

MANORCON XXIX

2pm Fri 15th July to 2pm Mon 18th July 2011

Stamford Hall, University of Leicester

Programme Booklet

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Timetable

Friday 15th July:

2 p.m. :	doors open
2 p.m. :	ad-hoc tournaments start
5 – 7 p.m. :	submitting second hand games to SHGS organisers
6 – 12 p.m.:	first round of the Diplomacy tournament
7:30 – 9 p.m.:	Second Hand Games Stall first session
12 p.m. :	First Midnight Party round
1 a.m. :	all gaming in the Dining Hall must finish

Saturday 16th July:

9 a.m. :	deadline for entry to croquet tournament
9 a.m. – sunset :	croquet tournament games
10 a.m. – 7 p.m.:	second (and Challenge) Diplomacy round
2 – 3 p.m. :	Second Hand Games Stall second session

10 p.m. :	Pop Quiz (Junior Common Room, Stamford House)
12 p.m. :	Second Midnight Party round
2 a.m. :	all gaming in the Dining Hall must finish

Sunday 17th July:

9 a.m. – sunset :	croquet tournament games
10 a.m. – 7 p.m.:	third round of Diplomacy
1:30 – 5 p.m. :	Treasure Hunt (Junior Common Room)
6:30 p.m. :	Diplomacy prize giving ceremony
12 p.m. :	Third Midnight Party round & End of most ad hoc tournaments
Midnight :	all gaming in the Dining Hall must finish

Monday 18th July:

9:30 a.m. :	Deadline for checking out of all rooms.
12:00 p.m. :	final prize giving ceremony
2 p.m. :	close doors

Welcome to ManorCon first-timers

So, this is your first ManorCon, and hopefully you're looking forward to the experience. However, it can be a wee bit daunting for the newcomer, so here are a few tips to make your life just that little bit easier!

Make sure you have a look through this booklet. There's little more disappointing than reading the booklet on the train home and discovering that you missed taking part in something interesting because you didn't know it was taking place.

If you're playing in the Diplomacy tournament, you'll need a pen for writing your orders. You'll also need a pen if you are writing the results of an ad-hoc tournament game on a result sheet before submitting it.

With over 200 other people attending, you should be able to find plenty of other people here who want to play the same sort of games as you. But with so many people around, how do you find the ones with similar tastes? There are several ways.

For **Croquet** and **Diplomacy**, there is a formal tournament. Just put your name on the sign-up sheet, and the Tournament Director will tell you who, where and when to play.

If you want to play any of the games for which there is an Ad-Hoc tournament, then there will probably be plenty of games of it played during the weekend. Either look around for someone setting up a game and ask if you can join in, or look for a group already playing a game, and ask if they know where you can get into a game. They may know of another group who will be starting soon, or they may be about to finish and start again themselves. Or look for the person running the tournament, and ask them to help you get into a game. Most of the Tournament Directors know the majority of the players who play in their tournaments. One or other of the ManorCon Committee will be "on duty" to answer queries, try to solve problems, etc. throughout the weekend. The Committee Member On Duty – look for the person with the helium balloon! – should be able to help you find the appropriate Tournament Director.

If you want to play a less common game, then there are game request forms on the Main Noticeboard. Have a look around the noticeboard for other people already looking for players in that game, and if you can't find any, then put up a new request form yourself. Bear in mind, however, that trying to find someone you've never met before in a crowd of 200 people is not easy, so make sure that your request form suggests a time to meet, either to play the game or merely to discuss when to play it.

Another approach is to start setting the game up on a table in a prominent position, and wait for people to come along and ask if you are looking for players. You could even put a sheet of paper saying "Players wanted" on the table while you're setting the game up so that other people won't be shy about asking.

If you aren't looking for a particular game, you just want to play something, then there are several things you can try doing:

- Have a wander round and see what is being set up. If you see a game that looks interesting, then ask about it. What is it, how long does it take, do the other players mind teaching you? Most people are happy to teach a new player, and if they aren't, they will often know someone else who is. Do bear in mind, however, that most people tend to underestimate how long games will take!
- Try asking at the ManorCon Registration Desk to see if anyone there is looking for a game. Or if the ManorCon Registration Desk is closed, ask the Committee Member on Duty instead.
- Look for other people looking equally lost, and ask if they are looking for a game.

At the end of the day, the aim of ManorCon is to play games and have fun. We hope you succeed in both, and that we will see you back next year as a new member of the ManorCon regulars.

Welcome

Welcome to another ManorCon, the twenty ninth of the series and the fifth one to be held in Leicester. This year, we are still at Stamford Hall in the University of Leicester. The Committee have been working very hard behind the scenes and in conjunction with the University to get the venue ready for you, and once again we have a bumper crop of tournaments and events organised for you. We can't promise it, but we hope the weather will be as good as the last few years, and not like four years ago – the year of the Deluge, for those lacking long term memories.

The usual longer running trophy tournaments are once again on hand, namely the Diplomacy, 18XX, Acquire, Puerto Rico, St Petersburg and Croquet. The Race for the Galaxy tournament is back for its fourth year, and Dominion for its third year. The long-running Midnight Party will continue to take place at midnight each evening during the convention. We also have the usual non-gaming events including the Pop Quiz, run by David Norman, and the eleventh ManorCon Treasure Hunt which will be run by Philip Hannay et al. After some doubts about whether it could be held this year, we are very pleased to announce that the Second Hand Games Stall will be taking place after all, and run by Richard Frost. However, it looks like this will be Richard's last year for running the SHGS. If you feel that you have the inclination and organising ability to take over the running of the SHGS next year, please speak to a Committee member, or to Richard himself.

As mentioned above, we are still at Stamford Hall. The accommodation on the Stamford site is split between Bowder Court (housing the en-suite singles arranged in blocks, with each block having its own kitchenettes) and the Lasdun Blocks (housing the standard singles). For those who need to phone home, phone cards are available for purchase from the Porter's Lodge. The gaming areas are split between two locations: the main gaming area is located in the Dining Hall where we also have all our meals, and additional gaming areas are to be found in Stamford House where the Bar is also located. Whilst talking about the Bar, we are pleased to announce that we have negotiated the return of glass glasses throughout the convention, but we require your help in this regard. For further details, see the section on the Bar on page 5.

Please note that we have to vacate the main gaming area in the Dining Hall by 1 am Friday night, 2 am Saturday night and midnight Sunday night, and we should attempt to be quiet while moving between the two gaming areas during the late evening; for further details, see the sections on Residents and Visitors, and the Gaming Areas.

So, have a fantastic convention everyone. There is a very full programme that should provide something for everyone, whether you are an old-timer, or here for the first time. Whatever you get up to, the important thing is to get on with the games, and most of all, have fun – that's what we are all here for!

Steve Jones, Chairman of the ManorCon Organising Committee.

Committee Members

In order to make it easier for you to find a committee member if you have any problems, the six committee members will be wearing large red printed name badges. The committee members are :

Steve Jones – The Chairman. Steve has been on the ManorCon committee since the late 1980's, becoming the chairman in 1999. He manages the Convention finances, runs the 18XX and Croquet Tournaments, and edits this Programme Booklet. He also liaises with the University.

David Norman has been attending conventions since 1994. Since then, he has become a regular attendee at conventions both in the UK and around the world. David is the Tournament Director for the Diplomacy tournament, and is running the Pop Quiz this year. He also maintains the ManorCon WebPages.

Neil Duncan is well known both at conventions, and in the Postal Gaming hobby where he edits the long running 'zine "The Cunning Plan". Neil is in charge of handling the advanced postal registrations.

Gary Duke is in his seventh year on the committee. After many years playing games with the Reg Desk people on Saturday, we decided to make him useful. Gary is in charge of organising the ManorCon Registration Desk and with running the online booking system and the room allocation system.

Mark Stretch is in his sixth year on the committee. Mark is in charge of publicising ManorCon and runs the Acquire, Puerto Rico, St Petersburg and Race For The Galaxy tournaments. He is a member of the Oxford Mob, and has been attending ManorCon for 22 years.

Nick Harrison is in his third year on the committee. Nick joined the committee as part of the Spielchamps organising team, and has stayed on despite Spielchamps having moved on to pastures new. Nick can usually be found at the gaming table closest to the Bar.

ManorCon is the largest amateur games convention in the UK, and organising it requires the devotion and effort, in their free time, of a large committee. If you feel that you could commit the necessary time and energy to helping to organise ManorCon, please let us know so that we could consider you when we need a new committee member.

Finding a Committee Member

Except overnight, there will always be a committee member available. If you need a committee member, please try to find the member who is on duty at that time. They can be found in one of four ways :

- 1) Look for the balloon. Once again we will have a helium balloon, which will be hovering above the Committee Member on Duty. There will also be a notice on the Registration Desk saying where to look for the balloon.
- 2) Ask at the ManorCon Registration Desk. There will often be a Committee Member there.
- 3) Ask at the Diplomacy tournament desk. However you may have to wait to get a response, as David may be busy running the Diplomacy tournament and this will take precedence over your questions.
- 4) From outside the convention, the committee can be contacted by phone on the ManorCon Mobile Number, 0797 713 6609.

24 Hour Porters

Stamford Hall does not have a Porter as such, but John Foster Hall has a 24-hour porter service which covers the whole campus. John Foster Hall is located on Manor Road opposite Bowder Court. There should always be someone on duty in John Foster Hall, even at night. They can be contacted by phone on 0116 221 2035 (ext 54205 internally).

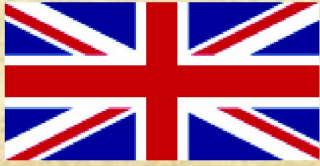
Problems

If you have any problems with your room (e.g. your key doesn't work, the light bulb's blown, etc), please contact the Porters at John Foster Hall in the first instance (see above). Likewise, if there are any general "housekeeping" problems such as blocked or flooded toilets, or if your room hasn't been cleaned and serviced, please bring them to the attention of the Porters so that they can be put right at the time, rather than waiting until the convention is over and then complaining to us! If, on the other hand, you have any problems relating to the convention rather than the venue, please seek out the Committee Member on Duty so that they can be dealt with promptly. If you accidentally break anything, please report it to a committee member or to the Porters. It is very embarrassing for the ManorCon committee if damage goes unreported and is subsequently discovered by the site staff.

Convention Hours

All convention attendees are welcome to play games in the Dining Hall up to 1 am on Friday night, 2 am Saturday night, midnight Sunday, and in Stamford House 24 hours a day. The Dining Hall has to close early each night, so we ask for your co-operation in this matter. If you decide to start that late game in the Dining Hall, please make sure that you can finish it by the listed times above; alternatively, you could adjourn to one of the gaming areas in Stamford House.

You will be given a name-badge when you arrive, and are requested to wear this at all times. It will be colour-coded to display your status and help both us and the university staff. Please do not swap name badges with anybody else! **Note that residents will need their badge for breakfast.**



MidCon 2011 EuroDipCon 2011

Hallmark Hotel, Derby, DE1 2SQ

11-13 November 2011



The Convention

MidCon XXXIII takes place in the comfortable Hallmark Hotel in Derby from Friday morning (11am) to Sunday evening (6pm).

Costs

Attendance at MidCon costs £17-£20 for the whole weekend (day rates of £10 for each of Friday, Saturday and Sunday) and accommodation is available in the Hallmark Hotel or its sister establishment, the European Inn across the road, at reasonable rates. Both hotels have dedicated, free, car parks.

Derby railway station is about 50 metres away, and there is a bus link from there to East Midlands airport.

The City

Derby has a new Westfield centre for shoppers, and old 'cathedral quarter', and a number of interesting museums. There are at least two dining areas in the city (one near to the hotels), and a busy nightlife as well as several 'real ale' pubs.

Booking

Booking forms are available at the ManorCon registration desk.

If you would like to join us at MidCon, please complete the form and return it with the appropriate convention fee to: Jeremy Tullett, MidCon, 7 Midland Place, Derby, DE1 2RR, or, alternatively, register electronically at www.midcon.org.uk



New Second Hand Games Sale organiser needed

Richard Frost is retiring as the Sale organiser. Could you take on this role from next year? If so, please speak to the ManorCon Committee, or to Richard.

If we do not find a new organiser, we will have to discontinue this popular feature of ManorCon.

The Bedrooms

The en-suite bedrooms are located in Bowder Court. These are arranged in half a dozen blocks at the rear of the site (see site plan on page 8). To reach them follow the path leading past the Dining Hall and through the Lasdun Blocks complex; this then leads directly to Bowder Court. These blocks each have communal kitchens. The car park for Bowder Court residents is accessed from Manor Road, but note that parking may be restricted because of renovation work that is being undertaken.

The standard single bedrooms are to be found in the Lasdun Blocks (see site plan on page 8), which adjoins the Dining Hall. It is recommended that Lasdun residents use the main car park accessible from Stoughton Drive South (see site plan on page 8). Additional parking is available in the Kent House car park, accessible via Stoughton Drive South, and Beaumont Hall, accessible from Stoughton Drive South.

Note that all bedrooms have a Cat-5 Ethernet socket which can be used to connect a laptop to the Internet. However, no network cable is supplied, so you will have to provide your own. The phones in the bedrooms may be used to make external telephone calls using phone cards supplied by the University; these cost £3 each. These are available for purchase from the Porter's Lodge in John Foster Hall.

If you're going to be heading to bed in the small hours, maybe just a tad the worse for wear, please try nevertheless to be a little considerate of the feelings of your fellow gamers, who may be trying to catch a little shut-eye before an early start in the morning. i.e. PLEASE TRY TO KEEP THE NOISE DOWN!!!

On your day of departure, you must vacate your room and return your key by 9:30am. Please note that the University charges 30 Pounds (YES, 30 POUNDS!) for lost keys, and ManorCon will pass on this charge; so it is in your interest to look after your room key – PLEASE ENSURE THAT YOU DO SO. Also, we shall put out a box for you to return your key when you leave.

The Canteen and Bar

The Canteen

The Canteen in the Dining Hall is open at the following times :

Breakfast:	08.00 - 09.30	(Saturday, Sunday and Monday)
Lunch:	12.30 - 14.00	(Saturday, Sunday and Monday)
Dinner:	17.30 - 20.00	(Friday)
Dinner:	18.30 - 20.00	(Saturday and Sunday)

The Canteen provides a full English breakfast for free to all resident attendees upon production of their convention badges – so don't forget your badge, or don't lose it! We have exclusive use of the Dining Hall at all times during the course of the convention. At lunch and dinner, the dining area operates on a cafeteria basis where payment is on a cash basis. Hot and cold meals are available for both lunch and dinner, and baguettes/sandwiches and rolls will also be available at lunchtime.

You are free to eat your meals anywhere in the Dining Hall gaming area. You may, if you wish, take your meal tray over to Stamford House to eat; in this case, you **MUST** return it to the Dining Hall after you have finished eating. Please tidy your meal trays into the racks provided after you've finished eating.

Other Refreshment Supplies

Tea and coffee will be available continuously in the main Dining Hall gaming room at £1 per cup from breakfast until 30 minutes after the evening meal stops serving. Payment will be at the same tills as for meals. For other times, there are two vending machines in Stamford Hall; one does soft drinks, and the other does chocolate/sweets and crisps. The staff will endeavour to keep these filled during the weekend.

Kettles, cups, etc are provided in all the accommodation rooms. However, it is the residents responsibility to provide their own tea, coffee, milk, etc.

The convention is 10 minutes walk away from an Asda supermarket and Oadby centre, where there are plenty of shops and restaurants. For further information, see pages 14 to 16.

The Bar

We have asked for the bar to be open at the following times:

Friday:	14.00 - 01.00
Saturday and Sunday:	12.00 - 01.00
Monday:	12.00 - 14.00

The Bar is run by the University catering team. Note that although the Bar is open until 1 am each night, it may close early if not doing much business. The choice of drinks on offer includes beer and lager on draught, and bottled cider as well as a range of soft drinks. They stock the following draught products: Carling, Grolsch, Magners, Worthington's, Guinness, Olde English Cyder and Grolsch Wiezen (Wheat Beer); in addition, they will be stocking a local cider called Scrambler. Also, they are ordering in 9 barrels of Real Ale for us specially; there will be one keg each of Bishops Finger, Black Sheep Best Bitter, Bombardier, Gem (Regional), Lancaster Bomber, Landlord, Old Speckled Hen, Olde Trip and Rev James. **Remember the problem with plastic glasses last year? It appears that the switch to plastic was occasioned by, in previous years, people taking their drinks all over the site and not returning the glasses; this led to glasses disappearing. We have managed to persuade the Bar to switch back to glass glasses, but we require your cooperation in this matter. If you take your drinks outside Stamford House, please return the glasses to the Bar when you have finished. If enough of you don't do so, the Bar may switch back to plastic glasses.** Note that the Bar area is available to us for playing games.

The Gaming Areas

The main gaming area is located in the Dining Hall. Upon exiting Stamford House, bear right and follow the path leading to the rear of the site. The Dining Hall is located to your left as you approach it; if you are not sure, see the site plan on page 8. **The main gaming hall is open from breakfast until 1 am on Friday night, 2 am on Saturday night and midnight on Sunday night; when moving between it and Stamford House during the late evening, you need to be fairly quiet.** We ask for your co-operation in this matter. If you wish to carry on gaming very late, you will need to adjourn to the gaming areas in Stamford House, where there are no time restrictions.

The other gaming areas are located in Stamford House – see the floor plan on page 9 of this Programme Booklet. Stamford House has an open wireless network which attendees can use to connect a laptop to the internet. The Junior Common Room will not be available for gaming during the Pop Quiz (Saturday evening) and the Treasure Hunt (Sunday Afternoon). Similarly, part of the Games Room will not be available for gaming during the Diplomacy Tournament Rounds (Friday evening, Saturday and Sunday daytime). The Warden Room is reserved for the Second Hand Games Sale (All of Friday and Saturday daytime). The remaining rooms, and the above rooms when not reserved for other uses, are available for open gaming. Note that the Junior Common Room, Lounge Area and Games Room are a single, continuous open area.

As required by law, all indoor areas are no smoking, so if you need to smoke, please do so outside.

A large number of rubbish bins are provided in the Dining Hall and other areas; note that some of these will be for recyclables of various types. Please can you help to keep the gaming areas tidy by putting your rubbish in the bins supplied when you have finished with it.

Noticeboards

There will be three noticeboards around the gaming areas :

The Main Noticeboards

There are two main Noticeboards, one located just inside the Dining Hall and the second on the wall next to the Bar. These jointly contains the rules, results sheets and results envelopes for all the ad-hoc tournaments, the signup sheet for the Croquet, and the instructions on how to find the Croquet Lawn.

These Noticeboards also contain all the non-tournament notices. You can find anything there, from people looking for players for a more obscure game (i.e. game request sheets), to completely non-gaming notices. As you would expect, the committee asks that all notices be polite and non-confrontational, and reserves the right to remove any notice that they feel to be inappropriate.

The Diplomacy Noticeboard

This contains signup sheets, etc, for the Diplomacy. It can be found in the Diplomacy area, located in the Games Room in Stamford House.

Stalls and Sales

This year, there are two stalls at which you can buy things.

Second Hand Games Stall

The Second Hand Games Stall is being run by Richard Frost. It will take place in the Warden Room in Stamford House between 7.30pm and 9pm on Friday evening and between 2pm and 3pm on Saturday afternoon. The packing up and settling between the organisers and sellers will be completed by 4pm Saturday afternoon. If you have any second hand games to sell, take them along and book them with the organisers in the Office between 5pm and 7pm Friday, and between 11am and 1pm Saturday; note that you need to sign a Terms and Conditions form.

Milestone Games Stall

Milestone Games will be running a Games Stall over the course of the weekend; see their ad on page 13. They have the sole right to sell first-hand games at ManorCon, and anyone else wanting to do so must speak to the committee first. They will be located in the Dining Room. There will be a 15% discount available on all games sold at their stall, and a 20% discount on some selected items. Most of your favourite games should be available.

Tournament Overview

As ever, there are a good number of tournaments at ManorCon. These can be grouped into two types – fixed schedule, and ad-hoc.

- Fixed schedule tournaments are made up of a number of rounds. Players must sign up in advance – in some cases for each round, and in some cases for the whole tournament. In some cases, you are then told who to play, but make your own arrangements as to when you play them. For others, the timing of the games is also fixed.

- Ad-hoc tournaments are much more informal. You find some players, you play a game, and you put a result slip in the envelope. At the end of the weekend, the tournament director takes all the results and calculates the result. The rules, results envelopes, etc, can be found on the Main Noticeboard. The deadline for ad-hoc tournaments varies from tournament to tournament, the earliest being midnight on the Sunday. Check the noticeboard for more details. Note that some ad-hoc tournaments will be providing an opt-out facility for those players who want to play the games but who do not want to be ranked in the tournament results.

All tournaments welcome beginners, although in the case of fixed schedule tournaments, you should let the Tournament Director know well in advance of the start time for the round, in order to make sure you know the rules, and are ready to play when the round starts. In the case of ad-hoc tournaments, just find a game starting and ask if they mind a beginner joining in. Most players will welcome new players (although some may want a serious game, in which case, ask them to direct you to someone who can teach you).

For details and a full description of all the tournaments, see pages 11-12.

Upcoming Conventions

Evesham Games Day

Evesham Town Hall

13th August 2011

Contact: [m.a.stretch\(at\)btinternet.com](mailto:m.a.stretch@btinternet.com)

The 15th Mind Sports Olympiad

London University Union

20th to 28th August 2011

Contact email: mindsportsolympiad@gmail.com

Website: <http://www.boardability.com/>

Raiders of the Game Cupboard XVI

The Salvation Army Citadel, Burton upon Trent

17th September 2011

Website: <http://www.raidersofthegamecupboard.co.uk>

WorldDipCon XXI

Coogee Bay, Sydney, Australia

1st to 3rd October 2011

<http://www.daanz.org.au/wdc2011/>

TringCon XXIII

Marsworth, near Tring, Hertfordshire

1st October 2011

Contact Keith Thomasson: [tringcon\(at\)fwtwr.com](mailto:tringcon(at)fwtwr.com)

Website: <http://www.fwtwr.com/tringcon>

Spieltage

Messe Gruga, Essen, Germany

20th to 23rd October 2011

Website: <http://www.merz-verlag.com>

Pasteboard and Plastic 16

The Scout Hut, Saltdean, Brighton.

29th October 2011

Website: <http://uk.groups.yahoo.com/group/pasteboardandplastic>

MidCon XXXIII / EuroDipCon XIX

Hallmark Hotel, Derby

11th to 13th November 2011

Contact [jeremy.d.tullett\(at\)btinternet.com](mailto:jeremy.d.tullett@btinternet.com)

Website: <http://www.midcon.org.uk>

Raiders of the Game Cupboard XVII

The Salvation Army Citadel, Burton upon Trent

29th December 2011

Website: <http://www.raidersofthegamecupboard.co.uk>

Winter StabCon

Britannia Hotel, Stockport

6th to 8th January 2012 (tbc)

Contact: [bookings\(at\)stabcon.org.uk](mailto:bookings(at)stabcon.org.uk)

OxCon

The Mitre, The High Street, Oxford.

January 2012 (tbc)

Contact email: [board\(at\)herald.ox.ac.uk](mailto:board(at)herald.ox.ac.uk)

Website: <http://users.ox.ac.uk/~board/oxcon/>

SoRCon

Ramada Hotel, Colchester

February/March 2012 (tbc)

Contact: [info\(at\)sorcon.co.uk](mailto:info(at)sorcon.co.uk)

Website: <http://www.sorcon.co.uk>

TringCon XXIII

Marsworth, near Tring, Hertfordshire

31st March 2012

Contact Keith Thomasson: [tringcon\(at\)fwtwr.com](mailto:tringcon(at)fwtwr.com)

Website: <http://www.fwtwr.com/tringcon>

Raiders of the Game Cupboard XVIII

The Salvation Army Citadel, Burton upon Trent

31st March 2012 (tbc)

Website: <http://www.raidersofthegamecupboard.co.uk>

BayCon

Exeter Court Hotel, Kennford, Devon

12th to 15th April 2012 (tbc)

Website: <http://www.baycon.co.uk>

Beer and Pretzels

The Town Hall, Burton upon Trent

May 2012 (tbc)

Website: <http://www.spiritgames.co.uk/bnpdetails.php>

UK Games Expo

The Clarendon Suites, Edgbaston, Birmingham

25th to 27th May 2012

Contact: [richard\(at\)ukgamesexpo.co.uk](mailto:richard(at)ukgamesexpo.co.uk)

Website: <http://www.UKGamesExpo.co.uk>

Raiders of the Game Cupboard XIX

The Salvation Army Citadel, Burton upon Trent

23rd June 2012 (tbc)

Website: <http://www.raidersofthegamecupboard.co.uk>

Summer StabCon

Britannia Hotel, Stockport

July 2012 (tbc)

Contact [bookings\(at\)stabcon.org.uk](mailto:bookings(at)stabcon.org.uk)

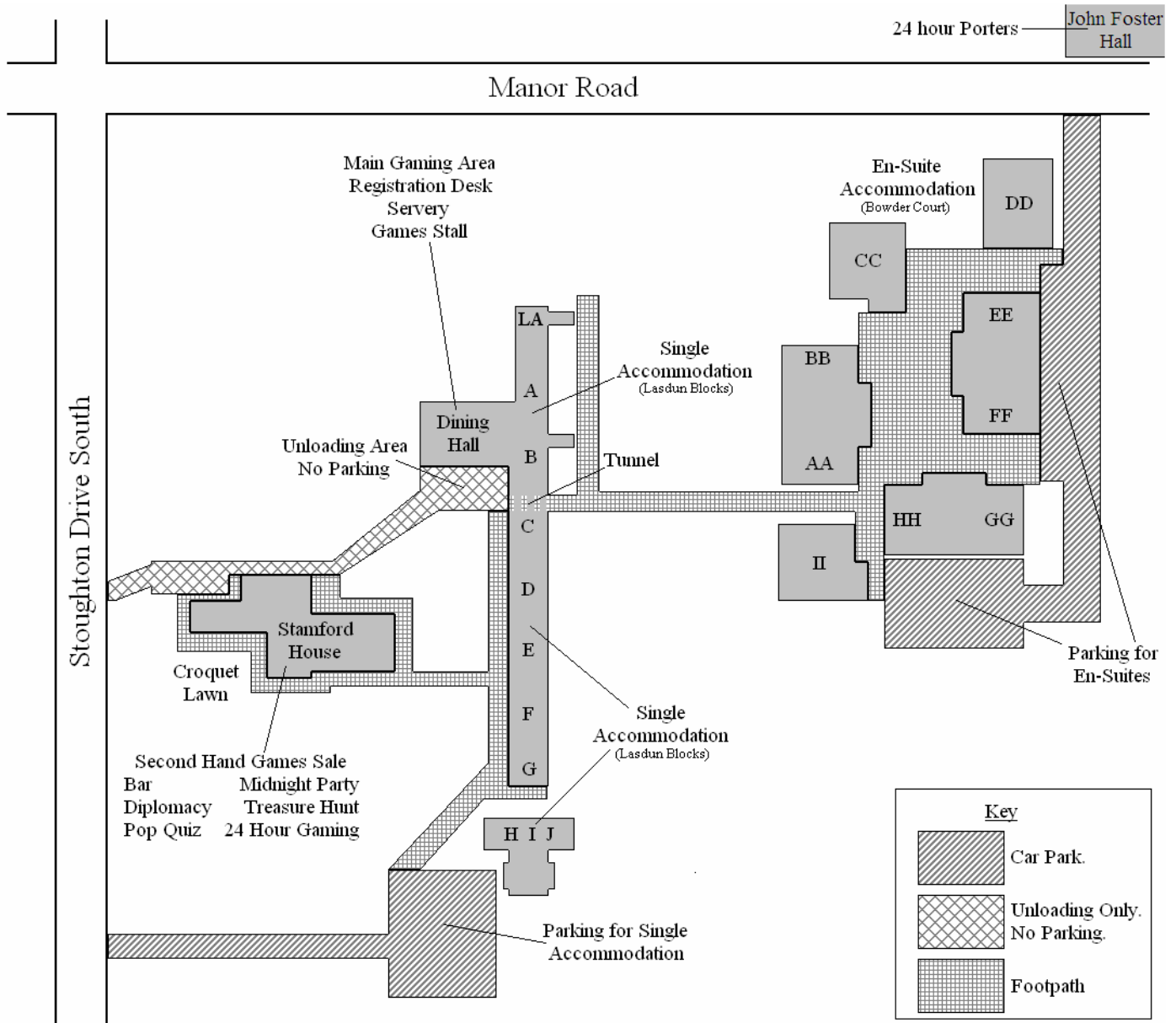
ManorCon XXVII

Stamford Hall, University of Leicester

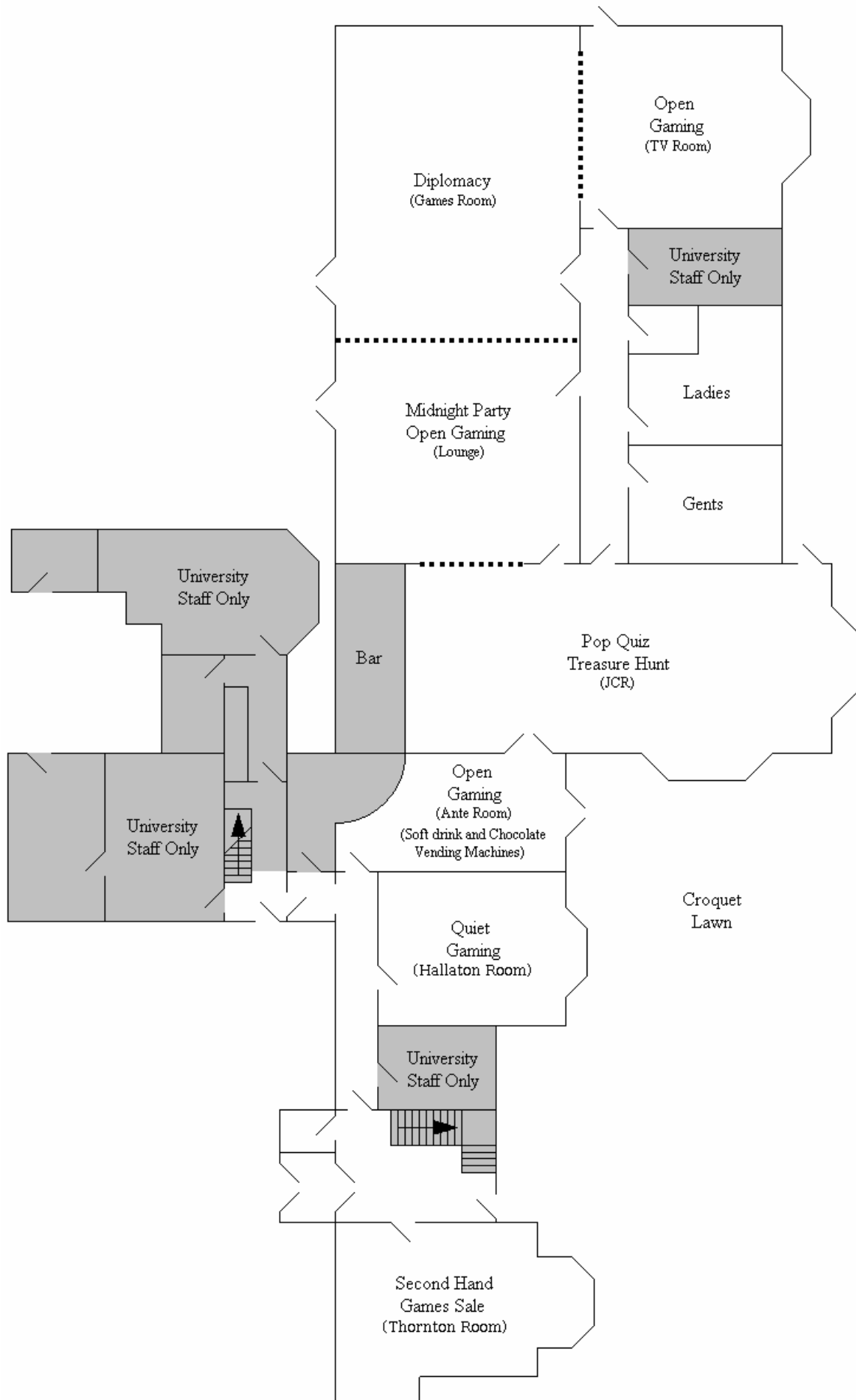
20th to 23rd July 2012

Contact Steve Jones: [info\(at\)manorcon.org.uk](mailto:info(at)manorcon.org.uk)

Website: <http://www.manorcon.org.uk>



Plan of the Ground Floor, Stamford House



Evesham Games Day 2011

13 August 2011

Evesham Town Hall

Open 9am – 11pm - Entry fee: £5:00

Evesham Town Hall is located on the High Street/Market Place in Evesham.

The first floor venue has plenty of space for playing games.

There is a licensed bar on site and as much tea/coffee as you can drink.

There are numerous cafés, restaurants and shops nearby for when you are hungry.

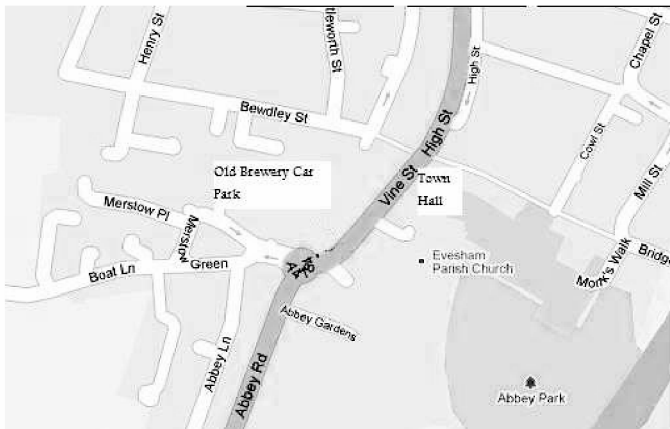
Heron Games

Keith Thomasson will be there from Heron Games, with a selection of games available to buy. To reserve the game you want, contact Keith beforehand at:

<http://www.fwtwr.com/store/index.asp>

Diplomacy

There will be a two round diplomacy tournament here. Both newcomers and old hands are welcome to try out this classic game of negotiation. Visit <http://www.dsct.co.uk/> for more details.



Parking in Evesham:

There are various car parks in Evesham. The nearest all day car park is the Old Brewery, behind the fire station. From there it is easy to walk through to the Town Hall.

Getting to Evesham by Train:

Evesham is on the mainline from London Paddington to Worcester/Malvern. Leave the railway station by the main exit and you come out onto one end of the high street. Turn right and continue down the high street until you reach the town hall.



For more details, email Mark Stretch on m.a.stretch@btinternet.com or visit <http://www.ukf2fdip.org/Ad%20Hoc/Evesham%202011.html>

Tournament Details

18XX is an ad-hoc tournament run by Steve Jones. The tournament includes a whole stable of games based around the theme of making money from running railroads, with each game in the stable being named after a year from the eighteen hundreds (hence the tournament name). Essentially, they are complex business games in which the players generally buy shares in the various railroad companies that are available, and attempt to run them for profit (assuming you manage to get control of a company). Each game consists of two interacting sub-games: one in which the players buy and sell shares in the railroad companies, and one in which the players run the railroad companies (this last involves building track, buying trains and running services). In many of the games, it is a bad idea to end up in control of a company without both funds and a train, because you are then forced to buy a train from the bank with your own cash. Therefore, you should be careful (caveat emptor!) about purchasing multiple shares in a company just because it is paying high dividends; the player currently running that company may transfer its train to one of his other companies and dump the train-less company on you. 18XX games tend to be long (from 4 to 10 hours). The rules are highly complex, and vary from game to game within the genre. If you want to try one of these games out, they are usually played in the Library (the Quiet Gaming room in Stamford House), but you are advised to turn up early (just after breakfast, 9 a.m.) to be assured of getting into one of the (typically) three games that start each morning.

Acquire is an ad-hoc tournament run by Mark Stretch. It is one of the few games to have been played at every ManorCon. The players form chains of hotels on the board, and then buy shares in them. As the chains expand, their value increases. Eventually take-overs start to occur, with the larger chains swallowing up the smaller ones. When this happens, the shareholders in the smaller chains are bought out, with a nice little cash bonus going to the two largest shareholders. So the trick is to buy shares in companies which you think are vulnerable to takeover, based on the limited information available to you; however, there is always the problem that you may have backed the wrong horse. Of course, once a chain is taken over, you have the problem of what to do with its shares; you could either sell them for cash, convert them into shares in the takeover chain, or hang on to the now worthless stock in the hope of making a killing further down the road. This latter option is viable because there are usually new chains appearing all the time, a few of which may grow to be large, but most of which get swallowed up by the larger chains before they have a chance to grow (in which case, you may get the primary shareholder cash bonus). Eventually the hotel market becomes saturated, at which point the players count up their money and the value of their shares, with the player having the highest value winning. A game of Acquire lasts 90-120 minutes. Learning takes a few minutes, and most people will be more than happy to teach a new player.

Croquet is a fixed schedule tournament run by Steve Jones. Unlike the other tournaments, the games are played outside on an area of grass that is nowhere near flat enough to be called a croquet lawn but it's a lot better than anything we used before! The lawn is located on the south side of Stamford House (see map on page 8), and can be accessed from the Ante Room just off the Bar (see floor plan, page 9). Each game is scheduled to last an hour and is a 14-point game; the winner is the first player to reach 14 or, in the event of time running out, the player with the most points. The tournament is a 16-player knockout tournament, with most of the first round games being played by Saturday evening. The first 16 entrants will be accepted. The signup sheet and directions to the Croquet Lawn are on the Main Noticeboard.

Diplomacy is a fixed schedule tournament run by David Norman. The rounds start at 6pm on Friday, 10am on Saturday and 10am on Sunday. In all cases, you need to be signed up half an hour before the round starts. A multiple of seven people are needed for each round, and if this can not be achieved, then the last people to sign up will be dropped. Players are welcome to play in any number of rounds. Each game lasts up to 8 hours. The rules can be learned in half an hour, although it is recommended that you allow more time than this, so that a short practice game can be played before you start a tournament game. The signup sheets can be found on the Diplomacy Noticeboard.

Diplomacy Challenge is a fixed schedule tournament run by David Norman. It is run in conjunction with the Saturday round of the Diplomacy Tournament, and is aimed at those players who do not wish to ~~waste~~ spend the entire weekend playing Diplomacy! The player who gets the highest score in the Saturday round of the Diplomacy wins the Diplomacy Challenge.

Dominion is an ad-hoc tournament run by Dane Maslen. It was released at Essen three years ago, won the Spiel des Jahres 2009, and quickly spawned both a number of expansions and an avid following. It is a fantasy card game in which the idea is to build up a deck of cards. There are typically three types of cards in the game: Money cards, Action cards and VP cards. The VP cards are the primary means of gaining Victory Points, but during play they take up space in your hand and are useless. The Action cards give you certain abilities depending upon the type of card; only a subset of these are available in each game being played, so this allows lots of re-playability. The Money cards are just that, and are the prime means of purchasing new cards, particularly the high scoring VP cards. When it is your turn, you draw five cards from your deck and use these to maximize your position. Do you buy VPs, an Action card, or more Money? Each game takes about 30-60 minutes, and it is relatively easy to learn how to play. But be warned: it can become addictive!

Midnight Party is a three round tournament played late on the Friday, Saturday and Sunday nights during the convention, and is run by Steve Guest. Each round starts at 12:00p.m. (Midnight) in the Lounge area of Stamford House. The idea of the game is to avoid being caught by Hugo the Ghost in a kind of musical chairs in which a limited number of rooms (to hide in) take the place of the chairs. It started many years ago as an unofficial event, but has become more and more popular (and cultish) each year. Each round takes about 45 minutes, and it is very easy to learn how to play.

The Pop Quiz is at 10:00pm on Saturday in the Junior Common Room in Stamford House. It is run by David Norman, and is for teams with up to four members. In a reversal of recent ManorCon pop quizzes, this year's quiz contains music that everyone will know! The challenge of knowing obscure songs from 1963 will be replaced by new challenges which everybody can have a go at. We could give away more, but that would kind of defeat the object of the quiz! So turn up at 10pm for music and fun. Teams will be formed at the start, so don't worry if you don't have a team before you arrive.

Puerto Rico is an ad-hoc tournament run by Mark Stretch. Each player starts with a single plantation, a little bit of money (doubloons!) and no colonists on the newly discovered island of Puerto Rico, or some similar island in the Caribbean. By starting new plantations, shipping and selling goods processed from what your plantations produce, and constructing buildings, they earn money and victory points. Each round each player gets to choose one of several roles (you will always have at least four to choose from) and all players perform the appropriate action for that role, e.g. set up a new plantation, construct a new building, acquire colonists (or, cough, cough, slaves) to work the plantations, processing plants and other buildings, produce goods, sell goods or ship goods. Choice of role can be as much determined by what is bad for the other players (e.g. choosing to produce goods before the other players have had the opportunity to acquire colonists for their plantations and processing plants) as by what is good for oneself; sometimes, the knock-on effects of your decision may not be obvious and you may get lots of advice from your fellow players as to what to do. The game lasts 60 minutes to 2 hours, depending on the number of players (which can be from three to five), and is relatively simple to learn. The tactical and strategic nuances of the game means that novices may take a game or two to find their feet. Nevertheless, it is an excellent game to play so if you get the opportunity, try a game or two.

Race for the Galaxy is an ad-hoc tournament being run by Mark Stretch. It was released at Essen four years ago, and has become very popular since. It is a science fiction card game based on the theme of building empires in space. Each player starts with a single home world and attempts to build an interstellar empire by building up their infrastructure and colonising/conquering new worlds. Each turn each player chooses one of several roles, and then between one and five phases are played; however, a specific phase will only be played if at least one of the players chooses the role that triggers that phase. One of the skills in the game involves choosing which role to play from among several which you might like to do. How your empire develops is entirely up to you. Do you become a military conqueror, or colonise lots of worlds, or go for a strong economy that generates VPs, or some mixture of these? The number of players possible will depend upon whether you are playing with one or more of the expansions that have since been released. The basic games allow up to four players with expansions increasing this to a maximum of six. Each game takes about 30-45 minutes, and it is relatively easy to learn how to play. But be warned: this game is very addictive!

St Petersburg is an ad-hoc tournament run by Mark Stretch. It is loosely based on the founding of St Petersburg by Peter the Great of Russia in the 17th Century. Each player starts with a pot of money and competes to buy control of workers (who usually generate income), buildings (which usually generate victory points) and aristocrats (who generate a mixture of income and victory points). Playing the game involves a ever-changing trade-off between income and victory points, and cash flow management is critical to ultimate success. The original game was intended for 2-4 players, but an expansion has been released which allows up to 5 players; be sure that you know which you are playing: the basic game or the expansion. The expansion has been designed to enable a fifth player to take part, but you can play with the expansion for a game involving fewer than five players; note that if you play with the expansion, it is advisable to use only the New Society expansion cards, and avoid using the Banquet expansion cards. St Petersburg takes up to 60-90 minutes to play with the basic game, and is a bit longer if the expansion is used. It is relatively easy to learn (but difficult to master).

The ManorCon Treasure Hunt is being run by last year's winners "One Phil and Five Fillers" – Philip Hannay, Mark Fox, Mark Rigby-Jones, Robin Walters and Gordon Aickin. To get a flavour of the theme, read the following, if you dare...

Travel through time with this year's treasure hunt, from the ancient Aztec to the distant future! All in under 3 hours! This year's hunt will, like last year, be a fixed time period, with an exciting finale that everyone has a chance to win.

Cranial Recreation? Your Starting Time - After Lunch.

The hunt will start at 1:30pm on Sunday, in the bar area. It is a team event, requiring teams of 5. Five shall be the number in a team, and the number in a team shall be 5. Don't worry if you don't have enough people to make a full team, or even if you're on your own - come along anyway and we'll team you up.

Make All Zombies Extinct!

The treasure hunt doesn't contain zombies. At least, not much. But the only way to find out what it does contain is to turn up and take part! There aren't any clues in this text. See you there.

If There Is A Tournament You Would Like To Run in future years, then please let us know. ManorCon is happy to have just about any type of tournament, provided there is someone to run it, and it doesn't disrupt the other convention-goers. We will usually provide a certificate for the winner for the first year, and if the tournament is a success, then in future years this will be upgraded.

ManorCon 2011 – Games Store

Open Friday afternoon – Monday morning

A wide range of Board Games and accessories

All items with 15% on Retail Price

Check-out our Special Offers

Payment accepted by Cash, Cheque or Credit/Debit Card

Pre-Order & Mail Order Service to UK and Overseas

The Case:

Despite international recognition, a well-know King never wore a crown or a robe and was not considered royalty in his native land. He was both loved and hated and could not be deterred from trying to rise up against the injustices in his land.

The Mystery:

Who is the man and what year did he die?

Clues:

He does not have a Roman numeral after his name.

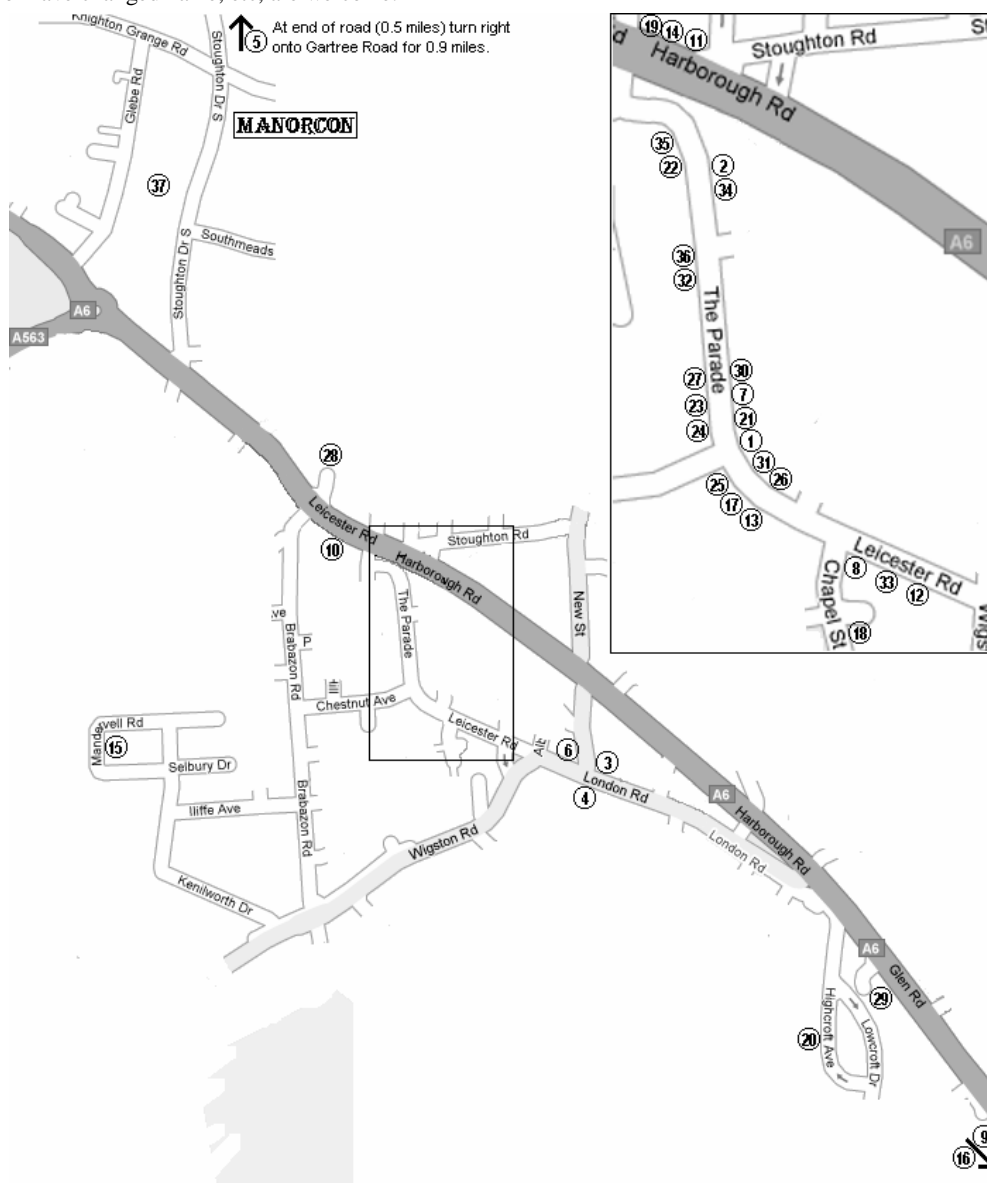
He shares his name with his father.

The nation mourned his death.

He is a doctor, but he never went to medical school.

Map of the Surrounding Area

This map shows Oadby centre, located just to the south of the convention. The location of the restaurants, banks and other facilities listed in the following pages is shown on the map. Positions within a street should be fairly accurate, but they are a mix of experience from previous years, feedback from attendees, and guesswork, so please don't rely on the map alone! Corrections, information about additional facilities, facilities that no longer exist, or have changed name, etc, are welcome.



The Surrounding Area

As we've now been in Leicester for a few years, our knowledge of the surrounding area is growing all the time. This is partly due to the committee's use of the local facilities, but mainly from the feedback we get from you. So if you do use anything mentioned in this section (or indeed, anything which is not mentioned but should be), please make sure you mention it when you fill in a questionnaire at the end of the convention.

The convention is located 10 minutes walk from Oadby centre. Oadby is a suburban centre on the outskirts of Leicester, and has a good collection of shops, restaurants, etc. To get to Oadby, walk out to Stoughton Drive South from Stamford House, turn left and follow it down to where it runs into the A6; once there, turn left and follow the A6 into Oadby centre.

Local Banks, Building Societies etc

Barclays Bank (21): Located at 25 The Parade in Oadby centre. There is an outside cash machine.

Nationwide Building Society (22): Located at 92 The Parade in Oadby centre. Has outside cash machine.

Oadby Post Office (23): 34 The Parade in Oadby centre.

HSBC (24): Located at 20 The Parade in Oadby centre. There is a cash machine outside.

Lloyds TSB (25): Located at 56 Chestnut Avenue, Oadby. Cash machine outside.

National Westminster Bank (26): Located at 5 The Parade in Oadby centre. Has an outside cash machine.

Alliance & Leicester Plc (27): Located at 38 The Parade in Oadby centre. Has an outside cash machine.

Halifax (32): Located at 68-70 The Parade in Oadby Centre. It is an estate agent according to their website, but there is a cash machine outside.

Other local services

Supermarket: There is a large **Asda store (28)** on Leicester Road (A6) on the way to Oadby; it also has a cash machine – the closest to the convention. From where Stoughton Road South runs into London Road, turn left and it is on your left about a quarter of a mile along London Road / Leicester Road. There is also a **Sainsbury (29)** on the other side of Oadby centre, on the right hand side of the A6.

Local shops: The nearest shops are in Oadby centre. Go out of the entrance to Stamford House, turn left up Stoughton Road South, and at the end turn left into London Road (the A6). Oadby centre is about a third of a mile away.

Chemist: There is a branch of **Boots (30)** in Oadby centre at 35 The Parade. There is also a **Lloyds Pharmacy (31)** located at 9 The Parade and a **Your Local Boots Pharmacy** (formerly Alliance Pharmacy) **(33)** at 11c/11d Leicester Road.

The Botanic Garden (37) are just across the road from ManorCon – so it's a great option if you need to get away from the games for an hour or two – and the weather's good.

Taxis

Most of the services listed here can be reached on foot. But if you want a taxi, Victoria Cabs have been recommended by ManorCon attendees. They can offer taxis for up to 7 people, and can be reached on 0116 270 6655. Alternatively, Direct Taxis are recommended by the University, and can be reached on 0116 272 1000.

Eating out in Oadby

If you're looking for Indian food, then you're spoilt for choice. Oadby has no less than six Indian Restaurants and Takeaways. Both **Leeja Palace Restaurant** and **JBS Kebab House and Indian Cuisine** can be found on the Parade, Oadby's main shopping street. **Leeja Palace** has been used by ManorCon attendees on a regular basis, and was recommended as both a restaurant and a takeaway, offering very good food at around £8 per dish. Delivery is free on orders over £10. Under its previous name, **JBS** came with a recommendation from the staff of Continuum, another games convention that is held at this venue, but we don't know whether the change in name also indicates a change in quality.

On London Road, there are three more. **Indian Summer** (formerly Harneet's Signature Bar and Restaurant) is very good, according to the people who gave feedback on it. It offers value-for-money Indian food that tastes as good as home made, with many of the dishes made to their own recipes. Recommendations formerly included the king prawns Signature special - succulent and generous king prawns marinated in coconut cream, tamarind, lime juice, coriander, green chilli, ginger and garlic – but we don't know if the name change has been accompanied by a menu change. Open 5:30-11:30 Friday and Saturday, and 5:30-10:30 Sunday.

Swatlands is described as a gourmet trail of regional foods of India prepared by master chefs. It seems to be a favourite of ManorCon attendees, given the number of questionnaire responses we got on it. Feedback has generally been good, especially for the chefs specials. Dishes are around £10, and it coped OK with a party of 7, but has also been reported as having slow service, although this can always be a problem in a restaurant that is this small. Its small size does give a quiet but friendly atmosphere. Its service also got the thumbs-up, as did the English options, for those who don't like Indian cuisine. It also has its own website.

Finally, there is **Paradise** (formerly Spice of Paradise). Also on the London Road, one ManorCon attendee reported that they ate there during ManorCon, and enjoyed it so much that they went back a second time, later in the weekend. It also has its own website.

If Indian isn't your thing, there's also a few Oriental restaurants. **The Thai Orchid** is a large, family-run restaurant situated on the Parade. The entrance is at the rear of the building, via the first floor car park! Set menus are around £15-£20, which is a bit expensive for what they offer. The reviews we got in 2008 were better than in 2007, although it was reported to be very quiet, which for such a large restaurant is a bit surprising. They also sponsor a roundabout - it's amazing what you find out on the Internet! **Yum Sing Cantonese Restaurant** is just around the corner from the Parade in Leicester Road, and is another restaurant that is recommended by the Continuum convention. Main dishes are around £7. However, even on a mid-week night there is often a 2-hour wait for a table, so it is advisable to book well in advance if you want to eat here.

Pearl City is a little further away, on the A6 on the far side of Oadby. It offers a variety of Peking and Cantonese dishes. And also on the Oriental front, there's **Bobo Oriental Takeaway** and **New Lucky House**, both of which are Chinese Takeaways.

As everywhere, there's also an Italian Restaurant in Oadby. **Cheikh's Restaurant** is on Leicester Road. It has a comprehensive menu (i.e. not just pizza and pasta!), including a good selection of fish, chicken, salads and meat dishes. The average price is £20-£25 according to godine.co.uk. Note that the desserts which are freshly made by the chef each day - a refreshing change from the straight out the freezer desserts that most restaurants seem to offer nowadays! Reports in 2008 were that it was a little small and noisy, but good food, good portion sizes, good value, coped with a party of 7, and recommended it. However, the same people returned in 2009, and reported that things had gone downhill in the intervening year.

If you're looking for something quicker, **Pizza Mondo** is on the Parade, and **Mr Pizza** is on Stoughton Road. Both do Pizza Delivery. Both have been used by ManorCon attendees in the past, costing around £7 for a large pizza, and both offered reasonably good pizzas with quite fast delivery.

Rock Lobster is a Traditional Restaurant, tucked away on the business park on the edge of Oadby. Or equally traditional, **Grange Farm, The Old Library** and **"The Lord Keeper of the Great Seal" Wetherspoons Pub** are all pubs in Oadby which serve food. **Grange Farm** is a converted farm/stable, which makes for a fairly dark setting. The food is good, but don't expect to get cheap drinks from the bar. **The Old Library** is a pub with a separate restaurant area at the back. The food is good, although if you go into the bar area, it can be "full of chavs". And the Wetherspoons is like every other Wetherspoons...

Another pub-restaurant is the **Cow and Plough**. Several people visited it during ManorCon in 2009, presumably having found it via the CAMRA guide. The feedback was 100% positive – highly recommended, good food and beer, excellent service. The pub has multiple guest beers, plus beers from their own brewery, and the food is typical of a top quality pub, with main courses around £10-£12, which can be eaten either in the restaurant area, or if the weather's good, outside.

Of course, if you want really traditional, the other option is a Fish and Chip shop. Oadby has three that we know of - **Costas Fish Bar, Oadby Fish Bar** and **Paul's Fisheries**. Even without being able to find any information on the Internet, we can confidently predict that they all sell fish! And chips!

Finally, two more options if you want quick food. There is a **Subway** on the Parade, and **Oadby Kebab and Burger House** is also on the Parade.

A number of recommended restaurants were mentioned in the text above; these are as follows:

1. Leeja Palace	13 The Parade, Oadby, LE2 5BB	T 0116 271 0482	2009
2. JBS	79 The Parade, Oadby, LE2 5BB.	T 0116 271 5800	
3. Indian Summer	47 London Rd, Oadby, LE2 5DN	T 0116 271 7175	2009
4. Swatlands	38 London Rd, Oadby, LE2 5DH	T 0116 271 1117	2009
5. Cow and Plough	Gartree Road, Oadby, LE2 2FB	T 0116 272 0852	2009
6. Paradise	29 London Road, Oadby, LE2 5DL	T 0116 272 0010	2009
7. Thai Orchid Restaurant	1st Floor, 29a-31a The Parade, Oadby, LE2 5BB	T 0116 271 4142	2008
8. Yum Sing Cantonese Restaurant	11 Leicester Rd, Oadby, LE2 5BD	T 0116 271 6331	2010
9. Pearl City	Glen Rise, Oadby, LE2 4RG	T 0116 259 2308	

10. Bobo Oriental Takeaway	61 Leicester Road, Oadby, LE2 4DF	T 0116 271 2324	2008
11. New Lucky House	11 Stoughton Road, Oadby, LE2 4DS	T 0116 271 1688	
12. Cheikho's Restaurant	9 Leicester Rd, Oadby, LE2 5BD	T 0116 271 1933	2009
13. Pizza Mondo	4 The Parade, Oadby, LE2 5BF	T 0116 271 1122	2007
14. Mr Pizza	7a Stoughton Road, Oadby, LE2 4DS	T 0116 271 6222	2007
15. Rock Lobster	12 Mandervell Road, Oadby, LE2 5LQ	T 0116 271 1410	
16. Grange Farm	Florence Wragg Way, Oadby, LE2 4QZ	T 0116 271 5088	
17. The Old Library	12-16 The Parade, Oadby, LE2 5BF	T 0116 271 5357	
18. Costas Fish Bar	Unit 1 Chapel St Oadby LE2 5AD	T 0116 271 9273	
19. Paul's Fisheries	7 Stoughton Rd Oadby LE2 4DS	T 0116 271 5555	
20. Oadby Fish Bar	81 Highcroft Ave Oadby LE2 5UH	T 0116 271 9919	
34. Oadby Kebab and Burger House	71 The Parade, Oadby LE2 5BB	T 0116 271 0595	
35. Wetherspoons	96-100 The Parade, Oadby LE2 5BF	T 0116 272 0957	2009
36. Subway	76 The Parade, Oadby LE2 5BF	T 0116 271 6662	

The year on the right is the last year we received feedback on the restaurant.

Eating out in central Leicester

Leicester is a multi-cultural city, and its cultural mix provides exciting opportunities to sample a huge variety of cuisines. The city excels in authentic Indian restaurants but also offers truly cosmopolitan dining, sometimes with live music.

Leicester has some very good restaurants and cafés. Melton Road hosts some of England's most delicious and mouthwatering Indian cuisine, whilst London Road has the most delicate and powerful Italian recipes in Leicester. Narborough Road brings all cultures together by offering a wide variety of cuisine.

The best place to eat has got to be **Croques** in Loseby Lane. They do every wrap, every sandwich, everything you ever wanted, and at student friendly prices! Go to the top of Silver Street, turn left and it's right in front of you.

The best cafe is **Ice Mango** in Market Place, located at the top of Leicester market. They play chilled out choones, offer you the best coffee in the city, internet access, and sexy leather sofas!

The range of cafes and restaurants in Leicester is extensive; lively Spanish tapas bars, wonderful Italian cuisine, Mexican, Chinese, Creole, French, Greek and Arabic. But Leicester's greatest culinary strength is South Asian food and we don't mean Chicken Tikka Masala - although you can get plenty of that. Exciting thalis, Indian sweets and delicious fresh samosas are just some of the cuisine on offer.

At **The Case** in Hotel Street, for example, you can enjoy international cuisine in classy surroundings and on selected evenings there are performances by some of the biggest names in jazz like Ronnie Scott, Georgie Fame and George Melly.

The **Rum Runner** in Braunstone Gate is an attractive Creole restaurant which often features Cajun and Salsa bands. Upstairs is **Que Pasa**, a lively Mexican cantina popular with students.

For a delicious Cantonese meal in elegant surroundings visit the **Man Ho** restaurant in King Street, complete with Karaoke bar. Just around the corner are Bar Europa and Pizza Express, two new additions to the city's Italian cuisine. For decent Chinese food, where you'd drown in a bowl of their soup, (the portions you get are definitely large) head to the **Noodle Bar** in St Nicholas Place. The food is so cheap, but what you get hits the spot every time.

The **Casa Romana** in Albion Street and **Joe Rigatoni's** in St Martins Square offer a real slice of Italian culture as well as great atmosphere and splendid dishes and for Greek cuisine and culture there is **Babylonia** in Bowling Green Street, and **Apertivo**, which various ManorCon attendees have reported as being an excellent Tapas bar with meals around £10. **Dino's**, in the Haymarket, offers an international menu and is ideal for theatre goers. Indeed, there are many restaurants offering first rate special occasion meals.

There are so many good Indian restaurants in Leicester that you could visit a different one almost every week for a year. Among the most up-market is **The Curry Pot** in Belgrave Road, which a number of our attendees visited in 2009, and reported that it was very good, especially recommending the buffet option at just £5.25 per head. **The Rise Of The Raj** in Evington Road and **The Curry House** in London Road are both also up-market, the Curry House having main dishes for around £8 for good standard Indian food. **The Laguna Tandoori** in Narborough Road is highly recommended in The Good Curry Guide and rated second best in Britain by The Sun!

If you are vegetarian, you are in the right city, because Leicester has an impressive selection of eating places, particularly during the day. **The Good Earth** in Free Lane is the city's longest established wholefood restaurant, open mornings and afternoons Monday to Saturday and also on Friday evenings with live music. **Blossoms** in Cank Street, **The Hayrick** in Belvoir Street and **Bread and Roses** in High Street all offer excellent vegetarian meals and when it comes to Indian vegetarian restaurants, the choice is mouth-watering. **Bobbys** in Belgrave Road is Vegetarian only, and offers a buffet for just £8 per head, which given the quality of the food, is excellent value. You might also try **Sonal's** in Narborough Road, **Sayonara** in Belgrave Road or **Sharmilee** in Belgrave Road.

Leicester has got your usual fast food and a few fancy restaurants chucked in here and there. **Antibos** in London Road is a good restaurant with a bar that isn't too expensive.

A number of recommended restaurants were mentioned in the text above; these are as follows:

Croques	19-21 Loseby Lane LE1 5DR	Laguna Tandoori	77 Narborough Road	T 0116 254 9133
		The Good Earth	19 Free Lane	T 0116 262 6260
Ice Mango	4 Market Place, Leicester LE1 5GF	Blossoms	17b Cank Street	T 0116 253 9535
		The Hayrick	Belvoir Street	T 0116 262 7949
The Case	4-6 Hotel Street	Bread & Roses	70 High Street	T 0116 253 2448
Rum Runner	1 Braunstone Gate	Bobby's	154 Belgrave Road	T 0116 266 0106
Que Pasa Cantina Mexicana	1-3 Braunstone Gate	Sonal's Bhijiya House	22 Narborough Road	
				T 0116 247 0441
Man Ho	14-16 King Street	Sayonara	49 Belgrave Road	T 0116 266 5888
Noodle Bar	1 St Nicholas Place	Sharmilee Sweet Mart		
Casa Romana	5 Albion Street		71-73 Belgrave Road	T 0116 261 0503
Joe Rigatoni	3 St Martins Square	Antibos	62a London Rd, LE2 0QD	
Babylonia	25 Bowling Green Street			T 0116 225 0000
Dino's Brasserie	13 Garrick Walk, Haymarket Centre	Apertivo	3-5 Highfield Street, LE2 1AB	
				T 0116 254 0383
Curry Pot	78-80 Belgrave Road			
Rise of the Raj	6 Evington Road			
Curry House	64 London Road			