

# Connected Circumnavigation Challenge – Notes

Chuck Berry – December 1, 2018

*This document explains the Spreadsheet that supports the 2019 Connected Circumnavigation Challenge on BGG. It contains three sections: (1) General Explanation (2) Description of Data Fields (3) Using the CCC Spreadsheet. Read them in a different order if that is more effective for you. Or simply explore the Spreadsheet using the column labels and ignore the notes below.*

## (1) General Explanation of Spreadsheet

I hope the following notes about the data fields, terms used, etc., will help you understand and use the information I have tabulated. If you have questions or suggestions, please let me know.

### Duplicate Big Cities, Small Towns

The CCC Spreadsheet contains a *lot* of places. I have a collector mentality and love compiling data, so may have gone overboard. You don't need dozens of different ways to get to Istanbul or Paris or New York City, but with this many choices several games you already own might be on the list for such places.

At the other extreme, it was fun to find a use for many of the **small towns** I keyed in for the sake of completeness: Mombasa, Quedlinburg, Jaipur, Le Havre, Ulm, and others. And what a delight to find that the ferry from Fort William to Stornoway goes around the Isle of Skye! Plus, wouldn't it be romantic to change games by connecting in Ahmadabad or Tucumcari or Chittagong or Timbuktu, even if you didn't play a virtual game there! I bet you'll pardon me for asking you to sift through many places you may never go during your Connected Circumnavigation Challenge ... *thank you!*

### A Sample Trip



To show how this might work, I've sorted some possible games and destinations to the top of the Spreadsheet. Here are the first few legs:

- I start from home (State College, Pennsylvania, USA) and begin by playing Dominion (the most-played game at a local game group) with up to three Uber Drivers, one of whom will delightfully give me a ride to Altoona.
- Altoona is the closest town I can find to State College; there I catch the Chicago Express.

- I stop in Cleveland (rounds 1 & 2) and Detroit (3<sup>rd</sup> round) to play Grand Prix, and arrive in Chicago to play World's Fair 1893.
- 20<sup>th</sup> Century Limited will take me to Pueblo, Colorado to play Pueblo; then to Fresno, California from where I hitch-hike to Kingsburg and back; then to Tucson to play a virtual game with SpaceAlien (who I hope will join this Challenge in 2019); and finally to San Antonio.
- Waking up in the San Antonio Hotel (featured on a card in Railways of the World) I head for Mexico City for a game of Nations; then on to Vera Cruz.
- ... and so forth; take a look at my notes in the CCC Spreadsheet if you're interested.

With this itinerary I'd visit all the continents, get to some unusual places, and play games I love even though the excuse to arrive at a "proper location" might seem a little stretched. An example is exploring Mayan pyramids in Yucatán to find a Diamant or two, but mysteriously ending up finding Incan Gold in Peru. Other travelers should apply creativity freely if they want to; a trip is supposed to be *fun*, right!

On the other hand, toward the end in Europe I mostly identified obviously-appropriate games in well-connected cities. When I'm actually traveling next year, I'll probably do something more complicated to fit in games I especially want to play.

It would be unusual to completely plan a whole trip and follow it, and in many cases I will likely end up doing something different from this sample. Your approach might be to start off with a few games and a tentative plan, then arrive some place and decide to consider alternatives about where to continue. I hope the data in the Spreadsheet will be helpful at such decision points.

My sample trip includes nearly 100 different games ... a one-per-week pace for a total of 52 might make more sense. You can see how you feel after you travel for a while.

## (2) Definition of Data Fields

In the CCC Spreadsheet, the first four columns (A..D) are my own data for a 2019 Connected Circumnavigation Challenge trip. You may want to erase the contents and redefine them for your own purposes, or perhaps use a different approach altogether. *Please see the "Suggested Use of this Spreadsheet" section below.*

**Column A.** This code (1..5) indicates how easily I could get the game if I want to play it. Note that for games I don't own (especially codes 3..5), the data may be incomplete. If you add information for these games, I'd appreciate seeing your contributions ... thanks!

**Column B.** I scrolled through the spreadsheet adding one of three codes to some of the games:

- F = Favorite Game I want to try to include in the Challenge.
- A = Appropriate game that clearly fits the location.
- L = Links between F's and A's.

I then sorted these to the top of the spreadsheet and had fun putting locations and connections together to see what might work.

**Column C.** 10, 20, 30, etc., are Link Games to get from one place to another. The following whole-number entries (up to the next multiple of 10) are games played at appropriate locations along this route. Re-used Link Games with decimal numbers get me to the following location but don't count as separate plays.

Of course, if I want to be "pure" I could replay the Link Game between each location, and might decide to do this when the time comes. But probably just one play of each Link Game will be enough.

**Column D.** I added brief notes to help me remember what I did, and to help you follow it. I intend to flesh these out when documenting my actual Challenge travels next year.

**Column E.** P (for **Play**) indicates a game appropriate to play in a specific **Place**. C (for **Connection**) indicates a game that will let me move between specific **Cities** (or monuments or buildings or other places). In some cases, I have listed games as both C and P. Of course, in a pinch you might play a P-game to connect to somewhere else, or play a C-game in one of its many places if you need to.

I at first imagined that I'd have to get around using maps for Ticket to Ride, Power Grid, Pandemic, and so forth. But in fact many other games are great for travel; take a look at what I have included and let me know if your ingenuity helps you find others.

**Column F. Fit** shows my judgment (*you are free to disagree and assign other numbers*) about how well a game matches its C or P purpose, the lower number being better. For example, C = 1 might mean a specific city has a dot on the game board, or perhaps a specific building appears on a card. C = 2 may just be a region, or an unlabeled city on the board. C = 3 may be a whole country.

P = 1 is for games like Carcassonne or Niagara or Scotland Yard where the play mechanics obviously relate to the place. I've also tended to assign P = 1 when the name or theme of the game clearly has to do with a specific place, even though the mechanics are a little abstract. Examples are Le Havre and Macao. P = 2 indicates a weaker link as in Conspiracy (where specific cities are mentioned but don't really have much to do with the game) or Chinese Checkers (which clearly has to do with China but not with any specific place there). P = 3 is an even more tenuous connection between the theme of the game and a geographic location. I have used P = 4 when I couldn't think of an excuse to play a game I own at any specific place on a trip ... please help me with suggestions if you come up with any.

**Column G.** The **Game Name** is abbreviated in some cases. You can sort on this field and easily eliminate games you don't have and don't plan to borrow or buy to use for your Challenge.

**Column H.** In addition to the normal **Continents**, I've separated the **Middle East**, including countries as far east as Afghanistan and Pakistan (but not the former Soviet -stans), in accordance with one of the atlases I used. **Russia** is divided along the Ural Mountains into Europe versus Asia; sorry if this is inconvenient for some purposes. I struggled with **Turkey**, which seems to fit in with some Middle East games, but I've included it with Europe for all purposes.

“**Water**” is a way to group together various Oceans and Seas. I've included Atlantis as a “country” in Europe, even though some might consider it to be an under-water location, or perhaps a continent. It is referred to in several games and is even shown on the Olympos game board map.

**Column I. Country** is fairly clear in most cases. I have identified cities and other locations based on the current country boundaries, even though they may have been in different countries in the past.

**Column J.** My **Regions** give finer detail within countries, ideally some officially-defined geographic area. Here and in the previous column I may have grouped a tiny Capital District with a nearby larger area, and if so used *italics* to indicate this slight mis-assignment (a nod to accuracy).

If you search the Internet for “China region map” and so forth, you will probably come across the same maps I used. I haven't done much work on this for some small countries, nor for countries that have few game-related locations in the data I compiled.

In some cases, I simply used the natural political boundaries (from Column K) as the Region also. Finer detail within already-small areas likely will not help in planning a trip. On the other hand, for Canada and Germany I

listed the provinces and states under “Region” and put smaller divisions (some of which I created, and I hope put in *italics*) under “State.”

See the notes below about “general” and “many.”

**Column K. State** may mean province, prefecture, district, etc., depending on the country involved. I apologize for cases in which this information is not current and accurate. For example, for England I used some old maps and got confused by historical, ceremonial, administrative, postal, and other types of “counties.” But using any of the definitions (even if they are slightly inconsistent) should help you know a city’s approximate location and find it on a map.

**Column L. City** in most cases really is a city. It may be the city named in the game, on the map, where a building is located, etc. So that various entries about the same place will appear together when sorted, I’ve tended to use the most current name (per Wiki). Where the city name has changed or been respelled or written differently on the game board (Istanbul versus Constantinople, Beijing versus Peking, etc.), I have listed the alternate name(s) in the Notes column.

When a location in a game is known only by state or other area but not a specific city, I have listed in the “City” column the name of that area with a **blank space** in front of it, so that these sort separately from the Real Cities. Look at these in a pinch. I’m not sure this is a great way to handle this situation ... let me know if you think of a better method.

I have intentionally omitted specific locations for games like Terra and Ubi. Adding them to the spreadsheet would create spoilers. But it might be fun to play such games and see where you happen to end up, then travel on from there.

**Column M.** Knowing which large city a small town is **near** may be useful. I have indicated the approximate crow-flies distance and direction. If I get myself within hiking or biking or local public transportation distance of a place where I want to play a game, I’ll say that’s a connection. For example, I can get to Reims using Power Grid: France, and that’s not far from Troyes (where I would like to play a game, but I can’t find Troyes on the map of another game).

To clarify: on the Troyes line of the spreadsheet “Reims 80km S” means that Troyes is 80 km South of Reims, not the other way around. Although it’s tempting to read this as “Reims *is* 80 km South of Troyes” I figured it would be more useful to list the usually-larger (or at least on-a-game-board) city at the beginning of the entry, making it stand out and letting a sort of this column be more helpful. Thus, to find Troyes (in Column L), start at “Reims **and go** 80 km South.” Sorry if this is confusing and you think I got it backwards.

**Column N.** This **Notes** column contains several different types of information, as you will see.

**\_many** appears in several different columns. I intend this to show that several cities, states, areas, etc. appear on the game board, among the cards, etc., but I have not listed them individually. This term might mean only a few or several rather than what you imagine as “many” but I figured different terms would not be helpful. The leading space makes these entries sort to a different section ahead of the proper specific locations.

**\_general** means that only the country or region or state or other large area appears and no specific cities or other finer detail appear in this game. If necessary, we can connect to or play a game in any specific location within the larger area, but I will usually try not to resort to this while planning my travels. But some places may be hard to reach otherwise.

I may not have been consistent in assigning the “\_many” and “\_general” terms ... sorry.

### (3) Suggested Use of this Spreadsheet

If you decide to join the Connected Circumnavigation Challenge, I hope this Spreadsheet will prove helpful to you. Or perhaps you can employ these data for some other purpose. But here are some ideas about how you might use the Spreadsheet.

**Your Games.** Sort the Spreadsheet (including the lines from my sample trip at the top) by Column G to put all entries for each game together. When I have listed games you don't have and don't want, you might want to delete these rows, though you should probably keep them in a separate file in case you change your mind in the future. Then put in your own codes in columns A to F for games you already have, might borrow or buy, etc.

Then add all of your games (and those you can borrow from friends, etc.) that are missing from the spreadsheet. At least put a "P" for each in Column E; you might have fun thinking up places to play them. And if you have games with lots of cities or structures or other specific places on maps or cards, add them with a "C" in Column E. If you do so, I'll love it if you'll send me your entries for new games you've added! (*But only your **new entries**, not merged with my original data; more about this below.*)

In Column F, you might want to revise some of my judgments about how well a game "fits" its location, and of course list your opinions for any games you've added to the data.

**Planning a Trip.** You should probably begin by deleting all my data from the first four columns. Then have fun noting your Favorite and Appropriate games, dreaming about the overall structure of a possible CCC trip, and thinking of ways to get from one place to another.

This will lead you to consider what Rules or Guidelines you'd like to use, though of course you can make those up as you travel.

### Some Requests

If you think of better ways of handling any of the approaches I outlined above, I'd like to hear about them. Please also tell me about typos, incorrect information, interesting links between games and locations you come up with, and so forth.

**More Data.** If you key in locations for games I do not have, I would love to receive a copy of your work. Even just an e-note with city names by game is enough; I can go through and assign them to provinces, regions, and so forth. But an excerpt of your spreadsheet *with only your additions* would be better. As you can imagine, it would be hard to make use of complete spreadsheets including all of my original entries merged with other people's additions. I'll post updated versions as I revise the CCC Spreadsheet.

The best way to send me a spreadsheet excerpt would be by direct e-mail (see below). Or else you might post your data somewhere and tell me via a BGG message where to find it. Thank you for whatever you want to contribute. Perhaps our combined data compilation will be valuable for other purposes in the future.

The **Best Thing** would be if this Spreadsheet encourages you to join the 2019 Connected Circumnavigation Challenge.

Thank you in advance for your interest and help.

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