

EPGS Heroics

Newsletter of The Eastern
Pennsylvania Gaming Society

July – August 2007

EPGS meets at Oxford Valley Mall's Community Room from 10:00 AM to 9:30 PM the first and third Saturdays each month for the rest of the year.

We also meet the second Saturday each month from Noon to 10 PM at The Games Keep in West Chester

And we meet each Tuesday from 5-10 PM at Alternate Universes off McDade Boulevard.

Upcoming Gaming Events

4th Lansdowne Games Day, August 25th 11:30 AM to 9 PM at the Garden Church in Lansdowne, 82 North Lansdowne Avenue. No admission will be charged, though contributions to the church are welcome. For directions see <http://www.thegardenchurch.org/directions.html>.

TriadCon, September 8–9, University of Maryland College Park for eurogames, miniatures and role-playing games. See <http://www.triadcon.org>.

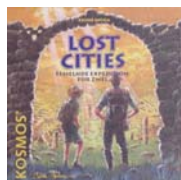
DERail, the first Delaware Train Game Tournament, September 15th 9 AM to midnight at The Days of Knights store in Newark DE. *T2R*, *AoS*, *18xx*, *EB* and a few others. See <http://www.daysofknights.com/special.html>.

Gettysburg Gathering, September 28th – 30th. Play Civil War games at Gettysburg. For more information create an account at <http://monstergame.proboards85.com>, then click "Pennsylvania", and finally "Gburg Weekend".

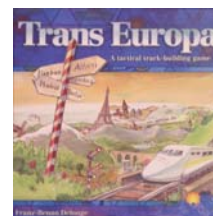
First Sudoku National Championship, October 19th – 20th at the Convention Center. Entry fee \$50 Adults, \$10 under 18. See http://www.philly.com/philly/comics_games/sudoku for more information.

3rd Lansdowne Games Day Report

By John Desmond



The third Lansdowne Games Day was held June 23rd, 2007 at The Garden Church. Ten people were there, who played: *18xx-Alabama*, *Alhambra*, *Chronology*, *El Grande*, *Lost Cities*, *Puerto Rico*, *Settlers of Catan*, *Super Giant Monster Showdown*, *To Court the King*, *TransEuropa* and *Chutes & Ladders* (OK, one of our attendees brought his three-year-old son).



A good time was had by all, (except perhaps for the three-year-old, who was laboring under the delusion that some of the game pieces were edible).

2006 Origins Awards

Congratulations to *Treehouse* by Looney Labs for winning the 2006 Origins Award for best boardgame. Other winners included *Commands and Colors: Ancients* in the Historical category, *Munchkin Impossible* in the Non-Collectible Card Game category, and *Pirates: Davy Jones' Locker* in the Collectible Card Game.

2007 Spiel des Jahres

Michael Schacht's *Zooloretto*, published by Abacus and Rio Grande, won this year's German Game of the Year. Free expansions can be downloaded from <http://www.spiele-aus-timbuktu.de>. Runners-up were *The Thief of Bagdad*, *Jen Seits von Theben*, *Die Baumeister von Arkadia* and *Yspahan*.

Irvington New York

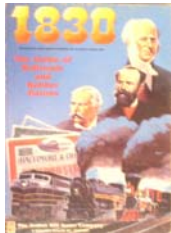
By Frank Cunliffe

Although I do not get to game as much as I'd like, that doesn't mean I don't think about games constantly. As evidence of that consider my recent weekend trip to Irvington, a town on the Hudson River just north of New York City.

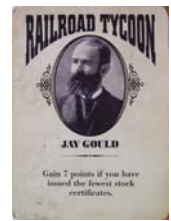
Driving down Main Street in Irvington I noticed a Game and Sports store. Wondering what a "Game and Sports" store was, I asked my companions to pull over and let me check it out. I suspected it was a hunting and fishing store, but it turned out that it was about two-thirds games and one third sports paraphernalia. The gaming side had three sections, collectable card games, miniatures and boardgames. Unfortunately the boardgames were mostly the type that can be found at Toys 'r' Us, but there were a handful of our type of games. The store also had a reasonable number of tables for people to game on. It was an unusual experience to see *Ticket to Ride* for sale in the same store as an autographed Nolan Ryan baseball – \$595 if you're interested. Unfortunately I didn't jot down the exact name of the store; if you're in the vicinity and want to check it out, it is about halfway down the hill on the right-hand side of Main Street.

Rather than travel an hour each way to the Big Apple to sightsee at some more well-known attraction, to me it made more sense to visit nearby locations. Within easy walking distance of where I was staying were two historic homes both of which I visited, and both of which had items of interest to gamers.

Just north of Irvington's border with Tarrytown is the mansion Lyndhurst. It was built by former War of 1812 General and New York City Mayor William Paulding in 1838. After his death it was purchased and expanded on by George Merritt, who had become wealthy after inventing a spring used by railroad cars. He then sold the house to railroad magnate Jay Gould in 1880.



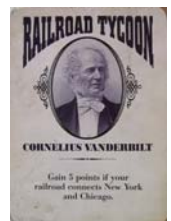
As a railroad game fan in general and an *18xx* fan in particular, I was very interested in seeing Gould's house. Gould has the reputation of being the most conniving of the financiers of the robber baron era, as well as being the central magnate depicted on the *1830* box art. He also has a *Railroad Tycoon* card.



At some point, most likely before Gould purchased Lyndhurst, the New York Central acquired the right to build track up the East bank of the Hudson, damaging the scenic views of those who owned estates there. While Gould frequently needed to get from his home to his Manhattan office, he was enemies with the railroad's owner Cornelius Vanderbilt. Hence he built a bridge over the New York Central tracks to get to the river's edge, whereupon he would board his steam yacht *Atalanta* to travel to his Manhattan office.



Vanderbilt is the rightmost figure on the *1830* box art and also has a *Railroad Tycoon* card and is on the \$50 million bill in *Empire Builder*. J. Edgar Thompson is the leftmost figure on the *1830* box. It would be too much to expect him too to be connected to Lyndhurst. But see the March-April 2006 issue of *Heroics* for an article about him.



After Gould's death from tuberculosis in 1892, the house stayed in his family for several generations. Wanting to counter his reputation of being a devious manipulator, his descendents were very generous with their inheritance and gave money to a vast number of charitable causes. Many times the recipient would send a token gift back to the Goulds, some of which were on display. One of these was a bone 61-space cribbage board from the Yukon. Unfortunately photographs were forbidden inside the mansion, so I can't show it here. In 1961 the mansion was bequeathed to the National Trust for Historic Preservation in the United States.

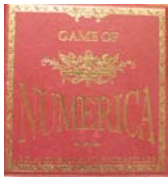
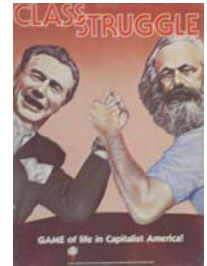




Adjacent to Lyndhurst on the Irvington side of the Tarrytown border is Sunnyside, the historic home of Washington Irving, for whom the town is named. Irving was an author, most famous for the short stories *Rip Van Winkle* and *The Legend of Sleepy Hollow*. Sleepy Hollow is the next town further upstream after Tarrytown. (By the way, has everyone heard about real life Jan Grzebski, the Pole who went into a coma in 1988 and awoke this Spring to a new country, one year less than the fictional Rip Van Winkle?)

Upon entering the gift shop to purchase a tour ticket for the house, I noticed the game *Alhambra* for sale on two separate shelves across the room from one another. Why? And why didn't I see any other Eurogames there? That is because one of Irving's works is *Tales of the Alhambra*, about Boabdil, the last Moorish king of Grenada before the Christian reconquista of January 1492. The palace Alhambra is in Grenada. Driving the Muslims from Iberia enabled freed the Spanish treasury to finance a certain famous expedition intending to go to India later that year.

After the tour I went through the rest of the gift shop and found a modern reprint of the game *Numerica*. Apparently it was Standard Oil magnate John David Rockefeller's favorite game, and his son John David Rockefeller Junior purchased the house in the 1950s to preserve it for posterity. (One can also tour Rockefeller's own mansion Kykuit in nearby Sleepy Hollow.) Rockefeller Junior's son Nelson would not only be Vice-President of the United States, but share the cover of the game *Class Struggle* with Karl Marx.



Numerica is a solitaire game in which the player has fifty-two square inch chits numbered 1-13 four times. A standard deck of playing cards can be used instead, ignoring the suits. The game can be played competitively if each player has a set of fifty-two numbers, one player randomly drawing a number and calling it out so the others can play the same number. High score wins.

The fifty-two numbers are randomly mixed and drawn one at a time. Like standard Klondike solitaire, there are rows to play from and goal piles at the top in which the numbers are to be placed in order, 1 to 13. The object is to get 1-13 in order in each of the four goal piles.

If a 1 is drawn, it starts a goal pile. If a number is drawn that is one greater than the current top number of a goal pile it goes on top of that goal pile. In the accompanying photograph there is a goal pile with chits 1-3 and a goal pile with chits 1-2. The other two goal piles have not been started, as the other two 1s are still in the deck on the right.



If a number cannot immediately be placed on a goal pile, it must be placed on one of four initially empty reserve rows. There are no restrictions as to which row a chit may be played to, only that once played it cannot be moved and that the order in which chits are played to a reserve row must be maintained.

If the most-recently played number on a reserve row is one greater than the number showing on the top of a goal pile, it can be transferred to the goal pile. In the photograph the four in the left reserve row can be moved atop the 3 in the left goal pile. Then either the 5 from the first or second reserve rows can be placed on the 4, and the 6 on the 5. Personally I would play the 5 and 6 from the leftmost reserve row so that I could then play the 7, creating an empty reserve row.

A player's score is the sum of the top number in each of the four goal piles when the deck runs out; hence the maximum score is fifty-two.

I and those I have taught *Numerica* to have enjoyed the game. It takes less than fifteen minutes to play.



Numerica is listed on boardgamegeek.com. I don't know if the pictures there are of the original 1894 game or a later edition, but the modern game is physically very similar. The main differences are that the modern box is square instead of rectangular, and the earlier version has marks on each chit so that one can tell the difference between a '6' and a '9'. Without the ability to distinguish between those two numbers, the modern game cannot be used by the person randomly drawing chits.

By the way, last year *Forbes* magazine compiled a list of the inflation-adjusted richest people in history. Rockefeller Senior led the list, being worth \$190 Billion in 2006 dollars. Second was Vanderbilt at \$150 Billion. Gould was a distant fourteenth with a piddling \$60 Billion.

Adler-Luftwaffenspeil (Eagle Air Force Game) Addendum

By Frank Cunliffe

Since last issue's article on German military themed games of the World War II era I have stumbled across another while browsing www.boardgamegeek.com, *Bomben auf England*, 1940 by Spear Spiele.

The Games We Played



Since the last issue of *Heroics*, the most played game was a three-way tie between *Goa*, *Puerto Rico* and *Yspahan*, each being played six times. *Settlers of Catan* and *Twilight Struggle* were close behind with five plays apiece, and *Caylus*, *Coloretto* and *Mr. Jack* were each played four times.

Yspahan was played at all four Oxford Valley Mall meetings.



Last issue I noted that *Magic: The Gathering* was played at EPGS for the first time and joked that *Dungeons and Dragons* or *Monopoly* might be next. When I typed that I certainly did not expect the *Monopoly* variant *Monopoly: The Mega Edition* to be played for this issue. Those who played it thought it a better game than the original *Monopoly*, and it takes less than two hours to compete a game.

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

The following chart lists the games played at Oxford Valley May 19th, June 2nd & 16th, and July 7th; The Games Keep June 9th and July 14th; and Alternate Universes 15th, 22nd & 29th, June 5th, 12th, 19th & 26th, July 3rd & 10th.

NEW	GAME TITLE	PUBLISHER	MAY 19	JUN 2	JUN 16	JUL 7	TGK	AU
	<i>Adel Verpflichtet / Hoity Toity / etc.</i>	Avalon Hill / Überplay			1	1		
	<i>Advanced Squad Leader</i>	Avalon Hill / Multi-Man			2			
G	<i>Age of Empires III</i>	Tropical		1		1	1	
	<i>Age of Steam</i>	Warfrog	1	1		1		
G	<i>Alchemist</i>	Amigo / Rio Grande						1
	<i>Amun-Re</i>	Hans im Glück / Rio Grande	1		1	1		
G	<i>Arkadia</i>	Ravensburger / Rio Grande		1				
	<i>ASL Starter Kit</i>	Multi-Man			1			
	<i>Attack!</i>	Eagle	1					
	<i>Attika</i>	Hans im Glück / Rio Grande		1			1	
	<i>Balloon Cup</i>	Kosmos / Rio Grande	2					
	<i>BattleLore</i>	Days of Wonder						1
	<i>Bohnanza</i>	Amigo / Rio Grande						1
	<i>Bonaparte at Marengo</i>	Simmons	1					
	<i>Ca\$h 'n Gun\$</i>	Repos Production / Crómola					2	
	<i>Carcassonne - Hunters and Gatherers</i>	Hans im Glück / Rio Grande					1	
	<i>Cartagena</i>	Venice Connection		2				
	<i>Caylus</i>	Ystari / Rio Grande		2	1	1		
G	<i>Caylus Magna Carta</i>	Ystari / Rio Grande					1	
	<i>Circus Flohcati / Zircus Flohcati</i>	Amigo / Ravensburger / RG						1
	<i>Citadels / Ohne Furcht und Adel</i>	Hans im Glück / Fantasy Flight	1		1			
	<i>Civil War</i>	Bill Micklow		1		1		
	<i>Clash of Giants II</i>	GMT			1			

	<i>Cloud 9</i>	Out of the Box			1	1	1
	<i>Coloretto</i>	Abacus / Rio Grande	1	1	1		1
G	<i>Colossal Arena</i>	Fantasy Flight					1
G	<i>Colosseum</i>	Days of Wonder		1	1		1
	<i>Combat Commander: Europe</i>	GMT		2			
	<i>Commands & Colors: Ancients</i>	GMT	1			2	
	<i>Contractors</i>	Dave Bohnenberger					1
G	<i>Cowboys: The Way of the Gun</i>	Worthington Games			1		
	<i>Crusader Rex</i>	Columbia				1	
	<i>Dragon's Gold</i>	Blue Games	1	1			
	<i>Dungeons and Dragons Miniatures</i>	Wizards of the Coast				1	
	<i>El Grande</i>	Hans im Glück / Rio Grande	1				
	<i>Empire Builder</i>	Mayfair					1
	<i>Fish Eat Fish</i>	Out of the Box		1			
	<i>Fluxx</i>	Looney Labs / ICE / Amigo					1
	<i>Formula Dé</i>	Eurogames/Descartes	1				
	<i>Fortress America</i>	Milton Bradley		1			
	<i>Geschenkt / No Thanks!</i>	Amigo / Z-Man					1
G	<i>Gin Rummy</i>	?					2
G/P	<i>Giza: The Pyramid Building Game</i>	Fun Factory					1
	<i>Goa</i>	Hans im Glück / Rio Grande	2		1	2	1
	<i>Hannibal: Rome vs. Carthage</i>	Avalon Hill		1	1		
	<i>Heroclix</i>	Wizkids					1
	<i>Hive</i>	Gen Four Two					3
G	<i>Honey Bears / Bucket Brigade</i>	Piatnik / Face 2 Face	1				
	<i>I'm the Boss</i>	Schmidt / Face 2 Face					2
	<i>Imperial</i>	Eggert-Spiele / Rio Grande	1		1		
	<i>India Rails</i>	Mayfair				1	
	<i>Ingenious / Einfach Genial</i>	Kosmos / Fantasy Flight					1
	<i>Intrige</i>	Amigo					1
	<i>Ivanhoe</i>	GMT	1				
G	<i>Jenseits von Theben</i>	Queen				1	
	<i>Kardinal und König / Web of Power</i>	Goldsieber / Rio Grande					1
G	<i>Kings Cribbage</i>	Winning Moves					1
	<i>Liar's Dice / Call My Bluff / etc.</i>	ES Lowe / MB / FX Schmidt / etc.		1			
	<i>Lost Cities</i>	Kosmos / Rio Grande				2	1
	<i>Martian Rails</i>	Bob Stribula				1	
	<i>Money!</i>	Goldsieber / Rio Grande				2	
G	<i>Monopoly: The Mega Edition</i>	Winning Moves					1
	<i>Mr. Jack</i>	Neuroludic / Hurrican			1		3
	<i>Munchkin</i>	Steve Jackson			1		
	<i>Ninja Burger</i>	Steve Jackson			1		
	<i>Ninja Galaxy</i>	Stein-Thompson					1
	<i>Notre Dame</i>	Alea / Rio Grande	1	1			1
	<i>Nuclear War</i>	Nuclear War / Flying Buffalo				1	
	<i>Paths of Glory</i>	GMT				1	
	<i>Pillars of the Earth, The / Säulen ...</i>	Kosmos / Mayfair				1	1
	<i>Power Grid</i>	2F-Spiele / Rio Grande	1				
	<i>Princes of Florence</i>	Alea / Rio Grande			1		1
	<i>Prolix</i>	Gil Hova			1		
	<i>Puerto Rico</i>	Alea / Rio Grande		4	1	1	
	<i>Ra</i>	Alea / Rio Grande				1	
	<i>Roads and Boats</i>	Splotter					1
	<i>RoboRally</i>	Wizards of the Coast		1		1	
	<i>Saboteur</i>	Amigo / Z-Man		1			

G	<i>Samarkand</i>	Abacus / Rio Grande				1		
	<i>Samurai</i>	Hans im Glück / Abacus / RG	1		1			
	<i>San Juan</i>	Alea / Rio Grande			1			
	<i>Settlers of Catan</i>	Kosmos / Mayfair				1		4
	<i>Settlers of the Stone Age</i>	Kosmos / Mayfair	1					
	<i>Sharp Shooters</i>	Parker Brothers / Hasbro					1	2
	<i>Shifting Sands</i>	Multi-Man		1	1			
	<i>SI Pro Football / Paydirt</i>	Sports Illustrated / Avalon Hill	1					
	<i>Sleuth</i>	3M / Avalon Hill / Face 2 Face				1		
G	<i>Space Dealer</i>	Eggert-Spiele / JKLM			1			
G/P	<i>Stand at Mortain</i>	Against the Odds						1
	<i>Stargate SG-1 CCG</i>	Comic Images						1
G	<i>Stay Alive</i>	M Bradley / Hasbro / Wnng Moves	3					
	<i>Sticheln</i>	Amigo						1
G	<i>Stonehenge: Chariots of Stonehenge</i>	Titanic			1			
G	<i>Thief of Baghdad</i>	Queen / Rio Grande		2			1	
	<i>Thirty Years War</i>	GMT					1	
	<i>Thurn and Taxis</i>	Hans im Glück / Rio Grande			1			1
	<i>Thurn and Taxis: Power and Glory</i>	Hans im Glück / Rio Grande						1
	<i>Tikal</i>	Ravensburger / Rio Grande		1				
G	<i>Time is Money</i>	Ravensburger		3				
G	<i>To Court the King</i>	Amigo / Rio Grande					1	
	<i>Too Many Cooks</i>	R&R					1	
G/P	<i>Treasures & Traps</i>	Studio 9						1
	<i>Triumph of Chaos</i>	Clash of Arms			1	1		
	<i>Tutankhamen</i>	Amigo / Out of the Box					1	
	<i>Twilight Struggle</i>	GMT	1		2	2		
	<i>Victory in the Pacific</i>	Avalon Hill		1				
	<i>Viktory II</i>	Morrison		1	2			
	<i>Vinci</i>	Eurogames/Descartes		1				
	<i>Vino</i>	Goldsieber / Rio Grande				1		
	<i>War of 1812</i>	Columbia			1			
G/P	<i>Warp War</i>	Metagaming					1	
	<i>Wilderness War</i>	GMT			1			
G	<i>Winds of Plunder</i>	GMT	2					
	<i>Wits & Wagers</i>	North Star		1			2	
G/P	<i>World of Warcraft</i>	Fantasy Flight	1					
	<i>World of Warcraft TCG</i>	Fantasy Flight				1		
	<i>Yspahan</i>	Ystari / Rio Grande	1	1	1		3	
25/5	TOTAL	117 TITLES / 202 PLAYS	25/30	28/37	35/39	33/40	20/26	

G = New Game

GP = New Game and Publisher

Military Games are Red

Railroad games are Blue

Sports games are Green

EPGS Information

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