

FOR WHOM THE DIE ROLLS

November 2013

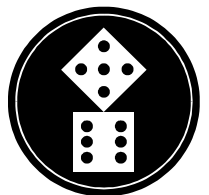
Published by Keith Thomasson

Issue 208

This page has been added to the PDF copy so that reports that appear on facing pages in the paper copy are shown side-by-side.



£1.50



INSIDE STORY

This is FOR WHOM THE DIE ROLLS #208, a game playing magazine for game players, published by Keith Thomasson, 14 Stepnells, Marsworth, Near Tring, Herts, HP23 4NQ. This issue costs £1.50 (including postage).

E-mail: Keith@Thomasson.com

Web site: www.fwtwr.com

START

Welcome to issue #208. To explain this month's cover, you need to know who and what is in it. Larry Roznai, President of Mayfair Games, is being interviewed by W Eric Martin from BoardGameGeek at the press event announcing that Mayfair Games has bought a controlling interest in Lookout Games. Hence the MAYOUT on his shirt. The back says LOOKFAIR.

'Controlling interest' gives quite the Overlord feeling, but it is more of a partnership. Hanno Girke, one of Lookout Games' three real employees, wanted a change of pace and is now a teacher for the German state education system. The partnership gives Lookout Games distribution via Mayfair Games and, according to Hanno, gives Lookout a chance to concentrate more on what they do best - designing and developing games.

There was, of course, great consternation expressed on BoardGameGeek when this was announced, with the doom-sayers coming out of the woodwork, predicting all sorts of chaos and disaster. The very first response to the original posting was 'I sense a great disturbance in The Force'.

Having seen the efforts taken to make the Lookout staff and demo people feel welcome at Mayfair, to the extent to taking them out to a dinner on the Saturday night to help people get to know each other, I do not doubt that the intentions are good and see no reason why this would not be good for both companies and good for the customer.

Z-Man Games, who currently hold licences to print English language versions of some Lookout Games, including Agricola, Le Havre and Ore et Labora, have recently shown a reluctance to do large print runs, with the result that games are available in short bursts and then unobtainable for long periods. Some of their print runs have not even covered the pre-order quantity they should have been aware of. One thing Mayfair Games has done well over the years is to keep their games in print.

The latest titles from Lookout Games - Bremerhaven, Caverna: The Cave Farmers and Karnickel (Runaway Rabbits), are being distributed by Mayfair Games. Caverna is expected to reach UK retailers this month.

The doom-sayers discussion descended into complaints about Mayfair's policy of limiting the price that online retailers can sell their games for, which is designed to make a more level playing field between online retailers and bricks and mortar stores. This mainly applies to the US, but they are whingeing that they will be unable to get Lookout Games at knock down prices any more. As someone who was in online I find this hard to stomach. If these customers had their way, the online retailers would be making a few pennies or cents on each game rather than enough to live on, and you can bet these same people will be the ones to shout and complain most when their favourite online retailers go out of business. A fair price for the product and the service offered is what they should be paying.

LMN&B Games were showing at Essen that they haven't grasped how to look after their customers. They had two stabs on Kickstarter at getting funding for Mike Hutton's 1862, succeeding on the second attempt. The games were ready just before Essen, so they took a load to the show and offered their backers the chance to collect at the show rather than have the games posted to them. All good and well, but they did not offer any refund for the postage payment that had been part of those Kickstarter pledges on the basis that they had to ship them to Essen. Well, that is rubbish. They were going to Essen anyway, all they had to do was to load a few extra cases onto the van, which would have cost them nothing. Even if they made special arrangements for their printer to ship direct to Essen, that would have simply replaced the cost to ship to their warehouse.

They have since made an offer for postage refunds, but they require those people affected to contact them to arrange the refund. This is a typical cop-out. Assuming they kept proper records (and if they didn't, they wouldn't know who to post the remaining Kickstarter copies to), they will know who is due to get a refund, so could provide a significantly better service by being pro-active. I suspect they may be hoping that some people will not find out about the offer and will therefore not claim their refund. If you think you are due one, send a message to Michael Roberts - info@lmb.co.uk.

They were also selling copies to the public at the show, so once again those who pledged for the product do not become the first people to get their copies. They even discounted the price on the Sunday, possibly to below that paid by people who pledged for single copies. I don't have mine because I was part of a bulk purchase, and the bulk purchases could only be picked up by the organiser.

Something else that dismayed me was being shown a photo of the copies in the warehouse ready to go out. Michael was so proud of this, but why oh why were the games in large jiffy bags instead of proper posting boxes?

Something else 18xx which cropped up shortly before Essen was the perennial question of who holds the licence for 18xx games. People post on the 18xx Yahoo group that it is held by Hasbro, and the best thing to do is to keep your head down. That was true at one time, as they gained this when they bought Hartland Trefoil from Francis Tresham when they were hoovering up anything to do with Civilization. A few years ago Mayfair Games tracked down the licence, which had gone to Infogrames (a French software developer) when Hasbro moved the Civilization computer rights to them. Infogrames had no idea what this 18xx thing was, so were happy to come to an arrangement to release it to Mayfair Games, who then gave it back to Francis Tresham, and then promptly signed a deal with him giving them the rights. You can doubt this as much as you want, but I can assure you it is true. I was around throughout the process, and while I knew what was happening, I was not free to reveal details.

What I found disappointing was that when I mentioned this on the forum, rather than advising people to keep their heads down, the response was a very strong one to say don't touch them with a barge pole, don't trust that they hold the licence, don't go near them. Apparently Larry Roznai had spoken to Michael Roberts and Markus Welbourne at UK Games Expo about licencing 1862. They seemed to take exception to this suggestion, and Larry decided it wasn't worth pursuing. After all, the intention was not to be punitive and demand licencing, but to provide a means for common branding and a way to get royalties back to Francis Tresham. Getting involved in arguments other something that is supposed to be beneficial to all sides is not what they are doing it for. The tricky thing is that proof of licencing requires revealing details of contracts that people do not necessarily have the right to view, and which the other parties involved in those contracts may be unwilling to have revealed.

(continued on page 11)



1861-E33

The MKN and MKV will not be joining us for the finale.

SR7

Stock Round 7

Lyndon	Pete	John	Don	Mike
- 1 SW	+ MVR new	+ SW pool	+ MVR new	+ GRR new
+ GRR new				
+ GRR new	+ SE new	+ MVR new	✗	+ SW pool
✗	✗	+ SW new	✗	+ MK pool
✗	✗	+ SE new	✗	✗
✗	✗	✗	Priority for SR8	

Cash Flow	b/f	SR7	c/f	Value	%	Certs
Mike Hutton	847	-680	167	2,492	18.7	10
Lyndon Gurr	1,241	-375	866	4,111	30.8	13
Pete Campbell	405	-345	60	2,365	17.7	11
John Shelley	720	-675	45	3,145	23.6	12
Don Smith	230	-165	65	1,225	9.2	4

Portfolio	GRR	MK	MKN	MKV	MVR	NW	SE	SW	RSR
Mike Hutton	2	1	-	-	-	1	6D	1	
Lyndon Gurr	2	1	-	-	6D	6D	-	-	
Pete Campbell	-	1	-	-	2	2	1	6D	
John Shelley	6D	-	-	-	1	1	2	3	
⊕ Don Smith	-	4D	-	-	1	-	-	-	

Bank (new)	-	3	10	10	-	-	1	-	
Bank (pool)	-	-	-	-	-	-	-	-	
Price	300A	245A	-	-	180B	220B	180C	180C	
Company credit	1,963	787	-	-	1,050	163	1,044	755	280
Loans	-	-	-	-	-	-	-	-	-
Tokens	-	1	3	3	1	1	1	1	
Trains	5	5	-	-	6	6	5	7	8

Bank cash: 7,755 Certificate limit: 13 Trains: 8 x '8' 2 x '2'+2' 2 x '5'+5'

Current operating order: GRR, MK, NW, SE, SW, MVR

Tiles Tile number/Availability Two Operating Rounds between Stock Rounds

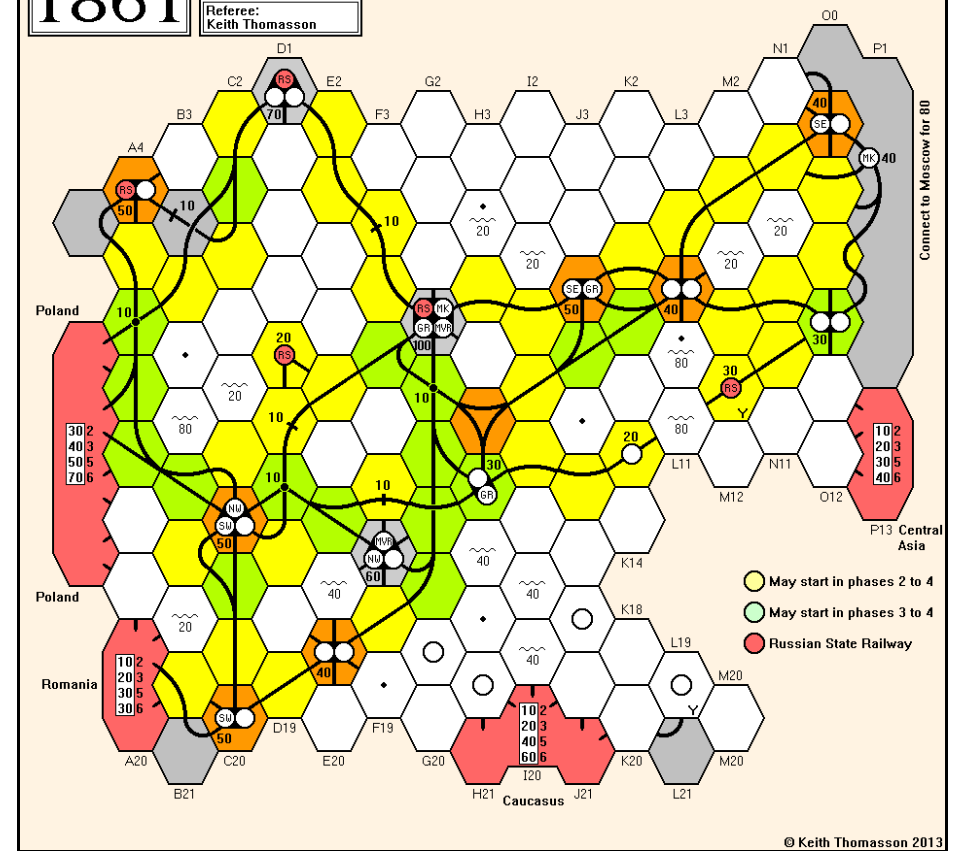
3/2	4/4	5/1	6/2	7/⊕	8/⊕	9/⊕	57/1	58/2	201/3	202/4	621/1	14/2
15/1	16/2	17/2	18/2	19/1	20/2	21/2	22/2	23/1	24/-	25/4	26/2	27/1
28/1	29/2	30/2	31/2	87/2	88/-	204/1	207/5	208/2	619/1	622/2	624/1	625/1
626/1	635/1	637/1	39/2	40/1	41/2	42/2	43/2	44/2	45/2	46/2	47/2	63/1
611/2	623/3	636/-	638/1	641/1	801/-	911/3	639/-	640/-	642/-			

⊕ Yellow track tiles are unlimited

1861

Game E33

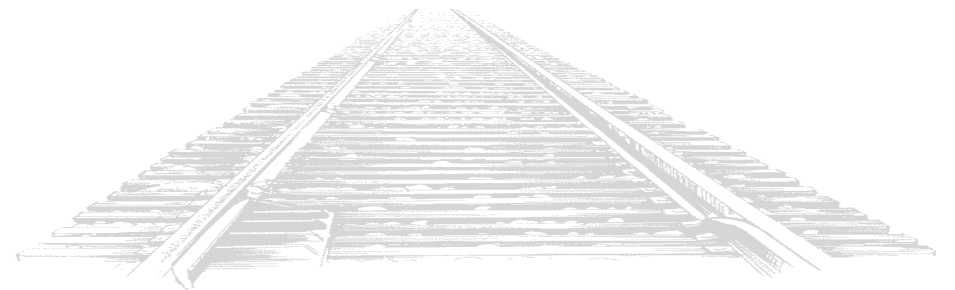
Referee: Keith Thomasson



Orders required for the following rounds

By the early deadline

OR13, OR14, OR15





7 WONDERS 1

Just one card to go...

ROUND 17

Age III - Card 5
 Mike Reeves Scientists Guild (2 coins to Kevin for Wood, 1 coin to Lyndon for Ore)
 Lyndon Gurr Spies Guild (free due to Wonder ability)
 Jim Reader Strategists Guild (1 coin to Lyndon for Ore)
 Allan Stagg Traders Guild (2 coins to Jim for Cloth)
 Pete Campbell Lighthouse (free due to Caravansery)
 (John Boocock Arsenal
 Kevin Lee Town Hall (2 coins to John for Glass)

Mike	Lyndon	Jim	Allan	Pete	(John)	Kevin
4 coins 31 VPs	10 coins 51 VPs	6 coins 44 VPs	10 coins 59 VPs	16 coins 51 VPs	13 coins 29 VPs	30 coins 50 VPs

Mike	Lyndon	Jim	Allan	Pete	(John)	Kevin
Total value of Military Conflict VP tokens held						
+7	+1	+4	-4	+8	-3	+1

Orders required Age III cards are passed to the left
 Your last card for Age III, to play, build a Wonder stage or discard for 3 coins





BATTLE! 5

Your Attribute research order is:
AMECSBDRPHX

ROUND 18

Research: None. Repair: *Dream Team* base +2.

New units: 1B {E}, 4B {D}, 3C {D}.

Moves: 6A and 2B try to enter the same hex. As they have the same movement level it is random, and 6A wins out. Some people still seem to be confused about the exact timing of moves for units with different movement levels. They don't all take their first move together, the 'faster' units move first and they all spend their last moves together. The 'zero' move is provided to delay the faster units if another unit needs to get out of the way before the faster units move. This was probably the reason some units ended up in positions that were not expected.

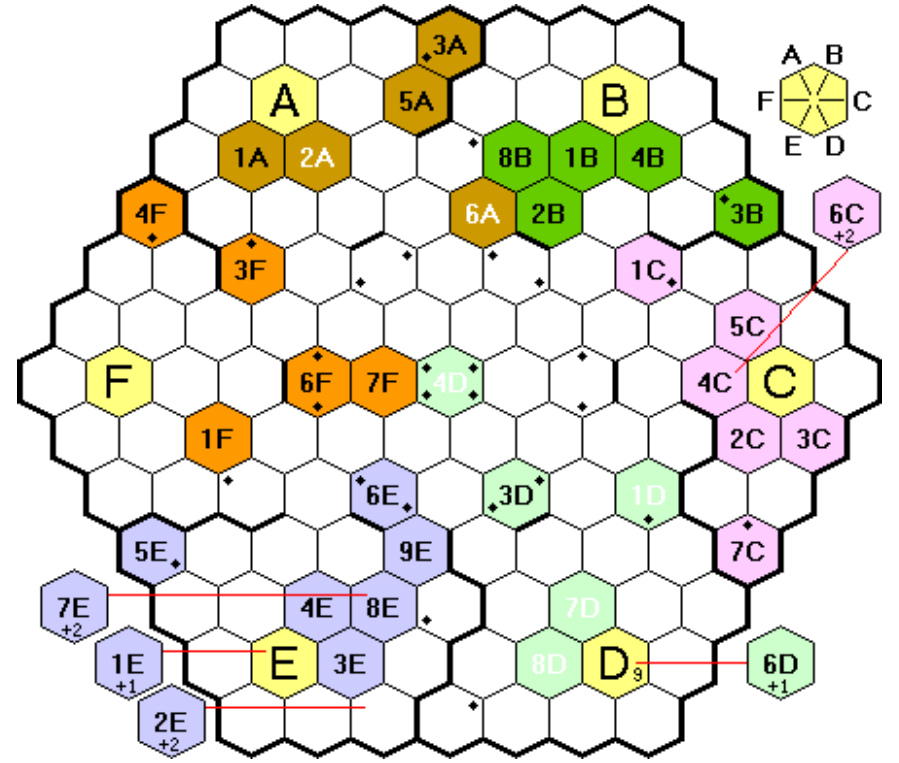
Combat: 6A⇒8B {3 shots, 4 hits, 1 shot blocked by Defence}
2B+8B⇒6A {12 hits *}
6C⇒1D {10 hits, 2 Elite vs Defence *}
2E⇒8D {2 shots, 4 hits, 1 Elite vs Defence *}
2E+7E⇒7D {10 hits *}
3F⇒2A {6 hits *} {Random target choice as preference not given}
6F⇒6A {6 hits *}
7F⇒4D {4 hits *}

In a nutshell, a bad round for the *Dream Team*. (* = destroyed)

Builds: None. Conversions: 9E converts 2D into 6E.

Team	Research	PP	Units	A	M	E	C	S	B	D	R	P	H
<i>Apache</i> Pete Campbell	✘ Level 7	11	1A	2	2	1	1	1/0	1	1			
			3A	1	2								
			◆5A	4	2	2	1	1/0	1	1			
<i>Banzai</i> Mark Stretch	✘ Level 9	12	1B										
			2B	2	2	0	2	0/0	0	2	3		
			◆3B	1	1								
			4B										
			8B	2									
<i>Conflux</i> Steve Ham	✘ Level 10	14	◆1C	1	2	1	1	0/0	0	0	1		
			2C										
			3C										
			4C	0	2	1	1	3/0	1	1	1	1	
			5C	0	1								
			6C	5	2	2	1	1/0	1	1	3	1	2
			◆◆7C	0	2	1	0	1/0	1	0	0	2	
<i>Dream Team</i> Allan Stagg	✘ Level 10	11	◆◆3D	1	2	0	0	0/0	0	0	0	1	
			6D	1	0	0	0	0/0	0	0	2		
Base at 9	Double Damage												

Team	Research	PP	Units	A	M	E	C	S	B	D	R	P	H
<i>Effalump</i> Marcus Pratt	✘ Level 10	15	1E	2	2	1	0	0/0	0	0	1	0	1
			2E	3	2	2	0	1/0	1	0	3	0	2
			3E	2	2	2	1	3/0	1	2	3	1	1
			4E	0	2								
			◆◆5E	0	2	0	0	0/0	0	0	0	2	
			◆◆6E										
			7E	4	2	2	0	0/0	0	5	3	1	2
			8E	0	1								
			9E	0	2	1	1	1/0					
<i>Frogs</i> John Marsden	✘ Level 9	14	1F	1	2	2	0	0/0	1	2	0	1	
			◆3F	3	2	3	1	2/2	2	3	4	1	
			◆4F	0	1								
			◆◆6F	3	2	2	0	2/2	1	2	3		
			7F	2	3	0	0	1/0	1	2	1		



Orders required: Attribute order: AMECSBDRPHX
Production, Moves, Combat, Builds and Conversions for round nineteen

NEWS FROM THE ROCK

www.fwtwr.com/fwtwr/



This is the section that provides news of the Internet sibling of this zine.

⊛ Here are the current web ratings for active players with a rating of 2 or more. People are included if they have competed five or more games.

- William Jockusch	3.667
- Ken Boucher	3.359
- Are-Harald Brenne	2.800
▲ Pete Campbell	2.713
- Rob Thomasson	2.702
- Victor Cronshaw	2.551
▲ Michael Graystone	2.248
- John Colledge	2.097

The rating system is:

- 5 points for a win
- 3 points for second
- 1 point for third

⊛ Completed games and winners:

Princes of Florence e1012 Pete Campbell

⊛ New games and start dates:

Acquire e1024	Oct 13th
1825 e1025 (Units 2-3 - 1825-135)	Oct 13th
Acquire e1026 (Powers)	Nov 6th
Ra e1027	Nov 6th



RATINGS

This is the list of subscribers with a rating of 2 or more. People are included if they have completed five or more games.

- Adam Romoth	3.600
- David Smith	3.478
- Lyndon Gurr	3.358
- Pete Campbell	3.086
- Marcus Pratt	2.911
- Mark Frueh	2.813
- Steve Thomas	2.611
- Michael Graystone	2.343
- Rob Thomasson	2.333
- Tony Robbins	2.318
- Stephen Webb	2.226
- Bob Coull	2.100
- Colin Sharpe	2.011

The rating system is:

- 5 points for a win
- 3 points for second
- 1 point for third

(continued from page 3)

Seeing as this editorial is heading heavily into 18xx waters, it is worth mentioning that the planned reprint of 1844/1854 by Lookout Games was not delayed due to the deal with Mayfair Games, but because the design work on Caverna took longer than they expected. The reprint, with a working title of 18Lederhosen, is scheduled for 2014.

There is a new trend in advertising on web sites that is driving me crazy. The advert takes up space above the web page and on either side, staying put as the web page is scrolled through, but it doesn't appear like that initially. Instead, you see the page you want to view, which then slides down to reveal the enveloping advert. Meanwhile you have been trying to click on a link that moves across the screen so that you either miss the link or end up clicking on something else. My first experience of this was some time ago with the Official Charts Company, which host the record charts. I sent them a comment about how difficult it was to use their site with this advertising, and I clearly wasn't the only one, because they quickly got rid of the offending wrap-around. Unfortunately it seems to be getting more popular, and it gives one of the worst browsing experiences I have had.

1861 and 7 Wonders each have one more month to go, and when they are finished we will just have the Battle! game left. Unless we have an end-game proposal that gets accepted, I may have to look at ways to finish the game outside these pages, as a zine for one game doesn't seem the most efficient way to go out. ⊛

ZINES RECEIVED

A summary of zines that I've received recently.

Date	Zine/Issue
Oct 22	...mais n'est-ce pas la gare? 147
Nov 1	Minstrel 377
Nov 6	Fury of the Northmen 24, Ode 345

WHO PLAYS WHAT

Pete Campbell	... 7W1, 1861-E33, Bat5
Lyndon Gurr 7W1, 1861-E33
Steve Ham Bat5
Mike Hutton 1861-E33
Kevin Lee 7W1
John Marsden Bat5
Marcus Pratt Bat5
Jim Reader 7W1
Mike Reeves 7W1
John Shelley 1861-E33
Don Smith 1861-E33
Allan Stagg 7W1, Bat5
Mark Stretch Bat5

