS upgrades a saffron to a cinnamon.

Round 6: CH exchanges 5 turmeric for 3 cardamom, CG upgrades 2 turmeric to 2 saffron, and BS rests.

Round 7: CH upgrades 3 cardamom to 3 cinnamon, CG rests, and BS upgrades a turmeric to a cardamom.

Round 8: CH exchanges 2 cinnamon for 3 cardamom, 1 saffron, and 1 turmeric, CG gains 4 turmeric, and BS spends 3 turmeric, 1 saffron, 1 cardamom, and 1 cinnamon for a VP card, gaining a gold token.

Round 9: CH upgrades a turmeric to a saffron and a cardamom to a cinnamon, CG exchanges 5 turmeric for 2 cinnamon, BS gains 2 turmeric.

Round 10: CH spends 2 turmeric, 2 saffron, and 2 cardamom to buy a VP card, gaining a gold token, CG spends 2 turmeric, 2 saffron, and 2 cinnamon to buy a VP card, gaining a silver token, BS rests.

Round 11: CH rests, CG gains 2 turmeric, and BS upgrades 2 turmeric to 2 saffron.

Players are: Christopher Hunt (CHu), Chris Hibbert (CHi), Chris Geggus (CG), Bill Scharf (BS), Kevin Wilson (KW), and Dave Hooton (DH).

We are using the version 2 base set and Prosperity.

Round 5 Bidding: ERGE gains the flag and the pepper plantation while GEGS gains the nutmeg plantation.

Round 5 Actions: ERGE harvests, collects taxes, builds ships, and collects more taxes. GEGS harvests, advances on the Exploration column, and collects taxes.

Round 6 Bidding Marker Placement: Bidding markers are placed on a Ships/Colonists tile and a double nutmeg plantation.

Round 6 Bidding: ERGE gains the flag, the Ships/Colonists tile, taking colonists, and the nutmeg plantation.

Round 6 Actions: ERGE harvests, advances on the Taxation column, collects taxes, and advances on the Harvest column. GEGS draws Expedition cards, plays one for ducats, builds ships, and advances on the Colonists column.

Round 7 Bidding Marker Placement: Bidding markers are placed on the Vice King and a triple clove plantation.

Round 7 Bidding: GEGS gains the flag and the Vice King, ERGE gains the clove plantation.

Round 7 Actions: GEGS uses the Vice King to advance on the Colonization column, founds Madras, advances on the Taxation column, then the Expedition column, spends ducats to advance on the Harvest column, and collects taxes. ERGE advances on the Ship Building column, builds ships, and colonizes Madras.

Round 8 Bidding Marker Placement: Bidding markers are placed on a Settlement tile and a double pepper plantation.

Round 8 Bidding: ERGE gains the flag. GEGS gains the Settlement tile. ERGE gains the pepper plantation and discards it.

Round 8 Actions: ERGE advances on the Expedition column, draws 2 Expedition cards, collects taxes, and builds ships. GEGS builds ships, founds Calicut, advances on the Taxation column, and draws Expedition cards.

Final scores are GEGS with 36 and ERGE with 28. Congratulations to Chris Geggus on his victory!

Pomsky – Century Spice Road

Round 12: CH gains 2 turmeric, CG upgrades 2 turmeric to 2 saffron, and BS gains 2 turmeric.

Round 13: CH upgrades 2 turmeric to 2 saffron, CH and BS rest.

Round 14: CH spends 2 saffron and 2 cinnamon to buy a VP card, gaining a gold token. CG gains 4 turmeric. BS upgrades 2 saffron to 2 cardamom.

Round 15: CH rests. CG spends 3 turmeric and 2 saffron to buy a VP card. BS gains 2 turmeric.

Round 16: CH gains 2 turmeric. CG acquires a Merchant card. BS spends 5 turmeric to acquire a Merchant card.

Round 17: CH spends 1 turmeric to acquire a Merchant card, gaining 1 turmeric. CG acquires a Merchant card, gaining 2 turmeric. BS rests.

Round 18: CH acquires a Merchant card, gaining a turmeric. CG gains 2 turmeric. BS gains 2 turmeric.

Round 19: CH spends 3 turmeric to acquire a Merchant card. CG exchanges 5 turmeric for 2 cinnamon. BS upgrades a turmeric to a cardamom.

Round 20: CH acquires the first Merchant card, gaining 2 turmeric. CG exchanges 1 cinnamon for 2 cardamom. BS rests.

Round 21: CH acquires the first Merchant card, gaining 2 turmeric. CG spends 1 turmeric, 2 cardamom, and 1 cinnamon for a VP card, gaining a gold token. BS gains 2 turmeric.

Round 22: Christopher acquires a Merchant card and 1 turmeric. Chris rests. Bill plays a Merchant card, upgrading 2 turmeric to 2 saffron.

Round 23: Christopher plays a Merchant card, exchanging 5 turmeric for 3 cardamom. Chris plays a Merchant card, gaining 4 turmeric. Bill rests.

Round 24: Christopher upgrades 2 cardamom to 2 cinnamon. Chris gains 2 turmeric. Bill upgrades a saffron to a cinnamon.

Round 25: Christopher exchanges 2 cinnamon for 1 turmeric, 1 saffron, and 3 cardamom. Chris exchanges 5 turmeric for 2 cinnamon. Bill buys a VP card and gains a gold token.

Round 26: Christopher exchanges 1 cardamom for 2 saffron. Chris exchanges 1 cinnamon for 2 cardamom. Bill gains 2 turmeric.

Round 27: Christopher exchanges 2 saffron for 1 cardamom and 3 turmeric. Chris exchanges 2 cardamom for 2 turmeric, 1 saffron, and 1 cinnamon. Bill exchanges 2 turmeric for 1 cardamom.

Round 28: Christopher exchanges 1 turmeric and 1 saffron for 1 cinnamon. Chris buys a VP card, gaining a silver token. Bill rests.

Round 29: Christopher upgrades a turmeric to a cardamom. Chris rests. Bill gains 2 turmeric.

Pomeranian Cockapoo – Dominion

Round 1: CHu and CG buy Bureaucrats, BS and DH buy Copper, and KW buys a Silver.

Round 2: CHu buys a Merchant. CHi buys a Sentry. CG buys a Silver. BS buys a Library. KW buys a Merchant. DH buys a Rabble.

Round 3: CHu plays a Bureaucrat, gaining Silver, and buys a Bureaucrat. CHi buys a Silver. CG plays a

Bureaucrat, gaining Silver, and buys an Estate. BS buys a Bureaucrat. KW plays a Merchant and buys a Silver. DH plays a Rabble and buys a Bureaucrat.

Round 4: CHu buys a Loan. CHI plays a Sentry, trashing an Estate and a Copper. CG buys a Bureaucrat. BS buys a Merchant. KW buys a Bureaucrat. DH buys a Bureaucrat.

Round 5: CHu buys a Bureaucrat. CHI buys a Gold. CG plays a Bureaucrat and buys a Silver. BS plays a Library and buys a Sentry. KW plays a Merchant and buys a Sentry. DH plays a Rabble and buys a Bureaucrat.

Round 6: CHu plays a Merchant and a Bureaucrat. CHI plays a Sentry, trashing an Estate and a Copper, and buys a Silver. CG buys a Sentry. BS plays a Bureaucrat and buys a Silver. DW plays a Merchant and buys a Gold. DH buys a Silver.

Round 7: CHu plays a Bureaucrat and buys a Sentry. CHI buys an Expand. CG plays a Bureaucrat and buys a Copper. BS plays a Merchant and buys a

Merchant. KW plays a Sentry, trashes an Estate, and buys an Estate. DH plays a Bureaucrat and buys a Silver.

Round 8: CHu buys a Loan. CHI plays a Sentry, trashes 2 Copper, and buys a Silver. CG plays a Bureaucrat and buys a Merchant. BS buys a Silver. KW plays a Bureaucrat and buys a Silver. DH buys a Merchant.

Round 9: CHu plays a Bureaucrat. CHI Expands a Silver into a Gold and buys a Gold. CG buys a Gold. Bill plays a Library and buys a Gold. KW buys a Library. DH plays a Rabble and buys a Silver.

Round 10: CHu plays a Bureaucrat and buys a Loan. CHI plays a Sentry and buys a Silver. CG plays a Sentry, trashes a Copper, and buys a Silver. BS plays a Merchant and buys a Gold. KW plays a Sentry and buys a Silver. DH plays a Bureaucrat and buys a Merchant.

Round 11: CHu plays a Sentry, Merchant, and Bureaucrat and buys a Province. CHI buys a Province. CG buys a Province. BS buys a Bank. KW buys a Sentry. DH plays a Bureaucrat and buys a Merchant.

Round 12: CHu buys a Merchant. CHI plays a Sentry, trashes a Copper, plays an Expand, trashing an Estate for a Sentry, and buys a Silver. CG buys a Duchy. BS plays a Merchant and a Library, and buys a Province. DW plays a Library and buys a Province. DH plays a Rabble and buys a Gold.

Round 13: CHu buys a Sentry. CHI plays a Sentry and buys a Province. CG plays a Bureaucrat and buys a Silver. BS plays a Sentry, trashes an Estate, and buys a Duchy. KW plays a Merchant and buys a Gold. DH plays a Merchant, a Bureaucrat, and buys a Sentry.

Round 14: CHu plays a Bureaucrat and buys a Merchant. CHI buys a Province. CG buys a Gold. BS plays a Merchant and buys a Silver. KW plays a Sentry, trashes 2 Copper, plays a Bureaucrat, and buys a Silver. DH plays a Bureaucrat and buys a Sentry.

Polish Lowland Sheepdog – Outpost

Round 3: Cashtown buys a water factory. RC 17 buys a colonist. Bartertown and Dane each buy a water factory and a colonist. Lagrange L₄ and Lagrange L₅ each successfully bid on a Nodule. Enad buys 2 colonists.

Round 4: Lagrange L₄ successful bids on Heavy Equipment. Lagrange L₅ auctions a Data Library, which is won by RC 17, then successfully bids on Heavy Equipment. Enad successfully bids on a Nodule. Cashtown, Bartertown, and Dane each buy a water factory.

Round 5: RC 17 and Enad gain Data Libraries after heavy bidding. Cashtown buys 2 colonists. Dane gains Heavy Equipment unopposed. Bartertown builds a water factory.

Round 6: RC 17 wins the bidding for a Data Library. Enad builds 2 water factories. Lagrange L₅ and Lagrange L₄ both build a titanium factory. Cashtown gains Heavy Equipment unopposed. Dane builds a titanium factory. Perediton Station and Bartertown each bring in a colonist.

Round 7: Lagrange L₅ and Lagrange L₄ both build a titanium factory. Enad brings in 2 colonists. RC17 builds a water factory. Cashtown builds a titanium factory. Dane gains a Warehouse unopposed. Perediton Station builds a titanium factory. Bartertown builds a water factory.

Round 8: Enad initiates an auction on Scientists and RC 17 gets them. Enad initiates another auction for Scientists and gets them. Cashtown builds a water factory. Lagrange L₄ brings in 2 colonists. Lagrange L₅ builds a titanium factory and brings in a colonist. Dane builds a titanium factory. Perediton Station brings in a colonist. Bartertown gains Robots unopposed and builds a robot.

Round 9: Enad initiates an auction on Scientists and RC 17 gets them. Enad initiates another auction for Scientists and Dane gets them. Enad gains a Laboratory unopposed. Lagrange L₅ builds a titanium factory and brings in a colonist. Lagrange L₄ builds 2 titanium factories. Bartertown builds a water factory and a robot. Perediton Station and Cashtown each build a titanium factory and brings in a colonist.

Porkie – Agricola

player, builds a Private Forest, and collects a grain. Hunt collects 1 reed, 1 stone, and 1 wood and a sheep and a food. Geggus collects 4 wood and a reed.

Round 2: Hooton plays the Corn Profiteer occupation and collects 3 clay. Hunt collects 4 wood and 1 reed, 1 stone, and 1 wood. Geggus plays the Magician occupation, becomes starting player, and builds a Chicken Coop. York collects 3 wood, a sheep, and a food. Scharf plows a field, gains a grain, and sows the grain.

Portuguese Sheepdog – Lords of Waterdeep

Christopher Hunt	Harpers
Kevin Wilson	City Guard

We are playing with both the Skullport and Undermountain expansions

Round 1 has not yet been completed.

Player	Outpost
Dave Hooton (A)	Lagrange L ₄
Dave Hooton (B)	Lagrange L ₅
Dane Maslen (A)	Dane
Dane Maslen (B)	Enad
Bill Scharf (A)	Perediton Station
Bill Scharf (B)	RC 17
Andy York (A)	Bartertown
Andy York (B)	Cashtown

We are playing the “Nantwich” variant. Each player plays 2 hands. The hands are played independently of each other, but the winner will be the player who has the highest combined score.

Round 1: Bartertown gains a Warehouse unopposed. Cashtown and Perediton Station each gain a Nodule unopposed. RC17, Enad, Lagrange L₄, Lagrange L₅, and Dane all buys water factories.

Round 2: Perediton Station buys a water factory. Cashtown auctions a Data Library, which is won by RC 17. Enad buys a water factory. Lagrange L₄ Lagrange L₅ and Dane buy colonists.

Players are: Andy York, Bill Scharf, Dave Hooton, Christopher Hunt, Chris Geggus.

Round 1: York plays the Clay Digger occupation and collects 3 clay. Scharf plays the Outrider occupation and collects 3 wood. Hooton becomes starting

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

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Standbys

Anybody who gets onto my standby list automatically receives one free issue of *S.O.B.* In addition, if you actually submit standby orders, you get another free issue. So, let's get those people standing by. The current standby list is:

Machiavelli (gunboat and regular): Bill Scharf, Bob Robles, Ward Narhi, Pasquale Giovine, Andy York, Jack McHugh **Dune:** Kevin Wilson, Ward Narhi, Andy York, Bill Scharf, Jack McHugh, Chris Geggus **New World:** Andy York, Bill Scharf **Merchant of Venus:** Bob Robles, Andy York, Chris Geggus **Outpost:** Michael Lowrey, Kevin Wilson, Andy York, Bill Scharf **History of the World:** Kevin Wilson, Chris Geggus, Andy York **Stellar Conquest:** Kevin Wilson, Andy York **Liftoff!:** Dennis Cain, Andy York, Bill Scharf, Brad Martin **Age of Renaissance:** Bob Robles, Michael Lowrey, Brad Martin **Kremlin:** Andy York, Pasquale Giovine, Bill Scharf, Brad Martin, Chris Geggus **Silverton:** Bill Scharf, Brad Martin, Andy York, Eric Brosius **Settlers of Catan:** Michael Lowrey, Chris Geggus, Brad Martin, Andy York **Industrial Waste:** Brad Martin, Andy York **Puerto Rico:** Brad Martin, Andy York, Chris Geggus, Dave Hooton **Power Grid:** Brad Martin, Andy York, Chris Geggus **Robo Rally:** Andy York, Chris Geggus **Phoenicia:** Andy York **Caverna:** Brad Martin **Terra Mystica:** Brad Martin. **Terraforming Mars:** Brad Martin, Andy York., Dave Hooton **Gaia Project:** Brad Martin. **Suburbia:** Andy York **Lords of Waterdeep:** Brad Martin **Dominion:** None yet. **Race for the Galaxy:** None yet. **Concordia:** None yet. **Terraforming Mars: Ares Expedition:** Andy York **7 Wonders:** None yet. **Titan:** Andy York **Wingspan:** None yet.

Standby Calls

None this issue.