

That would be enough

This has been issue 132 of To Win Just Once, published 22nd February 2013. It incorporates *Les Petites Bêtes Soyeuses*, a game of *En Garde!*. Issues are published ten times a year, roughly every five weeks. © Paul Evans 2013

Deadlines

Orders for *Railway Rivals* and *Star Trader* to Mike Dommett by 8th March.

Orders for *LPBS* and the *Bonking Game* and any other contributions to Pevans by Friday 15th March 2013.

(Next deadlines: 12th/22nd April, 17th/24th May, 21st/28th June)

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Games played

En Garde! new players are always welcome in *Les Petites Bêtes Soyeuses*. You will need the rules to *En Garde!* in order to play: www.engarde.co.uk

Railway Rivals Anyone for the next game? Working map and rules provided.

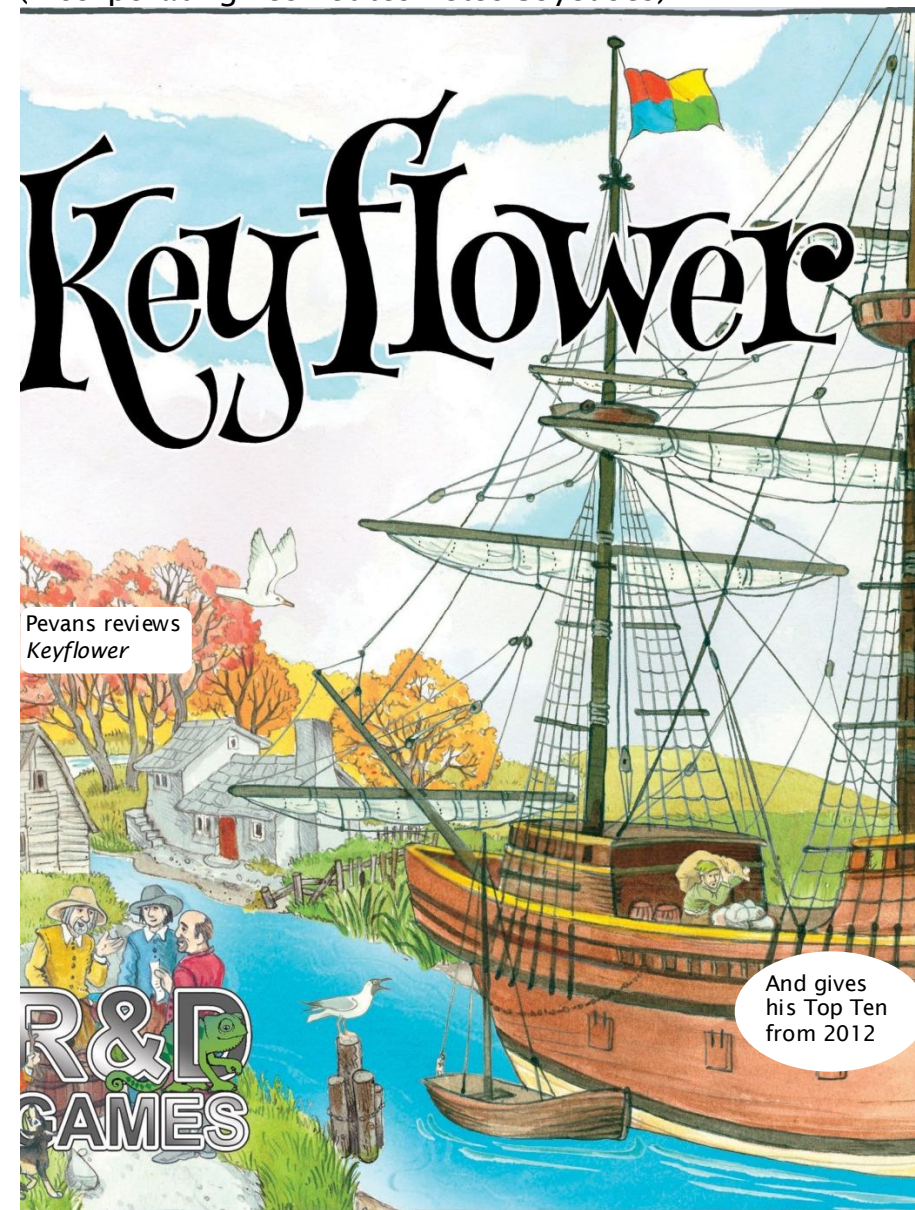
Star Trader A new game started recently. Mateusz Ochman is waiting for the next one: anyone else? Rules provided.

Printed and published by Margam Evans Limited
(Registered in England and Wales, number 05152842,
Registered office: 180 Aylsham Drive, Uxbridge UB10 8UF)

Tel: 05601 480486, E-mail: TWJO@pevans.co.uk, Web: www.pevans.co.uk/TWJO

To Win Just Once

(incorporating *Les Petites Bêtes Soyeuses*)



Issue 132: March 2013
(LPBS 260: October 1665)

£2.85 (Europe £4.00, Elsewhere £5.00)
and online at www.pevans.co.uk/TWJO

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ID	Name	SL	SPs	Cash	Rank	Regiment/Appointment	MA	Last seen	Club	EC	Player
JIF	Sir Jacques le Franc	12+45	Withy	Major RM/1	F	Brigade Maj.	12	BG	6	Charles	Burrows
AdA	Amant d'Au	12+42	Comfy	Lt.Colonel	RFG		4	Bess	Hunt	5	David Brister
VV	Voulo Vault	12+39	Comfy	Major RFG/Cds	Brigade Maj.		2	Ophelia	Hunt	2	Mark Booth
PGTW	Pop Goes The Weasel	11	15	OK			3	Angelina	Hunt	4	Geudowiczenko
MC	Sir Monty Carlo	11	F	Withy	B.Lt-General/Cav	Div Commandr	10	3 Anne	Hunt	4	Andrew Burgess
GM	Gaz Moutarde	11+44	Withy	Major	RM		5	4 Sheila	Hunt	2	Mike Dyer
DOG	Sir Donald O'Grady	10	F	Withy	B.Lt-General		4	5 Mary	3	Bob Bost	
CC	Chopine Camus	10+34	Poor	Colonel	GDMD		5	4 Sheila	BG	4	Stewart Macintyre
BdZ	Bill de Zmerchant	9	F	Poor	B.Bdfr-General	ALC/Hvy Brigadier	5	5 Mary	Hunt	3	Tim Macaire
ASli	Armand Slice	9+34	Withy	B.Bdfr-General	53F		5	3 Sue	BG	5	David Williams
TM	Tourtère Mangetout	9+30	Withy	Lt.Colonel	53F/Cav	Div Adjutant	3	1 Ava	BG	4	Howard Bishop
DS	Dexter Sinistre	8+28	Poor	Lt.Colonel	GDMD		5	5 Josephine	BG	3	Martin Adamson
LL	Lothario Lovelace	8+25	Comfy	Captain	CG/Capt.	C's Esc	5	5 Betty	F&P	4	Geoff Bowers
AS	Arnaud Surfinmaise	7+21	OK				1	1 Thomasina	F&P	5	Nik Luker
JA	Jacques As	6+25	Poor	Major	GDMD		2	2 Belle	F&P	4	Joe Farrell
PB2	Pierre Bezukhov II	6+20	Comfy				5	3 Carl	F&P	3	Chambers
GJ	Georges Jush	5-	5	OK	Captain	GDMD		4	Dominic	4	Howlett
GvS	Glock von Spiel	5	RIP					Colin			Cowper
MdA	Marmotte d'Al	4	6	OK			2	2 Neil		2	Packer
PdC	Philip de Coine	4	F	OK	Captain	Gscn	4	4 Gerry		4	Sutcliffe
X3		4	0	OK			2	4 Martin		4	Jennings
FdA	Frele d'Acier	4+	19	Poor	Subaltern	GDMD	4	3 Peter		3	Farrell
SN	Sebastian Nuisance	3	7	Poor	Major	27M	4	4 Paul		4	Appleby
X2		3	F	OK			4	3 Alex		3	Ballestin

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+

The Greasy Pole

ID	Name	SL	SPs	Cash	Rank, Regiment/Appointment	MA	Last seen	Club	EC	Player
GI	Viscount Gustav Ind	28+	87	Withy	Major CG/State Min.	9		Flr	6	Ashley Casey
DC	Count Devlin Carnate	27	81	OK	Colonel RFG/Min w/o Port	10	Lois	Flr	2	Bruno Giordan
GdLi	Count Gar de Lieu	26	78	Rich	General/Justice Min.	8		Flr	4	Bill Hay
EM2	Viscount Egon Mad 2	24	64	Withy	Bdr-General/Min w/o Port	9		Flr	3	Tym Norris
JS	Count Jacques Shitacks	24	54	Flthy	General/Chancellor	3	Madelaine	Flr	4	David Oliver
JdG	Viscount Jacques de Gain	23	69	Rich	B.Bdr-General KM/3rd Army QMG	17		Flr	4	Ben Brown
EH	Count Euria Humble	21+	64	Rich	B.Bdr-General CG/Min w/o Port	16		Flr	5	Matthew Wale
TIM	Marquis Tomas le Matelot	21+	64	Rich	General/1st Army Commandr	8	Jacky	Flr	4	Tim Skinner
PC	Earl Pierre Cardigan	21+	63	Withy	Fld Marshal/Min w/o Port	9	Fifi	Flr	4	Matt Shepherd
QLB	Sir Quasi Le Bossu	17	29	Withy	Lt-General/1st Div Commandr	9	Guinevere	Both	6	Mark Cowper
ILB	Baron Ilk Lamore Bartat	17+	66	Rich	B.Bdr-General RM/1 F Brigadier	8	Leia	Both	6	Andrew Kendall
AdL	Sir Armand de Luce	16+	58	Withy	Bdr-General	5	Jenny	Both	2	Francesca Weal
UXB	Marquis Uther Xavier-B'reg'd	16+	53	Withy	B.Bdr-General PLLD/Drgn Brigadier	9		Both	3	Pete Card
PLS	Baron Pierre le Sang	15+	58	Comfy	B.General/Min w/o Port	7	Kathy	Flr	4	Bill Howell
CRV	Sir Charles Rabbit-Vacuum	15+	47	Withy	Lt.Colonel PLLD/2nd Div Adjutant	3	Lucy	Both	5	Mike Dommatt
RS	Sir Richard Shapmes	14	42	Comfy	B.Lt-General/2nd Div Commandr	8	Ella	Both	4	Charles Popp
JLBR	Sir Jean-Luc Beauchamp l'Rojik	14	36	Rich	Lt.Colonel KM/1st Div Adjutant	6		Both	4	Rohan Keane
EdM	Marquis Eric de Mirabelle	14	F	Withy	Lt.Colonel QOC	13			3	Pete Holland
SYAA	Baron Sheikh YadiK Al-Abowt	14+	46	Comfy	Captain CG/CPS	5	Katy	Flr	3	Jason Fazackarley
WP	Baron Warren Peece	14+	44	Rich	Bdr-General/HGds Brigadier	11	Ingrid	Both	2	Pam Udowiczzenko
CMK	Baron Connor McKnight	13	32	Comfy	Bdr-General/2nd Army QM Gen.	3	Emma	Both	5	Graeme Wilson
ROS	Rick O'Shea	13	30	OK	Lt.Colonel RM/Fntr Div Adjutant	3		Both	6	Paul Wilson
EdSS	Earl Eglise de Sant-Suplice	13	20	Comfy	Major KM/Gen's Aide (1st Army)	6		Both	2	Jerry Spencer
AV	Baron Ali Vouzon	13+	54	OK	Bdr-General/Gds Brigadier	7	Alison	Both	1	Graeme Morris
AE	Arsène Est	13+	46	OK	Lt.Colonel CG/FMshl's Aide	6		Both	5	Ray Vahey
EB	Sir Etienne Brule	12	33	Comfy	Lt.Colonel PM	2		Both	4	James McReynolds
YVB	Sir Yves Vrai Bretheauteque	12	F	Withy	Colonel DG	5		Both	1	Chris Boote

Chatter

I'm putting the finishing touches to this issue after spending the weekend playing in The King's Musketeers. This is a freeform role-playing game for some 80 people who spend two days (largely) in character and in costume. Everybody gets a character with a backstory, friends and acquaintances (generally other player characters) and some goals. And away we go!

I've been playing in these annual games for the best part of twenty years (my first game was the first run of The King's Musketeers in the UK). I may have passed on the last two, but wasn't going to miss this one! The games can be really intense experiences and it usually takes a few days to get back to reality. Events and characters are still going round in my head, but I'll be back to normal soon.

London Toy Fair

I missed the Toy Fair this year, which is a shame – first year for ages I haven't been able to go. It was on at Olympia over three days: 22nd-24th January. I'd pencilled in the Wednesday (23rd) as the first day can be busy and I knew I had other commitments (including taking my sister-in-law to the airport) on the 24th.

Then, on Tuesday evening, the car wouldn't start! After waiting 20 minutes for the AA, I tried it again and it started okay. However, given the Thursday commitments, we couldn't leave it like that. So I spent Wednesday chasing round for a garage that could take a look at it immediately.

The upshot was a new battery but, by the time that was sorted out, it was late afternoon with no time left to get to the Toy Fair. I'm getting a bit fed up with this Toyota car: it wears out its tyres, has been recalled twice and burned out bulbs as well as the battery.

Not getting to the Toy Fair was doubly disappointing as Richard Breese, who did get to Olympia, reports "Best show for a few years for me." Damn!

Six nations

The Rugby Union tournament is well under way and I am, patriotically, supporting Wales as usual. As I don't really follow Rugby apart from this, there are always new names to surprise me. I'm pleased to see the Welsh team has an Evans in its line-up again. While the pesky Williamses, much reduced in number, are confined to the subs bench. Mind you, being a substitute in international Rugby nowadays seems to mean you play the last quarter of the game.

As far as the results so far go, I'm buoyed up by Wales's success against France. However, this is rather diminished by Wales being thumped by Ireland the week before and France going down to Italy as well. It looks like the French team is poor rather than Wales being great. Wales go to Italy this weekend and then to Scotland before meeting England in Cardiff. A mid-table result looks on the cards, but beating England would, as always, make up for anything else!

TWJO online

The PDF edition of *To Win Just Once* 131 was retrieved 80 times in January (it was published nearly two-thirds of the way through the month). Issue 130 was downloaded 114 times in January, giving a total of 288 over two months. 37 downloads of *TWJO* 129 in January takes its total to 286 since publication.

Letters

Al Tabor responds to my comments on the latest books in the “Foreigner” series.

Re SF: I’ve been reading the 4 trilogies, or whatever it’s turning out to be, by CJ Cherryh myself. She’s one of my favorite sf authors...those whose books I keep rather than release to the used book stream. In a sense, she only tells one story: that of events of great importance lurching forward and the beings caught in the rush of events and barely able to shape them towards a desired end. I guess that could be seen as a limitation but she communicates that feeling of barely controlled and accelerating chaos so well and in some many rich contexts and settings that I’m eager to read anything she produces.

I agree. She’s very good at the small guy caught up in bigger events. Of course, that’s now a lot more difficult with Bren Cameron (as he’s become a power in the land), but he’s still caught up in other people’s machinations. I discovered Cherryh with the “Faded Sun” trilogy and was then blown away by *Downbelow Station*. I still have a soft spot for that setting.

Exactly! *Downbelow Station* does it best of all. And add in love versus the punishing impact of the fates as an essential part of her mix.

Btw, am re-reading bits of *Reamde*. It’s the anti-*Quicksilver* <g>.

When I looked up Neal Stephenson’s *Reamde*, I found it described as “returning to the terrain of ... *Snow Crash*” et al. On that basis – and your description – I’m keen to read it.

Tim Macaire has other matters on his mind.

Your comment about seasonal fare got me thinking about Cadbury’s Creme Eggs (not that I need much encouragement). They are on sale for a couple of months each year, and the merchandisers picked the period before Easter. Which is known as Lent, the season for giving up self-indulgence. Hmm.

Mmm... Creme Eggs... (in my Homer Simpson voice).

Reading Matter

I said a while back (in *TWJO* 118 when I reviewed *The City and The City*) that I needed to read some more of China Miéville’s books. So I picked up *Perdido Street Station*, which I’d heard good things about. What can I say: it’s completely and utterly bonkers!

Femmes Fatales

No	Name	SL	Attr	Last
64	Edna Bucquette	18	W	
3	Kathy Pacific	17	B	PIS
54	Madelaine de Proust	17		JS
35	Katy Did	16	I	SYAA
42	Maggie Nifisent	16	B	
55	Jacky Tinne	16		TIM

Regiments	RFG	CG	KM	DG	QOC	ALC	CPC	RM	GDMD	PM	13F	PLLD	53F	27M	4A	69A	Gscn
Col	DC	EH	JdG	YVB	BdZ+	ILB+	CC	N6	AV	UX8+	ASli	N5	N6	N2	N3		
LCol	AdA	AE	JLBR	N3	N1	EdM	N3	N5	CRV	TM	N5	N6	N1+	N2	N3		
Maj1	N4	GI	EdSSN3	N5+	N5	GM	N3+	N3	N4	N4+	SN	N1+	N2	N3			
Maj2	VV+	N5	JIF+	JA	N2	N5	N2	N6	N4	N1	N6	N1	PdC				
Capt1	N5	LL	N6	N5	N4	N6*	N5	N2	N4	N1	N2	N3	N1				
Capt2	N2	N1	N5	N4	N2	N3	N4	N4	N4	N2	N1	N1	N2				
Capt3	N4*	N1	N5	N2	N1*	GJ	N3*	N4*	N6*	N6*	N6*	N5*					
Capt4	N2*	N5*	SYAA														
Capt5																	
Capt6																	

This table shows the ten senior positions in the 17 regiments by rank. Entries are Character abbreviations, N (+MA) for NPCs, blank for vacant. * shows the regiment adjutant; + shows ranks held by characters with a (senior) brevet rank or an appointment elsewhere.

No	Name	SL	Attr	Last
52	Guinevere d'Arthur	15	B/W	QLB
10	Frances Forrin	14	B	
21	Helen Highwater	14	W	
48	Fifi 14	B/W	PC	
62	Alison Wunderlandt	14		AV
11	Laura de Land	13		
16	Ophelia Derriere	13		VV
26	Ella Fant	13	B	RS
27	Lucy Fur	13	B	CRV
30	Leia Orgasma	13	B	ILB
45	Cath de Thousands	13		
8	Lotte Bottle	12	B	
12	Charlotte de Gaulle	12		
17	Henrietta Carrotte	12	I/W	
28	Vera Cruz	12		
31	Bess Ottede	12	I/W	AdA
1	Sue Briquet	11	B	TM
4	Anne Tique	11	W	GM
9	Deb Onairre	11	I	
40	Sheila Kiwi	11		CC
63	Carole Singeurs	11		
20	Emma Roides	10	I	CMK
33	Anna Rexique	10	I	
38	Pet Ulante	10	W	
43	Di Lemmere	10	I	
53	Angelin de Griz	10	B	PGTW
56	Ingrid la Suede	10		WP
6	Viv Ayschus	9		
57	Ava Crisp	9	I	DS
59	May Banquot l'Idee	9		
2	Betty Kant	8	I	AS
19	Jenny Russe	8	W	AdL
32	Sal Munella	8	W	
41	Marie Antoinette	8	B/I	
49	Mary Huana	8	B/I/W	ASli
34	Freda de Ath	7	W	
39	Thomasina Tancenjin	7	I	JA
50	Ulla Leight	7	I	
5	Belle Epoque	6	B/I	PB2
13	Josephine Buonoparte	6	I/W	LL
24	Violet Bott	6	I/W	
15	Ada Andabettoir	5	B/I	
25	Lois de Low	5	B	DC

This table shows the mistresses in Paris. B = Beautiful, I = Influential, W = Wealthy; Last = Last lover seen with this month

Army Organisation and 1666's summer Deployment

First Army (Defence)	TIM/EdSS/___/___
Guards Brigade (Defence) - RFG CG KM	
Second Army (Assault)	___/___/N5/CMK
First Division (Assault)	QLB/N/JLBR
1st Foot Brigade (Assault) - RM PM	
2nd Foot Brigade (Assault) - 13F 53F	
Second Division (Assault)	RS/N/CRV
3rd Foot Brigade (Assault) - 27M 4A	
4th Foot Brigade (Assault) - 69A Gscn	
Frontier Division (Assault)	___/___/ROS
Frontier Regiments (Assault)	
Third Army (Field Ops)	___/___/N5/JdG
Cavalry Division (Field Ops)	MC/N/TM
Horse Guards Brigade (Field Ops) - DG QOC	
Heavy Brigade (Field Ops) - ALC CPC	
Dragoon Brigade (Field Ops) - GDMD PLLD	

Organisation and Deployment for the Campaign Season
with Army and Division posts (Commander/Aide/Adjutant/QMG)
Entries are ID for player characters, N (+MA if needed) for NPC, ___ for vacant

Brigade Positions

Guards Brigade	AV/N/VV	First Foot Brigade	ILB/N/JIF
Horse Guards Brigade	WP/N/N5	Second Foot Brigade	N2/N/N4
Heavy Brigade	BdZ/___/___	Third Foot Brigade	N6/N/N1
Dragoon Brigade	UXB/___/___/N3	Fourth Foot Brigade	DOG/___/___

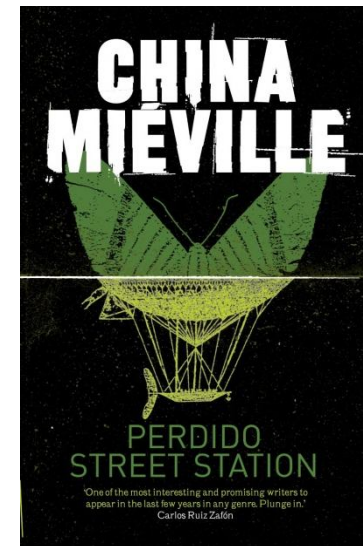
Current CO/Aide/Brigade Major of each Brigade; entries as Army table

Frontier Regiments

	<u>F1</u>	<u>F2</u>	<u>F3</u>	<u>F4</u>	<u>RNHB</u>
Colonel	N7	N4	N2	N6	N4
Attached			X2		
Also at the Front					
Heavy Brigade (Archduke Leopold Cuirassiers, Crown Prince Cuirassiers)					
4th Foot Brigade (69th Arquebusiers, The Gascon Regiment)					
Dragoon Guards					
Queen's Own Carabiniers - 2 Sqn 3 Sqn only					

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

The setting is the great city of New Crobuzon inhabited by humans and other intelligent (alien? fairy?) races, most of whom have their own section of the city. It is clearly not on this planet, but defies characterisation as either fantasy or SF. There is definitely some science, of a sort, as our hero, Isaac Dan de Grimnebulin, is a research scientist, kind of. Science here reminds me of the 17th century mix of natural science and alchemy in Neal Stephenson's *Quicksilver* - which would make Grimnebulin Newton. Hang on, Isaac...



Despite this 17th century feel, there is clearly more advanced science and engineering in New Crobuzon. The obvious manifestation is the high tech railway lines that spread across the city from their hub at Perdido Street Station. And then there are the other species who live in the city. The first we meet is Isaac's lover, Lin, who is an artist. She is also a khepri, a species whose females look like small, red-skinned women with giant insects for heads. I told you it was bonkers.

What's more, the male of the khepri are just insects and non-sentient. The species reproduces through the two sexes' insect bodies. Given this, the only purpose I can see for the females having 'human' bodies as well as insect ones is that this allows human men to have sex with them as well. This is so clearly a complete invention (how could this evolve?) that I expected the khepri to be revealed as a construct at any moment.

While I was waiting, the first half of the book introduced me to New Crobuzon as both Isaac and Lin take on new commissions and tour the city to talk to contacts and make purchases. The depth of imagination is staggering. Each part of the city has its own history, most of which is just hinted at by Miéville, leaving the reader with the feeling that a multitude of stories are lurking just beneath the surface. The effect is to bring this densely packed, quarrelling, barely functioning city to life.

Only then does the main plot kick in as the unintended consequences of several characters' machinations unleash a malignant force to prey on the city's inhabitants. The book now follows several groups trying to combat this, not least the rag-tag team that Isaac gathers around himself. (Poor Lin is pretty much forgotten.) Miéville adds in to the pot creatures from other dimensions (whether through science or magic is not clear), artificial intelligence and bio-engineering. The story reaches its climax with a confrontation on top of Perdido Street Station, which has not played a significant part in the book until then.

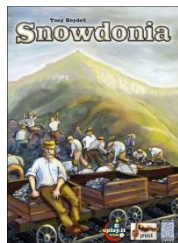
Perdido Street Station is utterly bonkers. It is packed full of wonderful invention and the plot, once it gets going, is terrific. However, I found it hard going in places and nearly gave up on it at least once. I'm glad I persevered, though, as the book has a lot to recommend it. Approach with caution is my recommendation, but do give it a go. One final point: Miéville has a nice little dig at RPG-style "adventurers" in the book. (They're only in it for the money!) However, they are clearly part of the world he has invented, which made me suddenly wonder whether New Crobuzon was originally a setting for a fantasy role-playing game... That would explain a lot!

Meanwhile, on another planet, I've reached book four of "A Song of Ice and Fire": *A Feast for Crows*. I was getting more and more annoyed with George Martin as I worked through this volume. Several familiar characters continue their stories, while the wars in the Seven Kingdoms have come to a halt – mainly through exhaustion, it seems. However, lots of my favourite characters weren't mentioned at all, while several new viewpoint characters were introduced. Then Mr Martin gave an explanation at the end of the book: he's written far too much for one volume, so it's been divided in two, each part concentrating on a sub-set of the characters. Phew! This means I'm really looking forward to the next one.

Favourite games of 2012

Actually it's more like 2011-2012 as my main criterion is that the game must be one I first played in 2012 as well as being published recently. This will include some releases from Spiel '11 as well as 2012 releases. And there will be games published in 2012 that won't make it into this list as I haven't played them yet.

In arriving at my ranking, I've thought about how much I want to play the game again. The only problem with this approach is that it puts games I haven't played much ahead of those I'm comfortable with (or should that be bored of?). It's also subject to change, so this is the list as of mid-February 2013. I'll try to keep it down to 10 games to give a manageable list.



Snowdonia is at the top of the list as I've only played it twice so far and I really want to play again – not least because I got a crucial rule wrong last time. I think Tony Boydell has designed a really special game here. I particularly like the way the game system pushes the players on and makes sure the game doesn't bog down. There's an awful lot going on, but the game's mechanisms hang together well to make a coherent whole. See my comments in *TWJO* 131 for more detail.

My Top Ten		
1	Snowdonia	9/10
2	Keyflower	9/10
3	Helvetia	9/10
4	Pax Porfiriana	9/10
5	Vanuatu	9/10
6	Kingdom of Solomon	8/10
7	Lords of Waterdeep	8/10
8	Yedo	8/10
9	The Great Zimbabwe	8/10
10	Commands & Colors: Napoleonic	8/10

Gustav Ind (Rapier, Seconds DC & EH, adv.) and Jean-Luc Beauchamp l'Rojik (Rapier) have mutual cause for being in enemy regiments.

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

Duels held over until December:

Bill de Zmerchant versus Jacques As.

New Characters

Colin Cowper gets the Second son of a Merchant: Init SL 3; Cash 150; MA 4; EC 3 (X1).

Tables

Other Appointments

King's Escort: Ensign N	Captain N
Cardinal's Escort: Ensign N	Captain LL
Aides: to Crown Prince N	to Field Marshal AE
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 SYAA	
Chancellor of the Exchequer JS	Minister of Justice GdLi
Minister of War __	Minister of State GI

Shows who holds appointments outside military units:

ID for Characters, N for NPC, __ for vacant, CPS for additional posts held by the CPS.

Battle Results

Heavy Brigade: 1
 Archduke Leopold Cuirassiers: 3
 Crown Prince Cuirassiers: 2

4th Foot Brigade: 5
 69th Arquebusiers: 2
 The Gascon Regiment: 6

Eric de Miabeille versus Tourtière Mangetout.

Yves Vrai Bretheauteque versus Sheikh Yadik Al-Abowt.

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.

Dragoon Guards: 4
 Queen's Own Carabiniers: 2
 Frontier regiment 1: 4
 Frontier regiment 2: 5
 Frontier regiment 3: 4
 Frontier regiment 4: 5
 RNHB regiment: 5

Notes

The *En Garde!* rules are available to LPBS players at a reduced rate: see any month's Points Arising web page at www.pevans.co.uk/LPBS; or send a cheque (payable to Margam Evans Limited) for £8.40 (inc postage to UK 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/>

Announcements

Devlin Carnate applies for Minister of War

Donald O'Grady applies for Division Commander of Frontier Division

Pierre le Sang applies for Army Commander of Second Army

Pierre le Sang applies for Minister without Portfolio

Sheikh Yadik Al-Abowt asks NPC Major 2 of Cardinal's Guard to resign

Duels

Results of September's duels:

Tourtière Mangetout didn't turn up to fight Eric de Miabeille and lost SPs.

Grudges to be settled next month:

Jean-Luc Beauchamp l'Rojik (Rapier) and Lothario Lovelace (Rapier, adv.) have mutual cause for being in enemy regiments.

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.

Orders (and press) should be e-mailed to lpbsorders@pevans.co.uk – 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). If you want queries answered before the deadline, e-mail LPBS@pevans.co.uk instead.

Sheikh Yadik Al-Abowt asks NPC Captain 2 of Cardinal's Guard to resign

Sheikh Yadik Al-Abowt asks NPC Captain 3 of Cardinal's Guard to resign

Sheikh Yadik Al-Abowt asks NPC Captain 4 of Cardinal's Guard to resign

Uther Xavier-Beauregard asks NPC Brigade Major of Dragoon Brigade to resign

Euria Humble (Cutlass, Seconds GI, adv.) and Gar de Lieu (Rapier, 3 rests) have mutual cause as neither stood down over Edna.

Jean-Luc Beauchamp l'Rojik (Rapier, adv.) and Sheikh Yadik Al-Abowt (Rapier, Seconds PB2, 1 rests) have mutual cause for being in enemy regiments.

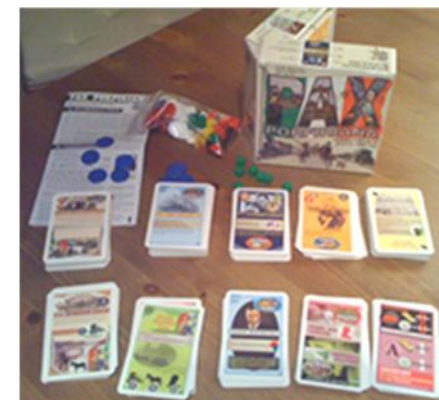
Just behind this is *Keyflower*, designed by Sebastian Bleasdale and Richard Breese. I have now played this half a dozen times, mostly as a three-player game, and it's been quite different each time – as is intended. My full review is in this issue (page 10), so I won't go on about it at length, but I think it's a terrific game and the second edition is now available.

I am really disappointed that I haven't seen *Helvetia* since I played it at the Gathering of Friends last Spring (see *TWJO* 124). It seems this clever game of developing your (Swiss, naturally) village doesn't have wide distribution in the English speaking world. This is very disappointing as I prefer it to the much lauded *Village*. Bear in mind this may be because I've only played *Helvetia* twice, while I played *Village* to death as it was one of the competition games in EuropeMasters 2012.



Helvetia has some clever mechanisms that fit together nicely, particularly the opportunity to marry your villagers into other players' villages. It has an ingenious scoring system, too, and plays at a good pace. I really must try to get hold of a copy...

Pax Porfiriana is the latest fascinating game from Phil Eklund. Again, I haven't played it nearly enough. It's another that's different each time as each game only uses some of the cards – though Henry Ford seems to have turned up in all the games I've played. The players are 'Hacendados' (tycoons) in northern Mexico in the years before the Mexican revolution. Each builds up their own economic, military and political empire. This is done by acquiring cards – there's a neat mechanism for the market – and playing cards.

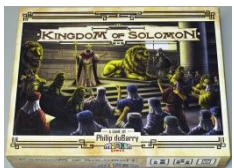


Phil Eklund's photo of the first copy of Pax Porfiriana off the presses

The aim is to overthrow – or succeed – the Mexican dictator, Porfirio Diaz. As the game starts, there is peace – the Pax of the title. This continues until someone plays a card that introduces martial law, say, or provokes the Americans into intervening. These change the 'state' of the game and introduce a different economic and political climate. The state of the game defines the way in which Diaz can be overthrown. This is triggered by a 'Topple' card and, when it's played, the player with the most points in the appropriate criterion wins – if they have enough points!

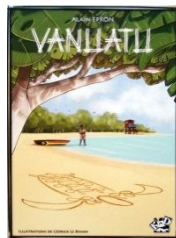
On first acquaintance, I found *Pax Porfiriana* rather baffling. However, once I understood the mechanism for winning (build up your points in one of the criteria, switch the current regime to the one you need and use a Topple), I realised how it works. It is definitely a game in which you need to establish your position and build on it – there are no quick wins here. It is also packed full of historical incident and fact and worth playing just for the experience.

I only played *Vanuatu* because it was one of the games in the 2012 EuropeMasters tournament and am very grateful for this introduction. I reviewed it in *TWJO* 130, so all I'll say here is that it's a clever game with lots of tactical and strategic options and great fun to play.



I reviewed *Kingdom of Solomon* in *TWJO* 128 and it's another game that I find great fun. It has a kind of understated quality that I find appealing. I rank it here marginally ahead of *Lords of Waterdeep* (see *TWJO* 124), which is a very similar game, but more polished and highly produced. Both are 'worker placement' games, the first set in ancient Israel around the construction of the great Temple, the second in a fantasy city with the players recruiting adventurers to go on quests. Both are games I will happily play any time they're on the table.

Yedo is the game that I enjoyed most of those I actually played at Spiel '12. I like the way it has taken some familiar mechanisms and mixed them up to provide a game with bags of atmosphere and challenging play. Now I've played it more, I



The blue player's clan board in *Yedo*

suspect both of these are meant to be "surrender the first time I am hit". If your intention is to surrender as soon as you are hit, then this is what you should put in your orders. I have no problem with players role-playing their orders (and will use this in the report where I can), but it's as well to put a plain language, out-of-character version as well.

A couple of other points, while I'm on this soap-box. When Toadying (or attending a 'party'), please tell me who you are Toadying to. I'm not bothered where this is happening, but I need to know the host.

Secondly, Press items are always printed 'as is'. If you do not put your character's name in or after a Press item, it's anonymous.

My second apology is to James McReynolds and Tim Macaire for messing up the duel between EB and BdZ as well. The result should have been that BdZ beat EB and I have corrected the Status Points (which had no effect) and Expertise earned for both characters.

Official reminder

The state funeral of the late Count Revaulvin d'Or, Minister of State, General of France's armies is in the first week of November. All Ministers of the Crown, Generals and the Field Marshal are expected to attend. Other characters need not attend, but will gain status equal to $\frac{1}{4}$ of their SL if they do. Bringing your mistress would not be appropriate.

The Crown Prince will lead a wake for d'Or at the Fleur in week 2. All

characters may Toady to the Crown Prince (he counts as SL 25) in the Fleur de Lys for this week only. Any carousing is at your own expense (at SL 25!), mistresses are encouraged to attend (but may be goosed by Prinny).

Exploring the New World

James McReynolds (EB) explains:

A character named Etienne Brule cannot resist an investment involving New France! I don't know if you know this, but the historical Etienne Brule was the first European to travel to the city in Canada in which I live. In around 1610-1612, he worked for the explorer Samuel de Champlain, and was ordered by Champlain to travel with the Indians, live among them, learn their languages and report back. He became fluent in the Huron and Ojibway languages, but lost enthusiasm for the settler cause and, after reporting back to Champlain, took to the woods and was never seen again.

I like the fact that he returned to report before 'going native.'

Absent friends

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

GvS Glock von Spiel (Colin Cowper) has NMR'd. Total now 2 and is sent to a Frontier regiment

X2 (Alex Ballestin) has NMR'd. Total now 2 and is sent to a Frontier regiment

X3 (Martin Jennings) was floated as he's been away

I thought Anne Tique looked really sexy dressed as a priest. Gaz Moutarde seemed at home dressed as a tart as well.

From the diary of Egon Madd
Given the trouble I got into last time I suggested bringing someone back from the dead, I shall refrain from suggesting to His Majesty that I attempt to bring Count d'Or back from the dead.

Perhaps I could construct a clockwork replica instead – surely the Cardinal can't object to that!

Cher D'Or, you will be sadly missed.
† C R-V

Dear France,
I would like to express my grief for the loss we all suffered when Count d'Or was killed during his recent duel. He was a great leader and had high hopes for his beloved country during what he hoped would be another term in office. I mourn his loss and hope that over the coming months we can all take stock and move forward as one people.

Yours in sadness,

† Count Shitacks

Points Arising

Next deadline is 15th March

First off, I must apologise to Jerry Spencer for misinterpreting his surrender instructions last month. Jerry has sportingly agreed to let the death of RdO stand and continue with his new character.

However, it seems a good opportunity to remind everybody that your orders

To: My Dear Friends of the Royal Marines May the embrace of friendship remove all past misunderstandings and ensure that our future dealings are both pleasurable and profitable. I was wondering whether I may become an Honorary member of your regiment?
† Sheikh Yadik Al-Abowt
Captain, Cardinals Guard

Poetry Corner

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

Is there a more obvious case
Of foulness in a Parisian place
Than the evil Sheikh the CPS
How loathsome a man and so much to
detest.

Anon

1 Revaulvin d'Or is dead & gone
You'll never see him more
He used to wear a long brown coat
all buttoned down before...
2 Revaulvin d'Or is dead & gone
You'll never see him more
He used to make the ladies roar
When he walked through the door...

need to be clear and unambiguous so that I read them correctly.

If in doubt, I will take your orders literally. For example: "surrender at first blood" means the character will surrender as soon as **either** duellist takes damage. "Surrender at the first cut" means the character will surrender the first time either duellist uses a Cut action. Though I

rank it a bit lower (at 8/10) as I find it lasts just a round or two too long. It's still excellent fun and a game I'm playing regularly. See *TWJO 129* for my comments from Spiel.



I have just played *The Great Zimbabwe* for the first time. This is the 2012 game from the Splotter team. It is a typically clever game with their trademark mechanism of producing basic goods as raw materials for more sophisticated ones. The theme of the game is pre-colonial African kingdoms, with players establishing craftsmen to produce the goods that will allow them to build and enlarge monuments. Apart from planning the logistics involved in this, players must also be careful about where they place craftsmen on the board as they can be used by anyone once they're down. Thus turn order is important, too.

On top of this, players have to consider hiring specialists to get special abilities and adopting a God to get a particular advantage. The game is nicely illustrated with African-style drawings, though it's a bit dark, and uses cattle as its currency. The big plus for me is that it's not as long as many Splotter games, playing to a satisfying conclusion within a couple of hours. I give it 8/10 on first acquaintance.

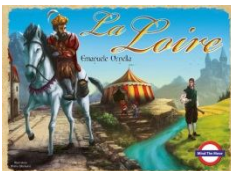
I don't play many two-player games as I much prefer the chaos of multi-player games. However, I am a fan of Richard Borg's wargame system, whose most recent incarnation is *Commands & Colors: Napoleonics*. I reviewed this in *TWJO*



French victory at Waterloo in *Commands & Colors: Napoleonics*: the French hold La Haye Sainte (centre) and surround Hougoumont (left)

127 and am still working through the scenarios – though without too much success recently. I find the *Napoleonic* game more subtle than some of the other games that use the same base system (I do like *Memoir '44*, but it's crash, bang, wallop! compared to *Napoleonic*).

That completes my current top ten. I'll just mention a couple more games that didn't quite make the cut. *La Loire* is the new game from Emanuele Ornella which I am playing regularly at Swiggers at the moment – see my notes in *TWJO* 129. The second is *Le Havre: the Inland Port* by Uwe Rosenberg. This is a two-player game adapted from his *Le Havre*. The original is a terrific game and this is a really clever adaptation. Herr Rosenberg has replaced some of the mechanisms with ingenious alternatives while retaining the flavour of the original. It's a clever, appealing game that I really enjoyed, despite my stated aversion to two-player games. A definite 8/10 from my first encounter.

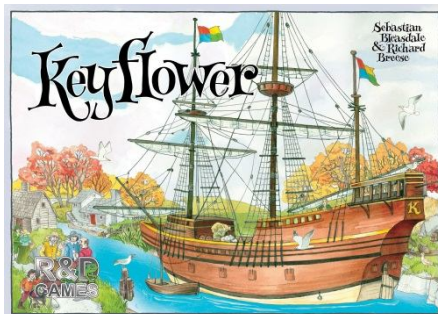


There you are: my top ten (or twelve). What have I missed? Let me have your favourite games of the last year (or so) for next issue (deadline: 15th March). And let me know what you agree and disagree with.

Pilgrim Meeples

Pevans reviews *Keyflower*

This was one of my must-buys at Spiel '12. I've been a fan of Richard Breese's games – and the Key... series in particular – since he launched the magnificent *Keywood* and his imprint, R&D Games, back in 1995. *Keyflower* is a bit different, though, as it is co-designed by Richard with Sebastian Bleasdale. Sebastian's probably best known for (*On the*) *Underground*, but he's also part of Reiner Knizia's testing team (I recently spotted his intriguing credit in *Medici vs Strozzi*). (I should also disclose that Sebastian is one of my gaming buddies, as he's a regular at the Swiggers games club where several of his own designs have been play-tested.)



So, a new game from two of my favourite games designers – how could I resist? I didn't get to play *Keyflower* at Spiel, but it's been on the table at Swiggers ever since – it's useful to have a designer on hand when you've got questions! The striking artwork on the box and game components is, as usual, by Richard's sister, Juliet Breese, along with Jo Breese this time. Apart from adding to the

Your Majesty,
I noticed in last month's press you were asking about trousers, so I asked my Aide to find out for you. Apparently they are like pantaloons, but for poor people.

I have to say I'm a little offended that someone is suggesting you might wear something so uncouth or that the press would publish such an insult. If the press continues to publish from the gutter, it may be time to look into the idea of a press commissioner to deal with them.

† Field Marshal PC

Lord Percy Percy says, as Fashion is tending towards the incomprehensible, Glock von Spiel has extremely fashionable musical taste.

Mainly funeral dirges, I believe.

† Le Roi

To Lt Col Dexter Sinistre

Most officers recognize the difference between volunteering to fight at the front (as the ALC are doing now) and being detailed to go there because there isn't enough real cavalry (as the GDMD did last season). But I suppose we shouldn't expect too much from a man whose commander can't even spell the name of his own regiment in the Press. I also take your point about there being more Dragoons every time you look; the Hydra of old grew two new heads every time a neck was cut, while the noisome Dragon of today has its tail cut off and grows two new... orifices.

In eager anticipation of our next meeting,

† Bill de Zmerchant

To M. le Baron General Warren Peece,

I took your lordship's most excellent advice to join the 27e Musketeers – but was just respectfully wondering, as Brigadier of the Horse Guards why you particularly have an affection for our humble band of musketeers. I would love to hear any anecdotes, doubtless from your time in action beside us, to live up to myself on future occasions.

I wonder if we might meet and discuss this over drinks at some future social occasion when the social classes might mix a little more freely than the great and the good seem to wish to allow this month.

Yours faithfully,

† Sebastian Nuisance, 27e

Commissioner SYAA,

More accusations within days of our return from six months at the front? This has continued for months, if not years, now. There will be no true evidence that the RM impinges on Public Safety, and therefore nothing that should rightly fall within the remit of your office. I find it impossible to consider you for any position in the RM, in view of your continuing specious pronouncements against the RM and your continuing claim of connection with the 69A. I tire of the endless rumour-mongering and sniping: this must end now with public retraction.

I was proud to have known RdO and ZTMG, and deeply regret their untimely deaths. I will also say that it is not beyond possibility that you may gain my friendship in time.

† ILB

Regimental Letters

From Sir Etienne Brule
To Sir Yves Vrai Bretheauteque
I enjoy the Picardy Musketeers, but am considering new opportunities involving cavalry service in a more prestigious regiment. Would you consider accepting me as a member of your regiment? If you will, I would be pleased to purchase a commission as a Captain, as I note that there are some vacancies at that level. I would also be grateful if you would consider appointing me as Regimental Adjutant.

From Sir Yves Vrai Bretheauteque
To Sir Etienne Brule
Consider it done, old bean.
Your duties will be relatively light – organise a bash in the mess from time to time, lay on a spread at Easter and Christmas, make sure you excuse any of the young prods from regimental duties, that sort of thing.

Yours, † YVB

Personal

Dear Quasi Le Bossu,
I thank you most sincerely for your loyalty and support during the recent troubled round of political upheaval and hope that the days, weeks and months to come bring prosperity to our great Country.

QLB
Excellent idea, ZTMG a fine patron. Is there any chance you could arrange a waterborne race at some point, you know, to even the playing track? The cavalry are welcome to bring their horses of course... † ILB

Famous Last Words more accurately reported (probably):
Richard III of England; “An ’orse, an ’orse, my kingdom for an ’orse – they’re absolutely delicious, tha’ knows, if only my fellow countrymen weren’t too bloody pig-headed to see it.”

Lord Percy Percy denounces the imposter.

To: Parisian society
I wish it to be formally known that all former actions taken through my role as Commissioner for Public Safety were done so under direct instruction of the late Count d’Or. All former actions (including press statements) relating to military or society matters were taken under the direct order of the late Count The Money Goes. These two despots made my life a living hell and I was just about to arrest the pair of them upon the cessation of the Summer Campaign. However, fate – in the form of a Spanish pike and Colonel Humble’s blade – intervened and both of the villains have been removed.

Against two such senior and entrenched members of the government and military hierarchy, I was powerless to resist and desperately sought to make my concerns known to His Eminence and the King. Now justice has been done and France can look forward to a new era of justice and prosperity. God bless the King and God bless His Eminence.

† Sheikh Yadik Al-Abowt
Commissioner of Public Safety

atmosphere of the game, the illustrations provide a common look across all the Key... games.

Inside the box, you will find that the game’s main components are a large stack (once you’ve punched them out) of chunky, hexagonal cardboard tiles and a big pile of wooden ‘meeples’ – the figure shaped pawns first seen in *Carcassonne* (there is a specific acknowledgement to Hans im Glück for these). In addition, there are square cardboard tiles (‘skills’), wooden barrels (‘resources’) and a screen for each player to conceal their holdings.



Meeples!

In a neat touch, these are illustrated as houses inside and out. Another neat touch is the chimney pieces to hold each screen together – dealing with the usual problem of screens: they collapse easily.

Players begin with one of the ‘Home’ tiles to start their village and some workers (meeples), both drawn at random. The home tiles provide a good example for the tiles in general. A rectangle in the centre of the tile contains icons that show what the building does when workers are placed on it. Icons in a smaller rectangle show any enhanced ability (and any victory points it is worth) if it is upgraded (flipped over). Icons in the arrow between the two show the cost of upgrading.

The ability of a Home tile is to move a resource barrel along the roads in your village to an adjacent tile (indicated by a horse and cart with the number 1) and/or to upgrade a tile (shown by a house). When upgraded itself, the Home tile lets you move two resources (or one twice) and/or upgrade a tile.

Five sides of the home tile show roads leading off, while the sixth has a riverbank. When adding tiles to your village, adjoining sides must match: riverbank to riverbank, road to road and field to field. Other tiles have fewer roads (decreasing each round/season) and more fields, while some (boats) show



Highly illustrated player screens



A 'Home' tile

stretches of river and riverbanks. The roads become important when you need to move resources – either to upgrade a building or use in one.

Initially, workers go behind players' screens as they are used to bid for buildings as well as placing to use a building's ability. The game is played over four seasons and there is a set of building tiles for each season. Some (depending on the number of players) of the appropriate set are laid out at the start of each season. Through the season, players bid for these buildings and for the tiles that decide who will be first

player next season. There are also boat tiles (one per player) that contain a random selection of workers and/or skills tiles (the number of which decreases across the seasons). Players will choose one boat (in the order they bid for) at the end of the season to gain extra workers and skills.

Each season lasts until players run out of things to do with their workers (or run out of workers, of course!). That is, they no longer want to place or raise a bid for a tile or use a building. Players bid for a tile by placing one or more workers alongside it. As the tiles are hexagonal, you can tell which bid belongs to whom by which side of the tile it is next to. Clever – and very necessary, too, because only one colour of worker can be placed with a tile. First to get a worker down sets the colour for everybody.

Other players can counter-bid for a tile. Their bid must be in the same colour of worker, of course, and more than the current highest bid. It goes by their own side of the tile. If you've been overbid, you can move the workers in your redundant bid somewhere else (as long as you move all of them together and they go somewhere you're allowed to place workers) or increase your bid by adding more workers.

Using a building means placing more workers on it than anyone has already done – though each building can hold no more than six workers. Thus, you need only place one worker if you're the first to do so. Note that putting three workers on a building stops anyone else using it (since they'd have to place four more and six is the maximum), while placing two means only one other player can use it. The chances are you'll only want to place the minimum, but it is a tactical option to bear in mind.

When placing workers to use a building, you are not limited to the tiles in your own village. The building can be in another player's village, or even one that's still being bid on. The crucial thing is that all the workers, whether using or

The Archduke Leopold Cuirassiers has vacancies for stalwart fighting men and offers not only unparalleled opportunities for promotion and glory, but the chance to chastise some puny Dragoons. A month's lessons with two-handed sword are offered to every applicant: financial assistance may also be available.

Social

All gentlemen of Paris are invited to celebrate the feast of St. Leonius the Confessor on 12th November. We will be meeting during the whole of week 2 at Hunter's. All are welcome to attend. † MC

To celebrate my arrival in Paris and the anniversary of my nativity, I invite all gentlemen of SL 10 or higher together with their mistresses to my club, Weeks 1-3 in November. There will be fine wines, mulled ales and dancing girls and your costs will be paid. Please note that my regimental enemies (if any) are not invited.

† Earl Eglise de Sant Sulpice

Armand de Luce will be hosting a special Rogues & Vagabonds memorial party for Revaulvin d'Or at his club in Week 3. Gentlemen (SL 10 and above) and their ladies are welcome to attend. Given the grave circumstances, the theme of the party is 'Professional mourners: Ancient & Modern'. Prizes as ever for the best costumes – the Singles prize of 50 crowns and a Doubles prize of 75 Crowns.

'Embrace the Faith' Party
Baron Sheikh Yadik Al-Abowt cordially (and piously) invites all gentlemen – regardless of rank, regiment or social standing – and their ladies to his 'Embrace the Faith' party at the Fleur de Lys in week 4 of November. At the end of the week, guests will be invited to accompany me to my confirmation into the Catholic faith conducted by His Eminence in Notre Dame Cathedral. If you wish to attend the party in suitably religious-themed attire, please feel free to do so. I will award a purse of crowns to the costume that I deem the most impressive. Carousing costs and other refreshments will be covered for you and your lady friend.

† Baron Sheikh Yadik Al-Abowt

It's Back – Because You Demanded It!
The Picardy Prom, that most beloved of Regimental Parties, is back. During the week 3 of November 1665 I invite all gentlemen of Paris to join me at Bothwell's for dancing, singing, and refreshment in celebration of our proud regiment's success in the field this campaign season and in celebration of the feast day of St. Firman, the Patron Saint of Picardy and of Men Who Should have Known Better. Mistresses welcome. This invitation does not extend to the gentlemen of the 4th Arquebusiers, who are doubtless still in mourning for the tragic loss of Major N. F. Idya, and would certainly prefer dignified solitude in order to reflect upon how the Major's service demonstrated the best qualities of their regiment to all.

† LCol Sir Etienne Brule

Frog & Peach with Betty Kant after watching the horse race and they stay there for the rest of the month. Pierre Bezukhov II and Belle are in the club for two weeks, around Pierre's other commitments. And Jacques As and Thomasina drop in for a week. The only member to call at Red Phillips is Sebastian Nuisance, in between getting his oats and practising.

Horses and Gascons

On the frontiers, the Heavy Brigade thunders about again, impressing the local gentry and peasants with how well they are being protected. Brigadier-General Monty Carlo impresses them to the tune of 600 crowns and is promoted to (brevet) Lieutenant-General, taking command of the Cavalry Division. Having bought his way to Colonel of the Archduke Leopold Cuirassiers, Bill de Zmerchant gains a further promotion. He is brevetted to Bdr-General and Mentioned in Despatches as well. He follows in the wake of his superior, taking over command of the Heavy Brigade. He is without a Brigade Major, though, after the man failed to duck under a low branch and was invalidated out.

Fourth Foot Brigade runs into trouble as the troops skirmish with their Spanish equivalents. The Gascons take a hammering, but new Captain Philip de Coine survives his baptism of fire. The 69th Arquebusiers redeem things when ordered to counter-attack and Brigadier Donald O'Grady is Mentioned for handling the situation. He gains a (brevet) promotion to Lt-General as well. Sadly, his Brigade Major and Aide are both casualties.

Colonel Yves Vrai Bretheauteque appears in a footnote to the Despatches: "The Dragoon Guards were here." This is just enough heroics to clear his previous disgrace. And "the Queen's Own Carabiniers were here, too" is the Mention for Lt-Colonel Eric de Miabeille, the QOCs' acting commander.

Major Glock von Spiel, serving with Frontier regiment 1, finds a musketball with his name on it. RIP. However, Private 'X2' survives to earn 300 crowns with Frontier regiment 3. ❖

Press

Announcements

Quick leg-up on offer!

As newly-appointed Brigadier of the Guards, I find myself in need of somebody to polish boots, hold horses, sharpen swords etc. To whit, an Aide. Post would suit recent entrants to the military life.

Applications to:

† Ali Vouzon (Brig Guards)

The Dragoon Brigade will be visiting the front in October to test the mettle of our steel. I am particularly concerned that the Grand Duke Max Dragoons may not be at full readiness. In the meantime, I am instituting a clean sweep of the Brigade staff, and applications in writing should be submitted by qualified officers wishing to serve. No riff-raff. † UXB

bidding for a building, must be the same colour. One point to be aware of, though, is that the workers on a building go to the owner of the building at the end of the season. Using another player's building can be useful, but you are giving them workers for the next season.

Deciding what to do with your workers is the key to the game. How much do you bid? For which tiles? Do you hold some back to counter over-bids by other players? (This may be where I'm going wrong!) Which buildings do you use? Should you grab them quickly while they're cheap? Or is the priority to get some bids down? The conclusion I'm coming to is that *Keyflower* is a very tactical game.

At the end of the season, when all players have run out of things to do, the bids are resolved and players get the buildings they won – including any workers on them. Workers from winning bids go into the bag, while those from losing bids go back to the bidder. Each player gets the workers from the buildings in their



Summer bidding under way: note the competition for the tile centre left; someone's used the tile centre right; and the start player meeple is lurking in the top left.



My village after adding Spring purchases – a mine (with a stray resource barrel) and a tile that swaps yellow meeples for green

village. Then players add new workers from the boats, choosing a boat in the order decided by their bids, and the new start player gets the purple pawn that indicates this.

Finally, players decide where to put the new buildings in their village. As already mentioned, tiles must be placed so that touching edges match. There are also a couple of potential bonuses to take into account when organising your village. For example, there is a bonus for a loop of roads around your village (a point for

each tile), which one player will have at the end of the game. More immediately, you need to consider the connections for moving resource barrels from the buildings that produce them to where you want to use them.

The new season starts with the new set of tiles being set out and more workers and skills placed on this season's boats. The last season, winter, is a bit different from the others. To start with, the winter set of tiles all score victory points – either in themselves (the Keythedral is worth a significant 12 points, for example) or by providing a bonus based on the owner's holdings (sets of skills tiles, for example). These are dealt out to the players at the start of the game.

At the start of the winter season, players choose how many of their winter tiles (at least one) they will make available for bidding on. So, you have three quarters of the game to consider the winter tiles you have and build up your holdings to fit the bonuses. Of course, you still need to win the buildings you want in the winter season's bidding – which is where the plan can all go wrong!

There are no boat-loads of new workers at the end of winter, but players still get to choose boats in the order they bid for. Boat and turn order tiles are added to players' villages, as they also provide bonuses (that loop of roads bonus on the "Sea Bastion" – groan! – boat for one). Once the final tiles are in their villages, players score up: points from buildings, gold resources (worth a point each) and their bonuses. Note that workers, other resources and skills are worth nothing unless you have a bonus that scores for them.

Half a dozen more are in the gym for two weeks. The least frightening of these is probably Amant d'Au, who's practising his dagger moves. Most scary is Ilk Lamore Bartat and his cutlass. This leaves Jacques As and Uther Xavier-Beauregard who work out with their sabres, while it's rapier for Richard Shapmes and Sebastian Nuisance. Half a dozen drop in for just the one week.

The Bawdyhouses are another place that Parisians generally visit for just one week. Egon Mad 2 and Sebastian Nuisance start their month by buying some female company. Gustav Ind does the same in week 2. Week 3 sees Frele d'Acier, Jean-Luc Beauchamp l'Rojik and Rick O'Shea getting their oats. Frele's prior courting didn't work out, but the other two show no interest in acquiring a mistress. We finish the month with Georges Jush and Jacques le Franc, both of whom have been unlucky in love in October.

Lothario Lovelace is just mistakenly persistent: he spends three weeks camped on the doorstep of a particular young lady, without realising she's not at home. It was a good plan, but he reckoned without an early bird winning the worm and then taking her out for the rest of the month. Euria Humble shows the virtue of persevering. He meets Gar de Lieu on the doorstep of his intended when he first calls – that'll be a duel. He gets the lady to himself when he returns and wins her on his third visit.

Another persistent suitor is Sheikh Yadik Al-Abowt in his nice new uniform. It takes two attempts to win Katy. This is bad news for Pierre Bezukhov II. He turns up at the Fleur in week 3, expecting Toady to be the Sheikh, only to find he's still out courting. Taking her out means Eglise de Sant-Suplice has no-one to seduce when he turns up at her door – the second time this has happened to him this month. Etienne Brule's seduction attempt gets nowhere, but Marmotte d'Al succeeds – and then spends the following week with his new mistress.

Visitors to the Fleur this month include a shame-faced Jacques Shitacks, who spends three weeks here with Madelaine. Pierre le Sang and Kathy are there all month, not just for the party.

Bothwell's is pretty much home to Ali Vouzon and Alison Wunderlandt for the month. Richard Shapmes and Ella Fant are there in the first week. Armand de Luce's party takes place in week 2. Armand and Jenny return to the club for the rest of the month. Connor McKnight and Warren Peece are also there for the second half of October. Each brings his mistress – Emma with Connor and Ingrid with Warren – and receives a Toady in the last week. Rick O'Shea joins Connor and Emma. Pop Goes The Weasel and Angelina are Warren's guests. Pop and Angelina were in Hunter's the week before, almost the only visitors to that club (the others being Voulo Vault and Ophelia Derriere at the start of October).

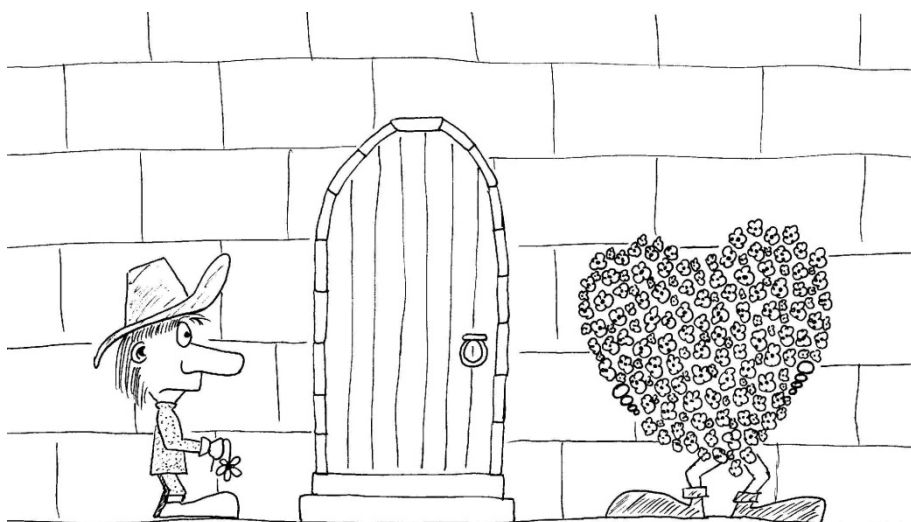
Blue Gables is the place to find Armand Slice. He is here with Mary Huana for the three weeks before Pierre's party. Tourtière Mangetout brings Sue here for a quiet drink before they attend the same party. Arnaud Surfinmaise heads for the

The following week, Gustav's group continues their deliberations, but Gustav's exploration of the club is somewhat hampered by Pierre le Sang's party. Pierre welcomes his guests with Kathy Pacific at his side. Armand Slice leads the 53rd Fusilier contingent (well, he is the commanding officer) and brings Mary Huana. Chopine Camus arrives with Sheila Kiwi. Etienne Brule arrives on his own. Anne Tique accompanies Gaz Moutarde while Leia Orgasma is with Ilk Lamore Bartat.

Jean-Luc Beauchamp l'Rojik arrives on his own again and renews his argument with Sheikh Yadik Al-Abowt from Armand's party. The Sheikh is escorting Katy Did, which will be bad news for Yves Vrai Bretheauteque. The bad news for Jean-Luc is that Gustav joins the Sheikh Yadik to exchange regimental challenges. Quasi Le Bossu rolls up with Guinevere, making a more subdued entrance than last time. Richard Shapmes brings Ella Fant and Tourtière Mangetout has Sue Briquet on his arm.

Swords and wooing

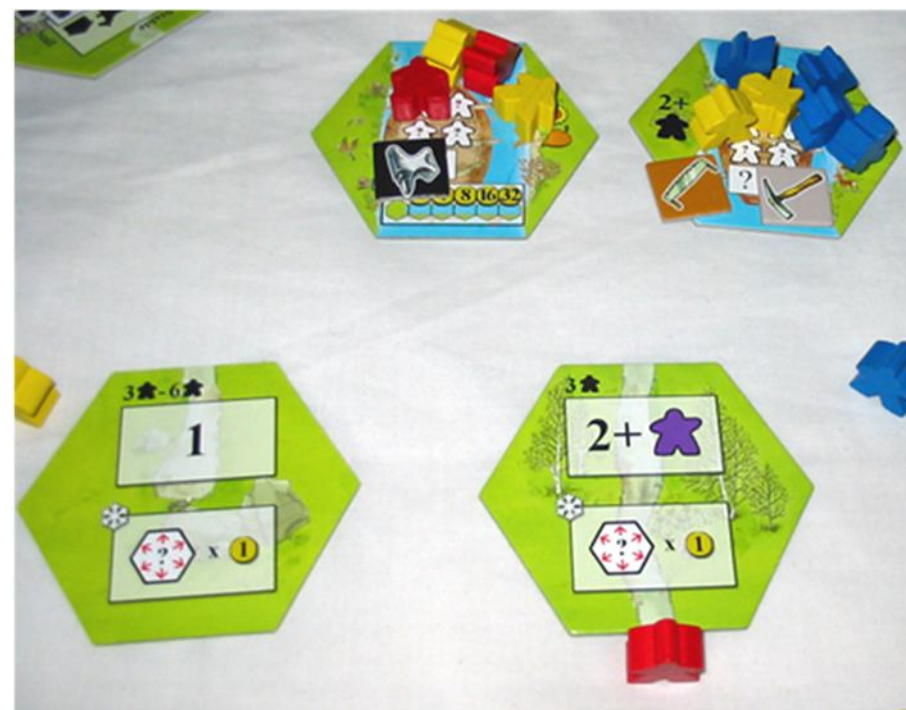
That's the main social events (and non-events) accounted for. This leaves the gym as the place to find lots of Parisians. Arsène Est and Jacques de Gain are there all month, both practising with their rapiers. As we've already heard, Voulo Vault is in the gym. He's practising rapier. This takes up three weeks of his month, after he's taken Ophelia Derriere to Hunter's. Pierre Cardigan and Tomas le Matelot are in the gym for three weeks, too, with their sabres. Both were in the Fleur to start the month with their mistresses: Fifi with Pierre and Jacky Tinne with Tomas. Tomas places a big bet while he's there and wins it. That's his finances taken care of for a while. After the Boozers and Bellringers, Charles Rabbit-Vacuum and Dexter Sinistre practise sabre for the rest of the month.



This makes the game seem fairly simple: put out tiles, bid for/use tiles until everybody's used up their workers and then get new workers. Repeat three times (with some differences for the final round) and whoever has the most points wins. Of course, it's a lot more complicated than this, mainly because the meat of the game is in the buildings. What you do – and are able to do – depends on the buildings available.

As you'd expect, the early seasons' buildings give players ways of generating resources, skills and workers. And they can be worth points, too, when upgraded. Resources and skills are needed to upgrade buildings and use buildings as well as being collected for final bonuses. The tricky question is which buildings to use and which are worth buying. I'm still wrestling with this one. As only a sub-set of the buildings is used in each game, my games so far (almost all three-player) have been quite different.

What is clear is that managing your workers is a crucial element of the game. The game starts with red, blue and yellow workers in the bag to be picked out.



Turn order bidding tiles plus a couple of boats loaded with meeples and skills. Note that the lefthand boat has been flipped and its winter bonus (points for adjacent boats) is visible at the bottom of the tile.

Green workers are also available, but can only be taken by using a building (if available). They can provide a useful tactical edge if you have more (or the only!) green workers, but my experience suggests they are not crucial. Once used, they go into the bag, so after this they may appear as part of a random selection.

A more significant tactic seems to be trying to monopolise workers in one of the main colours. Having more workers in a colour than your opponents both ensures you can bid more than the other players and lets you monopolise the use of some buildings – this round. Having said that, I've not played *Keyflower* with more than four players and I'm not sure how this would work out in a 5- or 6-player game. (There'd certainly be rather more competition for each colour.)

What is clear is that you need to study the buildings available each season and how they might fit with the buildings you already have. From this, you can decide how much it's worth bidding for them – though this is complicated by the colours of the workers available to you and which colours your opponents have. However, you also need to keep track of the buildings other players have and how you may be able to use them. On top of this, you need to consider what the other players may be up to and what bonuses you will have at the end of the game.

Keyflower is a complex game that is very different each time you play. There is a lot to think about and plenty of decisions to take, making it a tricky, but rewarding challenge. It's also a lot of fun. I'm really enjoying playing the game, learning how to get the best out of it and look forward to playing it a lot more. I give *Keyflower* 9/10 on my highly subjective scale.

I should also mention that, unlike earlier R&D games, which were generally limited editions, *Keyflower* has been co-produced with German publisher Huch! & friends and Gigamic in France. This means that the game should be readily available for a while yet.

Keyflower was designed by Sebastian Bleasdale and Richard Breese and published by R&D Games and others. It is a strategy game for 2-6 players, aged 12, and takes about 90 minutes to play.

This review was first published in the Winter 2013 issue of Gamers Alliance Report: www.gamersalliance.com.

Games Events

SorCon, says its website, is “a freestyle board games convention.” In other words, it's essentially a bunch of people playing board games for the weekend. That's my kind of event. It takes place at the Ramada Hotel just north of Colchester (junction of the A12 and A120) from 1st to 3rd March. It's limited to 80 attendees, due to the hotel's capacity constraints, so check rather than just turning up. See www.sorcon.co.uk for more information.

The next Raiders of the Game Cupboard event is on 23rd March in Burton-on-Trent (The Salvation Army Citadel, Mosley Street, DE14 1DR) from 10 am to 8

while, so a further note is sent to the Crown Prince. Then another. And a fourth, telling him just who is waiting. The giggling from inside becomes audible as the Prince shares the joke with others in the club and the penny finally drops: the wake is next month, too!

Fellow travellers

The event that **is** happening in the second week is Armand de Luce's latest Rogues and Vagabonds party at Bothwell's. His theme is “Gypsies and Travellers”, but neither Armand, nor his companion, Jenny Russe, is in costume. Following the lead of his host, Amant d'Au doesn't dress up and brings Bess Ottede in her best party frock. Chopine Camus and Sheila Kiwi are in party clothes, too. Etienne Brule has made some sort of effort: he is wearing a floppy hat, long coat and even longer scarf and keeps checking the time before rolling his eyes maniacally and dashing off. Nobody talks to him...

Gaz Moutarde decides to be clever: he gets his manservant to check what Voulo Vault is wearing, with the aim of turning up in an identical outfit. The word is that Voulo has stripped to his shirt and breeches. Gaz follows suit, but Anne insists on wearing her latest dress. The joke is rather on Gaz, though, as Voulo is not at the party – he's practising in the gym! Jean-Luc Beauchamp l'Rojik is dressed as Marco Polo, who at least was a traveller. The costume cannot disguise his regimental affiliation – certainly not from his former colleague, Sheikh Yadiq Al-Abowt, who challenges him on behalf of his new regiment.

The Sheikh is dressed as the English King, declaring him “the biggest rogue alive.” Clearly the Sheikh doesn't realise the fellow was a regular visitor to the French court before he gained his father's throne. New boy Pop Goes The Weasel turns up with Angelina di Griz on his arm, having won her affections the previous week. Both are well dressed, but not in costume. Quasi Le Bossu makes a grand entrance, arriving in a gypsy caravan with Guinevere d'Arthur, both dressed in gypsy-style finery.

The last arrival is Warren Peece, who brings Ingrid with him. These two are also dressed as gypsies, but don't have the style of Quasi and Guinevere. There can only be one winner of the costume prize: the 75 crowns go to Quasi. Etienne enlivens the party with a visit to the gaming tables. He places four bets, winning two, losing one and cutting the last. He makes a small profit on his wagers and earns himself some status as well.

The lack of social events in week 3 means the gymnasiums are busy. However, Gustav Ind is receiving guests at the Fleur de Lys. He is joined by three Ministers (with not a Portfolio between them) Devlin Carnate and Lois de Low, Egon Mad 2 and Gar de Lieu. Gustav has a large sheaf of papers and spends much of his time going round the club, looking at the papers, looking at the walls and shaking his head.

Positions remain unchanged around the corner, but then the riders dig in and the horses gallop for the line down the finishing straight. It looks like Armand has everything under control; he maintains his pace and crosses the line in first place. Frele and Jacques As are struggling, though, and Gaz surges past the pair of them to finish second – though he’s a good length down on Armand. Etienne gets the most out of his horse, powering past Frele and Ilk and catching Jacques As on the line for joint third. The other three are only just behind him, but they’re out of the prizes.

Chaos at the cathedral

While the B&Bs are having fun at the racetrack, a bunch of confused Parisians is milling about at Notre Dame Cathedral, all dressed in their finest. Top of the heap is the new Minister of State, Viscount Gustav Ind, looking splendid in his formal dress – though he does seem a tad uncomfortable. Perhaps his new boots are pinching. Count Devlin Carnate, also a Minister, is next. He’s had his outfit for a while and looks more comfortable in it, but equally confused. Another Minister without Portfolio, Count Euria Humble is next, but hangs back looking rather embarrassed. The Dragoon Brigadier, Marquis Uther Xavier-Beauregard, is the first of the military uniforms in evidence. Baron Connor McKnight is a Brigadier-General and a QMG. Lt-Colonel Rick O’Shea feels a bit junior in this company. Though not as junior as Major Eglise de Sant-Suplice, who is looking daggers at Euria Humble – the CO of his enemy regiment. Marmotte d’Ai brings up the rear of the party, though the others just assume he’s a random passer-by.

In strict order of precedence, the group files into the strangely quiet and empty spaces of the great cathedral. “Where is everybody?” is their constant refrain. Some muffled shouting (well, they **are** in church) produces much scurrying amongst the cathedral staff, but no immediate answers. Eventually, the cathedral’s Dean appears, looking dishevelled after being roused out of his lodgings.

“How may I help, Minister?” he enquires.

“Where is everybody?” grinds out Ind between gritted teeth. “Where’s the coffin, the King, the other mourners?”

“My Lord?” is all the reply he gets.

Carnate pushes past: “Why aren’t you ready for d’Or’s funeral?”

“Oh, my Lords! Oh dear! Oh dearie, dearie, dear. We have another month to get that organised – it’s scheduled for the first week of **November**. Of course, you’re very welcome to light a candle...”

The embarrassed funeral party tries to look casual as they saunter back out of Notre Dame. Carefully not looking at each other, the eight men go their separate ways. However, for six of them, that means straight to the Fleur de Lys for the Crown Prince’s wake. Devlin, Uther, Connor, Rick, Eglise and Marmotte arrive in the club’s entrance hall to find Georges Jush already there. “Hello, chaps,” he exclaims, “I’ve just sent a note in to Prinny. Shouldn’t be long now.” But it is a

pm. It’s essentially an all-day open gaming session with a games library supplied by Spirit Games (whose shop is just round the corner). For details, see the website at <http://www.raidersofthegamecupboard.co.uk/>

The next big board games event is Baycon, which takes place over the weekend after Easter. That is, 4th – 7th April at the Exeter Court Hotel in Kennford (a few miles south of Exeter). It’s a few years since I’ve been (since I have a date in the USA in April), but Baycon has always been an excellent event. For more details see the website at www.baycon.co.uk

This box concentrates on events I expect to attend.

Swiggers: games club that meets every Wednesday evening, usually upstairs at The Shipwright’s Arms, 88 Tooley Street, London SE1 2TF (a few minutes’ walk from London Bridge station). Board games and very 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 Allsop Arms (137 Gloucester Place, London NW1 5AL). The pub has an extensive menu as well as some good beer and is convenient for Baker Street and Bond Street Tubes as well as Marylebone station. An excellent afternoon.

UK Games Expo: the last weekend in May 2013 at the new venue of the Hilton Metropole at the NEC. 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 open gaming on the Friday and Saturday evenings. For details see www.ukgamesexpo.co.uk

Spiel: the board games event of the year. 19th-21st October 2013, at the Messe (Exhibition Centre) in Essen. Contact Friedhelm Merz Verlag, Postfach 210250, Bonn, 53157 Germany or see www.internationalespieltage.de.

MidCon: November 2013 at the Hallmark Hotel in Derby. MidCon is a friendly board games convention in a decent hotel. See www.midcon.org.uk for more.

For more extensive information on UK board games events, try the following.

The Labyrinth: <http://homepage.ntlworld.com/the-labyrinth/games/>

The Queen’s Lane Advertiser: <http://www.boardgamers.org.uk/qla.php>

Credits

To Win Just Once issue 132 was written and edited by Pevans. The LPBS masthead (page 25) is by Lee Brimmicombe-Wood. The illustrations on pages 27 and 30 are by Nik Luker. Game and book artwork is reproduced by courtesy of the publisher. Except where noted, photographs were taken by Pevans, who also played with Photoshop.

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Kingsley Halt

Railway Rivals game 9 – Turn 7

McJacobahn takes an early lead, followed by the North British Railway Company, but it's early days yet. The North British Railway Company built east from Aidrie to the outskirts of Edinburgh.

Premier Football is Best built west to Tyndrum, crossing with Wishie-Washie, and across the Tweed into England. McJacobahn built no extensions. Wishie-Washie Coldness Railways connected east towards the North British corner.

Race results

Race	From	To	Jacob	Wishie	NBR	PFB
1	9S Motherwell	9H Berwick	20+6			10-6
2	4S Castle Douglas	KD Aberdeen			10	10
3	2S Stranraer	JC Perth	10		10	
4	6H Hawick	9D Ballater	10		10	
5	2H England	QC Dundee	10		10	
6	7D Forfar	10C Tyndrum		10	10	
7	JH Edinburgh	10S Airdrie	10	+3		20-3
8	KC Dundee	8S Paisley			20	
9	9C Kirkcaldy	KH Edinburgh				20
Total			66	13	70	51

Builds

McJacobahn – Mark Cowper (Blue)

No Builds
POINTS: 98 +66 = 164

Weeshie-Washie & Coldness Railway – Thomas Kok (Black)

(Tyndrum) – D51 – D52
(J56) – J57 - Pitlochry
(T59) – T60 – U61 – U62 – U63 – V63
– V64 – V65 – W66
POINTS: 92 -12 +13 +1 = 94

North British Railway Company – Jonathan Palfrey (Green)

(Airdrie) – T18 - T19 – T20 – T21 – U22 – U23 (-2 to FBR)
POINTS: 83 -12 +70 = 141

Premiership Football is Best – Gerald Udowiczenko (Red)

(D53) – Tyndrum (1 to WISHIE)
(Q31) – Q32 – P32
POINTS: 35 -8 +2 +51 = 80

Cheering on the riders as they amble towards the starting line are their lady friends. Jenny Russe supports Armand, Anne Tique applauds Gaz, Leia Orgasma is rooting for Ilk and Thomasina Tancenjin is the partisan for Jacques As. The applause brings Quasi's other guests into the grandstand as the riders get ready for the start. Bess Ottede rushes to get a good view with Amant d'Au trailing after her. Arnaud Surfinmaise accompanies Betty Kant, trying not to spill the wine. Chopine Camus escorts Sheila Kiwi and a wine bucket. Charles Rabbit-Vacuum has to drag Lucy Fur away from the bar, as she's not bothered about the "horsies". Ava Crisp is with Dexter Sinistre and they take their time. Jean-Luc Beauchamp l'Rojik is on his own. Jacques Shitacks has brought Madelaine de Proust, but steers away from the booze at the Prix – it's just not up to snuff. Lothario Lovelace escorts Josephine Buonoparte, only to be rudely accosted by Jean-Luc, who takes exception to his uniform. The Cardinal's man gives as good as the Musketeer and a duel will be required. Pierre Bezukhov II is towed into place by Belle Epoque, who likes a good horse race. Tourtière Mangetout is unaccompanied and the butt of some comments about people who don't turn up to their duels. Finally, Warren Peece rushes in with Ingrid la Suède on his arm, grabs a couple of glasses of wine and hurries out to see the horses set off.

As expected, Frele leads the way with Armand and Gaz quickly tucking in behind him. Jacques As is quickly a length down on these three, but a similar distance ahead of Etienne, Ilk and Jacques le Franc. As the horses move onto the back straight, the jockeys give them their heads. It's immediately clear that Frele is having trouble getting any pace out of his mount. Conversely, Ilk and Jacques As are only just hanging on to their reins. There's no trouble for Armand who leads the race as the horses reach the far corner. Despite the problems, Frele is on his shoulder, but so, too, is Jacques As. Gaz can do no better than Frele and has maintained his position just behind him. Ilk's charge has brought him to the rear of Gaz's horse with Etienne just behind him and Jacques le Franc at the back.



Gascons and buys himself a Captaincy. He then marches off to join his new regiment in action.

With the demise of Michel Marteau last month, Eric de Miabeille is now in command of the Queen's Own Carabiniers. He makes sure of this by buying up to Lieutenant-Colonel. Only then does he realise that, as regiment commander, his place is leading the two squadrons of the regiment that are on the frontier.

The first job of the new Minister of State, Viscount Gustav Ind, is to appoint his own Ministers. Armand de Luce is keen to be Minister of Justice ("me, me, me!" is the excited cry outside Ind's office). Ind ignores him to give the job to his fellow Viscount and the retiring Justice Minister, Gar de Lieu. His Majesty elevates de Lieu to Count as reward for his service.

Having missed out on this one, de Luce is extra-keen that Ind should make him Chancellor instead. Ind has other ideas, though and, once he's managed to get de Luce out of his office, brings in Jacques Shitacks. There's no title for Shitacks, as he's already a Count.

To swell the numbers in his cabinet, Ind decides that people called Pierre should be Ministers, too – though without any specific portfolios. Thus Pierre Cardigan and Pierre le Sang are appointed Ministers without Portfolio. Both gain further titles: Earl for Cardigan, Baron for le Sang. A plaintive cry of "What's wrong with Armands?" may just be heard in the distance.

As Adjutant-General, Quasi Le Bossu assigns the Division commanders. Having left the positions vacant last month, he now appoints himself to command First Division and Richard Shapmes to lead Second Division. This leaves two Division commands still vacant – and the post of Adjutant-General freshly open, too.

And they're off!

The preliminaries out of the way, it's time for the Boozers and Bellringers' horse race in memory of the late Zachary The Money Goes, commander of the King's Musketeers. Quasi Le Bossu and Guinevere d'Arthur lead the way to Le Prix d'Or. The regulars look a little put out by the influx of their betters – it's been a while since the nobs came for a horse race. Still, it makes for a good atmosphere as the dust is blown off the more expensive bottles of wine and cognac.

Quasi finds he has seven riders prepared to try their skill – well, he has only put up the minimum prize money. Bizarrely, three of them are members of the Royal Marines, a regiment much more familiar with shipboard than horseback. Two of them, Ilk Lamore Bartat and Jacques le Franc, are at the back of the field, as expected. However, joining them at the wrong end of the odds is Etienne Brule. The favourite is Frele d'Acier of the Grand Duke Max Dragoons. However, the third Marine, Gaz Moutarde, is just behind him, alongside Sir Armand de Luce. This leaves Jacques As, halfway between the front three and the back three and perhaps regretting lending Frele the money he needed to enter the race.

Next turn's races

Race	From	To
10	3S Wigtown	8H Peebles
11	AS Ireland	QD Aberdeen
12	KS Glasgow	3C Oban
13	10H Dunbar	6D Pitlochry
14	QH Edinburgh	5C Dumbarton
15	5D Aviemore	4C Greenock
16	10D Banff	JS Glasgow
17	JD Fraserburgh	3H Carlisle
18	8C Dunfermline	8D Montrose

You may enter up to 6 races. After the races, you may build up to 10 points, including known payments to rivals.

GM Notes

Leapfrogs used: None.

Races continue this turn. The nature of the map means joint runs are likely. Please make sure that such races are listed in BOTH sets of orders – though the route only has to be in one set, the other set can say to use the route given by the other player.

Races that cannot be run because no one has connected to them remain available and do not count against the limit on the races you can enter each turn.

**Orders to Mike Dommett, 119 Victoria Road, ALTON GU34 2DD
or by e-mail to mike_dommett@yahoo.co.uk by 8th March 2013**

The Light that Failed

Star Trader game 6 – Turn 5

"I want a streamlined hull!"

"Very good, sir; always better for avoiding unwanted attentions.

"Has sir got anything in mind?" The second salesman could see the determination in the Holyoke representative's face.

"Yes, a Corco Gamma."

"Cheap, and yet often effective, sir."

Gamma Leporis was quiet this Quarter.

At Epsilon Eridani, QUASAR were busy. First they sold 8 Isotopes for 5 HTs each and gained a Dealership, shutting out HOLYOKE's bid of the same value. QUASAR then sold 9 Monopoles for 16 HTs each to take a second Dealership. HOLYOKE beat them to the punch on Spice, selling 6 for 17 HTs apiece, but

demand was still high enough to allow Quasar to sell 3 at 18 HTs. No joy for ARCHANGEL who had hoped to sell at 19 HTs.

QUASAR failed to sell Isotopes for 8 at Tau Ceti as the price fell, though. BELISAR did sell 5 on Contract.

GAMLEPCO sold 10 Alloys for 7 HTs each at Mu Herculis, gaining the Market Managership, with all the advantages that implies, even if the AIA sold 2 at 10 HTs apiece. The ANARCHISTS were abroad in the Monopole Market too, buying 7 for 13 HTs each and gaining a Dealership.

MONOGRAM bought 10 Isotopes for 5 HTs each at Sigma Draconis and gained a Dealership. They tried to sell Monopoles at 17 HTs, but failed; though ARCHANGEL bought 4 at 17 HTs themselves. The ASSOCIATION of INTERSTELLAR ANARCHISTS bought 5 Spice for 15 HTs each, and would have bought more, had their funds not run out.

HOLYOKE sold 4 Isotopes for 5 HTs each at Beta Hydri, and finished trading by selling 3 Spice for 14 HTs apiece.

QUASAR ENTERPRISES sold two Warehouses at Beta Hydri, then sold all their Alloy Factories at Gamma Leporis and 3 of their Isotope Factories at Tau Ceti and paid off their 1,000 HT loan. A spokesman said that their parent Corporation had every confidence in them.

HOLYOKE ARBITAGE were also going to the bankers, selling their Clarinet hull, the Chicopee, for 110% of list price to make sure the loan was paid off, before immediately taking out a 230 HT loan for 4 Quarters, part of which was immediately spent laying down a Corco Gamma Hull in the Tau Ceti Ship Yards.

GAMLEPCO were keeping their heads down, with even their normally ebullient Chairman passing up opportunities to speak.

BELISAR POLITICAL, having neatly avoided loss of their ship by an emergency hyperjump when it was intercepted, bought 2 Monopole Factories at Mu Herculis and 2 Alloy Factories at Gamma Leporis.

GATES LEARJET loaded passengers for Epsilon Eridani and Mu Herculis.

MONOGRAM INDUSTRIES bought a second Spice Factory at Sigma Draconis as part of their diversification strategy.

ARCHANGEL LINES – “Fly with us to heaven!” – increased their Reputation Level by 2 as they loaded passengers for Beta Hydri, Epsilon Eridani, and Mu Herculis. Political Connections were increased as the Chair being of Epsilon Eridani’s Chamber of Commerce was entertained.

The Association of Interstellar Anarchists had another press release as they removed their blockade from Tau Ceti.

Les Petites Bêtes Soyeuses 260

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 the back page). You will also need a copy of the published rules to *En Garde!* (see www.engarde.co.uk).

Orders for November 1665 to Pevans at 180 Aylsham Drive, UXBRIDGE UB10 8UF, UK or lpbsorders@pevans.co.uk by 15th March 2013



October 1665

As October starts, Paris is still coming to terms with the sudden death of the man who had been Minister of State. What will happen without the firm hand of Revaulvin d’Or on the tiller of state? Chaos seems to be the answer...

But first, there’s an affair of honour that must be settled. Tourtière Mangetout has a grudge against Eric de Miabeille, who stole Sue Briquet’s affections from him. De Miabeille arrives at the appointed spot in good time, sabre in hand, ready to show Mangetout who’s the better man. However, there is no sign of Mangetout. Even his second, Arnaud Surfinmaise, can’t find him. De Miabeille puts up his sword, content that he’s made his point (and gained some status).

Turncoat!

The big shock of the month is that Sheikh Yadik Al-Abowt resigns his commission in the King’s Musketeers and applies to ... the Cardinal’s Guard! And Euria Humble accepts him! The Sheikh buys his way to Captain. We wait to see what his new comrades make of this, not to mention how his former colleagues will react. Perhaps he’s trying to stay in the new Minister of State’s good books – Major Ind is a Cardinal’s man after all.

The Sheikh’s position as Major of the King’s Musketeers is taken by Eglise de Sant-Suplice, whose application is quickly passed by chief Musketeer Jacques de Gain. Having bought the rank of Major, Sant-Suplice accepts General Tomas le Matelot’s offer and is assigned to First Army, le Matelot’s command, as his Aide. At the opposite end of the regimental lines, Philip de Coin gains entry to the

This leaves Tim Macaire, who's target is "Mark Cowper for bonking me last turn (this could get ugly)." Self-bonks take out several other characters.

This turn's scores

Player	Self	Total
Chris Baylis	1	3
Howard Bishop	0	1
Chris Boote	4	4
Mark Booth	4	4
Colin Bruce	1	1
Andrew Burgess	1	1
Charles Burrows	2	2
Pete Card	4	6
Colin Cowper	3	3
Mark Cowper	1	2
Mike Dommett	0	1
Neil Duncan	3	3
Mike Dyer	0	0
Alex Everard	1	3
Russell Harris	3	4
William Hay	1	1
Dominic Howlett	4	4

Player	Self	Total
Martin Jennings	1	3
Rohan Keane	2	2
Andrew Kendall	0	0
Nik Luker	0	0
Tim Macaire	0	0
Brad Martin	1	2
Graeme Morris	1	1
Matthew Shepherd	1	1
Alan Tabor	0	1
Gerald Udowiczenko	1	4
Pam Udowiczenko	0	0
Ray Vahey	1	1
Matthew Wale	0	0
Paul Wilson	0	3

Self is the number of self-bonks (to date); Total is the number of bonks this turn.

What's this about?

The name of this game goes back to more innocent times and the game has also appeared under other titles. Each turn, each player bonks (= nominates) another recipient of this magazine who's still in the game. Those who are bonked enough times in a turn are out and can't bonk anyone else. Last man standing wins.

The game is open to anyone who receives *To Win Just Once*. Players just have to send me the name of another TWJO recipient (from the list above) and give a reason (it doesn't have to be significant). Players who don't bonk someone else bonk themselves (and self-bonks are cumulative from turn to turn). The number of nominations needed for ejection will reduce as the number of participants does.

(If you read TWJO and I've left you out of the list, drop a line to TWJO@pevans.co.uk and I'll add you in next time. If you don't want to be included, just wait and you'll be out next turn.)

**Send your bonk to Pevans at
180 Aylsham Drive, UXBRIDGE UB10 8UF or
to TWJO@pevans.co.uk by 15th March 2013**

Press

A blow for freedom! Capitalist war-mongers beware, the AIA will punish those who exploit the down trodden people of Sigma Draconis! Anyone wishing to discuss Fair Trade terms for Sigma Draconis products should contact their local AIA cell, sorry, Representative.

Corporation Table

Corporation letter and name	Connections Bus/Crim/Pol	Init'v Bid	Turn order	Cash Rep'n	Player
A Archangel Lines	3 0 3	0	7th	233 38	Howard Bishop
B Monogram Industries	8 0 4	0	6th	26 32	Andrew Burgess
C Quasar Enterprises	10 0 5	10	1st	323 36	Mark Cowper
D Belisar Political	10 0 9	+4	4th	56 40	Mike Dyer
E GamLepCo	4 0 5	0	3rd	81 24	Martin Jennings
F Holyoke Arbitage	10 8 2	10	2nd	395 36	Przemek Orwat
G Gates Learjet	7 4 2	0	5th	117 26	Bob Parkins
H Association of Interstellar Anarchists	2 6 9	0	8th	8 N/A	Paul Evans

N under Initiative Bid means No move received, F indicates the Corp was floated

News

There were no new News chits this turn. Current chits are (new ones in bold):

- Turn 6 B8, P3
- Turn 7 C4
- Turn 8 B6

(Chits are identified by the Connection type and level required to see them and disappear/take effect in the News Phase of the turn listed.)

GM Notes

Not all Spaceports have a safe berth: See Star System details, bottom of page 16. In this game Safe Berths can be found at Gamma Leporis, Beta Hydri, and Epsilon Eridani.

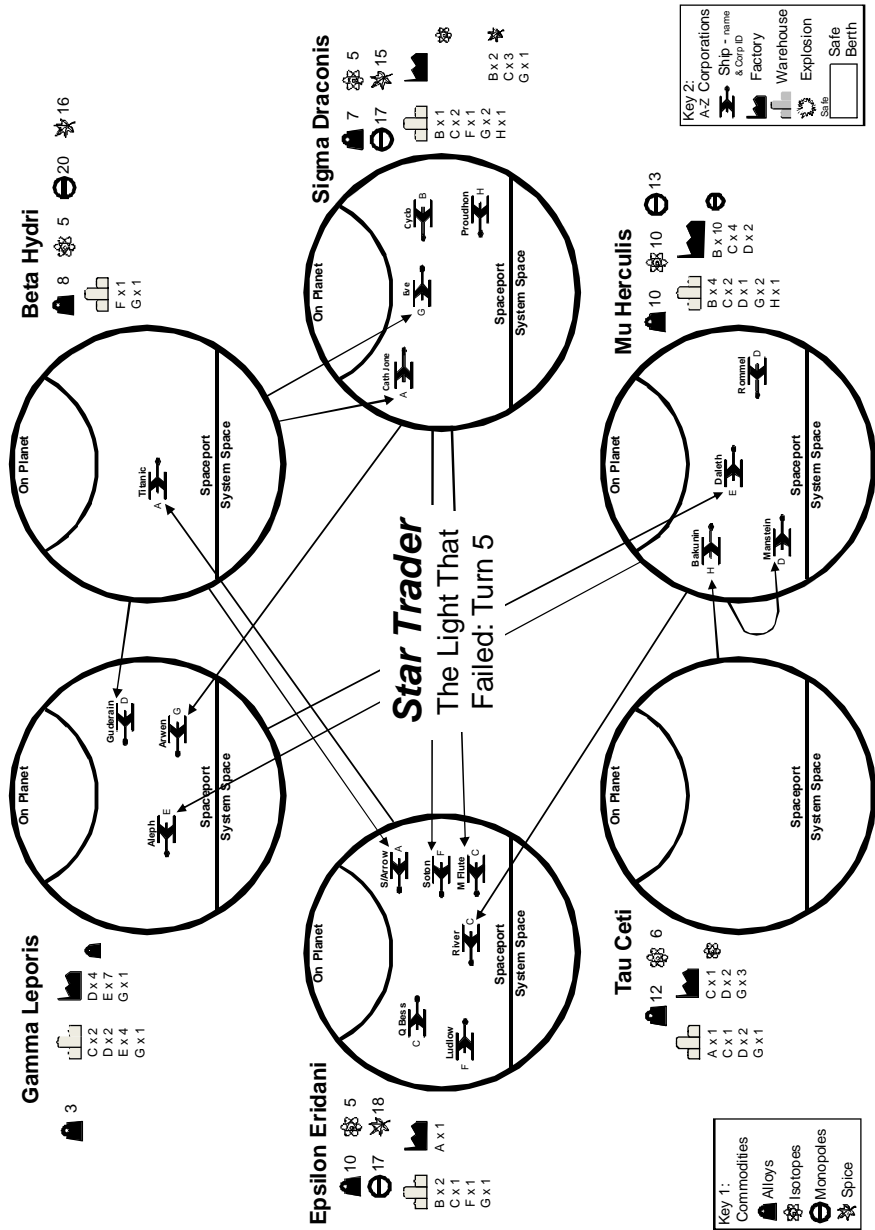
A player's initial starting factories do not count against their limit allowed (total of Political and Business Connections) – Monogram would be illegal for starters.

However, for clarification, it is only the initial Factories that count. Should Monogram sell his initial 10

Monopole Factories, I would rule that he would be able to rebuild those 10 factories, but only as Monopole Factories at Mu Herculis. He could not build 10 Spice Factories at Sigma Draconis, for example, unless he also had 10 combined levels of Business and Political Connections.

Increasing Connections – please read the bottom of Page 2 – procedures. You can increase one Connection rating by one level on one turn, B4-B5, for example, but not C1-C2 and P3-P4 on the same turn.

Orders to Mike Dommett, 119 Victoria Road, ALTON GU34 2DD or by e-mail to mike_dommett@yahoo.co.uk by 8th March 2013



The Bonking Game

Turn 5

I'm not sure what Howard Bishop is on, but he bonks Chris Baylis "since he's only two doors down from me and Mike Bird who lived next door has been bonked to death. Which reminds me of a classic Lemmy quote: 'If we [Motorhead] moved next door to you, your lawn would die.'" Quite. Charles Burrows bonks Chris, too: "as has not had one yet."

Howard is the target of Al Tabor: "Having done my research (www.pokemynname.com/firstname_15536_bishop.htm), Bishop is indeed a first name ... occasionally. So I feel it is justified to bonk Howard Bishop." Mike Dommett goes for Al "as I have no idea who he is." I'm sure that's mutual, Mike. In turn, Mr Dommett is picked by Nik Luker. "I find it utterly astounding that a TWJO veteran like Mike Dommett remains bonk-free after this many rounds, so in order to redress the balance somewhat he gets my bonk this time."

Colin Bruce has a much more sensible rationale for choosing "Pete Card, inventor of the Valentine's Day product which bears his name, for making excessive profits at this time of year." Pete is also the target of Graeme Morris "since his capacity to retaliate next month could be limited (bravery, no - pragmatism, yes)." Graeme's right; with his accumulated self-bonks, Pete is out.

Andrew Burgess bonks "Russell Harris; he's not Rolf, and a Russellaroo just sounds ridiculous!" Of course! Mark Cowper picks "Gerald U (for getting ZTMG killed off, very careless!)" Bill Hay kind of agrees: "Gerald Udowiczenko because somebody has to." The coup de grace is administered by Pam Udowiczenko "for being cheeky to me while I was writing my orders."

Even as he goes out, Gerald has one last bonk: "Martin Jennings - As he came so close last time to being 'bonked', I thought it only fair to give him a better chance..." Paul Wilson is with Gerald: "Martin Jennings as revenge for him picking on my character Jack Burton when he was Marvin..."

Mr Jennings goes for "Brad Martin for usurping my first name as his surname, and before he does it to me for the opposite reason." However, Brad closes the loop by targetting "Paul Wilson for having missed out so far." Matt Shepherd joins him: "bonk Paul Wilson!" And so does Matt Wale "Paul Wilson for not being bonked up to now and because he is a close friend and will not be expecting it."

Despite this attention, Paul survives, just. I managed to get Alex Everard in the wrong place in the list last time and this seems to provoke people. Mike Dyer is quick off the mark: "Alex Everard did not show up in his alphabetical place last issue. Bonk him for it." Andy Kendall joins him "Alex Everard - for lurking out of order at the end."