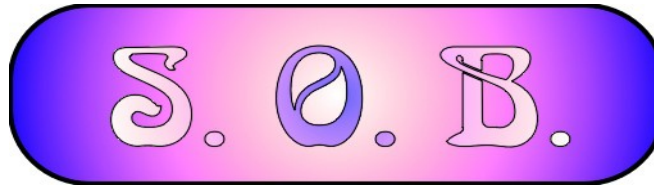


Number 302



April, 2025

**Notes from Hades**

The biggest news we have is something I already sent out via email: the fact that my son Scott is now officially a published author. One of his short stories is being included in an anthology that is now available for pre-order at this link: <https://soopl.com/product/Cargo-of-Sorrows>. Please check it out if you are interested in science fiction.

Since the last issue, six games have completed. They are: Pomsky, a Spice Road game won by Keith Marple, Pomeranian Cockapoo, a Dominion game won by Chris Hibbert, Pitsky, an Age of Renaissance game won by Pomanauze, a Titan game won by Bill Scharf, and Pyredoodle, a Galaxy game won by Chris Hibbert. Congratulations to the winners!

The next deadline is **Tuesday, April 15 at 5:00 p.m. Pacific Time.**

**Contents**

<b>Drentsche Patrijshond</b>	Machiavelli	Page 2
<b>Zine Report</b>		Page 3
<b>Email Games Report</b>		Page 3

**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 Oceania 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 expansion. Have Bill Scharf(\$), Kevin Wilson(\$), Christopher Hunt, will take up to 3 more.

**Rattle:** 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, 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.

**Wish List**

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

**Power Grid Factory Manager:** Have Andy York, 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:

**Chris Hassler a.k.a. Cerberus**  
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Rossmoor, CA 90720  
Phone: (562) 882-1763  
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.

**Krenlin:** 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-Century Spice Road: Will take up to 5.

developed maps, Venus Next, Prelude, Colonies, and Turmoil expansions. Have **Dominion:** Have most of the expansion sets plus some extras. Have Chris Hibbert, 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 to 6 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 updated more frequently than the zine issues. \*As these games have no hidden expansions. Have Christopher Hunt, Kevin Wilson, will take up to 3 more.

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

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

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

## Drentsche Patrijshond

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

**Fall 728**

**Deadline Winter/Spring 729: 4/15 Tuesday**

*The Lombard/Papal alliance is finalized as each one helps the other to take Byzantine territory. The Byzantines respond by capturing Rome. France remains on the defensive.*

### Expenditures

Byzantines borrow 12 ducats for 2 years (18 ducats due Fall 730), and spend 15 ducats to pay off the existing loan.

### Outstanding Loans

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

Fall 730: 18 ducats due from Byzantines (12 borrowed).

### Orders

Byzantines (Wilson): A Ferrara supports Lombard A Mantua to Bologna (nso, cut, DISLODGED, retreat garrison, OTB), A VERONA supports A Ferrara (cut), A Bari to AQUILA, A PADUA supports A Verona, F Otranto to BARI, F Ionain Sea to OTRANTO, F CAPUA supports F Tyrrhenian Sea to Rome, F Sardinia to TYRRHENIAN SEA, F Western Mediterranean to SARDINIA, F Tyrrhenian Sea to ROME

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

Lombards (Burgdorf): A COMO holds, A MANTUA support Papal A Bologna to Ferrara, A PARMA support A Mantua, A Aquila to DALMATIA, A MODENA supports A Mantua, A TRENTO to Verona

Papacy (Narhi): A Bologna to FERRARA, A Rome holds (u, DISLODGED, retreat Patrimony, Perugia, Spoleto, garrison, OTB), A PIOMBINO converts to G, A Lucca to BOLOGNA, A DURAZZO holds (u), A SIENNA holds (u), F LOWER ADRIATIC transports Lombard A Aquila to Dalmatia

### Spring 729 Famine

**Bad Year – Row and Column:** Croatia, Florence, Turin, Mantua, Capua, Treviso, Cremona, Pistoia, Fornova, Bosnia, Avignon

### Spring 729 Income

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

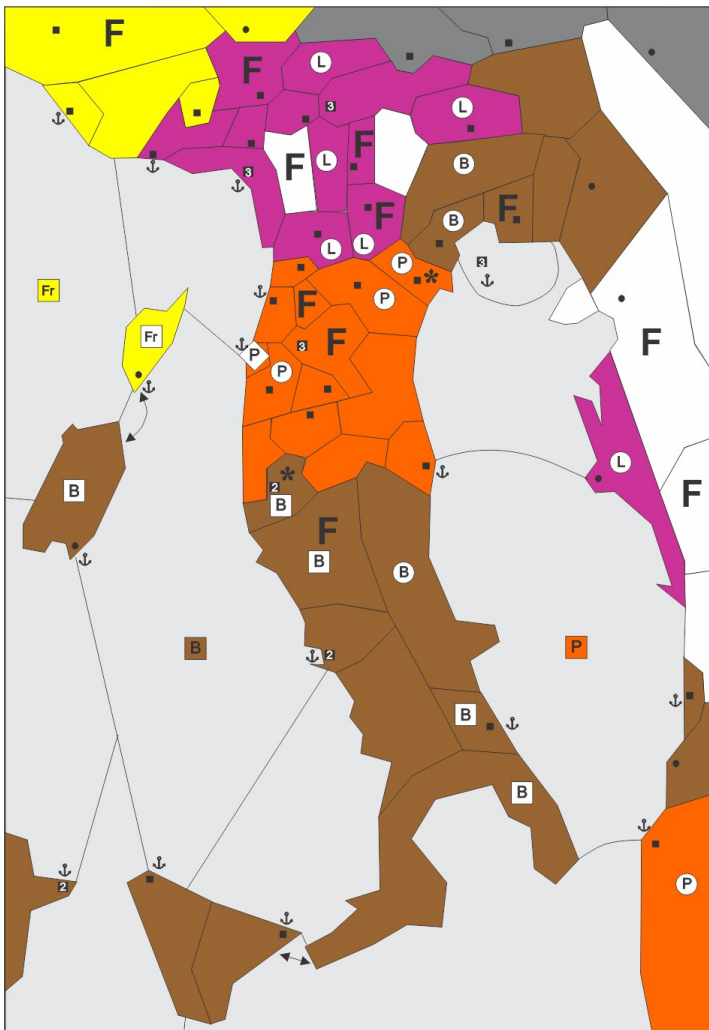
### Provinces

BYZ	Carinthia, Carniola, Verona, Friuli, <u>Treviso</u> , Padua, Ragusa, Albania, Otranto, Bari, Aquila, Naples, Salerno, Messina, Palermo, Tunis, Sardinia, Rome	15
FRA	<u>Avignon</u> , Swiss, Provence, Saluzzo, Marseilles, Corsica	5
LOM	Savoy, <u>Turin</u> , Montferrat, Genoa, Modena, Pavia, Milan, Trent, <u>Cremona</u> , <u>Mantua</u> , Dalmatia	8
PAP	Lucca, Pisa, <u>Pistoia</u> , <u>Florence</u> , Bologna, Ferrara, Arezzo, Sienna, Piombino, Patrimony, Perugia, Spoleto, Ancona, Urbino, Durazzo	14

### Seas

BYZ Venice, Tyrrhenian Sea

Drentsche Patrijshond



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

FRA	Gulf of Lions	1
PAP	Lower Adriatic	1
<u>Cities</u>		
BYZ	Carniola, <u>Treviso</u> , Padua, Ragusa, Albania, Bari, Naples (2), Messina, Palermo, Tunis (2), Sardinia, <u>Rome</u> (2), Venice (3)	17
FRA	<u>Avignon</u> , Swiss, Saluzzo, Marseilles, Corsica	4
LOM	Savoy, <u>Turin</u> , Montferrat, Genoa (3), Modena, Pavia, Milan (3), Trent, <u>Cremona</u> , <u>Mantua</u> , Dalmatia	12
PAP	Lucca, Pisa, <u>Florence</u> (3), Bologna, <u>Ferrara</u> , Arezzo, Sienna, Piombino, Perugia, Ancona, Durazzo	10

Totals

Variable income die roll was 6.

**S.O.B.**

Country	Variable	Provinces	Seas	Cities	Total
BYZANTINES:	6	15	2	17	40
FRANCE:	6	5	1	4	16
LOMBARDS:	5	8	0	12	25
PAPACY:	6	14	1	10	31

*Game Summary*

	725	726	727	728	729
Byz	9	10	11	16	12*
Fra	5	7	6	5	5
Lom	7	10	11	10	11
Pap	4	5	7	8	10*

\*Depends on retreats

**Zine Report**  
**Australian Zines**

*Damn the Consequences* Published by Brendan Whyte. Current issue: 241. 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

*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: 137. Currently running Chess; Civilization; Diplomacy the Gathering; Conquistador, Diplomacy, Victory in the Pacific. Game openings for Diplomacy, Chess.

*God Save the Zine* Published by Stephen Agar. Current issue: 24. Currently running Diplomacy, Gunboat Stab!, Diplomacy Bingo, Excalibur, Black Hole Diplomacy II, Bourse, Sopwith. Game openings for Diplomacy, Mercator XIV, ManEater.

*Celestial Dragon* Published by Richard Smith. Current issue: 6. Consists of 5 subzines. The Celestial Steam Locomotive by Richard Smith, issue #36. Currently

*Back of the Envelope* Published by Tom Howell. Current issue: 44. Currently running Railway Rivals; Snakes & Ladders; Golden Strider; Hangman, By Definition; Machi Koro; Fuzzy Borders; Breaking Away!; Where in the World is Kendo Nagasaki?. Current game openings: Diplomacy, Dominion, Dream Mile,

International, Sopwith, McMulti, Commissioned, Bus Boss, Britannia, Maneater, Air Charter, NOMIC, Dot Boom, Machiavelli, Diplomacy, Poleconomy.

*Western Front* Published by Brad Martin. Current issue: 222. Currently running quizzes, Railway Rivals, Bus Boss, Hare and Tortoise, Puerto Rico, Britannia. Current openings for A Game of Thrones, Britannia, Bus Boss, Macao, Puerto Rico, Railway Rivals, Settlers of Catan.

**UK Zines**

running Snakes and Ladders, Fragments, Choice, Cystal Ball, Where in the World is Kendo Nagasaki?, Dilemmas, Railway Rivals, Bus Boss, Railway Rivals Partnership, Crossword Puzzle. Subzine Here Be Dragons (#69) by John Walker runs Puerto Rico, Lyric Quiz, and 6 Nimmt!. Subzine The Tangerine Terror (#76/I am the Kurious Kumquat (#6) by Howard Bishop runs Just One, The Name of the Game, Communal Don't Wordle, What's in Howard's Record Collection. Subzine SubPAR (#6) 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**

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

*Cheescake* Published by Andy Lischett. Current issue: 436. Currently running Diplomacy, Escape from Cheesecake Island. Current game openings: None.

**Email Games Report**

**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 10: Sp trades with Ceres and Enceladus, uses Nitrite-Reducing Bacteria, adds a resource to Physics Complex, builds a Wildlife Dome, opens Callisto Penal Mines, adds a delegate to the Reds, builds Maxwell Base, builds a Jovian Embassy,

builds a city, spends cash for a greenery tile, cashes in on Saturn Surfing, imports Luxury Foods, and uses Ants to consume a Venusian Insect. Sa uses Market Manipulation, trades with Triton, plants Grass, spends plants for a greenery tile, enhances the CEO's Favorite Project, uses Extractor Balloons, adds a delegate to Mars First, builds an Open City, a Parliament Hall, and a Field-Capped City, spends plants for another greenery tile, brings in GHG Import from Venus, builds Stratopolis, and uses Stratopolis to add floaters to Extractor Balloons. I trades with Miranda, uses Venus Orbital Survey, Ore Processor, Directed Heat Usage, and Red Spot Observer, plans a Mangrove, adds a delegate to Mars First, adds a floater to Local Shading, adds a resource to Security Fleet, builds Vesta Shipyard and Phobos Space Haven, invests in Solar Power, develops Gene Repair, and adds a resource to Refugee Camps. PS introduces Stratospheric Birds, adds an animal to it, moves the Mars Nomads, conducts Diversity Support, builds a Floating Refinery and uses it, uses Venus Shuttles, adds a microbe to Venusian Insects, uses St. Joseph of Cupertino Mission, adds a microbe to Sulphur-Eating Bacteria, uses Floating Habs to add a floater to Forced Precipitation and adds another directly, adds 2 delegates to Unity, and spends a floater from Atmo Collectors for titanium. MI builds a city, adds a delegate to the Kelvinists, spends cash for a greenery tile, adds a floater to Aerial Mappers, uses Red Ships, develops Cryo-Sleep, and trades with Callisto. Global Event is Successful Organisms and Unity becomes the ruling party.

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 9: KC trades with Luna, builds an Ice Moon Colony on Enceladus, gains asteroids on itself and spends some of them for a standard asteroid, uses Inventors' Guild, adds an animal to Small Animals, builds Freyja Biodomes, sells a card, spends more asteroids for another standard asteroid, develops Orbital Clean-Up then uses it, brings in Nitrogen from Titan, adds a delegate to the Kelvinists, and adds a microbe to Extremophiles. IC sends an

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

Round 35: BS splits a legion and gains a serpent. CH engages a legion. CH kills 5 gargoyles, 1 ogre, and 1 cyclops while losing 3 trolls, 1 ranger, and a wyvern and gaining an angel and a lion.

Round 36: Bill gains a hydra, lion, and warbear, and engages one of Christopher's legions. Christopher loses a gargoyle and an archangel while Bill loses a behemoth and gains an angel. Christopher gains 2 ogres.

Round 37: Bill gains a troll and a guardian and engages a legion of Christopher, which flees, losing 3 lions. Christopher engages a legion of Bill's.

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

Round 8: London plays Pirates/Vikings on Erzerum, Constantinople, and Chester, Silk, Timber, and Nicolas Copernicus, buys Patronage, Institutional Research, Master Art, and Renaissance, buys a card, and expands to North America and Chester. Venice plays Leonardo da Vinci, a Papal Decree forbidding Science advances, buys Cathedral and New World, and expands to Iceland, Erzerum, and Strassburg. Genoa plays Alchemist's Gold on Paris, War! on

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

We are using the European expansion.

Round 30: CH spends 2 turmeric and 3 cardamom to buy a VP card, gaining a gold token. CG gains 4 turmeric. BS upgrades 2 turmeric to 2 saffron.

Round 31: CH gains 2 turmeric and 1 saffron. CG gains 2 turmeric. BS rests.

## Mini Bernedoodle – Terraforming Mars

Interplanetary Colony Ship to Titan then trades with Titan, uses Predators to consume a Small Animals, spends heat to raise the temperature, funds the Industrialist Award, uses Titan Air-Scrapping, develops Viral Enhancers, plants a Plantation, introduces Birds, adds an animal to Birds, uses Power Infrastructure, uses Red Ships, embarks on a Mining Expedition, adds a microbe to Psychrophiles, develops Wave Power, adds a delegate to Unity, and sells a card. MSI uses the Venus Orbital Survey, begins Deuterium Export, adds a floater to Deuterium Export, begins Kelp Farming, builds the L1 Trade Terminal, trades with Io, spends heat to raise the temperature twice, adds a resource to Refugee Camps, uses Meltworks, and adds a delegate to the Reds. PL builds a Giant Solar Shade, builds a city, spends plants for 2 greenery tiles, uses Sub-Crust Measurements, spends heat to raise the temperature, builds Atalanta Planitia Labs, sponsors the Ceres Tech Market, builds Luna Metropolis, conducts Sabotage against Kuiper Cooperative, uses the Space Elevator, gains a Sponsoring Nation, uses Ceres Tech Market, conducts Io Sulphur Research, introduces Robot Pollinators, converts floaters on Floating Trade Hub to plants, spends plants for a greenery tile, adds a delegate to the Greens, and sells a card. Celestic uses Atmo Collectors, trades with Ganymede, adds a delegate to Mars First, spends heat to raise the temperature, adds a microbe to Tardigrades, uses Asteroid Rights, uses Floater Technology to add a floater to Atmo Collectors, plants Grass, spends plants for a greenery tile, builds a Floating Refinery and uses it, cashes in on the Martian Zoo, adds a floater to Extractor Balloons, spends cash for a greenery tile, launches a Trans-Neptune Probe, sells 3 cards, develops Aerial Mappers, and converts floaters on Titan Shuttles to titanium. Final scores: Point Luna with 92, Interplanetary Cinematics with 71, Celestic with 62, Kuiper Cooperative with 56, and MSI with 43. Congratulations to Keith Marple on his victory!

## Pomanauze – Titan

Christopher loses 4 ogres and 3 trolls while Bill loses a ranger and gains an angel.

Round 38: Bill gains a giant, a warbear, and a hydra. Christopher engages a legion of Bill's. The players come to an agreement: Christopher loses 3 gargoyles and a guardian (the whole legion), and Bill loses 2 lions and gains an archangel.

Round 39: Bill engages a legion of Christopher's. Bill's lion, angel, ranger, and 2 giants defeat Christopher's gargoyle, cyclops, and 3 gorgons, losing a lion, ranger, and angel while summoning an angel.

Round 40: Bill gains a hydra, a troll, and a wyvern.

Round 41: Bill gains a behemoth and a unicorn, and one of his legions engages one of Christopher's. Bill's 3 cyclopes, guardian, and 2 gorgons defeat Christopher's ranger, ogre, angel, and lion, while summoning an angel and losing a cyclops. Christopher is down to a single legion.

Round 42: Neither player musters anything.

Round 43: Bill attacks Christopher's sole remaining legion. Bill has 2 trolls, a ranger, 2 wyverns, a guardian, and a hydra. Christopher has a titan, a warlock, and an angel. Christopher concedes. Congratulations to Bill Scharf on his victory!

## Pitsky – Age of Renaissance

Barcelona, gaining Salonika, West Africa, Cologne, and Bourges, and Cloth, and expands unsuccessfully to Crete. Barcelona buys Industry, Nationalism, and New World, and expands to Poti, Bergen, Dubrovnik, and Leon (unsuccessfully). Paris buys Industry, a card, and expands to South America, Alexandria, Constantinople, and unsuccessfully to Prague.

Round 9: Barcelona plays Enlightened Ruler, Timber, and Andreas Vesalius, buys Enlightenment, Renaissance, Cosmopolitan, and Middle Class, and expands to Valencia and Basque. Paris plays Spice and Henry Oldenberg, buys Laws of Matter, Enlightenment, Proselytism, Renaissance, Cosmopolitan, and Middle Class, and expands to Prague (unsuccessfully). Venice plays Stone, Black Death in Area IV, and Revolutionary Uprisings, buys Enlightenment, and expands to Paris, Lisbon, Grenada, Toulouse, and St. Gali. London plays Galileo Galilei, buys Nationalism, Human Body, and Improved Agriculture, and expands to Suez, Valencia, and Poti. Genoa plays Civil War on Paris and Wine, buys The Heavens, Patronage, and Seaworthy Vessels, and expands to Barcelona (unsuccessfully) and Algiers.

Final Card Play: Barcelona plays Stone and Grain. London plays Sir Isaac Newton, Gold, and Spice. Paris plays Rebellion in Seville, Grain, and Wool.

Final scores are Paris with 2833, Barcelona with 2444, Venice with 1615, London with 1296, and Genoa with 1238. Congratulations to David Hood on his victory!

## Pomsky – Century Spice Road

Round 32: CH rests. CG exchanges 5 turmeric for 2 cardamom. BS gains 2 turmeric.

Round 33: CH upgrades a saffron to a cinnamon. CG exchanges 1 cinnamon for 2 cardamom. BS exchanges 2 turmeric for 1 cardamom.

Round 34: CH spends 2 turmeric and 3 cinnamon to buy a VP card, gaining a silver token. CG spends 1 turmeric, 1 saffron, 1 cardamom, and 1 cinnamon to buy a VP card. BS upgrades a saffron to a cinnamon.

Round 35: CH acquires the first Merchant card. CG and BS rest.

Round 36: CH gains 2 turmeric. CG gains 4 turmeric. BS gains 2 turmeric.

Round 37: CH gains 2 turmeric and 1 saffron. CG gains 2 turmeric. BS exchanges 2 turmeric for 1 cardamom.

Round 38: CH exchanges 1 turmeric and 1 saffron for 1 cinnamon. CG exchanges 5 turmeric for 2 cinnamon. BS upgrades a saffron to a cinnamon. Round 39: CH exchanges a cardamom for 2 saffron. CG upgrades a turmeric to a cardamom. BS spends 3

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 15: CHu plays a Merchant and a Bureaucrat and buys a Trade Route. CHi plays an Expand, trashing a Silver for a Library, and buys a Silver. CG plays a Sentry, trashes an Estate, and buys a Silver. BS plays a Merchant and buys a Province. KW plays a Sentry, trashes a Copper, and buys a Library. DH plays a Rabble and buys a Library. Round 16: CHu plays a Sentry, trashes a Copper,

Player	Outpost
Dave Hooton (A)	Lagrange L <sub>4</sub>
Dave Hooton (B)	Lagrange L <sub>5</sub>
Dane Maslen (A)	Dane
Dane Maslen (B)	Enad
Bill Scharf (A)	Perdition 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 10: RC 17 gets Scientists after spirited bidding. Dane gets an Orbital Lab after more bidding. Enad builds 2 research factories and hires a

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

Round 3: Geggus collects 1 reed, 1 stone, 1 wood, and 3 clay. York plays the Plowman occupation and goes Fishing. Scharf collects 2 reeds and 4 wood. Hooton uses the Corn Profiteer, plays the Seasonal Worker occupation, and becomes a Day Laborer, gaining 2 food and 1 grain. Hunt becomes starting player, builds a Raft, and collects 3 clay.

Round 4: Hunt plays the Fisherman occupation and collects 4 wood. Geggus builds a Fireplace and collects 6 wood. York becomes starting player, builds an Outhouse, and collects 6 clay. Scharf visits the Traveling Players, gaining 4 food, and adds a room to his wooden hut. Hooton collects 1 reed, 1 stone, and 1 wood, uses the Corn Profiteer, and plays the Social Climber occupation.

Harvest Phase 1: Scharf harvests 1 grain and all players feed their families.

Round 5: York builds a Fireplace and collects 2 reeds. Scharf plays the Sycophant occupation and collects 6 clay. Hooton becomes starting player, builds a Crooked Plow, and plows 3 fields. Hunt

cardamom and 2 cinnamon to buy a VP card.

Round 40: CH spends 2 turmeric to acquire the third Merchant card. CG spends 2 cardamom and 2 cinnamon to buy a VP card. BS rests.

With that, CG has gained his sixth VP card, ending the game. Final scores are CG with 76, CH with 63, and BS with 55. Congratulations to Chris Geggus on his victory!

### Pomeranian Cockapoo – Dominion

plays a Merchant, and buys a Duchy. CHi plays a Sentry, trashes a Copper, plays another Sentry, and buys a Duchy. CG plays a Merchant and buys a Province. BS buys a Province. KW plays a Library and buys a Province. DH plays a Sentry, trashes an Estate, and buys an Expand.

Round 17: CHu plays a Bureaucrat and buys a Duchy. CHi plays an Expand, trashing a Gold for a Province, and buys a Silver. CG buys a Silver. BS plays a Merchant, a Sentry, trashing a Copper, and buys a Silver. KW plays a Merchant and buys a Duchy. DH plays a Merchant, a Bureaucrat, and buys a Gold.

Round 18: CHu plays a Sentry, a Merchant, and a Bureaucrat and buys a Duchy. CHi plays an Expand, trashing a Sentry for a Province, and buys a Duchy. CG buys a Gold. BS plays a Bureaucrat and buys a Duchy. KW buys a Duchy, depleting the fourth pile and ending the game.

Final scores are: Chris Hibbert with 39, Bill Scharf and Kevin Wilson with 26, Chris Geggus with 21, Christopher Hunt with 18, and Dave Hooton with 3. Congratulations to Chris Hibbert on his victory!

### Polish Lowland Sheepdog – Outpost

colonist. Lagrange L<sub>5</sub> hires 2 colonists. Lagrange L<sub>4</sub> hires a colonist. Bartertown and Cashtown each get Robots after some desultory bidding. Perdition Station builds a titanium factory.

Round 11: Enad gains a Laboratory after moderate bidding. Lagrange L<sub>5</sub> gains an Outpost unopposed. RC 17 gains an Orbital Lab after moderate bidding. Dane also gets an Orbital Lab, after slightly more intense bidding. Bartertown and Cashtown both build a water factory and robot. Perdition Station builds a titanium factory and hires a colonist.

Round 12: RC 17 gains a Laboratory after significant bidding. Perdition Station gains an Orbital Lab after significant bidding. Enad gains Robots after significant bidding. Lagrange L<sub>5</sub> gains a Warehouse unopposed and also builds a titanium factory and hires a colonist. Lagrange L<sub>4</sub> builds a titanium factory and hires 2 colonists. RC 17 hires a colonist. Dane gains an Outpost unopposed and hires a colonist. Cashtown gains a Warehouse unopposed. Bartertown builds a water factory.

Round 13: Enad builds a research factory. Lagrange L<sub>5</sub> builds a titanium factory. Perdition Station gains a Warehouse after some bidding. Cashtown and Bartertown each gain 2 Ecoplants after mild bidding. Lagrange L<sub>4</sub> builds a titanium factory. RC 17 builds a research factory.

Round 14: Enad and Dane each buy a Planetary Cruiser. Lagrange L<sub>4</sub> gains an Outpost after extensive bidding. Cashtown gains a Laboratory and hires 3 colonists. Perdition Station outbids Lagrange L<sub>5</sub> for a Space Station, who buys a titanium factory. RC 17 gains a Moon Base unopposed and hires a colonist. Bartertown builds 2 robots.

### Porkie – Agricola

collects 4 wood and adds a room to his wooden hut. Geggus collects 3 sheep, cooking 2 of them, and collects a reed, a stone, and a wood.

Round 6: Hooton renovates to a clay hut, builds a Well, and collects 6 wood. Hunt becomes starting player, builds a Fishing Rod, and goes Fishing. Geggus adds a room to his wooden hut, builds a stable, grows his family, and builds a Mini Pasture. York builds a Corn Scoop, collects a sheep, and cooks. Scharf collects 1 reed, 1 stone, and 1 wood and plays the Turner occupation.

Round 7: Hunt grows his family, builds a Harrow, and builds Joinery. Geggus collects 8 wood, 2 sheep, cooking 1, and plays the Master Shepherd occupation. York plays the Juggler occupation, renovates to a clay hut, and exchanges his Fireplace for a Cooking Hearth. Scharf visits the Traveling Players, gaining 3 food, becomes starting player, and builds a Planter Box.

Harvest Phase 2: Scharf harvests 1 grain and uses the Turner to convert 1 wood into 1 food. All players feed their families. Geggus breeds a sheep.

Round 8: Scharf grows his family, plays a Turnip Field, builds a Clay Oven, bakes bread, and plows a field. Hooton collects 2 reeds, 1 stone, and 1 wood and becomes a Day Laborer, gaining 2 food and 1 grain. Hunt plays the Basketmaker occupation, becomes starting player, builds a Plane, and collects 5 clay. Geggus collects 3 reeds, adds a room to his wooden hut, and grows his family. York collects 6 wood and collects 2 grain.

Round 9: Hunt goes Fishing, collects 8 wood, renovates to a clay hut, and builds a Turnwrest Plow. Geggus becomes starting player, makes a Basket, collects a reed, a stone, and a wood, collects 2 sheep and cooks 4 sheep, and exchanges a Fireplace for a Cooking Hearth. York collects 2 wild boar, cooks 1 of them, plays the Maid occupation, and cooks another wild boar. Scharf collects a vegetable, a grain, 3 stone, and 3 wood. Hooton sows 2 grain, adds a room to his clay hut, and builds 2 stables.

Harvest Phase 3: Scharf harvests 1 grain. Hooton harvests 2 grain. All players feed their families. Geggus breeds a sheep.

Round 10: Geggus collects a reed, stone, and wood, adds a room to his wooden hut, grows his family, and collects a sheep and a food, and cooks 3 sheep. York

Player	Faction
Bill Scharf	Red Sashes (RS)
Chris Geggus	Knights of the Shield (KS)
Christopher Hunt	Harpers (H)
Kevin Wilson	City Guard (CG)

We are playing with both the Skullport and Undermountain expansions

Round 1: RS go to Cliffwatch Inn, gaining 2 gold and taking the Explore Ahgharion's Tower quest, Castle Waterdeep, Waterdeep Harbor, playing Recall Agent, Skull Island, and Hall of the Voice, taking the Defend the Lanceboard quest. KS go to Builders' Hall, building Jester's Court, Waterdeep Harbor, playing Ambush, Cliffwatch Inn, gaining 2 gold and taking the Establish Shadow Thieves' Guild quest, and Blackstaff Tower. H go to Aurora's Realms Shop, the Grinning Lion Tavern, and the Slavers' Market. CG go to Cliffwatch Inn, gaining an intrigue card and the Rescue Clerics of Tymora quest, the Field of Triumph, Waterdeep Harbor, playing Call for Assistance, and Jester's Court.

Players are: Kevin Wilson, Chris Geggus, Bill Scharf, and Dave Hooton.

We are playing the Seafarers expansion, Heading for New Shores scenario

Round 1: Bill builds a ship and Dave builds a road.

Round 2: Kevin buys a development card.

Round 3: Kevin steals from Chris and builds a road. Chris trades with Kevin and buys a development card. Bill builds a ship. Dave trades with Chris and builds a settlement.

Round 4: Kevin builds a road. Chris plays Year of Plenty and builds a road. Dave builds a road.

Round 5: Kevin buys a development card. Chris builds a settlement. Bill trades with Dave and builds a settlement. Dave trades with Bill and builds a settlement.

Round 6: Bill builds a ship and Dave steals from Chris.

Round 7: Kevin plays a Knight, stealing from Dave,

Player	Corporation
Kevin Wilson	Astrodrill
Christopher Hunt	Celestic
Bill Scharf	Viron
Andy York	Polyphemos
Chris Geggus	Tycho Magnetics (TM)

This is using the Venus Next, Prelude, Prelude 2, and Colonies, expansions on the Tharsis map.

Player	Corporation
Kevin Wilson	Hyperion Systems (HS)
Christopher Hunt	UNMI
Keith Marple	DevTechs (DT)

plays the Wood Collector occupation, becomes starting player, and builds a Threshing Board. Scharf sows 2 grain and a vegetable, bakes bread, collects 4 wood, and 2 reeds. Hooton collects 9 clay, grows his family, and builds a Clapper. Hunt collects a grain, plows 3 fields, and collects 3 wood.

### Portuguese Sheepdog – Lords of Waterdeep

Round 2: RS go to Builders' Hall and build The Three Pearls, the Grinning Lion Tavern, and the Slavers' Market. KS go to Skull Island, complete the Domesticate Owlbears quest, Waterdeep Harbor to play Call in a Favor, Blackstaff Tower, and Castle Waterdeep. H go to Waterdeep Harbor and play Change of Plans, Cliffwatch Inn, gaining an intrigue card and taking the Perform a Miracle for the Masses quest, The Plinth, completing the Stamp Out Cultists mandatory quest, and Cliffwatch Inn, gaining 2 gold and taking the Recruit Academy Castoffs quest. CG go to Aurora's Realms Shop, Waterdeep Harbor, playing the Stamp Out Cultists mandatory quest on the Harpers, The Field of Triumph, and Jester's Court.

Round 3: KS go to the Builders' Hall and build the Tower of Order, the Grinning Lion Tavern, and the Slavers' Market, completing the Establish Shadow Thieves' Guild quest. H go to Waterdeep Harbor and play the Fend Off Bandits mandatory quest on the Red Sashes, Waterdeep Harbor, playing Bribe Agent to build The Yawning Portal, The Plinth, Cliffwatch Inn, gaining 2 gold, taking the Bribe Shipwrights quest, and completing the Unveil Abyssal Agent mandatory quest, and The Grim Statue. CG go to Castle Waterdeep, Blackstaff Tower, and The Yawning Portal, completing the Raid on Undermountain quest. RS go to Waterdeep Harbor and play the Unveil Abyssal Agent mandatory quest on the Harpers, the Hall of Mirrors, Aurora's Realms Shop, and Cliffwatch Inn, gaining an intrigue card and taking the Infiltrate Halaster's Circle quest.

Round 4: CG build New Olamn, play Architectural Innovation to build the Room of Wisdom, gain 2 fighters from The Yawning Portal, complete the Rescue Clerics of Tymora quest, and gain 2 rogues from the Grinning Lion Tavern. RS gain 2 fighters from the Field of Triumph, a rogue and a fighter from the Hall of Mirrors, complete the Defend the Lanceboard Room quest, and gain 4 gold from Aurora's Realms Shop. KS gain 4 rogues from Jester's Court, 2 rogues and a wizard from New Olamn, and 2 wizards from the Tower of Order. H gain a cleric from The Plinth, 2 gold and the Resurrect Dead Wizards quest from Cliffwatch Inn, play the Subdue Illithid Menace on KS, and gain a wizard from Blackstaff Tower.

### Portuguese Podengo Pequeno – Settlers of Catan

and builds a settlement and ship. Bill builds a settlement. Dave steals from Kevin.

Round 8: Kevin steals from Dave. Bill moves the pirate.

Round 9: Kevin builds a ship and claims Longest Trade Route. Chris trades with Dave. Bill builds a ship. Dave builds a city

Round 10: Kevin plays a Knight, stealing lumber from Dave and builds a ship and a road. Chris builds a road. Bill builds a ship.

Round 11: Kevin trades with Dave and builds a settlement. Chris builds a settlement. Bill builds a settlement. Dave builds a road.

Round 12: Kevin buys a card. Chris trades with Bill and buys a card. Dave builds a settlement.

Round 13: Kevin plays a Knight, gaining largest army, steals from Bill, and builds a ship. Chris builds a road. Bill upgrades a settlement to a city. Dave builds 2 ships.

Round 14: Kevin builds a ship and buys a development card. Chris plays a Knight, steals from Dave, and buys 2 cards. Bill builds a ship.

Round 15: Kevin builds a ship. Chris steals ore and lumber from Dave and builds a settlement.

Round 16: Chris steals grain from Bill and upgrades a settlement to a city. Bill builds a ship. Dave upgrades a settlement to a city.

Round 17: Kevin upgrades a settlement to a city. Chris steals from Kevin and buys a development card. Bill builds a ship and upgrades a settlement to a city. Dave builds a settlement and a ship.

### Portuguese Pointer – Terraforming Mars

Prelude: Astrodrill builds Venus L1 Shade, then Double Down on the shade. Celestic joins a Planetary Alliance and starts Polar Industries. Viron gains an Old Mining Colony on Luna, and builds Aquifer Turbines. Polyphemos enjoys Early Colonization on Luna and initiates a Merger with Ecoline. TM employs Strategic Base Planning, gaining a colony on Luna, and enjoys a Terraforming Deal.

Generation 1: Astrodrill trades with Luna, initiates the Release of Inert Gasses, and spends an asteroid to gain titanium. Celestic develops Forced Precipitation, adds a floater to it, builds Venus Shuttles, and uses them.

Viron builds a Mohole Area and a standard power plant. Polyphemos trades with Ceres, builds Fueled Generators, builds a Space Station, brings Water to Venus, builds a Development Center, and a standard power plant. TM builds Sponsored Academies and joins Neptunian Power Consultants.

### Puggle – Terraforming Mars: Ares Expedition

Bill Scharf	Sultira
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This is using the full Discovery expansion.

Round 1: Phases are Development, Construction, and Research. HS builds a Circuit Board Factory. UNMI builds Micro-Mills and invests in Developed Infrastructure. DT builds a Processing Plant. Sultira develops a



Strip Mine and launches a Lagrange Observatory.  
 Round 2: Phases are Action, Production, and Research. HS uses its corporate action and Circuit Board Factory. UNMI uses Developed Infrastructure.  
 Round 3: Phases are Development, Construction, and Production. HS gains Blueprints and Extended Resources. DT builds Automated Factories, gains Imported GHG, and develops Advanced Alloys. Sultira builds an Industrial Center and introduces

Player	Faction
Christopher Hunt	Earth's New Colony (ENC)
Kevin Wilson	Eridani Hootenany (EH)
Chris Hibbert	Galactic Defense, Ltd. (GDL)
Bill Scharf	Rockyway

This is using just the base game.  
 Round 1: Phases are Explore and Settle. GDL conquers Star Nomad Lair.  
 Round 2: Phases are Explore, Develop, Consume, and Produce. ENC develops Investment Credits and produces a novelty good. GDL trades a novelty good. Rockyway develops Replicant Robots.  
 Round 3: Phases are Explore, Develop, and Settle. EH settles Spice World. GDL develops Drop Ships and conquers Pirate World. Rockyway settles Alien Rosetta Stone World.  
 Round 4: Phases are Explore, Develop, Settle, and Consume. ENC develops Galactic Federation and consumes a novelty good. EH develops Diversified Economy. GDL settles New Vinland and trades a novelty good. Rockyway settles Artist Colony.  
 Round 5: Phases are Explore, Develop, and Produce. ENC develops Public Works and produces a novelty good. EH produces a novelty good. GDL develops

Players are: Chris Geggus (CG), Kevin Wilson (KW), Chris Hibbert (CH), and Andy York (AY).  
 This is the base game.  
 Round 1: CG selects the Builder, builds a Small Market, populates the Small Market, and gains a tobacco plantation. KW builds a Small Indigo Plant, selects the Mayor, populates the Small Indigo Plant

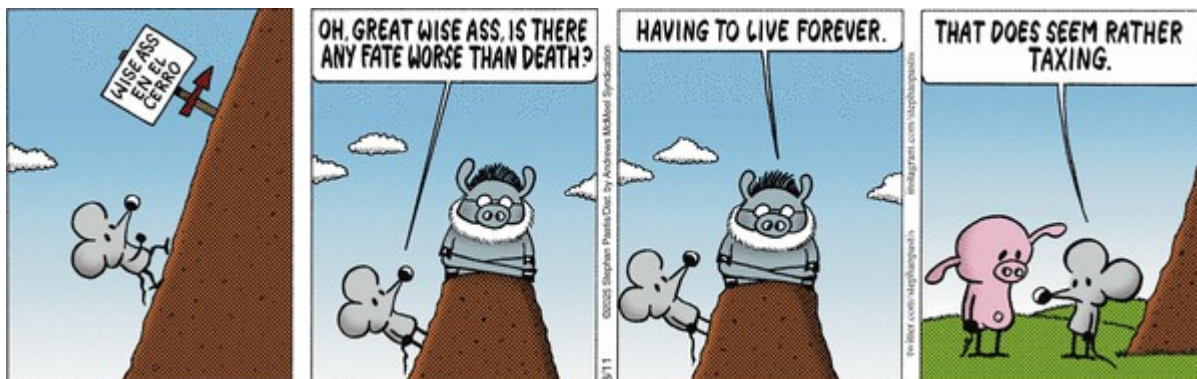
Nitrite-Reducing Bacteria.  
 Round 4: Phases are Action, Production, and Research. HS uses its corporate action and Circuit Board Factory. UNMI uses Developed Infrastructure twice. Sultira uses Nitrite-Reducing Bacteria.  
 Round 5: Phases are Development, Construction, and Production. HS builds a Toll Station, conducts Slash and Burn Agriculture, and takes out an Investment Loan. DT builds the Martian Zoo and introduces Volcanic Soil. Sultira builds an Underground City and develops Experimental Technology.  
 Round 6: Phases are Development, Action, Production, and Research. HS plants Adapted Lichen, and gains cash from itself and a card from Circuit Board Factory. DT builds Warehouses, upgrading its Phase I card, and spends heat to raise the temperature. Sultira introduces Designed Microorganisms, adds a resource to Nitrite-Reducing Bacteria, and uses Experimental Technology to upgrade its Phase V card.

**Pyredoodle – Race for the Galaxy**

the Free Trade Association and produces 2 novelty goods. Rockyway produces a novelty good.  
 Round 6: Phases are Develop, Settle, and Consume. ENC develops Replicant Robots and consumes a novelty good for VP. EH conquers Runaway Robots, trades a novelty good, and consumes a rare good for VP and a card. GDL conquers New Survivalists, and consumes 2 novelty goods for VP and cards. Rockyway settles Alien Robotic Factory and consumes a novelty good for VP.  
 Round 7: Phases are Explore, Develop, and Produce. END develops Research Labs and produces a novelty good. EH develops a Colony Ship and produces a novelty and a rare good. GDL develops Consumer Markets and produces 4 novelty goods. Rockyway produces a novelty and an alien good.  
 Round 8: Phases are Explore, Settle, and Consume. ENC consumes a novelty good. DH uses the Colony Ship to settle Terraformed World and consumes a novelty good and a rare good. GDL settles Expanding Colony and consumes 4 novelty goods. Ronkyway settles Tourist World and consumes a novelty good and an alien good.  
 Round 9: Phases are Explore and Develop. EH develops New Galactic Order. GDL develops New Economy. Rockyway develops Terraforming Robots.  
 Round 10: Phases are Develop and Settle. ENC develops Galactic Renaissance and settles Black Market Trading World. EH develops Expedition Force and conquers Former Penal Colony. GDL conquers Alien Robot Sentry. Rockyway settles Deserted Alien Library.  
 Round 11: Phases are Explore, Consume, and Produce. EMC produces a novelty good. EH consumes a novelty good and produces a novelty good. DGL trades an alien good and produces 4 novelty goods. Rockyway consumes an alien good and produces a novelty good and 2 alien goods.  
 Round 12: Phases are Develop, Settle, and Consume. ENC develops the Merchant Guild, settles Pilgrimage World, and consumes a novelty good. EH develops a Colony Ship, conquers Lost Alien Warship, and consumes novelty and alien goods. GDL develops Galactic Survey: SETI, conquers the Rebel Outpost, and consumes 4 novelty goods. Rockyway trades an alien good and consumes a novelty and an alien good.  
 Final scores: GDL at 59, ENC at 31, Rockyway at 30, and EH at 29. Congratulations to Chris Hibbert on his victory!

**Puginese – Puerto Rico**

and an indigo plantation, takes a sugar plantation, and produces indigo. CH builds a Small Market, populates a corn plantation, selects the Settler, gains a quarry, and produces corn. AY populates the corn plantation, takes another corn plantation, selects the Craftsman, and produces corn.  
 Round 2: KW selects the Trader, trades indigo, and builds a Sugar Mill. CH selects the Prospector, ships corn, and builds a Sugar Mill. AY selects the Captain, ships corn, and builds a Hospice. CG selects the Builder and builds a Hospice.



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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.

