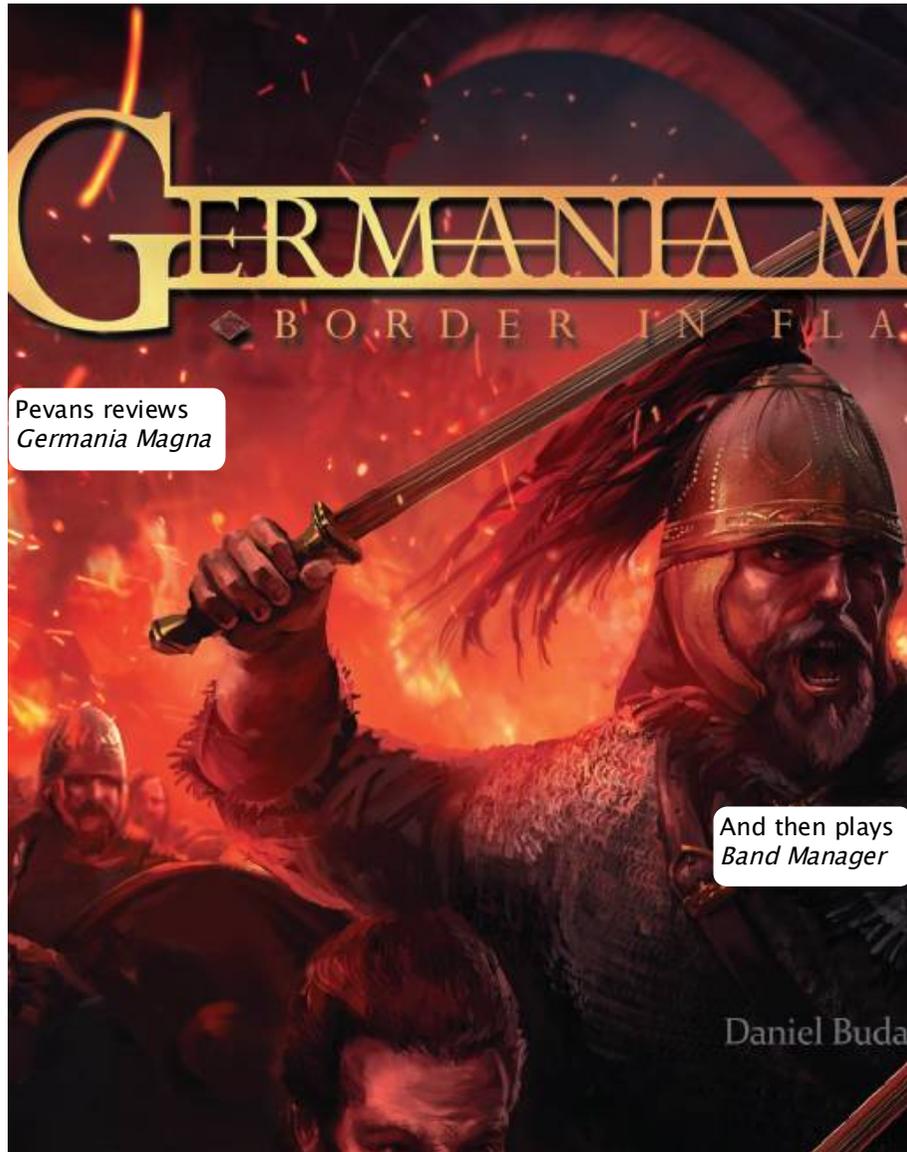


To Win Just Once

(incorporating Les Petites Bêtes Soyeuses)



Pevans reviews
Germania Magna

And then plays
Band Manager

Daniel Budae

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Chatter

Welcome to 2017! I trust everybody had a good Christmas.

However, I am very sad to report the sudden death of Joe Farrell, who has been ‘Jacques As’ in *Les Petites Bêtes Soyeuses* for over four years, just after Christmas. Joe was a great contributor to *LPBS* and will be missed. On behalf of all my readers – and particularly *LPBS* players – I offer our condolences to Joe’s family and friends.

My most recent people-watching demonstrated a new use for a head scarf: for hands-free mobile use. The occasion was travelling by Overground train to visit a client. A few stations after me, a woman got on with a black headscarf tight around her head. The incongruous bit was the bright blue mobile phone sticking out of it. It was held in place by the scarf, next to her cheek and, presumably, against her ear. She was certainly able to chatter happily with both hands free. Until we went through the tunnel under Hampstead Heath. After that, the phone had to come out to re-dial. Then it was inserted under the scarf again and the conversation continued.

This year, as with every other, the mince pies have disappeared from the supermarket the day after Christmas. Luckily I stocked up before then and thus have a supply that should last me until the end of the month (they’ve got a “Best Before” date in March, but they’re not going to last that long). Then I’ll just have to start on the hot cross buns that are already on the shelves.

TWJO online

After its publication on 15th December, the PDF version of *TWJO* 170 was downloaded 115 times in what was left of December. The previous issue, 169, attracted 28 downloads in December, taking it to 226 in two months. Issue 168 was downloaded 35 times in the month, making 189 since publication.

Looking at how people get to my website, there are still a fair number of links from odd Russian websites. Plus something called inboundlinks.win, which appears to be a website for finding out what other websites have links to a particular site. So I gave it a try and it’s clearly missing some of the links I know are there. It also claims my website is hosted in Iran. Go figure!

Letters

Tim Macaire has an observation.

Surely Lancaster House should have 4 floors while Lysander House only has one?

I see where you’re coming from, Tim. Which makes a change!

Of Huns and Visigoths

Pevans reviews *Germania Magna*

There’s a bit of history to this review. I was originally sent a pre-production copy of *Germania Magna* by Phalanx to preview in advance of the Kickstarter launch. After playing the game at Swiggers, I duly wrote a piece and passed it to Phalanx, with some critical observations and suggestions. They responded to my criticisms, pointing out that I had a ‘beta’ version of the game that didn’t include “changes we did to improve the game when the project was taken by PHALANX.”

Having been funded on Kickstarter last September, the game duly appeared at Spiel the following month. It looked just like the game I had previewed. Pete Card and I sat down and played it on the Phalanx stand and I could find no changes from the earlier version. A closer check shows that the points I noted about specific cards have indeed been clarified in the finished version and some cards have changed, but the rules seem to be identical. Hence the game is pretty much as it was when I first played it. This review is thus based on my original preview plus subsequent playing of the finished game and takes Phalanx’s responses into account.

The theme of *Germania Magna* – German tribes pillaging Roman provinces as the Empire declines – appeals both to the history buff and the teenage boy within me. Who can resist the chance to duff up some Roman legionaries? The provinces are represented by large cards, showing the province’s strength – and thus what it’s worth in laurels (victory points) – as well as the spoils available and any special effects (for example, military formation cards have no effect in the forests of “Belgica Secunda”).

The game’s box is solidly packed with lots of cards, plus cardboard coins and a couple of dice. As well as the ‘Province’ cards, there’s a large card and a couple of counters for each player to score their laurels. The “Tribal cards” are at the heart of the game, representing players’ troops, strategy and tactics. Apart from defeating the Romans, many of the cards can be used to disadvantage other players’ forces, since players’ scores for defeating a province are relative to what they contributed to the attack. While the Tribal cards make up the bulk of the cards in the game, there are cards for Roman forces and for the tribes’ chieftains.

The game starts with one target province on the table. Each player gets a hand of cards and some cash. A round starts with players drawing Chieftain cards. (At the end of the round, all the Chieftain cards are shuffled together again and players draw from the full deck each round.) Turn order for the round depends on the different values of players’ Chieftains. Each Chieftain also has a special ability. These abilities can be quite significant – extra strength, extra laurels, extra loot and so on. This is a fairly neat mechanism: it randomises turn order each round and makes sure one player doesn’t get exclusive use of a special

ability. On the other hand, getting the right Chieftain at the right time is pure luck and players can't really plan their turn until they've drawn their Chieftain if they want to make the most of their ability.

Once players have their Chieftains, a new Province is drawn and added to the row of targets – replacing one (start player's choice) if there are already three on the table. Note that a removed Province card goes on to the discard pile that determines when the game ends. Roman cards are added to the new Province, if required. These increase the strength of the Province, but are placed face down, so players don't know the full strength of what they're attacking. This is a nice touch, adding some uncertainty to the game. A little checking before the game will tell players the maximum and average values of these cards so they know what's needed to guarantee victory in any attack.

Players then draw cards and/or take cash. Since you need money to play cards, you're generally taking whichever you have least of. Though there is the option to take a little of both.

The meat of each round consists of players, in turn order, playing a card and paying its cost – or passing. This goes round until everybody has passed. Players may pass because they have run out of cash or of cards, or just decided not to play any more cards. Most of the time, playing a card means deploying the troops depicted against a particular province, initiating (or adding to) a "clash". Interestingly, we quickly found that everybody wanted to hold back and see what other players did before committing themselves.

Apart from troop cards of different types (heavy or light, infantry or cavalry), cards can be 'Attachments', which are added to troops to provide a bonus (or penalty). 'Strategy' cards can be played in a player's turn and generally take something from another player. They may be thwarted by 'Tactic' cards, which are played in response to something happening.

Once you pass, you're out for the rest of the round. This gives an advantage to players with more cards and money as they can continue playing. Hence, in all my games, players have quickly started building up their hands – particularly as there's no hand limit – and building a war chest. However, players can't afford to spend too long not attacking as discarded Provinces will bring the game to an end and only the players who have attacked (and won!) will have any points. The other problem with building a large hand, as the Phalanx guys pointed out, is that certain cards will negate this. "Heavy Rains", for example, stops any more cards being played.

When everybody's passed, the clashes are resolved. Taking all the card effects into account, the players' total force must beat the province's strength, augmented by any Roman forces. Victory means laurels and loot for players – unless stopped by the effects of any of the cards – plus anything else shown on the province card (drawing an extra card, say). The points are shared out



Germania Magna in play

according to the players' relative strength in the clash. Thus, you can pick up points from a minimal involvement, but need the largest strength to score big.

Then players check for casualties amongst their forces. For each unit they committed, they roll a die and must at least equal the number shown on the card. This doesn't sound much, but it does slow the game down, especially if significant forces were deployed. What's more, it's a random effect that influences how the game continues. Say two players each commit six units to a clash, but one loses four of them while the other only loses one. The second player now has a significant advantage. I understand the need to cull cards from player's hands, but my preference would be to do this in a more balanced way. It's a definite incentive to pick up cards that reduce your losses (or score points for them).

If the tribes are defeated in the clash – often because of the machinations of one of their number – the chances of losing units is higher. There may also be a special defeat condition on the province (deploy extra Roman forces, for example) to make things harder for the players. The province remains on the table to be attacked again, but any Romans are shuffled back into their deck. Fresh Roman cards will be added at the start of the next round.

After winning a clash, the Province card is discarded. As I've already mentioned, this is the game end mechanism. The game finishes at the end of a round when at least six Provinces have been discarded, whether by being defeated or because there were too many on the table. The time pressure on the players is an important element in the game: players can't afford to take forever building up their strength or the game will be over. As expected, the player with the most laurels at the end of the game is the winner.

The rules are well written, taking you through the game and then providing a reference section, which makes it much easier to look things up. There is also a lengthy example of game play, which provides some useful clarity and is well worth working through before your first game. I still like the theme of *Germania Magna* and the game has some clever touches. However, it also has a lot of randomness, which did not go down well with some of my fellow players.

One of the interesting things about the game is that Phalanx plan to produce additional, different Tribal decks. This allows players to have their own, customised deck to play from. (You could do this now if each player has their own copy of the game, though you'd have to take care to make sure everybody got their cards back.) I think this will address some of the randomness in the game. In particular, it answers my issues with the Chieftain cards: each player has their own set and can programme the order in which they're drawn.

I'm essentially in two minds about this game. There are certain aspects I like and others I don't – and which some of the people I played with really didn't like. It does have an appeal, though, and it's a game I will come back to. It gets 6/10 on my highly subjective scale and I suggest you try it yourself to see what you think.

Germania Magna was designed by Daniel Budacz, Piotr Krzystek and Lukasz Wrona and is published by Phalanx Games in Poland. It is a card game for 2–4 players, aged 14+, and takes around an hour to play. My thanks to Phalanx for providing me with a review copy and responding to my initial comments. You can find out more on the Phalanx website at <http://www.phalanxgames.pl/en/>

Not even the best drummer...

Pevans reviews *Band Manager: Backstage Clash*

I was introduced to this game (under its working title of *Battle of the Bands* – no relation to the 2001 game of the same name) at the 2016 UK Games Expo and was very pleased to receive a copy in the post a little later. The first thing to note is that the game does not have a board. It has a printed T-shirt! As someone who has fond memories of the Ragnar Brothers' early games, played on printed tea towels, I was quite taken with this. As it's essentially a card game, the T-shirt just provides positions for players to lay down cards and it doesn't matter that it's not perfectly flat. Plus you get to wear it! (On a different occasion.)



Playing *Band Manager*: a complete tour that will earn 2 Fan and 3 Career cards with 'star' getting first pick of these and claiming the '2' Hype card.

My initial thought, on seeing the title, was that this was a game of bands competing directly. However, it's actually about putting a band together and going on tour. Apart from the T-shirt, the box contains lots of cards and a set of badges whose symbols identify the players. The main deck of cards ('Career' cards) has four suits/colours that represent what you need to go on tour: Hype, Chops, Riffs and Gear. These come in values from 0-4, with plenty of zeroes and just the one '4' in each suit. The secondary deck is Fan cards, valued 1-4, which are what you need to win: first to 27+ fans wins.

There are also enough 'Passion' cards for each player to start with two. These are wild Career cards and give players an initial start on their music career. The first turns will be quite quick, as players will generally take the first option of what to

do on their turn: “Stay home and Practise”. They draw a card from the Career deck and add it to their hand – there’s no hand limit at this point.

Sooner or later, one player will decide it’s time to “Go on Tour”! They are then the tour manager and need to put together at least one set of all four suits of Career cards. They can go it alone or involve the other players to make up the set. This is where the T-shirt comes in as players put their cards into the appropriate column for its suit. The more rows that can be filled, the greater the rewards, but the first tours are likely to be a single row, with one card of each suit.

When they place their card, players also put their badge on a card – not necessarily the one they played and only one badge per column. This does two things. It reserves the card they’d like to get back after the tour and it sets the order for choosing rewards (columns from left to right). Since everybody would like a high value card and/or first choice, this is the subject of negotiation. Thus, the heart of this game is the bickering over who goes where when the band goes on tour. Brilliant!

Note that if the manager goes on tour on their own, they don’t get to place their badge. They get all the rewards from the tour, but they will lose the cards they played. Also note that Passion cards can be played anywhere, but can’t be reserved with a badge. These cards give players a way of getting started in the music business, but you don’t get a long career out of passion alone. A nice touch.

When a tour is put together successfully, the rewards are cards drawn off the two decks. The number of rewards is given by the value of the cards played, the type – Career or Fan – depends on the position of the cards played. The more rows that are filled, the more Fan cards are drawn. However, you also need to play a Fan to complete the higher rows of a tour. The rewards are then set out, face up, and players choose a card in turn. The tour manager gets first choice, then the participating players in the order of their badges until all the rewards have gone. Each player picks up their reserved card and the others are discarded (Passion cards go out of the game).

The final thing at the end of a tour is for the tour manager (only) to reduce their hand down to seven cards. They do this by discarding Career cards and/or playing Fan cards face-up in front of them. This forces players to reveal at least part of their score and also means these Fan cards can’t be used to complete a row of a tour.

If anyone has 27 points or more of Fan cards, it’s game over and they’ve won.

Band Manager is not a deep game. The winning strategy is to be lucky: get ‘4’ cards and hang on to them. And preferably the ‘4’ Hype as this is the first column of a tour. However, the negotiation aspect means that players can’t dominate this way. If someone has the ‘4’ Hype, they’ll have to give it up sooner or later or be frozen out of every deal – and putting on a tour on their own loses the card.

It’s the negotiation that’s at the heart of the game. Played in the right spirit, it’s great fun. You’ve just got to be aware that it’s making deals that will win the game, not careful hand management. As each card has a different description, there’s also a story to be told. This starts with the Passion cards, which give the back story of why the player is in the music biz. Maybe they’re from a “Broken Home”, but found a “Mentor”. Or maybe they’re “Starstruck”, but have “Talent”.

Band Manager is a game to be played for the pleasure of it. And there’s plenty of fun to be had. Yes, someone will eventually win, but hopefully everybody will have enjoyed the ride. It gets 6/10 on my highly subjective scale.

Band Manager: Backstage Clash was designed by Ed Saperia and launched as a Kickstarter project. It was funded at the start of November 2016 and should be available April/May 2017. It’s an entertaining card game for 3–5 players, aged 14+ (though it should be accessible to younger players than that), and takes 30–60 minutes to play. Many thanks to Ed for providing me with a review copy – and adding to my T-shirt collection. There’s a website for the game at: www.battleofthebandscardgame.com

Cave canem!

Pevans reviews *Domus Domini*

I was pleased to see a chunky new game on the franjos stand at Spiel ’15. They’ve produced some excellent games over the years, but often more abstract than I’d like. *Domus Domini* (Latin for “The House of the Lord” of course) looked much more my cup of tea. The designer, Heinz-Georg Thiemann, is the man behind *Planet Steam*. Given the title of the game – not to mention the artwork showing a tonsured monk – I was expecting an ecclesiastical theme and I was not wrong.

In fact, the players each run a monastery, a satellite of the great Abbey at Cluny. Their role is to provide food for the Abbey for which they are rewarded with ‘Letters of Indulgence’ (or Victory Points, speaking out-of-character) according to how much they deliver. What’s more, those monasteries that provide less food get more funds from the Abbey to help them develop further. You’ll immediately get the idea: take the money to develop early on and rake in the points later. The crucial question is when to switch. However, the game only lasts five rounds, so you haven’t got long to do either.

The central board shows the winding road to Cluny, divided into spaces marked with amounts, with a scoring track around the edge. At the end of each round, players put their wagons on the appropriate spaces according to how much food they produced. One neat touch is that anyone producing more than 400 points’ worth – which is just about achievable in the later stages of the game – places their wagon straight into Cluny where it is safe from any beggars (more about this later). While players’ score for the round is given by the space their wagon

ends up in, the income they get is in order from the bottom of the road.

The meat of the game takes place on players' individual boards, representing their monastery. Here there are three tracks showing the current development status of the monastery's food-producing areas: the fields that produce food, the dairy that produces cheese and the brewery that produces beer. You've got to love a game that includes producing beer! There are also spaces for the monastery's workers ('lay brothers') – both when resting and at work in the fields – stored food tokens and money and 'cellarer' card.



As well as their board, players get a set of wooden markers: tokens for their production development tracks, a wagon to mark their food delivery, a victory point marker and a house so that everyone knows which colour they're playing (crucial as far as I'm concerned). They also start with an initial supply of worker tiles and a full set of food tiles (there are no spare food tiles), but players can only hold a certain number, so you only need that many tiles). Each player also gets four tiles that make up a chapel, which they may construct during the game.

The first thing to do at the beginning of the round (after the first one, anyway) is reveal the 'Event' card for the round. These can be good or bad and generally give players time to react to them. The rules give the Event cards as optional. I suggest leaving them out for your first game, so that you can master the game's systems. Then add them in to provide variety and give players some different challenges during the game.

The round proper starts with an interesting sort-of-auction for the start player marker (a set of cards decide this at random for the first round). The usual preference is to be last in turn order as it's quite useful to be able to see what everybody else has done (though there are some actions where it's better to be first). First, the marker (a chunky wooden pillar) is passed left to the next player. They either take it, or pay a coin to pass it on. The next player either takes it or pays a coin to pass it on... This continues until someone bites the bullet and keeps the pillar – along with all the accumulated coins.

The next 'Production' card is then turned over. This indicates a bonus for one of the three production areas (fields, dairy, and brewery). There is one card for each round (plus a sixth discarded at the start of the game), so this also tracks which round is being played. There are bonus cards for players according to who is the most developed in each production area, but these aren't given out until the second round. This is the point at which players harvest food from their fields and/or earn interest on deposited cash – again things that can't happen in the first round.



My monastery during *Domus Domini*. I have a full production brewery, plus a Brewer 'Cellarer' for even more beer, but no chapel (typecast again!)

Then, in order, players get the chance to buy/replace their 'Cellarer' card, which is an interesting tactical element. First off, there are eighteen Cellarers, numbered 1-18. They cost that amount to buy and earn that many points at the end of the game. Each is associated with one production area and provides a bonus. What's more, players' Cellarers are used to break ties, since the numbers must be unique. Once they have a Cellarer – and not buying one on the first round can be a useful tactic – players can trade up or down at the start of subsequent rounds, paying/receiving the difference in value and returning their previous card to the deck (allowing other players to take it). Switching Cellarers can be useful in making the most of the available bonuses, but you can't rely on being able to do this as other players also switch around. This is one part of the round where it's useful to be first in turn order.

We now get into the main part of the round, with each player carrying out all their actions before the next player gets a go. The most obvious thing to do is spend money to develop production area/s of their monastery. This increases the amount of food they produce (and the points they are worth). Second, players can buy the next section of their chapel. These add spaces for lay brothers to pray in, also increasing food production, and players score points according to how big their chapel is at the end of the game. Players can use food to hire more lay brothers – if these are available and they have room for them, both important considerations. Apart from being assigned to the chapel, lay brothers can be deployed into the fields where each pair will produce one food at the start of the next round.

On top of this, players can pay cash to get a doghouse and food to get dogs. They must have an (empty) doghouse for each dog and score points for their dogs at the end of the game. Dogs can also be used to defend your wagon from beggars, as we'll see. Any spare cash can be deposited with the moneylender and earns one interest for every 3 coins at the start of the next round. As I've already noted, the strategy of this game is to earn money in early rounds. Thus it makes sense not to spend too much money early on, as this would increase your food production and thus earn you less income. What's more, depositing the cash earns interest, getting you more income. However, everybody's likely to be doing the same, so the jockeying for position at the back of the track gets very interesting.

The last thing each player does is tot up their food production: from their three production areas, their Cellarer and any bonuses – from their Cellarer, the current production card and lay brothers in their chapel. They put their wagon pawn on the appropriate space of the road to Cluny. Once everybody's completed their actions and placed their wagon, the fun starts. Players who have unassigned lay brothers can use them to 'beg' food from players who've produced more than them. They don't get any food (though they do score a point), but do move the other player's wagon back along the road. Unless that player can chase them off by using a dog! This is a neat little mechanism that has some tactical subtleties (for a start, you're unlikely to move anyone to a position behind you in the early rounds as this would give them more income and you less!).

Once everybody's had a chance to use lay brothers, players can use spare food to boost their wagon along the road again. However, they must also retain a little food to feed any remaining lay brothers in their monastery – easy to get caught out on this one. Finally, players score points according to where their wagon has ended up. Then they get income, with the player at the back getting most. Note that this is where the tie-breaking capability of your Cellarer can be useful as it always breaks ties in your favour – something to keep in mind when jockeying for position on the road.

Players remove their wagons and the next round starts with the start player marker moving on. After five rounds the game ends. Apart from what they've scored during the game, players get points for dogs, remaining lay brothers, how much they've developed each of their production areas, the size of their chapel and their Cellarer card. And, of course, the player with the most points wins.

What surprised me at first was how subtle the game is. A single facet, such as choosing which Cellarer card to take (or whether to take one), appears quite simple initially. However, this has ramifications right through the round – and potentially into subsequent rounds as well. Hence, players need to think carefully about each action and plan ahead. What's more, while I have suggested that the strategy is to go for income early on, the game is more subtle than that. If you have several players trying to produce as little as possible and hoard cash, it's

quite possible to build up a big enough lead that they can't catch you. As I said, the game is subtler than it appears at first.

My copy of *Domus Domini* immediately had several outings at the Swiggers games club, where it went down well (people have even been playing it without me!). For me, the game provides the right amount of planning and thinking – without melting any brain cells – and some interaction between the players. It seems to be carefully balanced so that players can opt for different strategies and still have a chance of winning. All in all, it gets a solid 8/10 on my highly subjective scale and I must thank Franz-Josef Herbst at franjos for providing a review copy.

Domus Domini was designed by Heinz-Georg Thiemann and is published by franjos. It is a strategy board game for 2–6 players (and works well with 3 or 4, from my experience), aged 12+ and takes around two hours to play, depending on the number and experience of the players. This review was first published in *Counter* 73, August 2016.

Games Events

Coming up in February is SoRCon: 24th–26th February 2017 at the Holiday Inn in Basildon. It's essentially an open gaming weekend with a few organised events, along with new and secondhand games to buy. It should be a good, fun three days, so book up at www.sorcon.org.uk (or the SoRCon group on Facebook).

This box concentrates on events I expect to attend.

Swiggers: games club that meets every Wednesday evening, upstairs at The Shipwright's Arms, 88 Tooley Street, London SE1 2TF (a few minutes' walk from London Bridge station). For more info, see www.pevans.co.uk/Swiggers

Games Games Games Days: from noon(-ish) on the second Saturday of most months at the Allsop Arms (137 Gloucester Place, London NW1 5AL). The pub has an extensive menu as well as good beer and is convenient for Baker Street and Marylebone stations and a short walk from Bond Street Tube station.

UK Games Expo: 2nd–4th June 2017 at the NEC (Hall 1 and Hilton Metropole). This is a public event that showcases games of all sorts with a huge trade hall plus demonstration and participation games and guests. For gamers there are lots of tournaments and open gaming. For details see www.ukgamesexpo.co.uk

Spiel: the board games event of the year. 26th–29th October 2017, at the Messe (Exhibition Centre) in Essen. Contact Friedhelm Merz Verlag, Postfach 210250, Bonn, 53157 Germany or see www.merz-verlag-en.com

MidCon: November 2017 at the Hallmark Hotel in Derby. MidCon is a friendly board games convention in a decent hotel. See www.midcon.org.uk.

For more extensive information on UK board games events, try The Queen's Lane Advertiser at www.boardgamers.org.uk/qla.php

Online Games

TWJO readers are welcome to join in the various online board games we're playing. Let me know what games you'd like to play and I'll add you in.

I won game 43 of *Brass* (at brass.orderofthehammer.com) with 176 points from our ringer, 'railgamer', on 163. Steve was third on 117 with Mike scoring 114 points. The ringer (in this case, 'rbayu2') won game 44 with 168 points. I managed second with 146. Mike was third on 137 and Steve fourth with 120. Game 45 has just started and I'd like a new player or two for number 46.

I seem to be getting better at *Castles of Burgundy* and would welcome other players at yucata.de or BoiteAJeux.net. And if you fancy playing *Keyflower*, let me have your ID at BoardGameArena.com and I'll invite you into a game.

boardgaming-online.com has an implementation of the new edition of *Through the Ages*. I'm discovering that it's just as tricky as the original! Al Tabor and I are fans – anyone like to join us?

The latest game to appear at yucata.de is *Pax Porfiriana!* An excellent opportunity to play this a bit more: anyone want to join me? And *Nippon* has just appeared at BoardGameArena.com. I've started one game – anyone else want to give it a go?

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Fictionary Dictionary

Mr Baylis has mixed feelings about the people voting for his definitions: "thanks to whoever gave me 2 points in the last [turn], they must be real weirdoes." You've got three more points this round, Chris. The weirdoes are out there!

Tim Macaire and Pam tried to vote for one of their own definitions.

At the halfway point, Andy Kendall remains in front. Bill Hay closes the gap slightly, pulling away from Colin Bruce, who's still third. Just.

Round 5 Scores

Name	This round	Total
Chris Baylis	3	5
Colin Bruce	1	12
Mike Dommett	1	7
Alex Everard	2	11
William Hay	4	15
Andrew Kendall	3	19
Nik Luker	0	10
Tim Macaire	4	7
Graeme Morris	0	6
Rob Pinkerton	1	2
Pam Udowiczenco	3	6
Bruce Whitehill	0	5

Round 6 definitions

The proposals are below. All you have to do is let me know your favourite definition for each word.

Kainite

1 (Pronounced Can-Ett-ee) The thirty-second largest forest park in the US of A. It is exactly half the size of Yosemite Park and its location is in the south-west corner of the National Monument's Park Colorado.

2 (Pron. Ka-ee-nee-tay) Name of the Ford Ka in Japan. Literally "Ka is parkingness".

3 Kinky Vampire.

4 A mineral identified by Israeli scientists.

5 How super fans of Dean Cain refer to themselves.

6 Fossilised bamboo.

7 The rock used to kill Able [sic].

8 A soft type of rock, attractive to dogs.

9 Strangely glowing crystal which weakens anyone unfortunate enough to be called Kai.

10 A mineral substance noted for its fluorescent properties in UV light, where it glows yellow.

Levin

1 An extremely rare British café racer motorcycle comprising a Vincent engine in a Levis frame. An unfortunate propensity to self-destruct explains the rarity of these machines.

2 A style of reportage – as in “He’s a proper Levin.”

3 A form of compost made from decomposed Levi jeans.

The next words are: Maud and Nitramine

Send your votes (just two numbers) and/or made-up definitions to Pevans at 180 Aylsham Drive, UXBRIDGE UB10 8UF or to TWJO@pevans.co.uk by 10th February 2017

What’s this about?

This game is open to all readers and I guess most of you will have come across some variation of it. Each issue I will put up a couple of obscure (or not) words. Anybody who wants to participate writes in with a fictional definition for each word. (For example: “Geranium: a ceremonial dagger used by Aztec priests for human sacrifice.”) I publish the definitions, anonymously.

All readers (not just those who contributed) vote for their favourite definitions (any vote for yourself will be ignored). Players score points for the number of people who choose their definition. (In other versions of the game, the definitions include the correct one and players get points for spotting it. However, Google and Wikipedia make this too easy, so I’ve left it out for this game.)

We’ll run this for 10 rounds/issues. The winner will be the player with the most points at the end.

4 Smartphone abbreviation of leaving.

5 Economic system based on the Bulgarian lev.

6 An Israeli-bred pedigree type of the St Bernard canine.

7 Half a French Breakfast (the other half being Lepain).

8 Levin: A news article that is thoughtful and balanced, despite appearing in one of the papers whose opinions, by astonishing coincidence, mirror those of their billionaire owners. (Named after Bernard Levin, formerly of The Times.) Sadly in decline.

9 “Wine” when the space bar is faulty.

10 A type of Russian, communist era bread known for its bland taste.

Obama (*Railway Rivals* game 12)

Game report – Turn 2

AMERICAN CENTRAL RAILWAYS built west into Iowa, while TYRANNICAL RACISM UNDER MY PRESIDENCY and CANNIS RAILWAYS continued south with TRUMP off the pace. UPTHUR CREEK RAILS called at Peoria and then headed west towards Iowa as well.

Builds

TYRANNICAL RACISM UNDER MY PRESIDENCY (TRUMP),

Gerald Udowiczenko – Black

a)(G62) – Bloomington (+3);

(G63) – F63 – E64 – D64

b)(D64) – Champaign (+6);

(D64) – D63 – C63 – B62 – A62 – Decatur

c)(Decatur) – Z21 – Y22 – X22 – X23 – Matton (8 to CR)

Points: 20 +9 –8 = 21

AMERICAN CENTRAL RAILWAY

(ACR), Jonathan Palfrey – Green

a)(Elgin) – V60

b)(V60) – V58 – Dixon – T55 (+6)

c)(T55) – Clinton (+6)

Points: 32 +6 +6 = 44

CANNIS RAILWAYS (CR), Paul Evans – Blue

a)(G62) – Bloomington (+3);

(G62) – F61 – D62

b)(D62) – Decatur – X22 (+6)

c)(X22) – Mattoon – W25 – V24 – U25 (+6)

Points: 26 +15 +8 = 49

UPTHUR CREEK RAILS (UCR),

Mike Clibborn–Dyer – Red

a)(J60) – J56

b)(J56) – Peoria – H56 – Pekin (+6); J56 – J53

c)(J53) – Galesburg (+6);

(J53) – J49

Points: 32 +12 = 44

GM Notes

Note that Mike is due to go into hospital on 2nd February, so the next turn may be delayed.

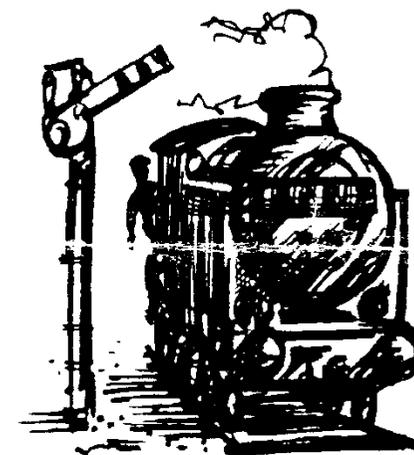
Next Turn’s builds: 5, 4, 5

Orders to Mike Dommett, 119 Victoria Road, Alton GU34 2DD

or by e-mail to

mike_dommett@yahoo.co.uk

by 3rd February 2017



Trader to the Stars (*Star Trader* game 8)

Game report – Turn 10

The best bit of news for INTERSIDEREAL GREENHORNS was the early return of their ship the Tracey with an exceptional bonus of 500 HTs which the Corporation took to the Federal Bankers.

It was a good quarter, too, for Shipyards round the Quadrant. WHITE STAR LINE laid down a Piccolo Hull with A class crew at Epsilon Eridani. PAVONIS PIONEERS laid down four new Phoenix Hulls, one at each Spaceport.

COSTA NOSTRA IMPORTERS INC loaded Passengers for Beta Hydri, Epsilon Eridani and Mu Herculis.

FOOLS AND HORSES were quiet this turn as were WHITE STAR LINE.

FEDERATED ASSOCIATION OF TRUCKERS CO-OPERATIVES AND TRADERS bought 15 Isotope Factories at Sigma Draconis and 3 Warehouses to go with them. Ma Parker was given fresh papers, a new A class crew and will be renamed. It is not, apparently, intended to do business with the previous owner. 2 more Cargo pods were bought for Croco. Criminal Connections were raised still further. Passengers were loaded for Beta Hydri, Alpha Centauri, and Tau Ceti.

SWISS MERCENARY FLEET managed to sell three Piccolo hulls at Mu Herculis at 120% of list.

PAVONIS PIONEERS bought 10 Monopole Factories at Mu Herculis, and also took OP 39.

TRANSURANIC TRADING launched the TT Europa at Tau Ceti with A class crew, Augmented Jump and A grade crew and loaded passengers to Beta Hydri and Alpha Centauri.

At Gamma Leporis, PAVONIS PIONEERS bought 10 Alloys at 4 HTs each and were made Contractors. TRANSURANIC were also buying, but could only buy 6 Alloys at a price of 3 HTs, though they also became Contractors. INTERSIDEREAL's bid of 2 to buy was ignored.

WHITE STAR LINE sold 5 Liquors at Epsilon Eridani, where PAVONIS PIONEERS sold 3 Petroleum on Contracts.

PAVONIS PIONEERS were busy at Delta Pavonis, first selling 5 Isotopes on Contract and then selling 5 Petroleum in the same way.

Tau Ceti saw TRANSURANIC selling 5 Alloys for 12 HTs each, after which they joined PAVONIS PIONEERS in buying Isotopes on Contracts – 5 each. PAVONIS PIONEERS then sold 5 of their over-priced Petroleum on Contracts as the price fell.

A Dealership was TRANSURANIC's reward for selling 10 Liquors for 13 HTs each at Mu Herculis. FATCAT bought 17 Petroleum for 8 HTs apiece and gained Contractor recognition, while TRANSURANIC bought 6 Petroleum through the good offices of Agent Percent.

Sigma Draconis saw TRANSURANIC buying Isotopes – 8 units at 6 HTs apiece – and gaining a Dealership, after which INTERSIDEREAL GREENHORNS bought 2 more for just 2 HTs each. COSTA NOSTRA II sold 5 Spice on Contracts.

WHITE STAR LINE managed to purchase 6 Liquor for 13 HTs at Alpha Centauri and took a Contractor's position. INTERSIDEREAL sold 8 Isotopes for 9 HTs and got a further Contractorship.

Beta Hydri saw FATCAT selling 10 Isotopes for 10 HTs each, undercutting COSTA NOSTRA and INTERSIDEREAL's bids of 12. INTERSIDEREAL then undercut COSTA NOSTRA's bid of 18 to sell Monopoles, selling 7 units for 17 HTs apiece and gaining a Dealership. COSTA NOSTRA finally managed to make a trade, selling 3 Petroleum at a price of 8 HTs, after which PAVONIS sold 1 at 9 HTs and FOOLS & HORSES used their Market Manager's position to sell 11 Spice for 16 HTs each.

Corporation Table

Corporation letter and name	Connections			Init'v Bid	Turn order	Cash	Re p'n	Player
	Bus/Crim/Pol							
C Costra Nostra II	6	5	2	18	1st	249	26	Mark Cowper
D Fools & Horses	3	0	7	0	6th	532	40	Mike Clibborn-Dyer
E FATCAT	10	8	5	12	3rd	532	24	Jerry Elsmore
F White Star Line	2	0	7	0+1	8th	548	40	Paul Evans
G Swiss Mercenary Fleet	3	5	4	0	5th	502	40	Martin Jennings
H Intersidereal Greenhorns	10	0	7	0	7th	838	40	Mateusz Ochman
J Pavonis Pioneers	10	0	8	12	2nd	159	40	Przemek Orwat
K Transuranic Trading	10	0	5	0	4th	255	40	Bob Parkins

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

News

OP39 (B8) was taken by PAVONIS PIONEERS.

Turn 12C7, C5, B6, C4
Turn 13B5, C8, **B3**
Turn 14**P4**

There were two new News chits this turn. The current chits (new ones in bold) are as follows.

Turn 11B4, P7, P2

(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.)

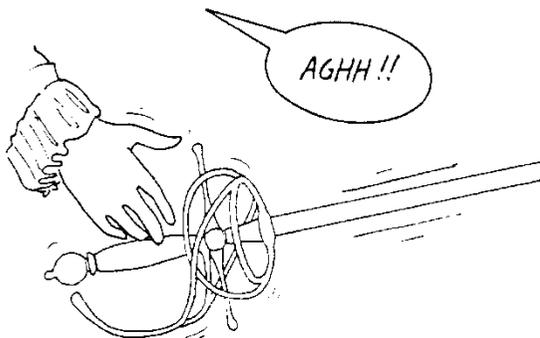
handkerchief to his nose. Desapear is on the defensive: he parries, he jumps aside. It's no good: Four-Hollandaise waits and then hits him with a slash. Gauchepied'er collapses at the sight of blood, but the duellists ignore him.

Desapear hits back with a slash of his own, followed by a lunge from Four-Hollandaise. A lunge from Desapear evens the score as Four-Hollandaise dodges just too late. Desapear's cut finishes the job, catching Four-Hollandaise before he can take guard again and knocking him to the ground. Having just recovered from his faint, Gauchepied'er collapses again. Accepting Four-Hollandaise's surrender, it is Desapear who assists his opponent to his feet and off to the sawbones, leaving Gauchepied'er to recover in his own time.

Louis Oeuf Ur Terribles is Desapear's second opponent, this time over the affections of Mlle di Griz. Hefty Desapear may be, but Terribles is heftier, carries a cutlass and has the support of Gaston le Somme and Sebastian Adis II. Despite le Somme's jeers ("Call that a sword? The King's Fool's wit is sharper"), Desapear has the upper hand at first, He dodges Terribles' first slash and lands a slash of his own – not that this does much damage when delivered by a rapier. Desapear opts for a lunge next, only to receive a second slash from Terribles. This is more than enough damage and Desapear concedes the fight.

Terribles hangs around with his seconds (and his cutlass), waiting for Leonard de Hofstadt to show up. Brigadier-General Hofstadt duly arrives, nervously swishing his rapier in preparation. He is much the same size as Terribles, though, so it's only his lack of expertise that is a handicap. Oh, and his weapon. Le Somme keeps up the barracking: "Any last requests? Why not 'courage', you're going to need it!" Terribles sees no reason for subtlety in this duel any more than he did in his first: he slashes. Hofstadt's block stops the heavier sword only for the narrow blade of the rapier to snap.

It turns out Terribles is being more subtle than expected: his is using a furious slash. However, the cut uses the blunt side of the cutlass, inflicting no actual damage – though the blow is uncomfortable. Hofstadt retaliates with a lunge and slash, but his shortened blade simply doesn't reach his opponent. Thinking fast,



he blocks as Terribles throws a second slash. Again, the block stops the cutlass, but the rapier hilt shatters leaving Hofstadt without a weapon. Disarmed, he can do no more than shake his fist at Terribles, who hits him with two slashes before he finally surrenders.

Dragoon Guards Etienne Brule and Frele d'Acier expect to duel Terence Cuckpowder, commander of their arch-rivals, the Queen's Own Carabiniers. However, they are disappointed: Cuckpowder, hobbling on two crutches with the support of a blonde nurse, waves a letter from his doctor by way of an apology.

This leaves the duel between regimental enemies Percy Mystic, Lieutenant-Colonel of the Archduke Leopold Cuirassiers, and Xavier Money, a Captain in the Grand Duke Max Dragoons. Both men bring their regimental sabres and Mystic brings Bill de Zmerchant and Pierre Cardigan as well. Greater skill gives Mystic an advantage, which he uses to great effect. The two men engage swords; Money pauses; Mystic slashes; Money surrenders. And that's that.

Nothing to answer

Paris is agog to see what will happen at the trial of Baron Brule and the Earl d'Acier, given last month's rough handling of the Commissioner of Public Safety by the Minister of State. The public benches are crowded and numerous members of the legal profession, their friends and relatives have found an excuse to be in court. So has Bill de Zmerchant. The prisoners are led in. The Minister takes the judge's seat and CPS Terence Cuckpowder stands to deliver his opening remarks.



"Sir," he addresses the Minister, "it has proved impossible to see you and your only communication has been through others where you have told me apparently to resign and give my post to your messenger. It is not possible for me to work without your confidence and His Majesty needs a strong and effective Government. I am therefore resigning forthwith and going to serve His Majesty at the front. I release the prisoners into your hands knowing you will discharge them."

The courtroom is silent as Cuckpowder bows, turns on his heel and ~~strides~~ hobbles out on his crutches, dodging the nuts Bill de Zmerchant is flicking at him. However, before Minister of State Pierre le Sang can dismiss the charges, Etienne Brule demands the opportunity to make a statement, handing over a substantial donation to the Minister's favourite fund out of his new loans.

"Gentlemen of France, we must stand together to protect His Majesty from the grotesque abuse of power being made by the CPS. I am the Commanding Officer

of the Dragoon Guards, the finest cavalry regiment in His Majesty's army. The CPS is from the QOC, a motley assembly of poorly dressed, poorly mounted social misfits whose service to France can only be appreciated in the context of His Majesty's benevolent policy of elevating the self-esteem of the chronically incompetent with the appearance of real gainful employment. The poor QOC hears the phrase 'get that rabble out of the way of the real army' so often they believe it is the French army battle cry.

"The commander of said rabble has, in an apparent 'equal rights for the weak, cowardly and stupid' affirmative action programme, been raised to the title of CPS. Fellow gentlemen of France, how has he used his authority, benignly granted by His Majesty in the way one might give a burnt-out match to the village idiot? He acts pettily and foolishly, and accuses France's brave soldiers and gentlemen out of rank jealousy. Face it, CPS: we are the Dragoon Guards, and you are not. You simply have to live with your obvious inferiority the way the rest of us have had to come to terms with your obvious inferiority."

At which le Sang orders the prisoners released and sets off to confirm the appointment of the new Commissioner.

Dunkin' the CPS

As the Queen's Own Carabiniers get their marching orders and set off for the frontier, MoS Pierre le Sang is finally able to appoint his Aide, Duncan d'Euaneurts, as Commissioner of Public Safety. However, he continues to leave vacant the position of Minister of Justice.

The Colonel of the Crown Prince Cuirassiers must be unpopular. Felix Antoine Gauchepied'er has requested that he resign his commission. The Colonel is leaned on by Alan de Frocked, Bill de Zmerchant, Jacques de Gain, Pierre le Sang, Richard Shapmes and Sebastian de la Crème. Despite having the support of Rick O'Shea and Terence Cuckpowder, the conclusion is inevitable: the Colonel departs. Gauchepied'er is unable to buy the rank for himself, but, as Lt-Colonel, he is now in command of the regiment – though currently serving as Brigade Major of Heavy Brigade.

Annibal Lechiffre calls for the senior Major of Princess Louisa's Light Dragoons to quit. Thanks to Mlle Bott, he is able to wield some influence, but not enough to get rid of the man. However, there's still a vacancy in the regiment for a junior Major and Lechiffre buys that rank.

Lt-Col Gaston le Somme assists General Pierre Cardigan in getting rid of his Aide. Cardigan then leaves the post vacant.

A new arrival in Paris, Inigo Montoya, applies to Amant d'Au to join the Royal Foot Guards. Au turns him down. Montoya trots down the street to the barracks of the King's Musketeers and offers his services to Colonel Duncan d'Euaneurts.

Euaneurts looks him up and down, but shakes his head and hands him back his application. Ees eet because he am Spanish?

Party like it's 1669!

This month Was Nae Me is the man! He is holding a party in Hunter's all month long and has lots of guests. For two weeks, anyway. Yes, it's only the first half of the month that he has no competition. So, week one: Was is at the door of the club to greet all those coming to Toady to him. First on the list is Annibal Lechiffre. He has Violet Bott on his arm and they head straight for the gaming tables. Annibal places five small bets, winning three and losing two to come out ahead. Charles Louis Desapear is next to arrive and brings Josephine Buonoparte with him. Having paid his monthly tithe, Claude Talon escorts Anna Rexique. They are followed by Felix Antoine Gauchepied'er (with his "Miss", Triss), who, when he catches up with Claude, challenges him for being a pleb. Accompanied by Charlotte de Gaulle, Florent Sans de Machine is next and he, too, challenges Claude for his lack of nobility. Skirting this fracas, Gaston le Somme arrives with Bess Ottede.

Jean d'Ice escorts Ava Crisp. Louis Oeuf Ur Terribles brings Sue Briquet. Percy Mystic, who arrives with Lotte Bottle on his arm, is the next to challenge Claude. In this case, it's because they are in enemy regiments. Sebastian Adis II has Marie Antoinette with him. Di Lemmere is with the other Sebastian, de la Crème. Xavier Four-Hollandaise brings Leia Orgasma, but parks her at a table while he exchanges insults with his enemy, Charles. Xavier Money, arriving with Betty Kant, joins his colleague, Claude, in swapping challenges with Percy. The final arrival will only identify himself as 'X2'. But he is clearly of noble blood as he is horrified to find so many commoners claiming to be his social superiors. He interrupts Charles and Xavier (FH) long enough to challenge both of them, moves on to Percy and then joins the crowd slapping Claude with their gloves. He'll be a busy boy next month.

There are just a few people lounging around in the Fleur de Lys. Etienne Brule is there with Belle Epoque. Pierre le Sang has a quiet drink with Guinevere d'Arthur. Uther Xavier-Beauregard enjoys Henrietta Carrotte's company. The noises off are made by Chopine Camus, who is hoping to Toady to Pierre. Pierre is not expecting him, so Chopine's week is passed in the foyer. The only other club visited by a member is the Blue Gables, where Coeur De Lion can be found with Ada Andabettoir.

Was's party continues into the second week, but slightly fewer people turn up. Annibal Lechiffre is on the gaming tables again with Violet as his lucky charm. His luck reverses: he loses three bets and wins two, exactly cancelling out his gains from his previous session. Charles Louis Desapear escorts Josephine again. Florent Sans de Machine returns with Charlotte. Gaston le Somme brings Bess again. Percy Mystic still has Lotte with him. Sebastian Adis II and Marie are

followed by Sebastian de la Crème and Di. Xavier Four-Hollandaise brings Leia for further exchanges with Charles. Xavier Money, with Betty, reinforces his challenge with Percy. And 'X2' has a further go at those beneath him. The new arrivals are Gaz Moutarde, accompanied by Anne Tique, and Pepé Nicole. Gaz meets up with his colleague, Gaston, and both swap insults with Pepé, as he's in their enemy regiment.

Etienne Brule and Belle continue in the peace and quiet of the Fleur de Lys. However, Pierre le Sang and Guinevere do have a guest this week. Duncan d'Eauneurts arrives to Toady. The Commissioner of Public Safety conferring with the Minister of State has to be bad news for somebody... Reading the writing on the wall, Chopine Camus has taken himself off to Bothwell's and Sheila Kiwi accompanies him. Coeur De Lion and Ada return to the comfort of Blue Gables.

Come week 3 and the numbers in Hunter's plummet. The lure of Pierre Cardigan's do is just too much. Only Annibal Lechiffre and Gaston le Somme remain with Was. Both accompanied by their ladies, of course: Violet and Bess. Annibal has another flutter on the tables and his luck has definitely deserted him: he wins only one of his five bets, leaving him out of pocket for the week (and the month). Leonard de Hofstadt appears in Hunter's, too – at a separate table, though. He is there to show off his new conquest, Mlle Frances Forrin.



Blue Gables has an extra couple *in situ*. Percy Mystic takes Lotte there, hoping for some guests, while Coeur De Lion and Ada seem to be setting up residence. Apart from this, the other clubs remain empty as (nearly) everybody heads for the Fleur to Toady to General Count Cardigan.

A bit of a do

Pierre Cardigan and Edna Bucquette think they're hosting a small party, but most of Paris turns up. Starting with the Minister of State, Earl Pierre le Sang, with Guinevere on his arm. Sebastian de la Crème is another Minister – without portfolio this time – and arrives with Di. The new CPS, Duncan d'Eauneurts, pitches up on his own. Having re-financed his loans, First Army commander Bill de Zmerchant brings Mary Huana, while Third Army is represented by its Quartermaster-General, Etienne Brule, accompanied by Belle Epoque. Adjutant-General Sebastian Adis II escorts Marie. Second Foot Brigadier Bernard de Lur-Saluces is supported by his Brigade Major, Le Poutine Noir.

Major Jean d'Ice brings Ava with him and is representing The Cardinal's Guard. Jean is immediately at odds with Duncan, as commander of the King's Musketeers, who is supported by KM Major Maurice Essai Deux (alone as his courting didn't work out). Subaltern Henri Dubois is the only member of the

Dragoon Guards to attend. The acting commander of the Crown Prince Cuirassiers, Felix Antoine Gauchepied'er, is at the party, whooping it up with his friend, Trissy. The Royal Marines contingent is led by Brigadier-General Gaz Moutarde, with Anne, and consists of Major Louis Oeuf Ur Terribles, escorting Sue. Major Claude Talon is the senior member of the Grand Duke Max Dragoons in attendance and has Anna on his arm. They are joined by Captain Xavier Money, accompanied by Betty. As his two comrades are serving with the Brigade, Xavier Four-Hollandaise is the ranking 13th Fusilier in attendance.



Princess Louisa's Light Dragoons are represented by Colonel Balzac Slapdash and Lt-Colonel Jean Tétreault-Cauchon. Balzac is horrified to see so many party guests that cannot be considered noble and makes the rounds challenging all those he can find: Bernard, Maurice and Xavier. That will keep him busy next month. Bdr-Gen Charles Louis Desapear is

leader of the 27th Musketeers and another target of a challenge from Balzac. Despite Josephine's protestations, Charles takes the opportunity to renew proceedings with his enemy, Xavier, only to find this means taking on his colleagues, Bernard and Le Poutine, as well. Bdr-Gen Pepé Nicole is commander of the 69th Arquebusiers, which means he picks fights with Gaz and Louis.

A few others attend, thanks to Pierre's generous invitation. Inigo Montoya arrives at his first Paris party looking as bewildered as he did on the doorstep of an empty house earlier in the month. Sacramento d'Masses, another new name in Paris, turns up with Lucy Fur on his arm. No need to ask where he's been earlier in the month – especially if you're Alan de Frocked. Last, and possibly least, is 'X2', who sparks another round of challenges to those he considers hoi polloi. He has female company this week as he's brought Jenny Russe with him.

Pierre's party calms down – a bit – for the last week. Attending again are: Bernard, Bill (and Mary), Balzac, Charles (and Josephine), Duncan, Etienne (and Belle), Inigo, Jean (and Ava), Le Poutine, Maurice, Pierre (and Guinevere), Sebastian A (and Marie), Sebastian C (and Di), Sacramento (and Lucy) and Xavier. Regimental and social causes are renewed again, but everybody's looking a bit tired by this stage.

At Hunter's, Was Nae Me has no guests for the last week of his do, while Leonard de Hofstadt is again in the club with Frances. Coeur De Lion and Ada continue at Blue Gables, where Percy Mystic and Lotte receive some guests. Louis Oeuf Ur Terribles brings Sue and Pepé Nicole comes on his own. These two are enemies, of course, so it's not a very peaceful get-together.

Wake and ride

The alternative attraction is, of course, the horse race at the Prix d'Or. The sudden death of host and sponsor Jacques As means those attending are expecting to attend a wake for the late Jacques. What they don't expect is to find the Crown Prince leading proceedings (assisted by a squad from the palace guard). The Dauphin announces that the race will be the First Jacques As Memorial Stakes, which he will hold in honour of the departed every April.

There are five entrants for the race and they look to be evenly matched. Apart from Gaz Moutarde who, as a Marine, does not look comfortable on horseback, much as Anne encourages him. Having said that, he and Annibal Lechiffre are the two who look most like jockeys, as Annibal's supporter, Violet, is quick to point out. The other riders are Claude Talon, riding bareback in native American style, Felix Antoine Gauchepied'er (dressed in a frock and a blonde wig, he has to be dragged away from 'fraternising' with the grooms), and Xavier Money, cheered on by Betty. As the horses charge away from the start, it's Annibal who takes an early lead, a length ahead. Neck and neck behind him are Claude and Gaz, just keeping in front of the struggling Felix and the inept Xavier.

The horses thunder down the back straight with Annibal looking very comfortable and entering the corner even further in the lead. Behind him, Claude has not got the best from his mount and is now half a length down on the hurtling Marine, Gaz. These two are a couple of lengths ahead of Xavier, who's struggling to get any speed out of his steed Felix is even further back, having accidentally obscured his horse's view with his parasol. Sods of earth fly as the horses round the corner and enter the final straight. Annibal digs his heels in and his horse responds, charging flat out for the line and a comfortable win. Claude's whispering has finally had an effect and his horse, too, picks up the pace. This is enough to catch, but not pass, Gaz, whose steady speed takes him to a share of second with Claude. Xavier's mount finally gets the idea, but his late charge still leaves him a couple of lengths down in fourth. Felix sashays in last, insisting that his race is all about style. Celebratory drinks follow the race, of course, which is 'X2' and Felix's opportunity to challenge Claude's presence.

Elsewhere in Paris, Jacques de Gain breaks with tradition to spend the first week of the month in a bawdyhouse. He indulges in some female company before heading back to the gym to pick up his rapier again, showing his empty purse to the footpads on the way. Duncan d'Eauneurts is their next target (the new CPS!), but has carefully spent his cash before they get to him. Rick O'Shea has a similar set of activities, but saves his trip to the red light district for the third week, in between his rapier practice. Uther Xavier-Beauregard gets in three weeks with his sabre once he's got the partying out of his system.

Putting in two weeks with the weapon of their choice are: Balzac Slapdash (on rapier), Chopine Camus (preferring sabre), Florent Sans de Machine (rapier),

Jean Tétreault-Cauchon (sabre) and Pierre Cardigan (sabre). Lots of others fill in the odd week with some practice, while Henri Dubois has a week's regimental duties to deal with. Sacramento d'Masses loses a week trying to remember which club he joined. The answer is none. Felix Antoine Gauchepied'er takes a week to conduct a most unusual exercise now he's commander of the Crown Prince Cuirassiers. However, the men take exception to the demand that they carry out their training in the nude – it's not **that** warm! – pointing out that Gauchepied'er is Brigade Major and thus out of the chain of command at the moment.

Mud sticks

On the frontiers the thaw does not make things any easier for the French troops conducting the siege. Now they're stuck in the mud. Literally. As are the defending Spanish troops when they attempt a sally, surging out of their gates. This makes them easy pickings for those of the Royal Foot Guards who've set up firing platforms by stacking brushwood on the soft ground. There's a Mention in Despatches for the regiment's commander, Brigadier-General Amant d'Au ("rising above"). More to his taste is the few hundred crowns of booty liberated from the defeated Spanish troops. Lieutenant-Colonel Jean Jeanie is also Mentioned ("still moaning, though"), who beats his commander by pocketing 400 crowns worth of goodies. There's just a couple of hundred crowns' worth of loot for Major Beau Reese Jean Seine, whose name is in the Despatches as well ("Bo Rhys... no, Beau Rhys... no, Bo Rees...").

It's been heavy going for the Queen's Own Carabiniers travelling across the country and they don't arrive until half way through April. However, they cross paths with a Spanish wagon train trying to deliver supplies to the defenders. With the wagons stuck in the mud, they're sitting ducks for the cavalrymen. Bdr-Gen Terence Cuckpowder is very satisfied with his 1,600 crowns worth of supplies and receives a Mention in Despatches ("He looks very pleased with himself") into the bargain.

Things are less pleasant for the Frontier troops and the volunteers serving with them. Still, Dragoon Guards Major Jean Ettonique survives happily with Frontier regiment 3. Lt-Col Alan de Frocked does better with his battalion of the Cardinal's Guard, joining the RFG in picking up a little plunder. In his case, it's over 500 crowns' worth. Lt-Gen Richard Shapmes is leading a battalion of the Royal North Highlanders and has his own success: a MiD ("He's even sounding like a Highlander") and booty that's worth two hundred crowns. ❖



Press

Social

To all Gentlemen of Paris,
Let it be known that His Excellency Lt-General Sir Sebastian de la Crème wishes to throw a party to celebrate his appointment as Minister and his accompanying Knighthood.

He wishes to celebrate all month, but does not wish to interfere with parties held by his social superiors. Therefore, he will be celebrating all month at the Fleur de Lys unless a social superior is throwing a party to which he is invited, in which case he shall be attending that instead. If in doubt, please do contact me, RSVPs will ensure that one is not disappointed.

Anyone wishing to attend will be welcome, please bring your ladies, your good humour and zeal for a good time.

Vive la France, Vive la Roi!

† Jean-Charles Regnard, Aide to His Excellency Lt-General Sir Sebastian de la Crème

[OOO: all PCs of SL 8 or higher are invited along with their mistresses for 4 weeks of partying at the Fleur de Lys. Please note that if another character is throwing a party to which I am invited, I'll be going to that instead, so please check out the other notifications before ordering your attendance! If in doubt, send an in-character email and I'll confirm.]

Greetings Brothers of the GDMD and Dragoon Guards,

As you know, Lt. Colonel Jacques As is holding a horse race during the 4th week of April. As a friendly bonus purse for members of the GDMD and our brothers of the Dragoon Guards, I will award 300 crowns to the highest placing member of either regiment in the coming race. Should it be myself, I shall donate the winnings to the Church Orphanage.

Good Luck Brothers, keep your heels down!

† Jean Claude Talon/Gitchi Biizhew Maj., GDMD

Personal

Major Jean Ettonique

Sir, you refused to stand down to a superior officer when we courted the same lady. As we are in different Regiments, I acknowledge your courage. As I wanted an uninterrupted evening offering her blandishments without your banging on the doors and throwing things at the windows, I arrested you. The cock and bull story you published last month is a little unworthy of you and the persecution complained about was hardly fair. You had the best of meats and some fine wines from my cellars during your incarceration.

† Cuckpowder

Lord Parcy Parcy says, as fashion is tending towards the voluptuous, the 13th Fusiliers have fashionable mistresses.

Parade ground at the CPC barracks
New commander Felix Anton Gauchpied'er sits aside his black mount, L'homme noir, and addresses the assembled ranks of the CPC.

“Darlings, that beastly Colonel has gone at last and I am proud to be here today as your new Commanding Officer. As from today we shall have a fresh regime and some important changes to benefit us all, men. Firstly, it's out with those drab old uniforms and in with the new!”

Lt-Col Gauchepied'er turns to speak to a willowy 'man' in a bright orange dress and full make-up who has been standing dutifully by, albeit with a few winks at some of the more athletic CPC troopers.

“Trissy darling, show the boys their new uniforms.”

At this Trissy, in turn, beckons towards a couple of other fellows, also in dresses, who run out with a barrow full of bright pink tunics and what can only be described as rather short, red, studded loincloths. An audible gasp can be heard from amongst the ranks of the assembled troopers.

“Now, sweethearts, these cost me a lot of money to have designed, so let's get them on as soon as possible and show Paris, and Prinny, the new look CPC! Come along darlings, off with those drab old tops and bottoms and put on your new ones and when you're all done I can inspect you all and our new honorary regimental surgeon here, Trissy, can give you all a full medical check up to see that you're fighting fit.”

My name is Inigo Montoya. Does that sound familiar?

My name is Inigo Montoya. Does that sound familiar?

Le Comte d'Acier

I hope you will forgive my harsh words and confess that I have been well answered. If your sword is half as sharp as your pen, the enemy will have to look out for themselves.

† UXB

To: Colonel MacDonald

Commanding Officer, Royal North Highland Border Regiment

Sweetheart,

I was so glad to hear from you in reply to my little note about coming to join you all next month.

I'm sure a bit of 'May Madness' won't go amiss, especially as you say that I don't even need to bring my own skirt as you have plenty of your own in the stores for me to try on! I look forward to seeing you darling and I'll bring Trissy along for the ride, so to speak!

Love and kisses,

† Felix x x

Lord Percy Percy says, as fashion is tending towards the simple, Percy Mistick has a fashionable outlook on life.

Praise the noble Earl for his generosity and open-handed ways! And why is he not in government? Taxes would be lower, women more beautiful, famine a thing of the past and good red wine on every table. Hail Earl Was Nae Me and the virtuous (cough) Vera!

† GASTON LE SOMME,

LT.COLONEL, ROYAL MARINES

Points Arising

Next deadline is 10th Feb 2017

As I wrote earlier in the magazine, Joe Farrell, aka Jacques As, died suddenly just after Christmas. Joe was a great contributor to *LPBS* and will be missed.

I hope Mark and Peter – his sons, I believe – will continue in *LPBS*, but it may take a while.

FdA (Peter Farrell) has been floated.

X4 (Mark Nightingale) has been floated.

Notes

The *En Garde!* rules are available to *LPBS* players at a reduced rate: see any month's Points Arising page at www.pevans.co.uk/LPBS.

There's a Yahoo! group for *En Garde!* players that provides a forum for

players of different games to swap stories and ideas. Sign up and get talking at: <http://games.groups.yahoo.com/group/EnGardePlayers/>

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

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.

Announcements

Beau Reese Jean Seine asks NPC Army Commander of Third Army to resign

Etienne Brule applies for Commnr. of Public Safety

Etienne Brule applies for Minister of Justice

Felix Anton Gauchepied'er applies for Commnr. of Public Safety

Jacques de Gain applies for Brigadier of Heavy Brigade

Louis Oeuf Ur Terribles applies for Brigade Major of 1st Foot Brigade

Duels

Results of April's duels

Claude Talon (gains 1 Exp) beat Florent Sans de Machine.

Louis Oeuf Ur Terribles (with GIS & SA2, gains 1 Exp) beat Charles Louis Desapear.

Charles Louis Desapear (gains 1 Exp) beat his enemy Xavier Four-Hollandaise (with FAG).

Terence Cuckpowder declined to meet Etienne Brule as he was under half Endurance.

Terence Cuckpowder declined to meet Frele d'Acier as he was under half Endurance.

Louis Oeuf Ur Terribles (with GIS & SA2, gains 1 Exp) beat Leonard de Hofstadt.

Percy Mystic (with BdZ & PC, gains 1 Exp) beat his enemy Xavier Money.

Grudges to settle next month:

'X2' (Foil, 1 rests) has cause with Charles Louis Desapear (Rapier, adv.) as he's not Noble but higher SL.

Charles Louis Desapear (Rapier, adv.) and Xavier Four-Hollandaise (Rapier, Seconds SdIC & FAG, 1 rests) have mutual cause as enemies.

Felix Anton Gauchepied'er (Dagger, Seconds XFH, 4 rests) has cause with Claude Talon (Dagger, adv.) as he's not Noble but higher SL.

Florent Sans de Machine (Rapier, 4 rests) has cause with Claude Talon (Dagger, adv.) as he's not Noble but higher SL.

Claude Talon (Dagger, adv.) and Percy Mystic (Sabre, Seconds BdZ & PC, 3 rests) have mutual cause for being in enemy regiments.

'X2' (Foil, 4 rests) has cause with Claude Talon (Dagger, adv.) as he's not Noble but higher SL.

'X2' (Foil, 1 rests) has cause with Percy Mystic (Sabre, Seconds BdZ & PC, adv.) as he's not Noble etc.

Percy Mystic (Sabre, Seconds BdZ & PC, adv.) and Xavier Money (Sabre, 3 rests) have mutual cause as enemies.

'X2' (Foil, adv.) has cause with Xavier Four-Hollandaise (Rapier, Seconds SdIC & FAG) as he's not Noble but higher SL.

Gaston le Somme (Cutlass, 3 rests) and Pepé Nicole (Rapier, adv.) have mutual cause for being enemies.

Gaz Moutarde (Cutlass, Seconds GIS, adv.) and Pepé Nicole (Rapier, 4 rests) have mutual cause for being in enemy regiments.

Balzac Slapdash (Sabre, 2 rests) has cause with Bernard de Lur-Saluces (Rapier, Seconds LPN & FAG, adv.) as he's not Noble but higher SL.

Bernard de Lur-Saluces (Rapier, Seconds LPN & FAG, adv.) and Charles Louis Desapear (Rapier) have mutual cause for being enemies.

'X2' (Foil, 1 rests) has cause with Bernard de Lur-Saluces (Rapier, Seconds LPN & FAG, adv.) as he's not Noble but higher SL.

Balzac Slapdash (Sabre, 1 rests) has cause with Charles Louis Desapear (Rapier, adv.) as he's not Noble but higher SL.

Balzac Slapdash (Sabre, 4 rests) has cause with Claude Talon (Dagger, adv.) as he's not Noble but higher SL.

Balzac Slapdash (Sabre) has cause with Maurice Essai Deux (Rapier, adv.) as he's not Noble but higher SL.

Balzac Slapdash (Sabre) has cause with Xavier Four-Hollandaise (Rapier, Seconds SdIC & FAG) as he's not Noble but higher SL.

Charles Louis Desapear (Rapier, 1 rests) and Le Poutine Noir (Rapier,

Femmes Fatales

No	Name	SL	Attr	Last
64	Edna Bucquette	18	W	PC
3	Kathy Pacific	17	B	
54	Madelaine de Proust	17		
35	Katy Did	16	I	
42	Maggie Nifisent	16	B	
55	Jacky Tinne	16		
52	Guinevere d'Arthur	15	B/W	PIS
10	Frances Forrin	14	B	LdH
21	Helen Highwater	14	W	
48	Fifi	14	B/W	
62	Alison Wunderlandt	14		
11	Laura de Land	13		
16	Ophelia Derrière	13		
26	Ella Fant	13	B	
27	Lucy Fur	13	B	SdM
30	Leia Orgasma	13	B	XFH
45	Cath de Thousands	13		
8	Lotte Bottle	12	B	PM
12	Charlotte de Gaulle	12		FSdM
17	Henrietta Carrotte	12	I/W	UXB
28	Vera Cruz	12		
31	Bess Ottede	12	I/W	GIS
1	Sue Briquet	11	B	LOUT
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	CT
33	Anna Rexique	10	I	
38	Pet Ulante	10	W	
43	Di Lemmere	10	I	SdIC
53	Angelina de Griz	10	B	
56	Ingrid la Suède	10		
6	Viv Ayschus	9		
57	Ava Crisp	9	I	JdI
59	May Banquot l'Ideé	9		
2	Betty Kant	8	I	XM
19	Jenny Russe	8	W	X2
32	Sal Munella	8	W	
41	Marie Antoinette	8	B/I	SA2
49	Mary Huana	8	B/I/W	BdZ
34	Freda de Ath	7	W	
39	Thomasina Tancenjin	7	I	
50	Ulla Leight	7	I	
5	Belle Epoque	6	B/I	EB
13	Josephine Buonoparte	6	I/W	CLD
24	Violet Bott	6	I/W	AL
15	Ada Andabettoir	5	B/I	CDL
25	Lois de Lô	5	B	JTC

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.

Regiments		RFG	CG	KM	DG	OOQ	ALC	CPC	RM	GDMDPM	13F	PLLD	53F	27M	4A	69A	Gscn
Col	ADA	LdH	DdE	EB	Fda	TC	PM	FAG+	GM	CC	BdLS+	JTC	N4	CLD	N5	PN	N3
LCol	Jl	AdF	ME+JE+	N5+	N2*	N1	N5	LOUT	GIS	CT+	XFH	N6	N4	N4	N3	N6	N3
Maj 1	BRJS	JdI	ME+JE+	N5+	N2*	N1	N5	LOUT	CT+	N6	N3	N3	N2	N3	N2	N3	N6
Maj 2	N3	N1	N6*	N1	N5	N6	N4*	N4	N1	N6	N3	N3	N2	N3	N2	N3	N6
Capt 1	N2	N3	N6*	N1	N5	N6	N4*	N4	N1	N6	N3	N3	N2	N3	N2	N3	N6
Capt 2	N5*	N6*	N6	N5	N2	N2	N4	N4	N3	N1	N6	N3	N2	N3	N2	N3	N6
Capt 3	N5	N5	N3	N2	N2	N2	N4	N4	N3	N1	N6	N3	N2	N3	N2	N3	N6
Capt 4	N2	N2	N4	N5*	N1*	N1*	N5*	N1*	N1*	N1*	N6*	N5*	N2*	N2*	N3*	N1*	N2
Capt 5	N4	N4	N5*	N1*	N1*	N1*	N5*	N1*	N1*	N1*	N6*	N5*	N2*	N2*	N3*	N1*	N2
Capt 6				XM													N1*

The Greasy Pole

ID	Name	SL	SPs	Cash	Rank	Regiment/Appointment	MA	Last seen	Club	ECPlayer
PC	Count Pierre Cardigan	24-34	Withy	General/Min w/o Port	9	Edna	Flr	5	Matt Shepherd	
PIS	Earl Pierre le Sang	24+73	Comfy	Fld Marshal/State Min.	7	Guinevere	Flr	4	Bill Howell	
JdG	Count Jacques de Gain	23 65	Filty	Bdr-General/2nd Army QM Gen.	20		Flr	6	Ben Brown	
BdZ	Earl Bill de Zmerchant	22 58	Comfy	General/1st Army Commandr	6	Mary	Flr	3	Tim Maccaire	
UXB	Count Uther Xavier-Beauregard	22 52	Withy	B.Lt-General/Cav Div Commandr	14	Henrietta	Flr	4	Pete Card	
EB	Baron Etienne Brule	19 55	Comfy	B.Bdr-General DG/3rd Army QMG	2	Belle	Flr	4	James McReynolds	
FdA	Earl Frele d'Acier	19 46	Comfy	Lt.Colonel DG/Min w/o Port	9		Flr	3	Peter Farrell	
RS	Earl Richard Shapmes	19 F	Withy	Lt-General/Prov.Mil.Gov	12		Flr	4	Charles Popp	
AdA	Viscount Amant d'Au	19 F	Rich	B.Bdr-General RFG/Min w/o Port	8		Flr	5	David Brister	
Jl	Earl Jean Jeanie	17 F	Rich	Lt.Colonel RFG/Min w/o Port	19		Flr	3	Andrew Kendall	
DdE	Sir Duncan d'Eauneurts	16 49	Comfy	Colonel KM/CPS	5		Flr	5	Paul Lydiate	
ROS	Marquis Rick O'Shea	16 36	Rich	Bdr-General/Chancellor	5		Both	6	Paul Wilson	
TC	Sir Terence Cuckpowder	16 F	Withy	B.Bdr-General QOC	4		Both	4	Mike Dommett	
SA2	Sir Sebastian Adis II	16+53	Comfy	B.Lt-General/Adjutant Gen	5	Marie	Both	4	Mark Cowper	
WNM	Earl Was Nae Me	15-8	Withy	Bdr-General/Gds Brigadier	8		Hunt	3	Mark Farrell	
JA	Sir Jacques As	RIP							Joe Farrell	
GM	Sir Gaz Moutarde	15 41	Rich	B.Bdr-General RM	3	Anne	Both	2	Mike Clibborn-Dyer	
CC	Sir Chopine Camus	15 25	Comfy	B.Bdr-General GDMD	7	Sheila	Both	4	Stewart Macintyre	
SdIC	Sir Sebastian de la Creme	15+70	Comfy	B.Lt-General/Min w/o Port	4	Di	Flr	5	Alan Percival	
BRJS	Sir Beau Reese Jean Seine	14 F	Comfy	Major RFG/Gen's Aide (1st Army)	4		Both	3	Bill Hay	
JdI	Sir Jean d'Ice	13+41	Comfy	Major CC	5	Ava	Both	3	Tym Norris	
AdF	Alan de Frooked	12 F	Comfy	Lt.Colonel CG/Gen's Aide (2 Army)	3		Both	2	Charles Burrows	
JE	Jean Ettonique	12 F	Comfy	Major DG/HGds Brigade Maj.	7		Both	5	Tony Hinton-West	
CT	Claude Talon	12+41	Withy	Major GDMD/Drgn Brigade Maj.	4	Anna	Hunt	4	Cameron Wood	
PN	Sir Pepé Nicole	11 32	Comfy	B.Bdr-General 69A	7		BG	3	Colin Cowper	
LdH	Leonard de Hofstadt	11 29	Comfy	B.Bdr-General CC	5	Frances	Hunt	5	Neil Packer	

ID	Name	SL	SPs	Cash	Rank, Regiment/Appointment	MA	Last seen	Club	EC	Player
CDL	Sir Coeur De Lion	11	20	Comfy	B.Bdr–General PM	5	Ada	BG	3	Graeme Wilson
MED	Maurice Essai Deux	11	+ 51	Comfy	Major KM/Gds Brigade Maj.	4		Hunt	3	Olaf Schmidt
XFH	Xavier Four–Hollandaise	11	+ 45	Comfy	Lt.Colonel 13F	5	Leia	Hunt	2	Francesca Weal
IM	Inigo Montoya	10	27	OK		4		Hunt	3	Graeme Morris
CLD	Charles Louis Desapear	10	+ 51	Comfy	B.Bdr–General 27M	2	Josephine	BG	4	Martin Jennings
BdLS	Bernard de Lur–Saluces	10	+ 43	Comfy	B.Bdr–General 13F/2. F Brigadier	5		Hunt	2	Rob Pinkerton
GIS	Gaston le Somme	10	+ 37	Comfy	Lt.Colonel RM/Cav Div Adjutant	2	Bess	Hunt	3	Jerry Spencer
PM	Percy Mistic	9	+ 45	Comfy	Lt.Colonel ALC	7	Lotte	BG	3	Ray Vahey
SdM	Sacramento d'Masses	9	+ 36	Poor		4	Lucy		4	Craig Pearson
FAG	Felix Anton Gauchepped'er	8	+ 52	Comfy	Lt.Colonel CPC/Hvy Brigade Maj.	5		BG	4	Jason Fazackarley
XM	Xavier Money	8	+ 47	Comfy	Captain GDMD	5	Betty	F&P	3	Pam Udowiczzenko
FSdM	Florent Sans de Machine	8	+ 26	Comfy		3	Charlotte	BG	4	Nik Luker
LOUT	Louis Oeuf Ur Terribles	7	+ 45	OK	Major RM	2	Sue	F&P	5	Dave Marsden
HD	Henri Dubois	7	+ 30	Comfy	Subaltern DG	1		F&P	3	Wayne Little
AL	Annibal Lechiffre	6	+ 50	OK	Major PLLD	5	Violet	F&P	2	Marc Blanchette
BS	Balzac Slapdash	6	+ 38	OK	Colonel PLLD	6		F&P	4	Matthew Wale
JTC	Jean Tétreault–Cauchon	6	+ 35	OK	Lt.Colonel PLLD	3	Lois	F&P	5	Daniel Blanchette
X2		5	+ 56	OK		2	Jenny	RP	3	Gerald Udowiczzenko
LPN	Le Poutine Noir	5	+ 48	OK	Major 13F/2 F Brigade Maj.	5		RP	5	Neil Pinkerton
X4		4	0	Poor		1			2	Mark Nightingale

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+

That would be enough

This has been issue 171 of *To Win Just Once*, published 22nd January 2017. It incorporates *Les Petites Bêtes Soyeuses*, a game of *En Garde!*. Issues are published ten times a year, roughly every five weeks. © Paul Evans 2016

Deadlines

Orders for *Railway Rivals* and *Star Trader* to Mike by Friday, 3rd Feb 2017.

Orders for *LPBS*, votes and definitions for *Fictionary Dictionary* and all other contributions to Pevans by Friday, 10th February 2017.

(Next deadlines are: 10th/17th March, 14th/21st April, 19th/26th May)

Waiting lists

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 – the latest game has just started. Who's up for the next one? Working map and rules provided.

Star Trader – There's room for 1-2 more players in the current game (David Buchholz and Jason Fazackarley are waiting for the next one). Rules provided.

Online games

A Few Acres of Snow (at yucata.de): Pevans

Agricola (at www.boiteajeux.net): Pevans, Alex Everard

Castles of Burgundy (at www.yucata.de): Pevans

Concordia (at www.boiteajeux.net): Pevans

Keyflower (at www.boardgamearena.com): Pevans, Brad Martin

Puerto Rico (at www.boardgamearena.com): Pevans, Brad Martin, Al Tabor

Through the Ages (at www.boardgaming-online.com or boardgamearena.com)

Vinci (at www.yucata.de): Pevans

Credits

To Win Just Once issue 171 was written and edited by Pevans. The *LPBS* masthead (page 22) is by Lee Brimmicombe-Wood, as are the drawings on pages 18, 23, 24, 27 and 28. Game and book artwork is courtesy of the publisher. Photos were taken by Pevans (except where noted), who played with Photoshop.

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