

# The Unknown Soldier

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This is the first issue of The Unknown Soldier, the zine of the first North American Gunboat Tournament. I am Timothy D. Moore, undaunted publisher of this endeavor. Some of you may know me from my subzine Moire, others perhaps from the games I play in your zines, or perhaps from face to face play in the Southern California area. What I am trying to put together is perhaps a first: a gunboat tourney with a monetary prize pool. Unknown Soldier will hold a three part tournament starting October 15th. A \$20 entry fee will cover a sub to the zine while your games last, and entry in four initial games. After all first round games have finished, the top 10 - 20% of the players will compete in the second round. The top seven players after these two rounds will compete in a final board.

Additionally, there will be a prize fund for the tournament. Every entry guarantees at least \$5 in the pot. How this will get split up is still up in the air, but I am leaning towards a diminished returns schedule, wherein as the amount of players in a draw goes up, the lesser the pot will be. I am also hoping to get other prizes lined up. Games will be DIAS, and run on 15 day deadlines. Seasons will not be separated. Complete houserules will be published next issue, hopefully along with some feedback on the tourney. Unless I get a reasonable amount of players (20 - 30), I will not run the tourney. From all indications however, there are at least that many of you out there hiding in the shadows waiting for this opportunity.

I would like to ask any publishers out there to please advertise this tourney. If you want just mention it and my address, or if you could copy this page into your zine I would appreciate it. Or just pass on the word. I'd like to have a good turnout of players and would hate to have some miss it because they didn't know about it in time.

I expect this tourney to last perhaps two to three years, depending on the turnout and turnaround. I plan to be strict with the deadlines, but I have a unique way of dealing with NMR's. All players in the tourney will be considered standbys and will be called in a random order. Standby positions will not be scored, but it is to the standby's benefit to play well to defeat the other players in the tournament. All games will have non-direct press, i.e. you can converse, but I reserve the right to edit any press I feel directs a player towards learning the identity of the other players, or directly negotiates on how that country should move.

Right now that is the extent of it. Any input or suggestions or gamefees should be addressed to Timothy Moore, 405 Fair Drive #101, Costa Mesa, CA. 92626-6215. Hope to hear from you soon, and lets give the MNC and MNC-UC something to do for a change!