

7-19-92  
\$15.00 Games fee  
or  
\$12.00 for 17 issues

Games:

90W

91G

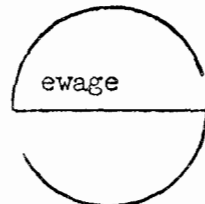
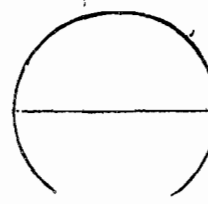
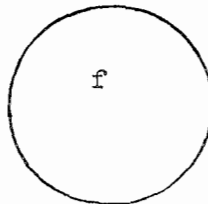
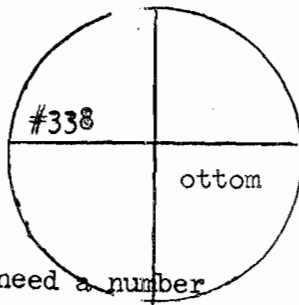
91H

91AD

91IC

92 Q

B-61 Still need a number



ank

92Q Fall 1902 War rages over Belgium, Still they hold out.

Germany(Vaporis)

A Mun-Sil:

A Ruh-Mun:

A Hol-Bel:

F Bel-Den:

F Swe H:

France(Wingate)

A Mar-Bur:

A Par-Bre:

A Gas-Bre:

F Pic-Bel:

F Mid-Eng:

Austria(Barwick)

F Alb-Gre:

A Ser S F Alb-Gre:

A Vie-Bud:

Italy(Lynch)

A Apu H

A Ven H

F Ion-Tun:

Turkey(McHugh) NMR

A Con H

A Bul H

F Ank H

Russia(Curret)

A Boh-Vie:

A Gal S A Boh-Vie:

A Rum S Turkish

A Bul-Ser:

F Nwy S English

F Ska-Swe:

F StP Nc S F Nwy:

F Sev S A Rum:

England(Carlberg)

F Nwy R Ska:

F Ska-Den:

A Lon-Bel:

F Nth C A Lon-Bel:

F Eng S A Lon-Bel:

The underlined moves fail. I'm Asking  
Terry Lachick to please stand by for Turkey  
Supplies:

Aus: Vie, tri, gre, ser 4+1

Eng: Lon, liv, edi 3-1

Fra: Mar, bre, par,

por, spa, 5E'

Ger: Mun, kie, ber,

hol, swe, den 6+1

Ita: Ven, rom, nap

tun 4+1

Rus: Stp, mos, war, sev,

nwy, rum, bud, 7+1

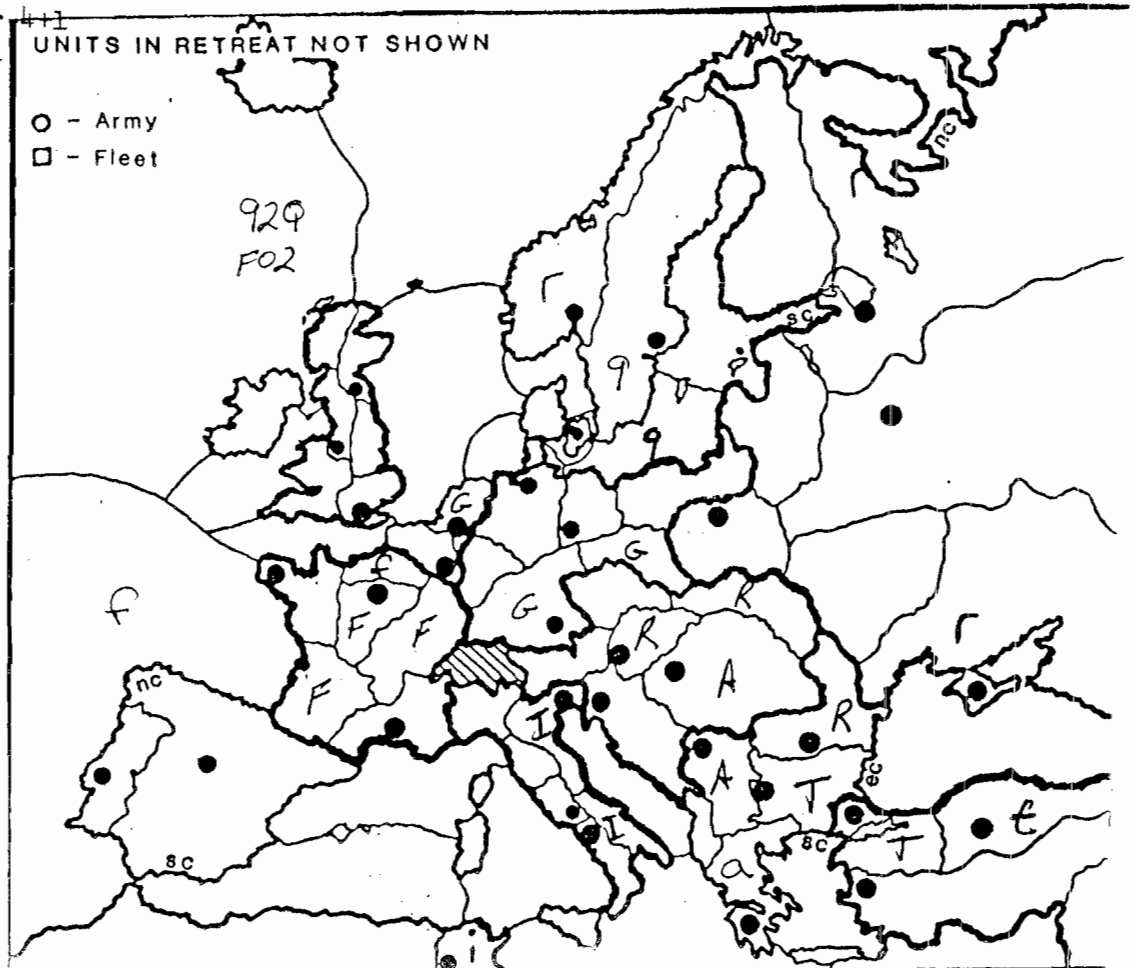
Tur: Con, ank, smy

bul 4+1

Deadline for the  
winter 1902 only  
will be 8-9-92  
at noon EST..

UNITS IN RETREAT NOT SHOWN

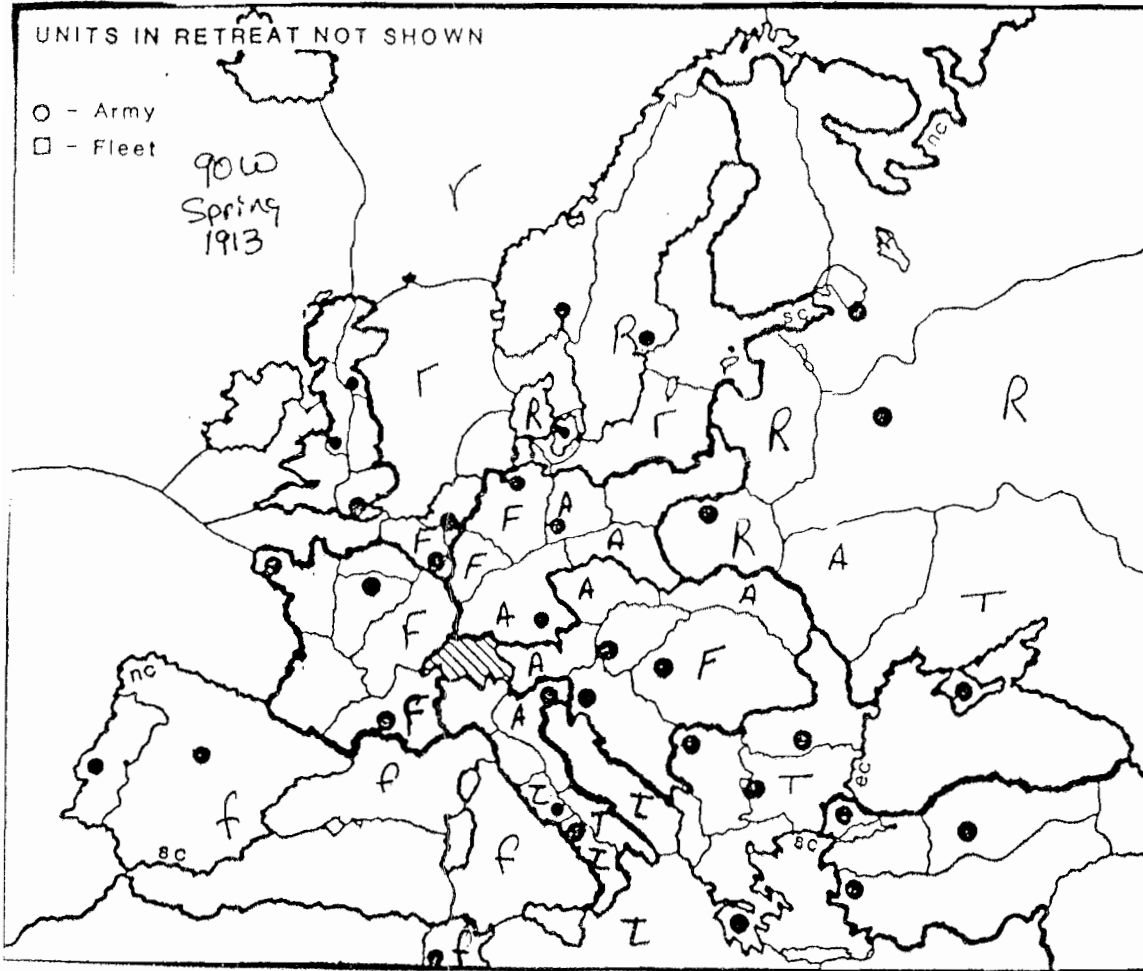
○ - Army  
□ - Fleet



UNITS IN RETREAT NOT SHOWN

○ - Army  
 □ - Fleet

90 W  
 Spring  
 1913



90 W  
 Fall 1913 Delayed  
 I've learn that  
 John Crosby will  
 be going to Italy. He  
 will not be playing  
 I'm asking John Boulet  
 to please stand by  
 for Austria in this game.  
 With one of the major  
 players out and I  
 not calling for  
 a stand by last issue.  
 Anyway The Fall 1913  
 moves will be due  
 8-9-92 at noon EST

-----  
 91 AD Winter 1905

France(Ditter)  
 R A Mar A Bel

Germany(Boulet)  
 B A Ber

Italy(Fischer)  
 B F Nap A Rom

Austria( Hoffmans)  
 A Gal R Boh  
 B A Tri

Russia(Hodel) NBR

-----  
 Deadline for the spring  
 1906 moves will be  
 8-9-92.

Press: Fra to Aus-Rus:  
 Guess what? You two  
 can win!!

Derot: Can I win too?  
 Berlin-Europe: Budgetary'  
 problems precluded  
 writting responses letters  
 at that time.

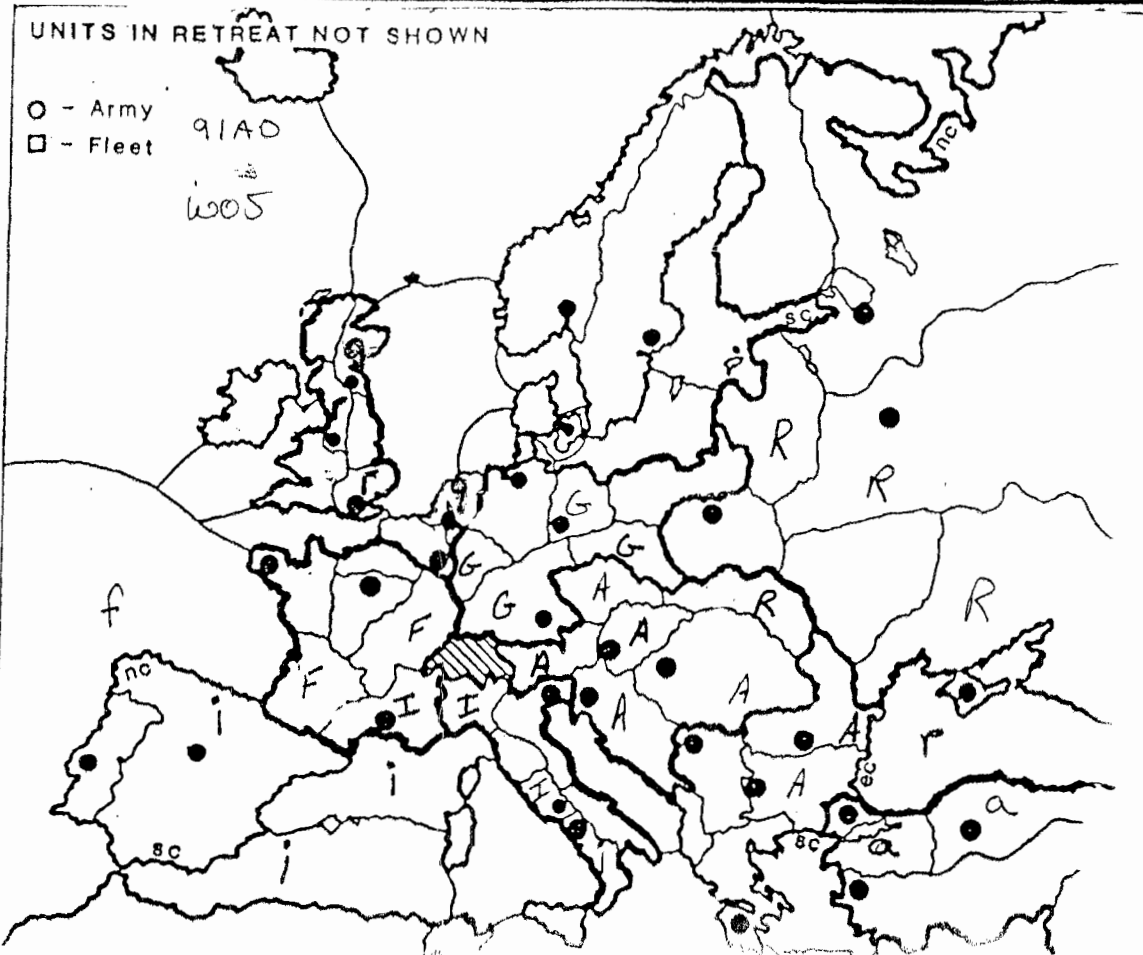
Fernadale: What about now?  
 Italy: SECOP officials  
 approached German Ambassado  
 to offer membership into  
 community and are rebuffed  
 Said one Italian SECOP  
 official, "German Stub  
 bormess and high-

handedness will lead  
 ultimately to their  
 own undoing in this  
 matt  
 matter.'

UNITS IN RETREAT NOT SHOWN

○ - Army  
 □ - Fleet

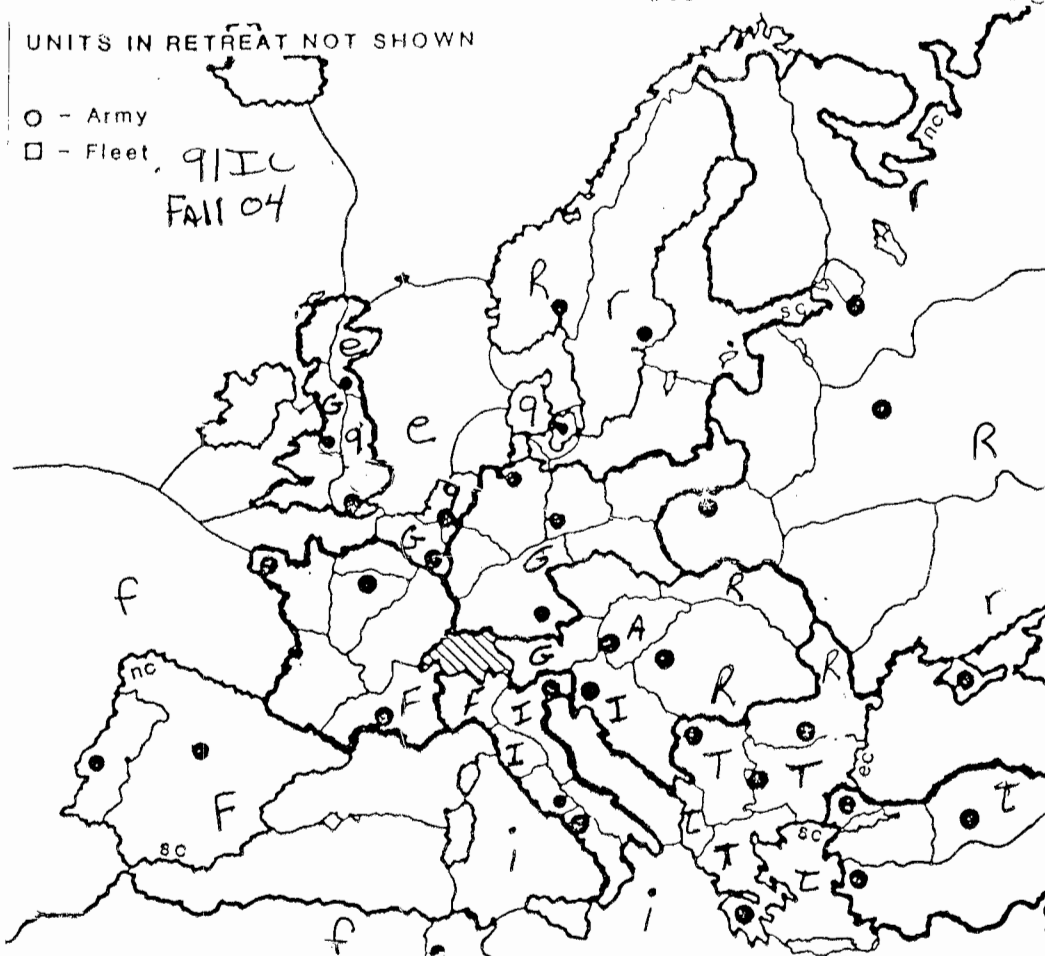
91 AD  
 1905



UNITS IN RETREAT NOT SHOWN

○ - Army

□ - Fleet

91 IC  
Fall 04

91 IC Winter 1904  
I made a mistake in  
the fall moves. Russia  
got into Bud and owns  
it Austria does not.

Turkey(Patterson)  
B F Ank:

England(Wingate)  
R F Lon:

Germany(Wiess)  
B A Mun F Nth R Yor

Russia(Senzig) B F StPnc

Austria(Hoffman)  
A Bud Rotb No retreat.  
Deadline for the spring  
moves will be the 8-9-92  
at noon EST

Press: Ger-Fra: Looks  
like you won't be having  
the regatta on the Thames  
this spring. Another season  
perhaps. Good Luck verus  
eye-taly:  
Ger-R/T: In square dance  
parlance its "Time to

to choose your parnters, then docey-doe and a way we go;  
Ger-Das boot: Shoes, its hammer time!( Even if you did get Bud already.

#### The players in BOAST

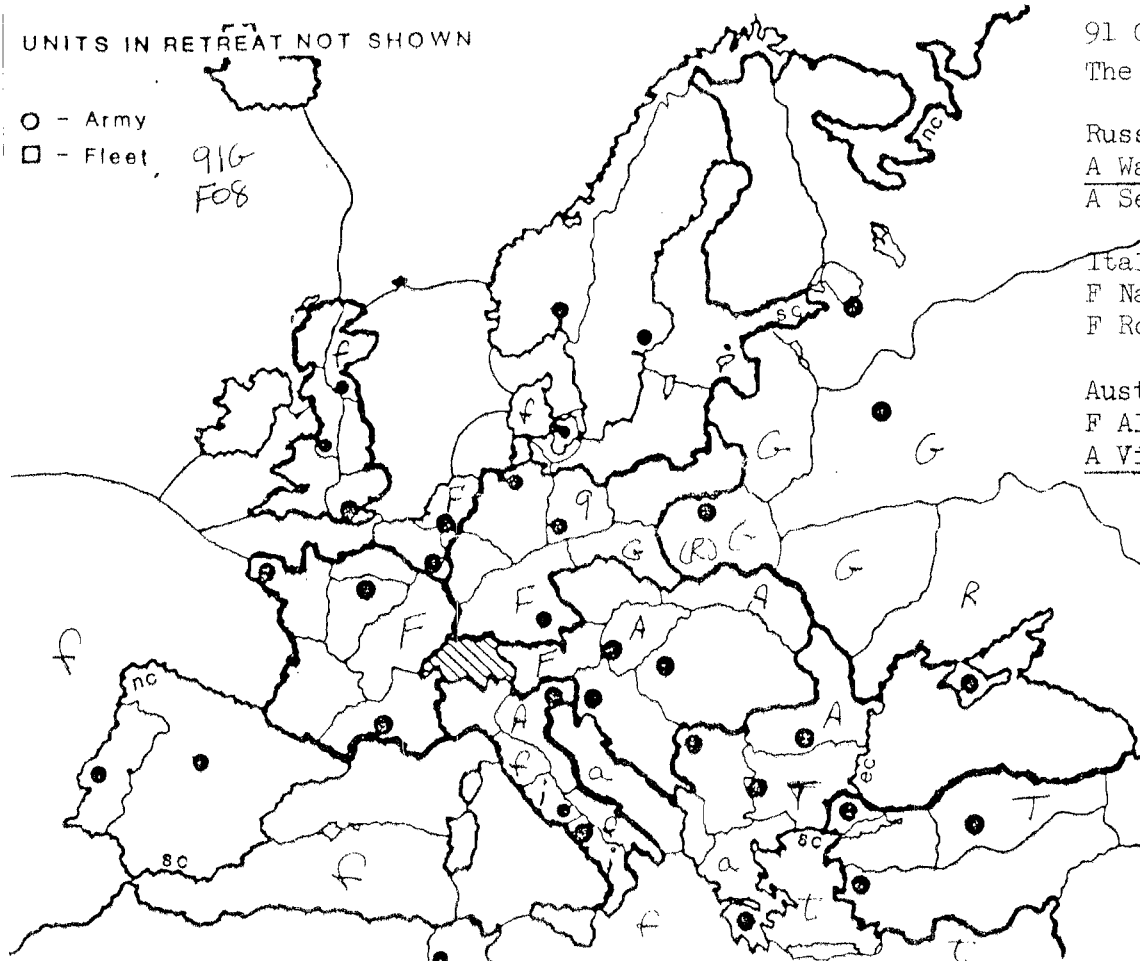
Alan Barwick, 13620 Maidstone Lane, Potomac MD 20854  
John Boulet, 26 Grand St, Worchester, Ma 01610  
Joe Clement, 320 N Glendale, Kenton, OH 43326  
Dave Ditter, 8049 Idaho Circle N, Brooklyn Park, MN 55445  
Raymond Fischer, 2987 Roundtree Blvd, Ypsilanti, Mi 48197  
Kerry Gavigan, Bx 896, Ludington, m MI 49431  
Dan Hodel 10 Corvette Apt D Lafayette, IN 47905-4558  
Karl Hoffman, 250 Harris St D-5 East Stroudsburg, PA 18301  
Terry Lachick, 13357 Mackinaw Ave, Chicago, IL 60633-1510  
Rick Lynch, 7910 N Long Morton Grove, IL 60053  
Jonas Johnson, 520 Sverde Apt K Flagstaff AZ 86001  
Tony Kniaz, 123 W Peterson, Brighton, Mi 48116  
Jack McHugh, 280 Sanford Rd, Upper Danby, PA 19082  
Mark Patterson, 42 Herber Ave, Delmar, NY 12054  
Joe Payne, 5209 Kirby St, Tampa, FL 33617  
Dave Senzig, 7046 Christmas Lane, Grand Rapids, Mi 49548  
Tom Tiffany, 4508 W Oklahoma Ave, Milwaukee, Wi 53219  
Mike Vaporis, 315 N Carpenter Ave, Indiana, Pa 15701  
Richard Wiess, 554 Liberty St, San Francisco CA 94114  
Jeff Yolanda, 214 Craig St pittsburgh, PA 15213  
Jack Wingate, Bx 453, Ludington, Mi 49431

That is all of them for now...

UNITS IN RETREAT NOT SHOWN

○ - Army

□ - Fleet

916  
F08

91 G Fall 1908

The Knife goes in Deep.

Russia(Wingate)

A War-Mos:

A Sev S A War-Mos:

Italy(Ditter)

F Nap H:

F Rom S F Nap:

Austria(Vaporis)

F Alb-Gre:

A Vie-Tyo:

A Tri-Ven:

F Adr S A Tri-Ven:

A Gal-Rum:

A Sil-Gal:

France(Gavigan)

F Nrg-Edi:

F Swe-Den:

A Ruh-Hol:

F Emid-Eng:

A Bur A A Boh-Mun:

A Boh-Mun:

A Tyo-Ven:

F Tyr-Tus:

F Ion-Apu:

F Tun-Ion:

F Mid-Tyr:

F Wes Unordered. H

Germany(Tiffany)

A Mos S A Ukr-Sev:

A Ukr-Sev:

A Liv S A Pru-War:

A Pru-War:

F Bal-Ber:

A Mun-Sil:

Turkey(Crosby) NMR

F Ead

F Aeg

A Bal

A Ank Hold

The underlined moves fail. The Russian A War is in retreat and Elimated with nowhere to go. I'm asking Ray Fischer to please stand by for Turkey in this game.

Supplies:

Aus: Tri,bud,vie,ser,gre,rum,ven 7+1

Fra:Bre,mar,par,por,spa,bel,lon,liv,edi,nwy,tun,den,hol,mun 14+3

Ger:Ber,kie,swe,var,mos,stp 6E

Ita: Nap,rom 2 E

Rus:Sev 1 E

Tur:Bul,con,ank,smv 4E

Deadline for the winter and the spring moves are due 8-9-92 at noon EST

B61 Press:

Italy- Sunshine laws of Honesty: I've played many games verus A/F Welcome E/E/R/T. As much as I know there is no such thing as cross gamming, I'm still Suspicious of F/F. En Garde all.

Please note: John Crosby is being replaced with Dave Senzig seeing as John Crosby has not gotten in his moves. The deadline for the spring 1901 moves will be still six weeks to give Dave a chance to get in his letters, addresses of all players in or on page three of this issue.

COA Richard Wiess: After July 27th 2999 Regent St #525, Berkely CA 94705 after Sept 1 to 554 Liberty St San Francisco, CA 94114

Deadline for the S01 will be Issue #340 8-30-92

91 H Spring 1908 Germany and England get hit while making changes.

Italy(Lachick)

F Mid-Eng:

F Spasc-Por:

F Wes-Mid:

A Gas S French A Par-Bre:

A Tyo S A Vie:

A Vie S A Tyo:

A Bud S A Vie:

F Gre H:

Turkey(Gavigan)

A Gal S Italian A Vie-Boh:

A Ukr S A War:

A Sev-Mos:

A Rum S A Gal:

A Con-Bul:

F Bla S A Con-Bul:

F Aeg H:

A War H:

The underlined moves fail. The deadline for the Fall 1908 Moves will be 8-9-92 at noon EST.

Anyone that wants may take over the english postion. I'm asking

Russia(Senzig)

A Liv S German A Pru-War:

F StPsc S A Liv:

Germany(Hodel) NMR

A Boh: D&E

A Mun:

A Pru:

A Bur Rotb

F Nwy:

A Swe:

A Kie:

Mark Patterson to please standby for Germany just in case I do not get moves in from Dan Hodel.

France(Patterson)

A Par-Bre:

A Bur-Bel:

A Mar-Bur:

Press:

Rome: Plans were annouced today for a summit to be held between the heads of state of Italy and

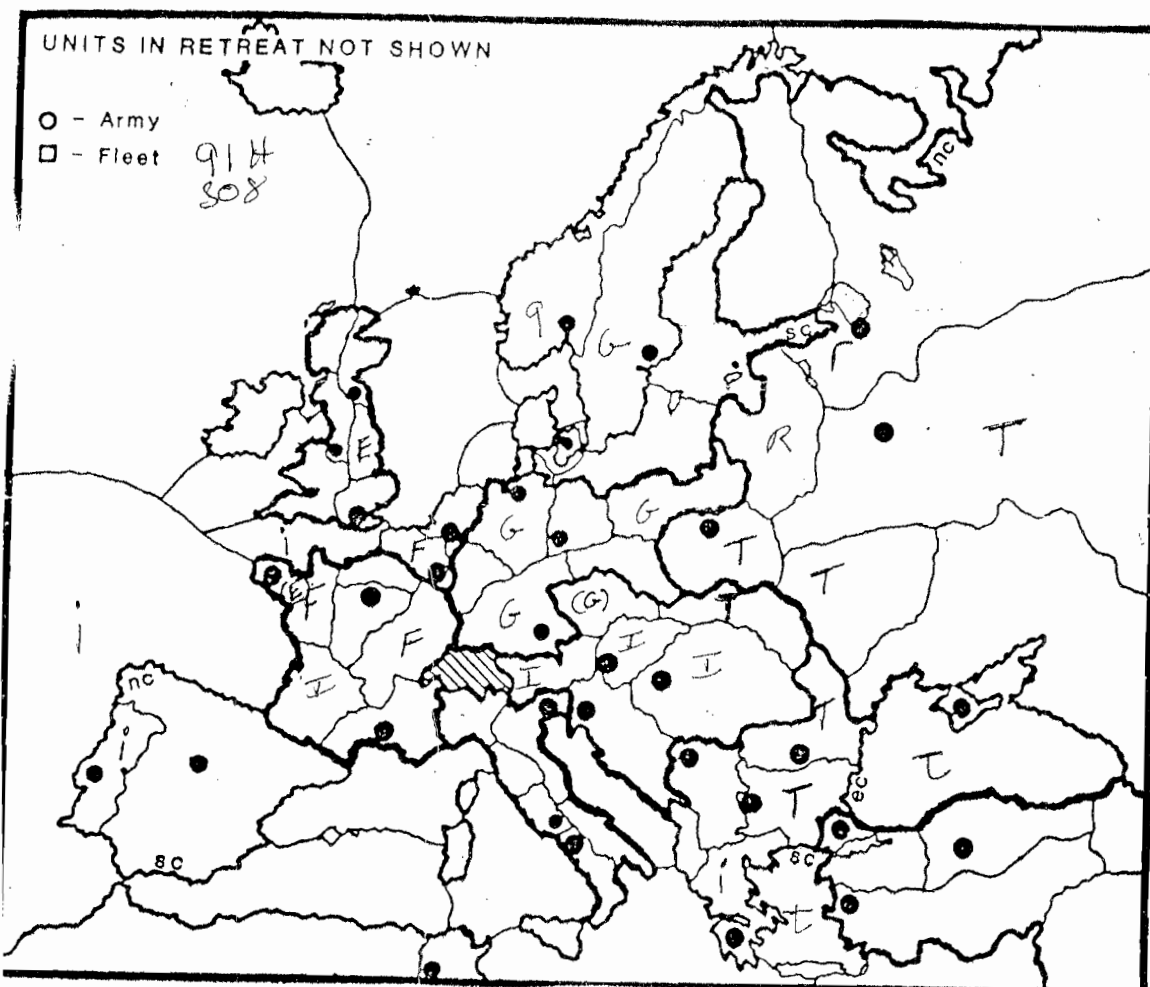
England(?)

A Yor H:

A Bre H:

known, but a date is set Turkey. Details are not known, but a date is expected to be some time in 1910. Several sites are being considered including Ediburgh, Oslo and Berlin:

Detroit: Summits not withstanding, they still don't want to come to my city becuae they are all wimps.



If you like Rail Baron or Empire Builder, Great Lakes Cargo is up your alley. It is a game that is like the above mention, but yet it is different. You have the setting of the Five Great Lakes, Superior, Michigan, Huron, Erie and Ontario. From Kingston Canada, to Duluth and Superior, and Chicago. It is all covered in this game. It is a neat little game.

Before going into the game too much, I should tell you what you get. It comes in a very nice box that is good looking. You get a lot of Cards for pick ups and deliveries. There are so many that there is no way that you can go through them all in one play. One thing when you first play this game mix these cards up very well, so that you can get a good mix of runs, I did not and found out that the runs were all pretty much the same until you got into another section and then they were the same again. The Cards are pretty small, but there are a lot of them. You get the rules all 4 pages of the rules, Plastic pieces for your ships, and a mounted map that is really nicely done. The map has a square grid over it to take care of all of your moving. Also you get Insurance cards, Money, and Storm cards. These storm cards have information about all the wrecks that have taken place in the great lakes. This information has no bearing on the play of the game what so ever, but it is a really great touch.

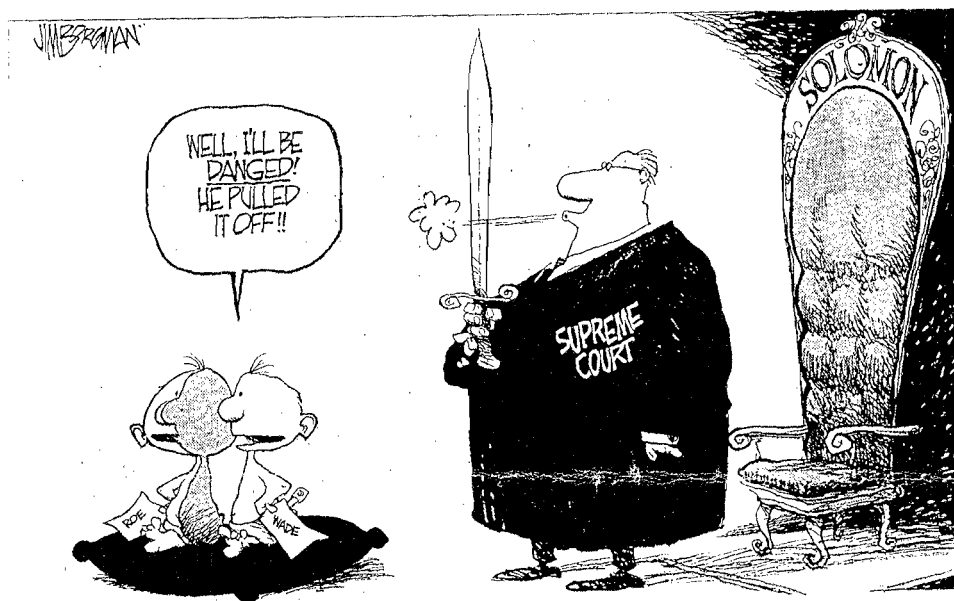
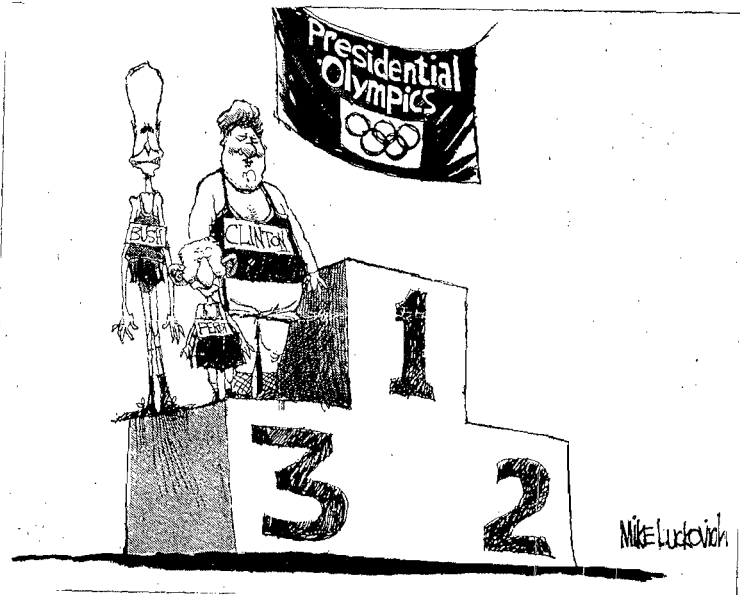
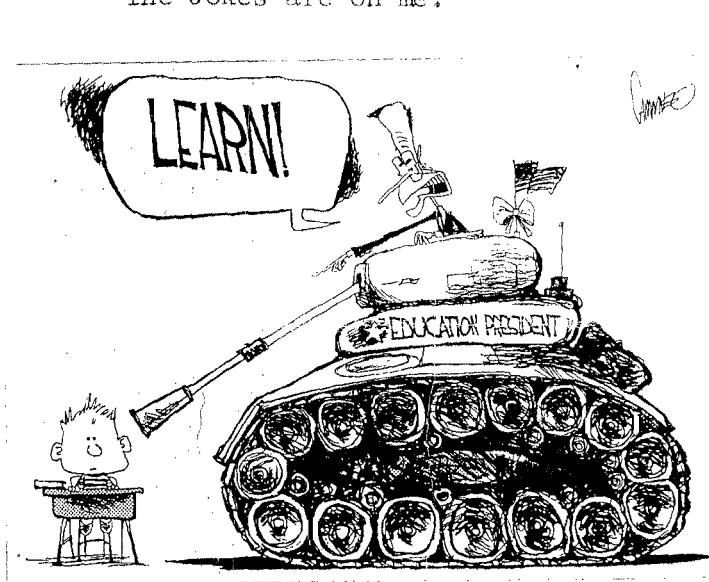
The play of the game is that you get three cards for deliveries, and you start in any port that you want to. You roll the dice and try to move up to that amount on the dice. As many as want to may be in port, but only one per square on the map. Now this can cause some problems, There are many places where the great lakes narrow down to one square. Thus if some one is in there you have to wait until the clear before you can go on. Sometimes you can be there for quite some time. Also when you roll certain numbers you have to take a storm card. This storm will push you around. If you go into land because of the way you were blown then you are wrecked. You have to buy certain things like a ship etc. Now you have to get started all over again. You can purchase insurance to guard against this, but each wreck you have the higher the premium is. That is a neat little idea. This means also that when you are in the large waters you stay towards the middle and if you are in the narrow you pray for something good.

You play until some one reaches a certain amount of money. The first to do that is the winner. The more the money the longer this thing takes. For \$25.00 you are getting your moneies worth. In fact you can get this game directly from me for \$20.00 postage paid. I feel that this is a game that deserves to have more people play. It is a great family game that can be played at a couple of different levels depending on the age group of the people that are playing this game. I think that it is a good game and I will be taking this game with me to the various conventions and be playing it there as well.

-----

You will note that this issue is not a real big issue. In fact sorta small. Well my copy machine is down and I'm not sure when it will get back up. It is just too much to take it to a printer to run it off so I cut this issue etc until I get my machine back. I sorry about that, it will mean that BOAST will be sent out on Monday about 2PM instead of earlier in the day. It will still go out and still go out on time. Thankk you for all your understanding in this matter.

I do have games open in BOAST, The cost is \$15.00 for a new game and only \$10.00 if you are playing in BOAST. I have no people signed up for this game yet. Please write and let me if you would like to play. I should have a couple of games ending very soon, so the start up will be as soon as I get the people. The Jokes are on me.



"I'm afraid of lesbians."

*An additional reason ZSA ZSA GABOR doesn't want to go to jail*

BOAST is now 20 years old. Started in Sept 1971 BOAST has come out every third week since then. Appox. 17 issues per year. There have been up and downs with this zine. Over the course of the last year or so the use of the maps has helped the GM and the players in the games. Started in Zeeland Mich in 1971 BOAST Moved to Batavia IL in 1981, and then to Detroit in 85. During the time span of 20 years only 2 issues of more than 300 came out late. Both of those were within 24 hours of the deadline. Not the best record, but one to be proud of. Well over 50 games have been completed through this zine. Almost 60 games have been started on these pages with some still going. BOAST is the working magazine. We are not pretty, we are not fancy, we just get the job done fairly quickly. Now each game has its own page to make finding the game and keeping track of the game easier. All this for \$12.00 game fee, that includes the sub, and if you start another game while you are in a game it is only \$7.50. There is a game opening now.

Why did I get this issue!!! Well if you have never heard of BOAST and you have just gotten into the hobby!! Well I found your name somewhere on someones list, and I'm sending you a free sample of BOAST. Maybe you are looking for a game, I have them open, maybe you just might want to subscribe! This is a sample and do with it what you would like. It is also your invitation to come on and join in on the fun!!!

BOAST runs on very strict 3 week deadlines. The deadlines are noon on Sunday. Boast is then mailed either Sunday night or Monday morning. We like to have press in the games and I enjoy writing some of it myself. BOAST is a home town zine with a lot of friendly people and friendly reading for you. If you are a gamer like I am you will like all the news and views on the games coming up and so forth. BOAST is available from Herb Barents, 17187 Wildemere Detroit, MI 48221. Make all checks payable to Herb Barents.

Herb Barents  
BOAST  
17187 Wildemere  
Detroit MI 48221  
313-863-7321  
Fax 313 861-6565

1st class mail  
Please Stand By \_\_\_\_\_

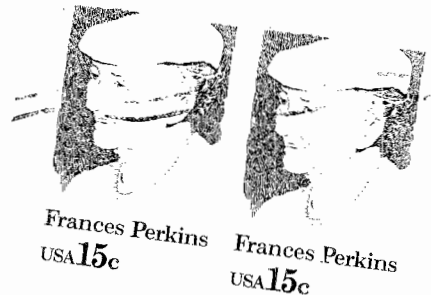
1st class mail  
SUB ENDS \_\_\_\_\_

1st class mail

1st class mail

send to:

PN  
JUL 21  
1992



L. Perry

POB 8416

SAN Diego CA

97102