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Changes of Address, etc

Stephen Agar, 4 Cedars Gardens, Brighton, BN1 6YD. Tel (as before): 01273 562430.

DEADLINE	Friday 17th October 2003	DEADLINE
	Horse Racing: Wednesday 15th October	
	Dane's Games: Thursday 9th October	

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If you are in debt you will not get C+T 223 unless your subscription is renewed by the next deadline. Cheques payable to Derek Wilson.

Those whose credit is too low for C+T 223: Graham Liddiard, Arthur Owen, Matthew Smith.

Those in debt: Stuart Dagger. Farewell to: Mike Head.

Subscription Renewals from: Bob Bridgman, Colin Bruce, Kath Collman, Thane Duffield, Colin Harden, Jeanette Hawley, Adam Hubby, Arthur Owen, Marcus Pratt.

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An amateur magazine dedicated to the playing of board games by post.

Cut & Thrust



Chief Arrowsmith is remembered in Indian folklore as the leader who had good intentions.

Frank Lengel

Issue No 222
 from Derek Wilson

80p plus carriage

EDITORIAL

by Paul Adkins

I have long promised Derek that I would write an editorial and his stirring call to arms in C+T 221 has finally roused me into putting finger to keyboard. One thing I noticed in that issue was that Derek has been empire building as usual. Can anyone clarify whether the C+T Towers he has built are closer to Middle Earth or a certain Mr Fawcay? And what colour is it - yellow I guess :-)

Mars is in the news at the moment so I thought that an article on my view of the red planet and astronomy would be an appropriate topic. As an amateur astronomer I find Mars fascinating and eagerly await its close encounters which occur roughly every 25 months. The telescope I use is of classic Newtonian design and has a 222mm diameter Primary mirror, (that's 8.75" for any fossilised readers), and is about 1.7m long (5' 6"). I co-designed it with a small telescope manufacturer called Beacon Hill Telescopes to be optimised for planetary viewing, and so I proudly call it the "Planetary Newt".

My main interest on Mars is in transient phenomena, things like the waxing and waning of the ice caps, water clouds and the dreaded dust storms which can obscure everything. Where dust settles it covers the darker surface rocks and so surface features change to a lighter colour. Similarly where dust is removed the darker rocks can be seen again. These seasonal changes where once thought to be a sign that vegetation was growing, but like the Martian canals have been disproved by close up images from space probes. One thing I have yet to see are the mysterious Martian flares. Before you jump to the conclusion that little green Martians are signalling us, (perhaps they are saying "Stop throwing lumps of metal at us - they hurt!"), the flares are believed to be caused by sunlight reflecting off of surface frost.

The apparent observing of canals were probably optical illusions caused by high power viewing. I know from my own experiences how easy it is to see what you want to see through a telescope. The quality of the image is affected by the telescope's design and atmospheric conditions. For example, the Newtonian design of telescope has a thing called a spider in the light path which makes stars appear to have spikes sticking out of them, each vane on the spider (leg) produces one spike. The human eye also has optical aberrations built in, can misinterpret colours, see imaginary lines under certain conditions and even has little "floaters" which move about in the eye and impair viewing. Even a relative novice like myself could write many pages on the subject of accurate observing. One has to try to subtract all these effects to deduce the true image.

The difficulty of accurate imaging does make it easy for crackpots and even respected scientists to make sensational claims. The main advocate of Martian canals was the famous astronomer Percival Lowell who had an observatory named after him. Gerard Kuiper (who correctly postulated the "Kuiper Belt" of asteroids orbiting at the edge of our solar system) believed that the credibility of planetary astronomy suffered as a result of claims such as this which were built on little evidence, and that is the reason why professional telescopes spend most of their time looking at stars and galaxies, even to this day.

A good example of wishful viewing taken to extremes is the true story a few years ago of a man who bought a telescope. Soon after he claimed that he could see an alien spacecraft the size of Saturn. The general public believed him of course, because they wanted to. It was actually a faint

Finally, I am thinking of continuing to run this game by e-mail, once "C&T" finally folds, since many of you already send your orders this way. Please give it some thought, and let me know next time whether you would be interested in this.

LET'S GO RACING!!

Waiting Lists

Apply to Derek

Gamefee £1

Outpost (GM: Dane Maslen): List closed. Players: Mick Hayrack, David Smith, Steve Thomas and Derek Wilson. For further enquiries and/or to be added to the next waiting list send email to: dane.maslen@virgin.net

Where is My Mind (GM: Derek Wilson): New players may join the current game. It is open to all C+T recipients - no gamefee.

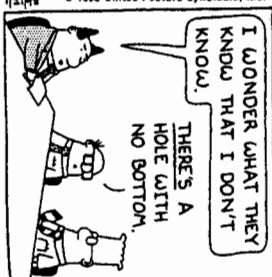
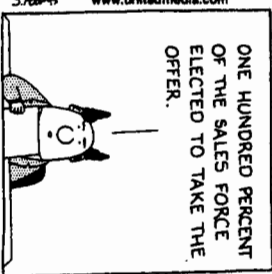
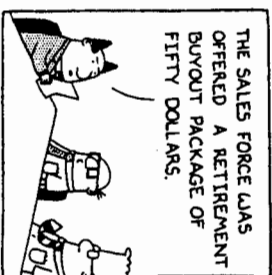
En Gardel (GM: Jeanette Hawley): Room for more players. Game will continue while other games are run to a conclusion, ie approximately one more year.

All C+T waiting lists now closed, except En Gardel.

Players with a gamestart are requested to ensure that they have sufficient C+T credit for the gamefee. To avoid spoiling a game for others, players should supply orders by each deadline and to maintain their C+T subscription for the duration of the game or until they have been eliminated from it. Players who fail to do this risk being blacklisted throughout the postal games hobby. Please do not sign up for a game unless you're willing and able to see it through to the end.

RIPMEET

The Hobbymeet with added Tandoori continues to meet each month. It nominally occurs on the second Tuesday of the month but can vary dependent upon availability of the usual attenders. Meet at 7.45pm in the Curry Garden, High Street, Ripley - situated near Guildford, off the A3 towards London - later retiring at about 9pm to the lounge bar of The Talbot (also in High Street, Ripley). Newcomers welcome, but please check that there have been no last minute changes by contacting: Dane Maslen on Woking (01483) 721856. The October RIPMEET will be held on Tuesday 14th October 2003. ((Surely something's gone wrong - it's being held on the right day in the right month! I need a lie down...))



Owner	Horses	Cash £	Stable Jockey (wins)
London	14	8,862,015	G.Manley(5)/F.Randal(2)/Maggie Mourning(1)
Owen	8	+95,700	Glenn/Phipps/Jacques
Pratt	18	+687,066	OT Hill(82)/Sequel(11)/C Story(3)
Seymour	8	-69,118	Quick Rider(6)/R M Cowboy(1)
Queen	19		Rhoda Cert(6)

Lockey Listing

Lockey	Wins	Level	Owner	Cost £
Piggott	8	6	London	
Carson	3	5		
Cauthen	6	5	Queen	
Dettori		5	Aga Khan	
Eddery	2	4		
Starkey	3	3		
Swinburn	1	3		
Thomson		3		
M Hills		2		
Ives		2		
Cook		2		

*decided on die roll

For next month, can I have the following orders please:

- i) Entries for Month 10, Doncaster:
 - Scotch Corner Maiden Stakes: 6f. 1st Prize £20,000,
 - TATTERSALLS STAKES(GID): 4yo+, 1m 2f. 1st Prize £40,000,
 - HOLSTEN PLUS ST. LEGER(GD): 3yo, 1m 6f. 1st Prize £80,000,
 - Coral Leisure Bonus Stakes: 1m 2f. 1st Prize £25,000

Qualified: Anarchist, Diamond Delves, Ommadawn, Soundtracks, South-end United, The Mad Monk.
- ii) Bets for Month 9, Glorious Goodwood:
 - COCK OF THE NORTH STAKES(GID): 2yo+ non-Group winners, 1m 6f. 1st Prize £40,000;
- iii) Bids for jockeys for Close Season, Longchamps.

Firstly, jolly well done to Andrew, who not only won, or was placed in four out of five races, but did quite well at the bookies too! And another jolly well done to Michael, who well and truly took the bookies to the cleaners this month.

Mike, I'm sorry that your e-mailed orders never reached me last time. You entered too many runners for the second race, so I just took the first two. You also entered General Election twice, so I put one of the others from race two in his place.

star, but his cheap star atlas only showed brighter stars. This man appeared on the radio and subsequent surveys showed that literally millions believed him, despite the simple explanation from professional and amateur astronomers. He claimed that their debunking was a global conspiracy to hide the truth, and of course that strengthened public belief in him. Then the leader of a religious cult thought the alien spacecraft was coming to take them to heaven and the cult members committed suicide so that their souls could be transported up to the craft. Tragic but completely true.

I try to be accurate in reporting what I see, so this article does not contain any little green men, just dust and ice.

What about simple life on Mars? There are plenty of articles in the press. All I will say is that Mars has the chemical ingredients required for life, weather systems and the temperature sometimes rises to 23 degrees Celsius. It will be exciting to find out one day if life exists wherever there are suitable conditions.

One thing which can be said with certainty is that since observations of Mars began some 130 years ago, the number of major planet encircling dust storms has been increasing. Of the 10 largest storms, 8 were recorded in the last 50 years. Also the Southern Ice cap recedes earlier in the Spring than it did 20 years ago. You guessed it, Mars appears to be undergoing global warming. Some scientists predict that if we can understand climate change on a simple planet like Mars it will help us understand the effects of global warming on the Earth with all its complex systems.

Whether global warming on Earth is due to nature or man made (and I believe it is both), the important thing is to determine what is happening and what to do about it. A good example of what could happen is Venus, a planet closer to the sun where millions of years ago greenhouse gases caused the temperature to rise so that all water turned to gas, which generated more greenhouse effect. The temperature on Venus today is 200 degrees Celsius. Oh, and the clouds are sulphuric acid. Did I say good?

Anyway, Summer is fast approaching the southern hemisphere on Mars and due to the heat dust storms could start up any day, so if you have a telescope it is best to get in any observing now. Finally if you are interested in keeping up to date with Mars events here are some web sites:

- Mars Today: Gives the weather on Mars <http://humbabe.arc.nasa.gov>
- Mars Daily: Mars newspaper - delivered free on Earth <http://marsdaily.com>
- Mars 2001 Odyssey THEMIS: Excellent Mars images from the odyssey orbiter - with explanations - cool! <http://themis.asu.edu>
- Ecliptic: My own site, boring but you can see pics of my telescope <http://www.ecliptic.org.uk>

One thing is for sure, as new technologies allow professionals and amateurs alike to probe farther into the universe and with more detail, we are living in a golden age of astronomy. As astronomers say in salutation: "Clear Skies!"

Derrek here: Thanks, Paul. If anyone would like to comment on this item, or better still supply me with next issue's editorial please send me an e-mail. Attachments should be formatted as '.rtf', '.mncw' or as text files. Do not send '.doc' files - my Mac cannot read them.

Letter Column

Mike Dommett: Sorry about the letter last time. The questions were all rhetorical. We don't know the answers, and maybe never will. We joined America to fight a war, for reasons that I didn't think were true at the time. New reasons are then given by my MP, and these seem to be inconsistently applied. People are taken prisoner in Afghanistan and elsewhere and not treated as Criminals or Soldiers, but as a third category, which allows them to be held, should America so decide, for ever. This is what communist countries did, what Iraq did, and I don't agree it should be done. The only American citizen captured was given a trial in the US with his own lawyers. To be able to keep all these people and insist that they have trials in America (I take your point about where trials should be held, Derek) then they must all be connected to the planes on 11th September 2001.

If they are terrorists, then as part of the "war against terrorism" they are enemies of the world, and every country should be able to try its nationals. I find the comments that there are problems with bringing them to trial in the UK hard to accept. If the reason given was, as you point out, that accused people are brought to trial in the place or country against which the crimes were committed I could accept the objections, but that is not what is said by the Americans.

I have heard reports that some of the problems are that British courts might free the alleged terrorists because of lack of evidence or inadmissibility of evidence.

I am very cross at the way the British Government is treating this. But the pages of *Cui* and *Thrust* aren't properly the place for discussions about this. Perhaps the *UN*, and France and Russia for example should accept the loss of face and take a role in reconstructing Iraq. The USA won't cede any power, but the plight of the Iraqis is more important than the face of the *UN*.

Steve Thomas: It used to be the case that UK law only applied in UK jurisdictions, so going abroad and committing a crime was safe from UK punishment. (You might be sent back to face trial, though.) However, a popular form of holiday excursion for paedophiles was to go to Thailand and indulge in Thai youths, and in order to prevent this behaviour it is now a UK crime. What I don't know is to what extent UK jurisdiction has been generalised in this way for other crimes.

The persons currently being held in Guantanamo Bay are another matter entirely. They are not being held in the USA, if they ever got there, they'd have access to all sorts of things like legal assistance and the right to a trial in which some sort of evidence is a prerequisite for a conviction. And, of course, they'd have to be charged with some sort of crime over which US courts had jurisdiction. So, that's never going to happen. I think it's a pity. It's likely that most of these men are the sort of pond scum who ought to be locked up and the key thrown away, but some sort of veneer of legality really ought to be applied to the case.

Derek here: Thanks, Mike and Steve. It is true that the pages of *C+T* are not really the right place for a discussion of this importance. Nevertheless your views are welcome. I too am not happy with these people being detained indefinitely without trial. They may well be guilty of the most horrendous crimes against humanity, but let that be proven in a court of law and then let appropriate punishment be applied. For them to be left in limbo is unacceptable. To do so makes their captors just as guilty as the detainees.

Mike Dommett: CARAVANS. Why aren't caravans rented out locally? Whenever it's summer, the roads in the south west clog up with caravans, and these are roads that weren't too wide at

SWETTENHAM STUD STAKES (GID): 3yo+, 1m 2f, 1st Prize £90,000

1	Turbid Time (London)		Piggott	3-1
2	Deep Decree (London)		Carson	5-1
3	Future Days (London)		Eddley	7-1
4	Chrome Dome (Burgess)		Starkey	15-1
5	Half Time Howler (Burgess)		Coleman	12-1
6	Slipstream (Day)		Jones	13-1
7	Cathedral Herald (Day)		Smith	9-1
8	Bombay Girl (Queen)		Cautchen	2-1
9	Rolling Thunder (Pratt)		Hill	4-1
10	Stiletto (Pratt)		Sequel	11-1

Cut & Thrust Handicap: 6f, 1st Prize £20,000

1	Carrion Comfort (London)	-5	Piggott	7-1
2	Sister Spring (London)	-7	Carson	8-1
3	Scary Pulse (Burgess)	-2	Starkey	13-1
4	Gleamian (Owen)	-2	Glenn	15-1
5	Spirit of Radio (Queen)	-5	Cautchen	5-1
6	De De (Queen)	-2	Certt	11-1
7	Nazi (Pratt)	-5	Hill	2-1
8	Fascist	-5	Sequel	10-1

Sussex Stakes: 6f, 1st Prize £25,000

1	Wimpering Wing (London)		Piggott	2-1
2	Buzz Lightyear (Burgess)		Starkey	5-1
3	New Years Day '92 (Burgess)		Coleman	8-1
4	Partisan's Pride (Day)		Smith	10-1
5	Glencart (Owen)		Glenn	11-1
6	Sky Blue Warrior (Queen)		Cautchen	3-1
7	Pizza Crust (Pratt)		Sequel	7-1
8	Sunset (Pratt)		Hill	4-1

Richmond Apprentice Maiden Stakes: 1m 2f, 1st Prize £20,000

1	Age-old Anvil (London)		Manley	8-1
2	Roots Hall Roar (Burgess)		Coleman	2-1
3	Red Admiral (Day)		Smith	9-1
4	Glencar (Owen)		Glenn	7-1
6	Nobody's Hero (Queen)		Certt	5-1
7	Twilight (Pratt)		Story	3-1

Filly Lucre Table

Owner	Horses	Cash £s	Stable Jockey (wins)
Burgess	15	+121,486	Simon Coleman(4)/P. Whelan(1)
Day	19	+290,137	Smith(4)/Jones

Esher Conditional Jockeys' Cup: 1m 2f. 1st Prize £15,000

1st	The Mad Monk (Burgess)	Coleman	2-1
2nd	Anarchist (Pratt)	Story	4-1
3rd	Sweetmarie (London)	Manley	5-1

6 ran.

The winner of this race was never in doubt. The Mad Monk led from start to finish over his favourite ground, to win by four lengths from Anarchist, who liked the distance. Sweetmarie claimed third by half a length, and also liked the distance.

Nijinsky Memorial Stakes (St Leger Qualifier), 1m 2f. 1st Prize £20,000

1st	Southend United (Burgess)	Eddery	2-1
2nd	Ommadawn (Queen)	Cauthen	4-1
3rd	Sister Spring (London)	Piggott	5-1

6 ran.

Southend United and Ommadawn fought it out all the way to the line, with the former proving the victor by a length and a half, as his rival's preference for softer ground and a shorter distance took its toll. Sister Spring ran on for third by two and a half lengths. Southend United and Ommadawn have qualified for the St. Leger.

Downs Yearling Sale Handicap: 1m 6f. 1st Prize £15,000

1st	Ilisidi (Queen)	Cauthen	3-1
2nd	Sanctuary Side (London)	Piggott	2-1
3rd	Twilight (Pratt)	Hill	3-1

7 ran.

The Queen's promising new yearling, Ilisidi, adds a second win to her career, despite preferring more give in the ground, beating Sanctuary Side by two lengths. Twilight was third by another two lengths, but was reported by jockey Hill to be very tired after his long trip.

Entries Month 10: Doncaster. Going: Firm

CORONATION CUP(GH): 2yo, 1m 6f. 1st Prize £50,000

1	Reason Rambled (London)	Piggott	4-1
2	Ghost Guessed (London)	Carson	11-1
3	Webb's Wonder (Burgess)	Starkey	6-1
4	The Kursaal Flyer (Burgess)	Coleman	19-1
5	General Election (Day)	Smith	9-1
6	Sandsave (Day)	Jones	17-1
7	Stormin' Norman (Owen)	Glenn	13-1
8	Way Beyond Blue (Queen)	Cauthen	7-1
9	Quadruped (Pratt)	Hill	2-1
10	Steady Eddie (Pratt)	Sequel	15-1

the best of times. Isn't there a market to rent the short wheelbase caravans, the non-static types, so that people could drive down without blocking the road, for the rest of us, without trying to overtake other caravans on the short stretches of wide road, usually when going uphill at about 45 mph or less? They could collect their caravan, prebooked, and then drive through only a short length of road to the field they are staying in. Think of the savings in blood pressure, in fuel expenditure. The idea could spread to other areas like the lake district. How would this be achieved? Through punitive taxes on caravans. If they must travel, then out of district caravans would only be allowed on the roads between 2300 and 0700.

Derek here: Some years ago, soon after I had left university and started work, my cousins and I (a total of 4 lads) met up in Lincolnshire and drove to Scotland. We continued up to Perth where we took charge of a caravan that we had hired. In the ensuing week we hauled this thing up the right-hand side of Scotland, across the top, and down the left-hand-side. I'm not sure they are that much better today, but the roads at the time were pretty bad. That is to say they were narrow, one track with minimal passing places. It was bad enough when we encountered a vehicle travelling in the opposite direction, but things got really interesting when it was another caravan... Inching past one another with one wheel in the ditch causing the van to lurch alarmingly on its side. We were lucky to get away with only one smashed glass fitting.

As you may be aware, caravans are fairly compact things to live in, and one of my cousins is a big lad and a tad clumsy. He would often knock over the milk or his cup of tea, and guess who was always sitting on the downhill side of the table...

The crowning glory was when the one driving announced there was something wrong with the lights. I got out to check and sure enough the caravan rear lights were not working properly. The cause was partly worn through. At that time it came on to rain, and guess who was several miles and was partly worn through. At that time it came on to rain, and guess who was elected to go and fix the cable... At the end of the week we returned the caravan to Perth and swiftly left before the proprietor discovered what a wreck it had become. Perhaps this is why caravans aren't rented locally anymore?

Colin Harden: I enclose a cheque for C&T subscription renewal. I hope this will cover me to the last issue. If any credit remains at the end please use it for any purpose you wish. Last (or next to last if I am lucky) in my final game in C&T is not the way I would have chosen to end my postal gaming career but I have enjoyed playing. Thank you for an excellent zine and a reliable service (despite the efforts of a certain GM) over the years.

Derek here: Thank you for those kind words, Colin. Regarding subscriber credit remaining when C+T finally ends, I have a system in mind whereby everyone gets their respective remaining credit automatically returned, regardless of however small or large the amounts may be. It will be too awkward for me to make any exceptions, so contrary to your wishes any remaining C+T credit it will be returned to you at the appropriate time.

Colin Bruce: Thanks very much for C+T #221, and for the reminder about my declining subs. Please find enclosed a cheque to make them a bit better. I still hope you may change your mind about the eventual fold!

Derek here: Thanks for the cheque, Colin. Regarding the fold, my mind is made up. I'm determined to see the current crop of games to a finish, but then it will be time for the final curtain.

The Thinking Man's Puppet Crumpet

Derek Wilson

There have been some responses to my call last issue for votes in a poll for the Thinking Man's Puppet Crumpet:

Mike Dommett: 1st - Miss Piggy (who else?) Can there be a better role model for women). 2nd - Tiny Clanger (Always looking to solve the problem and communicate with strangers and make them happy). 3rd - Soo (The articulate woman amongst the boys).

Thane Duffield: 1 - Miss Piggy; 2 - Mrs Woodentop; 3 - Judy.

Simon Robertson: I've never seen any Gerry Anderson programmes, so I've had to ask for a bit of assistance from my daughters. 1 - Soo (from Sooty); 2 - Tula (from the Hoobs); 3 - Judy (from Punch & Judy! Getting desperate for ideas here).

Graham Liddiard: 1. Lady Penelope. Exudes class and style, and has a car fitted with machine guns. What more could one want? 2. Destiny Angel (Juliette Pontoin) Clever enough to operate the worlds fastest aircraft, with a sexy French accent thrown in. 3. Rhapsody Angel (Diane Sims) Just a vote for a redhead as a change from the blondes. One can't really consider Atlanta or Marina. Ones dumb, and the other one cant speak :) [[Sounds perfect to me]]

Arthur Owen: 1. Marina (Stingray). 2. Miss Piggy (Muppets). 3. Lady Penelope (Thunderbirds).
Ian Harris: For the thinking man's puppet crumpet, I can do no other than agree with two of those you mentioned. Lady Penelope is the number one bit of hot puppet tarty, without question. It's those amazing eyes. That voice as well, of course; she sounds so posh but you just know she's gagging for a bit of rough. Second has to be Miss Piggy. I've never been one for stick insect women, and Miss Piggy certainly has plenty to grab hold of. And her personality! Piggy is one feisty, strong willed woman. Well, pig. Finally one you didn't mention, Rosie out of Rosie and Jim. I know, I know, this one could be a bit suspect as she's supposed to be a little girl, but I reckon she's actually about nineteen and pretending to be a lot younger. She certainly has a grace and dignity far beyond than that of her cerebrally challenged male companion. Rosie has a wild, gypsy quality about her, suggesting mysterious depths and hidden desires. Well, after a cold shower and a brisk walk around the block to get back to reality, time to get on.

Derek Wilson: It's only right and proper that I too cast some votes: 1. Marina (the perfect woman - looks good and keeps her trap shut (only joking lads)). 2. Destiny Angel (so sexy). 3. Tin Tin (from Thunderbirds). Sylvia Anderson did the voice for Lady Penelope.

Well, after the first ballot the current standings are:

Miss Piggy	10
Lady Penelope	7
Marina	6
Soo, Destiny Angel	4
Madame Cholet (from the Wombles - Stephen Agar's vote)	3
Judy, Tiny Clanger, Tula, Mrs Woodentop	2
Rhapsody Angel, Rosie, Tin Tin	1

So the current front runner is Miss Piggy. More votes welcomed in this decidedly 'non-PC' poll.

FACTION LIST

King	45
Queen	39
Cardinal	39
Dauphin	44
Aristocracy	35
Foreigners	28

PRESS

Overheard at a Ladies' Tea:

A: Frenchmen are carnal brutes, nothing more. You're lucky to have Phresh. Men from exotic lands are so spiritual.

Y: Oh, that's just what he wants you to think. Never let him show you the Way of the Walrus....

HORSE RACING - The Sport of Kings

GM: Jeanette Hawley

GM Address: 54 Bankside Close, Whitley, Coventry, CV3 4GD.

Email: gulselen@yahoo.co.uk

Mobile: 07867 872808 evenings only

Month 8: Sandown Park. Going: Good

Brigadier Gérard Handicap: 6f. 1st Prize £20,000

1st	Daisy Cropper (Pratt)	-5	Hill	2-1
2nd	Ian Benjamin (Burgess)	-5	Eddery	6-1
3rd	Prime Mover (Queen)	-5	Cautchen	5-1
			8 ran.	

A fairly even race, which could have been won by four horses, but in the end, it was **Daisy Cropper** who prevailed, coming home a length in front of the improving **Ian Benjamin**. **Prime Mover** was a further length back in third. An honourable mention must go to **Fosset's Farm**, who ran a splendid race, but could not match the fast finishing of his peers.

CORAL ECLIPSE STAKES(GM): 3yo4, 1m 2f. 1st Prize £40,000

1st	Soundtracks (Lendon)	Piggott	2-1
2nd	Anarkali (Queen)	Cautchen	4-1
3rd	Clear Head (Burgess)	Eddery	6-1
		4 ran.	

Despite her preference for the distance, **Anarkali** found herself outmatched by a storming run from **Soundtracks**, who finished three and a half lengths in front, losing his maiden tag and claiming his first Group win. **Clear Head** trailed in third another three and a half lengths behind. **Prime Mover** was withdrawn from this race to run in the Brigadier Gérard Handicap.

SOCIAL LEAGUE TABLE

CHARACTER	NEWOLD	SP	CLUB	CASH	RANK/REGT	PLAYER
Jacques O'Falltrades	21	21	Fr	FL	10942	B. Brig Mike Day
Bars de Mars	15	15	Fr	Hunt	1969	Maj/CPC John Marston
François Fresh	15	15	Fr	Both	2753	L.Col/QOC Charles Burrows
Prenton Hoekenhull	13	12	47	—	445	Maj/KM Phillip Jones
Morton Frogwalloper	14	14	Fr	BG	657	B. Brig Mike Dommett
Jean de Nim	12	12	21	BG	25	L.Col/DG Matthew Smith
Drewers Broop	12	12	Fr	Hunt	1852	Col/DG Marcus Pratt
Phresh Øtrotuk	12	12	21	—	321	Maj/RFG Michael London
Mark de Triomphe	12	12	35	Hunt	841	Br Lt Gen David Olliver
Humphrey d'Umptiles	8	8	Fr	—	1122	M/QOC Andrew Burgess

MISTRESSES

NAME	SL.A	TRIBUTES	INFLUENCES	MARITAL	LOVER/	HUSBAND
Dayna Rodd	21	BI	—	Married	J. O'falltrades	
Hester Eck-Tomey	15	I	—	Married	F. Fresh	
Eve Eninggall	15	B	—	—	M. de Triomphe	
Christie Annity	14	BI	—	Widowed	J. de Nim	
Flora Bunder	13	B	—	—	B. de Mars	
Anna Conder	12	W	—	—	P. Øtrotuk	
Yvonne Keele	11	BW	—	—	P. Hoekenhull	
Jeanie Usse	11	W	—	—	M Frogwalloper	
Carrie d'Eauver	9	I	—	—		

ARMY LIST

	RFG	KM	CG	DG	QO	CA	L	C	CPC	GDM	PL	DRM	PM	I3	53	27	4A	69	GR	IF
Colonel	-	-	-	-	DB	x	MF	-	-	-	-	JO	x	x	x	-	-	x	x	
Lt Col	-	x	-	-	JN	FF	x	x	x	x	x	x	x	x	x	-	-	-	-	
Major 1	x	x	x	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	
Major 2	PØ	PH	-	-	HU	x	BM	x	x	x	x	x	x	x	x	-	-	-	-	
Capt 1	x	x	x	x	x	x	x	x	x	x	x	x	x	x	x	x	x	x	x	
Capt 2	x	x	x	x	x	x	x	x	x	x	x	x	x	x	x	x	x	x	x	
Capt 3	x	x	x	x	x	x	x	x	x	x	x	x	x	x	x	x	x	x	x	
Capt 4	x	x	x	x	x	x	x	x	x	x	x	x	x	x	x	x	x	x	x	
Capt 5	-	-	-	-	x	x	-	-	-	-	-	-	-	-	-	-	-	-	-	
Capt 6	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	
Subltm	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	
Private	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	

DUNGEONEER

by Richard Ashley

One of my favourite themes for games has always been 'Exploration'. Whether it is a Dungeon, Labyrinth, Building or Land, the unknown element of 'What's round the next corner?' has always been exciting and easy to simulate by drawing from random stacks. Many attempts in the past have tried to recreate the thrill of exploring the unknown, while balancing that with allowing the players the chance to use skill and thought to win rather than being overwhelmed by the random elements. This effort by Thomas Denmark for Citizen Games uses the old classic theme of Fantasy Dungeon Exploration as each player (2 - 4) is a Hero character (4 choices) who must complete 3 Quests drawn randomly at the start from a deck of 13 Quest cards. The Dungeon is 'Built' as the game proceeds with an extra Map card added each player turn until all 18 have been legally placed. The other 79 cards are the Adventure deck containing all the Tricks, Traps, Spells, Items, Treasure, Potions, etc., one would expect to find in a game like this. There are actually 4 extra cards for aid purposes. One lists all the symbols used, while the others can be cut-up for playing pieces and tokens. You will need to provide 2 ordinary dice.

It all seems very familiar so far, and with pretty good colour graphics throughout, the price tag of £14.99p is reasonable. This is not a CCG as such, as these starter decks 'Lair of the Lich Lord' are all the same, but expansion sets are available which increase the choices of Heroes, Quests, Maps and Adventure cards. Following the Tournament rules, each player draws from their own Adventure and Quest decks, but combine their Map decks into one large Dungeon complex. I haven't gone this far yet, but it certainly allows the game to appeal to the 'Deck Builders' who prefer CCGs. Heroes are rated in 3 basic skills: Melee, Magic and Movement which increase up levels as the Hero completes Quests. Life Points, Treasure and Boon card limits remain constant, although some Adventure cards will affect these. The way Adventure cards get played on Heroes is achieved using 'Glory' and 'Peril' points. As Heroes move about the Map cards, they pick-up these points depending on the cards entered. Each player starts and maintains a 5-card Adventure hand and basically spends 'Glory' points to put 'Boons' on their Hero, but spends other Heroes 'Peril' points to put 'Banes' on them. Most encounters involve combat in either Melee or Magic with some Tricks/Traps using Movement. Both sides roll 1D6 and add the appropriate skill level, with the highest winning. Simple! Success gains some reward while failure means forfeit.

The whole thing works pretty well, although the limited cards at present, especially Map, Hero and Quest cards, can lead to some uneven starts. Since there is usually a choice of perilous encounters to play on opponents, you can normally stack the odds against the Heroes, who can suffer a few set-backs early on. You start with 6 lives, but are out if all are gone. This makes 'Healing' things a premium to keep your Hero going long enough to gain 'Boons' to help complete Quests, which in turn gain levels and, of course, leads to the win. To complete a Quest, a Hero normally has to either take something from one Map location to another, or kill some vile creature at a particular Map location. Completing the Quests themselves isn't too difficult, but as stated earlier, where the locations are situated, can have a big bearing on the outcome of a game.

Most Map cards are named location chambers with a 'Door' on each edge. These 'Doors' can either be Blocked (Wall), Open, Locked or Trapped. The last two require skill rolls to overcome - with or without the aid of 'Items' - with failure on Traps normally leading to the inevitable forfeit. Failure against Locks only wastes time (Movement). All Locks and Traps reset at the start of each

player's turn. Add to this the fact that Heroes can fight each other - moving players' choice of skills - you can see that this Dungeon is an exciting but dangerous place to be. All in all, the game has merits. It is certainly unpredictable and exciting, but still allows for a lot of skilful play. The number of cards in this starter pack rather limits the amount of variety, but I feel there is enough here to make anyone interested in this genre to look out for expansions. I will certainly try to add some and try it out on more varied groups of players, so you may hear more about this game from me in the future. It is value for money as a pretty good introduction into Dungeon exploration, with nice touches of Role-playing, with Heroes individual abilities and increasing skill levels, plus some future CCGing with expansions and tournament play. A goodly effort!

Conventions

MidCon 2003: 14th - 16th November. MidCon is one of the oldest conventions in the calendar, and takes place at a 3-star hotel in Birmingham, nowadays called the Thistle Birmingham City. Featured are the National Diplomacy Championships, the famous MidCon Quiz, and lots of general games-playing opportunities. The convention fee is £10 per head until 31st August (£12 after that); accommodation starts at £36.50 per person per night. For further details see enclosed booking form or contact: Jeremy Tullett, 7 Midland Place, Derby, DE1 2RR or by e-mail to bookings@midcon.co.uk, or view www.midcon.org.uk

Hogmanay-Con: 30th December 2003 - 4th January 2004. A New Year games party, featuring German-style games, seasonal cheer and Edinburgh's world-famous Hogmanay celebration. There is no entrance fee, but a contribution to costs will be requested. Advance registration is essential, and numbers are limited. To find out more, and request an accommodation list, contact: Tanya Fox, Hogmanay-Con, 16 Blacket Place, Edinburgh, EH9 1RL. Tanyafoxgal@hotmail.com

Winter SlabCon: 2nd - 4th January 2004. A venerable event, now located at the Britannia Hotel, Stockport. A mix of board games, wargames and FRP. Contact: bookings@stabcon.org.uk or, allegedly, Geoff Hardingham will be able to answer queries.

OxCon: 24th - 25th January 2004. The format will be unchanged, with Diplomacy on the Saturday and Settlers and Lost Cities on the Sunday, and plenty of other games-playing opportunities. The venue is again the Mitre in the High; doors open 10am with admission £3, tournament fees £5 or complete weekend fee £8. Advice on parking and accommodation available: Richard_huzzey@st-annes.ox.ac.uk <http://come.to/oxcon>

ExxCon III: 28th - 31st May 2004 at the Telford Moat House Hotel. An 18xx tournament held over the 2004 Spring Bank Holiday weekend. The hotel is off Jn 5 of the M54, and the closest railway station is Telford Central, about a quarter of a mile away. Accommodation costs £32 per person per night bed and breakfast, or £26 each for two sharing, to be paid directly to the hotel on departure. This reduced rate is also available for the nights before and after the convention. There is a convention fee of £7.50, rising to £15 on 18th April 2004. Space is limited, so book early to avoid disappointment. A booking form should be distributed with the next C+T, but if you cannot wait for that, please contact: Steve Thomas, 168 Orchard Way, Addlestone, Surrey, KT15 1LW Tel: 01932 828074. e-mail: mainsnestce@aol.com

After a refreshing lie-in for three weeks, Jean de Nim managed to get out of bed long enough to escort Christie to Blue Gables for liquid refreshment.

Mark de Triomple spent week 1 carousing at Hunter's with Eve, but alas, the drink went straight to his head, and he lost 1sp for making a tasteless remark. He spent two weeks improving his sabre technique, and then took Christie back to Hunter's, where this time, the copious amounts of alcohol resulted in a fine of 12Cr for lewd behaviour in a public place.

Phresh Droluk spent two weeks with the foil instructor, and then took Yvonne on a two-week tour of the whaling grounds off Ostend.

NEW FACES IN PARIS THIS MONTH

NMRing this month were: John Marsden, and Matthew Smith (Strike 1)
Let off with smacked wrists due to his standing orders was: Philip Jones.

DEBTS DUE NEXT MONTH

None.

DEBTS DUE IN SEPTEMBER 1639

None.

RENT RENEWALS

None.

MILITARY APPOINTMENTS

The post of Field Marshal has gone to an NPC. All other posts may be applied for in weekend 1 and 2 next month. Don't forget to include any influences you want to use, and that you must hold the exact rank, or brevet rank, for the post you're applying for.

CIVIL APPOINTMENTS

None.

LA REINE DIT

Only Jacques Ofalltrades and Humphrey d'Umplies have elected to remain at the Front for the Autumn campaign, so the rest of you will begin September in Paris.

Don't forget, all those lovely Military Appointments are up for grabs during the first two weekends of September!

C'EST TOUT, MESS ENFANTS

Swordwolf presents
En Garde!

Games Mistress: *Jeanette Hawley*

GM Address: 54, Bankside Close, Whitley, Coventry, CV3 4GD.

Email: gulselan@yahoo.co.uk

Mobile: 07867 872808 evenings only

BATTLE REPORT AND SOCIAL DIARY - AUGUST 1639

AT THE FRONT

Week 2 saw our brave little soldiers line up to do battle with the foe. Unfortunately, the foe did rather well, and carried the day, but some of our troops did manage to cover themselves with glory.

Brevet Brigadier Jacques Ofaltrades found himself Mentioned(4&5) twice for his deeds, as there was no opening for promotion. He was also awarded a bar for his Etoile de France, and 500Cr, and his CON and END rise to 18 and 270 respectively as a result of his long service to his country. Jacques volunteered to remain at the Front, but when he does return home, he will find himself a National Hero.

Brevet Brigadier Morton Frogwalloper was also Mentioned(2&6) twice as there was no opening for promotion, and gained 250Cr. His CON and END rise to 12 and 192 respectively, as a result of the many months he has spent defending his country.

Brevet Brigadier Morton Frogwalloper was Mentioned(2&6) twice as no promotion was available, and awarded 250Cr.

DG Colonel Drewers Broop refused promotion, and so was Mentioned(1&2) twice. He also managed to get away with the enemy's pay wagon, and was awarded a 1,000Cr bounty.

QOC Lt. Colonel Francois Fresh gained 200Cr and raised his MA to 9.

QOC Major Humphrey d'Umpiles was Mentioned(1), as he could not be promoted, and gained 550Cr. Humphrey has also elected to remain at the Front.

CPC Major Bars de Mars was Mentioned(5&6) twice, as there were no openings for promotion, and gained the Etoile de France and 350Cr.

FIELD OF HONOUR

MEANWHILE, EN PARIS

Prenton Hockenhull spent a very enjoyable week 1, as the guest of Prince Louis at Bothwell's. He spent the next two weeks in gainful Two-Handed sword practice, and then took Jeanie to Hunter's to tell her how very much better the décor was at Bothwell's.

Bus Boss Hall of Fame

Here is another of our Halls of Fame. Those for Mancater, Diplomacy and Railway Rivals were published in C+T #208, C+T #211 and C+T #213 respectively.

Number	Map	Start	Finish	Winner
NX 04 EN	England	54	66	Ian Brown
NX 06 AL	Australia	59	71	Tony Robbins
NX 13 SW	South Wales	61	75	Terry Hill
BB 19 SC	Scotland	71	84	Ian Beardmore
BB 30 ENG	England	86	99	Ian Brown
BB 32 YRK	Yorkshire	99	112	Colin Thick
BB 110 VSW	Valleys of South Wales	115	128	Mike Moor
BB 133 USA	USA (Depot Variant)	129	143	Mark Stretch
BB164 SSV	South Sweden	141	153	Mike Moor
BB 226 FIN	Finland	169	187	George Foot
BB 264 SPA	Spain (Economic)	203	216	Kevin Lee

The 'start' and 'finish' columns are the issues of C+T where each game was started and finished respectively. The GM for all Bus Boss games in Cut & Thrust was David Watts.

Rostherne Hall of Fame

This Hall of Fame relates to other games from the Rostherne stable, ie those not already addressed in previous C+T Halls of Fame. Again the GM for all these games was David Watts.

Game	Number	Start	Finish	Winner
Stockbridge	SB 01	67	80	Thane Duffield
Slick	SL 01	68	79	Richard Ashley
Stockbridge	SB 05	71	82	Richard Ashley
Mine	03	129	145	Mike Taylor
Scramble for Africa	SFA 01	135	155	Marcus Pratt
Mine	04	156	172	Mike Day
Trawling	02	159	170	Marcus Pratt
South Wales Ironmaster	SWIM 02	211	[ongoing]	

I'd like to take this opportunity to thank David Watts for his stalwart achievements in devising and running these games. From the outset one of the prime objectives of C+T was to provide a wide variety of games for postal players. Through his unceasing efforts David has done that virtually singlehandedly. We all owe him an immense debt of gratitude. Take a bow, David. All credit to you, sir.

Stephen Agar is back into publishing with *The League of the Last Days* a free irregular zine that will discuss life the universe and everything connected with the rise and fall of postal Diplomacy'. Future copies will be available on the internet. Contact: stephen@stephenagar.com

Keith Loveys RIP

The following sad news was received via e-mail from Steve Jones:

It has been a sad shock to learn that Keith Loveys died, completely unexpectedly, on Friday 22nd August.

Keith had been active in the UK games hobby for nearly 30 years, as well as being a superb bridge and chess player. He also played Diplomacy and many of its variants, and was a highly respected 18XX player. In all the years I knew him, he never raised his voice, lost his temper or became irritable - a thoroughly nice, gentle person. He will be greatly missed by many in the games hobby, both by postal gamers and convention goers.

Certainly my own experience echoes those sentiments. I met Keith many years ago, long before I started publishing, at a friend's house where we played 1829 (back in the days when that was the only 18xx game there was). He was also present at the two Eurocons I attended.

When C+T first appeared in 1982 as a subzine to Ripping Yarns, Keith was an active player in our En Garde! game; and when C+T went independent Keith supported us by playing in just about every new type of game we ran. Keith was one of only a handful of people that have received every issue of C+T, initially as a subscriber and more recently as a trader for his zine *Track Events*.

His games playing was prolific, and he was extremely reliable with his orders despite the high number of games he was playing at any time. He will be sadly missed - a great loss to the postal games hobby. Derek

Dane's Games

GM: Dane Maslen

GM Address: 69 Arnold Road, Woking, Surrey, GU21 5JX. Tel: (01483) 721856.

e-mail: dane.maslen@virgin.net

By Popular Demand

Round 7

You will probably already have read the sad news that Keith Loveys died in August.

Apparently the Post Office liked Arthur's orders so much last round that they decided to keep them. This time it's Kevin Lee's turn to benefit from the "no player can score worse than if they had NMRed" rule. Please note the very early deadline. I have to do the report before I go to Spain for a fortnight, so I will not be able to accept late orders. Those of you accustomed to having late orders accepted (you know who you are!) should take particular note.

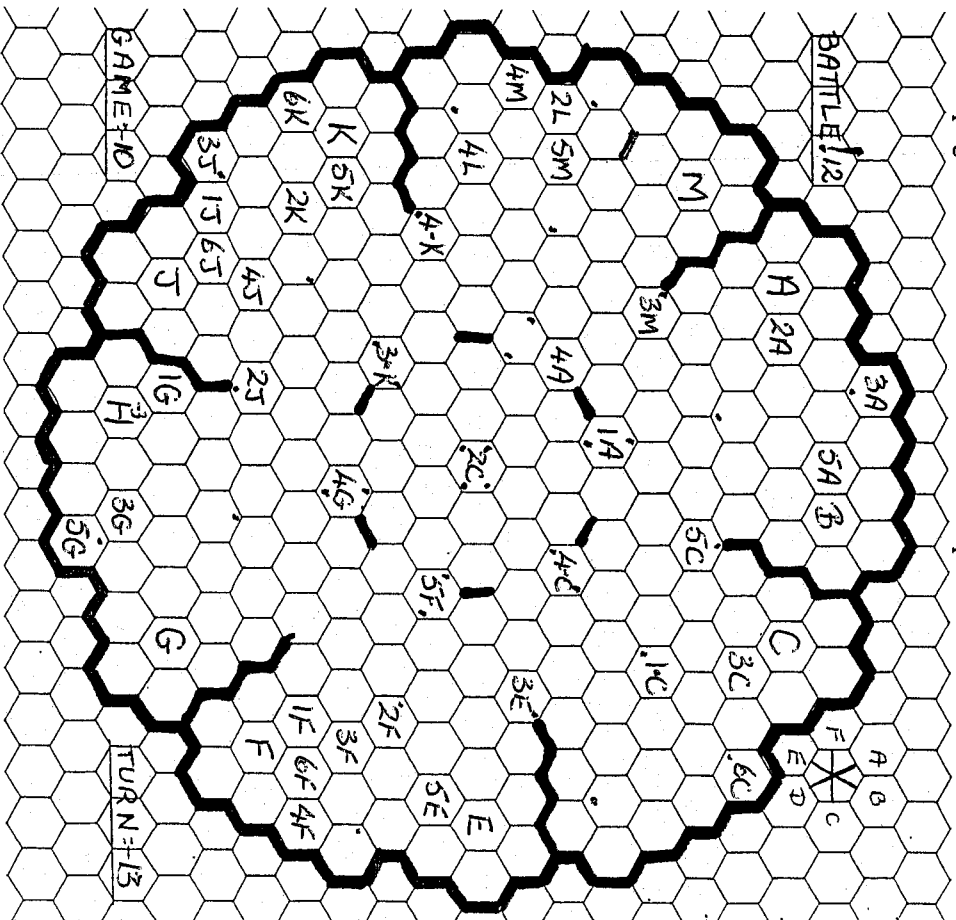
Player		Bonus	Score	Total	Posn
Adam Hubby	Gold	x3	165	1001	1
Andrew Burgess	Gold	x3	165	754	9
Arthur Owen	Gold	x2	70	563	17
Bruce Edwards	Gold	x3	171	617	15

PRESS

CROW - DOVE: Under the circumstances I would have thought that DODO would be more apt.
Gull - Hawk: Please lie down.

So little birds, the Auk, the Crow and the Martin are all free to look further afield. Is this going to be a bad DAY in birdland(um)?

Gull - Kite: Yes, not having Range could be a problem. I'll no doubt find the same about hover. Are we hoping that MARTIN doesn't renew his subscription?



According to a research at an Elingsh university, it doesn't matter in what order the letters in a word are, the only important thing is that first and last letter is at the right place. The rest can be a load mses and you can still read it without porbelm. This is bousecae we do not read ervey letter by it self but the word as a whole!!!

50/50s won: 3B v 3F (P1) - 4A v 4D (P2) - 4D v 4A (P4). Ball C teleported between A and D (P2-4) and will continue to do so until pushed off by a unit which will teleport Orders for Turn 7 by deadline. Good luck!

PRESS

OK C, now B has fallen for our plan, so we can go for phase two.

BATTLE!

GM: Richard Ashley

Address: 5 Ripon Way, Borehamwood, Herts., WD6 2HU. Tel: 020-8386-5546.
(e-mail: rashleyactor@aol.com)

Game: 10

MASCEPDBRH

Turn: 13

GM error last turn regarding not being adjacent when I hex and one height away, led to a redistribution of shots between LARK and MARTIN. Both players concerned and immediate neighbours were informed in time. Also hulk 6K was missing from report. Apologies! NMR EAGLE!

AUK zoomed out a big unit, but ignored adjacent MARTIN to attack propped up MARTIN. CROW grabs a lot of power and removes a power hex MARTIN while finishing off repaired DOVE base. FINCH gains initiative over inactive EAGLE. A GULL crept around the back of HAWK, ignoring a JAY, to damage base as well as destroying new HAWK which removed a GULL hulk. JAY hardly hit KITTE due to massive Defence, and lost a power hex unit. MARTIN failed to Convert any rusting LARKS due to intervention of others, but could get one next turn. With a massive surge in power, CROW looks favourite as he might get Explosives! Exciting innit? Simon Robertson takes 10th place.

AUK R = 9. P = 17. 1A221V0. 2A2101. 3A21. 4A551/0030304.

M Day

CROW R = 10. P = 21. 1C311/0212001. 2C32. 3C231/2110003.

M Taylor

DOVE 10th place.

S Robertson

EAGLE R = 9. P = 11. 3E310211111. 5E2401111102.

P Hawkins

FINCH R = 8. P = 14. 1F101/01. 2F21. 3F11. 4F.

K Thomasson

5F311/0000/1. 6F001/0.

GULL R = 9. P = 13. 1G231/03101. 3G141/0100101.

M Dommett

4G22. 5G231/2100202.

HAWK(-3) R = 9. P = 7. 1H121/2000101. 2H122/0110002. 3H12.

K Lee

JAY R = 9. P = 12. 4J132/0111002. 6J220010001.

B Edwards

KITE R = 7. P = 15. 2K2100004. 3K1110002. 4K231/10124.

T Duffield

5K223/00101. 6K.

LARK 11th place.

A Owen

MARTIN R = 10. P = 11. 3M11. 4M250000001. 5M200210101

M Pratt

22

Player									Bonus	Score	Total	Posn
Charles Burrows	Gold	Silve	Coppe	Iron	Lead				x3	186	923	4
Conrad von Metzke	Gold	Silve	Iron	Coppe	Alumi				x3	177	718	11
David Smith	Iron	Coppe	Tin	Lead	Zinc				x2	94	864	5
Derek Wilson	Iron	Gold	Silve	Alumi	Tin				x2	104	830	6
Ian Harris	Iron	Lead	Tin	Coppe	Zinc				x2	94	775	8
Kate George	Urani	Gold	Silve	Plati	Coppe					44	660	12
Kah Colman	Iron	Coppe	Zinc	Lead	Tin				x2	94	595	16
Kevin Lee	Hydro	Helium	Oxyge	Nitro	Radiu				x3	15(34)	548	18
Matt Smith	Iron	Coppe	Zinc	Gold	Mercu				x2	94	633	14
Mike Day	Lead	Coppe	Zinc	Gold	Silve					55	644	13
Mike Dommett	Iron	Lead	Zinc	Coppe	Tin				x2	94	803	7
Mike Moor	Gold	Silve	Titan	Iron	Plati				x2	88	735	10
Mike Woods	Gold	Silve	Coppe	Iron	Lead				x3	186	998	2
Roger Trethewey	Gold	Plati	Silve	Palla	Rhodi				x2	64	491	19
Simon Robertson	Gold	Silve	Iron	Coppe	Alumi				x3	177	996	3
The GM	Iron	Coppe	Gold	Silve	Lead						(124) (793)	

Metallic elements: Gold 14, Copper 13, Iron 13, Silver 13, Lead 9, Aluminium 6, Tin 6, Zinc 6, Platinum 3, Bronze 1, Chromium 1, Helium 1, Hydrogen 1, Mercury 1, Nitrogen 1, Oxygen 1, Palladium 1, Radium 1, Rhodium 1, Titanium 1, Uranium 1.

Damn! Right five answers, but not quite the right order. Still, it could have been worse: 'silver' was one ahead of both 'iron' and 'copper' until the very last set of orders arrived.

As some of you commented, this was a surprisingly tricky category. There's no shortage of well-known metallic elements, so selecting five isn't trivial, but then what order should they be in? For me 'gold' and 'silver' were the problems. They obviously had to be in that relative order, but would they be more or less popular than 'iron' and 'copper'? In the end the 3-way ties between 'copper', 'iron' and 'silver', and 'aluminium', 'tin' and 'zinc' resulted in most players scoring well this round.

For Round 8 the category is: Countries due to join the EC in 2004.

I want five answers from you. Don't forget to list them in the order in which you expect them to finish.

DEADLINE: Thursday 9th October. (WARNING! VERY EARLY DEADLINE!)

Average Card Outpost 7

Turn 15 again

Please note the very early deadline. I have to do the report before I go to Spain for a fortnight, so I will not be able to accept late orders.

There was an error in last turn's report: I allowed Rob to buy research factories even though he didn't have a Laboratory. I have now redone the adjudication and treated Rob's request to buy research factories as a particularly bad misspelling of 'titanium factories'!

David auctions a Planetary Cruiser and gets it unopposed for 170
(30, 3, 4, 5, 7x8r, 3x8nc, 4x12).

11

David buys a population for 10 (2x5).

Mike passes.

Peter auctions a Space Station and gets it unopposed for 120

(30, 44, 2x1, 3x2, 2x3, 2x4, 6, 18).

Marcus auctions a Moon Base and Kevin gets it for 202

(30, 2x1, 5x2, 2x3, 4x5, 4x8, 6x7, 6x10).

Marcus auctions a Moon Base and gets it unopposed for 200

(30, 2x44, 8, 2x7, 2x10, 2x8nc, 2x12).

Marcus buys a population for 5

(5).

Rob buys four titanium factories for 120 (2x44, 2x4, 4x6), and four robots for 40 (4, 6x6).

Kevin passes.

Auction summaries. First and last bids plus first non-bid are shown:

	David	Mike	Peter	Marcus	Rob	Kevin
La	-	80-94	-	81-93	-	-
SS	-	-	-	-	120-132	131

	Total	Megacards	Ore	WAT/IT	Res	Mic	NC/OM	RO	MO											
David	8/15	30	44	88	1	2	3	4	6	5	8	7	10	8	12	18	17	23	22	28
Marcus	13/15	1	1	2	2	2	1	1	1	1	1	1	1	1	1	1	1	1	1	1
12Peter	15/15	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1
Kevin	8/15	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1
Mike	25/25	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1
Rob	11.5/15	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1
Rob discarded	1x3.	3	3	3	3	3	3	3	3	3	3	3	3	3	3	3	3	3	3	3

VP	Val	Inc	Tot	Pop	Robot	Factories	Colony upgrade cards
David Smith	58	600	182	208	6/6	5/6	5W3R2N2o
Marcus Pratt	57	475	197	200	12/14	0/0	104W4T2N1o
Peter Hawkins	48	445	178	228	14/15	0/0	106W5T1o
Kevin Lee	44	510	140	162	5/6	1/6	4W1R2o
Mike Moor	42	340	102	256	10/18	0/0	2W8T2o
Rob Thomasson	40	160	156	159	8/8	7/8	2W13T2o2w

The player order for turn 16 is shown in the tables above.

Colony cards available:

Robots	1	(0 left),
Space Station	2	(0 left),
Moon Base	1	(1 left).
Planetary Cruiser	2	(1 left),

I already have orders from some of you. You are of course at liberty to change these.

DEADLINE: Thursday 9th October. (WARNING! VERY EARLY DEADLINE!)

Push-Ball

GM: Richard Ashley

Address: 5 Ripon Way, Borehamwood, Herts., WD6 2HU. Tel: 020-8386-5546.

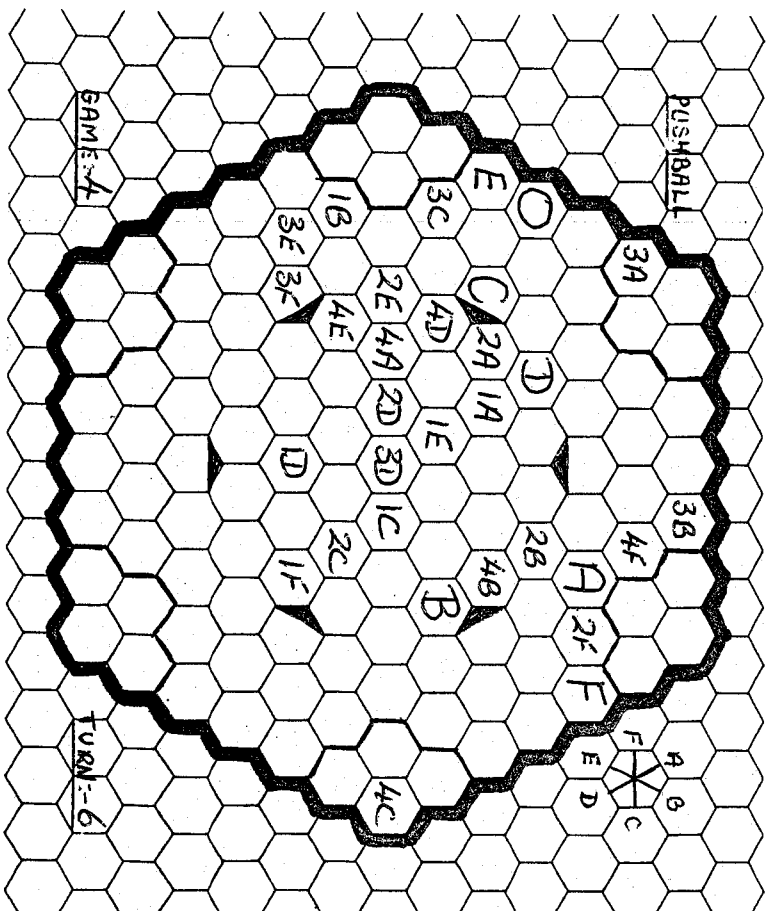
(e-mail: rashleyactor@aol.com)

Game: 4

Turn: 6

No goals this time, but 3 balls are in positions against the wall where they can only be pushed in one direction. This should give 'F' 3 goals and 'B' another 1. 'A' should score next turn while 'B' has a 50/50 chance of another goal. Don't forget that going into walls, or pushing balls into walls, hits you, and if you go into another player's goal area you are removed until next turn.

TEAM GOALS	UNT 1	UNT 2	UNT 3	UNT 4	PLAYER	
'A'	1	F A A A	C C C C	A A A F**	C D D a	T Duffield
'B'	4	E F A A	b B B B	B B B A	b* b* b B	M Dommett
'C'		F F F F	F F F F	A A A b	D d** - -	R Trethewey
'D'		F F F F	A B A B	B b F F	E e* F E	K Lee
'E'		d d C E	A a F E	A E E E	A A E A	B Edwards
'F'		B C C A	B C C c*	a B D C	e* e A A	A Owen



Cosmic Encounter

GM: Richard Ashley

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 (e-mail: rashleyactor@aol.com)

Game: 15 Turn: 1 Phase: 3+4

VULCH ordered 'No challenge card' in one challenge. You must play one! Here I played one at random. One player tried Rebirth on another system. You can only play it to put your tokens on a home planet, usually where you have no base, to gain one back.

SORCERER v WARRIOR(0): 1 v 30. SORCERER uses Power but is Zapped by WARRIOR. = 8 v 34 = Defence wins. 3S+2H+2F to Warp. VULCH takes Zap.

HEALER v FILCH: 15 v 10 = 18 v 13 = Attack wins. 3F to Warp. FILCH takes 15.

VULCH v FILCH: 14 v 6 = 17 v 9 = Attack wins. 3F to warp.

FILCH v SORCERER: 15 v C. SORCERER swaps cards. FILCH plays Emot. Con. = Deal = Base for Base. 1F+1W to Limbo. FILCH takes 15. VULCH takes Emot. Con.

WARRIOR(0) v VULCH: C v 6 = Defence wins. WARRIOR takes 1 card from VULCH. HEALER heals 1W to gain a card. 1F to Warp. 1W to Limbo.

SORCERER: Planets (1)(2) 3S. Planet (3) 2S. Planet (4) 2S+1F. Planet (5) 4S. M. Donnet

HEALER: Planet (1) 4H. Planets (2)(3)(4)(5) 3H. B. Edwards

VULCH: Planet (1) 4V. Planet (2) 2V. Planets (3)(4)(5) 4V. R. Trethewey

FILCH: Planet (1) 1F+1S. Planet (2) 1S+2V. Planet (3) 4F. M. Moor
 Planet (4) 1S+2H. Planet (5) 4F.

WARRIOR(3): Planets (1)(2) 4W. Planet (3) 3W. Planet (4) 4W. P. Adkins
 Planet (5) 3W.

WARP: 3S, 2H, 9F LIMBO: 1F, 2W.

SORCERER plays Plague on VULCH who must order loss of 3 tokens, 1 Attack, 1 Compromise and 1 Edict. The latter can include those taken this time but not Plague which he also takes.

Challenges next turn are: SORCERER v FILCH / HEALER v WARRIOR(3) / VULCH v HEALER (after own) / FILCH v HEALER / WARRIOR(3) v VULCH (after own).

Orders for Turn 2 Phase 1 by deadline. HEALER, VULCH and WARRIOR get individual letters.
 PRESS

Message to Sorcerer, Healer and Filch. "You have angered Vlad the Impaler by attacking my system and must pay the price."
 20

1862H

GM: Steve Thomas

GM Address: 168 Orchard Way, Addlestone, Surrey, KT15 1LW. Tel: 01932-828074
 1862HS14 Session 13

A foolish consistency... (I knew Emerson would come in handy.) Geoff has \$522 and David \$746.

SR 10

Geoff Hardingham Keith Loveys Peter Hawkins David Smith
 -NYH[1] +2P NP@100 -CPR[2] +2P TP@100 +WP* +NYH*
 +CN +TP +SP* +CPR*
 +NP +TP +TP +ATS
 +NP +TP +TP -CP +NYH* +CP*
 +NP +TP +TP Pass Pass +UP*
 +NP Pass Pass +WP

[1] NYH falls to 180B [2] CPR falls to 110B [3] CP rises to 160C
 [4] CPR rises to 120A

Name	#	Privates	Cash
Geoff Hardingham	19	ESC	22
Keith Loveys	19		30
Peter Hawkins	15	BOM	8
David Smith	20	B&O	25
Bank			19205

Name	CP	NYC	NYH	ATS	CPR	SP	UP	CN	NP	WP	GMO	ORN	TP
Geoff*	7D	-	-	1	-	1	1	6D	6D	-	-	-	-
Keith	-	5D	-	-	2	6D	4D	-	-	-	-	-	6D
Peter	-	1	6D	6D	1	1	1	-	-	1	-	-	-
David	3	-	2	1	7D	1	1	-	-	6D	-	-	-
IO	-	-	-	2	-	-	-	1	4	4	3	10D	10D
Par	-	-	-	100	-	-	-	92	100	100	100	-	100
Pool	-	4	2	-	-	1	2	-	-	-	-	-	-
Stock	146	110	180	100	120	120	85	100	100	92	-	-	100
Cash	320	358	600	0	539	501	312	-	-	80	-	-	-

Thank you for your orders, gentlemen. For next time I'd like orders to cover OR 13, for which the running order is NYH, CP, SP, CPR, NYC, CN, ATS, NP, TP, WP and UP. Geoff has the priority.

Sadly we're now one player short. If the others wish to continue, we'll need a replacement for Keith. Would volunteers please form an orderly queue.

13

Word Puzzle

ACRUX The problems set last time were:

- a) BACH to LISZT c) FRANCK to BIZET e) FAURE to GRIEG
 b) LISZT to ORFF d) BIZET to SATIE f) MAHLER to FIELD

The definitive answers (there were other equally viable ones), gleaned from entries were:

- a) BACH - BASH - LASH - LAST - LIST - LISZT 5 steps
 b) LISZT - LIST - LIFT - LOFT - OFT - OFF - ORFF 6 steps
 c) FRANCK - FRANK - RANK - BANK - BANE - BADE - BIDE - BIZET 8 steps
 d) BIZET - BIDE - BIDE - SIDE - SITE - SATE - SATIE 6 steps
 e) FAURE - FARE - FIRE - FIBRE - BRIEF - GRIEF - GRIEG 6 steps
 f) MAHLER - MAILER - MAILED - FILED - FIELD 5 steps

Possible unfamiliar words: OFT, *adv.* shortened form of OFTEN; BADE *pa.i.* of BID; BIDE, *v.i.* to wait, dwell - *v.t.* to await; MAILER, (*Scot*) *n.* one who pays rent. In a) David W had BAST, *n.* phoem, inner bark, esp. of lime. In b) David S had ORFE, *n.* a golden-yellow semi-domesticated variety of id (carr). In c) Peter had RINE, (*Spens*) *n.* same as RIND. In d) Wallace had SADE, which is not in my copy of Chambers, so is disallowed - Wallace's comment "maybe if we are allowing real names for the start and end words, you might as well allow Sade (80s female singer...)" is duly noted. In e) Both Peter and David W had GARE, (*Scot*) *adj.* greedy, miserly; and GRIG, *n.* a cricket or grasshopper, a small eel.

Wallace Nicol: I started to work on the various solutions, but then realised a more appropriate approach to this one was to suggest that the whole game be declared null and void as I strongly suspect that, apart from Field, none of the start or finish words are in Chambers ...

Derek here: Certainly it is necessary that words used to go from (a) to (f) must comply with the rules, however it is not the case that (a) and (f) themselves should do so as well.

Steve Thomas: The problem of inferring words not in the dictionary is not a simple one. Plurals aren't as easy as they look. Countdown tries an ad hoc approach, where the dictionary guru makes a guess as to what mass nouns come up, so contestants can't know in advance what the result will be. Scrabble takes the view that all nouns have a plural though in some cases, such as "sheep" or "beetings", the plural is the same as the singular, but this results in oddities like "swimwears" or "mankinds". A bigger problem is tacking on prefixes and suffixes; Scrabble and Countdown rule alike that unless they're explicitly present they're no good, but this can mean common forms are disallowed.

Derek here: Thanks, Steve. Would you like to be appointed C+T's 'Word Puzzle' guru?

The entries (with number of steps in parenthesis and a score of up to 5) were:

Scores:	a)	b)	c)	d)	e)	f)	Total	Pos'n
Dane Maslen	(5) 5 (6) 5	(8) 5 (6) 5	(6) 5 (5) 5	(6) 5 (5) 5			30	1st=
Adam Huby	(5) 5 (6) 5	(8) 5 (6) 5	(6) 5 (5) 5	(6) 5 (5) 5			30	1st=
David Smith	(5) 5 (7) 3	(8) 5 (6) 5	(6) 5 (5) 5	(6) 5 (5) 5			28	
Mike Moor	(5) 5 (6) 5	(9) 3 (6) 5	(6) 5 (5) 5	(6) 5 (5) 5			28	
Peter Hawkins	(5) 5 (6) 5	(8) 5 (6) 5	(7) 3 (6) 3	(6) 3 (6) 3			26	

Ironmasters' Finances

(* = with interest)	Darby	Crawshay	Bacon	Hill	Homfray	Fothergill
Player	Mike T	Marcus P	Arthur O	Kevin L	Simon R	Mike D
Brought forward	130	187	-202	25	13	100
Works income	-16	7	229	26	30	41
Cash carried fwd	114	194	27	51	43	141
Old Wks worth	142-29=113	149-30=119	113-23=90	87-18=69	144-29=115	124-25=99
New BFs	20	20	0	0	20	0
Ore & iron stocks	84	4	5	10	12	0
Total wealth	331	337	122	130	190	240
(Last round)	(328)	(346)	(80)	(124)	(175)	(227)

Close battle for first place between Darby and Crawshay; Fothergill looks set for 3rd, but all other places in doubt - depreciation will bring Homfray down more than Hill and Bacon. Price of iron could affect final placings. Darby has sent moves for last 2 rounds.

Man-Eater!

GM: Derek Wilson

GM Address: 1 Juniper Road, Horndean, Waterlooville, Hants., PO8 0DY.

ZUNI - Turn 13

	alpha	beta	gamma
red	@ (70)-69-68	\$(45)-56-68	£X
green	\$ H	£ (44)-45-57	@ H
blue	@ X	\$(139)-138-158th	£' (162)-150-140-151th
yellow	\$(C)-175	£ H	@' (171)-158th
red herring	none	blue: good 6	blue: bad 4
		red: good 5	yellow: bad 5

shark	£ (160)-105	blue	\$(158)-137-Home!	\$(194)-160(th)
-------	-------------	------	-------------------	-----------------

Scores: Arthur Owen (identified above by '£') 7
 Bruce Edwards (identified above by '@') 3
 Paul Adkins (identified above by '\$') 11

Lifeguard Beta blue's second tidal wave in a row saves red this turn, but has it merely postponed the inevitable? We shall see.

Gamma blue's move was illegal (he tried to move 2 spaces but has only 1 leg) - HR 9 applied, with a die selecting space 151 over beach C. The resulting red herring caused the shark to ignore its written move and instead head for blue. Gamma yellow encounters jellyfish, and may not move forward or diagonally forward next turn.

The West Wales Guardian

C&T reports from:

102 Priority Road, Milford Haven, SA73 2ED. Phone no: 01646-692752.
e-mail: davidgwynwatts@aol.com

GM: David Watts

RAILWAY RIVALRY (RR1933) Georgia *Bus Boss scoring.* Round 4

BEAR: Kevin Lee; brown. 35 - 2(W) - 2(T) = 31.

4a: (Q10) Q6. b: (Q6) Q5 Columbus; (U13) Macon; (Q10) P9. c: (P9) Americus N8 N9.

TCV: Simon Robertson; orange. 30 + 16 + 2(B) + 1(G) = 49.

4a: (S20) Swainsboro; (O23) L24. b: (L24) K25 Jessup. c: (K25) Brunswick.

OTTS: Bruce Edwards; purple. 33 + 2 + 2(G) = 37.

4a: (Gainesville) G52 153 Tooege. b: (P15) M14 Fitzgerald. c: (Fitzgerald) H16.

GNER: Wallace Nicoll; blue. 42 - 1(W) - 2(O) - 1(T) = 38.

4a: (U7) R5; (T14) U15. b: (U15) V15 V17; (T14) S15. c: (S15) O17.

WAR: Arthur Owen; red. 58 + 10 + 2(B) + 1(G) = 71.

4a: (L15) L18 Hazelown. b: (L17) Douglas; (Moultrie) Thomasville. c: (Albany) L9 L6.

Rolls for Round 5: 3, 4, 3.

South Wales Ironmaster (SWIM 02)

Round 10

3 new Blast Furnaces; cost 22. Sales: 49 (last rd 40): price 21. Bacon sold his whole stocks, so wrecked the price!

Works Operation

	Darby	Crawshaw	Bacon	Hill	Hornfray	Pothergill
Iwks	Hl Ab Cw	Do Rh Na	Yn Pn NA LI	Cy Bf To	Pi Bv Cl Ba	Si EV Tr
Bl Furn	4 4 3+1	4 4 2+1	2 3 2	2 2 2	2 3+1	4 1 1 2 4 3
Make	- 4 3	- 4 2	- 2 -	2 2 2	3 4 1	1 1 - 4 3
@ cost	10 10 10+	9 8 9	11 10 11	9 10 10	9 8 9	10 10 8+ 8+
Ore Sltk	- 23	- 54 5-2	- -	- 7-2 7-2	- 7-2	- 54 3-1 10-1
Im sid	- 4 2	- 4 2	4 3 3 5	2 2 2	3 4 1	1 - 4 3
Im stk	3	+1	2-2 3-3 3-3 3-3			
Earned	- 84 42	- 84 42	84 63 63 105	42 42 42	63 84 21 21	- 84 63
Smelt	- 40 -31	- 32 -18	- 22 -	- 20 -18 -20 -20	-27 -32 -9 -10	- 35 -25
Ovhds	-14 -18 -17	-14 -18 -15	-14 -13 -13 -14	-14 -14 -14	-17 -18 -12 -12	-12 -18 -16
New BF	-22	-22				
Total	-14 26 -28 -14 -34 -13	58 50 50 71	10 8 8	-3 34 0 -1	-12 31 22	
	-16	7	229	26	30	41

Scores (cont.):	a)	b)	c)	d)	e)	f)	Total
David Watts	(6) 3	(6) 5	(9) 3	(6) 5	(7) 3	(6) 3	22
Wallace Nicoll	(6) 3	(6) 5	(-) 0	(6) 0	(-) 0	(-) 0	08

Thank you all for entering, and congratulations to Dane and Adam. Thanks to those who provided suggestions for the next round; more suggestions now required.

Derek: Now try the following allocated the designation SPICA:

- a) BRICK to WALL
- b) SUN to SHADE
- c) EARTH to MARS
- d) GIANT to TINY
- e) STORK to BUTTER
- f) STARTER to DESSERT

Outpost

GM: Steve Thomas

GM Address: 168 Orchard Way, Adlestone, Surrey, KT15 1LW. Tel: 01932-828074

Outpost 5

Session 15

Dane Maslen auctions a Moon Base; and gets it 209

for 209 (30/9/10,11,13,13,14,15,16,16/22/40)

Marcus Pratt auctions a Space Station; 120 121 122 163

and Keith Lovey's gets it for 165 164 - 165 -

(3/10,44/12/16/40/40)

Marcus auctions a Space Station; 120 121 - 163

and gets it for 164 (1/30/11,11,44/17/50)

Marcus buys 2 Population for 10 (1/10) 164 - - -

Geoff Hardingham buys 6 Robots, 1 Population and 6 Ore Factories

Keith buys 2 Population for 30 (3/30)

Colin Harden buys 2 Population for 30 (3/30)

Peter Hawkins buys 4 Titanium Factories and 3 Robots

PO Name	Factories	Ops	Max	Modules	VPs	Cost
1 Dane	1n,3r,1t,4w,2o	10	15	4xDL, No, 3xSc, 3xLA, OP, PC, MB	81	905
2 Marcus	5t, 4w, 2o	12+1	12+12	Wh, HE, OL, Ro, 2xEp, OP, SS, MB	69	635
3 Geoff	1r, 6t, 4w, 9o	14+7	14+14	Wh, HE, No, Ro, La, Ep, OP, SS	59	460
4 Keith	4t, 4w, 2o	8+4	8+8	Wh, HE, Sc, OL, Ro, 2xSS, PC	58	595
5 Colin	8w, 2o	10	10	Wh, No, 2xOL, 2xPC	47	470
6 Peter	13t, 5w, 2o	13+5	13+13	HE, No, Ro, Ep, OP	47	235

Thus ends this game. Many congratulations to Dane, pretty comfortably in the end, with large gaps to Marcus and Geoff.

This should have been the last Outpost to be run by me in *Cui & Thrust*, but one of the *Track Events* games may resurface here next time.

Where is my Mind

GM: Derek Wilson

GM Address: 1 Juniper Road, Horndean, Waterlooville, Hants., PO8 0DY.

QUANAH PARKER

Round 1

1. JAIL BAIT. AO, DW, KC, KG, MDO, PA, PH.

Not: Badger, Bear, Box, Carrot, -ed, Fishing), Fresh, Ground, Hook, Live, Poison, Shark, The hook, White.

2. BLAST FURNACE. AO, BE, DM, DW, IH, KC, MDA, MM, PH, SR.

Not: Bomb, Clear, Counter, Doors, Full, Hole, Horn, Icey, Jet, Mine, Nuclear, Off, Rocket, Sand.

3. DOUBLE DECKER. -.

Not: Back, Barrel, Bluff, Body, Breasted, Click, Cream, Cross, Diamond, Dutch, Edged, Entendre, Fault, Glazing, Jeopardy, Jointed, Parked, Quick, Six, Standards, Time, Take, Think, Top, Trouble, Up, Vision, Whammy, Win.

4. DRAG RACE(ING). AO, BB, BE, DW, IH, KC, KG, MDA, MDO, MM, PA, PH, RT, SR.

Not: Act, Anchor, Artist, Car, Clear, Coefficient, Down, Hunt, Line, Net, Queen, Strip, Up.

5. EAR MUFF(S). AO, DW.

Not: Ache, Bashing, Bending, Cauliflower, Cloth, Deaf, Drum, Full, Glue, Infection, Inner, Listening, Lobe, Mark, Open, Phone, Piece, Pigs, Ring, Splitting, Trumpet, Wig.

6. PINK ELEPHANT. KG, PH, RT, SR.

Not: African, Bull, Circus, Dung, Ears, Grass, Gun, Indian, Ivory, Man, Rogue, Seal, Trunk, Tusk, White, Wild.

7. HARD ROCK. AW, MDO.

Not: Bargain, Boiled, Case, Cheese, Copy, Die, Disk, Drive, Hat, Headed, Heart, Hold, Luck, Man, Nosed, Nut, Sell, Shoulder, Tack, Times, Top, Up, Ware, Water, Work.

8. DISTRICT NURSE. AO, IH, RT.

Not: Agency, Better, Carry on, Day, Maid, Male, Milk, NHS, Night, Staff, Student, Wet.

9. SOFT DRINK. DM, KC, MDA, MM.

Not: Ball, Cell, Cheese, Fruit, Furnishings, Heart(ed), Lad, Landing, Machine, Micro, Option, Paper, Sell, Skills, Soap, Spot, Talk, Top, Touch, Ware, Water.

10. STEP LADDER. AW, DM, DW, IH, KC, MDA, MM, PH, RT.

Not: Aerobics, Backward, Change, Door, Down, Father, First, Foot, Giant, In, Inside, Mother, Out, Quick, Side, Sister, Step, Two, Up.

Scores: Bonus

Scores:	Bonus	Bonus	
David Watts	5 + 1 = 6	Dane Maslen	3 + 0 = 3
Arthur Owen	5 + 1 = 6	Simon Robertson	3 + 0 = 3
Kath Collman	5 + 0 = 5	Kate George	3 + 0 = 3
Peter Hawkins	5 + 0 = 5	Mike Dommett	3 + 0 = 3
Mike Day	4 + 0 = 4	Bruce Edwards	2 + 0 = 2
Roger Trethewey	4 + 0 = 4	Ann Watts	2 + 0 = 2
Ian Harris	4 + 0 = 4	Paul Adkins	2 + 0 = 2
Mike Moor	4 + 0 = 4	Bob Bridgman	1 + 0 = 1

Arthur Owen and David Watts score one bonus point each for being the only ones to guess 'Ear Muff'. Top scorers (ignoring bonus points) were David, Arthur, Kath and Peter with 5. Comments:

Kath Collman: Totally amazed at my win last time - but I have to confess, is it really an honour to have the mind most akin to yours? Don't answer that. Thanks to Dane for a good game, maybe he'll pull it off this time.

Derek here: Perhaps he will, but you have edged ahead in the first round - it's early days.

Mike Dommett: Are the same people consistently better scorers?

Derek here: Without doing an in-depth analysis I cannot be sure, but my impression is that the same players seem to do well each game. When Quanah Parker has finished I intend to publish a round-up of WMM results, and that should give a better indication one way or another.

Kath Collman: These were really hard (I think I've said this before...) - "Double" was particularly tricky, so many possibilities.

Derek here: True, 'Double' does have many possibilities; nevertheless I'm surprised no one, especially fans of public transport, got 'Double Decker'.

Ian Harris: Number one caused me some trouble since in these parts, bait means food someone takes to work with them, eg packed lunch. Thus bait box, bait tin and bait bag are all phrases I hear every day, and I had to deliberately think of others that do not have this connotation. Even 'bait stand', which sounds like utter nonsense, would be understood by anyone in the North East to mean 'meal break'. Enough of this, I'm starting to sound like a professional Geordie again - I'll leave that to Art and Dec.

Derek here: Never heard of those - they hadn't made it as far south as Lincolnshire (where I spent my teenage years). Hands-up those who have heard of Kesteven.

Given below are half of ten word-pairs. All you have to do is find the other half of each word pair - it may precede or follow the word given (you do not need to specify which). You may have three guesses in each category. New players may join at any time. There are 8 rounds per game. This will be the last WMM in C+T.

QUANAH PARKER

Words for Round 2:

- | | | | | |
|---------|-----------|-------------|-----------|----------|
| 1. ARMY | 3. CHEQUE | 5. LEAVE | 7. PACKET | 9. STRIP |
| 2. CAT | 4. DROP | 6. NATIONAL | 8. PICK | 10. TAIL |