

NEUW™

2005
ANNUAL REPORT

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To the Membership,

This year has been a pivotal one for NELUG. It has seen the club transform from a very loosely defined organization to a more structured one that included for the first time elected officials. Another first was the addition of annual dues. These two seemingly simple changes have helped the club to better define itself in terms of who its members are and who is responsible for various aspects of the club such as contacts, property and finances. Yet, the most important aspects of NELUG have remained untouched – an easy-going sense of fun and a passion for those little LEGO bricks.

Of course, one may ask why NELUG underwent these changes in the first place. The answer is that NELUG was sliding into an identity crisis. No one was really sure who was a member and who was not. Some difficulties arose around members who actively participated and those who were simply on the mailing list when certain benefits came along to the club. Furthermore, there was no clear way to either take on responsibilities for the club or to give them up. These and other factors began to erode the spirit of NELUG and threatened its existence. Nineteen of the then active members sat down and crafted the by-laws now in use today. They were put in effect on April 18, 2005 and we have been on a brand new journey ever since.

These changes brought with them a host of new responsibilities and items to tackle such as the need to approve and track members, track dues and find a new way to function as a club as NELUG's by-laws, policies and procedures were defined. This necessitated a new Web site that has made the administration of membership much easier to manage. It also enabled the club to move to a forum-based communication style instead of the mailing list people had grown so accustomed to – a change bemoaned by some and cheered by others. Nonetheless, having given the site a very LEGO-centric face lift shortly after rollout has provided us a fun and colorful home in which to share our hobby.

These changes were widely seen as positive throughout the community at large even though it meant that we would be leaving some long term friends behind due to our new membership restrictions. In spite of this, NELUG has seen its membership grow to 46 paid members and 11 Friends as of the close of 2005.

While change is never an easy thing, one thing is clear: we are very proud to have been the first Executive Committee to be elected by the membership and are truly grateful for the opportunity to have served the club in this capacity. There is still plenty of work ahead and we look forward to taking it on as we transition into the 2006 Executive Committee.

The 2005 Executive Committee,
Eric Kingsley
Joe Comeau
Dave Eaton
Jamie Berard
Tom Duggan

The Members



Our name says it all: we're from New England. NELUG's diversity and success mirrors that of its talented and fun-loving membership. The members *are* NELUG and while we interact quite frequently in the forums, there's still no substitute for a face-to-face get together, whether it's for a meeting, working on a project, or killing minifigs by the thousands in some imaginative BrikWars game, our relative location to one another is important. While this map does not include everyone, it still is a good representation of the club's membership distribution. By and large, the focus of NELUG events has been in the northeast part of Massachusetts or southern New Hampshire. However, as the distribution of our membership expands, so too does our collective ability to do shows and events outside the Boston vicinity. Yet this has not stopped our farthest-flung members, Elroy, Alfred and Chris Sonsini whose dedication to travel vast distances is truly to be admired.

In addition to our members, NELUG has a short list of Friends who add value to our local community along with the occasional visitor who is interested in seeing how NELUG is organized.

Map source: Frapper.com
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11 Friends as of December 31, 2005:

- | | | | |
|---------------------|--|-----------------------|--------------------------|
| Carol Caputo | LEGO Store Manager | Monica Starr | LEGO Store Manager |
| Douglas Heuser..... | Executive Director, SEE Science Center | Russell Clark | BAYLUG Observer |
| Erik Garowski | LEGO Store Employee | Sandie Gallant..... | LEGO Asst. Store Manager |
| Erik Varszegi..... | LEGO Master Designer | Stephen Gerling | LEGO Master Designer |
| Jake McKee..... | LEGO Global Community Relations Specialist | Suzanne Green | Co-Founder of LUGNET |
| Mike Rayhawk | Evil Doer (Creator of BrikWars) | | |



46 Paid members as of December 31, 2005:

Alex Werbos

Alfred J. Speredelozzi

Bill Bourn

Chris Meeks

Chris Phillips

Christopher Masi

Christopher Sonsini

Craig B. Agricola

Dan Boger

Dan Kressin

David Eaton

David Gwon

Doug Eaton

Elroy Davis

Eric Kingsley

Greg Fritz

Jamie Berard

Jason Martin

Jason T. Wolfson

Jeffrey Pelletier

Jennifer Boger

Joe Comeau

Joe Lee

Jonathan Dallas

Jorge Fernandez

Kenneth J. Hetling

Laura Saunders

Linda Nee

Mark E. Palla

Mark L. Curelop

Matt Wagner

Michael Crowley

Mike Ripley

Miller Ramos

Preston Crow

Ray Gordon

Richard Legault

Rob Correia

Sarah Kuhn

Shaun Sullivan

Stephen Gminski

Steve Doerner

Teddy Welsh

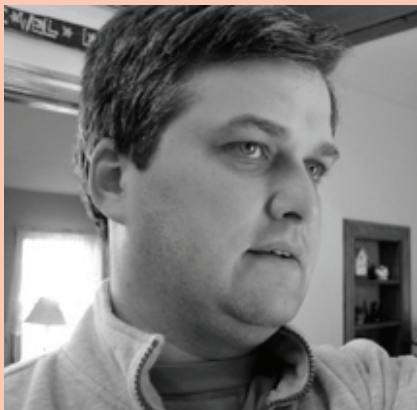
Thomas Atkinson

Thomas Duggan

Wayne McCaul

The Executive

The Executive Committee (EC) is NELUG's answer to its past informal nature. Great care was taken to ensure that NELUG did not swing from a 100% informal, non-structured organization to a 100% rigid hierarchy or dictatorship. The original camaraderie and collaborative spirit of NELUG had to be preserved. To accomplish this, the EC is made up of five seats, each for a five year term. The terms are staggered so that only one seat is up for election every year unless special circumstances arise. This helps ensure that there is enough stability within the Executive Committee to accomplish goals without intentionally creating a destabilizing event where the entire EC comes up for election. It further ensures that "fresh blood" has the ability to enter the EC every year. Furthermore, the EC itself is not structured. Instead of having a president, treasurer, event organizer and so on, the EC collectively is responsible for these tasks, divided up however the Executive Committee decides it would work best for themselves. The EC, while accountable for all club assets and fiscal responsibilities, has been designed to be a microcosm of the club itself instead of a "ruling" entity that oversees the membership.



ERIC KINGSLEY

Eric Kingsley was the first Executive Committee member elected. However, Eric's involvement with NELUG predates this all the way back to 1999 when Eric, with the help of others, founded the New England LEGO Users Group. He has been part of NELUG's administrative backbone the entire time. Eric's current seat is through 2009.

Eric has a sweet spot for trains and enjoys creating buildings of all shapes and sizes when he isn't taking time to play with his two children.

Joe Comeau was the second elected EC member. While not a founding member, he has been a part of NELUG since 1999. When Eric needed some down time when his first child was born, Joe attempted to fill Eric's shoes and helped take on the administrative burdens of the club. He has never stopped. Joe's current seat is through 2008.

Joe's interests mainly lie in automation, Technic and Mindstorms though he has yet to refuse a BrikWars game.



JOE COMEAU

Committee



DAVE EATON

The third member to the EC was Dave Eaton. A man of mystery, there is no telling what he will create next. Dave has also been a very long time member of NELUG reaching back to 1999. Dave participated in one of NELUG's first displays, MIT's Mindfest. His AT-AT received glowing acclaim. Dave's current seat is through 2007.

Dave builds just about everything - and builds it well - and is considered by some to be a BrikWars mastermind.

Jamie was the fourth EC member to be elected and while his seat continues through 2006, Jamie has decided to flee the country, taking a position within LEGO as a Set Designer over in Billund, Denmark. Jamie's attitude and good-natured spirit has brought a vitality to the club that will truly be missed. An active member since 2000, Jamie will continue as a regular member while Mike Ripley fills the last year of his seat.

Jamie loves to build amusement rides that delight and surprise people of all ages.



JAMIE BERARD



TOM DUGGAN

Tom was the fifth EC member to be elected whose seat came due at the end of 2005 and is the first to be re-elected. Tom has been with NELUG since 2000 and has been "the face of NELUG" on more than a few occasions when articles were done on the club.

Tom has a passion for building fire engines and fire houses of all styles. It is most likely to atone for the fact that he used to burn LEGO as a child.

Finances\$

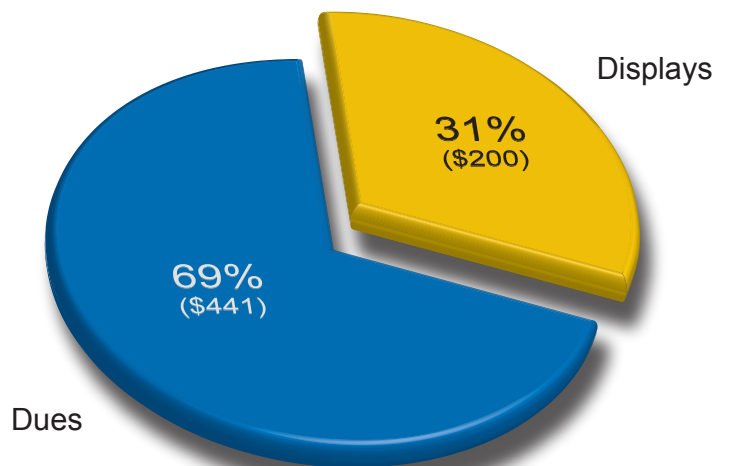
Another first in 2005 was the addition of annual dues. Dues provide the club with a relatively predictable revenue stream which is a necessity for a club the size of NELUG. Furthermore, they help ensure only those people who are actually interested in our hobby apply for membership. The annual amount for dues in 2005 was \$24. However, since dues are prorated as the year progresses and they were not enacted until the middle of 2005, the total dues of \$441 are understated for a full year. Even so, it is clear that they will routinely make up the lion's share of revenue in most years.

Looking at our expenses reveals two important things about 2005. The first is that 67% of our expenses went to things other than buying LEGO elements. While the complexion of our expense will change from year-to-year based on our needs, it is likely that a majority of expenses will continue to be for things other than LEGO elements.

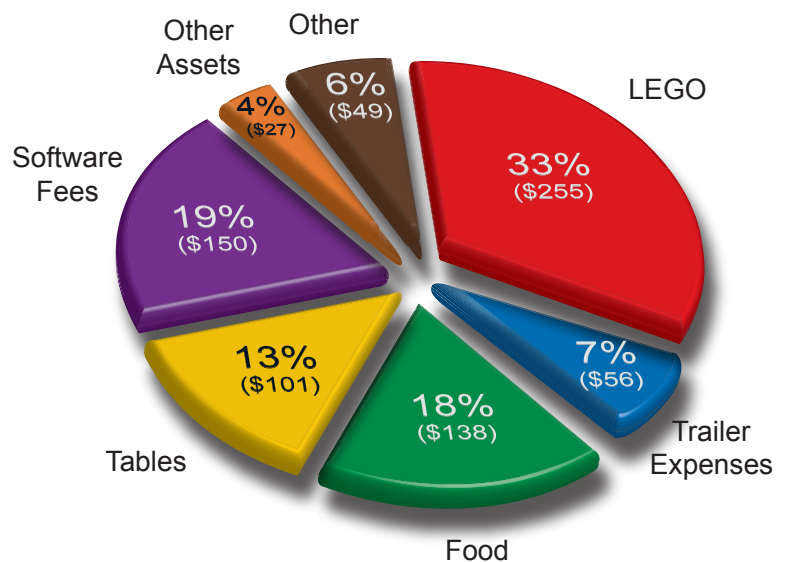
The second important thing is that our expenses exceeded our income for the year. This in and of itself is not an issue as NELUG has plenty in reserve, but it does indicate just how much it costs us to do the displays we do and to own the assets that we own, like the Web site, trailer and tables. The good news about expenses exceeding income is that it eliminates a tax liability for 2005.

While it does NELUG no good to have too much cash on hand, it is equally not good to try to zero out every year. A positive balance ensures we can expand whenever we feel it is appropriate and to do more spontaneous things like buying flowers for our favorite Enfield store manager.

Income



Expenses



Moving on to the Balance Sheet, the largest difference between 2004 and 2005 is within the LEGO category. NELUG held an Asset Distribution event in 2005 to shed itself of elements and Master Designer created structures that would be better utilized by its members directly instead of the group as a whole. While virtually every piece was given or donated to NELUG through various individuals or projects, it translated into a sizeable dollar value. See the Financial Notes for more detail.

Balance Sheet

	2004	2005
Assets		
Current assets		
Cash	\$1,826	\$1,692
	<u>\$1,826</u>	<u>\$1,692</u>
Other assets		
Trailer (10 year Depreciation)	\$2,892	\$2,570
LEGO	\$8,848	\$5,353
Tables	\$344	\$445
Other	\$200	\$205
	<u>\$12,284</u>	<u>\$8,573</u>
Total Assets	\$14,110	\$10,265
Liabilities and Partnership Equity		
Current Liabilities		
Accounts Payable	\$0	\$0
Estimated Taxes	\$0	\$0
	<u>\$0</u>	<u>\$0</u>
Partnership Equity		
Partners include 5 Executive Committee members who share liability in the club. Should assets need to be liquidated they have the responsibility of liquidating assets and paying all liabilities.	\$14,110	\$10,265
	<u>\$14,110</u>	<u>\$10,265</u>
Total Liabilities	\$14,110	\$10,265

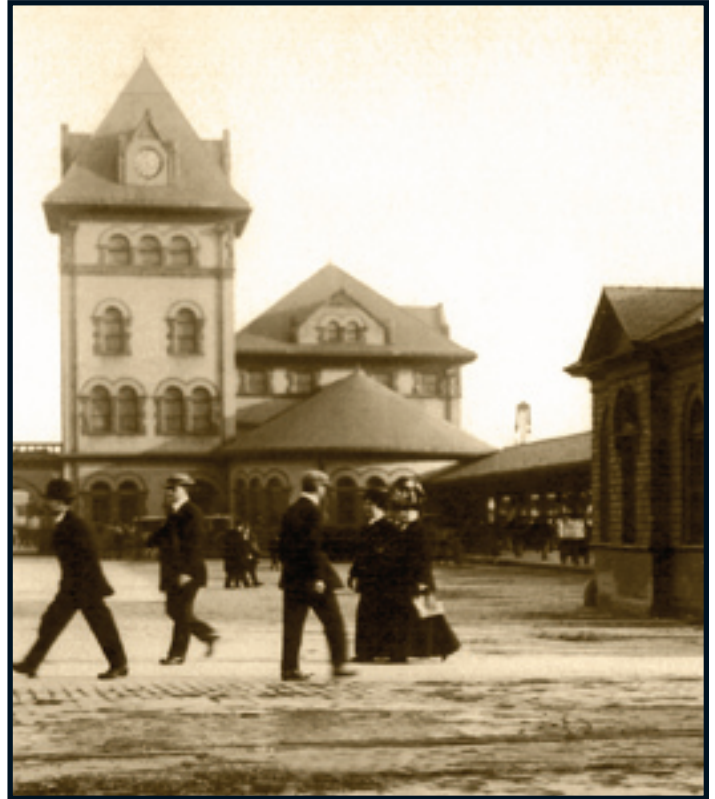
FINANCIAL NOTES: 1. All figures rounded to the nearest dollar. 2. Expenses - Other contains items such as appreciation gifts, checks for the club's account, etc. 3. Expenses - Other Assets contains items such as tools, power strips, etc. 4. The valuation of the assets distributed at the Asset Distribution event are as follows: 220 lbs of brick at \$10/lb totalling \$2200, Ten (10) boxed sets valued at \$250, Thirteen (13) Master Designer structures valued at a flat \$100 apiece totalling \$1300, total assets distributed valued at \$3750.

Amoskeag

The Millyard Project

The Amoskeag Millyard Project is NELUG's most ambitious and longest running project to date. Although the project began in 2004, a majority of the Millyard buildings were constructed in 2005 along with a very healthy dose of research, planning, measuring and preparation along the way.

The Amoskeag Millyard began in the early 1800's and continued to expand through the earlier part of the 1900's. In fact at one time, Amoskeag was the largest manufacturer of cotton textiles in the world. One of the challenges was to determine which Millyard to build as it changed significantly and almost continuously throughout its history. The decision was to target 1900. Since Amoskeag was a fairly self contained community with housing, the American Locomotive Works, a fire apparatus manufacturing plant, stores, trolleys and so much more, it provided the widest variety of buildings to include in the massive 22' x 95' display area located within the SEE Science Center.



With our target time period in mind, we had our work cut out for us in researching what the Millyard really looked like at that time. It wasn't just a matter of which building existed when, but what configuration of each building existed. The buildings themselves were routinely modified either by adding entire sections or removing them to make way for something else. Today's Millyard buildings are littered with forensic clues to their past evolutionary lives. Thanks to the Manchester Historical Society that luckily resides within the same building as SEE, there was a wealth of photos to use as reference material. In addition to the photos, measuring teams were formed to go out and measure as many of the Millyard and Elm Street buildings that still existed.



But just how did this project get started? It was a result of a conversation between Dean Kamen, the inventor of the Segway, and Kjeld Kirk Kristiansen, the owner of The LEGO Group. Due to their past relationship through First®, whose headquarters is located in the same building as SEE, they came up with the idea of modeling the entire Millyard. They agreed to fund the project and the rest was history. Sort of.

LEGO began to realize right away that this kind of project was not something they were set up to do on their own due to the scope and length of the project. Jake McKee contacted NELUG to see if we were interested in trying something never done before. Neither LEGO nor NELUG really knew how this would work between the organizations, but the project was certainly intriguing enough to sign up for with the attitude of “we’ll figure it out.” Jeff James was initially the project manager on the LEGO side, but eventually his responsibilities were taken over by Erik Varszegi and Steve Gerling, the two outstanding Master Designers assigned to the project. By the time we met with Erik and Steve for the first time, they had already made one measuring session at the Millyard and prototyped



a small part of a building that defined the basic feel and scale that would carry throughout all the Millyard buildings. Phase I, which occurred in 2004, was validation of this effort having completed nearly five buildings over the course of a weekend. But this was just the beginning.

Each of the Phases in 2005 was preceded by a prep and organization effort in order to keep the weekend-long events running smoothly. Since the public was invited to participate, a considerable amount of attention and direction was required – something we learned very quickly after Phase II. Phase III went better, but it became very evident just how much more effort it would take to fill out the Millyard. We were going to have to find another way to construct the buildings outside of the standard phase approach.

As the great Steve Gerling once said, the Millyard is pretty much made up of “bricks and windows.” This made it easy to procure large quantities of the right kinds of elements. Phases I, II & III successfully managed to create over a dozen millyard buildings using a huge stockpile of bulk brick which was available on site at the SEE Science Center. However, when it came time to develop a downtown area complete with Victorian houses, shops, a city hall, train station and other detailed structures, it became abundantly clear that the supply of brown and gray bricks would not suffice.

On the weekend of August 27th about a dozen members of NELUG headed down to Enfield, CT to take part in Phase III.1. With the “limitless” stash of the LEGO brick at our disposal, the goal was to complete the train station, city hall, a downtown shopping complex and perhaps other structures depending on how well the build went.



It did not take long before our expectations were seriously challenged. Not only did we underestimate the amount of time it would take to design, develop and manufacture each building, but we also overestimated the resources available at LEGO. I think many of us just assumed that LEGO would have every part ever made without understanding that it is



only true so long as you think in terms of every part made within the past few years.

Some of the challenges encountered while building the train station included making a round room with its accompanying roof; determining the scale and style of windows; adding raised brick details; creating color definition and detailing on arches and curved sections.

The downtown shopping building had its own host of difficulties including creating straight and curved awnings with lots of stripes and colors; accomplishing a dizzying amount of detailed ornamentation on the front of the main façade; adding numerous storefronts and doorways; as well as defining each section with unique qualities while maintaining an overall coherence of the structure.

Finally, the city hall offered tricky opportunities as well. Stock windows were not in dimension with our needs, so each window had to be crafted. Inverted arches, a majestic white tower with a gold bell as well as a rear quarter of the building with it's own individual style, awning and detailing provided quite a handful of issues.



By the end of the weekend, no building was complete, but all were well on their way to fruition.

For Phase IV of the Millyard Project, a decision was made to split our efforts between Manchester and Enfield in order to allow some members a chance to finish the downtown structures started in Phase III.1. With at least one original member working on the same building, three teams of two to three people continued creating and refining the buildings. By Sunday night, two of the three structures were completed and ready for transport up to Manchester.

The train station as well as additional downtown assemblies are slated for further construction during 2006.

With an anticipated completion date in 2006, there is still a tremendous amount of activities to accomplish in order to “breathe life” into the display. The relationship NELUG shares with LEGO is anything but one-sided due in no small part to Erik Varszegi and Steve Gerling who gladly accept ideas and suggestions as well as offer them up. While Erik’s and Steve’s participation may begin to recede in 2006, we consider ourselves very fortunate to have had this opportunity to be part of something so unique and to have had the pleasure of working with them. The coming year promises to be every bit as eventful as 2005!



Greenberg Toy & Hobby Show

NELUG participated in two Greenberg Shows in 2005 marking our fifth consecutive year of putting on train displays at the Shriner's Auditorium. The first show was the weekend of April 2nd and 3rd. With setup being on April Fools, it was no joke that NELUG was allocated a 10' x 30' display area for the first time and with the increase in space, came an increase in issues.

The first issue was simply not having enough tables to fully support a display that size! To overcome this, a layout was designed that took on more of an "S" shape though in doing so, it forced us to have a rather small operating pit.



While the display was a hit, it did not allow us to maximize the space given to us and it revealed a host of other shortfalls such as restricted access to the amusement park area and the need to purchase more baseplates, road plates and track. Our abundant supply of greenery also has started to look a little less abundant.

After the April show, we were able to shore-up our supply of baseplate and track, but since NELUG has previously standardized on the old road plate, the ability to supplement NELUG's collection in this area was extremely limited. It was sheer luck that NELUG opted to hold out moving to the "new" road plate design only to have The LEGO Group change it again. Interestingly, due to the mixed-pack approach TLG has taken with road plates (instead of pairing up the same kind as in the past), road plates are NELUG's #1 issue to expansion for displays both in terms of re-design and in actual dollars.

The show was by all counts a success, not only growing in size, but also in the number of members participating

Greenberg's Train, Toy & Hobby Show
Shriner's Auditorium
 99 Fordham Rd, Wilmington, MA (Exit #39 from I-93)
Sat & Sun • December 17 & 18, 2005
 10:00am to 4:00pm

Operating Model Railroads including:

- South Shore Hi-Railers - O Gauge Layout 16' x 40'
- Boston Area Timpale Trackers - O Gauge 12' x 20'
- The Better Late than Never Railroad - 6' x 22' HO Scale Layout
- New England Lego User Group - 10' x 30' Lego Layout
- Bristol S Gaugers—14' x 26' S Gauge Layout
- Hobby Connection's 10' x 32' O Gauge Layout
- and more!

Greenberg's
WORLD'S LARGEST
TRAIN
TOY & HOBBY
SHOW

Admission: \$7 for adults,
 Good for both days!
Kids Are FREE!
 Kids 11 & Under Are Admitted FREE
 To All Greenberg Shows!

Bring the Whole Family
 We have fun for kids to operate
 something for everyone to see
 (and more!)

• 100+ dealers marketplace
 • more info and
 Green

that included several members for the very first time. Our display continued to draw visitors unlike any other at the show. Our small town started to grow skyward along with an always welcomed increase in “amusement park sprawl.”

As we saw in 2004, the second show did not occur until the week before Christmas, December 17th and 18th. With a bit more time to prepare for this show, we were able to add 3 new “double” tables to our asset roster. This allowed us to have a more conventional layout design that maximized our use of the 10’ x 30’ space much more effectively as well as provide a record amount of operator space – something we could have only dreamt of in shows past.



Even still, we were not completely issue free. We were about 40 straight track lengths short and road plates, as expected, were short as well. Luckily, with member contributions, we were able to fill in the necessary gaps.

What would a train show be without a variety of trains? The addition of new engines always spices things up. The city section really grew and filled out for this show with several new skyscrapers beaming tall and proud. The amusement park was at its largest with a total of ten automated rides that just screamed “fun” to all who looked on. Interestingly, with most of the “town” builders

focusing on the city portion of the display, the residential area took a hit in terms of continuity of style and placement. This was not a show stopper by any means, but does reflect an issue with the current way we design layouts in that we have a tendency to do the design with only three or four weeks before the show and ask, “what do you have to bring?” In 2006, we are going to attempt to flip this around with longer planning times and possible style/theme objectives for each display.

As always, the Greenberg shows were a lot of fun. We continue to develop a dedicated fan base that we see and talk with at nearly every show in addition to the host of new visitors each time. A great big thanks to all of you who help setup, breakdown, design the layout, man the display, and of course, build fantastic MOCs that amaze everyone!

**Starting in 2006,
Greenberg's new name
is Great Train Expo!**





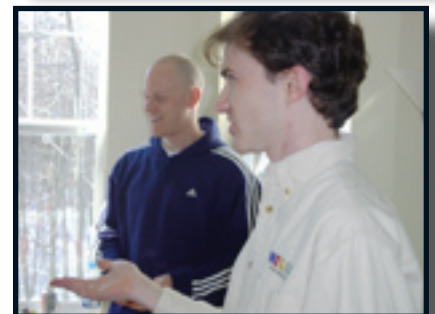
The Year of BrikWars

Almost since NELUG's inception, we've held BrikWars games. If you've never been to one, you should go, particularly if you enjoy bringing your LEGO creations into combat.

However, 2005 was a special year for BrikWars. From 1991 to 1995, it was known as "Lego Wars" by Eric O'Dell and R. Todd Ogrin. In 1995, the game had become orphaned after the LEGO Company asked to have its name removed from the violence-themed wargame and its creators decided to abandon their efforts. Mike Rayhawk, not one to leave well enough alone, took up the responsibility with a new edition of the rule book entitled "BrikWars." Hence, 2005 marked the game's 10th anniversary and was called "The Year of BrikWars."

In 2004, NELUG had a record low of BrikWars games, only two for the entire year, leaving insatiable blood lust to run rampant among resident fanatics. NELUG had always been a prominent club among those that played BrikWars and our reputation was in jeopardy. Unable to accept this, "Evil" Wayne McCaul issued a challenge: fit more BrikWars games into a single year than we ever had before. In 2000 and 2002, NELUG had managed to fit five games into the year, so the goal stood at six – a game every other month on average. We gladly accepted.

There was scheming and secret communication, sacrifices and thrashings – and this was just amongst the players. As for the games themselves...



ZOMBIE!

January 29th

The first game of 2005 was the long-anticipated Zombie game. It was based on the premise of a small town, slowly being taken over by the undead. Led by 'Evil' Wayne McCaul's zombie character, Dr. Tad Pennington and his undead dog, four zombies staggeringly made their way into the sleepy town. Among the other zombies were Shaun Sullivan, Dave Eaton, and Jorge Fernandez.



In traditional Night of the Living Dead fashion, zombies had the ability to walk up to unsuspecting victims and turn them into other zombies or devour them for that little extra pick-me-up that zombies seem to so often crave. However, several of the townsfolk (played by Joe Comeau, Alfred Speredelozzi, Dan Boger, and Gregory Fritz) were aware of the threat. Each of these heroes were able to turn bystanders to their side by attempting to explain the oncoming zombie menace. If successful, the enlightened townsfolk could pick up weapons consisting mostly of torches, a few shotguns and the ever popular, but unwieldy, chainsaw.

In the end, the zombies were defeated, although not before they caused much destruction and mayhem, including crashed cars, a burned building, and dozens of minifigs being horridly disassembled.

From My Kart to Yours



March 5th

In March, we turned back the clock to medieval times. Three kingdoms stood on the brink of war, each possessing an item of immeasurable value that no king would dare let fall into enemy hands. And so, each king sent their item, along with a caravan of guards, far away to safety. Or so they thought. As luck would have it, these three caravans came into contact at a crossroads along their journey.



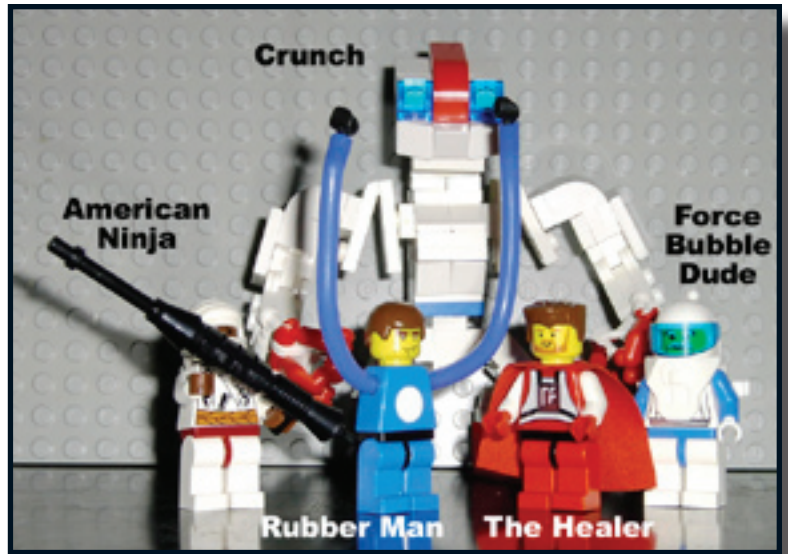
Two of the caravans (one by Wayne McCaul and Joe Comeau, the other by Jorge Fernandez and Dave Eaton) were carrying primitive flame throwers with them, constructed using simple technology and Greek Fire. The other caravan (by Shaun Sullivan and Al Speredelozzi) sported their king's Amazon princess, along with a miracle of technology, a cannon. But wait, there's more. Standing between these caravans was a small barbarian horde (by Dan Boger).

Sadly, none of the groups ever saw their destinations. Upon reaching the center of the battlefield, the two flamethrowers ignited the surrounding countryside, quickly engulfing the entire playing field in red hot trans-orange plastic flame. It's amazing how many games end like this.

TEAM REBIRTH

June 11th

In January of 2003, Joe Comeau introduced NELUG to 'TEAM', a group of heroic super-minifigs attempting to save the world from disaster. This time, TEAM was back with all new members (Mike Ripley, David Eaton, and Joe Comeau), to fight off the threat of the evil Vitiate (Dave Gwon, Jonathan Dallas, Shaun Sullivan, and Jorge Fernandez)



The unsuspecting targets of the game were two innocent civilians, Eatonheimer and McSullie, who had discovered the terrible truth about the Vitiate. The heroes of TEAM were given the difficult task of protecting these individuals from the Vitiate, whose goal it was to destroy them.

While TEAM held the upper hand, they had a difficult time protecting both of their targets, and were more adept at destroying the surrounding city. Surely, any BrikWars game that ends in destruction, while it may be deemed a draw, is in fact a victory for both sides.

STAR WAREZ

July 23rd

The July BrikWars game marked NELUG's first and only game in Rhode Island to date. The brainchild of Alfred Sperdelozzi, this game took place in the familiar realm of the Star Wars universe.

In this game, the familiar heroes of the original Star Wars trilogy, Luke, Han, Leia, and Chewbacca, played by Gregory Fritz, Joe Comeau, David Eaton, and Jonathan Dallas, accompanied by a small cadre of Rebel Troops, had to enter an Imperial installation and retrieve or destroy certain files that were stolen from them. Meanwhile, the Empire, played by Wayne McCaul and Alfred Sperdelozzi, controlled a seemingly endless supply of nearly useless Storm Troopers with which to stop the invaders.



Fortunately for the heroes, the Imperial forces dropped like flies. The rebels were able to penetrate through them and reach their target in time before the files could be decoded by the Empire.

P.A.R.V.

Post Apocalyptic Research Vehicle

September 17th

A post apocalyptic desert wasteland was the setting for the 5th BrikWars game of the year. Dave Eaton, based on an idea by 'Evil' Wayne McCaul, introduced us to the Post Apocalyptic Research Vehicle.



The peace-loving Omic's, played by Dan Boger, Joe Comeau, and Alfred Speredelozzi,

discovered an impressive and futuristic vehicle (the P.A.R.V.) which they had to defend against the onslaught of the Blood Warriors, played by Jamie Berard, Shaun Sullivan, Jonathan Dallas, and oh-so-evil Wayne McCaul. But while the Omics have superior technology at their disposal, they only learn how to use it as the game progresses.

Although the Blood Warriors suffered heavy losses and eventually were defeated, it proved a close battle in the end. The Blood Warriors boarded the vehicle and took control of it at the last moments of the game, only to have their command wrenched from them as the Omics won the day.



December 10th

The final game of the Year of BrikWars was also our shortest ever. The entirety of the game, based on an idea by Shaun Sullivan, took place within a single room, with only 20 'normal' characters present.



Set in the early 1900's, France, played by Jorge Fernandez, Wayne McCaul, and Joe Comeau, and Britain played by Jonathan Dallas, Dave Eaton, and Shaun Sullivan, are set to sign a peace treaty. However, as tempers ran hot, the room suddenly exploded into violence as members of each side was determined to safeguard their country's honor. Using anything as a weapon, including the family cat, each side was forced to resort to using makeshift and ceremonial weapons to attack the opposing side.

When the smoke cleared, both leaders along with a majority of their men and pets all lay defeated, strewn across the room. Only a scant three British survivors remained-- and considering the spirit of BrikWars, that's three too many.

Asset Distribution



One of the many goals for the newly elected EC involved establishing better management of club assets. During the summer of 2005, the EC completed the first comprehensive inventory of NELUG's assets. It had become clear that NELUG held a substantial volume of LEGO bricks that would better serve the individual builder rather than the group as a whole. These same items were also taking up storage space and had become a bit of a burden to those who had to regularly move them each time we needed the trailer for train shows and club events.

To remedy this situation, NELUG hosted its first ever distribution of club assets on Saturday October 15th at the SEE Science Center in Manchester, NH. All dues-paying members as of August 1st, 2005 had an equal stake in the divested LEGO collection. Each lot weighed approximately 5.5 pounds and contained an assortment of random elements.

In addition to the distribution of assets, NELUG raffled off several of the structures the club received as gifts from LEGO. Winners of the structures were expected to photograph or LDraw them for posterity and enjoyment by the LEGO community at large. An agreement was made that no structures received at the event were to be resold or profited from, but may be disassembled or enhanced after proper documentation.

A great big thank you to everybody who participated in the event. With well over 200 pounds of LEGO in 103 lots to give out, there was plenty to make the membership smile.

By the Numbers:

- 80 Bags of misc. brick
- 13 Structures designed and built by LEGO
- 10 lots of boxed sets
- 103 Total Lots

With 34 participating eligible members, 68 bags were handed out equally through a double-blind lottery system. The remaining 12 bags became additional lots that all dues paying members in attendance as well as those with proxies were eligible to win. In total, there were 103 lots distributed amongst the eligible membership with each member receiving two grab bags and one additional structure, bag or boxed set.



Winners of the Structures:

- | | |
|---|--|
| A. Dave Eaton -- Grain Tower by Paul Chzran | H. Teddy Welsh -- Farm House by Steve Gerling |
| B. Tom Atkinson -- Sand House by Erik Varszegi | I. Mark Curelop -- Train Work Shed by Dave Gold |
| C. Bill Bourn -- Coal Tower by Dave Gold | J. Tom Duggan -- Round House by Erik Varszegi |
| D. Matt Wagner -- Saw Mill by Steve Gerling | K. Ray Gordon -- Switching House by Dave Gold |
| E. Jason Wolfson -- Draw Bridge by Erik Varszegi | L. Jonathan Dallas -- Bridge by Dave Gold |
| F. Jen Boger -- Trestle Bridge by unknown | M. Steve Doerner -- Country Station by Erik Varszegi |
| G. Preston Crow -- Passenger Station by Steve Gerling | |

In The Media



NELUG has usually been fortunate in regards to media exposure and 2005 was no exception. The Millyard project helped kick things off early in the year with two articles and an 8 minute TV segment. The articles were in The Hippo, a local Manchester paper, and the Manchester Sunday News. The TV segment was on New Hampshire Chronicle. However, our brightest spot in the year came from Public Television's Greater Boston that also did an 8 minute segment on NELUG that included a live segment featuring Mike Ripley. While the NH Chronicle piece focused on The Millyard, the Greater Boston segment was all about us and what it's like to be an Adult Fan Of LEGO. Greater Boston truly did the hobby - and us - proud.

The last piece of exposure came from left field and at the tail end of 2005. The Art Director for Commonwealth, a non-profit magazine, wanted to shoot our December Greenberg layout in the hopes of capturing a cover shot that helped convey this quarter's topic of growth. While they didn't have any clear idea of what they wanted, they ended up with a cover that they were extremely pleased with. Of course one may wonder how Commonwealth found out about us to begin with. The answer is our old friends at The Construction Site down in Waltham. Thanks guys!



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