

• UNDER • THE • WIRE •

(Editorial - from centre column)

Over the last year or so, I've been playing and finding an interesting challenge, one of David Watts' lesser known and played, games "City and Suburban". The board comprises a series of six concentric rings around a city, within which there are a number of smaller towns. The aim of the game, over about twelve turns, is to build routes out from the city to bring commuters in from the outlying towns. Points are gained each turn for having the shortest route into the city. Each turn every player can nominate one hex for the building of a new town, and another as parkland (thereby stopping someone turning it into a concrete jungle). It provides a different set of challenges to either Railway Rivals or Bus Boss, and there's feedback all through the game on how you are doing. There's no sitting around hoping that suitable races will turn up. If I knew I could get six players keen to try it out here, I'd offer it and try to get it over by the end of UTW - which would probably mean running it to interim deadlines. The full rules follow in the next column, and on page 2.

Andy Bate (editor of *Froggy* and its current incarnation *It'll be out next week*, is currently acting as hobby archivist. In that role he's trying to complete his collections of many of the hobby zines from the past. If any of you are planning on throwing any zines out, even *PoW's*, give Andy a call, or drop him a line and see if he'd be interested in taking them off your hands. Andy Bate, 4 Channel Road, Clevedon, BNRISTOL BS21 7DR (0275 871881)

SUBS RECEIVED FROM

Anthony Dickinson, Pete Harbron

CHANGES OF ADDRESS, etc

Chris Wilby, 6 Greenbank Court, Hill Crescent, Busby, GLASGOW G76 8DQ

Paul Richardson, 21 Brier Hill View, Bradley Wood, HUDDERSFIELD, HD2 1JQ



It's been relatively quiet over the last few weeks here in Edinburgh. That is, unless you happen to be driving into Edinburgh City Centre. It's bad enough at the best of times, but the local Roads Department decided it was going to bring forwards all of this financial year's roadworks and try to have them done before all the European leaders get here in early December for their next big summit meeting. Will it be another Maastricht? And will Edinburgh be forever remembered in the annals of history?

Just after the last issue went out I received a phone call from Basil Drury's mother to say that he had died on October 7th from a recurrence of his brain tumour. I had never met Basil, and had "corresponded" through the zine and the TouchDown! game in which Basil was the Miami Dolphins coach for about 18 months. It's difficult to know what to say at such a time. I knew early on that a brain tumour was diagnosed following a simple dizzy spell at work. He was operated on quickly, and then the slow road to recovery and chemotherapy. It seems that the tumour was not completely removed, and despite the chemotherapy, it came back to eventually kill Basil. It's not until you know someone at a relatively close personal level who dies suddenly from something unexpected, that the fragility of man comes into question.

The bungalow we're in seems to have a nyad living beneath it. Having been used to a flat with relatively few outside walls, it's difficult adjusting to a building with four outside walls and a roof, through which all the central heating seems to disappear. The owner left us with a dehumidifier, but while it seems quite successful at pulling moisture out of the air and the walls, it can only run in one room at any one time.

(continued in column 1)

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CITY & SUBURBAN

Basic Idea

The game is about developing the area around a major city. This involves building railway lines to serve existing towns, and the growing number of commuter towns and city suburbs. Suburbs may be developed throughout the game by the players, despite attempts by the other players to block such developments.

The Board

The board shows empty hexagons around a central city hex. The city grows to cover much of the map. Some hexes are chosen for hills and existing towns by rolling a die before the game commences. Players build rail systems to serve these towns and the new suburbs, deriving revenue from the commuter fares from the suburbs and towns to the city.

Start

Before the game gets under way, the GM will designate the areas which will represent hills and towns. None occur in ring A, while die rolls locate them in rings B to F. The result indicates the units digit of the hexes which contain towns and hills.

Towns may not occur in hexes which adjoin towns in an inner ring. Thus, if B03 is a town then C23, C24 and C25 cannot be a town and will remain undesignated.

Then the hills will be determined by the same method; these may join with hills in other rings.

Starting Capital

Each player starts with a bank balance of 30.

Duration

There are 10 rounds (12 for 3 players and 15 for 2 players) in the original game. However (following experiences in my first

(continued on Page 2)

postal game), in order to keep the end game alive there will be an additional 1-6 turns. Players will be told when the next turn is the last game turn. The order of play is fixed at the start (roll the die, and highest goes first), but first turn rotates in subsequent rounds. For example for a four player game, in round 1 the order would be ABCD; in round 2, BCDA; in round 3, CDAB etc.

Play

Each round has three phases:

- Each player may build up to three hexes of railway.*
- Fares are collected for each built-up hex served (not the central city).*
- Each player may nominate one hex which will become built-up, and one which will become green belt, in the next round.*

Orders for phases a and b may be conditional on what has been done by earlier players that round, but phase c orders are firm.

Railway Building

The first railways start at the central city. All lines are built between the centres of hexes, midway through their sides. Building is always outwards or sideways. However, players cannot build from one A hex into another A hex. From a C hex you can build into a C or D hex, but not into a B hex. Players may build out through more than one side of the central city except in round 1. Only two companies can build into any one hex.

The cost of building railways is 2 per hex, or 5 into, or out of, hills. Players must also pay to join or build alongside a rival line. This costs 1 to make a junction, and 2 to build alongside into the next hex.

Unlike Railway Rivals, payments are made in towns. For the postal game payments to rivals are not made for lines built in the same round.

For sake of clarity, each player's first build will be resolved (in order) before the first player's second build.

Developing Suburbs and Green Belt

In phase c, a player may designate one hex to become a new built-up area which costs 5, and one to become green belt, costing 1. These payments are made even if the desired development does not take place. Players order the hexes they wish to see developed in these ways. These are then compared to determine what developments take place.

A new suburb will provide revenue from the next round. If one player puts forward a proposal to build in an area, while another proposes that it will become green belt, no decision is made, and both players lose the money. However, if a third player is involved, a 2-1 vote is decisive. Green belt areas can never provide revenue for the railways passing through it, and can never

subsequently be built on. If two or more players vote for the same development in a single hex, all pay. Players do not own their designated hexes - they have merely, out of the goodness of their hearts, contributed to the costs of developing them. Any player may build a railway into a new suburb, regardless of who actually designated it.

For sake of clarity, suburbs, or parkland may be designated in hilly areas.

Building Regulations

Building development is restricted in two ways.

Firstly, in round 1, only A hexes can be built up. In Round 2 hexes in rings A and B may be built on. In Rounds 3 and 4, rings A to C; in Rounds 5 and 6, rings A to D; in Rounds 7 and 8, rings A to E; and in Round 9 onwards, any hex.

Secondly, for a hex to be built up, it must be

- on a railway and border at least two existing built-up hexes, including any designated earlier in that round or,*

- if the hex has lines through at least three sides it need border only one built-up hex.*

Interest

Players may go into debt. The interest rate is 20% per round.

Fares

Each built-up hex (except the central city) generates 2 per round for any rail owner with links from that town into the central city. If two players serve that town, the revenue goes to the one providing the shortest route entirely on his own track. Two equally long routes earn 1 each.

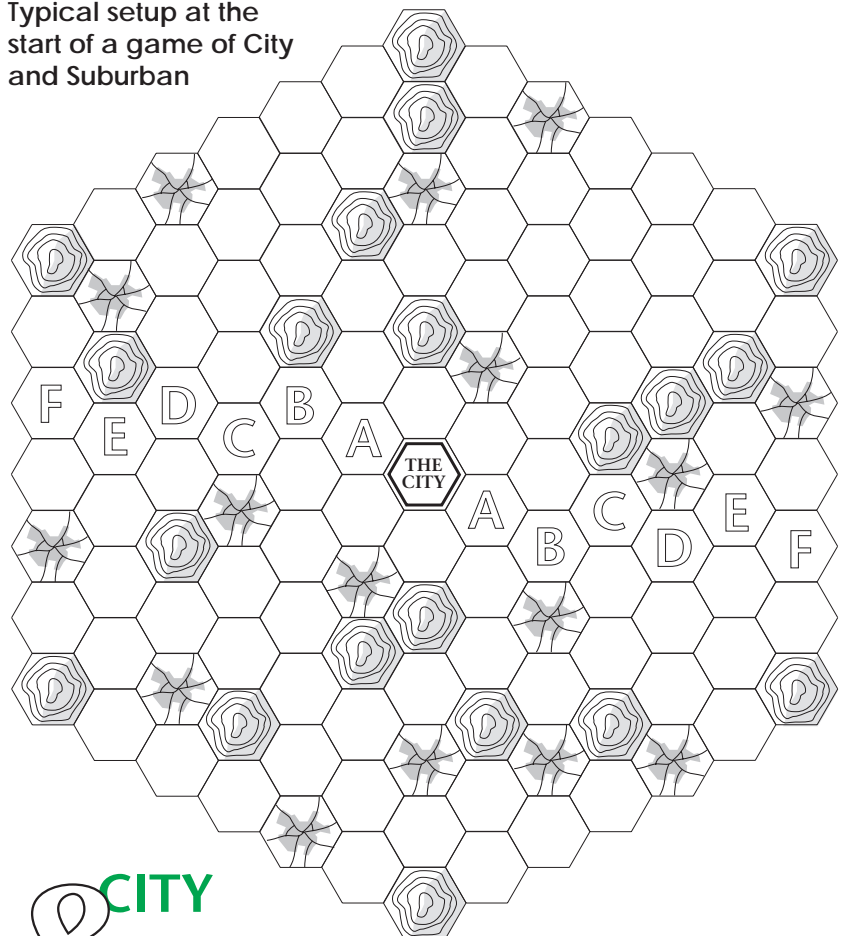
End Of Game

After collecting fares for the last round, add each player's cash to three times the fares they would receive in the next round. The richest player is the winner.

Credits

© Rostherne Games (DG Watts) 1986, 1987. First edition Jan 1986. This edition Feb 1987, revised slightly July 1987, and tweaked for postal play by Wallace Nicoll November 1992.

Typical setup at the start of a game of City and Suburban



CITY
&
SUBURBAN

• UNDER • THE • WIRE •

NOVEMBER 1992

BUS BOSS P U C H - BB26ENG ROUND 10

RACES

Races not possible: 6, 7, 14.

No	Route	BOSS (177)	RNBL (140)	BBB (174)	WRECS (144)	EOR (148)
4	Skegness - Luton	30-7	-	+2	+5	-
15	Sheffield - Hull	-	30	-	-	-
27	Shrewsbury - Nottingham	10-5+5	-	-	-	20-5+5
28	London - Carlisle	15	-	15	-	-
29	Blackpool - Newport	20-6+2	-	-	5-1	5-1+6
30	Ipswich - Brighton	-	-	30	-	-
31	Bristol - London	-	-	10-8	-	20+8
32	Scotland - Liverpool	30	-	-	-	-
33	Nottingham - Gatwick	-	9-3+3	16-3+3	-	5
34	Yarmouth - Chatham	-	+3	30-3	-	-
35	Manchester - London	-	10	-	20	-
		(271)	(192)	(266)	(173)	(211)

ROUTES PURCHASED

Pete Harbron - WRECS - Blue no valid build ordered	173	= 173
Sandy Dewar - RNBL - Black Northampton - Brimingham	192-7	= 185
Eoin Rutter - EOR - Green Birmingham - Stoke; London - Chatham	211-11	= 200
John Breakwell - BBB - Red Birmingham - Stoke - Shrewsbury	266-12	= 254
David Watts - BOSS - Yellow Skegness - Lincoln	271-7	= 264

GAME NOTES

Apologies for the mix up with run 27, when it should have been Northampton, and not Nottingham. Still close at the front between John and David. Will the next set of runs give a pointer to the winner? At the back, Sandy pulls himself above Pete - surely Eoin is now in his sights at the end of the straight. Pete, surely you could have entered three or four of the other races - they may not have been big earners, but at worst you would have been a few points better off than you are.

Meanwhile the holidaymakers are still waiting for a bus link to get them to Exeter and Scarborough - of course who'd want to go to Middlesborough?

PLAYERS

David Watts, 102 Priory Road, MILFORD HAVEN, Dyfed SA73 2ED (0646 692752)

Sandy Dewar, 17 Queensberry Avenue, Clarkston, GLASGOW G76 7DX (041 638 4490)

John Breakwell, 62 Shackleton Way, Woodley, READING RG5 4UT

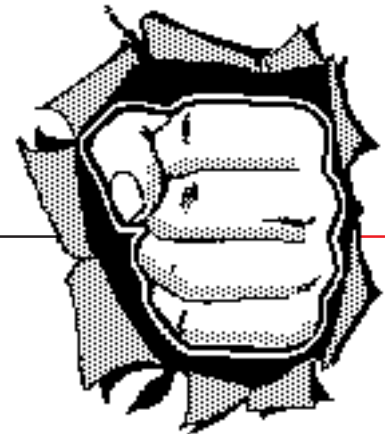
Pete Harbron, 27 Torridon Crescent, Woodcrest, BRADFORD, N. Yorks BD6 0XX (0274 690432)

Eoin Rutter, 233 High Street, Edinburgh EH1 1PE (031 226 5214)

ROUND 11 RUNS

Players may enter up to five of the following races.

6	Scarborough - Middlesborough
7	Gloucester - Exeter
14	Kendal - York
36	Kendal - Norwich
37	Heathrow - Derby
38	Bath - Stoke
39	Wales - Lincoln
40	Cambridge - Margate
41	Dover - Southampton
42	Gloucester - Luton
43	Oxford - Portsmouth
44	Liverpool - Birmingham



GAME OPENINGS

UNDER STARTERS ORDERS - Simon McInnes' horse racing game which is distributed to players only with **UTW**. Simon McInnes, 236 Sydenham Road, West Croydon, Surrey, CR0 2EB (081 689 6817)

CCTFL - TouchDown! American Football league run completely separately from UTW. Wallace Nicoll, 26 Carfrae Park, Blackhall, Edinburgh EH4 3SN (031 336 3328)

CITY & SUBURBAN - 6 players wanted. Wallace Nicoll

BUS BOSS NEVAL - BB108USA TURN 5

ROUTES PURCHASED

Eoin Rutter - St Louis Indianapolis Cincinatti Knoxville - SLICK - Black Denver - Billings; Indianapolis - Detroit	54-12	= 42
Frank Burns - The Engines Cannae Tak It Cap'n - TECTIC - Lurid Orange Salt Lake City - Reno - San Francisco	62-11	= 51
Bill Becker - Dispatch Illusion Service - DIS - Blue St Louis - Kansas - Denver	54-12	= 42
John Breakwell - North American Folk Ferriers - NAFF - Green Los Angeles - San Francisco - Reno	57-10	= 47
David Watts - Buses On States Sevcies - BOSS - Yellow Albuquerque - Pheonix; Tulsa - St Louis	52-12	= 40

GAME NOTES

Next turn will be 6A. Frank goes first

Frank Burns, 51/26 Caledonian Crescent, EDINBURGH EH11 2AT

Bill Becker, 1515 Ridgewood, JENISON, Michigan 49428, U.S.A.

John Breakwell, 62 Shackleton Way, Woodley, READING RG5 4UT

David Watts, 102 Priory Road, MILFORD HAVEN, Dyfed SA73 2ED (0646 692752)

Eoin Rutter, 233 High Street, EDINBURGH EH1 1PE (031 226 5214)

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RAILWAY RIVALS

OSSA

TURN 8.5

BIDDING PHASE

Track section	RRS	OUI	GOBLIN	JIR
a) Paris-Rouen-Le Havre	-	7	10	5
b) G58-Dunkerque and Lille	-	4	1	2
c) Paris-Rennes-Cherbourg	17	10	5	4
d) A50-Nantes-La Rochelle	5	10	5	9
e) La Rochelle-Bayonne	-	12	5	4
Revised finances	77-17 =60	120-26 =94	63-10 =53	229-0 =229

Players may enter upto five races.

ROUND 9 BUILDS

Upto 10 points may be spent on building, but this must include payments to rivals.

ROUND 9 RACES

9	21-66	Brest to Nice
14	22-(4)	Cherbourg to Switzerland
15	11-45	Paris to Lyon
16	65-35	Toulon to Metz
17	56-26	Lourdes to La Rochelle
18	51-16	Clermont Ferrand to Le Havre
19	23-61	Rennes to Grenoble
20	43-(2)	Dijon to Belgium/Luxemburg
21	33-(3)	Lille to West Germany

RAILWAY RIVALS

OSSA

TURN 9

RACES

	JIR	OUI	RRS	GOBLIN
9 21-66 Brest to Nice	30	-	-	-
14 22-(4) Cherbourg to Switzerland	-	20-2	10+2	-
15 11-45 Paris to Lyon	-	16	9	5
16 65-35 Toulon to Metz	+9	-	20-5	10-4
17 56-26 Lourdes to La Rochelle	10-7+4	20-4+7	-	-
18 51-16 Clermont Ferrand to Le Havre	-	20-7+3	-	10-3+7
19 23-61 Rennes to Grenoble	-	20-5	10+5	-
20 43-(2) Dijon to Belgium/Luxemburg	-	-	20-3	10+3
21 33-(3) Lille to West Germany	20-9+1	-	-	10-1+9

BUILDS**Bill Becker - RRS - Red**

(I12) - I13-H13-H14-G15-Toulouse
 (H13)-G13-F12-Lourdes
 (B57)-A58 [-1 JIR]

Eoin Rutter - OUI - Blue

(A50)-B50-C51-D51-E51-F51
 (F56)-Rouen
 (N58)-Calais

John Breakwell - GOBLIN - Green

No builds ordered

Ulf Jiretorn - JIR - Purple

(Reims)-G64-F64 [-1 GOBLIN]
 (S17)-S18-S19-S20-S21-S22-R22 [-1 OUI]

FINANCES

	START	RACES	BUILDS	RIVALS	END
JIR	229	58	-10	+1	278
OUI	94	88	-9	+1	174
RRS	60	68	-10	-	118
GOBLIN	53	56	-	+1	110

ROUND 10 RACES

22	12-42	Paris to Mulhouse
23	63-32	Marseille to Dunkerque
24	55-24	Bayonne to Nantes
25	53-14	Toulouse to Paris
26	25-62	Orleans to Montpellier
27	44-(3)	Lyon to West Germany
28	34-(6)	Reims to Spain

Players may enter upto four races.

ROUND 10 BUILDS

Upto 8 points may be spent on building, but this must include payments to rivals.

GAME NOTES

John, yes we are going through the pack twice. There's still three turns to go, with each of the towns coming up again in the second half. Bill, your final build was disallowed as the payment to JIR at A58 took you to the legal build limit of ten.

PLAYERS

Bill Becker, 1515 Ridgewood, JENISON,
Michigan 49428, U.S.A.

Eoin Rutter, 233 High Street, EDINBURGH,
EH1 1PE (031 226 5214)

John Breakwell, 62 Shackleton Way, Woodley,
READING RG5 4UT

Ulf Jiretorn, Västergatan 12B,332 32
GISLAVED, Sweden

DEADLINE FOR UTW 7 ORDERS – 15th Jan 1993
(USO Deadline 8th January 1993)