



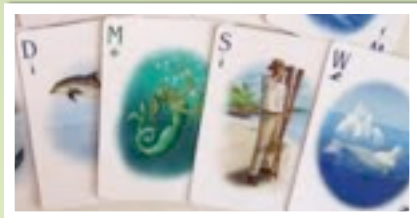
3 TROLLS GAMES & PUZZLES



Here Comes Great Weather & Great Games

We Love Summer!

The weather is getting lovely, the campers are cleaning up their gear and getting ready for the new season - and by the way, camping is a great place to play games. We have a wonderful new card game in stock called Rowboat. It was a



finisher in 2011 Games Magazine Awards for Traditional Games.

The five steps of Rowboat:

1. The Tide: Deal the cards face up until all 4 suits are showing.
2. The Deal: Deal each player the same number of cards that are in the Tide.
3. The Bid: Predict how many rounds you will win.
4. Let's Play! Navigate your way through the tide with the cards in your hand.
5. Scoring: Make you bid and score points. Fall short and lose points.

What makes Rowboat different?

Every hand is different and trump changes every turn. With a beautifully designed nautically-themed deck, Rowboat promises hours of edge-of-your-seat fun.

Congratulations and Graduations!

As school winds to a close, we are very happy about the choices people have made for next year. We wish everyone luck and success in their choice and we want to know all about what's going on with both e-mail and visits when you guys are back in town.



Re-Stock Re-Stock

To start the summer season, we have re-stocked some of our most popular games, including: Settlers, Dominion, Set, Classic Monopoly, Apples to Apples, Small World, Medici and Mille Bornes. Loads of new puzzles, with more arriving all the time. And splitting the difference between classic and new, we have the brand new Tile Lock version of the classic Scrabble. We have a complete re-stock of Rockets, engines and support stuff. We have plenty of chess and go sets for those rainy summer afternoons, and kites for the windy ones.

Malifaux League Starts May 5th

The store is hosting a 4 week Malifaux league for beginners and experts alike. There will be some serious challenges for the experts (Or as serious as we ever get about anything other than FUN at the Trolls.) For those just starting or even if you don't know a thing about Malifaux. Steve will be here every Thursday to help with rules and lend a hand to all of the beginners. If you know nothing about the game, we will have a few warbands to loan out for trial play.

We do all kinds of games at the Trolls!

Big Steampunk Adventure! Conveniently Small Size!

Our resident fiction writer had an idea for an interactive short novelette. With the assistance of João and help from the rest of the Troll team, including auxiliary Trolls like Travis, Curtis and - thanks to the



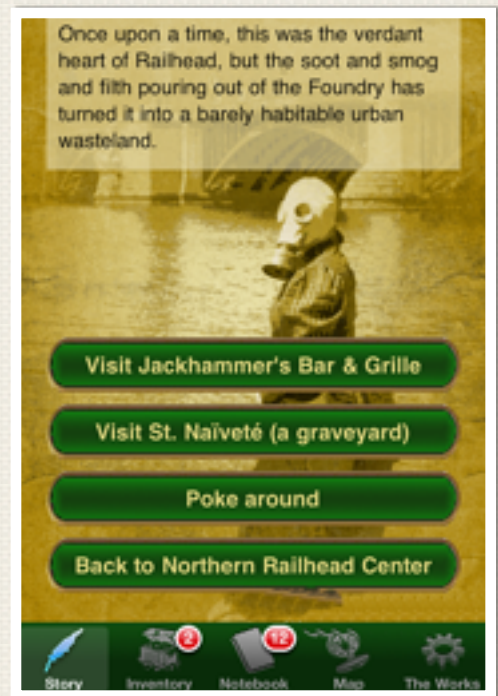
internet - Anandi, Andy created an interactive novel for the iPhone exploring the exciting city of Railhead in the Steampunk world of Verdigris.

The Game:

Verdigris Tales offers over 5 hours of adventure, one screen at a time. Your choices unlock new options while closing off other paths you might have taken. Each step you take, each decision you make, each screen you read determines your journey through Verdigris and alters your destiny.

Visit the world of Verdigris as many times as you want, as the choices you make affect your journey and define your experience. Multiple story paths offer different endings. Find them all!

Verdigris Tales features 10 interlocked adventures that can be read in any order to form a single thrilling story: your story. Experience a dynamic adventure that customizes itself based on the choices you make, the people you interact with, and the places you visit.



Do you recognize Anandi in a gasmask?

The World:

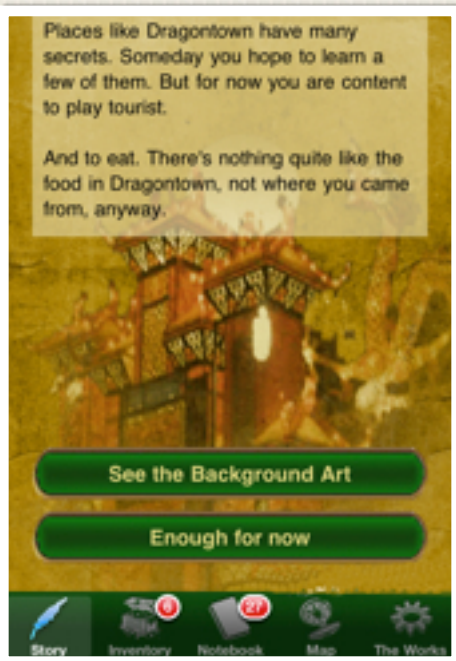
The city of Railhead is emerging from the Magic-haunted shadows of the past and is poised to enter the gleaming future that Science promises. There are those who say that there was never even any such thing as Magic and that it was merely Science misunderstood. But there are also those who still hold to the ancient ways of Magic and who insist that Science is a mistake at best and a trick or a lie at worst.

Which path will you choose?

Ancient sorcerers, mad scientists, ruthless businessmen, zombies, automatons, spies, haunted graveyards, hidden laboratories, and towering skyscrapers await you in Verdigris Tales.

More May Stuff

The choices are yours, the adventure is yours, the story is yours: experience Verdigris Tales!



Simple interface that makes reading and choosing your path easy and fun

- Real time notebook keeps track of your story while you play
- City map allows you to effortlessly return to anywhere you've been
- Atmospheric images and an original soundtrack enhance your reading experience
- Over 600 screens of text
- Over 1000 different actions to choose from.

Thanks to all of our customers who we begged for opinions and play testing while we were developing the application. We hope you shared a little of the fun we had developing the application.

You can experience the Fun and Adventure of Verdigris even if you don't own an iPhone, just stop by the store and ask any of the Trolls for a look at the game. They would be happy to have you take a look at the game and all opinions and reviews are certainly welcome.

Vietnam is back at 3 Trolls

Saturday morning Flames of War is going strong at the Trolls. For most of April and all of May we will be playing with the new Vietnam rules and the fantastic new models from Battlefront Miniatures.



Flames of War, Vietnam is played on a much smaller scale (but bigger vehicle models!) with rules that lean toward skirmish battles rather than large companies and lots of equipment. The picture to the right is last week's battle showing 3 slicks getting ready to bring in a second platoon of air cavalry troops to the landing zone.



For May we are going to introduce more vehicles and maybe even a tank or two. Flames of War provides a half a dozen different scenarios, each of which deserves several tries, with players switching sides to get the feel as to how each army plays out.

Come by on Saturday morning and roll some dice, move some pieces and go back with us to the late '60s.

BUILDING THE SAN FRANCISCO II



The Project - Building the Wooden Model "The San Francisco II"

The 3 Trolls on-line

www.3trolls.com

info@3trolls.com

<http://www.facebook.com/pages/3-Trolls-Games-Puzzles/89349038688>

Buy Verdigris at the Apple app store
<http://itun.es/i6t9MF>

If you want to stop receiving the 3 Trolls
Newsletter click on the link below
stop@3trolls.com

The Lower Set of Deadeyes

Our next step is wiring a set of deadeyes to the outside of the gunnel so that we have a place to attach the trailing "ropes" from the rat-lines that run up both sides of each of the three masts. There will be similar deadeyes at the end of each rope of the rat-lines.

Attaching the Anchors

The San Francisco had two anchors one on the port side and one on the starboard. Wood posts had to be attached on the front of the model, on the forecastle. Each of these posts had to be double drilled so the anchor lines could be passed through them. The anchors had to be assembled and painted. Then

cord was run through blocks and pulleys and then run through the drilled holes in the posts on the forecastle, securing the anchor in place. The anchor is then tied into the "stowed" position on the side of the ship. A larger hole is then drilled into the front of the ship to where the anchor rope would be stored and the a piece of larger cord is attached to the top of the anchor so that when the anchor was release, the depth would be controlled by the blocks and pulleys and the line would play out from the front of the ship.

Next month we build the masts.