

Number 304



June, 2025

Notes from Hades

I hope this issue finds you all well. Nothing much to report on this end.

Since the last issue, eight games have completed. They are: Pomapoo, a **Shichon:** Suburbia: Have the Suburbia, Inc., 5 Star expansions, and Nightlife Puerto Rico game won by Chris Geggus, Rottador, a Suburbia game won by expansions as well as the Cons and Essen Spiel additions. Have Andy York(\$), Dave Hooton, Pyrenean Shepherd, an Ark Nova game won by Dave Hooton, Christopher Hunt(\$), Dave Hooton, will take up to 2 more. Romanian Mioritic Shepherd Dog, a Citiadels game won by Kevin Wilson., Players who have a (\$) after their name have paid the necessary game fee. Russian Toy, a Wingspan game won by Chris Geggus, Rottle, a 7 Wonders game won by Kevin Wilson, Rafiero do Alentejo, a Terraforming Mars: Ares Expedition **Caverna:** A game of farming and mining very similar to Agricola. Have Bill Crisis variant won by Kevin Wilson, Christopher Hunt, and Bill Scharf, and Scharf, will take up to 6 more. Redbone Coonhound, a Smallworld game won by Christopher Hunt. **Merchant of Venus:** Have Andy York, Bob Robles, Chris Geggus, will take up to 3 more. Congratulations to the winners!

The next deadline is **Tuesday, June 24 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.

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

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

Shepadoodle: Settlers of Catan: Have the Seafarers and the Knights and Cities expansions. Have Kevin Wilson(\$), Andy York(\$), Dave Hooton(\$), Chris Geggus(\$), Brendan Whyte(\$), will take up to 1 more.

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

Spanish Water Dog: 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(\$), Dave Hooton(\$), Christopher Hunt(\$), Bill Scharf(\$). This game is full.

Slovensky Cuvac: Puerto Rico: This will include the Buildings expansion. Have Andy York(\$), Chris Geggus(\$), will take up to 2 more.

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

Staffy Bull Bullmastiff: Terra Mystica: Have Chris Geggus(\$), Kevin Wilson, Christopher Hunt(\$), Bill Scharf(\$), will take up to 2 more.*

Swedish Lapphund: Lords of Waterdeep: Have the Scoundrels of Skullport expansion. Have Chris Geggus, Christopher Hunt(\$), Bill Scharf(\$), will take up to 3 more.

Shiloh Shepherd: Terraforming Mars: Ares Expedition: Have the Discovery and Foundation expansions. Have Kevin Wilson, Andy York(\$), Christopher Hunt(\$), Bill Scharf(\$), Dave Hooton, will take up to 1 more.

Spinone Italiano: Wingspan: Have the European and Oceania birds expansions. Have Chris Hibbert(\$), Chris Geggus, Christopher Hunt(\$), Bill Scharf(\$), will take up to 1 more.

Spanish Mastiff: Discworld: Ankh Morpork: Have Kevin Wilson, Andy York(\$), Christopher Hunt(\$), will take up to 1 more.

Sheepadoodle: Dominion: Have most of the expansion sets plus some extras.

Have Chris Hibbert(\$), Kevin Wilson, Christopher Hunt(\$), Bill Scharf(\$), Dave Hooton, will take up to 1 more.

Shichon: Suburbia: Have the Suburbia, Inc., 5 Star expansions, and Nightlife Puerto Rico game won by Chris Geggus, Rottador, a Suburbia game won by expansions as well as the Cons and Essen Spiel additions. Have Andy York(\$), Dave Hooton, Pyrenean Shepherd, an Ark Nova game won by Dave Hooton, Christopher Hunt(\$), Dave Hooton, will take up to 2 more.

Romanian Mioritic Shepherd Dog, a Citiadels game won by Kevin Wilson., Players who have a (\$) after their name have paid the necessary game fee.

Wish List

Caverna: A game of farming and mining very similar to Agricola. Have Bill Crisis variant won by Kevin Wilson, Christopher Hunt, and Bill Scharf, and 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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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.

Silverton: Have Bill Scharf, Dave Hooton, 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, Christopher Hunt, will take up to 4 more.

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

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

Terraforming Mars: The Dice Game: Have Chris Geggus, Bill Scharf, will take up to 2 more.

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

Century Spice Road: Have Chris Geggus, Christopher Hunt, will take up to 3 more.

Outpost: This will use the expert rules, and will use the "Nantwich" rules if I have 4 or fewer players. Have Andy York, Bill Scharf, will take up to 8 more.

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

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

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

Ark Nova: A game about building a zoo. Have Chris Geggus, Dave Hooton, will take up to 2 more.

Terraforming Mars: Ares Expedition: This is the Crisis cooperative expansion. Have Christopher Hunt, will take up to 2 more.

Citadels: Have the Deluxe version. Have Kevin Wilson, will take up to 8 more.

7 Wonders: Have the Wonder Pack, Leaders, Cities, Babel, and Armada up to 3 more.

expansions as well as the fan-produced Ruins and Sailors expansions. Have Kevin Wilson, will take up to 7 more.

Power Grid: Have 14 different maps, the alternate deck, some promo cards, and updated more frequently than the zine issues. *As these games have no hidden the Power Crisis unofficial expansion. Have Andy York, Dave Hooton, will take information, the GM may join the game to help fill it out if the players do not up to 4 more.

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

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

Puerto Rico: This will include the Nobles expansion. Have Andy York, will take up to 4 more.

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 object.

Drentsche Patrijshond

Machiavelli – Standard Victory Conditions, Natural Disasters, Special Units, Moneylenders, Conquest, White Press Summer 729

Deadline Fall 729: 6/24 Tuesday

Papacy and the Lombards rampage around the undefended northern Byzantine territories while France remains neutral.

Drentsche Patrijshond

Spring 729 Retreats

The Papacy retreats A Durazzo to garrison.

Outstanding Loans

Spring 730: 3 ducats due from Byzantines (2 borrowed).

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

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

Orders

Byzantines (Wilson): A Aquila to CAPUA, A (EM) Durazzo to ALBANIA, F Bari to AQUILA, F LOWER ADRIATIC to Upper Adriatic, F IONIAN SEA to Lower Adriatic, F NAPLES supports A Aquila to Capua, F TYRRHENIAN SEA supports F Rome, F SARDINIA supports F Tyrrhenian Sea, F ROME supports A Aquila to Capua (cut)

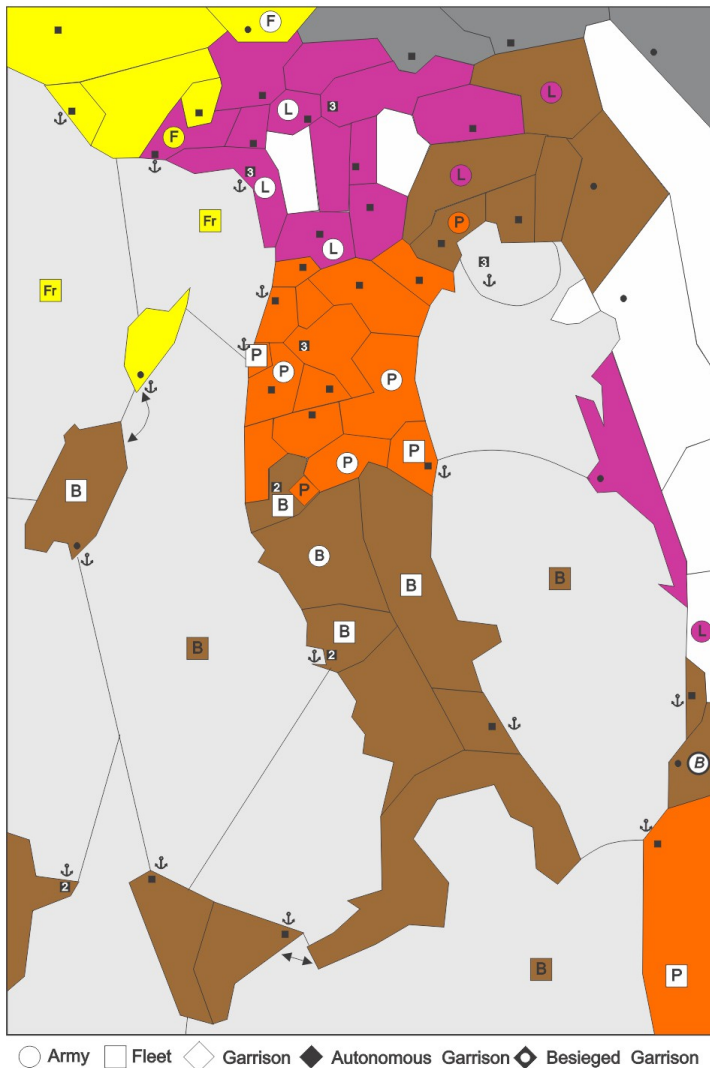
France (Robles): A SWISS holds, A SAVOY holds, F LIGURIAN SEA supports F Gulf of Lions, F GULF OF LIONS supports F Ligurian Sea

Lombards (Burgdorf): A Milan to PAVIA, A Bergamo to VERONA, A MODENA supports A Genoa, A HERZEGOVINA to ALBANIA, A GENOA holds, A Trent to CARINTHIA

Papacy (Narhi): A URBINO to ANCONA, A SPOLETO support G Rome convert to A, A Ferrara to PADUA, A SIENNA to PISA, F ANCONA to Upper Adriatic, F PIOMBINO to PISA, G ROME convert to A, G DURAZZO convert to F

Press

France – Lombards: I'll not advance further.



Zine Report

Australian Zines

Western Front Published by Brad Martin. Current issue: 223. Currently running quizzes, Railway Rivals, Bus Boss, Hare and Tortoise, Britannia. 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: 251. By Popular Demand, Choice, 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, Das Zepter von Zavador, Grand National, Outpost, Phoenicia, Word Puzzle.

Fury of the Northmen Published by Colin Bruce. Current issue: 139. 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: 25. Currently running Diplomacy, Gunboat Stab!, Diplomacy Bingo, Excalibur, Black Hole Diplomacy II, Bourse, Sopwith, ManEater. Game openings for Diplomacy, Mercator XIV, Easter Island Diplomacy.

Celestial Dragon Published by Richard Smith. Current issue: 8. Consists of 5 subzines. The Celestial Steam Locomotive by Richard Smith, issue #38. Currently

Back of the Envelope Published by Tom Howell. Current issue: 46. Currently running Golden Strider; Love Letter, Railway Rivals; Snakes & Ladders; Hangman, By Definition; Fuzzy Borders; Machi Koro; Breaking Away!; Where in the World is Kendo Nagasaki?. Current game openings: Diplomacy, Dominion, Dream Mile, 6-Nimmt!, Eat Me!, Railway Rivals.

Cheesecake Published by Andy Lischett. Current issue: 437. Currently running Diplomacy, Escape from Cheesecake Island. Current game openings: None.

Damn the Consequences Published by Brendan Whyte. Current issue: 242. Runs

running By Moderately Popular Demand, Fragments, Snakes and Ladders, Where in the World is Kendo Nagasaki?, Dilemmas, Choice, Crystal Ball, Railway Rivals, Bus Boss, Railway Rivals Partnership, Crossword Puzzle. Subzine Here Be Dragons (#71) by John Walker runs Puerto Rico, Lyric Quiz, and 6 Nimmt!. Subzine The Tangerine Terror (#78)/I am the Kurious Kumquat (#8) by Howard Bishop runs Just One, The Name of the Game, Communal Don't Wordle, What's in Howard's Record Collection. Subzine SubPAR (#8) by Jim Reader runs Railway Rivals. Current game openings: The Celestial Steam Locomotive: Where in the World is Kendo Nagasaki? (Three Wishes variant), Fragments, Dilemmas, Railway Rivals, By Moderately Popular Demand, Bag of Dungeon. Here be Dragons: Nearly the Best Game in the World, Lyric Quiz, World Record, Fragments. 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, Communal Don't Wordle. SubPAR: Bus Boss, Railway Rivals, Breaking Away.

US Zines

Banbury Merton St (number game), Bonnie Brae (number game), Roborally, Bus Boss, Choice, Where the #\$%& on the Tube is Kendo Nagasaki?, Railway Rivals, 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, Bus Boss, Britannia, Maneater, Air Charter, NOMIC, Dot Boom, Machiavelli, Diplomacy, Poleconomy.

Email Games Report

Portuguese Pointer – Terraforming Mars

floater to Floating Habs. Astrodrill uses the Titan Floating Launch-Pad to trade with Enceladus, opens a Mine, spends heat to raise the temperature, joins a Power Supply Consortium, introduces Small Animals and adds an animal to it, builds a Venus Magnetizer, develops Biomass Combustors, adds a microbe to Sulphur-Eating Bacteria, and uses the Energy Market. Celestic uses Forced Precipitation and Venus Shuttles, adds a floater to Aerial Mappers, introduces Saturn Surfing, and adds a floater to Saturn Surfing. Viron trades with Ceres, builds a Protected Valley, gains Asteroid Rights, develops Directed Impactors, uses Asteroid Rights to add an asteroid to Directed Impactors, then uses Directed Impactors, introduces Algae, uses its corporate ability to have Asteroid Rights add another asteroid to Directed Impactors, and uses Nitrite-Reducing Bacteria. Polyphemos trades with Io, moves the Mars Nomads, spends plants for a greenery tile, claims the Gardener milestone, spends heat to raise the temperature, introduces Nitrophilic Moss, develops Mercurian Alloys, uses the Development Center, and begins Ishtar Mining.

Pyrenean Shepherd – Ark Nova

a card from the deck. HM plays the Expert in the Americas, snaps the Eurasian Eagle Owl, gains a University with 2 research icons, upgrades the Association card, and builds a 3-space enclosure and a kiosk. Break.

WS plays Natives Seabirds, builds a 2-space and a 1-space enclosure, plays the Australian Pelican and the Panamanian White-Faced Capuchin, pilfering from GEGS, and supports the Americas project, snapping the Gould's Monitor. HM plays the Eurasian Lynx, gaining a 1-space enclosure, snaps the Domestic Rabbit, gains money from Sponsors, and gains an Americas partner zoo. GEGS builds a 5-space enclosure, gains the African Ostrich, a University, upgrades its Cards card, draws cards, plays the Bennett's Wallaby and the Golden Eagle, releases the Emu into the Blue Mountains National Park, gains a 2-space enclosure, and gains money from Sponsors.

Break.

WS builds a Zoo School and puts the Tasmanian Devil in a 1-space enclosure. HM builds a kiosk and a 2-space enclosure, places the Domestic Rabbit in the petting zoo, and the Eurasian Eagle Owl in the 2-space enclosure. GEGS builds a 2-space enclosure, a 1-space enclosure, 1 kiosk, and 2 pavilions, and places the African Ostrich in a 5-space enclosure and the Collared Margabay in a 4-space enclosure.

Final scores are WS with 20, GEGS with 13, and HM with -62. Congratulations to Dave Hooton on his victory!

Russian Toy – Wingspan

plays the Maned Duck and the Osprey in the wetland. CHu plays the Barn Swallow and Double-Crested Cormorant in the wetland. Dave plays the Eastern Whipbird in the forest, the Black Tern and the Pink-Eared Duck in the wetland, and the Cassin's Sparrow in the grassland.

Round 3: CHi plays the Sprague's Pipit in the grassland, the House Finch in the forest, and the Crimson Chat in the grassland. CHu plays the Black Vulture and Turkey Vulture in the forest. DA plays the Bell's Vireo in the forest. CG plays the Atlantic Puffin in the wetland, the Prothonotary Warbler in the forest, and the Grey-

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

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

Generation 5: TM trades with Luna, uses

Conscription to bring in a Large Convoy, and adds a

Player	Corporation
Chris Geggus	Galapagos Expedition Goes Stratospheric (GEGS)
Dave Hooton	Waterzoo Station (WS)
Christopher Hunt	Hunt's Menagerie (HM)

This is using the full Discovery expansion.

GEGS builds a kiosk and a 4-space enclosure, snaps the Collared Mangabey, supports the Americas project, makes a contribution, places the White Stork and Leopard in his zoo, and gains money from Sponsors. WS snaps the American Alligator, places it in his zoo, snaps the Panamanian White-Faced Capuchin, places the Cotton-Top Mandarin in his zoo, releases the American Alligator in Yosemite National Park, and takes the Native Seabirds card and

Players are: Dave Anderson (DA), Chris Geggus (CG), Chris Hibbert (CHI), and Christopher Hunt (CHu).

This includes the Oceania expansion.

Round 2: CG plays the Pygmy Nuthatch in the forest and the Brewer's Blackbird in the grassland. CHI

Headed Mannikin in the grassland.

Round 4: CHu plays the Mallard in the wetland and the Peregrine Falcon in the grassland. DA plays the

Rafeiro do Alentejo – Terraforming Mars: Ares Expedition

Player	Corporation
Kevin Wilson	Burstar (B)
Christopher Hunt	Magna, Inc. (MI)
Bill Scharf	Interplanetary Cinematics (IC)

This is using the Crisis expansion.

Round 8: Seismic Aftershocks is drawn and the Dummy phase is Development. Phases are Construction, Action, Production. B play's CEO's Favorite Project and discards 3 cards. MI plays Redrafted Contracts, uses Nitrite-Reducing Bacteria, and adds a microbe to Nitrite-Reducing Bacteria. IC develops Standard Technology uses Matter Generator, and discards 3 cards. Greenhouse Gas Degradation and Seismic Aftershocks are discarded. Round 9: Biodiversity Loss is drawn and the Dummy phase is Research. Phases are Development and Production. B builds Windmills. IC gains Sponsors.

Round 10: Disrupted Supply Lines is drawn and the Dummy phase is Production. Phases are Construction, Action, and Research. B spends heat to raise the temperature. MI takes out an Investment Loan, brings in Imported Hydrogen, spends heat to raise the temperature, and uses Nitrite-Reducing Bacteria. IC joins the United Planetary Alliance, spends plants to raise the oxygen level, and spends cash to increase the temperature. Disrupted Supply Lines, and Biodiversity Loss are discarded.

Players are: Andy York (AY), Kevin Wilson (KW), and Chris Geggus (CG).

This is the Buildings expansion.

Round 9: CG selects the Captain, ships corn and tobacco, and takes a corn plantation. AY ships indigo, selects the Trader, trades sugar, and takes a sugar plantation. KW ships corn, selects the Settler, and takes a quarry.

Round 10: AY selects the Mayor, populates the Sugar Mill, Aqueduct, and San Juan, builds a Fortress, and produces indigo and sugar. KW populates the quarry, corn plantation, and Large Market, selects the Builder, builds a Trading Post, and produces corn. CG populates the tobacco plantation and Tobacco Storage, builds a Small Indigo Plant, selects the Craftsman, and produces corn and tobacco.

Round 11: KW selects the Trader, trades corn, ships corn, and takes a coffee plantation. CG trades

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

Round 5: BS uses the Theater to switch characters with CG. The Assassin is BS, who assassinates the Patrician. The Patrician is CG. The Trader is CH. The Marshal is KW, who seizes Bill's Trading Post. Round 6: The Spy is CG, who unsuccessfully spies

Pacific Black Duck and Black Simmer in the wetland. CG plays the Greater Roadrunner in the grassland.

Final scores: CG with 98, DA with 94, CHi with 81, and CHu with 60. Congratulations to Chris Geggus on his victory.

Round 11: Crop Failures is drawn and the Dummy phase is Development. Phases are Construction, Action, and Production. B uses Assorted Enterprises to build a Lunar Beam. MI uses Nitrite-Reducing Bacteria and adds a microbe to it. IC launches an Interstellar Colony Ship and uses the Matter Generator. Crop Failures is removed.

Round 12: Ionospheric Tear is drawn and the Dummy phase is Construction. Phases are Development, Action, and Production. B exploits Undersea Vents and spends heat to raise the temperature 2 steps. MI conducts Solar Trapping, uses Iron works, adds a microbe to Nitrite-Reducing Bacteria, and spends cash to raise the temperature and flip an ocean tile. IC introduces Venture Capitalism, uses the Matter Generator, and spends cash to raise the temperature. Ionospheric Tear is discarded.

Round 13: Collapsing Cities was drawn and the Dummy phase is Construction. Phases are Development, Action, Production. B brings in Coal Imports and spends heat to raise the temperature 2 steps. MI joins a Power Supply Consortium, uses Nitrite-Reducing Bacteria, adds a microbe to it, uses Ironworks, and spends cash to flip an ocean tile. IC builds Nuclear Plants, spends plants to raise the oxygen level and cash to flip an ocean. Collapsing Cities is discarded.

Round 14: Reglaciation is drawn and the Dummy phase is Development. Phases are Construction, Action, Production. B builds Hydro-Electric Energy, uses it twice, and spends heat to raise the temperature 4 steps. MI sponsors a Technology Demonstration, adds a microbe to Nitrite-Reducing Bacteria, uses Ironworks, and spends cash to raise the temperature. IC conducts Atmospheric Filtering and spends cash to raise the oxygen level. Reglaciation is removed.

Round 15: Impact Desert is drawn and the Dummy phase is Research. Phases are Development, Action, Production. B builds a Commercial District and uses Hydro-Electric Energy. MI builds Laboratories, adds a microbe to Nitrite-Reducing Bacteria, and uses Redrafted Contracts. IC builds Energy Storage and uses the Matter Generator. Impact Desert is discarded.

Round 16: Dwindling Supplies is drawn and the Dummy phase is Production. Phases are Construction and Action. B spends plants to increase oxygen, heat to raise the temperature, uses Power Infrastructure, and spends cash to flip an ocean. MI uses Nitrite-Reducing Bacteria, spends heat to raise the temperature, and uses Ironworks. IC draws a card, spends heat to raise the temperature, plants to raise the oxygen, and cash to flip an ocean.

The players win! Congratulations to Kevin, Christopher, and Bill on their victory!

Pomapoo – Puerto Rico

tobacco, selects the Captain, ships corn and tobacco, and takes a tobacco plantation. AY trades indigo, ships sugar, selects the Settler, and takes an indigo plantation.

Round 12 : Chris selects the Mayor, populates the corn and indigo plantation and the Small Indigo Plant, builds a City Hall, and takes a coffee plantation. Andy populates the Fortress, selects the Builder, builds an Indigo Plant, and takes an indigo plantation. Kevin populates the Small Sugar Mill and a sugar plantation, builds a Cloister, selects the Settler, and takes a corn plantation.

Round 13: Andy selects the Mayor, populates the Indigo Plant, produces indigo and sugar, and ships indigo and sugar. Kevin populates the Trading Post and corn plantation, selects the Craftsman, produces corn, and ships corn. Chris populates a corn plantation, produces corn, indigo, and tobacco, selects the Captain, and ships corn, indigo, and tobacco.

Round 14: Kevin selects the Mayor, populates the Cloister, Small Sugar Mill, Small Indigo Plant, and a sugar plantation, and trades corn. Chris populates the Small Sugar Mill and a sugar plantation, selects the Trader, trades tobacco, and builds a Coffee Roaster. Andy populates San Juan, trades sugar, selects the Builder, and builds a Wharf.

Round 15: Chris selects the Mayor, populates the City Hall, and tobacco and coffee plantations, and takes a sugar plantation. Andy populates the Wharf, selects the Settler, takes an indigo plantation, and builds a Guesthouse. Kevin populates an indigo plantation, takes a coffee plantation, selects the Builder, and builds a Statue.

Final scores: Chris with 49, Andy with 35, and Kevin with 30. Congratulations to Chris Geggus on his victory!

Romanian Mioritic Shepherd Dog – Citadels

KW and builds a Quarry. The Trader is BS, who builds a Town Hall. The Scholar is KW, who builds a Monastery. The Marshal is CH, who seizes CG's Watchtower and builds a Castle.

Round 7: The Assassin is Christopher, who assassinates the Spy. The Spy is Chris, who is assassinated. The Magician is Bill, who trades hands with Kevin and builds a Castle. The Patrician is Kevin.

Round 8: Bill trades characters with Kevin. The Spy is Chris, who spied on Bill. The Trader is Kevin. The Scholar is Christopher, who builds a Town Hall. The Marshal is Bill, who seizes Christopher's Market.

Round 9: Bill uses the Theater to trade character cards with Kevin. The Assassin is Chris, who assassinates the

Patrician and builds a Harbor. The Spy is Bill, who spies for Kevin's unique districts and builds a Manor. The Magician is Kevin, who builds the Thieves' Guild. The Patrician is Christopher who is assassinated.

Round 10: Bill uses the Theater to trade characters cards with Christopher. The Magician is Kevin, who

trades hands with Bill. The Patrician is Christopher, who builds a Temple. The Abbot is Bill. The Trader is Chris, who builds a Castle.

Round 11: The Assassin is Kevin, who assassinates the Marshal and builds a Market. The Abbot is Christopher, who builds a Smithy. The Scholar is Bill, who destroys his Tavern to build a Necropolis. The Marshal is Chris, who is assassinated.

Final scores are Kevin with 27, Christopher with 26, Bill with 25, and Chris with 16. Congratulations to Kevin Wilson on his victory!

Rattle – 7 Wonders

Player	Wonder
Keith Marple	Ephesus B (EB)
Christopher Hunt	Babylon B (BB)
Dave Hooton	Manneken Pis A (MPA)
Bill Scharf	Alexandria B (AB)
Chris Geggus	The Great Wall B (TGWB)
Kevin Wilson	Helicanrassus B (HB)

This is using the Wonder Pack, Leaders, Cities, Armada, and Babel: Great Projects expansions.

The Age I Great Project is Cranes.

Age I, Round 7: EB plays a Theater and advances on the Civics track. BB builds the first stage of its wonder and advances on the Exploration track, gaining Foggy Island. MPA plays a Loom. AB plays the Steersman's Academy, gaining Virgin Island and advancing on the Exploration track. TGWB plays a Theater and advances on the Civics track. HB plays a Construction Yard, advances on the Exploration track and Civics track, and gains Lost Island.

Age I, Round 8: EB builds the first stage of its wonder. BB discards a card for cash. MPA plays a Stone Pit. AB builds the first stage of its wonder and advances on the Commerce track. The Great Wall builds Baths and advances on the Civics track. HB plays Clandestine Dock West.

Age I Conflict: Land Conflict: EB loses twice, MPA wins twice, AB loses and ties, TGWB loses and ties, and HB wins twice. Naval Conflict: MPA, TGWB, and HB win, EB, BB, and AB lose.

The Age II Great Project is the War Mirror.

Age II Leader Recruitment: EB plays Amytis. BB plays Semiramis. MPA plays Cleopatra. AB plays Solomon and a Marketplace. TGWB plays Diocletian. HB plays Zenobia.

Age II, Round 1: EB plays a Caravansery. BB plays a Dispensary and advances on the Exploration track. MPA builds Stables, supports the War Mirror project, and advances on the Military track. AB plays a Vineyard and advances on the Commerce track. TGWB plays a Caravansery and advances on the Commerce track. HB plays a Caravanery.

Age II, Round 2: EB builds the second stage of its wonder, advances on the Exploration track, gains Topaz Island, and advances on the Civics track. BB builds a Library. MPA plays Archery and advances on the Military track. AB builds a Training Ground, supports the War Mirror project, and advances on the Military track. TGWB plays the Architect Cabinet. HB plays a Black Market.

Age II, Round 3: EB builds a Temple and advances on the Civics track. BB discards a card for cash.

MPA plays a Laboratory and advances on the Exploration track. AB plays a Loom. TGWB plays a Consulate. HB builds Stables and supports the War Mirrors project.

Age II, Round 4: EB plays a Dispensary and advances on the Exploration track. BB plays Glassworks. MPA plays the Society of Navigators, advances on the Exploration track, gains Amber Island, and advances on the Commerce track. AB builds a Map Room, gains Forgotten Harbor, and advances on the Exploration track, gaining Inhabited Island. TGWB builds a Fortified Port and advances on the Military track. HB builds a Temple and advances on the Civics track.

Age II, Round 5: EB plays a Courthouse and advances on the Civics track. BB builds the second stage of its wonder. MPA builds a Bazaar and advances on the Commerce track. AB builds a Quarry. TGWB builds an Aqueduct and advances on the Civics track. HB builds a Quay and advances on the Military track.

Age II, Round 6: EB builds a Statue and advances on the Civics track. BB discards a card for cash. MPA plays a Vineyard and advances on the Commerce track. AB builds the second stage of its wonder and advances on the Civics track. TGWB builds a Sepulcher. HB builds a Library and advances on the Exploration track.

Age II, Round 7: EB builds Walls, advances on the Military track, and supports War Mirrors. BB discards a card for cash. MPA builds the first stage of its wonder and advances on the Civics track. AB builds the third stage of its wonder and advances on the Civics track. TGWB builds a Courthouse and advances on the Civics track. HB builds the first stage of its wonder, plays the Pigeon Loft from the discards, and advances on the Exploration track, gaining Frothy Harbor and advancing on the Civics and Exploration tracks.

Age II, Round 8: EB builds the third stage of its wonder and advances on the Exploration track, gaining Statues Harbor. BB discards a card for cash and builds a Brickyard. MPA builds a Quarry. AB hires Mercenaries. TGWB builds a Tabularium. HB builds the second stage of its wonder, playing a Guard Tower from the discards and advancing on the Exploration track, gaining Sovereign Archipelago.

Age II Great Project: War Mirrors is not fully supported. BB gains -2VP and TGWB discards a Theater.

Age II Conflict: TGWB does not participate. EB wins one and loses one. BB loses 2. MPA wins 1 and ties 1. AB ties 1 and loses 1. HB wins 2. HB wins an Incursion against BB. TGWB and HB tie for first in the naval conflict while BB comes in last.

Age III Leader Recruitment: EB recruits Nebucadnezzar. BB recruits Caesar. MPA recruits Euclid. AB recruits Hiram. TGWB recruits Hammurabi. HB recruits Hypatia.

Age III, Round 1: EB builds Gardens and advances on the Civics track. BB builds the Captain's Circle and advances on the Exploration track, gaining Windy Harbor. MPA builds a Study, advances on the Exploration track, and supports the Archives project. AB builds a Pantheon and advances on the Civics track. TGWB builds a Capitol. HB builds a University.

Age III, Round 2: EB plays a Pantheon. BB plays an Observatory. MPA plays Naval Archives, gaining the Sheltered Archipelago, advances on the Exploration track, and gains Iron Harbor. AB builds a Townhall and advances on the Civics track. TGWB founds a Secret Society. HB builds the final stage of its wonder, playing the Forum from the discards and advancing on the Civics track.

Age III, Round 3: EB builds a Study and advances on the Exploration track. BB discards a card for cash. MPA gains a Captaincy and advances on the Military and Civics tracks. AB joins the Shipowners' Guild. TGWB builds an Observatory, advances on the Exploration track, and supports the Archives project. HB builds a Lighthouse and advances on the Commerce track.

Age III, Round 4: EB builds an Arena and advances on the Commerce track. BB builds a Lodge and supports the Archives project. MPA builds a Palace and advances on the Civics track. AB joins the Craftsman's Guild. TGWB builds an Embassy. HB joins the Magistrates' Guild.

Age III, Round 5: EB builds a Naval Ministry and advances on the Exploration track, gaining Rainbow Archipelago. BB discards a card for cash. MPA builds a Torture Chamber. AB joins the Gamers' Guild. TGWB builds a Townhall and advances on the Civics track. HB builds an Arsenal and advances on the Military track..

Age III, Round 6: EB joins the Counterfeiters' Guild. BB builds the third stage of its wonder. MPA builds a Haven and advances on the Commerce track. AB builds a Senate. TGWB builds the second stage of its wonder and advances on the Military track. HB builds a Customs Office and advances on the Commerce track.

Age III, Round 7: EB sponsors the Builders' Union. BB discards a card for cash. MPA builds a Chamber of Commerce and advances on the Commerce track. AB joins the Guild of Shadows. TGWB builds the third stage of its wonder and advances on the Military track. HB joins a Pirate Brotherhood and advances on the

Commerce track.

Age III, Round 8: EB builds a Chamber of Commerce and advances on the Commerce track. BB discards a card for cash and joins the Spies' Guild. MPA builds the last 2 stages of its wonder and advances 2 steps on the Civics track. AB builds a Lighthouse and advances on the Commerce track. TGWB builds a Lodge and advances on the

Player	Borough
Andy York	Austin City Limits (ACL)
Bill Scharf	Gelbstadt (GS)
Dave Hooton	Shady Acres Development (SAD)

This is using the 5-Star expansion.

Round 1: ACL builds the Lactose Princess. GS builds a Municipal Airport. SAD builds a Failed Solar Company.

Round 2: SAD builds a Roadhouse. ACL uses a Business Supply Store as a lake. GS uses a Fast Food Restaurant as a lake.

Round 3: SAD uses the Mobile Home Community as a lake. ACL builds EZ Burger. GS builds the Pie Shack.

Round 4: SAD uses the Office Building as a lake. ACL uses the Business Supply Store as a lake. FS uses the Tiny House Park as a lake.

Round 5: SAD builds a Municipal Airport. ACL builds a Hydroelectric Dam. GS builds a Tourism Office.

Exploration track, gaining Windblown Island. HB builds a Townhall and advances on the Civics track.

Age III Great Project: The Archives project is not fully supported. EB and AB each discard an Altar and HB discards a Construction Yard.

Age III Conflict: TGWB does not participate in land conflict. EB loses twice. BB wins one and loses one. MBA wins twice. AB loses twice. HB wins twice. AB does not participate in naval conflict. TGWB has the highest naval power, followed by HB, and MPA. EB and BB both have the lowest.

Final scores: HB with 103, AB with 93, MPA with 92, EB with 89, TGWB with 74, and BB with 49.

Congratulations to Kevin Wilson on his victory!

Rottador – Suburbia

Round 6: SAD discards the Mint to build a Heavy Factory. ACL discards Bungee Bridge to build a Heavy Factory. GS uses the Tourism Center as a lake.

Round 7: SAD uses Crepe Condo as a lake. ACL builds a Dollar Arcade. GS builds a Parking Lot.

Round 8: ACL builds a Skyscraper. SAD discards the Pointy Cathedral to build a Heavy Factory. GS discards the Gas Station to build a Heavy Factory.

Round 9: ACL discards the Hostel to build a Heavy Factory. SAD builds a Shipping Center. GS builds the Grand Speedway.

Round 10: ACL builds a Warehouse. SAD builds a Museum. GS builds the Smarty Pants Technical School.

Round 11: ACL builds a Domestic Airport. GS builds the Mayor Ted Statue. SAD builds the Manmade Volcano.

Round 12: FS uses the Bed & Breakfast as a lake. SAD builds a Local EPA Office. ACL builds Pharaoh's Favor.

Round 13: ACL builds Lookout Canal. GS builds Professor BBQ. SAD builds a Swanky Spa.

Round 14: ACL builds a Country Club. GS builds a New Car Dealership. SAD builds another Local EPA Office.

Round 15: ACL builds a Bed & Breakfast. GS uses the Condominium as a lake. SAD builds Snorkel Island.

Round 16: ACL builds the Opera House. SAD builds a Memorial Building. GS builds a Condominium.

Round 17: ACL discards the High School to invest in the Dollar Arcade. SAD builds a Hall of Fame. GS builds a PR Firm.

Round 18: ACL builds an Island Resort. SAD discards Alien Mountain to build Suburbs. GS builds a Middle School.

Final scores: SAD with 125, ACL with 95, and GS with 94. Congratulations to Dave Hooton on his victory!

Puggle – Power Grid

gains power plant 02, buys oil, connects to Burssels and Antwerpen, and powers 1 city.

Round 2: PC develops the Landfill Salvage idea, builds power plant 07, buys garbage and oil, expands to Leiden, and powers 3 cities. NM builds power plant 10, buys coal, and powers 2 cities. KLOMP builds power plant 35, buys oil, and powers 2 cities. TRC builds power plant 33 and powers 2 cities.

Round 3: PC builds power plant 27, buys oil, connects to Arnhem, and powers 4 cities. KLOMP buys oil, connects to Haarlem and Den Haag, and powers 3 cities. TRC connects to Breda and Gent and powers 4 cities. NM builds power plant 37, connects to Leuven, and powers 4 cities.

Round 4: TRC buys a Transformer after heavy bidding and powers 5 cities. KLOMP buys power plant 39 unopposed, connects to Apeidoorn, and powers 5 cities. PC buys power plant 40 unopposed, connects to Nijmegen, and powers 5 cities. NM buys power plant 30 unopposed, connects to Mons, and powers 5 cities.

Round 5: PC buys 2 oil, connects to Brugge and Ostend and powers 7 cities. KLOMP buys 2 oil, connects to Den Helder, Enshede, and Eindhoven, and powers 8 cities. TRC buys power plant 34 unopposed, buys 1 uranium, connects to Kortrijk, Tilburg, and Den Bosch, and powers 8 cities. NM connects to Namur, Leige, and Maastricht and powers 7 cities. Step 2 begins.

Round 6: KLOMP buys 1 oil, connects to Leiden, Rotterdam, and Den Bosch, and powers 11 cities. TRC buys 1 uranium, connects to Nijmegen, Arnhem, Buxelles, and Leuven, and powers 11 cities. PC buys 1 garbage, connects to Apeidoorn, Den Haag, Venlo, and Haarlem, and powers 11 cities. NM connects to Burssel, Antwerpen, Breda, and Tilburg, and powers 6 cities.

Redbone Coonhound – Smallworld

Barricade Barbarians attack the Humans and gain 7VP.

Round 3: KW's Diplomat Humans attack the Barbarians and gain 6VP. CH takes the Pillaging Fauns, attack the Humans, and gains 12VP. AY's Peace-Loving Pygmies gain 11VP. BS's Barricade Barbarians go into decline, gaining 6VP.

Round 4: KW's Diplomat Humans go into decline, gaining 1VP. CH's Pillaging Fauns attack the Pygmies and gain 15VP. AY's Peace-Loving Pygmies gain 10VP. BS takes the Alchemist Pixies eliminates the Priestesses, and gains 12VP.

Round 5: KW takes the Hill Wizards, attacks the Pixies and gains 7VP. CH's Pillaging Fauns attacks the Pygmies and gains 12VP. AY's Peace-Loving Pygmies go into decline, gaining 4VP. BS's Alchemist Pixies attack the Fauns and gain 15VP.

Player	Company
Dave Hooton	Killowatt Lighting Or Megawatt Power (KLOMP)
Kevin Wilson	Noordelijke Macht (NM)
Bill Scharf	Power Central (PC)
Andy York	Texas Railroad Commission (TRC)

This is using the Benelux map with a combined designed deck, Power Grid+, the promo cards, and the Energy Crisis variant.

Round 1: KLOMP gains power plant 04, buys oil, connects to Amsterdam and Zaanstad, and powers 1 city. NM gains power plant 03, buys coal, connects to Bruxelles and Charleroi, and powers 1 city. PC gains power plant 06, buys garbage, connects to Rotterdam and Utrecht, and powers 2 cities. TRC

Players are: Kevin Wilson (KW), Chrdisopher Hunt (CH), Andy York (AY), and Bill Scharf (BS).

Round 1: KW takes the Diplomat Humans and gains 6VP. CH takes the Mounted Priestesses and gains 6VP. AY takes the Peace-Loving Pygmies and gains 7VP. BS takes the Barricade Barbarians and gains 5VP.

Round 2: KW's Diplomat Humans and gains 9VP. CH's Mounted Priestesses go into decline, gaining 6VP. AY's Peace-Loving Pygmies gain 9VP. BS's

Round 6: KW's Hill Wizards expand and gain 9VP. CH's Pillaging Fauns attack the Pixies, Barbarians, and Humans and gain 12VP. AY selects the Historian Gypsies and attack the Barbarians, gaining 14VP. BS's Alchemist Pixies attack the Fauns, gaining 12VP.

Round 7: KW's Hill Wizards attack the Pixies and gain 11VP. CH's Pillaging Fauns attack the Pixies and gain 13VP. AY's Historian Gypsies attack the

Player	Corporation
Dave Hooton	Nirgal Enterprises (NE)
Bill Scharf	Thorgate
Chris Geggus	Palladin Shipping (PS)
Andy York	Valley Trust (VT)
Keith Marple	Poseidon

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

Prelude: NE gains Mining Operations and a Self-Sufficient Settlement. Thorgate gains a Contribution and engages in Strategic Base Planning, gaining a colony on Luna. PS brings in a Huge Asteroid and builds a Colony Trade Hub. VT takes out a Loan and digs a Mohole Excavation. Poseidon buys a Metals

Players are: Chris Geggus (CG), Andy York (AY), Chris Hibbert (CH), and Kevin Wilson (KW).

Round 1: CG selects the Builder, builds a Hospice, populates it, takes a corn plantation, and produces corn. AY builds an Indigo Plant, selects the Mayor, populates the indigo plantation and Indigo Plant, takes an indigo plantation, and produces indigo. CH builds a Small Market, populates the corn plantation, selects the Settler, takes a tobacco plantation, and produces corn. KW builds a Small Market, populates the corn plantation, takes a sugar plantation, selects the Craftsman, and produces corn.

Round 2: AY selects the Trader, trades indigo, takes a sugar plantation, and builds a Sugar Mill. CH selects the Captain, ships corn, and takes a tobacco plantation. KW ships corn, selects the Settler, and takes a sugar plantation. CG ships corn, takes a corn plantation, selects the Builder, and builds a Small Indigo Plant.

Round 3: CH selects the Prospector, populates the Small Market, produces corn, and takes a corn plantation. KW selects the Mayor, populates the Small Market and sugar plantation, and takes a sugar plantation. CG populates the Small Indigo Plant and indigo plantation, selects the Craftsman, produces

Player	Faction
Bill Scharf	Happy Breakfast Club (HBC)
Christopher Hunt	The Blue Meanies (TBM)
Andy York	Texas Tenement Guild (TTG)
Kevin Wilson	P-Math Institute of Klatch, Ee Section (PIKES)

Round 1: HBC plays The Librarian. TBM plays the Pink Pusycat Club, Here'N'Now, and Captain

Fauns and gain 10VP. BS's Alchemist Pixies go into decline, gaining 4VP.

Round 8: KW's Hill Wizards go into decline, gaining 6VP. CH's Pillaging Fauns attack the Gypsies, gaining 10VP. AY's Historian Gypsies gain 8VP. BS takes the Commando Shurbmen, attacks the Fauns and Pygmies, and gain 9VP.

Round 9: KW takes the Spirit Giants, attack the Pixies, Fauns, and Wizards, and gain 9VP. CH's Pillaging Fauns attack the Gypsies and gain 8VP. AY's Historian Gypsies attack the Pixies and Wizards and gain 11VP. BS's Commando Shurbmen attack the Fauns and gain 7VP.

Final scores are: CH with 100, AY with 85, BS with 74, and KW with 70. Congratulations to Christopher Hunt on his victory!

Springador – Terraforming Mars

Company and engages in Galilean Mining.

Generation 1: NE builds GHG Factories and adds a delegate to the Kelvinists. Thorgate brings in Lunar Exports, builds Protected Habitats, adds a delegate to the Greens, and builds 2 standard power plants. PS brings in Imported GHG, builds a Research Colony on Luna, founds the St. Joseph of Cupertino Mission, adds a delegate to Unity, and builds a St. Joseph of Cupertino Mission cathedral. VT brings in a Metal Rich Asteroid, develops Advanced Alloys, adds a delegate to Mars First, claims 16 Psyche, builds Titan Shuttles, and a Toll Station. Poseidon builds a colony on Luna, adds a delegate to the Greens, builds a colony on Europa, and adds another delegate to the Greens. Ruling party remains the Greens.

Generation 2: Thorgate trades with Luna, builds a Wildlife Dome, and fosters Interplanetary Trade. PS spends titanium to increase the temperature, builds a St. Joseph of Cupertino Mission cathedral, builds a Colonizer Training Camp, and adds a delegate to Unity. VT adds a delegate to Mars First, uses Titan Shuttles to gain titanium, develops Peroxide Power, brings in an Aerobraked Ammonia Asteroid, and builds a standard power plant. Poseidon joins the Great Escarpment Consortium, stealing a steel production from VT, adds a delegate to the Scientists, and builds a Colony on Callisto. NE adds a delegate to the Kelvinists, builds a Sponsored Mohole and a Lunar Beam, and claims the Engineer milestone. Global event is Aquifer Released by Public Council and Mars First becomes the ruling party.

Scoodle – Puerto Rico

corn and indigo, and takes a coffee plantation. AY populates an indigo plantation, produces indigo and corn, selects the Settler, and takes a corn plantation.

Round 4: KW selects the Builder, builds a Sugar Mill, ships corn, populates the Sugar Mill, and produces corn and sugar. CG selects the Captain, ships indigo and corn, populates a corn plantation, and produces corn and indigo. AY ships indigo, selects the Mayor, populates a corn plantation and the Indigo Plant, and produces corn and indigo. CH builds a Tobacco Storage, ships corn, populates the Tobacco Storage and a tobacco plantation, selects the Craftsman, and produces tobacco.

Round 5: CG selects the Captain, ships corn and indigo, and populates San Juan. AY ships indigo and corn, selects the Prospector, and populates the Small Sugar Mill and a sugar plantation. CH ships tobacco, selects the Mayor, populates a corn plantation, tobacco plantation, and the Tobacco Storage. KW ships corn, populates a sugar plantation and the Sugar Mill, selects the Trader, and trades sugar.

Round 6: AY selects the Settler, takes an indigo plantation, builds a Large Market, and populates a corn plantation. CH takes a tobacco plantation, selects the Builder, builds a Small Sugar Mill, and populates a corn plantation. KW takes a corn plantation, builds an Office, selects the Mayor, and populates the Office and corn plantation. CG takes a tobacco plantation, populates San Juan, and selects the Prospector.

Round 7: CH selects the Mayor, populates a tobacco plantation and the Tobacco Storage and Small Sugar Mill, produces corn and tobacco, ships corn and tobacco, and takes a sugar plantation. KW populates a sugar plantation, selects the Craftsman, produces corn and sugar, and takes a corn plantation. CG populates San Juan, produces corn and indigo, selects the Captain, ships corn and indigo, and takes a sugar plantation. AY populates the Indigo Plant and an indigo plantation, produces indigo and sugar, ships indigo, selects the Settler, and takes a coffee plantation.

Round 8: KW selects the Trader, trades sugar, populates a corn plantation, and produces corn and sugar. CG selects the Builder, builds a Coffee Roaster, populates it, and produces corn, indigo, and coffee. AY selects the Mayor, populates a corn plantation and the Large Market, and produces corn, indigo, and sugar. CH trades corn, populates a sugar plantation, selects the Craftsman, and produces corn, sugar, and tobacco.

Springerdoodle – Discworld: Ankh Morpork

Carrot. TTG plays Dr. Whiteface on TTB, who pay up. PIKES plays The Thieves' Guild.

Round 2: HBC plays Mr. Boggis. TBM plays Mr. Pin and Mr. Tulip. TTB plays Leonard of Quirm. PIKES plays Drumknott, Zorgo the Retro-Phrenologist, and Groat.

Round 3: TBC plays Mrs. Cake. TBM play Rincewind, causing Mysterious Murders, Nobby Nobbs, The Bank of Ankh Morpork, The Fire Brigade on HBC, and Harry King. TTB plays The History Monks. PIKES plays the Sonky Shop.

Round 4: HBC plays Mr. Gryle. TBM play The Royal Mint. TTB plays The Fire Brigade on TBM, The Pink Pusycat Club, and The Dysk. PIKES uses The Shades, and plays Foul Ole Ron and CMOT Dibbler.

Round 5: HBC plays The Duckman. TBM play The Fools' Guild on PIKES, who negates it with Wallace Sonky. TTB plays Mr. Boggis. PIKES uses The Shades and plays The Ankh Morpork Sunshine Dragon Sanctuary.

Players are: Kevin Wilson (KW), Christopher Hunt (CHU), Chris Geggus (CG), Chris Hibbert (CHI), and Bill Scharf (BS).

We are using the Prosperity and Rising Sun expansions.

Round 1: KW, CHU, and BS buy Riverboats. CG buys a Rustic Village. CHI buys a Vault.

Round 2: KW buys a Riverboat. CHU buys a Poet. CG buys a Black Market. BS buys a Rustic Village.

Round 3: KW plays a Riverboat and buys a Silver. CHU plays a Riverboat. CG plays a Rustic Village and buys a Poet. CHI plays a Vault and buys a Gold. BS buys a Bishop.

Players are: Andy York (AY), Kevin Wilson (KW), and Christopher Hunt (CH).

We are playing with the Nobles expansion.

Round 1: AY selects the Builder, builds a Small Indigo Plant, and populates an indigo plantation.

Round 6: HBC plays Sergeant Angua and Hubert. TBM play Harga's House of Ribs. TTB plays The Seamstress' Guild. PIKES plays Archchancellor Ridcully, triggering Fog.

Round 7: HBC plays The Bursar, triggering Riots, and William de Worde. TBM plays the Agony Aunts. TTG plays Sacharissa Crisplock. PIKES plays Modo.

Saint Bernedoodle – Dominion

Round 4: KW gains a Gold from the Riverboat and buys a Silver. CHU gains a Gold from the Riverboat, plays a Poet, gains a Mountain Shrine, and pays off the debt. CG plays a Black Market and buys a Litter from it. CHI uses Kintsugi to trash an Estate and gain a Bishop. BS plays a Riverboat and buys a Silver.

Round 5: KW plays a Riverboat. CHU plays a Riverboat and buys a Poet. CG plays a Litter, a Black Market, and buys a Silver. CHI plays a Vault and buys a Gold. BS uses the Riverboat to gain a Gold and buys a Black Market.

Round 6: KW uses the Riverboat to gain a Gold, and buys a Vault. CHU uses the Riverboat to gain a Gold, plays a Poet, a Mountain Shrine, buys a Mountain Shrine, and pays off the debt. HG plays a Rustic Village and buys a Hoard. CHI plays a Vault and buys a Platinum. BS buys a Hoard.

Round 7: KW buys a Vault. CHU buys a Hoard. CG plays a Poet, a Rustic Village, and buys a Hoard. CHI uses Kintsugi to trash an Estate and gain a Black Market. BS buys a Root Cellar.

Round 8: KW plays a Vault and buys a Province. CHU plays a Poet, a Poet, and buys a Province. CG buys a Riverboat. CHI plays a Bishop, trashes an Estate, and buys a Gold. BS plays a Root Cellar and buys a Gold.

Slovakian Wirehaired Pointer – Puerto Rico

KW builds a Small Market, selects the Mayor, and populates the Small Market and indigo plantation. CH populates the corn plantation, selects the Craftsman, and produces corn.

Round 2: KW selects the Builder, builds a Small Indigo Plant, and populates it. CH builds a Small Market, selects the Captain, ships corn, and populates the Small Market. AY builds a Hacienda, selects the Mayor, and populates the Hacienda and Small Indigo Plant.

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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.