ROSTHERNE GAMES

Makers of "Railway Rivals" and other good value board games

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Telephone: Milford Haven (06462) 2752
(preferably ring between 6 p.m. and 9 p.m.)

DAVID GWYN WATTS
"ROSTHERNE"
102 PRIORY ROAD
MILFORD HAVEN
DYFED, SA73 2ED

Most of the books and games listed in this catalogue are intended for adults and older children, though some are also suitable for youngsters.
Postage: There is a standard part-postage charge of 30p for UK orders, regardless of the size of the order and actual postage cost.

BOARD GAMES produced by D. G. Watts

SERIES 1: RAILWAY RIVALS (3 to 8 players). Duration 1½ - 2 hours. Players build, operate and extend competing railway systems. (They mark in the lines with coloured crayons or felt-tip pens; the plastic coated maps are re-usable.) About a dozen maps are available. Most maps are about A2 size.

COMPLETE "RAILWAY RIVALS" GAMES:

Contents: Any one map (coloured and covered with vinyl); rules; die and counters; wallet of 4 washable "Lumocolors" for use on the vinyl-coated maps; all contained in a strong cardboard tube. **Price £4.50**.

RR Maps: Printed on heavyweight (135 gsm) paper, coloured and covered with vinyl, ready to play. Price **£1.60 each**.

Maps available: A, S. Wales Coalfield (East); **B**, London and Liverpool; **C**, Western USA; **D**, New York and Chicago; **F**, Southern Scotland; **G**, Central Scotland; **J**, Mersey and Humber; **K**, London and South Eastern; **N**, New England; **O**, S. Wales Coalfield (West); **R**, Rumania.

Note: Maps **C** and **D** will go out of print in late 1984 or in 1985. Currently out of print: **I**, Ireland, and **L**, France. The new editions of these will become available again in 1985.

The earlier maps were printed in one colour, and then coloured and laminated with vinyl by hand. Later maps, and revised editions (**B**, **G**, **J**, **K**, **N**) are printed in 3 colours, and laminated by the printer.

Future Maps: **M**, London and Midlands, Summer 1984. **E**, Atlantic and **L**. Erie, late 1985. (**P**, Alpine Passes; **S**, Spain, and **H**, Western Canada, may be produced in 1985/6.)

Plain RR Maps: Printed 1 colour, not laminated, are available for maps **A B C D F G K N O** at 52p each. Limited supplies of other paper maps are obtainable from time to time. Recent examples include Chilterns, Cumberland; North Pennines; Yorkshire. Availability varies. Please ring for current details.

RR Rules: Same for all RR Maps: **25p each**.

SERIES 2: BUSINESS GAMES

Except for **2H**, these are available in rough prototype or kit form. This usually involves colouring a large hex sheet, following the colouring instructions supplied, to form the map, before play begins.

2A: Oil Distribution: Players build refineries and depots, transport oil by sea, road and rail around the UK. 3 to 5 players.

2B: Ironmaster: Sheet of colouring instructions to convert map ***2A***. Players buy ore and coal, make and sell steel throughout the UK. 3 to 5 players. **Price: 2A and 2B combined: £1**.

2C: Atlantic Shipper, **50p**. **2D: Rentsville** (town development and planning) **50p**. **2E: Atlantic Airlines, 50p. 2F: National Distribution, 50p. 2G: Agri-business** (rules only) **25p. 2H: Big Steel**. Players buy and operate steel companies. Unlike most of the games, this uses a "normal" board rather than a map. Not yet available, but hoped for in late 1984 or early 1985, at about **£6**.

Other games in this series may be produced in a complete form in 1985/6.

SERIES 3: STRATEGY GAMES.

These are not "war games" as understood by the serious wargamer. Instead, they are reasonably simple abstract strategy games, set on a map board instead of the usual squared playing board.

3A: Peninsular War: Wellington's campaigns against the French in Spain and Portugal, **1808-14**. Previously available in kit form, this will be produced as a complete game in late 1984. **Price** probably about **£4**.

3B: Pennine War and **3C: Marching to Richmond**: ACW, 1861-65) are out of print. **3C** might be produced as a complete game in future years.

3D: Destroyers and Dreadnoughts. Prototype kit form, **50p**. Players equip a fleet and then fight.

3E: Pirate Island. Gangs of Pirates search for and fight for treasure buried somewhere on the island. 2 to 4 players. To be produced as a complete game late 1984. **Price** probably about **£4**. A fun game for the family.

HEXAGON SHEETS.

These enable you to design your own maps for games. There are 2 types, both with 17mm hexagons, every 4th being indexed for reference

Small hex sheets. A4 size: 70 gsm paper, **3p each; £2.40 for 100, £9 for 500** (approx).

Large hex sheets: A2 size: 135 gsm paper, **30p each**.

TRANSPARENT SELF-ADHESIVE VINYL

We use this to cover the maps, so that "Lumocolor" lines can be wiped off, leaving the board clear for next time. It is also useful for laminating paperback book covers, notices, maps, photographs, pressed flowers, etc. It needs 2 people to cover large maps with it!

Prices: 50cm wide, glossy, **90p** per metre. 60cm wide, heavier grade, matt, **£1.20** per metre. 30cm wide, matt, **50p** per metre. Enough to cover any **RR** map costs **65p**. (**90p** for **Map D**). For game **2A/B**, it costs **£1.25**.