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### Changes of Address, etc

None notified

DEADLINE **Tuesday 23rd December 2003** DEADLINE

Horse Racing: Tuesday 23rd December

Dane's Games: Tuesday 23rd December

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Aided and abetted by several hard working GMs.

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Printed by  
GRAPHIC  
IMAGE,  
Drayton

#### Those whose credit is

too low for C+T 225: Charles Burrows, John Dodds, Arthur Owen, Paul Seymour, Roger Trethewey.

Those in debt: Graham Liddiard (still).

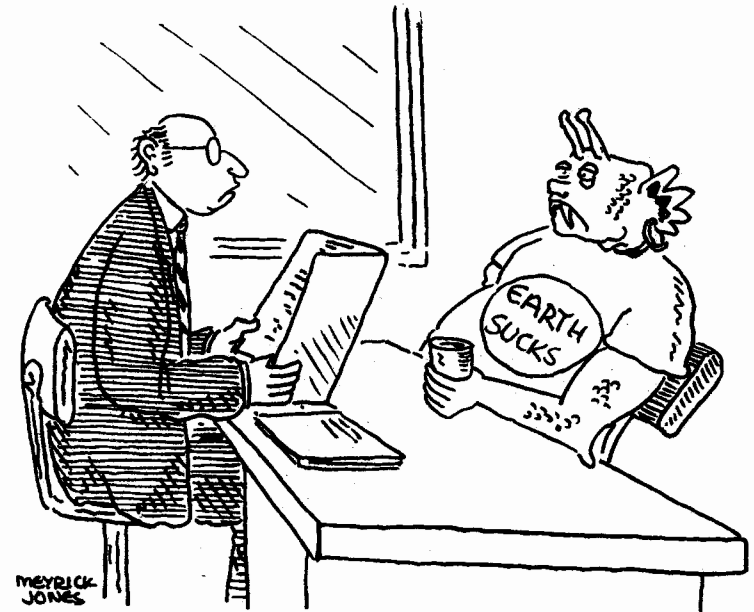
Farewell to: No one.

Subscription Renewals from: Paul Adkins, Mike Day, Arthur Owen, David Smith.

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# Cut & Thrust

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



*'I'm sorry, the home secretary considers you to be an undesirable alien.'*

**Issue No 224**  
**from Derek Wilson**

**80p** plus  
carriage

# EDITORIAL

by Mike Dommett

What we need is reassurance. It's a normal reaction. We need to know that we don't have to worry. Politicians want people to re-engage with politics. Why would normal people want to get involved, when they have lives to lead. There's enough involved in living an ordinary life to not want to have to worry about things that are difficult.

That's why we are so pleased when a newspaper reports that it has found a beggar that earns over £20,000 a year and benefits on top. It means that we don't have to give to beggars. We can pass by with a clear conscience. Knowing that beggars often spend the money on drugs helps too - it's another reason not to give. Giving them the drugs so they didn't beg and steal for them is another matter which might save money, but we know that complete prohibition is the answer here. Mind you, it didn't work too well in America with alcohol, but drugs is spelt differently to drink, and alcohol isn't a drug. Knowing that disproportionately they have been released into "care in the community" as a cost saving exercise, or are ex-army members suggest that there are ways to help some of them, but that may cost money.

It's good too to know that some people on benefits have gone to Spain on a holiday. No need then to think about what it's like being out of work, because if some can afford to go on holiday then they all must be well off after all. No need to think about how many people do manage to go on holiday abroad on the benefit. Or any need to remember an MP who after 7 days hadn't managed to live on a single person's benefit. Or why being out of work means that you mustn't be allowed holidays. People fiddle housing benefit - it's well known. Give them credit, Westminster council did a detailed investigation of part of its housing benefit payments. It found that almost exactly half of the fraud was carried out by housing owners, inventing people who didn't live there, making claims for non-existent people, and charging maximum rates for rooms that were worth a fraction of the bill. But as long as housing benefit fraud is carried out by people living on housing estates, you don't have to worry about it. My own experience of anything connected with benefits is a reluctance to work with the people, find out what they are due, and give them it, but rather only paying people what they ask for.

We know that asylum seekers are spongers, coming to live off benefits in the UK. A reporter got documentation, and arranged for a council house and benefits for herself for a few hours work. So asylum seekers aren't really in danger after all. We are swamped by asylum seekers - not that 7 countries in the EU take more per head than we do. Not like Iran, do we have millions from Afghanistan and Iraq as refugees. The majority come from 4 countries at the moment - Zimbabwe, Iraq, Afghanistan, Somalia. Seems reasonable not to want to stay there, seems likely you may be persecuted there. But as long as we know that they are bogus and unrestrained and getting something for nothing, we needn't think any further. It might be a better bet, rather than making things more and more difficult to come to the UK, to make it better for them to live in their own countries, it certainly would be cheaper. Perhaps we should allow free movement of labour - if it's good for capital so should it be good for workers. Dyson cleaners could be made in the UK by immigrant people working for much lower wages than UK citizens. If it's OK to make the Dyson cleaners abroad with a cheaper workforce, why not bring the workforce here?

# Man-Eater!

GM: Derek Wilson

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

ZUNI - Turn 15

	alpha	beta	gamma
red	@ H	§ (2)-16-30	£ X
green	§ H	£' (45)-56	@ H
blue	@ X	§ H	£' (130)-119-118-131
yellow	§' (163)-175	£ H	@' (171)-170
red herring	none	none	none
shark	£ (105)-105	@ (44)-31	§ (158)-150
		red loses leg	

Scores:	Arthur Owen (identified above by '£')	7
	Bruce Edwards (identified above by '@')	8
	Paul Adkins (identified above by '§')	12

Lifeguard Gamma blue tried to move two spaces with only one leg, which is illegal - HR 9 applied. Alpha yellow has 4 turns to get Home.

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## Waiting Lists

Apply to Derek

Gamefee £1

Horse Racing (GM: Jeanette Hawley): List open for new season, to be run by e-mail when C+T ends. Contact Jeanette for further details.

Outpost (GM: Dane Maslen): To play Outpost by e-mail contact: dane.maslen@virgin.net

En Garde! (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 Garde!.**

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.

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## RIPMEET

The next Ripmeet will be held on Tuesday 9<sup>th</sup> December 2003. A Tandoori meal (at 7.45pm in (probably) the Curry Garden, Ripley, near Guildford) followed by an evening chatting in The Talbot pub. If you wish to attend please contact Derek Wilson on 023 9243 5420 for confirmation of venue, directions and to check if there have been any other last minute changes.

MARTIN R = 10. P = 10. 1M011/0010011. 2M. 4M050000001.

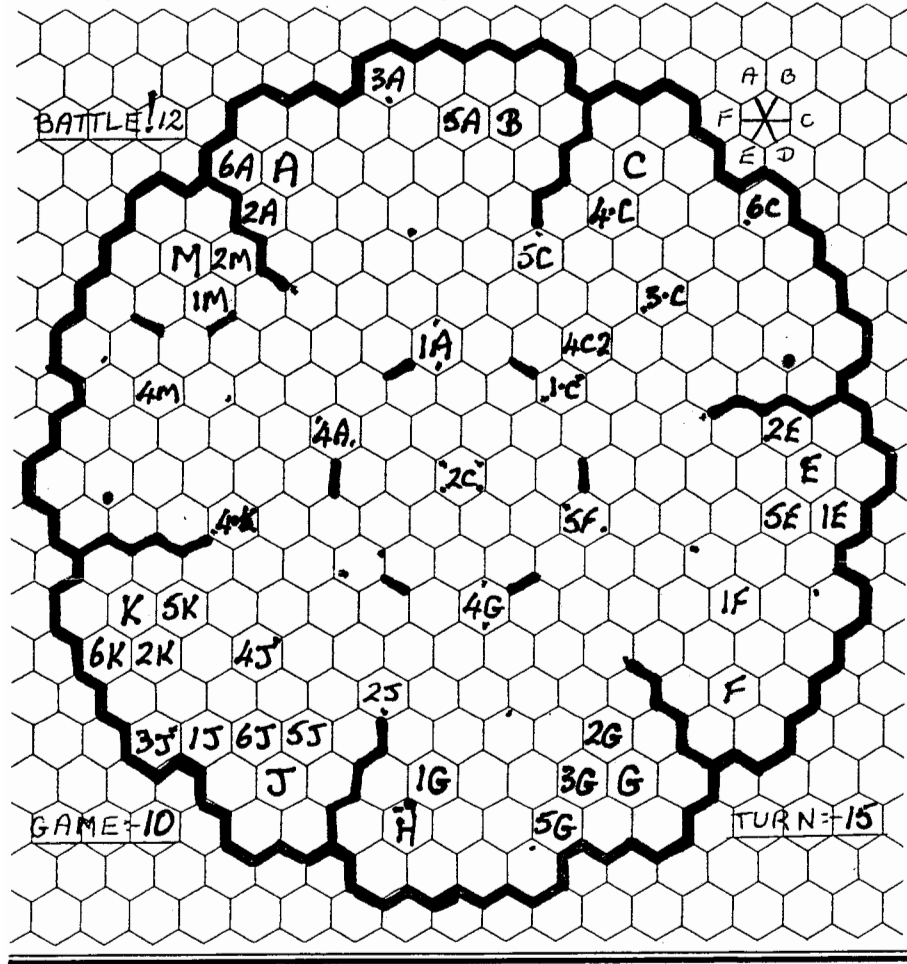
M Pratt

New endgame proposal: CROW 1<sup>st</sup> / Rest 2<sup>nd</sup>. Votes for start of next turn. Remember that Abstentions = NO for new proposals, but YES for old ones.

PRESS

Gull - HAWK: See, someone wanted your tail feathers.

Doesn't CROW tend to win these games? Why then are AUK and MARTIN messing around, unless they have settled for second and third place.



PUSH-BALL Unfortunately there is insufficient room to include the Push-Ball report in the main body of this issue of C+T. It should be enclosed on a supplement, for all recipients.

If global warming is unproved, if some scientists say that it may be purely natural, then we don't have to change anything. Admittedly, if the planet isn't hotting up because of us, we still will have to live in the place, and perhaps cutting down a little may slow up the rise to allow us to accommodate better. Might be something in just wasting a little less energy, and letting our fossil fuel reserves last a bit longer. But it's much better to know that opinion is divided, so we needn't do anything. I seem to remember opinion was divided on cancer and cigarettes as well, even if there seems a possibility that there is a genetic connection with getting cancers. Maybe there will be a genetic connection with avoiding global warming.

Farmers make an average sum out of the CAP, so we needn't feel sorry for farmers - actually some farmers do exceedingly badly, while others do well - big grain farmers do the best. After all, food prices are high at the supermarket, so why should we worry about farmers?

Anybody remember the fuss about single mothers? They are all getting pregnant to get into council houses. Eventually, and not spread over the front pages of the newspapers as the original assertion was, it turned out that most single mothers had been deserted by husbands and partners. Then came widows, then widowers and single men bringing up a child, and somewhere, and well last, young women who might have got pregnant to get somewhere to live - a couple of hundred.

AIDS Drugs. Pharmacological companies don't want cheap drugs made in third and second world countries - because there are people who will ship them back to 1<sup>st</sup> world countries and resell them for profit. Liam Fox is working to get drugs for the 3<sup>rd</sup> world made a different colour. Patients paying small amounts of money now will give some money to drugs companies, people who die because they don't have drugs won't pay you any profit. If the smuggling is such a big thing, then let's put the police and secret services on the trail, and convict the people involved in the smuggling and confiscate their money. Maybe not the US secret services though - they still can't find which of 200 people sent anthrax through the post and killed people.

Do I mean that they are all saints then? Of course not! Theft and bilking, sturdy beggars, dishonesty - it exists, of course it does. But it's wrong to accept the illogical proposition that because one case is shown to be so, by extension, so are all the cases.

Derek here: Thanks, Mike. A bit of a heavy subject for C+T, but welcome all the same. My only comment is related to the news that we take less asylum seekers per head of population than other European countries. I do not accept that this is sufficient for us to accept more. Whilst one sympathises with the plight of those seeking asylum, in an already overcrowded island to squeeze in more people doesn't seem too clever. If somewhere like France has over four times the area of England for the same population, then surely they have the room to take four times the number of asylum seekers per head of population than ourselves?

If you have any comments on Mike's guest editorial, or better still would like to write one yourself, I would be most appreciative.

NEXT C+T DEADLINE

Players will note from the back page that the next deadline is set unusually for a Tuesday. If C+T were running to its normal 5-weekly schedule the deadline would have been Friday 26th December 2003. For fairly obvious reasons that isn't practical. A number of options were considered, and the views of C+T GMs solicited. The result is that I have decided to advance the

deadline a few days to Tuesday 23rd December. It is incumbent upon players to get their orders to GMs on time. The post around Christmas is bound to be slower than usual, so players are advised to send their orders well in advance of the published deadline. Do not leave it to the last minute. If you NMR as a result of ignoring this warning you will have only yourself to blame. You have been warned.

With the likelihood of GMs and your editor going away or at least being otherwise engaged over the Christmas period the turnaround time should be assumed to take a week longer than usual. Do not expect C+T #225 to appear until well into January. The deadline for C+T #226 will be Friday 6th February 2004.

## A GAME OF THRONES

by Richard Ashley

No, you are not reading a review of a game done a few issues back. That was a CG, and excellent it was too. This is the boardgame version based on the same set of fantasy novels *A Song of Ice and Fire* by George R R Martin. Both games follow the same storyline of 5 Great Houses vying for control of the land, but approach it very differently. This version can most easily be described as 'Diplomacy with extras'. It is obvious that the designer, Christian T Petersen, was greatly influenced by the old classic. And why not? It is still quite popular. The £29-99p box is crammed full of colourful, sturdy, functional and clear bits, plus a large map of Westeros over which the conflict takes place. The rulebook is excellently set out with plenty of examples of play, with just one tiny error in the example of Sea Transport. Since the game came out, and has consequently been analysed, the web-site has suggested a slight alteration in the set up. Swap the position of the influence markers of Tyrell and Greyjoy on the Kings Court Track. It stops a potentially devastating opening by Greyjoy on the first turn. Try it.

Up to 3 - 5 people can play with the same set up in each case. When playing with fewer than 5 players, one or two positions are left as neutral territories to be attacked and taken. Balance is still pretty even. Instead of writing orders as in Diplomacy, each area you have units in can be given one of five different orders using your 15 Order Tokens. Each set of these for each player has 3 of each order Move/Attack, Defend, Support, Raid and Consolidate Power. However, one group of 5 is slightly superior, but you are limited to the number of these you can use by your position on the Kings Court Influence Track. Once all orders are given, they are revealed simultaneously. The orders are carried out in an order determined by the Iron Throne Influence Track. Raids go first and remove other Raids, Supports or Consolidate Power orders. Next are the Move/Attacks and finally any remaining Consolidate Power orders. There is no random element in any part of this section of the game. Your position on the Influence Tracks is important though. One other Influence Track exists - Fiefdoms - which is equally vital, as it determines who wins draws in Combat. All other draws are decided by the first place player on the Iron Throne track.

Combat takes place when enemy units are in the same area. There are three types of units. Ships (1pt) on sea areas only. Footmen (1pt) and Knights (2pts) on land areas only. The Move/Attack order of the attacker could add or subtract 1pt, then both sides ask for Support. Any players with a Support order adjacent to the conflict may add to one side or the other with no risk to them. Finally both main players play 1 of their 7 Character cards which are unique to each house but

### Overheard at the de Mars House:

- F: My dear, I realize that Phresh follows the ways of his own people, and I have no wish to seem ungrateful. But might I ask why he arrived with two cartloads of rotting carp? Every time the wind changes, another hundred of my guests vomit and swoon.
- Y: I do apologise, but the invitation specified that gifts of confectionery would be welcome. Lumps of putrid fish are to Phresh's folk what bonbons are to us.
- F: In this sort of quantity?
- Y: You must understand that in the Arctic, nothing putrefies easily. I have yet to convince him that in our climate, getting things to rot is not a triumph....

## 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: 15

NMR Thane Duffield. Printing error caused FINCH to spend 1pp more than he needed as 6F already had 1 Attack. He gains 1pp next turn. Players are still trying to give units Attributes only Researched that turn. It is illegal! Also, order all Elite uses with preference order, but only if you have Elite.

Despite FINCH having more Power, he was coming off worse against EAGLE who destroyed a unit. Luckily, CROW stepped in and blew an EAGLE to bits. GULL reduced HAWK's base to the minimum, but will he let him remain? JAY reduced and picked off unordered KITE units whose weakening Defence still helped, but JAY aimed twice at Attack on same units and wasted hits! MARTIN built 2 new units to protect base, but lost one of these plus a pp hex unit to Range fire from AUK. Movement aimed fire also stranded a potentially useful MARTIN unit. Both have Hover now, so who will jump the wall first? CROW looks unassailable with great power and Explosives, but can he be influenced to affect the minor places?

AUK	R = 10. P = 15.	1A221/0. 2A220120001. 3A21. 4A551/0030304. 5A. 6A220000001.	M Day
CROW	R = X2. P = 21.	1C311/0212001. 2C32. 3C231/0112003. 4C551/01321063. 5C. 6C2.	M Taylor
EAGLE	R = 9. P = 10.	1E110000101. 2E010000002. 5E240010001.	P Hawkins
FINCH	R = 9. P = 13.	1F121/0100001. 5F311/00001.	K Thomasson
GULL	R = 10. P = 13.	1G231/03101. 2G221/0000102. 3G141/0100102. 4G22. 5G231/0100202.	M Dommatt
HAWK(-9)	R = 9. P = 1.		K Lee
JAY	R = 10. P = 13.	1J121/0000101. 2J122/0110002. 3J120001001. 4J132/0111002. 5J. 6J222/00200022	B Edwards
KITE	R = 7. P = 12.	2K0000002. 4K231/10124. 5K203/00001. 6K0100003.	T Duffield

### MISTRESSES

NAME	SL ATTRIBUTES INFLUENCES			MARITAL	LOVER/ STATUS	HUSBAND
			USED			
Dayna Rodd	21	BI	Norm & Add	Married		J. Ofalltrades
Hester Eck-Tomey	16	I	Norm & Add	Married		F. Fresh
Eve Enningall	15	B	Norm			M. de Triomphe
Christie Annity	14	BI		Widowed		J. de Nim
Flora Bundar	13	BI	Norm & Add	Married		B. de Mars
Anna Conder	12	W				D. Broop
Yvonne Keele	11	BW				P. Øtoluk
Jeanie Usse	11	W				P. Hockenull
Carrie d'Eauver	9	I				M. Frogwalloper

### ARMY LIST

	RFG	KM	CG	DG	QO	CALC	CPC	GDM	PLDRM	PM	13	53	27	4A	69	GR	1F
Colonel	x	x	x	DB	FF	x	-	x	x	JO	x	x	x	x	-	x	-
Lt Col	-	x	x	JN	HU	x	x	x	x	x	x	x	x	x	x	x	x
Major 1	x	x	x	-	x	-	x	x	x	x	x	x	x	x	x	x	x
Major 2	Ø	PH	-	-	-	x	BM	x	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
Capt 2	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
Capt 4	x	x	x	x	x	x	x	x	x	-	x	x	x	x	x	x	x
Capt 5	-	x	x	x	x	x	x	x	x	-	x	x	x	x	x	x	x
Capt 6	-	-	-	-	-	-	-	x	x	-	-	x	-	x	x	-	-
Subltn																	
Private																	

### FACTION LIST

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

### PRESS

Brigadier Morton Frogwalloper wishes to announce his engagement to Carrie d'Eauver, the wedding to be celebrated upon his return from serving King and Country. (14sp held over until Morton returns from Paris.)

pretty even in strength. These can add 0 - 3 to that side's total and have a special ability. Once a side has been declared a winner, the losing side must retreat its units less any lost by special abilities. Only the losing side could lose units through special abilities or inability to retreat. Character cards played cannot be used again until all have been used. As in Diplomacy, there is no random element, but allies and knowledge of used Character cards is important. Position on the Fiefdom Track is also important to see if you will win a drawn conflict.

By now, you can see the significance of your position on the 3 Influence tracks. These are predetermined at the start and don't change until a Clash of Kings card comes up. No game of this type would be complete without some element of the unknown to spice things up. Here it is fairly controlled, but can throw the odd spanner in your well laid plans. 3 stacks of 10 Westeros cards (Events if you like) marked I, II, III are shuffled at the start. Beginning on the second turn onwards, the top card of each stack is turned over, then acted on in order. The I stack has 4 Mustering cards, 4 Supply, 1 Shuffle deck and 1 Nothing Happens card. At Mustering each player can add units depending on the number of areas they control with City (1pt) or Stronghold (2pts) symbols. Thus replacements are slightly unpredictable but will eventually come. Supply determines how many Army/Fleets you can have on the board and how large they can be. Any group of more than 1 unit is an Army/Fleet. The more areas you control with Supply symbols (Barrels) the more and bigger Army/Fleets you can have. This is set at the start and only changes when a Supply card turns up. Again, slightly unpredictable.

Stack II has a similar format but with 4 Game of Throne and 4 Clash of King cards. The former gives you Power tokens for each Crown symbol in areas you control. Power is all in this game. You only have a few at the start and need them to mark areas you control so that units can leave them without you losing the control. However, the main use of Power is for bidding for the best positions on the 3 Influence tracks. This only takes place during a Clash of Kings card. Bidding is by putting Power tokens in your hand secretly and then all revealing simultaneously. All bid Power is lost. Iron Throne is bid for first, then Fiefdoms and finally Kings Court. All this is a constant drain on Power and there is still the stack III cards. These are more varied and resemble more conventional Events including 3 Wildlings attack! These can be annoying and are another drain on Power.

All stacks have certain cards marked with a Mammoth symbol. Each time one of these turns up, a token on the Wildling Track gets moved up. When they attack, they will have reached a certain strength. All players must bid a certain amount of Power (including 0) secretly in their hand. If the total Power bid is equal to or greater than the Wildling strength, the attack is beaten and the player bidding the most may return 1 played Character card to their hand. If it is less, all players must lose 2 pts of units with the player bidding the least losing 4 pts. Even here a little bit of strategic thought can be used to great effect. Overall, tactically it is very similar to Diplomacy, but a lot more thought is needed about which areas to take. Without Power you are vulnerable to low positions on the Influence Tracks, Wildling attacks and limited area control. Without Supply you are limited to the size and number of Army/Fleets. Without City/Strongholds you are limited in Recruitments. Obviously there will be a lot of diplomacy going on with alliances being made and broken all the time. Verbal agreements are not binding! All in all a good game and a definite step up from the rather one dimensional Diplomacy.

**ZINE POLL 2003:** A voting form for this year's poll should be enclosed. Please send your votes by 31<sup>st</sup> December to: John Harrington, 1 Churchbury Close, Enfield, Middlesex, EN1 3UW.

# Letter Column

Steve Thomas: As I understand matters, it is the opinion of the United States administration that persons held at Guantanamo Bay aren't subject to the provisions and protections of US civil law, and that no court has yet overruled them. (At least in part that's because of a widespread belief in the US that failure to support the administration in its "War on Terror", no matter how ridiculous the administration is, amounts to active support for terrorism.) That means in practice that it is not illegal in US law for the US military to kidnap non-US citizens and intern them in a US military base outside the US.

The conviction rate in the UK Crown Courts is something in the region of 95%. Assuming that the majority of convicted persons are in fact guilty of the crimes for which they've been convicted, it follows that anyone brought before the court is guilty with a probability near 95%. Jurors should expect, therefore, that the prosecution will mount a reasonable case, but that should not prevent them from impartially examining the case with care and rejecting it if it falls short of the necessary standard of proof.

I don't suppose that the US military have been anything like 95% effective in selecting real bad guys when kidnapping and interning them, but I suspect that they're not completely useless. Even so, I suspect that a fair court (in the US or UK) would have little hesitation in acquitting all, or almost all, of those interned - even the guilty ones - since proof beyond reasonable doubt isn't there now, since anywhere might have been has been irrevocably tainted. Which, as I said a couple of months ago, is why the US administration is fighting tooth and nail to keep the US courts away from these people. I don't like this situation any more than Neil does.

Derek here: Thanks, Steve. If Guantanamo Bay is 'outside the US' then the fact that holding them may not be illegal 'in US law' is irrelevant. The detainees should enjoy the protection of the law of whatever country they are in and/or international law. A naïve view I realise, but the US are trying to have their cake and eat it, and that is not reasonable. The rule of law must apply. If not US law, then someone else's.

Kath Collman: Hope you enjoyed Midcon. I did, in spite of what I thought was appalling service by the hotel - I was not impressed with a wait of over an hour for 3 coffees!

Derek here: Yes, Midcon was excellent, and the organisers are to be commended for their efforts. Sadly I cannot say the same for the hotel. Like you, I was most disappointed with the service. An inability to understand English (both reception and bar), incompetence at operating the till (bar) - 15 minutes to get and pay for a cola, ignored completely at breakfast on the Saturday (restaurant) such that I never got any coffee or toast, and a general obnoxious attitude from virtually all hotel staff encountered. This is supposed to be a top class hotel, but when they have to take my credit card number on making the booking all those weeks ago, insist on swiping the card on registration including me having to sign for not only the cost of the room but also an additional £50 per night 'in case one uses the facilities' (pay TV and room bar), as well as actually paying on departure, leads me to wonder what their usual clientele actually comprises... Were it not for the friendliness of other con attendees and that the games playing made it a thoroughly enjoyable and worthwhile experience, I would give serious consideration to omitting future Midcons from my calendar if still held at this awful hotel.

Having dealt with a lot of unfamiliar paperwork in weekend 1, Mark de Triomphe spent two weeks relaxing at Hunter's with Eve. He spent the rest of the month honing his sabre skills.

Drewers Broop decided to end his lonely existence by paying court to Anna Conder in week 1, but she had a headache, and refused to see him. Nothing daunted, he went back in week 2, with a soothing lavender pillow, and was accepted. After celebrating his good fortune with a week of strenuous 2-Handed sword practice, Drewers spent week 4 with his new mistress.

## NEW FACES IN PARIS THIS MONTH

NMRing this month was: David Olliver and John Marsden (Strike 1).

Let off with smacked wrists due to his standing orders was: Philip Jones.

## DEBTS DUE NEXT MONTH

Mark de Triomphe still owes 1100Cr.

## DEBTS DUE IN DECEMBER 1639

Phresh Øtoluk owes 220Cr.

## RENT RENEWALS

None.

## MILITARY APPOINTMENTS

None.

## CIVIL APPOINTMENTS

None.

## C'EST TOUT, MES ENFANTS

## SOCIAL LEAGUE TABLE

CHARACTER	NEW	OLD	SP	CLUB	CASH	RANK/REGT	PLAYER
Jacques Ofalltrades	21	21	Fr	FL	11549	B. Brig	Mike Day
François Fresh	17	16	55	Both	2239	Col/QOC	Charles Burrows
Bars de Mars	15	15	46	Both	1773	Maj/CPC	John Marsden
Morton Frogwalloper	14	14	Fr	BG	1314	Brig	Mike Dommett
Phresh Øtoluk	13	12	47	Both	341	Maj/RFG	Michael Lendon
Prenton Hockenhull	13	13	19	Hunt	489	Maj/KM	Philip Jones
Jean de Nim	12	12	21	BG	55	L.Col/DG	Matthew Smith
Drewers Broop	12	12	18	Hunt	2046	Col/DG	Marcus Pratt
Mark de Triomphe	12	12	36	Hunt	98	Bt. Lt. Gen	David Olliver
Humphrey d'Umptiles	8	8	Fr	—	1591	M/QOC	Andrew Burgess

Swordwolf presents  
**En Garde!**

**Games Mistress:**

**Jeanette Hawley**

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

Email: gulselen@yahoo.co.uk

Mobile: 07867 872808 evenings only

**BATTLE REPORT AND SOCIAL DIARY - OCTOBER 1639**

**AT THE FRONT**

Brevet Brigadier Jacques Ofalltrades demonstrated great bravery during the battle, and was Mentioned(6&2) twice, as he could not be promoted. He was also awarded the Legion d'Honneur and 500Cr, and raises his MA to 7.

QOC Major Humphrey d'Umptiles was Mentioned(5), and promoted to Lt. Colonel. He also received 200Cr and increases his MA to 6.

Brevet Brigadier Morton Frogwalloper arrived hotfoot from Paris with the Dragoon Guards Brigade, just in time to take part in the battle. His conspicuous gallantry earned him a Mention(3), promotion to full Brigadier, and 600Cr prize money. His MA also rises to 7.

**FIELD OF HONOUR**

Lying fallow...

**MEANWHILE, EN PARIS**

François Fresh got to grips with his new duties in weekend 1, and then hired a box at l'Opera for himself and Hester. In weekend 2, he successfully used his own Influence(5) and Hester's Normal Influence(4) to persuade his colonel to take a desk job, and then bought the resulting vacancy. François then engaged boxes at le Palais and le Royale during the next two weeks, before leaving his wife at home while he put in a week of gainful sabre practice.

Bars de Mars spent the whole month at his club with Flora, where they were joined by Phresh Øtoluk and Yvonne for two weeks of partying.

Phresh Øtoluk dealt with his military duties, and then spent two weeks with Yvonne at Bars' party - in fact, they were his only guests. The rest of the month was spent in a box at l'Opera with Yvonne.

After a refreshing lie down, Prenton Hockenhull spent two weeks with the sabre instructor, his 2-Hander EXP having reached its maximum, then escorted Jeanie to Hunters for drinks in week 4.

Jean de Nim borrowed 100Cr, and then spent three weeks with the rapier instructor, before taking Christie to Blue Gables for liquid refreshment.

## What's Up

*Paul Adkins*

**December 2003 - January 2004:** As requested here is a diary of celestial events which I hope will be of interest to the casual observer.

**Meteors.**

Meteors are material that fall from space and range in size from dust to small rocks. There are three different names for the same objects, when up in space the dust or rock is called a meteoroid, whilst burning up in the atmosphere it is a meteor and if anything remains to reach the ground it is a meteorite.

Individual meteors occur randomly and so can be seen at any time, although they are fairly rare. Meteor showers occur at known times of the year and so are much more rewarding to the observer.

We have just missed the Leonid meteor shower which peaked on November 18th. Coming up are the Geminids from 7th to 15th December peaking on the 13th with up to 75 meteors per hour, and the Quadrantids from 1st to 4th January peaking on the 3rd with up to 40 per hour.

If like me you live in a populated area of the UK you will not see anywhere near this number of meteors as light pollution washes out the fainter ones, as does the moon if it is around. The meteor streaks appear over a large area of sky so to see them simply look up and perhaps slightly towards the East. To avoid a stiff neck during prolonged observing sessions you can lie back on a sun lounger. I have renamed mine the "star lounger".

The meteors that make up a shower have one thing in common, their direction of travel can be traced back to a single point called a radiant. The shower gets its name from the constellation where this radiant point resides, for example the Geminid shower appears to radiate out from the constellation of Gemini.

**Aurorae (Northern Lights).**

An Aurora is caused by the Sun firing solar flares towards us. These contain radiation and charged particles which are deflected by the Earth's magnetic field down to the North and South poles, creating a visual curtain effect.

Aurorae are impossible to predict far in advance but are related to the number of sunspots, which are currently on the decline. However at the moment the sun is experiencing unexpected and unprecedented solar flare activity, so it is worth taking a look towards the North on any clear night. You can get space weather forecasts which include aurorae on the Internet up to 48 hours in advance. The magazine "Sky and Telescope" have a free astroalert email service at [http://www.skyandtelescope.com/observing/proam collaboration/astroalert](http://www.skyandtelescope.com/observing/proam%20collaboration/astroalert). A good website for space weather is <http://www.sel.noaa.gov>.

**Space probes.**

You will need a TV to see these at night but I thought it worthwhile to mention what's happening.

The European Space Agency Mars Express containing the British designed Beagle 2 craft arrives at Mars on 25th December. If all goes well the Beagle 2 lander will separate from the Mars Express

orbiter and land on the surface inside it's very own bouncy castle. Following on from that will be 2 NASA missions called Spirit and Opportunity which arrive on 4th January and 25th January respectively. They also have orbiters and landers. It is interesting to note the level of collaboration between different organisations these days. The 3 missions have compatible telemetry systems so for example the Beagle 2 can relay data to Earth via the US orbiters if need be.

Finally the crippled Japanese Nozomi orbiter will arrive a while later, the Japanese team having done well to keep it alive after a partial launcher failure. It took years but they were able to use the gravity of Venus and Earth to slingshot the probe as it passed by into a trajectory to Mars.

Clear Skies!

## Word Puzzle

ANTARES The problems set last time were:

- a) POSH to SPICE                      c) GLASS to BOTTLE                      e) GLOW to WORM  
 b) PORTS to MOUTH                      d) DULL to SHINE                      f) CARTOON to STRIP

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

- a) POSH - POSE - PORE - SPORE - SPIRE - SPICE                      5 steps  
 b) PORTS - PORT - POT - MOT - MOTH - MOUTH                      5 steps  
 c) GLASS - LASS - LAST - CAST - CASTE - CASTLE - CATTLE -  
 BATTLE - BOTTLE                      8 steps  
 d) DULL - DILL - FILL - FILE - FINE - SINE - SHINE                      6 steps  
 e) GLOW - GROW - TROW - WORT - WORM                      4 steps  
 f) CARTOON - CARTON - CANTOR - CANTER - TRANCE - TRACE -  
 TRICE - TRIPE - STRIPE - STRIP                      9 steps

Possible unfamiliar words: MOT<sup>1</sup>, *n.* a motto; a hunter's horn-call; MOT<sup>2</sup>, *n.* a word; a pithy or witty saying; TROW, *vt.* to trust; to believe; CANTOR, *n.* the leader of the singing in a church. In b) Mike had MATH, *n.* a mowing. In e) David S had WOT, which has several entries in Chambers, the third being: a facetious spelling of WHAT. In f) Dane had BARTON, *n.* a farmyard; and TARP, (*U.S.* and *Austr.*) short for TARPAULIN. These are all OK.

*Dane Maslen:* I suspect you are making a big mistake with allowing any 'de-' verb in the Word Puzzle! You have already fairly sensibly decided to accept only explicitly listed '-er' nouns, but if you couple that with allowing any 'de-' you get the ridiculous situation that you will accept 'derepeal' but disallow 'repealer' (I know which of those two words I think one is more likely to encounter, and it isn't the one you're accepting!).

Steve has already commented that Scrabble only accepts explicitly listed prefixed and postfixed words even though it means that some 'common' words get disallowed. I think that is what you should do in the Word Puzzle too. Thus the only words that you should be allowing are those that are explicitly listed in your reference work (Chambers) plus their inflected forms, i.e. plurals of nouns, and participles and 3rd-person singulars of verbs. Comparatives and superlatives of adjectives would also have had to be added to this listed if Chambers, like the OED, did not list them explicitly but instead provided rules for their formation.

## Filthy Lucre Table

Owner	Horses	Cash £s	Stable Jockey (wins)
Burgess	15	+210,486	Simon Coleman(6)/P. Whelan(1)
Day	19	+70,137	Smith(4)/Jones
London	14	9,251,515	G.Manley(5)/F.Randal(2)/Maggie Mourning(1)
Owen	8	+84,700	Glenn/Phipps/Jacques
Pratt	18	+729,566	OT Hill(83)/Sequel(11)/C Story(3)
Seymour	8	-69,118	Quick Rider(6)/R M Cowboy(1)
Queen	19		Rhoda Certt(6)

## Jockey Listing

Jockey	Wins	Level	Owner	Cost £s
Piggott	11	6		
Carson	5	5		
Cauthen	8	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) Bets for Close Season: Longchamps

Next time, I will publish the winners of the Best Handicapper, Most Successful Horse, Top Apprentice, and Top Jockey awards. As usual, £10,000 goes to the winning owner for the first three categories. There will also be extra lucre for those owners with retiring five year olds.

I will also list the new crop of yearlings for next season, and training places for all horses. I think 'C&T' will carry on for about a year, which means we will just squeeze in another season, before 'The Sport of Kings' has to find another home. [[Ed. Sadly there is unlikely to be sufficient time to run another complete season in C+T. However I understand that Jeanette will continue the game outside these pages. Consequently I am happy to open a waiting list for the next season, and include future reports within these pages until C+T ceases to be.]]

Congratulations to Michael, on his three wins and four places, and also to Andrew, who did rather well with his turf accountant.

LET'S GO RACING!!

**Coral Leisure Bonus Stakes: 1m 2f. 1st Prize £25,000**

1st	Buzz Lightyear (Burgess)	-2	Coleman	3-1
2nd	Anarkali (Queen)		Cauthen	6-1
3rd	Wimpling Wing (London)	-2	Piggott	2-1
	6 ran.			

It seemed that his outing last month was merely a warm up for this race, as **Buzz Lightyear** seemed to completely disregard his 2lb penalty and dislike of the ground, as he cruised to a easy length and a half win over **Anarkali**, who was running over her favourite distance. **Wimpling Wing** certainly found himself hampered by his 2lb penalty, but managed to run on for third place half a length behind.

**COCK OF THE NORTH STAKES(GII): 2yo+ non-Group winners, 1m 6f. 1st Prize £40,000**

1st	Way Beyond Blue (Queen)		Cauthen	4-1
2nd	Webb's Wonder (Burgess)	-2	Swinburn	2-1
3rd	Double Dark (London)		Piggott	7-1
	6 ran.			

**Way Beyond Blue** finally managed to convert all those promising minor placings this season into a victory. Despite hating the ground, she relished the distance, and sailed past **Webb's Wonder**, who liked the going, to win by half a length. **Double Dark**, who usually prefers a longer trip, was third by a length and a half.

**Close Season: Longchamps. Going: Heavy**

**PRIX DE L'ARC DE TRIOMPHE(GI): 2x Group Winners, 1m 2f. 1st Prize £250,000**

1	Turbid Time (London)	Piggott	6-1
2	Diamond Delves (London)	Carson	7-1
3	Deep Decree (London)	Starkey	10-1
4	The Mad Monk (Burgess)	Swinburn	9-1
5	Anarchist (Pratt)	Hill	2-1
6	Quadruped (Pratt)	Sequel	8-1
7	Bombay Girl (Queen)	Cauthen	4-1

**PRIX DE JOCKEY CLUB(GII): 5yo non-group Winners, 6f. 1st Prize £75,000**

1	Sister Spring (London)	Piggott	2-1
2	Clear Head (Burgess)	Swinburn	4-1
3	Cloudburst (Pratt)	Hill	5-1
4	Downpour (Pratt)	Sequel	7-1
5	Anarkali (Queen)	Cauthen	3-1

**Derek here:** Thank you for that, Dane. On reflection I concur with your view, especially as it should make my life easier. The fact that some common words are thereby disallowed is disappointing. However the Scrabble rule is practical, so that's what we'll do here. Henceforth any 'de-' words will not be accepted unless specifically given in Chambers.

**Steve Thomas:** I remain baffled by your belief in your readers' vocabulary. I find it hard to believe that someone who doesn't know what a shad is would know the meaning of anadromous. Actually, I find it hard to believe that any of your readers would understand anadromous without recourse to a dictionary.

**Derek here:** The meaning of anadromous is irrelevant. Meanings are given only of words used by players as part of their Word Puzzle entry, and their legitimacy (the words, not the players...) may be questioned. As 'anadromous' was not offered by a player as part of his entry, it was not defined. However, just for you: ANADROMOUS, *adj.* of fish, ascending rivers to spawn.

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

<b>Scores:</b>	a)	b)	c)	d)	e)	f)	Total	Pos'n
Dane Maslen	(5) 5	(5) 5	(8) 5	(6) 5	(4) 5	(9) 5	30	1st
David Watts	(6) 3	(5) 5	(8) 5	(6) 5	(4) 5	(9) 5	28	2nd
David Smith	(6) 3	(5) 5	(8) 5	(6) 5	(5) 3	(9) 5	26	
Mike Moor	(5) 5	(6) 3	(8) 5	(6) 5	(8) 1	(9) 5	24	

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

**Derek:** Now try the following allocated the designation POLLUX:

- |                   |                  |                   |
|-------------------|------------------|-------------------|
| a) BOOK to COVER  | c) HEAD to FOOT  | e) SHOCK to MOVE  |
| b) FISH to MONGER | d) RAIN to FLOOD | f) STOCK to TAKER |

**Outpost**

**GM: Steve Thomas**

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

**Track Events Outpost 7**

**Session 3**

	Dn	M	Dv	G	P
Dane Maslen buys a Water Factory for 20 (1/4,7,8)					
Mick Haytack auctions a Nodule;		25	26	-	27
Peter Hawkins gets it for 39 (5/6,6,6,7,9)	-	28	29	-	30
Mick buys a Water Factory for 20 (2,3/7,8)	-	31	32	-	33
David Smith buys a Water Factory for 20 (1,2,4/4,9)	-	-	34	-	35
Geoff Hardingham buys a Water Factory for 20 (2,3/7,8)	-	-	-	-	
Peter passes.					

PO	Name	Factories	Ops	Max	Modules	VPs	Cost	Cards
1	Dane	4w, 2o	4	8	No	6	25	4w, 1o
2	Peter	3w, 2o	4	8	No	6	25	3w, 1o

PO	Name	Factories	Ops	Max	Modules	VPs	Cost	Cards
3	Geoff	4w, 2o	5	5	-	5	0	30, 1w, 1o
4	David	4w, 2o	5	5	-	5	0	30, 1w, 2o
5	Mick	4w, 2o	5	5	-	5	0	5w, 2o

Colony Upgrade Modules available:

Data Library	2	(1 left)	Warehouse	1	(2 left)
Heavy Equipment	2	(1 left)	Nodule	0	(1 left)

## Where is my Mind

*GM: Derek Wilson*

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

### QUANAH PARKER

### Round 3

- POOP Deck. MDo, SR.  
Not: Belowe, Boat, Burning, Car, Card, Chair, Flight, Full, Gun, Hand, Out, Quarter, Ship's, Stacked, Sun, Top, Upper.
- Down TRODDEN. AW, KC.  
Not: Cast, Derry, Duck, Eider, Fall, Going, Goose, Grade, Hill, Let, Loan, Low, Payment, Side, Sit, Size, South, Stairs, Tools, Town, Tumble, Under, Upside, Wind.
- LAND Fill. BE, DM, IH, KC, MDa, MDo, MM, PH, RT, SR.  
Not: Back, Block, -Er, Flood, Full, In, Level, Out, Over, Time, Up, Vacancies.
- Hair DRIER/DRYER. AO, DW, MDa, PA, SR.  
Not: Brush, Chest, Colour, Cut, Dresser, Extension, Horse, Line, Net, Piece, Raising, Shampoo, Shirt, Short, Splitting, Spray, Style, Trigger.
- Last LAUGH. -.  
Not: At, Chance, Cobber's, Cobblers, Dance, Ditch, Hope, Man, Minute, Mohican, Name, Night, One, Orders, Out, Place, Post, Rites, Stand, Straw, Supper, Tango, Time, Word.
- Mad HATTER. AO, AW, KC, PA, SR.  
Not: Barking, Cap, Cow, Dog(s), Hopping, House, Keen, Like, Man, Max, Monk, Party, Raving, Scientist, Totally.
- Pig HEADED. DM, MDa, MM, PA, RT.  
Not: Button, Dirty, Ear, Farm, Flying, Guinea, Ignorant, Iron, Latin, Lincolnshire, Meat, Out, Roast, Sick, Skin, Sty, Suckling, Swill, Tail, Trotter.
- Ready RECKONER. AO, DM, IH, MDa, MM, PH, RT.  
Not: Always, Be, Brek, Cash, Cooked, Ever, Get, Made, Make, Mix(ed), Money, Not, Oven, Rub, Steady, Will, Yet.
- Stair ROD. AW, DM, KC, PH.  
Not: Carpet, Case, Down, Gate, Lift, Tread, Spiral, Way, Well.

First Runs: enter 4. Builds: up to 10 pts + payments to others.

- |   |   |
|---|---|
| 1: 56 - 41 Savannah - Cuthbert/Bainbridge         | 2: 36 - 54 Americus - Vidalia/Hazeltown |
| 3: 61 - 24 Macon - Atlanta                        | 4: 45 - 13 Valdosta - Rome              |
| 5: 25 - 32 Covington/Union Pt - Lagrange          | 6: 12 - x3 Dalton - Florida             |
| 7: 63 - x5 Milledgeville/Dublin - N or S Carolina |   |

Several will think "if only I'd built..."

## 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

No orders received by the deadline from Marcus.

### Month 10: Doncaster. Going: Good-to-Firm

#### Scotch Corner Maiden Stakes: 6f. 1st Prize £20,000

1st	Ghost Guessed (Lendon)	Piggott	4-1
2nd	Three Off the Tee (Day)	Eddery	2-1
3rd	Hibernaculum (Queen)	Cauthen	10-1
	11 ran.		

A very close race saw the favourite, **Three Off the Tee** narrowly beaten by half a length by **Ghost Guessed**, who put on a last burst of speed to finally overtake his rival. **Hibernaculum** also managed to find a little more in his tank to claim third another two lengths back, and his very first carer placing.

#### TATTERSALLS STAKES(GII): 4yo+, 1m 2f. 1st Prize £40,000

1st	Future Days (Lendon)	Carson	4-1
2nd	Sweetmarie (Lendon)	Piggott	2-1
3rd	Clear Head (Burgess)	Swinburn	7-1
	7 ran.		

A second close race resulted in a second win for the second favourite, **Future Days** over stable mate **Sweetmarie** by a length. Third place went to **Clear Head** another three lengths behind.

#### HOLSTEN PILS ST. LEGER(GI): 3yo, 1m 6f. 1st Prize £80,000

1st	Diamond Delves (Lendon)	Piggott	2-1
2nd	Soundtracks (Lendon)	Carson	4-1
3rd	Southend United (Burgess)	Thomson	8-1
	7 ran.		

There was never any doubt that the favourite would win this one, as **Diamond Delves** led from the stalls, and only increased his lead as the race went on, until he crossed the line three and a half lengths ahead of his nearest rival, **Soundtracks**. **Southend United** ran on gamely to claim third, a length and a half further back.

# The West Wales Guardian

C&T reports from:

**GM: David Watts**

102 Priory Road, Milford Haven, SA73 2ED. Phone no: 01646-692752.

e-mail: davidgwynwatts@aol.com

Some people have had trouble getting e-mails through. Good idea to also send them to my Bargain Classical CD (advert!) address: pennypostclassic@aol.com

## South Wales Ironmaster (SWIM 02)

## Round 11.5

Two slight errors: Cwmavon's stock was 1, not +1; ie it was held over from round 10. More seriously, Crawshay ordered 2 to be held back at Dowlais. Hence price 25, not 23. Round 12 held back, for players to change orders if wished, as it is so close between Darby and Crawshay that any slight difference can affect the result.

### 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	114	194	27	51	43	141
Works income	99	54	73	50	100	94
Cash carried fwd	213	248	100	101	143	235
Old Wks worth	133-27=106	139-28=111	90-18=72	69-14=55	135-27=108	99-20=79
New BFs	0	20	0	0	0	0
Iron stocks	105	42	0	0	0	0
<b>Total wealth</b>	<b>424</b>	<b>421</b>	<b>172</b>	<b>156</b>	<b>251</b>	<b>314</b>
(Last round)	(331)	(337)	(122)	(130)	(190)	(240)

Darby has 5 in stock, and Crawshay 2. If any are in stock at the end, they are worth the lowest price of the last 3 rounds.

## RAILWAY RIVALS (RR1933) Georgia

Bus Boss scoring.

## Round 6

**BEAR:** Kevin Lee; brown. 30 - 1(T) - 2(W) + 1(G) = **28**.  
6a: (L9) Albany I11. b: (I11) H11 Moultrie; (A47) B47. c: (H11) F10 Thomasville.

**TGV:** Simon Robertson; orange. 55 + 1(O) + 1(B) = **57**.  
6a: (Rome) J42. b: (J42) K42 M43. c: (M43) Chattanooga; (Swainsboro) T20 Midville.

**OTIS:** Bruce Edwards; purple. 45 + 2 + 7(W) - 1(T) = **53**.  
6a: (F43) E43 Cedartown; (E43) E42, Alabama. b: (E22) B23. c: (Toccoa) J54 J55; (N14) N13.

**GNER:** Wallace Nicoll; blue. 41 + 2 - 1(B) = **42**.  
6a: (R25) R26 P27. b: (P27) Savannah; (Blue Ridge) N48, Tennessee; (Blue Ridge) N49, N Carolina. c: (S23) Statesboro; (V7) W8; (Z9) Griffin.

**WAR:** Arthur Owen; red. 77 - 7(O) + 2(B) = **72**.  
6a: (Newnan) B44. b: (B44) Cedartown; (D10) C10. c: (Cedartown) E43 Rome.

## 10. GIVE Up. BE, MM.

**Not:** Balls, Beat, Blown, Bottoms, Brew, Bringing, Close, Cock, Draught, Drink, End, Get, Fry, Hands, Hurry, Lift, Look(ing), Mess, North, Pick, Rising, Roar, Save, Set, Sew, Side, Sit, Stage, Stairs, Start, Sticks, Stitch, Stream, Tidy, Wake, What's.

Scores:	Old	New	* including bonus	Old	New
Arthur Owen	11 + 3 = 14		David Watts	9 + 1 = 10	
Peter Hawkins	10 + 3 = 13		Mike Moor	5 + 5* = 10	
Roger Trethewey	9 + 3 = 12		Kate George	8 + 0 = 8	
Dane Maslen	8 + 4 = 12		Ian Harris	6 + 2 = 8	
Ann Watts	8 + 4* = 12		Mike Dommett	4 + 3* = 7	
Kath Collman	7 + 5* = 12		Bruce Edwards	4 + 3* = 7	
Mike Day	7 + 4 = 11		Paul Adkins	4 + 3 = 7	
Simon Robertson	6 + 5* = 11		Bob Bridgman	5 + 0 = 5	

Mike Dommett and Simon Robertson score one bonus point each for being the only ones to guess 'Poop Deck'. Ann Watts and Kath Collman score a bonus point each for being the only ones to guess 'Down Trodden'. Bruce Edwards and Mike Moor score a bonus point each for being the only ones to guess 'Give Up'. Top scorers in this tricky round (ignoring bonus points) were Dane, Kath, Mike Day, Simon and Mike Moor with 4. Comments:

**Kath Collman:** *I can't believe I missed Salvation Army last time, it's so obvious when you see it isn't it? Now this lot really are impossible. I'll try to avoid anything "girly" for hair - at least you and I both have some (!) and I don't suppose "Vietnamese pot-bellied" was quite what you had in mind for "pig". "Fill" proved surprisingly difficult - I could manage "filler" or "filling", though the latter is a sore point tonight as Danny has just had to go to the dentist for some root-canal work. Not fun. As for up and down - words fail me....*

**Derek here:** Hope Danny is feeling better. It hurts all the more when you have to pay 'through the nose' for treatment - unless that is you are fortunate enough to live in an area that still has an NHS dentist. I don't... (since moving to Portsmouth)

I might have selected 'Vietnamese pot bellied' for category 7, except there are too many words. Are there types of pot-bellied pigs other than Vietnamese?

Yes, I know 'Up' and 'Down' were difficult, having lots of possibilities, and the lucky ones to guess correctly likely to earn bonus points. Nevertheless I was surprised that people were making guesses of words that are commonly used with both, when I had stated last time that that was not the case. Words like Going, Grade, Hill, Let, Stairs, Town, Wind, Beat, Blown, Get, Hands, Look, Set, Sit, Stairs, Stream, etc, were never going to be correct as they are commonly used with both Up and Down.

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 WiMM in C+T:

## QUANAH PARKER

## Words for Round 4:

- |         |        |         |         |           |
|---------|--------|---------|---------|-----------|
| 1. CAST | 3. FIT | 5. LOCK | 7. RUN  | 9. STRIKE |
| 2. EASY | 4. FLY | 6. PAN  | 8. SAIL | 10. THING |

# Dane's Games

GM: Dane Maslen

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## Choice

## Turns 1 - 5

We seem to have a worthwhile turnout for this game, and we only have one pair of players who have adopted identical strategies. With the die rolls for the first five turns known to everyone at the start of the game, I was a little concerned that numerous players might come to the same conclusion about the optimum strategy. Evidently I needn't have worried.

	Score	2	3	4	5	6	7	8	9	10	11	12	Würfel
BE	-600	-	-	-	1	-	5	-	3	-	1	-	11—2—55—
CB	-800	-	-	1	-	-	4	-	3	2	-	-	1—222—6—
DS	-1000	-	-	2	2	-	2	-	2	2	-	-	2—44—66—
GH	-600	-	-	-	1	-	5	-	3	-	1	-	11—2—55—
KC	-800	-	-	-	1	-	4	-	3	-	2	-	111—2—5—
KS	-1000	-	-	-	-	2	2	2	2	2	-	-	11—22—6—
KL	-800	-	-	-	-	2	3	-	3	-	2	-	111—2—5—
MD	-800	-	-	-	2	-	3	-	3	-	2	-	111—4—5—
PH	-800	-	-	-	2	-	4	-	2	2	-	-	11—44—6—
RT	-800	-	-	-	-	4	3	-	1	2	-	-	11—55—6—
SR	-800	-	-	1	-	-	4	-	3	-	2	-	11—22—5—

BE = Bruce Edwards, CB = Charles Burrows, DS = David Smith, GH = Geoff Hardingham, KC = Kath Collman, KS = Ken Simpson, KL = Kevin lee, MD = Mike Dommett, PH = Peter Hawkins, RT = Roger Trethewey, SR = Simon Robertson.

Score zero for none of a number, -200 for one to four and zero for five. For each of sixth to tenth occurrence of 2 through 12 score 100, 70, 60, 50, 40, 30, 40, 50, 60, 70 and 100 respectively. Eleventh and subsequent occurrences do not add to the score.

Turn 6:	1,	2,	2,	5,	6
Turn 7:	4,	5,	6,	6,	6
Turn 8:	1,	4,	4,	6,	6
Turn 9:	1,	2,	2,	4,	6
Turn 10:	5,	5,	6,	6,	6

Something tells me that the turn 10 die rolls will not be terribly popular with several of you. In fact I don't think they'll be popular with anyone, so that should be some consolation for you. Next issue we'll have just three turns at once.

DEADLINE: Tuesday 23<sup>rd</sup> December.

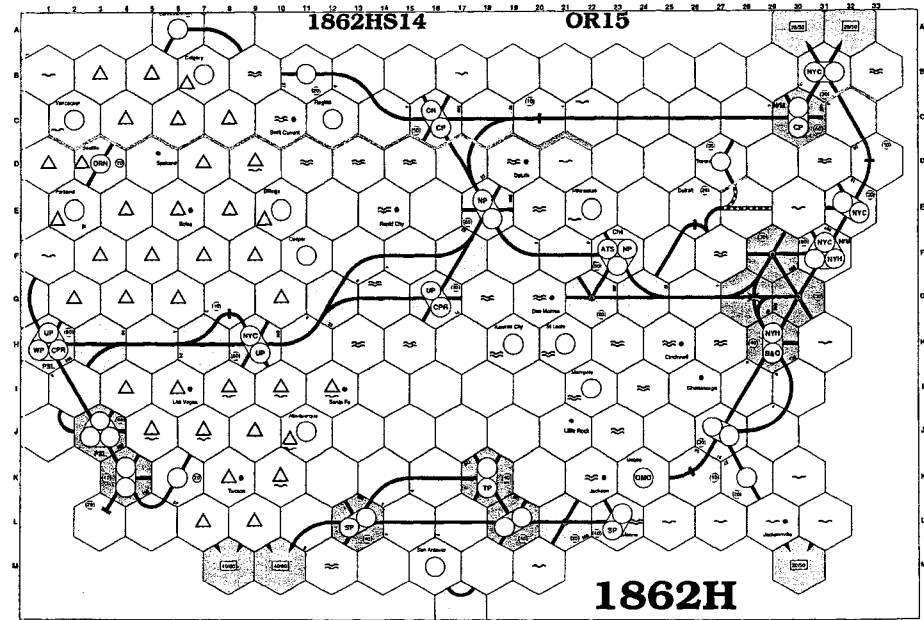
## By Popular Demand

## Round 9

Let's start with the late orders from last round:

12

Name	#	Privates	Cash
Peter Hawkins	15	BOM	1245
David Smith	20	B&O	1536
Bank			15442



Name	CP	NYC!	NYH	ATS	CPR	SP	UP	CN	NP	WP	GMO	ORN	TP!
Geoff*	7D	-	-	1	-	1	1	6D	6D	-	-	-	-
Ken	-	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	4
Par	-	-	-	100	-	-	92	100	100	100	-	-	100
Pool	-	4	2	-	-	1	2	-	-	-	-	-	-
Stock	180	120	255	132	132	162	80	110	110	120	-	-	110
Cash	118	228	0	0	0	1	201	1	1	80	-	-	321

Thank you for your orders, gentlemen. For next time I'd like orders to cover SR 11, for which Geoff has the priority. The certificate limit is 32.

## Cuttings

(from the Athens News in 1992)

'We apologise for yesterday's crossword in which the clues did not fit the spaces provided. We hope this did not prevent your enjoyment of the crossword.'

(Hotel Melina, Puerto la Cruz, Venezuela in 1992)

'Dear Guest: Our checkout time is 1.00pm. If you decide to live after this time, we will keep your luggage in the front office.'

17

# 1862H

## GM: Steve Thomas

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

### 1862HS14

### Session 15

Last time, the NYH upgrade was in F29, not F27. WP laid 15/J3/SE not 14/J3/SW so UP laid 890/J3/SE not 125/G16/SW. UP's notes should have included [5] since it bought a new 6 train.

**OR 14** Privates: Geoff \$10, Peter \$5, David \$15.

Name Lay	Run	Pay	Price	Cash	Trains	Tokens	Loans	Notes
NYH 15/E32/NE	250	Yes	225B	0	5E	2+H29	0	
CP 889/G30/W	-	-	162C	118	8	2+C16	0	[1]
SP 15/K18/NW	310	Yes	146C	41	5	2	0	
CPR 896/H1/SE	-	-	120A	0	(4) 8	1+G16	0	[2][1]
ATS 897/F31/NE	250	Yes	120A	0	(4) 5	2	0	
NYC 23/F17/NE	370	Half	110E	218	5	1+B31,E32	700	
WP 895/H9/E	250	Yes	110B	80	(4) 5	1	0	
CN 895/E18/E	290	Yes	100A	1	6	1	0	
NP 895/C16/E	300	Yes	100A	1	(4) 6	F23	0	
TP 9/K16/W 8/K14/SW	240	Half	100A	140	(4) 6E	2	600	
UP 23/G12/SW	420	No	75E	420	6	H1, H9	0	

**OR 15** Privates: Geoff \$10, Peter \$5, David \$15.

Name Lay	Run	Pay	Price	Cash	Trains	Tokens	Loans	Notes
NYH 898/F23/W	310	Yes	255B	0	5E	2+H29	0	
CP 891/C30/E	530	Yes	180C	118	8	2+C16	0	
SP 125/L13/NE	320	Yes	162C	1	5	1+L13	0	[3]
CPR 14/K4/W	610	Yes	132A	0	8	1+G16	0	
ATS 125/H29/SE	290	Yes	132A	0	5	2	0	
NYC 9/F15/W 8/F13/SW	390	Half	120E	228	5	H9,B31,E32	700	[4][5]
WP 125/K4/SE	250	Yes	120B	80	5	1	0	
CN 24/C18/E	320	Yes	110A	1	6	1	0	
NP 23/D17/SE	320	Yes	110A	1	6	F23	0	
TP 125/K18/NW	260	Half	110A	321	(6E)	2	600	
UP 57/K6/SW	460	Yes	80E	201	6 6E	H1, H9	0	[6][7]

[1] Buys new 8 for \$800

[2] David adds \$341

[3] Tokens L13 for \$40

[4] Bridges river for \$80

[5] Tokens H9 for \$100

[6] Flattens combo for \$160

[7] Buys 6E from TP for \$51

Name	#	Privates	Cash
Geoff Hardingham*	19	ESC	1638
Ken Simpson	19	-	1180

Kate George (Cyprus, Turkey, Poland, Czech Republic, Lithuania) scores 33 - 10 = 23  
 Matt Smith (Poland, Czech Republic, Hungary, Slovakia, Slovenia) scores 49x2 - 10 = 88  
 Evidently Conrad's missing orders were due to PC or Internet gremlins.

This round we have perhaps the most bizarre NMR! of all time. As I said to Derek in an email when discussing how long I should wait for late orders before sending him the report "I have a strong suspicion that the player in question has simply forgotten that he hasn't sent me any orders, so in fact I doubt that I'd get any orders from him no matter how long I waited. It's true that I could remind him of the omission (as it's someone I can contact easily enough), but my policy with C&T games is not to solicit orders from such players as it would be unfair on those players that I can't solicit orders from."

Player	Bonus	Score	Total	Pos <sup>n</sup>	
Adam Huby	x3	231	1388	1	
Andrew Burgess	x3	210	1016	8	
Arthur Owen		77	730	17	
Bruce Edwards	x2	144	861	13	
Charles Burrows	x3	183	1200	3=	
Conrad von Metzke	x2	154	888	12	
David Smith	x2	140	1148	5	
Derek Wilson	NMR!	-	51	907	10
Ian Harris	x3	225	1144	6	
Kate George	x2	144	827	15	
Kath Collman	x3	225	979	9	
Kevin Lee		75	661	18	
Matt Smith		61	782	16	
Mike Day	x3	231	901	11	
Mike Dommatt	x2	154	1055	7	
Mike Moor		77	859	14	
Mike Woods		61	1209	2	
Roger Trethewey		77	604	19	
Simon Robertson	x2	154	1200	3=	
The GM	x3	(207)	(1141)		

**Colours:** Blue 18, Red 18, Green 17, Yellow 16, Orange 8, Black 6, Purple 3, White 2, Mauve 1, Brown 1, Pink 0.

This time it is Adam and Mike Day who deserve congratulations for getting the top five answers in the right order. With his nearest rival having a bad round this enables Adam to consolidate his lead. I bet he wishes this were only a standard 10-round game rather than one that's continuing until C&T folds.

I wondered whether anyone would have failed to learn the lesson from the 'Planets of the Solar System' round and would answer with the first five colours of the rainbow in that order. Only two people fell into the trap, but several other people went for these five colours in a different order. This was good thinking by them: they aimed to get the benefit of other people's ROYGB answers while at the same time trying to match the order in which these colours would finish if everyone didn't go for ROYGB.

Most people seemed to agree that the primary colours were safe bets. The only problem was that some of us think in terms of the primary colours of light (RGB), whereas others think in terms of the primary colours of paints (RYB), so 'Green' and 'Yellow' were not quite as safe as 'Red' and 'Blue'. This was not in fact the reason why I put 'Green' after 'Red' and 'Blue' (I had in fact completely overlooked the existence of the primary colours of paints so didn't expect 'Yellow' to score very highly). Rather I thought that if any of the primary colours were likely to get missed by anyone, it was more likely to be the one that wasn't on our national flag.

Even though I didn't expect it would score highly, I thought 'Yellow' was likely to get a reasonable score, especially given our editor's well-known predilection for it. That left me wondering what to choose for my fifth colour. 'Black', 'White' and 'Orange' all seemed reasonable possibilities, but I feared that any of them might outscore 'Yellow', so I decided to go for a throwaway answer as my fifth.

For Round 10 the category is: Islands that people go to for holidays in the sun.

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

DEADLINE: Tuesday 23<sup>rd</sup> December.

### Average Card Outpost 7

### Turn 17

Marcus auctions a Moon Base and David gets it for 254 (all except 7x5).  
 Marcus auctions a Planetary Cruiser and gets it unopposed for 243 (all except 10).  
 Marcus buys two population for 10 (10).  
 David buys two robots for 20 (4x5).  
 Peter buys eight titanium factories for 240 (all except 3).  
 Mike buys four titanium factories for 120 (2x44, 4, 28),  
 an ore factory for 10 and eight population for 40 (2x3, 4) (2x3, 3x4, 22).  
 Kevin buys three research factories for 90, (2x3, 4, 5, 8, 7, 2x10, 18, 22)  
 four robots for 40 and two population for 20 (28, 12) (5, 7, 8).  
 Rob NMRs but would have to buy four titanium factories, a robot and a population at the very least to avoid discarding cards in the next (admittedly non-existent) round.

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

	Marcus	David	Peter	Mike	Kevin	Rob
MB	253	254	-	-	-	-

	VP	Val	Pop	Robot	Factories	Colony upgrade cards
1 <sup>st</sup> Marcus Pratt	88	795	15/16	0/0	2O4W4T2N	HE,No,Sc,OL,EP,OP,2PC,MB
2 <sup>nd</sup> David Smith	87	850	6/7	10/14	2O5W5R2N	3DL,WH,2Sc,2Ro,3La,PC,MB
3 <sup>rd</sup> Mike Moor	73	540	19/19	0/0	3O2W12T	WH,HE,No,2EP,2OP,MB
4 <sup>th</sup> Peter Hawkins	72	605	16/16	0/0	13T2o6w	HE,No,OL,OP,2SS,PC
5 <sup>th</sup> Kevin Lee	62	630	7/7	5/7	2O4W4R	DL,WH,Sc,2OL,Ro,La,SS,MB
6 <sup>th</sup> Rob Thomasson	56	280	9/9	9/9	17T2o4w	WH,HE,No,Ro,EP,SS

So it's congratulations to Marcus on winning, but spare a thought for David: had it not been for the big colony cards coming up in a very hostile sequence for him, he would have won this game

last turn. Indeed he could still have won at the end if only he'd risked the purchase of an extra research factory last turn, or if Peter hadn't made his ill-advised purchase of two extra population, a move that cost him several VPs and third place. The important thing though is that Marcus had kept himself well positioned to profit from these minor mistakes and the fortunate sequence of colony cards.

This was of course the last game of Average Card Outpost in C&T, but I am now running some games by e-mail. I currently have a waiting list open for Average Card Outpost with pre-rolled colony card dice. If you're interested, send me an e-mail.

## Cosmic Encounter

GM: Richard Ashley

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

Game: 15

Turn: 2

Phase: 2

**SORCERER v FILCH:** All allies asked on both sides.  
**HEALER v WARRIOR(3):** No allies asked for.  
**VULCH v HEALER:** SORCERER asked to attack. WARRIOR asked to defend.  
**FILCH v HEALER:** WARRIOR asked to attack.  
**WARRIOR(3) v VULCH:** FILCH asked to attack or defend.

**SORCERER:** Planet (1)(2)(3) 2S. Planet (4) 2S+1F. Planet (5) 4S. M. Dommett  
**HEALER:** Planet (1) 1H. Planets (2)(3)(4)(5) 3H. B. Edwards  
 3V+1S attack Planet (3). 2F+1W attack Planet (5).  
**VULCH:** Planet (1) 1V. Planet (2) 2V. Planet (3) 3V. R. Trethewey  
 Planet (4) 2V. Planet (5) 4V. 3W+1F attack Planet (2).  
**FILCH:** Planet (1) 1F+1S. Planet (2) 1S+2V. Planet (3) 4F. M. Moor  
 Planet (4) 1S+2H. Planet (5) 3F. 2S attack Planet (3) with 2H+1V  
 defending.  
**WARRIOR(3):** Planet (1) 4W. Planets (2)(3)(4)(5) 3W. P. Adkins  
 2H attack Planet (3).  
**WARP:** 2S, 1H, 3V, 8F LIMBO: Empty.

No individual letters. Orders for Phase 3 and possible 4 by deadline.

PRESS

Warrior - Healer: "I do not like lager louts on my planet. You are due a hangover".

# The 2003 Amateur PBM Zine Poll

including the Fourth Amateur Gaming Web Site Poll

There is one magazine poll this year and one web site poll for the hobby.

## Eligibility

**Zine Poll:** Any amateur PBM associated zine that is printed in the UK and has published a minimum of four issues during 2003. **Electronic zines distributed via e-mail, even if downloaded from a web site, count as zines, not web sites.** Examples: Serendipity, Devolution.

**Web Site Poll:** A web site qualifies provided the person running the site is involved in the postal hobby. Note that zines distributed via e-mail or downloaded from a web site are *not* eligible for the Web Site poll.

## Voting

Each voter may vote for up to ten zines and ten web sites by listing them in order (favourites first). All voting forms must be signed by the voter. Alternatively, votes may be sent by e-mail from a mail address that clearly identifies the voter. Unreadable entries will be declared

void. Votes are acceptable by hand, post or e-mail, but **not** by phone. Voters do not have to be UK residents to vote. Editors may not vote for their own zines. Sub-editors may vote for their host zines.

## The Results

The winners of the 2003 polls will be the zine and web site that gains the most points. In the event of ties, the zine/web site with the higher percentage of first places will be awarded the position. If there is still a tie, the position will go to the zine/web site with the most votes. If this does not resolve ties then there will be joint placings. The results will be announced on the web page <http://www.fbgames.co.uk/words/wotsnew.htm> and posted to <http://groups.yahoo.com/group/ukpbm/> in early January 2004.

## Scoring

To vote you don't need to understand the scoring system. All you need do is rank up to ten zines/web sites in the order you rate them, favourite first. Points will be awarded as follows:

# of Zines	Points Scored									
	10	9	8	7	6	5	4	3	2	1
1									1	
2							1		2	
3					1		2		3	
4			1		2		3		4	
5	1		2		3		4		5	
6	1	2	3		4		5		6	7
7	1	2	3	4	5		6		7	8
8	1	2	3	4	5	6	7		8	9
9	1	2	3	4	5	6	7	8	9	10

Thus if you vote for one zine/web site, your favourite will get 2 points. If you vote for two, your favourite will get 4 and your second will get 2, etc. so if you vote for seven they will score 1st=10, 2nd=8, 3th=6, 4th=4, 5th=3, 6th=2, 7th=1.

# Push-Ball

GM: Richard Ashley

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

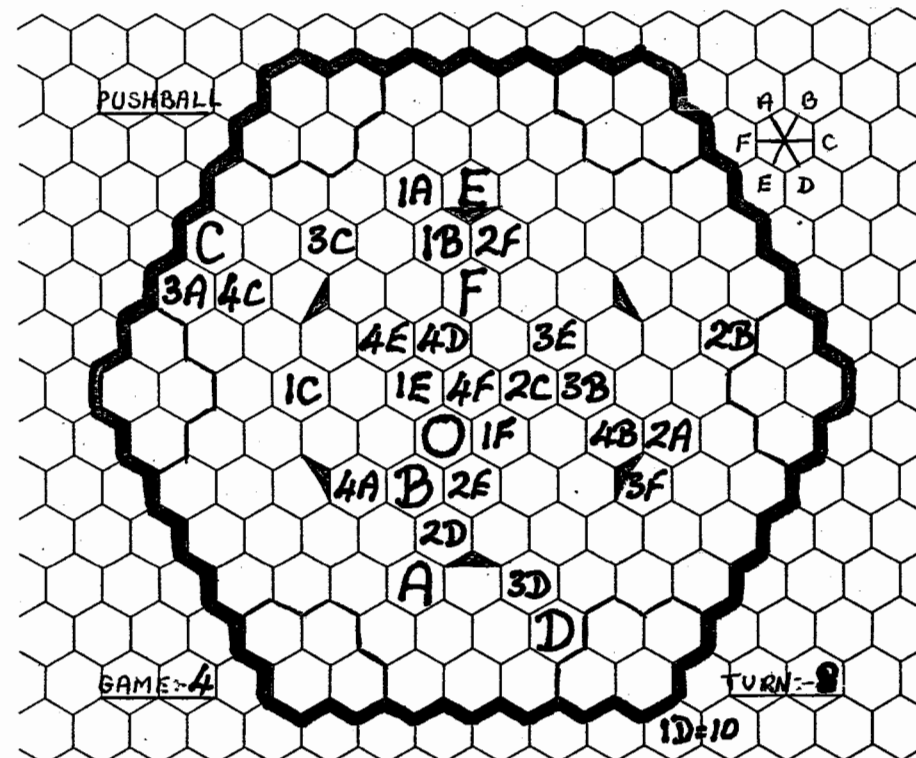
Game: 4

Turn: 8

NMR Thane Duffield. Units stand but are removed by 1 less hit. Luckily none of his units were hit at all. No goals this turn, but D has a certain one this time plus a possible the turn after. If A wakes up, he should score next turn as well. With 4 turns remaining it is still all to play for.

TEAM	GOALS	UNIT 1	UNIT 2	UNIT 3	UNIT 4	PLAYER	
'A'	2	- - - -	- - - -	- - - -	- - - -	T Duffield	
'B'	6	C c B B	e F D D	A a B B	D e E E	M Dommett	
'C'	1	A E A B	F F F F	F F C C	A A E A	R Trethewey	
'D'		F d***	- -	D D C E	D D D D	A B C C	K Lee
'E'		D d D E	F A F E	E F A e	B B b B	B Edwards	
'F'	3	F E e E	A F F E	C a A C	E E F E	A Owen	

Only one 50-50 won by D against E. The E ball teleported the last 3 phases and 1D returns for turn 10. Orders for Turn 9 by deadline. Good luck! [[Ed: See overleaf for press]]



The 2003 Zine Poll Voting Form					
The Amateur PBM Zine Poll			The Amateur PBM Web Site Poll		
Enter the names of the zines/e-zines with your favourite zine at the top.			Enter the addresses (URLs) of the web sites with your favourite web site at the top.		
Rank	Zine	Points	Rank	Web Site	Points
1			1		
2			2		
3			3		
4			4		
5			5		
6			6		
7			7		
8			8		
9			9		
10			10		

Signed \_\_\_\_\_ Print Name \_\_\_\_\_

Please note - you can leave the points blank - they will be calculated automatically

## The 2003 Pimley Award

The Pimley Award commemorates the efforts of one of the early editors in the Hobby - Les Pimley, who died tragically young, but did a lot for the hobby. The award is given to the person or persons considered to have done the most for the hobby in the last year or so.

No nominations have yet been sought. Please send me nominations for this award by November 1st. The nominations will be posted on the web site <http://groups.yahoo.com/group/ukpbm/> and the web page <http://www.fbgames.co.uk/words/wotsnew.htm> and will be circulated to editors for publication in their zines. Details will also be available at MidCon.

## Deadline

Midnight on December 31st 2003.

## Pollster

John Harrington  
1 Churchbury Close,  
Enfield,  
Middlesex,  
EN1 3UW

E-mail [zinepoll@fbgames.co.uk](mailto:zinepoll@fbgames.co.uk)  
Web site <http://www.fbgames.co.uk>

## PRESS

Team B to the others: I tell you, it's not a perverse betting coup.  
Pushball's coming home.  
Quick, Team D is going to get a free run with the balls. Hack his legs away.

## Zine Poll 2003

*John Harrington*

Full information on this year's polls are on the downloadable voting forms which you will find here: <http://www.fbgames.co.uk/words/mfg/docs/zinepoll.rtf> (rich text format, though it does not look too "rich" in my Word Processor!) or <http://www.fbgames.co.uk/words/mfg/docs/zp03.pdf> (PDF format) but the basic details are as follows.

### ZINE POLL

You may vote for up to 10 zines - either download the voting form (see links above) and post your votes to me or send an e-mail to [zinepoll@fbgames.co.uk](mailto:zinepoll@fbgames.co.uk)

Any amateur PBM associated zine that is printed in the UK or published by a Briton and which has published a minimum of four issues during 2003 is eligible. Electronic zines distributed via e-mail, even if downloaded from a web site, count as zines, not web sites. Examples: Serendipity, Devolution.

If you are not sure if a zine is eligible then vote for it anyway and let me decide.

This year, editors may note vote for their own zine but sub-editors may vote for the zines in which their sub-zines appear.

### UK WEB SITE POLL

Vote for up to 10 web sites. A web site qualifies provided the person running the site is involved in the postal hobby. Note that zines distributed via e-mail or downloaded from a web site are not eligible for the Web Site poll.

The deadline for votes for both polls is midnight on December 31st, 2003. The results will be published (after I sober up) on <http://www.fbgames.co.uk/words/zinepoll.htm>

The results will also be posted to <http://groups.yahoo.com/group/ukpbm/> in the Files section.

### THE LES PIMLEY AWARD

The Pimley Award commemorates the efforts of one of the early editors in the Hobby - Les Pimley, who died tragically young, but did a lot for the hobby. The award is given to the person or persons considered to have done the most for the hobby in the last year or so.

This year there has been only one nomination and so the late Keith Loveys wins the award posthumously. That means the last two winners of this award are now no longer with us; let's hope for a cheerier year next year.

I think that's it. I hope it has been of interest to the postal gamers. If there are any people reading this who are unaware of what the postal gaming hobby is all about, please send an e-mail to [pbm@fbgames.co.uk](mailto:pbm@fbgames.co.uk) and I will send you some sample zines and an introductory booklet.