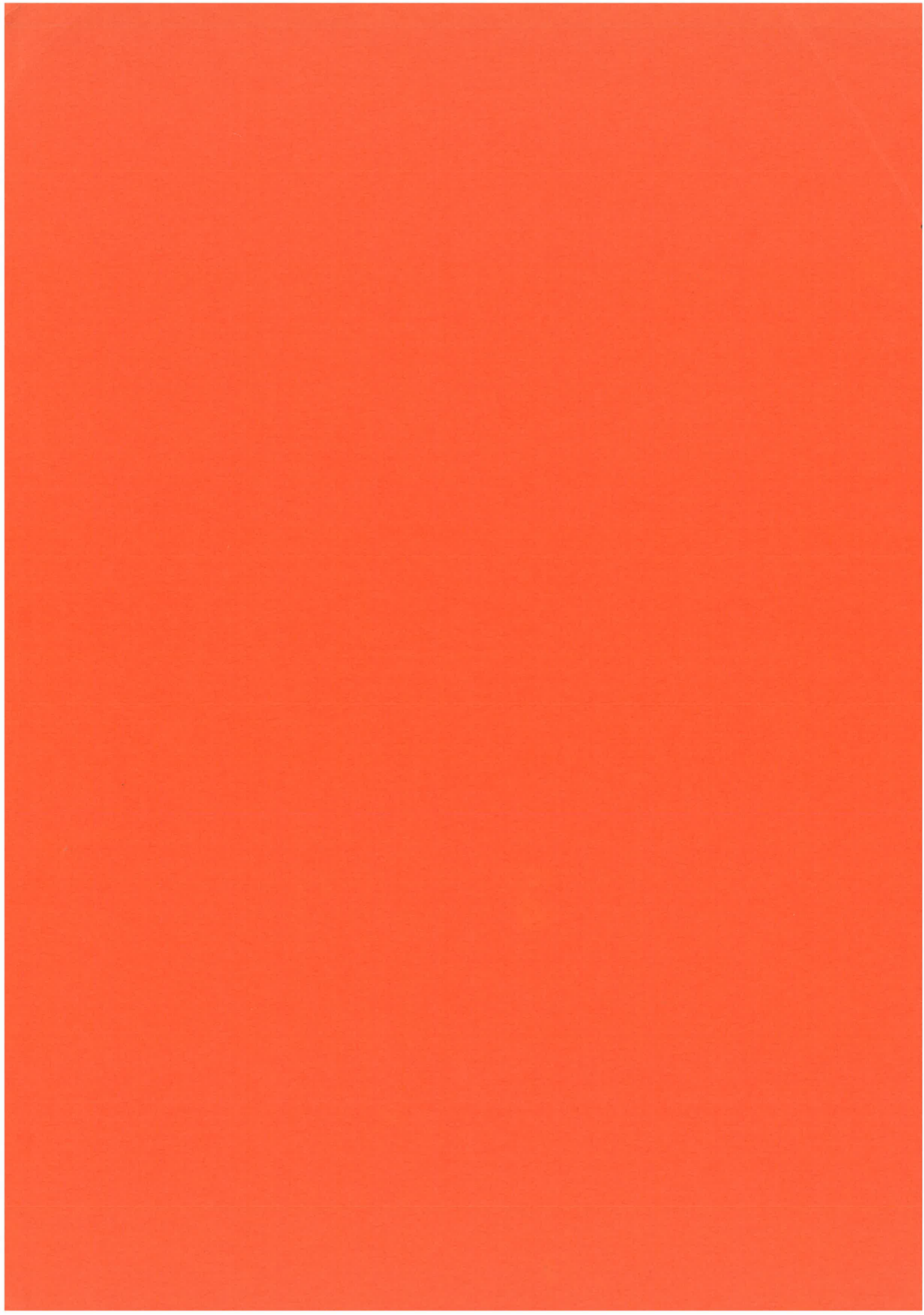




Queensland Gargamer

FEB. 87.



Queensland Wargamer, No 24, February, 1987.

The Queensland Wargamer is the Journal of the Queensland
University Games Society.

Published irregularly during the year.

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QUGS - THE WHYS AND WHEREFORES

QUGS stands for Queensland University Games Society, or as it is more commonly known on campus, The Games Society.

It is one of the earliest wargaming clubs to be established in Queensland, having been affiliated with the Clubs and Societies Area of the Students Union since 1979. Then it was just a small group of minitatures players who were interested in recreating the battles of ancient history. Now it is a strong club that caters for a wide range of interests including boardgames, minitatures, computer games, Play By Mail and of course role playing. Membership in QUGS varies from year to year but the usual number is about 50 with a hard-core of 15 active members.

Our meetings are normally held on the first Saturday of each month, but meeting dates may change due to the fall of public holidays and semester examination timetables. These meetings are held in Clubs and Societies Common/Meeting room which is situated near the Semper office.

Doors open at 9.00 am and games are expected to finish by 5.00-6.00 pm. The second meeting (usually April) is usually our Sale Day where you are offered the opportunity of disposing of your old games, books, comics or magazines. QUGS also sells off some of its old equipment on this day.

Every Labor Day Long Weekend there is held the annual Brisbane Games Convention. This year it is to be held at the Army Barracks, Kelvin Grove (15 min walk from Roma Street Station). There are competitions in everything from "Dungeons and Dragons" to "Micro-Modern Armour".

Together with CanCon (Canberra Convention) held on the Australia Day long weekend, these are two of the major events on the QUGS calender.

Jack Ford
Editor

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QUGS EXECUTIVE FOR 1987

President	Ian Jamie	Chemistry Dept
Secretary	Paul Agapow	Biochemistry Dept
Treasurer	Andrew Robertson	C/- Emmanuel College
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All correspondence should be directed to :-

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WHAT YOU GET FOR YOUR \$3.50

by Jack Ford

To join QUGS, you simply have to complete the following series of moves:

- 1) Complete the white membership application form.
- 2) Hand-in this sheet with your \$3.50 joining fee to a member of the QUGS executive.
- 3) In turn, you will receive a receipt for your money, and a 1987 membership card.

So what does your membership card guarantee you?

First, you gain attendance to all QUGS meetings FREE of charge.

Secondly, you have access to the QUGS games, books, magazines and other equipment that are held in our Games Cupboard. This cupboard is situated in the Clubs and Societies Meeting Room (downstairs from the Main Refec.). The cupboard contains all of the QUGS equipment such as books, games, magazines, terrain, tape measures, files and assorted stationary. The key to this cupboard can only be obtained from JACK FORD in the Postgrad Office in the main Union building. All equipment borrowed from the Games Cupboard must be recorded in the BORROWERS BOOK which is also held in Jack's office.

Thirdly, you gain discounts at two Hobby/Bookshops in Brisbane. There is a 10% discount available at Hobbycraft situated in Elizabeth Street, City. There is a 5% discount available from "The Last Grenadier", at North Quay. Tony White who is a member of QUGS is the proprietor of this shop and is well versed in all facets of gaming.

Fourthly, you receive a free subscription to "The Queensland Wargamer" which is the only club magazine produced in the state. A total of 23 issues have been published over the past 8 years, and it is usually published on the basis of one issue per semester. Any contributions to this magazine (Would you like to see your name in print?) are gratefully accepted.

Fifthly, it is possible for QUGS to subsidise some of the expenses incurred, if you wish to be a delegate to CanCon. This is the national Games conference held every Australia Day long weekend in Canberra.

Sixthly, you gain free entry into all Brisbane Games Club meetings, the usual cost being \$1.00 to non-members.

All up there is a lot to gain from the \$3.50 membership fee.

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MEETING DATES FOR 1987

1 st Meeting	Saturday	1 st March
2 nd Meeting	Saturday	4 th April
3 rd Meeting	Saturday	9 th May
4 th Meeting	Saturday	7 th June

M I D - Y E A R H O L I D A Y S

5 th Meeting	Saturday	1 st August
6 th Meeting	Saturday	5 th September
7 th Meeting	Saturday	3 rd October
8 th Meeting	Saturday	31 st October

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AUSSIE GAMES - A PROFILE ?

by Jack Ford and Mark Marychurch

Well, the Australian dollar is hardly worth its weight in aluminium cans. This means that the price of overseas games (the majority of the ones to be found on store shelves) are increasingly becoming priced beyond our means. Thus more and more boardgamers are being forced to rationalise their game purchases and this may mean that you buy more of the home-grown products. To assist you with deciding on which games to buy, here is a list of Aussie games.

Title	Produced by	Comments
African Campaign	Jedko Games	WWII, Western Desert, strategic
Alan Jones Formula One	Jedko Games	Basic racing car game
Axis and Allies	Jedko Games	WWII, strategic, multi-player
Dacca	?	Dope dealing card game
Dungeon	Jedko Games	Fantasy, basic
Empires in Arms	Aust. Design Group	Napoleonic, strategic, multi-player

(This game has now been bought by Avalon Hill, so if you manage to see an original Aussie copy in some shop, BUY IT! It will probably be worth a mint and cost less than the American version (A\$90).)

Europe at War	Jedko Games	WWII, Western & Eastern Fronts
Field Marshal (2nd Ed.)	Jedko Games	WWII, strategic, very basic
Fortress Europa	Jedko Games	Western Front 1944-5, strategic
Orion	Monash Games	SF spacecraft combat
Russian Campaign	Jedko Games	Eastern Front, strategic
Short Circuit	Parker Bros. (Aust)	Something about Computers (?), only data so far
Super Squadron	Adventure Simulations	Superhero RPG
Shanghai Trader	Panther Games	1930's Inter-War China, Multi-player
Trial of Strength	Panther Games	Eastern Front, strategic
War at Sea	Jedko Games	WWII, naval, Atlantic and Med. battles, strategic/tactical
Warlords	Panther Games	China Inter-War to 1941, multi, strategic
World in Flames	Aust. Design Group	WWII, all theatres, strategic/economic, multi.

Conclusion: With a total of 18 Aussie boardgames to choose from, you cannot go wrong. It is a pity that the main subject areas are limited to European WWII and (peculiarly) China. Perhaps in the future, one of these companies will design a game on more Aussie subjects such as the New Guinea campaign? Although Jedko's proposed new game, Basic Training, is supposed to be Aussie vs Japanese WWII and VERY cheap (\$1.00!!) but very introductory.

Although this article is only on boardgames, there are some VERY good Aussie computer strategy games available namely those by SSG (NB. Arguably the BEST computer games available - Mark M.) and soon Panther games but noting these are a little outside the area covered.

MODES OF GAMING
BRIEF DESCRIPTIONS OF THE WARGAMING FORMS AND GUGS EQUIPMENT AVAILABLE
by Jack Ford

TABLETOP or MINATURE GAMING

This is, by far, the most visually stimulating form of gaming with hand painted figures formed in battlelines on a green velvet and tree lined table. Minature gaming is of course the recreation of battles using model figures. Usually one figure may represent ten real soldiers and therefore the battles are fought to scales with losses evaluated on tables with dice rolls giving a random element to the result usually. The range of the various weapons are decided by the use of tape measures, while almost any terrain feature from blue ocean to rugged mountains can be recreated with a little paint, paper mache and imagination!

Most people are familiar with the old HO/O scale Airfix figures as these were the basis of many minature gamers armies in Australia. Now lead figures have taken over in popularity with a number of scales being available. Be warned that lead figures are difficult to obtain in Queensland due to the peculiarity of State Laws. The most popular and therefore the most available armies are those set in the Ancient and Napoleonic periods. Although the American Civil War and World War II are fast rising in popularity.

Held in Cupboard

Magazines:

"The Courier" issues IV.4, IV.5, IV.6, V.1, V.2, V.3, V.4, V.5, VI.6
"Slingshot" issues 81, 82, 84, 85, 86, 87, 88, 89, 90, 91, 92, 93, 94,
111, 112, 113, 114, 115, 123, 124, 125, 126, 127, 128

Equipment:

2 X 3 metre tape measures, green felt, minature trees,
terrain paints (Tempra Powder), Linka building set, 2 large table tops.

Books:

Ospery Men At Arms series:

Saladin and the Saracens; Saxon, Vikings and Normans;
American Civil War Confederate Artillery, Cavalry, Infantry;
Rome's Enemies : Gauls and Celts; Armies of the Crusades;
Arthur and the Anglo-Saxon Wars; The Age of Charlemagne;
Samurai Armies (1550-1615); Byzantine Armies (886-1118);
Armies of the Ottoman Turk (1300-1774);
Australian Army at War (1899-1975);
Army of the Potomac; Army of North Virginia;
Prussian Light Infantry (1792-1815);
Prussian Line Infantry (1792-1815);

Charles Grant - "Wargame Tactics"
P. Haythornwaite - "Weapons and Equipment of the Napoleonic Wars"
I. Heath - "Armies of the Middle Ages (Vol. 1)"
D. Woodward - "Armies of World War II"
C. Ellis - "Tanks of World War II"
B. Gunston - "Aircraft of World War II"
A. Mollo - "The Armed Forces of World War II"
N. Wilmolt & J. Pimlott - "The Strategy and Tactics of War"
E. Wagner - "European Weapons and War (1618-1648)"
J. Warry - "Warfare in the Classical World"
D. Langford - "War in 2080 - the Future of Military Technology"
T. Hall - "The Fall of Singapore 1942"
W. Seymore - "Battles in Britain 1066-1746"

Jackdaw History Kit No.s 5 "Spanish Armada", 23 "Wolfe at Quebec"
38 "1066", 41 "Hadrian's Wall"
129 "The Desert War", 130 "Dunkirk"

BOARDGAMING

This is the largest part of the hobby and the definition of a boardgame or wargame can cover anything from "Trivial Pursuit" and cards to the mammoth "Fire in the East". Length of play can vary from a few hours to months or even years. Boardgames are the recreation of battles or imaginary events using paper maps and cardboard counters which represent people or military units. They are similar to Chess except there are quite often many more pieces. Movement is usually from a square to a square (as in Chess) or from hexagon to hexagon (a hex) as is the common situation in most wargames. Rules vary from the childishly simple (such as the Pizza Hut game) to the painfully difficult, such as in "War Between the States". The complexity of each boardgame varies, as does the playability.

There are 3 basic types of boardgames:- solitaire, 2-player and multiplayer, with the monster games (extremely large and complex games) being incorporated into the later two.

The solitaire game is designed for one player with the opposing player being imaginary. Although many boardgames can be played solitaire, there are a number that have been specifically designed as such, "Patience", "Operation Olympic" and "Mosby's Raiders" are examples of specific solitaire games.

Two player games are by far the most numerous because it is almost always possible to find someone else to play against. There are thousands of games in print and some of these are run as part of system or series of games. Examples of this are the Europa series, Advanced Squad Leader, Assault series and Terrible Swift Sword series. There are also two magazines which provide a game in every issue usually a two player game but some multiplayer games have been done. These magazines are "The Wargamer" and "Strategy and Tactics", both of which QUGS subscribes to.

Multiplayer games are for 3 or more players and are usually more fun the more players you have. They are usually strategic in emphasis, rather than tactical (like 2-player games) and usually involve you "stabbing the other players in the back". Popular multiplayer games include "Monopoly", "Kingmaker", "Rail Baron", "Empires of the Middle Ages", "Empire in Arms" and "Naval War".

Held in Cupboard

Magazines:

- "The Wargamer" issues 15, 18, 19, 20, 22, 24, 25, 26, 27, 28, 30, 31, 32, 33, 34, 45, 36, 37, 38, 39, 40, 41, 43, 44, 45, 47, 48, 49, 53, 54, 55
- "Strategy and Tactics" issues 84, 85, 86, 87, 90, 92, 93, 94, 95, 97, 98, 99, 100, 101, 102, 103, 104, 105, 106, 107, Special Edition 2
- "Nexus" issues 11, 12, 13, 14, 15
- "General" issues 18.1, 18.2, 18.3, 18.4, 18.5, 19.1, 19.2, 19.3, 19.4, 19.6, 20.1, 20.2, 20.3, 20.4, 20.5, 20.6, 21.1, 21.2, 21.3, 21.4, 21.5, 21.6, 22.1, 22.2, 22.3, 22.4
- "Breakout" issues 1, 2, 3, 4, 6, 7, 8, 10, 13, 16, 19, 20, 22, 23, 24, 25, Special Editions 1 & 2

(Australian magazine which covers virtually all aspects of gaming)

Boardgames:

- | | |
|---------------------|------------------|
| "Ant Army" | "Pizza Hut game" |
| "Combined Arms" | "Outreach" |
| "Solomans Campaign" | "Short Circuit" |

ROLEPLAYING GAMES

Otherwise known as RPG's, Roleplaying is one of the two major components of gaming. Players take on the role of a character in a scenario, in which they need to reach a certain objective, or in an extended campaign which could last several years. These games usually require a neutral overseer or Games Master to design the scenario or campaign used. This person generally attempts to outwit the players by designing challenging scenarios.

The most popular RPG is "Dungeons and Dragons" which has achieved some notoriety, thanks to TV's "SIXTY MINUTES". There are a number of games systems based on "noted" figures in literature, TV or the movies. These include Marvel Superheroes, James Bond, Dr Who, Judge Dredd and Ghostbusters.

Held in Cupboard

Magazines:

"The Dragon" issues 58, 59, 83, 84, 85, 86, 87, 88, 89, 90, 91, 92, 93,
94, 95, 96, 97, 98, 99, 100, 101, 102, 103, 104, 105
106, 107, 108, 109, 110, 111, 112, 113, 114, 115, 116

"White Dwarf" issues 28, 29, 30, 31, 32, 33, 36, 37, 38, 39, 40, 41, 45,
48, 50, 51, 52, 53, 54, 64, 65, 66, 67, 68, 69, 70
71, 72, 73, 74, 75

"Multiverse" issues May '84, Spring '84, Summer '84, Winter '85

Books:

I. Livingstone - "Dicing with Dragons (An Introduction to Role Playing Games)"

COMPUTER GAMES

This is a rapidly expanding field of the hobby and an expensive one to boot! Although there are only a few computer gamers in OUGS, they are a vocal lot. Originally computer strategy games were boardgames set onto discs with little difference but price. However the trend is changing and games are coming out which have complexities greater than those in traditional boardgame but with an ease of playability as the computer handles most of the chores rather than the player. There are several very good Australian designed games such as "Carriers at War 1941-1945" and "Battlefront" (both have won Australian and oversea's awards).

Held in Cupboard

Books:

T. Hartnell - "The Big Book of Computer Games"

PLAY BY MAIL GAMES

As the name suggests these are games where all moves, rules, etc are sent and recieved through the post. These games have players purchasing their entry into the game, generally multiplayer scenarios although role playing/solo type games do exist, which can be played until certain victory conditions are met by one or more players, or can be in some cases of unlimited duration where players can drop out when they have had enough or their interest wanes.

All these types of games are managed through a central company, such as the Brisbane based Australian Wizard (AustWiz) which is incidently run in partnership by ex-OUGS member and former editor, Kevin Flynn. There is currently a large variety of PBM's available in Australia from several different companies; addresses for these companies can be found in the latest issue of "Breakout" magazine, a copy of which is held in the Cupboard.

Held in Cupboard

Early rulebooks to "Return From Sirius"

Several issues of "The GoBetween", a PBM magazine

THE DIARY OF THE CANCON '87 TRIP or "Have Dice, Will Travel"

by Mark Marychurch

It was that time of year again! Yes, CanCon! The time when gamers from all parts of the globe (Well, Australia) descend on Canberra for a weekend of fun, enjoyment and mindless violence, but forgetting lunch at the canteen for a moment. After an overall good time at Canberra in 1986, "we" decided to repeat it this year.

So on Thursday 22 of January, there was a rented car, a road and four gamers preparing for a night of driving, atrocious jokes and insomnia ON THE WAY TO CANCON '87

This intrepid band consisted of 3 QUGS members (Keith Fainges, Jackus M. Ford and your friendly neighbourhood article writer) and a good friend of ours, BWS member David Armstrong. We were to be joined by fellow QUGS member, Paul Agapow in Canberra after he escaped from his Adelaide vacation scholarship prison. All but Jackus had been on that fateful but unchronicled journey the previous year and knew what lay before them but were going anyway.

After the usual teething problems of packing the car, etc ("Yes, Keith, you can sit by the window.") we left Jack's place at about 4 in the afternoon, bound for Canberra. The road and traffic were reasonable except for the last of the V8 interceptors looking for some gas. The all night drive was reasonably calm ("Jack, where's your shoes?") and fuel stops did not cause (m)any real hassles. (DON'T look for 24hr petrol in Armidale, there isn't any!)

Arriving in Canberra on Friday at about 11 am, we spent most of the day looking at the War Memorial (always a must) and at Bruce TAFE (CanCon site) getting our entry badges and details of some of the last minute competition changes. (This ALWAYS happens!) After taking a couple of hours to find Paul and Jack who somehow got the plans a little screwed up by getting lost. We decided to call it a night.

After getting an early night's sleep (Well, 12 am was earlier than the night before), we toddled off to the conference to start in our competitions; Keith and Paul were in the Traveller competitions, Jack in Europa and David, myself and our host Glenn in SFB, (that's Star Fleet Battles to the unconverted) and to attempt to check out the stalls early.

To those who haven't been to a CanCon (or any con where second hand or damaged and/or specials are on sale) and think they would like to get some of the better bargains; You must, repeat MUST, get there BEFORE 9am if the stall opens at 9am, so you can get anything "decent" at all! At the Jedko sale, virtually all of the popular games that were moderately priced in the damaged and incomplete (especially damaged) ranges, eg. UPFRONT, PACIFIC WAR, etc, went no more than 15 minutes after the stall "opened". It took this long because some people were looking at the junk (and there was a lot of it!) on sale. More on the junk later. A similar story at the AGD secondhand stall - bedlam as the good stuff went then virtually nothing as endless shifting through extremely overpriced and well used gear (eg. D&D modules and other boxed games). Luckily AGD does something which is both good and bad. They don't put everything on the table at once (space problems) so they are constantly adding more each day. Therefore you look on Saturday - find nothing you want - Sunday morning they put something you do like out but it would be gone by the time you get back for another look on Sunday afternoon. This happens all the time, ie. good and bad.

On to the competitions.

From the CWS propaganda, CanCon has no problems. BUT from personal experience, there is a multitude of last minute changes every year (Not all CWS's fault mind you) which absolutely wreck your weekend. Eric Toop, long time QUGS member now living in Canberra, entered the "Call of Cuthulhu"

Competition but was not allowed to play in it as there was too many players and not enough GMs, so he was shafted. He then was left to roam through the Con for the whole weekend, not exactly a satisfied customer.

I had originally entered The Missing Tiger's RFS tournament but, due to unforeseen problems (a new baby), the competition was cancelled. But luckily I was informed early and got into SFB well after the closing date for entries (so I'm grateful to CWS for that). Jack was to go to the Europa meeting on Saturday at 7.30 pm which was the time on the signs posted. Unfortunately, the true time was 6.00 pm. The signs were corrected on Saturday afternoon but poor Jack was unaware and so turned up late and it was all over.

So I'll diverge for a moment. To those planning to do CanCon next time (CWS take note!), you must set deadlines for not only entries but for all planning details and then make sure everything is set well before the day so people can be informed early and can change plans. On the day or the day before is NOT sufficient because, although they might think otherwise, CanCon is not another of the Sydney - Melbourne - Canberra cons that is just down the road for all the entrants. It's the AUSTRALIAN convention where people come from SA, WA, Tas and even Qld. (David and I got strange looks and questions from the SFB people because we came to play SFB and we were from Qld!!)

Anyway back to the competitions.

In SFB at least, the "local" stigma reigned supreme. From day one, to the organiser/referee and his assistants, the winner HAD to come from the people he knew because HE knew they were the best (they probably could beat him) and so were unbeatable, especially by someone he never met before. As the organiser determined the draws, there were many occasions where he decided who would meet who when there was several possible opponents. This meant that it was possible that his bias could have led to his selecting "easy" opponents (the unknowns) for his "certain winners" to give them a better chance overall. This possible preferential treatment and the playing advice he did give to those friends ("You've got the better ship, kill him" to one of my opponents) were totally uncalled for. To be honest, these criticisms were more due to the personality of the organiser than the actual organisation of the competition but regardless it was bloody annoying!

If his personality and manner was the only thing that was inappropriate, we wouldn't have minded. BUT there were a lot of last minute rule changes, dubious umpiring decisions and ultimately a very poor finals draw selection. On the Monday, the finalists and the finals round draw was determined at least 3 times (starting on Sunday night we were told) and eventually an 8 man table of finalists appeared which seemed to have only locals on it out of about the 16 player total competition pool. Locals being familiar Syd - Melb - Can people (Note there were at least 5 "foreigners" in the competition).

This and the previous poor organisation details (NO points for a player whose opponent had forfeited BUT then to fill time, he played referee and happened lose. This led to a victory being awarded to the forfeiting player! There is no possible reason for this to have occurred but it did) were not well recieved by David, Glenn and myself (as you might have guessed!). But we did only come to CanCon to have fun and play a few good games, which we most certainly did (beating or holding our own against some highly fancied players as well!). The win-the-competition-at-all-costs attitude was not really necessary.

Over to Traveller

Keith and Paul informed me that they were not overly pleased with the competition as the scenario was virtually a "Shoot-the-next-bastard-who-appears"-Rambo type scenario, which to me would not have been a challenge to roleplay or figure out what was going on. (Check out the 1986 BrisCon Traveller scenario in this issue or next depending on space to see a real challenge!) Despite this, Keith did win the Heroism award for throwing

himself on a grenade to save the diplomats! Way to go Keith!! Maybe next time, they'd give you a more challenging scenario.

In the Traveller Invitational (or as it should be called the "Garth Nix roleplaying system which isn't Traveller at all" Invitational), the lads had to act as nobles at an Empress' court and gain certain objectives by trade, greasing up to the top nobles, etc. This led to Paul becoming quite famous (or infamous) as a top duellist and was in high demand as such. Keith became a Vice Admiral in the Colonial Navy and Herald for the Empress. (That's using your SCA experience, eh Keith!) In the end, neither Paul or Keith got anywhere prizewise in the Invitational, although Keith got all his objectives. Maybe next time.

On Sunday afternoon (to back track briefly), Jedko had one of their (in)famous auctions. This was where the rest of the junk, which had constantly been marked down from Saturday, sold for absolutely extraordinary amounts! Some stuff sold at the Auction for more than it did before the Auction, eg. groups of four games going for around \$3-4 each before the Auction went for \$18-20 at the Auction!! It must be true that auctions cause people to bid just to win the bidding! One game (with about 6-7 other copies still to be sold) went for about \$40 after some extremely vigorous bidding so the Jedko guys asked if anyone else wanted one at that price - no takers at all! Madness!! But that's how it goes.

By Monday night, we were all quite exhausted physically and financially (the first day at the Jedko stand killed me, \$95!!!!). It was a little sad to see what seemed to be a low turn out of PBM companies. Only AustWiz, Chameleon Games, PBM Magic, Spacer (I hope I got the company right they were not very showy), Emyrean Games and Nostromo Games being there. (Emyrean Games, Spacer and Nostromo were, to me, newcomers with only one or two different games each and therefore unknown quantities in a field where fly-by-nighters still reign supreme.) But then again after AustWiz, Chameleon Games, Missing Tiger and the seemingly defunct CRE Games (Sorry, Chris), there aren't that many "big" established PBM companies in Australia. (Missing Tiger couldn't come as mentioned earlier.)

Staying until Tuesday to give ourselves a rest before the LONG trip back, we were amazed at the amount of stuff we had gotten at CanCon! Keith alone, amongst other things, had 30 minigames (a few doubles) which he got for \$15! So Tuesday came and we packed the car. And before we even got Jack (he had stayed elsewhere), the car was full!! Next year - a station wagon!!

After one last tour of Canberra and a fuel stop ("Jack, the car's unleaded!"), we set out. At this stage, I'm told I looked like I had been buried for a week and I felt the same way! So the top speed race (Keith won with 158 kph) and the endless bad jokes were not really appreciated as I knew I was driving at 3 am! But it was loads of fun (in a masochistic sort of way) and I'm looking forward to doing it again next year. I don't know why but that's me!

So finally to those stupid - err, adventurous enough to do the big trip next year and can't afford to fly (if you can afford to fly, you can afford anything!), here's probably the cheapest (and most convenient) way to do it. Get about 3-4 people you know over 21 and get along with REAL well with driver's licences (for hire car insurance), hire a car (for a week, it's cheaper than a bus for 4-5 people and you've got transport in Canberra!), get a large model (eg. Fairlane) so space is good for all and you can easily drive though the night (although harder physically, it's easier on the nerves - people sleep - and traffic is much less) then, if possible, stay with friends in Canberra to make accommodation as cheap as possible (our "rent" was food for the weekend and a carton of beer!). To show that the trip was worth it. I went last year, I went this year and, IF I can afford it, I'll go next year because aside from all the criticisms mentioned earlier, it's FUN!!! (REALLY!)

UNUSUAL GAME OCCURRENCES

by Mark Marychurch

In a recent (Dec., '86) game of "CIVILIZATION", one player, Italy, went from 8 cities to NONE in effectively one turn without anybody physically attacking his country. How did this happen?

Easily, first he had a large treasury which left only about 10-12 stock (exact number has been forgotten). In the Trading phase, he was given Civil Disorder by a rather sneaky Africa, who was leading at this stage. This resulted in 3 cities being reduced: leaving only 5 cities and NO stock. As he had passed Isoclasim and Heresy to Egypt (who were the people without a homeland, instead of the Hebrews, as Egypt proper was African and the Egyptians were residing in Palestine!), Egypt naturally responded by demanding the reduction of an Italian city. As no stock remained, a city was removed but couldn't be replaced at all.

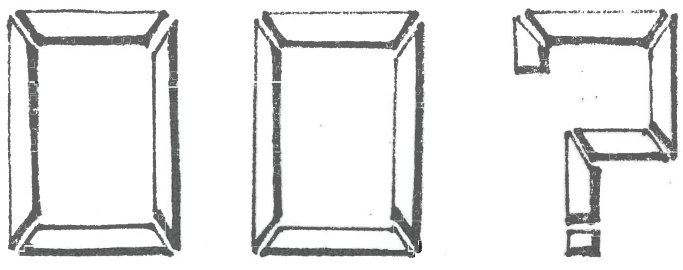
During the Civilization card purchase phase, Italy bought nothing, used no treasury and so ended the turn with NO stock and four cities. Next turn, no stock, therefore no taxation, therefore no cities.

RESULT: Italy went from 8 cities to none in really only one turn
(- his own fault really!)
Now that's the way to lose a game!!

(By the way, Italy then elected to NOT build a city but instead attack Africa. That's another story, though.)

P.S. If YOU have anything which occurred in a game which was totally incredible like this BUT totally legal in the ORIGINAL game or PUBLISHED variants, WE (GW editorial staff) would like to hear it. Just send a description of what happened to the address given on the front page of the mag.

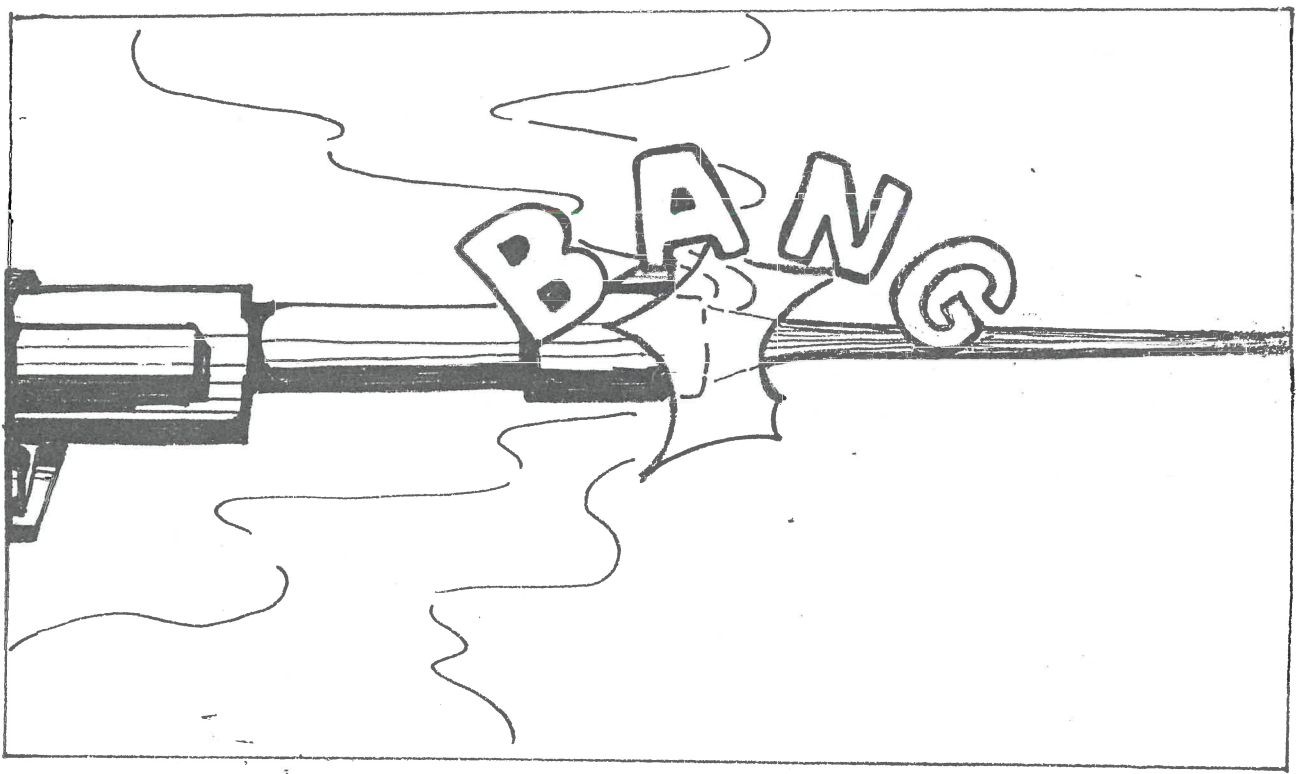
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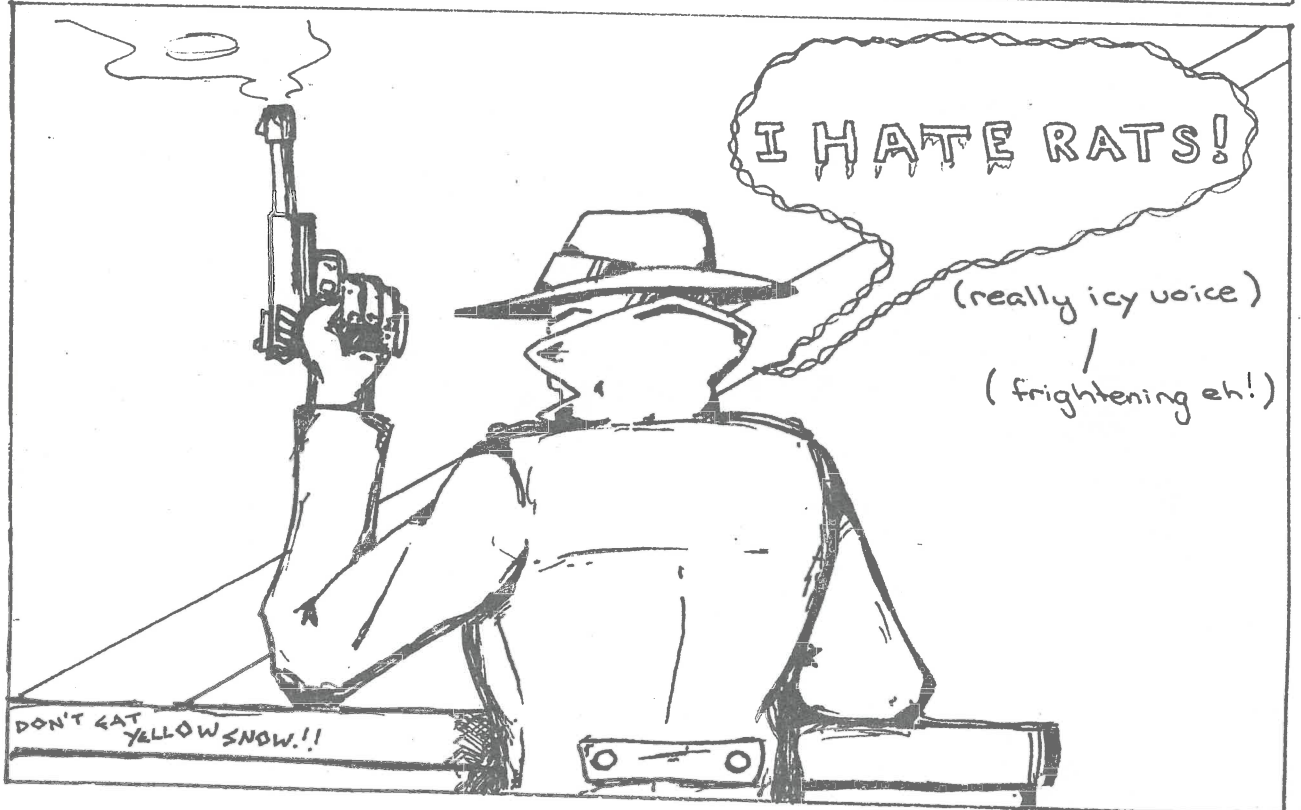


PART 4.

LAST EPISODE LEFT OUR HERO IN A POTENTIALLY LIFE THREATENING SITUATION...

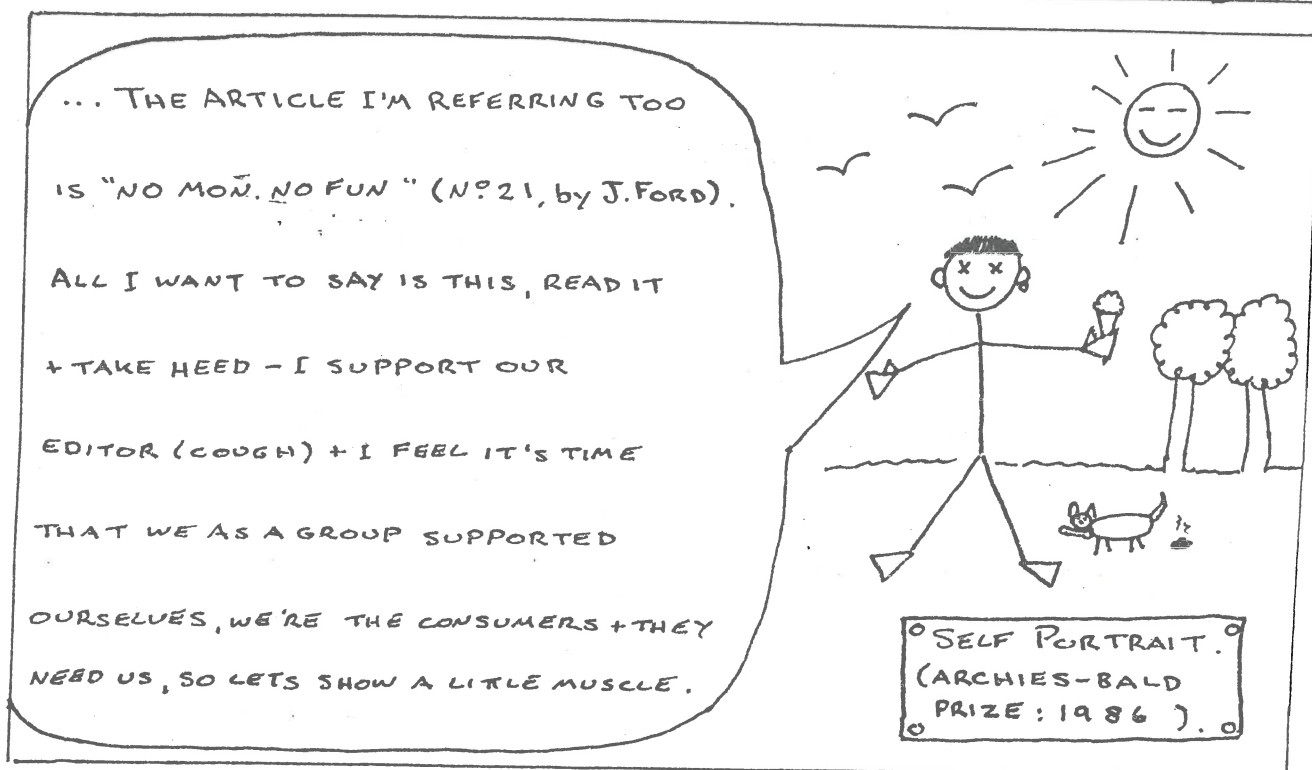
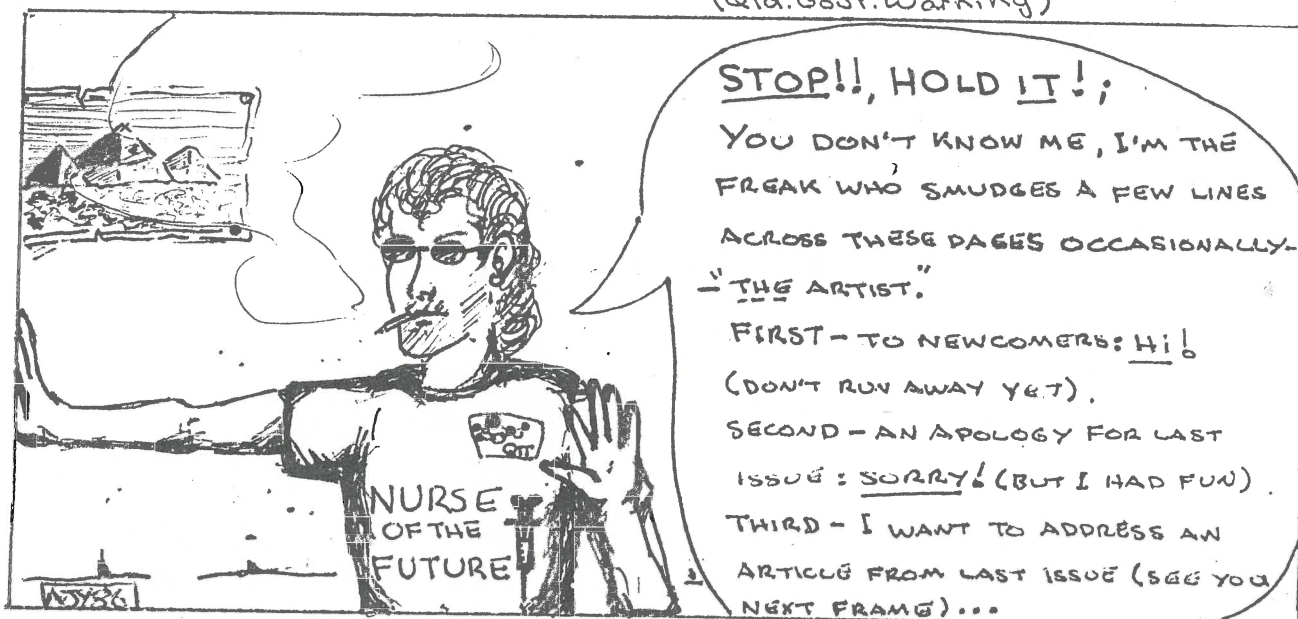
ADY 85-86







*(Qld. Govt. Warning)



ON WITH THE SHOW!

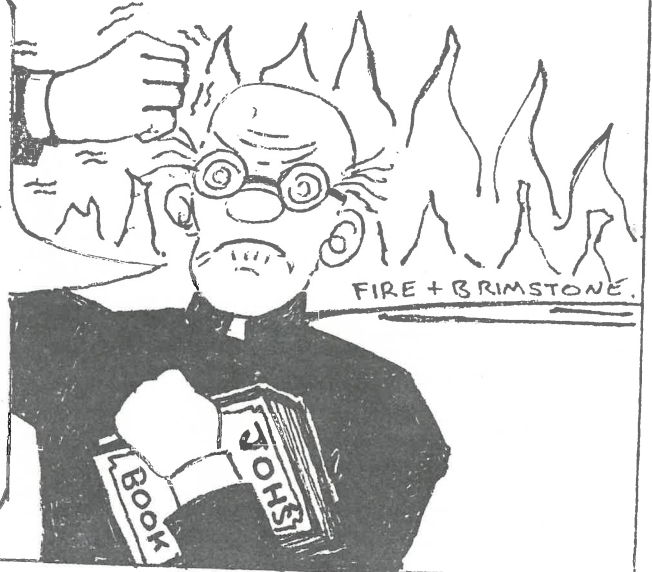
UM...AH...DON'T DRINK WATER DOWNSTREAM FROM A DRUNK...

HELLO SAILOR! WANNA DISARM A NUKE TONIGHT?

WHAT THE FUCK!!



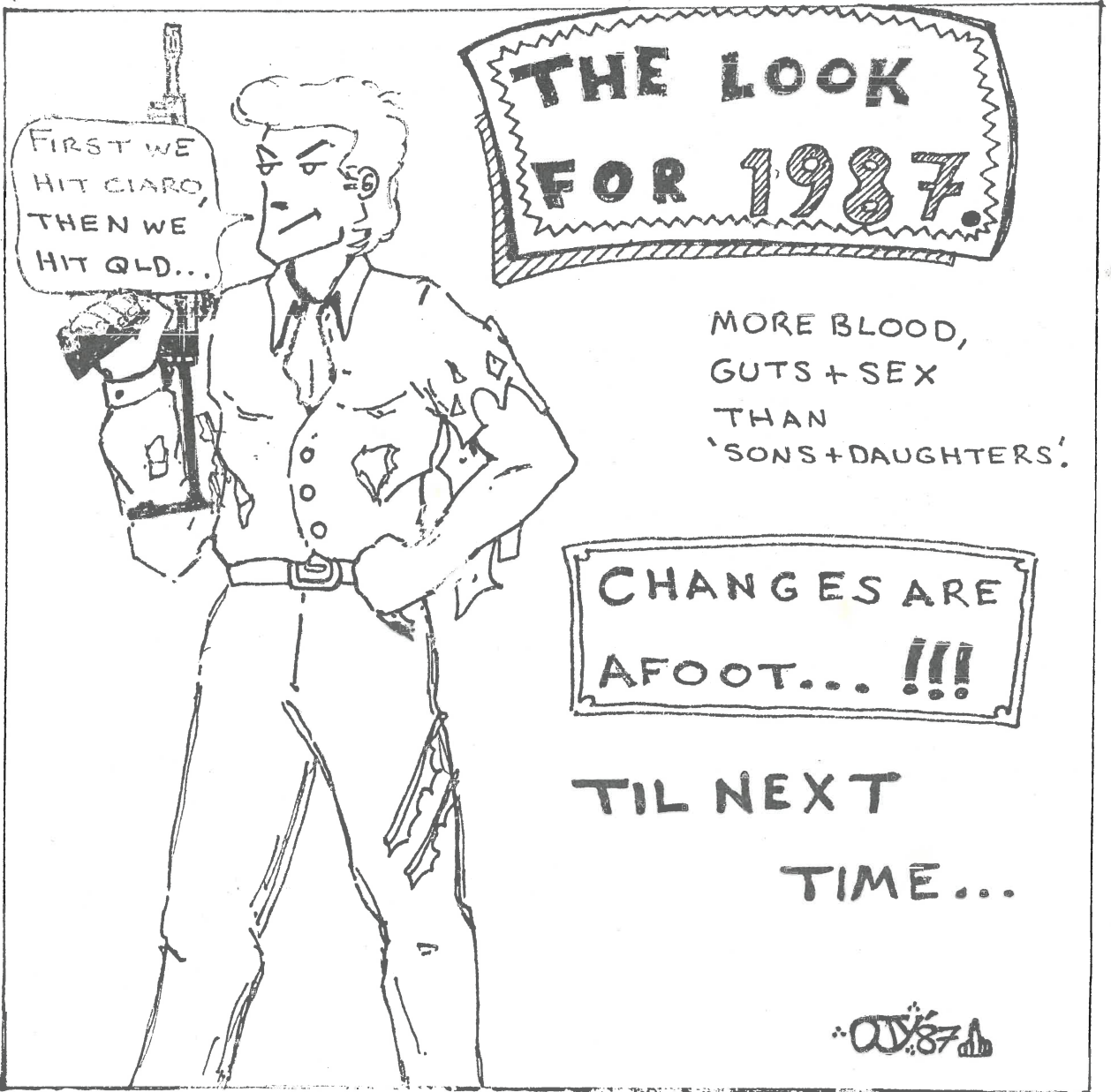
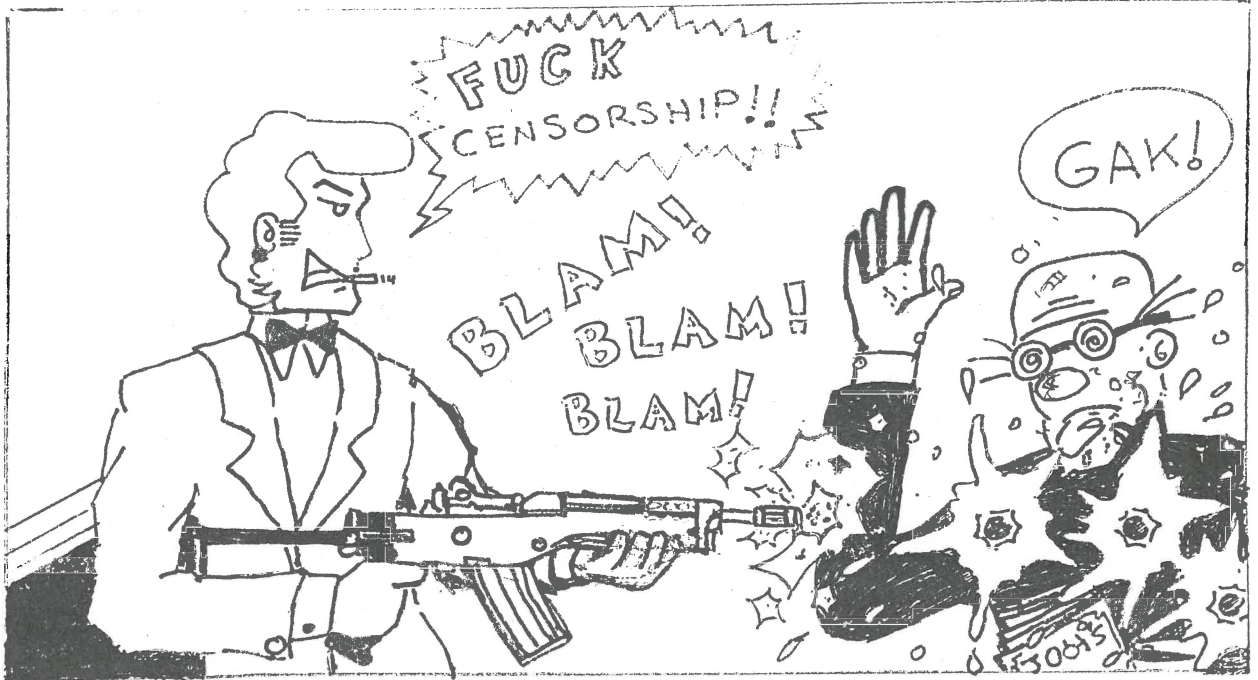
STOP! STOP!...AS A MEMBER FOR THE QLD. BOARD OF CENSORS THIS MUST NOT BE ALLOWED! WE CAN'T ALLOW SUCH PUBLIC USE OF FOUL LANGUAGE! CORRUPTING OUR INNOCENT YOUTH! OUR YOUTH MUST BE MADE BORING + PLIABLE FOR OUR OWN ENDS, SO I'M FORCING THE CLOSURE OF THIS STRIP!!!



NO NO

YOU KNOW THIS GUY?
YOU KNOW WHERE DR. XAGYG IS?
YOU DON'T KNOW MUCH DO YOU; WELL I'VE TRIED TO COMPLY WITH THE CENSORS + IT SEEMS THERE'S ONLY ONE SOLUTION.





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