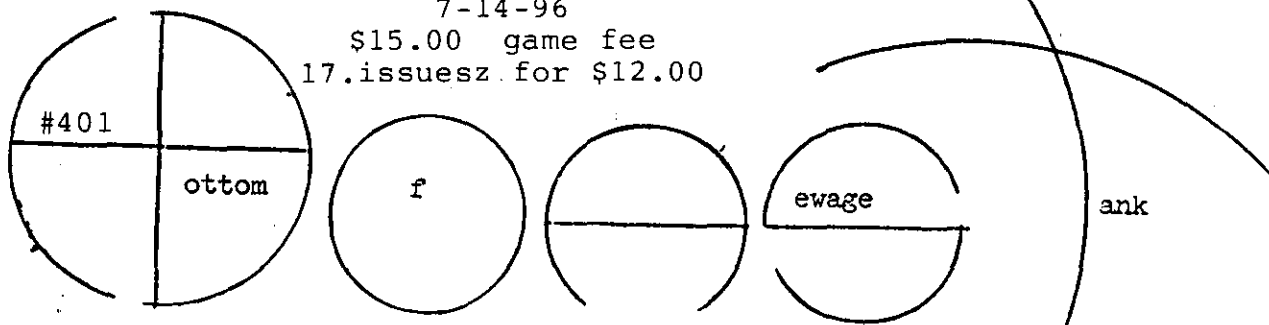


7-14-96

\$15.00 game fee
17.issuesz for \$12.00

Games:
94 HD
96 U



96 U Fall 1902 England moves on the North Germany All Over!!!

Turkey(Spryszak)	Russia(NA)	Germany(Yandora)	The underlined moves fail. The deadline for the winter only will be three weeks away on Aug 4th 96 at noon EST.
<u>F Bla-Bulec</u>	F Bot-Bal:	A Pic H:	
A Arm-Smy:	F Bulec-Con:	F Bel-Eng:	
<u>A Con S F Bla-Bulec:</u>	A Mos S A Ukr-War:	A Pru S A Sil-war:	
Italy(Ditter)	A Rum-Sev:	A Sil-War:	Supplies: Aus:Bud,tri,gre, ser, 4-1 Eng:Lon,liv,edi, den,nwy,stp,6+1
<u>F Ion-Adr:</u>	A Ukr-War:	A Mun-Bur:	
A Ven H:	<u>F Swe-SkaG:</u>	Austria(Brooks)	
A Tyo-Vie:	England(Barwick)	A Tri-Ven:	
France(Lachcik)	A Nwy-StP:	<u>F Adr S A Tri-Ven:</u>	
F Mid-NAf:	F Bar S A Nwy-StP:	F Aeg S Russian	
F Spasc-Wes:	F Nrg-Nwy:	F Bulec-Con:	
A Gas-Spa:	<u>F Nth-Ska:</u>	A Ser-Bud:	
A Pie H:	<u>F Den-Swe:</u>	A Gre-Bul:	

Fra: Bre,par,mar,por,spa, 5+1

Ger:Mun,Kie,ber,hol
bel 5 E
Ita:Ven,nap,rom,tun
Vie 5+2
Rus:War,mos,sev,rum
Con,swe, 6-1

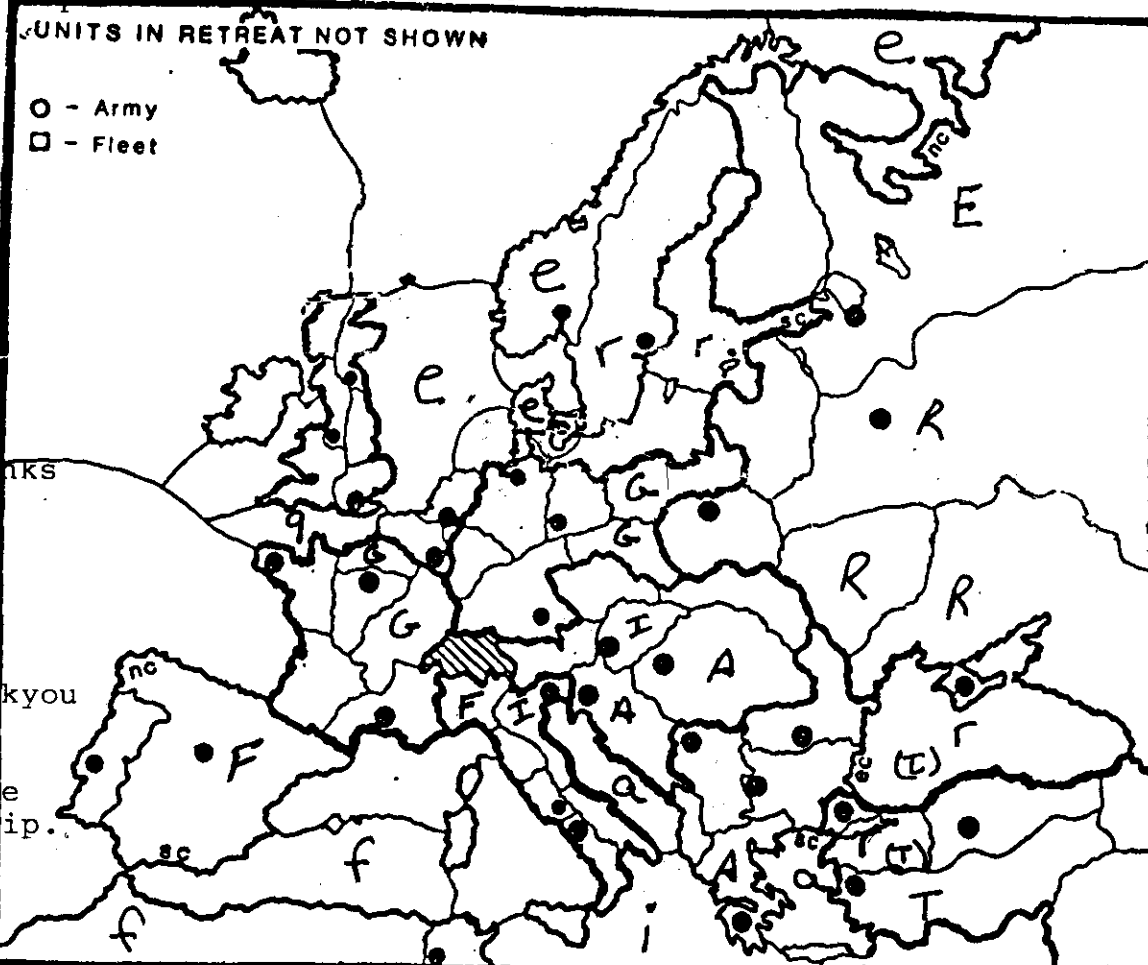
Tur:Bul,Ank,smy 3 E
The Turkish F Bla
and A Con are both
in retreat F F Bla
R to Rum the Tur
will be +1 andRus
-2.

Press:

England-Turkey: Thanks
for your alliance
as one of my pawns;
it insures victory
for me:

Zooland: Don;t take
out that policy yet
England-Italy: Thankyou
for accepting my
offer to you to
become my lacky. The
next step is pawnship.
If not You'll pay
the price like Ger

Rus, and Fra,all
pawns of mine!!!!!!



YOU KNOW EVERYONE FOLLOWS MY ORDERS THAT I GIVE!

As I mentioned last time I was going to write a review about Fantasy Adventures and Ruinsworld. These are card games that are played like card games, where as Dragon Storm is a RPG that uses the cards for the roleplayinggame. Both of these games take a different type of view on how things should be run, but then they have many things that seem to be alike as well. They both use decks and drawing of cards to get things done right etc. Thus they are card games and not roleplaying games.

The Cards of both of these games are very well done. They have good art, look good feel good and work well. Fantasy adventures has the backs of blue and yellow that stand out so you know you have the players deck or the encounter deck. Ruins world you have the same backs with a word like Dungeon, Journey cards, Market, Play and Character cards Five different stacks of them. In Ruins World you have one rule book and in Fantasy Adventures you have 1 rules book and two dice and one help book to help you with the learning of the game. That is what these two game give you. There are boosters for the Fantasy Adventures game and none for the Ruins World as of yet.

In Fantasy Adventures you are mainly a party of adventurers up to eight in your party. In Ruins World you are basically one maybe two characters that are out on a missions that you roll up. Thus you are trying to up date your mssion and get it done before the others that you are playing against. Much like the TSR Dungeon game. You are one character maybe two and you are part of a party ie the other players and they all may have different goals than you have and thus you will cooperate as well as fight agazinaszt them depending on your goals. In Fantasy Adventures is a two player type of game in that each player will set up his group of adaventurers and then one player will be the adventuring party and the other one will set up the encounters for the turn. Then after they have gone through that they will switch places and the one with the best net gain or loss will be the winner. This will take 4- 10 turns.

With both of these games once you have set up the party for adventure you will now shuffle the cards and then draw a hand. In Ruins World you will go ariound the party doing what you need to do and each person will play the cards that will help him win the game. Thus you have to sorta get a consenses but well do what you need to do. This is very close to a game of FRP but you can still only use the cards that you have drawn to use in your turn, though you do have options for the actions that you might want to take care of. In Fantasy Adventures you have the entire party and it will act your way. Thus you have control. It is you against him as you set forth the party or the encounters!! The Decks will still come up with the way that the encounters will take place. Ruins World is closer to FRP than is FA., But FA is a quicker game to play and you can come up with very good games with just two people.

It is very interesting to see how things have come along here with the various things that have come out. Good card games as well as a good game that has cards to play. Fantasy Adventures is quicker to learn and the rules are better written and provide for a good game for 2 players, it is fun quick and quick to play young and old can like this game. Ruinsworld is more complex and more interaction between the players and more like and RPG but not one. You can have more players the number can be even or odd with Ruins World. Both have things for and against them but they look pretty good for gamers.

BOAST

94HD Winter 1910
only by requests

England(NA) B A Edi
France(Vaporis) B A
PAR:

Russia(Barwick)

F Lon Rotb

Turkey(Hoffman)

B A Con:

Italy(Brooks)

R A Gal:

Dealine for the
Spring 1911 moves will
be the 4th of August

96. Press:

Russia-Austria: I hope
that you learned your
lesson this time.

Russia-World: If you
don't follow my orders
COMPLETELY YOU WILL BE
punished like Aus.

France-Italy: Go west
young man go west.

Austria-Italy: If we
trust each other so
much, why did we both
try to take each other
in Bud and Gal?

Turkey-Fleet Constantinople

Army Armia: Hello Reds.

Fernadale: Yes ,that is incorrect. The st is press ,not orders.

Russia-Italy: Thinking on what you offered.

England-Frea:: Out, durn spot , out like Russia.

England-Russia: Good Trade, .

England-All I voted for the Draw.

Italy-World: Changed my mind. I do write in ANY PRESS GANGS

Derot: Honest that is the way he spelled it!!

Alliance-Genvea: Who Did not vote for the draw.?

Turkey-Russia: You are such a pushover. Yes, I took the supply centers that
you offered. You do not know my reputation very well for killing partners.
Did you really think that I would work with you? How about that for a stab!!

(CU Press Con: Italy-Russia: It's A Good thing that Germany attacked France
or I would think we faced a triple west attack.

Ita:ToAus: No Offense intended, But a fleet move to Adriatic is a bit obvious.

France-Rome: I Will take your cheap-rates-to-free offer to be an ally.

Zooland: Becareful, for all you read may not be what tyou think you think.

Germany-Italy: Hired hand? Cheap? You're on. Right here. You do not need
to take a pledge nor anything to be my partner.

Germany-Eng: You sent me another letter addressed to Tony. Do you have a HAL
586 Computer? My name is Jeff, And why do you keep advising me to attack Germa
Well there is more press but no more room for it this issue. It will appear
in the next issue of BOAST.

Eng-Ger: Yep, Denmark is to be mine as long as I can keep it was our original agreement. And
do not forget our agreement on Bohemia, the center of the world, where we are all supposed to
meet.

Russia-Turkey: Talk to me. I am ready to deal on Austria. I am only surrounded by 3 enemies.

Why not 4?

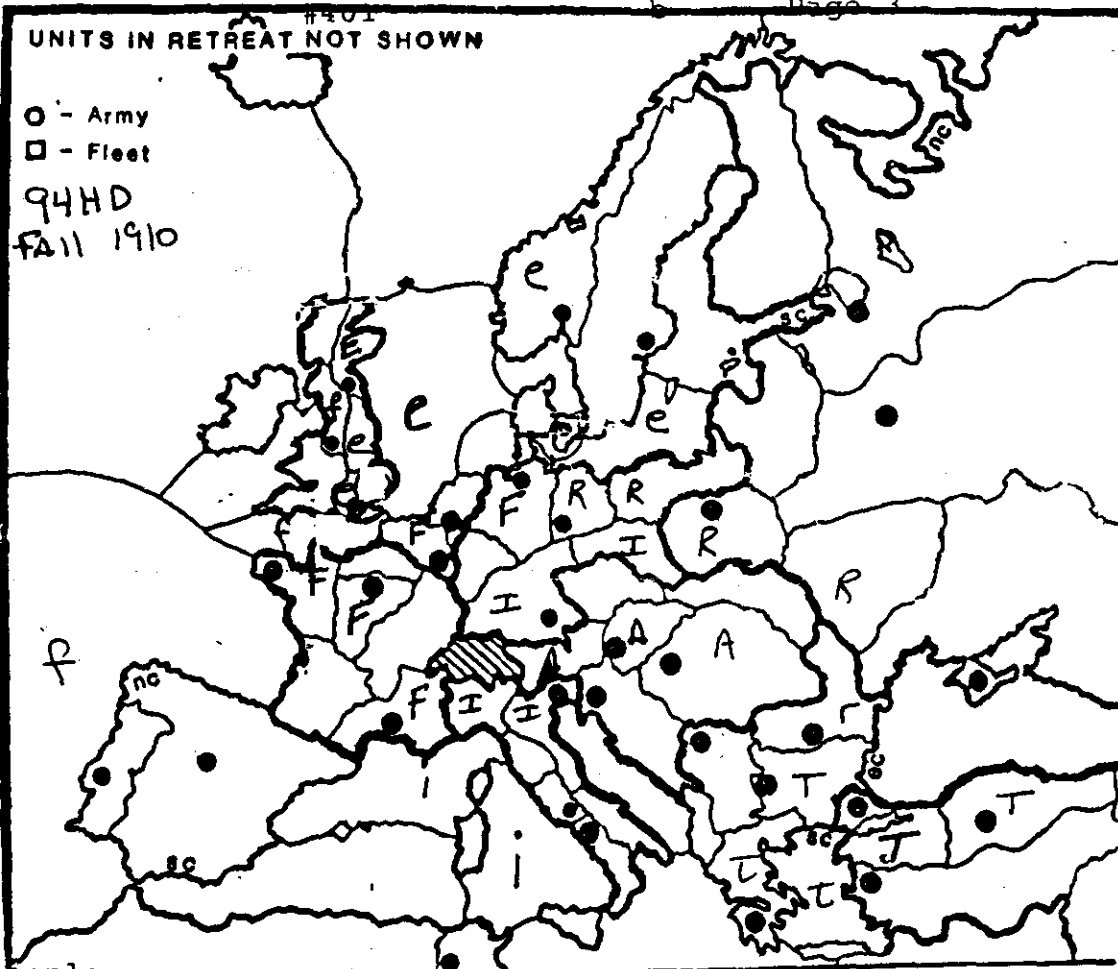
UNITS IN RETREAT NOT SHOWN

○ - Army

□ - Fleet

94HD

Fall 1910



What is new with games!!!

Wizards of the Coast have come out with their Duelist Life counters!

These are the ones that are used in Magic Tournaments. They have also come out with the book Magic the Puzzling. These are the types of things that have been in the Duelist where you are given the cards and now do this. Well I know that I would not have thought through them like they do. any way there are 25 of these puzzles in this book and the things to do to play them out.

TSR has come out with the AD&D Complete Starter Set. This replaces the Basic D&D Game. They had two systems now there is only one. If you get this set to start you will then just advance through the books and thus TSR has only one thing to make modules for etc. The Complete Starter set gives you a players book, DM guide and Monster manual, called a book of lairs, a dugeon map, and DM screen, hero cards and six plastic figures for \$28.50. This is a great way to see if you'd like to get into all the other stuff, and it remains the A D&D game. Looks very good and should be of a lot of use for A D&D people or deciding if you want to get into AD&D.

ARS Magica is back out from Atlas Games. This is still the third edition and the fourth will be out in Oct. They have a lot of stuff for this game system out and ready to go again.

A Very nice game is the Army of the Heartland. This game covers the west in the early years of the ACW. This game is based on the Campaigns of Rbt E Lee, and could be played with that game as well. This is from Clash of Arms games and is one of the better things that they have done and they have done a lot of good things!! Cost is \$48.00 for a very high quality game.

Heartbreaker has come out with a new Mutant Chronicles game and this one is Cybertronic Sourcebook \$15.00. But it is very hard to get any of the other stuff for the game as it is all out of print! Mutant Chronicles has started to do better since 40K is only out via GMW. With the Warzone miniature rules etc the entire line is moving very well, and is building. They need the marketing of GMW, but they are colorful and worth the money, and better done than the other stuff.

A New book for the Immortal RPG has come out, this one is called Pride Dracul. More things for the Immortal RPG to add to and make your play a bit better and more complex.

ICE has come out with Talent Law for Rolemaster, describing the various things that you can do and have background in for Role Master. They have also come out with Warhounds for the silent death game. This now adds bigger ships to the game and all sorts of neat other things as well. New weapons and new ideas for the game as well as better armor and what not if you are a player of the silent Death game you have to have this book, if no other book!!!

RAFM has come out with new Silent Death ships they now have over 40 in the line!! Really make a very good number of them. They have also come out with 7 new packs of Orcs and Goblins

Moments in History have come out with game #2 of Great Battle and great Leaders Called Fields of Golry \$44.00

1996 Diplomacy Hobby Awards Ballot

Deadline: 31 August 1996

Vote for no more than one person per category.

Name: _____ Hobby Participation: _____

Don Miller Award for Hobby Service

- ☐ Doug Kent for publishing *Maniac's Paradise*, *Diplomacy World*, and *Grand Hyatt*
- ☐ Paul Kenny rescuing/running US Orphan Service (successor failed to meet his commitments); for publishing *Absolute*
- ☐ Pete Gaughan for publishing *Perelandra*
- ☐ Michael Lowrey for publishing *Zine Register*, *Carolina Command & Commentary*, *Lime House*; running DixieCon
- ☐ Manus Hand for his work in putting together the *Diplomatic Pouch* on the Internet

Rod Walker Award for Literary Excellence {copies available from Dave McCrumb for a SASE}

- ☐ Brent McKee The Replacement Player - Germany in the Real World in Diplomacy World #74
- ☐ Allan Cahlmer The Coast of Moscow in Diplomacy World #74
- ☐ Stephen Agar The Art to Find the Mind's Construction in a Face in Diplomacy World #74
- ☐ David Smith Diplomacy: Bridging the Generation Gap in Diplomacy World #74
- ☐ Tim Hoyt Sun Tzu and the Art of War in Diplomacy World #76

John Koning Memorial Award for Excellence in the Play of Diplomacy

- ☐ Mike Gonsolves pbm and ftf excellence
- ☐ Paul Routerberg for outstanding play
- ☐ Teresa Armstrong outstanding play in *CCC* and *Home Office*; only one game ever not in a draw or win
- ☐ Michael Lowrey for excellent play in *The Appalachian General*
- ☐ Don Ditter for outstanding play

Fred Hyatt Memorial Award for Excellence in GMing {Inaugural Presentation}

- ☐ Andy Lischett *Cheesecake*
- ☐ Pete Gaughan *Perelandra*
- ☐ Doug Kent *Maniac's Paradise*
- ☐ John Boardman *Graustark, Empire*
- ☐ James Burgess *Abyssinian Prince*

Return ballot to: Dave McCrumb, 3636 Oldtown Road, Shawsville, Virginia 24162 United States
fax: 540-268-9877
e-mail: stonewal@nrv.net

I would like to thank Robert Acheson, Gary Behnen, Fred Davis, Melinda Holley, David Wang, Richard Weiss, Brad Wilson, and Andrew York for their help during the past year. They had to narrow the 95 nominations received this year (a record) down to the above listed 20 finalists. That was a difficult job this year, even more so than in the past. With your support, I hope to set a record for number of votes received this year. I hope to receive at least 100 votes this year. Support your hobby and the people that make it so enjoyable by rewarding them with your vote. Results will be mailed to all publishers the first week of September.

I would also like to announce that this will be my last year as Chair of this committee. I would like to thank everyone that has supported me over the past five years. You have all made it enjoyable.

-dave

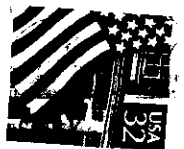
This completes another issue of BOAST. BOAST is the second oldest running dip zine in America and the world today. Only Graustark has put out more consecutive issues than BOAST. BOAST started in 1971, sent. of the year. We started out on Duplicator, then to memio and now photo copy. There are other zines that come out weekly with partial issues but BOAST gives a full page to each game and keeps the number of games down to around six. Trying to insure that you get the most enjoyment out of your games. BOAST is a tri-weekly zine, usually every third week BOAST comes out, about 17 issues per year. There are a couple of times when there are four week deadlines in the year. The sub to BOAST is 17 issues for \$12.00, if you want to play in BOAST the first game is \$15.00 and every game that you join while you are playing in BOAST is only \$10.00 extra. This is the sub and the game fee for as long as you are in the game. BOAST is one of the most gamer friendly zines out there today, we allow the players to decide certain things. Fast playing games with strict deadlines, BOAST has never missed a deadline by more than 24 hours and that has been only 3 times in 300+ issues

Why have you gotten this issue. If you are not a player or trader? Well I've sent you a dsample to see if you might like to join in on a game that we are forming at this time. I'm quite sure that you will like the play in BOAST. Playing in BOAST is fast, friendly, and cut throat, like All dip zines. If you are looking for a game why not try BOAST you know the game will end here(well over 50have). Also the fees are less expensive than most zines on the market today.

BOAST carries a lot of information as well. A lot of news on new games, new relases in the gaming industry as well as things being worked on. We also carry reviews of games in each issue as well. Some are small and some are more in depth, but they(the reviews) are all entertaining if you like to read about new games.

This zine would not be possible if it were not for the help of my wife and family. They have given me the support over the years to be able to put this i zine out over the years and I have to thank them for that. This zine has come out since 1971, even before I got married. But it has been their help that allows this zine to come out everythree weeks for that we are greatful. I should say I'm very greatful. Thus has been my love but the family has helped out all the way. Thank you.

BOAST
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313- 927-4668
Fax 313 861-6565



1st class mail.

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1st class mail

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Larry Peery.
6103 Malcolm Dr
San Diego CA
92115

