

That would be enough

This has been issue 73 of *To Win Just Once*, published 7th March 2007. It incorporates *Les Petites Bêtes Soyeuses*, a postal game of *En Garde!*. Issues are published ten times a year, roughly every five weeks. © Paul Evans 2007

Deadlines

Orders for *Star Trader* and *Railway Rivals* to Mike Dommett by 23rd March.

Orders for *Les Petites Bêtes Soyeuses*, *Great White Hunter* shots and any other contributions to Pevans by Friday 30th March 2007.

(Further deadlines for 2007 are 27th April/4th May, 1st/8th June, 6th/13th July, 10th/17th August, 14th/21st September, 19th/26th October, 23rd/30th November.)

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11-turn subscription	£5.00	£5.00

Games played

If you are interested in playing any game, please let Pevans know.

En Garde! Pevans has room for more players in *Les Petites Bêtes Soyeuses*. You will need the rules to *En Garde!* in order to play: www.engarde.co.uk

Railway Rivals on the North England map has started. Queue here for the next game. We provide rules and a working copy of the map.

Star Trader Colin Parfitt, Thomas Frost, Mark S Robinson and Jerry Elsmore are waiting for the next game. Rules provided.

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To Win Just Once

(incorporating *Les Petites Bêtes Soyeuses*)

UNDERGROUND

On the Underground reviewed

Taj Mahal
review and
my report on
the London
Toy Fair

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Chatter

March is just beginning as I put the finishing touches to this issue of *TWJO* and the weather really is Spring-like. But then, it's been pretty Spring-like for most of the Winter! Still, it's good to have a St David's Day (1st March, you heathens) when there are actually some daffodils about.

In other news, I've had confirmation that Maycon is definitely not happening this year. See the Games Event section below for more. The good news is that there is at least a venue for SpielChamps 2007. The bad news is that it's kyboshed my plans to hold an LPBS reunion at Maycon. Games Expo (see below) is the following weekend, but doesn't really work as a venue for an *En Garde!* game (it's only two days and they're short). Gen Con is back this year and would be better, but it's not until the end of August. So plan B is a social get-together.

Stop press: fans of *Canal Mania* (reviewed in *TWJO* 69) will be interested to know that the Ragnar Brothers have a second edition in the works. This involves several changes to the game, which I think will be improvements. The Ragnars are offering an 'Upgrade Kit' for people who own the first edition. To get one, you have to order in advance. See the website for details: www.ragnarbrothers.co.uk.

Meanwhile, my website statistics make very same-ish reading. Through January and February, my reviews of *Viking Fury* and *Puerto Rico* have been the top pages (with Games from Pevans getting a look in, too). These were also among the top search terms through which people found the website – along with my name. The PDF version of *TWJO* 71 was downloaded 146 times in January and a further 51 in February. *TWJO* 72 racked up 182 downloads in February. That's more than twice as many as the number of people I know about. If you're one of the others, why not let me know.

Okay: this issue has my report on this year's British Toy Fair plus a couple of reviews – thanks to Barry Townsend for his contribution. Let's get on with it.

Letters

Nik Luker writes:

Glad to read that you liked *Hermagor*. This was definitely the game of Essen for me. A really good, tight design with plenty of tough decisions and interesting gameplay. Lovely stuff! Gets better every time we play and it works quite well with just two players too. Haven't played *Maestro Leonardo* or *Die Säulen der Erde* enough to voice a fair opinion as yet, but strongly suspect these two will be close runners-up to *Hermagor*...

Thanks for that, Nik. I was reading other people's top games of 2006 in *Counter 36* and feeling that I was a bit out of step. So I'm glad to hear that someone else rates *Hermagor* highly. On to Barry Townsend.

Way back in December '06 I was looking for a way to advertise a board games club that I help run, other than our website, www.didcotgamesclub.co.uk, the 'geek or getting shameless plugs in *TWJO*, and I was also looking for a way for our games club members to keep in touch. So what better way, I thought, than a dedicated board games forum. I went looking for one, but didn't find anything that really did the job. The 'geek's OK for discussing games, but when it comes to advertising your club, it's hard to do, your post vanishes with in a couple of days. I decided the solution was to build a dedicated board games forum myself: www.boardgamesforumuk.co.uk. It's very early in its life and it's not designed to be about board game news (there are far better websites for that), but if you have a board games club in the UK, or know of one that might want some space on the forum, then sign up. Give me the details of the club and I'll get the club set up on the forum. I can issue moderator rights over the space so it can be set up and controlled however the club wants. Or just sign up and pass comment on the site – this would be appreciated.

Well, there you are: another shameless plug for Barry. ☺

Science Fiction

I haven't had time to write an SF review this time. I will just mention that Kim Stanley Robinson's *The Years of Rice and Salt* has made it to the top of the pile. This is proving to be good fun and I shall write more when I've finished it. I've also read *Destroyer*, the first book in C J Cherryh's latest trilogy. I think this needs to be reviewed as a trilogy, so you'll have to wait for this, too.

On the Underground reviewed

On the Underground is the first published game from Sebastian Bleasdale, who's a regular at the Swiggers games club – and part of the *TWJO* team for SpielChamps and EuropeMasters. We've played quite a few of Sebastian's designs in recent years and enjoyed them all. It's good to see one of them making it into print, courtesy of JKLM Games.

The game comes in JKLM's usual, compact 12" x 8½" x 1½" box and has quite some heft. The main reason for this is the substantial board: it's solid and folded down into 8 segments. Once it's unfolded, you have a partial map of the London Underground – in the iconic style of Harry Beck – with scraps of street map faded into the spaces. Stations are mostly in silver or gold, apart from the termini, railway interchanges and a few others. The stations are joined by lines,

divided into spaces, waiting to be built by players placing tracks. The tracks are wooden 'matchsticks' (think *Settlers*' roads), which come in 11 different colours. There are also wooden scoring markers, branch markers, a 'passenger' pawn and other markers. The final component is a deck of cards, one for each of the silver and gold stations. And there are just four pages of rules (four in English and four in German, to be accurate).



To start the game, players divvy up the colours of track. When four or five people are playing, they each take two different colours (one of 15 pieces, one of 20) and the matching scoring marker. Three players get three colours each (two of fifteen and one 20) and two players have four (two of each) – and matching score markers. This is a neat touch and means the game is much the same length however many people are playing.

In their turn, each player can place up to four lengths of track in any of their colours. The first one of a colour can go anywhere, but all others must extend one end or other of the existing track in that colour. This gives players some limitations, particularly if they reach the end of a line, and means that tracks can be left with nowhere to go. Players can add a branch to a track by playing two branch markers. And they get a branch marker by not placing a track piece – so they can get up to four branch markers in a turn. The other limitation is the number of pieces: believe me, you'll want more!

Players score points when a track connects to the end of a line or to an interchange with National Rail (which earns the player a branch marker as well). There are also four pairs of markers spread randomly around specific central stations and players get points for connecting each pair. Finally, they score points by completing a loop that encloses other stations. This can only be done in the central part of the board, of course, and making a big loop is quite difficult – though very tempting to try.

However, the main way players score points is by moving the 'Passenger'. This pawn moves to one or two stations after each player has finished building their track. This is where the cards come in. Four are laid out at the start (and markers placed on the stations shown so that they're clear to the players). The Passenger moves to the closest gold station (if there's a card for one) and from there to a silver station (if there's a card for one). The pawn 'walks' between stations if no line has been built and will take the route that offers the shortest

walk and, then, the fewest different colours of line. There are several examples to make it clear just how this works.

Players score a point every time the Passenger uses one of their lines (colours). So the first thing you do when it's your turn is check what the destinations are. Then it's a question of whether you can build something for the Passenger to use. This is particularly true at the start of the game when there are few tracks on the board. Simply laying some track makes it likely the Passenger will use it (anything to avoid walking!). Later on, as the network gets fuller and the Passenger has more choice, it's harder to make a difference with a single turn.

The game finishes when the deck of cards runs out. The number of turns is thus much the same each time, though it will vary a bit as some turns the Passenger will only have one station to visit. Play continues round to the start player so everybody gets the same number of turns. There are no more Passenger moves, of course, but players can still score points from connecting stations. It's worth keeping an eye on the deck to gauge when the game is likely to end – not that anyone's likely to run out of all their colours.



As you can see, this is a highly tactical game. It's mostly about your opportunities to score points in the current turn. It's worth keeping an eye on what you can do with each of your colours – particularly if you have the chance to complete a loop. It's tempting to go for a big loop from the

beginning, but it's very easy for other players to block this (intentionally or by accident), so it's not something you should count on. Playing to link some of the pairs of markers is well worth doing, though.

The result is usually a hard-fought game and a close result. Victory will go to the player who can make the most of their opportunities. *On the Underground* is an excellent game that plays very smoothly and involves all the players all the time. It runs quickly and certainly doesn't outstay its welcome. I give it 9/10 on my highly subjective scale.

Taj Mahal reviewed by Barry Townsend

Taj Mahal is an oldish game (first released in 2000), designed by Reiner Knizia and first published by Alea. (A new edition has just been published by Abacus. P) It was the 3rd game in Alea's big box series of games. It's been on my wish list of games for a long time and someone was kind enough to get it for me as a Christmas present. Since getting it, I have played it a couple of times so I thought I would do a review of it, mainly for a board games forum website I have set up (more on that later) but also because Pevans asked for stuff to fill TWJO.

The game is about the control of India at the beginning of the 18th century. Using cards, players compete for Influence Points, available from 6 spheres, 12 times in a game. The board is divided into 12 provinces; each province has 4 cities except one, the Agra province (site of the Taj Mahal) that has 5 cities. A network of roads connects the cities. 16 of the 49 cities are fortress cities and have a bonus tile placed randomly face up on them, which can be a commodity (rice, tea, spice or jewels), an extra card, +2 Influence points. The one +4 Influence points Taj Mahal bonus tile is placed (yep, you guessed it) on the Taj Mahal city. A scoring track runs around the outside of the board and in the top right of the board is the court of the Grand Moguls, which displays the 6 spheres of Influence.



There are 12 province tiles; each has a number, 1 to 12, and some amount of commodity/ies. The number 12 tile is placed in the Agra province and the rest are placed randomly face up on the 11 remaining provinces. The provinces are visited just once, in the order shown on the tiles, ending in Agra.

There are 21 cards in 4 different colours (red, yellow, green and violet) and 12 white. The cards have combinations of 6 different symbols, representing the six spheres of influence: Vizier (political forces), General (military forces), Monk (religious forces), Princess (social forces), Grand Mogul (control of the crown) and Elephant (control of the economy). The cards have no more than 2 symbols and can have 2 of the same symbol. A number of cards (depending on the number of players) are laid face up next to the board and refreshed for each visited province.

In each province, players bid for the six spheres of influence. On a player's first turn they may play one coloured card from their hand and may also play one white card (white cards cannot be played on their own). On subsequent turns the player may add to their bid by playing more cards, which must be the same

colour as the first or white. A player may also decide not to play a card and withdraw from the auction in the current province (if they do so without having played a card, they get to draw a card from the deck). When they do so they immediately compare the cards they have played with the other players' played cards. If they have a majority in any of the symbols they win the influence of that symbol. For Vizier, General, Monk and Princess, players get to place one of their palaces on an empty city in the current province, taking the bonus tile if they can place a palace on a fortress city. For the Grand Mogul, players get to place a bonus palace in the current province (even if the city already has a palace), but it can not take a bonus tile. The Elephant allows a player to take the current active province tile. After the player has withdrawn and discarded their cards, they get to pick up 2 cards from the available face-up selection. The last player to withdraw will only be able to pick up one card.

Players can score Influence points every time they withdraw, they score one point for placing at least one palace on a city in the current province. Players can score extra points for placing a palace on a city that is connected through an uninterrupted line of roads, to other palaces of their own in other provinces. Again, this can only happen once per province. Players score one point for each commodity they pick up, whether it's from the province tiles or from the bonus tiles. If they already have commodities of the same type, then they score an extra point for each of the same commodity. The bonus tiles +2 and +4 also score when they are picked up. At the end of the game, players score bonus points for the cards remaining in their hand: one point for each special and white card and one point per card for the colour the player has the most in.

Lastly, there are 4 special white cards that are played like other white cards, but return to the player's hand when they withdraw from an auction. To get hold of the cards players need to trade 2 of the Vizier, General, Monk, or Princess influence symbols. They take control of the card, even if this means taking it from another player's hand. The Vizier counts as an extra Grand Mogul symbol card, the General as an extra Elephant symbol card, the Princess gives an extra +2 influence points when played and the Monk special card allows a player to play a different coloured card from what they've previously played in the current auction.

Tactics in the game are fairly obvious: try and place palaces to make uninterrupted lines across several provinces, collect the same type of commodities on the province and bonus tiles, collect



the +2 and +4 bonus tiles and try to get hold of the +2 white card. What makes the game is the play of the cards. Playing four cards and ending up with no points would be a disaster. Playing one card and getting half a dozen points would be a great result. So it is best to try and collect/play cards that no one else is playing, whilst playing cards that stop other people getting points

Game play is fairly fast with there being just about the right amount of time – so you can think of what you're going to do next – before it's your turn again. Although you can never be totally sure of what you're going to do next until everyone else has had their turn. The games I have played have all been close finishes with just a couple of points in it. *Taj Mahal* is a classic Knizia that's very enjoyable to play and a game that I look forward to playing again.

Toy Fair 2007

It's Toy Fair season – well, what better time than January to be thinking about Christmas? And Toy Fair season is the middle of winter. One of my abiding memories of visiting the Nuremberg fair is trudging through the ice and snow from the U-bahn station to the Exhibition Centre – and across the cobbles of the old town. So it felt absolutely right that there were ice and snow about as I strolled up the ramp from the Docklands Light Railway station to ExCeL.

The London Toy Fair, held at ExCeL every January, is the annual showcase of the toy industry. It's where manufacturers and distributors show off the products they hope are going to be hits in the coming year and it features most of the big names in toys. Games, of course, are just a sub-set of toys and thus make up just a sub-set of the fair. This suits me, as I can get round the companies with games on show in a single day.

As usual, the big boys take up most of the space at the Toy Fair and produce most of the games. However, one section of the show (conveniently next to the Press Office) is reserved for new companies. The Greenhouse features lots of small stands and is where most of the more interesting new games can be found.

First, though, my usual disclaimer. If I say a game is like another, this does not imply that one game is a copy of the other. This is just a shorthand description of the game by referring to a different game that readers will be familiar with. And let me warn you that all my comments are highly subjective.

The establishment

I'll start with the older, bigger games companies. Alphabetical order brings me first to Britannia Games, who specialise in board game versions of television shows. This year is no exception with one of their new games being *In It To Win It*. Essentially it's the TV show translated to a board – thankfully without Dale

Winton. Britannia's other new games are more diverse, however. They include *Magical Mystery Tour*, a DVD-based game of Lennon and McCartney songs. Only mock-ups of these two were on show, so I didn't find out that much about them.

Forbidden Terrortory, on the other hand, is now in production. This game uses Hammer Horror as its source and pits the players, as vampire hunters, against Count Dracula. Other Hammer favourites come into the mix (Frankenstein's monster, zombies and so on), but the aim of the game is to destroy Dracula. Players move round the board to collect the items they need for this ritual, while avoiding – or fighting – the other monsters. There is also the opportunity for a player to become Dracula and try to take out the remaining vampire hunters. But players' time is limited. The game is good on atmosphere and fun, but not particularly challenging fare for gamers.

Drumond Park also has a TV tie-in with their latest board game, *Deal or No Deal*, which was the best-selling toy last December. The game comes with 22 plastic red boxes, to hold the prize money (distributed at random), and an electronic phone for the Banker. This is essentially a calculator, which takes the prizes already found and, at appropriate moments, makes the current player an



Esdevium's stand, *Polarity* to the fore

offer. Yes, the game unfolds pretty much as the television show. The winner is the player with the most money after playing several times. The game looks good and I'm sure it will appeal to fans of the original. This doesn't include me. For this year, Drumond Park is adding the *Deal or No Deal Card Game*. This uses cards instead of red boxes and gives all the players a chance to be Banker.

Distributor Esdevium Games was flying the flag for hobby games as usual. The centrepiece of their display was the new edition of *Polarity* again. This fascinating game uses magnetic discs, which players lean against each other, supported only by their magnetic repulsion. It's a game that requires both manual and mental dexterity and was the Science Museum's "Smart Toy of the Year" in 2006. Esdevium was also making much of the range of classics from US publisher Front Porch that impressed me last year. And promoting the *Pokémon Trading Figure Game*. It's what it says on the tin: model pokémon figures to collect and match against each other.

Gibson's is one of the venerable names in the British game industry, but nowadays the company's main business is jigsaw puzzles. It still produces some games, though, and this year will see the publication of a new, 10th anniversary edition of *Pass the Bomb*. For those who haven't come across it, *Pass the Bomb* is a round-robin game in which players take it in turns to come up with a word that begins with, ends with or contains certain letters. The game is controlled by a random timer – in the form of a rough black sphere with a fuse – that is passed on as each player comes up with a word. When the timer goes boom, the player holding it loses that round. Great fun and I'm glad to see it's still going strong.

Gibson's other new game is *Fumble*, a variation of the old game of guessing what's in the bag without looking. In this version, players have to identify and remove the shapes shown on their card using just their sense of touch. It's harder than it sounds and *Fumble* should make a good party game.

I only spotted one new game on the Upstarts stand this year: *The Really Nasty Golf Game*. This is an interesting combination. Upstarts' previous 'Really Nasty' games have been good, fun family games, so this should be a good game. On the other hand, I have yet to see a good board game based on golf. The problem is that golf doesn't seem to have an appeal outside golfers. While there are lots of them, they're much more likely to be playing golf than playing board games. I didn't get the chance to find out more about the game at the Toy Fair, so I shall be interested to see how this goes down.

However, Upstarts also has *CSI: Senses*. According to the company's literature, this is a "multi-sensory board game." I presume this means there are things to sniff and feel in the game, though the components seem to be mainly cards – plus nice little models of the *CSI* characters. There are six cases to solve and each case

involves a series of challenges – pick the right insect out of the bag without looking, sketch an item for other players to guess and so on. There's also an ultra-violet light that reveals the answers to the puzzles. Sounds like fun.

Old friends

These are smaller companies that have been around for a while. Coiled Spring Games is a distributor that aims to sell the “very best award winning fun, educational board games, card games and puzzles.” In practice, they distribute an interesting selection of children's, family and abstract games. The highlight for me is that Coiled Spring is now handling US publisher Gamewright's range of terrific children's games. But Gamewright doesn't just publish children's games and one of its latest titles is *Luck of the Draw*. This is a family/party game that invites an immediate comparison with *Pictionary*. However, the aim here is not to communicate to other players. Instead, everybody draws whatever the current subject is. Then players decide which drawing best fits the (random) category: most embarrassing, least artistic, the “squiggiest” and so on. Bad drawing may be an advantage! Sounds my kind of game.



I got the chance to learn more about *Cuberty* this year. The brainchild of Nigel Newberry, the game is published by Game Ideas and I first saw it at last year's Toy Fair (see *TWJO* 64). It's a word game that uses cubes, rather than tiles, with letters on. Words can be built vertically up as well as across the table and can even be stacked on top of each other. As each cube has blank sides, they don't have to be included in every word. It's an interesting variation on word games and is due for a full commercial launch this year (after test marketing last year).

Minds United has two new games this year. The first is a pocket-sized version of *EleMental* using dice with the same elemental symbols as the original game. Designer Chris McCann describes it as Yahtzee-like, so it's about rolling the dice to make different sets of symbols. The second is *Fight Dice*. This is a neat little game. Like the first dice game, it consists of a few dice in a tube that fits neatly into a pocket. The first player rolls the first die and then others according to their initial roll. The aim is to make successful ‘attacks’ against your opponent, but the dice may give them the opportunity to counter. It is pure luck, but good fun. The game is based on Karate, using the correct technical terms for different attacks and blocks, and the rules introduce the philosophy behind this martial art. *Fight*

Dice is explicitly aimed at the playground and the plan is to produce further editions based on different types of fighting. I just hope you can mix and match the different sets – boxing versus taekwondo, say.

New boys

Time to move on to the new publishers, starting with Alphet Runner. This is also the name of the game, which is explicitly an educational game based around the alphabet. In its simplest form, players compete against the clock to make 3-5 letter words from the cards available. Each valid word scores a point, advancing the player's scoring marker. On getting to the end, players need to make a long word to win the game. Colour coding of the cards allows an extra element to be added to the game for older children and tournament rules (which may better suit adults) are available from the publisher. The first *Alphabet Runner* Championships will be at Games Expo at the beginning of June.

Fusion Games didn't have a game, they had a whole series of games: the Psilesia Project. These start with the board game, *Kayn*. This is a fantasy combat race game that uses a computer (or games console) to administer the game and act as GM. There is also a role-playing element as players can develop their character and customise their vehicles. Coming next is *Kayn-Net*, an online environment where players can compete and build up their standing and resources. The first expansion for the game, *Kayn-Team*, is expected to be available before the end of



The *Kayn* racetrack – and computers

2007 to allow team competitions. This is a fascinating cross of board game, role-playing game and computer game and I hope it develops the following it needs.

JR Sports is the brainchild of Jonathan Rudd and publishes *In the Drink*, a drinking game themed around Golf. The rules are flexible, allowing players to play the game in the way they want. The key element is the use of measures on players' drinks glasses. These are calibrated to show how much they have to drink to achieve particular numbers of yards. The game is then played over a series of 'holes' of different lengths. It is not intended to be taken seriously, but as a focus for social gatherings. The idea is that people won't abandon this game in favour of a trip to the pub!

Powershot Soccer is the creation of Powerplay Industries and is a card game with a football (soccer) theme. Each player has their own deck, representing a particular team. They take a hand of eleven cards and play a series of passes or dribbling while their opponent uses tackle or intercept cards to try to take control. String a series of passes together and they can take a shot at goal, hoping that their opponent can't save it. Play continues through the decks and the winner is the player with most goals. The teams have different strengths and weaknesses – the Dutch have a strong goalkeeper, while the Italians are good at intercepting passes (there are 10 national teams at the moment). The game is mainly luck, but is fun and has a collectable aspect as well.

Solbenk is a new company with a couple of new games. *Saikoro* is played across a grid of dice, which players move to create gaps and isolate each other's pawns. It plays quickly and provides lots of tactical opportunities. *Solomon's Stones* is a game of removing stones from the triangular grid. You can take as many as you want from any row, but whoever takes the last loses the game. The game is played with polished haematite stones

Accused! is published by Twisted Winds and has the players competing to establish their alibis for the murder that is the start of the game. At the same time, they can provide evidence and motives that point to other players. Unfortunately, the details of the crime aren't known until the



end game, so you may be stacking the odds against yourself. The game ends with an opportunity for each player to make the case for their innocence. And the 'real' killer can win by bumping off everybody else! This game has several elements that I like the sound of – and it looks good, too. One I definitely want to try when it's available later in the year.

Wicked Vision had all sorts of interesting things on their stand, including lots of indoor boomerangs and just the one board game. *World Discovery* is a game of travelling the world by a given route and answering geographical questions about the places you visit. The first player to get all their 'visas' (by answering their questions) and return home wins the game. I particularly liked the little aeroplane playing pieces, which complete this as an entertaining family game.

And that was the end of another Toy Fair. It was good to see that so many smaller companies are clearly flourishing and returning to the show. There were some interesting games on show, too. I'm looking forward to playing them. The full version of this report will be on my website: www.pevans.co.uk/Reviews

Next year's London Toy Fair is scheduled for 23rd-26th January 2008 at ExCeL. For more information, see either the show's website – www.britishtoyfair.co.uk – or contact the organisers, the British Toy & Hobby Association: www.btha.co.uk.



Two versions of *Solomon's Stones* from Solbenk

Games Events

Various bits of news this time. Starting with the cancellation of this year's Maycon. The plan was to return to the same hotel as last year, but it's being re-developed and will be a building site at the end of May. The organisers have not been able to find anywhere else that is available for the late May bank holiday weekend at a reasonable price. Chris Boote has a venue for this year's

SpielChamps tournament, so at least this will go ahead. The *To Win Just Once* team is planning to participate as usual.

Games Expo is a new event, which aims to be a British Spiel (an ambition that others have had over the years, but never pulled off). It's being held in The Clarendon Suites on the Hagley Road in Birmingham over the first weekend in June (2nd and 3rd). There is already a full roster of miniatures, role-playing, board games, CCG tournaments and so on over the weekend – including specific events for children. See the website at www.ukgamesexpo.co.uk for more details.

For more information on board games events in general, see the *Queen's Lane Advertiser*, which can be found at www.boardgamers.org.uk/qla.php.

This box concentrates on events I expect to attend.

Swiggers: games club that meets every Wednesday evening, upstairs at The Shipwright's Arms, 88 Tooley Street London SE1 (just along from London Bridge station, past the London Dungeon). Board games and occasional role-playing. No charges, all welcome. For more information, see www.pevans.co.uk/Swiggers.

Games Games Games Days: from noon(-ish) on the second Saturday of every month at the Duke of York pub at 35 New Cavendish Street, London W1. A day of board games, with those present covering the cost of the room and sandwiches.

Winter Stabcon: early January 2008 at the Britannia Hotel in Stockport.

Maycon: late May bank holiday weekend, but not in 2007. Keep an eye on the website – www.maycon.org – for the latest details.

Summer Stabcon: early July at Woolton Hall, Manchester University. Long-running con that mixes role-playing and board games (and CCGs). Sign up with the Yahoo group to find out more: groups.yahoo.com/group/stabconinfo.

Spiel: the board games event of the year. 18th-21st October 2007, at the Messe (Exhibition Centre) in Essen. Contact Friedhelm Merz Verlag, Postfach 210250, Bonn, 53157 Germany, www.merz-verlag.com/spiel.

MidCon: a long-running board games event in central Birmingham. Early November 2007 at the Birmingham City Thistle Hotel. A friendly convention in a decent hotel for board games players. See www.midcon.org.uk for more.

Credits

To Win Just Once issue 73 was written and edited by Pevans. The LPBS masthead (page 25) is by Lee Brimmicombe-Wood as is the picture on page 29. The drawings on pages 26 and 30 are by Tim Wiseman and the one on page 28 by Bryan Lea. The *Taj Mahal* pictures are courtesy of Abacusspiele. Pevans took the photos and played with his scanner and Photoshop. © Paul Evans, 2007.

St Mary's Railway Rivals game 4 – Turn 10

Races

Race	From	To	STRIKE	TGWR	LATE	PCMR
19	16	51	1	10-2	0+8	20-7
20	12	33	13-4	0-4	20-6	10-4+5
21	21	62	10	10		
22	43	54	20			
23	46	65		2	1	20-3
24	23	32	1-3		20+10	10-9+1
Total			38	16	53	43

LATE is starting to forge ahead, as PCMR pays large costs to run on others' Track.

Builds and scores

Player A

SOMEBODY TO REALLY INFLAME
KEN'S EGO (STRIKE)

Gerald Udowiczenko (BLACK)

Builds: None

Score: 175 + 38 = 213

Player B

TURNHAM GREEN WIVENEY
RAILWAY (TGWR)

Chris Boote (RED)

Builds: None

Score: 130 + 16 = 146

Player C

LONDON AREA TRANSIT EXPRESS
(LATE)

Steve Bunce (BLUE)

Builds: None

Score: 221 + 53 = 274

Player D

PEVANS'S CENTRAL METRO-
POLITAN RAILWAY (PCMR)

Paul Evans (GREEN)

Builds: None

Score: 151 + 43 = 194

GM Notes

Races for the next round (you may enter up to four):

25 14-25 Finchley Road - Euston

26 13-42 Wembly Park - Liverpool Street

27 24-56 Moorgate - Richmond

28 31-41 Tottenham Court Rd - Liverpool Street

29 34-66 Charing Cross - Paddington
30 61-52 Ealing - Victoria

Next turn's build allowance after the races is 4 points, including known payments to other players.

**Orders to Mike Dommett, 119 Victoria Road, ALTON GU34 2DD
or by e-mail to mike_dommett@yahoo.co.uk by 23rd March 2007.**

Mission of Gravity

Star Trader game 3 – Turn 16

“Can this being be stopped?”

“We keep trying, but we can’t identify it.”

“We find bodies every now and then with their throats ripped out.”

“Might be nothing to do with the sabotage.”

“But it might be. There was a spate of these killings at Mu Herculis. Well, more of a spate than usual.”

“We must stop these killings. The Chief wants to blame them on the Association of Interstellar Anarchists, but we know that it isn’t them.”

“Not their style?”

“No, they tend to go for ships. And by the way, you didn’t hear that bit about the Chief.”

The thud of explosions indicated that the bomber was back at work at Sigma Draconis. Federation Police and Station security have connected the saboteur with the being who was involved in various attacks at Mu Herculis, but are unable to identify the Corporation, if any, behind the attacks.

Gamma Leporis saw TRANS SOLAR TRADING INC. buying 19 Alloys at 9 HTs and becoming Market Manager. TRANSURANIC sold 9 units for 6 HTs each and gained a Contractorship.

TRANS SOLAR was selling at Epsilon Eridani – 10 Alloys at 3 HTs to acquire a Dealership. CAESAR WHOLESale bought 2 Spice for 13 HTs apiece. ALSAFI-TOLIMAN ACQUISITIONS Co. sold 6 Liquor at 6 HTs and gained a Dealership and ISKANDER FIRE & ACCIDENT sold 2 more at 7 HTs apiece.

Delta Toucanis saw ISKANDER selling 14 Isotopes for 7 HTs each to get a Contractorship and TRADEWINDS FOUNDATION sold 2 more at a price of 8 HTs. ISKANDER bought 8 Petroleum for 9 HTs each and gained a Dealership. ZWILLINGE sold 1 at the same price using Contracts. ZWILLINGE was trading in Spice, selling 8 Spice for 8 HTs apiece and a Dealership.

Tau Ceti had TRANS SOLAR selling again: 10 Alloys at 4 HTs each to gain another Dealership, ISKANDER selling Isotopes on Contract, TRANSURANIC buying 2 Isotopes for 1 HT apiece and ZWILLINGE selling 5 Petroleum at a price of 13 HTs.

Mu Herculis had ZWILLINGE selling 10 Isotopes for 4 HTs each to gain a Contractorship and SOLAR SPICE, LIQUORS & MONOPOLES buying 5 Monopoles on Contract.

Sigma Draconis has SOLAR WINDS TRADING COMPANY selling 4 Petroleum for 8 HTs each, TRANSURANIC buying 3 Spice for 8 HTs apiece and SSL&M buying 5 Spice on Contracts.

Alpha Centauri saw SSL&M selling 5 Spice on Contract. SWISS MERCENARY FLEET was in the Spaceport and sold 12 Liquors for 6 HTs each to gain a Dealership. TRANS SOLAR sold 7 Isotopes for 5 HTs apiece, and then TRANSURANIC sold 4 more at the same price. TRANSURANIC then sold 6 Alloys at a price of 5 HTs.

At Beta Hydri, TRANS SOLAR was again selling Alloys: 8 units for 6 HTs each. ISKANDER sold 19 Monopoles for 15 HTs apiece and was made Market Manager. SSL&M sold 5 Monopoles on Contract. HONEST DARTH’S USED SPACESHIPS sold 6 Petroleum for 12 HTs each and gained a Contractorship and TRADEWINDS sold 10 Spice at 12 HTs and a Dealership. TRANSURANIC sold 2 Spice for 13 HTs each and, finally, ZWILLINGE sold 6 more Spice at the price of 13 HTs using Percent.

TRANS SOLAR TRADING INC. was loading its usual crop of passengers, including those who had tried an alternative Corporation on the last Quarter. It also built 3 more Warehouses at Gamma Leporis

TRADEWINDS repaid their loan, the first of several this Quarter to visit the Federation bankers.

ISKANDER FIRE & ACCIDENT sold a Warehouse on Sigma Draconis, a Liquor Factory on Alpha Centauri and 4 Monopole Factories on Mu Herculis. Thus able to repay their loan, they immediately went back for a 710 HT loan, paying 34 HTs a Quarter interest for 4 Quarters, and bought 4 Monopole Factories at Mu Herculis, Warehouses on Sigma Draconis, Delta Toucanis, and Epsilon Eridani and laid down a Phoenix Hull in the Tau Ceti Shipyards.

TRANSURANIC TRADE CORPORATION bought 2 Passenger and 4 Cargo pods for TTC Nobelium as it was floated out.

SWISS MERCENARY FLEET bought 3 more Monopoles Factories at Mu Herculis.

CAESAR WHOLESale took OP 17 and increased their Criminal Connections to 9.

ALSAFI-TOLIMAN ACQUISITIONS Co. repaid their loan and took out one for 140 HTs at 5 HTs interest a Quarter over 4 Quarters. They bought 3 Isotope Factories at Sigma Draconis and a Warehouse to store the product in.

ZWILLINGE, between sponsoring two of the three attacks on Warehouses at Sigma Draconis, including the clumsy attempt to throw the blame elsewhere by blowing up its own stocks and killing its own staff, repaid their loan and bought 2 Warehouses: one at Alpha Centauri and the other at Mu Herculis.

SOLAR SPICE, LIQUORS & MONOPOLES increased its Reputation, which rounded off the Quarter.

Corporation Table

Corporation letter & name	Conn'n Levels			Init Bid	Turn Order	Cash Rep		Player
	Bus	Crim	Pol					
A Alsafi-Toliman Acquisitions	9	4	4	0	8th	123	40	Rob Fuller
B Solar Winds Trading Co	3	0	8	0	7th	182	27	Steve Bunce
C Caesar Wholesale	8	9	2	0	6th	286	39	Simon Burling
D Trans Solar Trading, Inc	10	0	7	7	1st	104	38	Jerry Elsmore
E SSL&M	10	3	5	0+1	11th	158	37	Paul Evans
G HDQUS	10	2	2	0	9th	811	32	Howard Goble
H Trade Wind	6	0	8	9	2nd	374	40	Colin Parfitt
J ISNOTISTOO	10	0	3	0	13th	440	40	William Hay
K Swiss Mercenary Fleet	10	0	9	0	5th	168	40	Martin Jennings
L Zwillinge	10	2	8	0	10th	81	11	Michael Martinkat
M Transuranic Trade Corp	10	0	3	4	4th	404	40	Bob Parkins
N Vogon Industries	10	7	0	0	12th	186	40	Nathan Richards
P Iskander Fire and Accident	10	7	4	10	3rd	321	40	Przemyslaw Orwat

'N' under Initiative Bid indicates No Move Received; 'F' indicates the Corp was floated

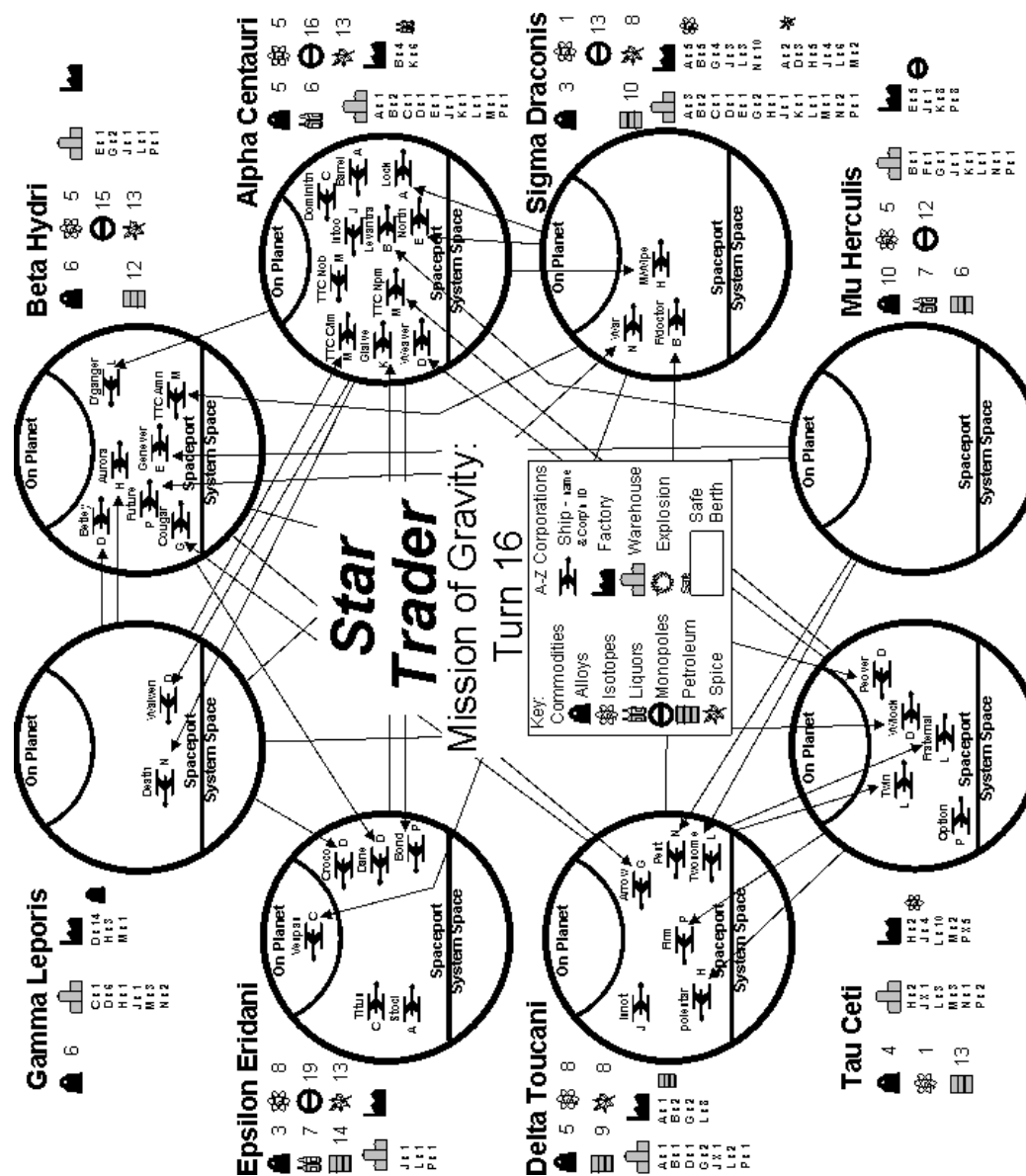
News

Caesar Wholesale took OP 17. Turn 18 B9
 Turn 19 P8, P1, B1
 There were three new News Chits this Turn 20 P10
 turn (shown in Bold):

GM Notes

Unsuccessful trades have not been reported this quarter. ISNOT-ISTOO lost 7 Spice at Sigma Draconis.
 ZWILLINGE lost 5 Isotopes and 5 Spice.
 SABOTAGE:
 HONEST DARTH lost 7 Isotopes at Sigma Draconis.

Orders to Mike Dommett, 119 Victoria Road, ALTON GU34 2DD
 or by e-mail to mike_dommett@yahoo.co.uk
 by Friday, 23rd March 2007.



Great White Hunter

Turn 6

This game is open to all readers of *To Win Just Once*, so do join in even if you haven't taken a turn yet.

	A	B	C	D	E	F	G	H	I	J	K	L	M	N	O	P	Q	R	S	T
1					X		G									X				
2		x		X	X													e	e	
3														x				e	e	
4							X					g								
5					X			x	x			g					g	g	g	
6												g								
7	X																G			
8					g	g	g													
9	x										X									
10										X	X			m				x		
11		X						L	L	L										X
12								X												
13									x			X				e	e	x		
14				x												e	e			
15			m												x	x	x			
16	L						a	a		x										
17													X			x		X		
18										X										
19		x			l	l	l			X		X								X
20						x							G							

A nice bit of co-ordinated action deals with a second lion in one turn, giving four players a few points. Al Tabor takes over the lead while David Olliver almost catches previous leader Pete Holland.

Lots of new animals have been discovered: how many of them will go next turn?

Player	Shots This turn	Points This turn	Total Score
Guy Arnold			2.56
Ben Brown	J10, L13	0	2.25
Charles Burrows	J10, H12	0	4.96
Rob Carter	A16	1	3.00
Mike Dommatt	J18, L19	0	3.96
Jerry Elsmore	I11	2.25	6.15
Bill Hay	M17, J19	0	3.00
Pete Holland	B11, S11	0	7.31
Francesca Huskinson	J10, Q7	1	2.00
Andrew Kendall	J10, K11	2.25	5.50
Nik Luker	K9, J10	0	4.56
Tim Macaire	H1	1	3.00
Michael Martinkat			1.00
Bill Michell			1.00
David Olliver	K11	2.25	7.21
Neil Packer	M20	1	6.06
Colin Parfitt	R17, F1	0	2.56
Mark Stretch	D2, F2	0	0.00
Al Tabor	J11	2.25	7.56
Barry Townsend	K9, E5	0	1.00
Gerald Udowiczenko			2.00
Matthew Wale	S19, K10	0	3.40
Graeme Wilson	R2, G4	0	0.00
Paul Wilson	PI, A7	0	1.00

Key

Animals				
	Symbol	Size (Squares)	Number on grid	Points Value
Monkey	M	1	12	2
Antelope	A	2	9	4
Snake	S	2	?	8
Gorilla	G	3	6	7
Lion	L	3	3	9
Elephant	E	4	2	15
Other symbols				
	X	Missed shot		
Upper case = this turn, lower case = last turn, Strikeout = dead animal				

Notes: animals go up and down or left and right, not diagonally, with two exceptions. Elephants are blocks of four squares; each snake is two diagonal squares and moves by up to three squares a turn. Animals only touch (if at all) at corners.

This game is essentially a variation of Battleships and is open to all readers of *TWJO*. The 20x20 grid represents an area of the African

bush, while the players are all hunters looking to bag trophies.

All you have to do is nominate two squares to take pot-shots at: F9 and M17, say. (the second is only used if the first misses). If you hit something, you score a point – if several players hit the same square they each get a point – which is deducted from the value of the animal. An animal is dead when all its points are gone or all its squares have been hit. In the latter case, the points are shared between the players who hit its last square(s). After 15 turns or when the board is clear (except for any snakes), the player with the most points wins.

Send your shots to Pevans at
 180 Aylsham Drive, UXBRIDGE UB10 8UF or
 to TWJO@pevans.co.uk
 by Friday, 30th March 2007.

Ribblehead Viaduct Railway Rivals game 5 – Turn 5

NULC and PNCR build to Middlesbrough and Whitby, while LATRINE connects to points south of the Humber before building towards the Yorkshire moors as well. CHUFFIN RAILWAYS builds north alongside the Pennines to break into PNCR's monopoly. NEW extends its routes at the north and south of its network.

A: NEW UNIFIED LOCOMOTIVE COMPANY (NULC)

Colin Parfitt (BLACK)

Builds: (W26) – Y27 – Y29

(Y29) – Y30 – Z30 – A80 – Middlesbrough; (Y30) – Y32 (1 to PNCR)

(Y32) – Y36 – Whitby; (Y36) – X36 (+1.5)

Points: 27.5 – 1 + 1.5 + 1 + 1 = 30

B: PEVANS'S NORTHERN COAL RAILWAY (PNCR)

Paul Evans (RED)

Builds: (W26) – A78

(A78) – B78 – Middlesbrough – A80 – A81-B81- B82 (+6)

(B82) – A83 – A84-Z34-Whitby; (B74-C74) +1.5, - 2 to CR

Points 33 + 1 + 7.5 – 2 + 1 = 40.5

C: LONG AND TORTUROUS RAILWAYS IN NORTHERN ENGLAND (LATRINE)

Steve Bunce (BLUE)

Builds: (Scunthorpe) – E35-D35-C35 (C35) – Gainsborough; (Scunthorpe) – G37-F37-F40 (+3)

(F40) – Grimsby; (J37) – Hull; (York) – Q31-Q32 (+3)

Points: 52+ 6 = 58

E: CHUFFIN' RAILWAYS (CR)

Nathan Richards (BROWN)

Builds: (Harrogate) – Q25-R25-S25-T25

(T25) – U25-V25-W25-X24-Y25-Z24 (1 to PNCR, 1 to NULC)

(Z24) – Darlington – B74- C74-Bishop Auckland – E74 (+3)

Points: 41 + 3 – 2 + 2 = 44

F: NORTHERN EXPANSION INTO WASTELANDS (NEW)

Gerald Udowiczenko (ORANGE)

Builds: (J12) – F10 (1 to NULC)

(F10) – St Helens; (G11) – Southport; (Carlisle) – I58

(I58) – I56 – F54

Points: 45.5 - 1 = 44.5

GM Notes

Next turn's builds are **5, 6, 3**

Orders to Mike Dommert, 119 Victoria Road, ALTON GU34 2DD or by e-mail to mike_dommert@yahoo.co.uk by 23rd March 2007.

Les Petites Bêtes Soyeuses 199

Being a postal game of *En Garde!* run by Pevans since April 1986 and now published as part of *To Win Just Once*.

New players are always welcome. If you'd like to play, you'll need to subscribe to *TWJO* (see back page). You will also need a copy of the published rules to *En Garde!* (see www.engarde.co.uk).

Orders for July 1660 to Pevans at 180 Aylsham Drive, UXBRIDGE UB10 8UF or lpbsorders@pevans.co.uk by Friday, 30th March 2007



June 1660

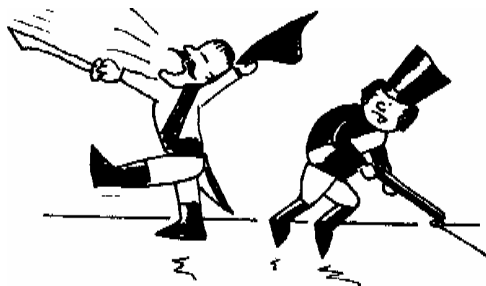
Before the military march off for three months of action, there's time to settle a few matters of honour. Well, just one, actually, as Jean de Bendeur doesn't show up for his duel with Indie Soupe, nor Roland Pollee d'Eaulee for his with Renaul Baptiste Grenoble. Bud d'Wiser has a doctor's note, which gets him off his appointments with Horatio d'Escargot and Thomas Tudo.

This leaves the fight between Gaston de St Marque and Revaulvin d'Or over Bette. De St Marque is careful not to meet d'Or until his second, Orson de Combat, has shown up. Then he puts 50 crowns into a pouch labelled "Duelling Tax" and sends it off to the Treasury. Joseph de Veevre seconds d'Or. Both men use rapiers, but d'Or has the greater skill. He is also the heavier built of the two men. D'Or takes a defensive stance: parry and block. De St Marque's lunge goes through the block to draw first blood. D'Or responds with a lunge of his own only to be run through by de St Marque again. The duellists exchange another pair of lunges, but then d'Or's expertise tells and he gets in a third lunge without response. De St Marque has had enough and he surrenders.

Sending the Guards

The Field Army is ready to march, but not before a few last minute adjustments. Charlemagne le Gosse appoints himself to command Second Division rather than remain in Paris as Adjutant-General. The Field Marshal, Count Gaston de St Marque, then swaps the Gascons for the Royal Foot Guards. So le Gosse's

Division now contains France's top regiment rather than its bottom one. As Minister of State, de St Marque makes it clear he has deposited in the Exchequer the thousand crowns Stan Dandy Liver paid him last month. He is pleased to hear that Alain Hermès has belatedly paid 50 Crowns duelling tax from April.



In the Cardinal's Guard Jean Laissez Faire leapfrogs the senior Major, Lucien d'Escaillehuitaillements, by buying his way to the Colonel's spot and command of the regiment. Gustav Ind's purchase of the Colonelcy in the Royal Marines is less controversial. He signs up new boy Beau de Cire, who buys himself a Captaincy. Jacques de la Boite and Pierre de Vin Rouge both apply to the Picardy Musketeers, get in and become Captains. His better social standing gives de Vin Rouge seniority.

There are only three Brigades, all infantry, in this year's Army and it seems some people think this is not enough. Brigadier Revaulvin d'Or volunteers the Horse Guards Brigade (Dragoon Guards and Queen's Own Carabiniers) to provide some cavalry support. Both Dragoon Regiments march with them, thanks to their commanders, Bud d'Wiser (GDMD) and Indie Soupe (PLLD). Egon Madd adds the Crown Prince Cuirassiers to the mix, meaning five of the six cavalry regiments will be in action after all.

Staying at home

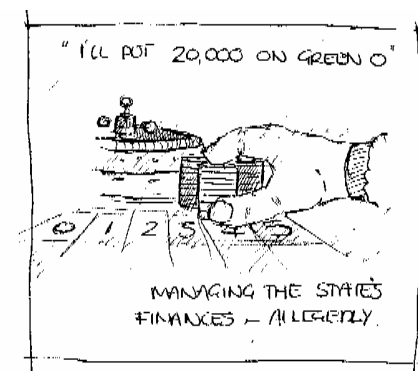
Despite the departure of more than twice as many regiments as expected, there are still plenty of socialites in Paris. Orson de Combat starts the month by holding court at the Fleur with Fifi. They are joined by Gaston de St Marque and Zachary The Money Goes. Elsewhere in the Fleur, Stan Dandy Liver and Lotte drink quietly. Pierre de Mont-Réal would like to be there, too, but he doesn't qualify for membership and is at a loose end this week.

A whole bunch of people visit Bothwell's. Horatio d'Escargot brings Henrietta Carrotte for a week. Kathy Pacific accompanies Jean Laissez Faire. Lun a'Tic shows Bess Ottede a good time. And Thomas Tudo calls in with Cath de Thousands. Only Lun and Bess show up the following week – and the week after and the week after that. So that's their month.

Red Phillips gets a variety of callers this month. The first through the door is Renaul Baptiste Grenoble, accompanied by Marie Antoinette. The following week it's Jacques de la Boite, who brings his new conquest, Josephine de Buonaparte. Renaul and Marie return in week 3. They make an audience for Mary Huana,

who enters the club on the arm of Pierre de Vin Rouge. It's taken Pierre two weeks to woo her affections away from Averell de Alton, who's serving with the Royal Foot Guards. For the last week, Jacques is back – on his own – and so are Renaul and Marie.

Meanwhile the Fleur gets busier in week two. Stan and Orson are there again, with Lotte and Fifi, respectively. Gaston and Zack also return to the club, under their own steam this time. Zack brings Anna Rexique and Gaston Bette Noire. Beppe de Marko and Katy Did add to the numbers in the Fleur. Beppe is just proposing a toast to "the glory and death to come for France's youth!" when he is interrupted. "Good," booms Zack, "I have a little something for you here." He flicks through a stack of parchments adorned with heavy seals. "Yes, here we are: a warrant for the arrest of Viscount Beppe de Marko for non-payment of the duelling tax!" The guards drag Beppe off to the Bastille, where he spends the next week. Looking a little worried, Stan hands Gaston another thousand Crowns. The two men are both investing in Arms as well. And Zack pays the Exchequer 200 Crowns to cover his own recent duels. He spends the next two weeks at his Ministry searching through the records...



Staying in jail

As a result, Stan and Lotte have the Fleur to themselves for week three. They return in week 4, as do Beppe and Katy. The only other incident of note was in week 2 when Beau de Cire turns up at the Frog & Peach looking for Gustav Ind. Unfortunately, Colonel Ind is now serving in Second Division with his boss, Lt-Gen le Gosse. It's not a good start to the month for Beau. He's already been to the Bawdyhouses, aiming to get some female company, but hasn't brought enough cash. Once he's paid for the obligatory drink, he can't afford anything else. Still, he shouldn't feel too bad about it – Lucien d'Escaillehuitaillements does exactly the same!

After his two disappointing weeks, Beau de Cire spends the last two weeks practising with his regimental cutlass. Lucien d'Escaillehuitaillements stops at one setback and spends three weeks practising rapier. As does Jean Laissez Faire. Thomas Tudo puts in three weeks with his sabre. Gaston de St Marque does two weeks with his rapier, while Horatio d'Escargot and Orson de Combat work out with their sabres. Pierre de Mont-Réal would like to practise with his regimental weapon as well. Unfortunately, he doesn't belong to a regiment. That wastes the middle two weeks. And not belonging to a club wastes the last again.

After failing in his courting attempts, new boy Boeuf Saucisse practises foil for a week and then heads for the Bawdyhouses. He makes no mistake with his finances (not least because Euria Humble has subbed him some cash) and enjoys himself. Despite his success with Mary Huana, Pierre de Vin Rouge also visits the Bawdyhouses for some female company. The footpads decide he's a likely lad, but find his pockets empty when they roll him.

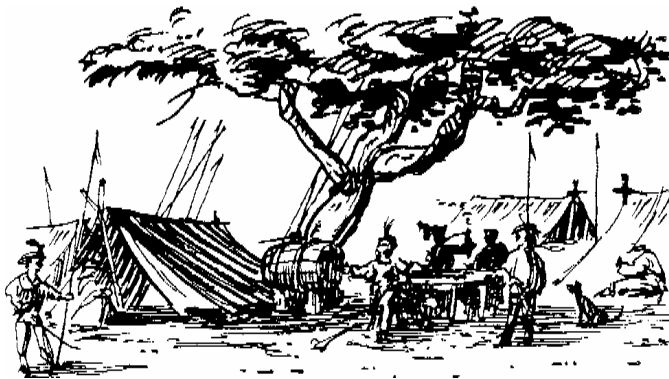
Gar de Lieu appears to be trying to work his way through the ladies of Paris while their menfolk are away (at the service of the King in one capacity or another). After an initial knockback, he finds some success with Edna Bucquette. Then he takes advantage of Beppe de Marko's enforced absence to court Katy Did. His rejection is very public and Edna gives him the order of the boot a well. He gets a duel with Beppe into the bargain. KM Lt-Colonel Walter Butts has a very quiet June. He's in the regiment's barracks in full uniform, waiting for orders. He doesn't seem to have noticed that the King's Musketeers aren't in action this season.

Visiting for'n parts

Given the ongoing restoration of the monarchy in England and France's current good relations with Spain, this seems a good time to settle things with the Iroquois in the New World. There aren't enough ships for all the new volunteers, so they have to run a shuttle service across the Atlantic. The Frontier regiments are already in place, so they just need Division HQ. First and Second Divisions are organised, so they establish themselves and start 'recruiting' horses for the cavalry. The men of the cavalry regiments make up the second wave and join up with the Frontier troops.

First Division is commanded by Lieutenant-General Jacques Shitacks, whose job is reconnaissance. The four regiments of Second and Third Foot Brigades advance on a wide front, along with their local scouts. The 27th Musketeers bump into a hunting party of local Iroquois, which they discover when an arrow

goes through Colonel Alain Hermès's hat. No scalp damage ensues and the Musketeers quickly chase off the Indians. The furs they were carrying bring Hermès some 350 Crowns. Major Lesmis de Rables fails to distinguish himself.



The Fusiliers of Second Foot Brigade gather plenty of information without having to fight anyone. Brigadier Joseph de Veevre still collects 350 Crowns worth of goodies and receives a promotion that brings him to the full rank of Brigadier-General. The month's activity brings promotion for the Division commander, too. Shitacks becomes a full Lt-General and finds 250 Crowns for his own pocket. (This is a little bare, as he had to pay off the debt collectors at the start of June.)



Having identified who's where, Second Division is sent to deal with the local Iroquois. The natives hold off the 69th Arquebusiers, but are routed by the combination of the Royal Foot Guards and Royal North Highlanders. RFG Colonel Lokwot Isaw is brevetted to Bdr-General and takes over command of Fourth Foot Brigade. His name also appears in Despatches ("S funny, he doesn't *look* like a Gascon..."). He pockets just under 500 crowns from the takings. The same amount accrues to Lt-Colonel Averell de Alton, along with a Dear John letter from Mary Huana. Captain Roget de Saurus doesn't get quite as much money but is Mentioned twice in Despatches. There's even less cash for Captain Beau Romir who doesn't get anything else.

Second Division commander, (brevet) Lt-Gen Charlemagne le Gosse has his rank made permanent after this success. A Mention in Despatches comes his way as well. As do 300 Crowns. His Divisional Adjutant, RM Colonel Gustav Ind, is brevetted to Bdr-General, Mentioned in Despatches and picks up 250 Crowns. But there's no promotion for le Gosse's Aide, DG Lt-Col Antoine Valois; just two Mentions and almost 500 Crowns.

We are sailing...

There are mixed fortunes for the Frontier Division. The Frontier regiments do their job of guarding the rear. The cavalry regiments have a rough time crossing the Atlantic and it's a rather bedraggled bunch of horsemen who fall ashore. And not all of them have made it. The ship carrying third squadron of the Crown Prince Cuirassiers loses a mast and Major Jacques Pottès goes overboard with it. RIP. Regimental commander Egon Madd gets a Mention in Despatches – "a man couldn't look any greener!" So does his second in command, Lt-Col Stewart Senquiry – "I take it back."

At least the Dragoons don't lose anybody. The GDMD commander becomes brevet Bdr-General Bud d'Wiser. As acting commander of the PLLD, Major Indie Soupe keeps his men in good order. Captain Emile Fitoux takes the prize (700 Crowns)

for being the most seasick cavalryman. He spends the entire month wishing he were dead, but somehow it doesn't quite happen. Nothing happens for Subaltern Jean de Bendeur at all.

The crossing goes better for the Horse Guards Brigade. The Queen's Own Carabiniers are first off the boats and thus get first pick of the horses. Roland Pollee d'Eaulee cements his command of the regiment with promotion to Lt-Colonel. He has also acquired a few barrels of gunpowder and some shot, which net him 500 Crowns – just a little more than the debt collectors took off him at the beginning of June. Major Aloysius Gnomeclencher has won one of the ship's boats playing dice with the Captain, but sells it back for 600 Crowns. Bdr-Gen Euria Humble benefits from the good press as acting Brigadier and receives two Mentions in Despatches. He is elevated to Earl and pockets 800 Crowns (provenance unknown). This gives him back some of what the Shylocks repossessed from him before he sailed.

The reason Humble is running the Brigade is that, as senior officer, Brigadier Revaulvin d'Or is commanding Frontier Division. He is brevetted to Lt-General and adds 250 Crowns to his fortune (he's light on cash as he's invested most of it into Finance). His appointment as Division commander is made permanent as well, allowing Humble to become Horse Guards Brigadier. The Divisional Adjutant, Lt-Col Pate Derry, gets 50 Crowns more for himself.



General Sean Sondamour, commanding the Field Army, is promoted, getting the nod to take over as Field Marshal for the next year. He celebrates with 150 Crowns worth of plunder. There's a (brevet) promotion, too, for his Adjutant, Colonel Devlin Carnate. His takings are 50 Crowns more than his boss's. Sondamour's Aide, Major Chacal, is not promoted. He concentrates on raising money instead and claims 500 Crowns for himself. His name appears in the Despatches as well. ❖

Press

Despatches from the Front

Overheard in the horse lines:

A "I'm going to be particularly brave this month – I'll either die or be promoted."

B "Well, I'm in the CPC, so I'm going for both."

Announcements

Brave Gentlemen of Paris

Do you have it in you to be a Brigadier in the Infantry? If so, contact me and we can discuss which position best suits you.

Yours etc,

† PdMR

WANTED: Capable Subaltern to be my Aide. † Orson de Combat

To all members of the CPC
We're going off for a little trip to pick up some parts... I mean loot... I mean serve our glorious King. Don't forget to pack plenty of ice to keep things cool.
† B.Bdr-Gen EM

To All Parisian Citizens:
Let it be known that I hereby remit to the Treasury both the 1,000 crowns that was paid into my care by Stan Dandy Liver and my duelling tax of 50 crowns. † Count Gaston de St Marque
Minister of State

So that the gentlemen, or ladies, of Paris do not think me shy, I shall announce now that it was my missive praising the generosity of two of Paris's gentlemen last month. Now that I have had a chance to spend some of their gift of some more ink, it will not run out just before I have the chance to add my signature.

† Jacques de la Boite

To: Those newly arrived in Paris

The Cardinal's Guard is the leading regiment in the kingdom of France. Who else has God's own hand to protect their backs on the battlefield and to soften the occasional jump from a fair damsel's balcony?

Sign in this month! His Eminence will grant you his blessings.

Matters of Honour

To Orson de Cart: Surely you should be considering issuing a refund on the

Duelling Tax to GdSM? After all, he causes many duels but rarely turns up to them. I consider such self-restraint admirable though surely his ill-health – why else would he not have the strength to lift a sword – is another reason. † Revaulvin d'Or,
Often Challenged, Rarely Fought

Ministerial Correspondence

To: Field Marshal Count Gaston de St. Marque, Minister of State
From: Lt. General Count Stan Dandy Liver, Minister of War
My Lord,

The season fast approaches when you must decide how many regiments should be committed to the Front during the Summer Campaign of 1661. In consultation with your good self, I shall then be tasked with determining their best deployment in the field.

I greatly desire your opinion upon the merits of Investment in either Finance or Arms based upon our deliberations. Surely there can be no disgrace if we freely advertise our intentions to all those with sufficient funds as to be able to benefit.

My sole worry is that we may also signal our intent to the enemies of France. The only safe counter to which being to send as many regiments as seems prudent to defend our borders. Were we then to deploy two, or even three, armies we could direct them against the multiple threats upon multiple borders that might be occasioned.

A speedy reply would be favourable if I am to have my secretary write to all who should be informed. Ideally,

this would have been announced in La Press this last month just gone but, perhaps, individual letter will lessen the risk to National Security.

I remain, etc.

† Count Liver

My Lord General,
Whilst I have no objection in principle to investors benefiting from knowledge of our foreign policy intentions, I am concerned that such knowledge should not become too widespread. I am quite content to inform you when I make my decision so that you may benefit, but I would prefer that you do not circulate such information. If a secret is known to more than two men, then it is unlikely to remain a secret for very long and I would hate our enemies to get wind of our intentions. I therefore propose to make my decision at almost the last possible moment and will arrange to send you details by special courier.

In response, may I ask whether you have formed any view of the force deployment you intend to adopt?

† Field Marshal Count Gaston de St. Marque Minister of State

My Lord Field Marshal,

It was my thought to deploy THREE armies – one to each of our main frontiers with the Spanish, the Germans and the Italians. Not only will it keep them guessing in the future, it will demonstrate the might that we are able to field whilst securing our borders to good effect.

Upon the matter of who should know, my Lord, I merely seek to defend your reputation. La Presse will

most certainly report upon any sizable sums of money that you and I invest. After your stance on corruption in the Government, you must be careful not to raise cries of the same in your civilian life.

Upon each matter, what do you think my Lord?

Yours, etc.

† Lt. General Stan Dandy Liver

Social

Gentlemen and ladies of Paris,
Given the number of people out at the front over the campaign season, the Bridge club will be suspended until the Autumn. May I wish all who are serving at the front glorious victories in the name of King and Country.

† Jacquès Pottès

Oops!

† *Le Roi*

Party at Saturday Night Fever!
Party throughout July at “Saturday Night Fever!”
Live in the ballroom of the Fleur de Lys, dance at Paris’s first Discothèque! Thrill to the music of “Les Frères Gibbs”. Dance amid the mirror-balls and the multi-coloured lamps!
Entrance fee: 20 crowns/week (or 60 crowns for 4 weeks). Prize for the best dancing couple each week. Social Level 7 and above welcome.
Advanced notice: Saturday Night Fever will next be run in September, to welcome our brave troops back to Paris.

Personal

Beau de Cire,
Please accept this loan for becoming a Captain of the GDMD. If you work hard and show your worthiness, you may keep it. To see what you are made of, we are off to the front.

Yours, † BdW

Chancellor OdC,
Your message got to me rather late. As campaign duties dominate, I have been unable to locate what value this ‘tax’ is. Please provide details, and where the original tax was proposed, and I will pay on my return to Paris. Seems a bit much to be taxed for being accused by reprobates. † JdV

Lord Percy Percy says, as fashion is tending towards the lacy pocket handkerchief, Jean de Bendeur is rather fashionable.

To Le Noir Crayon: But, you see, I do not have a mistress. She was seduced by the Minister of State who could, after all, have any woman he wants, but took one belonging to someone else. There’s a pattern there if you had the wits to see it.

† Baron Revaulvin d’Or, Bought It
But Never Paid For It

Le noir crayon

Do not settle for anonymous abuse, come right out with it and explain why the d’Or cannot stop going round and round. † Le Crayon Rouge

My dear Count Gaston de St Marque
As I have conclusively proved that fashion is tending towards the sycophantic, allow me to congratulate you on your achievement: Head of the Government, Head of the Army, most socially well-connected man in the land and with the most socially well-connected mistress in the land on your arm. You may also hold the record for the largest winning bet in the Fleur (some 25,000 crowns wagered, as I recall). Is there no end to your talents?

† Lord Percy Percy

Hmm, one thinks there is but one person in the realm who deserves to be spoken of in such terms. † Le Roi

It is a pity that those who like to talk ill of the CG are too afraid to sign their names.

† Major Jean Laissez Faire – the CG

Cher Egon Madd

Have you tried following the Gascons on their trips to the front? Plenty of dead bodies for Igor to drag back to Paris. † Major Gnomeclencher

Points Arising

To mark 20 years I intend to have a get-together one Saturday evening in May.

Watch this space for details.

The following didn’t get their orders in on time (“No Move Received”) and suffered the consequences.

AV Antoine Valois (Simon Burling) has NMR'd. Total now 1

BdO Benedict d'Over (Mark Stretch) has NMR'd. Total now 1
 C Chacal (Jon Sedgwick) has NMR'd. Total now 4 and is sent to a Frontier regiment
 CWAE Co W. Ard Extrême (Benedikt Löwe) has NMR'd. Total now 1
 DC Devlin Carnate (Bruno Giordan) has NMR'd. Total now 1
 JdB Jean de Bendeur (John Harness) has NMR'd. Total now 2 and is sent to a Frontier regiment
 PD Pate Derry (Tim Macaire) has NMR'd. Total now 1
 RdS Roget de Saurus (Gerry Sutcliff) has NMR'd. Total now 2 and is sent to a Frontier regiment
 StSy Stewart Senquiry (Colin Parfitt) has NMR'd. Total now 1
 WB Walter Butts (Richard Newby) has NMR'd. Total now 1

The following got the benefit of the doubt:
 X1 (Chris Boote) has been floated
 X10 (Mark Mortimer) has been floated

The *En Garde!* rules are available to LPBS players at a reduced rate: see

Announcements

Roget de Saurus applies for Captain, King's Escort

Stan Dandy Liver asks NPC Aide to Lt. General (SDL) to resign

Duels

Results of this month's duels:

Jean de Bendeur didn't turn up to fight Indie Soupe and lost SPs.
 Roland Pollee d'Eaulee didn't turn up to fight Renaul Baptiste Grenoble and lost SPs.

Bud d'Wiser declined to meet Horatio d'Escargot as he was under half Endurance.
 Bud d'Wiser declined to meet Thomas Tudo as he was under half Endurance.

any month's Points Arising web page at www.pevans.co.uk/LPBS; or send a cheque (payable to Margam Evans Limited) for £6 (for UK addresses) to LPBS, 180 Aylsham Drive, UXBRIDGE UB10 8UF.

Reminders: It is worth sending orders in even if they're a day or two late: I may be able to action the orders and should be able to use any press. It also reassures me you're still there.

You are welcome to submit orders and press by e-mail. Getting your press this way is particularly helpful. Send your orders to lpbsorders@pevans.co.uk and you'll get an automated reply when your message arrives in my mailbox. Please give your name and your character's name and specify actions in full (since it's without your character sheet). Attached files should have your character ID and the month in the name. If you want queries answered before the deadline, e-mail LPBS@pevans.co.uk. ◇ P

Revaulvin d'Or (with JdV, gains 1 Exp) beat Gaston de St Marque (with OdC).

Duels held over until September:

Averell de Alton versus Pierre de Vin Rouge.

Grudges to be settled next month:

Beppe de Marko (Sabre, Seconds ZTMG) has cause with Gar de Lieu (Rapier, Seconds SDL) for an indiscretion with Katy.

All duels (including any to be voted on) must be fought next month unless held over due to one or other duellist being at the Front. Orders conditional on a challenge being voted cause are acceptable.

"Adv." shows who (if anyone) has the advantage in Expertise: his first duelling sequence need only contain six Actions.

Trials

Beppe de Marko will be on trial at the beginning of July (after duels have been fought, but before anything else happens), charged with failing to pay the Duelling Tax. CPS Zachary The Money Goes will prosecute and Minister of State Gaston de St Marque will sit in judgement. Players are welcome to make statements and attend the trial, but the final decision on verdict and sentence is the Minister's.

New Characters

Mark Booth gets the Bastard son of a small Merchant: Init SL 2; Cash 23; MA 5; EC 3 (X2).

Tables

Other Appointments		Shows who holds appointments outside military units: ID for Characters, N for NPC, ___ for vacant, CPS for additional posts held by the CPS.
King's Escort: Ensign N	Captain N	
Cardinal's Escort: Ensign N	Captain N	
Aides: to Crown Prince BR	to Field Marshal TT	
Provincial Military Governors: N/N/N/N/N		
City Military Governor N	Adjutant-General ___	
Inspectors-General: of Cavalry N	of Infantry PdMR	
Commissioner of Public Safety ZTMG		
Chancellor of the Exchequer OdC	Minister of Justice CPS	
Minister of War SDL	Minister of State GdSM	

The Greasy Pole

ID	Name	SL	SPs	Cash	Rank, Regiment/Appointment	MA	Last seen	Club	EC	Player
GdSM	Count Gaston de St Marque	25	75	OK	Flr Marshal/State Min.	9	Bette	Flr	3	Nathan Richards
SDL	Count Stan Dandy Liver	24	52	Comfy	Lt-General/War Minister	11	Lotte	Flr	4	Guy Arnold
CWAE	Count Co W. Ard Extrême	24	40	OK	General	5		Flr	3	Benedikt Löwe
CIG	Marquis Charlemagne le Gosse	24	F	Withy	Lt-General/2nd Div Commandr	12		Flr	2	Neil Packer
ZTMG	Count Zachary The Money Goes	24+	81	Withy	B.Bdr-General KM/CPS	11	Anna	Flr	4	Gerald Udowiczenko
SS	Baron Sean Sondamour	22	F	Withy	General/Flr Army Commndr	5		Flr	2	Pete Holland
LI	Count Lokwot Isaw	21	F	Withy	B.Bdr-General RFG/4 F Brigadier	20		Flr	3	Barry Townsend
OdC	Marquis Orson de Combat	19	49	Withy	Bdr-General/Chancellor	17	Fifi	Flr	5	Francesca Weal
BdM	Viscount Beppe de Marko	19	45	Fithy	Bdr-General	16	Katy	Flr	2	Mark Moores
GdLi	Baron Gar de Lieu	19	29	OK	B.General	3		Flr	4	Bill Hay
RdO	Baron Revaulvin d'Or	19	F	Withy	B.Lt-General/Fntr Div Commandr	8		Both	4	Jerry Spencer
BR	Baron Beau Romir	19	F	Comfy	Captain RFG/C.Prnce Aide	7		Flr	3	Graeme Morris
BdW	Baron Bud d'Wiser	19	F	Comfy	B.Bdr-General GDM	11		Flr	2	Francesca Huskinson
DC	Devlin Carnate	19	F	Comfy	B.Bdr-General PLLD/Flr Army Adj't	4		Flr	2	Bruno Giordan
JS	Sir Jacques Shitacks	18	F	Poor	Lt-Gen/1st Div Commandr	3		Both	4	David Olliver
TT	Sir Thomas Tudo	16	34	Comfy	Lt.Colonel ALC/FMshl's Aide	6	Cath	Both	5	Ben Brown
EH	Earl Euria Humble	16	F	OK	B.Bdr-General DG/HGds Brigadier	15		Both	5	Matthew VVale
LaT	Lun a T'ic	15	32	Comfy	Major RFG/Gds Brigade Maj.	1	Bess	Both	2	Paul Wilson
LdE	Lucien d'Escaillehuitaillement	15	16	Comfy	Major CG	3		Both	4	Nik Luker
PdMR	Sir Pierre de Mont Réal	14	28	Poor	B.Lt-General/Insp.Gen.Inf	8		Both	5	Pam Udowiczenko
HdE	Sir Horatio d'Escargot	14	23	Comfy	B.Lt-General ALC	4	Henrietta	Both	3	Graeme Wilson
AdA	Averell de Alton	14	F	OK	Lt.Colonel RFG	4		Both	4	Martin Jennings
AV	Sir Antoine Valois	14	F	Comfy	Lt.Colonel DGI/2nd Div Adjutant	1		Both	4	Simon Burling
JdV	Sir Joseph de Veevre	14	F	OK	Bdr-General/2 F Brigadier	3		Both	5	Andrew Kendall
C	Sir Chacal	14	F	Withy	Major RFG/Gen's Aide (Fld Army)	3		Both	2	Jon Sedgwick
JLF	Jean Laissez Faire	13	27	OK	Colonel CG	2	Kathy	Both	3	Filipe Silva

ID	Name	SL	SPs	Cash	Rank, Regiment/Appointment	MA	Last seen	Club	EC	Player
EM	Sir Egon Madd	12	F	Comfy	B.Bdr-General CPC	6		Hunt	2	Tym Norris
XI		11	0	Poor		5		Hunt	3	Chris Boote
StSy	Stewart Senquiry	11	F	Poor	Lt.Colonel CPC	2		Hunt	2	Colin Parfitt
VWB	Sir Walter Butts	11+	50	Withy	Lt.Colonel KM	4		BG	3	Richard Newby
RdS	Roget de Saurus	10	F	Comfy	Captain RFG	6		BG	2	Gerry Sutcliffe
PD	Pate Derry	9	F	OK	Lt.Colonel PLLD/Fntr Div Adjutant	7		Hunt	1	Tim Macaire
JP	Jacques Pottés	9	RIP							Mark Booth
RPdE	Roland Pollee d'Eaulee	8	F	OK	Lt.Col QOC/LtGen's Aide (Fntr Div)	6		HGds	3	Pete Card
BdO	Benedict d'Over	7	14	Comfy	B.Captain KM	6		BG	4	Mark Stretch
GI	Gustav Ind	7	F	OK	B.Bdr-Gen RM/LtGen's Aide (2 Div)	2		F&P	5	Ashley Casey
AG	Aloysius Gnomeclencher	6	F	Comfy	B.Major QOC	6		RP	2	Mike Dommett
EF	Emile Fitoux	5	F	OK	Captain PLLD	4		RP	5	Timothy Hunt
PdVR	Pierre de Vin Rouge	4	14	Poor	Captain PM	4	Mary	RP	3	Keith Bristow
BdC	Beau de Cire	4	5	Poor	Captain RM	6		RP	5	Andrew Burgess
IS	Indie Soupe	4	F	Poor	Major PLLD	3		RP	1	Charles Burrows
AH	Alain Hermès	4	F	OK	B.Colonel 27M	2		RP	4	Rob Fuller
RBG	Renaul Baptiste Grenoble	4+	15	OK		2	Marie	RP	4	Olaf Schmidt
JdIB	Jacques de la Boite	4+	12	Poor	Captain PM	1	Josephine	RP	5	Justin Key
LdR	Lesmis de Rables	3	F	Poor	Major 27M	5		RP	3	Robert Carter
X10		2	0	Poor		6		RP	2	Mark Mortimer
JdB	Jean de Bendeur	2	F	Poor	Subaltern PLLD	5		RP	5	John Harness
BS	Boeuf Saucisse	1-	1	Poor		2		RP	6	Clair Vigiione

An F under SPs means that the character was at the Front, RIP means that he died.
 + against SL means it went up this month, - means it went down.
 Cash: Poor = <500, OK = 500-1500, Comfy = 1500-5000, Withy = 5000-10000, Rich = 10000-25000, Flthy = 25000+
 Last seen is the lady the character was last seen with in public.
 EC is Endurance Class: 1 = <60, 2 = 60-90, 3 = 91-120, 4 = 121-159, 5 = 160-200, 6 = 201+