

That would be enough

This has been issue 109 of *To Win Just Once*, published 30th September 2010. It incorporates *Les Petites Bêtes Soyeuses*, a postal/online game of *En Garde!*. Issues are published ten times a year, roughly every five weeks. © Paul Evans 2010

Deadlines

Orders for *Star Trader* to Mike Dommert by Friday, 22nd October.

Orders for *Les Petites Bêtes Soyeuses*, *Easy Money* bids and any other contributions to Pevans by Friday 29th October 2010.

(Remaining deadlines for 2010: 26th Nov/3rd Dec)

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Games played

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

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

Railway Rivals A new game is just starting (page 18) and has room for one more player—anyone interested?

Star Trader game under way and nobody waiting yet. Rules provided.

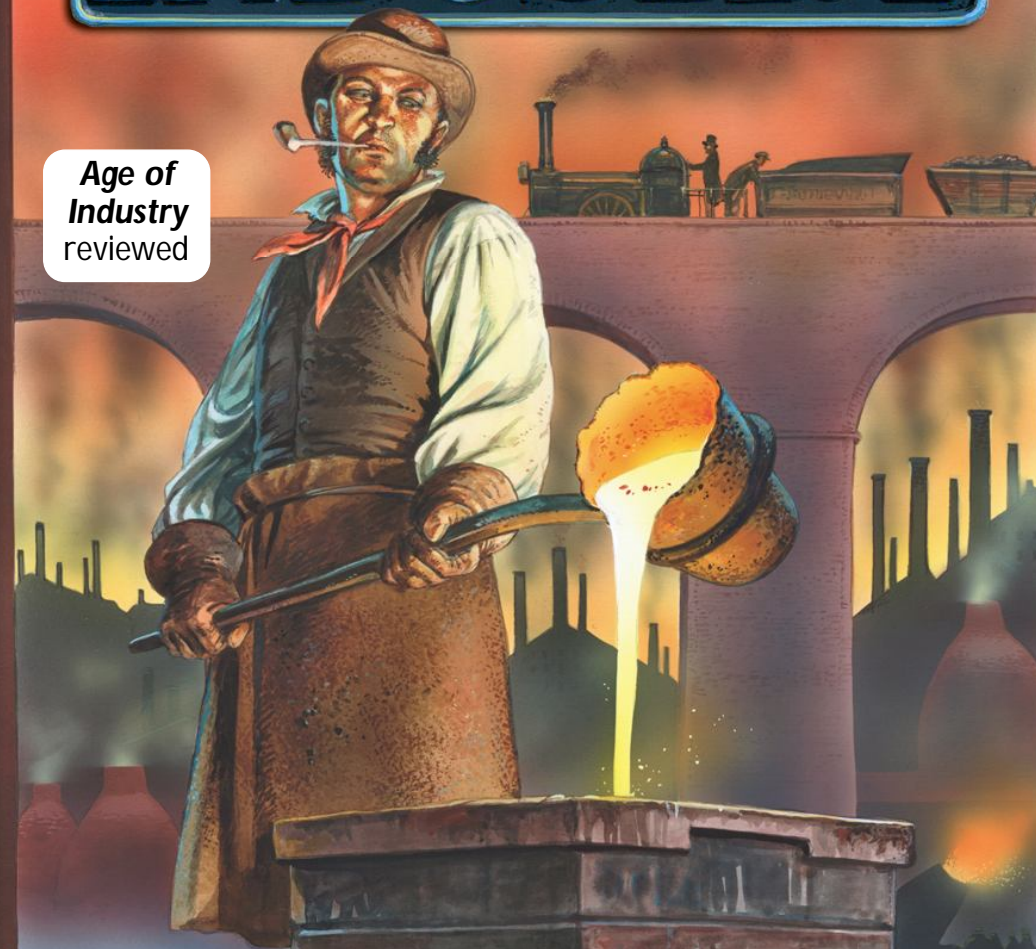
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To Win Just Once

(incorporating *Les Petites Bêtes Soyeuses*)

AGE OF INDUSTRY

Age of
Industry
reviewed



Issue 109: October 2010

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ID	Name	SL	SPs	Cash	Rank	Regiment/Appointment	MA	Last seen	Club	EC	Player
AV	Ali Vouzon	8	8	Comfy	Major 13F		4		F&P	1	Graeme Morris
JB	Jacques Blanc	7+	55	Withy	Lt.Colonel RM/2nd Div Adjutant		3	Josephine	F&P	4	Dominic Howlett
AdL	Armand de Luce	7+	30	Poor	Lt.Colonel GDM		4		RP	2	Francesca Weal
UXB	Uther Xavier-Beauregard	7+	28	OK	Colonel PLLD		5	Mary	F&P	3	Pete Card
EnS	Elf n' Safety	6	RIP								Barry Townsend
LB	Luc Bacquards	6+	34	OK	Subaltern QOC/Bdr's Aide (Hvy Bde)	2			RP	2	Colin Parfitt
X8		5	0	OK			2			2	Geoff Bowers
ROS	Rick O'Shea	5+	47	Poor	Captain RM		3		RP	6	Paul Wilson
PlS	Pierre le Sang	5+	46	Poor	Lt.Colonel 53F		5		RP	4	Bill Howell
MM	Michel Marteau	5+	21	OK	Subaltern QOC		1		RP	1	Neil Packer
NFI	Noel Fornam Idya	5+	18	Poor	Captain 4A		1		RP	4	Martin Jennings
ASlp	Arthur Sleep	5+	18	Poor	Private QOC		2		RP	3	David Williams
ALP	Antoine Le Pique	4	12	OK	Private QOC		1		RP	2	Sean Kavanagh
EdM	Eric de Miabelle	4	11	Poor	Private QOC		5	Freda	RP	3	Pete Holland
AdA	Amant d'Au	4	9	OK	Private QOC		3		RP	5	David Brister
YE	Yves Eau	4+	24	Poor			2	Violet	RP	4	Justin Key
PdA	Poisson d'Arbre	4+	19	Poor	Captain 53F/53F Regt. Adj.		2		RP	5	Mark Wright
CRV	Charles Rabbit-Vacuum	4+	13	Poor	Captain PLLD		3		RP	5	Mike Dommett
AS	Arnaud Surfinmalse	3-	2	Poor			5		RP	5	Nik Luker
GM	Gaz Moutarde	3+	24	Poor			3			2	Mike Dyer
DG	Dan Gleables	3+	15	Poor			6			3	Rob Lee
X1		2-	2	OK			5			3	Timothy Hunt
BdB	Binet de Bours	2-	2	OK			2			2	Mark Booth
FdT	Francois de Torre	2	RIP								Emrys Hopkins
X2		1	F	Poor			5			4	Austin Hayward

An F under SPs means that the character was at the Front, RIP means that he died.
+ against SL means it went up this month, - means it went down.

Cash: Poor = <500, OK = 500-1500, Comfy = 1500-5000, Withy = 5000-10000, Rich = 10000-25000, F lthy = 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
ZTMG	Count Zachary The Money Goes	26	75	Rich	B.Bdr-General	KM	17	Katy	Flr	4	Gerald Udowiczzenko
RdO	Count Revaulvin d'Or	25+	80	Withy	General/State Min.		13	Madelaine	Flr	4	Jerry Spencer
JS	Earl Jacques Shitacks	24	41	Rich	General		3	Angelina	Flr	2	David Olliver
DC	Baron Devlin Carnate	23	57	Comfy	B.General		7	Maggie	Flr	4	Bruno Giordan
GdLi	Marquis Gar de Lieu	22+	73	Comfy	Fld Marshal		4	Kathy	Flr	5	Bill Hay
Gi	Baron Gustav Ind	21	51	Withy	B.General/1st Army Commndr		15	Edna	Flr	5	Ashley Casey
EH	Viscount Euria Humble	20-	16	Poor	Bdr-General	War Minister	17		Flr	2	Matthew Wale
BdM	Viscount Beppe de Marko	19	20	Filthy	Bdr-General		9		Both	1	Charles Burrows
IS	Earl Indie Spencil	18+	75	Rich	B.Bdr-General	RFG/Min w/o Port	11		Both	2	Gerry Sutcliff
RdS	Marquis Roget de Saurus	18+	68	Withy	Lt.Colonel RFG		9	Ophelia	Both	4	Mark Stretch
BdO	Sir Benedict d'Over	17+	54	Rich	Lt.Colonel KM		14		Both	4	Simon Burling
HdC	Marquis Herve d'Conde	16	50	Withy	B.General		7		Both	1	Ray Vahey
SdJ	Sir Swender de Jewel	15	39	Withy	B.Lt-General/2nd Div Commandr		6		Both	2	Tym Norris
EM2	Marquis Egon Mad 2	15+	79	Withy	Bdr-General/Gds Brigadier		10	Vera	Both	4	Ben Brown
JdG	Baron Jacques de Gain	15+	69	Withy	Major KM/Gen's Aide (1st Army)		10	Bess	Both	4	Mike Bird
JSP	Marquis Johnny Sais-Pas	15+	56	Withy	B.Lt-General/1st Div Commandr		2		Both	3	Filipe Silva
JLF	Baron Jean Laissez Faire	14	37	Withy	B.Bdr-General CG		9		Hunt	4	Matt Shepherd
PC	Sir Pierre Cardigan	14	27	Withy	B.General		7		Both	6	Mark Cowper
QLB	Quasi Le Bossu	14+	53	OK	B.Lt-General/Fntr Div Commandr		4		Both	1	Chris Boote
VVB	Sir Yves Vrai Bretheauteque	13	15	Comfy	Lt-General		12	Laura	Hunt	2	Andrew Burgess
AD	Baron Antoine Dubeque	13+	65	Withy	B.Bdr-General OOC		6	Lucy	Both	6	Andrew Kendall
ILB	Sir Ilk Lamore Bartat	12	37	Comfy	Colonel RM		1	Guinevere	Hunt	4	Keith Bristow
MR	Mouton Rothschild	12+	87	Comfy	B.Bdr-General DG/HGds Brigadier		8	Alison	Hunt	4	Tim Skinner
TIM	Baron Tomas le Matelot	12+	64	Withy	B.Lt-General		7	Frances	Hunt	4	Charles Popp
RS	Richard Shapmes	11+	51	Withy	Major RFG/Gds Brigade Maj.		7	Henrietta	Hunt	6	Tim Macaire
WdB	Sir Willem de Biest	11+	50	Comfy	Lt.Colonel DG		7		Hunt	3	Olaf Schmidt
PLF	Sir Pierre LeFart	11+	49	Withy	B.Bdr-General 13F		3	Emma	Hunt	5	Graeme Wilson
CMK	Sir Connor McKnight	11+	43	Comfy	Major OOC/HGds Brigade Maj.		6		Hunt	2	Pam Udowiczzenko
WP	Sir Warren Peece	10	21	Withy	Colonel 27M						

Chatter

I spent the first half of September at Harrow Crown Court doing jury service. It was a very interesting experience, so I've written a bit about it—below.

Hitting Sainsbury's early in September, I turned into an aisle to find it had been re-done in deep red, gold and green... Yes, the Christmas stuff is here with over three months to go. Pah! The bright side is that now I can start on the brandy-rich mince pies. And keep going for several months!

The other thing that the beginning of Autumn reminds me is that it's almost time to go to Essen! Yes, the Spiel games fair takes place next month in this year's European Capital of Culture. I shall be there for the show, so I have delayed the next issue of *TWJO* until I get back. If you're really lucky, I shall have time to write up my report for *TWJO* 110.

We have a new *Railway Rivals* game just starting. This is on the Latvia map and has room for one more player: first come, first served.

However, the Star Trader turn has been delayed. Mike is away on a course and they're giving him homework! It should be ready next week and will be sent to players (and posted on the website) as soon as it's ready.

Jury Service 2010

Having done jury service before, the best part of thirty years ago, I knew what to expect. Short days (10-12, 2-4), a lot of sitting around waiting to be called for a case and some trivial court cases (I was on one case where one ex-flatmate had accused another of nicking some records!).

The first contrast was the location. My earlier experience was at an 'annexe' to Snaresbrook Court, a few miles up the road from the court proper. It was a converted house plus some temporary cabins. The only place for lunch was the nearby pub—jurors in one corner, prosecution and police in another and defence and accused in a third!

However, the eight courts in Harrow are in a purpose-built modern building. There's a large area for jurors to wait in with a canteen (they call it a restaurant, but I don't think it merits the title) that serves lunch. The second contrast is that court times are noticeably longer: 10-1 and 2-4:30. Okay, it's still a short day for jurors, but there's a lot of other work going on outside these hours.

There was still a fair amount of waiting around—the jury is excluded from discussion of legal points between judge and barristers, for example. However, I only had one half-day without being involved in a case plus an early finish on the

final Friday. I had brought plenty of things to do, thinking I could well be sitting around for several days, but used very little of what I'd prepared.

And the cases were far from trivial: a sexual assault and a spot of knife crime.

What did remain the same is how slowly things go in the trial. Having heard all the evidence, we then get the two barristers summarising their cases. Then the judge gives us his summing up, carefully reciting all the testimony we've heard from the witnesses. Aagh! Okay, I understand that the court process is taking care to be thorough, to make sure the jury understands everything and to give everybody a fair chance, but it does drag on.

In the end, though, I was impressed that both juries I was on made the right decisions and took great care to be certain about those decisions. If nothing else, doing jury service gives me faith in the system. Juries take their responsibility very seriously and I'd be happy to put my faith in one.

I'm aware that a lot of people try to get out of jury service, but I'd recommend doing it. It's certainly a complete change from the normal day-to-day and, of course, it's an important civic duty.

Letters

To follow up on my report from the Great British Beer Festival, James Guiton has sent me this photo. It requires a bit of explanation. As I keep forgetting, the



Femmes Fatales

Regiments Organisation									
Col	RFG	CG	KM	DG	QOC	ALC	CPC	RM	GDMD
LCol	IS	JLF	ZTMG	MR+	AD	N2	N2	ILB	N4
Maj	RdS	N2	BdO	WdB	N4	N4	N4	JB	AdL
Maj	RS+		JdG+	N4	CMK+	N5	N5		
Capt	N3	N4	N5	N1	N1	N3	N3	N1	N3
Capt	N4	N1	N3	N2	N2	N6	N3	N6	N3
Capt	N4	N5	N6	N2	N5	N1	N3	N3	N1
Capt	N6*	N6*	N2*	N3*	N4*	N2*	N3*	N2*	N5*
Capt									
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.

No	Name	SL	Attr	Last
64	Edna Bucquette	18	W	EH
3	Kathy Pacific	17	B	GI
54	Madelaine de Proust	17		JS
35	Katy Did	16	I	RdO
42	Maggie Nifisent	16	B	GdLi
55	Jacky Tinne	16		
52	Guinevere d'Arthur	15	B/W	MR
10	Frances Forrin	14	B	RS
21	Helen Highwater	14	W	
48	Fifi	14	B/W	
62	Alison Wunderlandt	14		TIM
11	Laura de Land	13		AD
16	Ophelia Derriere	13		BdO
26	Ella Fant	13	B	
27	Lucy Fur	13	B	ILB
30	Leia Orgasma	13	B	
45	Cath de Thousands	13		
8	Lotte Bottle	12	B	
12	Charlotte de Gaulle	12		
17	Henrietta Carrotte	12	I/W	WdB
28	Vera Cruz	12		JdG
31	Bess Ottede	12	I/W	JSP
1	Sue Briquet	11	B	
4	Anne Tique	11	W	
9	Deb Onairre	11	I	
40	Sheila Kiwi	11		
63	Carole Singeurs	11		
20	Emma Roides	10	I	CMK
33	Anna Rexique	10	I	
38	Pet Ulante	10	W	
43	Di Lemmere	10	I	
53	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	
19	Jenny Russe	8	W	
32	Sal Munella	8	W	
41	Marie Antoinette	8	B/I	
49	Mary Huana	8	B/I/W	UXB
34	Freda de Ath	7	W	EdM
39	Thomasina Tancenjin	7	I	
50	Ulla Leight	7	I	
5	Belle Epoque	6	B/I	
13	Josephine Buonoparte	6	I/W	JB
24	Violet Bott	6	I/W	YE
15	Ada Andabettoir	5	B/I	
25	Lois de Low	5	B	

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

Tables

Other Appointments

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

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

Army Organisation and next year's Summer Deployment

First Army (Siege)	GI/JdG/_/_
First Division (Assault)	JSP/_/_
Guards Brigade (Assault) – RFG CG KM	
RNHB Regiment (Assault)	
Second Division (Siege)	SdI/N/JB
2nd Foot Brigade (Siege) – 13F 53F	
3rd Foot Brigade (Siege) – 27M 4A	
4th Foot Brigade (Siege) – 69A Gscn	
Second Army (Defence)	__/_/_N6/N
Cavalry Division (Defence)	N1/N/N4
Heavy Brigade (Defence) – ALC CPC	
Dragoon Brigade (Defence) – GDMD PLLD	
Frontier Division (Defence)	QLB/N/N3
Frontier Regiments (Defence)	
Organisation and Deployment for the Campaign	
Season plus Army and Division posts	
(CO/Aide/Adj't/OMG):	
ID for chars, N (+ MA for CO and Adj't) for NPC, __ for vacant	

Battle Results

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

Brigade Positions

Guards Brigade	EM2/N/RS
Horse Guards Brigade	MR/N/CMK
Heavy Brigade	N6/LB/N4
Dragoon Brigade	N4/N/N2
First Foot Brigade	N1/N/_
Second Foot Brigade	N1/N/N2
Third Foot Brigade	N5/N/N3
Fourth Foot Brigade	N5/N/N3

Entries as Army Organisation Table

Frontier Regiments

(Defence for Sept-Nov)

	F1	F2	F3	F4	RNHB
Colonel	N3	N4	N6	N4	N9

Attached X2

Also at the Front

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

Thursday of the Beer Festival is hat day and people are encouraged to wear hats. James's colleague, Alan?, brought along a 'hat' made of Lego to resemble a square Lego piece. We took turns to try it on. The problem was that it was heavy and Lego has quite sharp edges. Hence we stuffed beer mats under the edges to soften the impact. But note the strained posture trying to keep the hat on! That took longer to explain than I expected.

Al Tabor responds to my review of the new John Wyndham book last issue. Wyndham trivia—most of the lyrics from Jefferson Airplane's song "Crown of Creation" are taken verbatim from "Rebirth".

I've been reading Stephenson's Baroque cycle. I didn't like *Snow Crash* much, which kept me away from him for a bit, but have really liked recent stuff. We seem to have similar tastes so thought I'd mention it.

Interestingly, I really liked *Snow Crash* and was blown away by *Cryptonomicon*. However, for some reason I haven't read any of Neal Stephenson's subsequent books. I really ought to.

And now, financial news with Tim Macaire.

I saw in the news today an American right-winger described the entire welfare state as a 'gigantic Ponzi scheme'. I naturally immediately tried to marshal facts to refute this mindless slur, but actually couldn't come up with any. Neither could anyone at work, though part of our job is closing down Ponzi schemes. I find this mildly disquieting, so obviously it seems sensible to share it with you...

Thanks, Tim, now I feel mildly disquieted, too. If I understand Ponzi schemes, the idea is that the capital paid in by investors is used to pay a return on that capital. While people continue to pay in, there's a return, but once the money stops coming in, the whole thing collapses.

Now I can see that being a jaundiced view of the state pension. We keep being told that people will have to work much longer to generate the tax income that will pay retired people's pensions. So rather than paying pensions from what pensioners have contributed through their working life, pension payouts depend on new money coming in. Of course, the Government has one final recourse that's not open to Ponzi schemes: they can print money.

However, I can't see how that applies to the welfare state as a whole. It's insurance: everybody pays in so that those who need support get it. I can see that American right-wingers don't like the welfare state—"anyone who ain't an investment banker pulling down millions deserves to starve in the street" being the attitude. However, to claim it's a Ponzi scheme is just bonkers.

Age of Industry review

Astute readers will have noticed that I'm something of a fan of Martin Wallace's games. *Age of Industry* is his latest. It's a business game that's a development of his earlier *Brass*. It's often referred to as *Brass-lite*, which I find a bit disparaging as it's certainly no lightweight. I had a bit of a problem with *Brass* as it is quite tricky to learn—everything seems to come in pairs, but each half of the pair works slightly differently. This makes it very easy to get things wrong. What Martin has done with *Age of Industry* is to streamline and simplify the game system a bit, while adding some new elements. However, I don't intend to review it in comparison with *Brass*. I'll treat it as a completely new game and then sum up the differences for *Brass* aficionados.

Age of Industry comes in the same chunky, A4 box as other recent Treefrog (formerly Warfrog) games. It has quite a heft to it, too. Inside is a high quality double-sided board, lots of cardboard pieces, a hefty deck of cards, plastic money and a few wooden cubes. There is also an A4 display for each player, one side of which is in English and the other in German. Players use this to lay out most of their pieces ready for playing onto the board. And, of course, there is a substantial rulebook with rules in both English and German.

The game is about the Industrial Revolution and the development of early industries. One side of the board shows Germany with connections to neighbouring countries, the other New England with shipping lines to the rest of the world. Both maps have a network of railway lines connecting cities, which have spaces for the player's square 'industry' tiles. Players build industries and connect them with railways—at a cost. They get money back by 'selling goods' in different ways from their industries. At the end of the game, they gain points for cash in hand, their railways and their industries. And the player with the most wins, of course.

Okay, let's start with the industries. There are six types of industry. Players start with a set of tiles in their colour: several for each industry in a number of 'technology levels'. These go on the players' displays in ascending order and can only be played in this order. The spaces on the display show the costs and rewards for each tile. Above each space is what is needed to build the tile, in dollars and raw materials (coal and/or iron). Below is the amount players get when the tile sells its goods and is flipped over. This is clearer than trying to cram all this information onto the tiles, though it does mean you need more space to set out and play the game.

Coal mines and iron works are the simplest industries. When you build one, you place coal or iron cubes on it, as appropriate. Players use the cubes when building

Announcements

Pierre le Sang applies for Division Adjutant of Second Division

Duels

Results of September's duels:

Willem de Biest (gains 1 Exp) beat Quasi Le Bossu - voted cause 4:3.
Elf 'n' Safety didn't turn up to fight Arnaud Surfinmaise and lost SPs.
Francois de Torre was dead before duelling Rick O'Shea.
Armand de Luce (gains 1 Exp) killed Francois de Torre.
Beppe de Marko didn't turn up to fight Revaulvin d'Or and lost SPs.

Grudges to be settled next month:

Ali Vouzon (Rapier) has cause with Connor McKnight (Sabre, Seconds ROS) for pinching Emma.
Jean Laissez Faire (Rapier, adv.) has cause with Richard Shapmes (Rapier, 2 rests) for pinching Frances.
Antoine Le Picnique (Sabre, 2 rests) and Pierre le Sang (Rapier, adv.) have mutual cause as neither stood down over Ava.
Quasi Le Bossu (Sabre, Seconds ZTMG) has cause with Tomas le Matelot (Sabre, Seconds SdJ, adv.) for pinching Alison.

Antoine Dubeque (Sabre, adv.) and Willem de Biest (2-Hand, Seconds MR & PIS) have mutual cause for being in enemy regiments.

Connor McKnight (Sabre, Seconds ROS, 1 rests) and Mouton Rothschild (Rapier, Seconds ZTMG, adv.) have mutual cause for being in enemy regiments.

Luc Bacquards (Sabre, Seconds AD & MM, 1 rests) and Mouton Rothschild (Rapier, Seconds ZTMG, adv.) have mutual cause for being in enemy regiments.

Pierre Cardigan (Sabre, Seconds SdJ, 3 rests) has cause with Gar de Lieu (Rapier, adv.) for pinching Maggie.

"adv." shows who (if anyone) has 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.

New Characters

Emrys Hopkins gets the Bastard son of a well-to-do Gentleman: Init SL 3; Cash 225; MA 6; EC 3 (X3).

Barry Townsend gets the Second son of a small Merchant: Init SL 3; Cash 25; MA 2; EC 4 (X4).

Points Arising

**Next deadline is
Friday 29th October 2010**

The deadline is a week later than usual to push it back after the Spiel games fair, so that I can recover.

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

AS Arnaud Surfinmaise (Nik Luker) has NMR'd. Total now 1

BdB Binet de Bours (Mark Booth) has NMR'd. Total now 1

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

EnS Elf 'n' Safety (Barry Townsend) has NMR'd. Total now 2 and is sent to a Frontier regiment

JLF Jean Laissez Faire (Filipe Silva) has NMR'd. Total now 1

RdS Roget de Saurus (Gerry Sutcliffe) has NMR'd. Total now 1

SdJ Swender de Jewel (Ray Vahey) has NMR'd. Total now 1

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

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

AV (Graeme Morris) has been floated due to a sudden bereavement.

Matt Shepherd apologised for being late—a week before the deadline! I gave PC the benefit of the doubt.

Gerald (ZTMG) and Pam Udowiczenko (WP) were on holiday with "little

internet access" and were floated at their request.

X8 (Geoff Bowers) has been floated as Geoff's busy covering at work.

The *En Garde!* rules are available to LPBS players at a reduced rate: see any month's Points Arising web page at www.pevans.co.uk/LPBS; or send a cheque (payable to Margam Evans Limited) for £7 (inc postage to UK addresses) to LPBS, 180 Aylsham Drive, Uxbridge UB10 8UF.

There's a Yahoo! group for *En Garde!* players that provides a forum for players of different games to swap stories and ideas. Sign up and get talking at: <http://games.groups.yahoo.com/group/EnGardePlayers/>

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

You are welcome to submit orders and press by e-mail. Getting your press this way is particularly helpful. Send your orders to lpbsorders@pevans.co.uk and you'll get an automated reply when your message arrives in my mailbox. Please give your name and your character's name and specify actions in full (since it's without your character sheet). Attached files should have your character ID and the month in the name. If you want queries answered before the deadline, e-mail LPBS@pevans.co.uk. ◇ P



The New England board—note the only coal mines tucked away in Pennsylvania

other industries—as long as they can transport it to the building site. Once they've all gone, the tile is flipped over to show it's done its stuff and the owner gains the appropriate payout. Cotton mills and factories work in tandem with ports. They produce notional goods that are exported through ports as a player action, flipping the pair(s) of tiles. Finally, there are ships that, on the New England board, provide shipping lines to export markets (used like ports) and coal imports. These flip once the market and coal cubes have been used.

The other major component of the game is the deck of cards. The main use of these is to build an industry. They also control the length of the game—it ends when the draw deck runs out and at least one player has used up their cards. They come in two distinct types: industry cards and location cards. The cities on the board are grouped by colour and symbol. Location cards have the same colour and symbol combinations and allow a player to build any industry in an area of the colour/symbol. Industry cards show a type of industry and allow players to build an industry of that type anywhere on the board—provided they have a

railway line connected to that city or an industry in the city already (where they're allowed to have multiple tiles in a city).

As you can see, building industries is a key part of the game and is one of the actions players can take in their turn. Players have two actions per turn and half a dozen possible actions. Building an industry tile involves playing a suitable card, taking a tile from your display and placing it in an appropriate location on the board. I've already mentioned some of the restrictions on what you can place where. In addition, ports, coal mines and ships can only go on spaces printed with the appropriate symbol. And, if you need coal or iron (or both) to build the industry, there must be a connection to a source of the cubes on the board or to a port through which you can import them (at a price).

One important point is that you are allowed to build over existing industry tiles. You can always build over your own tiles, provided you do so with an industry of a higher technology level. All the building restrictions still apply, so you have to have the right card, be able to ship in coal and iron and so on. In particular, you must still follow what's printed on the space on the board. Hence only a coal mine can be built over a coal mine. However, you could build a mill over an iron works.

Phew! It may only be one action, but the restrictions on building an industry make it the trickiest part of the game—as well as the most useful. New players will need to go through these rules carefully so that they understand just what they can and can't do. Even then, you'll probably make some mistakes in your first couple of games. This is when you need a lenient approach from your fellow players, so that you can take back things that aren't working!

The second possible action is to build a railway link, connecting two cities. The restriction here is that you must have an industry in one of the cities or an existing railway line connecting to one of them. In addition, after your first, you'll need one iron and one coal to build each link, so you need the connections to bring these to where you're building. However, don't think this is a network game. Building a network can be useful, but you don't need a connection of your own to use a Location card. Hence, players tend to have several small networks around the board rather than having everything connected together.

I've already mentioned the "Sell goods" action as the way you flip over pairs of cotton mill/factory and port industries. In fact, in a single action, you can sell goods from (that is, flip) as many of your factories and cotton mills as you like. However, for each one you flip, you must also flip a port or market that is connected to the specific factory or cotton mill. The markets are on the edges of the board (on the Germany map) or accessible via shipping lanes (in New England) and are used just like ports. However, nobody needs to build them and nobody gets any money for using them. One wrinkle here is that you can use

A reminder that all gentlemen of high standing (OOC: minimum 6 SLs less than GI) are invited to race in the 2nd 'Gust of Wind' horse trial in the fourth week of October. I look forward to the race.

To all persons of Note and Repute
October 1663, Week 2
Wine Tasting Evening
This will be a fine evening of tasting
wines and small amuse-bouches to
satisfy the anxious palate.
All wine fees paid by myself.
Gentlemen Only.
† Lt.General Marquis Sais-Pas (JSP)

Personal

To Sir Swender de Jewel
Many thanks for your support against the fool. Book sent. Interesting to observe that if his Regiment are so good the men are leaving the OOC to join the DG in vast numbers.

To Colonel Ilk Lamore Bartat
Sir—after my promotion, I am hungry for more and eager to climb. I was wondering what you had in mind for the regiment? I have taken it upon myself to try and recruit some more people and wondered if you intend to stay on as Colonel or progress elsewhere?

With best regards,
† Lt Col Jacques Blanc

Hello,
I new arrival from far land in Paris, is nice no? I look for peoples to help me finds my ways and to compare city to great city of Moscow. Simples no?

*So simples he didn't even sign
his missive! † Le Roi*

I would like to point out that I am still waiting for an eager Captain seeking advancement to request the position of my Aide.

Anyone seeking such advancement should present themselves promptly or I shall have to find some foolish young man called Neville or Norbert to do the job.

Apply by Etherous Post to General Sais-Pas (JSP)

To Lord Percy Percy,
Good to see you have discovered writing and therefore use your right hand for something other than pleasuring yourself.

Poetry Corner

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

To Paris I walk,
With eyes on battle... and riches.
To the front I march,
Wrestling away what was theirs for my own.
To Paris I ride,
Titled, Decorated and Wealthy.
Why risk so much? The reason is simple.

† Amant d'Au

home. His second attempt goes much better and he turns up at Red Phillips with Violet Bott on his arm.

The gymnasiums seem to be just as busy as the clubs this month as the returning soldiers improve their fencing skills. New boy Dan Gleables spends three weeks learning the sabre before attending this month's horse race. Egon Mad 2 puts in three weeks with his rapier after he's had a nasty run-in with the footpads following his trip to the Bawdyhouses. Luckily, he'd spent all his money. And had a good time. Jacques de Gain takes Vera Cruz to Bothwell's for a week and spends the remaining three with his rapier. Pierre LeFart follows Egon's example: hit the Bawdyhouses and practise rapier for the rest of the month. After an initial party, Uther Xavier-Beauregard is busy with his sabre for three weeks. Yves Vrai Bretheauteque is his own host in Bothwell's and then practises rapier.

Two weeks' practice is many others' achievement this month. Poisson d'Arbre is first up with his rapier. Then there's Richard Shapmes with his rapier. Charles Rabbit-Vacuum has his sabre, Jacques Blanc his cutlass and Willem de Biest his two-handed sword. Finally, we have Ilk Lamore Bartat entering the gym with his cutlass and Herve d'Conde with his sabre. Meanwhile Armand de Luce spends almost the whole month courting the same woman—he succeeds in the end. ❖

Press

Announcements

HURRY! HURRY! HURRY!

This is your last chance to take advantage of the Free Horse offer open to all new members of the QOC—Her Majesty's Premier Fighting Force.

To All Loyal Men of Paris
Come and join a regiment on the up.
After a successful campaign, I am able to help financially and am willing to give funds to a brother Marine to set themselves up. Two positions of Major are available and I wish to help make this the best regiment in all of Paris.

Vive La France!

Vive Le Roi!

† Lt Col Jacques Blanc

I am still missing an Army Adjutant. If anyone wants some experience at the highest echelon of field command then drop me a line.

Social

I feel the gallant deaths (in rapid succession) of Colonels Jacques de la Boite and Jean-Luc de Picard should not go unmourned. All those of SL4+ who wish to raise a glass to the memory of these gentlemen will be welcome at Hunters in the first week of October.
† WdB

The QOC will be holding its second Regimental Dinner during the month of October—exact dates to be advised in due course.

other people's ports to sell your cotton/goods. In turn, this makes building ports for others to use a valid tactic.

The fourth action available to players is to develop their technology. This allows players to remove the lowest industry tile of one type from their display. Players' first factories and ships are of technology level 0 and cannot be built on the board. Hence the Develop action is the only way to get rid of these so that you can build the more valuable, higher level tiles. This applies to all the industries: you can develop away the lower, less valuable tiles. In addition, you must discard a card when taking this action, which can also be a useful thing to do.

Drawing two cards is the fifth action. Players start with a few cards, but have to use this action if they want any more (and they will or they won't be doing much in the game!). As well as the deck, two cards are face up and you can take either of these or a card from the top of the deck. Players are limited to holding nine cards and can't draw if they already have nine. As I've already said, you will need to draw cards several times during the game. However, doing this uses up an action, so timing is important. The cards available are important too. Generally, location cards are more valuable as they allow you to build without already having a connection to that location. The industry cards become more useful later



A player display plus pieces

on in the game when you have railway lines on the board and may want to overbuild an existing tile.

Finally, there is a pass action that allows you to discard a card. It's really only useful if the game is nearing its end and you want to get rid of a card or two.

You'll have noticed that I haven't mentioned money. That's because money is handled as part of the other actions. Players start with no money. That's right: you have nothing! Any time you want to spend money, you take a loan of \$10 from the bank. This isn't an action, you just take loans and cash as needed (luckily you don't need to provide collateral). Similarly, if you have the cash, you can repay a loan at any time. This is useful because you have to pay 10% interest on your loans at the end of every complete round. It is quite possible to take a loan to build something, flip it as your second action and have enough cash to repay your loan so that you don't pay interest. And end up with a little surplus.

Let me see, what haven't I mentioned? Oh yes: the money you spend each turn is put into a box next to your turn order disc. At the end of the round, the order of play is changed for the next round. Whoever spent most goes last, whoever spent least goes first. Any tied players retain their existing position. This is a neat mechanism that gives players something more to think about when deciding what to do each turn. A tactical trick when in last place is to spend less than everybody else. You then go first in the next round, effectively giving you four actions in a row.

The game ends at the end of a round when the cards have run out and at least one player has used all their cards. Players then get cash for their railway links, depending on the number of industries they connect. This gives a small incentive to connect the larger cities. They have a last chance to pay off any loans and then turn cash into victory points at the rate of \$5 for 1 VP. To this they add the technology level values of each industry they have on the board. If anyone is still stuck with loans, they cost 5 VPs each. And the player with the most points wins.



As well as having the support of Kathy Pacific, Gustav is cheered on by his guests, notably several newcomers: Dan Gleables, Noel Fornam Idya and Yves Eau. Johnny Sais-Pas is there, too, supporting his host along with Bess Ottede. However, there's a group of four who are grumbling into their cups: the thwarted racers. Gaz Moutarde, Jacques Blanc, Pierre le Sang and Quasi Le Bossu all feel they have a bone to pick with Gustav. Still, Gaz is quite happy that one of his courting visits paid off.

Johnny Sais-Pas holds his Return to Paris Ball at Bothwell's in week 3. While he's more than happy to have members of the 13th and 53rd Fusiliers Toady to him, he draws the line at anyone whose social standing he considers too low. Thus, Amant d'Au, Luc Bacquards and Noel Forman Idya are left out in the cold, while Poisson d'Arbre (Captain, 53F), Pierre le Sang (Lt-Col, 53F) and Thomas le Matelot (Lt-General) party the week away. Johnny has Bess with him and Thomas brings Alison, but they're the whole of the female contingent.

Willem de Biest invited all Dragoons, "past and present", to his memorial for Chris P Bacon at Hunter's in week 1. However, the event is only attended by Charles Rabbit-Vacuum (who is only just a Dragoon) and Quasi Le Bossu (who is no longer a Dragoon). At least Henrietta Carrotte is with Willem to make the numbers up to four. There is a bit of an interruption when Antoine Dubeque shows up with Laura de Land. As a member of the Dragoon Guards, Willem is most unhappy to see a QOC in Hunter's. However, Antoine is a member, so a slanging match is all that ensues—with a duel to follow.

Antoine's own bash is in Hunter's the following week and it's a good job Willem isn't in the club as all of Antoine's guests are members of the QOC: Troopers Amant d'Au, Antoine Le Picnique and Arthur Sleep, Subalterns Luc Bacquards and Michel Marteau and Major Connor McKnight. Only Antoine and Connor bring their ladies along, so Laura and Emma talk to each other. Antoine has declared that the party will count as regimental duties for the men. Sadly, he has neglected to ask his squadron commanders to actually excuse anyone...

Join the ladies?

Connor is back in his club for the last week of September, bringing Emma with him and admitting Rick O'Shea as their guest. Antoine Dubeque and Laura are also there, as they have been all month. They have the privilege of seeing Richard Shapmes showing off his new conquest, Frances Forrin, in the third week. Jean Laissez-Faire will have something to say about this—with his sword.

Other men show off their new companions at Red Phillips—and a good job too, as otherwise there'd have been nobody in the club all month. The first of these is Eric de Miabeille, who brings Freda de Ath with him. Second up is Yves Eau, whose first courting effort comes to nought as the object of his affections is not at

for Gar to find that Kathy wasn't even at home. Gar clearly had better luck with Maggie, while Indie visits another young lady, only to find she's out on the town.

Euria and Edna Bucquette turn nobody away and thus have quite a few guests in their part of the Fleur. The only people who are with them for the whole month are Mouton Rothschild and Guinevere d'Arthur. Now Mouton is Horse Guards Brigadier and Connor McKnight is his Brigade Major. However, Mouton is also a Dragoon Guard, while Connor belongs to the Queen's Own Carabiniers. So when Connor rolls up to the party (with Emma Fant on his arm), Mouton removes his glove to shake hands and then uses it to smack him round the chops! Luc Bacquards springs up to support his comrade and swaps challenges with Mouton.

The other guests are Armand de Luce, Benedict d'Over with Ophelia Derriere on his arm, Herve d'Conde, Jacques Blanc and Josephine Buonoparte, Rick O'Shea and Uther Xavier-Beauregard, who brings Mary Huana with him. As well as Mouton and Guinevere, Benedict, Ophelia and Rick return for a second week. Three other men join the party: Ilk Lamore Bartat, Pierre le Sang and Quasi Le Bossu. Last through the door is Alison Wunderlandt, on the arm of Thomas le Matelot—so we know where Thomas was the week before. The entertaining thing here is that Alison was lately the companion of Quasi, so there'll be a duel required! Pierre also hoped to have someone on his arm, but he met Antoine le Picnique on her doorstep.

Come week 3 and Connor and Emma are back to exchange insults with Mouton and Guinevere. Quasi is Euria and Edna's only other guest, having just dispatched some of his last month's booty to his colleagues, Armand de Luce and Uther Xavier-Beauregard. For the last week, Benedict and Ophelia, Thomas and Alison and Warren de Biest join Mouton and Guinevere in Toadying to Euria and Edna. Benedict's missing week is spent wandering around the Prix d'Or wondering where the horse race is. The answer is that it's the following week!

Hold your horse?

Gustav Ind is the man sponsoring the race—what will be the first of a series of end-of-month races. This one is billed as the "3-legged horse race" and Gustav has decided that, since he's entering the race, riff-raff are not wanted. The result of this is that it becomes a two-horse race: Gustav versus Devlin Carnate. Gustav is the more skilled horseman, but also the larger man, so the two start fairly even. Gustav makes a good start round the first corner. By the end of the first straight, he's stretched out a lead of a length and a half. They round the final bend and head for the finish. However, Gustav has eased off, feeling secure with his lead. Devlin encourages his horse and begins to catch Gustav. He gets closer and closer as they thunder along the straight towards the line. But he runs out of room and Gustav takes the win by a head.

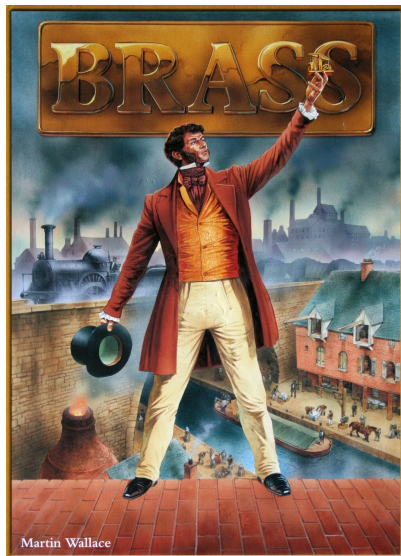
As you can see *Age of Industry* is a complex game and you'll need to play it a couple of times to be comfortable with the mechanics. Then comes the trickier challenge of winning! Clearly, you will get most victory points for the higher technology level industries. First, though, you'll need to build or develop the lower ones. Building seems to be the better option: developing takes an action and uses up a card (speeding up the game) for no reward. Building industries will bring you the cash that will make it easier to build the most valuable, most expensive tiles. It also helps if you're the only player building that type of industry so you're not competing directly.

The game's mechanics mean that it's advantageous to be able to take advantage of what other people have done. The most obvious example of this is building a railway to an unconnected city. If you don't use your second action to build something there, it's unlikely there'll still be a space left for you by your turn comes round again. Conversely, the player before you building a railway gives you an opening for building something. A corollary of this is that it's useful to have a wide selection of cards in your hand to give you plenty of scope for where you can build.

Loans are unavoidable in this game, but it seems to be best to keep these to a minimum. Building the smaller industries first enables you to pay off loans quickly and build up capital, reducing the amount of interest you have to pay. Unlike some of Martin's other games, taking massive loans does not seem to be a winning strategy. You are stuck with large interest payments and it can take quite a while to flip your industries—especially if other players don't help.

My experience of the game is that players tend to start around the edges of the board, building ports and cotton mills to generate some early cash. As the cities begin to fill up, more railways are built, expanding into the centre of the board. This and the higher level industries provoke demand for coal and iron. Building coal mines (or connecting to coal imports on the New England board) and iron works become a good way of earning quick cash. However, you need to get some higher value industries on the board to stand a chance of winning—just building low value industries will mean you don't need too many loans, but won't bring you too many points.

As the board begins to fill up, it becomes harder to find spaces to build. Overbuilding your tiles becomes more attractive. You are, of course, losing the victory points of the original tile when you do this. Hence, it's generally only worth doing if you will be able to flip the new tile and earn extra points from the cash. You should also keep an eye on the number of cards left and how many players have in their hands. It doesn't do to be caught out by the end of the game!



A few words for *Brass* players

Age of Industry is recognisably a development of *Brass* and Martin has done a good job of streamlining the game, removing some of the more cumbersome bits that got in the way. Despite this the game retains a lot of the same feel while playing quite differently and offering players different challenges. The first thing is: no canal age. This game is all about railways. Nor is there an income track—you just get cash—and no need for a victory point track as you only score points at the end of the game.

Third, location cards refer to an area rather than a specific city, making them more flexible. While some industries are still restricted to specific locations, there's more

flexibility for the others as they can be played on any blank industry space. What's more, these industries can be overbuilt with something different. Shipyards have gone, replaced by shipping lines on the New England board. And there is a sixth industry, factories, which are a variant on cotton mills. This gives players a strategic choice of going for one or the other.

While the length of the game still depends on how quickly the cards are used up, it is not the rigid structure of *Brass*. Many actions do not require a card to be played. Taking loans is no longer an action, but is just done whenever necessary, and loans now attract interest, rather than reducing income, and can be paid off. Conversely, drawing cards is an action and when to do so becomes a tactical consideration in the way that when to take loans is in *Brass*.

The external market mechanism has been replaced with external market tokens around the edges of the board that are used like ports. Again, this has much the same effect, but is simpler. However, you don't earn any money from flipping market tiles. Also simplified are the rules for transporting coal and iron: you need a railway line for both. (I never understood why there was a distinction in *Brass*.) In *Age of Industry* you only get rid of one tile when you develop an industry. It also costs a card rather than an iron cube, so there's a very different tactical impact. Developing industries is done more sparingly than in *Brass*.

In *Age of Industry* you don't get victory points for your railways. Instead you get cash, which converts to points, but you're generally only getting a single point for each railway link. This makes quite a difference to strategy. Industries are also

Government consisting of the top two posts and the odd Minister without Portfolio left over from the previous regime. Yes, Indie Spencible, that's you.

Field Marshal Gar de Lieu weighs up his options for command of the Armies. He appoints Gustav Ind to lead First Army, but keeps the position of Second Army commander empty for the time being. He doesn't appoint an Adjutant-General and even decides he can do without an Aide. Minister of War Humble leaves both Inspectors-General jobs vacant as well. Ind would like Quasi Le Bossu to be his Quartermaster-General, but he's too senior for the job. Ind also does without an Adjutant for the time being. However, he would like an Aide. His first choice, General Devlin Carnate, is rather over-qualified for the job, so it's second choice Jacques de Gain who takes the role.

There is fierce competition between the Lieutenants-General for the Divisional commands. Thomas le Matelot calls in all the favours he's got to assist his application to command of First Division. However, the job goes to Johnny Sais-Pas, who doesn't appoint an Adjutant or an Aide. Le Matelot tries for Second Division commander, but Swender de Jewel gets the job and makes Jacques Blanc Division Adjutant. How about Cavalry Division? Nobody gets that one. And Quasi Le Bossu is appointed commander of Frontier Division where he feels he doesn't need an Adjutant and turns down everybody's application.

Egon Mad 2 is re-appointed Guards Brigadier over a strong challenge from the Cardinal's Guard commander, Jean Laissez-Faire. Richard Shapmes becomes his Brigade Major. Willem de Biest backs his boss, Mouton Rothschild, as Brigadier of the Horse Guards and he is duly appointed. Brigade Major goes to Connor McKnight. New recruit Poisson d'Arbre gets a job: Pierre le Sang makes him Regimental Adjutant of the 53rd. Luc Bacquards is appointed Aide to the Brigadier of Heavy Brigade.

Who wants a party?

There are plenty of parties for returning soldiers to attend. Chief of these are Revaulvin d'Or's welcome home party all month at the Fleur de Lys and Euria Humble's month-long celebration, also in the Fleur. Revaulvin's is the more exclusive as it's only for very high-level socialites. This does not include Johnny Sais-Pas, who spends a couple of weeks in the foyer trying to talk his way in.

Katy Did joins Revaulvin to welcome his guests. Jacques Shitacks and Madelaine de Proust attend the ball for all four weeks. Gustav Ind brings Kathy Pacific along for the three weeks before his horse race. Devlin Carnate and Angelina di Griz also attend for three weeks, Devlin choosing to go racing at the end of the month. Gar de Lieu turns up in week three with Maggie Nifisent on his arm. This is particularly interesting as Gar tried to visit Kathy at the start of the month and ran in to Indie Spencible on her doorstep. Indie deferred to Gar, only

badly injured and Le Bossu throws in the towel. Then he picks it up again to staunch the blood and the two men stagger off in the direction of the Hunter's.

After this, we have the mismatch of GDMD Lieutenant-Colonel Armand de Luce with his sabre versus newcomer François de Torre and a ... foil. Now de Luce is not a big bloke, but he masses twice as much as de Torre, so the smart money is on the Dragoon. Still, de Torre has chosen to fight de Luce before Rick O'Shea. De Luce decides to open gently to see what the smaller man's response will be. An initial parry is followed by a lunge. This completely confuses de Torre, who has blocked against the anticipated slash. As de Luce intended, the blunt end of the sabre doesn't do much more than bruise de Torre. De Torre doesn't take the hint and jumps back from the cut he is expecting. However, de Luce's initial parry means he's attacking a second later. The cut from his furious lunge strikes home after de Torre's avoiding action. The effect is devastating and de Torre's body falls to the ground. RIP.

The result of this fight leaves Rick O'Shea wondering why de Torre hasn't turned up for their appointment. Revaulvin d'Or is disappointed that there's no sign of Beppe de Marko.

Get your appointment here!

Time for some of the new boys to sign up with the military. The offer of a free horse for recruits to the Queen's Own Carabiniers is particularly attractive. Antoine Dubeque signs up Amant d'Au, Connor McKnight and Eric de Miabeille. D'Au and de Miabeille take the rank of trooper, while McKnight buys his way to Major and second-in-command. Ilk Lamore Bartat admits Rick O'Shea to the Royal Marines, where he buys himself a Captaincy. Charles Rabbit-Vacuum gets the nod from Uther Xavier-Beauregard to join the Princess Louisa Light Dragoons. He has his eye on becoming a Major, but doesn't measure up to that rank. That leaves him as a Captain, too. Poisson d'Arbre joins the 53rd Fusiliers, courtesy of Pierre le Sang, and takes a Captaincy. The 4th Arquebusiers accept Noel Fornam Idya. Guess what, he takes the rank of Captain.

It looks like Revaulvin d'Or has the inside track on the post of Minister of State. Apart from being able to call in a slew of favours to promote his cause, he has the backing of most of the other candidates for the job! Gar de Lieu, Gustav Ind, Indie Spencible and Jacques Shitacks all use their influence to support d'Or. His Majesty is torn between d'Or and de Lieu, but the backing for d'Or gets him the job. The new Minister of State busies himself by leaving Ministerial posts vacant.

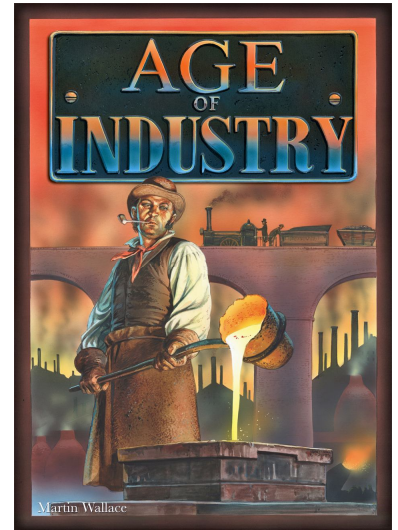
Minister of War, however, is the King's to appoint. This time the applicants are all in the running, but most of them do not have any influence they can bring to bear. His Majesty is favouring Gustav Ind until Euria Humble is able to have a quiet word. He gets the job and the title of Viscount. This leaves France with a

worth fewer points than in *Brass*, but most of your points will probably come from industries. Particularly as you score points for them whether they've flipped or not.

In conclusion

All in all, *Age of Industry* is a terrific game. There's a bit of a learning curve for new players to climb, but it's worth doing for a game that gives you plenty to think about and some tough decisions. It is sufficiently different from *Brass* to provide a different challenge—and some traps for those who are used to the older game. While it is a complex game, it is simpler and plays faster than *Brass*. It is another cracking business game from Martin Wallace and gets 8/10 on my highly subjective scale.

Age of Industry was designed by Martin Wallace and is published by Treefrog Games. It is a strategy board game for 3-5 players, aged 13+ and takes a couple of hours to play. It is available direct from Treefrog (at www.treefroggames.com) and in selected shops.



Science Fiction

I seem to have been on a bit of a Charles Stross kick recently. After the first few "Merchant Princes" books (see *TWJO* 107), I've now read *The Fuller Memorandum*, the third in his "Laundry" series. The basis of these is a kind of science-fictional take on magic. It requires serious mathematics to work and opens up doorways to other dimensions full of malevolent aliens. The advent of computers makes it all too easy for ordinary mortals to tamper with things which man should wot not of. The Laundry (named for the location of its original offices, like Le Carré's Circus) is a clandestine branch of the secret service, keeping the aliens at bay and stamping out the cults that worship them as gods.

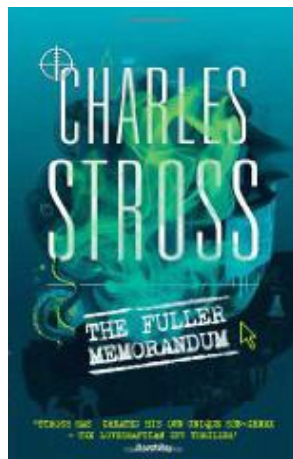
Our hero, Bob Howard, is a computer geek and an agent for the Laundry. He maintains its IT infrastructure when not fighting unnameable horrors or filling in forms. The stories are a wonderful mix of horror, spy fiction and over-the-top corporate bureaucracy—kind of Dilbert meets Bond meets van Helsing. *The Fuller Memorandum* opens with Bob now married to the lovely Mo, a fellow agent at the laundry, and on a routine visit to the Midlands to exorcise an aircraft. This gives Stross a chance to introduce Bob and the Laundry to new

readers. Bob's mission turns out to be rather less routine than he thought, but the action really starts when a demonically possessed Russian tries to kill Bob and Mo.

Things get worse when one of Bob's bosses (the Laundry has a matrix management system), the enigmatic Angleton, disappears. The mystery involves one of the Laundry's founding documents, the eponymous Fuller Memorandum, and the Russians are just one of the groups after it. There is, of course, a cult of necromancers who worship a mad god in the mix. Bob finds all this out the hard way. The interesting thing is that, despite his self-deprecation (very British), Bob is actually pretty competent at what he does.

The book reaches its climax in the Brookwood Necropolis—a massive Victorian cemetery in Surrey with its own railway line to bring in the funerals. (And only a couple of miles from where my family lived in the late Sixties.) By this time, Bob has found out just what the Fuller Memorandum is and just who Angleton is. Not that it'll do him much good as he's at the centre of the black rites. Yes, Stross pulls all the stops out for the finale of the book and it comes to a cleverly logical conclusion.

Despite all this, I felt a bit disappointed by *The Fuller Memorandum*. Stross has packed an awful lot into the book and it cracks along at a terrific pace. The mixture of action, horror and computers is much the same as the previous books. However, it doesn't seem to have the same humour. Part of the attraction of the first book (*The Atrocity Archives*—see TWJO 96) was Bob's struggle against the twin foes of bean-counting bureaucrats and Microsoft Windows. And the second (*The Jennifer Morgue*—TWJO 99) is a romp, explicitly modelled on Bond movies. However, *The Fuller Memorandum* is pretty much played straight. It's still a great read, though, and well worth picking up. I recommend starting with *The Atrocity Archives*, though.



Games Events

As I've already mentioned, Spiel '10 is next month: 21st-24th October at the Messe (Exhibition Centre) in Essen, Germany. If you're a gamer, you really must visit the show: hundreds of new games will be launched and there is an awful lot going on. While it is, of course, predominantly German, Spiel is an international show these days. For more, see the organisers' website at www.merz-verlag.com/spiel

Les Petites Bêtes Soyeuses 235

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!* (see www.engarde.co.uk).

**Orders for October 1663 to
Pevans at 180 Aylsham Drive,
UXBRIDGE UB10 8UF or
lpbsorders@pevans.co.uk
by Friday, 29th October 2010**



September 1663

Ah, September! The seasons change, the nights draw in, there's a chill in the air and, most importantly, the men are back in Paris! Well, the surviving military men are back in Paris. Along with new arrivals from the provinces, of course. This is no barrier to there being a few affairs of honour to settle.

First is a battle of the big beasts: the Dragoon Guards' Willem de Biest has been (narrowly) voted cause against the retiring Cavalry Division commander, Quasi Le Bossu. Le Bossu has a cavalryman's sabre, while de Biest wields a two-handed sword. Both men can take a lot of punishment, so this could be a battle of attrition. No seconds are in evidence for either duellist, so they cross blades and have at it. Both men start with a slash, connecting at the same instant in reciprocal blows. The two-hander does a bit more damage. What's more, de Biest is just starting a furious slash, slowed a bit by his heavier weapon, so he has a cut to follow. It coincides with a second slash from Le Bossu and this time the two-hander does a lot more damage than the sabre.

It's Le Bossu's turn for a furious slash and his cut does more than even the score—it seems in his favour now. Both men pause to recover their balance and their breath. De Biest is slightly quicker off the mark and hits Le Bossu with another slash. Le Bossu returns the favour and then hits de Biest for a fifth time. Both men are bleeding heavily and staggering slightly. De Biest still has the strength for another blow and slashes at Le Bossu again. Both men are clearly

Cambourne* Railway Rivals game 8—pre-start

This game will be on the Latvia map—copies have been sent to all the players.

We have four players already signed up:

- Mark Cowper,
- Emrys Hopkins,
- Jonathan Palfrey and
- Mark Wright.

There is room for one more player, but anyone interested had better get in touch with Mike as quickly as possible!

To get the game started, players have been asked to send Mike a name for their company and their preferences for colour and start town.

The first turn will get under way as soon as Mike has all those and will be published in the next *TWJO*.

**Orders to Mike Dommett, 119 Victoria Road, ALTON GU34 2DD
or by e-mail to mike_dommett@yahoo.co.uk by 22nd October 2010**

* Trains do not stop at Cambourne on Wednesdays

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See the full catalogue at www.pevans.co.uk/Games

Clearance sale: www.pevans.co.uk/Games/SpecOffer.html

This box concentrates on events I expect to attend.

Swiggers: games club that meets every Wednesday evening, upstairs at The Shipwright's Arms, 88 Tooley Street, London SE1 (just along from London Bridge station, past the London Dungeon). 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 upstairs at the Angel in the Fields (37 Thayer Street, W1U 2QY). The pub lays on sandwiches, paid for by those who consume them. Otherwise we sit around, play games and drink beer (Sam Smith's). A perfect afternoon. ☺

UK Games Expo: the first weekend in June at the Clarendon Suites on the Hagley Road in Birmingham. This is a two-day public event that showcases games of all sorts with traders, demos and participation games plus guests and events. For gamers there are lots of tournaments and free gaming on the Friday and Saturday evenings. For details see www.ukgamesexpo.co.uk

Manorcon: 15-18th July 2011 at Stamford Hall, University of Leicester. The biggest board game event in the UK and host to numerous tournaments, including SpielChamps, the UK Board and Card Games Championship (and qualifier for the European Championships). More information from the website: www.manorcon.org.uk

Spiel: the board games event of the year. 21st-24th October 2010, at the Messe (Exhibition Centre) in Essen. Contact Friedhelm Merz Verlag, Postfach 210250, Bonn, 53157 Germany, www.merz-verlag.com/spiel.

MidCon: 19th-21st November 2010 at the Birmingham City Thistle Hotel. This is a long-running board games event in central Birmingham. **MidCon** is a friendly convention in a decent hotel for board games players. See www.midcon.org.uk for more.

Credits

To Win Just Once issue 109 was written and edited by Pevans. The *LPBS* masthead (page 19) is by Lee Brimmicombe-Wood. Game and book artwork is reproduced courtesy of the publishers. Pevans took the photos and played with Photoshop.

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Easy Money

Turn 10

Turn 10 bids and results

No bid from Austin Hayward knocks him out with only two turns left. Nothing from a few others, too, which won't do them any good.

Tim Macaire tries to sell a Red share he doesn't own. Matthew Wale takes advantage of being Chairman of Blue to sell ... a few.

Player	Bid			Actual			Holding					
	Buy/Sell	No	Colour	Buy/Sell	No	Colour	Red	Grn	Blue	Ylw	Blk	Money
Simon Burling	S	1	Red	S	1	Red	2	0	2	2	2	39
Charles Burrows				B	1	Black	1	4	0	0	2	40
Mark Cowper	S	5	Blue	S	5	Blue	3	0	0	0	2	60
Mike Dommett	S	1	Red	S	1	Red	0	1	0	0	2	170
Mike Dyer	S	2	Blue	S	2	Blue	2	2	0	0	1	50
Austin Hayward				B	1	Black	1	3	0	0	4	OUT
Pete Holland	S	1	Red	S	1	Red	0	1	0	0	1	167
Dominic Howlett	S	2	Red	S	2	Red	0	0	0	0	3	166
Andrew Kendall	S	4	Yellow	S	4	Yellow	0	0	0	0	0	157
Tim Macaire	S	1	Red	B	1	Black	0	0	4	1	1	83
Colin Parfitt	S	2	Yellow	S	2	Yellow	1	0	1	0	0	127
Alan Tabor	S	1	Blue	S	1	Blue	1	0	0	0	1	159
Gerald Udowiczenko				B	1	Black	0	0	0	4	2	68
Pam Udowiczenko				B	1	Black	0	0	6	0	3	0
Matthew Wale	S	3	Blue	S	3	Blue	0	0	6	0	1	44

The question is, can those with shares sell them for enough to beat the people with cash? We'll find out...

What's this about?

Devised by Chris Boote, *Easy Money* is a share-trading game for all readers of *To Win Just Once*. 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 and yellow. There are also Black shares, which never change 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 bids to buy or sell a number of shares in one colour of stock (except Black). For example: "Buy 3 Red." A Buy bid is limited to the highest number of shares the player can afford at the price at the beginning of the turn. 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.

Here's an example. Green is priced at 12: Chris bids to sell 3 Green, Geraldine bids to buy 2 Green, Julia bids to buy 1 Green and Paul bids to buy 2 Green. The totals are 5 to buy, 3 to sell, making the price $12 + 5 - 3 = 14$. Chris gets 42p for his 3 Green; Geraldine pays 28p for her 2 Green and Julia pays 14p for her Green share. Paul has only 25p and now can't afford the 2 Green he bid for (he spends 10p on a Black share).

If a player makes an invalid bid (such as buying more shares than they have money for or selling shares they don't have), their bid is changed to "Buy 1 Black" (so prices are not affected). If a player can't afford to buy their shares at the new price or fails to make any bid, then they buy 1 Black (however, their bid will affect the price). Should a player not be able to afford a black share, they buy one for all their remaining money (even if they have no 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.

When a single player owns more shares of a colour than anyone else, they are Chairman of the company and may, as their bid for that turn, buy/sell up to 3 shares in that company at 1p less/more than the final price. In the example above, if Chris were Chairman of Green, he would get 45p instead of 42p for selling his 3 shares.

Share prices and Chairmen			
Red	Green	Blue	Yellow
16	20	12	21
Mark Cowper	Charles Burrows	None	Gerald Udowiczenko

You have one bid to buy or sell a number of shares in one tradable colour.

**Bids to Pevans at 180 Aylsham Drive, UXBRIDGE UB10 8UF or
TWJO@pevans.co.uk by Friday, 29th October 2010**