

# EPGS Heroics

Newsletter of The Eastern  
Pennsylvania Gaming Society

March – April 2007

EPGS meets at Oxford Valley Mall from 10:00 AM to 9:30 PM this Saturday, March 17<sup>th</sup> and the first and third Saturday each month through June. (Different dates for June were previously reported incorrectly.)

Since December EPGS has had a second meeting location, the Alternate Universes game store in Holmes, meeting every Tuesday evening from 5 PM to 10 PM.

And since January we have had a third location, The Games Keep store in West Chester, meeting the second Saturday each month.

Due to the increase in rent at Oxford Valley Mall (from \$0/meeting through December 2006, \$25 in January 2007, and \$150 February 2007 and beyond), the members present at the January 6<sup>th</sup> meeting voted to raise our annual dues to \$25. New members won't be charged for their first meeting, and will then be given a discount rate of \$20.

We have reserved the Community Room at Oxford Valley Mall the first and third Saturdays each month through June, but are looking for an alternate location(s). We would like to continue at the Mall for one meeting a month, and hold a second meeting in a different part of our region.

For those interested in participating in and/or following our location search, the YahooGroup "epgs\_location" has been created for this purpose. To join, send an email to [epgs\\_location-subscribe@yahoogroups.com](mailto:epgs_location-subscribe@yahoogroups.com).

## Upcoming Gaming Events

**The Garden Church Game Day** will be held March 24<sup>th</sup> from 10 AM to 9 PM at 82 North Lansdowne Avenue, Lansdowne PA 19050. No admission will be charged, though contributions to the church are welcome. For directions see <http://www.thegardenchurch.org/directions.html>.

**Historicon**, one of the three HMGS-East historical miniatures conventions, is in Lancaster July 26<sup>th</sup> to 29<sup>th</sup>. For more information see <http://www.historicon.org>.

**World Boardgaming Championships** July 31<sup>st</sup> – August 5<sup>th</sup> is also in Lancaster. This will be attended by many EPGS members. See <http://www.boardgamers.org> for details. There are also "PreCons" July 29<sup>th</sup> – 30<sup>th</sup>.

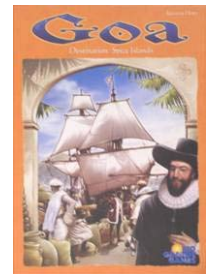
## The Games We Played

*Heroics* regrets to report that the list of games played from the Oxford Valley meeting January 20<sup>th</sup> has been lost!

Our most played game since the last issue was *Goa* with eight plays. Tied for second with six plays were *Age of Steam*, *Paydirt* and *Yspahan*. Next were *Commands and Colors: Ancients* and *Twilight Struggle* with five plays. And with four plays apiece were *Advanced Squad Leader*, *Can't Stop*, *Geschenkt*, *Puerto Rico* and *Sharp Shooters*.

*Age of Steam*, *Commands and Colors: Ancients* and *Goa* were played at all three recorded Oxford Valley meetings.

Thanks to Steve Cameron and Steve Fitchett for help compiling this information.



The following chart lists the games played at Oxford Valley Mall at our February 3<sup>rd</sup>, 17<sup>th</sup> and March 3<sup>rd</sup> meetings, at Alternate Universes January 16<sup>th</sup>, 23<sup>rd</sup> and 30<sup>th</sup>, February 6<sup>th</sup>, 13<sup>th</sup>, 20<sup>th</sup> and 27<sup>th</sup>, and March 6<sup>th</sup> and 13<sup>th</sup> and at The Games Keep February 10<sup>th</sup> and March 10<sup>th</sup>.

NEW	TITLE	PUBLISHER	FEB 3	FEB 17	MAR 3	GK	AU
	<i>10 Days in Europe</i>	Schmidt / Out of the Box			2		
	<i>Acquire</i>	3M / Avalon Hill / Hasbro/Avalon					1
	<i>Advanced Squad Leader</i>	Avalon Hill / Multi-Man			4		
	<i>Age of Steam</i>	Warfrog	2	2	2		
	<i>Age of Steam Puerto Rico</i>	Alex Bove		1			
	<i>Alhambra</i>	Queen					1
	<i>Amun-Re</i>	Hans im Glück / Rio Grande				1	
G	<i>Antiquity</i>	Splotter		1			
	<i>Aton</i>	Queen / Rio Grande					1
	<i>Attika</i>	Hans im Glück / Rio Grande				1	
	<i>Balloon Cup</i>	Kosmos / Rio Grande			1		
	<i>Barbarossa to Berlin</i>	GMT		2			
	<i>Battle Line</i>	GMT				1	
	<i>BattleLore</i>	Days of Wonder		2			
	<i>Blokus</i>	Sekkoia				1	
G	<i>Blokus Trigon</i>	Educational Insights	1			1	
	<i>Blue Moon City</i>	Kosmos / Fantasy Flight	1				
	<i>Buccaneer / Seeräuber</i>	Queen					2
	<i>Ca\$h 'n Gun\$</i>	Repos Production / Crómola		1			
	<i>Can't Stop</i>	Parker Brothers / Franjos				4	
	<i>Carcassonne - Hunters and Gatherers</i>	Hans im Glück / Rio Grande		1			
	<i>Caylus</i>	Ystari / Rio Grande	1				
	<i>Circus Flohcati / Zircus Flohcati</i>	Amigo / Ravensburger / Rio Grande			2		
	<i>Clash of Giants</i>	GMT			2		
	<i>Cloud 9</i>	Out of the Box	1				1
	<i>Coin Flip Dungeon</i>	?		3			
	<i>Combat Commander: Europe</i>	GMT	1	2			
	<i>Commands &amp; Colors: Ancients</i>	GMT	3	1	1		
	<i>Cosmic Encounter</i>	Eon / WE / Mayfair / Hasbro/Avalon			1		
G	<i>Die Baumeister von Arkadia</i>	Ravensburger	1		2		
	<i>Die Macher</i>	Hans Im Glück				1	
	<i>Die Sieben Siegel</i>	Amigo	2				
	<i>Drakon</i>	Fantasy Flight			1		
	<i>Dungeons and Dragons Miniatures</i>	Wizards of the Coast			2		
	<i>Elasund: The First City</i>	Kosmos / Mayfair	1				
	<i>Elfenland - Elfengold</i>	Amigo		1			
	<i>Empire Builder</i>	Mayfair					1
	<i>Empire of the Sun</i>	GMT	1				
	<i>End of the Triumvirate</i>	Z-Man	1				
G	<i>Flaschenteufel</i>	Bambus / University			1		
G	<i>Football Strategy</i>	Strategy Game Company / Avalon Hill				1	
	<i>Geschenkt / No Thanks!</i>	Amigo / Z-Man			4		
	<i>Goa</i>	Hans im Glück / Rio Grande	2	2	1	2	1
	<i>Hammer of the Scots</i>	Columbia			1		
	<i>Hearts</i>	?				1	
	<i>Hey! That's My Fish!</i>	Phalanx / Mayfair					2
	<i>Hive</i>	Gen Four Two				2	
G	<i>Hurrican</i>	?			1		
	<i>Imperial</i>	Eggert-Spiele / Rio Grande			2		1
	<i>In the Shadow of the Emperor</i>	Hans im Glück / Rio Grande		1			
	<i>Intrige</i>	Amigo					1
	<i>Kung Fu Fighting</i>	Slugfest					1
	<i>Lord of the Rings - The Confrontation</i>	Fantasy Flight					2

	<i>Lost Cities</i>	Kosmos / Rio Grande				1		
	<i>Medici</i>	Amigo / Rio Grande						1
	<i>Medieval Merchant</i>	Goldsieber / Rio Grande		1				
	<i>Memoir '44</i>	Days of Wonder		2				
	<i>Meuterer</i>	Adlung			1			
G	<i>Midgard</i>	Z-Man						1
G	<i>Mister Jack</i>	?				2		
	<i>Munchkin</i>	Steve Jackson	1					
	<i>Naval Battles</i>	Phalanx	1					
	<i>Naval War</i>	Battleline / Avalon Hill		1				
	<i>Niagara</i>	Zoch / Rio Grande				1		
G	<i>Nottingham</i>	Abacus / Überplay		1				
	<i>Odin's Ravens</i>	Kosmos / Rio Grande				1		
G	<i>Oshi</i>	Wizkids						1
	<i>Paths of Glory</i>	GMT		1		1		
	<i>Puerto Rico</i>	Alea / Rio Grande	2	2				
	<i>Q-Jet 21xx</i>	Möbius Games		1				
	<i>Rette Sich Wer Kann / Lifeboats</i>	Walter Müller's Spielewerkstatt / Z-Man		1				
	<i>Ricochet Robot</i>	Hans im Glück / Abacus / Rio Grande	1					
	<i>Risk 2210 A.D.</i>	Hasbro/Avalon	1					
	<i>Rum &amp; Pirates</i>	Alea / Rio Grande		1				
G/P	<i>Schnapp</i>	HABA	1					
	<i>Scotland Yard</i>	Milton Bradley				1		
	<i>Set</i>	Set Enterprises						2
	<i>Settlers of Catan</i>	Kosmos / Mayfair	1					1
G	<i>Sharp Shooters</i>	Parker Brothers / Hasbro				3		1
	<i>Shear Panic</i>	Fragor / Mayfair	1					
	<i>SI Pro Football / Paydirt</i>	Sports Illustrated / Avalon Hill	6					
G	<i>Soldier Emperor</i>	Avalanche				1		
	<i>Soldier Kings</i>	Avalanche	1					
	<i>Starfarers of Catan</i>	Kosmos / Mayfair						1
	<i>Tahuantinsuyu</i>	Hangman	1					
	<i>Target</i>	Enginuity	1					
G	<i>Task Forces at War</i>	Lost Battalion				1		
	<i>Thurn and Taxis</i>	Hans im Glück / Rio Grande	1	1				1
	<i>Tichu</i>	Abacus						2
	<i>Ticket to Ride: Märklin</i>	Days of Wonder						1
	<i>Traders of Genoa</i>	Alea / Rio Grande	1					
	<i>TransAmerica</i>	Winsome / Winning Moves / Rio Grande	1					
	<i>Traumfabrik / Hollywood Blockbuster</i>	Hasbro						1
	<i>Triumph of Chaos</i>	Clash of Arms		1				
	<i>TurfMaster</i>	AZA				1		
	<i>Twilight Struggle</i>	GMT	4	1				
G	<i>Vegas Showdown</i>	Hasbro/Avalon	1	1				1
	<i>Viktory II</i>	Morrison				1		1
	<i>War of the Ring</i>	Phalanx / Fantasy Flight	1	1				
	<i>Wellington</i>	GMT		1				
	<i>Wilderness War</i>	GMT	1					
	<i>Yspahan</i>	Ystari / Rio Grande	2			2		2
	<i>Zendo</i>	Icehouse	1					
<b>15/1</b>	<b>TOTAL</b>	<b>103 TITLES / 181 PLAYS</b>	<b>34/49</b>	<b>28/37</b>	<b>29/46</b>	<b>20/28</b>	<b>18/21</b>	

G = New Game

GP = New Game and Publisher

Military Games are Red

Railroad games are Blue

## Unusual Rules for Determining Who Goes First Part II

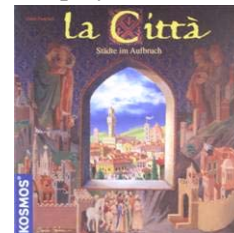
©2003-2007 Frank H. Cunliffe

Part I was published in the May-June 2006 issue of *Heroics*.

*Cartagena* ©2000 Venice Connection, Leo Colovini – “The game is begun by the player who looks most like a pirate ... (not necessarily an advantage).”

*Chicago*, Web Published, ©2005 Ted Torgerson – “In the first round the starting player is the player who was most recently on strike from a job. If no player has ever been on strike, then the player who most recently participated in a street brawl, mob scene or demonstration is the start player.”

*Citta, La* ©2000 Kosmos, Rio Grande, Gerd Fenchel, “Choose a starting player using any method you prefer, perhaps the player who most recently visited Italy.”



*Cleopatra and the Society of Architects* ©2006 Days of Wonder, Bruno Cathala and Ludovic Maublanc – “The player with the best Egyptian credentials (a nose as famous as Cleopatra’s, a mummified Crocodile pet, or an extensive hieroglyphic library) starts the game.

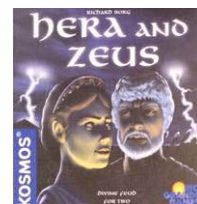
*Coyote* ©2003 Kidult Game, Spartaco Albertarelli – “The player who better imitates a laughing coyote will start the game as a ‘scout’.”

*Don’t Touch that Dial* Web Published, ©2006 Ted Torgerson – “The player who most recently listened to the radio is the starting player.”

*Fab Fib* ©2004 Kidultgame, Spartaco Albertarelli – “The player who’s able to tell the best fib starts the game.”

*Goa* ©2004 Hans Im Gluck / Rio Grande, Rüdiger Dorn – “The youngest player draws the top-most expedition card and the others follow in clockwise order until a player turns a card with a tiger symbol. This player is the starting player.”

*Grænaland* ©2006 Altar, Vlaada Chvátil – “The player who lives further north than anybody else chooses a player to go first.”



*Hera and Zeus* ©2000 Kosmos / Rio Grande, Richard Borg – “The starting player is the player who was most recently in a Greek restaurant. If neither player has ever visited a Greek restaurant, Hera begins.”

*Ivanhoe* ©2000 GMT Games, Reiner Knizia – “Players draw from a pool of five tokens of different colors. The player drawing purple shuffles ... The player seated to the left of the dealer starts the first tournament.”

*Lighting: War on Terror* ©2005 Decision Games, Dan Verssen – “The Eldest (or best looking) player should turn face-up the top country card in that deck ...”



*Mayor of Hooverville, The* Web Published, ©2005 Ted Torgerson – “On the first day the starting player is the player who was most recently homeless, or if no player has been homeless then the starting player is the player who has most recently been unemployed.”

*Mouse in the House*, ©2005 Haba, Heinz Meister – “The player who has most recently seen a white mouse, starts the game.”

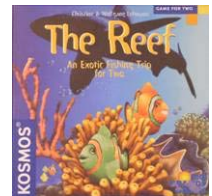
*Once Upon a Time* ©1993 Atlas Games, Richard Lambert, Andrew Rilstone & James Wallis – “Decide who will be the first storyteller. This could be the oldest player, the youngest player, or (as is traditional – at least among bearded game designers) the player with the longest beard. Or each player could draw a card from the Once Upon A Time deck, and the player whose card starts with the letter closest to the beginning of the alphabet (ignoring “A” and “The”) goes first. We suggest that the owner of [sic] game decides which method to use, and that you stick to the same method for the rest of the evening.”

*Patrons of Venice, The* ©2004 Toccata Games, Ken Stevens – “Identify the second-youngest player. They will take the first turn.”

*Ramparts (AKA Spiel der Türme)* ©2006 Café Games ©1993 Schmidt Spiele, Rudi Hoffmann – “The starting player is the player with the tallest house.”

*The Reef* ©2000 Kosmos, Christine Lehmann and Wolfgang Lehmann – “The player who can hold his breath under water the longest is the starting player. If the players cannot decide who can hold their breath the longest, the oldest player starts.”

*Reef Encounter* ©2004 R&D Games, Richard Breese – “The player who most recently went swimming now chooses the start player.”



*Spectral Rails* ©2006 Café Games, Morgan Dontanville – “The Sleepiest Player is given the Sprit Leader token.”

*Tempus* ©2005 Warfrog Games, Martin Wallace – “The first player at the beginning of the game is the player who most recently had a great idea (or random if you prefer).”

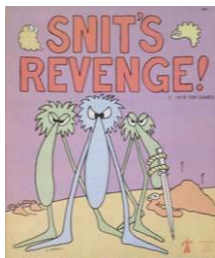
*Ticket to Ride: Märklin* ©2006 Days of Wonder, Alan Moon – “The player who has the best collection of Märklin trains or is the youngest player goes first.”

## Unusual Rules for Situations other than Who Goes First

*Cosmic Encounters* ©2000 Avalon Hill Games, Inc., a Hasbro affiliate, Bill Eberle, Jack Kittredge, Peter Olotka and Bill Norton – “The tournament campaign is over when one player has 15 points. If at the end of a game, more than one player has 15 points, the one with a higher score wins. If it is a tie, the player with the most cards left in his hand wins. If it is still a tie, then the player who was born closest to the start of the year wins. If it is still a tie then the universe has demanded a shared win and there is nothing we can do about it.”

*Rungus' Game* ©1980 TSR Games *Dragon* #40, Tom Wham – “The First player bends over the world and drops his/her Runnungitms onto its surface, one at a time. No Runnungitms may be dropped from below the 36-inch height measured by the yardstick (or whatever), which is held above the world with its bottom almost touching the surface.

“Any Runnungitm which bounces off the world after hitting it or which missed the world entirely is lost in space and out of the round. Play continues in this manner until all of the player or players have dropped their pieces.”



*Snit's Revenge* ©1978 TSR Games, Tom Wham – “The number of invading Snits is determined in either of the following ways, provided both players agree:

1. The Snit player rolls 3 six-sided dice and adds one spot to the number rolled. This yields 4-19 Snits.
2. The Snit Player gets as many Snits as he can balance on his nose in 30 seconds. The Bolotomus player may not touch, but may tell jokes.”

## EPGS Information

*Heroics* is the official publication of The Eastern Pennsylvania Gaming Society, (EPGS). Contributed articles are always welcome.

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18 month terms expiring November 17, 2007.

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## Quartermaster Corps

The following retailers have agreed to post our newsletter or an advertisement for EPGS. To show our support, we list their names here.

### Abington Game & Hobby

10% discount to EPGS members  
1562 Easton Road  
Roslyn PA 19001  
(215) 657-9550  
[www.abingtongh.com](http://www.abingtongh.com)

### Alternate Universes

10% discount to EPGS members  
2034 Parker Avenue, (at McDade Blvd)  
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<http://www.alternateu.com>

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### The Games Keep

929 South High Street, Parkway Center  
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