

That would be enough

This has been issue 56 of *To Win Just Once*, published 5th July 2005. 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 *Railway Rivals* and *Star Trader* to Mike Dommert by 22nd July.

Orders for *Les Petites Bêtes Soyeuses* and *Easy Money* bids to Pevans by Saturday 30th July 2005.

(Remaining deadlines for 2005 are 26th Aug/2nd Sept, 30th Sept/7th Oct, 4th/11th Nov, 9th/16th Dec.)

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Games only		
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Games played

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

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

Railway Rivals Game 3 has started. Andrew Barnes is interested in the next game. We provide rules and a working copy of the map. [start-up fee]

Star Trader A new game is just starting – we can fit in another player or two, so let me or Mike know if you're interested. Full rules will be provided. [start-up fee]

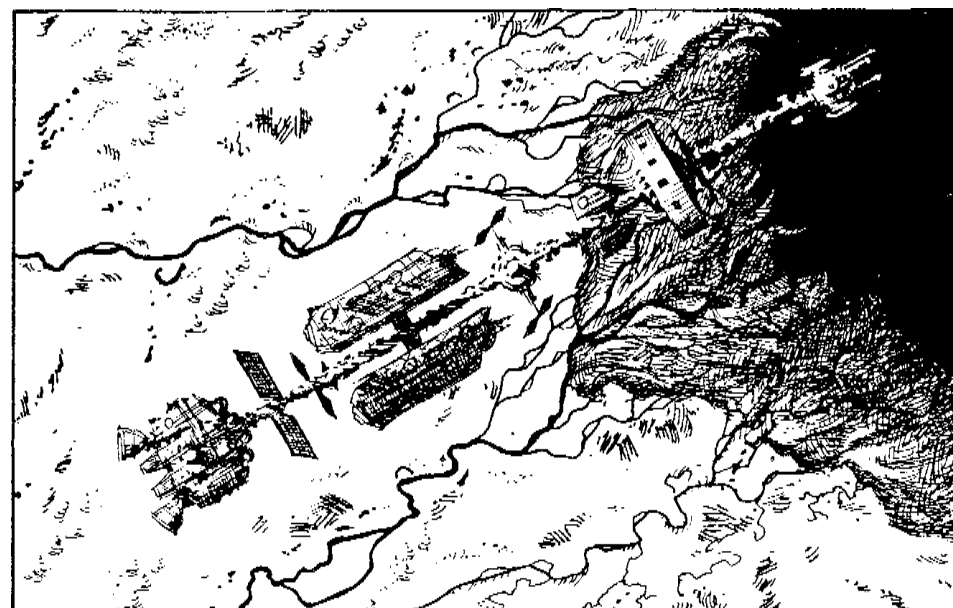
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To Win Just Once

(incorporating *Les Petites Bêtes Soyeuses*)



Shadows over Camelot reviewed and the new *Star Trader* game starts



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Chatter

And so I return from Beer on Broadway, the Ealing Beer Festival, pissed as a fart. Actually, I feel I'm in this Zen state of well-being ... aum. There's something to be said for imbibing large amounts of beer gradually over an afternoon... It's probably not the same words as I'll use tomorrow morning, but, hey: tomorrow is another day!

Okay, my tasting notes follow shortly – what else can I waffle about in the meantime? Let me offer my congratulations to *LPBS* stalwart Bill Michell on his marriage to Maria, which happened on 18th June.

I thought I wasn't going to be able to make it to summer Stabcon this year, but a change of plans means I will be there. I hope to see some of you there.

No room for a Games from Pevans advert this time, but take a look at the website (www.pevans.co.uk/Games) as I've added nine new games to the catalogue – and there are more on the way.

Beer on Broadway 2005

This is the annual Beer Festival organised by the West Middlesex (my home turf) branch of CAMRA and held in the Town Hall in Ealing. I discovered this event last year, but wasn't able to make it, so I was pleased to get along this year. The Festival was spread over three rooms in the Town Hall, from the first floor to the basement. The basement room was on three levels itself and included the foreign beers bar, the food area and lots of tables and chairs. Having somewhere to sit was a real boon, allowing me to put down my beer and write my notes in comfort.

Anyway, on to the beer. Looking for something ordinary to start with, I lighted on Ringwood (Hampshire) Best Bitter (3.9% alcohol by volume). This lived up to its name: it was brown, almost flat and bitter. The nose and taste had plenty of hops and some malt. An excellent everyday beer that I would happily drink on a regular basis.

I took the opportunity to have some lunch. Catering was provided by a Bronek's Delicatessen and featured a number of Polish dishes. I went for the Polish Hunter's Stew. I'm intrigued that Polish hunters catch sausages and sauerkraut. ☺ It was very tasty – and filling.

After this I fancied something refreshing. I thought IPA with a Twist (brewed by Blanchfields, Essex – 3.6% ABV) might fit the bill. It smelled very fruity and looked quite pale. It tasted fruity, too, with some spiciness (“a hint of coriander” say the programme notes) and a refreshing bite. Another excellent beer.

I noticed that the new beer from Fullers (in London) was available, so I tried that next. Discovery (3.9%) is billed as a “Blonde” beer and is a part-wheat beer. After the fruitiness of the last beer, the gold-coloured pint smelled ... off. It tasted fine, though: hoppy and with a slight tang that made my mouth water. Not as bitter as my previous drinks and with a slight flowery aftertaste, it was a good, drinkable beer.

Next was the Best Bitter from Highwood (Lincolnshire – 3.5%). This was an orangey-brown beer with an aroma of plastic. It was a much more malty beer and didn’t compare well with my preceding tipples. On this tasting the beer was disappointing, but I’d try it again in different circumstances.

Time to move on to stronger beers, I thought. Bishop’s Farewell (Oakham, Cambridgeshire – 4.6%) was a return to pale yellow beer with a fruity nose. This one screamed elderflower and tasted bitter and fruity: Grapefruit was my first thought. There was a strong bitter aftertaste, too. This is a terrific beer to taste, but I’m not sure I could drink very much of it.

In a different bar I found another Fullers beer, No 7 (4.7%), which was a contrast again. This is a normal, brown bitter and it smelled faintly of tea. After the bitterness of my previous pint, the malt was overwhelming at first. Once I’d got past that, I found this a rich, slightly fruity and really smooth beer. Yum yum.

Now: imagine half a pint of cold espresso... Okay, it’s an acquired taste. This is a black, completely flat beer that smells of something roasted to within an inch of its life – and then a bit more. Espresso (Dark Star, Sussex – 4.2%) lives up to its name. It’s a stout that has no head and would be completely dry if it wasn’t mainly water. Amazing stuff that should only be drunk in half pints. Not because of the alcohol content (the usual reason for keeping the portions small), but because of the intense taste.

Nearly as dark, but noticeably fizzier was the Port Stout from O’Hanlon’s (Devon – 4.4%). Apparently this is a stout with ruby Port blended in. Could this be the perfect after-dinner drink? The port mellows and smoothes (most of) the dryness of the stout. It’s rather nice stuff, but by this stage I’m not sure I can trust my taste buds any more.



I finished off with a pint of the 2004 Champion Beer of Britain, Pale Rider (Kelham Island, South Yorkshire – 5.2%). I liked this when I tried it at the Great British Beer Festival last year (see TWJO 48). After all the dry stuff I’ve been drinking today it tastes almost sweet and unpleasantly like some sour, unripe fruit. I think it’s clear that my taste buds have retired for the day so definitely time to call a halt.

The 2005 Great British Beer Festival is coming up at the start of August: 2nd – 6th at Olympia. My plan is to spend the Thursday (4th August) afternoon at the Festival. This is because it’s open all afternoon and not as busy as it gets on Friday. Who wants to join me?

Shadows over Camelot reviewed

There has long been a strand within games publishing of games – often aimed at children – that are co-operative. That is, the players work together against the game mechanics or to complete some task. The best known example of this in recent years is the Lord of the Rings board game designed by Reiner Knizia and published by Sophisticated Games (and licensed to Hasbro and Kosmos amongst others). (Personally, I’m not convinced this is really a game, but it’s certainly a great experience.)

The latest in this line is the new game from Days of Wonder, Shadows over Camelot, which looks set to be another winner for this young company. Designed by Bruno Cathala and Serge Laget, the game is set in the world of Arthurian legend. King Arthur, the Round Table and the quest for the Grail all play their part in the game. And the biggest challenge for players is to refrain from Monty Python and the Holy Grail references. Or not, if they prefer.

As you’d expect the players are all Knights of the Round Table. The names are familiar: Gawain, Kay, Percival and so on – including Arthur himself (but not, of course, Sir Not-appearing-in-this-game. Sorry, I’ll try to refrain). Each Knight has his own special ability, summary card (the illustration shows King Arthur as an example), a die in his colour and a playing piece. One of the attractions of the game is that the playing pieces are nice model figures and there are also models for the enemy Picts and Saxons.

The Knights start in Camelot at their seats around the Round Table. This is the largest of the several boards in the game, showing Camelot, the field in front of it, the tourney field where the Black Knight awaits and the gathering forces of Picts and Saxons. The other boards show the other quests: for the Holy Grail, for Excalibur and to recover Lancelot’s armour (which has a quest against a Dragon on the reverse). The heart of the game is the Round Table in Camelot, however.

As quests are resolved, the segments of the Round Table will fill up with swords – chunky cardboard pieces. If the Knights succeed in a quest, the swords are white side up; the black side is face up if they failed. The game ends when there are at least 12 swords on the table and the good guys triumph if white swords are in the majority. Of course, it ain't that simple.

To start with, succeeding in a quest is a real challenge. They are resolved through card play. There are two decks of cards in the game: white cards for the Knights to use (including a very useful Merlin card each) and black ones for the forces of darkness. Knights on a quest play the White cards, while Black cards are drawn at random each turn and added to the quest they apply to. To win the quest, the White cards must make a set (such as two pairs or a straight) and total more than the black cards (though some of the quests work differently).

What makes winning a quest really difficult is that players can be generating as many Black cards as they are able to play White ones! This is because drawing Black cards is integral to the play of the game. The first thing a player does each turn has to be something to “progress Evil” and is usually drawing a Black card. The card is added to a particular quest, making it harder for the Knights to succeed. Only then does the Knight get to play a White card towards winning the quest. As you can see, this doesn't give the good guys much of an edge.

Strategy for the Knights, as a group, is thus about concentrating on quests they can win. Most of the quests allow several Knights to work together. This gives them a much better chance of success, but does mean that other quests have to be ignored. The Knights need to decide what to go for (such as the quest for the Grail, which will bring in several white swords) and what to leave. In the first place, the choice will depend on the cards the Knights have available. If they hold lots of Grail cards, the quest for the Holy Grail is the obvious target. However, the Black cards drawn will change things. For example, if a sequence of Black cards is drawn for the Excalibur quest when no Knights are there, the quest is in danger of failing. Should Knights stop what they're doing and rush to try to save Excalibur? Decisions, decisions...



As individuals, the Knights can also choose to do something other than drawing a black card each turn. One option is to place a catapult (more nice models) on the board. There is room for a dozen of these outside the walls of Camelot and they can also appear through the draw of a card. However, if all the spaces are ever filled, the game ends immediately and the Knights lose. Knights can choose to do battle against the catapults to reduce their number. This doesn't gain any white swords, but it can stave off defeat!

Another option is for a Knight to lose a life point instead of drawing a black card. Of course each Knight only has a limited number of these and running out takes the Knight out of the game. Dying nobly in the cause may sound a good way to go, but it leaves the good team short of a member. Succeeding in a quest can give Knights extra life points and the Grail, once found, can be used to restore a dying Knight to health. The other use of life points is to allow a Knight to take a second action in his turn (though this can't be the same as his first action). This can be quite useful, but should be used sparingly – ideally to complete a quest when extra life points will be dished out.

Individual turns are very short. A Knight first does something to advance the dark side (draw a Black card, place a catapult, lose a Life Point). Then he moves (to or from Camelot) or plays a card (if on a quest) or picks up cards (if in Camelot). He also gets to use his special ability, if appropriate. But that's it. This means that the game zips along and your next turn comes round quickly. The rules suggest that any negotiation and co-operation between the Knights is done in character. The intent is clearly to limit the extent the players work together – though co-operation is vital if they are to win the game. It also adds an explicit role-playing element, which players can play up to or not as they see fit.

This brings us to the biggest twist in the game: one of the Knights **may** be a traitor! At the start of the game, each player takes a loyalty card, which s/he keeps hidden. All but one of the cards show that the Knight is true and loyal. As there are always more cards than players (though you can change this if you want to), there is a chance that nobody is a traitor. Naturally, everybody assumes there is a traitor. The traitor wins, of course, if Camelot falls or the game ends without a majority of white swords on the Round Table. And if the traitor is undetected at the end of the game, s/he switches two swords from white to black – potentially reversing the whole result!

This gives a whole new dimension to the game (think Werewolf/Mafia) and adds a big competitive component. Not only do the Knights have to win, they have to win by a big margin or unmask the traitor. Wrongly accusing someone earns a black sword, though, so the good guys need to be pretty sure. And all the time the traitor is working against them. Which may give the traitor away or may be so subtle that no-one notices.

The suspicion (paranoia?) between the players, knowing that one of them may be a traitor, puts a brake on the extent of the co-operation. There's a competitive element in the game after all and this is what makes it so good – and very different from Lord of the Rings. It's not simply a case of maximising the usefulness of the set of cards held between all the players. It is about individuals deciding the extent to which they will co-operate and with whom. Cracking stuff – and the best evidence of this is what happens if half a dozen people sit down and play the game for the first time. When they've finished, what's the first thing they'll do? Play it again! What better recommendation could you have?

Shadows over Camelot was designed by Bruno Cathala and Serge Laget and published by Days of Wonder. It's a co-operative strategy board game for 3-7 players and takes around 90 minutes to play (though it can be longer if the Knights bicker!). It is readily available from specialist games shops at around £35. An extra Knight, Sir Bedivere, is available with the latest issue of Games International (and other magazines).

Science Fiction

I thought it was time to have another look at the new *Interzone*. Since the new publisher – and editorial team – took over, the magazine has settled into its bi-monthly routine and five issues have appeared. I've got used to the new format and presentation style – though the changes were not that great to start with. My initial feeling that the magazine had become 'darker' team has pretty much gone. Flipping through issues suggests that part of this was the use of grey backgrounds for pages in the first issue (194) under the new regime. This all but disappeared in the following issues.

The regular features of *Interzone* remain a major part of the magazine. Nick Lowe's incisive and entertaining film reviews cast a very different light on current films – his view of *Robots* in the latest issue is fascinating. Dave Langford provides news and snippets in his inimitable style. And the reviews are a key section of the magazine. In the latest issue the inestimable John Clute returns to the review pages with his perceptive criticism (even if I sometimes need to consult the dictionary to find out just what he's saying).

One change has been in the authors: some familiar names have disappeared and new writers taken their place. Not a bad thing in itself; the question is the quality of the stories. And here there's definitely not a problem. The highlights started with the stunning "Enlightenment" by Douglas Smith in *Interzone* 194 (the first issue 'under new management'). Despite being one of the stories printed on a grey background, this is a terrific piece. Its protagonist transforms from squaddy in a star-faring corporate military that exploits planets and destroys alien races into ... something quite different.

Issue 196 has the terrific "Winning Mars" by Jason Stoddard. Over the years, SF writers have postulated many different ways that space exploration will happen. For the 21st century we have a manned mission to Mars as reality TV. Teams land in different parts of Mars and race to be first to the lander that will return them to their spaceship. Not quite how Kim Stanley Robinson's epic series imagined it, but you can almost see it happening. And then followed by Celebrity Love Planet.

Two fun stories stand out in *Interzone* 197. The first is Ian Watson and Mike Allen's "Dee-Dee and the Dumpy Dancers", which features turkey-like aliens that fly using anti-gravity. Now connect these with a bunch of down-market desperate housewives in Middle America... Amusing, thought-provoking and very real. I've always preferred Ian Watson's short stories to his novels and the collaboration with Mike Allen is seamless. "The Kansas Jayhawk vs the Midwestern Monster Squad" by Jeremiah Tolbert is a romp. In this world, giant monsters really do stamp around the USA and fight each other – in *Monsters Ravage America* style. This story is very silly and great fun. And the author knows the correct abbreviation for 'versus'. I look forward to Tolbert's second outing in *Interzone*, which is due soon.

The most recent issue, 198, is the best yet. Each of the stories is tremendous, though my favourite is "Go Tell the Phoenicians" by Matthew Hughes. It's a sort of First Contact story combined with the little guy outwitting bureaucracy combined with commercially-based exploration (and exploitation) of the galaxy. Great stuff. And Dominic Green returns to the pages of *Interzone* with "The Clockwork Atom Bomb". A vintage issue.

If you're not a subscriber to *Interzone* then I want to know why not. A one year subscription is £21 (in the UK) from TTA Press, 5 Martins Lane, Witcham, Cambs CB6 2LB. You can find out more (and subscribe) online at www.ttapress.com.



Games Events

Very last call for summer Stabcon: 8th-10th July at Woolton Hall on the University campus in Manchester (see box below for details). I'll be there.

Then it's time for Manorcon: 15th-18th July at Shackleton Hall on the Birmingham University Halls of Residence campus. Details and registration forms are on the website: www.diplom.org/manorcon.

The role-players amongst you will be interested in the one event that I know about in August. Consternation is the British Role-Playing Society's 2005 convention. It's at New Hall in Cambridge on 12th-14th August. Details on the website: www.consternation.org.uk.

This box concentrates on events I expect to attend.

Swiggers: games club that meets every Wednesday evening (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.

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

Maycon: Mayday bank holiday weekend at a venue to be decided in 2006. This friendly convention is a mixture of board games and role-playing and includes SpielChamps UK – the UK Board and Card Games Championship and qualifier for the European Championships. Keep an eye on the website – www.maycon.org – for the latest details.

Summer Stabcon: 8th-10th July 2005 at Woolton Hall, Manchester University. A mixture of board games, wargames, CCGs and role-playing at this friendly convention. Sign up with the stabconinfo Yahoo group to find out more: groups.yahoo.com/group/stabconinfo.

Spiel: the board games event of the year. Oct. 13th-16th 2005, at the Messe (Exhibition Centre) in Essen (Germany). Contact Friedhelm Merz Verlag, Postfach 210250, Bonn, 53157 Germany, www.merz-verlag.com/spiel/e000.php4.

Credits

To Win Just Once issue 56 was written and edited by Pevans. The LPBS masthead (page 18) is by Lee Brimmicombe-Wood, as is the drawing on the cover and (I think) the picture on page 21. The illustrations on pages 18, 20 and 24 are by Bryan Lea (I think) and that on page 23 is definitely by Tim Wiseman. The King Arthur card (page 6) and *Shadows over Camelot* picture (cover) are courtesy of Days of Wonder. Pevans played with the scanner and Photoshop.

Easy Money Turn 2

This table lists everyone who reads *To Win Just Once* – the people I know about anyway – and is thus able to play this game. It shows what they bid last turn, what they actually got and what they hold now.

Player	Bid			Actual			Holding					
	Buy /Sell	No	Colour	Buy /Sell	No	Colour	Red	Grn	Blue	Ylw	Blk	Money
Stephen Agar				B	1	Black	1	1	1	1	2	80
Guy Arnold	S	1	Green	S	1	Green	1	0	1	1	1	115
Mark Barrowcliffe				B	1	Black	1	1	1	1	2	80
Chris Baylis				B	1	Black	1	1	1	1	2	80
Michael Blasebalk				B	1	Black	1	1	1	1	2	80
John Boocock	B	1	Red	B	1	Red	2	1	1	1	1	74
Chris Boote	B	1	Blue	B	1	Blue	1	1	2	1	1	67
Ben Brown	S	1	Yellow	S	1	Yellow	1	1	3	0	0	105
Steve J Bunce				B	1	Black	1	1	1	1	2	80
Andy Burke				B	1	Black	1	1	1	1	2	80
Simon Burling	S	1	Red	S	1	Red	0	1	1	1	1	106
Pete Card				B	1	Black	1	1	1	1	2	80
Robert Carter	B	1	Green	B	1	Green	6	2	1	1	0	5
Ashley Casey				B	1	Black	1	1	1	1	2	80
Richard Clyne				B	1	Black	1	1	1	1	1	90
Terry Crook				B	1	Black	1	1	1	1	2	80
Peter Denison				B	1	Black	1	1	1	1	2	80
Mike Dommett	B	2	Blue	B	2	Blue	1	1	3	1	1	44
Neil Duncan				B	1	Black	1	1	1	1	2	80
Jerry Elsmore	S	1	Yellow	S	1	Yellow	0	1	1	0	0	161
Alex Everard				B	1	Black	1	1	1	1	2	80
Colin Forbes				B	1	Black	1	1	1	1	2	80
Howard Goble				B	1	Black	1	1	1	1	2	80
Michael Grazebrook				B	1	Black	1	1	1	1	2	80
James Guiton				B	1	Black	1	1	1	1	2	80
John Harrington				B	1	Black	1	1	1	1	2	80
William Hay	S	1	Yellow	S	1	Yellow	1	5	1	0	0	67
Pete Holland	S	1	Yellow	S	1	Yellow	0	1	1	0	0	161
Timothy Hunt	B	2	Red	B	2	Red	3	1	1	1	1	58
Francesca Huskinson				B	1	Black	1	1	1	1	2	80
Richard Huzzey				B	1	Black	1	1	1	1	2	80

Player	Bid			Actual			Holding					
	Buy/Sell	No	Colour	Buy/Sell	No	Colour	Red	Grn	Blue	Ylw	Blk	Money
Martin Jennings				B	1	Black	1	1	1	1	2	80
Mark Jones				B	1	Black	1	1	1	1	2	80
Andrew Kendall	S	2	Blue	S	2	Blue	1	1	0	1	0	125
Benedikt Loewe				B	1	Black	1	1	1	1	2	80
David Lopez				B	1	Black	1	1	1	1	2	80
Nik Luker				B	1	Black	1	1	4	1	1	27
Russell March				B	1	Black	1	1	1	1	2	80
Michael Martinkat	S	1	Green	S	1	Green	1	0	4	1	0	62
Bill Michell	B	1	Blue	B	1	Blue	1	4	2	1	0	17
Nigel Monaghan				B	1	Black	1	1	1	1	2	80
Mark Moores	S		Yellow	S	1	Yellow	1	1	1	0	1	137
Kevin Morgan				B	1	Black	1	1	1	1	2	80
Graeme Morris	B	3	Green	B	3	Green	1	4	1	1	1	15
Mark Mortimer				B	1	Black	1	1	1	1	2	80
Brian Niemi				B	1	Black	1	1	1	1	2	80
Tym Norris				B	1	Black	1	1	1	1	2	80
David Olliver	B	3	Green	B	3	Green	1	4	1	1	1	15
Neil Packer	B	3	Red	B	3	Red	4	1	0	1	0	73
Colin Parfitt	B	2	Blue	B	2	Blue	1	0	3	1	0	74
Bob Parkins				B	1	Black	1	1	1	1	2	80
Nathan Richards				B	1	Black	1	1	1	1	2	80
HaJo Schlosser				B	1	Black	0	1	1	1	1	104
Bill Schmitt				B	1	Black	1	1	1	1	2	80
Matthew Shepherd				B	1	Black	1	1	1	1	2	80
Filipe Silva				B	1	Black	1	1	1	1	2	80
Jerry Spencer				B	1	Black	1	1	1	1	2	80
Dan Steel				B	1	Black	1	1	1	1	2	80
Gerry Sutcliffe				B	1	Black	1	1	1	1	2	80
Alan Tabor	S	1	Blue	S	1	Blue	1	1	0	1	1	113
Catherine Thomson				B	1	Black	1	1	1	1	2	80
Barry Townsend				B	1	Black	1	1	1	1	2	80
Gerald Udowiczenko	S	1	Red	S	1	Red	0	1	1	1	1	106
Pam Udowiczenko	S	1	Red	S	1	Red	0	1	1	1	1	106
Matthew Wale	S	1	Yellow	S	1	Yellow	1	5	1	0	0	67
Edward Walkington				B	1	Black	1	1	1	1	2	80
Francesca Weal				B	1	Black	1	1	1	1	2	80
Ian Whitchurch				B	1	Black	1	1	1	1	2	80
Graeme Wilson	S	1	Red	S	1	Red	2	1	1	1	0	88
Paul Wilson	S	1	Blue	S	1	Blue	1	1	3	1	0	60

Share prices			
Red	Green	Blue	Yellow
16	25	23	47

Apparently the obvious thing to do this turn was to sell yellow. Half a dozen people did so and three of those are now at the top of the tree, with Jerry Elsmore and Pete Holland at the summit.

Overall more people sold than bought, presumably they preferred to take some profits rather than invest further. What will happen next turn?

For next turn just send me your bid:
 “Buy/Sell n shares of Red/Green/Blue/Yellow.”

**Bids for Turn 3 to Pevans at 180 Aylsham Drive, UXBRIDGE
 UB10 8UF or TWJO@pevans.co.uk by Saturday, 30th July 2005.**

What's this about?

Devised by Chris Boote, *Easy Money* is a game for all readers of *To Win Just Once* – **if your name isn't in the list above, let me know and I'll add you in.** The game takes 12 turns, the winner being whoever has the most money (not including the value of shares) at the end of the game.

There are four tradable stocks (red, blue, green, yellow) plus black, which never changes price. All stocks start at a price of 10p per share. Players start with 100p money and one of each tradable stock.

Each turn, each player must bid to buy or sell a number of shares in one colour of stock (except Black). A Buy bid is limited to the highest number of shares the player can afford at the current price. The price of the stock rises by 1p for each share in bids to buy and falls by 1p for each share in bids to sell. Players' sales and purchases take place after making these adjustments. The price of a stock cannot fall below 1p.

If a player can't afford to buy their shares at the new price or fails to make any bid or tries to sell shares they don't have (or anything else that invalidates their bid), then they buy a black share. Should a player not be able to afford a black share, they buy one for all their remaining money. Players are out of the game if they own four black stocks. They are also out if they have no money and no tradable stocks.

Mission of Gravity

Star Trader game 3 – Turn 0

Corporation A: LNER, John Boocock
Option 21: Piccolo Hull in addition at start
Connections: B0 C4 P3
Warehouses: GL, AC
Ships: Gresley (Clarinet) at GL, Thompson (Piccolo) at SD

Corporation B: THE SOLAR WINDS TRADING COMPANY (SWTC), Steve Bunce
Option 12: Friends in High Places: -1 to reputation loss
Connections: B0 C0 P7
Warehouses: DT, MH
Ship: Freemantle Doctor at TC

Corporation C: CAESAR WHOLESALE INC. (CWI), Simon Burling
Option 11: Hot Shot Pilots: +1 to smuggling checks
Connections: B0 C7 P0
Warehouses: MH, GL
Ship: Nero at GL

Corporation D: TRANS SOLAR TRUCKING INC. (TSTI), Jerry Elsmore
Option 13: Hot Shot Navigators: +2 to Hyperjump
Connections: B0 C0 P7
Warehouses: MH, TC
Ship: Bollin at SD

Corporation E: SOLAR SPICE, LIQUORS & MONOPOLES (SSLM), Pevans
Option 1: 3 Dealerships at start: Monopoles at MH and BH, Spice at SD
Connections: B0 C2 P5
Warehouses: MH, SD
Ship: For Sale at MH

Corporation F: SEMPER DURUS (SR), Alex Everard
Option 3: High tech Sensors: ±1 to interception
Connections: B0 C7 P0
Warehouses: SD, AC
Ship: Semper Claris at MH

Corporation G: HONEST DARTH's QUALITY USED SPACECRAFT (HDQUS), Howard Goble
Option 10: Market Manager in one commodity at one spaceport
Connections: B4 C2 P1
Warehouses: BH, SD
Ship: Arrow at SD
Market Manager Isotopes at BH

Corporation H: TRADEWIND (TW), Michael Grazebrook
Option 4: Precog: +5 to all initiative rolls
Connections: B0 C0 P7
Warehouses: TC, MH
Ship: Borealis at SD

Corporation J: INTER STELLAR NAVIGATION OUR TRADE – INTER STELLAR TRADING OUR OCCUPATION (ISNOT-ISTOO) William Hay
Option 5: Flute Hull instead of Clarinet at start
Connections: B4 C0 P3
W/House MH and BH
Ship: ISNOT at BH

Corporation K: SWISS MERCENARY FLEET (SMF) Martin Jennings
Option 20: influential friends – start with 9 connection levels
Connections: B0 C0 P9
Warehouses: MH, AC
Ship: Glaive at MH

Corporation L: ZWILLINGE (ZW), Michael Martinkat
Option 7: 3 Isotope Factories at Sigma Draconis to start (no connection levels required)
Connections: B0 C0 P7
Warehouses: SD, TC
Factories: 3 Isotope at SD
Ship: Doppelganger at GL

Corporation M: TRANSURANIC TRADE CORPORATION (TTC), Bob Parkins
Option 2: Monarch Hull instead of Clarinet to start
Connections: B4 C0 P3
Warehouses: 2 at GL
Ship: TTC Plutonium at AC

Corporation N: VOGON INDUSTRIES (VI), Nathan Richards
Option 19: Charismatic Chairman: +2 to Reputation each turn
Connections: B0 C7 P0
Warehouses: MH, TC
Ship: Deep Thought at SD

Corporation P: ISKANDER FIRE AND ACCIDENT (IFA), Ian Whitchurch
Option 8: 2 Corco Zeta Hulls instead of Clarinet Hull
Connections: B0 C7 P0
Warehouses: MH, AC
Ships: Trust at MH and Cotango at AC

GM Notes

My deadline is a week BEFORE the main magazine.

Please make sure your orders contain your name, the game turn, the corporation name, and the corporation letter 'Orders for SSLM Corporation E Turn 1' – I can read the name from the

E-mail header.

Do say where you want your agents placed, and where you want to lay ships down (the table at the bottom of page 17 shows Star system details, like Shipyards).

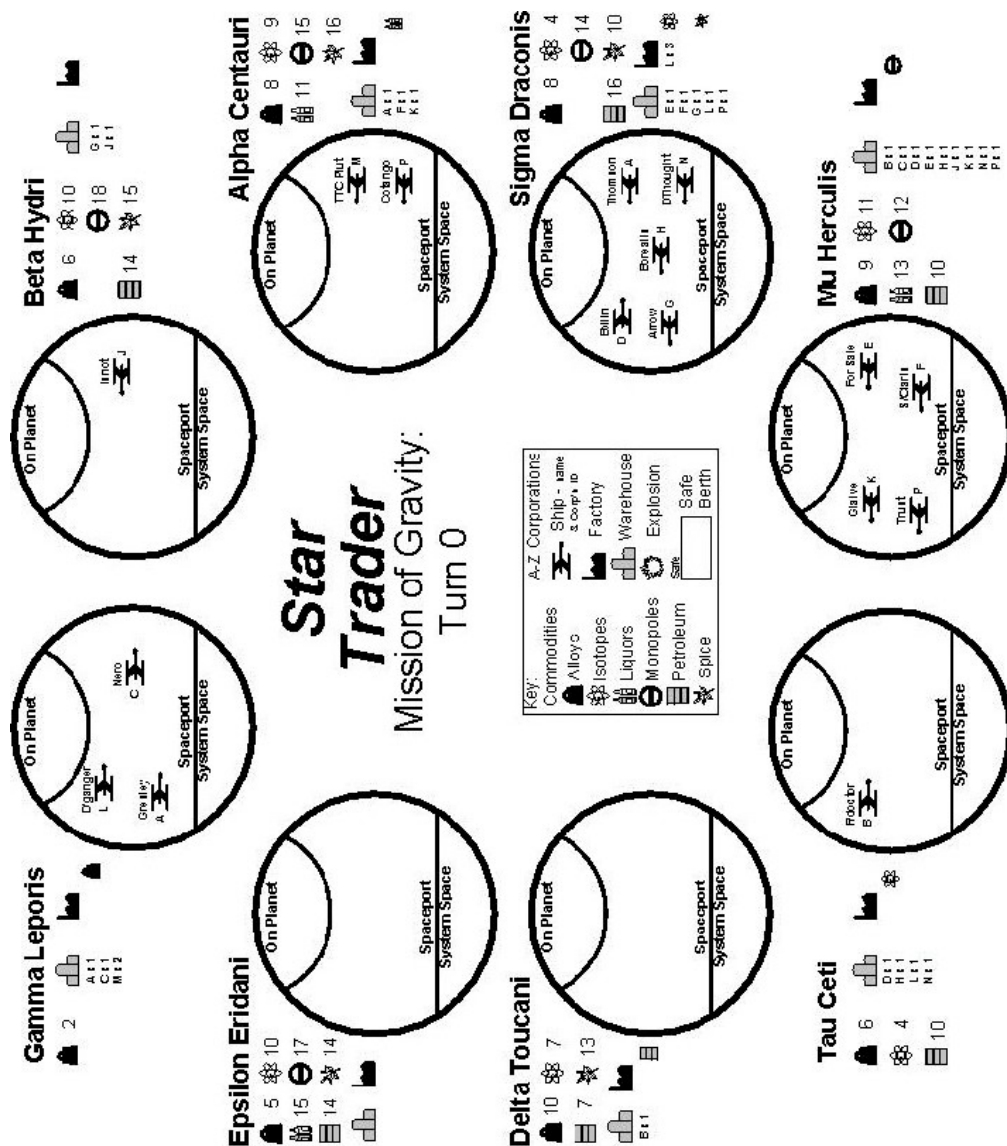
Press

Drew "The Fisk" Vanderbilt-Scott announced today that TSTI had completed trials of new navigation equipment which will be installed in all ships with immediate effect. "The trials show consistent improvement and the installation of this equipment will result in cheaper and more reliable transport," he stated. "I am delighted to be bidding for routes in the new sector and can confirm that our standard non-interference agreements are on offer to all

companies. Yes, I know the paperwork involved isn't free, but as Suem Billum Fleeceum Inc is a wholly owned subsidiary of TSTI, legal costs are kept to a minimum."

Clarinet hull (unwanted gift) for sale at Mu Herculis: full complement of pods, B crew, one careful owner, zero light years on the clock. 225 HTs ono. Apply Pevans van Rijn, Boss, SSLM (Mission@pevans.co.uk).

Orders to Mike Dommett, 119 Victoria Road, ALTON GU34 2DD
or by e-mail to mike_dommett@yahoo.co.uk
by Friday, 22nd July 2005.



Oh, Mr Porter! Railway Rivals game 3 – Round 5

SLOTH WORST TRAINS built across the hills and crossed the Medway. TOOT continued building west into Three Bridges. LOL built through Ashdown Forest, making sure they missed Poohsticks Bridge, through Haywards Heath and turned south towards Brighton. DECLINE Crossed the Thames and connected into London. TTYF! built on towards Ashford, and then added a branch to Haywards Heath. SPAMTRAK built a long line eastwards to Tonbridge.

A – John Harrington, TRAINS TAKE YOU FASTER! (TTYF!), Blue

Start Points: 35

Builds: (C59) – C60 – D60 – B61 – A62 (pay SWT 1); (D46) - Reigate (M11) – M9 – L8 (L8) – J7 (pay LOL 1)

Points: 35 – 2 + 7 = 40

B – Chris Boote, SLOTH WORST TRAINS (SWT), Purple

Start Points 40

Builds: (G58) – H57 (H57) – I57 (1 to TOOT) (I57) – I55

Points 40 + 1 – 1 = 40

C – Steve Bunce, DOVER EASTBOURNE CHATHAM LINE (DECLINE), Yellow

Start Points 44
Builds: (I51) – I50 – J49 – K49 – L48 – L47 (1 to SPAMTRAK, 1 to TOOT) (L47) – M47

(M47) – London NE – London NW
Points: 44 – 2 + 1 = 43

D – Edward Walkington, TOTALLY OUT OF ORDAH TRAINS (TOOT), Green

Start Points: 53

Builds: (Tonbridge) – C53 – B52 – B49 (1 to TTYF!) (B49) – B48 – N7 (N7) – Three Bridges

Points: 53 – 1 + 1 + 2 + 1 = 56

E – Gerald Udowiczenko, LEAVES ON THE LINE (LOL), Black

Start Points: 19

Builds: (J12) – K12 – K11 – J10 – J8 (5 to TTYF!) (J8) – Haywards Heath – I6 (I6) – H5 – G6

Points: 19 + 1 – 5 = 15

F – Timothy Hunt, SPAMTRAK, Red

Start Points : 85
Builds: (J50) – I51 (Reigate) – C46 – C49 (1 to TTYF!, 1 to DECLINE) (C49) – C52

(C52) – Tonbridge (2 to TOOT)
Points: 85 + 1 – 4 = 82

GM Notes

Races for round 7 will be given with the next turn's results.

Dice rolls for next round are **3, 6** and **4**

Orders to Mike Dommett, 119 Victoria Road, ALTON GU34 2DD
or by e-mail to mike_dommett@yahoo.co.uk by Friday, 22nd July 2005.

Les Petites Bêtes Soyeuses 182

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* (see back page). You will also need a copy of the rules to *En Garde!* – or at least access to a copy.

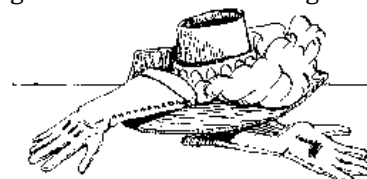
Orders for February 1659 to Pevans at 180 Aylsham Drive, UXBRIDGE UB10 8UF or lpbsorders@pevans.co.uk by Saturday, 30th July 2005



January 1659

New Year, new duelling opportunities. But not for Felix de Carabas, apparently. The young Musketeer does not appear at his appointment with his enemy, He'sa Hasbian. Hasbian moves on to a more senior member of the King's Musketeers, the regiment's CO, Zachary The Money Goes. His Lieutenant-Colonel, Fernand Louis Adelmo de Gaulle, seconds The Money Goes and prepares his rapier. Hasbian also has a rapier, but is far less expert in using it, which gives The Money Goes a slight advantage. Hasbian parries his adversary's first lunge and ripostes to draw blood first. Hasbian jumps back, but The Money Goes follows him and lands a slash. The he lunges again and strikes home. Hasbian replies with a lunge of his own, but his lack of skill leaves him horribly exposed. The Money Goes slashes and lunges and Hasbian surrenders.

At much the same time, two Government Ministers, Alfonse Qué Holique and Stan Dandy Liver, are settling their differences. Holique brings his rapier, only to discover that he's facing Liver's cutlass – not to mention his seconds, Orson de Combat and Sean Sondamour. However, Holique's slightly beefier build should give him a bit of an edge. So he starts with a furious lunge, striking home



immediately with the lunge. Liver ignores this and hauls his cutlass round in a slash, doing rather more damage to Holique than he's taken. However, Holique's cut more than evens up the score and Liver concedes the fight.

While Holique awaits Gaston de St Marque, Liver, together with de Combat and Sondamour, moves on to fight Henry Thierry Christian, who's backed by The Money Goes. Liver's injuries make this a more even fight than it would otherwise have been – particularly as Christian has much more expertise with his sabre than Liver has with his cutlass. Liver plants the tip of his weapon on the ground and leans on the hilt. Christian needs no encouragement. He quickly lunges, scratching Liver with the blunt point of his sabre, and follows up with a cut. This knocks Liver off his perch, and all he can do at this point is admit defeat.

The Cardinal's Guard's commander, Charlemagne le Gosse, chooses to face General Gaston de St Marque for his first duel. Just as de St Marque prefers to fight him first. This is another rapier fight and is well attended. Le Gosse is supported by Sean Sondamour and de St Marque by Orson de Combat and The Money Goes. Past injuries reduce the advantage de St Marque would normally have had – though both men are of slight build. Le Gosse takes up his guard and just stands there as de St Marque runs him through with a lunge. Le Gosse concedes this fight and is too badly injured to face The Money Goes or de Carabas (not that the latter turns up anyway).

And so we get to the encounter between Holique and de St Marque. This is another rapier fight, but the beefy Holique has a clear advantage, despite the fresh wounds both men display. The Money Goes and de Combat still accompany de St Marque, while Holique remains alone. Holique starts with a jump, hoping to avoid a furious lunge. De St Marque follows up and skewers him with a lunge. Holique recovers his balance and comes back with a lunge of his own. De St Marque takes the blow and lunges again. Holique has absorbed enough damage for this month and surrenders.

Denis d'Ertée is too injured from last month's duels to be able to fight Joseph de Veevre or Leo Nenmie this month. These two men cross swords with each other anyway. Nenmie's sabre is opposed by de Veevre's rapier and two seconds – Omi Palone and Revaulvin d'Or. It's not much of a fight: both men start with a furious lunge. Despite the minimal damage done by Nenmie's sabre, de Veevre concedes.

Elsewhere Pierre de Mont-Réal waits in vain for Magnon de Sources to turn up for their appointment.

His Eminence's Men

Further rivalry between the Cardinal's Guard and the King's Musketeers surfaces as He'sa Hasbian tries to secure the position of Captain of the Cardinal's Escort. Hasbian leans on the current incumbent to resign, helped by the substantial sum that his CO, Charlemagne le Gosse, has given him. But KM commander Zachary The Money Goes puts almost as much influence into keeping the man in the post. The result is that the current holder retains the position.

The Money Goes is also busy getting rid of some of the Captains in his regiment. He persuades one of them to go and his colleague, Major Omi Palone, twists the arm of a second. Euria Humble calls in a favour to remove the Lt-Colonel of Princess Louisa's Light Dragoons. This allows Major D'en Percent of that regiment to buy the vacant rank and take command.

Leo Nennie uses every ounce of his influence to convince the Lt-Colonel of the Crown Prince Cuirassiers to quit. Once Stan Dandy Liver weighs in on Nennie's side, it's a foregone conclusion. The Lt-Colonel resigns and Nennie buys his way to the Colonelcy of the regiment – some cash from Stan helps him here. Similarly, Pierre de Mont-Réal and Gregoire Nouille make themselves Colonels of their regiments – 4th and 69th Arquebusiers, respectively. Zachary The Money Goes provides Pierre with some useful funding.



The other man buying a new rank is the non-duelling Magnon de Sources, using the money he's been given by Omi Palone and Stan Dandy Liver. However, making himself Major means that he is now too senior to follow up on his application to be Regimental Adjutant of the Picardy Musketeers. Another job is in the offing: General Sean Sondamour offers him the job of his Aide (for which he now holds the correct rank). De Sources jumps at the chance, only to discover that he doesn't have the social standing for the post. Sondamour has better luck with his appointment as First Army Adjutant: new Colonel Leo Nennie takes on the job.

Meanwhile Louis Beaulieu signs up with the 27th Musketeers. He would like to buy the rank of Major, but doesn't have the funds. He settles for a Captaincy.

Ministerial Shenanigans

The Minister of Justice, Revaulvin d'Or, moves quickly to rule on the matter of Chancellor of the Exchequer Alfonse Qué Holique. He issues a stern reprimand to the clerks and accountants of the Royal Treasury "for over-zealous performance of their duties, especially in the season of charity and goodwill, and a profound lack of understanding of the complexities of high finance." The Minister also makes a public statement, exonerating the Chancellor. "I accept Baron Holique's explanation that the money was merely resting in his account. Although why it should be in the form of bearer bonds with the Bank of Martinique is beyond me as well. Which is perhaps why I'm Minister of Justice

and not Chancellor of the Exchequer". With a proposed re-shuffle of the Government pending, both men resign their positions.

However, nothing is heard from the Minister of State, Co W Ard Extrême. In fact there is no sign of Count Extrême at all. Rumour suggests that he is closeted with His Majesty in the Louvre to discuss who should be his successor. The large deliveries of wine to the palace this month tend to bear this out. But the result is that the key positions of Chancellor and Minister of Justice will be left open for the incoming Minister of State to appoint.

Ex-Minister Holique decides he needs some time on the frontiers and volunteers the Royal Foot Guards for action. Lt-Colonel Harry Covert follows his commander's lead, while Major Lokwot Isaw and Captains Averell de Alton and Beau Romir are more reluctant. The jobless Major Magnon de Sources, acting commander of the Picardy Musketeers, gives his regiment its marching orders. The 53rd Fusiliers are mobilised by their CO, Denis d'Ertée, and He'sa Hasbian is summoned to join his new Battalion of the Cardinal's Guard on active service.



Happy New Year!

The New Year launches on a wave of parties. Well, two anyway. Yes, Zachary The Money Goes and Jacques Shitacks are holding court in the Fleur. Zack's bash lasts all four weeks – while Jacques has only extended the invitation for three weeks – but guests have to fork out to attend on Zack. And then there's Marc de Zorro's Costume Ball in Bothwell's.

Let's start with Zack – and his lady, Anna Rexique. As the doors to the Fleur de Lys open, several Parisians burst in to hand Zack a wodge of cash. The unaccompanied Gaston de St Marque pays the monthly rate and heads for the bar. Orson de Combat follows his example and brings Lucy Fur with. So does Omi Palone, who accompanies Katy Did and gets his money back in free drinks as a member of Zack's regiment. Then there's Revaulvin d'Or, who brings Polly Hydronne, and Sean Sondamour with Violet Bott. Now, you'd expect that, having paid for a month, these people would stay for a month, wouldn't you? Well they do – apart from Gaston, who disappears after two weeks. A few more guests roll

up in the first week. Horatio d'Escargot brings Henrietta Carrotte and Deb Estaround accompanies Jacque du Lac.

The pull of the free drinks offered by Jacques Shitacks brings slightly more people into the Fleur. D'en Percent and Thomas Tudo come on their own. Antoine Valois brings Leia Orgasma to the party, but immediately bumps into Thomas. As members of enemy regiments, the two exchange challenges. The commotion attracts attention from Zack's party and Thomas's colleague, Horatio, also swaps insults with Antoine. Pierre de Mont-Réal and Belle Epoque walk into the middle of this as they arrive to Toady to Jacques. Jacque du Lac spots that Pierre is wearing the uniform of his enemy regiment, so he charges forward and a second squabble breaks out. Once things have quietened down, several other guests arrive for Jacques. Gar de Lieu has Maggie Nifisent on his arm. Joseph de Veevre brings Bess Ottede. Ulla Leight comes with Leo Nenmie. And Marc de Zorro is accompanied by Guinevere d'Arthur.

Alongside the two parties, the Fleur's most regular customer is in residence: the Crown Prince is in his usual corner with his usual flagon. This week his Aide, Felix de Carabas, joins him and has to put up with an ear-wiggling on the subject of not settling matters of honour. To make things worse, Felix's own guest, Stan Dandy Liver, sides with the Dauphin. So Felix gets it in the neck from both sides, while Stan's latest belle, Edna Bucquette, looks on in amusement.

Jolly 10th January

On to the second week of January and far fewer people arrive at the Fleur. Apart from his five regulars (and four ladies), Zack's other guests are D'en Percent and Antoine Valois (plus Leia), who've just moved across from Jacques' do. Going the other way are Horatio d'Escargot and Henrietta and Jacque du Lac and Deb. Gar de Lieu and Maggie stay with Jacques. So do Pierre de Mont-Réal and Belle. The challenges between Pierre and Jacque are now within one party. Antoine and Horatio are still at loggerheads, too, but remain in separate parties. Stan Dandy Liver is at the club under his own steam and with Edna. They have Jacque Wabbit Toady to them.

Week 3 and the faithful four (and ladies) are still with Zack. D'en Percent comes back for a second week's Toadying. Antoine takes Leia back to Jacques' party, where he and Horatio can continue their regimental argument at close quarters. The return of Thomas Tudo as Jacques' guest means it's 2:1 against Antoine. Gar and Jacque are there too, while Pierre has taken Belle to Toady to Stan Dandy Liver, joining Jacque Wabbit.

Having wrapped up his own shindig, Jacques Shitacks samples life on the other side by Toadying to Zack at the end of January. Antoine comes with him – though without Leia this time – as do Gar and Maggie. Marc de Zorro and

Guinevere roll up to tell everyone about their Costume Ball. One of their guests, Fernand Louis Adelmo de Gaulle, is also there and has money to burn. Plus, of course the regular four couples. But minus Joseph de Veevre: he's the only person who hasn't spotted the requirement to cough up 50 crowns to attend. Stan brings Edna back to the Fleur and Pierre joins them again. And Henry Thierry Christian arrives at the Fleur, throws lots of crowns on the gaming tables and walks away rather poorer than he started. It makes up for three weeks unsuccessful wooing – in status terms, at least.



Fancy Dress

Marc de Zorro's Costume Ball is held at Bothwell's. Marc and Guinevere are resplendent: Marc is dressed as a bat and Guinevere as a black cat. No-one is quite sure what they mean by "Batman and Catwoman". The first guest to arrive is Thomas Tudo. Marc looks him up and down: "What have you come as?" Thomas looks blank and Marc sends him away with a flea in his ear. Joseph de Veevre appears next. He is dressed as a Lt-Colonel in the 13th Fusiliers, which is what he is. He claims that he just hasn't had time to find a costume, but this cuts no ice with his host. It's not a good month for Joseph. And then new boy Den Ouveau pops up, looking like some country oik who's just moved to Paris. Oh dear: that's a grand total of no guests.

For their second week Marc and Guinevere have switched to rather more conventional costumes: Marc is now a jester and Guinevere a Harlequin. Marc has also relented and allows Joseph in despite his (and Bess's) lack of fancy dress. The other guests make up for this. Fernand Louis Adelmo de Gaulle is dressed as a noble Roman in white toga and purple wrap and proclaims that he has come as Pontius Pilate. A hand basin is promptly provided. Leo Nenmie and Ulla's costumes are more bizarre. Both are covered in chocolate: she with white chocolate buttons in a hard, white shell and he with dark chocolate buttons in a hard, brown shell. Both have bottles of spa water and claim to be "The Black and White Minstrel Sheau." Marc awards the 250-crown prize to Fernand on the basis that at least he can understand his costume.

Hunter's is Fernand's first port of call this month. He spends two weeks there and Leo Nenmie joins him in the second week to show off Ulla, whose affections he has just won. Gregoire Nouille is the man at Blue Gables, spending the latter three weeks of January in his club with Di Lemmere, the new woman in his life. They get to watch Felix de Carabas when he shows up in week 4 and places a

wager on the table. He loses. Just as he's already lost in love (she wasn't in when he came calling). And Den Ouveau makes up for his other problems this month by winning the affections of Angelina di Griz and showing her off in Red Phillips for a couple of weeks.

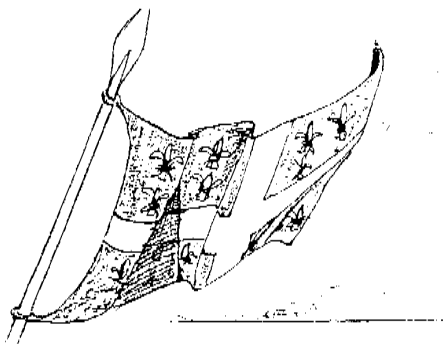
This month's hard man is Euria Humble, who spends the entire time honing his cutlass skills. Given there's only one thing you can do with a cutlass, this seems excessive. But maybe he needs to build up his muscles. After failing to make an impression on the fairer sex, Ferro Roche works out with his rapier for a couple of weeks and then repairs to the Bawdy Houses. Several others make the red light district their last port of call as well: D'en Percent, Jacque Wabbit (short of female company despite spending money on flowers and jewellery earlier in the month) and Thomas Tudo. Gaston de St Marque varies this routine by patronising a brothel earlier in the month and spending his last week failing to get off with a certain young lady (she's just not at home).

Charlemagne le Gosse is softy of the month: he spends all his time visiting his mistress – presumably still Lois de Low, who he was out with last month. Apparently the appropriate term is “wound-licking.” The mind boggles. Horatio d'Escargot and Jacque du Lac wrap up their month by practising with their two-handed swords for a week. Leo Nennie does the same, but with sabre. And Felix de Carabas's rapier gets a week's workout slightly earlier.

Snow on the frontiers

The winter weather finally arrives this month so the frontier troops no longer have mud to worry about. Though the ruts in the roads are now frozen solid and, in many places, hidden under the snow. Travel is, if anything, more difficult this month. The Royal Foot Guards have things easier than most (as usual) as they have been assigned to the warm south-west of France. Brigadier-General Alfonse

Qué Holique, commanding the regiment, insists on sweeping the mountain passes. His men dislodge several Spanish pickets and intercept a couple of bands of smugglers. Holique receives a Mention in Despatches and a couple of hundred crowns. Lt-Colonel Harry Covert takes the lead in removing the Spanish outposts. His coolness under fire (and snow) brings him a fulsome Mention, a hundred crowns and the title of Viscount. Major Lokwot Isaw's Battalion captures one of the smuggling groups. Suddenly the Major is five hundred crowns better off. He's also a Count. Captain Beau Romir sees his name go into the Despatches while Captain Averell de Alton picks up a hundred crowns.



Elsewhere, the Picardy Musketeers struggle with the weather conditions. They are supposed to be maintaining a siege in the foothills of the Alps, but the acting commander, Major Magnon de Sources, has to admit that he can't even find the target. No reward for him, then. The 53rd Fusiliers at least manage this, only to walk into the muzzles of several field guns. A couple of volleys later, the Fusiliers are looking for a better 'ole. Colonel Denis d'Ertée is brevetted to Brigadier-General despite this.

27th Musketeer Captain Louis Beaulieu joins Frontier Regiment 3, which is running out of supplies. The Captain's arrival doesn't cheer them up. Beaulieu keeps his provisions for himself and survives the month. GDMD commander Bud d'Wiser is alongside him and getting pretty hungry. Then he stumbles across a supply cache from the summer, which brings him a Mention in Despatches and the gratitude of the Frontier troops. Frontier regiment 2 has the opposite problem as their opposition makes a desperate attack to grab the Frontier troops' supplies. The regiment sees off its attackers, but not before some members of the regiment have been killed. The casualties include Royal Marine Xavier 3sup, who had been assigned here.

Parts of Frontier regiment 4 are swept away by an avalanche, including the attached 1st Battalion of the Cardinal's Guard. Captain He'sa Hasbian is engulfed by the falling snow as he runs to warn his men. RIP. Private Gérard Vidocq tries to ski away from the avalanche, but hits a tree and disappears under the snow while still stunned. RIP. Lt-Colonel Ced Deucer is Mentioned twice in Despatches for his frantic efforts to dig his soldiers out. He saves some, but he now commands a pretty depleted Battalion. ❖

Press

Announcements

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

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

To: The fighting men of Paris.

The Cardinal's Guard continues to look for men with upstanding character, high morals, heavy build, blind obedience or any one or more of the previous four attributes.

Bursaries can be extremely generous in this fine regiment and over the last two months alone total over 3000 Cr. Please apply directly to the CO if further details are required.

† Baron BBG Charlemagne le Gosse

To all members of the RFG
I've just split up with my mistress, so
you're all going to the Front with no
exceptions. All applications for leave
are cancelled!

† Col AQH

*At least he didn't read us any of
his poetry.* † Le Roi

To: Members of the Cardinal's Guard.
Just to keep us in shape we'll be
spending a month at the front in
February. If anyone feels they have
pressing engagements in Paris, please
let me know as soon as possible.

† CIG, CO, CG

First Army still needs a QMG – and
other positions may also remain
vacant if suggested candidates have
failed to achieve the required rank or
just plain not accepted. Applications
welcome.

† Sir Sean Sondamour, First
Army Commander

Social

Congratulations to Viscount Stan
Dandy Liver who wins the inaugural
Sondamour award for his services to
the ladies of Paris. Seen with five
different beauties on his arm over the
year, Stan was a clear winner, mainly
thanks to a late burst of activity (I
wonder if that's his secret). I hope he
survives the resulting duels to receive
the 500 crown prize. I will host a
celebration that all are welcome to
attend in week 3 of February at the
Fleur.

† Sir Sean Sondamour

Celebrate Mardi Gras in style – your
last chance before the Lenten Fast:
weeks 1 & 2 at the Fleur.

Week 1 – SL 10 and Dragoon Guards,
carousing costs on me.

Week 2 – all welcome, but Mardi Gras
costume obligatory. Carousing costs on
me. Prize of 50 Crowns for best
costume.

† Orson de Combat

Minister for Quaffing and Carousing

Partied out? I hope not, as I am
throwing a Grand Masked Ball &
Knees Up at the Fleur, Weeks 1 and 2
in February. There will be Ice
Sculptures, Snow Maidens, Ice Queens
(I know the wildest people, I tell you!),
a Frost Fair and, hey, Dancing Girls. If
you are SL13+ and a loyal King's Man
(or Mistress) then you will be welcome
to join me, at my expense and no holds
barred. You are most welcome.

† Sir Revaulvin d'Or, He Did
His Duty

Matters of Honour

He'sa Hasbian,
Well, well, well. It didn't take long for
you to want a taste of my sword. Hope
you enjoy it!

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

JdV

A gentleman keeps his engagements
whenever possible. But I will not
commit myself to keeping you free of
subordinate officers. You have been
warned.

† Omi Palone

Personal

Dear FLAG,
I think perhaps in the future we
should discuss our party plans, as we
seemed to have clashed a little this
month? Perhaps we can discuss it
when next you're at my club?

Yours, † ZTMG

Lord Percy Percy says, as fashion is
tending towards the long shot, there
are going to be a lot of fashionable
candidates for the MoS position.

To Count Extrême, Minister of State.
Sir, there have been vicious rumours
that I have been engaging in irregular
activities in my post of Chancellor. I
would like to assure you that there
have been no such activities and these
rumours are base fabrications without
any truth in them.

However, it is important that His
Majesty's Government is seen to be
free from the slightest taint of
corruption. I therefore have no
alternative but to offer my resignation
and retire from Parisian society until
an independent review has proved my
innocence.

I remain,
Your obedient servant,
† Baron Holique (former
Chancellor)

Mon Cher Money Goes
Don't worry about Major Nenmie. The
last girl who accepted his offer to come
up and see his etchings fell asleep as
he explained the different textures and
how he obtained them.

† Omi Palone

My Dear Baron Humble,
I wish to thank you, sir, for your most
generous gift: it is most appreciative. I
hope when my tour of duty at the front
is over and I return to Paris, I look
forward to buying you a drink and
toast our good fortunes.

Your humble servant,
† Louis Beaulieu
Frontier Regiment #3

To that most impressively hirsute
piece of masculinity, Colonel Denis
d'Ertée.

Sir, please forgive my recent faux pas.
I should have ducked against your
manly thrust but was so stunned by
the suddenness of your lunge that I
merely stood stock still as you
continued forward onto my own blade
which so viciously impaled you. Had
you but asked, I would have stood
aside from Sue, for you are clearly the
better man. Although I was fond of her
(having spent two sweet years
together), it would have been wrong of
me to stand in the way of her making
such a magnificent match.

So in closing let me wish you both the
best for a long happy and healthy
future.

Yours Forever,
† Lt.Col the Baron Euria (Ever
So) Humble

PS: I do hope that the clap she
mysteriously picked up whilst I was at
the Front soon responds to treatment.

He'sa Hasbian joins the Cardinal's
Guard. Says it all, really.

† Omi Palone

Mon Cher Louis

The funds were for you to use. MY arrival in Paris was eased by some small gifts from others, and I vowed to reciprocate when I became wealthy myself, especially since none of my funds come from defrauding the King. I may see you at the front this season, as I feel the need of exercise and fresh air. Good fortune attend your sword, perhaps we may meet when in Paris.

† Omi Palone

Monsieur Palone,

That was most gratuitous of you and very appreciated: I thank you sir!

And when I reach a level of affordability I will surely do the same to another in low financial straits.

I will be at the front for the remainder of the season; hopefully we shall meet in Paris where I may buy you a drink and toast to our good fortunes.

My kindest regards,

† Louis Beaulieu

Frontier Regiment #3

Omi Palone, you shouldn't have! Having been poor most of my life your munificent gift in November was a poignant reminder of the generosity of those who helped me through the bleak years of penury. Now I am 'comfortable' we must renew our old ties of friendship (only this time I'll do the tying up!) as I can afford to buy you that flagon of good Bordeaux I promised in Ye Olde Dauphin At Sea back in '57.

† Revaulvin d'Or, The Elephant
Never Forgets

To Viscount Liver

I did feel somewhat upset when you stole Ella from me, but then I thought of all her bad habits, like eating garlic in bed and snoring loud enough to wake the dead and decided that I was better off without her. Obviously you thought the same as you dropped her quickly enough.

Let's not let a trifling thing like a girl's affections spoil our long standing friendship.

Your old friend,

† Baron Alfonse

Dear Parents;

Receiving this tells you that I have survived up to this point. I have never seen so much mud in my life; we eat, breathe and sleep in the thick of it.

Not much to tell, no rewards of any kind and I don't know if I will even see or receive any, but I will stay at the front in the hopes some may find their way to me.

I hope all is well at home, I think of you all constantly and soon we shall sip wine at dinner, laugh and be merry as always.

Again and as always my best to you, dear mother and father, also give hugs and kisses to Colette and François.

Your loving son and brother,

† Louis Beaulieu

Poetry Corner

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

1 I knew a simple soldier boy
Who grinned at life in empty joy,
Slept soundly through the lonesome
dark,

And whistled early with the lark.

2 In winter trenches, cowed and
glum

With crumps and lice and lack of rum,
He put a bullet through his brain.

No one spoke of him again.

3 You smug-faced crowds with
kindling eye

Who cheer when soldier lads march
by,

Sneak home and pray you'll never
know

The hell where youth and laughter go.
† LB

Points Arising

I'm away on holiday at the end of July, so I've extended the deadline to the Saturday (when I'm back). This means that I won't be around to answer queries for a couple of weeks before the deadline, nor will I be able to send out the usual pre-deadline reminder. You have been warned! ☺

It looks like we have three candidates for Minister of State. Feel free to chip in with endorsements (or attack ads) for any of them – though only influence with the King will actually make any difference!

The new Minister will be able to appoint a new Minister of Justice and Chancellor of the Exchequer immediately and a new Commissioner of Public Safety the following month. On the off-chance that nobody (or an NPC) becomes Minister of State, anyone who wants one of those three job should get their application in with their next month's orders.

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

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

BdW Bud d'Wiser (Francesca Huskinson)
has NMR'd. Total now 2 and is sent to
a Frontier regiment

CM Colin Maillard (David Lopez) has
NMR'd. Total now 1

CWAE Co W. Ard Extrême (Benedikt
Löwe) has NMR'd. Total now 1

LI Lokwot Isaw (Barry Townsend) has
NMR'd. Total now 2 and is sent to a
Frontier regiment

SF Sebastian Flyght (Kevin Morgan) has
NMR'd. Total now 4 and is sent to a
Frontier regiment

X3 Xavier 3sup (Mark Mortimer) has
NMR'd. Total now 2 and is sent to a
Frontier regiment

DB (Timothy Hunt) asked to be floated as he's had "a crazy week." LdE (Nik Luker) was floated as he was "pushed for time." RO (Peter Denison) was floated as he's away in Chicago.

Brian Niemi's replacement character (X1) was removed as I've not had any orders from Brian for some time.

Solicitors Saisir et Courir have charge of the trust fund established by Charles à Tanne and supported by D Arth Vader. The fund, of 6,000 crowns, will be paid out on the death of Co W Ard Extrême.

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. Getting your press this way is particularly helpful. Send your orders to lpbsorders@pevans.co.uk and you'll get an automated reply when your message arrives in my mailbox. Please give your name and your character's

name and specify actions in full (since it's without your character sheet). Attached files should have your character ID and the month in the name. If you want queries answered before the deadline, e-mail LPBS@pevans.co.uk. ◇ P

Announcements

Denis Bone applies for Aide to Brigadier
Gaston de St Marque applies for Minister of State

Henry Thierry Christian asks NPC
Brigadier of Horse Guards Brigade to resign

Henry Thierry Christian applies for
Brigadier of Horse Guards Brigade
Magnon de Sources applies for Aide to General

Omi Palone applies for Minister of State
Revaulvin d'Or asks NPC Brigadier of 2nd Foot Brigade to resign

Rene Ouai asks NPC Brigadier of Horse
Guards Brigade to resign

Rene Ouai asks NPC Brigadier of Heavy
Brigade to resign

Rene Ouai asks NPC Brigadier of
Dragoon Brigade to resign

Zachary The Money Goes asks NPC
Captain 1, Captain 2, Captain 3 and
Captain 4 of King's Musketeers to resign

Zachary The Money Goes applies for
Minister of State

Duels

Results of this month's duels:

Zachary The Money Goes (with FLAG, gains 1 Exp) beat his enemy He'sa Hasbian.

Alfonse Qué Holique (gains 1 Exp) beat Stan Dandy Liver (with OdC & SS).

Bud d'Wiser didn't turn up to fight Antoine Valois and lost SPs.

Gaston de St Marque (with OdC & ZTMG, gains 1 Exp) beat Alfonse Qué Holique.

Gaston de St Marque (with OdC & ZTMG, gains 1 Exp) beat Charlemagne le Gosse (with SS).

Denis d'Ertée declined to meet Joseph de Veevre as he was under half Endurance.

Denis d'Ertée declined to meet Leo Nenmie as he was under half Endurance.

Leo Nenmie (gains 1 Exp) beat Joseph de Veevre (with OP & RdO).

Magnon de Sources didn't turn up to fight Pierre de Mont Réal and lost SPs.

Henry Thierry Christian (with ZTMG, gains 1 Exp) beat Stan Dandy Liver (with OdC & SS).

Charlemagne le Gosse declined to meet Felix de Carabas as he was under half Endurance.

Charlemagne le Gosse declined to meet Zachary The Money Goes as he was under half Endurance.

Felix de Carabas didn't turn up to fight He'sa Hasbian and lost SPs.

Grudges to be settled next month:

Lucien d'Escaillehuittaillement (Rapier, 4 rests) and Omi Palone (Rapier, Seconds ZTMG & FLAG, adv.) have

mutual cause for being in enemy regiments.

Antoine Valois (Sabre, 4 rests) and Horatio d'Escargot (2-Hand, adv.) have mutual cause for being in enemy regiments.

Antoine Valois (Sabre, 2 rests) and Thomas Tudo (Sabre, adv.) have mutual cause for being in enemy regiments.

Jacque du Lac (Rapier, Seconds HdE, adv.) and Pierre de Mont Réal (Rapier, Seconds CM) have mutual cause for being in enemy regiments.

Leo Nenmie (Sabre, adv.) has cause with Joseph de Veevre (Rapier, Seconds OP & RdO, 3 rests) as he's not Noble but higher SL.

Henry Thierry Christian (Sabre, Seconds ZTMG & DB, adv.) and Orson de

Combat (Sabre, Seconds EH, 5 rests) have mutual cause for being in enemy regiments.

"Adv." Indicates player with the advantage in Expertise: his first duelling sequence need only contain six Actions.

Duels held over until March 1659:

Ced Deucer versus Horatio d'Escargot.
Lokwot Isaw versus Den Ouveau.

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

New Characters

Filipe Silva gets the Bastard son of an Impoverished Gentleman: Init SL 3; Cash 36; MA 3; EC 4 (X1).

Ashley Casey gets the Second son of a well-to-do Gentleman: Init SL 4; Cash 250; MA 1; EC 6 (X2).

Kevin Morgan gets the Bastard son of a Peasant: Init SL 1; Cash 9; MA 3; EC 4 (X3).

Mark Mortimer gets the Second son of a well-to-do Viscount: Init SL 10; Cash 250; MA 2; EC 2 (X4).

Tables

Other Appointments

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

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

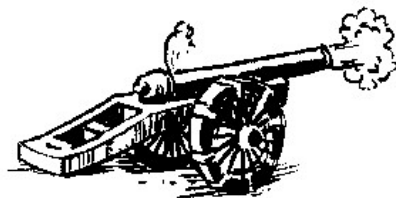
Battle Results

Royal Foot Guards: 4
Picardy Musketeers: 5
53rd Fusiliers: 5

Frontier regiment 1: 2
Frontier regiment 2: 6
Frontier regiment 3: 5
Frontier regiment 4: 6
RNHB regiment: 2

Army Organisation and Summer Deployment

First Army (Siege) SS/_/LN/_/_
Cavalry Division (Field Ops) _/_/_
Horse Guards Brigade (Field Ops) – DG QOC
Heavy Brigade (Field Ops) – ALC CPC
Frontier Division (Siege) N4/N/N5
Frontier Regiments (Siege)
Second Army (Defence) GdSM/LI/N4/ZTMG
First Division (Defence) NI/N/N4
1st Foot Brigade (Defence) – RM PM
RNHB Regiment (Defence)
Second Division (Defence) N2/N/JdV
3rd Foot Brigade (Defence) – 27M 4A
4th Foot Brigade (Defence) – 69A Gscn
Organisation and Deployment for the Campaign
Season plus Army and Division posts
(CO/Aide/Adj't/QMG):
ID for chars, N (+ MA for CO and Adj't) for
NPC, _ for vacant



Brigade Positions

Guards Brigade N5/N/MdZ
Horse Guards Brigade N4/N/N4
Heavy Brigade N5/N/N2
Dragoon Brigade N6/N/N6
First Foot Brigade N3/N/JdL
Second Foot Brigade N6/N/N5
Third Foot Brigade NI/N/N6
Fourth Foot Brigade N6/N/GN

Entries as Army Organisation Table

Frontier Regiments

(Siege for Dec-Feb)

	F1	F2	F3	F4	RNHB
Colonel	N6	NI	N4	NI	N9
Attached			LB BdW	I Bn CG	

Also at the Front

Royal Foot Guards
Picardy Musketeers
53rd Fusiliers

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

Hell Hath no Furry...

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

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

The Greasy Pole

ID	Name	SL	SPs	Cash	Rank, Regiment/Appointment	MA Last seen	Club	EC	Player
CWAE	Count Co W. Ard Extrême	25	59	Rich	General/State Min.	5	Flr	3	Benedikt Löwe
ZTMG	Count Zachary The Money Goes	24	29	Comfy	B.Bdr-General KM/2nd Army QM G	11 Anna	Flr	4	Gerald Udowiczenko
AQH	Baron Alfonse Qué Holique	24	F	Fthy	B.Bdr-General RFG	7	Flr	5	Tym Norris
HTC	Count Henry Thierry Christian	24+	72	Fthy	B.Bdr-General QOC/CPS	14	Flr	3	Matthew Shepherd
SDL	Viscount Stan Dandy Liver	23	40	Wthy	Lt-General/Wvar Minister	11 Edna	Flr	4	Guy Arnold
CIG	Baron Charlemagne le Gosse	22	52	Rich	B.Bdr-General CG/Min w/o Port	8	Flr	2	Neil Packer
GdSM	Viscount Gaston de St Marque	21+	67	Comfy	General/2nd Army Commndr	9	Flr	3	Nathan Richards
SS	Sir Sean Sondamour	20	60	Wthy	B.General/1st Army Commndr	5 Violet	Flr	2	Pete Holland
BdM	Viscount Beppe de Marko	20	38	Fthy	Bdr-General	17	Flr	2	Mark Moores
HC	Viscount Harry Covert	18	F	Wthy	Lt.Colonel RFG	15	Both	2	James Guiton
OdC	Baron Orson de Combat	18+	67	Comfy	Colonel DG/Min w/o Port	4 Lucy	Flr	5	Francesca Weal
RdO	Sir Revaulvin d'Or	17	40	Rich	B.Bdr-General 13F	8 Polly	Flr	4	Jerry Spencer
BR	Baron Beau Romir	17	F	Wthy	Captain RFG/Capt.K's Esc	4	Both	3	Graeme Morris
LI	Count Lokwot Isaw	16	46	OK	Major KM	4 Katy	Both	3	Barry Townsend
OP	Marquis Omi Palone	16	44	Comfy	Major RFG/Gds Brigade Maj.	3	Both	4	Mike Dommett
MdZ	Sir Marc de Zorro	16	40	Comfy	B.Lt-General/Insp.Gen.Cav	1	Both	5	Colin Parfitt
RO	Rene Ouai	16+	52	Poor	B.Lt-General/Insp.Gen.Inf	3 Maggie	Both	5	Peter Denison
GdLi	Sir Gar de Lieu	15	42	Poor	B.Bdr-General RM/Min w/o Port	3	Both	4	Bill Hay
JS	Sir Jacques Shitacks	14+	44	OK	Lt.Colonel DG/FMshl's Aide	11	Flr	4	David Oliver
EH	Baron Euria Humble	13	29	Comfy	Lt.Colonel 13F/2nd Div Adjutant	3 Bess	Both	5	Matthew Wale
JdV	Joseph de Veevre	13	RIP				Both	5	Andrew Kendall
X3	Sir Xavier 3sup	12	F	Comfy	B.Bdr-General GDMD	11	Both		Mark Mortimer
BdW	Bud d'Wiser	11	14	Comfy	Major CG	3	Hunt	4	Francesca Huskinson
LdE	Lucien d'Escaillehuillement	11	RIP						Nik Luker
HH	He'sa Hasbian	32	Comfy		Lt.Colonel KM	5	Hunt	4	Ashley Casey
FLAG	Sir Fernand Louis Adelmo de G'lle	10							Hajo 'Red' Schlosser

ID	Name	SL	SPs	Cash	Rank, Regiment/Appointment	MA Last seen	Club	EC	Player
FdC	Felix de Carabas	10	15	Poor	Captain KM/C.Prnce Aide	1	BG	2	Mark Barrowcliffe
AdA	Averell de Alton	10	F	Poor	Captain RFG	2	Hunt	4	Martin Jennings
CD	Sir Ced Deucer	10	F	OK	Lt.Colonel CG	9	Hunt	3	Nigel Monaghan
DdE	Denis d'Ertée	10	F	OK	B.Bdr-General 53F	1	Hunt	3	Pete Card
LN	Leo Nennie	10+	42	Poor	Colonel CPC/1st Army Adjutnt	4 Ulla	F&P	5	Chris Boote
HdE	Horatio d'Escargot	10+	37	OK	Major ALC	4 Henrietta	BG	3	Graeme Wilson
AV	Antoine Valois	9+	61	Comfy	Major GDMD	1 Leia	BG	4	Simon Burling
JdL	Jacque du Lac	9+	51	OK	Colonel PM/1 F Brigade Maj.	5 Deb	BG	4	Paul Wilson
JW	Jacque Wabbit	9+	45	Wthy	Major DG/LtGen's Aide (SDL)	6	F&P	2	Terry Crook
DeP	D'en Percent	8+	45	OK	Lt.Colonel PLLD	1	F&P	4	Gerry Sutcliff
TT	Thomas Tudo	8+	28	OK	Captain ALC	2	BG	5	Ben Brown
GN	Gregoire Nouille	7	19	OK	Colonel 69A/4 F Brigade Maj.	1 Di	BG	3	Bill Michell
XI		7	RIP						Brian Niemi
PdMR	Pierre de Mont Réal	7+	61	Poor	Colonel 4A	6 Belle	F&P	5	Pam Udowiczenko
DB	Denis Bone	6	14	OK	Captain QOC	3	F&P	5	Timothy Hunt
CM	Colin Maillard	6	6	Poor		2	F&P	2	David Lopez
GV	Gérard Vidocq	6	RIP						Filipe Silva
MdS	Magnon de Sources	5	F	Poor	Major PM	4	F&P	5	Robert Carter
DO	Den Ouveau	4	13	Poor		1 Angelina	RP	4	Richard Clyne
FR	Ferro Roche	3-	1	Poor		1		3	Andy Burke
LB	Louis Beaulieu	3	F	Poor	Captain 27M	5		4	Bill Schmitt
SF	Sebastian Flight	2	RIP						Kevin Morgan

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, Wthy = 5000-10000, Rich = 10000-25000, Fthy = 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+