

## That would be enough

This has been issue 113 of *To Win Just Once*, published 27th February 2011. It incorporates *Les Petites Bêtes Soyeuses*, a postal/online game of *En Garde!*. Issues are published ten times a year, roughly every five weeks. © Paul Evans 2011

### Deadlines

Orders for Cambourne and Icehenge to Mike Dommett by Friday, 11th March.

Orders for *Les Petites Bêtes Soyeuses* and *Great White Hunter* and any other contributions to Pevans by Friday 18th March 2011.

(First deadlines for 2011: 15th/22nd April, 20th/27th May, 24th June/1st July, 29th July/5th Aug, 2nd/9th Sept, 7th/14th Oct, 11th/18th Nov, 16th/23rd Dec)

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Games only	
Per game turn	£0.65
11-turn subscription	£6.50

### 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](http://www.engarde.co.uk)

**Railway Rivals** Gerald Udowiczenko is interested in the next game; anyone else?

**Star Trader** game under way and nobody waiting yet. Rules provided.

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ID	Name	SL	SPs	Cash	Rank	Regiment/Appointment	MA	Last seen	Club	EC	Player
CRV	Charles Rabbit-Vacuum	7	21	Poor	Lt.Colonel PLLD		3	Marie		5	Mike Dommett
PIS	Pierre le Sang	7	F	OK	B.Bdr-General 53F/1st Div Adjutant		5	Lois	BG	4	Bill Howell
PdT	Pas de Tout	7+	29	Poor	Major PLLD/PLLD Regt. Adjt.		6	Deb	F&P	3	Emrys Hopkins
MM	Michel Marteau	7+	22	Poor	Captain QOC		1		HGds	1	Neil Packer
AdA	Amant d'Au	7+	22	Poor	Major RM		3		F&P	5	David Brister
NFI	Noel Forman Idya	6	16	Poor	Captain 4AVLtGen's Aide (1st Div)		1	Sal	F&P	4	Martin Jennings
EdM	Eric de Miabelle	6	12	Poor	Subaltern QOC		5	Freda	HGds	3	Pete Holland
ASlp	Arthur Sleep	6	11	Poor	Captain QOC		2		F&P	3	David Williams
YE	Yves Eau	6	7	Poor			2		RP	4	Justin Key
X3		6	RIP								Austin Hayward
CP	Cardhu Poste	6	F	Poor	Subaltern ALC		2		RP	3	Andrew Burgess
ALP	Antoine Le Picnique	6+	33	OK	Subaltern GDMD/Bdr's Aide (HGds)		1	Di	HGds	2	Sean Kavanagh
DG	Dan Gleables	6+	27	OK	Captain GDMD/LtGen's Aide (Fntnr)		6		F&P	5	Rob Lee
GM	Gaz Moutarde	5	9	Poor	Captain RM		3		F&P	2	Mike Dyer
PqA	Poisson d'Arbre	4-	4	Poor	Captain 53F/53F Regt. Adjt.		2		RP	5	Mark Wright
LS	Lou Smorrels	4	8	OK	Captain RM		1		RP	6	Mark Rogers
JPG	Jean-Paul Goatier	4	F	OK	Major Gscn		3		RP	2	Geoff Bowers
EIP	Escalade le Pole	3	3	Poor	Subaltern PM		2		RP	4	Dave Carter
X2		3	0	Poor			1			2	Mark Moores
X4		3	RIP								Timothy Hunt
RSQ	Robbie Sais-Quoi	2-	2	Poor			3			3	Mike Bird
JIM	Jacques Madik	2	F	Poor	Captain 69A		4			5	Jason Fazackarley
BdB	Binet de Bour's	1	5	OK			2			2	Mark Booth
AS	Arnaud Surfinmaise	1	2	Poor			5			5	Nik Luker

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, F lthy = 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+

## The Greasy Pole

ID	Name	SL	SPs	Cash	Rank	Regiment/Appointment	MA	Last seen	Club	EC	Player
ZTMG	Count Zachary The Money Goes	26	67	Comfy	B.Bdr-General	KM	17	Anna	Flr	4	Gerald Udowiczzenko
RdO	Count Revaulvin d'Or	25	63	Rich	General/State Min.		13	Katy	Flr	4	Jerry Spencer
GdLi	Earl Gar de Lieu	23	69	Comfy	Fid Marshal/Min w/o Port		4		Flr	4	Bill Hay
JS	Viscount Jacques Shitacks	23	60	Rich	General/Chancellor		3	Madelaine	Flr	4	David Olliver
DC	Marquis Devlin Carnate	22	F	Wlthy	Major RFG		8		Flr	2	Bruno Giordan
GI	Baron Gustav Ind	21	50	Comfy	B.General/1st Army Commndr		9	Kathy	Flr	6	Ashley Casey
EH	Viscount Euria Humble	20	F	Wlthy	Bdr-General/War Minister		15		Flr	5	Matthew Wvale
IS	Viscount Indie Spencible	19	F	Rich	B.Bdr-General RFG/Justice Min.		6		Both	1	Charles Burrows
EM2	Marquis Egon Mad 2	18+	56	Wlthy	Bdr-General/Gds Brigadier		9		Both	2	Tym Norris
BdO	Sir Benedict d'Over	17	30	Wlthy	Lt.Colonel KM		9	Ophella	Both	4	Mark Stretch
JdG	Baron Jacques de Gain	17	F	Wlthy	Major KM/Gen's Aide (1st Army)		11		Both	4	Ben Brown
HdC	Marquis Herve d'Conde	16	32	Wlthy	B.General		14		Flr	4	Simon Burling
SdJ	Sir Swender de Jewel	15	39	Wlthy	B.Lt-General/2nd Div Commandr		7		Both	1	Ray Vahey
QLB	Quasi Le Bossu	15+	45	Comfy	B.General		9	Guinevere	Both	6	Mark Cowper
PC	Sir Pierre Cardigan	14	F	Comfy	B.Bdr-General DG		7	Fifi	Flr	4	Matt Shepherd
WdB	Sir Willem de Bliest	13	37	Comfy	Colonel RM/1st Army Adjutnt		6	Lucy	Both	6	Tim Macaire
ILB	Sir Ilk Lamore Bartat	13	32	Wlthy	Lt.Colonel RFG/Gds Brigade Maj.		7		Both	6	Andrew Kendall
RS	Richard Shapmes	13	32	Wlthy	B.Lt-General		8	Alison	Both	4	Charles Popp
TIM	Baron Tomas le Matelot	13	F	Wlthy	Lt-General		4		Both	4	Tim Skinner
VVB	Sir Yves Vrai Bretheauteque	13	F	Wlthy	Lt-General		4		Hunt	1	Chris Boote
CMK	Sir Connor McKnight	12	27	Comfy	Colonel QOC		3	Emma	Hunt	5	Graeme Wilson
WP	Sir Warren Peece	11	32	Wlthy	Colonel 27M		6	Ingrid	Hunt	2	Pam Udowiczzenko
PLF	Sir Pierre LeFart	11	F	Rich	B.Bdr-General 13F		7		Hunt	3	Olaf Schmidt
JB	Jacques Blanc	11+	43	Comfy	Lt.Colonel RM/2nd Div Adjutant		3	Josephine	Hunt	4	Dominic Howlett
AdL	Armand de Luce	10+	37	OK	Lt.Colonel GDMD		4	Jenny	Hunt	2	Francesca Weal
LB	Luc Bacquards	9	19	OK	Lt.Colonel OOC/Bdr's Aide (Hvy Bd)	2			HGds	1	Colin Parfitt
AV	Ali Vouzon	9	35	Comfy	Major 13F		4	Sue	BG	1	Graeme Morris
UXB	Uther Xavier-Beauregard	9+	35	OK	Colonel PLLD/CPS		5	Mary	BG	3	Pete Card
ROS	Rick O'Shea	8+	35	OK	Major RM/1 F Brigade Maj.		3	Belle	BG	6	Paul Wilson

## Chatter

My entertainment for the last week or so has been the team of Eastern European blokes who've been installing a new bathroom. I have to say they've worked like stink (including finishing off the tiling on Sunday) and done a cracking job. Only let down by the non-arrival of some items—nothing vital, luckily, though we do have the old toilet seat on the new toilet...

Anyway, that's by way of being a partial explanation of why this issue of *To Win Just Once* is a bit late. I've also been a bit busy.

One of the minor disruptions to life has been the building work at the end of the road where what was RAF West Ruislip is turning into a housing estate. While there is still a lot of work going on (and more to do), plenty of houses have been finished—and the first were occupied before Christmas. The builders continue to dig up bits of the road—it was closed for a couple of weeks before Christmas—and meeting a digger is a regular hazard of using the road.

What has surprised me, though, is how claustrophobic it's beginning to feel. There's a side road through the completed houses and I feel really hemmed in when I walk down it. Instead of the trees and grass that used to be there, the road is now bordered by three-story houses that come right to the edge of the pavement. Not surprising then, that what was a pleasant little walk now feels like entering a dark tunnel.

Once all that building is out of the way, we can look forward to the new high speed rail link. On its current route, it is due to run parallel to the existing rail and Tube lines that are 50 yards from our house. The new lines will be on the far side of these, so we're not in danger of being knocked down. However, it means another period of building work and road closures. Not to mention the removal of a swathe of houses and other buildings—including a nursing home that's only a couple of years old. Then we'll find out just how noisy high-speed trains are...

Anyway, it'll probably be a while before anything happens. When I bought a flat in Leytonstone, I was warned of an impending road development there—again on the far side of the Tube lines from where I was. It didn't actually happen until a few years after I'd moved out, after several years in the flat.

Time for some website stats. My reviews of *Viking Fury* and *Puerto Rico* retain their popularity, though the *Feudo* reviewed pipped them both in February (to date). *TWJO* 110 was downloaded 15 times in January, number 111 57 times and issue 112 77 times. *TWJO* 112 picked up a further 54 downloads in February (to date). A lot of the searches in both months were for "swiggers", though I don't know if the games club is what people were looking for.

# I don't believe it!

One of the expressions I find aggravating is "step up to the plate". It's over-used by politicians and journalists to mean somebody is taking on a job—or taking responsibility for something. Fair enough, but why a Baseball analogy? We're British, old boy! Do we need to import our sporting references from the USA?

I thought there must be a cricketing equivalent that we could use, but I was struggling to work out what it was. "Taking guard" didn't seem right. "Bending his back" might work for bowlers, but seemed a bit obscure. I was very pleased to hear a reference on Radio 4 (where else?) to a politician "coming to the wicket". Excellent. Take a bow Jane Garvey on Woman's Hour. ☺

While I'm on the cricketing thing, I noticed the Australians demonstrating better grammar on television than their British counterparts. During the One Day Internationals, I noticed the caption at the bottom of the picture from the Australian broadcaster: "ENG needs 103 to win". Ah yes: someone who understands that ENG[land] is singular! Any British TV station would have put "ENG need 103" and I'd have been grinding my teeth. It almost enables me to put up with the Aussies putting the scores round the wrong way: 0 for 3 sounds like a disastrous start to an innings!

## London Toy Fair 2011

After last year's peace and quiet, the bustle of the 2011 London Toy Fair was something of a relief. The whole place seemed busier and livelier and the organisers were certainly boasting that there were more exhibitors. Some of these were up on the balcony around the main hall at Olympia, giving an interesting vantage point over the rest of the show.

As a trade show, the Toy Fair is rather different from the games events I am used to. In particular, some exhibitors have 'closed stands'. Access is often by appointment only and the hoi polloi (that's me) have to make do with rubbernecking through any windows there are. Chief of these is Hasbro—I've even known them have uniformed commissionaires guarding the entrance. Luckily, most companies are more interested in showing off what they have.

The other thing about the Toy Fair is that it covers the whole of the toy industry and games publishing is only a small part of this. As it's the only part that interests me, it doesn't take me long to do the rounds. However, it's a point of honour for me to walk every aisle and make sure there isn't a small stand hidden away between the blank walls of the closed stands. The most interesting section, though, is the Greenhouse. This is made up of small stands—a cost effective showcase for new companies. This is where to find the games inventors.

# Femmes Fatales

Regiments Organisation		
Col	RFG	CG
LCol	IS	N2
Maj	RS+	JdG
Maj	DC	N5
Capt	N4	N5
Capt	N6*	N3
Capt		N6
Capt		N2*
Capt		N3
Capt		N4*
Capt		MM
Capt		ASlp
	DG	
	ZTMG	BdO
	KM	JdG
	ZTMG	N5
	WdB	N2
	N3+	N1
	N3	N2
	N2	N3*
	N3	N3
	N1	N5
	N2	N6
	N1	N3
	N2	N3*
	N3	N2*
	N3	N3*
	N3	N2
	N3	N4
	N3	N5
	N3	N6
	N3	N1
	N3	N2
	N3	N3*
	N3	N4
	N3	N5
	N3	N6
	N3	N1
	N3	N2
	N3	N3*
	N3	N4
	N3	N5
	N3	N6
	N3	N1
	N3	N2
	N3	N3*
	N3	N4
	N3	N5
	N3	N6
	N3	N1
	N3	N2
	N3	N3*
	N3	N4
	N3	N5
	N3	N6
	N3	N1
	N3	N2
	N3	N3*
	N3	N4
	N3	N5
	N3	N6
	N3	N1
	N3	N2
	N3	N3*
	N3	N4
	N3	N5
	N3	N6
	N3	N1
	N3	N2
	N3	N3*
	N3	N4
	N3	N5
	N3	N6
	N3	N1
	N3	N2
	N3	N3*
	N3	N4
	N3	N5
	N3	N6
	N3	N1
	N3	N2
	N3	N3*
	N3	N4
	N3	N5
	N3	N6
	N3	N1
	N3	N2
	N3	N3*
	N3	N4
	N3	N5
	N3	N6
	N3	N1
	N3	N2
	N3	N3*
	N3	N4
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	N3	N2
	N3	N3*
	N3	N4
	N3	N5
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	N3	N2
	N3	N3*
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	N3	N5
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	N3	N2
	N3	N3*
	N3	N4
	N3	N5
	N3	N6
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	N3	N2
	N3	N3*
	N3	N4
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	N3	N6
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	N3	N2
	N3	N3*
	N3	N4
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	N3	N6
	N3	N1
	N3	N2
	N	

### Army Organisation and next year's Summer Deployment

First Army (Siege)	GI/JdG/ILB/N
First Division (Assault)	___/___/PIs
Guards Brigade (Assault) – RFG CG KM	
RNHB Regiment (Assault)	
Second Division (Siege)	SdJ/N/JB
2nd Foot Brigade (Siege) – 13F 53F	
3rd Foot Brigade (Siege) – 27M 4A	
4th Foot Brigade (Siege) – 69A Gscn	
Second Army (Defence)	___/___/N6/N
Cavalry Division (Defence)	N1/N/N4
Heavy Brigade (Defence) – ALC CPC	
Dragoon Brigade (Defence) – GDMD PLLD	
Frontier Division (Defence)	QLB/DG/N3
Frontier Regiments (Defence)	
Organisation and Deployment for the Campaign Season plus Army and Division posts (CO/Aide/Adj't/QMG):	
ID for chars, N (+ MA for CO and Adj't) for NPC, _ for vacant	

### Battle Results

Royal Foot Guards: 2  
 Dragoon Guards: 2  
 Frontier regiment 1: 2  
 Frontier regiment 2: 5  
 Frontier regiment 3: 4  
 Frontier regiment 4: 4  
 RNHB regiment: 1

### Brigade Positions

Guards Brigade	EM2/N/RS
Horse Guards Brigade	N1/ALP/N3
Heavy Brigade	N6/LB/N4
Dragoon Brigade	N4/N/N2
First Foot Brigade	N1/N/ROS
Second Foot Brigade	N1/N/N2
Third Foot Brigade	N5/N/N3
Fourth Foot Brigade	N5/N/N3

Entries as Army Organisation Table

### Frontier Regiments

(Assault for Dec-Feb)

Colonel	F1 N2	F2 N4	F3 N1	F4 N5	RNHB N9
Attached	YVB	CP	1 Bn Gscn EH PLF	2 Bn KM JM	PIs
Also at the Front			Royal Foot Guards Dragoon Guards		

This table shows the Colonels of Frontier regiments (N + MA for NPCs), together with the volunteers assigned this season.

### In the Greenhouse

Let me start with the Greenhouse then. First up is Annets Entertainment. They were showing off their game, *Whirred Play*. As the title suggests, this is about homonyms, words that sound the same, but are different: flee/flea, rein/rain and so on. Each player chooses one of the words on the card and scores according to how many people choose something different. As they move along the scoring track that is the board, different options are available to players. In particular, they can challenge the leader to a duel to try to bring them back into the pack. First to fifty points wins.



The board for *Whirred Play*

As a game, there's not a lot to this. I can see it being quite fun in a family environment, trying to out-guess and bluff the other players. There is also an educational aspect to the game as players learn new words. Annets Entertainment reports that *Whirred Play* went down well in local retailers last Christmas and is available from their website, where there's also more information about the game: [www.whirredplay.co.uk](http://www.whirredplay.co.uk).



The *Chice* app on a smartphone

*Chice* was an interesting departure from what I expected to see. It is described as an app that replaces dice for any dice-based game. Players choose hexagons from an odd-looking grid of 18. Each is valued at 0, 1 or 2, giving them a score. Picking more hexagons gives a greater range to the possible scores. It was only when I looked at the website later

that I realised that the value of each hexagon stays the same. Hence, it is quite easy to identify what these are and, in effect, choose the result you want. Judging by what's on the website, this is how the app is supposed to be used. I don't get this. It would be simpler just to let players choose the number they want. Am I missing something? Take a look for yourself at [www.chicegames.co.uk](http://www.chicegames.co.uk).

The stereotype of games inventors is that, lacking any other models, they re-invent either *Monopoly* or *Trivial Pursuit*. *Flaggo* breaks the mould. It combines both games. Players roll two dice to move their neat aeroplane pawns along the track round the outside of the square board. The spaces are marked with national flags to identify the type of trivia question they have to answer. Correct answers mean points; enough points buy a letter and first to six letters (F-L-A-G-G-O) wins. Oh dear. The production is decent and the game has plenty of questions, but the 'flag' theme doesn't make this anything out of the ordinary. The game's website is [www.flaggo.com](http://www.flaggo.com).

Liquid Graphics is a graphic design agency which has worked on several games. One of those on display was *Shhh ... or Tell It*. This is designed to help people understand when they should keep quiet about something and when they need to speak out. Players are given a scenario and have fifteen seconds to make their decision. Correct answers garner black tokens; wrong ones get red. The aim of

the game is to have the most black tokens when you reach the finish on the board. I can see that this is a useful training/learning tool, but I don't know how it stands up as a game. To find out more, see [www.shhh-or-tellit.org](http://www.shhh-or-tellit.org).

*Spinawina* is a trivia game with something of a travel theme and a novel way of selecting the category of question (from the 14 categories available). The circular playing area on the board is divided into rings and segments. A clear plastic 'spinner' serves a double purpose. Players rotate it to find the type of question they have to answer: according to the section where the spinner stops and the segment where their peg is. The spinner is also a peg-board: players move their peg towards the centre as they answer questions correctly. First to the middle wins. Again, this is a fairly standard trivia game—apart from the spinner. There is plenty about the game on the website: [www.spinawina.com](http://www.spinawina.com).



The spinner from *Spinawina*

**Grudges to be settled next month:**

Luc Bacquards (Sabre, Seconds CMK & MM) has cause with Rick O'Shea (Cutlass, Seconds CMK, adv.) for pinching Belle.

Dan Gleables (Sabre, adv.) and Lou Smorrels (Sabre, 1 rests) have mutual cause as neither stood down over Mary.

Dan Gleables (Sabre, adv.) and Robbie Sais-Quoi (Foil, 3 rests) have mutual cause as neither stood down over Mary.

Lou Smorrels (Sabre, adv.) and Robbie Sais-Quoi (Foil, 1 rests) have mutual cause as neither stood down over Mary.

Warren Peece (Rapier) has cause with Quasi Le Bossu (Sabre, Seconds

ZTMG & AdL, adv.) as he's not Noble but higher SL.

Arthur Sleep (Sabre, adv.) and Lou Smorrels (Sabre) have mutual cause over Mary.

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

**Duels held over until March:**

Luc Bacquards versus Willem de Biest.

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.

**New Characters**

Mark Rogers gets the First son of a wealthy Merchant: Init SL 4; Cash 275; MA 1; EC 6 (LS).

Colin Cowper gets the Second son of an Impoverished Gentleman: Init SL 4; Cash 40; MA 4; EC 3 (X1).

**Tables**

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

addresses) to LPBS, 180 Aylsham Drive, Uxbridge UB10 8UF.

There's a Yahoo! group for *En Garde!* players that provides a forum for players of different games to swap stories and ideas. Sign up and get talking at: <http://games.groups.yahoo.com/group/EnGardePlayers/>

**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](mailto: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](mailto:LPBS@pevans.co.uk). ◇ P

## Announcements

Amant d'Au asks NPC Captain 1 of Royal Foot Guards to resign  
 Amant d'Au asks NPC Captain 2 of Royal Foot Guards to resign  
 Armand de Luce asks NPC Colonel of Grand Duke Max's Dragoons to resign  
 Devlin Carnate applies for Minister without Portflio  
 Egon Mad 2 asks NPC Aide to Brigadier (EM2) to resign

Tomas le Matelot asks NPC Division Commander of Cavalry Division to resign  
 Tomas le Matelot applies for Division Commander of First Division  
 Tomas le Matelot applies for Division Commander of Cavalry Division  
 Uther Xavier-Beaugard applies for Commnr. of Public Safety  
 Willem de Biest applies for Brigadier of Horse Guards Brigade

## Duels

Results of last month's duels:

Richard Shapmes (no Expertise) drew with Devlin Carnate (with GI, no Expertise).  
 Yves Eau (gains 1 Exp) beat Armand de Luce (with QLQ).  
 Armand de Luce (with QLQ, gains 1 Exp) beat his enemy Cardhu Poste.

Cardhu Poste declined to meet Dan Gleables as he was under half Endurance.  
 Willem de Biest declined to meet Eric de Miabeille as he was under half Endurance.  
 Quasi Le Bossu declined to meet Warren Peece as he was under half Endurance.

## More newcomers

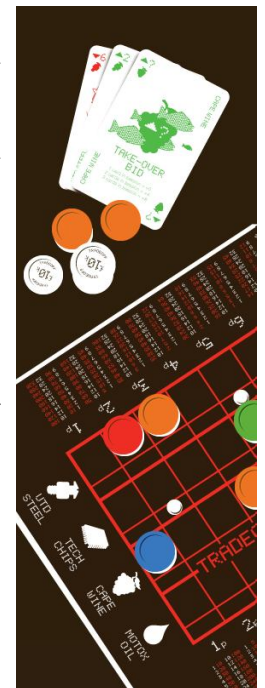
That was it for the Greenhouse, but it was not the only place to see new games from new companies. I'm a fan of motor racing games, so I was quite taken with Desktop Grand Prix from Fifth Wing Games. Although only in prototype form, the game has a retro feel that harks back to Waddington's *Formula 1*—all it needs are the dashboards. Having established a starting grid, players roll dice to move their car around the track. More important, though, is making best use of the hand of manoeuvre cards that each player starts with. What's different about the game is the racing line shown prominently on the track. This is the first game I've come across that simulates this important feature of an F1 race: the optimum route around the circuit. I look forward to trying this game.



Giggly Games is the label for two actors and their brainchild, *Game for Fame*. Players race around the appropriately star-shaped track to achieve megastardom—and gain the most money. They earn cash through little performances, either solo or with co-stars, with other players acting as judges. Players can add an entourage and gain or lose from the attention of the paparazzi on the way. The game looks like a lot of fun when you're in

the right frame of mind and it certainly seems to have gone down well with those who've played it so far. See the videos (and other stuff) on the website: [www.gameforfame.co.uk](http://www.gameforfame.co.uk).

*Tradeoff* is a complete contrast: a stock market game that explicitly links playing the market with gambling. Players have chips for money and the playing cards at the heart of the game also affect the prices of the four companies that players trade in. As you'd expect, players buy and sell to make money, riding the ups and downs of the market. However, the winner is the one with the most 'toys' (yachts, aeroplanes etc), bought with the money they've made. Players thus have to balance retaining money to speculate with and spending it on what they need to win. Another one I look forward to trying—and the publishers promise



Tradeoff components

advanced rules for those who have “mastered” the standard game. For more see the website: [www.tradeoffgame.com](http://www.tradeoffgame.com)

### Rest of the main floor

That’s the new guys out of the way. Then there are plenty of established companies exhibiting their new games. Cheatwell Games has been around for a while and has a huge range of entertaining games. I took a look round their stand, but didn’t spot anything new and they were too busy for me to get a word—which sounds like good news.



Drumond Park has been around for a while, too. In recent years they have produced a number of board game versions of TV quiz shows (it looks like they picked up some licences from the now defunct Britannia Games) to add to their range of original games. Releases for this year are *The Million Pound Drop Game* and *Eggheads*. Alongside these are a sister game for their classic, *Articulate!*, where players have to get their partner to say as many words as possible in a random category. *Articulate! (Your Life)* has “six new lifestyle categories”, but appears to be essentially the same game. Finally, *His and Hers* is the latest in “the Logo Family” of games where players have to identify “everyday lifestyle icons”. In this case, the questions are about how the opposite sex ticks. As Drumond Park had a closed stand, I wasn’t able to look at these more closely. There’s more on their website: [www.drumondpark.com](http://www.drumondpark.com).

## Poetry Corner

(All signed poetry submissions gain their author at least 1 SP)

Oh woe is he, the great and merrie  
that Paris has lost, a gentlemen  
and host and that Johnny shall live  
no more.

† RSQ

### The First Kill

The Thrill was Consuming.  
The Opening Kick Made it Murder.  
The Kill was Clean.  
The Victory Cheese was Excellent.  
† AdA (personal musings)

## Points Arising

**Next deadline is  
Friday 18th March 2011**

We have another new player this turn as we welcome Colin Cowper to *LPBS*. Have fun, Colin.

Apologies to all players who had duels last month. I forgot to type up the duel results for your character sheets. If you would like details, let me know.

Freydal is a new *En Garde!* based game set in the Holy Romand Empire of the early fifteenth century. “Chivalry burns brightly one last time before the onset of the Renaissance in the form of the Last Knight: Maximilian.” An interesting premise and GM Mike Tittensor welcomes new players. To find out more, sign up at <http://games.groups.yahoo.com/group/Freydal/>

The following didn’t get their orders in on time (“No Move Received”) and suffered the consequences.  
GdLi Gar de Lieu (Bill Hay) has NMR’d. Total now 1  
YVB Yves Vrai Bretheauteque (Chris Boote) has NMR’d. Total now 1

LB (Colin Parfitt) has been floated at Colin’s request.

Briny En Gardel is re-starting with a new team. This variant is set in the Royal Navy of the late 18th century. Players are sailors, naval officers or marines in His Majesty’s ships. Find out more and sign up at [www.brinyengarde.co.uk](http://www.brinyengarde.co.uk)

X2 (Mark Moores) has been floated at Mark’s request.

Austin Hayward and Timothy Hunt’s characters were removed as neither sent orders after their previous characters died of NMRs.

The *En Gardel!* rules are available to *LPBS* players at a reduced rate: see any month’s Points Arising web page at [www.pevans.co.uk/LPBS](http://www.pevans.co.uk/LPBS); or send a cheque (payable to Margam Evans Limited) for £7 (inc postage to UK

Mark Rogers joined us after the last turn, but let me formally welcome him to the game. Enjoy yourself, Mark.



At last a 'real' man in 69A.

Sir, your message got to me smudged and unreadable and so I have no idea if this was a threat or not. Let me do things more simply and say to you to that as enemies of the Royal Marines we will make your life a hell.

I look forward to seeing you on the cobbles very soon.

† Lt Col Jacques Blanc

My Dearest father,

I took the liberty last month of recovering my allowance, after you donated it to the orphanage. Alas, the officials there took a dim view of this, and called in people to help recover it. As such, I've spent the last few weeks in Normandy, keeping out of their way.

I did however get chatting to a Captain in the Picardy Musketeers who has persuaded me that the best way to keep out of the way of the authorities, while still staying close to the bawdyhouses of Paris, is to join his erstwhile regiment. So you will be glad to hear that I have taken his advice and applied.

I trust this will allow the resumption of my stipend this month?

Yours sincerely,

† Binet de Bours

EM2: Igor, we seem to have a surplus of brains at the moment. Any ideas?

Igor: Well Master, there's that Party you're holding. Perhaps you could hand them out as gifts?

EM2: Excellent idea. I'm sure the guests will like them.

To Colonel Grand Duke Max Dragoons  
Dear Sir, I am disappointed that you did not bother to attend my strategy and tactics meetings in Bothwell's last month. It is a shame that you do not wish to take on board new ideas. Clearly you are an obstacle to change and I implore you to step down in favour of Lt Colonel De Luce, who shows great potential.

† Lt General Quasi Le Bossu

Dear Chancellor,

It was fantastic of you to invite the Boozers and Bellringers to your club. I am so sorry that you included members of Archduke Leopold Cuirassiers. This unfortunate mishap must have led to your lower standing in the eyes of others within Paris. May your standing go up again as you deserve.

Your humble servant,

† Dan Gleables

Dear Viscount Indie Spencible

In your role as Minister of Justice, I implore you to look at the outdated law that forced my great friend Warren (Peece) to take arms against me last month. What is the point of this law in today's age when common men such as the late great A Gnomeclencher can rise to senior positions in Government? I petition you to allow friends the opportunity to settle their differences by a 'best of three arm wrestle contest' in place of blades when such an occasion rises.

Yours,

† Quasi le Bossu

Distributor Esdevium—though I should probably start calling them Asmodée—had their usual stand next to Hasbro (after all, they do handle Hasbro's hobby brands) and their usual focus on CCGs: *Yu-Gi-Oh!*, *Pokémon* and, of course, *Magic: the Gathering*. They displayed a few hobby games on their stand, but nothing that stood out for me. For more about Esdevium Games, go to: [www.esdeviumgames.com](http://www.esdeviumgames.com).

The Green Board Game Company is another games publisher that's been around for ages and has an impressive range of games. I didn't see any new games on their stand and the team was busy every time I went past, so I'm afraid I have no news from them. However, you can pick up on the latest—and the full range—at the website: [www.greenboardgames.com](http://www.greenboardgames.com).

German company Haba publishes some wonderful children's games, all produced in good quality wood. The UK subsidiary was at the Toy Fair, as they have been for a few years now, but did not have any games on their stand. You can check out the selection on the website: [www.haba.co.uk](http://www.haba.co.uk).

Hasbro are, of course, the big boys at the Toy Fair and have a large stand. As I've already mentioned, this is usually a closed stand and I didn't get in there this year. I have no doubt that Hasbro will have some new games this year. Experience suggests these will be new twists on *Monopoly* and *Trivial Pursuit* and something based on a license from Disney. Hasbro UK's games can be found online at [www.hasbro.com/games/en\\_GB](http://www.hasbro.com/games/en_GB).

Paul Lamond Games is another long-running games company with a wide range. Their trademark black stand was at the Toy Fair as usual, but I couldn't find any new games there. Checking the company's website I find the 'latest' news is from January 2009, marking their 25th anniversary. To take a look for yourself, visit: [www.paul-lamond.com](http://www.paul-lamond.com).

Ravensburger is a giant in Germany, but their UK subsidiary all but ignores the company's range of excellent games to concentrate on jigsaw puzzles. This year, however, they had a splash to promote the 25th anniversary edition of *Labyrinth*. What can I say? It's a classic! But it melts my brain. The only other game I could see on their stand was the latest edition of *Scotland Yard*—another classic. For more see the website: [www.ravensburger.com/united\\_kingdom](http://www.ravensburger.com/united_kingdom).





The UK division of University Games subsumed one of my favourite UK games publishers, Upstarts!, a while back. They have an impressive range of games, including favourites from Upstarts! as well as US games from the parent company. Their new game for 2011 is *5 Second Rule* (originally published by Patch Products in the US last year). The idea of this is putting people under pressure to answer a challenge (such as "name three breeds of dog") within five seconds. However, this was a closed stand so I didn't get a closer look at anything. You can find more at the website, though there doesn't seem to

be anything there on *5 Second Rule*: [www.universitygames.co.uk](http://www.universitygames.co.uk).

Wild Card Games have been around for a few years since they launched their first game, *Backpacker*. Their latest is *Arithmanix*, a fast playing card game with an arithmetic theme. Play is simultaneous with players trying to make equations from the cards in their hand that equate to the target number on the table. Aimed at ages 8+, it clearly has a strong educational element, but it is also an entertaining challenge. The large format, brightly-coloured cards make the game attractive and easily playable. For more, see: [www.arithmanix.com](http://www.arithmanix.com)



*Arithmanix* on display

Winning Moves UK has a long track record producing *Top Trumps* and local *Monopoly* games as well as a variety of other ex-Hasbro titles. They were showing the two games they launched for Christmas last year, both TV tie-ins: *Dragons' Den—the Board Game* and *Harry Hill's TV Burp Board Game*. In the first players are 'Dragons', deciding whether or not to invest in various business ventures. The game uses genuine inventions, so the outcome depends on how they did historically. The second game is a mixture of trivia and silly challenges "based around the wonderful and celebrity-filled world of television as we know it". Both sound like decent family fun and you can find out more at: [www.winningmoves.co.uk](http://www.winningmoves.co.uk)

### On the balcony

To complete my visit to the Toy Fair, I just needed to scoot round the balcony and see who was there. Circa Circa made their name with the *About Time* trivia game. For this year, they have a re-vamped edition of the basic game and a

To the Nation -  
My Countrymen and friends, as I put  
nib to sheet my heart is heavy. We  
have recently lost a fine Nobleman of  
France and a brave and ingenious  
military Commander who faced our  
foes with steel in his hand and heart! I  
mourn the loss of this great man I was  
proud to call my friend. I speak of the  
late Marquis Sais-Pas. In his honour I  
will hold a military wake in week 1  
Feb 1664 for all military men of SL 15  
and above at my club, mistresses  
welcome. Dress code - Full Military  
Dress.

Yours, † Viscount Shitacks

PC will be hosting a party all month at  
the Fleur: SL 8+, mistresses welcome.

I invite all Ministers of The Crown  
with an office of profit, err, honour, to  
join me at the Fleur Weeks 1-4 in  
February, to discuss our foreign  
relations and who we shall be  
thrashing within an inch of their  
damned lives this summer. Carousing  
afterwards, mistresses most welcome,  
and I mean that, I really do. There will  
be Valentine's Day bijoux and presents  
for the ladies.

† By Order, Count d'Or, Minister of  
State

### Personal

Re: An observation from a newcomer...  
Apologies, one forgot to add one's  
name to my observatory notes!

† Captain Jacques Madik  
69th Arquebusiers

To the cur who threw that dagger at  
my cousin Johnny Sais-Pas.  
Fie upon you and watch your back.

† Robbie Sais-Quoi

What a strange place I found Paris to  
be. Having recently travelled to the  
city from my home town of Brest, my  
first impression was of the  
overwhelming stench of rotten fish and  
I was intrigued to find its source.

A word or two with a few of the locals  
soon led me to a most drab looking  
building that a passing pedlar told me  
was the barracks of an organisation  
calling themselves the Royal Marines.  
Clearly with such a prefix as 'Royal', I  
assumed them to be of some quality,  
but gosh what a bunch of misfits and  
reprobates I saw coming and going.

Added to the odious stench of rotten  
fish, one couldn't help but give an  
involuntary shudder upon seeing the  
motley assortment of fellows who call  
themselves RMs. One with blackened  
and missing teeth, another with some  
sort of wooden leg and an eye patch,  
two with tatty uniform tunics and, as  
for the chap attempting some form of  
unsavoury 'union' with what appeared  
to be a haddock ... well, sacré bleu!

Fortunately I soon after met with a  
decent type who took upon himself to  
assist a newcomer to the city and  
introduced me to his friends in the  
69th. Several flagons of ale, a haunch  
of fatted pork and numerous witty  
anecdotes about these RM types later,  
I found myself a fully fledged member  
of the 69th. Three cheers for Le Roi  
and I'm off to lead my squadron to  
glory!

*Or not.*

*† Le Roi*

earns him a Mention in Despatches. Major Jacques de Gain and his battalion of King's Musketeers follow suit and there's a Mention for de Gain, too.

The Royal North Highlanders are made of sterner stuff and put one over on a Spanish force. 53F Colonel Pierre le Sang, commanding a battalion, is brevetted to Bdr-General, goes into the Despatches and gets well over a thousand crowns in loot. ❖

## Press

### Announcements

To All Fleur Bond Holders,  
I am still looking to increase my holdings. If anyone is interested in selling their bonds please contact me and hopefully we can come to some sort of arrangement.

† ZTMG

To Lt Colonel N3, Frontier Division Adjutant

I gave you a chance to resign last month with honour once you let slip that you had served with the Gascon Regiment. No more Mr Nice Guy so pack your bags and never darken my door again!

† Lt General Quasi Le Bossu,  
Frontier Division Commander

To All Loyal Men of Paris,  
Come and join the country's premier regiment, the King's Musketeers, and ensure that France's enemies are hunted down and dispatched. Places are still available, but please apply early to avoid any disappointment. Generous bonuses available and help with purchasing your commission.

† B.Bdr-General The Money Goes,  
King's Musketeers

All RM officers be aware that the regiment will be going to the front in February.

Genial young man seeks position.

### Social

Chairman Quasi Le Bossu invites the Boozers and Bellringers to sample a new beer called Kronenbourg, 'a unique aromatic flavour that lingers long after the first taste\*' at his Club in the 3rd week of February 1664 (\*doubt that it will catch on and stand the test of time). Quasi has managed to acquire 5 barrels of the brew for the tasting, which he dedicates to the memory of the Declan brothers (thankfully who are no longer as he would have needed 5 more barrels).

Current Membership of the B & B is: ZTMG, JS and DC (Honorary Life Members and Presidents), WdB, ILB, TIM, WP, EdM, AdL, LB, DG, CP, GM, JB, PdT, UXB and CRV. If you are not on this guest list, please contact QLB for membership details.

Concurrently, Guinevere will be holding a wine tasting event with any ladies who wish to attend with their boozers but do not like beer.

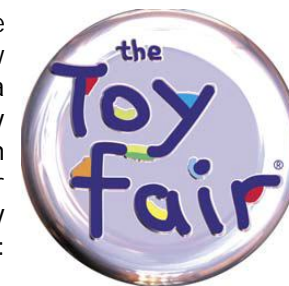
Travel edition. They are also moving into distribution, carrying titles from a number of small publishers. For more on *About Time* see the website: [www.abouttimeboardgame.com](http://www.abouttimeboardgame.com).

A little further along were the Pants on Fire guys, best known for *Liar Liar*. They were showing this and their second game, *Eurobabble*, and also had a prototype of their next game, *The Victorian Gamer*. Perhaps Victorian Games would be a better name as the players put up their 'team' in a series of sporting events: relay race, boat race, horse race and prize-fighting match. Players bet on the outcomes, which are determined using dice, and the player with the most money wins. This looks rather interesting as the dice games have different odds and handicaps. Players will need good judgement and some luck to win the game. I look forward to seeing the finished article, but there is plenty of information on the website: [www.pantsonfiregames.co.uk](http://www.pantsonfiregames.co.uk)



I always remember Seager Games for the huge red box of their first game, *Where IS Moldova?*. Their latest project is called *Don't Get Mad* and mixes trivia, dice and gambling. Each turn, a roll of the dice gives the challenge and the odds. The lead player chooses the stakes—or passes the challenge—and other players can decide whether to take it up. Winning and losing moves players up and down a scoring track where they can have a positive or negative total. Highest total wins at the end, of course, but players are never out of the game as a challenge can take them from bottom to top. Or vice versa. Seager intends to produce the game in as eco-friendly manner as possible, using vegetable inks and biodegradable cardboard. We should see the finished result later in the year.

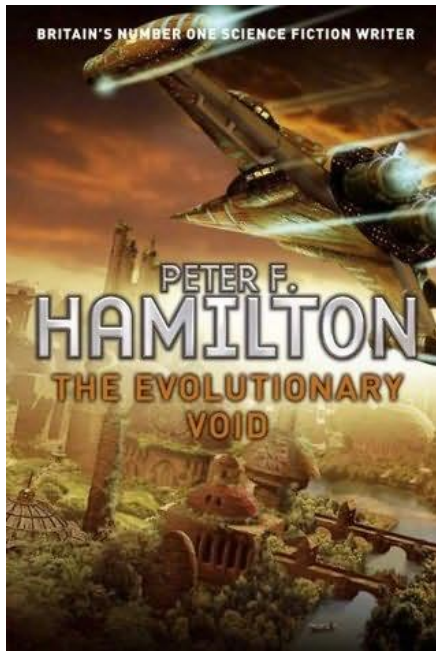
It was good to see the Toy Fair busy again, but there seemed to be fewer games than usual. There were a few that are of interest, though, in amongst all the trivia games. As always the Toy Fair was well organised by the British Toy and Hobby Association ([www.btha.co.uk](http://www.btha.co.uk)). Next year's event is scheduled for 24th-26th January 2012 at Olympia. There's plenty more information on the Toy Fair website: [www.britishtoyfair.co.uk](http://www.britishtoyfair.co.uk)



## Science Fiction

My reading has been stuttering a bit in recent months. I blame AI Tabor, who suggested Neal Stephenson's Baroque cycle, starting with *Quicksilver*. I've really liked previous stuff of Stephenson's, but I have to say that I am struggling with *Quicksilver*. It began with what I think of as the historical romance equivalent of name-dropping: historical characters popping up to show that the author's done his research. Hence, early on in *Quicksilver*, we have a character looking for someone in the early 18th century colony town of Boston, Mass. He is aided by a precocious youngster called Ben. No problem there. Until we learn that the brat's surname is Franklin. Oh dear.

The meat of this section of the book is then flashbacks to the previous century in the company of a character who's Isaac Newton's roommate at Oxford University. Whimper. And then has his family home in London personally blown up by King Charles as part of a firebreak during the Great Fire. Enough already. On top of this, I'm finding the writing heavy going. Turgid is the word that springs to mind. I have set *Quicksilver* aside for the time being—something I do very rarely—and turned to a different book.



*The Evolutionary Void* is the third and final volume of Peter F Hamilton's latest space opera. You know you're in real space opera territory when the book begins "The starship had no name; ... it was simply *the ship*. It streaked through the substructure of spacetime at fifty-nine light years an hour, the fastest anything built by humans had ever travelled." All we need now are some coruscating beams and lambent force fields. And maybe some counter-rotating spaceports. ☺

I covered the earlier volumes in previous TWJOs (*The Dreaming Void* in TWJO 97 and *The Temporal Void* in TWJO 103), so let me try to recap the main plot. Millennia in the future, humanity has spread to the stars and encountered various alien races. Human civilization is loosely grouped together in the Commonwealth, as seen in

Hamilton's stories set some centuries earlier in this future history. A section of humanity, ANA, is made up of those who have transferred their consciousness

a club, so has nowhere to go for a drink—except the Bawdyhouses. Binet de Bours is in the same boat and spends all month drinking and womanising in the red light district. The footpads jump him once, but only get a few crowns for their trouble and don't bother him again. Swender de Jewel and Egon Mad 2 are also the objects of the muggers' attentions at different times of the month, but both have emptied their pockets.

Amant d'Au is out of sight all month, but the news that he's courting someone else gets back to Angelina di Griz and she gives him the heave-ho. Poisson d'Arbre makes his name by spending all month practising rapier. After a week in the Bawdyhouses, Arnaud Surfinmaise puts in three weeks with his rapier. Practising sabre occupies Gustav Ind for three weeks. And Gaz Moutarde spends three weeks practising cutlass after a week with his mistress. There are two weeks of practice for Charles Rabbit-Vacuum (sabre), Iik Lamore Bartat (cutlass), Revaulvin d'Or (sabre) and Uther Xavier-Beauregard (sabre) as well.



### Sudden snowfall stifles soldiers

As winter sets in properly, nobody expects any significant military action. The Dragoon Guards and Royal Foot Guards thus score a complete surprise when they attack an English force camped out in Flanders. There are Mentions in Despatches for the RFG commander, Brigadier-General Indie Spencible, and his new battalion commander, Major Devlin Carnate. Stripping the English camp allows Spencible to earn almost two and a half thousand crowns in loot. Carnate's share is closer to three thousand. He also gains the title of Marquis. Colonel Willem de Biest, commanding the DGs, is brevetted to Bdr-General, Mentioned in Despatches and grabs some fifteen hundred crowns of booty.

There's over two thousand crowns of plunder, too, for Lieutenant-General Yves Vrai Bretheauteque, serving with Frontier regiment 1. Cardhu Poste survives his month serving with Frontier regiment 2, despite the regiment taking heavy casualties from the inclement weather. Poste is annoyed not to earn any loot, as he really wants to invest in the Kronenbourg brewery. Still, he's got the rest of the year...

Frontier regiment 3 digs in for the season. Bdr-Gen Pierre LeFart pitches in, earning himself a couple of Mentions for his expertise with a shovel. Bdr-Gen Euria Humble declines to help, or do anything much, which leaves him on the receiving end of disciplinary action. Major Jean-Paul Goatier has his battalion of Gascons follow the lead of the Frontier troops and they survive quite happily.

69A Captain Jacques Madik is with Frontier regiment 4. A quick reconnaissance of the third Frontiers persuades him to get the Fourth digging in as well. This

welcome GDMD Lt-Col Armand de Luce and Jenny Russe, GDMD Subaltern Antoine Le Picnique, PLLD Lt-Col Charles Rabbit-Vacuum and Marie Antoinette, GDMD Captain Dan Gleables, PLLD Major Pas de Tout and Lois de Low, Lt-Gen Tomas le Matelot and Alison and PLLD Colonel Uther Xavier-Beauregard and Mary Huana. It takes two weeks to cover all the tactical options to Quasi's satisfaction.

The other visitors to Bothwell's are Benedict d'Over and Guinevere, who spend the rest of the month there after Egon's do. Richard Shapmes is there for a week, too, before heading off to practise rapier for the last two weeks. Sadly he's on his own, as his courting didn't work out in the first week—she was out with her current lover.

### Clubs and Bawdyhouses

The only people in Hunter's are Armand and Jenny, for the first week. Michel Marteau takes Deb Estaround to the Horse Guards club for the month. "Mmm," he says, "a month drinking and debauchery. What a fine way to see in the New Year." Horse Guards is also the haunt of Eric de Miabeille and Freda de Ath and Antoine Le Picnique and Di Lemmere for week 1 only. Eric puts in a couple of weeks' sabre practice before he and Antoine have to do their respective regimental duties.

Ali Vouzon is the man at the Blue Gables. Sue Briquet is the woman. Unable to identify the host of the proposed New Year's Ball, Noel Fornam Idya and Sal Munella take over the Frog & Peach for January—though Pas de Tout and Lois pop in for a week at the beginning of January. Red Phillips has a visit from Escalade le Pole, who then fails to woo anyone, practises rapier for a week and concludes his month with some regimental duties. Yves Eau visits Red Phillips after his courting goes nowhere and ends up at the Bawdyhouses, where female company is always available. Revaulvin d'Or spends the first week outside all the clubs, looking for whoever posted the invitation to a New Year's Ball. Not knowing who the host is makes this a bit tricky.

Others concluding their January at the Bawdyhouses include Lou Smorreels and Arthur Sleep. These two have been inseparable for most of the month: on Mary Huana's doorstep refusing to give way to each other. Actually, Arthur isn't there for the first week when Lou runs into Dan Gleables and Robbie Sais-Quoi and has a three-way argument. It's not a good month for Robbie, as he hasn't joined



onto computers and the factions of this virtual society play a big part in the conflicts of the stories.

One of the things humanity has discovered is that the centre of the galaxy has been absorbed into 'The Void'. From time to time, this expands and the many sentient races fear it will eventually devour the whole galaxy. However, one human has dreamed of the life of a human being (Edeard) living within the Void where psychic powers make up for the lack of technology. These dreams are spread via humans' artificial form of empathy/telepathy ('gaia motes') and have created a religion, Living Dream. The catalyst of the plot is the appearance of a second Dreamer (identity unknown) and Living Dream's decision to make a pilgrimage into the Void—something that might well trigger its final expansion.

The many strands of the plot follow the various factions of humanity as they try to stop, aid or subvert Living Dream, find the second Dreamer, stop the Void and generally pursue their own agendas. Given that we have three 600-page books here, there is an awful lot going on and what I've given you is just the barest summary of the main plot. *The Dreaming Void* opens with one human inside the Void, hoping to shut it down, the second Dreamer still fleeing her many hunters, an alien fleet poised to invade human space and various motley crews pursuing each other about the galaxy.

My expectation of this book was quite clear: the various strands would gradually come together to provide the climax to the story. And this is what happens. Just not in the way I was expecting. The alien invasion is dealt with quickly, but turns out to be just another move in a bigger game. Araminta, the second Dreamer, does an about-turn and emerges from hiding to lead Living Dream. And Hamilton increases the stakes by isolating Earth, still the centre of human culture, from the rest of the galaxy. This leaves all these different groups falling back on their own resources.

What is really clever is the way the motives of the different groups interact. Despite pulling in different directions, they end up in the same place. Here they can resolve just what the Void is. As the title suggests, it turns out that the story is all about evolution. The different segments of humanity that Hamilton shows us each has its own view of what it is to be human and, in particular, whether technology is a help or a hindrance. The factions of ANA have different views on how and how quickly humanity should move to post-physical status and whether this is on an individual basis or collectively as a species.

As I mentioned before, I think the dreams of Edeard's life allow Hamilton to have his cake and eat it. He embeds what is essentially a fantasy story, set in a quasi-medieval society with psychic powers, within his far future science fiction space opera. That's very clever. *The Evolutionary Void* continues this, giving us further

dreams, the end of Edeard's story and a fascinating final outcome. It becomes clear that this, too, is about evolution. What happens to Edeard's people, the humans in the Void, as a result of the very different physical laws there and their own powers in this environment?

My apologies if I've been a bit vague about this, but I'm trying not to give too much away—particularly for those who haven't read the earlier books yet (and I know *The Evolutionary Void* isn't out in paperback yet). Apart from the ideas, the technology and the plot, one of Hamilton's strengths is his portrayal of the characters in this far future. I particularly like Paula Myo, his super-detective, and I was a bit disappointed that she didn't have much to do in this story. This is made up for by the other characters, new and old, who take centre stage, particularly the overweight fanboy Troblum. I think of him as the high tech version of *The Simpsons'* comic store guy. But he's far from being comic relief.

*The Evolutionary Void* ends with a little coda, showing how the (surviving) main characters get on with their lives. It's a terrific book and I thoroughly recommend it—but you must start at the beginning with *The Dreaming Void*. In fact, it wouldn't hurt to read the Commonwealth books first: *Pandora's Star* and *Judas Unchained*. They are terrific, too, and will give you a much deeper understanding of some of the references in the Void trilogy, though these books do comfortably stand on their own.

## Games Events

SoR Con is starting as I put the finishing touches to this issue: [www.sorcon.co.uk](http://www.sorcon.co.uk)

The only thing I can see for March is Raiders of the Game Cupboard XIV. This is 10-8 on Saturday 19th March at The Salvation Army Citadel, Mosley Street, Burton upon Trent DE14 1DR. It's a mixture of board games, role-playing, CCGs and anything else that people want to play. However, I know no more about this event than is on the website, so take a look for yourselves: [www.raidersofthegamecupboard.co.uk](http://www.raidersofthegamecupboard.co.uk)

For the role-players amongst you, 25th-27th March is the weekend of Compulsion at Teviot Row House Students Union, Bristo Square, Edinburgh. Entry is £10/day or £15 for the weekend. The event includes tabletop and live action role-playing games, wargames tournaments and traders. For more information, see the website at: [www.geas.org.uk/compulsion](http://www.geas.org.uk/compulsion)

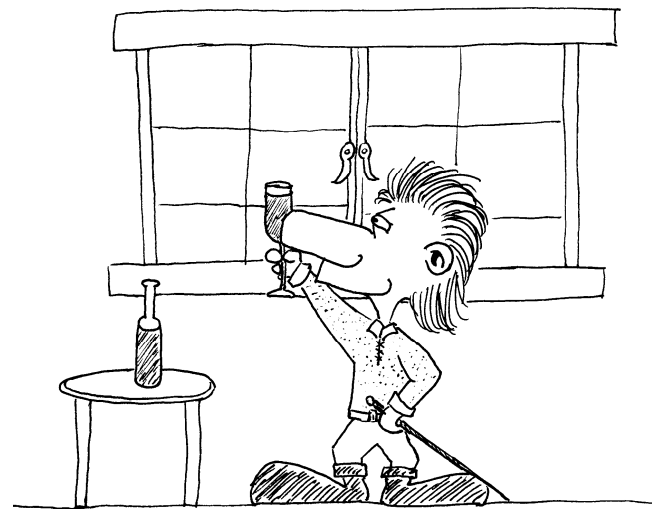
Tringcon XXII is at the beginning of April: 9-9 on Saturday 2nd, to be precise. It's held at Marsworth Village Hall, Vicarage Road, Marsworth, TRING HP23 4LR. Attendance is £10, including buffet meals, with proceeds donated to charity. It's

before—as she's being ignored by Luc Bacquards this month. This was after his initial target was out on the town with her current beau the week before. Rick and Belle are back Toadying to Pierre for the final week. Tomas and Alison re-appear as well and Armand de Luce joins the party.

Several members of the Fleur visit their club this month. Jacques Shitacks takes Madelaine there all four weeks. He spends some time counting a large amount of money into four piles. He keeps one and sends one each to Minister of War Humble, Minister of Justice Spencible and Minister of State d'Or. Anna Rexique accompanies Zachary The Money Goes for his three appearances in the Fleur, but has to sit on her own while Zack discusses business with the Crown Prince. Zack hands the Dauphin a hefty purse on his final visit and then spends the last week of January at the Louvre where His Majesty is happy to receive him. Apart from those two, Gustav Ind brings Kathy Pacific to the Fleur for the first week and Katy Did accompanies Revaulvin d'Or to the Fleur in week 3.

At Bothwell's the month begins with Egon Mad's party for "Natural Philosophers and Assistants". Egon himself is host and he welcomes several guests, though it's hard to identify which of them is a Natural Philosopher. Benedict d'Over brings Ophelia Derriere with him while Herve d'Conde is unaccompanied. Quasi Le Bossu escorts Guinevere d'Arthur, dressed as a gypsy girl and answering to the name of Esmeralda, and Warren Peece has Ingrid on his arm. The prize for best hunchback goes to Quasi as he's the only one who's made an effort. He's a bit bemused by being given a brain in a jar, though.

The following week it's the turn of Quasi Le Bossu, who has invited the Dragoon Brigade to discuss tactics for the summer campaign. Quasi and Guinevere



State Minister Revaulvin d'Or adds Gar de Lieu to the Government by awarding him a Ministerial post, but doesn't give him a specific portfolio. His Majesty awards de Lieu an Earldom. D'Or offers a job to Uther Xavier-Beauregard—Commissioner of Public Safety. Xavier-Beauregard jumps at the chance and Paris has a new regime of law and order. Maybe.

General Devlin Carnate signs up for the Royal Foot Guards, resigning his current rank and buying in as a Major, courtesy of Indie Spencible. The two then volunteer their commands for active service.

Ilk Lamore Bartat recruits Lou Smorrels for the Royal Marines and he buys a Captaincy, thanks to the cash he received from RM Lieutenant-Colonel Jacques Blanc and borrowed from the Shylocks.

The Grand Duke Max Dragoons turn down an approach by Robbie Sais-Quoi, so he doesn't get to be a Subaltern. Sadly, this means he can't be Egon Mad's Aide. At least he's still got plenty of cash in his pocket left from his loan.

Escalade le Pole would like to be a Captain in the Picardy Musketeers. He succeeds in joining the regiment, but discovers he can't afford a Captaincy. He takes the rank of Subaltern. Binet de Bours would be happy with being a private, but the Picardies are not interested in his talents.

Jean-Paul Goatier launches himself at the Gascons, buying a Majority, taking command of a Battalion and marching his men off to the frontiers.

Jacques de Gain volunteers his Battalion of the King's Musketeers to join the other troops in action. Jacques Madik doesn't have a command, so he joins a Frontier regiment for some action. Willem de Biest leads the Dragoon Guards and he leads them to the frontier. Pierre le Sang volunteers to serve with the Royal North Highland Border Regiment.

### Fleur party

The Fleur de Lys is the venue for Pierre Cardigan's January party. He and Fifi are there all month, welcoming a selection of guests. Four of them are there for the whole month: Connor McKnight and Emma Roides and Jacques Blanc and Josephine Buonoparte. Making the party up to an eightsome at the start of the month are Tomas le Matelot and Alison Wunderlandt. Things pick up in the second week with the arrival of Swender de Jewel and Warren Peece, who brings Ingrid la Suède with him. All three of them stop for the rest of January. Another threesome attends for the middle two weeks: Egon Mad 2, Ilk Lamore Bartat and Lucy Fur, who's on Ilk's arm.

This makes a decent group for frolics in week three and it expands further with the arrival of Rick O'Shea and Belle Epoque. Rick won Belle's affections the week

run by Keith Thomasson and his wife and is generally a good day of board games playing. For details and booking, see [www.fwtwr.com/tringcon](http://www.fwtwr.com/tringcon)

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](http://www.pevans.co.uk/Swiggers).

**Games Games Games Days:** from noon(-ish) on the second Saturday of every month upstairs at the Angel in the Fields (37 Thayer Street, W1U 2QY). The pub lays on sandwiches, paid for by those who consume them. Otherwise we sit around, play games and drink beer (Sam Smith's). A perfect afternoon. ☺

**UK Games Expo:** the first weekend in June at the Clarendon Suites on the Hagley Road in Birmingham. This is a two-day public event that showcases games of all sorts with traders, demos and participation games plus guests and events. For gamers there are lots of tournaments and free gaming on the Friday and Saturday evenings. For details see [www.ukgamesexpo.co.uk](http://www.ukgamesexpo.co.uk)

**Manorcon:** 15-18th July 2011 at Stamford Hall, University of Leicester. The biggest board game event in the UK and host to numerous tournaments. More information from the website: [www.manorcon.org.uk](http://www.manorcon.org.uk)

**Spiel:** *the* board games event of the year. 20th-23rd October 2011, at the Messe (Exhibition Centre) in Essen. Contact Friedhelm Merz Verlag, Postfach 210250, Bonn, 53157 Germany, [www.merz-verlag.com/spiel](http://www.merz-verlag.com/spiel).

**MidCon:** November 2011 in Derby. This is a long-running board games event moving to a new venue for 2011. **MidCon** is a friendly convention in a decent hotel for board games players. See [www.midcon.org.uk](http://www.midcon.org.uk) for more.

## Credits

*To Win Just Once* issue 113 was written and edited by Pevans. The *LPBS* masthead (page 24) is by Lee Brimmicombe-Wood, as are the pictures on pages 21 and 28. The drawings on pages 25 and 27 are by Nik Luker. I think the illustration on page 29 is by Spencer Marlow. Game artwork and publicity shots are reproduced by courtesy of the publishers. Pevans took the other photos and played with Photoshop.

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# Great White Hunter

## Turn 1

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

Well, I'm disappointed: no-one shot a bush! Good job by Mike Bird, Ash Casey, Matt Shepherd and David Williams who take out a Lion between them. The relief of the nearby Antelope is short lived as Jerry Elsmore and Robert Skynner bag it.

Emrys Hopkins knocks down a Monkey and others wing another Lion, three more Antelopes, a Gorilla and two Elephants. And Dom Howlett hits an elusive Snake—but where will it be next turn?

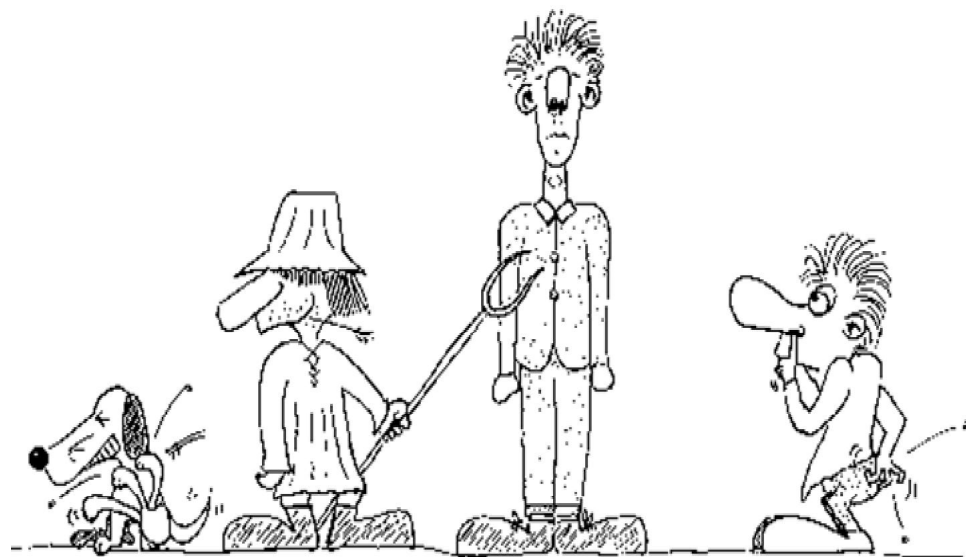
But then, it's something of a surprise for everybody as it's not the most effective use of a sabre. The initial lunge strikes home. Poste comes back with a slash and is then hit by the cut. Poste whacks de Luce with another slash and then surrenders. De Luce is surprised again, but accepts with a good grace. Now he's injured, Poste is unable to meet Dan Gleables.

De Luce consults with Le Bossu and concludes that he's still fit enough to fight Yves Eau. Eau is much the bigger man, so this should be short fight. However, he is only using a foil, as he's not yet a member of any regiment. Expecting a lunge, de Luce parries and jumps back. Eau leaps back, too, and then blocks. At last de Luce attacks, lunging to get the first touch. Eau comes back with his own lunge and de Luce concedes the duel.

This leaves Eric de Miabeille wondering why he's being so furtive when his opponent, Willem de Biest, does not show up for their appointment.

### More Ministers

De Biest is busy calling in some favours to influence the Horse Guards Brigadier to resign. His influence is not enough, though, and the man remains in office. Le Bossu uses some of his influence to get rid of his own Aide. He appoints Dan Gleables to fill the vacancy.



THE NEW RECRUITS



# Les Petites Bêtes Soyeuses 239

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](http://www.engarde.co.uk)).

**Orders for February 1664 to Pevans at 180 Aylsham Drive, UXBRIDGE UB10 8UF or [lpbsorders@pevans.co.uk](mailto:lpbsorders@pevans.co.uk) by Friday, 18th March 2011**

## January 1664

Another year starts in much the same way as any other: with a bunch of Parisians trying to carve chunks out of each other. Yes, the noble art of duelling. It's just a shame it's technically illegal and the participants have to meet clandestinely. Devlin Carnate and Richard Shapmes both hide their rapiers under their cloaks as they sneak off early one morning. Gustav Ind is more open, but he's just seconding General Carnate. As the larger of the two duellists, Shapmes has a clear advantage even if he hasn't a second. The men cross swords elegantly and Shapmes springs into a furious lunge. Carnate is ready for this: a parry and riposte scores first blood for him. Shapmes comes back with the cut part of the furious lunge only to find that Carnate's not there. He has jumped back, out of the way of the blow. He regains his balance before his opponent and strikes again with a lunge. This is only the first part of a furious lunge, though, and he follows up with a cut. By this time Shapmes has recovered and attacks with a slash. The two blows land simultaneously and both men immediately surrender. The duel counts as an honourable draw.

Quasi Le Bossu is another carefree Parisian as he is too injured to cross swords with Warren Peece. Instead, he saunters off to second Armand de Luce. De Luce chooses to meet Cardhu Poste first. Both men have similar sabres and much the same build. Poste has an old injury, which may give de Luce a slight edge. Certainly de Luce takes Poste by surprise when he attacks with a furious lunge.



Jonathan Palfrey adds: "I wonder whether you've heard of Hubert Phillips' Advanced Battleships game, which I think is more interesting than the usual run of Battleships games? If not, you can find the rules on my Web site: [www.thurb.com/games/battlesh.htm](http://www.thurb.com/games/battlesh.htm). Note that, in this game, you have a variety of weapons to choose from."

### What's this about?

This game is essentially a variation of Battleships and is open to all readers of *TWJO*. Set in the late 19th century, a 20 x 20 grid represents an area of the African bush, while the players are all hunters looking to bag trophies. I have tweaked the rules this time to provide a bigger reward for being the first to hit an animal.

All you have to do each turn is nominate two squares to take pot-

### Scores

Player	Shots	This turn	Total
Chris Baylis	B4,C8	0	0
Mike Bird	C7	5	5
Andrew Burgess	L7,M7	0	0
Simon Burling	G6,I12	0	0
Charles Burrows	C2,P17	0	0
Pete Card	D19,F5	0	0
Ash Casey	A7	2.5	2.5
Mark Cowper	P4,T20	0	0
Mike Dommatt	B16,F18	0	0
Mike Dyer	S19,Q17	0	0
Jerry Elsmore	B5	4	4
Alex Everard	A18,A17	0	0
Bruno Giordan	B6,T15	0	0
Russell Harris	R17	2.5	2.5
Pete Holland	B17,R5	0	0
Emrys Hopkins	E3	4	4
Dom Howlett	D2,A2	5	5
Andy Kendall	T18,P4	0	0
Rob Lee	F9,I20	0	0
Nik Luker	K8,H16	0	0
Tim Macaire	C4,D5	0	0
Bill Michell	B3,F17	0	0
Graeme Morris	G16,C3	0	0
Przemysław Orwat	D14	4	4
Jonathan Palfrey	M1,R17	2.5	2.5
Colin Parfitt	A5,B2	0	0
Matt Shepherd	B7	5	5
Robert Skynner	H8,C5	4	4
Mark Stretch	A3,F7	5	5
Al Tabor	B2,N14	5	5
Gerald Udowiczenko	E7,J18	0	0
Pam Udowiczenko	P7,H11	4	4
Matt Wale	T6,S10	4	4
David Williams	A7	2.5	2.5
Graeme Wilson	I7, R9	0	0
Paul Wilson	B17, P5	4	4

### Key

Animals				
	Symbol	Size (Squares)	Number on grid	Points Value
Bush	B	1	12	0
Monkey	M	1	12	4
Antelope	A	2	9	8
Snake	S	2	?	10
Gorilla	G	3	6	12
Lion	L	3	3	15
Elephant	E	4	2	20
Other symbols				
	X	Missed shot		
Upper case = this turn, lower case = last turn, <del>Strikeout</del> = 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 and only Snakes will go next to a Bush.

shots at: F9 and M17, say (the second is only used if the first misses). Letters (A-T) run across the grid and numbers (1-20) up and down

The first hit on each animal scores points in proportion to its size. For example, a Lion is three squares and worth 15 points, so the first hit scores 15/3 = 5 points. If several players hit the same square at the same time, they share the points; if several players hit different squares of the same animal at the same time, they get the points for the square they hit.

Once an animal has been identified, subsequent shots share the points of the square they hit (there are no points left for the square(s) hit initially) with a minimum score of 1 point. So if players A and B hit the second square of that Lion and C gets the third, C gets 5 points and A and B get 2½ each.

An animal is dead when all its squares have been hit. No more points can be scored for this animal.

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, 18th March 2011.

Games from Pevans  
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High Frontier: 2-5 players, aged 12+, 3 hours to play: £35.00

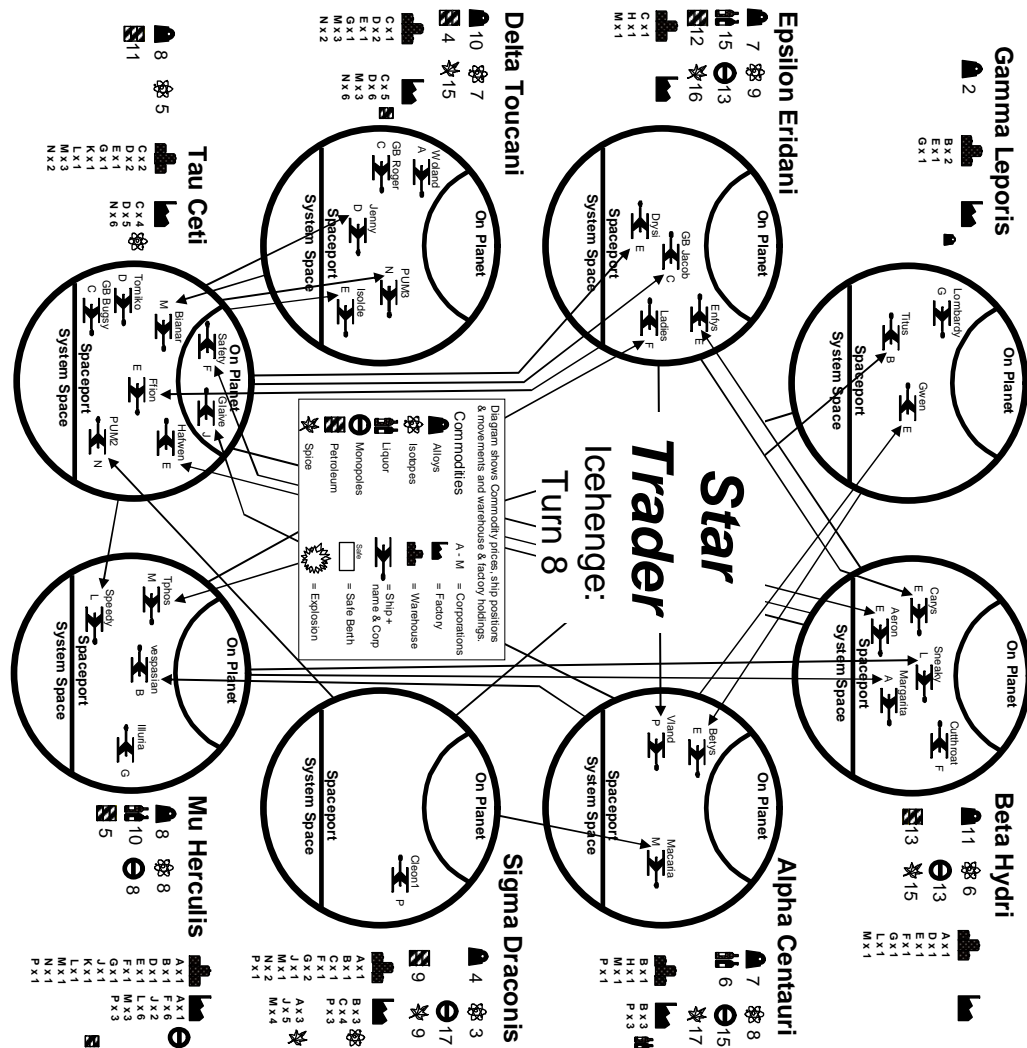
Roll through the Ages: 1-4 players, 8+, 45 minutes: £28.00

Ultimate Werewolf Compact edition: 5-34 players, 8+, 45 minutes: £12.00

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See the full catalogue at [www.pevans.co.uk/Games](http://www.pevans.co.uk/Games)

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## Corporation Table

Corporation letter & name	Conn'n Levels			Init've Bid	Turn Order	Cash Rep		Player
	Bus	Crim	Pol					
A Bulgakov Lines	5	1	3	0	10th	62	24	Andrew Burgess
B Caesar Wholesale Inc	10	0	7	0	6th	274	40	Simon Burling
C Just Another New Energy Trader	6	0	7	0	7th	76	32	Mark Cowper
D Sundog	7	1	4	0+6	3rd	21	27	Mike Dyer
E Tegwin Truckers	6	0	9	7	4th	27	32	Jerry Elsmore
F Solar Spice & Liquors	9	4	5	0	8th	200	39	Paul Evans
G PERF	1	0	7			205	25	Witold Gertruda
H Cigarettes, Wine and Wild Women	8	2	0	N		415	20	
J Swiss Mercenary Fleet	3	5	5	0	11th	226	40	Martin Jennings
K Astradyne Enterprises	1	0	7	N		70	27	
L Lispering Tree	4	7	4	0+4	2nd	81	37	Michael Martinkat
M Mu Herculis Dev't	10	1	7	10	1st	302	40	Przemyslaw Orwat
N Pum Corp	9	0	4	4	5th	113	40	Paul Holman
P Transuranic Trade Co	6	0	4	0	9th	93	26	Bob Parkins

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

## GM Notes

If you know about an Opportunity chit, but do not have the levels to see it, you cannot collect it.

If you know about a Event chit (because someone has told you, presumably) and you trust them, you can act upon the event or make plans based on it.

Welcome to our new player, Witold Gertruda, who has bravely taken on Corporation G.

EV 17 and EV18 took place this turn. SSL took OP3 from Turn 9.

There were 4 new News Chits drawn this turn. Current News chits (new ones in bold) are:

Turn 9 C5, P1  
 Turn 10 C4, C4, B6, **P6**  
 Turn 11 P8, B5, **P3**  
 Turn 12 **B4, C6**

Orders to Mike Dommett, 119 Victoria Road, ALTON GU34 2DD  
 or by e-mail to mike\_dommett@yahoo.co.uk by 11th March 2011

## Cambourne\* Railway Rivals game 8—Turn 4

### Builds

JACOBahn starts to connect various cities. LATGALE continues to build north and east towards Estonia, meeting BALTIC RAIL building on the coast side of him. THURB connects to Riga, and starts a line towards Russia and BLUE MOUNTAIN RAILWAYS crosses the River and SE towards Riga.

A) Jonathan Palfrey—The Heavily Underfunded Railway Business (THURB), Green

Builds: (D56) – C56 – Z17  
 (Z17) – Y18; (C56) – Sigulda – B54 (1 to Latgale)

(Madona) – P56 – Gulbene  
 Score: 44 -1 = **43**

B) Emrys Hopkins—Locomotive Latgale, Red

Builds: (Valmiera) – G49 – D47  
 (D47) – Aloja; (G49) – K47 (+3)  
 (K47) – Valka; (Sigulde) – G57 (+3)  
 Score: 58 +6 +4 = **68**

C) Mark Wright—Blue Mountain Railways, Blue

Builds: (H50) – Valmeira; (R52) – Aluksne (+6)

### GM Notes

Any orders that do not have at the top the player name, company name and company colour will have a point deducted for each omission.

(Valmeira) – F50 – E51 – D51 – C52 – B52

(Valmeira) – G49; (B52) – B53 – A54 – Saulkrasti (2 to Latgale)

Score: 47 +6 -2 = **51**

D) Mark Cowper—Jacobahn, Black  
 Builds: (Z19) – Y19 – X18 – W18 – Riga (1 to Latgale)

(I62) – J62 – K63 – Jakobplis  
 (I20) – I19 – H18 – Kuldiga; (I19) – J18

Score: 35 -1 = **34**

E) Colin Parfitt—Ventspils, Brown

Builds: (Z11) – Limbazi – B48 (+3)  
 (B48) – B47 – Aloja – Rujiena (+3)  
 (E46) – E43; (Skrunda) – G22

Score: 42 +6 = **48**

My deadline is a week before the main magazine.

Throws for next turn **4, 6, 3**

Orders to Mike Dommett, 119 Victoria Road, ALTON GU34 2DD  
 or by e-mail to mike\_dommett@yahoo.co.uk by 11th March 2011

\* Trains do not stop at Cambourne on Wednesdays

## Icehenge Star Trader game 5—Turn 8

*"What's going on?"*

*"I'm not sure..."*

*The two TEGWIN officers were standing on the bridge of their liner.*

*"No orders?"*

*"Well, none that make sense, number one."*

*"R&R for the crew?"*

*"It certainly seems that way."*

At Beta Hydri, LISPING TREE sold 5 Monopoles for 13 HTs each.

Alpha Centauri saw MU HERCULIS INC selling 11 Spice for 13 HTs each and gaining a Contractorship.

Business was brisk at Sigma Draconis. MU HERCULIS sold 2 Petroleum on Contracts. SOLAR SPICE & LIQUORS bought 12 Spice for 11 HTs each and gained a Contractorship. After this, SWISS MERCENARY FLEET sold 5 Spice for 5 HTs apiece and BULGAKOV sold 2 more for 9 HTs each. TRANSURANIC bought 6 Isotopes at a price of 4 HTs, BULGAKOV bought 5 Isotopes for 3 HTs each and PUM CORP bought 5 more on Contracts.

MU HERCULIS CORP sold 8 Alloys at 8 HTs each for a Dealership and LISPING TREE sold 5 Isotopes for 8 HTs at Mu Herculis. CAESAR WHOLESale sold 15 Liquors for 10 HTs each and collected a Contractorship. SOLAR SPICE & LIQUORS bought 5 Monopoles on Contract and SUND OG didn't manage to sell any Petroleum as the price dropped.

At Tau Ceti PUM CORP sold 1 Alloy for 6 HTs and MU HERCULIS bought 6 Isotopes for 5 HTs each. MU HERCULIS then sold 12 Petroleum for 11 HTs apiece and became a Dealer, undercutting PUM CORP's bid of 12.

PUM CORP sold 12 Isotopes for 7 HTs each and gained a Dealership at Delta Toucanis. They undercut BULGAKOV's bid of 9 and SUND OG's bid of 11. MU HERCULIS bought 12 Petroleum for 4 HTs each and became Market Manager. There was enough of a market left for TEGWIN to buy 4 more for the same price, while JANET's bid of 3 was ignored.

At Epsilon Eridani SOLAR SPICE & LIQUORS sold 10 Monopoles for 13 HTs each and acquired a Dealership

Finally, at Gamma Leporis TEGWIN TRUCKERS bought 12 Alloys for 5 HTs each and won a Dealership. CAESAR WHOLESale bought 5 more on Contract.

Corporation G has revived under new management and is now called PERF. It started by increasing its Reputation and then buying 2 Warehouses at Sigma Draconis and single Warehouses at Gamma Leporis, Delta Toucanis and Tau Ceti. Two Phoenix Hulls were laid down, one each at Beta Hydri and Tau Ceti Shipyards, and Business Connections were raised.

CAESAR WHOLESale bought a Warehouse at Gamma Leporis.

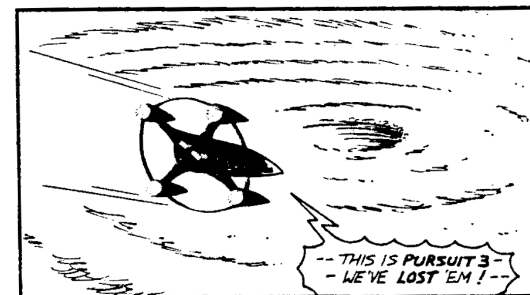
LISPING TREE loaded passengers to Tau Ceti, spent money on improving Reputation and bought another Monopole Factory at Mu Herculis.

SUND OG increased their Reputation following the drop with the piracy incident. The corporation bought 3 Petroleum Factories at Delta Toucanis, 4 Isotope Factories at Tau Ceti and one Warehouse at each system as well.

TEGWIN TRUCKERS bought 4 Cargo Pods for Betrysts and loaded a few passengers, though most of the fleet is now standing empty and idle.

PUM CORPORATION bought Warehouses at Delta Toucanis and Tau Ceti.

SOLAR SPICE & LIQUORS increased their Criminal Connections and took delivery of the Cutthroat. They took OP3 at Tau Ceti, buying 2 units of Weapons, allegedly.



SWISS MERCENARY FLEET are no doubt furious with SOLAR SPICE as they also wanted to buy weapons. They had to be satisfied by raising their Business Connections.

TRANSURANIC TRADE CORPORATION loaded passengers and fitted a Light Weapon pod to the Vland.

### Press

What is this? Am I hosting an Agents' convention at Mu Herculis? Do something useful, by damn!

Pevans van Rijn