

That would be enough

This has been issue 42 of *To Win Just Once*, published 2nd March 2004. It incorporates *Les Petites Bêtes Soyeuses*, a postal game of *En Garde!*. Issues are published ten times a year, roughly every five weeks.

Deadlines

Orders for *Odessa Steps* and *Railway Rivals* to Mike Dommett by 12th March.

Orders for *Les Petites Bêtes Soyeuses* to Pevans by Friday 19th March.

(Remaining deadlines for 2004 are 16th/23rd Apr, 21st/ 28th May, 25th Jun/2nd Jul, 30th Jul/6th Aug, 3rd/10th Sep, 8th/15th Oct, 12th/19th Nov.)

Subscriptions

The PDF and online versions of *To Win Just Once* are free. Or you can subscribe to the paper version – which includes the cost of playing in any (or all!) of the games (let me know if you'd like a sample copy first). If you want to play in the games through the online 'zine, there is a "Games only" subscription rate.

The subscription rates are shown below. To subscribe, send a cheque or PO (payable to Paul Evans) in pounds sterling (GBP) to 180 Aylsham Drive, UXBRIDGE UB10 8UF, UK.

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Games played

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

Diplomacy Neil Packer will run this if we have seven interested players. So far Pete Holland, Mike Dommett, Barry Townsend and Bill Michell have volunteered. [free start-up]

En Garde! Pevans has room for more players in *Les Petites Bêtes Soyeuses*. You will need the rules to *En Garde!* in order to play. [start-up fee payable]

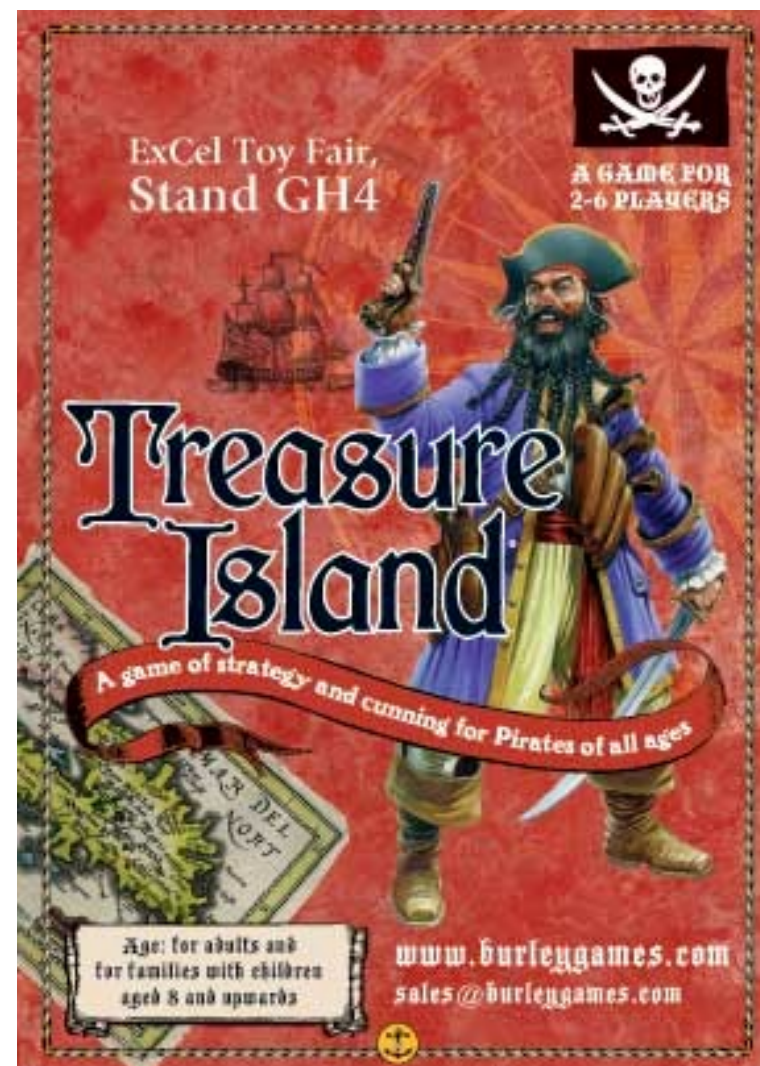
Railway Rivals the second game is in progress. Edward Walkington wants to play in the next. You will need the chosen map to play. [free start-up]

Star Trader A game is in progress and has space to take over an existing position. Martin Jennings is queuing for the next game. Full rules will be provided. [start-up fee]

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To Win Just Once

(incorporating *Les Petites Bêtes Soyeuses*)



One of the new games at this year's Toy Fair – full report inside

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Chatter

Let me just re-iterate the news I sent out by e-mail a few weeks ago. Just after I wrote up *TWJO* 41 I received a letter informing me of the death of Mike Costello early in December. Apparently he'd been ill for some time, though he never mentioned it. Mike and Emjay have been stalwarts of the postal games hobby for years, so it is very sad to hear this. I have sent condolences from me and all my subscribers to his family.

As Emjay Reprographics was Mike acting as a sole trader, the business is defunct. I have not been able to find anyone else offering a similar service. After the experience of producing *TWJO* 40 myself, I'm not prepared to handle a full print run. But I don't have a problem with a few copies. So, as I proposed earlier, I am making the 'zine available as a PDF for download from my website (www.pevans.co.uk/TWJO) and I will develop an online version in due course.

TWJO remains available as a paper 'zine for those who prefer to get it on paper. The subscription rate for the paper copy stays the same: £2 an issue in the UK, £2.50 in the rest of Europe and £3 elsewhere. As always, a ten-issue subscription gets you eleven issues.

The PDF version is free of charge, of course, but there's a subscription charge for those playing in the games. This is 50p an issue, regardless of where you are in the world (with a surcharge of £1 if you pay by PayPal). I can accept payment through PayPal in US Dollars or Euros, in which case the charge is USD 1 or EUR 1 per issue (no surcharge).

I've had responses from most of my subscribers, and over two-thirds of you have switched to the on-line version. I have converted your subscriptions to the new rate and will notify you of this. I'll also be offering refunds to those whose subscriptions are very long as a result.

This leaves some four subscribers from whom I've not had any response at all. They're getting the paper version for the time being, until I get a positive response from them.

I welcome any comments from anyone on the new state of affairs – and thanks to those who have already made some very useful suggestions and proposals.

Bonking Finale

Yes, take a look at page 13 to see who's left in the game: all of you have a final bonk to decide the winner. Get your bonks to me by 19th March!

So, what shall we have as a new, all-reader game? Another round of *Great White Hunter*? Or does anyone have another suggestion? Maybe *Fictionary Dictionary*? Or another word game?

New En Garde! game

Vatican En Garde! is a new PbeM game run by Emma Dalton. The game is set in Renaissance Italy in the time of Pope Leo X (early sixteenth century) and is full of intrigue and factional loyalties (says Emma). After a few months play-testing, the game is now open to new players. The rules, reports and tables can be found at www.vaticanengarde.com and Emma can be reached at emma@vaticanengarde.com.

Science Fiction

No review or anything this time – I’ve not been reading very much these last few weeks. I aim to have something in next issue.

Real Ale

I’ve just spotted that the London Drinker Beer Festival is on in a couple of weeks: 17-19th March at the Camden Centre, Bidborough Street, London WC1 (effectively just across the road from St Pancras station). Work commitments are a pain that week, but I hope to get along Thursday lunchtime (noon – 3) and/or Friday afternoon (say from 2?). Anyone want to join me? E-mail me on paul@pevans.co.uk – or call on 07771 535690.

Website

The latest stats from my website reveal that *The Gothic Game* was not the most popular item in December. No, *The Really Nasty Horse Racing Game* was! Closely followed by *Puerto Rico*. *The Gothic Game* was back on top in January, though.

My reports on games shows also seem popular, so let’s see what happens when I load the following piece onto the website. I must get around to adding my report from last year’s Spiel, too.

Toy Fair 2004

If it’s January, it must be time for the Toy Fair. Organised by the British Toy and Hobby Association and held at ExCeL in London’s Docklands, the Toy Fair is the annual showcase for the British industry. The primary audience is the buyers for the big chains, buying groups and independent retailers. So the show is very much about products aimed at the mass market, though a few ‘hobby’ companies are there as well.

Of course, only a small proportion of those exhibiting have games to show. So it only takes me a day (or so) to get round them all. Here’s my report on the new games I saw at this year’s Fair.

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

First off, I spotted some differences with the show this year. New companies were concentrated in a showcase area close to the Press Office in one corner of one hall: “The Greenhouse”. This is a return of a feature of the Fair that hasn’t been seen for a few years. Perhaps because the area came to be known, rather unkindly, as “Death Row”. It did make my job easier as I didn’t need to traipse down every aisle on the off-chance that a small games company was tucked away somewhere.

However another useful feature had disappeared. The New Products display has always been a helpful introduction to what’s new at the show. And a handy place to take photos. Alas, this year it was not in evidence.

Very much in evidence this year was distributor Esdevium, which had a substantially larger stand than last year. It was great to see lots of familiar ‘hobby’ games on display. I hope that Esdevium will succeed in interesting a wider audience in these.

Each year, I look for trends at the show. This year’s seemed to be a proliferation of slot-car racing – that is, Scalextric look-alikes. Plus lots of stands with these large, silver, inflatable Frisbees. Okay, not Frisbees, technically, but you get the idea. Quite what they’re about, I don’t know.

Anyway, on to the games. I’ll start with the regulars, move on to the newbies and then round things up at the end.

Regulars

Distributor Boxer Games has a substantial range of adult and drinking games. Additions to the range this year include *A Night at the Dogs* board game. This is a gambling game based on greyhound racing, rather than the more usual horse racing. No details were available, but it looks interesting.

Bright Sparx were back with their game *Going Underground: Zoo Edition*, which was first seen in 2002.

A wedge of jungle appeared to have materialised in the middle of the North hall. This turned out to be Britannia Games promoting their latest licensed

title, *I'm A Celebrity, Get Me Out of Here!*, and offering “bush tucker” to passers-by. This game will be in the shops later this year. Britannia is also producing a new edition of its very first title, *Soccer Master*. This is a card game in which players try to beat their opponent with a better ‘team’ of forwards, defenders and midfield players. As well as the ‘vanilla’ edition, this will appear in Arsenal and Liverpool strips.

Britannia has a couple of other TV tie-in games just out. *Wish You Were Here...?* is a *Lost Cities*-like game of playing cards to build up tours of particular parts of the world. Cards must be played in numerical order, which gives players some decisions as to what cards they keep in their hand or discard. However, your tour has to reach a minimum total to score points. *The Vault* is a quiz game where players earn money by answering questions. The format, like the TV game, allows all the players the opportunity to gain some cash by selling answers to the main player. The player with the most money wins, which gives the game a different feel.

BV Leisure is best known for its range of murder mystery games. This year the company appeared to have several new games, but nobody was prepared to talk to me, so I can report no more than the basics. *Debate* looks like it's an opportunity for players to pontificate on topics given by cards. The game has Adult and Family topics and includes a timer and a gavel.

I first saw Creative Conceptions a couple of years ago with *Monogamy*. This year they have a range of over a dozen adult games. *Lust!* is a two-player game of exploring sexual fantasies. Players earn love-making cards by acting out various fantasies. Then they can cash in their cards for one of their fantasies with their partner. *What the F*ck* is an *Apples to Apples*-like drinking game, with a series of ridiculous questions (hence the name of the game). Players have to guess what one person's response to a question will be – and they have to have a drink if they get it wrong. Other new games due out later this year are *Fetish!* and *A Hot Affair*.

I've already mentioned that Esdevium had a larger presence this year. They were showing off titles from Rio Grande Games, Mayfair, Uberplay and others. The only new game I spotted was *War of the Ring*. I'm told this is an *Axis & Allies*-style treatment of the *Lord of the Rings* from an Italian publisher. Fantasy Flight Games is producing an English language edition, which Esdevium will bring into the UK. Esdevium is also a source for the Hasbro Avalon Hill games, which Hasbro UK does not carry.

The venerable Gibsons was present, as always, though their games range is only a small part of the company these days. *Faces* was a new game, rather like *Apples to Apples*. In this game, players have a set of faces in front of them. One player picks a card and reads the question – “Which face is trying not to

break wind?” for example. The other players each choose a face, trying to guess which one the questioner has picked. It should be fun.

Also from Gibsons is the compendium, *Box of Silly Word Games*. It does what it says on the tin: 25 short, sharp word games. The cube-shaped box includes a timer and scorepad.

The Green Board Game Company have several new games for the pre-school age range: rather younger than the company's usual audience. These include two Snap games in the company's card games selection. Then there are two Lotto games and *Farmer's Market*, a colour-matching game. On the board games front, two new games will be out in the Autumn: *Cultural Attaché*, and *Knowbody*. Both were only on show in mock-up form. In *Cultural Attaché* players travel round the world, aiming to collect five “Cultural Attaché” cards from different areas and return to their home before anyone else.

Hasbro was a large presence, as usual. The company is celebrating the twentieth anniversary of *Trivial Pursuit* with a new version of the game under the Parker label. *Trivial Pursuit 20th Anniversary Edition* has questions covering events and celebrities through the last twenty years. Also happening this year is the 12th Monopoly World Championship. The final takes place in Hong Kong in October and the UK & Ireland Championship is in August. Another new game is *Cluedo SFX* which is a prequel to the original game. This gives the stories of the various characters in *Cluedo* and why they are suspects in the murder. It also features an electronic board with speech and sound effects.

The perennial popularity of *Monopoly* took a blow last year: *Bop-It Extreme* was Hasbro's best-seller. This year we have *Bop-It Extreme 2*, a further incarnation of the beeping, twisting, pulling, bopping object. Meanwhile there will be several new, themed *Monopoly* games this year: *Shrek II Junior Monopoly*, *Thunderbirds Monopoly* and *Duel Masters Monopoly*. For those who prefer the classic, there's *Nostalgia Monopoly*. This is a reproduction of one of the early editions of the game with wooden and pewter pieces in a wooden box.

Super 5 is a card game that's rather like *Uno*. Players aim to get rid of their cards quickly without breaching the 21-points level. *Candyland* is a game for pre-school children that was a big seller in the USA in 2003. It's a simple game of colour matching to be first to reach Candy Castle.

Under the Wizards of the Coast label, Hasbro will be bringing us *Duel Masters* later this year. This is a trading card game (or CCG), originally from Japan and with Manga-style artwork. It appears to be aimed at those new to this type of game with relatively simple mechanics. Meanwhile *Magic: the*

Gathering continues to march onwards with its 8th Edition. This year's expansion is called *Fifth Dawn* and will launch in the summer.

Major UK hobby games distributor, Hobbygames, had a rather less cluttered stand than usual. The emphasis here was very much on fantasy role-playing, together with *HeroClix* and look-alikes, plus various CCGs – notably Decipher's *The Lord of the Rings* film tie-in CCG.

Imagination Entertainment is the new UK distributor for Canada's University Games as well as their own titles. Their big item is still *Battle of the Sexes*, the male versus female quiz game. There was also a new range of DVD games, such as *Screentest*, a movie trivia game.

I came across Impact International for the first time last year. As then, the most noticeable games on their stand were their three *Lord of the Rings* games. One game for each of the trilogy volumes/films. Each game stands on its own, but they can be linked together to provide "the ultimate battle for Middle Earth". Impact also has a *Thunderbirds* board game due out later this year – presumably a tie-in to the new, live action film.

While I always associate Paul Lamond Games with 'adult' games, the company's range is much wider, including educational, children's and family games. With the adult titles now branded as McNaughty Games, the Paul Lamond name remains on everything else. This year's crop of new titles includes a UK edition of the US hit, *Marry, Date or Dump?*. This is another party game in the *Apples to Apples* mould. Faced with three well-known people, which will you marry, date or dump? And can the other players work out your choices? *Word of Mouth* is a dice-based word game. With dentures as a dice-shaker. The latest addition to Paul Lamond Games's murder mystery range, *Murder à la Carte*, is *Death in Venice*.

Re:creation was a revelation! Last year they had a medium-sized stand to publicise *Cranium* and the children's version, *Cadoo*. This year they had a large stand with a profusion of games – mostly from small, one-game companies. These included dexterity game *Corx*, which was previously produced by Upstarts!. *Cut and Run* is a gambling board game that first appeared a couple of years ago and was voted Toy of the Year in Holland last year. The game's designer, Beau Honey, was busy showing it off. Abstract game *Cirondo* was also new last year and was on show here. Here, too, was Fridgeplay, with their selection of magnetic games. Latest in the range is *FridgeFootie*, a football simulation game released for Euro 2004 – though the Fridgeplay game seems to be 5-a-side! I like the idea of games that you stick on the fridge, but I think they need a larger kitchen than I've got.

Amongst the new games on the re:creation stand was *Mensa Connections*, a Reiner Knizia design. Unfortunately, no-one was able to tell me more about it. *Go Mental* comes from HL Games. The object of the game is to spot the odd one out from the list on each card. It's a game that needs a bit of lateral thinking to identify the connections. I was completely flummoxed. But then amused and rueful when I realised what I'd missed. From Tadpole Games comes *Ntropy*, an action game that I didn't get the chance to try out. *Jenga* meets *Kerplunk!* is the best way I can describe it.

Zobmondo!! Would you rather...? is a party game in which one player has a choice and the others guess which option they will go for. The decisions are given in form of "Would you rather..." questions. "Would you rather eat a head of rotten lettuce – OR – drink a glass of sour milk?" for example. Apparently the game's been around for a while in various versions, but this is the first time I've come across it.

Treasure Trove is now the UK distributor for Scandinavian publisher, Tactic. This year's new titles from Tactic include *Piggyback*; a children's race game played with some great, stackable, wooden pigs. It might be a children's game, but it looks good fun. *UK Trivia* is a quiz game of UK history, sport, geography and so on.

The big draw at the Upstarts! stand was Rick Parfitt of *Status Quo* fame, launching *Rick Parfitt's Name Game*. Players have to identify people in a specific category with initials that match the letter cards played. Other cards allow players to tamper with game play – changing the initials, for example. *Spooks* is a tie-in to the BBC TV show. The board looks rather *Escape from Colditz*-like, but I didn't get an idea of how the game plays.

It looks like being a busy year for Upstarts!. The company is starting a range of DVD games with *Mr & Mrs*. It has a number of travel games, including *Mr & Mrs* and *Who Wants to be a Millionaire?*. This range also includes a new game, *Fruit Dice*. This is a fruit machine simulation using dice. Players have token money to bet with. FHM Games is another new range: 'adult' games developed with *FHM Magazine*. *Boys Night Out* is a collection of dares, pranks and tests to play in the bar. *Bar-Room Jokes* challenges one player to keep a straight face at a collection of jokes. *Two Pints* is a drinking game in which players score points by bouncing corks. All three are due out in July. And then there are the BBQ Games: a set of party games for the summer patio. *Tea-Tray Water Polo* is an old joke involving soaking an unsuspecting partygoer. *Griller Warfare* has players throwing plastic foam chops at each other. In *Chuck Another Shrimp on the Barbie* it's plastic foam shrimps, which one player is trying to catch. And *Sunny-Side up* is about hitting foam fried eggs with a frying pan. You score a point for each one that lands "sunny side up"!

The UK Winning Moves had several new special edition *Monopoly* titles, more *Top Trumps* and a number of licensed games based on Roald Dahl stories.

New arrivals

Battle Command is the first game from Armada Scale Replicas, based in Dublin. This is a strategic Second World War wargame using model tanks. Each player has one of a set of objectives, depending on which nation they are playing. Battles are fought on the tactical, battle board using the models. The strategic game includes elements of logistics – keeping your troops supplied. The game should be available from March, with distribution through Esdevium and Hobbygames.

Treasure Island was designed by Paul Burley and is published by Burley Games. As the title suggests, the game is about collecting treasure from an island. The various treasure chests around the island are represented on a separate board, with treasure cards dealt into the space for each chest. Players find the treasure by expanding their tokens across the board from the various landings on the coast according to the roll of the dice. At first glance, it looks like there's an interesting, if fairly abstract, game at the centre of this. However, there is also a strong luck element, with lots of dice-rolling.

Games for Fun is re-launching its football game in a new version: *The Euro*. This is intended as a simulation of football tournaments and is timed for Euro 2004. Each player gets a number of teams and tries to get their teams through the tournament. Matches are resolved fairly simply using dice, modified by a seeding handicap. In the case of a tie, there are golden goal dice and even penalty shoot-outs. The game is being distributed through Hobbygames and there is also a tie-in to a charity to support the treatment of sports injuries in children. The World Cup version of the game has trivia questions as well.

Beat the Traffic Warden comes from Gladstone Design. It was first produced at the end of 2003 and got into a few shops for Christmas. The game has a basic roll-the-dice-and-move-the-dobber mechanism. The players are drivers, running foul of various penalties as they move round the board. However, some cards allow you to give the traffic warden back the ticket! A straightforward family game that looks quite fun.

Prospecting in Gold is an interesting name for a company. The name of their game is just as interesting: *Grab a Pig*. It was launched last year and was well-received in shops in East Anglia (the company is based in Thetford). The game has some great model pigs plus cards representing six farmyard animals. Players start with a hand of cards dealt at random. Everybody passes one card to their left. And again. And again. Until someone has a full set of the animals and grabs one of the pigs. Then everybody else has to grab

one – except that there is one less than the number of players. So one player is out, you reduce the number of pigs by one and play another hand. It's played quickly, it's very silly and it's good fun.

Despite what I took to be an Irish name, Shannon Boardgames comes from Glasgow. The company has two games, *Crazy Circles* and *Tycoon*, which were both designed by founder Ewan Shannon. The first is a clever numerical version of Snakes and Ladders. The board has a grid of interlocking circles and players roll dice to move around it – where you end up depends on the die roll, but you have some decisions to make. It's aimed at children and families.

Tycoon has a board that shows city blocks and streets, but turns out to be a *Monopoly* variant. Players move around the streets by die roll, having the opportunity to buy property they land on – or paying rent if the property's already owned (and paying more if the same player owns the whole block). The winner is the player who drives all their opponents into bankruptcy. However, some neat mechanisms make the game stand out. The streets give players a lot of scope for where they move, allowing them to get to property that's still available. Buying property is on a hidden bid system, which is only resolved at set points. By which time other players may have put bids in for the property you want! It looks an interesting challenge.

Round-up

Having finished wandering around this year's show, I reckoned there were fewer games companies than last year. So I did a quick totting-up of the stands I'd visited: 25 versus last year's 32. But re:creation had some dozen publishers on their stand, so there's a strong argument that there were actually more games companies present this year!

A few people were definitely missing, though. First of these was Cheatwell Games, who have a large range of fun family games. A quick look at their website suggests that they have half a dozen new games for 2004, so the company seems to be in good health. Also missing was David Westnedge, a distributor of classic games (Chess, Backgammon, Go etc) and playing cards. I'd guess that the show is no longer particularly useful for them.

Games Events

The next event on the schedule is MasterCon, taking place from 12th - 14th March at the Elizabeth Hotel (Rockingham Road, Corby, Northants). This is primarily a *Diplomacy* event aimed at fans of playing the game face-to-face. There will be other things going on, of course – notable 18xx games. For details, take a look at www.ellought.demon.co.uk/mastercon.

The date for DiceCon 2004 has been announced: Sunday 6 June 2004. The venue will be the same as previous years – The Quality Hotel in Glasgow. DiceCon will include a *Settlers of Catan* tournament (and probably others), but will be mainly a day of games-playing. The team is working on a second event for this year – probably on the east coast of Scotland. Keep an eye on the website for the latest news: www.dicecon.com.

Before that there'll be Salute at Olympia in London on 24th April. This is a major wargames event, organised by the South London Warlords. For more information, see www.salute.co.uk.

And then it'll be time for Maycon! I hope to see some of you there.

This box concentrates on games events I expect to attend.

Swiggers: games club that meets Wednesday evenings (though December dates depend on venue availability) at the Bunch of Grapes, St Thomas Street, London SE1. Board games and occasional role-playing. No charges, all welcome. For more information, see www.pevans.co.uk/Swiggers.

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

Maycon: a mixture of board games and role-playing at the Thistle Birmingham City Hotel in central Birmingham, 30th April – 3rd May 2004 (bank holiday weekend). This convention is also the host for SpielChamps UK – The UK Board and Card games Championship and qualifier for the European Championships. Entrance is £25 until the end of March, £30 afterwards; accommodation (Incl. Breakfast) £70/night for a double/twin room and £40 for a single. For more details: and a booking form www.maycon.org.

Spiel: the board games event of the year. Oct. 21st-24th 2004, at the Messe (Exhibition Centre) in Essen (Germany). Contact Friedhelm Merz Verlag, Postfach 210250, Bonn, 53157 Germany, www.merz-verlag.com/e/Spiel_e.html.

MidCon: board games plus the UK's National *Diplomacy* Championship. 12-14th November 2004 at the Thistle Birmingham City Hotel in central Birmingham. Entrance is £15 in advance, £18 on the door; accommodation is £75/night for a double/twin room and £47/night for a single room, inclusive of breakfast. For details: www.midcon.org.uk.

Credits

To Win Just Once issue 42 was written and edited by Paul Evans. The LPBS masthead (page 19) is by Lee Brimmicombe-Wood, as are the illustrations on pages 21 and 22. The drawings on pages 20 and 24 are by Nik Luker and the one on page 23 is by Tim Wiseman. The cover picture comes courtesy of Burley Games.

The Bonking Game

The name goes back to more innocent times and the game has also appeared under other titles. Each turn, you can bonk (= nominate) one other recipient of this magazine. Anyone who gets a certain number of bonks in a turn (4 at the start, but now down to 2) is out of the game. Last man standing wins. The game is open to anyone who receives *TWJO*. All you have to do is send me the name of one other recipient – who's still in the game – and give your reasons. If you fail to do so, you bonk yourself (to the number of consecutive self-bonks).

Turn Sixteen

David Olliver bonks (Andrew) Kendall “because all those bloody tourists drive me mad with their sightseeing chit-chat, road-blocking, matching jumpers and ‘Gee, honey, isn't that swell.’ Well, no more mint cake and no more Kendall! Andrew is oblivious to this and bonks Barry Townsend: “back to the end of the list again,” he says. Michael Martinkat has other reasons and bonks Barry “for disliking the idea of going to the US on a trip (for which he bonked me a while ago).” Barry responds by bonking Michael M “because he was so good in turn 13.”

Terry Crook mulls over who to bonk: “Pete Holland or David Olliver.” He opts for Pete. In his turn, Pete bonks David “for painting a disturbing image of himself eating worms on the moors (with sheep for company).” Jerry Elsmore is stricken with doubt: “Oh-my-gosh, we're down to the last lap. With a choice of six to go for, there's no option but to reach for the die. Quick shake, no rattle and a roll ... and it's a ... five. Okay, David Olliver it is.”

Once more the astral voice of the departed-but-not-silenced anagrammer rises from the depths, this time deprecating the unhealthy obsession of the newly-defunct Mark Moores. I think that “Mom's rear? OK!” just about sums it up.

Two bonks each for David Olliver and Barry Townsend and they go out. That leaves us five ~~targets~~ players for the grand finale. **All readers of the 'zine have a final bonk** to use against:

Terry Crook,
Jerry Elsmore,
Pete Holland,
Andrew Kendall and
Michael Martinkat.

Whoever gets the **fewest** bonks next issue wins the game.

**Get your bonks to Pevans at 180 Aylsham Drive, Uxbridge UB10 8UF
or twjo@pevans.co.uk by 19th March 2004.**

Would you like some Pork Chop with that Garlic?
Railway Rivals 2 – Turn 8

Ivor & Co collected the lion’s share of the races this turn with its lowland routes, but Romanov Railways and TTYF! also did well. Impaler Trains built a line into I&C’s heartland, while HEDGEHOG hopes that the next races will favour it a little more.

Starting scores adjusted to cover my poor arithmetic last round, as previously e-mailed to all players.

Races

Race	Between	TTYF!	RR	IT	HH	I&C
8	16 – 56		5+2		5	20-2
9	11 – S1			5+5	5	20-5
10	21 – 35		10	10		
11	24 – 55	5	5+3			20-3
12	34 – 43	20-8	10-3+8	0	0+3	
13	41 – 65	10				10
14	S3 – 61	20		5		5
Total		+47	+40	+25	+13	+65

Builds

Trains Take You Further (TTYF!), Blue John Harrington (Galatia) - P60 - Braila (N49) - Iasi Points: 52 +47 -7 = 92	Impaler Trains (IT), Black Gerald Udowiczenko (U26) - V26 - W26 - Z27 - A67 - B67 - C68 (2 to I&C) Points: 98 +25 -8 -2 = 113
Romanov Railways (RR), Red Nathan Richards (G11) - G12 - G13 - G14 - Arad - F15 - F16 - Timisoara - E18 - D18 - C19 Points: 95 +40 +1 (I&C) -10 = 126	Huge Engines etc. (HEDGEHOG), Green Mark Jones Points: 42 +13 = 55
	Ivor & Co (I&C), Purple Pevans (M59) - Fosacani - K58 - K56 - J55 (1 to IT) Points: 95 +65 +2 (IT) -9 -1 = 152

GM Notes

Next turn’s races:	Race 20 36 - Special 6
Race 15 12 - 46	Race 21 Special 2 - 51
Race 16 13 - 62	You may enter up to 5 of the races.
Race 17 23 - 63	
Race 18 26 - 45	Next turn’s builds: up to 8 build points
Race 19 31 - 53	including known payments to rivals.

Orders to Mike Dommett, 119 Victoria Road, ALTON, Hants GU34 2DD or
by e-mail to mike_dommett@yahoo.co.uk by Friday, 12th March 2004.

Odessa Steps
Star Trader – Turn 10

“What are we going to name the new ship?”
“I don’t know. Any thoughts?”
“The old name had unfortunate connotations. Shylocks seemed a touch harsh.”
“So something warmer, friendlier?”
“How about ‘Uncle’?”
“Avuncular, yet still hard underneath. Yes.”

Another Quarter, another appearance in Court for THE CULTURE. Then another fine and a further slipping away of supporters from the troubled Corporation – helped, of course, by Investigators from TAU CETI XPRESS producing documentation showing that several of the ships sold recently had false documentation.

TRANS SOLAR TRADING INC ramped the price of Alloys at Gamma Leporis, buying 26 at 10 HTs each and leaving INTERSTELLAR METALS with none. BLAND & BRASS sold 4 Alloys at 1 HT apiece and must be kicking themselves. TSTI then tried to sell 5 back using their Market Managership, forgetting that you can’t buy and sell the same commodity at the same market in the same turn.

TSTI sold 9 Alloys at 8 HTs each at Epsilon Eridani and TOTAL TRANSIT 2070 sold 5 Liquor at a price of 20 HTs using Contracts.

At Delta Toucanis TSTI sold 5 Alloys for 5 HTs each. THE UNIVERSAL sold 6 Isotopes at 9 HTs each, outbidding THE CULTURE and INTERSTELLAR METALS, who bid 10 to sell. KAT CORP were selling Isotopes using their Contracts. IM did buy 5 Petroleum on Contracts, shortly before the CULTURE bought 11 Factories and a warehouse to trade the same goods with. Finally here, THE UNIVERSAL sold 5 Spice on Contract as the price rose.

Tau Ceti saw TSTI selling 10 Alloys at a price of 5 HTs and gaining a Dealership. SHYLOCKS sold 9 Isotopes for 4 HTs each and became Market Manager, while both KAT CORP and TCX sold 5 on

their Contracts. The CULTURE found no buyers at 5 HTs. The CULTURE didn't sell Petroleum either as the price fell, but IM sold 6 using Percent.

TSTI became Contractors by selling 11 Alloys at 5 HTs each at Mu Herculis. IM became Dealers in Isotopes, buying 10 for 3 HTs each and shutting out the UNIVERSAL's bid of 4. TT2070 sold 5 Liquors on Contract, while in Monopoles BLAND & BRASS bought 6 at a price of 12 HTs and gained a Dealership before SWISS MERCENARY FLEET sold 10 for 8 HTs each and the Market Manager Position. SHYLOCKS bid 9 to sell and were tradeless.

BLAND & BRASS bought 6 Isotopes at Sigma Draconis, with IM buying 5 more on Contract. TT2070 sold 5 Monopoles at a price of 16, after which THE CULTURE sold 10 more for the same price, but no recognition in Market Position – perhaps the traders had heard of the impending Criminal Trial. UNIVERSAL sold 2 Petroleum for 8 HTs each and, finally here, SWISS MERCENARY sold 6 Spice for 9 HTs apiece and INTERSTELLAR METALS bought 5 on Contract.

At Alpha Centauri TSTI underbid everyone again and sold 5 Alloys at a price of 5, but this time IM sold 6 more for 6 and gained a Dealership, while KATKORP unloaded a unit on Contract. UNIVERSAL sold 2 Liquors for 9 HTs each and B&B sold 6 Spice at a price of 17 and also gained a Dealership.

Lastly, at Beta Hydri, B&B and UNIVERSAL both bid 17 HTs to sell Spice and both failed to do so as the price dropped.

TAU CETI XPRESS delayed launching their new ships, as they bought crews for their old ones that had been resting in the cradles after the epidemic last quarter.

THE CULTURE armed the Better Red at Sigma Draconis shipyards. BLAND & BRASS sold their Factories at Gamma Leporis – and their Warehouse too – and used the proceeds to put A class crews onto their ships.

SHYLOCKS launched their new ship, provisionally known as Uncle, and sold their warehouses at Delta Toucanis and Alpha Centauri to equip the ship with a variety of pods.

INTERSTELLAR METALS laid down a new Phoenix Hull, Scandium, at Gamma Leporis Shipyards, with an A class crew and cargo pods.

TRANS SOLAR TRADING sold their Alloy factories for 675 HTs and repaid their Loan early, cheering the Federation Bankers.

Finally, KATKORP repaid their loan and took out a new one over 4 turns: a massive 740 HTs at 35 HTs a turn interest. They bought 2 more warehouses at Delta Toucanis, and swapped some pods at the Spaceport between ships, upgrading the passenger pods' crews and putting an A crew on the Kitty. The fact that their defence force had failed to intercept enemy ships was considered to be of little concern, as they bought 13 Petroleum Factories at Delta Toucanis and increased their Political Connections to 9.

Corporation Table

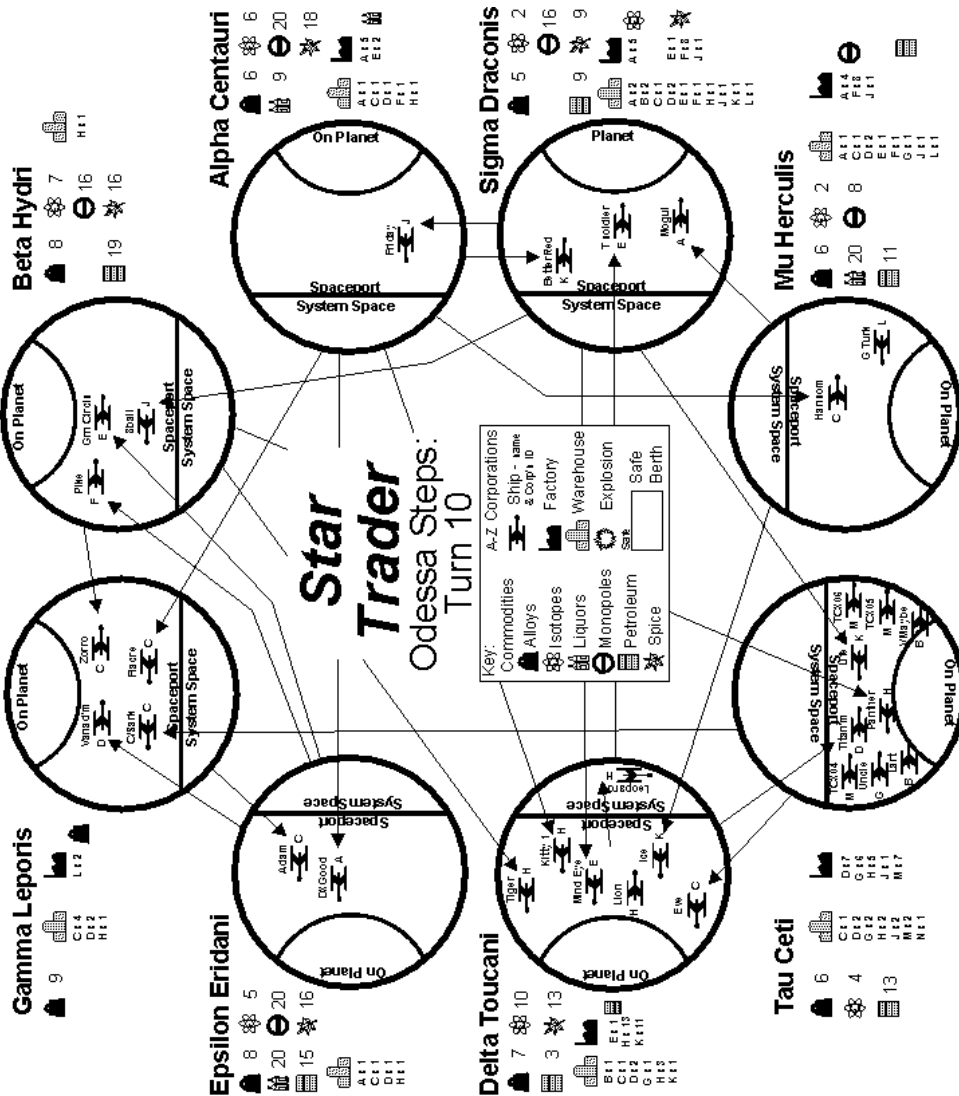
Corporation letter & name	Conn'n	Levels	Init	Turn	Cash	Rep'n	Player
	Bus	Crim	Pol	Bid	Order		
A Total Transit 2070	10	0	7	40	1st	431 40	Simon Burling
B New Expensive Weapons Bring I Empire	3	7	2	N	11th	67 33	Peter Denison
C Trans-Solar Trading, Inc	10	8	5	0	10th	66 40	Jerry Elsmore
D Interstellar Metals	10	5	5	3	9th	257 40	Paul Evans
E The Universal	10	0	5	0	5th	413 40	John Harrington
F Swiss Mercenary's Fleet	8	0	10	0	8th	279 40	Martin Jennings
G Shylocks	10	1	3	0	6th	111 40	Andrew Kendall
H KatKorp	10	2	9	10	4th	186 40	Michael Martinkat
J Bland & Brass	7	1	7	0	7th	92 40	Colin Parfitt
K The Culture	2	0	6	10	2nd	528 6	Nathan Richards
L Grand Lars Theni & T Heft	8	1	2			49 28	Player wanted
M Tau Ceti Express	4	0	7	1+4	3rd	386 40	Mike Wale
N Nekekami Corporation	0	0	0	0	0	0 0	ELIMINATED
'N' under Initiative Bid indicates No Move Received							

GM Notes

You can't 'take' an Event chit.
The Culture' Inquiry roll was 3, reduced to 2 by Connections.
There were 3 new News chits this turn.

Current News Chits (new ones in bold):
Turn 11 B5, C1
Turn 12 C3, P6, **B8**
Turn 13 P9, **B2**
Turn 14 C1

Orders to Mike Dommert, 119 Victoria Road, ALTON, Hants GU34 2DD or
by e-mail to mike_dommert@yahoo.co.uk by Friday, 12th March 2004.



Les Petites Bêtes Soyeuses 168

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

If you'd like to play, you'll need to subscribe to *TWJO* and pay the start-up fee (see back page). You will also need a copy of the rules to *En Garde!* – or at least access to a copy.



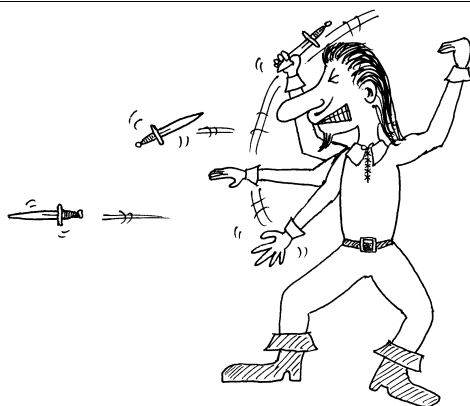
Next deadline is 19th March 2004

November 1657

The morning mists of Autumn serve to conceal a few Parisians setting off for clandestine meetings. There are matters of honour to be settled! Let's start with a classic: the commander of the Cardinal's Guard, Lt-Colonel Charles à Tanne, versus the commander of the Royal Foot Guards, Brigadier-General Zachary The Money Goes. The Money Goes has a rapier and a second, Sylvester Di Stalloni; à Tanne has a belt full of daggers. This looks a pretty even fight – though The Money Goes is the more expert swordsman. A Tanne jumps back to give himself some room. The Money Goes's rapier flicks out in a lunge and hits his opponent, but not in his throwing arm. A Tanne hurls his first dagger, which buries itself in The Money Goes's shoulder, knocking him off his feet. The Money Goes surrenders and demands medical help while Di Stalloni tries to staunch the blood.

As usual, the commander of the Queen's Own Carabiniers, Henry Thierry Christian, has to fight members of his enemy regiment, the Dragoon Guards. He chooses to meet Major D Arth Vader first. It's sabre to sabre as Abel Ringeur supports the slight figure of Christian and Claude Byacat holds the coat for man-mountain Vader. Christian lunges, bruising his opponent slightly with the blunt tip of his sabre. Vader pauses, realises he's been hit and concedes the fight. So then it's the turn of Colonel Don de Rico to take on Christian. This is a more even fight, though de Rico is less skilled with his sabre. Nor does he have a second, though Ringeur is still with Christian. Christian lunges again, but this is parried by de Rico, who then ripostes to draw a little blood. Enough for Christian, it appears: he surrenders.

Elsewhere we find cavalryman Jacques dans le Box taking on Fusilier Revaulvin d'Or. Dans le Box would be a good match for Vader and is clearly a bigger man than the well-built d'Or. It's sabre against rapier, with d'Or also conceding expertise to his adversary. D'Or seems to expect a lunge from the sabre and parries. The obvious slash hits him by surprise and he gives in without further trouble.



Rene Ouai does not show up for his appointment with Lokwot Isaw. And Stan Dandy Liver fails to meet R Even d'Ypres d'Ete.

To Be Brigade Major Or Not To Be...

It seems Xavier 3sup would like to be Brigade Major of First Foot Brigade. He's certainly asked the incumbent to quit. He follows this up with a little bit of influence. Just enough to give a chance of getting the man out. Not too surprisingly, his request is rejected. He has more support to get the job, but that's irrelevant as it's not vacant. Instead General Claude Byacat appoints 3sup as his Aide. Lokwot Isaw also wants to be a General's Aide and he uses his influence to make it so. He'd like to be part of an Army, but there are no Generals in place (apart from Abel Ringeur, who doesn't seem to be interested). Gaston de St Marque and Marvin Leigh Rowbow both offer themselves to command an Army. Field Marshal Co W Ard Extrême turns them down, but proffers command of First Army to Claude Byacat. Byacat doesn't even notice.

There's a lot more interest in getting rid of the Brigadier of the Heavy Brigade. Sean Sondamour made the request and it is supported by Gaston de St Marque, Henry Thierry Christian and Omi Palone. This Brigadier can't wait to go. Sondamour's application to take over the position is backed by Don de Rico and he is duly appointed. Brigadier Sondamour has already issued an instruction for the "second unit" to join him to "track down this Mitting fellow". His new staff scratch their heads and decide that he must mean the Crown Prince Cuirassiers. Colonel Beppe de Marko was not expecting to get his marching orders, but he and his regiment join his new Brigadier in action.

R Even d'Ypres d'Ete waves some cash under the nose of the current commander of First Division. The Lt-General thinks about it, but declines the offer. He keeps his job, so d'Ete doesn't get it. Zachary The Money Goes wants his Aide to go and Omi Palone applies the necessary pressure.

New boy Meaux Curlieunlaurrie applies to the Dragoon Guards. CO Don de Rico ignores him. So do the commanders of the King's Musketeers and Cardinal's Guard after he's already applied to a junior regiment!

Changes in the ranks of the Royal Foot Guards mean that Captain Beau Romir is now commander of third Battalion. He's at the front, having gone there with first Battalion. Similarly, Charlemagne le Gosse has moved from command of the second Battalion of the Cardinal's Guard, which is in action, to third, which isn't. Do they order their new commands into action? Instead, both men are assigned to Frontier regiments.



Enemy regiment? What enemy regiment?

Why does Henry Thierry Christian do it? He may be Minister of State, but he's also commander of the QOC, so why does he keep inviting members of the Dragoon Guards to Toady to him at the Fleur? It's just a recipe for a continuing series of challenges between members of enemy regiments. Be that as it may, this month is no exception. Henry holds court in the Fleur all month with Josephine de Buonoparte at his side. Don de Rico and

Katy Did join him for the month. D Arth Vader joins them in the second week to show off the fair Edna Bucquette – last seen with the absent Beppe de Marko. Showing off appears to involve much ruffling of skirts and giggling. They return the following week, but then Arth decides he needs a week's practice with his sabre to complete November. Don reports that an attempt was made to nail his furniture to the ceiling of his rooms. A note was left: "I thought you needed a change of scene. The Masked Loon".

Zachary The Money Goes and Gaston de St Marque have a communications problem. They have agreed that Gaston will Toady to Zack for a couple of weeks. So Zack sends Gaston a note: "I'll see you in weeks 1 and 2." At the same time, Gaston sends Zack a note: "I'll see you in weeks 3 and 4." So Zack issues instructions for Gaston to be admitted in the second half of the month. And Gaston turns up for ... weeks 1 and 2. D'oh!

Those who do get in to the Fleur to Toady to Zack and Kathy Pacific are Alfonse Qué Holique, with Ella Fant on his arm, Dan y Beauye, accompanied by Jacky Tinne, Omi Palone, escorting Maggie Nifisent, and R Even d'Ypres d'Ete. Zack and Dan, both members of the King's Musketeers, spot a Cardinal's Guard, Charles à Tanne, who's Toadying to Abel Ringeur. They

exchange challenges in a rather boisterous fashion (that is, furniture is turned over, but nothing – much – is broken). Henry sends CPS Don to stop the racket, so he arrests Zack. “What’s the charge?” cries the Musketeer as he’s led away. “Umm, having an animal in a public place without a leash,” replies the Commissioner. Does he mean Dan? Or is this a belated reference to the late, lamented Bessie?!

Naturally this means that Zack is not available to continue his party the following week. Alfonse and Dan join Gaston outside the Fleur. None the worse for his sojourn in the Bastille, Zack is back in his club for the final two weeks of November, expecting Gaston to join him. All he gets is Dan. Oh, and Kathy and Jacky are there, of course. He also reports that, while in the Fleur at the start of the month, his lodgings were broken into and his furniture nailed to the ceiling. This time there was a calling card: “I thought you needed a change of scene. The Masked Loon”.

So, having mentioned that Abel Ringeur was host to Charles à Tanne, let us fill in the details. All month, Bette Noire was with Abel and Fifi with Charles. Oh, and Claude Byacat joined the party at the start of the month. Claude was back in the Fleur for the last two weeks of November, hosting his own do. He was joined, for both weeks, by Alfonse and Ella and R Even d’Ypres d’Ete. The month ended with Abel putting a few thousand crowns on the gaming tables and nonchalantly doubling it.

Live long and prosper?

This leaves the fun and games of week three at the Fleur. This is when Stan Dandy Liver had invited the officers of the Royal Marines for “training in the arts of ‘Seduction’ and ‘Longevity’.” Unfortunately Sir Stan is nowhere to be seen – which doesn’t say much for his own longevity (unless he’s busy practising seduction elsewhere?). Perhaps it has something to do with the money Gaston de St Marque sent him? Annoyed members of the Marines standing outside the club are: Ced Deucer, Jacques Shitacks, Jacque Wabbit, Orson de Combat and Sylvester Di Stalloni. Jacque provides some entertainment by giving the others his rendition of the song what he’s wrote (see Press). “Could it be the regimental song?” he asks, breathlessly.

By comparison, Bothwell’s is a haven of peace and tranquillity. Yes, it’s empty for most of the month. Omi brings Maggie in for a drink in week 2. They find



Lokwot Isaw has the same idea with his new conquest, Angelina di Griz. Xavier 3sup is outside the club, looking for Dan y Beauye. Just as he was the week before, also without success.

Revaulvin d’Or spends his first week outside the doors of Hunter’s, having arrived early for Orson de Combat’s party. Orson is in the club – with Lucy Fur – but refuses to let Revaulvin in. The following week Orson and Lucy are hosts to Ced Deucer and Lois de Low, Jacques Shitacks and Marc O’Polo, who escorts Marie Antoinette. Orson offers a prize for the best song, but none of his guests feels like obliging. Also in the club are Sirius Chien, accompanied by Emma Roides, and Bud d’Wiser. Bud is full of himself as he has Mademoiselle Leia Orgasma on his arm. But only because Revaulvin didn’t take her out to that big party the week before!



Blue Gables members seem to feel that a visit to their club is necessary to start the month. Joseph de Veevre brings May Banquot l’Idée, Jacques Shitacks is there with Vera Cruz and Jean Petit escorts Anna Rexique. None of the ladies sees their respective beau again this month. Jacques is busy on his own and Joseph and Jean spend three weeks practising their skills – with rapier and sabre, respectively.

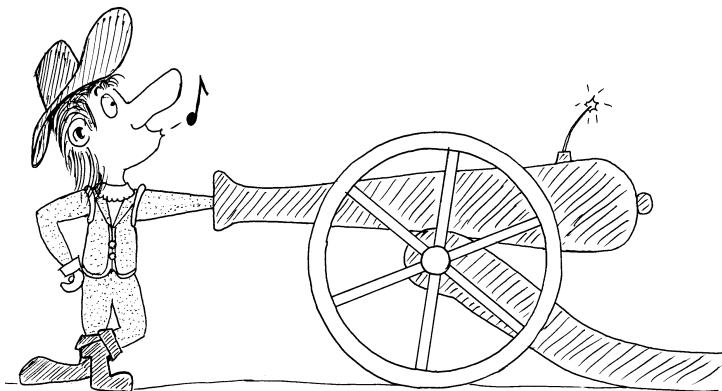
Gaston Lescroc props up the bar in the Frog & Peach. He is there to witness Jean ou Rous’s arrival, in week 3, with Mary Huana on his arm. She’s clearly given up on Beau Romir (and doesn’t seem to have much time for Jean, either, given what happens the following week!). Of course, it may have been Jean’s courting technique. Turning up with a bag of fruit labelled “stolen from the gardens of the Royal Marines”! The poetry probably went down better. Reminded of the delights of female company, Gaston visits the Bawdyhouses to complete his November. Jean invites Mary to watch him practice his rapier thrusts, but she declines.

In Red Phillips we find Marc O’Polo and Sylvester Di Stalloni. For three weeks anyway. This is what they call showing their mistresses a good time. Marie Antoinette in Marc’s case. Di Lemmere in Sylvester’s.

It’s not a good month for Meaux Curlieunlaurrie. First he can’t get into a regiment. Then he can’t get to see Guinevere d’Arthur. Mainly because Marc de Zorro wants to see her too. Neither man will back down, so a duel is required. Meaux will need the two weeks’ practice he puts in with a rapier. Gaston de St Marque is also unlucky in love, we hear. Jean de Florette is

unlucky too, but with money. He is one of the month's first visitors to the bawdyhouses, along with Gar de Lieu. On the way home Jean is rolled by the footpads and deprived of the few dozen crowns in his pockets. He spends the rest of the month alone in Blue Gables, nursing a drink and his head. Both Jean and Gar have already lost plenty of money after the Shylocks' boys paid them visits to collect the loans due for repayment.

The footpads hit Jacque Wabbit the following week, deciding not to take on Claude Byacat or R Even d'Ypres d'Ete. Jacque has carefully spent all his money. So, too, has Rene Ouai, who is victim number three at the end of the month. This is after he's spent three weeks practising his rapier skills. Euria Humble and Jacques dans le Box don't make much of a mark on the social scene this month. This is because both of them spend the whole time practising. Cutlass for Euria, sabre for Jacques. This is also the preferred activity of Gar de Lieu and Marc de Zorro, who each spend three weeks with their rapier.



RECKLESS BRAVERY

Death in the Guards

Having the first Battalion of the Royal Foot Guards is not much help to First Frontier Regiment. They are overrun by an Austrian attack at night. RFG Lt-Colonel Harry Covert orders his men to stand their ground. Captain Charlot d'Evoir does so. He is run over by Austrian troops arriving with large pikes. RIP. Captain Paul d'Geist does so. He is run over by Austrian troops departing with a French supply wagon. RIP. Lt-Colonel Covert is Mentioned twice in the Despatches ("To lose one Captain may be considered a misfortune..."). RFG Captain Beau Romir has been detached from the Battalion to serve with the Frontier troops. After a musketball gives his hair a new parting, he decides to fall back with the Frontier troops. He receives a Mention in Despatches ("only member of the RFG with any sense").

Frontier Regiment 2 is completely routed in the same attack. CG Major Charlemagne le Gosse is assigned to this regiment, but opts not to get involved in the fighting. He survives. What the Austrians weren't expecting was the presence of half the Heavy Brigade. The Brigade wasn't either, come to think of it. Brigadier Sean Sondamour orders the CPCs after the departing Austrians. Colonel Beppe de Marko leads the charge. The Crown Prince Cuirassiers chase the Austrians off, recovering most of the wagons. Colonel de Marko adds something over a thousand crowns to his own wealth as a result. His name is also Mentioned in Despatches ("riding out with a breastplate strapped over his nightdress"). Sondamour has his brevet Brigadier-General rank made permanent.

Elsewhere things are fairly quiet. Serving with Third Frontier regiment, PLLD Bdr-Gen. Guy de Lynes is Mentioned in Despatches for losing to General Marvin Leigh Rowbow in a game of cards ("very diplomatic"). General Rowbow is some 150 crowns better off. ALC Captain Henri Mitting is still with Frontier Regiment 4. He wonders where the rest of his regiment is, having had a note from his CO that they were coming to join him. A routine patrol captures an Austrian officer, who Mitting ransoms for 250 crowns. ❖

Press

Announcements

Situations Vacant

Opportunities exist for new recruits to the King's Escort. Successful applicants will be of smart appearance, obedient nature and will hold the rank of private in the Royal Foot (please see CO for details).

Applications (with brief CV) to:

† Captain Beau Romir
(Captain, King's Escort)

Gentlemen of the ALC,

I am considering options for the regiment next season. Sooner or later I will be taking the regiment (in whole or part) to the front. Please pass on your views if you have a preference for staying in Paris or serving at the front.

Your CO, † Sean Sondamour
No, no: you're Brigadier now!

† Le Roi

Gentlemen,

I am still looking for an Aide. I was hoping to have sorted this out before I headed off to the Front, but it looks like it will have to wait until my return.

† B.Bdr-General Zachary The
Money Goes

The Gascons, the premier regiment in His Majesty's forces, are recruiting. Bounties paid, assistance in finding proper positions for gentlemen of good standing, plenty of horses to muck up after for those who are gentlemen of poor standing. Applications to the regimental office of the Gascons.

† BBG JoR, OC

Wanted: Aide to Lt General

Any Captains wishing to better themselves are requested to contact Omi Palone at Frontier Division HQ.

To all members of the King's Musketeers,
Don't forget we have an appointment in December!

† B.Bdr-General The Money Goes

To: Minister Count Henry Tierry Christian

Sir,
I would like to apply to the currently vacant post of Minister Of Justice. I feel that my track record of honest and loyal service to Le Roi & France give ideal credentials to fill this Noble Post. It would also lift a load from your own shoulders, allowing you to devote your considerable talents to the Glory that is France and in the confoundation [sic] of her miserable foes. I await your reply with anticipation.

Your Faithful Servant,

† Lt-General Count R. Even d'Ypres d'Ete

Trustworthy Persons Required

As this will be my last month in Paris, before I head off to the front. I am looking for someone to keep an eye on my apartments and ensure I get no more unwelcome visitors redecorating. Pay will be available, so please contact me at my club and we can discuss the matter further.

† Zachary The Money Goes

Bounty paid. The Gascons are looking for good officers, and I don't mind paying them to be here. Contact BBG Rous for a Generous bounty. I don't promise a long life in the Gascons, but it won't be boring!

Matters of Honour

To: 'Kicker' d'Wiser

From: Dan y Beauye

I'm goin' t' have t' challenge yerself to a wee bit o' a duel, for applyin' the boot

instead o' the blade.

In matters of honour, it's gen'rally reckoned t' be the thing t' behave honourably, me boyo.

Applyin' the footwear to a man's fam'ly jewels is hardly that.

Situation Wanted:

Gentleman to hold my coat occasionally, as needs befit a gentleman. Royal Marines and others who never wash up need not apply. First preference given to Gascons and others of good repute.

† Jean ou Rous

Social

Wild party.

All Welcome.

Week 1 in the Fleur.

† Count Abel Ringeur

Well, sorry to any who were expectin' me to be hostin' a little do last month, but, as I'm sure you saw, two laddies MUCH more important than me were holdin' their own little bashes. And as one was me own Colonel, I thought it a mite politic to attend his function. So to apologise, I'll be holdin' a free party in March, all month long, for all members o' the military who go on any sort o' martial manoeuvres this winter – and that DOESN'T include sniffin' around the choirboys' halls with the spalpeens o' the CG!

I'll pay for the drinks for all an' sundry, but if yer wantin' t' bring the colleens, then ye'll have t' pay for them yerself.

† Dan y Beauye

Party in Bothwell's for military gentlemen intending to depart to the front in week 4.

The wine is on me.

† Omi Palone

An Invitation:

Gentlemen, I beg your pardon – due to circumstances outside my control I was unable to hold the party I had announced for the 2nd week in October. Some of you will no doubt believe that I had planned it that way and will not accept my apologies. Some of you, however, may have more faith in me and will grant me a second chance. If you can make the time to join me in a glass or two of excellent Corsican wine, I look forward to meet you in the 2nd week of December at the Frog & Peach.

Yours sincerely,

† Gaston Lescroc,
69th Arquebusiers

Brigade Major JdV would like to invite all officers of the 2nd Foot Brigade to a gathering at his club. Week 2 next month.

Gentlemen of Paris (and assorted others who wish to better themselves)

Pressing engagements elsewhere have caused my attention to wander. As my mind has wandered back to its rightful home, I can once again take part in the greatness of Parisian life.

In celebration, I am holding a party in my club for all the low and down-trodden (or the not-so-low and down-trodden who are socially inept enough to want to toady to me).

Meet me during the second and third weeks of December at my club. Drinks are on me.

Very,

† Jean ou Rous

Personal

Lord Percy Percy says: as Bacon Sandwiches are becoming extremely fashionable, ZTMG has become one of the best-loved providers of this delicacy.

Primus: I hear that the Dragoon Guards are considered quite kinky.

Secundus: Yes, apparently they use feathers in their love-making.

Primus: Unlike the Queen's Own Carabiniers.

Secundus: Yes, they use the whole chicken.

You fat and bloated slugs of government who wallow in riches gained by the hard graft of honest working men: be afraid, be very afraid! Your vile excesses have not gone unnoticed and will be your undoing. Count Vader was lucky to escape death from the cannon, Earl de Marko was but seconds from destruction when he saw his coach destroyed and Count Christian benefited from confusion over the number of his house. We will strike again, so remember my words as you sink into a pool of winter wine for the last time! You have been found guilty of crimes against the people and the sentence is death!

† The Rat Catcher

"Have you heard the one about the Dragoon Guard, the Royal Marine, and the Queen's Own Carabinier?"

"No."

"Well, they were walking through Paris when they came across an empty swimming pool with a very tall diving board and a genie."

"Uh huh."

"And the genie said that it was a magic swimming pool and if you called out as you jumped it would fill with whatever you said."

"Ok."

"Well, the Dragoon Guard was the bravest. He jumped off the top and, as he jumped, he shouted "Wine". As he splashed into the pool he found he was swimming in the finest Burgundy."

"Nice."

"Then the Marine, nearly as brave,
dived from the board. He shouted "Rum"
and he found himself diving into a pool
of rum. It took the other two nearly 5
minutes to pull him out, as he didn't
want to leave."

"And the QOC?"

"The Queen's Own Carabinier plucked
up courage and climbed the ladder.
When he got to the top he saw the
fantastic view. Then he jumped off and,
as he fell, he shouted 'wheeh!'"

Your anonymous correspondent is
incorrect. It is well known that the
Grand Duke Max Dragoon's members
cannot handle wine, and so drink only
water. Should peradventure one of their
number have tasted the fruit of the
grape, it would have been a physical
impossibility for him to have stayed
conscious long enough to call for a sedan
chair.

Hee Hee! Like the Redecoration, Lads...
† The Masked Loon

Orson d'Combat or d'Carte, whatever
you are calling yourself these days, I
would have given you a fair fight had
you not been wielding that meat
cleaver, rather than the weapon of a
gentleman.

Yours, † Omi Palone

To all,

Watch out, watch out, the Real Men
are about. Lock up yer daughter and
we'll bring the enemy to the slaughter!

Yours, † Lt-Col Shitacks – RM

In X3's name, is the "3" silent, thus
showing the gentleman to be a
subversive?

Poetry Corner

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

Royal Marines Marching Song (Un- adopted Regimental Song)

Adapted from a traditional song

1 Sea lions on our shirts,
Cutlasses still gleaming,
Years of giving hurt,
Never stopped us dreaming,
2 So many jokes, so many sneers,
And talk of 'Navy Queers,
Going down, for the crown'
But I still see...
3 When SDL lead,
And the enemy fled,
Defeating them all,
And we stood laughing,
4 Sea lions on our shirts,
Muskets always shooting,
Through the mud and dirt,
Never stopped the looting,
Chorus We're coming home, we're
coming,
Sea lions coming home, we're coming.
(*cont. ad nauseam*)

War!

What is it good for?

Absolutely nothing!

Say it again:

War!

What is it good for?

Absolutely nothing!

Psstt!!

Well, actually, it's very good for the
economy, morale, reducing the chaff in
the Army and bashing Johnny
Foreigner. † Anon

Points Arising

Next turn is the start of a new season.
**All characters start the month in
Paris and all duels *must* be fought.**

Any vacant appointments not taken by
player characters will be filled by NPCs
– unless appointed by a player
character, who may order that they are
left vacant (if you have a post or rank
that allows you to appoint other
characters to vacant posts, don't forget
to give some orders).

Henry Thierry Christian's appointment
as Minister of State expires at the end
of December. A new MoS will be
appointed at the start of January. **Any
character who wants to apply for
this post should do so with his
orders for December** (influence usage
waits for January's orders).

Don't forget that mistresses' favours are
renewed at the end of the year – court a
mistress next month for double favours!

The following didn't send any orders
and suffered the consequences:

BdM Beppe de Marko (Mark Moores)
has NMR'd. Total now 1

CIG Charlemagne le Gosse (Neil
Packer) has NMR'd. Total now 1

HC Harry Covert (James Guiton) has
NMR'd. Total now 1

LdE Lucien d'Escaillehuitaillement (Nik
Luker) has NMR'd. Total now 1

X1 (Timothy Hunt) has NMR'd. Total
now 1

I gave the benefit of the doubt to players
I haven't had a response from about the
electronic version of *TWJO*:

GdL (Colin Forbes) has been floated
HM (David Kennard) has been floated
MM (Mark Jones) has been floated
RdLO (Dale Skey) has been floated
SDL (Guy Arnold) has been floated

Our best wishes for a speedy recovery to
Red HaJo, who is in hospital again.

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
will probably be able to use any press. It
also reassures me that you're still there.

You are welcome to submit orders and
press by e-mail or on diskette (PC
format) – disks will be returned with
the next mailing. Getting your press
this way is particularly helpful. E-mail
orders to me at LPBS@pevans.co.uk –
remember to give your name and your
character's name and specify actions in
full (since it's without your character
sheet). Attached files should have your
character ID and the month in the
name. If you want queries answered
before the deadline, e-mail paul@
pevans.co.uk. ◇ P

Trials

Zachary The Money Goes will be on trial at the start of December (after duels have
been fought, but before anything else happens) on a charge of "having an animal in
a public place without a leash". CPS Don de Rico prosecutes, Minister of State
Henry Thierry Christian sits in judgement. All characters are welcome to submit
evidence or statements to the court – send them to DdR/HTC if you want them to
have any effect. As a player character is judge, no influence can be used on the
verdict, but characters may use influence to commute the sentence (whatever it is).

Regiments Organisation

[illegible]

Entries are Character abbreviations, N (+ Military Ability) for NPC, blank for vacant, * shows the regiment adjutant. + shows ranks held by characters with a brevet rank or an appointment elsewhere.

Frontier Regiments

(Assault for Dec-Feb)

Colonel	F1	F2	F3	F4	RNHB
	N4	N2	N3	N6	N4

Attached

Also at the Front

This table shows volunteers currently in action and their deployment.

Hell Hath no Furry...

No	Name	SL	Attr	Last	No	Name	SL	Attr	Last
61	Bette Noire	19	W	AR	63	Carole Singeurs	11		
64	Edna Bucquette	18	W	DAV	20	Emma Roides	10	I	SC
3	Kathy Pacific	17	B	ZTMG	33	Anna Rexique	10	I	JP
35	Katy Did	16	I	DdR	38	Pet Ulante	10	W	
42	Maggie Nifisent	16	B	OP	43	Di Lemmere	10	I	SDS
55	Jacky Tinne	16		DyB	53	Angelina de Griz	10	B	LI
60	Polly Hydronne	16	W	CWAE	56	Ingrid la Suede	10		
52	Guinevere d'Arthur	15	B/W		51	Jane Lapotaire	9	B/I/W	
10	Frances Forrin	14	B		57	Ava Crisp	9	I	
48	Fifi	14	B/W	CaT	59	May Banquot l'Idee	9		JdV
16	Ophelia Derriere	13			2	Betty Kant	8	I	
26	Ella Fant	13	B	AQH	19	Jenny Russe	8	W	
27	Lucy Fur	13	B	OdC	32	Sal Munella	8	W	
30	Leia Orgasma	13	B	BdW	41	Marie Antoinette	8	B/I	MOP
45	Cath de Thousands	13			47	Eve Ningalle	8	I/W	
8	Lotte Bottle	12	B		49	Mary Huana	8	B/I/W	JoR
12	Charlotte de Gaulle	12			34	Freda de Ath	7	W	
17	Henrietta Carrotte	12	I/W		39	Thomasina Tancenjin	7	I	
28	Vera Cruz	12		JS	50	Ulla Leight	7	I	
31	Bess Ottede	12	I/W		5	Belle Epoque	6	B/I	
1	Sue Briquet	11	B		13	Josephine Buonoparte	6	I/W	HTC
4	Anne Tique	11	W		24	Violet Bott	6	I/W	
9	Deb Onairre	11	I		15	Ada Andabettoir	5	B/I	
40	Sheila Kiwi	11			25	Lois de Low	5	B	CD

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

Other Appointments

King's Escort: Ensign N	Captain BR
Cardinal's Escort: Ensign N	Captain N
Aides: to Crown Prince N	to Field Marshal N
Provincial Military Governors: RO/N/N/N/N	
City Military Governor N	Adjutant-General N
Inspectors-General: of Cavalry N	of Infantry N
Commissioner of Public Safety DdR	
Chancellor of the Exchequer —	Minister of Justice —
Minister of War ZTMG	Minister of State HTC

Shows who holds appointments outside military units:
ID for Characters, N for NPC, __ for vacant,
CPS for additional posts held by the CPS.

The Greasy Pole

ID	Name	SL	SPs	Cash	Rank, Regiment/Appointment	MA	Last seen	Club	EC	Player
AR	Count Abel Ringeur	28+	86	Withy	General/2nd Army Commandr	11	Bette	Flr	4	Bill Michell
MLR	Count Marvin Leigh Rowbow	24	F	Withy	General	11		Flr	3	Martin Jennings
CBY	Viscount Claude Byacat	24+	75	Rich	B.General	7		Flr	4	William Steven
ZTMG	Count Zachary The Money Goes	23+	75	Comfy	B.Bdr-General KM/War Minister	11	Kathy	Flr	4	Gerald Udowiczenko
CWAE	Viscount Co W. Ard Extrême	22	65	Comfy	Fld Marshal	5	Polly	Flr	3	Benedikt Löwe
HTC	Count Henry Thierry Christian	22	54	Fithy	Colonel QOC/State Min.	12	Josephine	Flr	3	Matthew Shepherd
CaT	Marquis Charles à Tanne	22+	76	Withy	Lt.Colonel CG/1st Div Adjutant	11	Fifi	Flr	4	Alan McTernan
DAV	Count D Arth Vader	21	51	Rich	Major DG/Min w/o Port	12	Edna	Flr	6	Michael Blasebalk
REYE	Count R Even d'Ypres d'Ete	20	54	Rich	B.Lt-General	15		Flr	2	Benjamin Sorrill
SDL	Sir Stan Dandy Liver	20	40	Comfy	B.Bdr-General RM/Min w/o Port	8		Flr	4	Guy Arnold
AQH	Sir Alfonso Qué Holique	20+	61	Rich	B.Bdr-General RFG/1st Army QMG	5	Ella	Flr	5	Tym Norris
CIG	Baron Charlemagne le Gosse	17	F	Withy	Major CG/Gen's Aide	8		Both	2	Neil Packer
BdM	Earl Beppe de Marko	17	F	Fithy	Colonel CPC	15		Both	2	Mark Moores
GdSM	Earl Gaston de St Marque	16	42	Rich	B.General	9		Flr	3	Nathan Richards
LI	Earl Lokwot Isaw	15	44	Withy	Major RFG/Gen's Aide	12	Angelina	Both	3	Barry Townsend
DdR	Sir Don de Rico	15+	50	OK	Colonel DG/CPS	6	Katy	Flr	3	Sean Devoy
OP	Sir Omi Palone	15+	46	Comfy	B.Lt-General/Fntr Div Commandr	3	Maggie	Both	4	Mike Dommert
JdJB	Baron Jacques dans le Box	14	32	Rich	Lt.Colonel ALC/Cav Div Adjutant	2		Both	6	Ben Brown
HC	Baron Harry Covert	14	F	Withy	Lt.Colonel RFG	10		Both	2	James Guiton
GdL	Baron Guy de Lynes	14	F	Withy	B.Bdr-General PLLD	5		Hunt	1	Colin Forbes
SS	Sir Sean Sondamour	14	F	Rich	Bdr-General/Hvy Brigadier	3		Both	2	Pete Holland
DyB	Sir Dan y Beauye	13+	76	Rich	Lt.Colonel KM	5	Jacky	Both	4	Chris Boote
BR	Sir Beau Romir	12	F	Withy	Captain RFG/Capt.K's Esc	4		Both	3	Graeme Morris
MdZ	Marc de Zorro	11	26	Comfy	Major RFG/Gds Brigade Maj.	3		Hunt	5	Colin Parfitt
BdW	Bud d'Wiser	11	19	Comfy	Colonel GDMD	8	Leia	Hunt	2	Francesca Huskinson
RO	Rene Ouai	11	11	Comfy	B.Lt-General/Prov.Mil.Gov	1		Hunt	5	Peter Denison

ID	Name	SL	SPs	Cash	Rank, Regiment/Appointment	MA	Last seen	Club	EC	Player
MM	Maurice Mineur	11+	38	OK	Major KM/Gen's Aide (GdSM)	6		Hunt	5	Mark Jones
MC	Meaux Curlieunlaurie	10-	4	Poor		6		Hunt	2	Wayne Rutledge
OdC	Sir Orson de Combat	10	27	Comfy	Captain RM	4	Lucy	Hunt	5	Francesca Weal
EH	Sir Euria Humble	10	14	Comfy	Major RM	7		Hunt	5	Matthew Wale
RdO	Revaulvin d'Or	10+	38	Comfy	B.Bdr-General 13F/2 F Brigadier	7		BG	4	Jerry Spencer
X3	Xavier 3sup	9	25	Comfy	Major RM/Gen's Aide (CBY)	4		F&P	5	Mark Mortimer
GdLi	Sir Gar de Lieu	9	13	Poor	Colonel 4A	3		Hunt	4	Bill Hay
SC	Sirius Chien	9	9	OK		3	Emma	Hunt	4	Paul Wilson
CdE	Charlot d'Evoir	9	RIP					Hunt		Simon Burling
LdE	Lucien d'Escallehuitaillement	8-	2	OK		3		BG	4	Nik Luker
JdV	Joseph de Veevre	8	16	OK	Major 13F/2 F Brigade Maj.	3	May	BG	5	Andrew Kendall
PdG	Paul d'Geist	8	RIP					BG		Graeme Wilson
JS	Jacques Shitacks	8+	27	Comfy	Lt.Colonel RM	3	Vera	BG	4	David Olliver
JdF	Jean de Florette	8+	24	Poor	Colonel PM	4		BG	4	Robert Carter
JoR	Jean ou Rous	7	16	Comfy	B.Bdr-General Gscn	4	Mary	F&P	2	Brian Niemi
JP	Jean Petit	7	16	Poor	Major ALC	3	Anna	BG	4	Pete Card
HM	Henri Mitting	6	F	Comfy	Captain ALC	6		BG	3	David Kennard
MOP	Marc O'Polo	6+	25	OK	Major 27M/3 F Brigade Maj.	5	Marie	RP	4	Kevin Morgan
CD	Ced Deucer	6+	24	OK	Subaltern RM/Bdr's Aide (2 F Bde)	5	Lois	F&P	3	Nigel Monaghan
SDS	Sylvester Di Stalloni	6+	19	Poor	Captain RM/RM Regt. Adj.	1	Di	RP	4	Pam Udowiczenko
GL	Gaston Lescroc	5	14	Comfy	Colonel 69A/4 F Brigade Maj.	3		F&P	3	Hajo 'Red' Schlosser
RdLO	Rupert de Lites Out	5	3	OK		3		F&P	2	Dale Skey
JW	Jacque Wabbit	4	9	OK	Captain RM/Bdr's Aide (SDL)	6		F&P	2	Terry Crook
XI		3-	2	OK		2			5	Timothy Hunt

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, Fithy = 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+