

That would be enough

This has been issue 66 of *To Win Just Once*, published 6th July 2006. 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 4* and *Star Trader* to Mike Dommett by 14th July.

Orders for *Les Petites Bêtes Soyeuses* and *Easy Money* bids to Pevans by Friday 21st July 2006.

(Remaining deadlines for 2006 are 18th/25th August, 22nd/29th September, 27th October/3rd November, 1st/8th December.)

Subscriptions

TWJO is published on paper and online (as a PDF) at www.pevans.co.uk/TWJO. How to buy or subscribe to the paper edition is detailed below. The PDF edition is free.

If you want to play in any (or all) of the games in TWJO, you have two options. You can subscribe to the paper edition, the cost of which includes playing the games. Or you can take the PDF edition and pay the “games only” subscription.

Here are the subscription rates for the paper edition, including postage (and VAT at 0% – for EU subscribers), depending on where you live. To subscribe, send a cheque or postal order (payable to Margam Evans Limited) in pounds sterling to TWJO, 180 Aylsham Drive, UXBRIDGE UB10 8UF, UK.

Paper edition	UK	Europe	World
Single issue	£2.00	£2.50	£3.00
Subscription (11 issues)	£20.00	£25.00	£30.00

I also accept payment via PayPal: send your payment to TWJO@pevans.co.uk (this will be shown as Games from Pevans). Don't forget to include your address.

For the games only subscription (including VAT where necessary) send a UK cheque, a postal order or pay via Paypal, as above.

Games only	UK & Europe (VAT @ 17½%)	Rest of world (tax free)
Per game turn	£0.50	£0.50
11-turn subscription	£5.00	£5.00

Games played

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

En Garde! Pevans has room for more players in *Les Petites Bêtes Soyeuses*. You will need the rules to *En Garde!* in order to play: www.engarde.co.uk.

Railway Rivals on the North of England or Severn Valley map. So far we have Edward Walkington (North), Steve Bunce (either), Nathan Richards (either) and Colin Parfitt. We provide rules and a working copy of the map.

Star Trader We have a position available in the current game – let me or Mike know if you're interested. Colin Parfitt wants to join the next game. Rules provided.

Printed and published by Margam Evans Limited, 180 Aylsham Drive, Uxbridge UB10 8UF
Tel: 05511 400807 E-mail: TWJO@pevans.co.uk Web: www.pevans.co.uk/TWJO

To Win Just Once

(incorporating Les Petites Bêtes Soyeuses)



The Spielchamps winning team ('Shark Bait') with their trophies, applauded by the tournament organiser, Chris Boote – report page 10

Issue 66: July 2006
(LPBS 192: November 1659)

£2.00 (Europe £2.50, Elsewhere £3.00)
Also available on-line at www.pevans.co.uk/TWJO

Contents

	Page
Contents.....	2
Chatter.....	3
I don't believe it!.....	4
St Louis Gaming.....	4
<i>No Thanks</i> reviewed by Timothy Hunt	6
Maycon 2006.....	8
UK Spielchamps.....	10
Science Fiction.....	12
Games Events.....	14
Credits.....	14
St Mary's.....	15
<i>Railway Rivals</i> game 4 – Turn 3.....	15
GM Notes	15
Mission of Gravity	16
<i>Star Trader</i> game 3 – Turn 9.....	16
Corporation Table.....	18
News	18
Easy Money.....	20
Turn 12.....	20
What's this about?	21
Les Petites Bêtes Soyeuses 192.....	22
November 1659.....	22
Press	32
Announcements	32
Matters of Honour	32
Social	33
Personal.....	34
Points Arising.....	37
Announcements.....	38
New Characters.....	38
Duels.....	38
Tables.....	39
Tables.....	40
Other Appointments	40
Battle Results	40
Army Organisation and Summer Deployment	40
Brigade Positions.....	40
Frontier Regiments.....	40
Regiments Organisation.....	41
Hell Hath no Furry.....	41
The Greasy Pole.....	42
That would be enough	44

ID	Name	SL	SPs	Cash	Rank, Regiment/Appointment	MA	Last seen	Club	EC	Player
LaT	Lun a'Tic	11	31	Comfy	Major RFG/Gds Brigade Maj.	1	Bess	Hunt	2	Paul Wilson
HdE	Horatio d'Escargot	11	F	OK	B.Bdr-General ALC	4		BG	3	Graeme Wilson
DdL	Dan de Lyon	11+	47	OK	B.Bdr-General QOC/CPS	1	Emma	Flr	6	Ashley Casey
X1		10	RIP							Craig Pearson
LN	Leo Nennie	10	F	Poor		4		F&P	5	Chris Boote
EM	Egon Madd	10+	41	Poor	Colonel CPC	6		Hunt	2	Tym Norris
WB	Walter Butts	9	16	Comfy	Major KM	4		BG	3	Richard Newby
JLF	Jean Laissez Faire	9+	37	OK	Captain QOC	2	Lucy	HGds	3	Filipe Silva
DF	Dexteur Facteur	8	RIP							Kevin Morgan
AU	Armand Unejambe	8	0	OK		3			4	Mark Barrowcliffe
StSy	Stewart Senquiry	8+	37	OK	Major CPC	1	Ada	F&P	2	Colin Parfitt
MIO	Michael l'Ovnotwore	7+	27	Poor		2	Lotte	F&P	2	Justin Key
RPdE	Roland Pollee d'Eaulee	6	15	Poor	Subaltern QOC/Bdr's Aide (RdO)	6	Marie	F&P	3	Pete Card
AE	Aurray Enri	6	10	OK	Major QOC	3	Di	HGds	4	Chris Rudram
JP	Jacques Pottès	6	0	OK		2			4	Mark Booth
MD	Marc Desade	6+	50	Poor	Captain 53F/LtGen's Aide (SDL)	1		F&P	2	Mark Stretch
LdLR	Lucien de la Rue	6+	36	Poor	Subaltern QOC/Bdr's Aide (DdL)	5		F&P	6	Olaf Schmidt
FP	François Phresh	5	16	Poor	Captain PLLD/PLLD Regt. Adj.	5		RP	4	Charles Burrows
PD	Pate Derry	5+	28	OK	Major PLLD	6		RP	1	Tim Macaire
PdVB	Pierre de Vin Blanc	4	11	Poor	Captain PM	5	Josephine	RP	4	Keith Bristow
X3		4	RIP							James Guiton
MM	Mad Morty	3	RIP			4	Thomasina		5	Mark Mortimer
EF	Emile Fitoux	3+	63	Poor						Timothy Hunt
X2		2	RIP							Gerry Sutcliffe

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, Wlthy = 5000-10000, Rich = 10000-25000, Flthy = 25000+

Last seen is the lady the character was last seen with in public.

EC is Endurance Class: 1 = <60, 2 = 60-90, 3 = 91-120, 4 = 121-159, 5 = 160-200, 6 = 201+

The Greasy Pole

ID	Name	SL	SPs	Cash	Rank, Regiment/Appointment	MA Last seen	Club	EC	Player	
CIG	Marquis Charlemagne le Gosse	25+	75	Wlthy	B.Lt-General/Adjutant Gen	11 Lois	Flr	2	Neil Packer	
GdSM	Count Gaston de St Marque	24	62	Comfy	Fld Marshal/Chancellor	9	Flr	3	Nathan Richards	
SDL	Count Stan Dandy Liver	24	50	Wlthy	Lt-General/War Minister	11 Kathy	Flr	4	Guy Arnold	
CWAE	Count Co W. Ard Extrême	24	38	Poor	General	5	Flr	3	Benedikt Löwe	
ZTMG	Count Zachary The Money Goes	22-	11	Wlthy	Colonel KM/Min w/o Port	11 Anna	Flr	4	Gerald Udowiczenko	
SS	Baron Sean Sondamour	22+	68	Wlthy	General/Fld Army Commandr	5 Sheila	Flr	2	Pete Holland	
LI	Count Lokwot Isaw	21	63	Wlthy	Colonel RFG/State Min.	19 Sue	Flr	3	Barry Townsend	
BdM	Viscount Beppe de Marko	19	58	Fthty	Bdr-General	17 Katy	Flr	2	Mark Moores	
BR	Baron Beau Romir	19	57	Wlthy	Captain RFG/C.Prnce Aide	7 Frances	Flr	3	Graeme Morris	
GdLi	Baron Gar de Lieu	19	35	Comfy	B.General	3 Leia	Flr	4	Bill Hay	
RdO	Baron Revaulvin d'Or	18	44	Rich	Bdr-General/Justice Min.	8 Bette	Flr	4	Jerry Spencer	
RO	Rene Ouai	18	21	Comfy	Lt-General	3	Flr	5	Peter Denison	
OdC	Baron Orson de Combat	18	F	Comfy	Bdr-General	6	Flr	5	Francesca Weal	
JS	Sir Jacques Shitacks	18+	58	Poor	B.Lt-General/1st Div Commandr	3	Both	4	David Oliver	
OP	Marquis Omi Palone	17	39	Comfy	Major KM/Gen's Aide	4	Both	4	Mike Dommett	
BdW	Baron Bud d'W'iser	17+	60	Comfy	B.Bdr-General GDM/Min w/o Port	11 Maggie	Flr	2	Francesca Huskinson	
DC	Devlin Carnate	17+	57	Comfy	Colonel PLLD/Fld Army Adjunt	4 Angelina	Both	2	Bruno Giordan	
EH	Marquis Euria Humble	16+	69	OK	B.Bdr-General DG	14	Both	5	Matthew Wale	
C	Sir Chacal	14	34	Comfy	Captain RFG	3 Jacky	Both	2	Jon Sedgwick	
FLAG	Sir Fernand Louis Adelmo de G'ille	14	32	Comfy	Lt.Colonel KM	5	Hunt	4	Hajo 'Red' Schlosser	
AV	Sir Antoine Valois	14+	46	Comfy	Lt.Colonel DG/2nd Div Adjutant	1	Both	4	Simon Burling	
JdV	Sir Joseph de Veevre	13-	6	Comfy	B.Bdr-General 13F/2 F Brigadier	3	Both	5	Andrew Kendall	
AdA	Averell de Alton	13	41	Poor	Lt.Colonel RFG	3 Mary	Hunt	4	Martin Jennings	
LdE	Lucien d'Escaillehuitaillement	13	35	Comfy	Major CG	3	Hunt	4	Nik Luker	
TT	Thomas Tudo	13	F	OK	Lt.Colonel ALC/FMshl's Aide	4	Both	5	Ben Brown	
CD	Baron Ced Deucer	13	F	Comfy	B.Bdr-General CG	10	Hunt	3	Nigel Monaghan	
MdS	Sir Magnon de Sources	13+	62	OK	B.Bdr-General PM/I F Brigadier	4 Betty	Both	5	Robert Carter	
PdMR	Sir Pierre de Mont Réal	12+	41	Poor	B.Lt-General/Insp.Gen.Inf	8	Guinevere	Hunt	5	Pam Udowiczenko

Chatter

Well, here I am, refreshed (and lightly tanned!) from my canal holiday and finishing off this delayed issue of *TWJO*. The trip round the Warwickshire ring went very well in some glorious weather. It was actually the 30th anniversary (give or take a week or two) of my first trip on a narrowboat. That was on the same route, but with rather depleted water in the canals, which made the whole thing hard work. This time was easier – despite my advanced age. ☺

Before I left, I completed my re-vamp of the Games from Pevans section of my website: www.pevans.co.uk/Games. Apart from re-organising the structure and giving the pages a facelift, I have added a lot more games. Take a look – I'd appreciate comments and would particularly like to hear of any typos (I've checked and re-checked, but I'm sure there are still some there somewhere).

I've also added some of my more recent reviews: www.pevans.co.uk/Reviews. I'm beginning to catch up with some of my old reviews and articles, too, and will be adding these in due course.

The website stats from May show that *Viking Fury* has leapt to the top of the most visited pages list. My guess is that this is because the Ragnar Brothers (who published *Viking Fury*) are just bringing out their new game – *Canal Mania*. (A game I must have of course!) My reviews of *Industria*, *Feudo* and *Puerto Rico* were also popular. Interestingly, the most-used search term (after variations on Paul Evans) was "Llama games." I'm not sure what that's about! The PDF edition of *TWJO* 65 was downloaded 61 times and of issue 64 70 times. And the house rules for *LPBS* were picked up 74 times.

The *Easy Money* game finishes this turn. I'd like feedback from everyone – even those who didn't take part: it's always useful to find out why something didn't appeal. For the next game I think we'll go back to the beginning, so next issue we'll start a new game of *Great White Hunter*.

Mike Dommett reminds me that we still have room for another player or two in his next *Railway Rivals* game. "Both maps can play with 4, 5 or 6 players," he notes, these being either the Severn Valley or the North of England maps (we provide working copies for players). So sign up now before I decide to make up the numbers myself.

Also coming up is this year's Great British Beer Festival. It's 1st-5th August at Earl's Court. My plan is to attend for the Thursday (3rd August) afternoon (it's quieter after lunchtime and before the post-work rush and there are definitely fewer people than on Friday). Who fancies joining me for a beer or six?

Something a bit different for this issue is a couple of articles from long-time subber Timothy Hunt. Apart from his participation in *LPBS*, some of you may remember Timothy from UK games conventions (Furrycon in particular). Some years ago he moved to the USA – Saint Louis to be more exact (‘Lewis’ or ‘Louie’, that’s what I want to know). In this issue he tells us about setting up a local games club and gives us a review of the terrific *No Thanks*, which I know better as *No Merci* (and is *Geschenkt* in the original, German edition). We’ll be having more from Timothy over the next months.

I don't believe it!

Having ranted about the missing syllable in ‘box set’ (it’s **boxed!**), I spotted a new one recently. Sitting down with friends in a fairly new Indian restaurant locally, I was surprised to discover that they offer a ‘mix starter.’ Yes, it’s all you need to start mixing a few tracks. Grr!

Then, on our recent canal trip, my mother spotted someone going the other way and offering ‘Advanced Notice.’ I don’t believe it!

The other thing noticed in Midlands shops last week was a number of offers that were available 'instore.' Other shops differed and felt their offers were 'in-store.' Whimper. And notice that none of these establishments is a shop. Everything's a store nowadays.

St Louis Gaming

An account by Timothy Hunt

It was early 2005. The existing Boardgame Meetup group in St Louis (<http://boardgames.meetup.com/9/about>) had been struggling to get off the ground and actually meet – so much so that the organizer decided she'd had too much, and quit, without ever having had a successful event.

I decided that I could probably make it happen, so I stepped up as organizer, and then looked at ways I could get things going. I had been meeting for a while with a small group of friends playing games every Thursday evening. I asked if they would be willing to move one evening a month to be in a public venue (a bookshop cafe) instead of at Rob's house. After learning about the group, and what I hoped to do, they agreed. So, I set up an event for the end of February '05 and got those guys to join up on the site and use the RSVP system to indicate they would be there. I figured that if I had 5 or 6 Yes responses, this would encourage others who found the site to join in. Indeed, a couple of people who were already members of the group, but had been frustrated by its languishment, saw these RSVPs and also agreed to come along.

Hell Hath no Furry...

No	Name	SL	Attr	Last
61	Bette Noire	19	W	RdO
64	Edna Bucquette	18	W	
3	Kathy Pacific	17	B	SDL
35	Katy Did	16	I	BdM
42	Maggie Nifisent	16	B	BdW
55	Jacky Tinne	16		C
60	Polly Hydronne	16	W	
52	Guinevere d'Arthur	15	B/W	PdMR
10	Frances Forrin	14	B	BR
48	Fifi	14	B/W	
16	Ophelia Derriere	13		
26	Ella Fant	13	B	
27	Lucy Fur	13	B	JLF
30	Leia Orgasma	13	B	GdLi
45	Cath de Thousands	13		
8	Lotte Bottle	12	B	MIO
12	Charlotte de Gaulle	12		
17	Henrietta Carrotte	12	I/W	
28	Vera Cruz	12		
31	Bess Ottede	12	I/W	LaT
1	Sue Briquet	11	B	LI
4	Anne Tique	11	W	
9	Deb Onairre	11	I	
40	Sheila Kiwi	11		SS
63	Carole Singeurs	11		
20	Emma Roides	10	I	DdL
33	Anna Rexique	10	I	ZTMG
38	Pet Ulante	10	W	
43	Di Lemmere	10	I	AE
53	Angelina de Griz	10	B	DC
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	MdS
19	Jenny Russe	8	W	
32	Sal Munella	8	W	
41	Marie Antoinette	8	B/I	RPdE
47	Eve Ningalle	8	I/W	
49	Mary Huana	8	B/I/W	AdA
34	Freda de Ath	7	W	
39	Thomasina Tancenjin	7	I	EF
50	Ulla Leight	7	I	
5	Belle Epoque	6	B/I	
13	Josephine Buonoparte	6	I/W	PdVB
24	Violet Bott	6	I/W	
15	Ada Andabettoir	5	B/I	StSy
25	Lois de Low	5	B	CIG

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

Regiments Organisation

Regiments Organisation																					
	RFG	CG	KM	DG	QOC	ALC	CPC	RM	GDMD	PM	13F	PLLD	53F	27M	4A	69A	Gscn				
Col	LI	CD	ZTMG	EH	DdL	HdE	EM		BdW	MdS+	JdV+	DC									
LCol	AdA		FLAG	AV		TT			N6								N3				
Maj	LaT+	LdE	OP	N6+	AE	N2+	NI	N4		N5	NI	N6+	N5+		N2+	N5+	N5				
Maj		NI	WB			N2	StSy			N5+	N5	PD	N2			N6					
Capt	BR	N3	N2	N2	N5	N5	N5	N3	N2	NI	N6	N6	N2	NI	N6	N5	N6				
Capt	N2	N4	N4	N3	N3	N5	N4	N3	N3	N2	N5	N2	N3	N5	NI	N3	N3				
Capt	N2*	N6	N6	N3	JLF	N4*	N2	N5	NI	N4	N5	N3	N3	N2	N6	N3	N3				
Capt	C	N5	N5*	N4*	N4	NI	N6*	N6*	N2*	N4	N5*	N5	N2*	N3*	N5*	N6*	N5*				
Capt										PdVB		FP*	MD								
Capt																					

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.

Tables

Other Appointments

King's Escort: Ensign N	Captain N	Shows who holds appointments outside military units: ID for Characters, N for NPC, __ for vacant, CPS for additional posts held by the CPS.
Cardinal's Escort: Ensign N	Captain N	
Aides: to Crown Prince BR	to Field Marshal TT	
Provincial Military Governors: N/N/N/N/N		
City Military Governor N	Adjutant-General CIG	
Inspectors-General: of Cavalry __	of Infantry PdMR	
Commissioner of Public Safety DdL		
Chancellor of the Exchequer GdSM	Minister of Justice RdO	
Minister of War SDL	Minister of State LI	

Battle Results

Cardinal's Guard: 3

Archduke Leopold Cuirassiers: 4

Army Organisation and Summer Deployment

Field Army (Field Ops) SS/_/DC/_/JS/N/N3
 First Division (Field Ops) 2nd Foot Brigade (Field Ops) – 13F 53F
 3rd Foot Brigade (Field Ops) – 27M 4A
 Second Division (Field Ops) 4th Foot Brigade (Field Ops) – 69A Gscn
 RNHB Regiment (Field Ops)
 Frontier Division (Field Ops) _/_/N4
 Frontier Regiments (Field Ops)
 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 _/_/LaT
 Horse Guards Brigade N2/N/N6
 Heavy Brigade N5/N/N2
 Dragoon Brigade N1/N/N6
 First Foot Brigade MdS/N/N5
 Second Foot Brigade JdV/N/N5
 Third Foot Brigade _/_/N2
 Fourth Foot Brigade _/_/N5

Entries as Army Organisation Table

Frontier Regiments

(Assault for Dec-Feb)

	F1	F2	F3	F4	RNHB
Colonel	N6	N6	N4	N4	N4

Attached

Also at the Front

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

My next step was to head over to the BoardGameGeek gamer database. I selected the location of the shop we were going to hold the event at and a 50 mile radius (remembering of course, that people will typically travel further in the US for an evening than they will in the UK), then I contacted each and every person that came up to let them know that our group was in existence, and that they would be welcome to join us to play games.

People joined up, RSVPed, and came. At the first event, at the end of February, drew 17 people – not bad for a first outing. People obviously enjoyed it, as next month we had 28! People were already clamouring to meet more often than once a month, so I set up another event for the middle of April, this time on a Tuesday to accommodate those unable to make Thursdays. In May, with Memorial Day (on the last Monday of May) approaching, we had a full day event with a barbecue, using one of the large meeting rooms at my church. Again, it was a successful event and we had around 20 people.

It was around this time that Meetup changed their revenue model. They decided to charge for the groups, and that the easiest way to do this was to charge Organizers and let them collect money from members, or whatever they thought appropriate. The complaints on the Meetup site were huge. My own position was rather philosophical – they probably aren't going to remove the Organizer Fee, so how should I pay the fee? I asked my members their opinions and had a surprise offer. One of the members, Tadd, runs his own online game store, Dragon Talon Games (dragontalongames.com). He offered to sponsor the group. He would pay the fee each month, in return for advertising on the group's website. After asking the members, it was agreed.

With the finances taken care of, the group continued to grow. Some was by word of mouth, some was because people find other local groups on Meetup, and then find us as they browse. In addition to the regular events, people wanted some specialised events, such as playing *Dune* at someone's house – our usual events didn't have the space or time to play games like this. Come September, people were wanting another opportunity to play and, after doing a poll, the best night seemed to be a Wednesday. Unfortunately, my Wednesdays were already committed, but Meetup had recently added the ability to make a group member an Assistant Organizer. So, one of the regulars accepted the mantle and our third monthly event started up.

A big recent highlight was an event that Jason Little (I'm sure people will recognise him as "ynnen" on BoardGameGeek) was organizing, called Geekway to the West. This was a large, all-day event held in a hall at a local park. He was already advertising it on the 'Geek and asked if he could make it an official event with our group. This proved beneficial to all, as a fairly large number of our group members are not part of the 'Geek, and there were some other local gamers

who hadn't found our group yet. In the end, we had over 70 people attend (with some travelling in from out of town). The day culminated with a *Monkey Madness* tournament (Knizia at his finest!), with the winner getting a copy of the *Heroscape* Master Set, and the runner up getting a copy of *Monkey Madness* to give him a chance to improve his strategy for next year. One of the things that I particularly liked about it was it was much more like the UK conventions I've been to, with the emphasis on pick-up gaming. There were no vendors in attendance, which seems to be the norm for US Cons. Jason plans to make this a regular annual event, eventually moving to a hotel and lasting all weekend.

All our regular events were at the same location. However, I'd started getting emails from people saying that they would love to join in, but it was too far to come. The result is that we now have two events a month in a board game shop in that part of town. Most recently, we've added another two events, in another two locations, and on another two nights. So we now have 7 regular events a month, covering Monday to Friday evenings, in four venues across the St Louis Metropolitan area. We have over 180 members officially signed up, with over 100 of them considered "active" (ie, they've been to the website within the last three months). Typical attendance is around 20, but the mix of people is often different at the different locations and event nights.

In 15 months, we've grown from non-existent to a large group. Many new friendships have been forged, and I'm sure many more will be.

If ever you are in St Louis, please feel free to join us. We have a month's-worth of events listed on the site at a time, so if you know about your visit to the St Louis area well ahead of time, let me know and I'll figure out when the events will be during your stay. And we can always add an additional event to accommodate you. Hope to see you here...

No Thanks reviewed by Timothy Hunt

First Impressions

A small, sturdy box, with 33 linen-finished cards, numbered 3 to 35, and 55 plastic chips. Linen finish cards always get the thumbs-up from me, as they feel really nice in the hand and they do not stick together. So, not a lot of components, but high quality.



No Merci, the international version from Amigo (*No Thanks* is the US edition from Z-Man Games)

Zachary The Money Goes didn't turn up to fight Lucien d'Escaillehuitaillement and lost SPs.

Chacal (gains 1 Exp) beat Jacques Shitacks.

Euria Humble (with SDL, gains 1 Exp) beat his enemy Auray Enri.

Lucien de la Rue (gains 1 Exp) beat his enemy Euria Humble (with SDL).

Euria Humble (with SDL, gains 1 Exp) beat his enemy Roland Pollee d'Eaulee (with DdL).

Omi Palone (with ZTMG & FLAG, gains 1 Exp) beat his enemy Lucien d'Escaillehuitaillement.

Grudges to be settled next month:

Ced Deucer (Rapier, Seconds ClG, 3 rests) has cause with Jacques Shitacks (Cutlass, adv.) for pinching Jacky.

Euria Humble (Cutlass, Seconds SDL, adv.) and Jean Laissez Faire (Sabre, 5 rests) have mutual cause for being in enemy regiments.

Euria Humble (Cutlass, Seconds SDL, adv.) and Lucien de la Rue (Sabre, 3 rests) have mutual cause for being in enemy regiments.

Antoine Valois (Sabre) and Dan de Lyon (Sabre, Seconds RPdE &

LdlR, adv.) have mutual cause for being in enemy regiments.

Dan de Lyon (Sabre, Seconds RPdE & LdlR, 4 rests) and Euria Humble (Cutlass, Seconds SDL, adv.) have mutual cause for being in enemy regiments.

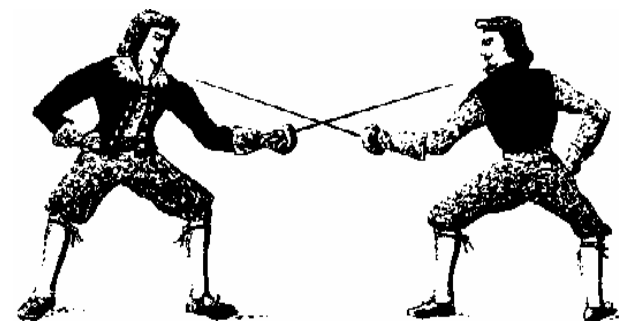
Egon Madd (Sabre, Seconds StSy, adv.) and Marc Desade (Rapier, Seconds GdLi & ZTMG, 3 rests) have mutual cause for being in enemy regiments.

Lucien d'Escaillehuitaillement (Rapier, 5 rests) and Zachary The Money Goes (Rapier, Seconds FLAG, adv.) have mutual cause for being in enemy regiments.

Marc Desade (Rapier, Seconds GdLi & ZTMG, 3 rests) and Stewart Senquiry (Sabre, Seconds PdVB & EM, adv.) 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.

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.



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

Chacal asks NPC Regiment Adjutant of Royal Foot Guards to resign
Chacal asks NPC Captain, King's Escort to resign
Chacal applies for Regiment Adjutant of RFG
Chacal applies for Captain, King's Escort

Lucien de la Rue applies for Regiment Adjutant of QOC
Marc Desade asks NPC Major 2 of 53rd Fusiliers to resign
Pierre de Vin Blanc applies for Regiment Adjutant of PM

New Characters

Mark Booth gets the Second son of a very wealthy Knight: Init SL 6; Cash 750; MA 2; EC 4 (JP).
Mark Mortimer gets the First son of a very wealthy Merchant: Init SL 4; Cash 550; MA 3; EC 6 (X1).
Walter Fuller gets the Bastard son of a very wealthy Gentleman: Init SL 4; Cash 675; MA 5; EC 4 (X2).

Duels

Results of this month's duels:

Walter Butts didn't turn up to fight Lucien de la Rue and lost SPs.
Omi Palone (with ZTMG & FLAG, gains 1 Exp) beat Antoine Valois.
Magnon de Sources (gains 1 Exp) beat Chacal.
Chacal declined to meet Pierre de Mont Réal as he was under half Endurance.
Joseph de Veevre didn't turn up to fight Magnon de Sources and lost SPs.

Joseph de Veevre didn't turn up to fight Pierre de Mont Réal and lost SPs.
Magnon de Sources (gains 1 Exp) beat Pierre de Mont Réal (with BdM).
Auray Enri didn't turn up to fight Dan de Lyon and lost SPs.
Antoine Valois declined to meet Dan de Lyon as he was under half Endurance.
Euria Humble (with SDL, gains 1 Exp) beat his enemy Dan de Lyon (with RPdE & LdlR).

Aim of the game

The cards are, in turn, put up for a special kind of auction. Cards essentially score their face value if you get them and the lowest score wins the game.

Playing the game

Each player gets 11 chips to start the game. The top card from the deck is turned over and the active player (initially determined at random) chooses either to take it, placing it in front of them in their scoring area, or to decline it, by placing one of their chips on it (No thanks!). If the card is declined, the next person gets a chance to take it, or decline it with a chip. If it is taken, that player also gets all the chips with it, thus increasing the number of opportunities to decline cards later. This process goes on until someone decides to take the card instead of placing a chip (or runs out of chips and has to accept it). In this way the bid can go round the table several times. Once a card is taken, the next card is revealed and the player who took the previous card has the first refusal on it. Another important aspect is that the number of chips in your hand is kept secret from other players.

Scoring

Each single card scores the number of points on the card. However, when you have an unbroken sequence of cards, you only score the lowest. For example, if you have 13, 15, 16, 20, 21, 22, you will score 13 for the 13 card, 15 for the 15-16 sequence, and 20 for the 20-21-22 sequence: a total of 48 points (not the face value, 107). In addition, chips that you have at the end of the game score -1 each.

The catch

At the start of the game, nine cards are randomly removed from the deck, which means there will be breaks in some of the runs, but you don't know where. If you have the 32, do you take the 34, in the hope that you'll get the 33 later so that the 34 won't score? Or was the 34 one of the removed cards?

Thoughts

Different cards have different values to different people. Someone with the 30 would like to get the 29 as it reduces their score, but it will increase other players' scores. However, if another player has the 28, the 29 will not affect them, so they might take it to prevent the owner of the 30 from reducing their score. Plus, of course, whoever gets the card gets the chips on it. It's an interesting little game, with trying to second-guess your opponents sometimes. Do I place another chip on the card knowing I'm essentially giving that chip and all the others on it to the next person who will add it to their sequence? Does the card have enough chips on it already to make it acceptable to take it? Or is someone else going to take it if I don't, meaning I'll run out of chips and get stuck with a really bad

card? Or, if I have the 34, how many times can I make the 35 go around the table collecting chips, before someone else decides I'm too greedy and takes the hit to prevent me from getting it? Or, perhaps more pertinently, I misjudged how many chips each player has, and someone else is forced to take it as they ran out of chips.

No Thanks is a simple little game, is very easy to learn and doesn't take long at all to play. It has enough decision-making to keep it interesting, and there are some subtle strategies to be explored. I like it, I'll happily play it: 8/10. Thanks to Z-Man Games for donating this game to The St Louis Boardgame Meetup Group for review.

Maycon 2006

This year's Maycon was shifted to the late May bank holiday and to the Ramada Hotel at Heathrow. In fact, the hotel is along the A4 a bit from Heathrow airport. This was both good and bad. It was good that there was a bit of a community around the hotel, giving us some shops and even a restaurant or two to visit. The bad bit was the relative lack of public transport – the main Heathrow hotels provide shuttle buses to and from the airport, making it easy to get there. However, this is a minor gripe.

On first acquaintance, the hotel struck me as slightly seedy, for no specific reason. In practice, everything was pretty good. We had decent sized rooms to play games in – and smaller rooms available – and the hotel's service was good (I



The main room at Maycon (during Spielchamps)

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).

As next month is December, Mistresses' influence will be renewed at the end of the month. A good reason to court a new mistress next month and gain twice as much influence.

Welcome to Mark Booth and Walter Fuller, who are playing *En Garde!* for the first time. You can expect plenty of support from other players, gentlemen.

Congratulations to Bruno Giordan and David Olliver on their recent marriages. (Not to each other, I hasten to make clear!)

Thanks to all those who contributed to the goings on in court at the beginning of the month.

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

CWAE Co W. Ard Extrême (Benedikt Löwe) has NMR'd. Total now 1
JdV Joseph de Veevre (Andrew Kendall) has NMR'd. Total now 1
OdC Orson de Combat (Francesca

Weal) has NMR'd. Total now 2 and is sent to a Frontier regiment

AU (Mark Barrowcliffe) was floated at his request.

RO (Peter Denison) was floated as he was away in the USA.

We say goodbye to Kevin Morgan this issue. He's decided to leave the game (hopefully temporarily) as other things that are going on have prevented him putting much into the game. We hope to see you back soon, Kevin.

The new characters of James Guiton, Craig Pearson and Gerry Sutcliff were removed as none of them sent orders and their previous characters died of NMRs. Gerry's subscription has lapsed as well.

Solicitors Saisir et Courir have charge of the trust fund established by the late Charles à Tanne and supported by the late D Arth Vader. The fund, of 6,000 crowns, will be paid out to whoever kills 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 you're still there.

You are welcome to submit orders and press by e-mail. Getting your press this way is particularly helpful. Send

Lord Percy Percy Percy says, as fashion is tending towards the overstated beauty spot, Dan de Lyon has a very fashionable beauty spot on the back of his neck.

To My Dear Marquis Charlemagne le Gosse,
My most humble thanks for your help and generosity in securing me my new post. I have been amazed by your honesty and the easy way you handle your august office in the course of our dealings. You are indeed a man of your word, and if you have need of my services in future, you only have to ask.

Humbly yours,

† Sir Jacques Shitacks

Brevet Brigadier Joseph de Veevre, I noticed your application for the Brigadier's position in the 2nd Foot Brigade and, having asked around and found that you were obviously a man of honour and skill, have lent you a little support. I hope that you are successful and perhaps, one day, you might be in a position to support me in my endeavours.

Yours in honour,

† Commissioner of Public Safety
Brigadier General Dan de Lyon,
Commanding Officer, QOC



How is it that all the beautiful ladies in Paris tend to have such ugly boyfriends? At least it allows the Cavalry Regiments free run of the pretty boys!

From the diary of Egon Madd

At last, the herbs from Africa that my good friend Dr Mbogo promised to send me have arrived!!!

Now I can start to experiment with re-animating dead flesh!!!!

I shall start with simple lifeforms like members of the 53rd Foot (sic) before moving on to more complex animals like rats.

Soon all Paris shall tremble at my power!! Then I shall advance with my undead armies through France until I have conquered the WHOLE WORLD. My creatures will be invincible, they will be unstoppable!!!!

Mwuahahahaaaaa! Haha! Haha!

[The rest of this entry is an illegible scrawl punctuated by multiple exclamation points]

And the rest wasn't? †Le Roi

To: Count Stan Dandy Liver

From: Pierre de Mont Réal

Sir,

I would be delighted if you would be guest of honour at my Winter Ball in December.

Yours, etc

† PdMR

Does anyone know who this L'Onion character is? As a nom de plume, the name sticks a bid!† ZTMG

Don't you mean ... Oh, I see!

† Le Roi

was intrigued that breakfast was better on Monday than on the weekend mornings!). They even laid on a great barbecue for us one evening.

But enough of that, the main thing was games. For the role-players, there were organised freeforms and ad-hoc games going on. I concentrated on the board games. I played some classics, like *Medici*, *Ra* and even *Airlines*. I played *Caylus* (reviewed in TWJO 64) again – and once more saw a different strategy in action. I had another go at *Commands & Colors: Ancients* (see my comments on pages 10-11 of TWJO 65) and felt a bit more comfortable with the game. Though I still found I was constantly looking at the reference sheet for the details of each unit whenever I wanted to do something.

Age of Steam is one of my favourite games and I had the chance to try out the Italy board for the first time. This is a long, thin board, which means there are choke points that allow players to be blocked out of one end of the board. There are also some changes to the rules. In particular, players can issue shares at any time (at a cost) to raise money for expenses. Shares also count less against players in terms of victory points. The changes mean players don't have to plan the details of each turn's expenditure in advance (though it's cheaper if they do – and get it right). Nor are they penalised as harshly for issuing a lot of shares. It didn't pan out quite as I expected and Sebastian Bleasdale won comfortably, despite being restricted to Southern Italy. Northern Italy has more cities, but Sebastian had a stranglehold on the south.



Age of Steam Italy – long and thin!

I also got in a game of *Merchant of Venus*, the venerable SF exploration and trading game from Avalon Hill. I keep forgetting which game this is, so I get a rush of recognition when somebody opens the box: ah yes, it's **that** one! As you can tell, it's not a game I've played much – and I've certainly not played it recently. It took me most of the game to get to grips with it again, but I thoroughly enjoyed it. It's a game where you can get a lot of satisfaction out of taking part, even if you're not winning. Speaking of which, Chris Boote organised

a game of Fictionary Dictionary on the Sunday evening and this was huge fun. I could go on about it, but you had to be there!

I was pleased to see some old friends (including quite a few *TWJO* subscribers and *LPBS* players) at Maycon. I'd like to see even more of you joining in the fun at next year's event. We don't have the details yet, but keep an eye on www.maycon.org for the latest.

UK Spielchamps

The main event at Maycon – for board games players, anyway – is the UK Board and Card Games Championships: aka UK Spielchamps. As always, the tournament is fought between teams of four players, all of whom play four games against members of other teams. Players score points for how well they do, with a team's score being the total of all the player's scores for all four games. The *To Win Just Once* team was made up, as usual, of me (Captain – I have to get some privilege from this!), Sebastian Bleasdale, Pete Card and Michael Colao.

This year's games were not particular favourites of ours. First up was *Escape from Atlantis*. This has been published by several different companies (notably Waddington's in the UK) under various titles (including *Survive!*). It's a terrific, fun game, especially for putting youngsters and adults on a level footing. As you



The Spielchamps trophies and prizes

To: Colonel Count Lokwot Isaw,
Minister of State, and Lt General
Count Stan Dandy Liver, Minister of
War

From: Brigadier-General Dan de Lyon,
Commissioner of Public Safety

My Lords,

It would seem that the buffoon Jean-René Gratrien has fled to the front and sadly died in defence of France. I am sorry to see the man dead, that is not what I wished for him, but I just hope that he saw the error of his words as he faced the enemy in a fight to the death.

Now on the matter of Emile Fitoux. Monsieur Fitoux has admitted his guilt in the matter and both his landlord, Armando Lego, and the Bawdyhouse owner, Madame Se Pencher, have written to me asking for leniency. I am of the opinion that this should be the case as he is clearly a young man of honesty and potential, one whom I fully intend to take under my wing. May I recommend that he receive a 200-crown fine for his actions and a stern talking to about the need to find a means of paying his own way in society. From there I will nurture his rise up the social ladder and get him into the QOC as soon as possible. He will learn some discipline as a private, as indeed I did, and I think his rise through the ranks will be rapid.

As always, I am keen to hear your advice in this matter, as I know it will guide me now as it has in the past.

Yours, in Friendship,

† Dan

Commanding Officer, Picardy
Musketeers, Magnon de Sources
Sir,

My humblest apologies for appearing not to be interested in the post of Regimental Adjutant that you so graciously offered me. I had been held incommunicado by that evil and officious organisation known to the civilised world as BT.

I have managed to outwit the cads and, if possible, would still like to prove myself able for the post.

Should you decide that this is no longer possible I will completely understand.

Your humble servant,

† Pierre de Vin Blanc

Emile Fitoux is guilty of no more than a little oversight. † Omi Palone

Of Course ZTMG occupies the same position for the last 3 Years... He is too Frightened to get himself promoted... He is a founder member, along with Co W. Ard Extrême, of Chickens R Us... a truly sad Situation... † Rebel

L'Onion,

Did it occur to you that the reason I am still in charge of the King's Musketeers, is because I'm the best man for the job?

I have never shirked my responsibilities whenever I have been called upon to do my duty at the Front. And I have on numerous occasions taken the Regiment to the Front to help.

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

Several of the young men of Paris have recently applied to join the Dragoon Guards, but have failed to complete the correct paperwork. Since I realise form filling is not a talent most gentlemen understand, I shall be available in the 3rd week of December, in Bothwell's, to help. All gentlemen interested in joining the DG are free to attend (especially those from the QOC), but must pay for their own costs.

† Brevet Brigadier General Euria
(ever so) Humble

Boxing Day Races

My Lords, Officers and Gentlemen,
It is my intention to hold a horse race in the third week of December, on Boxing Day in fact, and I wish to extend an invitation to every one of you.

In addition to the prize money, there will be an additional award of 200 Crowns for the best-dressed jockey and his belle. I am looking for costumes of the great couples of history – famous horse riders would be an advantage, wither (sic) that of 'horsy' in theme.

Yours,

† Colonel D. Carnate, Field
Army Adjutant.

***** PARTY *****

My Lords, Ladies and Gentlemen of Paris

Everyone of SL 6+ is invited to a Winter Ball at my club in the first week of December. There will be two prizes for the best Snow Queen and King of 30 crowns each.

Yours, etc,

† PdMR

Festive Party:

Please join me in the second week of December at my club for a Festive Celebration.

As it is the season of good will, there will be no entrance fee. However, the theme of the party is Christmas and everyone who attends MUST dress accordingly.

There will be a prize of 100 crowns to the most original outfit.

I will cover costs for all King's Musketeers, members of the Government and those of SL 20+.

† ZTMG

I am holding a Grand Circuit around the Place Vendôme, where we shall test the mettle of horse and rider across the icy cobbles and frozen turds of the city's streets. A prize of 1000cr is offered to the winner of the race, which will take place Week 4, December 1659. There will be mulled wine for all riders and their mistresses and gentlemen of SL 13 or higher will get to see the inside of my private enclosure, where the wine is superior and only the wigs are mulled.

† Baron Revaulvin d'Or,
Minister of Justice

Personal

To: Joseph de Veevre

From: Pierre de Mont Réal

Sir,

Apologies for not replying to you earlier but my secretary got behind with the post. I would be delighted to appoint you to the post of Brigadier.

Yours, etc

† PdMR

can guess, this doesn't make it a particularly competitive game. And the rules we were using weren't the most interesting version, either. However, some good dice rolling (or swirly thing twirling, depending on the version of the game) by the TWJO team saw us win three of our four games. We gained 16½ points (out of a maximum 20) in the first round.

Second up was *Louis XIV*, which we knew of old, having played it in the EuropeMasters tournament last October (see my report in TWJO 60). It's an excellent game of making the most of the cards available to you and one of my favourite games from 2005 (my review is in TWJO 55). The *To Win Just Once* team belied our name, winning two of our games and coming second in the other two. (I was particularly chuffed to win my game against James Faulkner, regular at Swiggers games club and part of the 'Nil Nominatus' team, as I know how good he is at this game.) So, at lunchtime, with two games gone, TWJO had 32½ points (against a maximum of 40). You can see it coming, can't you...

After lunch we played *Saint Petersburg*, a game that has never grabbed me, though it has been very popular since its publication in 2004. In particular, Michael Colao has played this a lot online and was able to give the rest of the team some strategy tips. I played it twice at Maycon before the tournament and felt that I had got to grips with it. I didn't expect to do well, though, and was duly beaten into last place – though I felt I held my own through the game. Sadly, the rest of the team couldn't do much better: one other fourth place and two thirds gave us just 6 points to bring our running total to 38½.

The last game was *Tower of Babel*, a recent Reiner Knizia design. This means a very clean game system with the focus on the various ways of scoring victory points. The theme is building the seven wonders of the Ancient World plus the eponymous tower. The game is all about the cards the players have, which are elements contributing to the buildings. I quite like it, though it's rather dry. This time it was Sebastian's turn to give the team some tips, but – alas! – this didn't work out. I was surprised by the other players' tactics, the game finished far faster than I was expecting and I was well in last place. Again, the rest of the team could only manage another fourth and two third places. Six more points brought us to 44½, just half a point above average!

Our total was enough to give us fifth place (out of the 11 teams who took part), half a point behind 'Nil Nominatus.' Third place team, on 48½, was 'Subterranean Strategists' (Paul Grogan, Will Masters, Mark Applin and Iain Bowler), with 'Bad' (Gihan Bandaranaike, Ronnie Tan, Demis Hassabis and Simon Bouton) in second with an excellent 57½ points. The winning team, however, was 'Shark Bait,' comprising Adam Siejka, Nick Harrison, Luke Ellis and Marek Siejka. They piled up 59½ points to become UK Board and Card Games Champions of 2006. Well done to all of them.

And an extra congratulation to Marek, who was awarded the individual prize for his 19 point total (that's three wins and a joint first). There's one other prize – a bottle of champagne for the lowest scoring team that doesn't contain a lowest-scoring player (to discourage teams from playing for the prize!). This went to 'Fins Can only get Better' (you may be detecting a theme to the team names this year). In addition to their trophies, the top teams and individual each received a pile of goodies – including games donated by Reiner Knizia and a complimentary subscription to *Flagship* magazine.

The top teams also qualify to represent the UK in this year's EuropeMasters tournament (held, as usual, at the Spiel games fair in October). 'Nil Nominatus' is the reserve team, so the only way the *To Win Just Once* team will get to play is if the organisers decide there's room for an extra British team **and** one of the teams can't make it. Since both these things happened last year, we may yet be playing in EuropeMasters!

Next year's Spielchamps will be part of Maycon again, so keep an eye on the Maycon website (www.maycon.org) for news – more teams are always welcome.

Science Fiction

Alastair Reynolds's *Redemption Ark* is a proper sequel to his debut novel, *Revelation Space* (reviewed in TWJO 36). Reynolds neatly brings in elements from *Chasm City* (see TWJO 55), the book published between these two, and ties all three together. *Redemption Ark* revisits two of the major characters from the original story, Ana Khouri and Ilia Volyova, after the passage of some time. Still bonded by the events of the earlier story, the two have adopted very different identities on the now developed planet, Resurgam (in the Delta Pavonis system).

However, *Redemption Ark* starts by exploring the society of the Conjoiners, the people introduced in *Revelation Space* as the enigmatic builders of engines for



Best individual, Marek Siejka, celebrates his trophy

To the officers of the QOC Gentlemen,

It seems that we have a number of duels to fight this month. Major Enri and I will not be duelling over a matter as trivial as social standing and we all really need to concentrate our efforts on the Dragoon Guards and not one another. Next month I have duels against Valois – over whom I have an advantage – and Humble, who has a significant advantage in terms of skill with the sabre. Major Enri and Subaltern d'Eaulee have a duel apiece with Humble and suffer from a similar disadvantage in terms of skill, while Subaltern de la Rue has the highest expertise of us all, yet still suffers from a two-rest disadvantage against our enemy. To that end, I would like to propose the following:

I would like to fight Valois first and I suggest that Subaltern d'Eaulee, with his high endurance class, fights Humble. From experience, I know that Humble gives quite a lot, but he is relatively quick to surrender should we inflict enough damage on him. Subaltern d'Eaulee should be able to absorb enough punishment – after all, we have seen this on the battlefield and the practice grounds – to defeat Humble. Win or lose he will have done the regiment proud, which would then allow Major Enri and Subaltern de la Rue their chance at the enemy before I take my turn – should Humble still be fighting.

What do you think?

Yours, in friendship,

† BBG Dan de Lyon

*We are concerned to hear that
Bdr-Gen de Lyon considers*

*social standing to be "trivial."
Such talk smacks of lèse
majesté, if not heresy, and we
command our CPS to
investigate. Oh. † Le Roi*

Sir,

I imagined that the Marquis Humble must choose the order in which we will face him. Still, I will not flinch from duty and honour, if he does indeed start at the bottom and work his way up. † RPdE (Sub)

Gentlemen and fellow comrades in arms,

I must confess that I have next to no experience with the 'paperwork' of duels. When I have been at the receiving end of steel, I normally fight the creature behind it, no questions asked. Therefore, I would like to leave the rounding up to you and take my turn. Be advised, though, that I also have to fight that woman-snatching miscreant Buttocks, sorry Butts. I might not be in the best shape to take on Humble.

Yours,

† Lucien de la Rue

Social

In honour of the Irish visitors to Paris, I am sponsoring a horse race at Le Prix d'Or in week 2 of December. It will, of course, be called the Wild Goose Chase.

Refreshments will be provided to all competitors and sporting gentlemen wishing to place a wager will be accommodated. † PD

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 all qualified Parisians,
I am looking for an Aide! I won't lie to you; the post is a very challenging position. The suitable candidate will have to show that they are just as adept at lounging in the General's office eating fine cake and making polite chit chat as dodging ordnance on the field of battle!

Yours,
† Sir Jacques Shitacks

The ALC are off to the front this month, sorry...

† Horatio d'Escargot

From Field Army HQ
Unless Sir Joseph has changed his mind, we still have no QMG to see to our supplies. Applications welcome for this post – plus a position as my Aide – from all qualified gentlemen. † SS

Matters of Honour

Major Auray Enri, QOC
I must say that I was surprised to receive your challenge, especially as

we are members of the same regiment and you were dinning at my expense. I will not allow the reputation of the QOC to be sullied by infighting and I suggest that you either withdraw the challenge or leave the regiment. I would be sorry to see the latter occur, so perhaps a month at the front with your battalion might serve to straighten your understanding of who is your enemy and who is quite clearly not.

Yours, in honour,
† Brevet Brigadier-General
Dan de Lyon, QOC

Sir,
I agree that there are far more important matters than your upbringing. We should unite against the cur, Humble. I will confess that I don't have much knowledge of duelling and would happily take a few tips from my regimental brothers so that I may hold your own. I assume we will be acting as each other's seconds?

In other news, it is remiss of me not to invite my friends for a few drinks to celebrate my Majority. Would others be agreeable to coming to my club in the first week for some drinks? On my tab, naturally.

Yours, † Auray Enri

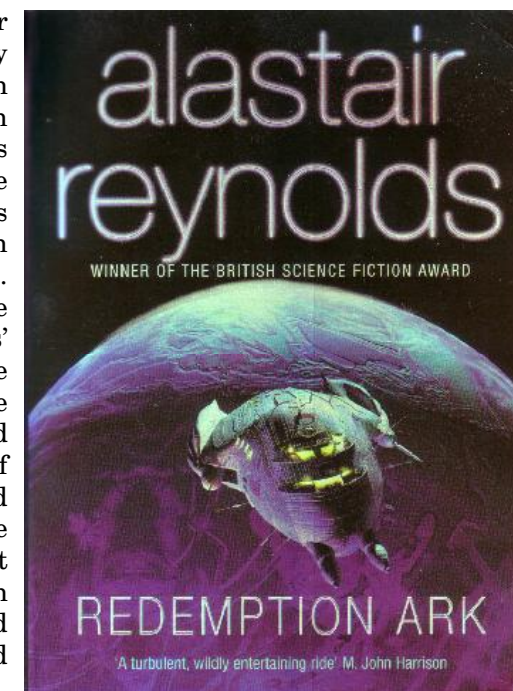
FLAG to ZTMG and OM:
Gentlemen, my apologies for not seconding you in last month's duels. Very annoying, since I had made a point of staying up all night. Apologies!

starships. We quickly discover that the Conjoiners are feared by more normal humans. They have developed a hive society, their minds intertwined through the use of technological implants in their brains. And they recruit people forcibly, taking prisoners and inserting the implants against their will (I had immediate echoes of *Star Trek: The Next Generation's* Borg and the Conjoiners make an interesting contrast with Peter F Hamilton's altogether more utopian society in his *Night's Dawn* books). The Conjoiners have been fighting a decades-long war with the Demarchist faction of humanity and are about to win. However, something else is worrying the Conjoiners' inner circle...

Our main viewpoint on Conjoiner society is Clavain, one of the early recruits to the faction when it was an underground society on Mars and on the verge of annihilation. Clavain is not a nice man – he is known as the Butcher of Tharsis, from the actions he took against the Conjoiners on Mars before he became one of them. Now he is in opposition to Skade, the leading light of the Conjoiners' ruling body, the Closed Council. The focus of their attention is the spaceship 'Nostalgia for Infinity' and its contents – familiar to readers of *Revelation Space* and to Khouri and Volyova, who were both part of the ship's crew. So we have an argument with three sides. Though the main threat remains the force unleashed at the end of *Revelation Space* and further explained in *Chasm City*.

I have to say that I found *Redemption Ark* comparatively unsatisfying. Perhaps this is because all the major revelations are in the two earlier books. What is here is much more explicit and advances Reynolds's future history, but it doesn't give us much that's new. Nor does it actually resolve the big story. I can only presume there is more to come in *Absolution Gap*. In which case, *Redemption Ark* is the classic middle volume of a trilogy, marking time as the crescendo builds up for the final volume.

I've also started getting annoyed with Reynolds's characters. He gives them these very nasty pasts and yet they generally behave in a perfectly civilised way within the story. Clavain is one example. Another is a minor character, a genetically-



engineered pig, who is a gang leader in Chasm City. He is introduced a sadistic torturer and murderer, but ends up fighting alongside the ‘good’ guys without any problems.

I still recommend Alastair Reynolds’s books, but I would strongly suggest starting with *Revelation Space*. Or, indeed, *Chasm City*, which is only tangentially part of the same storyline and is more of a romp. Once you’re hooked, *Redemption Ark* is the next fix.

Games Events

Just coming up is Manorcon at Shackleton Hall, Birmingham University from 21st-24th July. The biggest board games convention in the UK, Manorcon hosts a major *Diplomacy* tournament and an awful lot more. More information on the website: <http://devel.diplom.org/manorcon/>.

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 2007 at the Britannia Hotel in Stockport. Sign up with the Yahoo group to find out more: groups.yahoo.com/group/stabconinfo.

Maycon: late May bank holiday weekend at a location to be determined. This friendly convention is a mixture of board games and role-playing and includes the UK Spielchamps tournament. Keep an eye on the website – www.maycon.org – for the latest details.

Summer Stabcon: early July at Woolton Hall, Manchester University.

Spiel: the board games event of the year. 19th-22nd October 2006, at the Messe (Exhibition Centre) in Essen. Contact Friedhelm Merz Verlag, Postfach 210250, Bonn, 53157 Germany, www.merz-verlag.com/spiel.

Credits

To Win Just Once issue 66 was written and edited by Pevans. The LPBS masthead (page 22) is by Lee Brimmicombe-Wood, as are the illustrations on pages 15, 27 and 39. Tim Wiseman drew the pictures on pages 23, 28 and 30; Nik Luker those on pages 24 and 29; and Bryan Lea the illustration on page 25. Pevans took the photos and played with Photoshop.

Low are there all month. Charlemagne stops at the gaming tables in the first week and nonchalantly puts three thousand crown on the table. He walks away without it rather less nonchalantly. But he isn’t addicted: he can take it or leave it. And he leaves it for the rest of the month. Other visitors to the Fleur are Lokwot Isaw and Sue Briquet and Gar de Lieu and Leia Orgasma, all in week 1.

François Phresh is unlucky in love this month and makes up for it with two weeks’ practice with his sabre. At least he made it to Zack’s party. Chacal also practises for two weeks with his rapier after not getting into Zack’s party and taking his mistress to his club. Gaston de St Marque practises rapier for two weeks around the horse races. Bud d’Wiser and Stewart Senquiry do the same, but their weapon is sabre. Auray Enri and Jean Laissez Faire use the middle two weeks for their work-outs with sabre. And Gar de Lieu can be found in the gyms for three weeks with his rapier. Lots of other people exercise their sword arms for the odd week. But few people visit the Bawdyhouses this month. It’s where Jacques Shitacks starts his November. And where Lucien de la Rue goes to deal with his lusts. This includes winning a 10-crown bet on the tables.

Waiting for Christmas

The Frontier regiments have a last month assaulting Spanish positions on the country’s borders. The Archduke Leopold Cuirassiers support the Frontier troops, but are not particularly successful. Brigadier-General Horatio d’Escargot receives a Mention in Despatches for leading his men into the fray (“What’s he doing here?”). Lt-Colonel Thomas Tudo reluctantly follows his CO into action and maintains a low profile. There are no rewards for keeping your head down.

Ced Deucer has had two Battalions of the Cardinal’s Guard in action for several months and they’re getting a bit tired. “We’ll be back for Christmas,” he promises. This doesn’t get much of a response and the regiment performs indifferently. Still, his little speech (“Fine words!”) gets him a couple of Mentions and he sweeps up the loot available – 1,300 crowns will come in very handy.

Leo Nenmie continues to serve with First Frontier regiment. The regiment has a good month, seeing off the Spanish force that has plagued them for the last couple of months. However, Nenmie gets no reward for this, as he takes no part in the action. Yes, he’s still in his tent when the troops get back from the fight. Further disciplinary action is taken.

Mad Morty has volunteered and is assigned to Frontier regiment 2. The regiment fails to take its target and suffers a number of casualties. Private Morty is just one of those to fall. RIP. Bdr-Gen Orson de Combat serves quietly with Frontier regiment 3. ❖

At the halfway point Bud and Pate remain alongside each other in the lead. Another strong performance from Gaston in the early stages sees him now in third place, half a length down and half a length ahead of Beppe and a fast-moving Stewart. Egon's horse has given him a lot of trouble and he has dropped right back behind Revaulvin, who's now sixth. Stan's horse has also performed badly and he's almost been caught by Lucien.



Lucien urges his horse on. His sprint passes Stan and Lucien crosses the line a length and a half up on him. He's still a good length behind the horse in front, though. This is Egon, who has made better time over the second half of the race, but hasn't made up any ground. Again, Gaston's challenge fades in the second half of the race and he finishes sixth, just ahead of Egon. Stewart has slowed down after his strong start, but he stays half a length ahead of Gaston. Revaulvin makes some strong running to move up alongside a weakening Bud and claim joint third. Beppe stays ahead of Revaulvin and passes Bud to claim second. And first place goes to Pate with a contained performance that sees him finish just half a length in front of Beppe to win their personal bet. The question now is how the two of them will settle up, given Pate didn't run in the first race.

Elsewhere in the City

There is one other party this month: a get-together for the QOCs in Horse Guards in week 4, hosted by Jean Laissez Faire and Lucy Fur. Their guests are Auray Enri, Lucien de la Rue and Roland Pollee d'Eaulee (another man who's been to see the Shylocks to re-schedule his loan). Marie Antoinette accompanies Roland and Auray is pleased to have Di Lemmere on his arm for the first time. He is even more pleased that his handlebars and muttonchops earn him the 50 Crown prize for the best moustache. Lucien tries not to be envious. Another new belle to be seen in the clubs is Lotte Bottle, who is on Michael l'Ovnotwore's arm at the Frog & Peach in week 3. Red Phillips is visited by Pierre de Vin Blanc, who takes Josephine Buonoparte there for two weeks, in between his abortive visit to Zack's party and a week's practice with his rapier.

Hunter's is occupied all month by Lun a'Tic and Bess Ottede. Presumably he's spending the gift he received from Euria Humble. Averell de Alton visits in the first week with Mary Huana, having successfully re-scheduled his loan with the Shylocks. Pierre de Mont-Réal and Guinevere d'Arthur have a quiet drink at the end of the month. Bothwell's sees just one couple: Chacal and Jacky Tinne drop in for the second week of their November. This leaves the Fleur, which does have some callers other than the parties. In fact, Charlemagne le Gosse and Lois de

St Mary's Railway Rivals game 4 – Turn 3

This turn everybody lunges westwards, and there are parallel building costs.

Player A

SOMEBODY TO REALLY INFLAME
KEN'S EGO (STRIKE)

Gerald Udowiczenko (BLACK)

Builds: (Kings Cross) – Euston – T19 –
T18 – S18 – S17 – Baker Street –
S16;

(Baker street) – Marylebone;

(O22) – P21;

(Q30)- Whitechapel (+6);

(Moorgate) – U26

Score: 38 + 6 = 44

Player B

TURNHAM GREEN WIVENEY
RAILWAY (TGWR)

Chris Boote (RED)

Builds: (Kensington) – M10 - Notting
Hill Gate – Q12 – Paddington (+6 -
2 to LATE);

(J11) – Hammersmith (+6)

Score: 33 +12 -2 +1 = 44

Player C

LONDON AREA TRANSIT EXPRESS
(LATE)

Steve Bunce (BLUE)

Builds: (Tottenham Court Road) –
P20;

(Marylebone) – R14 – Q14 –
Paddington – Q7 (+6);

(P20) – O21 – Charing Cross

Score: 62 +6 +2 = 70

Player D

PEVANS'S CENTRAL METRO-
POLITAN RAILWAY (PCMR)

Paul Evans (GREEN)

Builds: (P18) – P15 – O14 - O11 (-1 to
TGWR)

Score: 38-1 = 37

GM Notes

Next turn's Build is 15.

Orders to Mike Dommett,
119 Victoria Road, ALTON GU34 2DD
or by e-mail to
mike_dommett@yahoo.co.uk
by 14th July 2006.



Mission of Gravity

Star Trader game 3 – Turn 9

“Can you track that ship?”

“I’m trying, but one is jamming us, and that’s making it hard to pick up the others.”

“Others?”

“At least two other ships are trying to make Planetary Landing.”

“It’s that Tempus. The Feds can’t catch it, and these SOBs will take it round the Galaxy!”

And, indeed, three streamlined ships converged on Sigma Draconis in attempts to corner the illegal commodity. But there was worse to come.

The crash of the well known Centauran Bank, Unwitting, Slime and Anthropoids, brought a great deal of pain to the sector. Several Corporations found part of their borrowings called in, with consequent disruption to their activities. Those following the maxim “neither a borrower nor a lender be” were able to observe with *schadenfreude* the wriggings of their less well advised brethren.

VOGON INDUSTRIES bought 8 Alloys for 1 HT each at Gamma Leporis, becoming Market Manager and CAESAR WHOLESALE bought 5 more on Contract.

CAESAR WHOLESALE also managed to sell 4 Petroleum for 10 HTs each at Epsilon Eridani

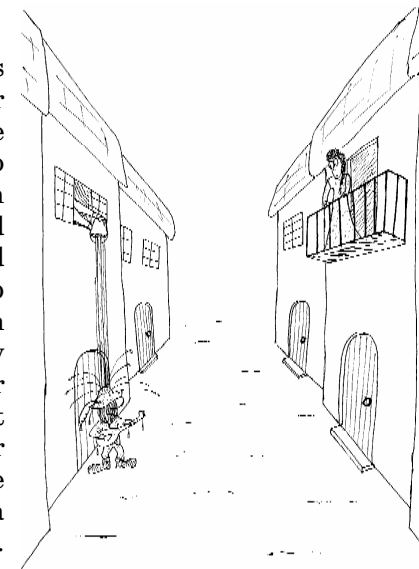
At Delta Toucanis ZWILLINGE sold 9 Isotopes at 8 HTs apiece and gained a Contractorship, while TRANSURRANIC’s bid of 9 to sell was ignored. HONEST DARTH’S USED SPACESHIPS bought 7 Petroleum for 4 HTs each and was also granted a Contractorship.

Tau Ceti saw VOGON’s selling 4 Alloys at the price of 7 HTs, and TRANSURRANIC being shut out again. Buying Isotopes were ISNOT-ISTOO, taking 10 at 5 HTs (and gaining a Dealership), while TTRADEWINDS took advantage of the fall in raw materials prices to buy 10 for themselves at 4 HTs each. They also got a Dealership.

ISKANDER FIRE & ACCIDENT, SOLARWINDS, and SWISS MERCENARY all sold some Liquors at 11 HTs at Mu Herculis. IFA sold 9 to acquire a Dealership, SOLAR sold 1, and SMF sold 2.

Racing with Gaston

Gaston de St Marque’s first race attracts seven entrants – including the sponsor himself. Bud d’Wiser is the clear favourite and makes a strong start. Beppe de Marko and Egon Madd chase him, with Gaston following them. Stewart Senquiry is behind Gaston, Stan Dandy Liver after him and Lucien d’Escaillehuitaillements brings up the rear. Support for the riders comes from Maggie Nifisent (cheering on Bud), Kathy Pacific (for Stan) and Ada Andabettoir (backing Stewart). Egon was hoping that he’d have a female supporter, but his earlier courting was a washout. Other spectators are Averell de Alton, Dan de Lyon and Emma Roides and Lokwot Isaw and Sue Briquet. Beppe has bet Pate Derry 50 crowns that he will finish ahead of him. As Pate doesn’t even participate (he’s busy failing to court a certain young lady), it’s a pretty safe bet.



Gaston pushes his horse hard down the first straight and enters the corner alongside Bud, who is taking things easy. Egon is just behind this pair, with Beppe just hanging on to his tail (so to speak). Already several lengths behind, the rest of the riders are not in contention: Lucien, Stan and Stewart are only fighting each other. Realising he has to do something, Bud lays into his horse and charges for the finishing post. This is enough to win the race. Egon sticks to him like glue, but can only finish second, half a length down. Beppe also makes the most of the second half of the race, but Gaston has clearly shot his bolt. Gaston drops back, finishing behind Beppe, who takes third place a length behind Egon. Stan and Stewart both try hard and cross the line neck and neck. In joint fifth. Lucien’s horse collapses on the track, unable to maintain the pace Lucien is demanding, and expires.

It’s a fresh horse for Lucien in the following week’s race. He is determined to do better than last time, but has to compete with a larger field. All the riders from the previous week return and Pate Derry and Revaulvin d’Or join in. This time Beppe and Pate’s personal wager is more meaningful. Pate joins Bud as joint favourite. These two make the early running, chased by Beppe and Egon again. Gaston is running fifth with Revaulvin and Stewart just behind him. Stan is at the back of the pack while Lucien trails some distance behind him. Bette joins the girls in the stand to cheer on her man, Revaulvin. Averell and Dan (with Emma) turn up to watch the race.

Other people who pay up in week 1 are François Phresh and Michael l'Ovnotwore. Other couples are Beppe de Marko and Katy Did, Beau Romir and Frances Forrin, Devlin Carnate and Angelina di Griz and Magnon de Sources and Betty Kant. Quite a decent turnout, but it would have been nearly twice as many had all those refused entry actually got in. Weeks 2 and 3 are depleted by the attractions of Gaston de St Marque's horse races (about which more later). Plenty of people still turn up – and some of them are even admitted to Zack's presence. Apart from the regulars, Devlin and Magnon return with their ladies. They are joined by Antoine Valois (fresh from a disappointing courting visit), Jacques Shitacks and the man with the free pass, Emile Fitoux – with his new mistress, Thomasina Tancenjin. Those left outside are mostly King's Musketeers: Omi and Fernand being joined by Walter Butts. The exception is the Minister of Justice, Revaulvin d'Or.



The following week looks very similar with Fernand, Omi and Walter left outside the Fleur. This week it's the Minister of State, Lokwot Isaw, who joins them. One can't help but feel Zack is racking up some bad karma. Inside the party, the regulars (Emile, Euria, Marc and Sean – plus Thomasina and Sheila) are re-joined by Beau Romir and Frances, who've spent a week in the company of the Crown Prince. Beau would prefer to spend the month with Prinny, but it seems the Dauphin can only take one week of his company in a month! Present for the second week in a row are Antoine and Jacques. Devlin and

Angelina and Magnon and Betty make it for their third week.

The party is a bit quieter in the last week – though plenty of people are still barred. Fernand, Omi and Walter are outside again, as is Lokwot. Dan de Lyon and Lucien d'Escaillehuitaillements join them. A few others are unable to get into the Fleur, too. Pate Derry is looking for Gaston de St Marque, in the mistaken belief there's another race this week. Revaulvin d'Or and Stan Dandy Liver have decided to impose on the hospitality of Co W Ard Extrême. The reclusive general is nowhere to be found, however. Inside, Devlin and Angelina are back for the last week of Zack's party. Alongside them are the regulars: Emile, Euria, Marc and Sean. Beppe de Marko re-appears with Katy Did after his visits to the races. Beau Romir brings Frances along again. And Jacques Shitacks makes it three weeks in a row.

ZWILLINGE picked up 10 Alloys at Sigma Draconis, bidding 4 to buy, and gaining a Dealership into the bargain. ZWILLINGE picked up 5 Isotopes on Contract; VOGON's conditional order to sell failed. ISNOT-ISTOO sold 3 Monopoles for 18 HTs each, while only ISKANDER FIRE & ACCIDENT (selling 9) and HONEST DARTH (selling 2) sold Petroleum for 15 HTs each, ZWILLINGE and SOLAR WINDS being too late to dispose of any of theirs.

Finally, at Beta Hydri, ZWILLINGE sold 11 Petroleum for 10 HTs apiece and gained a Dealership as their poorly guided ship at last managed a Hyperjump successfully. SOLAR SPICE LIQUORS & MONOPOLES sold 5 Spice and 5 Monopoles on Contract, while ISNOT-ISTOO sold 2 Monopoles for 12 HTs each, and 4 Spice at 12 HTs as well.

ISKANDER FIRE & ACCIDENT was first to land on Planet at Sigma Draconis and was able to purchase 10 units of Tempus (taking OP 41). They sold their warehouses at Epsilon Eridani and Delta Toucanis and equipped their new Phoenix Hull with cargo pods and an A class crew. They had had to sell a Liquor Factory earlier to meet their loan repayments.

VOGON INDUSTRIES also sent a ship to Sigma Draconis. They built a new Warehouse at Gamma Leporis, sold a Passenger pod from Pestilence – taking a loss on the deal – and had to sell two Alloy Factories earlier in the quarter to meet their loan repayments.

TRANSURRANIC TRADE CORPORATION took a few passengers on.

ZWILLINGE hired agent Z at Sigma Draconis, bought 3 Isotope Factories at Sigma Draconis and then ran out of money.

SWISS MERCENARY FLEET thought that they would do all sorts of things, but, like those before them, repaying part of its loan had stripped the Corporation of ready cash.

ISNOT-ISTOO took out a 280 HT loan for 8 turns and, with the money, bought 5 warehouses, giving them 100% system coverage, and 4 Spice Factories at Sigma Draconis.

TRADEWINDS increased their Reputation, going up substantially, and equipped their new ship, Mindwipe, with an A class crew. They also bought an Isotope Factory at Sigma Draconis.

HONEST DARTH'S QUALITY USED SPACESHIPS fitted out their new Phoenix Hull with cargo pods and an A class crew.

SOLAR SPICE, LIQUORS & MONOPOLES sold their ship Melange and three Warehouses to repay their loan. The new loan they took out to replace it was only

242 HTs over 8 Quarters. A new Phoenix Hull, the North, armed with light weapon pods, was laid down at Epsilon Eridani Shipyards.

TRANS SOLAR TRADING Inc were another Corporation whose loan matured this Quarter. Their fleet sold very well for 140% of list price at Mu Herculis. Their sole remaining ship had 3 cargo pods added.

CAESAR WHOLESALE laid down a new Phoenix Hull with a mixture of pods at Alpha Centauri Shipyards. They failed to get OP 41, but did sell OP 34, using agent Willy to good advantage.

NEIKAN-DO suffered from the bank failure, selling an Isotope Factory to meet the 25% requirement.

And for once there was no sabotage at Mu Herculis.

Corporation Table

Corporation letter & name	Conn'n Levels			Init Bid	Turn Order	Cash Rep		Player
	Bus	Crim	Pol					
A Neikan-do	3	4	4	F	12th	20	30	Paul Wilson
B Solar Winds Trading Co	2	0	8	0	9th	110	25	Steve Bunce
C Caesar Wholesale	4	8	2	0	7th	176	33	Simon Burling
D Trans Solar Trading, Inc	5	0	7	0	10th	339	17	Jerry Elsmore
E SSL&M	8	3	5	+1	6th	45	40	Paul Evans
G HDQUS	7	2	2	0	4th	193	40	Howard Goble
H Trade Wind	3	0	8	+9	2nd	38	36	Colin Parfitt
J ISNOTISTOO	9	0	3	0	12th	218	34	William Hay
K Swiss Mercenary Fleet	4	0	9	0	11th	34	34	Martin Jennings
L Zwillinge	10	2	7	0	8th	56	40	Michael Martinkat
M Transuranic Trade Corp	10	0	3	5	5th	129	40	Bob Parkins
N Vogon Industries	10	7	0	3	3rd	40	36	Nathan Richards
P Iskander Fire and Accident	8	7	3	15	1st	170	40	Przemysław Orwat
'N' under Initiative Bid indicates No Move Received; 'F' indicates the Corp was floated								

News

EV 28 took place this turn: disruptive to many plans.

Corporation P took OP 41, beating Corporations N and C to it.

NEWS CHITS (no new ones this turn, shown in Bold):

Turn 10 B10, C4

Turn 11 P4, P2, B6

Turn 12 B8

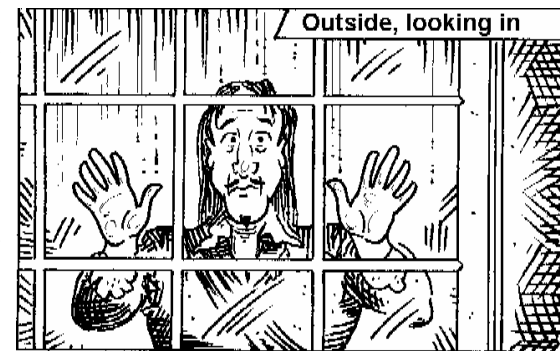
doesn't respond to the offer. Joseph de Veevre is more positive in declining Sean Sondamour's offer of the QMG's position in the Field Army. He becomes Brigadier of Second Foot, thanks to Inspector-General Pierre de Mont-Réal.

The last month of the season sees a few of the traditional volunteers heading off to join the Frontier regiments. Okay, it's basically the Archduke Leopold Cuirassiers. Their commander, Horatio d'Escargot, orders them into action – but not before he's repaid his loan from Lun a'Tic (allowing a'Tic to re-finance his own borrowings with the Shylocks). The call to arms drags Lt-Colonel Thomas Tudo away from his anticipated month of partying. Well, a fortnight's partying and a fortnight's practice, actually. Mad Morty signs up for a month as a Private on the Frontier.

The Money Comes In

Now Zachary The Money Goes has given very clear instructions to the doormen at the Fleur de Lys. He will be there all month, but any would-be Toadies will have to purchase a ticket: 30 crowns per week or 100 Crowns for the month. Except for members of the Cardinal's Guard, who are simply persona non grata. And Emile Fitoux, who has a complimentary pass (it's not bad, being prosecuted by this CPS). So we start the month with CG Major Lucien d'Escaillehuitaillements being refused entry to the Fleur.

Members of the King's Musketeers snicker at their enemy's embarrassment. Until they try to get in: no cash, no entry. And so Fernand Louis Adelmo de Gaulle and Omi Palone join d'Escaillehuitaillements outside the club. Along with Chacal, Dan de Lyon, Pierre de Mont-Réal, Pierre de Vin Blanc, Revaulvin d'Or, Roland Pollee d'Eaulee and Stan Dandy Liver. Refusing the CPS entry may not be a clever move by Zack, but a lot of people do get in to his party – starting with his companion, Anna Rexique. Euria Humble, for example, who takes the full month option – as do Marc Desade and Sean Sondamour. The other two are unaccompanied, but Sean brings Sheila with him. He also provokes interest by plonking over a thousand crowns on the gaming table in a single wager. The gamble comes off and he pockets a tidy sum. Euria gets some less welcome attention: from members of his enemy regiment. Jean Laissez Faire and Lucien de la Rue are the QOCs amongst Zack's guests and swap challenges with Euria, the sole representative of the Dragoon Guards.



A loud “Tut tut” from the audience (that man Humble again) is silenced by a glower from the Minister. His honour addresses the prisoner.

“Monsieur Fitoux, I have heard the evidence for and against you. Although your crimes are not serious and most people of Paris (including the Commissioner and your victims – if they can be called victims) seem to think that I should be lenient on you, I cannot let these crimes go unpunished. For the first charge of minor fraud against your landlord, Armando Lego, I find you guilty. Although it is not as serious as some of the cases we see in this court, to Monsieur Lego it is serious. Without the income he gets from renting rooms, he would not be able to enjoy his hobby of model making. I fine you 100cr, so Monsieur Lego can afford to buy a new range of models.

“On the second count,” he continues, “of claiming to be in a position to pay for services rendered at the Bawdyhouse of Madame Se Pencher, I also find you guilty. Although I believe you have not broken any actual law, other than maybe trying to impersonate someone other than yourself or falsely getting the hopes up of ladies, you did go to the Bawdyhouse and not do anything and I think I have to protect people like Madame Se Pencher so they are not taken advantage of, else we could see Bawdyhouses full of young Parisian’s not doing anything and that would not be right. I order you to join QOC at your earliest convenience so you can earn money and make regular trips to the Bawdyhouse.”

The clerk of the court points out that the minimum fine that can be levied is 200 crowns, so Minister Isaw increases the fine appropriately. CPS de Lyon hands Fitoux a purse, he pays the fine. And everybody goes home happy. Even Euria Humble has enjoyed the entertainment.

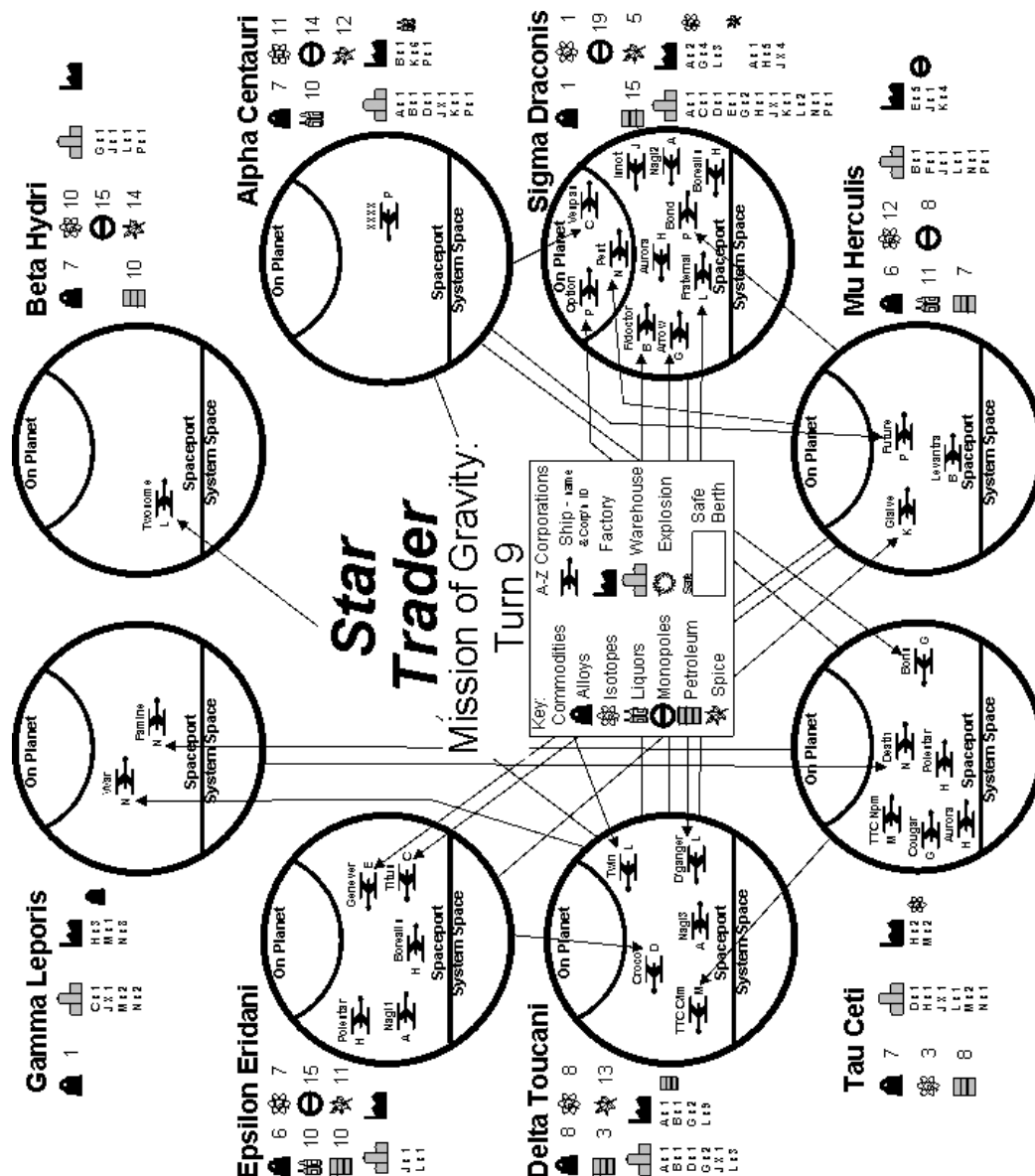
Boys and jobs

De Lyon’s next business is persuading the Captain of the King’s Escort to resign. But he doesn’t try very hard and the Captain stays on. Then he offers Lucien de la Rue the jobs of his Aide and Regimental Adjutant of the QOC. Subaltern de la Rue doesn’t meet the requirements for Regimental Adjutant, but he accepts the job of Aide. He announces his application for regimental Adjutant, though: presumably he expects to be a Captain next month.

Magnon de Sources bends the ear of the senior Major in the Picardy Musketeers in an effort to get him to move on. He finds Omi Palone has the man’s other ear, putting the opposite argument. Palone does enough that the Major retains his commission. Egon Madd recruits Stewart Senquiry for the Crown Prince Cuirassiers. He quickly becomes Major Senquiry.

Minister Isaw invites Co W Ard Extrême to join the Government as a Minister without Portfolio. The General has crawled back into his shell, however, and

**Orders to Mike Dommett, 119 Victoria Road, ALTON GU34 2DD
or by e-mail to mike_dommett@yahoo.co.uk
by Friday, 14th July 2006.**



Easy Money

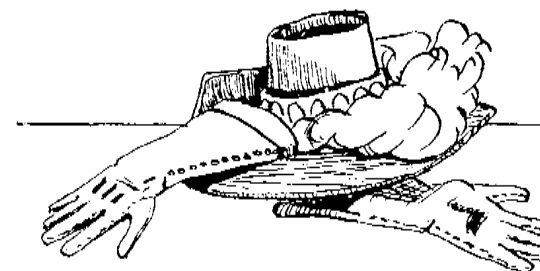
Turn 12

This table lists the people still in this game (originally everybody who reads *To Win Just Once* – the people I knew about anyway – with new readers added in as they subscribe). 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
Guy Arnold	S	1	Red	S	1	Red	0	0	0	0	1	48
Chris Boote	S	2	Blue	S	2	Blue	0	0	0	1	3	89
Ben Brown	S	1	Yellow	S	1	Yellow	0	0	0	0	0	208
Simon Burling	B	1	Yellow	B	1	Yellow	1	1	0	1	1	53
Charles Burrows	S	2	Blue	S	2	Blue	0	0	0	0	1	157
Robert Carter	S	2	Red	S	2	Red	0	0	0	0	1	241
Mike Dommett	S	3	Blue	S	3	Blue	0	0	0	0	3	84
Jerry Elsmore	S	1	Yellow	S	1	Yellow	0	0	0	0	0	199
Pete Holland	B	1	Blue	B	1	Blue	0	0	1	0	1	121
Andrew Kendall				B	1	Black	0	0	0	0	1	139
Nik Luker	S	1	Green	S	1	Green	0	0	0	0	2	184
Tim Macaire	S	1	Green	S	1	Green	0	0	1	0	3	140
Michael Martinkat	S	1	Blue	S	1	Blue	0	0	0	0	2	184
Bill Michell	S	1	Blue	S	1	Blue	0	0	0	0	3	109
Graeme Morris	S	4	Blue	S	4	Blue	0	0	0	0	2	78
David Olliver	S	1	Green	S	1	Green	0	0	0	0	1	100
Colin Parfitt	S	3	Green	S	3	Green	0	0	0	0	1	109
Alan Tabor	B	1	Blue	B	1	Blue	0	0	1	0	1	166
Gerald Udowiczenko	S	1	Blue	B	1	Black	1	0	0	0	2	42
Pam Udowiczenko	S	1	Blue	B	1	Black	1	0	0	0	2	42
Matthew Wale	S	4	Red	S	4	Red	0	0	0	0	1	91
Graeme Wilson	B	4	Blue	B	4	Blue	1	0	5	0	3	94

Share prices			
Red	Green	Blue	Yellow
12	19	5	20

Cuirassiers is that he doesn't give up at this point. Instead, he swings his sabre round in a slash and wallops Humble. The Dragoon finally gives in.



Trial with nuts

The hapless Emile Fitoux is on trial before Minister of State Lokwot Isaw. Count Isaw asks Fitoux how he pleads.

“M. le Count,” begins Fitoux to the background noise of peanuts being crunched, “On the count of not paying at the bawdy house... that is questionable. It is correct that I went without sufficient funds to pay, as they were a little more expensive than I expected. The madame got angry with me, but I did not receive any services there, so technically, I feel I am not guilty.”

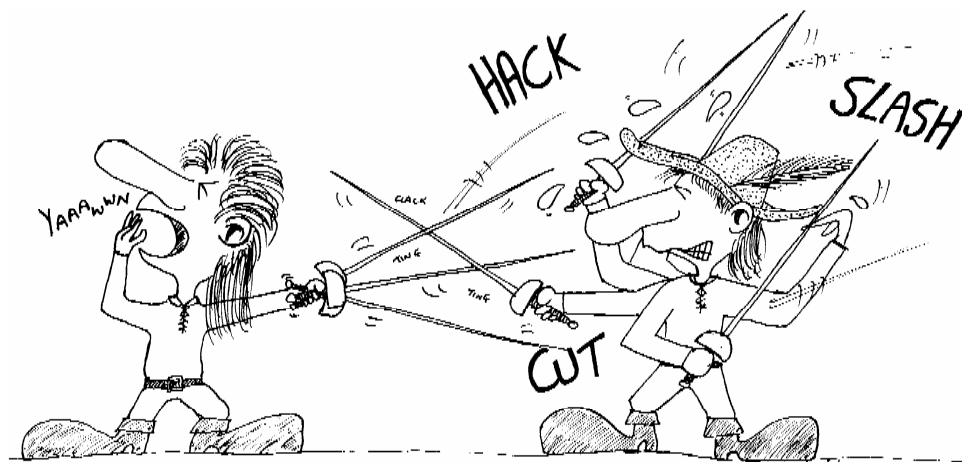
“As for the rent, well, it is true, I could not pay. The commissioner has been very kind to me, and I will, when it is socially acceptable for me to do so, join the ranks of his fine regiment.”

There are cries of “Shame!” from the public benches. These come mainly from Euria Humble, who has a small pile of peanut husks at his feet and a bag in his hand. Ignoring the interruption, CPS Dan de Lyon opens his prosecution.

“My Lord Count Isaw, the charges against Monsieur Emile Fitoux are for minor fraud against his landlord, Armando Lego, and Bawdyhouse owner Madame Se Pencher. While minor in nature, these are serious enough to bring before the court. The good men and women of France can expect to be paid for the services that they provide and it is an offence to rent either a room or a ... erm ... service when you have no means of paying for said service.

“I have taken the time to speak to the defendant at length. I feel that, while he is guilty, he is also sincerely sorry for his actions. Therefore, it is my suggestion that he is fined 200 crowns and given a stark warning for his crime. This will serve as a reminder to the men of France that his Majesty's great armies are always willing to provide a roof, clothing, a weapon and a wage rather than falling into the same trap as Monsieur Emile Fitoux.”

has a cutlass with him. He also has Stan Dandy Liver, while Roland Pollee d'Eaulee and Lucien de la Rue second de Lyon. Old injuries have reduced de Lyon's endurance to make it an even match, though Humble has substantially greater expertise. De Lyon expects a straightforward attack and dodges it. However, Humble has started defensively himself. After a blocking move, he attacks. The slash lands as de Lyon is recovering his guard and smacks him good and hard. The QOC man fights back with a slash of his own, but is thumped by a second slash from the cutlass. This is more than enough and he concedes.



THE BENEFITS OF SUPERIOR EXPERTISE.

Now Auray Enri enters the fray: another sabre-wielding QOC to face Humble. This is another equal contest – apart from Humble's superior skill again. They worked last time, so Humble sticks with the same tactics: block and then slash. Enri pinks him with a lunge – just enough to claim first blood. Then Humble's slash hits him and he quickly surrenders. (Perhaps he's worried about damaging the fine Moustache he's been cultivating.) Dan de Lyon returns to second Roland Pollee d'Eaulee, the third QOC opponent for Humble. Pollee d'Eaulee hasn't the build of Humble, but Humble's injuries even things up. Again, Pollee d'Eaulee has far less expertise than Humble. Humble blocks. So does Pollee d'Eaulee. Then Humble hits him with a slash. Pollee d'Eaulee sits up long enough to offer his surrender and that's another fight over.

Walter Butts doesn't show up to fight Lucien de la Rue, so de la Rue's only fight is as the fourth man facing Humble. De la Rue is a bigger man than Humble: a difference that is increased by Humble's injuries. De la Rue also has greater expertise than his comrades have, but is still at a disadvantage to Humble. Humble blocks and then slashes. De la Rue jumps back when he expects the slash and so is hit when it finally arrives. The big difference from other

No orders from Andrew Kendall, which may be a tactical ploy as he had nothing to sell. Other players correctly estimated that buying a blue was the cheapest option in the last turn. Mr and Mrs Udowiczenko both tried to sell a blue share that neither of them owned! They bought black instead.

Robert Carter sold his last shares to cement his lead and win the game. Congratulations, Robert! Your subscription has been extended a few issues.

And my thanks to everybody for taking part. I (and, I assume, Chris) would be interested in your comments on the game – and especially in hearing about Robert's winning tactics. If you don't want to see your feedback in *TWJO*, please mark it "not for publication."

One thing: originally, the player with the most shares in each colour was supposed to get a special ability (such as buying or selling at a premium or being able to swap a share). By the time we got a few turns into the game I'd completely forgotten about this. Would it have made a difference?

**Comments to Pevans at 180 Aylsham Drive, UXBRIDGE UB10 8UF or
TWJO@pevans.co.uk by Friday, 21st July 2006.**

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 (even if they have 0 money, they get a black share). 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.

Les Petites Bêtes Soyeuses 192

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

New players are always welcome. If you'd like to play, you'll need to subscribe to *TWJO* (see back page). You will also need a copy of the published rules to *En Garde!*.

**Orders for December 1659 to
Pevans at 180 Aylsham Drive,
UXBRIDGE UB10 8UF or
lpbsorders@pevans.co.uk
by Friday, 21st July 2006**



November 1659

Several Parisians look like having a busy start to the month as they have several points of honour to settle. Let's begin with Omi Palone. The King's Musketeers' Major isn't high on the list as he only has two duels, but he is the keenest to get started. He meets Dragoon Guards Lt-Colonel Antoine Valois first, bringing a rapier to face the cavalryman's sabre. Palone also has Zachary The Money Goes and Fernand Louis Adelmo de Gaulle as his seconds. This is a fairly even fight, though Palone does have the advantage of superior expertise. After an initial parry on both sides, Palone's greater skill means he can get in a lunge before Valois can do anything else. First blood to the Musketeer. Valois jumps aside to inspect the damage. Palone smacks him with a slash and then parries, expecting an attack. Given that Valois has a sabre, the attack is a slash, which avoids the parry. That evens things up a bit, but then it's Valois's turn to get his defence wrong. A block is no protection against a lunge. The Dragoon surrenders. His injuries mean that he isn't fit enough to meet Dan de Lyon.

Palone takes The Money Goes and de Gaulle (and his rapier) to his appointment with Cardinal's Guards' Major Lucien d'Escaillehuitaillements. Palone's fresh wound evens things out a bit, but d'Escaillehuitaillements is no more skilled than Valois, giving Palone a small advantage again. Facing a rapier, his parry is a more suitable opening move from Palone. D'Escaillehuitaillements doesn't seem to realise that the fight has started. He eventually prepares a slash, only to be

struck by the opening part of Palone's furious slash. This isn't a particularly bad injury, but it's enough to persuade the Cardinal's man to concede the fight. D'Escaillehuitaillements is still prepared to face Zachary The Money Goes, but the KMs' Colonel has other things on his mind.

Lt-General Jacques Shitacks normally uses a cutlass in his duels. However, now he's no longer a member of a regiment, the only blade in his possession is the standard gentleman's foil. Shitacks is confused: he swishes the light blade experimentally and nearly falls over. Still, a man of his build shouldn't have any problem with a stripling like Chacal. Chacal expects a cutlass slash and dodges when the swing should come. He is confused to be slashed by the foil a moment later. Shitacks smiles grimly, not seeming to realise that his attack has caused no appreciable damage to his opponent. Chacal tries a lunge with his rapier. This meets another slash coming the other way, but still draws blood from the bigger man. Chacal then hits on a different strategy: the only way Shitacks can touch him is with a lunge. So he parries, waiting the opportunity to pounce with a riposte. Shitacks, on the other hand, still thinks he's getting somewhere with the slash. So he slashes and slashes and slashes. And Chacal parries and parries and parries... Eventually the fight is called to a halt and Chacal awarded a points win as the only man drawing blood.

Magnon de Sources expects to fight Joseph de Veevre first, but he doesn't show up. Instead, de Sources makes Chacal's second opponent of the month. De Sources is by far the bigger man and knows how to use his rapier. He starts with a furious lunge, striking for first blood with the initial lunge. Chacal jumps back, expecting to avoid an ordinary lunge and is then hit by the cut. He throws in the towel. Then he grabs it back to use as a tourniquet. He is far too injured to be able to meet Pierre de Mont-Réal.



their breath and their balance and both lunge again. That makes it three-all, but de Mont-Réal has had enough. He surrenders, conceding the duel.

As they are both officers in the Queen's Own, Auray Enri and Dan de Lyon carefully avoid fighting their duel. Instead, de Lyon finds that he is first on Euria Humble's list of adversaries. Despite commanding the Dragoon Guards, Humble