

Politesse

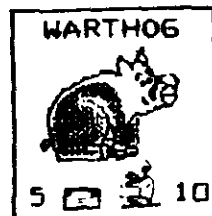
Journal of the Washington Area Retinue of (Tacitly) Highly
Organized Gamesters #43 November 1986

Greetings

So, hi, okay. The Pig Tees are in, in case you weren't at The Halloween Games, which you probably weren't, but, hey, who wanted to feed you scrambled eggs anyway, you ingrate.

So you can either donate your tee-shirt to me, or pick it up in Dale City or in Silver Spring or in Arlington during usual business hours. Let me know. As a last resort, I'll mail it to you, but since I didn't build in postage to the costs, I'd rather you didn't.

Nice issue here; lots of participation. I like that. Thanks, guys. A little Civilization here and more next issue. Looking forward to your cogent comments and some HavaGame for January. Howabout it?



can PBM strike can fly, but
lands very badly

HavaGame

Richmond, VA, Nov 28 thru Dec 1. Jimi Hendrix Birthday Party! Open gaming, featuring Pax Britannica to begin Saturday at 11a.m. Also many rare Hendrix recordings and other 60s bands. Please bring folding tables and chairs if you have them and call or write ahead of time if you plan to attend. Rob McCarter and Kevin Burke, 2353 Harpoon Ct, Richmond, VA 23229. No home phone. Work phone: (804)788-2337 (ask for Rob McCarter or Kevin Burke). If you want a map, give us a call. Here are the directions:

I-95 south to I-295 west toward Charlottesville. Take I-295 to its end. Get on I-64 eastbound toward Richmond. Go about 2 miles to the Parham Rd exit. Turn left (north) and then turn left at the first light (Mayland Dr). Then take first right (Tuckernuck) and right again into Harbor Village.

Northern Virginia. The Washington Gamers Association sponsors open meets at the Tysons-Pimmit Regional Library, 7584 Leesburg Pike (Route 7), just inside the beltway across from Marshall H. S., noon to 5 pm, the second Saturday of each month (Nov 8, Dec 13) and The Compleat Strategist, 103 Broad St, Falls Church, 11 am to 6 pm, the third Saturday of each month (Nov 15, Dec 20). On Sep 20, a Civ game was held at The Compleat Strategist, curtailed at 5 pm with Thrace having a point lead, but sharing the AST track with Italy and Africa. Behind were Babylon, Assyria, Crete and Egypt. Dues to the WGA are \$5 per year and entitle one to receive The Washington Gamer. (Bill Cumberland, 840 South Dickerson St, Arlington, VA 22204)

Postal Civilization, Diplomacy. (And maybe Titan, Gunslinger, Warlords, and Rail Baron.) Jason Russ, Stonehouse Road, Somers, NY 10589. (914)277-8543. Subscriptions are \$6/12 issues. No game fee, so you can play as many games as Jason runs for 50¢ a month. Right now he has one Titan game going and has 4 signed up for Civ and one for Dip. He will run the games mentioned above in parens given sufficient interest.

Politesse is edited by Ed Wrobel, 3932 Forestdale Ave, Dale City, VA 22193, who writes the unattributed stuff and published usually early each month by Ken Peel, 8708 First Ave, #T-2, Silver Spring, MD 20910

FladaGame

THE GARBELMALMAN LABOR GAMES! (or something like that...)

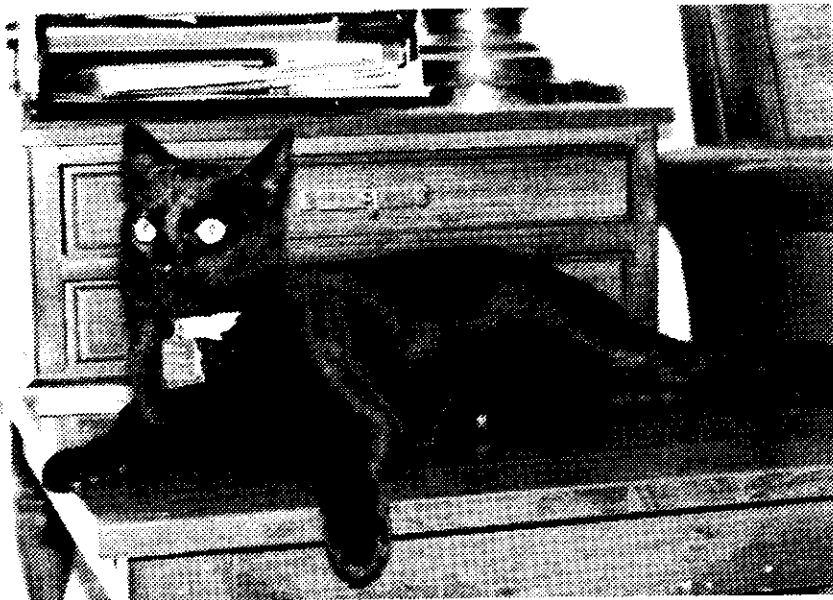
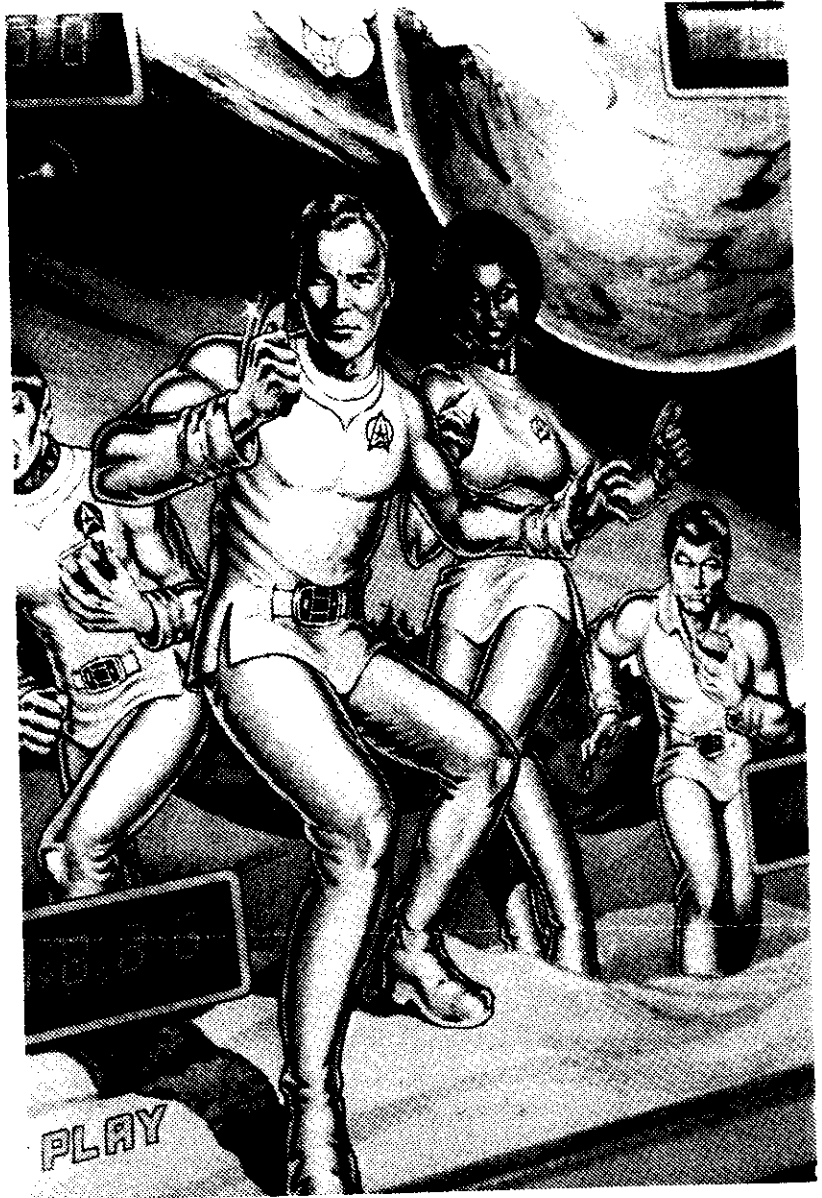
Scott Garbelman advises his father, Kevin, to trade salt for pampers in Sunday's big, but aborted Civ game. The Labor Games began on Saturday before Labor Day with Diplomacy, Titan and micro-armor, limited intelligence minatures gm'ed by Kevin himself.



Robin Barbehenn, Herb Leventhal (and is that Sean Carr?) over the Civ board and a couple of Pepsi Free's (what wild and crazy guys!)



Captain Kirk, Lt Uhura and Dr McCoy appear for an exciting fantasy role playing scenario. With his face appropriately half cut off is half breed Mr Spock.



And who could forget that great Star Trek episode with the incredibly powerful alien who could turn into a black cat simply by reading the thoughts of the television audience on Halloween...

A Conversation with Fassio

or

Talking to Toasters

Editor's note: At the Garbelman Labor Games, I had the opportunity to speak with Mark "Faz" Fassio, a controversial personality from the subculture of postal Diplomacy and an actual human being in his own right. Faz' reputation can probably best be summed up in the title of his former subzine, "ESAD"-- meaning in polite English, Consume Feces and Expire. Our conversation took place immediately after completion of a 5-player face-to-face Dip game.

Politesse: Did you choose to play Austria in this game or were the countries assigned at random?

Faz: I randomly chose Austria.

P: So how did you do?

F: I thought I was doomed.

P: Played much Dip lately?

F: This is the first face-to-face Dip I've played in 3½ years. MaryCon 83 was the last face-to-face I played since my marriage.

P: I'm glad you didn't put a Roman numeral after MaryCon. How is married life treating you?

F: I find that once a week is adequate, usually on the weekends. Tonight is Saturday night, by the way, so I have to go...

P: Just one more question. How exciting a Dip game was this, compared to others you've played?

F: Of all time? Well, probably about the 6th most exciting game of all.

P: Tell us a little about how it went.

F: The 5-player variant is great for France and probably fatally flawed. Usually there's a permanent E/F alliance. But I liked it-- lots of new folks here.

P: Mark Frueh once told me he especially liked playing Dip at conventions because he could "meet new people, become their friend...and stab them."

F: Who's interview is this, anyway? In the game I'm trying to talk about, there was a premature stab of Russia but Russia guessed well to hold off the attack. England, on the other hand, was predictable. We held Berlin for 6 game years. Russia was new to the game and played well. Turkey made me wonder. The tide began to turn in the south as the E/F steamroller moved across the Med...right on top of the water; it was amazing. But I rallied the board for an A/R/T vs E/F. At one point, Turkey moved into Sevastopol, causing grief and mayhem. Russia pulled back, leaving the center open. We had to take some gambles but guessed right 4 out of 5 times. It was over by 1907 but went on until 1911 or 12.

P: That's certainly one of my favorite things about Diplomacy.

F: Yeah, well, you're a real (expletive deleted). Gotta go.

Austria

by Michael Mills

When you play Austria, the first thing you have to do is pray. The second thing you do is sharpen your knives. Playing Austria just happens to be the most exciting thing you'll ever do with a Diplomacy board. England is boring. Turkey worse. Italy's a mess, and the rest...well, they're neither here nor there. Austria is the elemental Diplomacy power; live or die; strike fast and last. It's also important to determine if you are the sort of person who would play Austria well. Ask yourself the following questions:

1. Fall 1903—Austria in Venice and Tyrolia slugging Russia with Turkish help. Munich is open. Thus you: a) take Munich; b) leave Tyrolia for Trieste; c) protect Munich for Germany or support French A Burgandy-Munich.

2. Spring 1901—You plan a rape of the Balkans. You plan: a) stab of Russia by Turkey; b) stab of Turkey by Russia; c) Austria gets each to stab each other.

3. You have a lone wolf in Sevastopol. Your pals can knock you out at any time. You a) wait to retreat to Moscow; b) move to Moscow; c) move A Sevastopol to Rumania with support.

4. The German wants to be your friend. What's your price? a) Germany in Sweden, moving into Prussia, plus an Austrian Warsaw; b) nice letters; c) Munich.

5. Do you believe the following? "It is easier to steal from your friends than from your enemies." True or false.

6. Would you try the following? Getting Italy into Turkey, then attacking Italy solely with armies. Yes or no.

7. Do you believe Austira is the rightful heir to RUM, BUL, SER, & GRE? Yes or no.

Answers: 1-a, 2-c, 3-a, 4-a & c, 5-T, 6-Y, 7-Y.

If you scored below 7, you cannot play Austria effectively. You must always regard everything on the board as Austrian, temporarily loaned by Calhamer to the other players. Austria is the lone wolf and the other six the flock of sheep. Austria wants three builds in 1901. It wants *Rumania* in 1901. It wants traitors among the opposing allies to die by their own swords. Austria wants blood; that's why the blocks are red to begin with. Playing Austria is walking down an alley in Philly with \$56,000 in your hand and meeting the Diamond Saints, and coming out with \$80,000 in your hand. Either you win or lose. You don't stick around for requiems.

England and France can afford to write cheesy letters about 1903, 1904 and 1905. Russia and Turkey can afford to dig trenches, and Italy can sit on the fence for a few years. Austria puts treads on its armies, gasses up and rolls. The diplomats write the necessary letters, but the real play is the outwitting and outfoxing the four bordering powers by taking their centers before they can figure out just who you are really allied with.

Above all, Austria relies on quick movements, timed well, against all comers. There's the knife into Turkey for Bulgaria, the throat of the Tsar for Rumania, and the Italian's gut for Venice, not to mention the disemboweling of Germany for Munich. If you can hornswaddle a win with a wimpish style of play, then more power to you. I only ask that you send me the names of the Russian, Turkish and Italian players, because I want to be in a game with them.

((The above was reprinted from Masters of Deceit, the postal Diplomacy novice publication of the Peoples' Diplomacy Organization. I've got copies for the asking. Just ask! —Ken.))

Trading in CIVILIZATION

by Louis Newman

The necessary requirement to win at Civilization is to be a good trader. There are a lot of extraneous complications as well, but all these just lead to the accumulation of cities so a player can pick up goodies to trade. The heart of the game is the trading sessions. This article will ignore everything else and concentrate on trading.

Most beginning players spend a lot of time thinking about placement and little time about what to trade. This is big mistake. When that trading bell (gong, chime, whatever) sounds, the successful trader knows what it wants to accumulate this round and who to start getting it from. Getting that first trade accomplished fast is critical to your success. Consequently, seating position at the board is very important. Humans will naturally tend to trade with their immediate neighbor, so select your seat carefully between the average folks with whom you want to do business. Beginners tend to try to trade those hazard cards and may be slow to make decisions. Experts won't let you make advantageous deals. The correct attitude at the table is to be friendly, appear a little frantic, and insist on prompt decisions. If your prospective trading partner waffles, hesitates, or overnegotiates, don't waste valuable time, go trade with someone else. The most desirable trades are the ones in the first five minutes of the trading session.

There are many aspects to trading strategy. Try to establish trading buddies that you can exchange favors with each round early. Board position can be exchanged for trading favors. The ninth city isn't worth that much and can also be negotiated for advantage in trade. The one's and two's cards are relatively worthless; give them away early to establish buddies for later. The three's, four's, and five's are critical to your success. Most players seem to be enamored of the bigger cards and these can frequently be traded for threes and fours.

To focus on trading goals, one should have a plan from the inception of the game. The number of points which are needed each round to gain the requisite civilization cards should be planned. If many points are needed in a round, save some cards from the previous round to expedite the trading. Some rounds should be very aggressive to gain points, other rounds can be more relaxed. Avoid getting trapped with a large requirement before an Archeological Succession Table deadline as a Hazard card may unwelcomely arrive.

Much of the above commentary was provided by a friend who consistently wins at Civilization tournaments. If any readers of this article run across me in a Civilization game, please have mercy. I have become uncivilized in every game I have ever played and finished last. My force placement is awful, pestilence cards always find their way to me, and my trading style is slow and methodical. I give the appearance at the table of being a threat when in fact I am a pansy. My friend appears to be an eager, enthusiastic player upon whom the Gods bestow good fortune.

AN ANALYSIS OF THE "NATURAL" POSITIONS IN CIVILIZATION

Ben Butterfield

After more than a year of virtually no gaming whatsoever, I decided I needed to spend some time reviewing Civilization in preparation for our September 20 meet. Some of you might wonder how one can prepare for such a long and varied contest--aside from just re-reading the rules. Well, there are some natural advantages and disadvantages to each position, and perhaps you'll find my comparison of them useful.

Those of you who are familiar with the game will recognize that each of the countries (or tribes, peoples, civilizations) occupies much the same territory every time . . . with exceptions occurring mostly along disputed borders. And each has, of course, a different sequent of requirements on the A.S.T. Moreover, there is plenty of predictable activity in the early rounds; the real variations don't crop up until the Middle Bronze Age, when all players have multiple cities, good trading is possible, and the calamities start to hit.

I've compared the relative merits of each country through these first six to eight turns: the speed with which they can expect to develop their territory, the availability of city sites, potential insularity or congestion of population, and particular advantages or disadvantages on the A.S.T. I've also considered who can expect trouble with certain calamities, and how many points a country must have to finish.

The analyses are not based on specific strategies so much as on the assumption that all players will seek optimum strategies. For instance, Italy will not always have trouble controlling Sicily, as only a fairly meek African player would fail to try for Sicilian city sites. Also, it is assumed that players will not choose their initial positions in such a way as to create an unbalanced game--no game should have Crete, Thrace, and Illyrian positions vying for the Aegean while Babylonian city sites stand unoccupied.

Here, then, are the various "natural" positions (in A.S.T. order).

AFRICA

Strengths: the best track on the A.S.T.; 1200 finish.

Weaknesses: few cities; sparse population support; last Civilization card picks.

Critical period: Early Bronze, building more than five cities

Comments: should expect slightly weak trading position through first half of game, due to paucity of cities, but A.S.T. allows it to maintain momentum.

ITALY

Strengths: strong early development; hard to attack.

Weaknesses: few cities; volcanoes; short Early Bronze; late Civilization card picks

Critical Period: Early Bronze, quickly acquiring "three colors"

Comments: city sites limited if Illyria is in the game; can expect frequent conflict with Sicily.

ILLYRIA

Strengths: plenty of city sites; long Neolithic period.
Weaknesses: bottleneck in middle Greece; short Early Bronze period; late Civilization card picks; 1400 finish.
Critical Period: Early Bronze, quickly acquiring "three colors."
Comments: if Thrace isn't in the game, Illyria can thrive in the early rounds; otherwise, the bottleneck (four adjacent areas of "1" population support) makes it hard to expand toward city sites.

THRACE

Strengths: strong early development; flexible central position.
Weaknesses: the shortest mid-Bronze to mid-Iron track; some floods.
Critical Period: Late Bronze, quickly acquiring seven Civilization cards
Comments: Thrace's centralized position makes it the best at exploiting any gaps in enighboring territory (i.e., due to poorly planned development or calamities), but it must trade effectively on almost every hand to avoid being left behind.

CRETE

Strengths: generous Early Bronze period; 1200 finish; plenty of cities.
Weaknesses: fragmented territory; slow development; poor "supply" areas.
Critical Period: Neolithic, expanding in spite of water jumps.
Comments: must make very careful trade-offs between population growth and sea movement in the first four turns; challenging to play.

ASIA

I note that the rules for a four-player game [27.3] stipulate, "Only four nations (Egypt, Babylon, Assyria, and Asia) are available for play." This is a little surprising. As some of you have already realized, there's no reason ever to have Asia in the game. Assyria, on a couple of minor points, is always preferable; and if Assyria is in the game, Asia's position is so bad that any other country is preferable. Hence, no Asia.

ASSYRIA

Strengths: good supply of city sites; early Civilization card picks.
Weaknesses: worst Bronze Age on the A.S.T.; 1400 finish.
Critical Period: Late Bronze, quickly acquiring seven Civilization cards.
Comments: Assyria's expansion into Asia Minor comes so easily that it almost plays itself, yet it must trade very effectively in the Bronze Age to avoid being left behind.

BABYLON

Strengths: generous Bronze Age; early Civilization card picks.
Weaknesses: floods; few uncontested city sites; 1400 finish; short Neolithic period.
Critical Period: Early Bronze, compensating for short Neolithic.
Comments: Egypt and Babylon both face crucial trade-offs between building cities and expanding population on the fourth turn, although the six-turn Bronze Age allows some time to catch up. Bablyon's boundaries with Egypt and Assyria tend to be contested throughout the game. Another challenging position.

EGYPT

Strengths: generous Bronze Age; first Civilization picks; plenty of cities.

Weaknesses: floods; Sinai bottleneck; short Neolithic period.

Critical Period: Early Bronze, for the same reasons.

Comments: One could argue that Egypt has more to gain in city sites by not building on the fourth turn. Obviously, for Egypt or Babylon to choose such continued expansion means that every other player must suffer at least one similar setback on the A.S.T., or they can't win.

The fact that it is hard to single out any one of these as a "best" starting position strikes me as a noteworthy bit of game design. Nevertheless, the artful combinations of advantages and disadvantages in the other six makes each a contender. Maybe that's why the game is a minor classic (or is that an Asia-Minor classic?).

MEMORANDUM

FROM: Dr. Marc Hurwitz, Swinentific Advisor, WARTHOG
TO: Ed Wrobel, Head Hog, WARTHOG

Re: The insidious threat of cheap, easily available BB guns

Both Mr. Vessey & Mr. Porter have made suggestions towards ending the BB threat which, while well-meaning, showed a lack of vision as to the possibilities of swinence & technology.

I propose a Tactical Defense Initiative (TDI). This fully-automated system would forever end the threat of a BB holocaust. The system would have three mutually supporting subsystems.

1. Orbital sensors to detect BB pellet launchings, and to guide countermeasures.
2. Orbital & ground-based defensive weaponry:
 - a) Lasers
 - b) particle beams
 - c) anti-pellets launched from orbital, ground, sea, and air platforms
3. A 6th generation hardware & software computer & communications system supervising the other segments of TDI.

Initial cost estimates are 4.9×10^{12} US 1986 dollars, a cheap price for total security. TDI would also provide technical spin-offs for the general economy and employment for thousands of swinentists.



. . . a Diplomacy/Civilization hybrid

by Bob Olsen

OBJECT: to be the last surviving civilization in the world. FOC is meant to be playable on any Diplomacy-style mapboard, including those of regular Dip, Final Conflict, or World Diplomacy. Thus it is a game for anywhere up to eight players, depending on the map used.

DEFINITIONS: The features of the map--"home provinces", "supply centers", etc., are used as in Diplomacy and its variants. "Military units" correspond to armies and fleets in regular Dip.

"Population" (regular) equals productive workers, analogous to the population markers in Civilization. "Bureaucrats" arise from the conversion of regular population to government 'service'.

PRODUCTION AND STACKING LIMITS: Each regular population produces \$5 per turn. Each owned supply center also produces \$5, but only if it is occupied by at least one regular population unit; otherwise, it produces nothing.

Stacking limits: 6 population (including bureaucrats) in supply center provinces; 3 population (including bureaucrats) in non-SC provinces. One military unit per province as in Diplomacy.

CIVILIZATION DISINTEGRATION TABLE: Each country starts out with a set of Civilization Cards from the Civilization game arranged into four columns as follows:

Philosophy	Engineering	Engineering	Literacy
Democracy	Medicine	Agriculture	Architecture
Law	Coinage	Metalworking	Music
Literacy	Astronomy	Pottery	Drama & Poetry
Architecture	Mysticism	Clothmaking	Mysticism

The top category in each column is "at risk" and is vulnerable to destruction (see Phase 9 of the game-turn). Civilization Level equals the total number of categories remaining in the above columns with those that appear twice counting for two.

PHASES OF THE GAME-TURN:

1. The Budget. Each country is dealt a number of Trade cards (from the Civilization game) equal to the number of supply centers held.

Total of trade card values times 10, plus 3 for each Bureaucrat (Bureaucrats do not produce as does regular population, but only consume) equals the basic Budget for each country. This must be paid in full by the end of Phase 8, except that each nation may option for Deficit Spending; the deficit may be carried over until next turn but this deficit then doubles. This process may be continued until the deficit becomes greater than the population productivity (i.e. excluding the Supply Center production), at which time the nation draws one Anti-Civilization Card (see Phase 9) for each \$40 of deficit, rounded up.

The Disaster cards are included in the Trade Card deck. If a Disaster card is dealt in this phase it is kept until phase 10.

2. Population Increase. Add one population to each province where there is currently at least one regular population. If the stacking limit would thus be exceeded, roll a die and on 1, 2, or 3 convert one population to Bureaucrats to 'administer the overcrowding': otherwise, no effect.

3. Movement. Regular population may move one land province or (using Boat People Movement, see below) two sea provinces. Unoccupied neutral provinces can be captured by population moving in. Population may not enter a province occupied by population of a different nation except by Boat People Movement.

Once Astronomy is lost, all sea movement, including both Boat People Movement and military unit movement, is no longer possible.

4. **Conflict.** Only Military Units may fight. Military units move and support each other as in regular Diplomacy, without regard for the presence of population. When a military unit enters a foreign province, the province is immediately considered owned for the purposes of the upcoming Phase 8. When a military unit captures a province, all Bureaucrats and half (rounded down) of the regular population there are killed.

5. Bureaucratic Phase: The following steps are done in the sequence described.

A. Adding Bureaucrats: 1) convert one Population to Bureaucrat for each 4 SC's held, rounded down. 2) Convert one Population to Bureaucrat for every 5 Bureaucrats. 3) Convert one Bureaucrat for every two of the following categories which are "at risk" on the Civilization Disintegration Table: Law, Medicine, Democracy, Agriculture, Literacy, Architecture, Engineering.

B. Eliminating Bureaucrats: remove one Bureaucrat for ever owned SC with was unoccupied by regular population (and her not productive) last turn. Nations may also pension Bureaucrats for \$1.5 each per turn (the total being rounded up); they are removed from the board and do not count toward phase 5-A-2, but must be kept track of, must be paid pensions each turn, and will return to the nation's home SC's when the Civilization Level falls below 10...to the stacking limit, replacing and converting regular population Excess returning pensioned Bureaucrats are distributed into non-home SC's, or home non-SC provinces, or non-home non-SC provinces, in that order.

6. Expenditures. a) \$3 for each military unit which came into conflict with a foreign military unit. b) 2 to recapture a rebellious province, i.e., by moving in a military unit. c) Military units may be built now at a cost of \$5 plus a "cost overrun" of one Trade Card (if a disaster is drawn it is ignored). d) 1 for each owned Military Unit on the board.

7. Player Interaction: including these possible actions:

a) Foreign Aid from a higher-Civilization Level country to one with a lower total: direct cash transfer with the agreement of the receiving nation. No limit on cash handouts, and for each \$5 given, the donating country gives the receiving country one of its Bureaucrats (this is the only way Bureaucrats may move).

b) Arms sales: Players may buy and sell Military Units among themselves. If a Military Unit is sold, it and (hence) the province it occupies immediately become the property of the purchaser.

c) Players holding Terrorism, Religious Fanaticism, or Liberation Movement disaster cards may play them on other nations; the cards then may be passed on by the receiver to a third party (or back to the original player), or discarded.

8. The final Budget equals the budget from phase 1, plus Expenditures, plus Pensions. Players may also buy out of having to take an Anti-Civilization Card in Phase 9 by paying \$40.

Taxes paid are \$5 per population plus 5 per owned SC occupied by at least one regular population. Deficit spending if any is carried forward from this point.

9. Anti-Civilization Cards. Each country takes one Anti-Civilization Card from a deck of such cards made up (as below) beforehand. If the Anti-Civilization Card corresponds to an institution that is "at risk", the institutions is destroyed and the next one below it in the column becomes at-risk.

If an institution appears in more than one column and is destroyed it is removed from both columns; if an Anti-Civilization card affects more than one institution it can destroy either or both depending on what is at-risk.

The Anti-Civilization Cards and the institutions they affect

are as follows:

<u>Civilization Card</u>	(destroyed by)	<u>Anti-Civilization Card</u>
Philosophy		Faddism
Democracy		Politics
Law		Lawyers
Engineering		Bean Counters
Medicine		Quackery
Agriculture		Agribusiness
Literacy		Television
Coinage		Credit Cards
Metalworking		Plastic
Astronomy		Astrology
Architecture		Concrete
Music		Heavy Metal
Drama & Poetry		Television
Cloth Making		Polyester
Pottery		Tupperware
Mysticism		Fundamentalism

In making up a set of Anti-Civilization Cards, two Television cards should be made as it affects two institutions.

10. Disasters. Resolve disasters as dealt in Phase 1 with trade cards. The disasters are:

(Piracy) Terrorism: remove two Population; remove Law and all institutions above it; may keep to pass on to another player, or discard.

(Civil War card) Liberation Movement: one non-home SC (the one with the most Bureaucrats) and all non-SC non-home provinces become neutral. Bureaucrats in these provinces are eliminated.

Province can only be reclaimed by invasion by a Military Unit.

May discard card or keep to play on another nation.

(Famine card) Famine: no effect if have Agriculture, otherwise lose one regular population per province (not Bureaucrats).

(Volcano card) Nuclear Meltdown: destroy one home SC and all population in it, including Bureaucrats. Destroy one adjacent province (player's option) next turn on phase 10. These are permanently destroyed and impassable for the rest of the game. Discard card.

(Heresy card) Religious Fanaticism: remove any two of Philosophy, Literacy, Astronomy, or Drama. May keep or discard.

(Flood) Substance Abuse: Regular population produces \$3, rather than \$5, each next turn.

(Epidemic) Epidemic: lose 5 regular population; no movement by any units (including military) for that country next turn.

(Civil Insurrection) Election: Add 20 to Budget next turn.

11. Return to phase 1 and continue.

Beginning the Game. Each nation starts with one military unit, one Bureaucrat, and two regular Population in each home SC, and one regular population in each non-SC home province.

Ending the Game. Play continues either until the players agree to a draw or concession, or until there is only one surviving civilization left in the world. Nations are considered eliminated when they have lost all their Civilization Cards, or when they no longer have any units (military, regular population, or Bureaucrats) on the board.

Boat People Special Rule: Population (not Bureaucrats) may put to sea and become Boat People. They move one (sea) province per turn at the direction of the nation they left, and may only land in a province owned by a nation of higher civilization level than their own. When landed (only up to stacking limit) they become population of the receiving nation.

NOTE: This is just an idea for a hybrid Dip/Civ game. How 'bout a playtest?



Dear Mr. Ed,

Well, it's time to correspond again. I had all these great plans while I was laid up with arthroscopic knee surgery but alas the only thing that happened was that I rushed out and purchased Titan. Your nice gift obviously turned into 1830. I will have statistical commentary on both soon (or late). Thanks for your inspirational article on Titan; I had rejected the game for years on the grounds of that horrors of horrors, that scourge of mankind-- dice. My ver preliminary analysis says...get hydrae and serpentae (ignore the inner ring). I desperately need to be squashed by Wrobel, Martin, Frueh, etc.

On the Con scene, I went to Expo in Vancouver over the July 4th Origins, but made it to the Labor Day Con for a day. I entered Empire Builder-- won handily the first round, but got a) the fast game for the finals (my analysis is not relevant for the fast game) and b) very poor cards to start. I couldn't get super-freighted fast enough and languished in Poplar, Missouri for 10 turns.

I would like to offer the following opinions:

--I very much miss Peel's half page summary of the Washington political scene; please encourage him to bring it back.

--Gonzo scmonzo, I never understood the basic rules, couldn't follow the games that controlled the world and viewed the whole mess as excess weight and filler. Specifics should be kept short. I thought that pbm Diplomacy and such irrelevant nonsense had been purged in favor of thought-provoking articles and information.

--If you have little to say, why not skip a month or shorten the pages.

--the product this year has been outstanding in general. I hope you can maintain enthusiasm at its current high level.

Louis Newman

Louis,

I sure hope that we can. The level of participation has been great and that's the key. I just don't have time to complete the projects I think of. More importantly, I can't do the kind of detailed analysis shown in your articles. We won't be intentionally skipping any months. (I was dismayed by the delay in the September issue and delighted that we got back on schedule in October.) It's important to maintain some cohesiveness and momentum so that WARTHOG can continue as a viable organization. HavaGame has to appear regularly to be of use to the membership. We have never cut an original article to make room for Gonzo Baseball or any other reprint and we never will. In fact, GBL is frequently cut to make room for more important material. Still, it was my intention to rewrite or edit the GBL reports but with the press of time, I went ahead with reprint except for the first one. Since 12 pages cost the same as 24 to mail, I'd rather include some material that may be of interest to only a portion of the readership, instead of cutting such material altogether. I'd like to see more of Ken's writing, too. I believe he has been very busy recently between work, travel and some postal Diplomacy publications. But with a little public acclaim, maybe he can be persuaded to keep us up on happenings on the Hill.

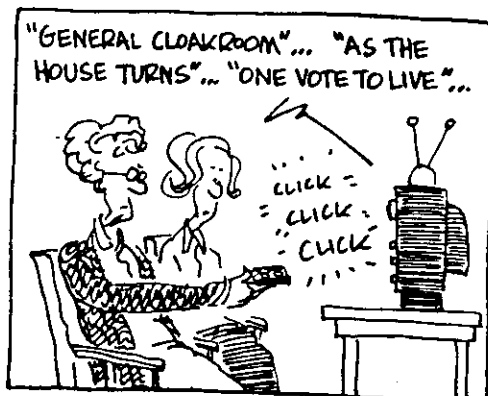
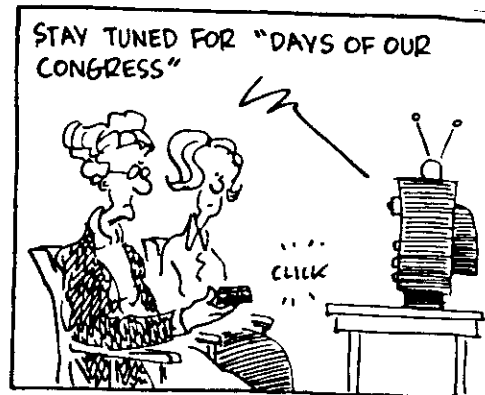
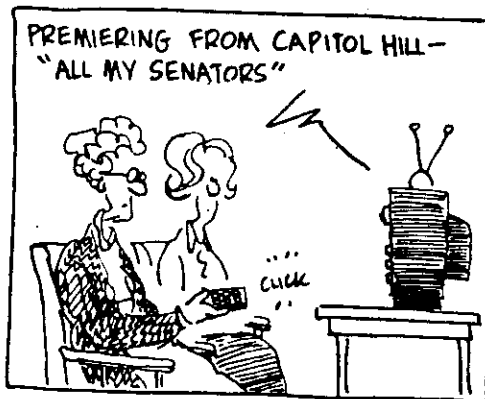
I was told that another amateur publisher reprinted your Empire Builder article without permission. That kind of behavior is typical of the individual in question and there's probably little that can be done about it. He's done worse to other people; that's the only consolation I can offer.

Ed



... announcing
the climatic
return next
month of The
Congressional
Page, thanks
to the call &
clamor of
the entire
WARTHOG-
population of
Woodland Hills,
CA!

-Ken



the gonzo baseball league

Series Game #3
September 27, 1986

BAD NEWS BRUINS WIN THE SERIES!

Floyd Youmans wanted revenge. After taking the loss in the first game of the Gonzo Series, the Bruin starter's one hope was for a last chance to prove himself in the eyes of his manager, his teammates, and the hometown fans. Once the Bruins had come back to beat the Varmints in Game #2, Youmans would get his wish. And when it counted the most, he thoroughly redeemed himself.

He wasn't the first choice of starters by Manager Dan Young, but he was the only one ready...and boy, was he ready! He allowed just one run and two hits over a full nine innings, but the big story was his tally of 15 strike-outs. Though this was the best mark all year in the N.L., it was still one shy of the Gonzo record set by Jose Rijo on Opening Day. Nor was it enough to earn him a victory in his major league game. What it did earn Floyd was a 10-0 shutout of the Virginia Varmints, plus the "Mr. Saturday" award for the final Gonzo game.

For the Culver City fans, it wasn't the most thrilling finish; their chief entertainment consisted of hanging "K's" from the railing of the upper deck. For Varmints Manager Phil Dancause, it was sheer frustration. All season his trademark had been the coaching play; in the end his options had run out, and just when he needed them the most. Players were forced to play out of position, making bonehead mistakes. A handcuffed offense could scarcely lay down a bunt. And that highly-touted bullpen never even bothered to suit out! For Manager Dancause it was a tough way to lose, but his second-place finish is still respectable; next comes the challenge of making his team, and the whole league, even better in '87.

And so it was the Bruins all the way--their two-game come-from-behind victory in the Series a perfect recap of their seven-game blitz in the second half of the regular season. Bruin first-baseman Von Hayes was honored as the Series M.V.P., for producing runs in every game and seven overall. But the proudest Gonzo of all had to be Manager Young. He went home on Saturday with the lion's share of the Gonzo prize money jingling in his pocket, and the 1986 Gonzo trophy in an old shoe box, tucked safely underneath his arm.

MANAGER VALUABLE GONZO:

The Managers have spoken (well, nine of them, anyway) and the first annual "Mr. Saturday" awards were decided with little argument and to no one's surprise. The league leader in total Runs Produced received the batting title: Lloyd Moseby of Toronto and Savannah far outdistanced his nearest competitor with those 29 R.P. In the starting pitching category, again the leader ran away in the balloting: Dodger Fernando Valenzuela had the lowest Allowed Run totals for the entire season as well as for a single game. Among the relievers, it was the ability of Toronto rookie Mark Eichhorn to come through in the clutch that most impressed the managers--and help the Varmints into the Gonzo Series. Congratulations to these three players for their well-deserved awards!

Listed below are the top vote-getters in each category. Total points are listed, with the number of first-place votes in parentheses. You will notice that one manager did not vote in the relief category. The Commissioner's decision to prohibit a manager from choosing his own player first proved to be a valid one: though the winners finished far ahead in the voting, they might not have done so given the favoritism shown in the second-place votes! Also below, you will see a recap of the weekly "Mr. Saturday" awards for the '86 season, plus a dramatic action shot taken by our own Gonzo Manager Doug Brown. Thanks, Doug!

BATTERS:

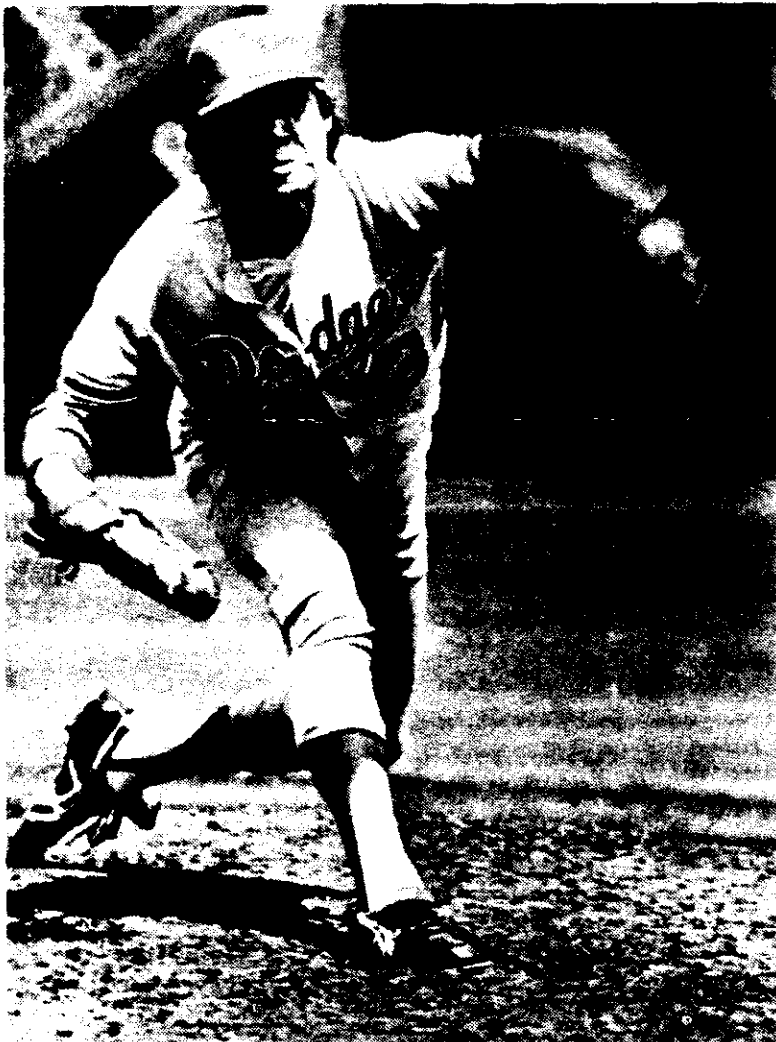
Moseby,Tor(SS) -41 (7)
Hernandez,NYM(WSB)-14 (1)
Winfield,NYY(OH) - 6
O'Brien,Tex(OH) - 5 (1)

STARTERS:

Valenzuela,LA(DD)-35 (6)
Scott,Hou(BB) -11 (2)
Clemens,Bos(BB) -11
Fernandez,NYM(WSB)-5 (1)

RELIEVERS:

Eichhorn,Tor(VV) -33 (6)
Bedrosian,Phi(BNB)-10
Reardon,Mon(SAB) - 7
Lefferts,SD(ORO) - 6 (1)
Orosco,NYM(BNB) - 5 (1)



WEEKLY "MR. SATURDAY" AWARDS

Game #1: Jose Rijo,SP,Oak(BB)
Game #2: Paul Molitor,PH,Mil(OH)
Game #3: Gary Gaetti,3B,Min(BNB)
Game #4: Bruce Hurst,SP,Bos(DB)
Game #5: Dave Winfield,OF,NYY(OH)
Game #6: Fernando Valenzuela,SP,LA(DD)
Game #7: Andy Van Slyke,OF,StL(WSB)
Game #8: Roger Clemens,SP,Bos(BB)
Game #9: Mark Eichhorn,RP,Tor(VV)
Game #10: Manager Phil Dancause, Varmints*
Game #11: Lloyd Moseby,OF,Tor(SS)
All-Star Games: Manager Joe Marin, Bandits*
Game #12: Joe Carter,PH,Cle(DD)
Game #13: Bob Knepper,SP,Hou(OH)
Game #14: Shawon Dunston,SS,ChC &
Danny Tartabull,2B,Sea(BNB)
Game #15: Ron Guidry,SP,NYY(SAB)
Game #16: Roger Clemens,SP,Bos(BB)
2nd-Place Playoffs: Joe Carter,OF,Cle(DD)
Series Game #1: Mike Witt,SP,Cal(VV)
Series Game #2: Tony Gwynn,OF,SD(BNB)
Series Game #3: Floyd Youmans,SP,Mon(BNB)

*honorary awards

Wasn't it great? Seems that the major league season witnessed the Year of the Strikeout. Seems that every week another record was being challenged or surpassed. In response to this dominance from the mound, our soon-to-be Commissioner Phil Dancause submits a list of pitching decisions for the regular Gonzo season. To make it complete, I have added our post-season play.

And so ends the 1986 version of the Gonzo Baseball League. Wasn't it fun? Of course, we've still got the major league playoffs to look forward to, as well as the final results of Doug Brown's Prediction Pool. Thanks a million to Founder Jake Halverstadt for dreaming up all of this Gonzo excitement. The '86 season has been brought to you with great pleasure by Commissioner Chuff Afflerbach. I'll be passing all of your comments and suggestions on to the Commissioner-Elect for 1987:

Phil Dancause, 30-D Hidden Lake Drive, Stafford VA 22554

Good luck, Phil . . . and we'll see the rest of you at spring training!

GONZO WEST:			GONZO WEST:			GONZO WEST:					
GS	W-L	S	GS	W-L	S	GS	W-L	S			
BRUINS:			BATS:			BANDITS:					
Hershiser	4	2-1	0	Scott	5	3-2	0	Guidry	5	2-3	0
S. Davis	3	0-2	0	Clemens	3	2-1	0	Ryan	2	0-2	0
Sutcliffe	2	2-0	0	Rijo	3	1-2	0	Schrom	2	0-2	0
Youmans	2	1-1	0	Morris	2	1-1	0	Sutton	1	0-0	0
Saberhagen	2	0-1	0	Darling	1	1-0	0	Young	1	1-1	0
Candelaria	1	1-0	0	Tibbs	1	0-0	0	Smith	1	0-1	0
Grosco	0	1-0	2	Romanick	1	0-1	0	Carlton	1	1-0	0
McCullers	0	2-0	0	Worrell	0	1-0	1	LaCoss	1	1-0	0
Bedrosian	0	1-0	0					Reardon	0	1-0	0
Petry	0	0-0	1					McDowell	0	0-1	0
D. Young*	0	1-0						Clear	0	0-0	1
No Start								Gossage	0	0-0	1
	2				16	9-7	1	No Start	2		
	16	11-5	3						16	6-10	2

DODGERS:			MOHICANS:			OYSTERS:					
GS	W-L	S	GS	W-L	S	GS	W-L	S			
Valenzuela	3	3-0	0	Rawley	4	2-1	0	Dixon	5	2-3	0
Boyd	3	3-0	0	Viola	3	3-1	0	Candiotti	2	0-2	0
Ojeda	3	1-2	0	Boddicker	3	0-2	0	P. Niekro	2	0-1	0
Correa	2	1-1	0	J. Niekro	2	0-2	0	Reuschel	2	0-2	0
Honeycutt	2	1-0	0	Browning	1	1-0	0	Dravecky	1	1-0	0
McCaskill	1	0-1	0	Acker	1	0-0	0	Rasmussen	1	1-0	0
B. Witt	1	0-1	0	Gullickson	1	0-1	0	Mason	1	0-1	0
Burke	0	0-0	1	McGregor	1	0-1	0	Seaver	1	0-1	0
VanDeBerg	0	0-1	1	Kerfeld	0	2-0	0	Huismann	0	1-0	0
Assenmacher	0	0-1	0					Niedenfuer	0	0-1	0
No Start					16	8-8	0	No Start	1		
	1								16	5-11	0
	16	9-7	2								

GONZO EAST:			GONZO EAST:			GONZO EAST:					
GS	W-L	S	GS	W-L	S	GS	W-L	S			
VARMINTS:			HARDROCKS:			SAILORS:					
Sanderson	4	3-1	0	Knepper	4	3-1	0	Tudor	3	2-1	0
M. Witt	4	2-1	0	Young	3	3-0	0	Welch	3	2-1	0
J. Johnson	3	1-1	0	Terrell	3	1-1	0	Hawkins	3	1-2	0
Hoyt	3	1-2	0	Andujar	2	0-0	0	Key	3	1-2	0
Nipper	1	1-0	0	Forsch	2	0-2	0	Clancy	1	0-1	0
Z. Smith	1	1-0	0	Codioli	1	0-1	0	Henke	0	1-2	0
Harris	0	1-0	0	Farr	0	1-1	0	Moore	0	0-0	1
Howell	0	0-1	0	DiPino	0	1-0	1	No Start	3		
Eichhorn	0	0-0	2	Rockwell*	0	0-1			16	7-9	1
Guante	0	0-0	1	No Start							
	1				1						
	16	10-6	3		16	9-7	1				

BEARCATS:			ORIOLES:			BOMBERS:					
GS	W-L	S	GS	W-L	S	GS	W-L	S			
Hurst	3	2-1	0	Bannister	3	2-1	0	Alexander	5	3-2	0
Krukow	3	2-1	0	Gooden	3	2-1	0	Fernandez	4	2-1	0
Guzman	3	1-2	0	Show	3	2-1	0	Jackson	3	0-3	0
Rhoden	2	2-0	0	Leonard	2	0-2	0	Palmer	2	0-2	0
Garrelts	2	1-1	0	Higuera	1	1-0	0	Black	1	0-1	0
Eckersley	1	1-0	0	Cowley	1	0-0	0	Hsaa	1	0-1	0
Hough	1	0-1	0	Soto	1	0-1	0	Quisenberry	0	0-1	1
Tekulve	0	0-1	0	Lefferts	0	1-0	0		16	5-11	1
No Start				Carman	0	0-1	0				
	1			Robinson	0	0-1	0				
	16	9-7	0	No Start							
					2						
					16	8-8	0				

(*No pitcher at all occurred two times; teams were 1-1 in this situation and the managers were awarded the decision. No starter occurred 13 times; teams were 4-9 in those games.)

2nd-Place Playoffs:
 Valenzuela, LA(DD)--W
 Morris, Det(BB)--L
 Eckersley, ChC(DB)--W
 Tekulve, Phi(DB)--S
 Knepper, Hou(OH)--L

Series Game #1:
 Witt, Cal(VV)--W
 Youmans, Mon(BNB)--L

Ojeda, NYM(DD)--W
 Krukow, SF(DB)--L

Series Game #2:
 Petry, Det(BNB)--W
 Johnson, Tor(VV)--L
 McCaskill, Cal(DD)--W
 Rhoden, Pit(DB)--L

Series Game #3:
 Youmans, Mon(BNB)--W
 Hoyt, SD(VV)--L

GARRISON OUT GUESSES GONZO GOONS!!!!!!!!!!!!!!!!!!!!

The 1986 Baseball Prediction Pool needs no tie-breakers.

Harry Garrison, the only one of us to pick two division winners wins the thirty-five bucks and all the bragging rites for this year.

Following is Harry's ranking of all the teams: NLW - Dodgers, Reds, Braves, Giants, Padres, Astros. This was his worst division and is scored as follows----Dodgers finished fifth and gives him (4) points off. Reds finished in second (0). Braves scrapped the bottom (3). The Giants rose to third (1). The Padres somehow managed fourth (1). And the Astros were the maximum (5) points off. Adding these together, you get $4+0+3+1+1+5=14$.

Harry bounced back in the NLE with rankings of Mets in first (0). Cubs second (3), Cardinals third (0), Phillies fourth (2), Expos fifth (1) and Pirates last (0). For a total of 6.

The American West proved to be the only division with a tie of two teams with the same record. For calculating purposes, the A's and Royals both finished in 3.5th place (third and fourth). Garrison's guesses follow: Angels first (0), A's second (1.5), Royals third (.5), White Sox fourth (1), Twins fifth (1), Mariners sixth (1), and Texas last (5). Totaling --- $0+1.5+.5+1+1+1+5=10$.

Almost everyone scored a 12 in the ALE and our victor was no exception picking: Tigers (2), Yankees (0), Orioles (4), Red Sox (3), Blue Jays (1), Brewers (0), and Cleveland (2). The totals look like $2+0+4+3+1+0+2=12$.

His divisions of $14+6+10+12$ gives him a total of 42 points. And with his two big bonus points for picking division winners Mets and Angels, he totals 40 and beats out Ty Hare's $43-1=42$ by two.

Good thing Harry is a west coaster now, cause if he had any loyalty to Texas, he may not have picked the Astros and Rangers in dead last---far and away his worst picks. Other rankings below:

	NL WEST	NL EAST	AL WEST	AL EAST	Bonus	Total
P- Harry Garrison	14	6	10	12	2	40
P- Ty Hare	14	6	11	12	1	42
P- Pat Conlon	14	6	13	12	1	44
P- Chuff Afflerbach	12	8	14	12	0	46
P- Dan Young	12	4*	13	18	1	46
P- Ed Wrobel	12	6	14	16	1	47
P- Phil Dancause	10	8	19	12	1	48
U- Pete Gaughan	14	6	19	12	1	50
U- Jake Halverstadt	16	6	19	12	1	52
U- Joe Marin	12	12	17	12	0	53
P- Doug Brown	16	6	20#	16	1	57

*best #worst

Based on our predictions for 1986, the NL East was by far the easiest to predict, followed in order by the NL West, AL East, and AL West.

Picks for each team ranged all over the place. The two most consistant surprises were the Astros (ranked from sixth to fourth) and the Red Sox (ranked from seventh to fourth). The Oakland A's have the distinction of being the only team ranked as high as first and as low as last. Coincidentally, the only place no one ranked the A's was third --which is of course where they finished.

Well, at least no one will accuse me of doctoring up this poll. Dead last for me...and by a sizable margin, thank you.

Oh well, there is always next year. Hopefully, someone else will come forward and run this baby. How about you Chuff, now that you're out of a commissionership.

And what of next year's Gonzo? Are we retaining any, or all of this years players. Write Phil Dancause with your wishes in this regard. I vote we keep any seven to ten players and then draft the remainder. Of course I'll be happy with whatever the majority and the new commissioner say. Thanks to all, it's been a fun year.

Doug

Just when Newman, Peel and Vessey thought it safe to open Politesse...

THE GONZO FOOTBALL LEAGUE!!

Yes, the GFL is already at the halfway point; such is the pace of America's national pastime. Our participants this year are, in order of division and conference, and standing: Mike Wrobel, Kevin Stone, Nelson Heintzman, Jason Russ; Doug Brown, Brian Russell, Dan Young, Russ Wallace; Ed Wrobel, Ty Hare, Phil Dancause, Joe Barth; Jake Halverstadt, Stephen Wilcox, Tom Hise, Carrie Schillinger. And those divisions, conferences and standings are:

STANDINGS

YANKEE CONFERENCE				DIXIE CONFERENCE			
East		West		East		West	
Chesapeake	5 2 0	Botswana	5 2 0	Kokomo	4 3 0	Colorado	6 1 0
Mt. Fuji	5 2 0	Oregon	5 2 0	Glasgow	3 4 0	Houston	5 2 0
Niagara	3 4 0	LA Bruins	4 2 1	Stafford	2 5 0	Dallas	3 3 1
Mt. Kisco	3 4 0	Rocky Mtn	1 6 0	Baltimore	0 7 0	Western	1 6 0

The GFL is a fantasy football league, similar to its sister organization the Gonzo Baseball League. Owners began the season with a draft of NFL players, arranging them into their own fantastic rosters. On the Glasgow Pipers, for example, Jim Kelly hands off to Walter Payton, hits Tony Dorsett coming out of the backfield and hurls the bomb to Mark Duper. James Brooks plays in the Bad News Bruins' backfield with Craig James and Sammy Winder. The Oregon Annihilators feature Dan Marino, Curt Warner, Roger Craig, Irving Fryar and Mark Bavaro. The top defensive line (the Denver Broncos) belongs to the Western Wombats. The Baltimore Bucks boast the best pass defensive (49ers) and also have the best overall defense (Raiders' DL) but have not been able to put enough points on the board. Scoring has been no problem for the Botswana Bats (174 points) or the Annihilators (166). The Bats have been perfect at wide receiver and the Oregon team nearly perfect at QB. Absolutely perfect at QB are the Wombats with young stars John Elway and Bernie Kosar. But with absolute zeroes at running back, the Wombats have been forced to throw an average of 55 passes per game.

This year the GFL (founded by Jake Halverstadt) is being headed by Greg Ellis, 700 Rio Grande, Austin, TX 78701. Greg intends to continue running the league for at least 2 more years, with the teams being carried over from year to year (next year each team can keep 7 players-- a unit like defensive or offensive line counting as one player-- and must draft 13 new players). Some teams are building a great tradition in the GFL, like the Niagara Star Lords, battling into the play-offs each year, and the Founder's own Ft. Collins Colorado Cosmic Penguins, with this years best record at the halfway point. Greg does anticipate some turnover next year, resulting in an available team or two, so if you like football and you like fantasy, drop him a line and get on the mailing list. You could be the next Robert Irsay of the Gonzo Football League!

GONZO FOOTBALL SCORING SYSTEM

Below are the scoring rules. I did get a few more comments on the roundtable we had last issue, and as a result I have changed my mind on an issue or two. Nothing drastic. In order to compare this year to previous years, I am going to retain the 0-3-4-7 system and change some of the scoring goals. Let me know if any of this doesn't make sense.

- | | | |
|---------|---|-------------|
| QB | (Based on yards per attempt times passes by GFL team) | |
| | 250 yards passing | |
| | no more than 2 interceptions | Points are |
| | 18 Completions | 3, 4, or 7. |
| RB | (based on yards per rush times rushes by GFL team) | |
| | 100-124 yards | 3 points |
| | 125-159 yards | 4 points |
| | 160+ yards | 7 points |
| WR | (including receptions by TE and RBs) | |
| | 250 yards receiving | |
| | 18 catches | Points are |
| | 13 yards per catch average | 3, 4, or 7. |
| Punters | | |
| | 42 -44 yard average | 1 point |
| | 45 + average | 2 points |
| Kickers | | |
| | No missed XP | 1 point |
| | Each FG made | 1 point |
| TD | Every Touchdown (either running or catching) | |
| | by a QB, RB, or Receiver is 1 point. | |
| Coach | 50-99 penalty yards | -1 point |
| | 100 + penalty yards | -2 points |
| OL | 30+ rushes by NFL team | |
| | 4.5 yards per rush by NFL team | Points are |
| | Less than three sacks | 3, 4, or 7. |
| DL | 3 or more sacks | |
| | 3 or more fumbles caused | Points are |
| | Less than 4 yard per rush | 3, 4, or 7. |
| DB | less than 6.5 yards per pass attempt | |
| | at least two interceptions | Points are |
| | less than 50% completions | 3, 4, or 7. |
| HF | Home field advantage is worth one point. | |

WARTHOG PROFILE.

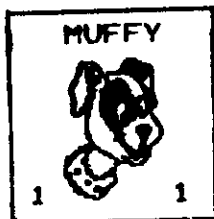
Kevin Garbelman: Programmer, Father of one, not necessarily in that order.

Favorite Games: Micro - Armor, Traveller, Rail games (I must enjoy Rail Games, I certainly don't play to win).

Favorite Hobbies: Reading (S.F.) Painting Miniatures, finding reasons to avoid mowing the grass.

Distinction: Once laid 12 hexes of track linking Denver to a chocolate chip smudge.

On-Going Battle: convincing the Cat that the little box is His, and the sand table is Mine.



Any creature can muster a MUFFY in any terrain where that creature could not muster any other creature. While not particularly powerful, MUFFY's are great at getting underfoot. One MUFFY in "Woods" can muster a PIDDLE, but why you would want one, I can't figure.

Subscribe NOW and be Eligible to WIN one of 100 PRIZES!

"If Moses had played Outdoor Survival, he wouldn't have gotten his followers lost in search of the promised land"

... is what a caption for this picture might say!

We might say that a subscription to our magazine, **The General**, would explain the benefits of playing **all** Avalon Hill games.

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"If the German High Command had played D-Day, they wouldn't have left Normandy so lightly defended."

"If Robert E. Lee had played Gettysburg, we might be speaking a different language, y'all."

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It doesn't matter which Avalon Hill game you write a caption about; winning entries will be chosen on originality and cleverness of caption.

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Grand Prize: Every new Avalon Hill board game sent to you at no charge for the rest of your life.

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HOW TO ENTER

All you have to do is take out a 2-year subscription (or extend your current one for an additional two years). Simply complete the **GREAT CAPTION CONTEST ENTRY BLANK**, then send it along with your payment to **The Avalon Hill Game Company, 4517 Harford Road, Baltimore, MD 21214.**

Winners to be Announced at the National Game Convention - Baltimore 1987

Deadline for mailed-in entries is **June 10, 1987**. Winners will be announced at **ORIGINS '87**, the national game convention held at the Baltimore Convention Center. Judges decisions are final and will be based on neatness, originality, and the whim of the eccentric manager of the advertising department.

Why You Should Read The General

It's stood the test of time—over 20 years and still full of articles on strategy, tactics and variations of Avalon Hill games, written by game designers, and others who know what they're all about.

Each issue is loaded with full-color graphics, numerous maps, illustrations, and diagrams. We accept no outside advertising, so each issue is loaded with 48 full pages of game material including Series Replays, game contests, historical background pieces, information on conventions, even gossip on what's happening in the game world. And best of all, **The General** tells you about upcoming new games before the general public knows. You get all this normally for only \$12 a year. And if you use the discount coupons to the fullest, you get half of that back. And for a mere \$18—the cost of an average game—you get a 2-year subscription which includes \$12 in discount coupons. Obviously, the best wargaming value around is **The General**. Take out a 2-year subscription today—you may be eligible to win one of 100 prizes—maybe even a lifetime of games!

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(Please note that U.S. subscriptions are Postage Free. Canadian and Mexican subscribers must add \$18.00 to the above price; overseas subscribers must add \$24.00. Thank you.)

My Great Caption:

Here's my creation: My caption is too clever to fit on the lines below—so I've enclosed a separate sheet.

Name: _____

Mailing Address: _____

City/State/Zip: _____

Phone: _____

In the event of my winning one of the 100 prizes in this contest, I give permission for The Avalon Hill Game Company to use my name in any and all press releases and advertising relating to this promotion.

Signature: _____

(This form will be invalid if submitted after June 10, 1987. The Avalon Hill Game Company further reserves the right to reject any entry without prejudice. This drawing is not open to the employees or staff of The Avalon Hill Game Company nor of Victory Games, Inc.)



Please send Subscription Forms and payment to:

The Avalon Hill Game Company

DIVISION OF MONARCH AVALON, INC.
4517 Harford Road, Baltimore, Maryland 21214

Items of Interest

The General, vol 23, no 1 has solitaire rules for Titan(Shadowtitan by Brett Murrell) and bigger Opponents Wanted ads to avoid eyestrain.

the gameworks is distributed free at gamestores and, for a limited time is offering free classified ads for players seeking opponents, collectors buying or selling games, clubs looking for members (!). Classified Ads, the gameworks, PO Box 2157, Flemington, NJ 08822.

Zocchi Distributors, 1512 30th Ave, Gulfport, MS 39501 sells the 100-sided Zocchihedron for only \$5. Many games available and back issues of Dragon, Fire & Movement, Ares, Wargamer, S&T, Moves. Write him for a Hex-O-Gram. (Cheesh)

Advent Games, PO Box 81674, Lincoln, NE 68501 offers pbm Sea Strike, Atlantic Conflict, Pacific Conflict and Takamo. Set-up is \$10; turns are \$4 each, except SS (\$3.50) and Takamo (\$2.20 for 10 actions, 22¢ for each additional action). Takamo is a space exploration and high adventure game in which you choose one of 8 player types, such as agricultural corporation, independent civilization builder, nomad or pirate.

Austin Stacker, 913 East 21st St., Odessa, TX 79761-1311 has an extensive list of used games available for sale, many unpunched or in excellent condition, including Civilization in good condition for \$12. Also S&T, Moves, Fire & Movement, The General. Miniatures also. Write for listing.

Lama, PO Box 5643, Springfield, IL 62705 offers pbm Domination, "an operational to strategic game, with much of the flavor of a classic diplomacy game." An average turn has over 300 individual commands. Players vie to take the throne after the death of The Emperor. Start-up kit \$10, including rules and 3 turns; additional turns \$2 each.

Politesse

Ken Peel
8708 First Avenue #T-2
Silver Spring, MD 20910



Larry: So, with the suspension of Xmas, where does this leave us? Guess I'll toss you in the old Fogey category w/ Calhoun - unless I hear otherwise. Resub direct to Larry Peery unless I hear otherwise. Resub direct to Larry Peery unless I hear otherwise. Resub direct to Larry Peery unless I hear otherwise.

Larry Peery
PO Box 8416
San Diego, CA 92102

(c?)