

Valhalla is edited by John Koning and Chris Wagner, and published by Koning on a tri-weekly schedule. Material pertaining directly to Valhalla or to the game it carries should be sent to Koning; material pertaining to reader service departments should be sent to Wagner, unless otherwise indicated. Subscriptions are \$2.00 per year from Warner. Make checks payable to Project Analysis Corporation.

VALHALLA

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Valhalla #5, 27 July 1968, is a joint project of Project Analysis Corporation and the DWE Press (and is DWE Pub #112). It is a journal of postal Diplomacy and a sub-division of Strategy and Tactics (available from Wagner), intended as an information media for wargamers of all interests. Readers are reminded that listings in any of our service departments are without charge, and those listed need not subscribe to either S&T or Valhalla. How's that for service?

Due to the strong possibility of the cancellation of Saturday mail deliveries, Valhalla will go on a Friday-deadline schedule, commencing with #6. Players in 1968AB especially are warned.

"Diplomacy," is a registered trademark of Games Research, Inc., 48 Wareham St., Boston, Mass. 02118, from whom the game may be purchased for \$7.50, postpaid.

Bundles of Diplomacy magazines are still available for 60¢ in stamps. We have finally gotten things well enough organized that we can almost assure swift delivery.

Information is contained elsewhere in this issue about a new series of postal diplomacy games, open to anyone, in Ragnarok. Check on it.

FROM CHRIS WAGNER: The last year or so has brought some very interesting changes in the wargaming scene. The most important of these is surely the take-over of the Gamescience Corporation by the Renwall Corporation.

As many of you know, Gamescience started much as PAC -- a "back-yard" type of operation -- and grew to fair size as the hobby gained more and more adherents. Renwall is, however, a very well established company with vastly greater resources than either Avalon Hill or Games Research. This merger, therefore, thrust Gamescience into the leadership position in the development of the hobby. As it stands, future GS games will be designed by a new company, Operations Design Corporation, which consists of James Dunnigan and Phil Orbanes for the most part. ODC is the design arm of Gamescience, while the

marketing and selection of titles will be done by the new management. Remember, Renwall is the first truly large company to enter the wargames scene.

There will be several immediate effects of this new situation. First, the price of high-quality wargames will come 'way down due to the wide marketing Renwall is capable of bringing to them. But then, the games will inevitably be directed at a lower level of the age/intelligence spectrum (although I am assured that "advanced" and "tournament" games will be included in the game package). In real terms, I expect wargames produced by Gamescience to run about \$5.00 for the most extensive and complex, to about \$2.50 for the least complex game. This is the same as saying BATTLE OF BRITAIN in its next edition will probably cost \$4.95 and VIETNAM (if produced) will run maybe \$2.95. This for better-than-AH quality. I hope I'm right, but don't quote me.

How can Renwall do this? Well, they will undoubtedly have a minimum run of 50,000 games per title. This is the minimum for most major game companies. Thus, the unit price on the games can be lower. They can have this relatively high minimum because they have the marketing facilities necessary to sell that many games. Avalon Hill runs a minimum of 20,000 games as so must ask a higher price for each of them. The prices AH has been charging for games, though high, are fair. They have been struggling with a limited market and limited capability for marketing the games more widely for many years. The key to the situation is that Renwall is 10-15 times as large an organization as AH, and has more extensive networks of distribution and -- frankly -- more money to risk on ventures of this nature. As a matter of fact, I would not be at all surprised if Renwall bought out Avalon Hill -- though again, don't quote me.

The first title to be produced by the new Gamescience will be available in the Fall. I have seen prototypes of the game and it is something quite unique. The cost will be in the \$2 to \$3 range, and that, you'll agree, is ENTIRELY unique. I will disclose the title and nature of the game as soon as the lid comes off, and the game will be available through PAC if we can come to agreement on terms with Renwall.

So stay tuned for further developments here and in S&T. It looks like 1969 is the year wargaming comes of age.

-- CRW

GAME OPENINGS

- 1) Glockorla has a few openings in its third (and, reportedly, last for awhile) regular game. \$3 to Dave Lebling, 3 Rollins Court, Rockville, Maryland 20852. Recommended.
- 2) Erehwon from Rod Walker, 1575-A White Dr., Rantoul, Ill. 61866, has openings at \$4.
- 3) See elsewhere this issue for new of Ragnarok.
- 4) Marsovia, it's game (1966N) over, has folded. R.I.P.
- 5) Cerebral Nebula, Greg Long's magazine, has been absorbed into Efgiart, from Doug Beyerlein, 3934 SW Southern, Seattle, Wash. 98116

PERMANENT LISTING

E A S T

JAMES BOSKEY, Cleveland-Marshall Law School, 1240 Ontario St.,
Cleveland, Ohio 44113. Interested in across-the-board diplomacy.
Willing to travel within reason.

KENNETH BORECKI, 19 Royal Rd., Rockville Centre, N.Y. 11570. Phone:
516 764-8396. Age: 13. Board games: Jutland, Bulge, Stalingrad,
Diplomacy, Risk, Chess; will play any others. 30mm Napoleonic
Italy. Member: MTS.

CHARLES N. REINSEL, 120 Eighth Avenue, Clarion, Pa. 16214. Phone:
CA6-7205. Age: 37. Diplomacy, Blockade, 1863, AH games, etc.
Gamesmaster of BIG BROTHER, a postal Diplomacy 'zine. Will travel.

DONALD J. GREENWOOD, Box 280, RD#2, Sayre, Pa., 18840 (summer only).
Clarion State College, Clarion, Pa. (during school year). Sayre
phone: 882-0685. Age: 19. AH games plus Risk, Stratego,
Chess, Right in the Skies. Member: POW. Editor of PANZERFAUST.
Will travel within reason.

ANTHONY PERRI, 92 Seaman Ave., Rockville Centre, N.Y. 11570. Phone:
516 R06-8722. Almost all AH board games and miniatures.

RICHARD L. BRYANT, 45 Willow St., Brockton, Mass. 02401. Phone:
JU3-6125. Board games: Tactics II, Jutland, Blitzkreig, Bismarck,
Afrika Korps, Midway, D-Day, Bulge, Diplomacy, Management. No
miniatures yet, but would like to try. Am interested in setting
up in-person Diplomacy club.

JOSEPH T. SUCHAR, 50 E. Main St., Poultney, Vermont 05764. Age: 32.
Phone: 802 287-9484. All AH games. Will travel to play. Prefer
in-person games.

DAVID SCHMID, R.D. #1, Briggs Road, Moorestown, New Jersey 08057.
Age: 23. Board games: Battle of Britain, Tactics II, Midway,
Guadalcanal, Risk; Miniatures: WWII 1:100 scale, ships, tanks,
and figures. Will travel within reason.

WILLIAM R. CONNELLY, 15 Navarre Rd., Rochester, N.Y. 14621. Age: 19
Board games: Tactics II, Chancellorsville, D-Day, U-Boat, Water-
loo, Bulge, Guadalcanal, Bismarck, Civil War, Jutland, Battle
of Atlanta, Risk, Congrontation, Diplomacy. Ancient and Modern
period table top in 20mm. Will travel to 20 mile radius.

PETER GREIS, 34 Silver St., Malverne, LI, New York. 11565. Age: 17.
Board games: Tactics II, Afrika Korps, Jutland, Blitzkreig,
Guadalcanal. Willing to play naval wargames in 1:1200 scale.
Also play-by-mail.

BRIAN LIBBY, 16 William St., Portland, Maine, 04103. Age: 18.
Board games: all AH, Diplomacy. Will try anything. No miniatures.
No PBM.

CENTRAL

ROBERT REUSCHLEIN, 2225 Keyes, Madison, Wisc. 53711. Phone:
255-2866. Age: 18. All AH games and many others.

JOHN W. SCHAEFER, 2709 Norbert St., Flint, Michigan 48504. Phone: 313 283-5703. Age: 19. Games: 1914, Jutland, Diplomacy, my AK modification, Bulge and Stalingrad realism modifications, WWII strict realism, TT, Naval Battle game (mine), perhaps others. Prefer realism, like to work on games.

CHARLES E. JOHNSON, 3539 South 40, Lincoln, Nebraska 68506. Phone: 402 488-7772. Age: 20. Games owned: Confrontation, Vietnam, Diplomacy, and all AH games except Jutland and 1914.

ROBERT KEITH, 634 W. Wisconsin Ave., Apt. 55, Milwaukee, Wisc. 53203. Age: 23. Will play most any AH game, plus Battle of Britain. Also PBM.

ERNEST SIMMERMAN, 5400 N. 64th St., Milwaukee, Wisc. 53218. Age: 18. Will play most AH games plus Nuclear War and Battle of Britain.

JOHN SIMMERMAN, 5400 N. 64th St., Milwaukee, Wisc. 53218. Age: 15. Phone: 461-8407. Will play Afrika Korps (either side).

BRUCE OGDEN, 874 Forest Hill Rd., Lake Forest, Ill. 60045. Age: 15. Phone: 234-8904. Board games: Stalingrad, Guadalcanal, Gettysburg-square, Confrontation, 1914; will play any others. Own no miniatures but willing to play any and all. Member: IFW. Will travel short distances.

DOUG CRAGOE, #2 Linden Lane, Springfield, Illinois 62707. Phone: 529-4849. Board games: Blitzkreig, D-Day, Afrika Korps, Vietnam, Guadalcanal, Confrontation, Battle of the Bulge, Gettysburg-hex, Stalingrad, U-Boat, Waterloo, Jutland; Miniatures: WWII HO scale (Remagen Bridge). Member: IFW. Will travel short distances.

JIM HAHNENBERG, 413 Adams Drive, Midland, Michigan 48640. Age: 14. Phone: TE2-3320, TE2-3963. Board games: all AH games.

GEORGE PATTON, 1841 Suffolk Rd., Columbus, Ohio 43221. Board games: Afrika Korps, Gettysburg, Jutland, D-Day, Chancellorsville, Tactics II, Guadalcanal, Battle of Britain, Bulge. No miniatures or postal games at this time. Member: AHIKS.

RICHARD LO KE, 2232 Wesley Avenue, Evanston, Illinois 60201. Age: 17. Phone: 869-0035. Board games: AK, Bulge, Gettysburg, Jutland, Guadalcanal, Midway, U-Boat. Bismarck, Vietnam, Nuclear War, Dogfight, Broadside; Member: IFW, and local Evanston Club. Prefer games at my home.

JAMES MAXEINER, 22 Woodcrest Dr., St. Louis, Missouri 63124. Age: 15. Phone: 993-6483. Board games: Stalingrad, D-Day, Bulge. (esp. S&T variant), Midway, Jutland, Bismarck, Diplomacy, Vietnam. Of secondary interest are: Blitzkreig, Confrontation, U-boat, Management, Acquire (3M), Football Strategy, and Nuclear War. I have played no games with miniatures or naval models, but I would be interested in trying some.

DAVID L. ARNESON, 1496 Hartford Ave., St. Paul, Minnesota 55116. Age: 20. Phone: 698-6300. Board games: All AH games. 20mm Napoleonic Russians, WWI Russians, 1905-1945 Japanese, Ancient Medieval, 1:1200 and 1:2400 Ancient-modern scale ships. Limited travel possibilities. Member: Twin Cities Military Miniature Group, Centurions.

S_O_U_T_H

FRANK KULASH, 2918 Barmettle St., Raleigh, N.C. 27607. Phone: 828-4919. Board games: Afrika Korps, Bulge, Blitzkrieg, Civil War, D-Day, Midway, Stalingrad, Waterloo, Chess. No miniatures as yet. PBM desired for board games. Discussion of board games design, variant games and Tolkein desired.

PETER DAVID SUMMER II, 605 Idlewild Circle, Apt. 202, Birmingham, Alabama 35205. Phone: 205 252-3736. Play all AH games, S&T Bulge variant, all Gamescience games, Diplomacy. 1:1200 naval miniatures for WWI and WWII using Fletcher Pratt rules. AHIKS member. Will travel to play providing distance is reasonable. Will be going to graduate school next fall at FSA and would like to contact people in that area.

JARED JOHNSON, 1548 Rochelle Drive, Chamblee, Georgia 30005. Age: 20. Phone: 404 457-8771. I have all AH games plus Diplomacy, Stratego, Risk, Go, Confrontation, Vietnam, and many others. No PBM at present. Am interested in locating other wargamers in the Atlanta area. No miniatures to date.

MICHAEL A. SMOLIK, 4580 40th St. North, St. Petersburg, Florida 33714. Age: 16. Phone: 525-3268. I play Battle of Britain, D-Day, Afrika Korps, Guadalcanal, Diplomacy, Waterloo, Jutland, Stalingrad, Bulge, Midway, Tactics II, Blitzkrieg. Limited travel, but for a good battle I would walk if necessary.

DONALD S. BURDICK, 108 Emerald Circle, Durham, N.C. 27707. Age: 31. Phone: 919 544-1459. Board games: D-Day '65, Bulge, Waterloo, Stalingrad, Afrika Korps, Tactics II, Gettysburg, Bismarck, Battle of Britain, Diplomacy. Member: AHIKS.

SID COCHRAN, JR., 1816 S. College, Tyler, Texas 75701. Age: 38. (Attorney). Phone: 214 LY2-2608 (res), 214 LY2-5661 (office). AH games; by mail mostly: Afrika Korps, Stalingrad, Bulge, Guadalcanal, Waterloo, 1914, Blitzkrieg, Confrontation, Also: Jutland player by mail per Norris system. Formerly played naval war games per Fletcher Pratt and would correspond with group. Member: AHIKS. Available as judge or as participant for Confrontation by mail, limited number of engagements.

MICHAEL R. CHILDERS, P.O. Box 316, San Marcos, Texas 78666. Age: 23. All AH wargames except U-boat. Also: Risk, Confrontation, Diplomacy, Nuclear War, Management, and Verrat, a diplomacy variant. Will travel to Austin, San Antonio, or elsewhere within one hour of San Marcos by car.

ERIC W. JUST, JR., c/o Paoli Schools, Paoli, Oklahoma 73704. Age: 24. Phone: 405 HU4-7382. Diplomacy, Jutland, Blitzkrieg, Bulge, Stalingrad, D-Day, Waterloo, Midway, Bismarck, Guadalcanal, Gettysburg-hex, Gettysburg-square, Tactics II, Neiuchess, Chess, Risk, LeMans, Afrika Korps, U-Boat, Monopoly, Galaxy.

W_E_S_T

DAVID MAY, 7370 Cabrillo Ave., La Jolla, Calif. 92037. Phone: 714 454-5439. Age: 15. Blitzkrieg, D-Day, Battle of the Bulge, 1914, Afrika Korps, Guadalcanal, Non-AH games, and Diplomacy. Member: USCD Naval Wargamers Society.

RUSSELL BOGGS, 5269 College Gardens Ct., San Diego, Calif. 92115.
Age: 15. Phone: 582-2976. Confrontation, Stalingrad, Afrika Korps,
Blitzkreig, Guadalcanal, Bulge (+ S&T variant), Jutland, Midway,
Waterloo, Battle of Britain, 1914, Diplomacy; Future 30mm

Napoleonics player.

DOUGLAS BEYERLEIN, 3934 S.W. Southern, Seattle, Wash. 98116. Phone:
WE2-5743. Age: 18. Games: Blitzkreig, D-Day, Afrika Korps,
Guadalcanal, Stalingrad, Bulge, Waterloo, Diplomacy, Football
Strategy, LeMans, Congrontation, BLM Football; Member: PNWWGA.
Will travel in Seattle to play and down to Portland, Oregon on
occasions. Can arrange group meetings in the Greater Seattle
area if given advance notice.

JIM MONROE, 1315 Sel Molino Ave., Pasadena, Calif. 91106. Age: 25.
Phone: 795-5313. Stalingrad, Afrika Korps, D-Day, Bulge, and will
play any others. Live at ideal location for live Diplomacy
(share old mansion with several guys).

O_V_E_R_S_E_A_S

JOHN RAYNER, 17 Burnaby Road, Gravesend, Kent, Uniter Kingdom.
Age: 30. 20mm A.C.W. wargames. Member: London Wargame Section.

P O S T A L L O C A T O R

J.K. NORRIS, Custom House, Wick, Caithness, Scotland. Anyone in-
terested in playing "Battle of Britain" by mail should write,
enclosing: Name, Address, Choice of Side, undertaking to play
the game to the end or undertaking to monitor a game for two other
players, and an international reply coupon.

JOHN SIMMERMAN, 5400 N. 64th St., Milwaukee, Wisc. 53218. Age: 15.
Tel: 461-8407. Will play Afrika Korps (either side).

JAY BENNETT, 8203 Southhampton Ave., Wyndmoor, Pa. 19118. Age: 17.
PBM 1914 (either side).

SID COCHRAN, JR., 805 Citizens Bank Bldg., Tyler, Texas 75701.
WANTED: Seven German generals to save the Reich by taking Antwerp
as a Silvesterabend present for Der. Fuhrer. Seven American
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line of the Meuse. Apply to S.A. Cochran, Jr., for posts in a
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turing simultaneous movement, hidden movement, transport and sup-
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Vol I Nrs 1 thru 6 (Jan 1967-July 1967): 60¢ each
Vol I Nrs 7 thru 10(Aug 1967-Dec 1967): 75¢ each
Vol II Nrs 1 and 2 (Jan-Apr 1968): 75¢ each
Vol II Nrs 3 to Present: \$1.50 each

All games include coupon worth 50¢ against future purchases through PAC.

All prices are postpaid within the U.S. and Canada.

New York State residents please include an additional 2% to cover state sales tax.

Checks should be made payable to PROJECT ANALYSIS CORPORATION.

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"Fall 1902, Game 1968AB"

R U S S I A A B A N D O N E D ?

FRENCH, GERMANS DROP ENGLISH OFFENSIVE

Merry-Go-Round in Balkans

NOTE: In the "Spring 1902" orders, France's "A Par-Spa" should, of course, be "A Por-Spa."

Summer 1902: Following "Spring 1902", the Austrian Army Galicia retreated to Vienna.

ENGLAND: A Fin (S) F Bar-StP(nc); F Bar-StP(nc); F Nth-Nwy;
(Reinsel) F Ska (S) F Nth-Nwy

FRANCE: F Lyon (C) A Mar-Tus; A Mar-Tus; F Spa(sc)-Mar;
(Latimer) F Eng-Mid; A Por-Spa

GERMANY: A Tyr-Mun; A Boh-Sil; A Den-hold; F Bel-hold; F Hol (S)
(Peery) F Bel

ITALY: F Tyrr-Lyon; F Tun-WMed; A Ven (S) AUSTRIAN A Tri-Tyr;
(McCallum) A Pie (S) AUSTRIAN A Tri-Tyr

AUSTRIA: A Tri-Tyr; A Bud (S) A Rum; A Rum (S) A Bud; F Gre-Alb
(Pournelle) A Vie-Gal

RUSSIA: A Ukr-Sev; A Gal-Bud; A StP-Fin; F Nwy-Bar
(Smythe)

TURKEY: F Aeg-Gre; A Bul (S) F Aeg-Gre; F Con-Aeg; F EMed (S)
(Zelazny) AUSTRIAN F Gre-Ion; A Arm-Smy

Underlined moves do not succeed. The Russian Army St. Petersburg is routed, and may retreat to either Livonia or Moscow. This retreat should accompany the "Winter 1902" orders, which may be made conditional upon it. Note the Friday deadline.

DEADLINE FOR "WINTER 1902" ORDERS IS FRIDAY, 16 AUGUST 1968

BUILDS: (Gains and ~~Losses~~)

ENGLAND:	Lon, Lvp, Edi, Nwy, <u>StP</u>	((5))	Build ONE
FRANCE:	Bre, Par, Mar, Spa, <u>Por</u>	((5))	No change
GERMANY:	Ber, Kie, Mun, Hol, Den, <u>Bel</u>	((6))	Build ONE
ITALY:	Nap, Rom, Ven, Tun	((4))	No change
AUSTRIA:	Vie, Bud, Tri, Ser, Gre , <u>Rum</u>	((5))	No change
RUSSIA:	Mos, War, StP , Swe, <u>Sev</u>	((4))	No change
TURKEY:	Con, Ank, Smy, Bul, Sev , <u>Gre</u>	((5))	No change

(TEMPORARY) CHANGE OF ADDRESS: ----- Larry Peery -----
c/o John J. Beshara
August 5 to 20th: 155 West 68th St.
New York, N.Y. 10023

MOVE ANALYSIS: The situation around Scandanavia and St. Petersburg represents an interesting example of play. The Russians had obviously hoped that England would play "A Fin-StP, F Bar (S) A Fin-StP" (which, had it succeeded, would have threatened Moscow). Had the English done so, the Russian attack "F Nwy-Bar" would have cut the Fleet Barrents' support, and Russia would have lost only Norway, enabling him to build a fifth piece. The Russian move "A StP-Fin" does not cut the support of the English A Finland because that army is delivering its support into St. Petersburg itself (support is cut only by attacks from the side).

Had the English played "F Nth-Nwy, F Ska (S) F Nth-Nwy, F Bar-StP, A Fin-Swe" they would have captured Norway, St. Petersburg, and Sweden, causing the Russians to remove a piece. But such a combination would have been a gamble, since a Russian counter of "F Nwy-Swe, A StP-hold" would have stopped all but the English capture of Norway. The English, with the combination they did use, could not be prevented from taking both Norway and St. Petersburg by any combination of Russian, German, and French moves.

Note that in the Mediterranean theatre, the French have succeeded in placing an Army behind the Italian lines by convoying it past the province of Piedmont, which the Italians occupy.

Note also that the order to the Turkish Fleet Eastern Mediterranean fails because it is a support for an order that was never given.

The situation between Russia, Austria, and Turkey appears quite complex. Russia demolished his southern fleet in 1901 apparently to appease Turkey. In 1902, Turkey returned Sevastapol to Russia, and supported Austria into Rumania (usually a Russian center). In return for this support, Austria apparently ceded Greece to Turkey. In the above situation, it is difficult to tell whether there is a condition of war existant in this area, and if so, whom is involved. But the presence of a Russian Army in Galicia indicates some hostility persists. What effect the sudden withdrawal of German troops from the Austrian borders (and of French Fleets from the English Channel) will have may become apparent in 1903. Stay tuned.

LONDON "Sure wish that fog in the English Channel would clear up so we could see if any tishing fleets are there!" -- B.B.

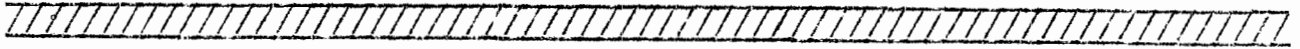
VIENNA James Nathanian Shorey Reports (International News Service Feature)

The Whitecoats appear confused, amidst rumors of a reconciliation with the German Empire, and strained relations with Turkey. Officials of the War Ministry are preparing numerous contingency plans, but all agree that if the present situation continues, the Dual Monarchy is headed for strenuous times. Austria has nominal alliances with both Italy and Turkey, but the impending war between her two partners leaves the Whitecoats with an intolerable choice. It appears to this reporter that the Austrians will attempt to delay any decision for years, withdrawing from the conflict area and supplying medical assistance but no military aid to both the Turks and the Italians.

An even greater disaster seems to be the cutoff of communications with Rome due to turmoil in the mail services. The diplomatic telegraph has also been reported not to be working well, leaving

Austria unable to consult with the Italian king.

PRAGUE German troops were welcomed to this city by the Mayor and Council, and the German visiting forces have been extremely well behaved. Their eventual destination is not known, although rumor has it that an assault on Warsaw is planned.



G A M E S ! G A M E S ! ! G A M E S ! ! !

R A G N A R O K

Commencing as soon as game lists begin filling, I will inaugurate a new series of regular postal diplomacy games, under the series heading Ragnarok. These games will be designed to provide and inexpensive and efficient introduction to postal diplomacy play for "new blood," and to provide a market in which older hands may find more rapid-fire competition.

The games will have two-week deadlines, and will be run with a minimum of "frills." To keep costs down, all business for each season of play in each game will be limited to one side of an 8½x11 page, thus severely limiting space for press releases. (There should, however, be space for players to submit 5-7 lines per move, since many players do not submit press releases at all.)

Players will receive information only on the Ragnarok games in which they are playing or in which they have played. Every month, the accumulated moves for each game (two moves per game) will be stapled together to form a "magazine" called Ragnarok. This magazine will not be sent to either players or trades, but will available by subscription only (at \$1.25 per year). It will, I imagine, be of little interest except to completists, rating-system buffs, and confirmed kibitzers..

As in the old Wild 'n Woolly system, players may, if they wish, specify the country or countries they want to play. You may do this by designating the country you want to play (one for each game you enter), or a number of countries you would be willing to play, or one or more yountry you will not play, or by just ranking the countries in the order of your preference. In other words, tell us what you want, and we'll attempt to get it for you.

Games will always be open (unless the demand for this series far exceeds what I envision), and you may apply for additional games at any time. We hope in this way to introduce new players to postal diplomacy via games that have every prospect of lasting little more than a year, and encouraging them to branch out into the many other postal magazines available. But older players should not assume that Ragnarok will carry only "beginner's" games, since there are a number of acknowledged experts queuing up to play as well.

The fee for the first game entered will be \$3. For each additional game entered before the \$3 game reaches the end of 1902,

the fee will be \$1. Thus entering 4 games at once would cost \$6, and entering 7 games would cost \$9. We will not accept orders like "Enter me in every game you're starting," and we will make every effort to obtain good geographical distribution of players in each game.

A replacement player system will be used, departing from the usual practice in sTab and Valhalla. Volunteers for replacement players would be appreciated. Replacements will enter without charge, and will receive information on all Ragnarok games until they become active players.

Well, what are you waiting for, sign up NOW. Fees and country reservations (if desired) to:

John Koning
318 So. Belle Vista
Youngstown, Ohio 44509

All game fees must be paid in advance.

John Koning
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class