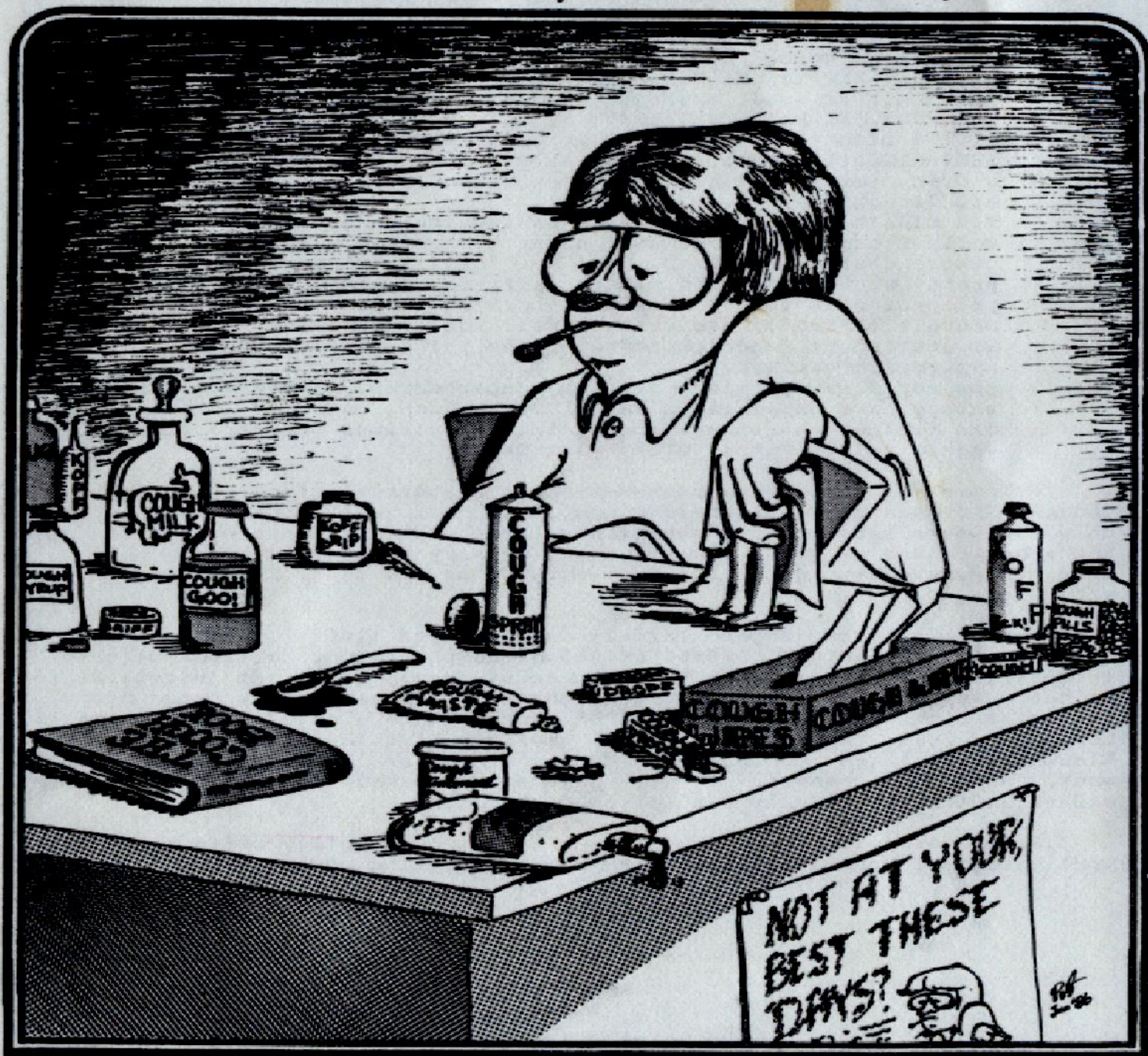


TOUCHING THIS ZINE MAY CAUSE MILD ILLNESS...

excelsior

JANUARY 1986

ISSUE No. 10 by BRUCE MCINTYRE



McBruce sighed. Two weeks late, and only fourteen pages. "What'll they think," he thought. Then he brightened, as he realized he hadn't yet done this months version of...

DipGab

What can I say? I'm late again, and while I have many excuses, the biggest one is just a lack of desire to get things started, and for that I'm genuinely sorry. Especially to the players in the games, which have been delayed two weeks. I couldn't even get out flyers, because in my pre-announced clean up of the XL files (which have reduced a two bedroom basement suite to a one-bedroom one), I threw out lots of orders, including some that hadn't made it into the computer files yet. Luckily, I remembered seeing the orders in question in all the cases where I had no orders for a country, but it took all of deadline weekend to find them, and most of the next to make the phone calls required.

Now for the excuses. The cover of this issue covers two of them. I couldn't seem to reach Patricia in time to get a cover done, but by the time I did, it was clear what the cover theme should be. I have tried every cough syrup and cough drop available, and am prepared to state that they don't work before a court of law. Getting up to watch the Super Bowl bound Patriots beat the Jets in the AFC wild-card game, I couldn't remember the time of the game, and had to get Nan to phone Mom to check her newspaper (I couldn't find ours). I myself could barely whisper. That was about as bad as it got, although the following Monday I was 80 minutes late for work when I couldn't get up. But I still feel the occasional raspy throat three weeks later. Yecch!

The McIntyre family Christmas was different this year. We had the big party in my grandmother's apartment building's rec room, which she'd reserved for the occasion. My dad's parents attended, making it the first time in a while all three of my grandparents (my mom's father died in 1976) were together. Not that there's a feud or anything; my dad's mother is confined to a wheelchair and finds it hard to get around much. One of my worries was that Nancy would be watching me open presents all afternoon, but present after present was marked to *Bruce and Nancy*, and the list read like a list of wedding gifts: a blender (which was the replacement for a kettle and a toaster, which Nancy had previously convinced me into buying), a mixer, some dishtowels, some bath towels. And then I got a portable filer, which will certainly come in handy as soon as I figure out the best way to use it. The generation gap still exists though: Nan and I had to sit with the kids for dinner. I'm the oldest child of two oldest children, so all my siblings and cousins are younger than me, and before I started eating, my third rum & coke was filled with mashed potatoes, wine, and a plastic spider, which really served up a curveball to my appetite. Going to work half-sloshed was a bit of a new experience for me though, but it didn't really matter, there wasn't enough business for it to be possible to screw up too badly.

The reason Conference Call hasn't appeared in XL lately is because it's being done on my computer and copied on my printer. I use regular supply centre lists, as opposed to the charts I used before, and instead of printing maps, I put the current location of each unit in boldface. The effect is nice, easier to read than the capitals/lower case orders, like A Gas-PAR. Only problem is that I can't use the near-letter-quality mode I use in XL for it, because NLQ requires two passes of the printer head, and NLQ boldface is four passes, which isn't as much difference in darkness as the difference between *one-pass* and *two-pass*. I tried to do the games in NLQ mode with the boldface, but as you'll see, it didn't make too much difference. If you're interested in

what this looks like, and you get Sleepless Knights, have a look at the CEBU game report on page 6 of number 49. Congratulations in advance are in order to Dave Carter for reaching number 50 of such an excellent and reliable zine!

The Excelsior hockey team is in 6th place out of eight, and that's an improvement from last week! Here are the latest standings:

Team	Owner	Record	Pts
Dirty Dozen	Randy Davis	5-0-4	14 (16)
Vindicators	John Cooper	3-0-6	12 (14)
No-Names	Doug Ross	3-0-6	12 (12)
LudiMaxis	Grant Fraser	2-2-5	9 (10)
Trolls	Klaig Morton	1-2-6	8 (9)
Silver Weasels	Mike Burmeister	2-4-3	7 (7)
Excelsiors	Bruce McIntyre	0-3-6	6 (8)
Becker's Deckers	Charles Becker	1-6-2	4 (4)

Now, I hear what you're saying. As I write, I am secure in the knowledge that I've thrashed the Deckers, and the Weasels have been trounced by the Dirty Dozen. The number in brackets at the end is the number of points after this week's action, if everything goes according to form (I already know I've beaten the Decker's, and that the Weasels have lost. [Not only that, but as of *this* writing--a day later, I've been borne out by the league statistician, Grant Fraser). In case you've forgotten, the pool pits teams of eight NHLers against one another each week, with a scoring system of 2 per goal, 1 per assist, and 1 for each two minutes in penalties. Also you have to get a goal or assist in the week's games to make penalties count, and no player may score eight times the lowest player, unless the lowest player has zero, in which case no player may count more than eight. My roster now has Simmer BOS, McSorley EDM, Robertson and Dineen HART, Williams LA, Ciccarelli MINN, Sinisalo and Ron Sutter PHIL, Ruskowski PITT, Vaive TOR, Neufeld and Turnbull WPG. Note that three of the twelve players are currently injured, but too valuable to give up in the re-entry drafts. These happen every two weeks, and each participant in the pool protects ten and gets two picks from the available players. I have made a deal with Randy Davis whereby I trade him two players for two before the drafts, so that I get the use of his quality players for a week, and he doesn't have to leave two guys on his perfect roster unprotected every week. This should help both of us in the fight for the playoffs, which involves the top six. I'll keep you posted.

Who will win the Super Bowl? Don't ask dumb questions. Anyhow, I don't care: I've already won \$15 in the bet I've made with Bob Acheson. First there was the CFL bet: I took BC and Montreal and Bob took the rest of the league, and the Grey Cup winner got it's owner \$10, and the Grey Cup loser got it's owner \$5. So, when BC beat Hamilton, I won \$5. Not to be outdone, Bob took Miami and the Rams, and challenged me to pick two against that. Not knowing much about the NFL other than the playoff format, I looked at the standings and decided on Chicago (of course) and New England. Why didn't I pick the Raiders, the obvious choice? Well, at that time the Western Conference was a Denver-Raiders dogfight, with Seattle a dark horse, and all of them a game behind the Jets, Patriots, and Dolphins. So I figured the best bet was to take a team from the East, and flipped a coin between the Jets and Patriots. Bob will scream that I was incredibly lucky. He's right. How about the NHL playoffs, Bob? I'll take Edmonton at 2-3 odds. \$10 to me if they win, \$15 to you if they don't.

I hear DW is fully back on its feet, and it has just occurred to me that I haven't even subbed! Not to mention that I didn't get anything to Larry in time for the latest issue, mostly because of a letter from J.C. Hodgins saying that he had sent something Canadian to Larry.

Sorry, Larry, I'll right that, soon--I hope.

The attempt to convert all your subs to dollar balances fell on its ass when I realized that a) I'd need to deduct sub accounts based on three different prices for Canada, USA, and overseas, and b) I'm trading with a lot of zines, and the switchover to mutual subs would be complicated. So, we'll stay on the "you're good 'till issue number x" method. However, I may be cutting a few trades after the pre-Runestone '86 issue, when I try to review all the zines I receive: yes, I'll rate the overseas ones I receive too, for those of you who are voting in the Walkerdine Poll and want to know what this reporter thinks. I'd estimate the number of zines I receive at about forty. The number of zines I can participate regularly is down to about five or so. Do you guys really want me on your subbers list? I take that back--just because I don't participate doesn't mean I don't like reading your zine: I can think of 20-25 zines fitting that category.

Back to XL. Nobody guessed any of the musical excerpts from last time, so I'll make y'all wait another month for new ones, and leave white space white this time. (This is punishment??) I will give you two hints. 1) All of the excerpts are taken from post-1960 cinema. 2) The excerpts span more than one film (quite a few, actually). Now, get cracking. The theme linking them all gets five issues, each individual excerpt gets two.

No time, and not enough mail (most of you just had time during the Xmas season to get your orders in) for a decent letter column this time, so we'll have to hold over the Alan Stewart contest, and I'm afraid the My Move/Your Move feature meets the same fate, as well as anything that should have but wasn't continued in this issue. Next time, folks. T-shirts are a dirty word hereabouts. Gary Coughlan and Mike Barno have sent money. I repeat: if you want one, send me some bucks, or demonstrate to me that I've put your T-shirt money on your sub account or some other silly mistake. Rest of the details are on page 33 of last issue (the light blue one).

One common note in all the letters I've received in the last month leads me to believe that I'm the only person in Creation that was seeing the Christmas Cheer stuff for the first time when I was shown it a few months ago. Apparently it's lived a long life....

Things were hectic around here the week that Nancy was to return from Montreal. I had calculated that I'd be able to mail the copies on Wednesday, and clean up the awful mess in the house that night just in time for Nan's Thursday arrival. So here I am at work Wednesday and the phone rings. "Coliseum Shell, hello," I say.

It's Nancy. "I'm leaving you."

"What?"

"I'm leaving you."

"Uh...where are you."

"At home."

I assumed she was phoning long distance from Montreal, and decided that whether she was joking or not, I'd better find out the reason she was leaving me. So, to accomplish this, I said "Why are you leaving me."

"This place is a MESS!!"

I had miscalculated the day of arrival for Nan. Forget the Last Supper I described last time: when I came home that night, I was CRUCIFIED!!

We have decided that there just isn't enough money for us to get to Montreal/MaryCon this June. This decision is lightened somewhat by the

fact that Nan's family is coming to Vancouver for Expo 86 in July. However, I'm going to do my best to get there alone if I have to hitchhike. Wouldn't miss it for the world. (That's a parody of the Expo slogan "Don't Miss It For The World." You know, a joke.)

Another of the reasons I'm late is that I've discovered that the computer is not limited to word-processing alone. I guess I figured that with Christmas upon us I could take some time to explore programming. Well, I'm hooked. I worked on some music programs for awhile, and programmed the computer to play a few 3-part songs (How many simultaneous voices does the C-128 have, Scott?), but then I started on a Sicilian Poker project, which is 80% complete now. I just have to teach the computer what and when to draw (medium difficult), when to pause so the human opponent can read the messages it's giving out (easy), and finally when to bet and when to bluff (rather difficult). The first program I made had a difficult time figuring ranks of poker hands, taking about two seconds a hand. Now I have an algorithm that is for all intents and purposes instantaneous. The secret is to get the computer to sort the hand into ranks first, then you can get rid of the combinatorial math later. Before, when checking for a pair I had to check 15 combinations of two cards: 12 13 14 15 23 24 25 34 35 and 45. Now, with cards of like rank beside one another, I just have to check four combinations: 12 23 34 and 45. Brilliant, huh? If and when I get it good enough so that it beats me regularly, I'll offer it to the C-64 owners out there.

The music programs were interesting but unsatisfying. How come when I get the computer to play music it starts each note with a loud POP? I mean, what am I doing that's different from what commercial software is doing? You don't hear that POP in Ballbalzer or Summer Games.

You can't play Jump-21 in Burnaby in winter. (Who am I kidding? I'm so fat I can't play it in the summer, either!) So I've been playing a program I bought in Seattle called One on One, featuring Larry Bird and Julius Erving, or at least their computer counterparts. It's a one on one basketball simulation. The joystick moves the players around, the button starts a jump on offense (or turns you around 180 degrees if pressed quickly), and goes for a steal on defense (at the risk of fouling). The players' shooting percentages, from the line and from the field, as well as their rebounding skills are taken into account, so playing Dr. J is different than playing Larry Bird, as each has their advantages and disadvantages. There's even a fatigue bar for the maniac (me) that jumps too often and tries too many steals on defense. I haven't been able to beat the computer at a 32-minute game at the college level yet, and I think I'll try once more before going to bed. Wish me luck!

POKER FORUM 3

In this edition of the Poker Forum, I'll be doing most of the work myself, with a variant allowing a good game of Poker with as few as two or three, a short account of the beginning struggles I've been having in teaching my computer to play this variant, and a new Poker game which will put A LOT of spice into any Poker game, provided that's what the players want.

First we'll start with Sicilian Poker. Sicilian Poker is a good game for two or three players; with five or more you may as well play regular Poker. (With four I prefer Bridge.) The average hand is higher than in regular Poker because of the deck used: all cards lower than 7 are discarded, leaving a 32 card deck. This has the following effect on the probabilities: (As a side note, the figures for the 32-card deck below were calculated by myself in a period of about 2 hours, after I realized the computer program I'd written for the purpose would take two weeks. Anyone interested in combinatorial mathematics should give themselves this exercise some time: it really is not as hard as it looks!)

Rank of Hand	(52-card deck)		(32-card deck)	
	Number	Probability	Number	Probability
Straight Flush	44	0.0000169	16	0.0000795
Four of a Kind	624	0.0002401	224	0.0011123
Full House	3744	0.0014406	1344	0.0066741
Flush	5108	0.0019654	2081	0.0010329
Straight	10200	0.0039246	4080	0.0202606
Three of a Kind	54912	0.0211285	10752	0.0533927
Two Pairs	123552	0.0475390	24192	0.1201335
One Pair	1098240	0.4225690	107520	0.5339276
Nothing	1302540	0.5011774	53040	0.2633879
Total Hands	2598960	1.0	201376	1.0

As you see, it's much easier to avoid those 5-card nothings with the Sicilian deck. The reason that flushes are not as common is that you need 5 out of 8 cards in one suit, which is rather poorer than 5 out of 13 in regular Poker. But in Sicilian the odds are 4-1 that you'll be dealt two pair or better. In regular poker those odds are 14-1. This is the feature that compensates for the lack of a lot of players. The way the game is played is as follows:

Sicilian Poker is a Table Stakes game. This means that the limit on betting is the number of chips your opponent has. The game goes on until somebody has all the chips, and, unlike most Poker games, you cannot buy chips during play. We usually start with 20 25-cent chips each, though for a longer match you can try a ten-dollar game (40 chips each) or a twenty-dollar marathon. One of my favorite Sicilian Poker stories concerns one of these twenty-dollar marathons, accompanied by a bottle of wine. The drunker of the two participants was down to his last two chips after anteing, and he picked up what perhaps were the only four cards in the deck he could be absolutely certain of recognizing, the four aces, and an outside eight. He won the hand, and then won back all 160 chips in the game in record time, and found himself eighty dollars richer when I heard the story the next evening at Bridge. (The loser of the \$80 was my partner at the time, who spent most of the night vowing "never to get him drunk while playing Poker, ever!")

Anyhow, the mechanics of the game are simple. Dealer deals five to each player. Players discard ~~up to~~ to five cards in turn, ending with the dealer, and receive replacements for them. Then there is a round of betting, and finally hands are evaluated. The ante (assuming 25-cents

per chip) is 50 cents, and if all players check, the ante stays for the next hand.

Players usually make a point of following strict rules of Poker: the player who calls gets to see the bettor's hand before showing his cards, and then may give up the pot without showing his, or claim the pot by showing only the relevant part of his hand. Similarly, a player who has folded does not get a free look at what he thinks he would have lost to. This increases the element of bluffing in the game to a very entertaining level. One player I know plays a system he calls "prepared bluffs", whereby he decides to bluff before even looking at his cards. And bluffs are not confined to the betting alone; many times you'll see a player stand pat and bet like a madman, only to lose to a courageous fellow who had a hunch he had a queen-high nothing.

Recently I decided to try to program Sicilian Poker into my computer, and as of this writing the job is about 70% through the first phase, which consists of teaching the computer how to play the game, recognize ranks of hands, break ties in ranks, and keep track of chips. The second phase, in which I'll be putting all I know about Sicilian Poker strategy into the computer's "Which Cards Shall I Keep?" subroutine, and the more complex "What Should I do With These Chips?" subroutine, will be somewhat more difficult. However that's not saying that the first part was easy. When you use a word-processor for a while, you really begin to feel helpless in BASIC mode, and my programming skills came back slowly, but surely. First there was the army of SYNTAX ERROR messages, but the first big problem came when my first hand included two identical cards! Then the computer showed me three queens, a ten and a seven, announcing triumphantly that it had a full house.... Then it went through a stage where it would only recognize one pair if you held two. A few times it declared itself the permanent dealer, and early on there was a time where I drew three and got back the cards I'd discarded.

Perhaps by next time I'll have something interesting for you on this program.

If your Poker game is getting bogged down from playing the same old games over and over again, try out this one and let me know how it goes: it'll certainly liven things up. It's called UNLIMITED DRAW, and it goes like this. Five cards are dealt to each player. The player to the left of the dealer now has a rather unique choice: he can draw up to five cards, or he may start a betting round by betting or checking. He may not do both. And, the biggest catch is that if he draws, all of his discards (and any folded hands) must be placed face up in front of him. The final betting round begins when the deck is exhausted, though I'd suggest shuffling the discards once for every third player past four. This is another Poker-variant that works well with two, but this one can be added to your regular Poker game for a wild time for as many as eight. Try it.....you'll like it!

THE SOCCER PSYCHIC CHALLENGE

Of course I'm going to try to get a pool organized for the World Cup of soccer to be held later this year (May 31-June 29) in Mexico. Wouldn't miss it for the world. Here's how it will work:

Twenty-four teams have qualified for the finals, Canada among them for the first time. Somewhere this issue there should appear a full schedule of games for the tournament, which I shall explain here. The 24 teams were placed into six groups, by first naming six seeded teams (defending champion Italy, host Mexico, European champion France, South American favorite Brazil, 1982 runner-up West Germany, and 1982 3rd place finisher Poland were the seeded teams), and then picking one team from each of three pots to go with the seeded teams. Canada was placed in a pot with the rest of the long shots, in an effort to avoid having a group full of nobodies. Of the remaining twelve, the three other South American nations were placed in the one pot, and the three UK entries were placed in the other to keep them apart, and the rest were filled according to the will of FIFA, the world governing body of soccer. On December 15, the five year old child of the president of FIFA drew the starting assignments:

GROUP A	GROUP B	GROUP C	GROUP D	GROUP E	GROUP F
Argentina	Belgium	Canada	Algeria	Denmark	England
Bulgaria	Iraq	France	Brazil	Scotland	Morocco
Italy	Mexico	Hungary	N.Ireland	Uruguay	Poland
South Korea	Paraguay	U.S.S.R.	Spain	W. Germany	Portugal

- | | | | | | |
|----------------|----------------|----------------|----------------|----------------|----------------|
| 1) ITA vs BUL | 7) MEX vs BEL | 3) FRA vs CAN | 2) BRA vs SPA | 11) WGE vs URU | 6) POL vs MOR |
| 4) ARG vs SKO | 10) PAR vs IRQ | 5) URS vs HUN | 8) ALG vs NIR | 12) SCO vs DEN | 9) POR vs ENG |
| 13) ITA vs ARG | 19) MEX vs PAR | 14) FRA vs URS | 17) BRA vs ALG | 23) WGE vs SCO | 18) MOR vs ENG |
| 15) BUL vs SKO | 22) BEL vs IRQ | 16) CAN vs HUN | 20) SPA vs NIR | 24) URU vs DEN | 21) POL vs POR |
| 27) ITA vs SKO | 29) MEX vs IRQ | 25) FRA vs HUN | 33) BRA vs NIR | 35) WGE vs DEN | 31) MOR vs POR |
| 28) BUL vs ARG | 30) BEL vs PAR | 26) CAN vs URS | 34) SPA vs ALG | 36) URU vs SCO | 32) POL vs ENG |

Below each group you can see the schedule of games for that group. If you want dates and times, see the full schedule reprinted elsewhere. The first stage in the pool covers the first round games. You have to tell me what the result of the game will be: which team will win, or, if you think it will be a tie, you can guess that as well. The scoring system is pretty easy: if you pick a team to win, and they win, you get two points. If they tie, you get one point. If they lose, you get nothing. If you predict a tie, and it is a tie, you get three points, but if it isn't a tie, you lose two points, so those of you who know that about 30-40% of first-round games end in ties had better tread carefully!

The total possible for the first round is $3t+2w$, where t is the number of tie games, and w is the number of games in which a winner was decided. In 1982 in Spain, 12 out of 36 first round games were ties, so expect the total possible to be around 84. But, at this point the tournament shall be but half over, and so, then shall the pool.

For the second round, the top two teams in each group shall automatically qualify, along with the best four third-place teams in a single-elimination tournament. Since we can't possibly know who the teams in the second round will be, or who will be playing against who, entries to the second round of the pool need not be sent until Saturday June 14, 1986. Any entry received before Saturday June 29, 1986 with a clear postmark of June 14 or earlier is valid.

The way the second round works is like this. The final two games of the tournament shall decide first through fourth respectively, and these teams will receive performance values (PV) between 13 (fourth) and 16 (first). Teams that were eliminated in the quarter-finals will

receive PVs equal to four less than that of the team that eliminated them. Finally teams which lost in the first round will receive PVs equal to eight less than the team which defeated them. What you must do is tell me the final PV rankings, from 16 down to 1. On your list, each team must have a different PV, between 1 and 16: no fractions! Your score will be the correlation co-efficient of your list against the correct list, multiplied by 100. This will result in a range between -100 (for a list absolutely correct except for a perfect reversal) and 100 (for a perfect list). This will be added to the first round score for a final total.

(For those who want to know just what the hell a *correlation co-efficient* is, here is a simple mathematical explanation, using the pool as an example. The predicted PV for each team is subtracted from the actual PV for each team and then squared. For example, if you predicted England to attain a PV of 15 (lose in the finals) and they actually only got 12 (lost to the eventual winner), the difference would be -3, and the square would be 9. (If you predicted 12, and they got 15, it'd come out the same.) The squares of the differences are totaled up, and divided by 4080. This is derived from the formula $(n-1)(n)(n+1)$, where n is the number of items in the list (16). The result of this is subtracted from 1, and through some mathematical miracle that I used to be able to explain, this produces numbers between -1 and 1 depending on how well your list compares with the actual result. The simple fact is that since everybody's score is divided by 4080 and subtracted from 1, the important number is the sum of the squares. The lower that is, the better you'll do.

The entry fee is \$2.00 (US at par to cover the extra postage), or \$3.00 overseas. That's the early bird price, if you wait until after April 1st, the price is one dollar more. Each entrant will be mailed the schedule that appears on the next two pages of the World Cup schedule unreduced so they can follow along knowing what to look for in the sports section of the paper. It would be nice to have a list of all 24 nations with your rankings, so I'd have something for the second round if you didn't get anything in. Also, I'll try to compile the first-round predictions into World Cup Preview Standings, so the world will know what we think is going to happen. I don't see any problem with entering more than once, either with the same set of predictions, or different sets, so I'll allow any rich people out there to spend as much as \$10 on this: we have to set some limit, now, don't we.

The breakdown of the prize pool (to be calculated according to the newspaper price of the American dollar on Monday June 30th) is as follows, in Canadian dollars:

Postage and stationary.....	5%
Any first-round perfect score.....	\$10.00
(The prize pool would then be recalculated.)	
Highest first-round or second-round score by a player not winning overall, divided if the overall finisher did not have the best score in either round.....	15%
First place overall.....	45%
Second place.....	20%
Third place.....	10%
Fourth place.....	5%

Perhaps one of the European zines I trade with might consider running a European section of this so we can compare the guesses and the results. I've contacted Alan Parr about running it in Hopscotch, but if, say, Derek Caws, or Jaap Jacobs, or Doug Rowling and Wallace Nicoll, or all of the above would like to give it a go, I'd be delighted!

FIRST ROUND SCHEDULE					GROUP STANDINGS TO										
Date	Group	Teams		No	GROUP A										
					Team	P	W	L	D	F	A	Pts	Pos		
Sa 31 May	A	ITA []	vs BUL []	1	Argentina										
					Bulgaria										
Su 01 Jun	D	BRA []	vs SPA []	2	Italy										
Su 01 Jun*	C	FRA []	vs CAN []	3	South Korea										
Mo 02 Jun	A	ARG []	vs SKO []	4	GROUP B										
Mo 02 Jun	C	URS []	vs HUN []	5	Team	P	W	L	D	F	A	Pts	Pos		
Mo 02 Jun*	F	POL []	vs MOR []	6	Belgium										
					Iraq										
Tu 03 Jun	B	MEX []	vs BEL []	7	Mexico										
Tu 03 Jun	D	ALG []	vs NIR []	8	Paraguay										
Tu 03 Jun*	F	POR []	vs ENG []	9											
					GROUP C										
We 04 Jun	B	PAR []	vs IRQ []	10	Team	P	W	L	D	F	A	Pts	Pos		
We 04 Jun	E	WGE []	vs URU []	11	Canada										
We 04 Jun*	E	SCO []	vs DEN []	12	France										
					Hungary										
Th 05 Jun	A	ITA []	vs ARG []	13	U.S.S.R.										
Th 05 Jun	C	FRA []	vs URS []	14											
Th 05 Jun*	A	BUL []	vs SKO []	15	GROUP D										
					Team	P	W	L	D	F	A	Pts	Pos		
Fr 06 Jun	C	CAN []	vs HUN []	16	Algeria										
Fr 06 Jun	D	BRA []	vs ALG []	17	Brazil										
Fr 06 Jun*	F	MOR []	vs ENG []	18	N. Ireland										
					Spain										
Sa 07 Jun	B	MEX []	vs PAR []	19											
Sa 07 Jun	D	SPA []	vs NIR []	20	GROUP E										
Sa 07 Jun*	F	POL []	vs POR []	21	Team	P	W	L	D	F	A	Pts	Pos		
					Denmark										
Su 08 Jun	B	BEL []	vs IRQ []	22	Scotland										
Su 08 Jun	E	WGE []	vs SCO []	23	Uruguay										
Su 08 Jun*	E	URU []	vs DEN []	24	W. Germany										
Mo 09 Jun	C	FRA []	vs HUN []	25	GROUP F										
Mo 09 Jun	C	CAN []	vs URS []	26	Team	P	W	L	D	F	A	Pts	Pos		
					England										
Tu 10 Jun	A	ITA []	vs SKO []	27	Morocco										
Tu 10 Jun	A	BUL []	vs ARG []	28	Poland										
					Portugal										
We 11 Jun	B	MEX []	vs IRQ []	29											
We 11 Jun	B	BEL []	vs PAR []	30	-----*										
We 11 Jun*	F	MOR []	vs POR []	31	* P=Games Played. W=Wins. L=Losses. *										
We 11 Jun*	F	POL []	vs ENG []	32	* D=Draws. FA=Goals For and Against. *										
					* Pts=Points. Pos=Position in Group. *										
Th 12 Jun	D	BRA []	vs NIR []	33	*****										
Th 12 Jun	D	SPA []	vs ALG []	34	*All games start at 10AM Vancouver Time,*										
					except those with an asterisk, starting										
Fr 13 Jun	E	WGE []	vs DEN []	35	*at 2PM Vancouver time. Recent conflict*										
Fr 13 Jun	E	URU []	vs SCO []	36	*ing evidence has led me to believe that*										
					the times may have been rescheduled-BM.										

World Cup 1986

Schedule of Games

SECOND ROUND

QUARTERFINALS

SEMIFINALS

FINAL

Winner Gr. D []

Mo Ja 16 (40)

3rd Gr. B/E/F []

Second Gr. A []

Tu Ja 17 (41)

Second Gr. C []

Winner Gr. B []

Sa 15 Ja (37)

3rd Gr. A/C/D []

Winner Gr. F []

Tu 17 Ja (42)

Second Gr. E []

Winner Gr. A []

Mo Ja 16 (39)

3rd Gr. C/D/E []

Second Gr. F []

We Ja 18 (43)

Second Gr. B []

Winner Gr. C []

Sa Ja 15 (38)

3rd Gr. A/B/F []

Winner Gr. E []

We Ja 18 (44)

Second Gr. D []

Winner Game 40 []

Sa 21 Ja (45)

Winner Game 41 []

Winner Game 37 []

Sa 21 Ja (46)

Winner Game 42 []

Winner Game 39 []

Sa 22 Ja (47)

Winner Game 43 []

Winner Game 38 []

Sa 22 Ja (48)

Winner Game 44 []

Winner Game 45 []

We 25 Ja (49)

Winner Game 46 []

Loser Game 49 []

Sa 28 Ja (for 3rd Place)

Loser Game 50 []

Winner Game 49 []

Su 29 Ja (Championship Game)

Winner Game 50 []

Winner Game 47 []

We 25 Ja (50)

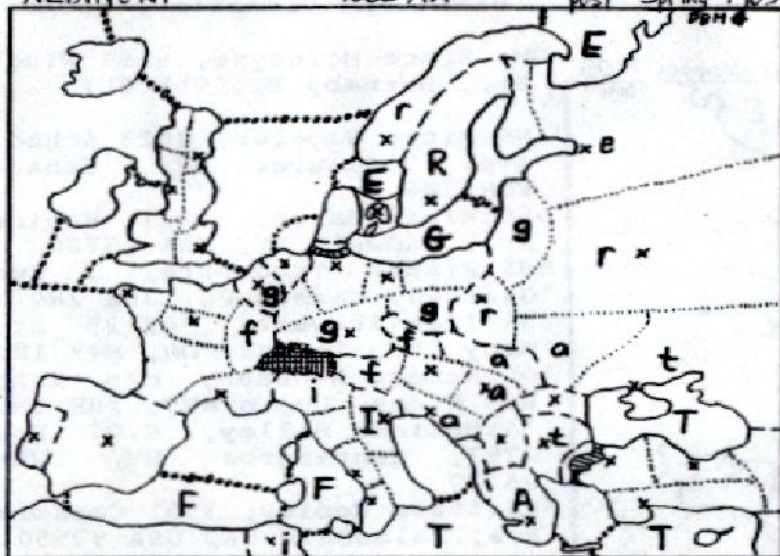
Winner Game 48 []

ALBINONI

TWO WAY WIN IN NORTHERN CONFLICT WHERE'S GERMAN PIECE OF THE PIE?

ALBINONI 1985 AA post Spring 1903

ALBINONI Dramatis Personae



GM: Bruce McIntyre, 6191 Winch St., Burnaby B.C., V5B 2L4

ENG: Bill Shirley, 618 Main St., Yarmouth NS, B5A 1J9

GER: Charles Arsenaull, Voie Du Car D'Or 2/102, 1348 Louvain-La-Neuve, BELGIUM

RUS: Kevin Brown, 100 Patton Dr., Warner Robins GA, USA 31093

TUR: Melinda Holley, P.O. Box 2793, Huntington WV, USA 25727

AUS: Michael Ditz, 5785 Danube Way#C, Orlando FL, USA 32807

ITA: Steve Dycus, 3450 Koring Rd., Evansville IN, USA 47712

FRA: Ron Krukowski, 5339 W. Eddy, Chicago IL, USA 60641

Autumn 1902 Retreats: RUS: F Nwy x Swe

Winter 1902 Adjustments:

GER: NBR. (PBR en Belgique) FRA: Removes A Gas

Note new address for Charles Arsenaull, although I'd hope everybody's noticed by now.....

NEXT DEADLINE (Summer 03-Fall 03) is: **Friday, February 28,**
1986--one day earlier if phoned in.

ALBINONI 1985AA Spring 1903 Orders

ENGLAND F Nth-Ska, F Nrg-Bar, A Fin-StP, F Nwy*S A Fin-StP
GERMANY A Bel H, A Ruh-Mun, A Mun-Sil, A Kie-Lva, F Bal C A Kie-Lva
RUSSIA A War-Ukr, A Mos \$ A War-Ukr, F Swe S A StP-Nwy, A StP-Nwy
TURKEY A Bul-Sev, A Sev-Mos, F Bla C A Bul-Sev, F EMe S F Aeg-Ion,
F Aeg-Ion
AUSTRIA A Ukr \$ Tur A Sev-Mos, A Gal-War, A Tri-Vie, A Bud S A Tri-Vie,
F Gre S Tur F Aeg-Ion
ITALY A Tun H, F Ion*\$ A Tun, F Adr-Ven, A Ven-Pie
FRANCE A Boh-Vie, A Tyr S A Boh-Vie, F GoL-TyS, F WMe S F GoL-TyS,
A Pic-Bur

PRESS:

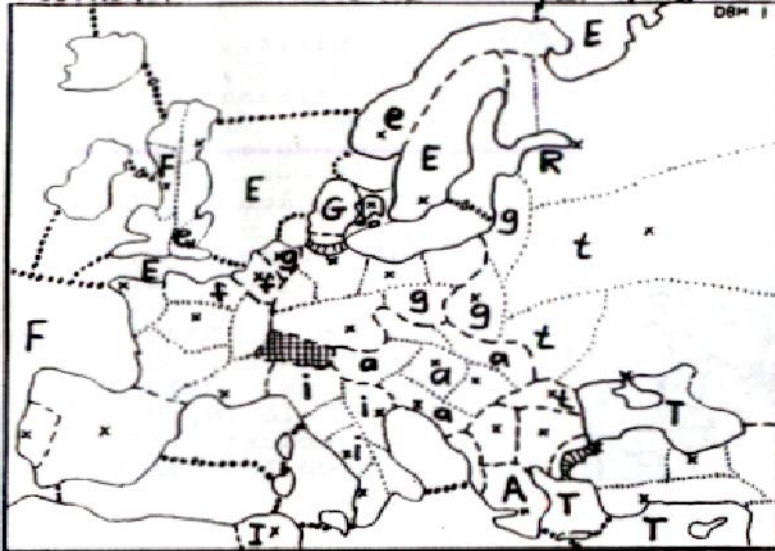
GM: I have adjusted all of your subs so that everyone gains one issue for each opposition NMR that has occurred (except for **any** this season, which will be added on next time). The initial idea was to make the culprits pay for these NMRs, but I was too nice a guy to follow my houserules that closely. However, starting next season, the grace period is *over*, meaning that if you NMR, your sub will be adjusted so that you pay for everyone else to receive that issue of XL. It's in the

BEETHOVEN

ENGLAND DOWN BUT NOT OUT GERMANY 'SAVES' RUSSIA

BEETHOVEN Dramatis Personae

BEETHOVEN 1985 AB post-Spring 1903



GM: Bruce McIntyre, 6191 Winch St., Burnaby BC, V5B 2L4

ENG: Mitch Wageler, 3623 School Ave, Vancouver BC, Canada V5R 5N6

GER: Mike Barno, 2811 Robins St., Endwell NY, USA 13760

RUS: Pierre Touchette, 1 rue Georges, Masson PQ, J0X 2H0

TUR: Alan Stewart, 702-25 St. Mary St., Toronto ON, M4Y 1R2

AUS: Robert Acheson, c/o Echo Bay Mines, Lupin NWT, X0E 1M0

ITA: Melinda Holley, P.O. Box 2793, Huntington WV, USA 25727

FRA: Steve Cooley, 3551 Casamia Ave, Palmdale CA, USA 93550

NEXT DEADLINE (Summer/Fall 1903), is: **Friday, February 28, 1986**--one day earlier if phoned in.

Autumn 1902 Retreat: ITA: A Tyr r Pie

Winter 1902 Builds:

ENG: +F Lon

TUR: +F Smy

AUS: +A Bud

BEETHOVEN 1985AB Spring 1903 Orders

ENGLAND	A Nwy-StP, F Bel-Eng, F Nth S F Bel-Eng, F Lon S F Bel-Eng, F Swe-Nwy, F Bar S A Nwy-StP
GERMANY	A Kie-Hol, A Sil S A Pru-War, A Pru-War, A Lva S Rus F StP, F Bal-Den
RUSSIA	A Mos*\$ A War [BOOM!], A War*\$ A Mos [BOOM!], F StP H
TURKEY	A Bul-Rum, A Ukr \$ A Sev-Mos, A Sev-Mos, F Con-Aeg, F Rum-Bla, F Smy-EMe
AUSTRIA	A Bud-Gal, A Tyr H, A Vie S A Bud-Gal, A Tri S A Tyr, F Gre-Ion
ITALY	A Pie-Tyr, A Rom S A Ven, A Ven S A Pie-Tyr, F Tun-Ion
FRANCE	A Pic S A Bur-Bel, A Bur-Bel, F NAO-Lpl, F Eng*\$ A Bur-Bel, F MAO S F Eng

PRESS:

GM: Please read my press release for ALBINONI, which applies to all XL games starting next time, and which I don't want to type more than once. Once you've read that, you can read Part Two which apperas here.

Part II of GMs press release for all players in XL: During the typing and adjudication of the games this time, it slowly became clear to me

houserules, and I thought it was a good enough idea at the time, so let's use it as a mild threat now that we're into that part of games in which players tend to start NMRing a bit more. I do offer NMR insurance in the form of an agreement to call you collect *once* if I haven't got orders from you on the day before the deadline, if you prefer that, but there must be an agreement: I won't feel obligated to do so unless you inform me that you'd like that arrangement. Or, you can pay a standard \$5.00 NMR fee, which I'll use to pay for the free issues for the rest if you NMR, which of course amounts to the same thing more or less. Part II of this mammoth press release appears with the report for BEETHOVEN.

Munich-Paris: Sorry for Belgium but that's where I live now...

Munich-Moscow: Hier Kommen Die Wehrmachten, Die Nach Ost Marchierten....

Munich-Vienna: I also want a piece of the cake!

Maestro: As GM and namer of this game, I'd like to at this time give you a lesson in pronunciation of the name of the composer that our game is named after. Frankly, I named this one after Tomaso Albinoni instead of Issac Albeniz because I don't know how to correctly pronounce Albeniz, whereas (I thought) Albinoni is pretty straightforward. Al bee NO nee. You can cheat on the second syllable and use a shorter "i" sound: Al bi NO nee. However, it *hurts* me to phone somebody for orders and hear something about some guy named Al Baloney! Please....?

Maestro again: In a related note, Nancy just told me that as a result of the dislodgement of Italy's Fleet Ionian, he may, if he wishes, retreat to Albinoni. Disregard the preceding paragraph; I give up.....

Maestro's Retreats for next time: ENG: F Nwy r (Nrg, Nth, OTB)

ITA: F Ion r (Nap, Apu, Alb, Adr, OTB)

BEETHOVEN--1985 AB continued

that I had misplaced some of the orders during the post-Christmas cleanup. I'm sorry, both financially and apologetically, to have taken from your Sunday afternoons to phone you, but I had spent days already trying to find the orders. It will not happen again: the filing system is updated now, and will be kept up to date, or I shall be asked to move out by Nan, who likes to use the "computer room" as an office from time to time. Nobody told me there'd be this many subbers within a year....

Par-Rob: Not my choice (your retreat), yet I trust you'll act in your own best interests and not check out the Riviera.

Par-Ber: I am curious indeed to see if you will attempt to right the floundering British.

Maestro's Retreats for next time: FRANCE: F Eng r (Bre, Wal, IrS, OTB)

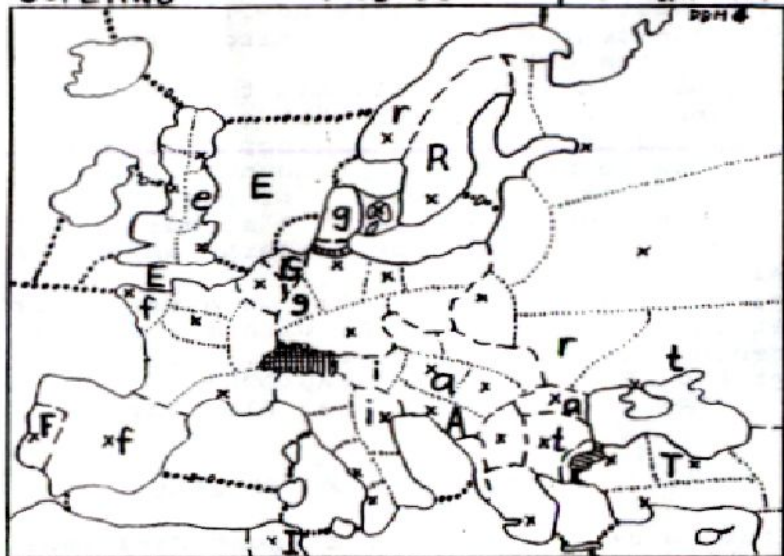
COPLAND

NO BUILD FOR ENGLAND

BALKAN CENTRES 50% VACANT

COPLAND Dramatis Personae

COPLAND 1985 CG post Fall 1901



ENG: Charles Arsenaunt, Voie Du Car D'Or 2/102, 1348 Louvain-La-Neuve, BELGIUM

GER: Alan Stewart, 702-25 St Mary St. Toronto ON Canada M4Y 1R2

RUS: Sean McGonigle, 44B Kelvin Rd., Papakura NEW ZEALAND

TUR: Travis Laster, 125 Garden Court, Winchester VA, USA 22601

AUS: Melinda Holley, P.O. Box 2793, Huntington WV, USA 25727

ITA: Jeff Albrecht, P.O. Box 295, Doland SD, USA 57436-0295

FRA: Ben Schilling, 24730 Roosevelt Ct., Apt 315, Farmington Hills MI, USA 48018

Please note that I finally got Jeff Albrcht's address into the game correctly!

Deadline for Winter 1901 adjustments is March 12, 1986, under our 7 1/2 week deadlines. The next game report will come to you on flyer, and the rerun will see print 2 1/2 weeks later in XL#12. One day earlier for phoned in orders, as usual.

OOPS! NO ROOM FOR SC CHART. ADJUSTMENTS ↓

COPLAND 1985CG Fall 1901 Orders

ENGLAND	A Yor H, <u>F Eng-Bel</u> , F Nth S F Eng-Bel	E 0
GERMANY	A Kie-Den, <u>A Ruh-Bel</u> , F Hol S A Ruh-Bel	G +2
RUSSIA	A StP-Nwy, A War-Ukr, F GoB-Swe, <u>F Sev*-Bla</u>	R +1
TURKEY	A Bul H, A Arm-Sev, <u>F Ank-Bla</u>	T +2
AUSTRIA	A Rum S Turkish A Arm-Sev, A Vie S F Tri, F Tri H	A +1
ITALY	A Tyr S A Ven-Tri, A Ven-Tri, F Ion-Tun	I +1
FRANCE	A Pic-Bre, A Spa H, F MAO-Poz	F +2

PRESS:

GM: The press release datelined GM starting in the ALBINONI report and concluding in the BEETHOVEN report applies to COPLAND players as well, so you may want to read that as well.

Paris to M^cBruce: Hang in there and you'll get to be as good a GM as Caruso provided you practice.

Maestro: Thanks for the support...if that's what it was!

Maestro's retreat for next time: RUS: F Sev r (Arm, OTB)

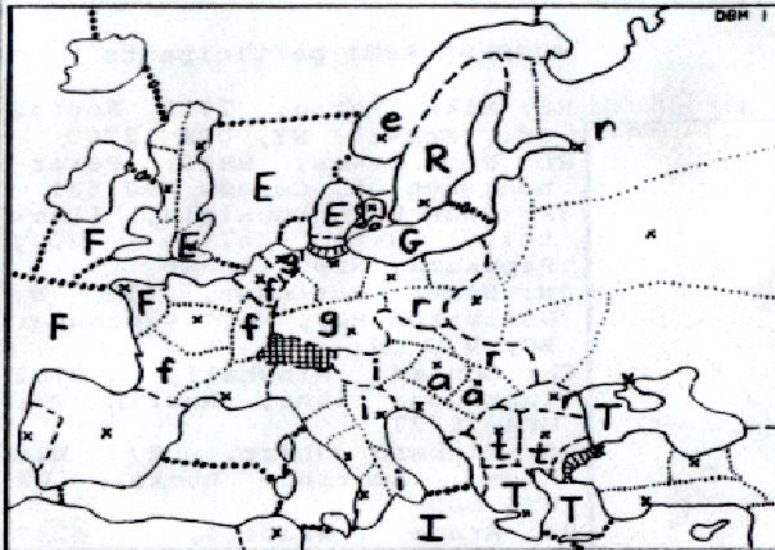
MITCH, I NEED MORE ROOM FOR HEAD

DEBUSSY

85CH

FALL 02

DEBUSSY



GM: Mitchell Wageler 3263 School Ave.
Vancouver, BC V5R 5N6
Phone: (604) 435-3299

E: Dennis Quine 55 Rosemoor Drive
Little Rock, ARK 72209

G: Pierre Touche 1 Rue Georges,
Masson, PQ J0X 2H0

R: Alan Stewart 702-25 St. Mary St.
Toronto, ON, M4Y 1R2

T: Ron Krukowski 5339 W. Eddy
Chicago, IL 60641

A: Randolph Smyth 119-70 Maryland ST
Winnipeg, MB R3C 1K7

I: Kevin Brown, 100 Patton Drive
Warner Robbins, GA 31093

F: Bruce Waddell 4247 Winnifred St.
Burnaby, BC V5J2S5

Retreats - Spring 02

AUSTRIA: A GAL-VIE

Moves Fall 02

A: A GRE-SER, A BUD S A GRE-SER, A VIE S F TRI, F TRI S ENG, F LON-SMY (NSO)

E: F LON-ENG, F SKA-DEN, F NTH S F SKA-DEN, A NWY S RUS F SWE

R: A SEV-RUM, A GAL-BUD, A WAR-SIL, A STP H, F SWE S ENG F SKA-DEN

F: A BEL S GER A HOL, A BUR S A BEL, A GAS H, F MID-IRT, F SPA (SC)-MID, F BRE-ENG

G: A RUH-MUN, F DEN S RUS F SWE, F BAL S F DEN, A HOL S ENG F NTH-BEL

I: A VEN-TRI, A TYR S A VEN-TRI, A APU-GRE, F ION CA APU-GRE

T: F AEG-GRE, A BUL S F AEG-GRE, F CON-AEG, A SER S RUS A GAL-BUD, F BLA S RUS A SEV-RUM

Retreats: Germany F DEN (HEL, KIE, OTB)
Austria A GRE (ALB, OTB)

Builds: Austria -1 (0) Germany 0 (+1) Turkey +1
England +1 Italy 0
France 0 Russia +1

Press

Proposal: Concession to Russia/Turkey

GM: A failure to vote is an abstention. One NO vote defeats the motion.

PARIS/LONDON - WORLD: This is a joint communique to announce the signing of an exclusive Alliance between our sovereign nations, the purpose of which shall be to deliver the oppressed peoples of Europe from the bloody hands of despotic tyrants.

GM: Please note my address has changed since the start of the game.

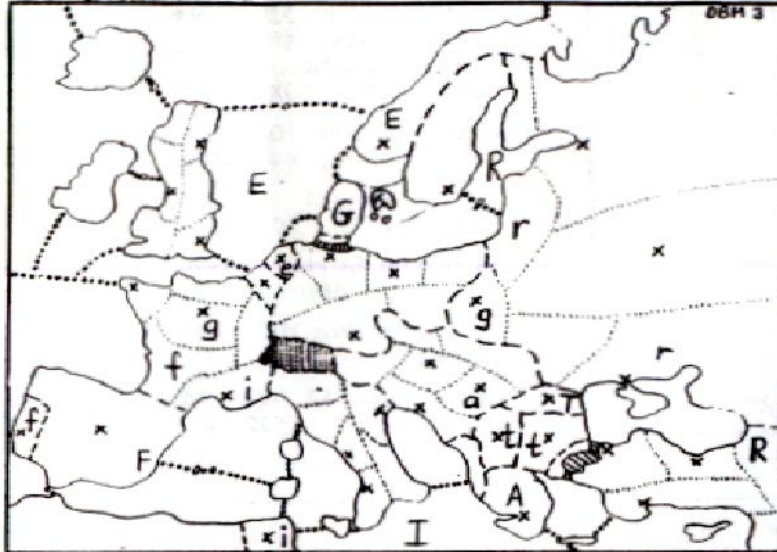
Builds Winter 02 and moves Spring 03 are due on the Wednesday before the deadline for ALBINONI. (NOTE: Moves may be made conditional upon the builds of others.)

SUPERBOURSE

SUPERBOURSE! participants

SUPERBOURSE

post Fall 1901



MB: Mike Barno, 2811 Robins St., Endwell NY, USA 13760
 RL: Rob Lowes, RR#9, Peterborough ON, Canada K9J 6X1
 SP: Sean P. McGonigle, (Back to:) 44B Kelvin Rd., Papakura, NEW ZEALAND
 SM: Simon Matthews, 432 N. Dollarton Hwy, N. Vancouver BC, V7G 1N1
 CM: Conrad Minshall, 3702 Tarragona Lane, Austin TX, USA 78727
 RS: Richard Sharp, 27 Elm Close, Amersham Bucks, UK HP6 5DD
 BW: Bruce Waddell, 4247 Winnifred, Burnaby BC, V5J 2S5
 MW: Mitchell Wageler, 3623 School Ave., Vancouver BC, Canada V5R 5N6

SUPERBOURSE! Fall 1901 Results

ENGLAND 6A Yor-Hol, 82F Nth C A Yor-Hol, 10F Nrg-Nwy
 GERMANY 49A Bur-Par, 49A Sil-War, 0F Den stands unordered
 RUSSIA 0A Sev stands unordered, 0F Arm stands doubly ordered,
 26A Lva-War, 1F StP-GoB
 TURKEY 2A Con-Bul, 87A Bul-Ser, 3F Bla-Rum
 AUSTRIA 83A Ser*-Bul, 2A Bud-Ser, 7F Alb-Gre
 ITALY 80A Pie-Mar, 10A Apu-Tun, 10F Ion C A Apu-Tun
 FRANCE 14F MAO-Spa(sc), 4A Spa-Por, 8A Gas-Mar

PRESS:

GM: I've decided to use **BOLDFACE** to show the positions of the units on the board. I hope it works OK in the already dark Near Letter Quality mode. Of course, you can always look at the map, but my maps are quickly acquiring a bad record for accuracy, so hopefully the extra clues to what's going on will prove beneficial.

Maestro's retreat for next time: AUS: A Ser r (Tri, Alb, OTB). Mitch, that's you.

Chesington-Amersham: Good luck in the future; meet you in the middle of the board.

BW: I will sell all Italian shares I own at \$0.25, to the first bidder.

Maestro: Subject to through-the-Bourse limitations, of course. But at

Supplies OWNERSHIP OF CENTRES

GAME: SUPERBOURSE

post-FALL 1901

ENGLAND 5 ⁽¹²⁾	TURKEY 6 ⁽³⁾	NEUTRALS 2
Edi E	Ank T	Bel N
Lpl E	Con T	Bul T
Lon E	Smy T	Den G
GERMANY 6 ⁽¹³⁾	AUSTRIA 4 ⁽¹⁾	Gre A
Ber G	Bud A	Hol E
Kie G	Tri A	Nwy E
Mun G	Vie A	Por F
RUSSIA 3 ⁽⁻¹⁾	ITALY 5 ⁽¹²⁾	Rum T
Mos R	Nap I	Ser T
StP R	Rom I	Spa F
Sev R	Ven I	Swe N
War G	FRANCE 3	Tun I
	Bre F	
	Mar I	
	Par G	

25 cents a share, I'd not bet too highly on your chances of getting rid of any.

In the table below, the actual values are computed based on how many centres each country has after Fall 1901. The more observant of you may notice that I found some more Superbourse money to put in the pot. Am I mistaken to think that the pot is 80% of the sum of all credit minus the sum of all players cash-on-hand? If not, I made a mistake last time, as a recount suggests that I've taken in \$85.66, not \$84.18.

Player	Credit	SUPERBOURSE								Total Shares	Total Assets	
		Current Cash	Current shares owned in-----									
		ENG	GER	RUS	TUR	AUS	ITA	FRA				
GM		85.66	0	0	0	0	0	0	0	0	85.66	
Sharp	24.00	10.11			<u>26</u>	<u>85</u>					111	22.70
McGonigle	6.00	1.19		20	10	5					35	5.04
Lowes	10.00	2.81	4	10	10			4	27		55	7.33
Barno	6.80	3.49		4		5	5	5			19	5.61
Matthews	35.00	15.06	<u>91</u>		25				<u>46</u>		162	29.36
Minshall	8.00	5.85	5		<u>18</u>						23	7.54
Wageler	40.00	19.62		<u>66</u>	11		<u>95</u>		8		180	37.46
Waddell	20.00	6.01				5		<u>91</u>	19		115	17.62
Market Prices			17	17	13	18	17	17	13			
Actual Value / Share			<u>0.71</u>	<u>2.85</u>	6.42	<u>2.85</u>	8.57	<u>0.71</u>	6.42			

By the way, it is not necessary to include the mandatory offers you must make if you're a majority shareholder: I'll make them for you at the maximum allowed, unless you send in a better offer (from the point of view of potential buyers.)

The Stock Exchange

ENGLAND Offers: SM (4 at 17), CM (4 at 21), MW (1 at 17). Bids: RL (10 at 17), SM (5 at 15), CM (4 at 17). Result: RL buys 4 from SM at 17.

ITALY Offers: BW (4 at 17), BW (95 at 35). Bids: RL (5 at 17), SM (5 at 12), CM (5 at 16), CM (95 at 15), BW (5 at 20). Result: RL buys 4 from BW at 17.

FRANCE Offers: SM (2 at 10), SM (18 at 15), CM (3 at 13), MW (10 at 14), BW (22 at 14). Bids: RL (10 at 15), CM (97 at 8). Result: RL buys 10, 2 from SM at 13, 3 from CM at 14, 2 from MW at 15, and 3 from BW at 15.

RUSSIA Offers: SM (8 at 15), CM (2 at 10), CM (26 at 12), MW (11 at 14), RS (26 at 15). Bids: SP (). Result: SP buys 10 from CM, 2 at 13 and 8 at 14.

GERMANY Offers: MW (76 at 16). Bids: RL (10 at 17), SM (5 at 10), CM (4 at 15), CM (96 at 14), BW (50 at 10). Result: RL buys 10 from MW at 17.

AUSTRIA Offers: MW (94 at 17). Bids: CM (5 at 16), CM (95 at 15). Result: No trading.

TURKEY Offers: RS (4 at 16), RS (86 at 20). Bids: MB (21 at 16), SP (10 at 19), CM (5 at 15), CM (95 at 14), BW (5 at 20), RS (10 at 17). Result: BW buys 5 from RS, 4 at 18, and 1 at 20.

*****Deadline for Winter 1901 is: Friday, February 21st.*****
 *****Yes, there is a Bourse period following the builds.*****

POSTAL CLUE, PART 2

"It has to be the woman, Miss Scarlett." said Conrad Minshall. "There's no denying the existence of a motive. Have you *seen* the game reports for BEETHOVEN lately?"

Ron Krukowski was still thinking over his private audience with M^cBruce, or at least what he took to be M^cBruce. No sooner had he entered the Bathroom (it had been explained that the Bathroom was not where the murder had taken place--Mitch had gone before starting his shift--but since a house was not complete without one, M^cBruce had insisted upon one for use as a control room) then from behind the shower curtain came three pointed flying semiquavers, which narrowly missed puncturing his neck. On each one was a tidbit of information about either who didn't do it, where it wasn't done, and what wasn't used. Ron had tried to take them with him but they were razor sharp, cutting his hand slightly. As he left he heard the sound of M^cBruce's feeble voice shouting something about "that'll teach you to get 100% on *my* trivia quizzes." But then everyone had had a different experience in the bathroom: Bill Becker had been forced to listen to Python tunes as he dodged soccer balls with his clues on them, for instance.

"What?"

"I was just explaining to you," said Conrad, "my full theory of how the awful deed happened. Obviously it was Miss Scarlett--"

"Cooley. Mrs. Cooley."

"Right. Anyhow, it had to be her, because of the Dip game. It must have been done with the Billiard Room in the Lead Pipe, for reasons that I've already explained." And Conrad took a deep breath, in preparation of a reiteration of the proof, when Ron interrupted to save the day (or to be more accurate, about ten minutes).

"So this is a fully confident accusation then, Conrad?"

"Well...no."

"Just a suggestion, eh?"

"Right. A suggestion."

"OK. Well, you're wrong." He took a small piece of paper out a pocket, and silently thanked M^cBruce for allowing him to write down the clues he had been given. Conrad, upon seeing it, smiled knowingly.

"I knew that was the one weak point of my theory. You won't tell anyone about this, will you?"

"On the contrary," said Ron. "Everybody will find out about it."

Conrad paled a bit. "I know it's part of the game, but to *expose* me--"

"Don't worry about it. I'll be exposing a lot more than that."

"Well who do you think did it, Ron?"

Ron smiled. "I'm coming to that," he said.

[Who does Ron Krukowski suspect of the murder of Mitch Wageler? Does he have enough to make a formal accusation? Will there be an informal accusation as well? And will it become necessary for anyone to go to the Bathroom? If so, what will they find? For the answers to these and other important questions, stay tuned to this station. Ron, you have until February 25.]