The Brickish Association™

The Brick Issue™

The newsletter of The Brickish Association

Issue 9, July 2006

Mind the Gap! - London Underground Trains

by David Tabner

There is something special about LU trains and history. It was the world's first subterranean passenger railway and, as such, each step forward in its development required innovation and the most advanced technology for its time. Add to that the residue of childhood wonderment of the strange tunnel trains under London, and, when I got thinking about this, I knew it would make a great theme for MOCs.

Embarking on this creative journey, I thought to create a trio of models that represent the London Underground rolling stock.

London Underground Stock at Merrist Wood 2006. Photo: W Howard

The battery locomotive (centre) was the first to be undertaken, but the last one to be functionally complete as I worked on different versions of it in between the design and building of the others. London Underground's service stock fleet includes 29 battery locomotives. Their design dates back to 1938 and mine is based on one of those. The locos are designed to the tube loading gauge (to fit in the 12ft diameter tube tunnels). In LEGO, that gauge equates to eight bricks in height (including track); which Jon Reynolds 73 tube stock model had already been built to - creating the standard. These locos are ordinarily used to haul engineer's trains and are nicknamed Rats. They have different coupling ends. One couples full size gauge trains and the other couples tube trains (which have much lower couplings).

Due to the relative lack of info, either on the internet or in literature, I made a visit to London Transport's Museum Depot where one of the 1938 original locos is preserved. Using the pictures I'd taken I started to design the loco in MLCAD. The first brick built version ran at Merrist Wood 2005 but unfortunately proved to have several shortcomings; most notably the inability to traverse the motors. It was built in red as that was an easily available colour. By the fourth version, in order to correct the traversing problem, I had cut away the skirt (which relieved the problem), but despite also shortening the loco the couplings still swung out too far on the corners. Thus in the fifth version I disconnected the coupling and chassis ends from the body and attached them to the traversing motors. The fifth and final version was also built in the correct all-yellow livery - helped by the recent availability of 1x2x2 plane windows in that colour.

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What's happened in the first months of this project?

A World of Tiny Bricks

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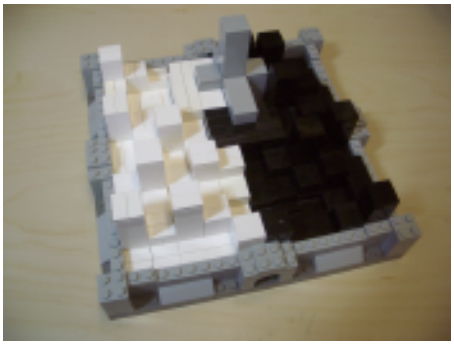
Photo: Peter Reid

The art of Modulex - the miniature LEGO bricks intended as an architectural design tool.

Game On - Cathedral

by Fiona Dickinson *Page 9*



Make a game out of a toy … and something a bit more involved than LEGO Jenga™!

“The Association Matters”

Club News

Chairman’s Report

Simon Bennett (chairman@brickish.org)

Wow, it seems like only a few weeks since I wrote the last report and yet so much has happened. We've truly entered the busy period of the year with the AGM, Petersfield show, Scotfest and Merrist Wood events. Reports of some of these happenings can be found elsewhere in the Issue. We now have a confirmed President in Tony Priestman and two new co-opted Committee members, James Sutton, who will be organising this year's Christmas Party, and William Howard, your new Brick Issue editor.

Our contacts with the LEGO company are also going from strength to strength. Jan Beyer, the Community Development representative for Europe, came along to the AGM, joined right in with us, and answered many questions from members in a Q&A session - for which we thank him. He has offered to host another tour for Brickish members at LEGO in Billund and Alison Pike is arranging this for 18 September. He also invited Brickish members to a fan weekend he is organising in Denmark from 29 September. Details can be found in the events section.

Jason Railton and Mark Bellis are now members of the Mindstorms Developer Panel and, while they are still under non-disclosure agreements, they brought their NXTs to the AGM and demonstrated the features of the new set. I hope in due course they will (and will be allowed to) write up their experiences on the panel for the Brick Issue. I recently discovered that John Barnes has already started producing new sensors for the NXT and I hope perhaps he could do the same regarding his even more fundamental involvement with this exciting project.

Finally, I hope some of you will have seen the models that BA members have put forward to appear in the 'Window into the Community' boxes in the LEGO shops in Milton Keynes and Bluewater. I hope by displaying these models we can show children what is possible and attract other AFOLs (who still have no idea that they aren't alone) to join us. If you have a favourite creation that would fit in a 'Window', please get in touch with Tim Fegan or Ian Greig who are co-ordinating the windows.

Play On

Simon

Editor’s Comments

William Howard (newsletter@brickish.org)

Welcome to the new look Brick Issue - with its new format cover page, modified “BA Brick” logo graphic, new Association page, new content formats and new editor. I hope you like the changes (we are aiming for evolution and not revolution) and we have a few more in the pipeline for forthcoming issues.

In addition to making visual and content changes, I am committed to producing three issues a year on a regular schedule. The publication months will be March, July and November. However, as always, we can only publish what articles have been received. I have already marked BI-10 on the web-site Events calendar. I am hoping that by keeping the next publication date prominently on the web-site you will be encouraged to submit articles, show reports, etc as you will know when the next issue *will* appear. If you write it, I will publish it (usual caveats apply).

Membership

The annual subscription is £8. For resident UK members renewing for two years the rate is £14. Subscriptions fall due on the first day of the original joining month.

Make cheques payable to ‘The Brickish Association’ and send to Jon Reynolds, The Brickish Association, 29 Paulden Road, Lostock Gralam, Northwich, CW9 7PQ

You must be at least sixteen years of age to join.

Events

LEGO trains, Aberdour: 1 August

Part of the Aberdour Festival; now in its seventh year. This year’s theme is ‘seaside holidays’.

LEGO Trains, Cupar: 23-24 September

Part of the Cupar Model Railway Exhibition. Small and friendly event where children operate the trains.

Factory Tour, Billund: 18-19 September

Specially organised LEGO factory tour for Brickish members. There will also be time to visit Legoland Billund.

LEGO Fan Weekend, Skærbæk: 29 Sept- 1 Oct

International AFOL meeting and public exhibition, now in its second year.

GWLTS-4, Swindon: 7-8 October

The fourth annual Great Western LEGO Train Show at STEAM, the museum of the Great Western Railway, Swindon.

LegoWorld 2006, Zwolle: 18-24 October

(Dates subject to change) The largest LEGO show in the world! Organised by “de Bouwsteen” and sponsored by Jetix (Fox Kids) this truely international exhibition is held in the massive IJsselhallen in Zwolle, Netherlands.

BI-10: 8 November

BI-10 scheduled to be posted to members. Copy deadline is 2nd October.

Mind the Gap! London Underground Trains

by David Tabner

continued from page 1

My next model is a three car train of subsurface D78 stock. The D78 stock (or just D stock) numbers 75 6-car trains on the District Line. It is subsurface rather than tube stock; this means that it is used in larger tunnels closer to the surface and on open-air routes. The Ds entered service in 1980 replacing Q and R stocks on the line. D stock is arranged into 3-car units. Two of these units are arranged back to back into one train. When the A stock on the East London line was withdrawn for refurbishment in the mid 80s D stock units were used on that line as single unit trains. My D stock train is in the latter configuration.

1978 'D' Stock 3-car unit

This train was much easier to build compared to my battery locomotive and 95 stock. They were built to the tube standard whereas subsurface stock is closer to mainline rail dimensions. Thus I was able to use ordinary wheel-sets and not have to cut the motor into the body. I have modified this train somewhat; when first built it was a two car train. I built windows in the car ends which actually only appear on the single D stock train that has had the full refit (identifiable by being in the corporate colours of red, white and blue), but as my train is not that one I had to remove them. When I came to build a trailer car to go in the middle I also changed from using trans-clear bricks on the side windows to trans-clear 1x2x2 panels. The last work I undertook was to fit a floor and add some seats and passengers.

My 95 stock 3-car tube train was the third of my LU creations, but actually the first one to be functionally complete. The 1995 Tube Stock was built by GEC Alsthom Metro Cammell. The stock operates on the Northern Line and numbers some 106 6-car trains. It is virtually identical to the 96 stock that operates on the Jubilee Line. The 95 stock entered service on 12th June 1998 replacing 56, 59 and 62 stocks on the Northern Line. It is arranged into 3-car units, the rear car has no cab but a control panel for shunting. Two of these units are arranged back to back into one train. My model is arranged differently in order to have an (unofficial) short train.

Acquiring parts for this model proved to be problematic. I've had to use light grey slope 45 2x1s initially instead of clear ones. White slope 45 2x2 doubles were used because 2x4s don't exist. I've had to mix dark grey and dark bluish grey, the former is used on the roofs and floors of the cars while the latter is used in the car ends due to the 1x2x2 plane windows and 1x2x3 train windows only being available in the newer dark (bluish) grey. The wheels of the 95 stock are the new small train wheel type. The motor itself required significant modifying of the design; by cutting away a large part of the car body and using skirting to disguise the motor. The body of each car is actually 5-wide. The 95 tube stock has external leaf doors which I (off)set at 6-wide and the car ends are also the same width as the door sections.

Though the trio was now complete I felt that I could take it further. I have examined 38, 72mkII and 92 tube stocks but none successfully. I have looked at Schoma diesels, Metropolitan Amalgamated type and 2 types of Westinghouse electric locos, plus some special wagon types. As to subsurface stock, I had looked a little at C stock early on and created a CAD design for a simple version of A stock but the type that caught my interest was the 1937 O stock.

The appearance of this stock appealed to me because I realised I could use the new 30 degree 1x1x2/3 'cheeses' for the distinctive flaring on the coach bodies. The O stock was the first of a new type of Electric Multiple Unit (EMU) train for subsurface running on the Underground. 174 cars were built by the Birmingham and Gloucester Railway Carriage & Wagon Companies. These ran on the then Hammersmith and City Branch of the Metropolitan line and were transferred to the Circle Line in 1955 after conversion, along with sister stock P. They were retired in the late 1970s and scrapped.

1937 'O' Stock 3-car unit

As with all the other designs, I worked this first in MLCad and created several virtual versions before I was sufficiently satisfied to actually build it. The colour scheme was easy, using the old London Transport red with a dark grey roof. The flaring appears at the top of the windows, to hide vents, and along the bottom of the coach side. The latter was actually a safety feature for it meant that when the sliding doors were closed there was no step protruding upon which a determined passenger might try to board the train after it had started moving. In order to keep the appearance correct, the Lego train motor is actually mounted under the trailer car in the middle of the train creating an odd reversal of situation - a powered trailer and two dummy driving motor cars.

I have run my Underground trains at several events, the most recent being Merrist Wood 2006, and they have been well received. Currently I have made no firm decision yet as of what to do next, but I may take the 72mkII tube stock design further.

Let's see what's through the *Community Window* …

by Ian Greig

Jake McKee is well known in the LEGO community as the person who, almost single-handedly, turned around the relationship between LEGO and the AFOL community in just a few short years - from the company pretty much ignoring us as an irrelevance, to them actively engaging with the community to the extent that we are now influencing future products *directly*. Although Jake has been gone for a few months now, and the very capable Steve Witt & Jan Beyer are admirably moving forward from where Jake left off, the impact of some of his work is only now being felt in Europe …

'*Praxis - Celestial Guardian*' keeps an eye on events at the Bluewater store, as the first UK 'Window into the Community' model

Back in November 2005, Jake announced via his blog (www.bricksonthebrain.com) the launch of the "Window into the Community" project; at the time described as a "beta program". Three regional AFOL groups had been asked if they would like to fill a display case, at their local LEGO Brand Store, with models over the important "Holiday" period. They obviously jumped at the chance - and so Boston's Burlington store, San Francisco's Stoneridge store, and Portland's Washington Square store were each graced with the presence of AFOL creations in the weeks leading up to Christmas. The AFOL groups had embraced the challenge, and have set a very high standard for others to follow!

Although a 'test' to gauge the popularity of the concept (with the AFOL community, the Brand Store staff and the public) the longer term process had been well thought out - for example, displays would change roughly on a monthly cycle, AFOL clubs would be able to advertise their existence to potential new members, etc. - but there is also scope for the concept to evolve as the relationship between the Store and the AFOL groups matures over time.

'*Theatre*' wowed the visitors at the Milton Keynes store throughout May, before moving to Bluewater at the beginning of June

These first 'experiments' seem to have been universally recognised as a success, so in early 2006 the programme officially went live, and LEGO started rolling it out across other US Brand Stores, and it eventually reached Europe in April 2006.

In the UK, Jan Beyer approached The Brickish Association to be the AFOL group for the UK "Window into the Community" project, initially in the Bluewater and Milton Keynes stores. In Germany, 1000steine were approached to do the same for the Hamburg, Oberhausen, Koln and Munich stores. The obvious difference between the US and European schemes is that each AFOL group in the US is only responsible for *one* store display whereas the European groups are being asked to service multiple stores.

Justin Ramsden's '*Self Portrait*' is the 'bricks in the box' for the Milton Keynes store throughout June, moving to Bluewater for July

Obviously The BA accepted the challenge and, after a short flurry of activity, local liaisons were identified to act as the "face of The BA" for the stores - Tim Fegan for the Bluewater store, and Ian Greig for the Milton Keynes store. Shortly after the first MOCs were installed. Due to time constraints, both were existing models from individual builders rather than being group efforts built specifically for the display cases, which seems to be the standard way of populating the boxes in the US.

At Bluewater, Peter Reid's amazing robot creation "Praxis - Celestial Guardian" has had the visitors to the store asking if it is available to buy, and Alastair Disley's "Theatre", inspired by the classical architecture of Baltic cities such as St. Petersburg, has been a big hit, especially with the adult visitors to the Milton Keynes store.

We're now looking for models to fill future slots in the stores - and the scope is almost limitless! The interior space of the box is pretty much the only limitation - it's roughly 80cm high, 50cm wide and 35cm deep. Using the vertical space offers opportunities, and challenges, that are unusual to many MOC builders - maybe a scenic alpine landscape, or an abyssal trench? A towering castle or a modern skyscraper? A mosaic or an abstract sculpture? A mineshaft or a multi-story mall? A high street or the wilderness? Just remember, the idea is to excite and inspire visitors to the stores - we want to promote the hobby and the stores want to sell more sets. And *you* want to show your MOCs to an audience the size of which you've never dreamed; and in a LEGO shop as well! If *we* do it well *everybody* wins.

So, if you're interested in filling the box in one of the future slots, either as an individual or as a group, then contact the liaison team with your ideas and they'll help you get your creations on display in a real LEGO store!

SNOT Sandwich

by Jason Railton

In my previous article on SNOT techniques I pointed out that most were based on the five-plates-to-two-studs ratio. This means that most of your SNOT has to be in multiples of these dimensions; which can be quite a big chunk when building in minifig scale. If you just want a vertical handrail, having to leave a two-stud wide block to fit it in can be untidy. However, there is a way of splitting up those five plates, but it is tricky so you can't use it just anywhere.

SNOT sandwich handrails on Jason's Class 50 diesel

The idea of the SNOT sandwich is to split the stack of five SNOT plates and put them either side of some ordinary upright bricks. Typically, two plates on one side and three on the other. This will be enough to do, for example, a handrail either side of a door. The problem is that the studs of the "filling" in the sandwich won't line up with the studs of the rest of your model, so they become as loose-fitting as all the SNOT.

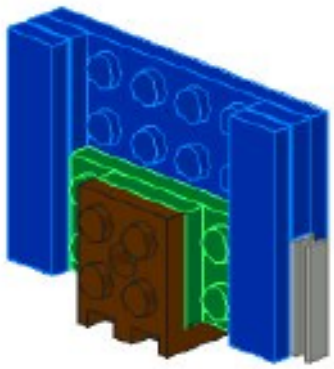
Fortunately, two new pieces make this much easier - the 1x1 and 1x2 bricks with studs on two sides. With these you can make a 1-wide stack of bricks, then attach two plates of SNOT to one side and three on the other. Make sure everything uses smooth tiles with no studs showing and you have a 3-stud wide SNOT block that you can fit into your design.

Royal Train carriage

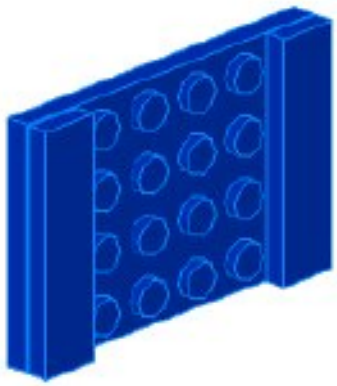
The following instructions show how to assemble a SNOT block and fit it in the side wall of (for example) a train carriage.

For added complexity, bear in mind that the middle "filling" block can even be fitted upside-down should the need arise - for example, if you want clear bricks at the top, but find clear tiles a little hard to come by!

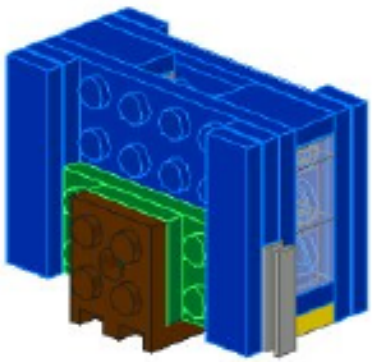
Step 1: Make the "filling". The centre brick(s) must have studs on both sides



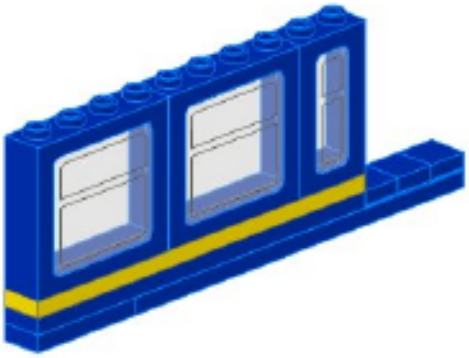
Step 2: Make one side three plates thick. (The height of the side must be a multiple of two studs)



Step 3: Make the other side two plates thick



Step 4: Assemble the "sandwich" - for added complexity the filling can be inverted



Step 5: Make a hole in the surrounding structure three studs wide and the required multiple of 5 plates high

Step 6: SNOT Sandwich - just the job to fill that hole!

Modulex - A World of Tiny Bricks

by Yvonne Doyle, photos by Peter Reid

First released in 1963, Modulex was marketed as an architectural design tool. These miniature LEGO bricks were not on sale to the general public, although over the years a great deal of Modulex has found its way into the hands of collectors.

Though smaller than LEGO, Modulex uses the same basic structure (figure 1). A Modulex 1x4 brick is five-eighths the length of a regular LEGO 1x4. The cross-section of Modulex bricks is square, quite different to their LEGO equivalent. The raised lettering on Modulex studs can either be 'Lego' or just an 'M'.

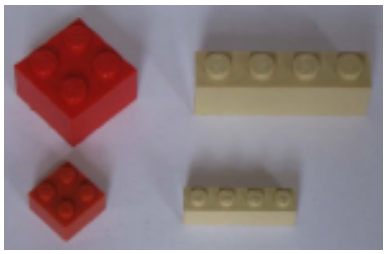


Figure 1 - LEGO (top) vs Modulex

I first encountered these tiny bricks at the 2004 AGM. Amongst the items in the auction were two lots of Modulex. I bought one lot and was hooked. I think it was the unusual scale and non-standard colours that caught my eye.

Modulex comes in a range of standard bricks, very similar to regular LEGO blocks. The only real oddity of note is the existence of 1x5 and 2x5 bricks in the standard element package.

Figure 2 - Other Modulex elements

Also included in the Modulex parts list are plates, windows, decorative doors, baseplates, tiles, slopes and a bunch of other strange pieces, some of which do not mirror anything seen in regular LEGO (figure 2).

Modulex plates are only available in one length (1x16) and must be cut to the required size. Also worth noting is that the plates are actually half the thickness of a Modulex brick, rather than the three-to-one ratio found in standard LEGO. In a similar fashion, the baseplates are supplied in large sheets, and can be trimmed to size. There is even an official knife available! This, of course, was a tremendous shock to a LEGO collector who had never taken a blade to a brick.

The slopes available bear no resemblance to those in the standard LEGO range. They have no studs and come in a variety of pitches, some of which are not actually triangular (figure 3). So far I've only encountered slopes in army green, black, tan and grey.

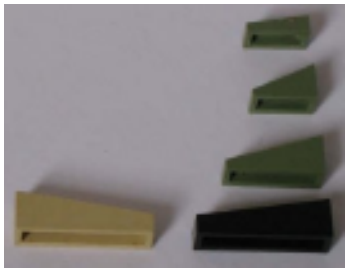


Figure 3 - Various Slopes

Modulex tiles are the same depth as the bricks (excluding the studs). There is ongoing confusion amongst enthusiasts as to whether they are proper tiles or merely studless bricks. A large variety of printed tiles are available. These mainly have numeric or alphabetic characters on them.

Modulex is available in rather more subdued colours than LEGO.

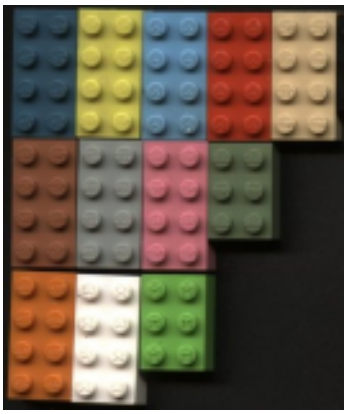


Figure 4 - Selection of colours

As Modulex was never sold to the public the packaging is simple and undecorated; usually either in a black box (figure 5), an off-white box or in a cardboard 'chest of drawers'.

Figure 5 - Packaging

Modulex is largely incompatible with LEGO as they are, unfortunately, completely different building systems. However, there are a few tricks that could help you integrate the two systems (figure 6). Pete discovered that a Modulex 1x4 is the same length as two and a half LEGO studs. Careful use of jumpers and tiles will provide the perfect gap for a Modulex 1x4 to nestle into a LEGO structure. It is also possible to attach two 1x2 Modulex bricks to the underside of a LEGO 2x4. There is another great trick you can do with the 1x4 studless bricks and regular grills. I would be interested to see other methods of combining the systems.

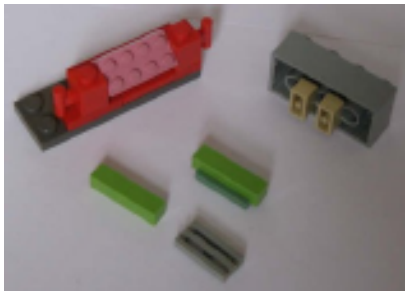


Figure 6 - Modulex interfacing with Lego

Despite the very limited part selection, I have built several Modulex buildings including a house (figure 7) and an ice-cream parlour (figure 8). Pete has integrated Modulex with LEGO in some display backgrounds (figure 10). Some of the nicest Modulex models I have seen were two dragons (similar to the dragon sculpture 3724) which we spotted at LegoWorld last year (figure 9).

Facing page clockwise from top-left.
Figure 7 - Modulex house
Figure 8 - Ice-cream parlour with Perspex roof
Figure 9 - Dragons at LegoWorld 2005
Figure 10 - Modulex elements incorporated into a scenic wall

Member Profile: David Graham

*** What is your earliest LEGO memory?**
Snapping a LEGO Union Jack flag.

*** What is the best MOC you've ever built?**
Other people build better models than me; but I did like the MOC based on our 12th Century village church.

*** What brought you out of your dark ages?**
In 1985, after working abroad for some years, seeing the 12V trains in John Lewis. My enthusiasm was given another boost with the release of the 9V trains and then exhibiting them.

*** What was your greatest LEGO moment?**
The 1994 LEGO club day in Milton Keynes shopping centre. There were thousands of children there and at one stage I had to walk away and leave them to derail the trains. It's hard to imagine now - the days of LEGO before Legoland Windsor, AFOLs and Brickish.

*** What is your favourite set and why?**
If pushed, probably the small freight train set - 4563.

*** Are you not worried that the children may damage your LEGO?**
No. I've only had one minifig pinched since the LEGO club event. Everybody is always amazed at how robust LEGO trains are.

*** Do you have a train layout set up at home?**
No, it's all packed away in a cupboard. Maybe one day ...

*** How do you sort your LEGO?**
The trains are in their original boxes. Then the bricks are sorted by colour; one box for standard bricks & plates, and one box for other bricks.


David Graham - The LEGO Man

*** What do your non-AFOL friends make of your hobby?**
Once they get over the shock they think it's OK. In the village, I'm known as "the LEGO man".

*** Which other AFOLs do you collaborate with?**
David MacKenzie and Ed & Sian Hockaday have been a great support at the train shows and produce excellent buildings which enhance my layout.

*** Apart from LEGO what else are you into?**
I work for a Land Surveying company. At home I'm busy helping my daughter with her Highers (Scottish A levels). The family are important. I'm also involved at the local Church.

*** Are you a collector or builder?**
At one time I was trying to collect all the 12V trains, but I would rather the train was being used than sitting in a cupboard.

*** What is the last set you bought?**
I don't buy much LEGO now. The last set was the Airport & Police station from Argos, but only because it was half price. My problem is where to store it.

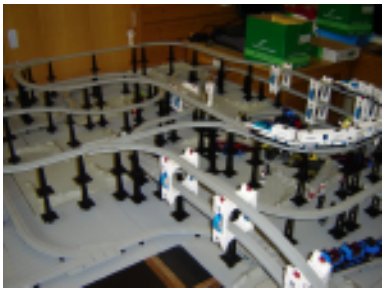
Event Report: The Merrist Wood Summer Show LEGO Display, 21/5/2006

by David Tabner (display organiser), photos by William Howard

Merrist Wood College has hosted an annual summer show for many years, and I have been involved with the event for a number of those. In 2005 I realised that it would be a great venue for a LEGO display. Despite widespread apathy, and even some opposition from other AFOLs, the event was a great success - being well received by over 3000 visitors (out of the 12,000 through the gate). This success was in significant part due to the efforts of the other displayers - Alastair Disley, Dean Earley, William Howard and Stephen Juby. I received a lot of very positive feedback from the College and consequently was asked to return with the display for 2006.

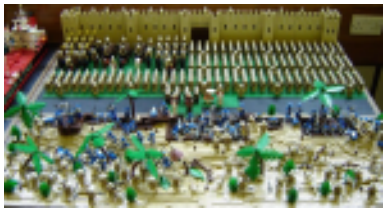
With a little more understanding of what to expect this time, myself, Will and Steve returned as the core of the 2006 display. New displayers this year were Richard James, Neil Martin and Jason Railton. I had hoped for eight or nine exhibitors, the optimal amount for the room, but was again frustrated in achieving this target.

We kept the standard themes of space-monorail, castle and trains. Last year's Caribbean port was a one off. I had initially intended to replace it this year with a Wild West town but that idea was dropped during planning. Instead a town section was created with Richard's large terraced street scene. After having displayed some tall ships last year as part of the port and castle, as well as seeing the impressive line-up at Petersfield earlier this year, I decided that we could use one of the long side benches of the room to display them. On the bench on the other side of the room, at Jason's suggestion (and using his reverser controller-attachment), I set my narrow gauge trains running on a single line.



Steve again had the space section to himself and had a superb multi-level monorail layout with Space Police, Blacktron and M-Tron models. This took ages to set up and the visitors enjoyed seeing it being assembled.

William put together another awesome castle for that section; to which I added my giant tan keep and Neil his 500-man medieval army. The castle was based around a two bailey principle with a river running between the raised upper bailey and the lower bailey - which included a wharf and obligatory market scene.



I had the miscellaneous section to myself, which I split into two; with my modern waterline ship models on one half and my colonial army on the other. Some of the army was set up as a 144x48 battle diorama (fighting mine and David Till's Union troops) with the rest of the regiment paraded behind and the remaining modules of my desert fort at the back.

Jason had assumed the organisation of the trains and created a magnificent double-loop layout using his NBLTC/GWLTC sections (in addition to some ad-hoc sections), to which I added three long sidings to the rear to be able to display the trains not currently running.

As an AFOL display, Merrist Wood 2006 was very important as it was the first event in the world to include the new IR battery train system. The 7898 Cargo Train set was on display and we ran its green loco for most of the day with the other trains. The IR train performed well and ran all day without needing to change its batteries.

Due to it pouring with rain all day, visitor numbers were down significantly (7000 this year compared to 12,000 last) and hence fewer visitors made it as far as our LEGO Display. Visitor numbers to the display were still in excess of 1000, but it meant that we had more space to move about as there were fewer times when the room was packed.

I'd like to thank the other exhibitors for their contributions to this display that, despite the inclement weather, was a great success. It was a long day though; I arrived at Merrist Wood at about 08:30, the event opened at 11:00 and closed at 17:00, and I finally left at 19:30.

We have already been invited to return with the Display next year.

BRICK TRICKS - 2

by William Howard

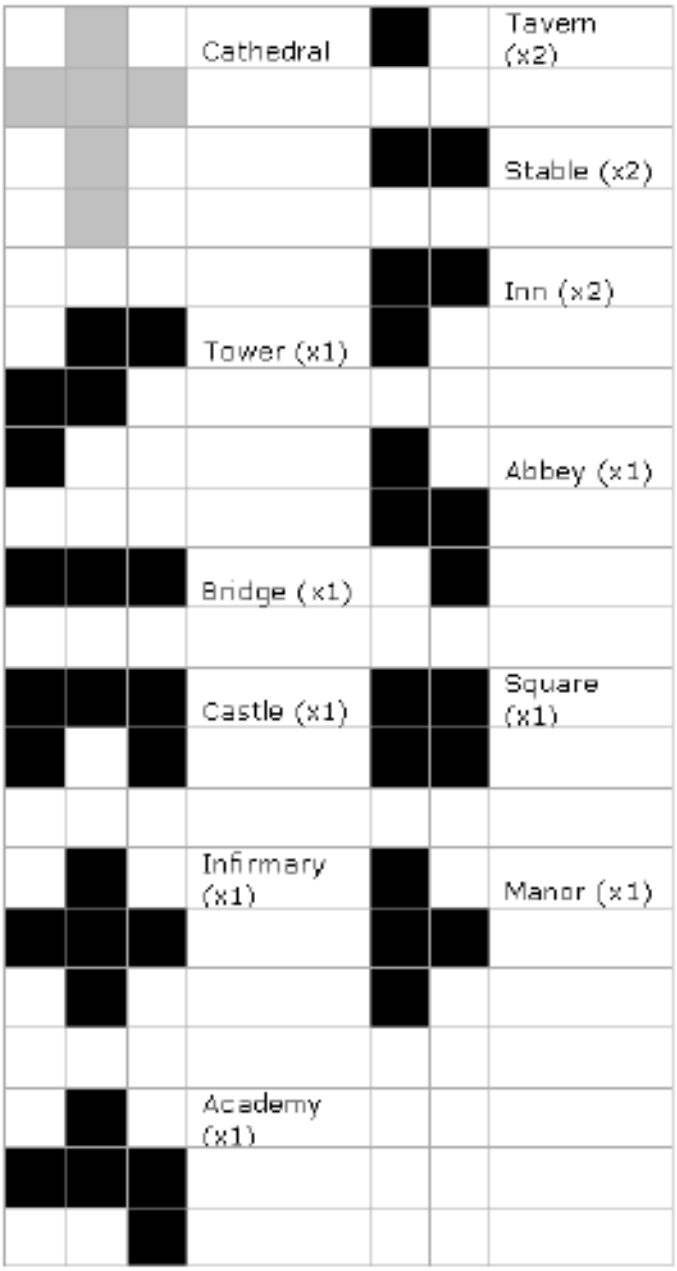
Game On - LEGO Cathedral

by Fiona Dickinson

Make a game out of a toy … and something a bit more involved than LEGO Jenga™.

A few years ago I got hooked on the game Cathedral[1] - a two player game based around a battle for supremacy between two factions within the walls of a Mediaeval City. A friend had a beautiful wooden set, a gift from a relative in New Zealand, and at the time New Zealand was the only place to buy the game. I wanted a copy of my own so I used some ingenuity and what I had available - LEGO - lots and lots of (but never enough) LEGO.

To play Cathedral you will need a 10 x 10 board and the following pieces (which can be built at any scale).



The cathedral piece is produced once (in a 'neutral' colour) with all the other pieces manufactured in both colours. The Abbey and Academy are produced mirrored between the two colours.

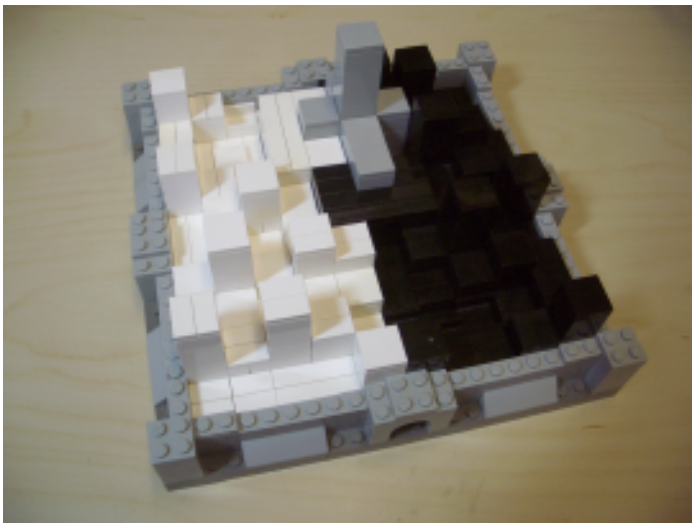
If you search the internet there are some great instructions available at Michlug[2]. However, these weren't available at the time I made both of my versions, so mine are a little different - but at the same time remarkably similar.

Sample pieces with one "square" represented by a 2x2 stud grid

The game is easy to learn but difficult to master. Full instructions can be found at the home of Cathedral[1].

The game begins with the placement of the Cathedral anywhere in the city. Players then take it in turns to place their pieces. The objective is to occupy as many squares as possible. Once a space is enclosed by the buildings of one player it cannot be occupied by their opponent.

The player who places all or most of their buildings within the city is the winner. In the case of a draw the squares the remaining pieces would cover are counted and the faction with the lowest total is the winner.

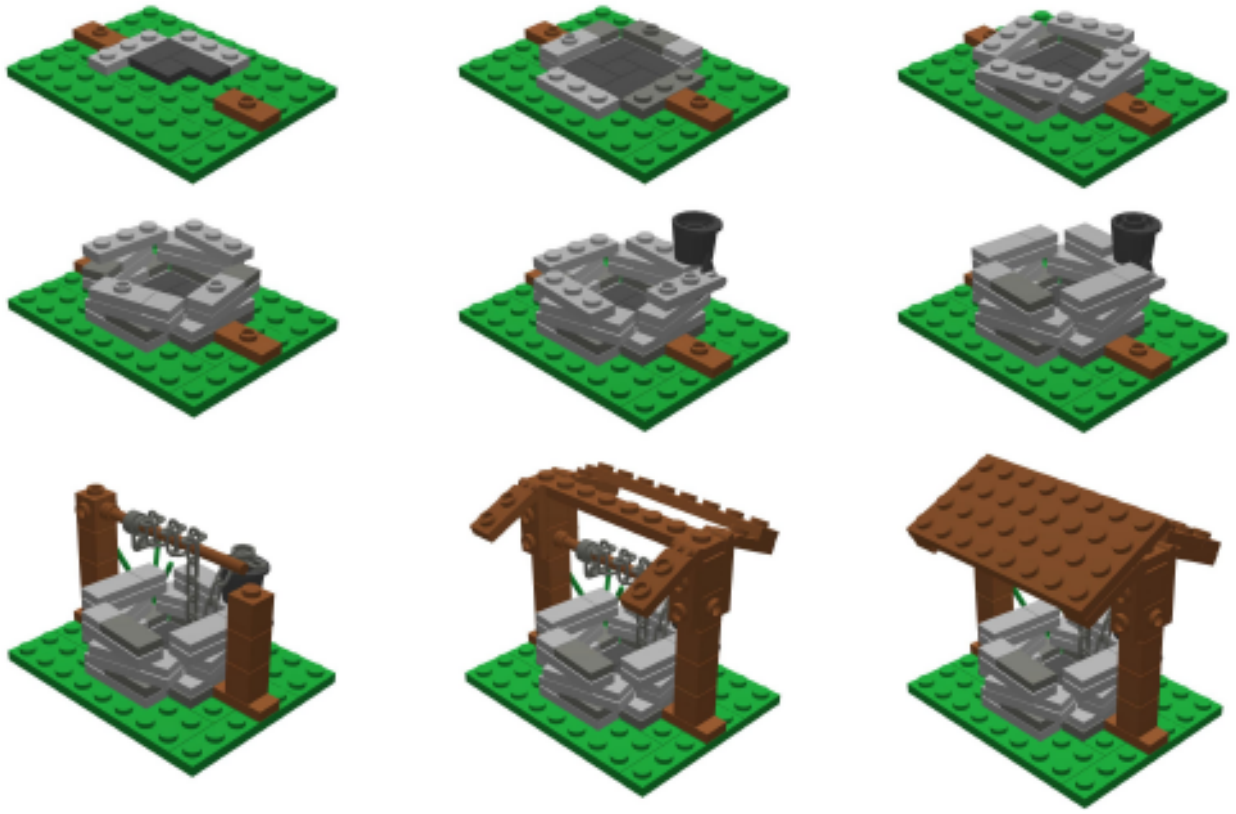


A complete set packed away. Packing the pieces into the board can be an interesting challenge in its own right!

1 http://www.cathedral-game.co.nz/
2 http://www.michlug.org/resources/instructions/cathedral/

9. Covered Well

by William Howard



LEGO Puzzle - Word Search

by Fiona Dickinson

Word search with a LEGO twist!

Find all the themes below hidden in the grid opposite. The unused letters will then spell out three other themes.

Alpha Team
Basic
Belville
Castle
City
Clickits (*sic - Ed*)
Creator
Dacta
Designer
Discovery
Duplo
Exo-Force
Factory
Harry Potter
Islanders
Legend
LEGO
Life on Mars
NHL
Pirates
Primo
Racers
Space
Studio
System
Technic
Town
Train
UCS
Vikings

o	m	i	r	p	i	s	l	a	n	d	e	r	s
p	a	r	s	e	t	a	r	i	p	a	l	d	i
a	s	h	a	c	i	t	y	r	s	o	t	d	c
l	k	a	r	r	n	i	a	r	t	p	s	i	l
p	r	r	u	o	s	t	u	d	i	o	a	s	i
h	e	r	c	f	t	l	h	n	k	s	c	c	f
a	n	y	s	o	r	a	a	i	c	r	b	o	e
t	g	p	t	x	l	d	e	e	i	e	d	v	o
e	i	o	g	e	l	p	b	r	l	c	a	e	n
a	s	t	r	s	c	a	u	v	c	a	c	r	m
m	e	t	s	y	s	h	i	d	s	r	t	y	a
c	d	e	u	i	l	l	n	w	o	t	a	p	r
t	u	r	c	r	l	e	v	i	k	i	n	g	s
d	n	e	g	e	l	s	f	a	c	t	o	r	y

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