

### Notes from Hades

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

Since the last issue, seven games have completed. They are: Maremma Planitia, plus 3 fan-developed maps, Venus Next, Prelude, Colonies, and Turmoil Sheepdog, a Terraforming Mars game won by Dave Hooton, Portuguese expansions. Have Chris Geggus(\$), Kevin Wilson, Dave Hooton, will take up to 2 Podengo Pequeno, a Seafarers of Catan game won by Dave Hootonm, Polish more.

Lowland Shepherd, an Outpost game won by Dane Maslen, Puggle, a Terraforming Players who have a (\$) after their name have paid the necessary game fee.

Mars: Ares Expedition game won by Bill Scharf, Porkie, an Agricola game won by

Dave Hooton, Portuguese Sheepdog, a Lords of Waterdeep game won by Chris Geggus, and Puginese, a Puerto Rico game won by Chris Hibbert. Congratulations Scharf, will take up to 6 more.

The next deadline is **Tuesday, May 20 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.

**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.

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

**Rottador:** 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(\$), Andy York(\$), will take up to 2 more.

**Redbone Coonhound:** Smallworld: Have the Be Not Afraid, Grand Dames, and Royal Bonus expansions. Have Christopher Hunt(\$), Kevin Wilson(\$), Andy York(\$), will take up to 2 more.

**Rhodesian Ridgeback:** Concordia: Have the Venus expansion. Have Kevin Wilson, Bill Scharf(\$), Dave Hooton(\$), will take up to 3 more.

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

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

**Saint Berdoodle:** Dominion: Have most of the expansion sets plus some extras. Have Chris Hibbert(\$), Kevin Wilson, Chris Geggus(\$), Christopher Hunt(\$), will take up to 2 more.

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

**Scoodle:** Puerto Rico: This is the base game. Have Chris Hibbert(\$), Chris Geggus(\$), Andy York(\$), Kevin Wilson. This game is full.

**Springerdoodle:** Discworld: Ankh Morpork: Have Kevin Wilson, Andy York(\$), Christopher Hunt(\$), 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.

**Slovakian Wirehaired Pointer:** Puerto Rico: This will include the Nobles expansion. Have Kevin Wilson, Christopher Hunt(\$), Andy York(\$), will take up

to 1 more.

**Spanish Water Dog:** Terraforming Mars: Have the Hellas, Elysium, Amazonis

to 1 more.

### Wish List

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

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

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

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

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

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

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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, will take up to 4 more.

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

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

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

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

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

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

**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, will take up to 9.

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

**Terraforming Mars: Ares Expedition:** Have the Discovery and Foundation

expansions. Have Kevin Wilson, Andy York, will take up to 5 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 more.

**Ark Nova:** A game about building a zoo. Have Chris Geggus, will take up to 3 more.

**Terraforming Mars: Ares Expedition:** This is the Crisis cooperative expansion. Will take up to 3.

**Wingspan:** Have the European and Oceania birds expansions. Have Chris Hibbert, will take up to 4 more.

**Puerto Rico:** This will include the Buildings expansion. Have Andy York, Kevin

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

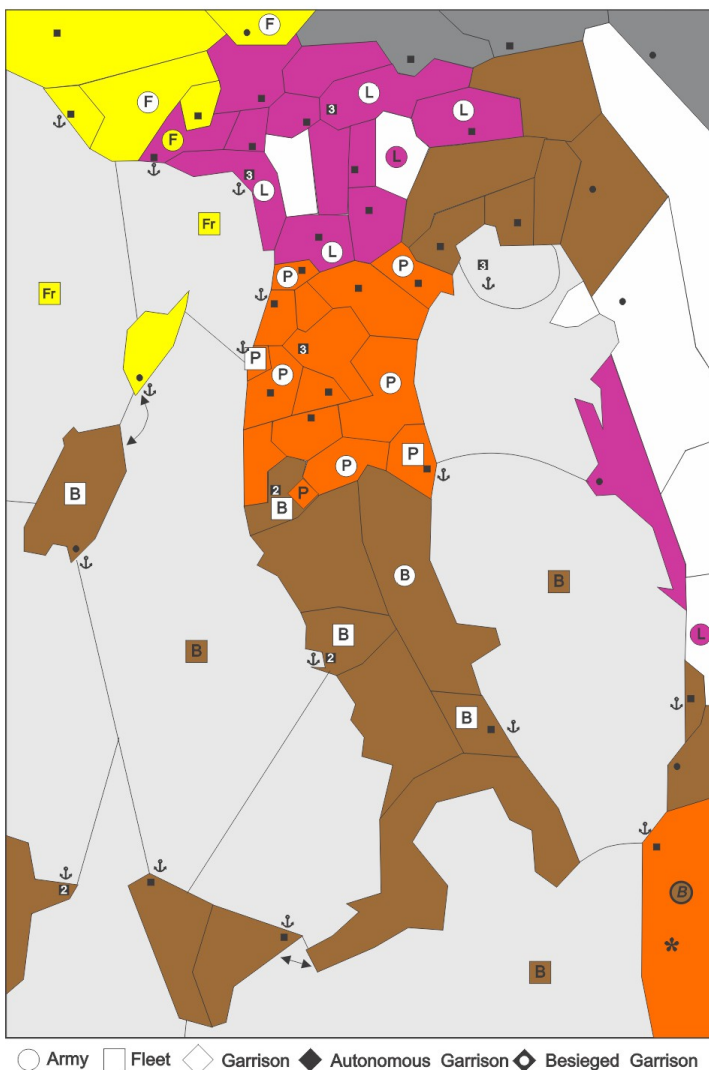
## Drentsche Patrijshond

**Machiavelli – Standard Victory Conditions, Natural Disasters, Special Units, Moneylenders, Conquest, White Press Winter/Spring 729**

**Deadline Summer 729: 5/20 Tuesday**

The battle lines are drawn as France moves against the Lombards in the north. The Byzantines abandon the north to concentrate on the Balkans and the seas. The Papacy prepares to amphibiously invade the Balkans, only to lose their troop transports.

Drentsche Patrijshond



### Fall 728 Retreats

The Byzantines retreat a Ferrara to garrison.

The Papacy retreats A Rome to garrison.

### Builds

		Cost
Byzantines	Maintain A Aquila, F Sardinia, F Tyrrhenian Sea, F Rome, F Capua, F Bari, F Otranto, builds A (Elite Mercenary) Albania, F Ragusa	30
France	Maintains all, builds A Marseilles, A Swiss, A Saluzzo	15
Lombards	Maintains all, no new builds	18
Papacy	Maintains all, builds A Perugia, A Arezzo, F Ancona	30

### Expenditures

Byzantines borrow 2 ducats for 1 year (3 ducats due Spring 730), and spend 12 ducats to disband Papal F Lower Adriatic.

### 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 Ancona, A (EM) Albania to DURAZZO, F BARI to Aquila, F Ragusa to LOWER ADRIATIC, F Otranto to IONIAN SEA, F Capua to NAPLES, F TYRRHENIAN SEA supports F Rome, F SARDINIA supports F Tyrrhenian Sea, F ROME holds

France (Robles): A Marseilles to PROVENCE, A SWISS holds, A Saluzzo to SAVOY, F Corsica to LIGURIAN SEA, F GULF OF LIONS supports A Marseilles to Provence

Lombards (Burgdorf): A Como to MILAN, A Mantua to BERGAMO, A Parma to MODENA, A Dalmatia to HERZEGOVINA, A Modena to GENOA, A TRENTO supports A Mantua to Bergamo

Papacy (Narhi): A Arezzo to URBINO, A Perugia to SPOLETO, A FERRARA besieges (nsu), A Bologna to LUCCA, A Durazzo holds (u, DISLODGED, retreat garrison, OTB), A SIENNA supports G Piombino convert to F, F Lower Adriatic to Upper Adriatic (nsu), F ANCONA supports F Lower Adriatic to Upper Adriatic (cut), G PIOMBINO convert to F, G ROME convert to A

## 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 International, Sopwith, McMulti, Commissioned, Bus Boss, Britannia, Maneater,

### UK Zines

*Dane's Games* Published by Dane Maslen. Current issue: 250. By Popular Demand, Choice, 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, Reduced Randomness Railway Rivals, Word Puzzle.

*Fury of the Northmen* Published by Colin Bruce. Current issue: 138. 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: 7. Consists of 5 subzines. The Celestial Steam Locomotive by Richard Smith, issue #37. Currently

### S.O.B.

Air Charter, NOMIC, Dot Boom, Machiavelli, Diplomacy, Poleconomy. *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.

running By Moderately Popular Demand, Choice, Crystal Ball, Snakes and Ladders, Fragments, Where in the World is Kendo Nagasaki?, Dilemmas, Railway Rivals, Bus Boss, Railway Rivals Partnership, Crossword Puzzle. Subzine Here Be Dragons (#70) by John Walker runs Puerto Rico, Lyric Quiz, and 6 Nimmt!. Subzine The Tangerine Terror (#77)/I am the Kurious Kumquat (#7) by Howard Bishop runs Just One, The Name of the Game, Communal Don't Wordle, What's in Howard's Record Collection. Subzine SubPAR (#7) 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, Dice Forge, Feudality, Railway Rivals, By Moderately Popular Demand. Here be Dragons: Nearly the Best Game in the World, Lyric Quiz. The Tangerine Terror/I Am the Kurious Kumquat: The Name of the Game, Origins of WW2, What's in Howard's Record Collection, Dos de Mayo. SubPAR: Bus Boss, Railway Rivals, Breaking Away.

### US Zines

*Back of the Envelope* Published by Tom Howell. Current issue: 45. Currently running Love Letter, Railway Rivals; Snakes & Ladders; Golden Strider; 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: 436. Currently running Diplomacy, Escape from Cheesecake Island. Current game openings: None.

## Email Games Report

### Maremma Sheepdog – Terraforming Mars

delegate to Mars First, uses Venus Envoys to add 2 more delegates to Mars First, builds a Pioneer Settlement on Miranda, adds an animal to Fish, adds a resource to Security Fleet, a resource to Refugee Camps, trades with Callisto, uses Directed Heat Usage, adds a floater to Local Shading, builds a Martian Zoo, builds a Lunar Beam, sells 6 cards, builds an Asteroid Deflection System, activates it successfully, uses the Martian Zoo, distributes Breathing Filters, and adds 2 delegates to Mars First. PS spends plants for a greenery tile, trades with Enceladus, develops Orbital Cleanup, starts Rover Construction, adds a microbe to Venusian Insects and an animal to Stratospheric Birds, uses Sulphur-Eating Bacteria, places a St. Joseph of Cupertino Mission cathedral in a city, plants Trees, and builds a city. MI introduces Birds trades with Miranda, uses Aerial Mappers, adds a delegate to Unity, builds a city, spends plants for a greenery tile twice, develops Solar Logistics, adds an animal to Birds, a microbe to Psychrophiles, uses Red Ships, conducts Ecology Research, develops Cutting Edge Technology, and sells 2 cards. Sp builds a city, spends plants for a greenery tile, trades with Triton and Ceres, adds a resource to Physics Complex, uses Saturn Surfing, introduces Adaptation Technology, builds a Space Elevator and uses it, introduces Deuterium Export, gains a Topsoil Contract, spends cash for a greenery tile, adds a microbe to Nitrite Reducing Bacteria, uses Ants to consume a Venusian Insect, supplies Corroder Suits, adds 2 delegates to Unity, and sells 2 cards.

All global parameters are at maximum, so Sa and MI each place a final greenery tile.

Final scores are Spire with 102, Inventrix with 86, Sagitta with 78, Mons Insurance with 70, and Palladin Shipping with 56. Congratulations to Dave Hooton on his victory!

### Polish Lowland Sheepdog – Outpost

has the highest combined score.

Round 15: Enad opens the bidding on a Planetary Cruiser and Lagrange L<sub>5</sub> gets it. Enad opens the bidding on a Space Station and Dane gets it. Enad opens the bidding on a Laboratory and Bartertown gets it. Enad opens the bidding on Ecoplants and gets it, then opens the bidding on an Outpost and gets that as well and hires 3 colonists. Dane moves a colonist from an ore factory to the Space Station. Cashtown opens the bidding on an Orbital Lab and gets it. Lagrange L<sub>4</sub> hires a colonist. Lagrange L<sub>5</sub> hires a colonist. Bartertown builds 2 robots. Round 16: Enad opens the bidding on a Space Station and Lagrange L<sub>5</sub> gets it. Enad opens the bidding on another and Peredition Station gets it. Enad opens the bidding on a third and gets it, hires 3 colonists, and builds a research factory. Dane opens the bidding on a Moon Base and RC 17 gets it. Dane opens the bidding on another and Lagrange L<sub>4</sub> gets it. Dane opens the bidding on a third and gets it, moving a colonist from an ore factory. RC 17 opens the bidding on Robots and gets them, and builds 3 robots. Cashtown builds 3 research factories and 3 robots. Lagrange L<sub>5</sub> hires 2 colonists. Bartertown builds 2 research factories and 1 robot. Lagrange L<sub>4</sub> moves a colonist from an ore factory to the Moon Base. Peredition Station hires 3 colonists.

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 Amazonia Planitia map.

Generation 11: Sa spends plants for a greenery tile, ships Hydrogen to Venus, engages in Cloud Seeding, plants Adapted Lichen, builds a city, spends cash for a greenery tile, and moves 3 delegates to Mars First. I uses the Ore Processor, Red Spot Observatory, develops Optimal Aerobraking, brings in an Aerobraked Ammonia Asteroid, indulges in Io Sulphur Research, uses Venus Orbital Survey, adds a

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)	Peredition 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

Enad has triggered the game end with exactly 75 victory points. Totals of victory points across the

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

Round 11: York gains 7 food from the Traveling Players and collects 4 wood. Scharf plays the Chamberlain occupation, goes Fishing for 2 food, and grows his family without the need for a room. Hooton becomes starting player, upgrades the Well to a Village Well, buys Pottery, and builds Fences. Hunt collects a vegetable, sows a grain and a vegetable, and collects 1 reed, 1 stone, and 1 wood. Geggus collects 2 cattle, cooks 2 sheep into food, collects 7 clay, collects 2 sheep and cooks them, collects 3 wood, and collects 1 grain.

Harvest Phase 4: Scharf harvests 2 grain and 1 vegetable. Hooton harvests 2 grain. Hunt harvests 1 grain and 1 vegetable. Hooton uses the Corn Profiteer and Pottery. Hunt uses Joinery with a Plane, and the Basketmaker. All players feed their families. Geggus breeds a cattle.

Round 12: Hooton grows his family without the need for a room, collects 3 wild boar, remains as starting player, and exchanges 2 clay for 2 stone. Hunt uses the Harrow to plow 2 fields, sows a grain and a vegetable, and collects 2 reeds. Geggus plays the Conservator occupation, collects 3 stone, collects 1

two outposts of each player are: Dane Maslen with 144, Bill Scharf with 109, Dave Hooton with 99, and Andy York with 89. Congratulations to Dane Maslen on his victory!

### Porkie – Agricola

wood and 3 food, collects a reed, stone, and wood, renovates to a stone house, and builds a Goose Pond. York collects a vegetable and 2 stone. Scharf collects 4 wood, builds Fences, collects 1 cattle, and plows a field and sows a vegetable.

Round 13: Hooton grows his family without the need for a room, collects 1 reed, 1 stone, and 1 wood, renovates to a stone house, builds a Fireplace, and becomes a Day Laborer, gaining 2 food and a vegetable. Hunt adds a room to his clay hut, goes Fishing, gaining 6 food and 1 reed, and plows a field. Geggus plows 2 fields with the Harrow and sows 1 grain, collects 3 wood, 3 food, a vegetable, builds a Well, and visits the Traveling Players, gaining 3 food and a grain. York builds Fences, becomes starting player, and builds a Schnapps distillery. Scharf bakes bread, collects 2 sheep, collects 1 grain and 1 food, and renovates to a clay hut.

Harvest Phase 5: Scharf harvests 2 grain and 2 vegetables, Hooton harvests 2 grain. Hunt harvests 2 grain and 2 vegetables. Geggus harvests 1 grain. Hooton uses the Corn Profiteer twice, both bought by York. All players feed their families. Scharf breeds a sheep. Hooton breeds a wild boar. Geggus breeds a cattle.

Round 14: York plows a field, sows 3 grain, bakes bread, and plays the Yeoman Farmer occupation. Scharf sows a vegetable, bakes bread, collects 2 cattle, renovates to a stone house, gains 1 grain, and plays the Lord of the Manor occupation. Hooton builds Fences, collects a cattle and a sheep, becomes a Day Laborer, gaining 2 food and a vegetable, and collects 12 clay. Hunt grows his family without the need of a room, builds 2 stables, and collects 2 wild boar. Geggus plows a field, collects a vegetable, becomes starting player, plays Boar Breeding, and collects 9 wood and 6 food.

Harvest Phase 6: York harvests 3 grain. Scharf harvests 2 grain and 2 vegetables. Hooton harvests 2 grain. Hunt harvests 2 grain and 1 vegetable. Geggus harvests 1 grain. Hooton uses the Corn Profiteer twice. Scharf uses the Turner, converts 2 grain and 1 vegetable into food. Hooton uses Pottery. All players feed their families. Scharf breeds a sheep and a cattle. Hooton breeds a wild boar. Geggus breeds and releases a cattle.

Final scores: Hooton with 41, Geggus with 40, Scharf with 36, Hunt with 26, and York with 21.

Congratulations to Dave Hooton on his victory!

### Portuguese Sheepdog – Lords of Waterdeep

completing the Investigate Aberrant Infestation quest. KS go to Waterdeep Harbor and play Crime Wave, Cliffwatch Inn, gaining an intrigue card and the Steal from House Adarbrent quest, complete the Train Castle Guards quest, go to New Olamn, complete the Steal from House Adarbrent quest, go to Cliffwatch Inn, resetting the quests and gaining the Seal and Entrance to Skullport quest, and the Slavers' Market. H go to Waterdeep Harbor and play Doppelganger, using the RS agent in Aurora's Realms Shop, Waterdeep Harbor again, playing Special Assignment, gaining the Study at the Librarium quest, the Yawning Portal, gaining 2 clerics, The Plinth, The Grinning Lion Tavern, and The Grim Statue. CG go to Cliffwatch Inn, gaining gold and the Root Out Loviat's Faithful quest, the Field of Triumph, the Room of Wisdom, and The Yawning Portal, completing the Protect Converts to Eilistraee quest.

Round 7: RS go to Jester's Court, Cliffwatch Inn, taking the Battle in Muiral's Gauntlet quest, Castle Waterdeep, and the Entry Well, taking the Wake the Six Sleepers quest and playing Research Agreement. KS go to Skull Island, complete the Deal with the Black Viper quest, playing Good Faith, Graduation Day, Special Assignment, gaining the Sanctify Temple to Oghma quest, and Call in a Favor, Waterdeep Harbor, playing the Quell Riots mandatory quest on RS, New Olamn, completing the Sanctify Temple to Oghma quest, Waterdeep Harbor, playing Assassination, Slavers' Market, and The Three Pearls, completing the Seal an Entrance to Skullport quest. H go to Aurora's Realms Shop, Hall of the Voice, taking the Banish Evil Spirits quest and completing the Resurrect Dead Wizards quest, Waterdeep Harbor, playing Bribe the Watch and completed the Bribe the Shipwrights quest, The Plinth, completing the Banish Evil Spirits quest, and The Grim Statue. CG go to Cliffwatch Inn and take the Recover the Magister's Orb quest, the Grinning Lion Tavern, the Tower of Order, completing the Recover the Magister's Orb quest, and the Field of Triumph.

Round 8: RS go to Waterdeep Harbor and play the Evade Assassin mandatory quest on KS, Skull Island and complete the Quell Riots mandatory quest, the Entry Well, taking the Build a Reputation in Skullport quest and playing the Placate Angry Merchants mandatory quest on KS, The Yawning Portal, completing the Build a Reputation in Skullport quest, and the Slavers' Market, completing the Explore Ahghairon's Tower quest. KS go to Cliffwatch Inn, gaining an intrigue card and the Retrieve Ancient Artifacts quest, The Three Pearls, exchanging 2 clerics for 2 wizards and a rogue and complete the Evade Assassin mandatory quest, the Room of Wisdom, completing the Placate Angry Merchants mandatory quest, and New Olamn. H go to Waterdeep Harbor and play Expose Corruption, Waterdeep Harbor and play Ambush, Cliffwatch Inn, gaining gold and the Recruit for City Watch quest, the Tower of Order, completing the Recruit Academy Castoffs quest, Blackstaff Tower, completing the Recruit for the City Watch quest, and the Grinning Lion Tavern. CG go to Jester's Court, Aurora's Realms Shop, Cliffwatch Inn, resetting the quests and gaining the Confront the Xanathar quest, and the Field of Triumph, completing the Confront the Xanathar quest.

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 5: CG go to Aurora's Realms Shop, Cliffwatch Inn, taking gold and the Protect Converts to Eilistraee quest, the Field of Triumph, complete the Defame Business Rivals quest, and The Yawning Portal. RS go to the Hall of the Voice, take the Extort Aurora quest, complete the Infiltrate Halaster's Circle quest, go to Castle Waterdeep, Waterdeep Harbor to play Free Drinks, Builder's Hall to build Monsters Made to Order, and The Grim Statue. KS go to the Room of Wisdom, complete the Subdue Illithid Menace mandatory quest, go to Waterdeep Harbor and play Unexpected Success, Proselytize, and Manipulate, gaining the Train Castle Guards quest, go to Cliffwatch Inn, gaining an intrigue card and the Deal with Black Viper quest, and New Olamn, completing the Save Kidnapped Nobles quest. H go to Waterdeep Harbor and play Call for Assistance, The Plinth, The Grinning Lion Tavern, the Tower of Order, and the Entry Well, gaining the Study the Illusk Arch quest and playing Allied Faiths. Round 6: RS go to Aurora's Realms Shop, the Hall of the Voice, gaining the Investigate Aberrant Infestation quest, Castle Waterdeep, complete the Donate to the City quest, and go to Blackstaff Tower,

Final scores are KS with 136, CG with 130, RS with 116, and H with 112. Congratulations to Chris Geggus on his victory!

### Portuguese Podengo Pequeno – Settlers of Catan

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

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

Round 18: Kevin builds a ship. Chris plays Monopoly on wool and buys a development card.

Dave trades with Chris, and builds 2 roads and a ship, gaining the Longest Trade Route.

Round 19: Chris plays a Knight, stealing from Kevin and gaining Largest Army, builds a road, and buys a development card. Bill upgrades a settlement to a

city. Dave builds 5 ships.

Round 20: Chris upgrades a settlement to a city, Bill upgrades a settlement to a city and builds a settlement, and Dave steals from Bill.

Round 21: Kevin steals from Bill and upgrades a settlement to a city, Chris steals from Dave and buys a development card, and Dave steals from Bill, upgrades a settlement to a city, and moves a ship.

Round 22: Chris gains a Monopoly on grain, trades with Kevin, builds a road and a settlement, and buys 2 development cards. Bill builds 2 ships. Dave steals from Chris and moves a ship.

Round 23: Kevin builds 2 ships. Chris plays a Knight, steals from Bill, and upgrades a settlement to a city. Bill buys 2 development cards. Dave steals from Kevin and builds a settlement.

Dave has hit the VP threshold of 13, winning the game! Chris and Bill each have 12VP and Kevin has 9.

Congratulations to Dave on his victory!

### Portuguese Pointer – Terraforming Mars

Mining Area, uses the Energy Market, trades with Pluto, develops Advanced Alloys, and spends an asteroid from itself to gain titanium.

Generation 3: Viron trades with Luna, introduces Nitrite Reducing Bacteria and Urban Decomposers, deploys Supercapacitors, spends heat to raise the temperature, and builds Aqueduct Systems. Polyphemos introduces the Mars Nomads, uses the Development Center, spends plants for a greenery tile, and brings in Imported Hydrogen. TM builds an Ice Moon Colony on Triton, trades with Triton, builds a Magnetic Shield, and sells a card. Astrodrill builds a Colonizer Training Camp and Heat Trappers. Celestic adds a floater to Forced Precipitation, uses its corporate ability to add another, claims the Hoverlord milestone, funds the Venophile award, and adds a floater to Aerial Mappers.

Generation 4: Polyphemos moves the Mars Nomads, uses the Development Center, spends plants for a greenery tile, founds the Martian Lumber Company, builds Martian Rails and uses it, and builds a Lunar Beam. TM trades with Luna, builds a Minority Refuge on Ganymede, introduces Pets, launches an Ishtar Expedition, builds Floating Habs and adds a floater to it, and introduces Building Industries. Astrodrill introduces Sulphur-Eating Bacteria, brings in Imported Nutrients, builds a Titan Floating Launch-Pad, adds a floater to it, joins the Great Escarpment Consortium, brings in an Impactor Swarm, spends an asteroid from itself to gain titanium, spends heat to raise the temperature, and adds a microbe to Sulphur-Eating Bacteria. Celestic brings in a standard asteroid, gains a Mining Quota, and uses Forced Precipitation and Aerial Mappers. Viron trades with Ganymede, builds an Immigrant City, builds a standard power plant, and spends 8 plants for a greenery tile.

### Puggle – Terraforming Mars: Ares Expedition

corporate action, Circuit Board Factory, and spends plants for a forest tile. UNMI uses Developed Infrastructure twice and its corporate action. DT builds a Beam from a Thorium Asteroid and Fueled Generators, then uses Think Tank. Sultira builds a Mass Converter, adds a microbe to Nitrite Reducing Bacteria, uses Experimental Technology to upgrade its Phase III card, and Ironworks.

Round 12: Phases are Action and Production. HS uses its Corporate action and Circuit Board Factory. DT uses the Think Tank. Sultira uses Nitrite Reducing Bacteria, adds a microbe to it, and spends plants for a forest tile.

Round 13: Phases are Development, Construction, and Action. HS builds a Natural Preserve and Gas-Cooled Reactors, uses its corporate action, Circuit Board Factory, spends plants for a forest tile, and uses Gas-Cooled Reactors. UNMI spends heat to raise the temperature, uses Developed Infrastructure twice, and uses its corporate ability. DT builds a Giant Space Mirror, Hydro-Electric Energy, uses Work Crews to bring in a Giant Ice Asteroid, uses its Think Tank, Hydro-Electric Energy, spends heat to raise the temperature, and plants for a forest tile. Sultira plants Heather, builds Zoos, claiming the Diversifier milestone, adds a microbe to Nitrite-Reducing Bacteria, uses Ironworks, and Development Center.

Round 14: Phases are Development, Production, and Research. HS builds Atmospheric Insulators and Nuclear Plants. DT plants Trees. Sultira builds Space Heaters.

Round 15: Phases are Construction and Action. HS lands a Caretaker Contract, uses its corporate action, uses Circuit Board Factory twice, spends plants for a forest tile, and uses Gas-Cooled Reactors. UNMI uses Developed Infrastructure twice and its corporate ability. DT stages a Technology Demonstration, develops Software Streamlining, uses its Think Tank, Software Streamlining, spends heat to raise the temperature, spends cash to raise the temperature, and spends plants for 2 forest tiles. Sultira conducts Research and builds a Matter Generator, adds a microbe to Nitrite-Reducing Bacteria, spends heat to raise the temperature, and uses the Matter Generator.

Round 16: Phases are Action and Production. HS uses its corporate action and Circuit Board Factory. DT uses Think Tank and Software Streamlining. Sultira uses Nitrite-Reducing Bacteria, Matter Generator twice, spends cash for 2 forest tiles and cash to flip 2 oceans, and spends plants for another forest tile.

Round 17: Phases are Development and Action. HS builds a Mohole Area. DT develops Trapped Heat. Sultira builds Io Mining Industries.

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.

Generation 2: Celestic trades with Luna, adds a floater to Forced Precipitation, deploys Aerial Mappers, and uses Areal Mappers to add another floater to Forced Precipitation. Viron trades with Io, spends heat to raise the temperature, and builds a city. Polyphemos conducts Research, uses the Development Center, and launches Satellites. TM develops Geothermal Power. Astrodrill builds an Energy Market, creates a Nuclear Zone and exploits a

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

This is using the full Discovery expansion.

Round 7: Phases are Development, Construct, and Research. HS deploys a Magnetic Field Generator, upgrades its Phase I card, and introduces Archaeobacteria. UNMI exploits Hohman Transfer Shipping. DT deploys Solar Power, builds a Power Grid, and establishes a Think Tank. Sultira introduces Industrial Microorganisms, builds an Ironworks, and a Development Center.

Round 8: Phases are Production and Research.

Round 9: Phases are Development and Action. HS develops Soil Warming, builds a Food Factory, uses its corporate action, Circuit Board Factory, and spends plants for a forest tile. UNMI uses Developed Infrastructure twice and its corporate action. DT joins an Asteroid Mining Consortium, develops a Mine, and uses the Think Tank. Sultira develops Biothermal Power, adds a microbe to Nitrite Reducing Bacteria, uses Experimental Technology to upgrade its Phase IV card, and Ironworks.

Round 10: Phases are Production and Research.

Round 11: Phases are Development and Action. HS develops a Lightning Harvest, plants Grass, uses its

With that, Mars is fully terraformed. Final scores are: Sultira with 39, DevTechs with 36, Hyperion

Players are: Chris Geggus (CG), Kevin Wilson (KW), Chris Hibbert (CH), and Andy York (AY). This is the base game.

Round 3: Hibbert selects the Mayor, populates the quarry and Small Market, takes a sugar plantation, produces corn, and trades corn. York populates the Hospice, selects the Settler, takes a quarry, and produces corn. Geggus populates the Hospice, takes a corn plantation, selects the Craftsman, and produces corn. Wilson populates the Sugar Mill, and sugar plantation, takes a sugar plantation, produces sugar, selects the Trader, and trades sugar.

Round 4: AY selects the Captain, ships corn, takes an indigo plantation, populates a corn plantation, and builds a Small Warehouse. CG ships corn, selects the Settler, takes a quarry, populates an indigo plantation, and builds a Small Indigo Plant. KW takes a corn plantation, selects the Mayor, populates the Sugar Mill, corn plantation, and sugar plantation, and builds a Construction Hut. CH takes a tobacco plantation, populates a sugar plantation and Sugar Mill, selects the Builder, and builds a Tobacco Storage.

Round 5: CG selects the Prospector and populates the Small Indigo Plant. KW selects the Craftsman, produces corn and sugar, populates the Construction Hut and an indigo plantation, and ships sugar. CH produces corn and sugar, selects the Mayor, populates the tobacco plantation, Tobacco Storage, and the Small Market, and ships sugar. AY produces corn, populates the Small Warehouse, selects the Captain, and ships corn.

Round 6: KW selects the Captain, ships corn, produces indigo and sugar, and takes a quarry. CH ships corn, selects the Craftsman, produces sugar and tobacco, takes a tobacco plantation, and trades tobacco. AY produces corn, selects the Settler, and takes a quarry. CG produces corn and indigo, takes a corn plantation, and selects the Trader.

Round 7: CH selects the Builder, builds a University, populates it, and trades tobacco. AY builds a Small Indigo Plant, selects the Mayor, populates the indigo plantation, Small Indigo Plant, and San Juan, and ships corn. CG builds a Tobacco Storage, populates it and a tobacco plantation, selects the Captain, and ships indigo and corn. KW

Systems with 29, and UNMI with 24. Congratulations to Bill Scharf on his victory!

### Puginese – Puerto Rico

populates the quarry, ships sugar and indigo, selects the Trader, and trades sugar.

Round 8: York selects the Prospector, gains a tobacco plantation, populates San Juan, and builds a Tobacco Storage. Geggus selects the Settler, gains a quarry, populates a corn plantation, and builds an Office. Wilson takes a quarry, selects the Mayor, populates a corn plantation, quarry, and Sugar Mill, and builds a Large Warehouse. Hibbert takes a sugar plantation, populates a tobacco plantation and Tobacco Storage, selects the Builder, and builds an Office.

Round 9: Geggus selects the Craftsman, produces corn, indigo, and tobacco, ships indigo, and takes a tobacco plantation. Wilson produces corn, indigo, and sugar, selects the Captain, ships corn, sugar and indigo, and takes a sugar plantation. Hibbert produces sugar and tobacco, ships sugar, selects the Trader, trades tobacco, and takes an indigo plantation. York produces corn and indigo, ships corn and indigo, selects the Settler, and takes a quarry.

Round 10: Wilson selects the Trader, trades corn, and populates the Large Warehouse. Hibbert selects the Mayor, populates a corn plantation, sugar plantation, and Sugar Mill, and builds a Harbor. York populates the Tobacco Storage, selects the Builder, and builds a Large Market. Geggus populates the Office, builds a Small Warehouse, and selects the Prospector.

Round 11: Hibbert selects the Craftsman, produces corn, sugar, and tobacco, ships corn and tobacco, and trades sugar. York produces corn, indigo, and tobacco, selects the Captain, and ships tobacco and corn. Geggus produces corn, indigo, and tobacco, ships corn and tobacco, selects the Trader, and trades indigo. Wilson produces corn, indigo, and sugar, ships sugar and corn, and selects the Prospector.

Round 12: York selects the Settler, takes a tobacco plantation, populates the Large Market, and produces corn, indigo, and tobacco. Geggus takes a coffee plantation, selects the Builder, builds a Harbor, populates the Harbor and Small Warehouse, and produces corn and indigo. Wilson takes a tobacco plantation, selects the Mayor, populates a sugar plantation and a tobacco plantation, and produces corn, indigo, and sugar. Hibbert takes a sugar plantation, builds a Large Warehouse, populates a sugar plantation, selects the Craftsman, and produces corn, sugar, and tobacco.

Round 13: Geggus selects the Captain, ships corn, builds an Indigo Plant, and trades indigo. Wilson ships sugar, selects the Builder, builds a Wharf. Hibbert ships corn, tobacco, and sugar, selects the Trader, and trades tobacco. York ships corn and selects the Prospector.

Round 14: Wilson selects the Craftsman, produces corn, indigo, and sugar, trades sugar, and ships sugar and corn. Hibbert produces corn, sugar, and tobacco, selects the Trader, trades tobacco, ships corn and tobacco, and builds a City Hall. York produces corn, indigo, and tobacco, trades indigo, selects the Captain, ships tobacco and corn, and builds a Custom House. Geggus produces corn, indigo, and tobacco, trades tobacco, ships corn, and builds a Fortress.

Round 15: CH selects the Captain, ships corn, gains a coffee plantation, and populates the Sugar Mill. AY ships indigo, selects the Settler, takes a coffee plantation, and populates the Custom House. CG ships indigo, gains a coffee plantation, selects the Mayor, and populates the Tobacco Storage and Fortress. KW ships indigo and corn, takes a sugar plantation, populates the Wharf, and selects the Prospector.

Round 16: AY selects the Builder, builds a Wharf, populates it, produces corn, indigo, and tobacco, and ships corn, indigo, and tobacco. CG builds a Sugar Mill, selects the Mayor, populates the Indigo Plant and Sugar Mill, produces corn, indigo, and tobacco, and ships corn and tobacco. KW populates a sugar plantation, selects the Craftsman, produces corn, indigo, and sugar, and ships corn and sugar. CH builds a Hacienda, populates the Tobacco Storage, produces corn, sugar, and tobacco, selects the Captain, and ships tobacco and corn.

Final scores are CH with 61, AY with 53, CG with 52, and KW with 39. Congratulations to Chris Hibbert on his victory!

### Pyrenean Shepherd – Ark Nova

enclosure, places the Veiled Chameleon in it, plays the Sea Caves conservation project, releasing the Veiled Chameleon, gaining an associate, flipping his Associations card, and making a contribution, snaps the Technology Institute, plays the Technology Institute, builds a 2-space enclosure, and gains a University with 2 research icons. HM draws cards, builds a petting zoo, gains an African partner zoo, plays the Small Animals Expert, places the Guinea Pig in the petting zoo, builds a 1-space enclosure, and places the Shoebill in the enclosure.

Break.

WS snaps the European Pond Turtle, plays it in a 1-space enclosure, takes a university, upgrades its Cards action, makes a contribution, snaps Sponsorship: Reptiles, plays Sponsorship: Reptiles, and snaps the Water Playground. HM takes a university, gains a boost marker, builds a 3-space enclosure, plays the Bolivian Red Howler in the 3-space enclosure, draws cards, and gains another boost marker. GEGS gains an Americas partner zoo, plays the Barn Owl in a 1-space enclosure, builds a petting zoo, snaps the African Bush Elephant,

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 plays an Expert in Large Animals, snaps the White Rhinoceros, takes a University that increases his hand size and gains 1 reputation, builds a 4-space enclosure, places the Jaguar in the enclosure, snaps the Emu, builds a 1-space enclosure, and gains money, triggering a Break. WS builds a 1-space

builds a kiosk, and gains money from sponsors.  
Break.

WS plays the Greater Rhea in a 2-space enclosure, sponsors Gorilla Research, supports the Research project, gaining a university, draws the Quarantine Lab and Yellow-Throated Martin, and builds an Adventure Playground. HM draws cards, gains a European partner zoo, builds a 1-space enclosure, gains a boost marker, and draws cards. GEGS gains an Australian partner zoo, snaps the Donkey, plays the Alpaca and Donkey in the petting zoo, builds a 5-

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

This includes the Oceania expansion.

Round 1: DH plays the Green Pygmy-Goose in the wetland, the Northern Flicker in the grassland, 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 1: Barren Crater is drawn and the Dummy phase is Research. Phases are Development, Construction, and Production. B gains Balanced Portfolios and builds a Composting Factory. MI launches Satellite Farms and builds an Ironworks. IC starts Industrial Farming and launches a Lagrange Observatory.

Round 2: Emergency Shelters is drawn and the Dummy phase is Development. Phases are Construction, Production, and Research. B fosters Lava Flows. ID uses Work Crews to bring in a Comet.

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

This is the Buildings expansion.

Round 1: AY selects the Builder, builds a Small Indigo Plant, takes a sugar plantation, and populates the indigo plantation. KW builds a Small Indigo Plant, selects the Settler, takes a quarry, and populates the indigo plantation. CG builds a Small Market, takes a sugar plantation, selects the Mayor, and populates the Small Market and corn plantation. Round 2: KW selects the Settler, takes a quarry, and populates the Small Indigo Plant. CG takes a tobacco plantation, selects the Craftsman, produces corn, and populates the tobacco plantation. AY takes a sugar plantation, selects the Mayor, and populates the Small Indigo Plant and sugar plantation.

Round 3: CG selects the Trader, trades corn, builds a

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

Round 1: The Assassin is absent. CG is the Spy, who spies on Bill and builds a Great Wall. The Magician is absent. CH is the Patrician, who builds a

space enclosure, and gains money from sponsors.  
Break.

WS gains an Americas partner zoo, makes a contribution, takes Yosemite National Park and a card from the deck, builds a Quarantine Lab, takes the American Pelican and a card from the deck, supports the Bird Breeding Program, builds a Water Playground, and builds a 4-space and a 1-space enclosure. HM hires an Expert on Europe, gains reputation, builds a 2-space enclosure, places the Great Hornbill in the 2-space enclosure and the Snowy Owl in the 1-space enclosure, upgrades its Build card, builds 2 kiosks and a pavilion, and snaps the Eurasian Lynx. GEGS snaps the Bird Breeding Program, places the Emu in the 5-space enclosure and builds a large aviary, supports the Bird Breeding Program, upgrades its Association card, makes a contribution, gains money from Sponsors, and places the Andean Condor in the large aviary.  
Break.

### Russian Toy – Wingspan

Pileated Woodpecker in the forest, and the California Condor in the grassland. CG plays the Little Penguin in the wetland, the Violet-Green Swallow in the grassland, and the American White Pelican in the wetland. CHI plays the Pheasant Coucal in the grassland, the Kelp Gull in the wetland, the Horsfield's Bushlark in the grassland, and the Regent Bowerbird in the forest. CHU plays the New Holland Honeyeater in the grassland, the Blue-Gray Gnatcatcher in the forest, the American Crow in the wetland, and the Brown-Headed Cowbird in the grassland.

Round 3: Catastrophic Erosion is drawn and the Dummy phase is Production. Phases are Development, Construction, and Research. B builds Geothermal Power and a Power Infrastructure. MI develops Surface Mines and introduces Nitrite-Reducing Bacteria. IC develops a Strip Mine. Emergency Shelters, Catastrophic Erosion, and Barren Crater are discarded.

Round 4: Atmosphere Rupture is drawn and the Dummy phase is Construction. Phases are Development, Production, and Research. IC builds a Miranda Resort. Atmosphere Rupture is discarded.

Round 5: Atmospheric Escape is drawn and the Dummy phase is Research. Phases are Development, Construction, and Production. B wields Political Influence, gains Business Contacts, and floods a Crater. MI builds a Power Plant. IC introduces Nitrophilic Moss and holds an Invention Contest. Atmospheric Escape is discarded.

Round 6: Dust Clouds is drawn and the Dummy phase is Construction. Phases are Development, Action, and Production. B builds an Astro Farm. MI develops Biothermal Power, uses Nitrite-Reducing Bacteria, adds a microbe to it, and spends heat to remove a crisis marker. IC builds a Trading Post and spends plants for a forest. Dust Clouds is discarded.

Round 7: Greenhouse Gas Degradation is drawn and the Dummy phase is Production. Phases are Construction, Action, and Research. B gains Energy Subsidies and spends heat to raise the temperature. MI hires Interns, draws a card, and adds a microbe to Nitrite-Reducing Bacteria. IC builds a Matter Generator, spends plants to raise the oxygen, and uses the Matter Generator.

### Pomapoo – Puerto Rico

Tobacco Storage, and populates it. AY selects the Builder, builds a Hospice, and populates it. KW selects the Mayor and populates 2 quarries.

Round 4: AY selects the Settler, takes a quarry, and produces indigo. KW takes a corn plantation, selects the Captain, and produces indigo. CG takes a corn plantation, ships corn, and produces corn and tobacco.

Round 5: KW selects the Trader, trades indigo, builds a Large Market, and takes a sugar plantation. DG trades tobacco, selects the Builder, builds a Harbor, and takes a tobacco plantation. AY selects the Settler and takes a quarry.

Round 6: CG selects the Mayor, populates the corn plantation and Harbor, builds a Black Market, and produces corn and tobacco. AY populates a sugar plantation, selects the Builder, builds a Sugar Mill, and produces indigo. KW populates a corn plantation, builds an Office, selects the Craftsman, and produces corn and indigo.

Round 7: AY selects the Mayor, populates the Sugar Mill, and ships indigo. KW populates the Office, selects the Trader, trades indigo, and ships corn. CG populates the Black Market, selects the Captain, and ships tobacco and corn.

Round 8: KW selects the Builder, builds a Small Sugar Mill, produces corn and indigo, and takes a corn plantation. CG builds a Small Sugar Mill, selects the Craftsman, produces corn and tobacco, and takes an indigo plantation. AY builds an Aqueduct, produces indigo and sugar, selects the Settler, and takes a sugar plantation.

### Romanian Mioritic Shepherd Dog – Citadels

Manor. BS is the Abbot, who builds a Trading Post. The Trader is absent. KW is the Scholar, who builds a Manor.

Round 2: CH is the Assassin, who assassinates the Patrician and builds a Market. The Spy and Magician are absent. KW is the Patrician, who is assassinated. BS is the Abbot. The Trader is absent. CG is the Scholar who builds a Temple and a Watchtower. The Marshal is absent.

Round 3: CG is the Assassin, who assassinates the Scholar and builds a Prison. The Spy is absent. CH is the Magician, who exchanges hands with CG and builds an Armory. KW is the Patrician who builds a Watchtower. The Abbot is absent. BS is the Trader,

who builds a Theater. The Scholar and Marshall are absent.

Round 4: BS uses the Theater to switch characters with CG. The Assassin and Spy are absent. KW is the Magician, who exchanges 2 cards and builds a Barracks. CH is the Patrician, who builds a Church and uses the Armory to destroy CG's Great Wall. The Abbot is absent. CG is the Trader, who builds a Tavern. The Scholar is absent. BS is the Marshal, who seizes CG's Tavern.

### 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 Leader Recruitment: EB recruits Vitruvius. BB recruits Bilkis. MPA recruits Maecenas. AB recruits Phidias. TGWB recruits Caligula. HB recruits Xenophon.

Age I, Round 1: EB plays a Timber Yard. BB plays an Apothecary and supports the Cranes project.

MPA plays a Tree Farm. AB plays a Tavern. TGWB plays a Forest Cave. HB plays a West Trading Post.

Age I, Round 2: EB plays a Scriptorium and supports the Cranes project. BB plays a Pirate Cache. MPA plays a Clay Pit. AB plays an Ore Vein. TGWB plays a Marketplace and advances on the Commerce track. HB plays a Mine.

Age I, Round 3: EB plays a Glassworks. BB plays a Clay Pool. MPA plays a Workshop and supports the Cranes project. AB plays a Lumber Yard. TGWB plays a Press. HB plays a Loom.

Age I, Round 4: EB plays a Lumber Yard. BB builds an Explorer's Office, advances on the Exploration track, and supports the Cranes project. MPA plays a Press. AB plays an Altar and advances on the Civics track.

TGWB plays an Apothecary and supports the Cranes project. HB plays a Scriptorium, advances on the Exploration track, and supports the Cranes project.

Age I, Round 5: EB plays an Altar. BB plays a Residence. MPA builds a Gambling Den. AB exploits an Excavation. TGWB builds the first stage of its wonder and advances on the Military track. HB builds a Tavern.

Age I, Round 6: EB exploits an Ore Vein. BB discards a card for cash. MPA builds a Guard Tower and advances on the Military track. AB finds a Clay Pool. TGWB builds a Secret Warehouse. HB builds a Barracks and advances on the Military track.

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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.