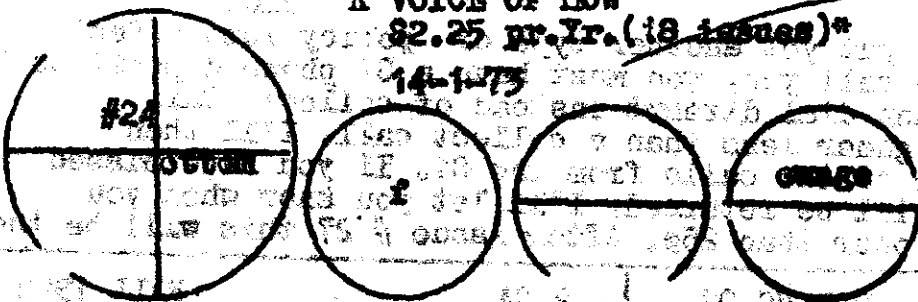


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14-1-73

includes
NOW membership
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games:
71DB
71DE
71DX
72A?
72QA
72ABa



71 DB STALINATE CONTINUES FALL 1907

With the Spring 07 moves I forgot
the English move F Hol-Hol.

FRANCE (HERRICK) A Har-H: A Bar-Har:
F Tyr-Ion: F Tun S F Tyr-Ion: F Tus:
Tyr: F Wes S F Tus-Tyr:

ENGLAND (PHILLIPS) F Mid-Haf:
F Hol-Hth: A Har S A Kie S French
A Har: F Hth-Hag: F Bot-Bal:
F Bal-Den: F Bar S A Pru: A Pru S
A Mos-War: A Liv S A Mos-War:
A Mos-War: A Hwy-StP:

ITALY (SCHWASS) F Rom-Tus: A Pie S
F Rom-Tus: F Nap-Rom: A Apu-Rom:
A Tvo-Hun:

AUSTRIA (DEN UYE) E Ion S ITALIAN
F Nap: F Gre S F Ion: A Sev-Hos:
A Ukr-S A Sev-Hos: A War S A Sev-Hos:
A Sil-Pru: A Boh S A Sil:
A Har H: A Vie S ITALIAN A Tvo-Hun:

The underlined moves fail. The
French F Tyr and the Austrian A War
are both dislodged and retreat
to Iyo and Gal respectively.
Winter builds are due 11-2-73
at 10 AM.

SUPPLY CHART:

AUSTRIA: vie, bad, ram, bal, gre, con,
my, ank, sev, mos, 10 + 1

ENGLAND: edi, lon, liv, my, swe, den,
stp, war, ber, kie, bel, hol, 12 Even

FRANCE: bre, yar, mar, por, spa, mun
tan, 7 + 1

ITALY: ven, rom, nap, tri, 1, ser
5 EVEN:

IF ALL PLAYERS SAID IN SPRING MOVES
WITH THE WINTER BUILDS, THEN
THEY TOO WILL BE PRINTED WITH THE
WINTER MOVES ON 11-2-73.

JOHN NOW send 50c to Jim Pulsipher
at 223 DEH MTU, Houghton, LI.
49931, or sub for one yr. to BOAST

71 DE SPRING 1907

ITALIAN FLEET DESTROYED BY
FRENCH CATTANDONES!

ITALY (HERRICK) F Tus-Rom: F Har-Rom:
A Ven S AUSTRIAN A Pie-Tro:
A Har S RUSSIAN A Har:

GERMANY (LAUGH) A Har S FRENCH A TYO
A Sil-Gal: A Boh S A Sil-Gal:
A StP-Hos: A Liv-S A StP-Hos:
A War S A StP-Hos: F Hwy H:
F Bal H:

AUSTRIA (BRASCHER) A Tris ITALIAN
A Ven: A Ven-Tyo:

RUSSIA (JOHNSON) A Sev-Ukr: A Ukr-
Gal:

TURKEY (SCHWASS) A Rom-Sev: A Ser-
Rom: A Gre-Ser: F Con-His:
F Har S F Ion: F Ion S ITALIAN F Har

FRANCE (HERRICK) A Yor H: F Har-
Mid: A Pie H: F Tyr S A Har-Tus:
F Iyo C A Har-Tus: A Har-Tus:
F Tun S F Tyr: F Wes S F Tyr:
A Pie-Ven: A Tvo-S A Pie-Ven:

Underlined moves fail. The Italian
F Tus is dislodged and Elim due
to lack of retreat.

PRESS: FESTUNG BELLEVUE: No ham.
Surely you have backish of your
own'sine!

ZOOLAND (BOAST) Yes But am too
lazy to look it up, besides
maybe you'll put it into English
and not some German dialect.

I have a page of press but due
to time limits for this issue I'll
delay it until next issue.
Sorry Jim!

BOAST

PAGE 2

- b I have decided to put yet another type of policy into effect. If you want me to call you, you must have a \$1 phone deposit on hand here. I'll then dial direct instead of collect. This will cost you the gamer less than a collect call. I'll then subtract the price of the calls from the \$1. If you have missed any moves the \$1 will be returned. I'll let you know when you Phone deposit is lower than 25¢. After issue # 27 this will be the way

71 DH

SPRING 07

The GI had gotten the Turkish moves mixed in with other letters. When I was filing the letters away I found the moves. The moves were in before the deadline and thus were valid. I sent a letter to all the players notify them of the correct moves. I stated that I would delay the game one deadline if anyone requested it. One person did, thus the deadline for the FALL 1907 moves is 11-2-73 at 10. The correct FALL spring moves are printed here below. John Hendry takes over play for Bob Van Andel who was dropped due to missed moves.

ENGLAND(JOHNSON) A StP-Los: F Swe-Bel: F Dep-Kie: F Nth C A Edi-Nwy: A Edi-Nwy: F Lon-H: F Eng-S French F Bel:

FRANCE(EFRON) A Bel S Eng F Nth-Hol: A Lun-Kie: A Par S A Har-Bur: A Har-Bur: F Wes-Tun: F Tyr-Ion: A Pie S ITALIAN A Ven:

GERMANY(MATTHEWS) A Hol-Bel: A Ruhr S A Hol-Bel:

ITALY(TILSON) F Har-S F Tun-Ion: F Tun-Ion: A Ven H:

AUSTRIA(SCHWASS) A Ber-Iun: A tyo S A Ber-Iun: A Sil S A Bud-Gal: A Bud-Gal: A Rum H: F Bul co. s F Gre-Aeg: F Tri H: F Gre-Aeg:

TURKEY(LEAHEY) A Smy S A Ank-Con: A Ank-Con: F Rom S French A Pie-Tus:

RUSSIA(?) NWR A's war, pru Mos H F Bla H:

The underlined moves fail. The French A's Bel and Lun are dislodged and retreat to Pie and Boh.

72 QA

FALL 1903

Read the top of DH and it applies to this game except that no asked for the deadline to be changed.

ITALY(KISTLER) A Boh S AUSTRIAN A Vie-Gal: A Pie-Tyr: F Aeg-S F Eng-Say: F Eng-Say:

AUSTRIA(DEN UYL) A Bud S A Rum: A Ser S A Rum: A Rum S A Vie-Gal: A Vie-Gal: F Bul so-Con:

RUSSIA(RITTER) A Gal-Rum: F Sev S A Gal-Rum: A Uos-War: A War-Ios: F Swe H:

ENGLAND(GORSKI) F Nth-Iwy: F eng-Nth: F Ska-Swe: F Den S F Ska-Swe: A Hol S French A Bur-Bel: A Kie S French A Lun-Ber:

FRANCE(TILSON) F Spa so-Wes: A Har-Pie: A Bur-Bel: A Inn-Ber: F Bre-Ild:

TURKEY(LEAHEY) F Con-Aeg: A Smy H: A Ank-Con: (HSU): F Blas A Ank-Con:

GERMANY(KUTTA) NWR A's Ber Ruh H: The underlined moves fail and the Russian F Swe and A Gal must retreat to oth, bot-bal-fin, and oth sil-ukr respectively.

SC CHART

AUSTRIA: vie, tri, bud, rum, bul, ser, gre, 7 + 2

ENGLAND: edi, lon, liv, den, swe, nwy, kie, hol 8 + 2

FRANCE: bre, par, mar, por, spa, bel, mun, ber, 8 + 3

GERMANY: 0 ent

ITALY: ven, rom, tun, nap: 4 EVIL

RUSSIA: stp, mos, war, sev 4 depending on retreats -1 EVEN +1

TURKEY: ank, smy, con 3 Even

Winter 1903

RUSSIA(RITTER) Removes F swe retreats A Gal-Ukr

FRANCE(TILSON) B F BRE A's Har Par

Cont. next page.

When sending in moves, please do not mix them with letters as I might file them away with other things than the moves. Also if you are in more than one game, please place the moves on back of each other such that I cannot find the game to file them away. I prefer 3x5 cards!

72 CA Cont.

AUSTRIA(DEN UYL) Builias A's

BUILDS A's Tri, Vie

ENGLAND(GORSKI) Builias A's

82 AP

In the last turn I forgot to list the Russian A Del-Hol; and the Swe-Hwy:

AUSTRIA CALLS UP LAST RESERVES FOR FINAL PUSH!

BEASECKER (GERIANY)

R F Pio

AUSTRIA(ROCAFORIA) Builias A's Tri, Bud, Vie

RUSSIA(HEMDRY) Removes F Lon A Arm:

the spring moves for both 72 AP and CA are due on the 11-2-73 at 10. the spring moves were not included because all the players did not send in the moves. If all the players agree this game has to be conceded to Austria on the Spring moves:

PRESS ON PAGE 2

72 ABu

nSpring 1905

NEW POPE ELECTED!

Paul Den Uyl resigns and appointed a player to take over Italy, he is Robert Coburn at 123 E Byran, MSU E. Lansing MI. 48823.

ITALY(COBURN) A Llorobb-Banif:

A Eth S A Llorobb-Banif: F Por-Bag: F EMed C Austrian A Apu-Syr: F Fun-lib: A Llor H: A Bal-Con: F Rad-Bay: F Wes-Tyr:

GERIANY(SCHWASS) F Hwy-Nrg: F Den-Nth:

A StP-Hwy: A Sib-Omen: A Oms-Sib: A Bar S F Hol-Bel: F Hol-Bel: F Ska S F Den-Nth: A Ber-Kie: A Pos-Sil: A Spa H: A Gas S a Spa: A Bre MS Pio: A War-Hos:

72 ABU cont.

JAPAN(TILSON) F Pek S A Can:

A Can S F Pek: F Ebi S Yel:

(no unit as Tel) A Kyo-Hon:

A Spacbb-Mid: F Natl S F SPAobb-

Mid: F Tok-Spa: F SPA-SPAobb:

F Tin-Timobb: F Hal-HIG: A HIO-WIO:

F Joh H: F GSA S F Joh: F Cam H:

F Ann-Schi:

CHINA(KISTLER) A Ira S ITIJAN

F Per-Bag: A Han-Hon: A Tib-Can:

A Han S Indian A Sha-Sik:

INDIA(VANDE GRAAF) A Sha S A Bma-

Sik: A Bma-Sik: A Thai-Bma:

F Ben-Had: A Cal-Tib: A Del-Sind:

AUSTRIA(MATTHEWS) F Tri-Adr: F Ion-

A Apu-Syr: A Apu-Syr: A Lion-Alb:

A Ser-Gre: A Rum-Bul: A Ser-Arm:

ENGLAND(EYHON) F Nth-Urg:

F Eng-Nth: F Mid-Spa: F Por S F

Mid-Spa: F Mar-Iri:

TURKEY(LANGS) A Arm-Ira: A Bag-Ira:

F Ion-Per: A Pan-Syr: F Aeg-Say:

A Con S F Aeg-Say: A Mog H:

The underlined moves fail. The English F's Mid & Nth are dislodged and may retreat to oth, Midobb, SAL, Wes or Lon, Edi, Yor, Hol; oth; The fall moves should be made condition on these retreats. The moves are due on 11-2-73 at 10.

NOTICE on page two about the new phone policy! This will go into effect with issue #27. MAKE NOTE of this! After #27 I will not call collect at all, but must have a \$1 phone deposit on hand. This I hope will make things much easier and cheaper as well as faster! I'll keep you up to date on your PD. and if you need to send in more.

72AP Press:

PARIS(IMP) The Government of France has announced that it has ceased all aggressive activities against the rest of the world. The French Prime Minister stated that the world cannot survive if this mad war continues. The Prime Minister also praised England for recalling most of its forces.

ZOO LAND(BOAST) It seems as though this state of "face saving" value was about 2 years late. It seems as though France hasn't had any aggressive activities for that long.

THE KAISER- Upon hearing the news that the Imperial Fleet had been scattered, the Kaiser gave the order for the remnants of the remnants of the Imperial Army to advance into the Homeland. Addressing the troops, he officially proclaimed support for their Austrian brothers and swore that he would join in the coming festivities in Vienna. Later, He was seen feverishly studying a Russian Grammar and muttering "Tovarich! Tovarich!" Can this be the end of Germany?

ZOO LAND(BOAST) It is the end for Germany? tune in next time and hear the Kaiser say "Dunkel!"

Lewis Ritter (72CA) announces that from 17 Jan to the 23rd he will be at 120 Berwick St. Elizabeth, NJ. 07202.

THE AFTER CHRISTMAS PARTY or...

a house wrecking party

As, you, the reader of BOAST know (that if you read things other than your game) that the wife and I opened our doors to any and all that would like to come over after Christmas. As it turned out we had quite a few people popping in and out through out that week and this is the report of that in and out popping.

The Wed. after Christmas saw the boys from the north drop by. First getting my wife out of bed were the Ludington boys. After they got in they started a minatures game on the kitchen floor, up stairs, thus by the time I got bad from work at some where around 3, I had time to say good by to the wife and walk the dog before I took command of some troops. Mark Hayes dropped by shortly there after and I had to go to play Basketball.

Anyway, when I took over for Tom Kistler, I had to rearrange everything, and by the time that was done, it was turned back over to Tom, to mess it up again. Anyway there was Mark to counter set him on the other side. To finish it out there was Deano Schwane trying to do his best, and ther was Bob Matthews also somewhere.

I have to say this, dean did not glue his men on to good as they were all falling off, he had some metal men, and at one point I got the point of one in my bare foot. OUCH!!!!

After Basket ball I picked up the Voice from the North, Tim Tilson. We did a little shopping and got home to start a game of Grom. as the others played a 4 man OUII. I beat tim and I THINK Dean or Bob Won the OUII game. at about 2 we hit the sack thus ended the first day.

M.O.W.
Lew Pulsipher

I don't know when this will appear, so I'd better say that it is being typed on January 5.

Some clarification may be needed concerning the M.O.W. GM group. M.O.W. does not guarantee all postal games GMed by Michiganders, nor does it guarantee all postal games GMed by M.O.W. members. Thus we do not guarantee the games of Karl Pettis and David Hunt, nor did we guarantee the games of Behran Thompson and Bob Van Andel. We advertise Bill Thomas' game opening, but we have not decided to guarantee the game. We want a chance to see how a GM performs before we guarantee his games. Tom Webster is not in the GM group, partly because the only games he GM's right now, Nuclear Destruction, are guaranteed by Rick Loomis. The games of the following people are guaranteed: Wood, Van De Graaf, Barents, Eynon, L. Pulsipher, P. Den Uyl, Schwass, Matthews, Bartnikowski.

Game Review: 4000AD

This is the first and only commercially distributed space wargame. Play is strictly strategic; in battle the larger force eliminates the smaller without injury to itself. I'm afraid this game won't attract the massive-tactical-battles and miniatures nuts, but anyone who is interested in strategic games or a minimal luck factor will probably enjoy 4000AD. Hard-core Diplomacy players will surely find the game interesting and challenging, especially as a vehicle for variants.

Two to four players may participate using the equipment provided, but it is easy to create variations with more players. Each player begins the game with 15 warships and a home system. He attempts to occupy other systems, gaining resources and population systems which allow production of more ships at the home system. (To simplify play, resources and population are automatically transported to the home system by matter transmitters.) The average production of ships per player is about $5\frac{1}{2}$ (production occurs every other turn). The objective is to capture and hold other home systems, forcing the losing player to surrender his ships to whichever player reaches them first. Rules are provided to determine a winner if the game is terminated prematurely (the usual ending) -- there are no draws.

The heart of the game is the method of movement. The board is divided into 24 sectors in two layers of 12 (players must visualize the layers, of course). Each sector contains two planets which provide resources which are together sufficient to build one ship per production. Each player is allowed a maximum of two groups of ships in hyperspacewarp at one time; no more than one group may enter warp per turn, and all ships in that group must take off from the same system. Ships in hyperwarp MUST move one sector per turn outward, as recorded on warp-tracks on the edges of the board, so that no writing is necessary. On a turn ships in warp may arrive at any sector which is the correct distance from their original sector, but no closer or farther. Thus each turn there are a number of sectors at which a group may arrive if it chooses -- all sides know the set of possibilities, but the actual sector of destination is not determined until the player breaks out of warp and reenters the board. Even with a maximum of two warps per side, the possible combinations of moves are fascinating. Defense is difficult; a few systems may be defended adequately against forces in warp, but not all. The game becomes a series of raids into enemy territory, while both sides attempt to build forces on valuable systems without weakening the attack or exposing the home system. Unfortunately this means that few games will be played to a finish. Even with a two to one superiority in production, one player must take many turns to subdue his enemy even though the result is

inevitable. One game in Detroit lasted 20 turns without the elimination of any of the four players, although they were no longer equal.

The warp concept is simple but has great possibilities. There is a luck factor (even the board is symmetrical) yet there is the uncertainty of the warp movement which provides a happy alternative to the "realistic" but mechanically difficult hidden movement, and without a gamemaster! Movement is not simultaneous, which creates a slight disadvantage for the player moving first after building, but simultaneous movement is easily incorporated if desired, and was used in the games played in Detroit and Hooland.

Game components include a two piece board of typical commercial game material, total 21 X 29 inches. Each player's equipment includes two plastic warp-discs with pegs, plastic ship markers, and a plastic box. Rules are simple, about four pages of reduced type, and well-written. A strategy booklet is also included. I got my copy from House of Games Corp. Ltd. Box 316 Don Mills, Ontario, Canada for \$9, which includes shipping, handling, and sales tax. The order form I received with the game states that the 10% US import duty is payable on receipt, but I was not charged.

Six or seven people learned the game at the holiday conventions, and I hope interest will spread from them. Like Diplomacy, 4000AD is so simple that one can memorize the rules permanently with no effort. The board is very simple and easily copied, and various markers can be used for ships. There's no need to spend \$9 if you can find someone with the game. I am going to run a postal 4000AD game in BLOOD AND IRON for four players. A game is already in progress in WAR BULLETIN, a British Diplomacy 'zine. I have designed a six-player board in case there is enough interest for more than one game, and six players should result in a much better game than four. I have also developed a number of rule variations designed to speed the game to a conclusion, although I don't intend to use any in the four-player game.

Obviously, I think very highly of 4000AD and recommend it to anyone interested in multi-player games or games with a small luck factor.

I am sorry to report that GAMERS GUIDE is now under SICL ownership. If the first issue is any indication, it will become another 'zine for Spartan announcements and advertisements. It will certainly lose much of its value to most gamers. However, we still have SIGNAL.

The S&T people are becoming funnier every month. In a recent issue of S&T they state that Origins "has not yet attained the popularity level of Diplomacy. It is basically the same thing, only on a simpler, easier to play and understand level." As if Dippy was difficult! They're also dreaming if they think Origins can ever approach Dippy. At Detroit a copy was auctioned off for \$4, which happened to be the lowest price the owner would take. No one even got a game out, let alone played it. The same was true (so far as I know) at Hooland. The only postal GM who does not have trouble finding players is Edi Birsen, who assigns the numbers after all, and wrote a column for the GENERAL. It appears to me that people quickly become bored with playing the game.

Sorry about the particularly rotten typing this time. Why couldn't you use a mimeo, Herb?

Ever notice how, at conventions, someone (and not the same person) mention Midwest Organized Jargamers? But everyone laughs, even I as I mention surrounding Chicago... who takes anything seriously at a convention.

THE WARGAMING SCENE

spotlight on... THE YEAR OF THE RAT

This has got to be a first, while the war is still on, just after the campaign is just finished and the results being looked at, S&T came out with a game on it. Viet Nam is a war that has had about the most press coverage to date and the second game has been put out on it. This one is on the divisional level, and very interesting.

What I have seen and played of this game, you wonder how the Reds do so well. The games that I've seen and played the US and the air power are able to hold on to the cities and win the game hands down. Only when the Commies get lucky and the allied commander gets playing bad do you see an about face to the above statement. It is just one of those games where the Reds have to keep going no matter what the results just plugging away in hopes of getting some points.

The game is the usual S&T type. The board is in two colors with die cut counters, with the rules in the folded up sheet. The map covers the South with touches going into the neighboring areas also. The counters are in green and yellow, to stand for the different troops. The rules are spelled out quite clearly and are another fine job done by the S&T people.

The Commies get to move their counters upside down all the time. The only time that the allied player can see them is when they are attacking or being attacked by ground forces. Add to this dummy counters and you are in for quite the time. The allied player really doesn't know what he is sending his planes after, and can only make good guesses as to what he will be attacking. After a few turns the Red player has to start to take off the dummy counters. Though they are upside down more often than not the US can figure out what the reds are and at some time or another they will have to attack.

THE GAME IS WON ON VICTORY POINTS. The commies get points for taking cities and holding them, and for taking provinces and the allied player is trying to keep these points down. For the cities there are 2 different point values, one in which the commie gets points if the allies don't retake the position and one if they do, retake the position.

The CRT is something else again! you have to get odds of 4-1 or better in order to have a 67% chance of something. It is very hard to much of anything and the commies are hard put if they don't get some luck.

The Allied air power comes in and saves the day. If they get the Cong out in the open, it is good by gay. Four things can happen, nothing, getting pinned, disturbed, or eliminated. If pinned your next turn you move at $\frac{1}{2}$ and attack is cut by $\frac{1}{2}$. For devastated you can move 1 sq and everything is cut in half, and you need a 1,2,3 to get undevasted.

In all it is very hard for the Commies, but a guy of guts and will have a decent chance of getting at least a draw.

The second day started as I got up for work about 9, and the guys from Ludington were up and at it again, as Tim slept. I returned to the scene soon after 3 and most of us went for a walk. Upon returning, after the second minatures battle was done, we started a Strat-I game. It was of the Nap. defense #10.

Started at about 4 in the afternoon reading the rules for this game. by 4:45 we had the board set up and all the units of the board. There was a changing a governments through out as players had to leave or some thing.

The first game year showed a changing of alliances, with at one point Sweden invaded by Prussia and Russia. Napoleon was on English ships but his ally did not take the opportunity to cast him over board. After France and Austria were at it for some time and Russia and Prussia gave up on attacking Sweden and giving the entire V province over to Sweden and France attacking Prussia the first game year ended about 10.

After collecting taxes and raising new forces, the year opened with France going on Austria with everything. Prussia, Frances lacky, attacking V and taking a couple of cities. Soon after Russia, Prussia and Sweden form an alliance that would invade and take two provinces of Frances'. Austria was to die and both Sweden and Russia were to build Fleets to macth the British sea power, which hindered the attack on France. At 3:30 this ended.

Friday dawn and HB had to go to work at 9. The boys from Lowdown went back up and Grant Forsythe made it down as did Chio Hilliker. The S-I game ended as I gather it with France and Britian winning. What went on the rest of the day is any ones guess. A dippy game I know and what else? At about 9 I made it home and we got into a sailing minatures game.

My side was out gunned but was a better crew. As it turned out both sides got mauled up badly. One of the emenies 74's struck its colors and one other badly damaged. On our side, all my sails were shot away, and dead in the water, but the other two on my side did an outstanding job in this game and we broke off the action.

The next day dawn and I was at work at 9 home by ten. I missed the entire day of gamming. A couple of guys game in form GR. That night I played Tim in Minuteman, and as the British he took me.

Sunday arrives and while I sat adjudgating the moves for this thing the Battle Creek boys came in. After talking about an hour and having lunch we got into the games, Jim beat me royally in the year of the rat, and then Lew won a 4000AD game, then I won a Dunkerque 1940 game, against a player that never played it before. Sailing minatures and what not were played. Things went fast and stromy, but at least all had a good lunch!

Jim was happy because he collected lots of money and we got a couple of new members. In the works for NOW meetings is one in the Spring around Ann Arbor if it can be arranged. The summer meetings are being planned so let me know if you'll hold one and when.

NEWS OF THE GAMING WORLD....

In the last issue I stated that Coral Buchanan was going to GM the first Ladies game in MG. It was false, she is playing Austria, and Peggy Tavers will GM this game....

Robert Benacker has told me that he is working on a game that all of Michigan should love. It is Michigan Diplomacy. The map, of course is Michigan, with seven powers spread across the state. I plan to run a game of this once it is done, and the press should be something else!!! Tailored for the men of Michigan.

There seem to be game companies popping up all over. The Balboa Game company is about to release a game on the battle for Batan, 194C-41. I've talked over the phone to the president of this company, he told me that it will be very much like an S&T, or AH game, the board will be in three colors and have die cut counters. The price will be \$4 and add 50¢ for shipping. address, PO BX 84021, San Diego Ca, 92138. Keeping on games, THIRD MILLENNIA, 465 Woodland Hills, Philadelphia, Miss., 39550, are putting out games for \$4. They are SATURNO (review in a future issue) THE SEARCH FOR THE GRAF SPEE (in up coming issue also) SEA LOIN, MARKET GARDEN, and SHILOH (also for the future). You can also get the nine they put out for \$6 per yr. It is about 20pg long and off set. not at all a bad nine, and you get games!

Of course there is the poor boys from SDC (Simulation Design Corp.) I have received a letter from the Pres. Dana Lombard, and he states that four new boxed games will be coming out of their offices by spring time. SINAI will deal with the 1967 Arab-Israel war. WAR is a post WWII Military-Pol. Conflict game. LOOP-HOLE Corporation Monopoly type game, and YOU'RE ALL DEAD a spoof on Nuclear war. I've just receive issue #3 of Conflict and it is catching up to S&T by leaps and bounds. At this rate it looks as though they will be in business for some time.

DIPCONVI will be held in Chiago, at the Bismarck Hotel, on June 23-27. That is four big days. It should be the biggest one ever, and the prize list is endless. Contact Len Lakofka.

The questionnaires from NGR #2 are coming back. I hope that by March I'll have enough time to sort all the stuff and give the readers and NOW members some of the results.

NOW is a Michigan club-dues are 50¢ paid to Jim Pulsipher, or a one year sub to BOAST, for our staters the dues are \$1.50 payable to Jim Pulsipher. At last count Jim said that there were 66 members to our little club! The list will be printed in the next BOAST.

THIS IS A SHELLY PUBLICATION. EDITED BY NO ONE, MAINLY ME.

GAMES THAT ARE OPEN... Well folks there are no new games to be open ed in BOAST for a little bit yet. But in STENCH!! I have a Youngstown game that has four signed up. It cost a sub 9/51, or 19/52, or 30/53. Add to that a 52 GD and you are in. I'd also like to note that I'll open any variant game that that people want to play so long as I have a set of rules and what not. Also open in STENCH!! are OVII any type that you want to play, costs, for HOW/BOAST readers first game free, after that 75¢, HOW people first game free, and \$1 after that. BOAST readers \$1 for the first and \$1.25 after that, others \$1.25 for the frist and \$1.75 after that. These are the lowest prices anywhere. ALL PRICES ARE SUBJECT TO CHANGE WITHOUT NOTICE. Forced March has a Strat-I game open. Will deal with the First World War. I have 3 signed up for this one. The one that is in progress will need standbys, Vols? It is pass the first game turns.

Tim Tilson, 200 W. 9th, Sualt Ste. Paris needs but 2 more players for his reg. Dippy game. Price is 8/51 and a GD.

Dean Schwass and Bob Tathews, RRI, Indington, Ill. 49431 have a twin earth Dippy game open. This is Reg dippy, except that you are playing the same country on two different boards and units can jump from one board to the other and other nice things. Write them for even more details.

Bill Thomas, might still have some Carbon Copy games going, and open, write him at 18634 Birchcrest Dr. Detroit, Ill. 48221.

Richard Hull, and his cat have games in the offering and well it is a good time, I'm playing in a game, and what more could you want? Write him for info. 4720 Cloyne, Apt#2, Oxnard, Ca 93030, is where to write him. For cat lovers only.

Chic Hilliker, 3312 Stoneycrest, Bloomington, Ind, 47401, has an MEIV game open. After 3 issues he has 103+ people receiving his fine sine. GET IT!

Lew Pulsipher, 329 Twin Towers, Alhion, Ill. Has some variants in his sine BLOOD and IRON. I've left big leg out too many times. He does put out some fine stuff, and as a result he is a perfectioness.

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