

# The Queen's Lane Advertiser

(Incorporating Convention News)

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Edited by Jeremy Tullett

*A magazine containing news about various games conventions taking place in the UK*

Inside this issue:

- Report on UK GAMES EXPO 2007
- Final details about ManorCon 2007, including maps and directions
- Advanced notice and booking form for MidCon 2007

## Forthcoming Conventions

<b>ManorCon</b> Stamford Hall, University of Leicester <a href="http://www.manorcon.org.uk">www.manorcon.org.uk</a> 20-23 July 2007	<b>The Cast are Dice</b> The Regent Theatre, Hanley, Stoke-on-Trent 18-19 August 2007	<b>TringCon XV</b> New Mill Social Centre Tring Herts <a href="http://www.fwtwr.com/tringcon">www.fwtwr.com/tringcon</a> 6 October 2007
<b>PsychoCon</b> Golden Lion Hotel, Leeds <a href="http://www.psychocon.co.uk">www.psychocon.co.uk</a> 12-14 October 2007	<b>4<sup>th</sup> British Open Connections Championship (Einfach Genial)</b> Britannia Hotel, Nottingham 26-28 October 2007-06-27 <a href="mailto:alanfarrell@btinternet.com">alanfarrell(at)btinternet.com</a>	<b>MidCon</b> Thistle Birmingham City Hotel Birmingham 16-18 November 2007 <a href="http://www.midcon.org.uk">www.midcon.org.uk</a>
<b>OxCon</b> The Mitre Inn, High Street, Oxford 19-20 January 2008 <a href="mailto:users.ox.ac.uk/~diplo/">users.ox.ac.uk/~diplo/</a>	<b>SoRCon</b> Ramada Hotel Colchester 22-24 February 2008 <a href="http://www.sorcon.co.uk">www.sorcon.co.uk</a>	<b>BayCon</b> Exeter Court Hotel, Kennford Devon 27-30 March 2008 <a href="http://www.baycon.co.uk">www.baycon.co.uk</a>
<b>UK Games Expo</b> The Clarendon Suites 2 Stirling Road Edgbaston Birmingham 31 May-1 June 2008 <a href="http://www.UKGamesExpo.co.uk">www.UKGamesExpo.co.uk</a>		

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# MidCon '07

Britain's fastest growing board games convention



16<sup>th</sup> – 18<sup>th</sup> November 2007  
Thistle Birmingham City Hotel

## About the con

**MidCon** XXIX takes place in a comfortable hotel in the centre of Birmingham from Friday afternoon (4pm) to Sunday evening (6pm). It features:

- the opportunity to play board games with like-minded adults<sup>1</sup>
- the **MidCon** music quiz on Friday evening
- the **MidCon** general knowledge quiz for teams of 4 on Saturday evening
- the chance to buy even more board games
- the chance to sell your surplus games on the Bring & Buy stall on the Saturday afternoon

**MidCon** is primarily about playing games and meeting people. You can play any of the number of games people bring along with them, including the hot new games from the Spiel games fair in Essen, which takes place just a few weeks before **MidCon**. Popular games include 18XX, Puerto Rico and Power Grid, but you are welcome to bring along your own favourite games – you will almost certainly find some people willing to play at least one of them.

## Costs

Attendance at **MidCon** costs £15-£18 for the whole weekend (day rates of £8/£10/£8 for Friday, Saturday and Sunday) and accommodation is available in the Thistle Hotel at reasonable rates. The hotel is reachable by public transport and there is an adjacent car park.

## Registration

If you would like to join us at **MidCon**, please complete the form overleaf and return it with the convention fee of £15<sup>2</sup> a head to:

Jeremy Tullett, **MidCon**, 7 Midland Place, Derby, DE1 2RR,

or register electronically at [www.boardgamers.org.uk/booking.php](http://www.boardgamers.org.uk/booking.php).

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<sup>1</sup> Though children are welcome as well!

<sup>2</sup> Goes up to £18 on November 1st

# MidCon '07 Booking Form

The registration fee for **MidCon** is £15 per person for the whole week-end. Day rates are £10 for the Saturday and £8 (each) for the Friday and the Sunday. Please note, convention fees are *not* refundable. After November 1<sup>st</sup> we will not be able to accept postal bookings and accommodation will have to be booked directly with the hotel, whilst the convention fee will have to be paid at the convention. **Please note that the registration fee goes up to £18 after November 1<sup>st</sup>.**

<b>Name</b>			
<b>Address</b>			
<b>Post code</b>		<b>Tel:</b>	
<b>E-mail</b>			
<b>I enclose a cheque / PO (payable to "MidCon") for</b>		<b>£</b>	(See above for registration rates)
<b>Other names covered by this registration</b>			

## Accommodation

Please reserve the following rooms at the rate of £47.00 per person per night for a single room and £37.50 per person per night sharing a twin/double room – a full English breakfast is included. Hotel charges will be settled directly with the hotel on your departure.

Please select one of the following options by ticking the appropriate box.

- I hereby give permission for **MidCon** to pass my credit card details to the Hotel to reserve my room. My credit card details are given below
- I enclose a cheque for 50% of the total cost of my room booking, payable to "Thistle Birmingham City Hotel", as a deposit.

**My credit card details** (You do not need to provide these if you have enclosed a cheque to cover the deposit on your room)

<b>The name on my credit card is:</b>			
<b>The credit card number is:</b>		<b>The expiry date is:</b>	

The cancellation policy of the hotel is complicated, but full refunds should be available up to 10 weeks before **MidCon**, with an escalating cancellation fee as 16<sup>th</sup> November approaches.

	<b>Friday</b>	<b>Saturday</b>	<b>Sunday</b>
<b>N<sup>o</sup> of single rooms</b>			
<b>N<sup>o</sup> of twin rooms</b>			
<b>N<sup>o</sup> of double rooms</b>			
<b>Sharing with ...</b>			

When complete, return this form, together with your registration fee (payable to "**MidCon**") to: Jeremy Tullett, **MidCon**, 7 Midland Place, Derby, DE1 2RR. Alternatively, credit card bookings may be submitted online at [www.midcon.org.uk](http://www.midcon.org.uk) by clicking on the Booking Form link in the left hand menu bar.

The Thistle hotel chain often offers cheap rooms in Birmingham during November at a rate below that of **MidCon**. Anyone taking advantage of this offer needs to be aware of the 'small print', noting that breakfast *may* not be included in the price, and that there *may* be no guarantee of which Birmingham Thistle the room will be in.

Details of your booking are stored on computers. We do not sell our mailings lists to any other individuals or organisations, but we may share them with other games conventions.

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# MANORCON XXV

www.manorcon.org.uk

20th to 23rd July 2007

Progress Report Number 2 - July 2007.

Welcome to Progress Report Number 2. ManorCon is fast approaching, so here are the final details you will need before you get there.

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## **Don't forget your chit!**

As in previous years, we are issuing chits to everyone who booked accommodation in advance and paid in full. If you've done both of these, you should have a chit. **You must take this chit with you to ManorCon and hand it in at the ManorCon reception desk to receive your room key.** If you forget to take your chit with you, then you will have to queue for a new one. Please note: your receipt CANNOT be exchanged for a key, only your chit can.

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## **NEWS.**

ManorCon has moved and is in **Stamford Hall, University of Leicester.**

### **Gaming rooms**

There are a number of gaming rooms. The main gaming hall is where the ad-hoc gaming will mostly take place. It's also where all the food will be served. There are also rooms for the Diplomacy, the Pop Quiz and Treasure Hunt, the Second Hand Games Stall, a quiet gaming room, and a couple of other general gaming rooms.

The main gaming room is open from Breakfast until midnight, but needs to be fairly quiet from about 11pm onwards as it is adjacent to some of the accommodation for the on-site staff. The minor rooms are open 24 hours a day.

### **Food and Drink**

Tea and Coffee is available continuously from breakfast until 30 minutes after the evening meal stops serving. The bar will be open until 2am Saturday, Sunday and Monday mornings, but may close early if not doing much business.

### **Other facilities**

The convention is 10 minutes walk from Oadby centre. Oadby is a suburban centre on the outskirts of Leicester, which has a collection of shops, restaurants, etc. There is also a large Asda between the convention and Oadby. If Oadby does not provide all the facilities you are looking for, then it is about 3 miles from the convention to Leicester City Centre.

### **Games Stall**

Bishop Games have the sole right to sell first-hand games at ManorCon, and anybody else wanting to do so must speak to the committee first.

## **Second Hand Games Sale**

This is being run by Richard Frost and will go back to the way it used to be. So selling sessions should be Friday 7.30pm to 9pm and Saturday 2pm to 3pm with pack up by sellers by 4pm Saturday. Booking items by seller should be 5pm through to 7pm Friday and 11am to 1pm Saturday.

As per the past sellers can reduce the price of their games during the morning. The Sellers selling sheet is on the website, [www.manorcon.org.uk](http://www.manorcon.org.uk) which prospective sellers should download to list their games.

Please note that this facility is not for commercial sales.

## **Treasure Hunt**

This is being run by John College, Kath Collman & David Tittle on Sunday afternoon.

## **Closing time....**

The convention finishes at 2pm on Monday.

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## **Full directions and a map appear at the end of this progress report, but meanwhile...**

### **Address and Phone Number.**

The full address is Stamford Hall, Stoughton Drive South, Oadby, Leicester LE2 2ND Telephone (0116) 271 5875 (Warden). If you need to contact one of the committee, the ManorCon mobile number is 0797 713 6609 (or +44 797 713 6609 from outside the UK). This can also be used if you want to contact someone who isn't on the committee, but only in an emergency, and only if we can find him or her... PLEASE do not use this number before the Thursday morning of ManorCon! If you need to contact us beforehand, please phone Steve Jones (01234-405878), or drop us a letter, or email [info@manorcon.org.uk](mailto:info@manorcon.org.uk)

### **Parking**

For people in the standard accommodation, park in the car park south of the location. For the people in en-suites, park in the car park adjacent to the en-suite accommodation.

The area in front of the hall will be available for loading and unloading, but should not be used for parking, including disabled parking.

### **When you arrive....**

The ManorCon Registration Desk will be located at the entrance to the main hall.

If you are not staying in the University and do not owe us any money, simply collect your badge and programme booklet from the table near the ManorCon Registration Desk. If you have booked accommodation in advance, do not need to make any changes to your booking, and have your chit with you, simply report to the ManorCon check in desk in to pick up your room key, and then collect your badge and programme booklet. ALL keys are to be collected from the ManorCon check in desk.

**If you want to make changes to your booked accommodation**, or if you still owe us money, or if you have forgotten your chit, you will need to report to the ManorCon Registration Desk first.

**Please note: we will NOT be able to make changes to the type of room you have booked.** Anyone who has not pre-booked will also need to go to the ManorCon Registration Desk. We hope to have both En-suite and Single rooms available on the door, although it may be that one of these is not available. Once you have registered with us, we will issue you with a chit to be taken to the

University reception desk and exchanged for your room key. We will also sort out your name badge, any money owing, etc.

**Please try to arrange your transport so as not to arrive before ManorCon opens at 2pm on Friday.** If you are on public transport and you will be arriving early because that is what the timetable says, or the drive is quicker than you think and you do end up arriving early, you will be able to drop your bags off, but you will not be able to get into the gaming hall. You are welcome to arrive at any time after 2pm on Friday, although if it is after 11pm, the ManorCon Registration Desk may be closed.

### **Late Arrivals and Changes of Plan**

If you plan to arrive on the Friday evening after 11pm, or have transport difficulties and end up arriving late, please let us know. Ring the ManorCon mobile on 0797 713 6609. If you haven't pre-booked accommodation but subsequently decide that you do want to stay over, please let us know (either via the ManorCon Registration Desk if open, otherwise track down the committee member on duty) before 11pm on the night in question, as we will have difficulties finding extra rooms after this point.

### **And when you leave.....**

**PLEASE NOTE:** you **must** vacate your room and return your key by 10am on the day of your departure. Also, we will put out a box for you to return your badge.

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### **Tournaments.**

Most of the tournaments at ManorCon are Ad-hoc. Just play a game when you want, and put the results in the envelope. The exceptions are as follows:

**Diplomacy**, for which you need to sign up by 5.30pm on Friday to play in round 1. For the Team tournament (teams of 3), please sign up by the end of the Friday round if you can, but teams will be accepted up to 8.30am on the Saturday. If there are three players who cannot find a team, then a scratch team will be formed. The team round starts at 9am on Saturday. For full details, please see the programme booklet. Up to- date information will be posted on the Diplomacy notice board.

**Croquet** is a four round knockout tournament, so only the first 16 entries can be accepted. The draw will appear around midnight on the Friday, after we know who has entered. Advance entries are welcomed; contact Steve Jones via the ManorCon email address, [info@manorcon.org.uk](mailto:info@manorcon.org.uk). The draw will be posted on the general notice board.

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### **Programme Booklet**

When you arrive at ManorCon, don't forget to pick up your programme booklet and look through it. It will contain all sorts of useful information such as maps of the building and surrounding area plus directions to the nearest shops, ATMs and restaurants, instructions for finding a committee member, what to do if you have a problem, opening hours of the bar and the canteen, details of the tournaments, and lots more. Be warned that committee members sometimes get exasperated with people who ask them questions for which the answers are in the programme booklet! This year, we hope to have the Programme Booklet on the website in advance. – [www.manorcon.org.uk](http://www.manorcon.org.uk)

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### **Directions.... or how to make sure you find us**

Public transport directions first:

#### **By air, from Nottingham East Midlands Airport**

If arriving at Nottingham East Midlands Airport, we recommend that you catch a bus from the airport to Leicester City Centre, and then another bus from Leicester City Centre to the Convention.

## **By air, from London Heathrow/Gatwick**

If you're arriving at Heathrow or Gatwick, you'll need to catch a train to Leicester. Gatwick has its own train station. Follow the signs in the airport to the station.

From Heathrow, take the Heathrow Express into London Paddington. Then take the Circle Line to Kings Cross St Pancras, and then a train from St Pancras to Leicester. Once on a train to Leicester, follow the by train directions below.

## **By coach**

Though not always as fast as trains, coaches provide direct and cheap links between Leicester (St Margaret's Bus Station) and many other cities.

Find out more information on bus routes operated by National Express. [www.nationalexpress.com](http://www.nationalexpress.com)  
Booking line on: 08705 808080. Disabled Persons Travel Helpline: 0121 423 8479. Telephone: 0121 455 0086.

## **By train**

The main station in Leicester is in the city centre. From the main station you can get a bus to the convention. See directions from the city centre below.

Details of trains can be found on [www.nationalrail.co.uk](http://www.nationalrail.co.uk).

## **From the city centre**

The easiest way to get to Stamford Hall is by taxi or by bus.

- 80/80A runs right past the front of Stamford Hall - but are very infrequent outside term time.
- 31/31A runs down the A6 London Road and thus past one side of the campus. The correct stop is just past the junction with the A563 (Ring Road) – and the Asda at Oadby is just a bit further on. There is a taxi rank at the bus station. You may wish to take a taxi to the convention.

## **Useful information.**

Up to date travel information can be found in a number of places. As most of you will know, road information is available on teletext (BBC2, Page 430). Useful websites for public transport information are [www.arriva.co.uk](http://www.arriva.co.uk), <http://www.kinchbus.co.uk/>, and

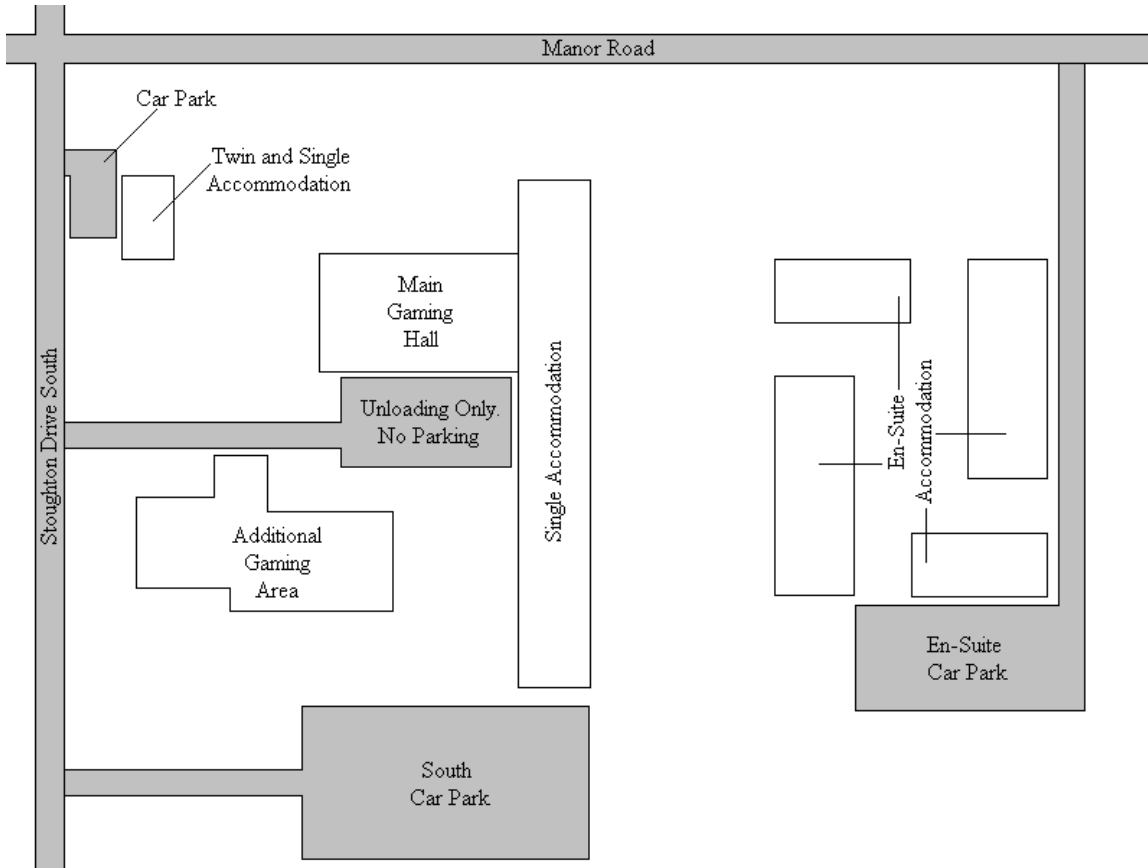
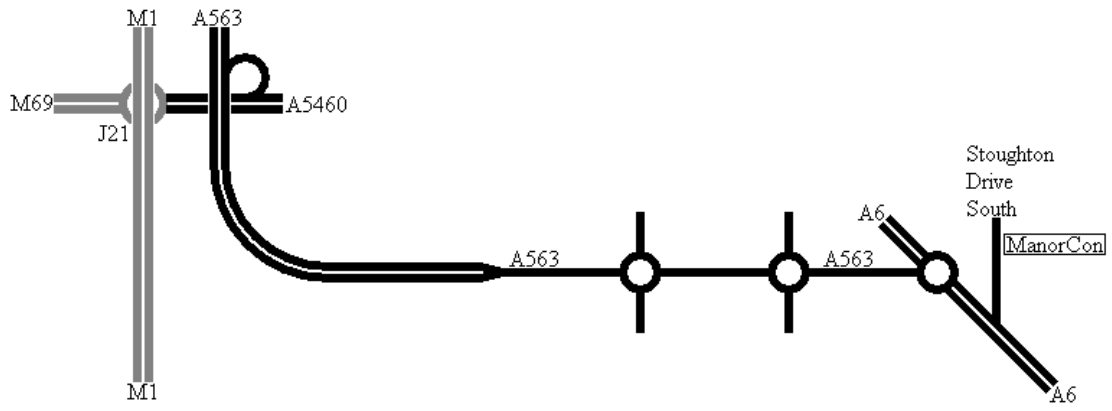
<http://www.firstgroup.com/ukbus/eastmidlands/leicester/home/index.php>

Finally there is a link from our website to a maps webpage showing the exact location of Stamford Hall. Click the link at the top of <http://www.manorcon.org.uk/direct.htm>.

## **By car**

From almost anywhere in the country, the best driving route to the convention is via the M1 Junction 21 - the junction with the M69.

- From the M1 J21, take the A5460 towards Leicester for about 1/4 of a mile.
- After going under the A563, immediately turn off to the left, looping back on yourself, and going over the bridge you have just gone under, on the A563 (Leicester Ring Road) heading around the South of the city.
- Follow the A563 for about 4 miles, until you get to the roundabout with the A6.
- Take the second exit off the roundabout, turning right. Then immediately turn into the first road on the left - Stoughton Drive South.
- Stamford Hall is along this road on your right. If you come to the junction with Manor Road, you've gone too far.





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## **UK Games Expo 2007 (Richard Denning)**

UK Games Expo 2<sup>nd</sup> and 3<sup>rd</sup> June 2007

### Post Event Review

Well our first event has been and gone. I can say that the effort needed to pull such an event together is huge and far more than I would have believed. As with all first time efforts there are teething problems and issues to be over come. However the event was overall a success. UK Games Expo was mainly aiming to achieve three main objectives:

- To provide a convention where companies could demo their games and gamers could try out the latest games.
- To make games accessible to the general public and encourage in a family audience as well as hardened gamers.
- To allow cross over between different gaming genres and to break down to an extent the barriers between gamers.

Generally we made a good start on these objectives. We encouraged exhibitors from Boardgames, Wargames, Card games, RPGs and computer games to setup along side each other and deliberately avoided themed halls. Initially traders were anxious of this but in the end it seemed to work very well. Both the traders and the visitors in the great majority approved of this mix and told us it opened to them new areas of gaming or new contacts.

### Basic facts and figures

Door attendance exceeded our hopes and expectations. We had hoped to have 500 to 1000 over the weekend. On the Saturday figures of about 1000 to 1200 appear accurate. Sunday was quieter but still lively with 400 to 600.

Who were all these people? Well about 400 played in various tournaments and RPG sessions. We would estimate that another 500 were gamers of all types. However it is certainly the case that on the two days but particularly on Saturday we had over 400 of the general public. The time from 9.30 till around 2.30 on the Saturday was very busy with 10-20+ people in the queue more or less all the time.

We had done a lot of local advertising and publicity work and this did seem to have paid off. A number of the attendees we had met at a games day in the main library in April and at the recent Tolkien Weekend in May where we ran a game of Shadows over Camelot. As an aside if you are in Birmingham area the Tolkien weekend at Sarehole Mill in Mid May is well worthy of attendance.

### Demo games and other entertainment

This was really the main thrust of UK Games Expo. There were 18 Board Games or abstract games companies amongst 70+ exhibitors and 7 Board Games retailers and shops present. The Board Games companies (JKLM, Adrenaline Brush, Burley games, Warfrog, Ragnar Brothers, Surprised Stare, Channel Infinity, Grahams Games, Reiver games, Ludorum, Games for the World, Shinermons, Alphabet Runner Logista, Andrew Sage, Sibling revelry, Brain Ed, Black Industries) along with Esdevium, Hasbro, Tabletop Games, Wizkids, Loony Labs, Rackham, Games Workshop, UDE, Privateer Press and Mongoose between them provided something like 48 tables of games to sit down and play. Supplementing this were very fun computer games from Centralan and NC Soft.

New Games pretty well hot off the press for Expo were: Brass, Mordred, Phoenicia, Canal Mania, Viking Fury, Fondue, Scandaroon, Fagins Gang, Symbotica and Its Alive amongst others.

Knights of the Empire had a Darth Vader, a Princess Leia and a dozen or so storm troopers wandering about. NC Soft had a lady in ranger gear you could have your photo taken with. The

Bring and Buy carried a good range of out of print games and was run for charity.

We provided FREE play areas Saturday night in the Thistle hotel and about 100 gamers went there to play games.

All of this went down pretty well with most gamers and the public. Around 80 to 90% of emails and forums postings are generally positive albeit with constructive comments.

### Areas for Improvement

As with all first cons you always have teething problems. To mention a few:

- We need to work on car parking. With 400 places we thought we were well catered for in this regard but it filled up fast.
- Air conditioning and ventilation was poor in a few areas.
- Catering had varied reviews. Some thought it good and some poor. We will look at improving this and making it more accessible.
- Signage could be a lot better. We need clearer maps and better, well explained directions.
- Ticketing and front of house areas need improvement. We still got hundreds through quickly but it is an area that can be made easier.
- We will look at increasing free play areas. This is not priority as the main thrust of our event is trying out the company's games. There are many conventions to just and play games at but we believe our emphasis is to allow you to sit down and try out the games that the games companies are bringing and meet them as well. But more free space is clearly needed.
- We want more traders and exhibitors. And more new games.

Overall though we believe the basic event and concept is sound, and we are looking to improve on it.

### Plans for 2008

Although a move to another venue might solve some issues we believe that another 2 years where we are to build up and establish the event is the best way forward. Compared with 2007 more space is available in 2008 and we can use a few medium- to-large rooms not seen this year. These 4 lodge rooms would be available both days. This year we only had 3 of the upstairs room for Saturday and the full 6 Sunday. Bringing in this space over the weekends will allow tournaments to be moved into better locations and free up the whole upstairs for mainly more game play and traders.

Another addition may be a Seminar Room. The idea here is to allow guest speakers- perhaps game designers to answer your questions.

We will be in the same venue in 2008 at least. The dates are the same weekend –that is 31<sup>st</sup> May and 1<sup>st</sup> June 2008. Prices will be reviewed but will not be hiked up dramatically.

So get the date in your diary now: 31<sup>st</sup> May<sup>and</sup> 1<sup>st</sup> June 2008!

More details will appear on [www.UKgamesExpo.co.uk](http://www.UKgamesExpo.co.uk) in the autumn.

### Tournaments

#### Grand Boardgames Tournament Results

There were 8 half-day tournaments with a choice of two events per half day. The scores from each event affected the overall champion who won a voucher for £100 to spend with JKLM games. He and the 8 tournament winners and top 7 scoring players also got a choice of a game from a pile of prizes. Some of these were signed by Reiner Knizia.

<b>Tournament</b>	<b>Winner</b>		<b>Second</b>		<b>Third</b>	
<b>Overall</b>	Richard Biddle	1383.06	Lyndon Gurr	1290.31	Martin Abrahams	1250.05
<b>Puerto Rico</b>	Lyndon Gurr	371.62	Chris Dawe	301.12	Steve Jones	297.87
<b>Tigris &amp; Euphrates</b>	Martin Abrahams	369.63	Richard Biddle	308.23	Joseph Echeverria	291.02
<b>St Petersburg</b>	Lyndon Gurr	385.09	Pete Dennis	315.95	Martin Abrahams	291.65
<b>On the Underground</b>	Richard Biddle	330.97	Clive Barnard	308.75	Declan Waters	302.26
<b>Acquire</b>	Richard Biddle	371.44	Clive Barnard	336.6	Lyndon Gurr	331.27
<b>Antike</b>	Doug Massie	201.62	Steve Cox	188.69	Vick Hall	165.38
<b>Settlers of Catan</b>	David van-Cauter	372.35	Alan Farrell	342.37	Declan Waters	313.07
<b>Ticket to Ride</b>	Richard Biddle	372.42	Michael Baines	348.04	Kath Collman	299.69

### Flames of war UK open Championship Tournament Results

40 players played this on Sunday 3<sup>rd</sup> June. The winner received a full army worth up to £200 and runners up got platoon packs or terrain.

I am giving the top 3 scores here. For a full listing go to: <http://warhammer.org.uk/> and look under historical gaming.

<b>Place</b>	<b>Name</b>	<b>Nationality</b>	<b>Type</b>	<b>Company</b>	<b>Score</b>
1 <sup>st</sup>	Andy Thurgood	German	Gepanzert	PanzerGrenadier Kompanie	133
2 <sup>nd</sup>	Roger Whittam	German	Luftwaffe	Feld Kompanie	128
3 <sup>rd</sup>	John Hopwood	Soviet	Guards	Strelkovy Battalon	127

### Memoir 44 Tournament Results

11 Players competed on Saturday 2nd June. The winner received £50 voucher for JKLM stand.

<b>Place</b>	<b>Player</b>	<b>Medals won</b>	<b>Medals Lost</b>	<b>Figures Lost</b>	<b>Battles Won</b>	<b>Battles Los</b>
1 <sup>st</sup>	Bruce Tanchel	36	23	123	4	0
2 <sup>nd</sup>	Sean Wenlock	37	27	123	3	1
3 <sup>rd</sup>	Matt Clark	36	28	147	3	1

### Battlelore Tournament Results

11 Players competed on Sunday 3<sup>rd</sup> June. The winner received £50 voucher for JKLM stand.

<b>Place</b>	<b>Player</b>	<b>Banners won</b>	<b>Banners Lost</b>	<b>Figures Lost</b>	<b>Battles Won</b>	<b>Battles Lost</b>
1 <sup>st</sup>	Matt Clark	30	12	91	3	0
2 <sup>nd</sup>	Jay Cutmore	30	25	133	2	1
3 <sup>rd</sup>	Sean Kirkby	20	22	117	2	1

### Confrontation Tournament Results

12 Players competed on Saturday 2nd June.

<b>Place</b>	<b>Player</b>	<b>Army</b>	<b>Score</b>
1 <sup>st</sup>	Atacam	Devourers	25/+91
2 <sup>nd</sup>	Goron	Ophidians	20/+673
3 <sup>rd</sup>	Spiderman	Dirz	20/+223

### The UK Warmachines Open Championship

30 Players Fought for this trophy on Saturday 2<sup>nd</sup> June.

Place	Player	Army		
1 <sup>st</sup>	Jim Lawrence	Cry	Best of Cygnar: Marc Gramatages	Best of Khador: Andrew Murchie
2 <sup>nd</sup>	Andrew Murch	Khador	Best of Mercenaries: Simon Millership	Best of Protecorate: Tony Lines
3rd	Jonathan Pickle	Khador	Random Painted Army: Colin Forster	Best of Cry: Jim Lawrence
			Most Sporting Opponent: Colin Forster	Best Painted Army: Tony Lines

### The UK Hordes Open Championship

25 Players Fought for this trophy on Sunday 3<sup>rd</sup> June

Place	Player	Army		
1 <sup>st</sup>	John Snape	Skorn	Best Painted Army: Steve Bowditch	Best of Everblight: Jacky Yu
2 <sup>nd</sup>	Richard Darlingt	Circle	Random Painted Army:	Best of Skorne: John Snape
3rd	Sean Murchie	Skorn	Marc Gramartges	Best of Circle: Richard Darlington
			Most Sporting Opponent: John Snape	Best of Trollblood: Kevin Johnson

### Children's Board Game Tournament

This was held on Saturday 2<sup>nd</sup> June. 7 schools entered teams of 4 so 28 children took part. The games used were Blokus, rat-a-tat cat, Take it Easy and in the Afternoon Alphabet Runner.

The winning team was Blackwood School, Streetly and they received a hamper of games with individual prizes for the children.

There were also Magic, UFS , Eve, Yu-gi-oh, Blood Bowl, Poor Bloody Infantry, Heroclix, Horrorclix and WOW competitions done informally for which no organized list of results exist. There were also about 40 RPG sessions arranged most of which ran in 30+ different RPG systems.

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The Queen's Lane Advertiser (incorporating Convention News)

Editor : Jeremy Tullett

Coordinator : David Norman

Printing and Distribution: Markus Welbourne

Please contact the coordinator if:

- You run a convention and would like to be a part of the 'zine.
- You run a convention and would like to be included in the upcoming conventions list.
- You would like to offer to help out in some way.
- You are not on the mailing list for this 'zine, but would like to be.

The coordinator can be contacted at david@ellought.demon.co.uk

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