



What next?

Tony Priestman, Chairperson (chairman@brickish.org)

If you've logged on to the website in the last few months, you will have noticed that 'My Local Group' has appeared at the top of the list of discussion groups. There isn't much going on in them yet, but I hope they will be more use in the near future. We hope to organise more local events next year, and these will be publicised in the local group, rather than to the global membership.

This is because the UK is just too big a place to keep everything national. There are certain events, like the

AGM and the Christmas party, which will always be national events. But we need to get people talking to and meeting their neighbours. Anyone who has been to a LEGOfest will tell you that there's a definite buzz at these events. The problem is, there are now too many of us for most people to be able to organise and host an event for everyone.

So we need to get local. Hopefully, the thought of organising an event for your local group will be a bit less intimidating, and we can start having

the same sort of fests as we were having a couple of years ago.

It was always the intention that the Brickish Association would encompass more than just the website, which is why we have this newsletter. Local meetings are another way of getting to talk to other members. Please do look at the website every so often, though. There's often something going on that has been organised on a timescale which doesn't fit in with the publishing schedule for the Brick Issue, and you may miss out.

Some dates for your diaries:

21: February, Great Western LEGO Train Show II (GWLTS-II), the NBLTC will be putting on a display at STEAM the Museum of the Great Western Railway in Swindon.

17: April, the second Brickish Association Annual General Meeting at Dilhorne in Staffordshire.

Finally, season's greetings to everyone. I hope your celebrations all go as you wish. I'll be out dancing naked round my local stone circle on the 22nd. Honest.



Rudolfs LEGO® Day attendees. Photo Guy Bagley

Editor's letter

Welcome to the delayed fourth edition of the Brick Issue, the newsletter of the Brickish Association. The reason behind the delay, apart from real-life getting in the way of LEGO®, is a lack of articles. The Brick Issue can only continue if people are prepared to provide content. It's not hard, I'll help with editing, formatting and even ideas. Having said that it's great to welcome some new contributors to this issue, and continuing contributions from old hands. Also we have some new topics, event reports, LEGOLAND review and a featured MOC. The 5 Minute Model (5MM) goes from strength to strength with a continuing livestock theme.

I'll end with a plea for submissions to the Newsletter, or if you want something covered please let me know.

Regards Mark Palmer, Editor newsletter@brickish.org

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"Ere ... I'll give you a fiver if I can take all your LEGO home with me..." Negotiations at ScotFest 2003. photo Steve Kane

LEGO® Robots

By Peter Reid

As many of you will be aware, I am something of a fan of LEGO robots. I don't mean real, Mindstorms robots I'm on about the pretend ones. I have been making the little blighters for nearly 20 years, and it all began with a set from the official line. In 1986, LEGO released set 6872, which was not only a brilliant bit of classic space, but it contained the basic robot from which all my future designs would evolve.

I have to thank Rhys (again) for getting the ball rolling. I know I've mentioned him in every Brick Issue article I've done, but he really was a child genius. He attached

Figure 1



the red 'eye' (1x1 trans-red round plate), and the repulsor platform (2x2 black plate) to the 6872 robot. I nicked his concept, adding front and rear armour (thanks to a 'dalek' and a 'washing machine' in the torso), plus a permanent weapon, instead of the namby-pamby right arm (figure 1).

Despite 17 years of study, I'm no expert at this robot business. There is so much more to discover with the infinite combination of elements. I know a few tricks, granted, but I'm still just scratching the surface of possibility. Perhaps that's why I'm still fixated on the 6872 design after so long. As I said, all modern robots owe an ancestral nod to the little grey guy in figure 1. Of course, I've made my fair share of rubbish mechanics, and many of them can be seen if you are brave (or foolhardy) enough to visit my Brick shelf gallery. Only a handful of the oldest robots are still intact. But they are the ones I most cherish, and I could never dismantle them, despite the alarming decay of their grey bricks.

Figure 2



The beauty of the LEGO robot is that it can be played with. And I mean played with in the real sense, in the unselfcon-

scious way a child plays. I'm not ashamed to admit I parade them around and make whirring noises (behind closed doors, obviously). Also I like writing stories about them, and figuring out complicated family trees. Is this a pointless thing to do? Perhaps... but it keeps me off the streets.



I've really worked at perfecting certain mechanoids, and the near obsessive nature of the reworking has yielded some fine results. I'm increasingly interested in piece counts. When lots of bits are used in a small space it can look great. In 6872, the robot has 12 elements. The enhanced version has 24, but it is an old model. These days, similarly configured robots can have up to 53 elements (fig. 2, 3 & 4), and still be about the same size as the originals.

If you're reading this and are thinking about making similar models of your own, I say go for it. I'm not going to patronise you with step-by-step instructions, I reckon any half competent AFOL will be able to duplicate the robots by studying the pictures here or on my gallery. Of course, if you need specific information, drop me a line and I'll do my best to help.

In the concluding part of this feature, I'll be revealing the truth behind some of my less conventional robot designs. From the tiny Blip (6 pieces) to the gigantic Kyothian Behemoth (217 pieces), plus I'll be taking a look at some of the best ways to articulate on a small scale.

Until then, my friends...



Figure 4

It Takes All Sorts

By Jon Reynolds - Secretary

For those who may be wondering, we do actually record the information you submit on the application forms to compile a snapshot of the 'Average Brickish Association Member' This is quite pointless of course, as no such animal exists however the info does give us a good idea of everyone's preferences so we can try to focus the Association towards the greater need (cue marching music and giant poster of Stalin). With around 120 members, I present the following BA Trivia: -

Member's interests (top 10): (initially, categories had a broad range but later additions were much more diversified)

- 1 Well, the biggy was SW & Space with 45% of members mentioning this.
- 2 A whopping 43% of you stated an interest in either Town or Train (or both).
- 3 57% are into Technic or Mindstorms (or both)
- 4 Another popular theme is Harry Potter & Castle with 27%
- 5 Yaar! Pirates stole the souls of 15% of the membership

- 6 Nearly 10% of members expressed an interest in historic sets
- 7 Where are the shoppers? Only 9% specified bulk bricks
- 8 The warriors out there (8%) fired out for Military or Western
- 9 The mighty Minifig is in there at 7%
- 10 Equals at 6% are Mecha/Bionicle, Monorail and Trading/Commerce

We also record where members first signed up to the BA. The following data was collated from about half of the membership applications;

Personal Contact	29.3%	Lugnet	24.1%
Web (general)	20.7%	LSMK event	6.9%
Scotfest event	3.4%	Fest (general)	3.4%
LLW event	3.4%	Brickfest	1.7%
MISB.com	1.7%	Brickshelf	1.7%
Red Letter Day	1.7%		

(arguably this should be at the top of the list as the initial members signed up here but it was not recorded in the same way)

Hope this has been interesting. As the membership

Organising a LEGO® "Fest"

By David Graham

When Steven Locke suggested having a Scottish LEGO fest in Peterhead I realised it was too far for many to attend. As I live in a village not too far from Edinburgh airport, close to a motorway, with a railway station and several possible venues I realised it was up to me to organise the Scotfest. I had attended two LEGO fests so I had some ideas.

At the Brickish Association AGM I overheard Phil Travis talk about his old LEGO to Huw Millington, I thought afterwards that everybody else would like to have to heard it. I often find there is so much you miss. Everybody has such interesting creations and you only hear about a few. Therefore I decided to do a "show and tell" where people would be invited to bring something and talk about it. I was worried that people may feel they had nothing to show, so I said they could bring anything, even a favourite set. In fact Fiona brought her lap top with pictures of LEGOLAND Windsor and Scott some old LEGO in a wooden box. It went well as can be seen from

Ian's comment, "I was a little unsure about the show and tell idea but in fact it was brilliant - an excellent forum for ideas, a celebration of our medium and exploration of the different approaches we have to building"

Also at the BA AGM, I kept wondering when was it going to start, so I decided I would stand up when most people had arrived and welcome everybody and tell them what was going to happen. My wife and daughter provided lunch & tea, I felt people needed two meals, as some had traveled a long distance. Maybe we had too many competitions but the most popular was building a small car and seeing how far it would go down a ramp. I had done this, years ago before LLW, at

a LEGO club day in Milton Keynes. At that event I thought train wheels were the answer, and on the day it rolled down the ramp, turned 90 degrees and came last. So I decided this time, to let everybody have a second go if they wanted. In the end I was a bit embarrassed to find that I won, especially as most of the entries looked better than mine.

I had wondered how many people would turn up. I decided to hold it in the Boat Club, it is a homely room with a kitchen and fantastic views over the Forth to Edinburgh. I thought it could hold between 20 and 30. At one stage 20 people said they would come but as the day got closer the numbers dropped to 15. At 10am on the big day with the tables and chairs set out the kettle on, I began to wonder if anyone would come. In the end 12 AFOL's turned up and we had a great time.

We are now thinking of having the next Scotfest in the spring.



Scotfest attendees (L to R): Scott Arthur, David Graham, David Mackenzie, Sian Hockaday, Ed Hockaday, Ian Bishop, Steven Locke, Fiona Dickinson, Stephen Kane, Jennifer Clark, Yvonne Doyle (not shown - Richard Forster-Pearson)

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Featured MOC - The Orient Hotel

By William Howard

Where does inspiration come from? For my Orient Hotel model, like most freelance models I suspect, it came from several sources, but mainly from seeing the Scorpion Palace set on BrickShelf and thinking two of those would make a good hotel".

I had been contemplating a hotel for my monorail based town for some months before seeing the set, but had been struggling for a "theme". Originally I had thought about a Disneyland style affair, where the monorail runs through the foyer, but soon dismissed that as being impractical on several counts. So the project had been placed on the back-burner, but the Orient Expedition (OE) range rekindled my interest.

I had also at the time acquired several of the larger "second film" Harry Potter sets in the post-Christmas sales and so had a large (for me) quantity of architectural tan parts available.

A few nights "fiddling" with the tan and I had the basic aspect of the 1st floor front elevation. As the second floor was going to be roofed by the hemispheres and onion dome I bought a Scorpion Palace set. On opening it, I realised just how big the onion dome actually is, and what was originally going to be the full width 1st floor rapidly became one half of the frontage. A second set was bought to investigate fully the issues of making a complete onion dome, and most of the minifigs and weaponry from the two sets were sold on BrickLink to offset the cost.

All the lovely pillars and arches brought back memories of hotels I have stayed at in Singapore and Taipei and the colonnade and portico were designed to fit the available parts and 1st floor facade.

Design conjures up images of sitting on the floor, surrounded by a pile of brick, plugging and unplugging parts, tearing fingernails and going to bed with sore fingers. That's Technic building in my world. 95% of the freelance models I build are designed on the laptop while sat on a train commuting to and from work. (Believe me, with the state of Britain's rail system you would not want to open a box of bricks on a train!)

I use MLCad/LDraw extensively. When I tell people this I usually get one of two replies, either "I'd much rather build with real brick!" or "What do you render with?". Well I'd much rather build with real brick as well, but South West Trains and LEGO really don't mix well, which is why I render in ABS (to which the hard core MLCad'ers usually say something along the lines of Is that like POV-Ray, I've never heard of that package.) To me MLCad is but a tool, a way to get things done, like the builders at LEGOLAND use graph paper, the paper drawing or the computer file is not the "end" but the "means to the end". I cannot see the point of spending hours/days/weeks rendering a virtual LEGO scene, but neither can I understand people who dismiss CAD tools as being "inferior", it's like saying I should write this article out longhand with a pen on paper.

So, the brick mock-up was transferred into MLCad on the laptop. Computer design has some serious advantages.

Select all that first floor facade, copy, paste - instant doubling in size. Don't like the colour of parts in the middle of a design, click, select, change colour - no rebuilding needed. Need to raise everything by the height of a plate? Select everything above a certain level, shift up, and insert the plates - easy. Not happy with a window layout in a wall? Just move the windows - no need to dismantle the roof and the surrounds, just move bricks out of the way and rearrange the windows.



Can't see what's going on inside? Just hide everything in the way - simple. Need 500 red 2x4 bricks but don't have them to hand? No problem, the computer has an infinite supply. However, there are some major drawbacks. That 1x2 modified plate you just used 20 of - sorry but it doesn't exist in that colour (or even worse, it does exist but they are around \$1 each). That brick you just placed through the middle of the other one - that might be a little tricky to "render in ABS". Those parts you just arranged into a wonderful architectural feature - well its unstable and likely to fall over if you sneeze.

I find that I have acquired a fairly extensive knowledge of what parts exist in what colour-ways and at what rarity (i.e. cost). Also, there comes a time in every design where you just have to get the bricks out and prototype to see if the parts fit and stand up of their own free will.

The design for the hotel took around six months from start to end, with a two month break in the middle when I hit the ideas block of how to get the foyer to work (it has to attach nine major sections at the front and resulted in a considerable amount of rework). Originally, the colonnade was only on the front, but as most hotels I've stayed at are on street corners, I extended it around one side of the building (more rework). The back and sides were originally plain white and tan with a few windows, but again most hotels are very plain round the back, so the back and one side were substituted for red brick (select, change colour - about two minutes work to change over 500 parts - payback!). But then, looking at real hotels, the "tradesman" sides are actually crowded with details like soil pipes, lights, fire-escapes, barred

windows, staff entrances, etc, so the “plain” walls were enhanced with “dull and boring” features.

The roof garden was really an excuse to use the statue from the OE River Boat set (heavily modified) and the hemisphere domes (as the original concept for the 2nd floor roof had soon been discarded as letting in too much rain!). The rear of the roof garden (with the pergolas and pool) slides out on runners (from the OE Tigror Roar set) permitting the reception desk, floor mosaic, stained glass window, map wall and weapons wall to be seen. The black roofs also lift off to permit the inside to be seen. One side will be all the way to ground level for a lounge/bar while the other will reveal some bedrooms – work in progress.

As the design was progressing some specialised parts were acquired by adding to BrickLink orders, by buying on eBay (mainly the baseplates and bulk Technic beams and plate for internal bracing) or by raiding other sets being parted out for other projects. This helped spread the cost. Once the design was finished, with no regard to part availability or cost, a Bill of Materials was generated from the MLCad files. This is imported into Excel and the process I call part reduction begins. This involves, a) ascertaining what parts have been used that don't exist (or are too expensive to source if needed in large numbers) with consequent redesign, b) working out what parts I have in the stock boxes (I tend not to keep a large supply on hand as the kids raid it), and c) working out what parts I have spare that can be substituted for other parts (e.g. two 2x2 bricks for a single 2x4 brick). The only parts I used that didn't exist were dark blue plates and tiles and I'm still convinced I have seen dark blue 1x1 and 1x2 plates and 1x2 tiles somewhere (probably in my dreams!). So if these ever become available I have some rebuilding of the colonnade to do.

The result of the part reduction process is a shopping list of bricks. These I acquire from several sources, Shop At Home, BrickLink, eBay, sets on sale, contacts the usual places. I usually over order. For the Orient Hotel I needed masses of roof slopes, 2x2 tiles, plates and bricks, so these were sourced from Shop At Home. The 15% discount and fixed postage, backed by the knowledge that The LEGO Company would make good anything lost in the post, made the cost very competitive. However, it does mean a large surplus of parts so it was necessary to repeat the substitution process (which is so easy with an electronic design). The resulting reduced

shopping list was then sourced from BrickLink, with parts coming from the UK, US, Europe and Australia.

The first time I bought in bulk on BrickLink I spent hours working out which shops offered the best deal, however, as with anything, practical experience improves performance and I can now locate hundreds or even thousands of pieces relatively quickly from a few excellent suppliers. Even if they don't have all the parts required listed, a few emails will usually ascertain that someone has the missing parts and is willing to list them. Elec-



tronic communication is a powerful concept! Postage can be an issue, but I have cultivated some US and Aussie friends (via the forums and chatrooms) who are happy to receive many small packages from sellers in their country and repackage them as one large parcel to me. Pick sellers that offer free shipping within their country and send the combined package by insured surface mail and the postage costs plummet. It still amazes me that for a medium size parcel the airmail shipping cost is lower, and the package arrives faster, from Australia than from Northern Europe.

It took about two months to acquire the parts once the Bill of Materials was finalised (cunning planning meant that I was on holiday for two weeks while packages were in ship holds on their way to me – so it wasn't such a drag waiting on parts).

After the parts were in hand, it took about two weeks to build the hotel. It could have been quicker but I took a large number of in progress pictures which meant that building had to stop once a certain point was reached at night so that I could take the pictures in the morning. I also corrected the MLCad designs as I found mistakes, most of which were parts I had moved and then failed to delete, or where two parts could be replaced by one to

make the building stronger. Fewer than ten corrections were made to the original plans.

So would I produce freelance models differently? If I didn't commute five hours a day and so had more free time, if my kids were older and would not add their own additions to part built models, if my LEGO stock wasn't in the same room as the kids stuff, if my LEGO room/budget was bigger and I could hold more “spare parts”, yes I'd probably do things differently. But as it is, things work fine.

And should I ever drop the hotel, I still have the full building plans.

Photographs by author.



LEGOLAND Deutschland

By Huw Millington

So, you've been to LEGOLAND Windsor, bought the T-Shirt and counted the bricks in Miniland, now what? Actually here in northern Europe we are spoilt for choice in terms of where to go next, with two other LEGOLAND parks, in Denmark and Germany, just a few hours away by air. I was lucky enough to visit both of them this year, and in this, the first of two articles, I give the lowdown on the German Park.

Where is it?

LEGOLAND Deutschland is in the south of Germany, in Bavaria. The nearest town is Günzburg, about 5 miles north of the park, which itself is roughly mid-distance, 60 miles, between the major cities of Munich and Stuttgart. It is almost at the intersection of the A8 (east-west) and A7 (north-south) autobahns, so it's very easy to get to from most of Germany.

How to get there

I guess driving from the UK is probably not out of the question, given that it's only about 500 miles from Calais. However a better option is to fly either to Munich or Stuttgart, then travel on by road or rail. EasyJet fly from Stansted to Munich, while BA (British Airways) fly Gatwick to Munich. BA also operates from Heathrow to Stuttgart, but that appears to be a slightly more expensive option.

Getting there by public transport is easy. Günzburg station is on the main line between Stuttgart and Munich which has a regular ICE (Inter-City Express) service, every hour with a journey time of about 80 minutes from Stuttgart, and 90 minutes from Munich. The DB website has an excellent online travel planner you can even enter *Günzburg, LEGOLAND* as the destination and it will plan your journey including the shuttle bus.

The shuttle bus runs from right outside the station to the park. The current timetables, which also show connections to the nearby larger train stations, (Ulm, Augsburg and Donauwörth) are available at the LEGOLAND Tours website.

Where to stay

Günzburg is not a particularly touristy area, so hotels are not in abundance. However, with the opening of the park, several partner hotels have been established nearby. A list of these can be found at the LEGOLAND Tours website. I have stayed twice at the Best Hotel Mindeltal, which is about 10 miles away, on the next autobahn junction up the A8 from the park. It has excellent rooms, offers a superb buffet breakfast and provides plenty of children's activities. It's also very conveniently sited close to the A8 which means going places doesn't require negotiating town traffic before getting onto the main road. The Hotel Mercure in Günzburg looks to be very good, too, if more expensive, and is a better option if you don't have a car.

LEGOLAND Deutschland

Comparing it to Windsor, LEGOLAND Deutschland is a better park in many ways. For a start, it is much more compact, and also flat, which means you don't need to traipse up and down hills and walk miles going from ride to ride. It also appears to be targeted at an older audience. Many of the rides are similar to those at Windsor, but there are also more 'exciting' rides such as the Project X Test Track (roller coaster with extreme drops and corners) Drone Racers (Go-Kart racing), Jungle Expe-

dition (like Windsor's Pirate Falls only better) and of course the Dragon Roller coaster (out of the three European dragon 'coasters', this is the best).



In my opinion Miniland in Germany is the most impressive of the three European parks, mostly because of the size of the models. The Berlin segment is particularly impressive with its huge buildings and working trams. There are nine segments in total: Venice, Berlin, Hamburg, Frankfurt, the Netherlands, a Swabian village, Munich airport, Switzerland and new for this year, Neuschwanstein castle which is surrounded by other 18th century Alpine buildings, horses and carts and so on.

The adult LEGO enthusiast is well catered for. One of the main attractions is the LEGO Fabrik (factory). This 'ride' starts with a short film showing how LEGO bricks are made and sets packaged after which you go into a large room housing a single injection moulding machine, mock-ups of packaging and minifig assembling machines, and a brick printing machine. The machine makes only one type of element: 2x4x3 red bricks which are then printed with a unique LEGO Fabrik design. At the end, you can take one (or two...) away with you. The Pick-a-Brick shop is at the exit of the Fabrik ride. Here you can buy bricks in bulk from a selection of 200-300 different parts. It's sold by weight, at €60 per Kg. The Bulk Tracker on the Brickish Association website lists the currently available selection.

Unfortunately the foreign visitor is not well catered for: signs and instructions are in German only. Usually this is not too much of a problem until it comes to deciphering the menu, and if you don't know your *weißwurst* from your *leberkäse* you had better stick to the self-service restaurants.

There is so much to see and do that to be sure of doing it all you really need to spend two days in the park. It does get crowded in the summer, but in my experience not as bad as Windsor can be in August.

Open Season

The park closes for winter after the first week in November, so start planning for April next year when it opens again, it'll be well worth the effort.

Links

LEGOLAND Tours <http://www.legolandtours.de/>

DB travel planner

<http://reiseauskunft.bahn.de/bin/query.exe/en>

Thanks to Chris Dee for public transport information.



Photographs by author

Set Review - Scary Laboratory (1382)

By Mark Palmer

I bought this set primarily for the sand-blue bricks that I need/want for another project. As well as, I admit it, the minifigs! My set came from LEGOLAND Windsor and cost £40 (less 10% annual pass discount).

The set builds quite easily it took me about 30 minutes, with no real problems apart from using a 1x4 brick where I should have used a 2x4 roof brick; the instructions show the construction step from the back of the brick. The set builds into three main sections which link together plus three separate "props", the gate, make-up table, and some sort of machine, plus the movie camera on a trolley. While the three main sections link together the centre section doesn't actually attach and is thus free to slide around somewhat spoiling the effect.

The main reason for buying the set was for parts. In sand-blue you get 19 1x2, 4 1x4, and 2 2x3 bricks, 1x2 tiles with and without grooves, 2x2 tiles, 5 1x4, 3 2x4, 3 2x3, and 3 2x6 plates. There is also a good selection of dark-grey including plates, bricks, roof bricks, corner and 2x2 45 degree slopes, and a lion head. The other main attraction to me was the "iron" gate, this uses standard clips for the hinges and will suit town or castle projects. There is a selection of small Technic parts, gears and spirals, used to represent laboratory equipment. Other parts of note are a selection of large panels, 1x6x5 (grey) and 1x2x5 (grey and dark-grey), plus 1x2x2 (grey). Some people may decry these parts as not in the spirit of "true" LEGO but they can be useful when building larger structures. You also get a sound effects CD:-)

There are a lot of stickers in the set. Different people have different views on stickers, personally I don't use them. The stickers are mainly for the 1x6x5 bricks to represent dungeon walls or for the 1x2x5 to represent laboratory apparatus. This is different to say "Privet Drive" where the bricks are printed but of a similar

design. These stickers could be used to good effect in a castle or space MOC. If used no stickers span more than one brick. There are also a few printed tiles with dials and lightening effects, plus a trans-purple large radar dish with a "swirly" pattern.

Another reason to buy the set is the Frankenstein minifig which is great. Other minifigs included are a mad professor, man in a suit (always useful), woman (with a 2x2x2 skirt slope brick in burgundy), plus a director figure. There is also a skeleton, with extra head, ghost "shroud", and a spare orange monster head. Some of the figures feature heads with reversible faces. I'm not sure about these but both the professor expressions are excellent.



At the same time of buying Scary Laboratory I also bought Vampire Crypt, (£15 less discount). This was primarily bought for the vampire minifig and also for more sand-blue. However the real gem is the Igor minifig, this is a must have minifig. Also in this set are some 2x2x5 pillars, one a dark-grey version of the standard "pillar" as in the accessory pack and three squarer pillars with vertical grooves on the faces. These grooves will accept the garage door slats which could prove very useful for space or industrial MOC's.

The Studios range doesn't get much of a mention which I think is probably a bit of a mistake, these are fun sets with some useful parts in them. Scary Laboratory is a good buy for the selection of sand-blue, dark-grey bricks, the gate and some great minifigs. The parts will be useful for many space, castle or town projects. The minifigs can be used for vignette scenes or general crowd filling. Vampire Crypt is worth it for Igor alone! The pillars will be useful as well. The price, for Scary Laboratory, is a bit steep but if it's ever on sale it will be a great buy.

My only regret is that by writing this review if it does go on sale you lot will buy them all up!



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This is small selection of current items available.

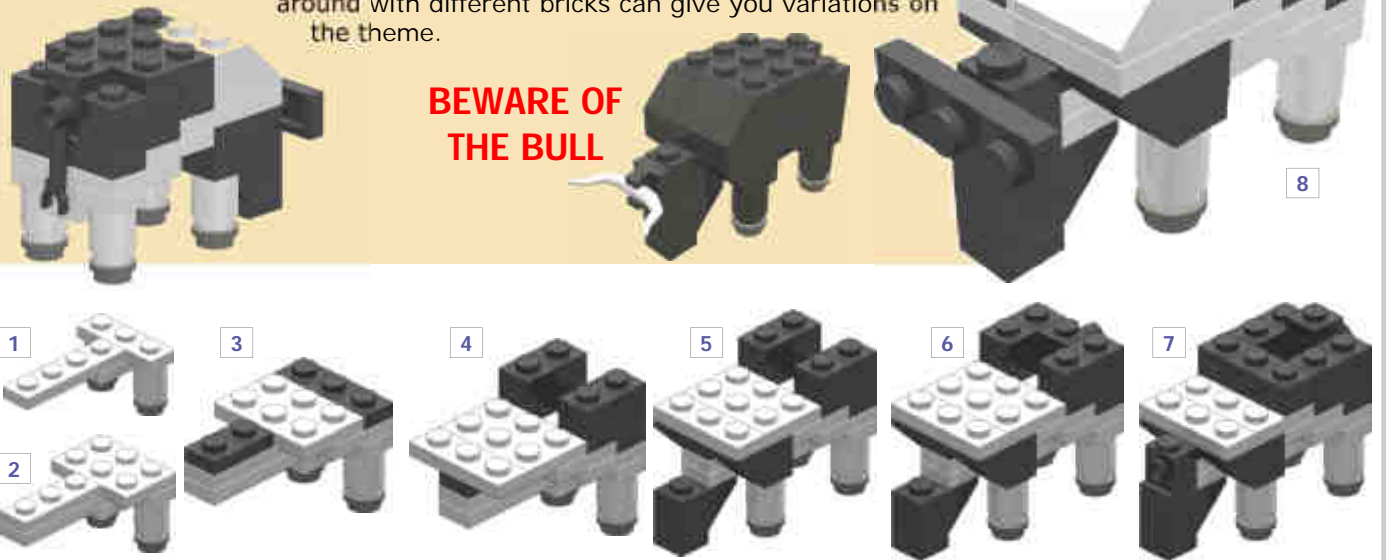
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5 MINUTE MODELS

5. Cow, by Alastair Disley

Building on the livestock theme for 5MM's here's a Cow, or with a little bit of modification a Bull or even a bison.....

Construction is fairly straightforward following the steps below. The only point to watch is the tail, use a robot arm attached to a 1x1 headlight brick. Playing around with different bricks can give you variations on the theme.

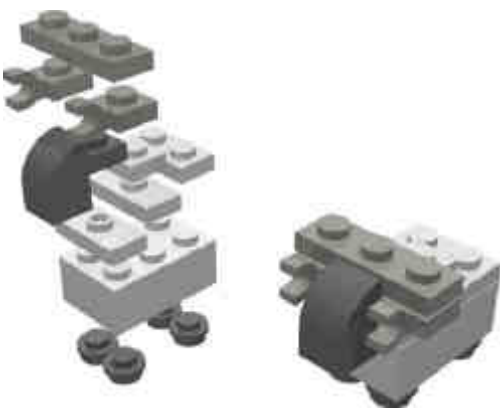


BEWARE OF THE BULL

If you have built a small model you are particularly pleased with, or have suggestions for Building Tips, please send a few notes and pictures, or LDraw instructions, to the editor.

3a. Ram, by Jason Railton

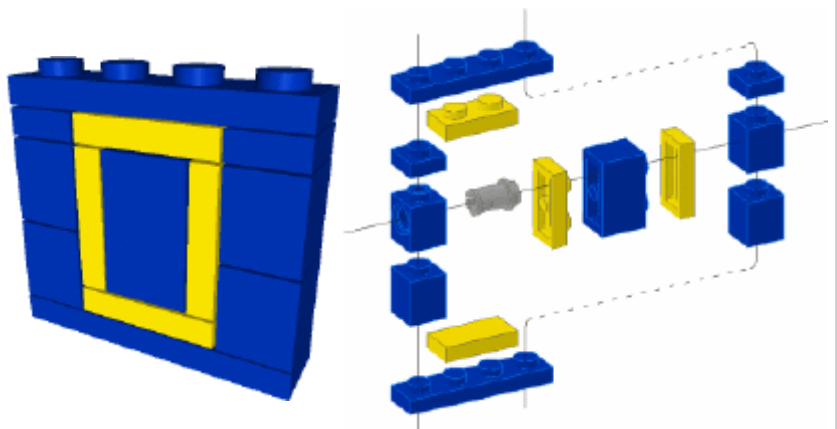
Some modifications to the sheep from Brick Issue 2, to make a Ram. Jason reports that it's more fun if you use the magnetic 2x3 bricks.... The instructions should be self-explanatory. The only point to watch is the extra 1x1 plate that goes on top of the 2nd jumper plate.



Building Tips - Advanced S.N.O.T, by Jason Railton

This trick allows you to place a coloured rectangular outline just a single plate thick into a 1-stud wide wall. The exploded view shows you how. The vital part of this trick that holds everything in place is a technic 1x1 brick (with hole) of the same colour as the wall, with a technic half-connector-peg pushed into it. You'll also need two 1x2 smooth tiles in the outline colour. The rest of the pieces are ordinary plates and bricks.

This all fits flush and doesn't require any propping up behind the wall. So, you can put it in the side of a vehicle and still have room inside. You can also extend this as long as you want. Just stretch it out two studs at a time, and for every two studs long add the equivalent of five 1x2 plates to the horizontal block.



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