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NEW PBEM GAME RELEASED

Chuck Gaydos has designed and programmed a new pbem game for play only by email. We've been doing a lot more business by email and the internet, and we wanted a game that could be played easily and quickly. This game is called COVERT OPERATIONS, and in it, you try to gain control of a majority of the countries in the world. You can use bribery, revolution, terrorism, assassination, or military conquest to take over countries. Some of the features of this game are: You can never be eliminated. Everyone gets a minimum income per turn which you cannot lose. You can do a turn every day, and you will get an email printout every day (certain major holidays excepted), but you don't HAVE to do a turn every day. If you skip a day, you just have more money and more orders for the following days. To play this game, you can pay a \$5 setup fee and 50 cents a day, or you can pay a flat \$25 for an entire game. Turns are sent by email directly to the "Covert Operations" mailbox. Elsewhere in this issue of FBQ I am going to print the complete rules to CO, and a strategy article to give you some ideas about how to play it. However, the rules are also available online, and you have to have an email address to play it. At the moment we are contemplating only email games with daily turns. To join a game, just tell us whether you want the \$25 option or the 50 cents per move option, and select a name (up to 40 characters) for your world-controlling organization.

TIME FOR A NEW WWBP ANONYMOUS PARTNERS CHALLENGE GAME

This is an "equal forces" game where you are not allowed to talk to anyone else in the game except your partner. The two winners get wall plaques to keep, and temporary custody of the travelling wall plaques honoring all the previous winners. There is no extra charge for this variation, and we only start one about once a year. Sign up now, we expect to start it very shortly.

LABELS:

We have been providing with every turn, peelable labels with our mailing address and bar code on them. The original

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Phone Cards are good again - see page 2
We're about ready to start the next WWBP Anonymous Partners "Challenge" game. Sign up now!

Save July 23-25, 1999 for our 27th Annual Convention (see page 31).

Valuable coupon on the inside back cover of this issue: good for \$5 off the setup fee for up to 5 different games (a \$25 value).

Michael Stackpole wrote a trilogy based on the Dark Conspiracy game (the game has been recently reprinted, by the way). We have some copies of all three books in the series (A Gathering Evil, Evil Ascending, and Evil Triumphant). They originally sold for \$5 each, but we'll sell them to you for \$10 for all three! Just ask for the "Fiddleback Trilogy".

We received a money order Feb 8 from Canada for more than \$50, with no name, no return address, no game turn and no letter. If you sent us a money order from Canada recently, call us and tell us who you are!

purpose of these was because we were given the impression that these would make your letters get to us faster. The labels didn't get us any extra income, but we figured if they made just a few people not miss a turn, it would be worth all the expense. However, as near as we can tell, the labels don't make a letter come any faster than one that is hand addressed with a pencil! So when we run out of the current batch, we are probably not going to reprint them. Many players didn't use them anyway. We're sorry if this is any inconvenience.

PHONE CARDS - ANOTHER UPDATE

Last FBQ I told you all that the Flying Buffalo PBM Phone cards were going to expire at the end of December. If you have not used yours yet, don't despair. It turns out we've made a new arrangement with the phone company and the cards are still valid. Not only that, but you can now recharge your card by calling us, and even have the amount deducted from your Flying Buffalo game account. (So if you don't have a credit card, you can still recharge your phone card.). It's just 25 cents per minute and you can call anywhere in the US, any time of day. The phone cards are still only \$7.50 each, which includes 10 minutes of phone time, and if you buy one, you can have a setup in any Flying Buffalo PBM game (\$5) just by asking for it when you buy the card. We also still have some of the old expired cards for \$3 each.

RIFTLORDS - ADVANCED GAME

Recently a fellow told me why he dropped out of Riftlords 4. "I was enthusiastic until I got to the advanced game and found that 2 guys control about 2/3 of the "off the map" worlds, and they are so impregnable they have a 'ho hum' attitude about the game".

This makes me think of three things. First, many of you may not be aware that there are an infinite number of worlds in Riftlords. Every time a new world is "colonized" by a player, the program adds another "new" world to the map. Thus there are ALWAYS new worlds for a new player to find and colonize. Secondly, keep in mind that your attitude affects the other players too. We all want more players in the games - a little enthusiasm never hurts. And third, if I were in the game I'd be organizing a "revolution" against "The Empire". Those guys can only be at one world at a time per ship. And all their ships have to be brought up through the basic game, so they can't have THAT many ships. It may take a long time to whittle away at them, but you'd be running your own "Star Wars". When you get to the advanced game, you make up your own "victory conditions". It might be to find a niche for an empire that those two guys can't find or won't notice. Or maybe it would be to foment a "revolution" and get the other players together to fight them. If these guys are bored, maybe they need a war to get them interested again!

27th ANNUAL FBI CONVENTION

Save July 23-25th for the annual Flying Buffalo pbm convention in Scottsdale, AZ. The hotel where we usually hold this event has been torn down as part of a big redevelopment project, so we don't yet know where it will be, but see page 31 for details.

NEW BERSERKER BOOK

In the back of this issue of FBQ is an ad for BERSERKER FURY, the latest of Fred Saberhagen's berserker novels, by the nice people at Tor Books. They were kind enough to print an ad for us in the back of that book, so please go to their webpage at www.tor.com and tell them you saw their ad in the Flying Buffalo magazine. I've already bought & read the book. If you are a military history aficionado, guess which famous historical battle is re-created.

WW ANONYMOUS PARTNERS CHALLENGE GAME

By Rick Loomis

We have a variation of WWBP called "Anonymous Partners". You get to join with a friend, but you are not allowed to communicate with any of the players in the game other than your friend. What this does is give you the benefit of not having to deal with diplomacy with 10 or 12 other players, but still allows you to discuss the game with one person who is as intimately involved with it as you are. A couple years ago a pair of partners noticed that they had won every anonymous partners game they had joined so far. They were pretty proud of that record, and decided it was because they were such good players. So they offered a "challenge". They would put up 4 trophies or plaques, (Two travelling plaques that would be held by the latest winners, and two permanent plaques that the winners get to keep) and challenge any pairs of players who thought they were "good enough" to beat them. So started the Anonymous WWBP Partners Challenge Game.

The first game was A126 and it was won in April of 1995 by me and my partner, Rod Zumstein. We were Rio De Janerio and Sao Paolo. (We were actually the players who took out the "champions" too.)

The second challenge game was A165, and it was won in November of 1996 by Randy Neal and Ernest Pereyra (New York and Quebec).

The third challenge game was A183, and it was won in October of 1998 by Dan Beech and Brian McKenzie (Ivory Coast and Guinea).

It's now time to start the fourth challenge game. We've got 12 players waiting, and we'd like to have a couple more. It costs no more than a regular game, but you get two bonuses: (1) you get a nice wall plaque if you win and (2) the calibre of play is higher than a regular game.

My partner and I felt that we nearly won the latest game, and when it was over I wanted to ask some of the players some questions about their play of the game. Here are some of the questions and some of the responses. It might give you some insight into the "Partners Anonymous" WWBP game. Rod and I were New England and Quebec.

Rick Loomis wrote to the two Central American Players:

Hi. The latest WW "Challenge" game is over. Me and my partner Rod Zumstein were NQU and NNE. Thanks for being great allies. Sorry we miscommunicated a few times. If we had communicated a little better, we might have been able to do a better job of taking out RYA and CMA in time to really give Africa a challenge. Rod & I were very impressed at how you managed to stay alive against the South Americans long enough for us to finish our opponents and come down and help

you out.

Yes, we will play in the next game. We're absolutely determined to win one of these. We've been close, always in the top half of the players. We would have played on if our coordination had been better and we hadn't gotten KILLED every time we wandered out of WCP. Oh well.

Both Bill and I are very adamant about backstabbers not getting the better part of the deal. The South Americans hosed us and we just dug in.

We'll get you in the next one.....

Scott

Rick Loomis wrote to RYA and CMA
Andrew,

Hi. The "Challenge" WW game is over and of course the two African players won. My partner Rod Zumstein and I were the two North American players that you guys kamikazi'd against. What made you so mad at us? It's not like you couldn't see us coming to attack you. In retrospect we should have waited maybe two more turns before coming to Africa's rescue. By then you would have been to far into attacking them to be able to turn around so easily and come back our way. But we were afraid you'd wipe them out in two more turns and if you controlled all of Africa you'd be unbeatable. If Italy and Lyon hadn't been total idiots, we still might have been able to pull it out. Good game. You going to join the next one?

[Editors Note: my apologies to Italy and Lyon. Of course they weren't idiots. This was just my frustration speaking, as I had really thought that Rod & I might win this one, and they had made several unorthodox moves that I had not expected and could not figure out until they explained the reasoning to me.]

Subject: Re: attn Andrew Dillon & Michael Rajkowski
Date: Sat, 28 Nov 1998 21:01:28 -0500
Rick,

About the game. In general both Mike and I believe that if we can't win a game, we like to decide who does win a game. This was not the first time we have been attacked by multiple players, and have thrown all our weight against just one attacker. Believe me, it really discourages other players in regular WW games from jumping in when you are fighting somebody else! *[Actually this only works if you know who you are about to attack. It is less effective when you are playing an anonymous game!]*

From our point of view what happened was as follows: The east coast Africans had just dropped early. (a bad break for us, as was the South Americans dropping as fast as they did. We even helped you guys revolt the South American's starting countries, what a mistake that was!!) This left the west coast Africans alot of nice territories to clean up. There was still fighting going on in Europe, and you guys had taken extensive missile damage from the South Americans.

We figured that if we left the Africans alone, they would become almost as strong as we were, and we would inevitably be fighting a two front war. So we gambled and attacked them, even though they were really too far away for us to knock out in a sudden rush. They didn't panic and fought defensively while building more industry. You see the Africans maxed out their industry several turns before we did. We were

overextended when we attacked them. You could have waited half a dozen turns at least before attacking us, it wouldn't have mattered much. The distance from WJA to WIN was just so great that it was very difficult for us to make any progress against them. They then gained local superiority in the Indian ocean, forcing us to retreat.

It was at this time that you attacked us. Since we were already retreating from WIN, it was relatively easy for us to shift the bulk of our forces to fight you guys. By the time you attacked us, we had learned that the Africans were conservative players, and we figured that we could just fight a delaying action in the Middle East for a few turns without giving up too many territories to them.

We started going after you guys hard, but we hadn't given up hope of winning yet, so we were still delaying the Africans. They were very conservative, so their progress was slow. We finally started making a little headway against you when the Central Americans attacked us. This annoyed us greatly, at that point it was 6 on 2. The attack of the Central Americans was not very strong, but was very well timed and placed. They hit Australia when we were trying to launch an offensive in the North. The forces we had to divert against their attack ruined our plans. By this time the combination of pressure from the Africans, and your superior multipliers meant that we couldn't win without help. At this point our only hope was that the Europeans would attack the Africans and take some pressure off of us. But while they sent diplomatic messages to us, they never did anything. Why they were paying money to stay in the game I just don't understand at all.

Eventually we decided that even if the Europeans helped us, we wouldn't win. At that point rather than just curl up into a little defensive ball we decided that if we couldn't win the game, we would decide who did win. It also had the advantage of getting us out of the game a few turns sooner than otherwise would have been the case. It was a very close decision.

What actually tipped the scales against you guys was the support you got from the Central Americans. We definitely didn't want to see them take second. At that point we started building missiles in earnest.

Andrew Dillon & Mike Rajkowski

Letter from Rick Loomis to Al & Kevin

*Hi. The latest WW "Challenge" game is over and of course the africans won. My partner Rod Zumstein and I were NQU and NNE. I knew there were two relative "beginners" who had signed up for this game, and by your play, I would have sworn it was you and your partner. What was your strategy? NO Abms? Building industry way over the maximum limits? Building tons of armies instead of navy and airforce. NO ABMS?!?!?!? Even after I started asking you to send ABMS to my little islands near your area. (And why didn't you send me a couple? It would have caused problems for RYA and CMA. If you had joined in the war (any war) a bit sooner, we might have been able to give Africa a run for it at the end. For instance, I kept trying to get you to help us out with RYA and CMA. *ALL* their forces were committed against us. You could have attacked from the west and taken over several countries easily. I even suppressed some of their air force near you so you could capture it, and sent*

you spy reports so you could SEE it!

When you finally did come in against Africa it was too late. You asked us for naval support in WSA at a time when we didn't have ANY forces that could even get there! And you had too many armies and not enough air force. (As I'm sure you figured out from your disasterous attacks, big piles of armies doesn't work in WWBP. You win the battle with air force. You just have to have a few armies to conquer the country after you wipe out the defenders with your air force.

What really convinced me that you must have been beginners was the massive industry builds higher than the maximum allowed. The ABM thing I decided was a device intended to let you remain "neutral" during the wars that were going on. That's only good up to a point. When you finally decided to attack Africa, you should have built a ton of ABMS. I couldn't understand why you didn't build any. I even gave you a bunch at the end from the north. And speaking of the end, what the heck were you trying to do there? After we saved Africa's bacon by attacking RYA and CMA from behind, there was no way they were going to let you live and finish US off, no matter what you did at the end. So why the attacks on us? By then it was too late to expect to be able to win against Africa (but we were still trying!) The best you could have hoped for was for us to agree to tie with you for 3rd (which is the way the anonymous partners games usually end - when the winner is obvious, everyone else agrees to a tie for 2nd or 3rd place).

Anyway it was a great game. We are taking signups for the next one. You guys going to try again? Rick Loomis

Reply from AI [Comments in brackets are further replies from Rick to AI]

Rick,

It was an honor to play in a game with so many pros and the fact that we weren't the first ones knocked out was a surprise to me. I hoped our play was not a disappointment to you.

[Hey, thanks for this lengthy analysis of the game. No need at all to apologize. You had perfectly valid reasons for what you did. It was just frustrating to me & Rod because we couldn't figure out what you were doing or why. My assumption (other than total incompetency - grin) for the lack of ABMS was that you were pulling the old "I've bared my throat to you, so you don't have to kill me" trick. i.e. you were angling to have someone else let you take second place. It is very difficult to guess what a beginner is going to do, or someone who thinks unorthodoxly as you were doing. One of the reasons I wanted to play a game vs experts was so we could hone our skills at outguessing someone who knows what he is doing. But for a game of experts, this game turned out to be a clinic in unorthodox strategies that didn't work! Our first opponents (the Western North American's) wasted a lot of their turn one money trying to gain control of countries in other parts of the world. It is an interesting strategy, and can have the benefit of getting you missiles in a country that your opponent is not expecting, thus letting you surprise him with a missile attack that he's not prepared for. But since they spent so much money elsewhere, it let us capture all the critical minors between us on turn two. And Rod & I tried something unorthodox which didn't work out

either. See my comments below.]

However, that game turned out quite a bit different than we expected.

APWWBP has resulted in rather interesting developments with my friend and 20 year business partner, Kevin Huntsman. When I previously played BP alone Kev would always look over my shoulder giving me advice (which often was sound, helping me to win 4 out of 5 of my first BP games), when we finally joined Illuminati together (I think this was Kev's first game at FBI) we found a mathematical anomaly (Kev is a former math professor) in the rules and concocted a system of attack on his boat over Pomerol and Cohibas that allowed the two of us to win our first three beginners games 1-2-3 and accumulate a ton of masters points rapidly (I think I ended up with 700 masters points in three games). Kev's wife got cancer during that and he stopped playing temporarily while I tried Mobius but was somewhat frustrated by the large number of pre-formed alliances going into the game (which I understand can't be helped) and my inability to act independently. When Kev came back on the scene we entered a Real Forces WWBP game together as England and Ireland but Kev was forced to drop out again because of his wife's medical problems (though he gave his meager remaining forces to me) and I teamed up with Eric Scholwin and his partners. Eric helped me enormously with WWBP and we won the game. He often built an gargantuan amount of excess industry and kept a large pile of ABMs in one or two countries and if his industry got bombed out he would transfer a significant number of ABMs to the bombed out country and then industry recovered extremely quickly (it would take only a turn or two). I very much liked Eric's rather experimental (as versus traditional) way of playing WWBP. Even without Kev, I had a great time in that Real Forces Game.

I talked Kev into signing up for APWWBP A-165 (not the most recent one, the one before that) and it was a disaster almost from the beginning. We argued over strategy and tactics constantly with the solution often being to let Kev dominate one turn and then me the next, this resulted in waxing and waning without a constant long term objective and I resigned from the game early (giving all my forces to Kev, of course, first). We played SRJ and SSP and had a long tough fight initially with Dryburgh and Allen, resulting in both teams being so decimated and weak that when Randy Neal came down from the north after quickly defeating his initial opponent (he was NNY and subsequently won the game) he easily rolled over Kev, Dryburgh and Allen. The confrontation with Dryburgh and Allen resulted in some unusual play, including both of us giving away substantial forces to minors, and other than my constant arguments with Kev, was one of the most intellectually challenging matches I have had.

After APWWBP A-165, Kev thought we should try one more time. We worked up a strategy early in the game and both agreed to stick to it upon entering the APWWBP game you are referencing. Kev likes to play conservative and mathematical (and thus predictable) whereas I prefer to experiment with finding niches in chaotic systems (I once played a battle plan game and manufactured almost all missiles, just to see if it would work. In another Illuminati game we never subverted any other players groups just killed everybody else in the game, a strategy that is highly nonconventional).

This may sound obtuse but in my business (I am a stockbroker) being able to find small advantages in a chaotic system (and the stock market is probably one of the most chaotic systems in existence, as the rules are an infinite number of pages long) is crucial and can be uncustomarily lucrative. If the majority (and in the financial markets the majority is always right in the short run but wrong in the long run) views a current situation through a consensus perspective then having a separate (but workable) methodology can be extraordinarily rewarding. To be good at what I do I have to learn to think independently and use “non-conforming” ratiocination. This is more difficult to do than you would think since as primates we are conditioned evolutionally to avoid alienation from the group at all costs and thus to think as the group thinks.

But this is why I originally signed up for your games. I wanted to keep my mind sharp through exercise and your games, especially the ones that are more complex, are superb workouts to encourage me to find advantages in chaotic systems. In other words, to try and win the game in a way other than the way the most competent players win it.

In regards to the political situation in the recent APWWBP game, Kev and I definitely could not agree on who to trust.

The game started out with the China group overrunning his opponent early (thus gaining an early advantage) and South America and us being the last to overrun our initial opponents (ours was Finland and Baltic States). By the time we finished with our initial neighbors, China was HUGE and you and Africa were BIG.

At this point Kev wanted to join in the fight against China (making it a three prong attack with you and Africa joining us) but we had received very warm messages from China and you, and the cold shoulder from Africa. Africa repeatedly sent me the message I AM SORRY TO TAKE YOUR MINOR BUT FELT IT BELONGED TO ME which was confusing as to his intentions.

During several rather heated arguments I think our secretaries thought we were going to dissolve our business partnership and later when they discovered it was over “that game thing” they laughed incessantly. During a dinner party at my house my answering machine picked up an enraged Kevin Huntsman (calling from an out-of-town appointment in New York) screaming into the phone “This is Kevin. You HAVE to bomb Manchuria!! Do you understand me? YOU MUST BOMB THEM AL!!” Needless to say, several of my clients wives raised a few eyebrows and one queried, “...was that your partner?”

During another ride home Kevin pulled his Cadillac alongside my Porsche on Lake Shore Drive and we proceeded to get into an argument, swerving at 45 miles per hour with the windows down over giving China forces, resulting in Kev jumping the curb and ruining a tire. This is an example of two men in their forties engaging in mature behavior.

Needless to say, we gave substantial forces (via direct transfer) to China and decided to stay neutral and wait for both Africa and China to wear down their initial superior advantage before committing.

I was very much against joining Africa since I figured Africa would turn on us once China was destroyed and he had quite an initial advantage in every category. I thought you would

then attack whichever side seemed to be winning.

I felt the game would be fairer and more interesting to join China and though this alliance would have still been smaller than the Africa-North America-South America alliance, it would have resulted in a longer and more interesting game. It also occurred to me that once China and I overran Africa it would be difficult for you to attack either of us and we could get time to build.

I was surprised at how China concentrated the bulk of his forces against you and a minority against Africa, virtually allowing Africa to roll up that front to the eastern edge of Asia with minimal resistance. For a while I thought it was something personal. I would have thought China would have allocated the bulk of his forces towards Africa and held you off with a minimal screen. Both Kev and I expected China to last a lot longer.

[We were rather disappointed (and surprised also) in the Chinese guys for attacking us with EVERYTHING and basically leaving Africa to run rampant. That pretty much gave the game to Africa. I hadn't realized that you had given the Chinese forces - no wonder it took us so long to defeat them, even with Africa running up their backside! Rod will be interested to know that. The Chinese strategy is a good one for FUTURE games, if the other players are aware who you are. (i.e. don't attack Wally because he will turn on you and devote all energies to making sure YOU don't survive much longer than him) but seems useless in an Anonymous game. In a future game, we won't be able to choose not to attack them, because we won't know who they are! Anyway, maybe if you hadn't given them stuff, we would have been able to defeat them faster, and might have had a chance against Africa. In retrospect, Rod & I figure we attacked China maybe two turns too soon. We wanted to come to Africa's rescue, but we were afraid they were going to get wiped out in two more turns, and they might drop out. We knew China would be tough, and we wanted to have a grateful ally in the battle (since we had no idea what you would do). If we had another two turns to prepare, we would have been a lot stronger, and presumably China would have been totally committed into Africa to a point where it would have been easier and more economical to just finish off Africa than to turn on us immediately. We didn't realize Africa would be able to recover so quickly.]

As we were about to go to the aid of China she attacked one of our minor countries, causing a delay and confusion. At this point Kev was violently arguing to swing towards Africa (while trying to keep you as an ally) but I distrusted Africa because of mixed messages I got early in the game (including a constant message from Africa that I should attack you, who I knew was his ally, which made Africa's credibility doubtful). After lengthy disagreement, we came in (as you surmised, too late) against Africa but did not attack you. China continued to attack us.

[If you had come in with us against China, we would have then probably have tried to join with you against Africa as they were getting too strong.]

I was surprised at this point that you and Rod did not go after the South America team, you certainly had the advantage and everyone else was occupied.

[This was MY unorthodox strategy that I had always wanted to try. Instead of eliminating all neighbors entirely, I

wanted to see what happened if you got someone to ally with you after you "rescue" them from their enemy. The Central Americans were loyal allies after we saved them from South America and we had pretty much decided that if they didn't stab us, we were going to let them come in 2nd if we won. Actually as it turns out, that's not a good strategy. Their industry was building substantial forces that we couldn't specifically direct. If we OWNED that industry, we would have been a lot better off. I was thinking that instead of killing all their forces, getting them on our side would be a big advantage. But it doesn't outweigh the advantage of having our much higher multipliers using that industry, and of knowing exactly where those forces are going to be next turn.]

At this point Africa was about twice our size and if we did not get help immediately from you and South America I knew it was a matter of turns. In the end we attacked some of your fringe countries (I think Ireland and Greenland) in a desperate attempt to have an island hideout, hoping Africa would then target you and South America. As you pointed out, this was probably not good strategy but the endgame for us was inevitable at this point.

[Unfortunately, you finally decided to attack, and asked for our help, on a turn when we had NO forces that could get to the scene of the critical battle. We wanted to help, but we couldn't get there.]

To address your question of "why no ABMs", we did have ABMs but kept them concentrated (only a couple hundred) in a few countries. By the time China began to appear terminal Africa could easily outproduce me and I felt producing ABMs in large quantity was mathematically a losing battle. Instead of attacking me with missiles he would have simply approached me by sea and with Navy outnumbering me two or three to one, he would have succeeded.

We produced substantial amounts of army at one point in the game with the view of going towards China (via the landwalk of Asia) but then changed our long term objective (which was a constant problem in the game).

As to playing another APWWBP I think for now I have to let Kev's and my friendship heal but we will be back in some form of joint game soon (since we enjoy aggravating each other). Currently we are both in STARWEB and are having fun second guessing and criticizing each others moves in our individual games.

My apologies if our play seemed irregular. I will be anxious to see who played the Africa team (which we guessed was you and Zumstein since the play was highly competent, along with that of North America) and the China team (which we guessed were beginners like ourselves).

[Actually, I should apologize to you for all the things I thought about you and your partner when I saw the results of what you did and didn't do during the game (grin). Your play with ABMS didn't appear to make sense, but now that you explain it I can see the reasoning. I disagree about whether it is a good strategy though. Even though he may be able to build more missiles than you can build ABMS, at least building the ABMS forces him to build the missiles. And you always have a one turn advantage with ABMS over missiles. They can protect on the turn you build them. He can't fire his missiles until the turn AFTER he builds them. And any industry he has building

missiles can't build air force or navy. Anyway the more typical strategy is to put a moderate amount of ABMS in most countries, and a large pile of ABMS in a few important countries, and always leave a FEW countries (changing every turn) with practically no abms. Thus if he fires a lot of missiles at your country because last turn it had 30 ABMS, he might end up wasting 30 missiles where 5 would have been enough. The African team (winners) were Dan Beech and Brian McKenzie, longtime players both. The Chinese team were Andrew Dillon and Michael Rajkowski. They've both played lots of "Real Forces WWBP" but that was their first anonymous WWBP game.]



STRATEGY FOR COVERT OPERATIONS

by Rick Loomis

I joined in the first Covert Operations game because I wanted to test out a few things. For instance I deliberately decided to play the entire game without contacting any of the other players. We assumed that there would be a lot of talk between the players, since it is an entirely email game. Players might even sign up together with the intention of helping each other and I wanted to see whether a lone player stood a chance.

Right away I got to test "putting orders in advance" because when Chuck intended to start the game, I was going to be out of town at a convention. So before the game even started I did my first five turns, mostly sending \$1 in bribes to as many countries as possible. When I got back, I actually controlled a respectable number of countries, One country I controlled for the entire game, even though my index there was never over 6. Also by this time I had accumulated a nice pile of cash, since I had only spent my minimum income on the advance turns. I got to test this several more times during the game, as I went out of town for various business trips and conventions over the almost two months of the game. I also got to test out what happens when a player misses a turn accidentally, as several times I forgot to input my orders the night before, and Chuck ran the game the next morning before I came in.

In spite of all these handicaps, I actually managed to win the game. I probably caught a couple lucky breaks, but I think it's mostly because I figured out a winning strategy before the other players figured out a counter. I'm going to describe that strategy here, and also the way to stop it. I learned very quickly that it's almost impossible to capture a country from another player using armies. Since you cannot kill more than 3 armies per turn, all a player has to do is make sure all his countries have at least 4 armies, and if someone attacks them, build 3 armies per turn until the attacker gives up. And taking a country away with bribery has it's problems. If you have a popularity of 40, and I send \$45, I'll own it for a turn, but you'll just send another \$15 next turn and take it back. We can keep taking it back and forth as long as both of us are willing to continue the battle. At least one other player came up with the strategy of bribing someone else's country away for a turn, and selling off all the industry (an old Illuminati move). Chuck thought this made the game too "quick" and limited industry buying and selling to one per country per turn. (One of the design intentions was a game that you could play every day, but

you didn't HAVE to do a turn every day, and I think I've proved that's feasible.)

At any rate I quickly noticed two things. One is that if you conquer another country with armies, everyone else's index in that country goes to zero, while yours becomes 3 times the number of armies you conquered with. The other is that those armies all belong to the conquered country now, along with any armies it had out "defending" other countries.

Example: I gained control of all of Africa (low income but nice and compact.) Let's say I've built up all 5 countries to 5 armies each. I have East Africa send it's five armies out to "defend" Central Africa, and have South Africa conquer East Africa with all 5 of its armies. Now my popularity in East Africa is 15, and I *know* noone else has any popularity there. And East Africa now has 10 armies. (5 defending home country, 5 in Central Africa.) I withdraw those 5 in Central Africa and next turn I have all ten conquer Central Africa while Central Africa's 5 are ordered to defend South Africa. Now my popularity in Central Africa is 30, and Central Africa owns 15 armies. So I do the same to West Africa, and then to North Africa. Now I have 25 armies in North Africa, and my popularity in North Africa is 60, all without spending any money, and I have eliminated any other players' popularities on the way. So we come to Southern Europe and I am competing with someone there. Someone else had 40 popularity. I sent \$45 and captured it for one turn. He sent \$15 more and took it back with 55. I send \$20 and take it back with 65. Now this turn, he is sending \$30 and will surely get it back. However, I sent it's 8 armies off to defend Spain (thus finding out how many armies Spain has by the way) and conquer the undefended Southern Europe with the 25 armies in North Africa. Now my index in Southern Europe is 75, and my pesky rival's index is back down to ZERO!

In the test game, by the end I had 100 armies in Germany (with 300 popularity). As I neared victory, however, I feared that my opponents would figure out what I was doing, and do the obvious and simple preventative. If someone is doing the "bribe and then conquer" move, all you have to do when you lose a country for one turn, is DEFEND that country from one of it's neighbors the next turn while you are trying to bribe it back. The attacker will LOSE popularity in the country where he is coming from, and he won't conquer your country and wipe out your popularity. And since he had to move the armies out of your country in order to try this maneuver, he LOSES one popularity point for every army he moved out. So you'll probably get it back.

There are several design features in this game. First of all, no one starts with a country, so all positions are completely and perfectly fair. You have a fixed minimum income and number of orders, no matter what happens during the game, so you cannot be eliminated, unless you just give up. And if you miss a turn, all your cash and orders are saved up. Over the next several turns you can "catch up" to the other players by spending that cash and those orders. We didn't want you to be able to deliberately do two turns at once, (too destabilizing) so we limited the number of "extra orders" you could give on a turn. Thus although you get 7 new "orders available" each turn, you can only give 10 orders per turn. So if you miss a turn, you can give 3 extra orders each turn for the next three and one third turns until you are "caught up". So in effect, you cannot be eliminated and you cannot miss a turn!

Beautiful.

We also don't have to charge much for this game. It is completely automated. You type your orders, you put your security code on them, you send them to the "CO" mailbox. When we read our morning mail, all the CO turns are automatically put in the CO mailbox. When we run the program, it takes all the turns out of the mailbox, runs all the games, and puts the results back in outgoing mail. Then next time we "send mail" the turns go out in the email. No typing, no checking to see whose turn is in, no correcting of orders, no addressing results, no printouts, no stuffing envelopes. All we have to do is set up the games, and answer questions. (Unfortunately I am sure there will be lots of questions to answer.) One problem is that in our regular games, if you are obviously giving completely wrong orders, we can correct them for you, and/or tell you what you are doing wrong, but if you give the wrong orders in COVERT OPERATIONS, all that will happen will be that you'll get back a turn that says "No orders received". We won't even notice that you've missed the turn. (Of course we'll be happy to tell you what you did wrong if you ask us.) Also if you start missing all your turns, we will have no way to notice. If you don't get your daily turn, you'd better contact us and ask. If we have to have a hiatus for some reason, we will EMAIL everyone about it. (And we have 4 different email accounts, so even if our email is down we ought to have SOME way to send out emails to let people know what's happening.)

Now in order to completely automate the game like that, we felt we had to make it a simple game. So COVERT OPERATIONS is a simple game. But I really enjoyed it, and looked forward to my turns every morning. Did I still control Spain? Did I finally manage to get control of France? Did Mongolia pull his armies out of Siberia yet, since I obviously wasn't going to let him conquer it? Did anyone send \$2 to SE Asia and take it away from me? We realize that it won't be to the liking of all our pbm players, but we are in hopes that many of you will like it, and that lots of internet people who aren't willing to wait two weeks between turns will want to try it.

Do keep in mind that you must keep your "security code" secret. You get a new one for each game you join (although you can change it if you like, to one easier to remember, or the same one for all your games). But like a "PIN" number, if a thief gets hold of it, he can trash your games. You can give your security code to a friend and let him submit a couple turns for you while you are on vacation, but you are advised to change it when you get back. VERY IMPORTANT: we are going to charge you 50 cents per turn until you send in a RESIGN order. You don't drop out of this game like you do our other games. You keep getting printouts, and keep getting charged, until you send in the official resign order as spelled out in the rules. (However, if your email account is down, we can do that for you if you phone us.) For that matter, you can go "on hiatus". You can give a bunch of advance orders for your position (the computer will take up to 100 per day, even though only 10 per day will be processed), and then give the RESIGN order. Your position will continue to execute those orders, and accumulate cash and new orders as long as the game lasts. When you come back from your vacation or whatever, call us and have us reinstate you in the game, and you can start playing again. No position is ever "wiped out".

That brings us to pricing. Our first thought is \$5 setup fee, and 50 cents per turn (probably charged weekly. We'll charge everyone's account once a week for however many turns they played that week). However, there appears to be no reason we can't just charge a flat fee for this game. So for now we will offer a complete game of Covert Operations for \$25. For this fee, you get to play the game until it is over. If the game goes for less than 40 turns, you overpaid, but if the game goes for 100 turns, you saved a bundle. The first playtest game went 55 turns. If you want to join a game, tell us whether you want to pay \$5 now and 50 cents per turn, or \$25 now, and give us a code name (up to 40 letters). Do NOT pick a country to play. You should also tell us whether you want the DAILY game or the TWICE A WEEK game. (Note this was written & played before Chuck made the latest change in the rules - now it costs you one turn's worth of income to conquer your own country.)

LIZARDS - TIPS FOR OFFENSIVE PLAY

By Elliot T Hudes

I am relatively new to Lizards having been in only 3 games, but I thought I would take a stab at trying to define what behaviors would give you the best chances of winning. This article is far from comprehensive and won't deal with detailed battle tactics but should serve to help the novice who is just getting his claws wet in the swamp.

First we must define what we need to win. The Victory Score can change and is dependent of the number of home dens that survive. Each Home Den contributes 1000 points toward the Victory score. The points they bestow on their owner are 2000 and are a far reach from temples at 30, dens at 25, bridges at 10 and lizards at 1 apiece. The only way to get home dens is to wrest it away from other players rendering it impossible for them to recruit. This makes the game quite ferocious, as elimination is essential to allow a clan to rank and win. Obviously to score well and win you will need multiple home dens and lots of lizards. The only real benefit of other dens is as an ongoing source of lizards vital for your security, offensives and scoring.

I would like to go over some ideas that are integrally tied into winning this game. These are Diplomacy, Defense, Offense and the Initial set up.

DIPLOMACY

As much as you may wish it so - YOU CAN'T FIGHT EVERYONE! In fact usually your neighbors are as strong as you are, so one enemy at a time is usually sufficient. Your primary neighbors are found north, south, east and west of you and you should secure at least friendly relationships with some of them. You have the potential for cooperation since you can invade a common neighbor. Similarly the diagonal neighbors that are NE, NW, SE and SW can be a threat. The Pythagorean disadvantage of the distance to their home dens make most people look for closer clans to attack. These neighbors may be ideal as allies for marching into a common foe. Also, clans two empires away may be able to assist in squeezing the common neighbor between you.

Since only one player can own a home den an alliance of 2 players picking on one other may seem a tad unfair. Obviously one of them will be the junior partner who is not expected to get the home den. In alliances I have been we have arrived at equitable arrangements. Everyone designates a major and minor target. The major target is the one you will be making the play for the home den while your helper has designated this foe as his minor target. He is there to help secure other dens and lend support. The opponent may not

know which one is the major threat and must divide his forces. It goes without saying that a bonus of this arrangement is that if the Major player is repulsed or whittled down too far to take the home den then the Minor partner may take a stab at the home den. So there is good reason to ally and help out in a war in addition to those extra few dens you can grab.

DEFENSE

I believe that a strong offence leads to a good defense. If your undefended borders are your allies and you are spilling across a border into enemy territory then you don't need much at home for defense except perhaps in your temples to prevent Gate groups from teleporting in. If you do keep a lot of your resources sitting in your dens for their security you may ensure that you're around for the end of the game but you won't be winning. And since the focus of this article is lizard behaviors necessary for winning, I will not focus on all defensive tactics. I will mention defensive tactics that are necessary for you to win. Things you need for security - are very important. You must survive to win!

1) Increase the number of lizards FAST!

- Capture all free dens in your local area.

- Build Fertiles adjacent to all dens to the maximum to encourage maximal lizard growth.

- Recruit when dens achieve 50% of their maximum population. You get the best population growth and most lizards recruited at this point.

- Use 50 grays to rebuild all ruins in your area, as it's a cheap 1-turn investment. Have lizards ready to free to make it a den of a color you are in need of.

- Continue to build dens with the grays where you can put a lot of fertiles around them if you can spare them. Avoid building them on your border.

- If you can muster 80 black lizards get them to a temple in range of water hexes that are adjacent to your dens. Then cast MOULD. You have a good chance of bringing up terrain that you can turn into fertile ground.

2) Knowledge

- You must know what is going on around you so early on send out small bands of lizards. Bands of 4 should be sufficient. Send them out in all directions to scout out free dens and find out who your neighbors are.

- Don't send spies right away. Although invisible, they only last 4 turns. Better to meet your neighbor at the border then split off spies each turn to go into their areas. In the case of a new ally

- he will probably trade map information making the scout band available for other work. One good job is to split off bands of 2 and allow your ally to use them as cannon fodder against his large war bands. This will advance their combat level for future wars.

- You may discover that your scouts can keep on going as they discover a dropped player ripe for invasion.

3) Specific Defensive Tactics

In general playing defensively won't win the game. When you are on the offensive you must be aware of some defensive maneuvers to ensure your own protection and success when you are invading. I am not going to cover defense of your own territory that is under siege!

a) Den Capture

To take a den you must exceed the number of warrior lizards inside by a substantial amount. Remember only one quarter of your lizards will be successful per melee round versus 50% of the opponents. And they will fight to the death. I suggest that you require about 50% more lizards than there are defenders. It may be less as I've not studied this in detail. 50% will guarantee that it will fall. So if there are 200+ lizards inside it will survive a stack of 300 lizards attacking that turn. Having 300

inside may ensure multiple turns of similar sized bands attacking especially if they recruit or bring home reinforcements. To successfully capture it, it may be helpful to chant EYES to determine the number of lizards present and then multiple hits by large stacks on the same turn. Never hit with multiple small bands, as each order will be shuffled with the rest of the game allowing for small bands to be eaten up (improving the defenders combat level) and reinforcements to get through. It is better to take the time to consolidate them into a band of considerable size.

Remember: to improve the success of your large stacks you can improve your combat level by going through small bands of your opponent or willing ally. You can improve the combat level of lesser size bands of lizards but it is best to provide this service to only the largest bands. This is because you may wish to increase the size of this smaller band through recruiting or combining with other stacks and this will dilute down the combat level again.

b) Temples

Later in the game GATING becomes common as players generate a lot of black lizards. Since marching is so slow at 2 hexes/turn, you will find that after your initial conquests any new frontiers are too far to march to (Unless you consider stabbing one of your nearby allies <g>). To get to a clan 2 empires away may require a march of 16 hexes taking 8 turns. You will have no choice but to Gate if you wish to conquer new lands.

Gating requires two things. First, you must know where strategic temples are located in your opponent's land and what is inside for their defense. Scouts, bands, spies and intelligence from your allies are crucial. Second, you need a large source of black lizards - 130 minimum to Gate.

The defense you will use against Gate groups and that will be used against you is to stock enough lizards inside the temple to prevent a successful Gate. Temples within 1 turn of your home den **MUST BE DEFENDED**. Because once an enemy is this close then an attack on the home den may be successful before any reinforcements can re-enter the home den. Remember that the sum total of all warrior lizards in a temple cannot exceed 300. So, anything above this number that is gated in will have their brains splattered on the temple walls. Consider the following scenarios -

- i) 100 defenders are in the temple when 300 gate in. 100 incoming lizards will die in transit leaving 200 to fight the defenders. The defenders will fight to the death but will be destroyed by the superior force. The invaders will be reduced to a size that won't likely be much of a danger BUT the way is clear for follow up gate groups.
- ii) 150 defenders are in the temple when 300 gate in. 150 survive to fight you and the result is likely that you win with not many lizards left here on either side. Again, the temple is open to the next turn's gate group as chanting precedes movement.
- iii) 200+ defenders means that less than 100 attackers will survive. Here you have the advantage of numbers and the invaders will be destroyed and likely you will have enough leftover to handle a successive wave and there is time to move in reinforcements.

c) Advanced Defensive Maneuvers

So, you're going to hit a den or home den that is yellow, black or within range of dens/bands of this color. You are open to artillery attacks and some nasty chants such as Shunt, Freeze, Coerce or Dark. Can they be avoided? Here are some suggestions.

1) Can you approach the target in a safe manner? This may mean a more tortuous path to the target or jumping into scrubs (watch out for enemy bands hiding here too), temples for

their mystic/artillery protection or ruins for their artillery protection. By far the best protection and most devastating to your opponent is den hopping. If there are dens (yours and/or theirs) spaced so you can jump from one to another as stepping-stones then you can avoid artillery and mystic attacks while allowing you to capture the dens and recruit along the way. The downside is that if well defended these dens could whittle your attacking force down until it is ineffective against a home den.

2) Does your band contain yellow/black lizards too? You may be able to lob or chant against an enemy band.

3) Chant defenses

Freeze - no defense

Coerce - you must have more lizards than those chanting. Another reason to keep your attacking bands large.

Dark - no defense - watch out as it may be used to save a home den from falling.

Shunt - has the most intricate and interesting defense. Your band cannot be moved into a hex with lizards in it. So if you anticipate the hexes that you can be shunted to and place a band as small as 2 lizards in the path you can prevent the shunt. Here are some examples -

i) You are adjacent to the Den (e.g. due north). There are 3 possible chants of the shunt that can be used against you - N, NW-NE and NE-NW. You must position your small bands behind you (N), and in the hexes to your NE and NW on the same turn as you position your band to prevent a shunt.

ii) If you are 2 hexes from the target -you are NN or SS from the target the only possible shunt is backwards so you must have a small band directly behind you. -At an angle such as N NE from the target the defense has 2 possible shunts such as NW N and N NW. You will have to position those small bands just behind you (N) and NW to your position. These defensive bands must travel with you as you march.

OFFENSE

Many of the defensive thoughts listed were applicable when you are on the offense. Here are some more thoughts.

1) Bands of 300 rule! Find the best way to combine the recruiting of several dens in one place to create bigger bands. Rendezvous of bands en- route to an enemy is a good idea.

2) You must own, build or secure Black Dens for the inevitable Gate chants you will require. They will also be necessary for the awesome power of other chants such as Coerce that can add more lizards to your side or Dark that can destroy a Home Den (and put you closer to the victory score).

3) Do not second-guess whirlpools. Murphy's law determines that they seem to almost always get you. As to sea monsters, they are only as strong as the number of water hexes adjacent to them (15 per). So try to stay in the shallow end and use large bands of lizards in case you must fight one off.

4) Remember all my earlier advice to maximize the number of dens and their adjacent fertiles to create as many lizards as possible.

5) Water combat - Sailing on rafts is overrated. Usually you can find a safe path for your lizards but if you can spare the green lizards for a raft or the orders I won't discourage you. Usually there is an overabundance of orders you would like to write and you must prioritize them. For me raft building always fails to make the cut.

6) Orders - remember that early on you will have many spare orders. Don't waste them. You can always find bands to split off smaller bands as scouts or spies. Later in the game you will be so tight for orders that creating and moving these bands will often get cut due to lack of space. You will appreciate these well-positioned bands later in the game for the map information.

7) Dark the Leader - Just as grabbing as many home

dens will lead to the win - so will Darking home dens. Don't underestimate it as a way to take down the leader in points by 2000 and lower the Victory conditions by 1000 to greet you. I have seen this personally when a second place player had 14,000 points to the Lizard Clan in first place with about 15,000 points. A quick Darking of one of his Home Den's dropped victory conditions to 14,000 while dropping the player to 13,000 points. Second place then took the game.

8) There are so many colors! Yes you need a lot of lizards but what is the best mix? There is a minimum number of certain colors like green or gray you need to get some jobs done such as build fertiles and rebuild ruins or new dens. After this the more yellows you have the better your artillery, the more blacks the better off you will be for Moulding water to land and Gating and other nasty spells. As you explore your territory and claim free dens it will become obvious which lizards you are in desperate need of. But basically each lizard is only worth 1 point and they all have the same fighting ability regardless of color. So for victory and combat it doesn't matter about the color - you just need tons of them.

This is not quite as true on turn 1. Whether you use a default setup or a custom setup you design yourself the sum total of the template, terrain, dens and lizards will be 1200 points (not victory points - just a sort of virtual accounting so that all setups are presumed equal).

The best initial setup is a very large discussion beyond the scope of this article as I know players who favor many different custom setups. There are the builder setups with lots of dens/ruins to spit out lizards, the security setups where you go for bigger terrain so you can ensure fertiles all around your dens and no temples right on the home den doorstep and even vicious early offensive setups where most resources are put into early cheap red armies. Flying Buffalo supplies 4 default setups but which is best?

When looking at the custom setups you must remember - the larger the template you choose the less points you have to spend on dens and lizards. Smaller templates will limit what you can put inside and you may find that your dens have unknown hexes adjacent to them. You can't ensure that you will be able to make them all fertiles. Similarly fertiles are very expensive but swamps, plains and scrub that can be made into fertiles are cheaper - as are ruins which can be rebuilt into dens. Also, remember what I said about colorful lizards - everything above a red costs more. So if you squander it all on a setup heavy in the different colors you will find you don't have large enough numbers of lizards to defend, to capture free dens or march on an enemy early on.

So what do you need on turn 1 as a minimum? Once again this is my humble opinion.

- i) At least 3 bands of 10 greens for Build Fertiles.
- ii) At least 1 band of 50 grays to rebuild ruins or new dens. Some would suggest two bands.
- iii) Yellows - too expensive. Better to try to find a free Yellow den or have just enough to free into a newly created den to make it yellow.
- iv) Blacks - they are the most expensive and really would tax your early resources. I would consider buying a black den or better yet have just enough blacks to free into a ruin that you rebuild into a den.
- v) Red dens - at least one with potential for 6 adjacent fertiles so you have a guaranteed lizard-producing engine early on. So lets examine the default setups and see if we feel they are any good.

1) Black Default Setup

-You have a small terrain area and can only see 4 of the

adjacent hexes to the Home Den. No guarantee of 6 fertiles adjacent and one of these is a temple which can be a liability next to a home den (groups gating in) but if well defended make a great launch point for your own gate groups.

-Due to the heavy investment in blacks you have very few lizards (260) compared to any other set up. This means you had better depend on your sweet voice and diplomacy to survive because defense will be difficult. Oh yeah, by your low score everyone in the game will know you are a black setup and may mark you for early demise before you have a chance to grow those hordes of blacks.

My opinion - It is a dog of a setup. If you want blacks better to secure other black dens by capturing free ones or building your own.

2) Red Home Setup

-Large terrain template - your home den is surrounded by terrain that can be made into fertiles. This is terrific. You have -3 bands of greens which is good.

-2 bands of grays but there are no ruins in this set up for rebuilding. But you can still spend 2 turns building fresh dens.

-2 mountains which is good for early map information.

-Reds - 4 bands of 100 and one has 50 yellows also. Excellent size for securing free dens with up to 5 adjacent fertiles (thus 75 militia inside).

Impression - Excellent terrain and building setup. Some potential for an early offensive if you combine some of the larger bands. A good setup.

3) Yellow Home Setup

-Has the smallest terrain template.

-Home den potentially has 3 fertiles and can't see the other adjacent hexes. So it's possible they are terrain you can't make into a fertile or could be a temple.

-2 ruins with 10 green, 50 gray, 10 yellow and 10 black. This is great as it allows you to build a den and free lizards to produce dens of almost any color, especially black if you are deficient in these.

-Home den has 80 red lizards and there are 90 nearby in a temple, which are both good for capturing free dens.

-50 black lizards which could be easily built up to 80 to start Moulding territory adjacent to dens.

-Only 2 bands of 10 green. May not be enough to do all the BF orders you need.

Impression - The Home den is not secure, there is a nearby temple and too much is invested in the colorful lizards so that you would have difficulty with defense. You could get more bang for your buck if you did a custom set up and invested in more reds or a den.

4) Gray Home Setup

-A huge terrain template - eating up valuable points.

-Home den has potential for 5 adjacent fertiles, which is good.

-2 red dens with potential for 4 and 5 fertiles, which is excellent for building armies.

-2 ruins - and one is occupied by 50 grays so you have a new den by turn 2 - excellent.

-Temple is 2 hexes from the home den. Not my favorite because it will need guarding continuously to avoid being sensitive to Gating.

-70 reds - good for grabbing free dens in one direction but they tend to be evenly distributed on the map. You have no other sizeable bands so you won't be able to go to all the free dens.

Impression - It is a good building setup. Early potential to build dens is better than the red set up but less opportunity for getting free dens. Early offense is not possible.

None of these setups is ideal and there are trade-offs. You must decide what your focus is whether you want more

terrain and dens with potential for many adjacent fertiles, more intermediate bands to grab free dens, a large red band for early conquest etc. The Red and Gray default set up have the best potential for building up a well rounded empire. None of them are very good for early aggression. In a custom set up you can also space your ruins and dens such that a single fertile can service many of them which allows you to buy a smaller template, keep things secure while maximizing the number of fertiles and giving you more points to spend on lizards. The custom set-ups don't have this in mind. Further, I like a temple to be 3-4 hexes from the HD so that it's an easy march for you to bring a Gate group to but if you are invaded you get at least one turn to rally your forces. A temple one turn from the Home den may mean that in the shuffle of movement orders the enemy jumps you before any of your lizards can even move.

I'm sure there are a lot of other strategies and ideas that I've missed regarding strong offensive play. These are just some of the ideas that came to mind resulting from my experiences. If you have some good strategies then I'd say it's time to put pen to paper or fingers to keyboard and send them in. We need more good Lizard players out there. It's a

fine game and we have to get the word out to the gaming public that it's here and **THE 26th ANNUAL FLYING BUFFALO CONVENTION**. Tournament winners:

Feudal Lords: Michael Noriega
 Heroic Fantasy: Frank Lowther
 Nuclear Destruction: John Galt
 Riftlords: Chris Worrell
 Starweb: Elliott Hudes

Winners of the 1997 Virtual Convention
 STARWEB= Robert Whiting
 BATTLE PLAN = Joe Paduch & Carleton
 LeDoux playing one position
 HEROIC FANTASY = Frank McKenzie

Winners of the first 1998 Virtual Convention (started Jan 15, 1998)
 STARWEB = Daniel Blum
 FEUDAL LORDS = Tom McCarthy
 HEROIC FANTASY = Garret Leffler

Winners of the 2nd 1998 Virtual Convention (started May 15, 1998)
 STARWEB=Dave Chamberlain
 FEUDAL LORDS = Jamie Glaser
 NUCLEAR WAR = Ron "Dutch" Blake

These people have been "immortalized" on our webpage:
 (www.flyingbuffalo.com/winners.htm).
 If you'd like to participate in our next email tournament, send us an email and ask to be on the email mailing list. If you'd like to come to the 1999 Arizona convention, see page 31.

RESULTS OF FINISHED GAMES

Games with an "X" in the game number are private games. "A" means anonymous. "Z" means shorter time limits, and "L" means extended length. Finished games are as of February 7, 1999

BATTLE PLAN GAMES

BP-1270
 11/08/1997 to 09/01/1998
 SOUTH AMERICA GAME
 1. SSC T20 DUVAL, GLENN
 2. NTB T19 PAULS, STANLEY L.
 2. SFG T19 GRIER, GLEN CHIP
 3. NEN T18 JOHNSON, MARTIN J
 4. NCA T16 CORR, MARK J
 4. SRJ T16 O'CONNELL, MICHAEL
 5. SED T 4 TIGERT, JAMES B

BP-1271
 11/21/1997 to 05/05/1998
 1. TU T11 MERCER, ROBERT
 2. HU T10 DANNENBERG, GEORGE
 2. SP T10 O'CONNELL, MICHAEL
 3. NE T 9 KINNEY, GEORGE R
 4. SW T 8 LENDA, DARREN

BP-1272
 01/11/1998 to 07/27/1998
 1. NE T14 JOHNSON, MARTIN J
 2. SW T13 CORR, MARK J
 3. AL T 9 DUVAL, GLENN
 4. SP T 8 MATTSOON, DAVID R
 4. UK T 8 DEWEY, DANA A

BP-1273
 01/31/1998 to 09/26/1998
 SOUTH AMERICA GAME
 1. NCA T16 GUNDERSEN, JOE
 2. NEN T15 KINNEY, GEORGE R
 3. SFG T14 SHELTON, PATRICK F
 4. SRJ T11 RASZEWSKI, STEVE
 5. SSC T 8 LAHIFF, JOSEPH
 6. NTB T 7 DEWEY, DANA A

BP-1275
 04/02/1998 to 08/29/1998
 SOUTH AMERICA GAME
 1. NBJ T11 MERCER, ROBERT
 2. NTB T10 THOMSON, BOB
 2. SRJ T10 CORR, MARK J
 2. SSC T10 RISKEY, FRANK
 3. SFG T 9 MATTSOON, DAVID R
 4. NEN T 5 SHELTON, PATRICK F
 5. SED T 4 YORK, W ANDREW

BP-1276
 05/01/1998 to 08/10/1998
 1. NE T 7 LAHIFF, JOSEPH
 2. AL T 6 RISKEY, FRANK
 2. SW T 6 POTTS, KEN
 2. UK T 6 FROST, BRIAN A
 3. SP T 4 TAYLOR, WILLIAM L.

BP-1277
 05/28/1998 to 02/03/1999
 SOUTH AMERICA GAME
 1. NEN T17 JOHNSON, MARTIN J
 2. NDS T16 SHELTON, PATRICK F
 3. SRJ T13 WILSON, BRIAN
 3. SSA T13 CORR, MARK J
 4. SFG T10 WYNKOOP, ANDREW
 5. NBJ T 7 DUVAL, GLENN
 6. NOA T 5 DEWEY, DANA A
 7. SPE T 3 KITCHEN, GEORGE T

BP-1281
 10/06/1998 to 12/30/1998
 BEGINNERS GAME
 1. FI T 6 LIACOURAS, MICHAEL
 2. AL T 5 CARVER, ERIC R
 2. BE T 5 HU, CHRIS
 3. UK T 4 SACCO, PAUL THOMAS

ELECTION YEAR GAMES

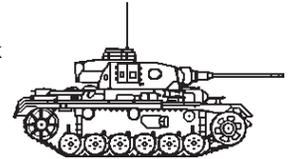
EY-12
 05/10/1998 to 08/18/1998
 PRIVATE GAME
 1. 5 WHITE, JOHN J
 2. 4 JOHNSON, BRUCE
 3. 3 DERHAM, RICHARD
 4. 2 JONES, JIM
 5. 1 BRENNEN, BRUCE J
 5. 1 BADER, BRETT J
 6. 0 ROHRBACH, ERIC
 6. 0 NICHOLS, ROB

FEUDAL LORDS GAMES

FL-142
 01/12/1997 to 05/13/1998
 1. 24 HASENPLUG, THOMAS W

2. 4 DALTON, JASON
 2. 4 DOUGHERTY, BRIAN P
 3. 0 PERRY, STEVEN
 3. 0 BRICKNER, GEOFF
 3. 0 WESTLAKE, MARGARET
 3. 0 MONKS, DAN
 3. 0 RAUDONIS, CHRIS A
 3. 0 HUSS, BRIAN
 3. 0 GANSHAW, CHRISTOPHER W
 3. 0 WEBSTER, JASON
 3. 0 BARON, JAMES M
 3. 0 LYNCH, JOHN

FL-147
 07/04/1998 to 10/14/1998
 EMAIL GAME
 1. 25 YOKEM, BRICE
 2. 8 HAMMOND, JEFF
 3. 4 JENSEN, THOMAS J
 4. 3 OVERHOLT, EDWARD
 4. 3 MOYER, JOHN
 5. 2 RABII, BAHMAN
 6. 0 BAIRD, MARK
 6. 0 HARTUNG, DEREK
 6. 0 HALL, BOB
 6. 0 SANDERS, DON
 6. 0 BALSAMO, PAUL
 6. 0 NEAL, GARY



FL-Z144
 02/14/1998 to 06/03/1998
 EMAIL GAME
 1. 25 BALDA, JOHN
 2. 11 LEWIS, JOHN C
 3. 7 BURKHOLDER, DANIEL
 4. 0 VOGEL, HAROLD JOHN
 5. -1 GIBSON, MICHAEL
 5. -1 RANDOLPH, NOWLIN
 5. -1 MOORE, RYAN
 5. -1 HAMMOND, JEFF
 5. -1 YOKEM, BRICE
 5. -1 HARTUNG, DEREK

FL-Z145
 02/14/1998 to 06/24/1998
 EMAIL GAME
 1. 23 SANDERS, DON
 2. 7 JOHNSON, THOMAS D
 3. 3 NEAL, GARY
 4. 2 JENSEN, THOMAS J
 5. 0 WHITING, ROBERT
 5. 0 WESTLAKE, MARGARET
 5. 0 PANDIN, TONY
 5. 0 BAIRD, MARK
 5. 0 BLOOMFIELD, DAVID
 5. 0 HARBORT, MICHAEL E
 5. 0 LLOYD, ANDREW

GALACTIC CONFLICT GAMES

GC-92
 01/17/1997 to 07/27/1998
 THREE WEEKS GAME
 1. 16185 BOURNE, THOMAS SCOTT
 2. 12837 ROTTEVEEL, GUNTHER
 3. 11924 TIFFANY, DAVID
 4. 10972 WEBSTER, TOM
 5. 4354 SEGAL, ELLIOTT
 6. 4019 HARLAND, CHRIS D
 7. 2856 MEYERS, EMILY M
 8. 2646 BIOLSI, DAVID
 9. 2133 DOWNS, ROBERT L
 10. 1187 BURGDORF, MARTIN
 11. 1128 MARTINEZ, JOSEPH R
 12. 860 ROSE, DAVID
 13. 628 HILDRETH, GARY

LIZARDS! GAMES

LZ-10
 05/09/1998 to 11/08/1998
 1. 16950 BRUNKHORST, BOB D
 2. 12743 HUDES, ELLIOTT
 3. 7076 EASON, ERIK L E
 4. 6417 FROST, BRIAN A
 5. 4441 SACCO, PAUL THOMAS
 6. 3616 HOGAN, DEBRA R
 7. 1248 ROBERTSON, TIP
 8. 682 NORIEGA, VIRGIL
 9. 264 PATE, RAY
 10. 224 BURKHOLDER, DANIEL
 11. 67 MERRITT, PHILIP
 12. 9 HENDERSON, WILLIAM G
 13. 2 LENDA, DARREN
 14. 1 GIBSON, MICHAEL
 15. 0 SILVERMAN, SAUL L
 15. 0 HAMMOND, JEFF

LZ-C95
 (This was started at a convention)
 08/02/1995 to 08/31/1998
 1. 23161 WORRELL, CHRIS C

2. 20135 NORIEGA,M G
3. 13503 TURLEY,RALPH
4. 0 RIECHEL,JAMES

MOBIUS I GAMES

- MO-85
02/18/1997 to 04/14/1998
VP Limit: 6648
1. 89755 DENNIE,MATT
 2. 89293 WHITING,ROBERT
 3. 51015 LALLY,MARTIN C
 4. 50039 HOLAHAN,PAUL
 5. 42592 CURTIS,KEITH
 6. 22 FISK,DENNIS
 7. 18 BLOOMFIELD,DAVID
 8. 13 CLIFFORD,CARL
 9. 9 GREENWOOD,KYLE
 10. 1 SPRAY,PATRICK
 10. 1 MEYER,STEVEN
 10. 1 MARTINEZ,JOSEPH R
 10. 1 OBERFIELD,GREG

- MO-S/81
06/19/1995 to 07/18/1998
1. 142284 FLEISCHER,KLAUS-JURGEN
 2. 137937 MACDONALD,ROBERT R S
 3. 131714 ULRICH,DAVID J
 4. 131158 AINSWORTH,STEVE
 5. 130054 TURLEY,RALPH
 6. 129547 LOEPFE,BRUNO
 7. 17 CHRIST,ALAN
 8. 14 EVANKOVICH,DALE
 8. 14 LESILEX,MARCUS
 9. 9 SANNWALD,WALTER K
 10. 3 PARENT,DARREN
 11. 1 CROOKS,CHARLES

- MO-S/84
08/13/1996 to 11/05/1998
SLOW GAME
1. 90437 WHITING,ROBERT
 2. 71719 TIFFANY,DAVID
 3. 62686 CROOKS,CHARLES
 4. 48564 BLOOMFIELD,DAVID
 5. 45598 CURTIS,KEITH
 6. 24 MASON,JOSEPH CLAY
 7. 16 EATOUGH,JERRY
 8. 13 DUBE',WADE
 9. 8 STEFFECK,LEE
 10. 5 YOKEM,BRICE
 10. 5 JOHNSON,TIM R
 11. 1 LAW,DANIEL H.
 11. 1 VER PLOEG,BRENTON
 11. 1 AYDINER,ERHAN

NUCLEAR DESTRUCTION GAMES

- ND-820
09/08/1997 to 10/14/1998
2. T18 AUSTRALIA, JACOBS,GEORGE
 2. T18 CANADA, SOURLIS,GEORGE
 2. T18 INDONESIA, TURNER,CHRIS
 3. T14 BURMA, BOSTON,JOHN
 3. T14 EGYPT, RISKEY,FRANK
 3. T14 SPAIN, RALSTON,TODD
 4. T10 KOREA, LEWARK,TOD
 4. T10 MEXICO, HUMISTON,G FRANK
 5. T 8 PAKISTAN, FOWBLE,WADE L
 6. T 6 VENEZUELA, JENNINGS,DARRY LEWIS

- ND-821
11/17/1997 to 10/01/1998
2. T15 ENGLAND, JACOBS,GEORGE
 2. T15 MOROCCO, MUIJE,JOHN
 3. T14 FRANCE, RISKEY,FRANK
 4. T12 ZAIRE, WILLIAMS,BARRY J
 5. T10 ARGENTINA, UITERWYK,STEVE
 5. T10 VENEZUELA, FOX,JAY
 6. T 8 SPAIN, RALSTON,TODD
 7. T 6 CHINA, BOSTON,JOHN
 7. T 6 GERMANY, LAMOUREAUX,DAVID R
 7. T 6 INDIA, KITCHEN,GEORGE T
 7. T 6 PAKISTAN, SOURLIS,GEORGE

STARWEB GAMES

- SW-1252
02/19/1997 to 05/13/1998
VP Limit: 5376
SLOW GAME
1. M 5642 HAMMERSCHMITT,MICHAEL
 2. B 5610 SYMONS,JOHN
 3. M 5592 RUEMLER,RONALD E
 4. C 4907 WEILENMANN,HENRY R
 5. P 4808 BRADRICK,TIM J
 6. E 4394 LAGRANGE,ROBERT R
 7. P 4126 WITTENSTEIN,WOLF
 8. E 4004 WILLCUT,TIMOTHY A
 8. S 4004 WASHABAUGH,DONALD L
 9. A 2464 ANGEL,TONY C
 9. S 2464 TIFFANY,DAVID
 10. A 1934 NORRELL,THOMAS B

11. P 1410 RAINE,WILLIAM MIKE
12. C 389 DOWNS,ROBERT L
13. B 65 REKERS,KAREL

- SW-1259
09/07/1997 to 05/16/1998
VP Limit: 6648
1. E 7439 SIAS,RONALD
 2. M 7314 HOUSE,DARRELL
 3. C 5260 HOWARD,JOHN S
 4. E 4449 CAMPBELL,JONATHAN
 5. P 4164 MCENTEE,DONALD R
 6. P 3862 LALLY,MARTIN C
 7. M 3257 EASTON,ROBERT
 8. E 2942 JOHNSON,CHARLES
 9. A 2862 BEATTIE,CHARLES F
 10. C 2820 GUTENSTEIN,MICHAEL
 11. B 2138 HAMILTON,ROY
 12. B 1317 STOKER,JAMES
 13. P 1077 SALCHOW,TROY
 14. A 646 ROARK,SCOTT
 15. B 51 ROSE,JOHN PHILLIP

- SW-X1260
09/28/1997 to 07/12/1998
PRIVATE TEAM GAME
The winning team, Team B Sharps:
1. C 10528 HUDES,ELLIOT
 1. E 10528 WULKAN,MIKE
 1. B 10528 SHANNONHOUSE,JOHN R
- 2nd place, Team LDR
2. A 2701 KNIRKO,LEE J
 2. C 2701 HAMILTON,ROY
 2. P 2701 NEWMAN,DAVID A
- 3rd place, Team Toon
3. B 2684 SCHILT,FRANK
 3. A 2684 HAMMERSCHMITT,MICHAEL
 3. P 2684 SYMONS,JOHN
- 4th place, Team The Three Stooges
4. P 1333 SMURTHWAITE,JEFFREY
 4. C 1333 EASTON,ROBERT
 4. E 1333 DONALD,RICHARD G
- 5thplace, Team 3D
5. A 1233 BENEPE,DAVID B
 5. B 1233 GREENWOOD,DANIEL
 5. E 1233 BLOOMFIELD,DAVID

- SW-Z1261
10/25/1997 to 07/07/1998
VP Limit: 8994
EMAIL GAME
1. M 9530 MATTOX,BARNEY
 1. S 9530 STEEL,CRAIG
 2. E 9450 SYMONS,JOHN
 3. C 9444 KIRK,EDILBERT
 4. P 4557 DEWING,BILL
 4. S 4557 LIGHTFOOT,DAVID
 5. E 4360 BIER,DAVID
 6. P 4304 BENEPE,DAVID B
 7. A 4197 DONALD,RICHARD G
 8. P 3938 BENNETT,WAYNE L
 9. A 3516 MARSHALL,JOHN
 10. A 3264 LAWTON,CAMERON
 11. P 3024 LALLY,MARTIN C
 12. B 2842 BOYD,PHIL
 13. M 2713 SOVIK,KARL
 14. E 2019 CASSELS,JOHN
 15. B 142 MACGREGOR,STEVE

- SW-1262
10/27/1997 to 09/04/1998
VP Limit: 8923
1. E 9260 BENEPE,DAVID B
 2. M 9244 HASSEL,SVEN
 3. M 9095 HAMILTON,ROY
 4. E 8761 ALEXANDER,LARRY
 5. B 8051 PETTY,KIRK D
 5. S 8051 LIGHTFOOT,DAVID
 6. P 7462 BLOOMFIELD,DAVID
 7. P 5448 NICKLAS,DAVE
 8. A 4616 HOWARD,JOHN S
 9. P 4120 DODGE,WAYNE
 10. P 2904 DESTRO,ROBERT
 11. E 2308 BLUNDER,WALLY
 12. B 1408 SMITH,KEVIN M
 13. M 543 NORRELL,THOMAS B
 14. P 343 LEADER,WALTER G
 15. B -32 GRILES,VERNON DAVID

- SW-A1264
12/07/1997 to 12/17/1998
ANONYMOUS GAME VP 8240
1. B 8871 SCHUSSEL,LEONARD J
 2. M 7529 AINSWORTH,STEVE
 3. B 7106 KENNON,LARRY W
 4. A 6408 MANNION,LARRY E
 5. P 5940 DESTRO,ROBERT
 6. B 5437 ROE,JAMES
 7. P 5188 HADAWAY,GLEN A
 8. P 5013 HAMILTON,ROY

9. A 4878 WYMER,WILLIAM E
10. E 4232 WILLIAMS,BARRY J
11. C 4150 JONES,KIM A
12. E 4000 LEWIS,JOHN C
12. S 4000 STANLEY,ALDEN
13. B 3692 HAMMERSCHMITT,MICHAEL
14. E 1679 GRIFFITH,JOSEPH B
15. M -405 HASSEL,SVEN

- SW-1266
01/21/1998 to 12/01/1998
VP Limit: 12,334 PARTNERS GAME
1. C 13595 SYMONS,JOHN
 2. B 13234 GREENWOOD,DANIEL
 3. E 12168 RAUDONIS,CHRIS A
 3. S 12168 DELAHOY,CRAIG
 4. P 9316 BLOOMFIELD,DAVID
 5. M 7204 MILLER,ROGER
 6. B 5416 SCHILT,FRANK
 7. P 5322 HAMILTON,ROY
 8. B 3297 MUIJE,JOHN
 9. B 1982 KNIRKO,LEE J
 10. P 1762 COON,MICHAEL
 11. A 1302 MANSFIELD,MIKE
 12. P 297 HOLLANDBECK,JACK

- SW-Z1267
02/14/1998 to 09/26/1998
EMAIL GAME VP Limit 7684
1. E 8235 LIGHTFOOT,DAVID
 2. P 7522 STEEL,CRAIG
 3. M 7143 WILLIAMS,BARRY J
 4. P 6455 GROSSMANN,MICHAEL
 5. P 5443 LYTHELL,GRAHAM
 5. S 5443 HAMMERSCHMITT,MICHAEL
 6. A 4318 TAORMINA,JOSEPH P
 7. B 2942 HWANG,FRANCIS
 8. E 1129 LAWTON,CAMERON

- SW-Z1268
02/14/1998 to 11/12/1998
EMAIL GAME VP 11,000
1. B 11354 HOWARD,JOHN S
 2. B 11351 RICHARDS,JOSEPH
 3. A 11350 FINNEGAN,TIM P
 4. E 11151 DODGE,WAYNE M
 5. E 6706 WADDELL,CHRISTOPHER
 6. P 5492 DIETZ,JOHN
 7. P 4444 PADUCH,M
 7. STANDBY 4444 RUMMELL,LINDA
 8. E 4328 TAORMINA,JOSEPH P
 9. C 1440 BERLIN,ERIC

- SW-1269
02/16/1998 to 12/13/1998
VP Limit: 7114
1. C 7585 MUIJE,JOHN
 2. A 7219 BALSAMO,PAUL
 3. E 5612 LEDINGTON,KEITH
 4. C 5320 BECKER,ROBERT L
 5. E 4818 NORRELL,THOMAS B
 6. E 4621 CHAMBERLAIN,DAVE
 7. A 3992 CARBONNEAU,MARCEL R
 8. P 3799 WILLIAMS,BARRY J
 9. A 3720 MCDANIEL,LARRY M
 10. P 3070 SALCHOW,TROY
 11. A 2591 MAZANEC,THOMAS
 12. P 2516 HAMILTON,ROY
 13. M 1444 COLLINS,GERALD L
 14. C 1200 HOGAN,DEBRA R
 15. P 981 PATRICK,SCOTT

- SW-1274
05/08/1998 to 02/03/1999
VP Limit: 7995
1. E 8165 MUIJE,JOHN
 2. C 7474 HAMILTON,ROY
 3. M 7229 CLAXTON,RUSS
 4. B 5791 OLBRIS,DONALD J
 5. A 5412 MOONEY,CURTISS RYAN
 6. M 5344 CARBONNEAU,MARCEL R
 7. M 5265 LALLY,MARTIN C
 8. S 5186 YORK,W ANDREW
 9. M 3936 FROST,BRIAN A
 10. E 3725 ROBINDER,KEVIN W
 11. A 3328 GAILLIEZ,KENNETH
 12. A 3093 ALEXANDER,LARRY
 13. A 1725 MCDANIEL,LARRY M
 14. P 280 SERABIAN,JOHN
 15. B 204 ABBOTT,ERIC
 16. 5186 0 HACKLEY,ADAM

- SW-Z1275
05/29/1998 to 12/28/1998
EMAIL GAME VP 8746
1. B 9045 WULKAN,MIKE
 2. C 8011 LIGHTFOOT,KIM
 3. C 6070 HUDES,MAUREEN
 4. E 5736 PELLEGRINO,ROBERT
 5. E 4595 RABII,BAHMAM

- M 3804 WARD,BRADLEY
- A 3450 BUDNING,ANDY
- C 3320 FINNEGAN,TIM P
- P 3250 HUDES,YISRUEL ISAAC
- E 3031 DODGE,KEITH
- P 2132 CRUBER,ERIC
- P 2000 KEY,ROGER A
- A 1543 BURKHOLDER,DANIEL
- B 1026 DIEHR,HERB
- B 442 BRINKMAN,MARK

SW-AM/172

08/04/1995 to 12/13/1996

SLOW ANON MULTI GAMEVP 8769

(This game was reported incorrectly in FBQ76. Roy Hamilton's Standby score and thus also Donna Gifford's score, was 5264, not 2058)

- BAM 9095 STANLEY,ALDEN
- MEC 5409 KITCHEN,GEORGE T
- BAM 5264 GIFFORD,DONNA H
- \$ 5264 HAMILTON,ROY
- CMP 4745 WEBSTER,TOM
- \$ 4745 TIFFANY,DAVID
- MEP 2180 BLOOMFIELD,DAVID

SW-AM/180

10/06/1996 to 07/02/1998

SLOW ANON MULTI GAME VP 8024

- MPB 8221 STAMOS,CHARLES
- BAM 7840 TIFFANY,DAVID
- PMC 7493 CROWN,DAVIS N
- MCP 4895 HAMMERSCHMITT,MICHAEL
- BAM 3337 KITCHEN,GEORGE T
- \$ 3337 HAMILTON,ROY

SW-AM/182

01/12/1997 to 05/17/1998 VP 8136

SLOW ANON MULTI GAME

- BAM 9844 STANLEY,ALDEN
- BAM 6599 KITCHEN,GEORGE T
- BAM 5200 KNIRKO,LEE J
- MCP 1823 HAMMERSCHMITT,MICHAEL
- MEC 1605 WALKER,LISA STAR

SW-AM/183

05/19/1997 to 09/08/1998

SLOW ANON MULTI GAME VP=6117

- CPM 7740 SHUKAN,ERIC
- MEC 5568 HAMMERSCHMITT,MICHAEL
- BAM 1498 MANNION,LARRY E
- BEAM 276 TOWNSEND,JIM
- BAM 55 KITCHEN,GEORGE T

SW-M/184

08/02/1997 to 06/18/1998 VP=7750

- BAM 8593 SYMONS,JOHN
- MPC 6160 HAMILTON,ROY
- MPC 4795 WALKER,LISA STAR
- MPC 3613 TOWNSEND,JIM
- MPC 2000 WEBSTER,TOM

SW-AM/185

09/21/1997 to 12/05/1998 VP=7290

SLOW ANON MULTI GAME

- BAM 7741 GOLLNICK,MARK
- CMP 6356 FULMER,JOHN R
- BAM 4787 KITCHEN,GEORGE T
- MCP 2960 HAMMERSCHMITT,MICHAEL
- PMB 122 CROWN,DAVIS N

SW-XM/186

10/06/1997 to 10/11/1998

PRIVATE PARTNERS GAME VP 10,000

- BAC 1 HAMMERSCHMITT,MICHAEL
- PEM 1 FULMER,JOHN R
- PCM 0 SCHAEFFERS,GARY
- BAE 0 SHEFLER,MIKE

SW-L/26

03/27/1997 to 09/09/1998

EXTRA LONG GAME VP 25,000

- M 25500 HAMILTON,ROY
- B 25032 WASHABAUGH,DONALD L
- B 25027 RODIN,LARRY
- B 24295 FRECHETTE,JAMES
- B 23016 BLAKE,RONALD H
- E 22988 SCHILT,FRANK
- A 17149 BAILEY,BARRY
- P 15596 ABBATE,MITCH
- A 14360 NORIEGA,M G
- E 10531 NEWMAN,DAVID A
- B 8632 KNIRKO,LEE J
- A 7447 SCHAEFFERS,GARY
- A 4010 SHEFLER,MIKE
- C 1575 HUMPHREY,TERRY J
- E 916 PETTIS,ROY

SW-L/27

03/31/1997 to 05/01/1998

EMAIL XTRA LONG GAME VP 25,000

- B 31801 SHEFLER,MIKE
- B 29545 KNIRKO,LEE J
- A 26159 SCHAEFFERS,GARY
- B 17673 TAORMINA,JOSEPH P
- A 15820 HAMMERSCHMITT,MICHAEL
- C 11935 JORDAN,BRIAN
- P 6224 BLOOMFIELD,DAVID
- E 4040 WADDELL,CHRISTOPHER
- A 2204 WILKINSON,TED
- E 2058 MCDONALD,JAMES T
- B 1203 WONG,CARLTON
- B 1007 MORGAN,JAMES
- M 70 PETTIS,ROY

SW-TT/2

07/03/1998 to 02/03/1999

TIME TRAVEL GAME VP=5112

- M 5832 FRONSEE,JAMES T
- C 5805 GREENWOOD,DANIEL
- E 5650 SCHAEFFERS,GARY
- C 3885 WILLIAMS,BARRY J
- E 3667 HOFMANN,ALAIN
- E 2888 BENEPE,DAVID B
- B 2385 KNIRKO,LEE J
- A 1835 KEY,ROGER A
- A 1664 BLAKE,RONALD H
- B 1432 RABII,BAHMAN
- A 1388 BIOLSI,DAVID
- A 1334 SCOTT,DAVID
- P 733 SMITH,D M
- B 55 REYNOLDS,JEREMY

WORLD WIDE BATTLE PLAN GAMES

WW-166

11/16/1995 to 05/22/1998

SLOW 1939 GAME

- GERMANY 3830 WYNKOOP,ANDREW
- ARGE/CHIL/SPAIN 2540 O'CONNOR,CHRISTOPHER P.
- JAPAN 2152 LEMBERG,AL
- UNITED STATES 1560 WAGNER,SCOTT WILLIAM
- USA (STANDBY) 1560 LUTES,TERRY
- CHINA 1440 LOY,WALTER E
- BALKANS 1320 PAWLowski,JAMES R
- BALKANS (SBY) 1320 HOLT,MICHAEL L
- COLO/CUBA/MEX 1000 PEREYRA,ERNEST
- BENELUX 990 BERNARD,DEREK
- BENELUX (STDBY) 990 VERZOSA,JOHN L
- BRAZIL/PORTUGAL 360 O'HARA,CHRISTOPHER
- ITALY 250 FOUNTAIN,OREN K.
- GREAT BRITAIN 200 WRIGHT,STEPHEN
- GREAT BRITAIN S 200 DITTENHOEFER,MIKE
- FRANCE 0 GREENWOOD,KYLE
- RUSSIA 0 SILLS,RONALD A

WW-180

01/22/1997 to 05/27/1998

1939 GAME

- BALKANS 4650 WYNKOOP,ANDREW
- COLO/CUBA/MEX 4505 BRUNKHORST,BOB D
- FRANCE 3448 LEWANDOWSKI,DANIEL
- RUSSIA 3145 HENNUM,K C
- ARGE/CHIL/SPAIN 2160 PETTY,KIRK D
- BENELUX 1350 JOHNSON,MIKE
- USA 1030 KLINE,JAMES E
- GREAT BRITAIN 1029 PETTY,CHRISTOPHER
- JAPAN 637 FRITZ,KEVIN L
- BRAZIL/PORTUGAL 630 RIEHL,STEPHEN
- CHINA 450 GREENWOOD,KYLE
- GERMANY 0 O'HARA,CHRISTOPHER
- ITALY 0 TISDALL,SCOTT

WW-A183

04/18/1997 to 10/13/1998

CHALLENGE GAME

- Winner: AIV BEECH,DAN
- AGU MCKENZIE,BRIAN
 - NNE ZUMSTEIN,ROD
 - NQU LOOMIS,RICK
 - ELY RAUWOLFA,E
 - NPA BURTON,BILL
 - NWN BALDA,JOHN
 - EIT HUNTSMAN,KEVIN A.
 - RYA RAJKOWSKI,MICHAEL
 - CMA DILLON,ANDREW
 - EFI LINQUIST,CARL
 - SRJ ALLEN,BRIAN
 - SSP DRYBURGH,JAMES R
 - CCA FRITZ,KEVIN L
 - RBA MUNROE,KEITH H
 - NGW BERNARD,DEREK
 - NBC GREENWOOD,KYLE.
 - CVN PETTY,KIRK D
 - AMZ ALLEN,STEVE
 - ATA TOLSON,SAM

WW-184

07/13/1997 to 09/08/1998

REAL FORCES GAME 26 Turns.

All Real Forces games from WW168 on are under the new

ratings system. The "Winners" are Mexico and USA. India is a "survivor".
The Winning Team: Mexico (Glen Newman) and USA (Eric Scholwin)

The Survivor: India (John Lynch)

The others:

- Great Britain (Stephen Doyle) T24
- Cub/Oman/Yemen/Zaire(David Scott) T20
- Taiwan (Carl Linquist) T17
- Ethi/Kenya/Sudan (Mike Dittenhoefer) & Viet Nam (Ricardo Yolas)T16
- Japan (Rory Post) T15
- China (Kirk Petty) T14
- Canada/Korea (George Willis) T9
- Italy (Mark Biscone) T8
- Iran/Saudi (Derek Bernard) & Russia (John Lowe) & Israel (Keith Munroe) & Angola/Ghana/Nigeria (John Vogel) & Germany (Earl Hardaway) T6
- Greece/Libya (Bruce McKenzie) T5
- Colo/Ecuva/Vene (Tim Randall) & Brazil (Jason Holbrook) T4
- South Africa (Wynnee Wade) & Australia (Kevin Doten) T3
- Finland (Patrick Berry) T2

WW-X185

08/22/1997 to 06/16/1998

PRIVATE LESSER GAME 19 turns

Winners:

- EGYPT (Keith Munroe & IRAQ (Dave Hudnall)
- Korea ((Dutch Blake) & Norway (Mike Dittenhoefer) T18
 - Brazil (Eric Scholwin) & Colo/Nica/Pana (Walter Hutnall) & Pakistan (Ian Densmore) T17
 - Bang/Burma/Nepal (Maurice Mcley) & Alge/Moro/Tuni (Carl Linquist) T13
 - Ang/Cuba/Mex/Zaire (Andrew Dillon) & Taiwan (Glenn Newman) T12
 - Netherlands (Mike Rajkowski) & Ghana/Nige/Togo(George Willis) & Austria (Rich Fiege) & Canada (Ricardo Yolas) T9
 - Poland (John Newman) & Australia (Rory Post) T8
 - Ethi/Kenya/Soma(David Scott) T5
 - Spain (Earl Hardaway) & South Africa (Mark Biscone) T4
 - Indo/Mala/Phil (Tim Randall) T2

WW-187

11/07/1997 to 01/05/1999

1939 GAME

- JAPAN 14462 DULIN,KEN
- ARG/CHIL/SPA 3610 MOSTRANDO,DONALD
- CHINA 3352 LUTES,TERRY
- RUSSIA 2640 BRUNKHORST,BOB D
- BRAZIL/PORTUGAL 2375 KLINE,JAMES
- COLO/CUBA/MEX 2125 VERZOSA,JOHN L
- ITALY 2055 ROBINSON,CHRISTOPHER
- GERMANY/FINLAND 1850 MOSTRANDO,JIM
- BENELUX 1760 HENNUM,K C
- BALKANS 1320 BERNARD,DEREK
- UNITED STATES 705 REICHUBER,JASON
- FRANCE/POLAND 0 MACCRAE,DOUGLAS
- GREAT BRITAIN 0 PETTY,KIRK D
- GREAT BRITAIN 0 LEWANDOWSKI,DANIEL P

WW-CW/1

06/28/1997 to 06/16/1998

COLD WAR GAME 25 turns

Winner: AMR MUNROE, KEITH H (110)

2nd: AKE MCNIGHT,ALLEN (99)

3rd: PSO LINGQUIST,CARL & NHO BALDA,JOHN (3)

5th: SSP VOGEL,HAROLD JOHN (2)

6th: CMA BALSAMO,PAUL & NBC ANDERSON,TOBY (1)

Dropouts:

CBU O'HARA,CHRISTOPHER

ELY LEGARE,MICHEL

ERO BLAKE,RONALD H

NPE RAUDONIS,CHRIS A

GET A LITTLE INTEREST IN YOUR ACCOUNT

In these days of low, low interest rates, a 12% return is quite generous. We have some high interest rate debts we'd like to pay off. If you want to loan us \$500 or more at 12% interest (1% a month, paid to your account, or 3% a quarter as a check mailed to you), write or call and ask for Rick. You have to let us keep it for at least a year, and give us at least 90 days notice when you want it back.

StarWeb ratings

for players who played a Flying Buffalo PBM game in 1997, 1998, or 1999.

Starweb Top Ten Lists

To be in a top ten list, you must have played the character type at least three times. The first number is how many times you have played that position.

Empire Builders

- 1> 3 975 MILLER, THEODORE J
- 2> 3 938 SHANNONHOUSE, JOHN R
- 3> 6 924 SCHAEFERS, GARY
- 4> 3 919 HAMMERSCHMITT, MICHAEL
- 5> 3 917 RUEMLER, RONALD E
- 6> 4 916 BALSAMO, PAUL
- 7> 3 914 PEECK, WILLIAM D
- 8> 4 897 LIPPERT, LARRY
- 9> 5 862 SYMONS, JOHN
- 10> 4 861 RODIN, LARRY

Artifact Collectors

- 1> 3 1000 SAXTON, MATTHEW
- 2> 4 985 SCHUSSEL, LEONARD J
- 3> 5 980 SYMONS, JOHN
- 4> 5 960 SHANNONHOUSE, JOHN R
- 5> 3 951 RODIN, LARRY
- 6> 3 949 PADUCH, M
- 7> 4 938 WITTENSTEIN, WOLF
- 8> 3 901 WEISMILLER, MICHAEL
- 9> 3 897 KITCHEN, GEORGE T
- 10> 3 863 DISHOP, PAUL

Pirates

- 1> 5 934 KERVIN, PAUL
- 2> 3 876 FLEISCHER, KLAUS-JURGEN
- 3> 3 860 RODIN, LARRY
- 4> 4 814 WEISMILLER, MICHAEL
- 5> 3 799 GOLDSTEIN, LIN
- 6> 13 798 WEST, DANIEL H
- 7> 4 795 PEECK, WILLIAM D
- 8> 4 790 SCHAEFERS, GARY
- 9> 6 790 PADUCH, M
- 10> 3 788 LAUTERBACH, MICHAEL

Merchants

- 1> 3 1000 PEECK, WILLIAM D
- 2> 3 999 SCHAEFERS, GARY
- 3> 3 999 TOLLEY, THOMAS R
- 4> 6 992 RODIN, LARRY
- 5> 4 987 SYMONS, JOHN
- 6> 4 983 WILSON, GLENN T
- 7> 19 971 RUEMLER, RONALD E
- 8> 4 968 BARTON, CURTIS
- 9> 5 965 MUIJE, JOHN
- 10> 3 951 SERABIAN, JOHN

Berserkers

- 1> 3 1000 WALKER, PHILIP L.
- 2> 3 1000 WEST, DANIEL H
- 3> 3 1000 BALSAMO, PAUL
- 4> 3 1000 SAXTON, MATTHEW
- 5> 3 999 SHANNONHOUSE, JOHN R
- 6> 3 999 PARRISH, STEVE
- 7> 3 999 RODIN, LARRY
- 8> 3 998 SMITH, DAVID MARK
- 9> 5 995 SYMONS, JOHN
- 10> 3 994 LOWTHER, FRANK

Apostles

- 1> 7 964 BALSAMO, PAUL
- 2> 3 936 RODIN, LARRY
- 3> 4 880 SCHAEFERS, GARY
- 4> 5 878 MILLER, THEODORE J
- 5> 4 799 WELCH, CHIP
- 6> 5 794 SYMONS, JOHN
- 7> 3 784 RAYNARD, CHRIS
- 8> 6 761 ANDERSON, MARK
- 9> 3 758 LOOMIS, RICK
- 10> 8 750 GOLLNICK, MARK

Standby

- 1> 3 912 WITTENSTEIN, WOLF
- 2> 3 780 DAMON, KENNETH
- 3> 3 663 SHANNONHOUSE, JOHN R
- 4> 3 659 ANDERSON, MARK
- 5> 3 637 LIGHTFOOT, DAVID

- 6> 3 635 WIGNALL, KEITH
- 7> 4 633 QUALLS, GREG
- 8> 3 624 LAMOUREAUX, DAVID R
- 9> 10 613 KNIRKO, LEE J
- 10> 4 606 BUTLER, DAVID J

Multi Position

- 1> 9 1000 RODIN, LARRY
- 2> 3 1000 WILSON, GLENN T
- 3> 3 993 MUMMER, HARRY
- 4> 13 985 FULMER, JOHN R
- 5> 8 973 PEECK, WILLIAM D
- 6> 13 965 GARDNER, JOHN
- 7> 5 933 SYMONS, JOHN
- 8> 8 929 GOLLNICK, MARK
- 9> 3 928 TIFFANY, DAVID
- 10> 6 883 BAUMGARDNER, WILLIAM

Multi Standby

- 1> 3 851 LOOMIS, RICK
- 2> 4 797 BLAKE, RONALD H
- 3> 4 644 TYLER, KEVIN
- 4> 3 576 PEECK, WILLIAM D
- 5> 3 470 GREWENIG, JOE
- 6> 4 399 TIFFANY, DAVID
- 7> 3 384 HAMILTON, ROY

Extra Long

- 1> 3 801 COBERT, PHILIP
- 2> 9 781 HAMILTON, ROY
- 3> 7 778 SCHAEFERS, GARY
- 4> 3 686 TIFFANY, DAVID
- 5> 10 668 KNIRKO, LEE J
- 6> 4 653 LOGUE, JAMES
- 7> 4 619 MCLEAY, MAURICE
- 8> 3 606 SHEFLER, MIKE
- 9> 3 579 BUNIN, Y R
- 10> 4 557 POTTS, RUSHTON

Composite ratings

must have played at least 3 different character types

- 1> 19 942 SHANNONHOUSE, JOHN R
- 2> 22 938 RODIN, LARRY
- 3> 28 922 RUEMLER, RONALD E
- 4> 3 911 RICH, SCOTT
- 5> 9 900 FLEISCHER, KLAUS-JURGEN
- 6> 29 893 SYMONS, JOHN
- 7> 5 889 HUGHES, RANDY
- 8> 20 883 BALSAMO, PAUL
- 9> 11 878 SMITH, DAVID MARK
- 10> 14 868 PFISTER, MARK
- 11> 15 859 SCHUSSEL, LEONARD J
- 12> 12 856 SAXTON, MATTHEW
- 13> 3 850 DODGE, WAYNE M
- 14> 8 849 WITTENSTEIN, WOLF
- 15> 20 832 PEECK, WILLIAM D
- 16> 4 832 WHITING, ROBERT
- 17> 22 831 SCHAEFERS, GARY
- 18> 6 828 TOLLEY, THOMAS R
- 19> 29 826 WEST, DANIEL H
- 20> 8 814 PERSONS, KELLY S
- 21> 7 810 PARRISH, STEVE
- 22> 3 800 MILLER, ROGER
- 23> 17 796 PADUCH, M
- 24> 11 780 DIETZ, JOHN
- 25> 15 777 LIPPERT, LARRY
- 26> 6 773 LAUTERBACH, MICHAEL
- 27> 6 773 JACKSON, JOHN
- 28> 6 772 CLAXTON, RUSS
- 29> 7 771 RICHARDS, JOSEPH
- 30> 18 763 WEISMILLER, MICHAEL
- 31> 10 757 GREENWOOD, DANIEL
- 32> 11 754 ABBATE, MITCH
- 33> 5 753 OLIVER, KEN
- 34> 10 752 SHEEHAN, LOUIS JOSEPH
- 35> 21 752 MUIJE, JOHN
- 36> 6 752 LOWTHER, FRANK
- 37> 27 751 GOLLNICK, MARK
- 38> 34 750 HAMMERSCHMITT, MICHAEL
- 39> 8 743 KERVIN, PAUL
- 40> 6 742 FINNEGAN, TIM P
- 41> 20 731 FULMER, JOHN R
- 42> 5 726 METZ, ROBERT
- 43> 3 724 ZIMMER, JACK L
- 44> 14 723 JONES, KIM A
- 45> 5 721 DAMON, KENNETH
- 46> 24 719 STAMOS, CHARLES
- 47> 11 712 LEFFLER, GARRET
- 48> 18 712 LOOMIS, RICK
- 49> 3 711 HOFMANN, ALAIN
- 50> 14 710 AUSTIN, SETH
- 51> 7 706 FRONSEE, JAMES T
- 52> 4 706 REZNICK, ANDREW
- 53> 14 701 ANDERSON, MARK
- 54> 42 700 HAMILTON, ROY
- 55> 5 698 RAYNARD, CHRIS
- 56> 6 695 MACDONALD, ROBERT R S
- 57> 5 694 REUBEN, RONALD
- 58> 13 693 TAORMINA, JOSEPH P
- 59> 5 691 ERNEST, TONY E
- 60> 4 687 DAWSON, RUSS
- 61> 8 685 GOLDSTEIN, LIN
- 62> 10 684 WILKINSON, TED
- 63> 12 682 KITCHEN, GEORGE
- 64> 8 679 HUMPHREY, TERRY J
- 65> 24 676 WILLIAMS, BARRY J
- 66> 24 672 CROWN, DAVIS N
- 67> 11 671 WELCH, CHIP
- 68> 6 671 RUTH, STAN A
- 69> 8 670 GAILLIEZ, KENNETH
- 70> 19 669 DONALD, RICHARD
- 71> 27 664 MCENTEE, DONALD R
- 72> 4 663 HUDES, ELLIOT
- 73> 18 657 KING, LAWRENCE
- 74> 8 657 BRADRIK, TIM J
- 75> 10 653 BENEPE, DAVID B
- 76> 16 653 BLAKE, RONALD H
- 77> 11 641 SCHILT, FRANK
- 78> 8 637 HALL, DAVID A
- 79> 10 637 SHEFLER, MIKE
- 80> 10 634 MCCARTY, BRIAN D
- 81> 7 633 BOWER, KEITH M
- 82> 5 625 DUNLAP, LARRY
- 83> 5 621 ULRICH, DAVID J
- 84> 35 619 KNIRKO, LEE J
- 85> 5 619 LOGUE, JAMES
- 86> 11 618 NORIEGA, M G
- 87> 8 617 MOONEY, CURTISS RYAN
- 88> 5 610 BRYG, WILLIAM
- 89> 9 607 ANGRILLI, BOB
- 90> 25 607 TIFFANY, DAVID
- 91> 3 597 HAMMOND, JEFF
- 92> 8 596 HOWARD, JOHN S
- 93> 9 595 KOHN, KEN
- 94> 27 595 RUMMELL, LINDA
- 95> 15 594 KLITZKE, WILLIAM
- 96> 5 592 BYRNE, JOHN
- 97> 24 586 DESTRO, ROBERT
- 98> 10 584 WHITTEN, PHILIP
- 99> 5 584 AINSWORTH, STEVE
- 100> 6 581 BENNETT, WAYNE
- 101> 6 580 ALEXANDER, LARRY
- 102> 9 579 LAM, MIKE
- 103> 10 578 DELAHOY, CRAIG
- 104> 19 578 SHUKAN, ERIC
- 105> 16 576 SHAW, DENNIS LEE
- 106> 36 570 LALLY, MARTIN C
- 107> 4 568 BAUMGARDNER, WILLIAM
- 108> 4 568 BRENNEN, BRUCE J
- 109> 9 564 FISK, DENNIS
- 110> 13 564 DEWING, BILL
- 111> 17 563 HOLM, DANA
- 112> 13 553 GARDNER, JOHN
- 113> 5 550 NIELSEN, DALE E
- 114> 25 550 HOUSE, DARRELL
- 115> 19 545 BARTON, CURTIS
- 116> 5 542 THOMPSON, GERRY
- 117> 9 542 NICKLAS, DAVE
- 118> 16 542 LOY, WALTER E
- 119> 11 532 CHAMBERLAIN, DAVE
- 120> 5 531 MARISCA, CHARLES
- 121> 10 531 FLAHERTY, TIM
- 122> 12 531 MUMMER, HARRY
- 123> 9 530 BLOOMFIELD, DAVID
- 124> 23 529 GRIBI, TONY
- 125> 6 529 SCOTT, DAVID
- 126> 18 528 TALARCZYK, STAN
- 127> 3 526 RAUSS, PATRICK J
- 128> 5 523 SCHROEDER, TIMOTHY P
- 129> 3 522 GALT, JOHN DAVID
- 130> 10 519 DEAKINS, JOHN
- 131> 7 518 KENNON, LARRY W
- 132> 4 515 MORGAN, JAMES
- 133> 38 513 BAILEY, BARRY
- 134> 18 510 WYMER, WILLIAM
- 135> 13 508 SERABIAN, JOHN
- 136> 3 498 CUMMINS, BRUCE
- 137> 9 497 BEATTIE, CHARLES
- 138> 26 487 JOLLY, SIDNEY J
- 139> 18 483 HALL, JOSEPH S
- 140> 13 478 PADUCH, JOSEPH
- 141> 11 475 MARRS, JOHN THOMAS
- 142> 5 470 MAZANEC, THOMAS
- 143> 5 466 PEREIRA IV, JOHN
- 144> 9 461 KEY, ROGER A
- 145> 18 461 CROOKS, CHARLES
- 146> 18 460 WADDELL, CHRISTOPHER
- 147> 9 459 MCDANIEL, LARRY
- 148> 4 449 MILBURN, JAMES
- 149> 9 449 MCLEAY, MAURICE A
- 150> 4 449 KNIGHT, ERIC
- 151> 11 447 YORK, W ANDREW
- 152> 3 447 CLARK, BRIAN
- 153> 7 433 FLEMYNG, E P
- 154> 6 432 SOVIK, KARL

- 155> 11 430 FRECHETTE, JAMES
- 156> 10 423 MANNION, LARRY
- 157> 14 418 SMURTHWAITE, JEFFREY
- 158> 5 414 SAAL, TOM
- 159> 17 413 REKERS, KAREL
- 160> 3 412 YOUNG, DENNIS R
- 161> 8 407 NORRELL, THOMAS
- 162> 4 406 WULKAN, MIKE
- 163> 8 406 DODGE, KEITH
- 164> 8 405 HALLERON, ROCKFORD
- 165> 6 400 LIEU, VINCENT
- 166> 4 396 TOWNSEND, JIM
- 167> 4 395 HENDERSON, WILLIAM G
- 168> 11 385 MACGREGOR, STEVE
- 169> 4 380 GUERRERO, RAY LEON
- 170> 9 376 WASHBAUGH, DONALD L
- 171> 4 375 BRINKMAN, MARK
- 172> 8 365 ELGIN, PAUL
- 173> 12 364 GUTENSTEIN, MICHAEL
- 174> 7 360 DELAMBERT, ROBERT S
- 175> 11 359 KINNEY, GEORGE
- 176> 4 358 FLOYD, JEFFREY A
- 177> 3 350 SILLS, RONALD A
- 178> 5 350 MATTSO, DAVID R
- 179> 6 344 LIEVING, MICHAEL
- 180> 3 341 JORDAN, BRIAN
- 181> 19 327 GRIFFITH, JOSEPH B
- 182> 7 320 DANNENBERG, GEORGE
- 183> 12 312 DOWNS, MICHAEL
- 184> 8 312 NEWMAN, DAVID A
- 185> 14 304 WEBSTER, TOM
- 186> 5 304 LESILEX, MARCUS
- 187> 14 304 LUTHER, BILL
- 188> 9 300 SCHILLING, BENJAMIN R
- 189> 5 285 HELF, DEWAYNE H
- 190> 9 279 HILDRETH, GARY
- 191> 15 269 JOHNSON, CHARLES
- 192> 13 265 SMITH, D M
- 193> 3 264 MCMILLAN, TINA
- 194> 4 257 ABBOTT, ERIC
- 195> 15 255 LAGRANGE, ROBERT R
- 196> 7 250 RIDD, ROLAND W
- 197> 6 246 RITCHEY, JONATHAN R
- 198> 8 231 LUCK, ALAN
- 199> 10 227 ANNA, DAVID
- 200> 8 215 DIEHR, HERB
- 201> 8 184 BOHN, JAMES
- 202> 4 163 UPSHAW, GARTH
- 203> 4 157 LAWTON, CAMERON
- 204> 14 152 ANGEL, TONY C
- 205> 9 152 WALKER, JAMES L
- 206> 3 110 FISCHER, PHIL
- 207> 8 106 LAIPPLY, PHILIP
- 208> 5 93 POLK, JAMES M

And Now, **THE RATINGS:**

A rating consists of your name, the number of times you have played Starweb as each character type, and your average rating as that character type. Your rating in a single game is your score divided by the winners score, carried out to three decimal places, and multiplied by 1000. The rating for "S" is your rating in standby positions you have taken over (not separated by character type). The rating for "X" is your composite rating, or your combined rating of all 6 regular character types (with at least 3 different). The rating for "*" is your rating in Multi games, and your rating for \$ is your rating for standby positions in Multi games. The ratings are in alphabetical order so you can find the names of potential allies or enemies. Any player who has at least ten games rated, can have one game removed from the ratings for each ten games he has rated, so that one horrible score won't ruin your average.

ABBATE, MITCH 7P=690 1M=654 3B=936
2S=439 2L=424 11X=754
ABBOTT, ERIC 2E=398 1P=205 1B=24
1S=493 4X=257
ABRAMOFF, JEFFREY 2E=611
AINSWORTH, STEVE 1E=384 2P=475
2M=792 5X=584
ALEXANDER, LARRY 3E=721 2M=470
1A=378 2S=324 6X=580
ANDERSON, MARK D 4C=770 3P=391
1B=1000 6A=761 3S=659 14X=701
ANDREASEN, DAVID 1A=233
ANGEL, TONY C 3E=205 1C=245 3P=200
2M=12 4B=54 1A=436 14X=153
ANGRILLI, BOB 1C=616 5P=632 2M=834
1B=21 1S=268 9X=607
ANNA, DAVID 3E=217 1C=596 1M=0
5B=204 1S=443 1L=57 10X=227
ARMSTRONG, TERRY 1E=984
AUSTIN, SETH 5E=647 1C=1000 2P=422
1M=771 3B=933 2A=650 4S=476 14X=710
BAILEY, BARRY 6E=470 5C=469 9P=507

2M=450 8B=647 8A=462 3L=367 38X=513
 BALISOK, ROBERT L 1E=645 1M=829
 1S=891
 BALSAMO, PAUL 4E=916 4C=574
 1P=994 1M=959 3B=1000 7A=964 5S=407
 1*=875 20X=883
 BARTON, CURTIS B 5E=476 1C=284
 2P=457 4M=968 5B=403 2A=449 1L=241
 19X=545
 BAUMGARDNER, WILLIAM 1E=320
 1P=355 2M=799 6*=883 4X=568
 BEATTIE, CHARLES F 3E=479 1C=482
 1P=481 1M=877 2B=405 1A=384 9X=497
 BEAVERS, ERROL 1C=52
 BECKER, ROBERT L 2C=753
 BENEPE, DAVID B 4E=535 1C=764
 1P=451 3M=899 1B=478 10X=653
 BENNETT, WAYNE L 1E=637 1C=730
 1P=413 3B=569 6X=581
 BENOIT, NANETTE P. 1E=589
 BENOIT, ROBERT 2B=73 2L=411
 BERLIN, ERIC 2E=689 1C=126
 BIDDICK, CHRIS 1P=328 1M=81
 BIER, DAVID 1E=457 2B=526
 BIOLSI, DAVID 2A=274
 BLAKE, RONALD H 3E=728 4C=785
 1P=702 4M=840 2B=100 2A=430 6S=394
 1L=902 15*=754 4S=797 16X=653
 BLOOMFIELD, DAVID 3E=298 1C=511
 3P=655 2M=698 4A=349 2L=521 2*=124
 9X=530
 BOHN, JAMES 2E=112 2C=195 1P=239
 2M=207 1A=203 8X=184
 BOWER, KEITH M 2E=764 1P=330
 1B=705 3A=623 1L=216 7X=633
 BOYD, JOHN H 5E=555 1M=352 4*=407
 BOYD, PHIL 5B=116
 BRADRICK, TIM J 1E=666 2C=863
 1P=852 1M=38 2B=518 1A=937 2S=231
 1*=1000 8X=657
 BREKKE, CONRAD 1P=281
 BRENNEN, BRUCE J 1E=422 1C=853
 2A=499 4X=568
 BRINKMAN, MARK 1E=893 1P=313
 2B=147 4X=375
 BROOKS, LORNE C 1E=595 1B=507
 BRUNKHORST, BOB D 1E=777 1C=998
 BRYG, WILLIAM 1E=619 1P=790 1M=17
 1B=1000 1A=627 5X=610
 BUDNING, ANDY 1A=381
 BURKHOLDER, DANIEL 1A=170
 FURREL, J WADE 1E=462
 BYRNE, JOHN 1E=309 1C=869 1P=778
 2B=502 4S=369 5X=592
 CALDWELL, TIM 2P=209
 CAMPBELL, JONATHAN 1E=598
 CARBONNEAU, MARCEL R 5M=375
 1A=526 1S=192
 CARRIER, STEPHEN P 1E=830
 CASSELS, JOHN 1E=211
 CHAMBERLAIN, DAVE 9E=562 1C=440
 1P=348 5S=296 11X=532
 CHRIST, ALAN 1C=610
 CHRISTY, COLE 1B=863
 CIMA, MICHAEL T 4P=615 1*=368
 CLARK, BRIAN 1E=656 1C=510 1B=174
 2S=307 3X=447
 CLARK, DAN 1E=613 1C=472
 CLAXTON, RUSS 1E=547 4M=874
 1B=589 1S=86 6X=772
 CLAY, PAUL 1E=348 2M=358 1L=106
 CLIFFORD, CARL 1E=501 1C=60
 CLOSE, DAVID L 1M=633 1A=368 1*=227
 COFFEY, DAVID 1S=235
 COLLINS, GERALD L 1C=66 2M=82
 CONNOLLY, ROBERT J 1M=764
 COON, MICHAEL 1P=129
 COOPER, PHILLIP 1B=779
 COREY, MICHAEL J 1A=295
 CROOKS, CHARLES 3E=638 2C=428
 6P=392 2M=911 3B=156 2A=441 1S=387
 1L=721 1*=664 18X=461
 CROWN, DAVIS N 1E=437 13P=675
 1M=1000 7B=709 2A=476 1S=1000
 5*=604 24X=672
 CRUBER, ERIC 1P=235 1A=301
 CUMMINS, BRUCE T 1C=698 1B=468
 1A=328 3X=498
 CURTIS, MICHAEL A 1E=515 4M=172
 CURTIS, MICHAEL A 5S=527
 DAMON, KENNETH 1E=890 2P=607
 1M=1000 1B=501 3S=780 1L=155 4*=750
 5X=721
 DANNENBERG, GEORGE 1E=724
 1P=470 3M=134 2B=320 7X=320
 DAWSON, RUSS 1P=567 1M=1000
 1B=947 1A=236 1L=1000 4X=687
 DEAKINS, JOHN 1E=666 2C=524 2M=775
 4B=341 1A=565 10S=471 1&=80 1*=476
 10X=519
 DELAHOY, CRAIG 2E=550 1C=532
 1M=300 6B=642 10S=412 10X=578
 DELAMBERT, ROBERT S 1E=76 2P=202
 1M=602 1B=296 2A=572 7S=238 1L=97
 1*=367 7X=360
 DELGRECO, DAVID 3P=255
 DERHAM, RICHARD 7E=607 1P=540
 DESTRO, ROBERT 3E=550 1C=520
 8P=530 1M=842 5B=618 6A=621 17S=549
 2L=671 2*=504 24X=586
 DEWING, BILL 1E=649 5P=443 1M=772
 6A=615 1S=721 13X=564
 DEWS, JOE 1E=877 1P=394
 DICKERSON, JOHN H 1P=110 3B=263
 DIEHR, HERB 2E=216 1C=633 1P=151
 3B=85 1A=248 7S=418 1&=93 1*=6
 8X=215
 DIETZ, JOHN 1E=908 1C=773 3P=671
 3M=880 1B=684 2A=783 1S=180 2L=515
 11X=780
 DINSMORE, JOHN 2M=679 4B=441
 1S=96
 DISHOP, PAUL 3C=863 3A=640
 DODGE, KEITH 1E=335 5C=509 1P=222
 1A=141 8X=406
 DODGE, WAYNE 1P=444 2B=384
 DODGE, WAYNE M 1E=982 1P=570
 1B=1000 3X=850
 DONALD, RICHARD G 2E=677 4C=622
 2P=510 5M=739 3B=896 3A=486 2S=517
 19X=669
 DOWNS, MICHAEL T 1E=558 2C=492
 2P=324 3M=228 3B=198 1A=279 1L=22
 4*=123 12X=312
 DOWNS, ROBERT L 1C=68 2P=205
 DOYLE, STEPHEN 4E=127 1L=114
 DRYBURGH, JAMES R 2E=462
 DUBE', WADE 1B=21 1A=403 1S=484
 DUNLAP, LARRY 3C=800 1M=580
 1A=144 5X=625
 DUNNUCK, JUSTIN D 1A=176
 EASON, ERIK L E 1C=64
 EASTON, ROBERT 1M=437 1A=343
 1L=478
 EDGEWORTH, ROBERT 2C=290
 EDWARDS, TOM 2E=482 1C=899
 ELGIN, PAUL 1E=214 5P=364 2A=445
 3S=334 8X=365
 ERNEST, TONY E 1E=888 1C=459
 2B=555 1A=1000 5X=691
 EVANKOVICH, DALE 1E=151
 FARRELL, RANDAL 1C=185 3P=512
 FINNEGAN, TIM P 1E=808 2C=518
 1M=609 1B=1000 1A=999 6X=742
 FISCHER, PHIL 1E=240 1P=1M=8
 3X=110
 FISK, DENNIS 4E=605 1C=173 4B=621
 1*=609 9X=564
 FLAHERTY, TIM 4E=610 1P=161 1M=333
 3B=610 1A=546 1S=703 10X=531
 FLEISCHER, KLAUS-JURGEN 2E=762
 1C=1000 3P=876 1M=1000 2B=973
 1*=934 9X=900
 FLEMING, E P 2P=538 1M=862 2B=250
 2A=295 7X=433
 FLIGHT, MARK 2E=394
 FLOYD, JEFFREY A 1E=485 1C=194
 2B=376 1*=423 4X=358
 FORSHT, DAVID R 1C=676
 FOWBLE, WADE L 6E=375 1P=444
 5S=240 1*=402
 FRANK, JEFF A 1A=302
 FRECHETTE, JAMES 3E=189 1M=371
 6B=590 1A=248 1L=296 11X=430
 FRONSEE, JAMES T 1E=560 1C=664
 2M=971 1B=899 2A=439 2S=464 1L=86
 7X=706
 FROST, BRIAN A 1M=482 1B=78
 FULLER, MARC 1B=355
 FULMER, JOHN R 3E=635 8P=702
 1M=1000 6B=801 2A=645 13*=985
 20X=731
 GAILLIEZ, KENNETH 2P=348 1M=996
 3B=970 2A=380 3S=514 8X=670
 GALT, JOHN DAVID 1P=324 3M=532
 1B=688 2*=760 5X=522
 GANSHAW, CHRISTOPHER W 1E=164
 GARDNER, JOHN E 1E=327 1C=762
 4P=561 7B=551 2S=360 1L=186 2&=216
 13*=965 1S=1000 13X=553
 GAREFINO, CHARLIE 1E=180
 GIBSON, MICHAEL 2A=400
 GOLDFORD, RICHARD 1M=1000
 GOLDSTEIN, LIN 1E=838 1C=969 3P=799
 1M=29 2B=622 2S=423 1*=215 8X=685
 GOLLNICK, MARK 1C=983 9P=705
 5M=699 4B=864 8A=750 3S=336 1L=1000
 8*=929 27X=751
 GONZALES, TONY T 1E=788
 GRAHAM, MICHAEL C 1E=690 1M=526

MACDONALD, ROBERT R 2E=552
1P=595 1M=895 1B=831 1A=748 1*=652
6X=695
MACGREGOR, STEVE 1M=662 2B=94
8A=423 8S=273 11X=385
MANNION, LARRY E 2E=420 4P=422
3B=327 1A=722 1S=113 1*=193 10X=423
MANSFIELD, MIKE 1A=95
MARISCA, CHARLES 2C=512 2P=316
1M=1000 5X=531
MARRS, JOHN THOMAS 1E=439 1C=451
4P=358 3M=831 2B=203 4S=458 1*=169
11X=475
MARSHALL, JOHN 2E=616 2A=320
MARTIN, LAURA LOOMIS 2C=520
1S=380
MARTIN, SCOTT 1A=378
MARTINEZ, JOSEPH R 1E=829
MARTZ, BRIAN W 1E=190 1S=184 1*=780
MARX, BILL X 8C=342 1S=564
MASON, JOSEPH CLAY 1E=357 1L=946
MATTOX, BARNEY 1M=1000
MATTSOON, DAVID R 3E=374 1P=298
1A=330 1L=105 2*=170 5X=350
MAZANEC, THOMAS 1C=504 1P=218
1M=1000 1B=287 1A=341 5X=470
MCCARTNEY, TOM 2E=558 2A=499
MCCARTY, BRIAN D 1E=103 1P=427
5M=897 3B=440 3S=483 7*=678 10X=634
MCCLINTOCK, BILL 1M=500
MCDANIEL, LARRY M 1C=339 2M=626
6A=423 9X=459
MCDONALD, JAMES T 1E=430 1L=64
MCENTEE, DONALD R 4E=593 6C=758
4P=780 4M=755 4B=591 5A=501 5S=316
2L=558 27X=664
MCKINLEY, DON 2B=343 2A=370 2S=152
1L=470
MCLEY, MAURICE A 4E=415 1C=657
1P=490 1B=104 2A=565 5S=290 4L=619
1*=36 9X=449
MCMILLAN, TINA 1E=208 1M=401
1B=182 2L=119 2*=169 3X=264
MCNIGHT, ALLEN 1E=529
MEDER, DANIEL J 2A=348
MENCONI, DAVE 1A=334
MERIDETH, JOHN C 1P=424 4A=535
METZ, ROBERT 1E=958 1C=524 1P=1000
1M=709 1B=437 1S=677 5*=875 2S=226
5X=726
MEYERS, EMILY M 1B=210
MICHELI, MARK 1B=27
MILBURN, JAMES W 1E=271 1C=589
1P=475 1B=462 1L=501 4X=449
MILLER, ROGER 1C=919 1M=529 1A=952
3X=800
MOLPUS, CURRIE 1E=573 4P=321
MOONEY, CURTISS RYAN 2E=546
1P=1000 1M=652 2B=562 2A=534 8X=617
MORGAN, JAMES 1E=708 1M=954
2B=199 1S=8 2L=168 4X=515
MOSS, MICHAEL W 2E=574
MOSTRANDO, DONALD 1E=450
MUIJE, JOHN 2E=818 2C=979 5P=623
5M=965 4B=723 3A=454 9S=594 1L=914
21X=752
MUMMER, HARRY C 2E=742 2C=278
2P=395 2M=526 2B=551 2A=694 1L=999
3*=993 12X=531
MURAWSKI, MATTHEW J 1C=892 1B=55
1*=428
MURPHY, PATRICK F 1C=347 2A=507
MYERS, GARRETT 2E=345
NEAL, GARY 2E=732 1S=456
NEWMAN, DAVID A 1E=780 1P=12
5B=264 1A=387 2S=298 6L=488 1L=1000
2*=59 8X=312
NEWTON, LEROY 1E=515
NICKLAS, DAVE 3E=295 4P=581 1B=957
1A=714 3S=448 1*=1000 9X=542
NIELSEN, DALE E 1P=324 1M=779
1B=256 2A=694 2S=475 1*=98 1S=375
5X=550
NORIEGA, M G 3P=749 3B=629 5A=533
2L=736 11X=618
NORIEGA, VIRGIL 4P=377
NORRELL, THOMAS B 2E=634 1C=519
2P=344 1M=58 2A=363 1S=287 8X=407
NOVACK, MICHAEL J 1P=487
O'LINGER, JIM 2E=492 2M=789
OAKLEY, IVAN 1L=762 1*=205
OBERFIELD, GREG 1B=68
OBLEMAN, ERIC 2E=333 1A=328
OLBRIS, DONALD J 1B=709
OLDS, RONALD M 1E=520 2P=258
1S=130 1L=592
OLIVER, KEN 1P=720 1M=645 1B=1000
2A=699 2S=619 5X=753

PADGETT, RONALD 1C=47 2P=85
PADUCH, JOSEPH 1E=722 2C=520
6P=487 1M=379 2B=199 1A=758 6S=224
1S=437 13X=478
PADUCH, M 3C=949 6P=790 6M=840
2B=455 1S=230 1*=1000 17X=796
PANDIN, TONY 1E=532 3S=176
PARENT, DARREN 2P=511 2B=942
1*=687
PARRISH, STEVE 2P=727 1M=515
3B=999 1A=701 3S=440 2L=525 7X=810
PATE, RAY 1C=1000
PATRICK, SCOTT 1P=129
PATTERSON, JOSH 1E=191
PAULSON, GERRY 2B=643
PEECK, WILLIAM D 3E=914 3C=841
4P=795 3M=1000 3B=888 4A=635 1S=304
8*=973 3S=576 20X=832
PELLEGRINO, ROBERT 5E=584
PENNINGTON, DALE K. 6E=498 1C=483
PEREIRA IV, JOHN 1E=525 1P=292
3A=504 5X=466
PERRY, STEVEN 1E=94 1C=171
PERSONS, KELLY S 1E=1000 3C=594
1P=1000 1M=1000 1B=1000 1A=731
1S=451 1*=1000 8X=814
PETTIS, ROY 1C=88 2L=19
PETTY, CHRISTOPHER 1E=192
PETTY, KIRK D 2B=484
PFISTER, MARK 2E=979 3C=763 2P=952
2M=1000 2B=921 3A=720 14X=868
PLYMALE, RONALD 1C=441
POLAND, LORINA 1C=358 1M=225
POLK, JAMES M 2P=208 2M=26 1B=4
5X=93
POWER, MICHAEL E 1M=236
PUTCH, MICHAEL J 4E=519 1L=993
RABII, BAHMAN 1E=508 1B=245
RAINE, WILLIAM MIKE 1P=249
RANDOLPH, NOWLIN 1E=210
RAUDONIS, CHRIS A 2E=513 2B=83
RAUSS, PATRICK J 1E=655 1B=268
1A=653 1S=246 3X=526
RAYNARD, CHRIS 1E=139 1M=1000
3A=784 3S=301 2L=67 5X=698
REKERS, KAREL 1E=617 1C=517 5P=500
6B=366 4A=298 2S=420 17X=413
REUBEN, RONALD 1E=726 2P=581
1M=1000 1A=584 5X=694
REYNOLDS, JEREMY 1B=9
REZNICK, ANDREW 1C=809 1M=817
2A=598 1S=1000 2L=628 4X=706
RICH, SCOTT 1E=1000 1M=1000 1B=735
3X=911
RICHARDS, JOSEPH 2E=514 1P=712
4B=914 1S=358 7X=771
RICHARDSON, DAVID P 2C=420
RIDD, ROLAND W 4E=407 2P=66 1M=6
7X=250
RISKEY, FRANK 1C=861 4*=667
RITCHEY, JONATHAN R 3E=421 2M=70
1B=75 6X=246
ROARK, SCOTT 1A=86
ROBINDER, DAVID 1C=64
ROBINDER, KEVIN W 3E=453 2A=403
1S=304
ROBINSON, JAMES M 6C=576 3A=438
ROCKS, CHUCK 4E=472
RODIN, LARRY 4E=861 3C=951 3P=860
6M=992 3B=999 3A=936 2L=964 9*=1000
22X=938
ROE, JAMES 1M=794 6B=545 1S=678
ROLL, MALCOLM 1P=609
ROSE, DAVID 3E=308 1M=92
ROSE, JOHN PHILLIP 1P=449 2B=7
RUEMMLER, RONALD E 3E=917 1L=538
1P=699 19M=971 4B=846 1S=390 1L=999
28X=922
RUMMELL, LINDA 1E=625 5P=371
19M=609 2B=1000 2S=423 1L=420
2*=877 27X=595
RUSSELL, LEE 1B=168 2A=313 2S=198
RUTH, STAN A 1E=516 1P=414 2B=994
2A=553 3S=318 6X=671
SAAL, TOM 1E=287 1C=512 1P=718
1B=96 1A=460 1S=216 5X=414
SALCHOW, TROY 3P=308 2M=744
SAMUELSSON, PEKKA 1E=307 1C=302
1S=800
SANNWALD, WALTER K 1P=256 9A=521
1S=176
SATO, JASON 1P=458
SAXTON, MATTHEW 1E=752 3C=1000
1P=433 1M=1000 3B=1000 3A=697
6S=278 12X=856
SCHAEFERS, GARY 6E=924 1C=1000
4P=790 3M=999 4B=513 4A=880 12S=513
7L=778 2L=282 2*=527 2S=660 22X=831
SCHILLING, BENJAMIN R 1E=165
2C=308 1P=304 1M=376 2B=279 2A=340

2S=385 2*=188 9X=300
SCHILT, EMMETT 2P=864
SCHILT, FRANK 1E=180 1C=1000
1P=1000 2M=902 2B=511 4A=512
10S=362 2L=495 1L=999 11X=641
SCHOLWIM, ERIC 1E=154
SCHROEDER, TIMOTHY P 1E=851
1P=402 1A=315 1*=351 3X=523
SCHUSSEL, LEONARD J 3E=702 4C=985
1P=587 3M=856 4B=920 15X=859
SCOTT, DAVID 1C=1000 1P=182
1M=1000 1B=26 2A=484 4S=557 1L=281
1*=587 6X=529
SEGAL, ELLIOTT 1E=520 1M=937
SERABIAN, JOHN 7P=394 3M=951
3B=331 5S=517 13X=508
SHANNONHOUSE, JOHN R 3E=938
5C=960 1P=849 6M=908 3B=999 1A=979
3S=663 1L=999 19X=942
SHAW, DENNIS LEE 2E=412 2C=751
3P=577 2M=478 3B=614 4A=588 5S=548
1*=449 16X=576
SHEEHAN, L JOSEPH 1P=1000 2M=995
SHEEHAN, LOUIS JOSEPH 3E=554
1P=695 3M=843 2B=818 1A=1000 2L=842
10X=752
SHEFLER, MIKE 2C=746 3P=484 3M=875
2A=398 6S=514 3L=606 2*=403 10X=637
SHORT, BUDDY 5E=653 1P=497 2S=678
1*=590 1L=633
SHUKAN, ERIC 1E=232 3C=631 5P=614
2M=530 6B=542 2A=740 1L=365 6*=841
19X=578
SIAS, RONALD 1E=1000 1P=374
SILLS, RONALD A 1C=655 1M=21 1A=375
3X=350
SILVERMAN, SAUL L 1E=143 1B=148
1S=287
SMITH, D M 1C=320 8P=196 3M=514
1B=18 1L=77 13X=265
SMITH, DAVID MARK 4E=788 1P=1000
3M=837 3B=998 2S=350 1L=1000 1*=281
11X=878
SMITH, DEANNA L. 2M=1000
SMITH, KEVIN M 3M=722 1B=152 1L=994
2*=907
SMURTHWAITE, JEFFREY 2E=656
1C=102 6P=435 3M=352 1B=422 1A=349
1S=262 5*=432 1S=371 14X=418
SOBOSCINSKI, RICHARD 1E=995 3B=958
1L=1000
SOMERVILLE, SCOTT 4C=461
SONDREAL, CHRISTOPHER 1E=689
SOVIK, KARL 2P=341 2M=509 2A=445
1S=455 6X=432
SPRAY, PATRICK 1E=613
STAMOS, CHARLES 4E=753 4C=720
4P=572 4M=914 4B=750 4A=607 1S=1000
1B=264 2*=693 24X=719
STANLEY, ALDEN 1E=614 1A=981
6S=265 2*=1000
STEARNS, MICHAEL 1E=99
STEELE, CRAIG 1P=913 1B=21 1S=1000
STEFFECK, LEE 2E=430 2S=239
STOEPPPEL, HENRY G 1E=55 1M=620
1S=314 1*=444
STOKER, JAMES 1P=364 1B=177
STRINGER, FRANCIS W. 7E=464 1L=38
2*=39
SUGAR, BRADLEY 1A=396 1L=935
SYMONS, JOHN 5E=862 5C=980 5P=756
4M=987 5B=995 5A=794 1S=528 1L=145
5*=933 29X=893
TALARCZYK, STAN 2E=246 1C=675
9P=511 2M=1000 3B=440 1A=415 5S=301
2*=427 18X=528
TAORMINA, JOSEPH P 3E=490 2C=972
2P=596 4M=831 1B=558 1A=524 1L=555
13X=693
THOMPSON, GERRY 1E=567 1C=362
1P=603 1B=437 1A=743 22S=394 5X=542
THOMPSON, JAMES S. 1C=1000
THOMSON, BOB 4E=702
TIFFANY, DAVID 6E=510 4C=649 4P=628
4M=567 3B=771 4A=606 3S=465 3L=686
3*=928 4S=399 25X=607
TODD, MALCOLM 2C=837 1P=273
TOLLEY, THOMAS R 1C=744 3M=999
2B=615 6X=828
TOWNSEND, JIM 1P=180 2M=698 1B=7
2*=228 4X=396
ULRICH, DAVID J 1E=705 1C=292
1P=599 1B=835 1A=675 2S=121 5X=621
UPSHAW, GARTH 1E=120 1M=176 1B=61
1A=295 4X=163
VANDENBERGHE, DWIGHT 1M=450
VAVRA, DENNIS 1E=490 4P=171 2S=254
VIERRA, STEVE 1B=16
VON GERLACH-GERNER, LURANA
1E=582

WADDELL, CHRISTOPHER 2E=533
9C=508 3P=257 4M=469 1S=209 2L=282
1L=188 18X=460
WALKER, JAMES L 3C=128 2M=408
3B=37 1A=62 9S=62 1S=194 9X=152
WALKER, KENNY 2E=432
WALKER, LISA STAR 1P=209 6*=203
WALLACH, PHILIP A 1A=329
WALLIN, DAVID 1S=232
WARD, BRADLEY 3M=282
WASHABAUGH, DONALD L 1C=224
2P=323 2B=195 4A=532 3S=482 2L=615
9X=376
WATROUS, RUSTY 1E=626
WEBB, TIMOTHY A 2E=638 1C=782
1*=886
WEBSTER, TOM 2E=99 5C=512 2P=236
3M=263 1B=120 1A=123 5S=374 4*=378
14X=304
WEILENMANN, HENRY R 1C=869
WEISMILLER, MICHAEL 2E=572 3C=901
4P=814 2M=949 5B=737 2A=521 18X=763
WELCH, CHIP 5E=554 2P=707 4A=799
8S=365 1L=121 11X=671
WEST, DANIEL H 4E=715 13P=798
5M=950 3B=1000 4A=740 3S=405
29X=826
WESTLAKE, MARGARET 3A=207
WHITE, DAVID W 1E=158 5P=503
WHITING, ROBERT 1C=869 1P=1000
1B=612 1A=845 1S=304 4X=832
WHITTEN, PHILIP 1E=117 4C=656
3P=502 1M=827 1B=769 6S=509 10X=584
WIEWEL, JEFF 1S=392
WILKINSON, TED 1E=603 2P=638
3M=567 2B=900 2A=730 1L=69 10X=684
WILLCUT, TIMOTHY A 1E=709
WILLIAMS, BARRY J 6E=580 8C=676
4P=664 4M=811 1B=1000 1A=425 3S=385
1*=217 1S=261 24X=676
WILSON, BOB 1B=6
WINGER, CHRIS 2P=279 1B=48
WINTER, EDWARD 1B=8
WITTENSTEIN, WOLF 1E=843 4C=938
1P=731 1M=998 1A=472 3S=912 8X=849
WOLINSKY, STEVE 1P=931
WONG, CARLTON 2B=454 2L=38
WOODWARD, ELIZABETH 1E=353
2C=441 7S=341
WOODWARD, JIM 4E=636 1*=558
WORRELL, CHRIS C 2C=943 1A=672
3S=247 2*=957
WULKAN, MIKE 1E=114 1P=370 2B=571
4X=406
WYMER, WILLIAM E 3E=535 1C=382
4P=351 1M=920 6B=571 3A=483 7S=499
2*=705 18X=510
YOKEM, BRICE 1P=327
YORK, W ANDREW 4E=331 2C=680
4P=486 1M=286 1S=635 1L=871 11X=447
YOUNG, DENNIS R 1E=534 1B=83
1A=618 3X=412
ZIERHUT, KRIS P 1A=418
ZIMMER, JACK L 1E=792 1M=833
1B=547 2L=589 3X=724

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Battle Plan ratings

for players who have played a Flying Buffalo PBM game in 1997, 1998, or 1999.

The rating is given as (a,b) c,d e where a=how many games you've played, b=how many games you've won, c=how many opponents you've defeated (died before you did or at the same time as you), d=how many opponents defeated you (were still in the game after you were gone), and e=your rating. For the rating, you get 10 points for each win, 1 point for each opponent defeated, minus one point for each opponent who defeated you. This listing includes all games that ended as of Feb 8, 1999, and includes only regular BP games, and only people who are current players. The WW ratings are in a separate listing. We will award a plaque and a lifetime game to anyone who earns 1000 ratings points.

As of Feb 8, 1999

Top 26

1 390 63 RISKEY, FRANK
 2 265 34 DANNENBERG, GEORGE
 3 226 35 MCCLINTOCK, BILL
 4 195 35 DUVAL, GLENN
 5 176 22 COREY, MICHAEL
 6 174 15 GOLDSTEIN, LIN
 7 167 42 SCOTT, DAVID
 8 164 23 CORR, MARK J
 9 161 22 FLAHERTY, TIM
 10 132 67 KINNEY, GEORGE
 11 113 17 RODIN, LARRY
 12 93 32 JAMES, FRANCISCO
 13 84 10 WIEWEL, JEFF
 14 78 11 NEFF, TERRY
 15 70 11 ALLEN, STEVE
 16 62 7 NEAL, RANDY
 17 60 5 FLEISCHER, KLAUS-JURGEN
 18 59 13 GRIER, GLEN CHIP
 19 57 71 MATTSON, DAVID
 19 57 26 THOMPSON, GERRY
 20 53 6 MERCER, ROBERT
 21 50 16 GIBSON, MICHAEL
 22 47 4 REUBEN, RONALD
 22 47 4 RAUWOLFA, E
 23 45 9 LIACOURAS, CHRIS
 23 45 5 KNAPP, CHRIS

Top 32 with 5 or fewer games

1 60 5 FLEISCHER, KLAUS-JURGEN
 2 47 4 REUBEN, RONALD
 2 47 4 RAUWOLFA, E
 3 45 5 KNAPP, CHRIS
 4 41 4 HOFMANN, ALAIN
 5 34 5 NONIS, JASON
 6 32 5 MCLEY, MAURICE A
 7 29 3 WYNKOOP, ANDREW
 8 26 3 BIOLSI, DAVID
 9 25 3 BALSAMO, PAUL
 10 23 4 JENSEN, THOMAS J
 10 23 4 KLITZKE, WILLIAM P
 10 23 2 TOLSON, SAM
 11 21 4 HALL, BOB
 11 21 3 O'HARA, CHRISTOPHER

12 20 5 LAHIFF, JOSEPH
 13 18 4 RICH, SCOTT
 13 18 2 LEWANDOWSKI, DANIEL P
 14 15 1 PARRISH, STEVE
 14 15 1 LEWARK, TOD
 14 15 1 TAYLOR, ROBERT
 14 15 3 RASZEWSKI, STEVE
 15 14 4 BALISOK, ROBERT
 15 14 1 REKERS, KAREL
 15 14 1 SAMUELSSON, PEKKA
 15 14 1 ZIERHUT, KRIS P
 15 14 1 STAPELLS, ANTHONY
 15 14 1 HAGEN, SCOTT
 15 14 1 BRUNKHORST, BOB D
 15 14 1 LINQUIST, CARL
 15 14 1 MURAWSKI, MAT-THEW J
 15 14 1 PETTY, CHRISTOPHER

AINSWORTH, STEVE(1,0)3, 1 2
 ALLEN, BRIAN (1, 0) 4, 1 3
 ALLEN, STEVE (11, 4) 43, 13 70
 ANDREASEN, DAVID(1, 0)1, 3 -2
 ANGEL, TONY C (2, 0) 2, 10 -8
 ANNA, DAVID (7, 0) 15, 24 -9
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As of Feb 8, 1999. Ratings calculated the same way as BP.
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 FROST, JOHN (1, 0) 10, 15 -5
 ROBINSON, JAMES M (1, 0) 10, 15 -5

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ROYER, WARREN R (1, 0) 7, 12 -5
BROWN, DARRELL P (1, 0) 4, 9 -5
BERNARD, DEREK (2, 0) 16, 21 -5
NAVARRE, DAVE (1, 0) 4, 10 -6
CORBIN, ALEX (2, 0) 14, 20 -6
AYERS, JAMIE (1, 0) 6, 12 -6
GIBSON, BRIAN (1, 0) 6, 12 -6
TEDNES, MARIUS (1, 0) 4, 10 -6
ROBINDER, DAVID (1, 0) 4, 10 -6
STEVENSON, JAMES (1, 0) 7, 14 -7
TOPOLNICKI, NEIL (1, 0) 3, 10 -7
CLOUTIER, JOSEPH (1, 0) 2, 9 -7
JARVIS, RICHARD (1, 0) 5, 12 -7
MOLINARI, JIM (1, 0) 4, 11 -7
MILLER, MICHAEL (2, 0) 19, 26 -7
CRIGLOW, RAYMOND (1, 0) 5, 12 -7
JONES, TODD (1, 0) 7, 14 -7
LUTES, TERRY (3, 0) 23, 30 -7
LAWSON, MICHAEL J. (1, 0) 6, 13 -7
FOREE, DONALD (1, 0) 5, 12 -7
GRANT, WILLIAM (1, 0) 5, 12 -7
KINNEY, ROBERT (1, 0) 6, 13 -7
BOBER, ED (1, 0) 5, 12 -7
FOSTER, MIKE (1, 0) 5, 12 -7
ROBINSON, CHRISTOPHER A (1, 0) 4, 11 -7
MAYBERRY, WARREN E (1, 0) 4, 11 -7
NEAL, JOHN M. (1, 0) 4, 11 -7
HUSEMANN, DOUG (1, 0) 5, 13 -8
SPINDLER, JOE (2, 0) 15, 23 -8
GARDNER, FRANK (3, 0) 26, 34 -8
DEKEYSER, ERNIE (1, 0) 5, 13 -8
HASLAM, FRED (2, 0) 10, 18 -8
CONWAY, GEORGE WM (2, 0) 17, 25 -8
WRIGHT, TOM (1, 0) 3, 11 -8
MELLUSI, DAVE (1, 0) 6, 15 -9
TOEPKE, MICHAEL (1, 0) 8, 17 -9
EHLER, KYRII (1, 0) 1, 10 -9
MCCARTY, DAVID J (1, 0) 4, 13 -9
ADAMS, MARK (2, 0) 15, 24 -9
MARTIN, GREGORY J T (2, 0) 11, 20 -9
KITCHEN, GEORGE T (2, 0) 13, 22 -9
SMITH, PAT (1, 0) 5, 15 -10
MARTIN, ROBERT (1, 0) 3, 13 -10
DYRHOLM, MATT (3, 0) 22, 32 -10
LIACOURAS, CHRIS A (1, 0) 5, 15 -10
CATANZARO, SALVATORE (1, 0) 2, 12 -10
ERVING, JOHN (1, 0) 4, 14 -10
MURAWSKI, MATTHEW J (1, 0) 4, 14 -10
TIGERT, JAMES B (1, 0) 2, 12 -10
DULIN, KEN (1, 0) 4, 14 -10
WYNKOOP, ANDREW (1, 0) 4, 14 -10
FREESE, SCOTT D (2, 0) 14, 25 -11
MORGAN, CHARLES (3, 0) 30, 41 -11
HOLLANDER, DAVID H (1, 0) 7, 18 -11
RUTNER, STEPHEN M (1, 0) 7, 18 -11
MORGAN, TIM (1, 0) 7, 18 -11
ARNOLD, RICH (1, 0) 7, 18 -11
MOLATO, RICARDO S (2, 0) 13, 24 -11
LYONS, JOHN (1, 0) 5, 16 -11
LOUIE, SHELLEY (2, 0) 19, 30 -11
KROG, DREW (2, 0) 17, 28 -11
MERRITT, JAYMES (1, 0) 4, 15 -11
WEISMILLER, MICHAEL (1, 0) 3, 14 -11
DANNENBERG, GEORGE (9, 0) 83, 95 -12
BETESH, SAUL D (2, 0) 7, 19 -12
DITTENHOEFER, MIKE (2, 0) 15, 27 -12
STAPELLS, ANTHONY (3, 0) 19, 31 -12
URESTE, KEN (2, 0) 14, 26 -12
RUMBURG, JEFF (1, 0) 6, 18 -12
PENHAILEGON, DON (1, 0) 1, 13 -12
GRINSTEAD, TIMOTHY (1, 0) 1, 13 -12
HOKAMA, DARYL (1, 0) 3, 15 -12
KIMBRELL, HOMER (1, 0) 6, 19 -13
LIDBERG, PAUL (1, 0) 6, 19 -13
PURDY, TIMOTHY (1, 0) 8, 21 -13
SPENCER, ROBERT (1, 0) 8, 21 -13
LAWSON, MIKE (1, 0) 6, 19 -13
LABINE, BRAD (1, 0) 0, 13 -13
STEVENS, RALPH L (1, 0) 4, 17 -13
WYMAN, JIM (1, 0) 1, 14 -13
MARCANTEL, MIKE (1, 0) 3, 16 -13
WARR, DAN (1, 0) 3, 16 -13
BERNARD, PETER (1, 0) 1, 14 -13
SYMCOX, KEITH (1, 0) 2, 15 -13
MARX, BILL X (1, 0) 3, 16 -13
BLOCKLINGER, DAVID (2, 0) 14, 27 -13
JOHNSTON, SHAUN (2, 0) 20, 34 -14
PETTY, KIRK D (3, 0) 18, 32 -14
LANCASTER, CHARLES (2, 0) 9, 23 -14
DALTON, BRADY (1, 0) 2, 16 -14
ADAMS, WILLIAM P (2, 0) 11, 25 -14
DAVIS, KENNETH (5, 0) 57, 72 -15
WALL, JAMES (1, 0) 3, 18 -15

PLOURDE, GALEN R (1, 0) 5, 20 -15
SHIELDS, NICK J (1, 0) 5, 20 -15
CHANG, MICHAEL (1, 0) 5, 20 -15
JONES, JASON (5, 0) 48, 63 -15
BASTIS, VICTOR (1, 0) 3, 18 -15
CHIN, JIN (1, 0) 3, 18 -15
LEDOUX, CARLETON (12, 0) 112, 127 -15
ROPER, TROY (1, 0) 0, 15 -15
FETTER, BILL (1, 0) 0, 15 -15
JONES, MIKEL A (1, 0) 2, 17 -15
COFFEY, DAVID (3, 0) 22, 37 -15
KLOEPFER, RYAN E. (3, 0) 16, 31 -15
BLUNDER, POLLY (1, 0) 1, 16 -15
NULF, DONALD (1, 0) 1, 17 -16
CALDWELL, K C (2, 0) 17, 33 -16
MARTIN, SHANE (1, 0) 2, 18 -16
TRONCO, MARK (1, 0) 1, 17 -16
CHASE, MICHAEL T (3, 0) 18, 34 -16
SCOTT, TIMOTHY M (1, 0) 2, 18 -16
WONG, JOE (1, 0) 2, 18 -16
HARRIS, VERNON R (1, 0) 1, 17 -16
DONAWICK, STEPHEN (3, 0) 31, 48 -17
HIGHBERGER, PETER (1, 0) 2, 19 -17
ROUSSELLE, JAMES G (4, 0) 34, 51 -17
JOHNSON, CHRISTOPHER (4, 0) 29, 46 -17
CRESSEY, PHILIP (2, 0) 6, 23 -17
GRUND, GEORGE (2, 0) 5, 22 -17
SCHEERS, RANDOLPH M (1, 0) 2, 19 -17
BOONE, WILLIAM (1, 0) 2, 19 -17
HARDAWAY, EARL (2, 0) 10, 27 -17
VIETZEN, MARK (3, 0) 26, 43 -17
MCNIGHT, ALLEN (2, 0) 10, 27 -17
BEEMER, PAUL A (2, 0) 18, 36 -18
SCHROEDER, TIMOTHY P (4, 0) 37, 55 -18
MUNROE, KEITH H (2, 0) 8, 26 -18
WEIMAR, JOHN F (6, 0) 65, 84 -19
HART, GEOFF (1, 0) 3, 22 -19
BRENNAN, MARK (1, 0) 1, 20 -19
KETCHAM, RUSSELL (1, 0) 1, 20 -19
LINQUIST, CARL (3, 0) 21, 40 -19
BROWN, JEAN (1, 0) 0, 19 -19
GUNDERSEN, JOE (1, 0) 0, 19 -19
PFEIFER, ROBERT (8, 0) 62, 82 -20
TEGTMAN, WILLIAM P (1, 0) 0, 20 -20
CANNOVA, JAMES S (1, 0) 0, 20 -20
RAUDONIS, CHRIS A (1, 0) 2, 23 -21
WICK, CLIFFORD (1, 0) 0, 21 -21
JORDAN, EDWARD (3, 0) 22, 43 -21
VAN OLLEFEN, RICH (5, 0) 39, 60 -21
FREY, KEVIN (1, 0) 0, 21 -21
FREDERICK, STAN (1, 0) 0, 21 -21
MAZUREK, A N (3, 0) 17, 38 -21
WILLIAMS, DAVID L (3, 0) 16, 37 -21
ECKERT, JAMES (1, 0) 0, 21 -21
MATTSON, DAVID R (4, 0) 26, 48 -22
SCHARNBERGER, BOB (4, 0) 34, 57 -23
KINNEY, GEORGE R (12, 0) 113, 136 -23
ROGERS, STEVEN (1, 0) 1, 24 -23
SHIELDS, DAVID D (1, 0) 1, 24 -23
ZIGARELLI, ANTHONY (3, 0) 19, 42 -23
WATE, SHAWN K. (2, 0) 7, 30 -23
STELLING, ELIZABETH N (3, 0) 20, 44 -24
BIESENER, DAVID (1, 0) 0, 24 -24
ANDERSON, IAN (2, 0) 4, 28 -24
MORGAN, JAMES (1, 0) 2, 27 -25
HALLERON, ROCKFORD (1, 0) 0, 25 -25
HOLMAN, JOHN A (11, 0) 89, 115 -26
FRASCELLA, ROBERT (3, 0) 18, 45 -27
CALLIS, DAVID (4, 0) 36, 64 -28
BREDESON, JAMES (3, 0) 16, 44 -28
WOODWORTH, ROY (3, 0) 19, 48 -29
GREENWOOD, KYLE (3, 0) 12, 42 -30
STACKHOUSE, STEVE (5, 0) 41, 73 -32
LEY, JASON (4, 0) 24, 57 -33
KNIGHT, ERIC (4, 0) 25, 58 -33
SCHICKRAM, SCOTT L (2, 0) 2, 37 -35
DEIKE, SCOTT (2, 0) 5, 40 -35
WALKER, W K (9, 0) 62, 100 -38
MCLEY, MAURICE A (6, 0) 40, 80 -40
MICHAELS, WILLIAM P (2, 0) 4, 45 -41
FORSHT, DAVID R (2, 0) 4, 46 -42
WALKER, JAMES L (5, 0) 29, 71 -42
TAYLOR, GEORGE M. (3, 0) 2, 46 -44
SHELLTON, PATRICK F (4, 0) 17, 62 -45
POTTORF, RICHARD A (2, 0) 2, 48 -46
SIMS, ROBERT (2, 0) 3, 51 -48
BLUNDER, WALLY (3, 0) 5, 58 -53
HUME, ROBERT E (6, 0) 24, 81 -57
FISCHER, PHIL (13, 0) 70, 179 -109

1939 World Wide Battle Plan Ratings

As of Feb 8, 1999

Top Ten Lists

Argentina/Chile/Spain

1> 1 1000 TORKELSON, JAMES
2> 1 989 INGALLS, RYAN
3> 1 972 LINQUIST, CARL
4> 1 956 SERLIN, CHRISTOPHER
5> 2 919 BALSAMO, PAUL
6> 1 887 KELLEHER, MATT
7> 1 879 LOY, WALTER E
8> 1 842 MCENTEE, NICK
9> 1 818 BERNARD, DEREK
10> 1 767 KLINE, JAMES E

Brazil/Portugal

1> 2 797 MAILLOUX, BEN
2> 2 773 HENNUM, K C
3> 1 691 BRUNKHORST, BOB
4> 1 522 FORD, ROBERT
5> 1 357 HAY, WILLIAM
6> 1 303 HILL, DAVID J.
7> 1 284 PETTY, KIRK D
8> 1 235 TAYLOR, GEORGE M.
9> 1 229 WOO, SIMON
10> 1 228 TISDALL, SCOTT

Colombia/Cuba/Mexico

1> 1 1000 MACCRAE, DOUGLAS
2> 1 1000 MOSTRANDO, DONALD
3> 1 968 BRUNKHORST, BOB
4> 1 887 HAY, WILLIAM
5> 1 820 LOY, WALTER E
6> 1 688 MATTSOON, DAVID R
7> 1 678 O'CONNOR, SHAWN
8> 1 587 KINNEY, GEORGE R
9> 2 484 HENNUM, K C
10> 1 476 CROSSMAN, DALE

BeNeLux

1> 1 1000 BISCONE, MARK J
2> 1 1000 MOSTRANDO, JIM
3> 1 963 MERRITT, JAYMES
4> 1 908 MACCRAE, DOUGLAS
5> 1 887 O'CONNOR, CHRISTOPHER P.
6> 1 873 MCENTEE, NICK
7> 1 860 LINQUIST, CARL
8> 1 806 ATKINSON, ALAN
9> 1 653 ROYER, WARREN R
10> 1 645 WASHABAUGH, DONALD L
11> 2 645 JOHNSON, MIKE

The Balkans

1> 1 1000 PARKMAN, RICHARD
2> 1 1000 ARCHER, CARL L
3> 2 1000 ROYER, WARREN R
4> 1 1000 CARLEY, WILLIAM
5> 1 1000 MACCRAE, DOUGLAS
6> 1 1000 PETTY, KIRK D
7> 1 1000 WYNKOOP, ANDREW
8> 5 996 O'HARA, CHRISTOPHER
9> 1 988 SCHOLWIN, ERIC
10> 1 937 KLINE, JAMES E

China

1> 1 1000 MOSTRANDO, DONALD
2> 1 1000 KLINE, JAMES E
3> 1 970 BERNARD, DEREK
4> 2 932 PADUCH, JOSEPH
5> 1 902 BALSAMO, PAUL
6> 1 849 GUNNING, KIT
7> 1 821 MCENTEE, NICK
8> 1 697 ALLISON, JIMMY
9> 2 682 O'HARA, CHRISTOPHER
10> 1 650 RIEHL, STEPHEN

Franco/Poland

1> 1 1000 VIERRA, STEVE
2> 1 874 FRONSEE, JAMES T
3> 1 832 LEWANDOWSKI, DARIN S
4> 1 741 KEWSEY, DANIEL P
5> 1 703 BRUNKHORST, BOB
6> 1 702 NEFF, TERRY
7> 1 623 LAIPPLY, PHILIP
8> 1 522 LUTES, TERRY
9> 1 485 GUNNING, E SHAWN
10> 3 454 MACCRAE, DOUGLAS

Germany/Finland

1> 1 1000 DEVOLPI, PAUL S
2> 1 1000 ATKINSON, RICHARD
3> 1 1000 WYNKOOP, ANDREW
4> 1 730 HEATON, FRED
5> 3 644 PENSON, GARY
6> 1 530 ROYER, WARREN R
7> 1 517 DOYLE, STEPHEN
8> 1 437 MARK, FREDRICK
9> 1 313 FEIRTAG, JIM
10> 2 307 PEREYRA, ERNEST

Great Britain/Norway

1> 1 1000 DEVOLPI, PAUL S
2> 1 1000 PARKMAN, RICHARD
3> 1 1000 MERRITT, JAYMES
4> 1 826 MACCRAE, DOUGLAS
5> 1 812 MOSTRANDO, DONALD
6> 1 765 SMITH, RAY
7> 1 757 MCENTEE, NICK
8> 1 706 CRESSEY, PHILIP A
9> 1 685 FRONSEE, JAMES T
10> 1 678 HENNUM, K C

Italy

1> 1 970 BRUNKHORST, BOB
2> 1 881 DITTENHOEFER, MIKE
3> 1 569 ROYER, WARREN R
4> 1 459 ATKINSON, ALAN
5> 1 456 MCENTEE, NICK
6> 2 353 BRENNAN, MARK
7> 1 290 LAIPPLY, PHILIP
8> 1 238 KLINE, JAMES E
9> 1 187 YORK, W ANDREW
10> 1 131 PENSON, GARY

Japan/Siam

1> 1 1000 PEREYRA, ERNEST
2> 1 1000 VIERRA, STEVE
3> 1 1000 DULIN, KEN
4> 1 835 VIETZEN, MARK
5> 1 775 GRIER, GLEN CHIP
6> 1 764 SERLIN, CHRISTOPHER
7> 1 764 MAYS, VERNON
8> 1 722 METCALFE, TODD
9> 2 674 O'HARA, CHRISTOPHER
10> 1 594 MACCRAE, DOUGLAS

Russia

1> 1 1000 WILSON, DEL M
2> 1 760 HOLMAN, JOHN A
3> 1 747 POWERS, CRAIG
4> 1 614 HAY, WILLIAM
5> 2 584 MARK, FREDRICK
6> 1 418 GUNNING, E SHAWN
7> 1 393 JOHNSON, CHRISTOPHER
8> 1 372 LUTES, TERRY
9> 1 343 FROY, ANDREW
10> 2 338 HENNUM, K C

United States

1> 1 1000 DEVOLPI, PAUL S
2> 1 978 FOUNTAIN, OREN K.
3> 1 870 MCKENZIE, BRIAN
4> 1 824 STELLING, ELIZABETH N
5> 3 731 O'HARA, CHRISTOPHER
6> 1 725 SERLIN, CHRISTOPHER
7> 1 710 HENNUM, K C
8> 1 651 TRINKLE, PATRICK
9> 1 634 CALLIS, DAVID
10> 1 631 GUNNING, E SHAWN

Standby

1> 1 900 FRITZ, KEVIN L
2> 1 817 ROBINSON, CHRISTOPHER A
3> 3 790 O'HARA, CHRISTOPHER
4> 1 650 VIERRA, STEVE
5> 1 606 LINQUIST, CARL
6> 2 551 PEREYRA, ERNEST
7> 1 549 NEWMAN, GLENN
8> 1 407 LUTES, TERRY
9> 1 344 HOLT, MICHAEL L
10> 1 343 METCALFE, TODD

Composite Ratings, must have played at least 3 different positions

1> 3 1000 DEVOLPI, PAUL S
2> 3 746 LINQUIST, CARL
3> 5 668 VIERRA, STEVE
4> 6 662 BRUNKHORST, BOB D
5> 10 658 MACCRAE, DOUGLAS
6> 4 649 PARKMAN, RICHARD
7> 5 627 ATKINSON, ALAN
8> 21 598 O'HARA, CHRISTOPHER
9> 3 567 WASHABAUGH, DONALD L
10> 6 554 KLINE, JAMES E
11> 4 554 WYNKOOP, ANDREW
12> 3 553 FRONSEE, JAMES T
13> 4 546 LOY, WALTER E
14> 5 546 SERLIN, CHRISTOPHER
15> 4 544 O'CONNOR, CHRISTOPHER P.
16> 11 514 HENNUM, K C
17> 3 511 GUNNING, E SHAWN
18> 4 504 METCALFE, TODD
19> 11 504 MCENTEE, NICK

20> 3 503 POWERS, CRAIG
21> 4 479 JOHNSON, MIKE
22> 5 465 BERNARD, DEREK
23> 21 463 ROYER, WARREN
24> 3 461 DITTENHOEFER, MIKE
25> 4 458 GRIER, GLEN CHIP
26> 6 455 HAY, WILLIAM
27> 9 453 LUTES, TERRY
28> 5 445 O'CONNOR, SHAWN
29> 7 437 PEREYRA, ERNEST
30> 4 433 ALLISON, JIMMY
31> 11 426 MOSTRANDO, DONALD
32> 6 412 FOUNTAIN, OREN K.
33> 4 411 INGALLS, RYAN
34> 4 408 DULIN, KEN
35> 7 378 PETTY, KIRK D
36> 9 373 CARLEY, WILLIAM
37> 3 373 LAIPPLY, PHILIP
38> 3 369 TRINKLE, PATRICK
39> 8 363 MARK, FREDRICK
40> 6 347 BOLEN, STEPHEN
41> 9 343 PENSON, GARY
42> 5 319 CRESSEY, PHILIP A
43> 4 263 ZIERHUT, KRIS P
44> 3 262 RIEHL, STEPHEN
45> 3 258 LEARY, PAUL R
46> 6 263 BRENNAN, MARK
47> 4 193 GREENWOOD, KYLE
48> 3 189 DOYLE, STEPHEN
49> 4 184 DELLINGER, TOMMY
50> 3 165 EVERHART, ROBERT L.
51> 3 164 BELPREZ, ANDREW
52> 7 161 VERZOSA, JOHN L
53> 3 152 JOHNSTON, SHAUN
54> 3 141 CRIGLOW, RAYMOND
55> 9 133 PAWLOWSKI, JAMES R
56> 3 111 MAYBERRY, WARREN E
57> 3 78 TAYLOR, GEORGE M.
58> 4 76 ROBINSON, CHRISTOPHER A
59> 4 52 KNOSTMANN, BRIAN
60> 3 43 BRIGGS, SEAN W
61> 5 41 REICHUBER, JASON

ADAMS, WILLIAM P 1-England=472
AHMANN, THOMAS M 1-BeneLux=564
ALLEN, JAMES 1-BeneLux=251 1-
Standby=116
ALLEN, STEVE 1-Brazil=57
ALLISON, JIMMY 2-Spain=518 1-
China=697 1-Italy=0 4X=433
ANDERSEN, STEPHEN C. 1-Spain=75
ANDERSON, JAMES 1-Balkans=1000 1-
Russia=0
ARCHER, CARL L 1-Balkans=1000 1-
China=325
ARENA, ANTHONY 1-Italy=0
ATKINSON, ALAN 1-Spain=567 1-
Mexico=305 1-BeneLux=806 1-
Germany=1000 1-Italy=459 5X=627
BAILEY, BRIAN R 1-Balkans=917
BALDA, JOHN 1-Spain=764 1-Standby=23
BALISOK, ROBERT L 1-Brazil=169
BALSAMO, PAUL 2-Spain=919 1-
China=902
BATES, GEORGE D 1-BeneLux=127
BELAND, RUSS 1-BeneLux=608
BELPREZ, ANDREW 1-Brazil=25 1-
BeneLux=466 1-Russia=0 3X=164
BENEDETTO, LEONARD 1-BeneLux=595
1-England=107
BENNETT, JOHN E 1-Brazil=160 1-
Mexico=250
BERNARD, DEREK 1-Spain=818 1-
Mexico=187 1-BeneLux=258 1-
Balkans=91 1-China=970 5X=465
BERQUIST, MICHAEL 1-Germany=76
BISCONE, MARK J 1-BeneLux=1000
BLACKMAN, NIGEL 1-Spain=149
BLANKENBURG, BRAD 1-Italy=0
BLODGETT, COREY 1-Germany=0
BOLEN, STEPHEN 1-England=668 3-
Japan=94 2-USA=564 6X=347
BOONE, WILLIAM 1-Italy=708 1-USA=310
BRASIER, MICHAEL 1-Germany=0 1-
Italy=0
BRENNAN, MARK 1-Brazil=39 1-
Balkans=63 2-Italy=353 1-Japan=0 1-
USA=529 6X=223
BRIGGS, SEAN W 1-Germany=124 1-
England=4 1-Russia=0 3X=43
BROCK, RICK 1-Brazil=396 1-Japan=0 1-
Standby=393
BROWN, WILLIAM 1-Mexico=660 1-
Standby=65
BRUNKHORST, BOB D 1-Brazil=691 1-
Mexico=968 1-France=703 1-England=457
1-Italy=970 1-Russia=182 6X=662
BRUNO, PAUL R. 1-Balkans=131 1-

Russia=0
CALLIS, DAVID 1-BeneLux=176 1-
USA=634
CARLEY, WILLIAM 1-Balkans=1000 3-
China=580 2-France=0 1-Germany=0 2-
USA=310 9X=373
CATES, JOHN D 1-Russia=0
CORBIN, CARL 1-France=145 1-Japan=0
CRAFA, STEVEN 1-Standby=0
CRESSEY, PHILIP A 1-Balkans=278 2-
China=306 1-Germany=0 1-England=706
5X=319
CRIGLOW, RAYMOND 1-Balkans=310 1-
China=115 1-Russia=0 3X=141
CROSSMAN, DALE 1-Mexico=476
DALTON, BRADY 1-BeneLux=199 1-
Balkans=416
DAVIS, JOHN A 1-Mexico=911 1-
England=206
DELLINGER, TOMMY 1-Spain=321 1-
Mexico=43 2-Japan=186 4X=184
DERHAM, RICHARD 1-France=278
DEVOLPI, PAUL S 1-Germany=1000 1-
England=1000 1-USA=1000 3X=1000
DICKER, ARTHUR 1-BeneLux=153
DITTENHOEFER, MIKE 1-China=376 1-
France=127 1-Italy=881 1-Standby=52
3X=461
DORAN, TIM 1-Spain=240
DORTCH, ROLAND H 1-France=0
DOUGAN, JIM 2-England=332
DOUGLAS, MARSHALL 1-Brazil=28 1-
Mexico=166
DOYLE, STEPHEN 1-Germany=517 1-
England=51 1-Italy=0 3X=189
DULIN, KEN 1-France=0 1-England=589 1-
Italy=44 1-Japan=1000 4X=408
ELLIS, BRYAN 1-Standby=22
ERVING, JOHN 1-China=154
EVANS, KEITH 1-Spain=37
EVERHART, JIM E 1-Mexico=412 2-
USA=314
EVERHART, JOANNE 1-Brazil=62
EVERHART, ROBERT L. 1-Spain=250 1-
Brazil=112 1-USA=132 3X=165
FEIRTAG, JIM 1-Germany=313 1-Russia=0
FIRANZI, JAMES A 1-Standby=0
FLORENTZ, ERIK 1-Germany=111
FORD, ROBERT 1-Brazil=522
FOUNTAIN, OREN K. 2-Balkans=666 1-
Germany=77 1-Italy=65 1-Russia=23 1-
USA=978 6X=412
FREEMAN, DELBERT 1-Brazil=119 1-
Mexico=107
FRITZ, KEVIN L 2-Balkans=936 2-
Japan=73 1-Standby=900
FRONSEE, JAMES T 1-France=874 1-
Germany=101 1-England=685 1-
Standby=0 3X=553
FROY, ANDREW 1-Russia=343
FUOSS, GLEN 1-Mexico=202
GARDNER, FRANK 1-Standby=247
GIBSON, DAVID 2-Standby=389
GLADMAN, AARON 1-China=1000
GOLDSTEIN, LIN 1-Spain=116
GREENWOOD, KYLE 1-Spain=576 1-
Mexico=101 1-China=96 1-France=0
4X=193
GRIER, GLEN CHIP 1-BeneLux=583 1-
Balkans=160 1-France=314 1-Japan=775
4X=458
GROUNDS, CHARLES 1-Italy=23
GUNNING, E SHAWN 1-France=485 1-
Russia=418 1-USA=631 3X=511
GUNNING, KIT 1-China=849 1-Italy=0
HAGEN, SCOTT 1-England=247
HALL, BOB 1-England=545
HARDWAY, EARL 1-Brazil=42
HARNEY, SHANE M 1-Japan=0
HARNISCH, JONATHAN W 1-USA=68
HAY, WILLIAM 1-Spain=719 1-Brazil=357
1-Mexico=887 2-Italy=78 1-Russia=614 2-
Standby=218 6X=455
HEATON, FRED 1-Germany=730
HENNUM, K C 2-Brazil=773 2-Mexico=484
2-BeneLux=537 1-France=0 1-
England=678 2-Russia=338 1-USA=710 1-
Standby=109 11X=514
HERRING, CHRIS 1-USA=93
HILL, DAVID J. 1-Brazil=303
HILL, RICHARD F 1-Italy=0
HIX, JOSEPH 3-Germany=60
HOLMAN, JOHN A 1-Russia=760
HOLT, MICHAEL L 1-China=320 1-
Standby=344
INGALLS, RYAN 1-Spain=989 1-
Germany=89 1-England=324 1-USA=241
4X=411
JESSER, RICHARD 1-Italy=768 1-
Japan=722

JOHNSON, CHRISTOPHER 1-Russia=393
JOHNSON, DICK 1-Germany=101
JOHNSON, DOUG 1-Mexico=334
JOHNSON, MIKE 1-Mexico=421 2-
BeneLux=645 1-Germany=206 4X=479
JOHNSON, ROBERT M 1-Brazil=26
JOHNSTON, JAMES G 1-Spain=84
JOHNSTON, SHAUN 1-Spain=96 1-
Brazil=130 1-BeneLux=232 3X=152
KANGAS, JIM 1-Brazil=221
KAUFMAN, WAYNE 1-Japan=1000
KEHN, JAMES 1-Russia=0
KELLEHER, MATT 1-Spain=887
KERSTETTER, BARBARA 1-
BeneLux=357
KING, CHIP 1-BeneLux=267
KINNEY, GEORGE R 1-Mexico=587
KINSEY, DARIN S 1-France=832
KIRCHNER, MICHAEL J. 1-Italy=0
KLINE, JAMES E 1-Spain=767 1-
Brazil=164 1-Balkans=937 1-China=1000
1-Italy=238 1-USA=221 6X=554
KNOSTMANN, BRIAN 1-Brazil=109 1-
Mexico=99 1-France=0 1-Germany=0
4X=52
KROPP, RICHARD K. 1-Italy=0
LAFFOON, JASON 1-England=591
LAGORCE, STEVEN 1-Spain=294 1-
BeneLux=126
LAIPPLY, PHILIP 1-France=623 1-
Italy=290 1-USA=206 3X=373
LEARY, PAUL R 1-Spain=200
LEARY, PAUL R 1-France=0 1-
Germany=340 1-USA=433 3X=258
LEMBERG, AL 1-Japan=561 1-USA=111
LEWANDOWSKI, DANIEL P 1-France=741
1-Standby=0
LINQUIST, CARL 1-Spain=972 1-
Mexico=405 1-BeneLux=860 1-
Standby=606 3X=746
LIPSKI, JIM 2-China=552
LOY, WALTER E 1-Spain=879 1-
Mexico=820 1-China=375 1-France=108
4X=546
LUTES, TERRY 1-Mexico=213 2-
Balkans=505 3-China=459 1-France=522
1-England=581 1-Russia=372 1-
Standby=407 9X=453
LYTTON, BRYAN 1-Brazil=67
MACCRAE, DOUGLAS 1-Mexico=1000 1-
BeneLux=908 1-Balkans=1000 1-
China=307 3-France=454 1-England=826
1-Japan=594 1-USA=582 1-Standby=179
10X=658
MACQUARRIE, LACHLAN 1-Spain=314
MADDOX, RAYMOND 1-Balkans=185
MAILLOUX, BEN 2-Brazil=797
MARK, FREDRICK 1-Spain=560 2-
France=130 1-Germany=437 1-Italy=0 2-
Russia=584 1-USA=479 1-Standby=241
8X=363
MASON, JOSEPH CLAY 1-France=0 1-
Russia=0
MATTSON, DAVID R 1-Mexico=688
MAYBERRY, WARREN E 1-Spain=247 1-
Brazil=85 1-France=0 3X=111
MAYS, VERNON 1-Japan=764 1-
Russia=174
MAZIK, PETER V 1-Mexico=42
MAZUREK, A N 1-BeneLux=89
MCENTEE, NICK 1-Spain=842 1-
BeneLux=873 1-Balkans=761 1-
China=821 1-Germany=223 1-
England=757 1-Italy=456 1-Japan=335 1-
Russia=0 2-USA=237 11X=504
MCGRATH, KEVIN 1-Italy=22
MCKENZIE, BRIAN 1-USA=870
MERRITT, JAYMES 1-BeneLux=963 1-
England=1000
MESSERSMITH, MIKE 1-Brazil=540
METCALFE, TODD 2-China=636 1-
France=23 1-Japan=722 1-Standby=343
4X=504
MIELKE, STEVE 1-Germany=72
MIKELSON, RANDY 2-Italy=9 1-Japan=0
MILLER, BRANGER 1-Brazil=50
MILLER, PETER 1-Mexico=448
MILLS, C. AARON 1-BeneLux=30
MOSTRANDO, DONALD 1-Spain=249 1-
Mexico=1000 2-BeneLux=419 1-
Balkans=584 1-China=1000 1-France=209
1-England=812 2-Italy=0 1-Japan=0
11X=426
MOSTRANDO, JIM 1-BeneLux=1000 1-
Germany=127
MULLEN, DONNA K 1-Mexico=69
MURAWSKI, MATTHEW J 1-France=160
NAVARRE, PAUL G 1-Mexico=25 1-
Russia=6
NEAL, RANDY 1-Italy=111

NEFF, TERRY 1-France=702 1-USA=409
NEIBICH, JOHN 1-Mexico=152 1-
China=256
NEWMAN, GLENN 1-Standby=549
NIXON, CARL J 1-Italy=31
NONIS, JASON 1-France=0
NOTARBERARDINO, JOE 1-Spain=450 1-
England=137
NOWAK, ROBERT 1-Mexico=203
O'CONNOR, CHRISTOPHER P. 1-
Spain=663 1-Brazil=174 1-BeneLux=887
1-England=452 1-Standby=0 4X=544
O'CONNOR, SHAWN 1-Mexico=678 2-
Balkans=520 1-China=257 1-Russia=247
5X=445
O'HARA, CHRISTOPHER 1-Brazil=93 1-
BeneLux=307 5-Balkans=996 2-
China=682 3-Germany=295 2-
England=434 2-Japan=674 2-Russia=260
3-USA=731 3-Standby=790 21X=598
OLIVER, MICHAEL H 1-BeneLux=98
OSTNESS, LES L 1-Spain=44
PADUCH, JOSEPH 1-Balkans=803 2-
China=932
PARKMAN, RICHARD 1-Brazil=104 1-
Balkans=1000 1-England=1000 1-
USA=491 4X=649
PARSONS, DEKE 1-China=281 1-
Standby=0
PAWLOWSKI, JAMES R 1-Balkans=344 1-
China=189 2-Japan=128 2-Germany=99
2-England=104 1-France=0 1-Standby=0
9X=133
PENSON, GARY 1-BeneLux=183 1-
Balkans=268 3-Germany=644 2-
England=47 1-Italy=131 1-Japan=477
9X=343
PEREYRA, ERNEST 2-Spain=571 1-
Mexico=261 2-Germany=307 1-
England=42 1-Japan=1000 2-Standby=551
7X=437
PETTY, CHRISTOPHER 2-BeneLux=370
1-England=221
PETTY, KIRK D 1-Spain=464 1-Brazil=284
1-Balkans=1000 1-France=436 1-
Germany=260 1-England=0 1-USA=200
7X=378
PIGMAN, STEPHEN 1-Mexico=645
POPP, CHARLES W 1-France=0
POST, RICK 1-Brazil=137
POTTORF, RICHARD A 1-Brazil=140
POWERS, CRAIG 1-Mexico=155 1-
England=606 1-Russia=747 1-Standby=21
3X=503
PUESCHNER, GORDON 1-BeneLux=95
QUINLAN, JOHN F 1-Italy=21
RAPOZA, RYAN K 2-France=109
REICHUBER, JASON 1-Germany=106 1-
England=52 2-Italy=0 1-USA=48 5X=41
REYNARD, STEVEN 1-Standby=0
RIEHL, STEPHEN 1-Brazil=135 1-
China=650 1-Russia=0 3X=262
ROBERTS, GREG 1-Standby=98
ROBINSON, CHRISTOPHER A 2-Italy=94
1-Japan=0 1-USA=116 1-Standby=817
4X=76
ROYER, WARREN R 1-Spain=308 1-
BeneLux=653 2-Balkans=1000 2-
China=446 1-France=125 1-Germany=530
2-England=149 1-Italy=569 4-Japan=532
3-Russia=272 3-USA=465 21X=463
SCHICKRAM, SCOTT L 1-China=219 1-
Russia=0
SCHOLWIN, ERIC 1-Balkans=988
SCOTT, DAVID 1-Standby=0
SEIDEMANN, MARK 1-Balkans=585 1-
China=1000
SERLIN, CHRISTOPHER 1-Spain=956 1-
Brazil=145 1-BeneLux=137 1-Japan=764
1-USA=725 1-Standby=340 5X=546
SHEPPARD, MARK 1-Standby=101
SILLS, RONALD A 1-Russia=0
SIMON, DREW 1-Brazil=182 1-Russia=25
SMITH, RAY 1-China=568 1-England=765
SMITH, STEVE 1-Standby=194
SOKOL, JACK 1-Italy=0 1-Russia=1000
SOUTHERLAND, JEFFFEY K 1-
Germany=65 1-Italy=16
STAUFFER, LEON 1-Spain=721
STELLING, ELIZABETH N 1-USA=824
STEVENS, FREDRICK W 1-BeneLux=236
STOESSEL, MARK 2-Japan=12
TAYLOR, GEORGE M. 1-Brazil=235 1-
Japan=0 1-Russia=0 3X=78
TEGTMAN, WILLIAM P 1-Brazil=45
THOMPSON, GERRY 1-BeneLux=383 1-
France=104
TIBBETTS, ALLAN 1-Spain=287
TISDALL, SCOTT 1-Brazil=228 1-Italy=0
TORKELSON, JAMES 1-Spain=1000

TRINKLE, PATRICK 1-Balkans=457 1-Japan=0 1-USA=651 3X=369
 TURNER, GRAY 1-Brazil=52
 URSO, SALVATORE 1-Balkans=557
 VERZOSA, JOHN L 3-Mexico=204 1-Balkans=165 1-Germany=112 1-Russia=0 1-USA=242 3-Standby=163 7X=161
 VIERRA, STEVE 1-BeNeLux=561 1-Balkans=587 1-France=1000 1-Japan=1000 1-Russia=195 1-Standby=650 5X=668
 VIETZEN, MARK 1-Japan=835
 WAGNER, SCOTT WILLIAM 1-USA=407
 WALTER, CARL D 1-Mexico=72 1-England=22
 WARREN, CHARLES M 1-France=53
 WASHBAUGH, DONALD L 1-BeNeLux=645 1-China=538 1-Japan=517 3X=567
 WEBER, THOMAS E 1-Russia=0
 WEBSTER, TOM 1-Mexico=52
 WEIMER, DEREK C 1-Spain=65
 WHITESSELL, KENDALL W 1-Mexico=132 1-France=699
 WILLIAMS, DAVID L 2-Japan=33
 WILSON, DEL M 1-Russia=1000
 WING, PHILIP L 1-USA=216
 WOO, SIMON 1-Brazil=229
 WOOD, DONALD W 1-Mexico=49
 WRIGHT, STEPHEN 1-England=52
 WYNKOOP, ANDREW 1-Balkans=1000 1-Germany=1000 2-Russia=109 4X=554
 YORK, W ANDREW 1-Italy=187 1-Standby=200
 ZIERHUT, KRIS P 1-Spain=756 1-Brazil=563 1-Germany=179 1-England=62 4X=256
 ZIGARELLI, ANTHONY 1-Japan=292

Nuclear Destruction Ratings

for players who have played a Flying Buffalo PBM game in 1997, 1998, or 1999.

A rating consists of the numbers (a,b,c) d,e,f where a= the number of games you have played, b=the number of games you have won, c=the number of games you have tied, d=the number of opponents you have defeated (they died before you did or at least at the same time as you), e=the number of opponents who have defeated you (were still in the game after you were gone) and f=your rating. You get ten points for a win, 5 points for a tie, and one point for each player you defeated, minus one point for each player who defeated you. Players who won a special tournament game (not a convention game) got an extra bonus of 15 more points for that win. Your rating is your total number of points. We will award a plaque and a free lifetime game to anyone who gets 1000 rating points. As of Feb 8, 1999

Top 26

1 794 137 SOURLIS, GEORGE
 2 519 85 JACOBS, GEORGE
 3 213 41 MUJJE, JOHN
 4 185 55 WHITE, GERALD
 5 176 26 SEMKO, ROBERT
 6 166 38 LITT, CHRIS C
 7 132 33 RALSTON, TODD
 8 131 18 MCENTEE, DONALD R
 9 122 22 LEWARK, TOD
 10 121 20 RISKEY, FRANK
 11 113 19 FLAHERTY, TIM
 12 104 16 MATTSOON, DAVID R
 13 82 19 BARTON, CURTIS B
 14 79 26 FOX, JAY
 15 76 34 LAMOUREAU, DAVID R
 16 74 29 NORIEGA, VIRGIL
 17 74 29 BOSTON, JOHN
 17 52 14 SCHARNBERGER, BOB
 18 48 6 WESTLAKE, MARGARET
 19 46 15 RAUDONIS, CHRIS A
 19 46 5 DEWS, JOE
 20 43 10 DUVAL, GLENN
 21 42 6 SCOTT, DAVID
 22 38 7 PUTCH, MICHAEL J
 22 38 4 CROWN, DAVIS N

Top 27 with 5 or fewer games

1 46 5 DEWS, JOE
 2 43 3 SAAL, TOM
 3 38 4 CROWN, DAVIS N
 4 34 3 THOMPSON, GERRY
 5 30 2 SCHILLING, BENJAMIN R
 5 30 5 SAXTON, MATTHEW
 5 30 5 SANNWALD, WALTER
 6 29 4 TURNER, CHRIS

7 25 2 BOWER, KEITH M
 7 25 2 JAMES, FRANCISCO
 8 24 5 GIBSON, MICHAEL
 8 24 1 SMITH, KEVIN M
 9 22 1 BERNARD, DEREK
 10 21 2 KINNEY, GEORGE R
 10 21 3 LAM, MIKE
 11 20 1 HADAWAY, GLEN A
 11 20 1 BIOLSI, DAVID
 12 19 1 NEWTON, LEROY
 12 19 3 ICKES, RICK
 13 18 4 HENNUM, K C
 13 18 4 MENCONI, DAVE
 14 17 4 TAORMINA, JOSEPH P
 14 17 2 HOLM, DANA
 15 16 3 BECKER, ROBERT L
 16 15 3 LOY, WALTER E
 16 15 3 POTTS, KEN
 16 15 3 MARTIN, LAURA LOOMIS

ADAMS, JOHN (5, 0/0) 35, 23 12
 ANNA, DAVID (1, 0/0) 5, 5 0
 AUSTIN, SETH (2, 0/0) 16, 5 11
 BAKER, ALLEN S (1, 0/0) 11, 4 7
 BALSAMO, PAUL (1, 0/0) 6, 1 5
 BANTA, NICK (1, 0/0) 4, 8 4
 BARTON, CURTIS B (19, 1/1) 126, 59 82
 BEANE, RAY E (7, 1/1) 42, 27 30
 BECKER, ROBERT L (3, 0/1) 19, 8 16
 BERNARD, DEREK (1, 1/0) 12, 0 22
 BIOLSI, DAVID (1, 0/1) 15, 0 20
 BOSTON, JOHN (29, 1/4) 170, 126 74
 BOWER, KEITH M (2, 0/1) 21, 1 25
 BREKKE, CONRAD (1, 0/0) 4, 13 9
 BURKHOLDER, DANIEL (1, 0/0) 5, 10 5
 CATANZARO, SALVATORE (2, 0/0) 9, 11 2
 CHAMBERLAIN, DAVE (1, 0/0) 5, 10 5
 CLAXTON, RUSS (5, 0/0) 29, 21 8
 CLOSE, DAVID L (1, 0/0) 7, 1 6
 COREY, MICHAEL J (1, 0/0) 4, 6 2
 CROOKS, CHARLES (1, 0/1) 8, 0 13
 CROSSMAN, STEVE (11, 0/0) 38, 66 28
 CROWN, DAVIS N (4, 1/1) 32, 9 38
 DELAMBERT, ROBERT S (3, 0/0) 4, 22 18
 DESTRO, ROBERT (1, 0/0) 4, 7 3
 DEWS, JOE (5, 2/1) 29, 8 46
 DUVAL, GLENN (10, 2/1) 54, 36 43
 DYRHOLM, MARK (1, 0/0) 6, 9 3
 FINNEGAN, TIM P (1, 0/0) 3, 8 5
 FISCHER, PHIL (2, 0/0) 6, 16 10
 FLAHERTY, TIM (19, 2/5) 118, 50 113
 FORSH, DAVID R (2, 0/0) 2, 25 23
 FOWBLE, WADE L (2, 0/0) 8, 11 3
 FOX, JAY (26, 0/4) 149, 90 79
 GAILLIEZ, KENNETH (1, 0/0) 5, 3 2
 GIBSON, MICHAEL (5, 0/0) 37, 13 24
 GOLDSTEIN, LIN (1, 0/0) 2, 9 7
 GONZALES, TONY T (1, 0/0) 4, 5 1
 GREENWOOD, KYLE (2, 0/0) 16, 11 5
 GRILES, VERNON DAVID (1, 0/0) 5, 6 1
 GUNDERSEN, JOE (2, 0/0) 4, 14 10
 GUTENSTEIN, MICHAEL (1, 0/0) 7, 3 4
 HADAWAY, GLEN A (1, 1/0) 10, 0 20
 HALLERON, ROCKFORD (1, 0/0) 3, 8 5
 HAMEL, CHUCK (2, 0/0) 10, 3 7
 HENNUM, K C (4, 0/1) 27, 14 18
 HOLM, DANA (2, 0/1) 16, 4 17
 HOUSE, DARRELL (1, 0/0) 1, 11 10
 HUMISTON, G FRANK (15, 0/0) 72, 70 2
 ICKES, RICK (3, 0/1) 23, 9 19
 JACOBS, GEORGE (85, 6/26) 557, 228 519
 JAMES, FRANCISCO (2, 1/0) 17, 2 25
 JENNINGS, DARRY LEWIS (8, 0/0) 33, 37 4
 JOHNSON, MARTIN J (1, 0/0) 1, 6 5
 JOLLY, SIDNEY J (2, 0/0) 10, 11 1
 KATZ, JEFFREY (2, 0/0) 14, 8 6
 KINNEY, GEORGE R (2, 1/0) 15, 4 21
 KITCHEN, GEORGE T (2, 0/0) 10, 9 1
 KLITZKE, WILLIAM P (7, 0/1) 39, 23 21
 KNIGHT, ERIC (1, 0/1) 8, 0 13
 KRIBBS, WILLIAM (1, 0/0) 13, 2 11
 LAFOSSE, BILL (6, 1/0) 28, 31 7
 LALLY, MARTIN C (1, 0/0) 2, 9 7
 LAM, MIKE (3, 1/0) 21, 10 21
 LAMOUREAU, DAVID (34, 0/6) 187, 141 76
 LAUTERBACH, MICHAEL (1, 0/0) 0, 9 9
 LEFFLER, GARRET (2, 0/0) 8, 13 5
 LEGARE, MICHEL (1, 0/0) 0, 8 8
 LEWARK, TOD (22, 1/6) 144, 62 122
 LIPPERT, LARRY (1, 0/0) 6, 4 2
 LITT, CHRIS C (38, 1/9) 213, 102 166
 LOWE, RICHARD (2, 0/0) 10, 12 2
 LOY, WALTER E (3, 0/1) 17, 7 15
 MACDONALD, ROBERT R S (1, 0/0) 3, 2 1
 MACGREGOR, STEVE (8, 1/1) 44, 29 30
 MARSHALL, JOHN (1, 0/0) 1, 5 4
 MARTIN, LAURA LOOMIS (3, 1/0) 16, 11 15
 MARTZ, BRIAN W (1, 0/0) 3, 8 5
 MARX, BILL X (23, 2/2) 98, 122 6
 MATTSOON, DAVID R (16, 4/1) 86, 57 104

MCCLINTOCK, BILL (5, 0/0) 24, 16 8
 MCDANIEL, LARRY M (1, 0/0) 4, 7 3
 MCENTEE, DONALD R (18, 0/6) 138, 37 131
 MCLEY, MAURICE A (2, 0/0) 8, 13 5
 MCMILLAN, TINA (2, 0/0) 12, 3 9
 MEDER, DANIEL J (4, 0/0) 22, 20 2
 MENCONI, DAVE (4, 1/0) 24, 16 18
 MOONEY, CURTISS RYAN (1, 0/0) 3, 8 5
 MOORE, RYAN (1, 0/0) 11, 4 7
 MORGAN, JAMES (2, 0/0) 2, 19 17
 MUJJE, JOHN (41, 6/6) 231, 123 213
 NEVEUX, KEVIN (1, 0/0) 7, 7 0
 NEWMAN, DAVID A (1, 0/0) 6, 3 3
 NEWTON, LEROY (1, 1/0) 9, 0 19
 NICKLAS, DAVE (6, 0/0) 25, 34 9
 NONIS, JASON (2, 0/0) 7, 8 1
 NORIEGA, M G (1, 0/0) 2, 8 6
 NORIEGA, VIRGIL (9, 3/1) 60, 19 76
 OBLEMAN, ERIC (1, 0/0) 5, 3 2
 PADUCH, JOSEPH (1, 0/0) 3, 5 2
 PARENT, DARREN (1, 0/0) 10, 7 3
 PIEKARSKI, CHRIS M (1, 0/0) 4, 8 4
 POTTS, KEN (3, 0/0) 23, 8 15
 PUTCH, MICHAEL J (7, 0/1) 46, 13 38
 RALSTON, TODD (33, 6/1) 191, 124 132
 RANDOLPH, NOWLIN (1, 0/0) 1, 5 4
 RAUDONIS, CHRIS A (15, 2/0) 85, 59 46
 RICH, SCOTT (1, 0/0) 3, 8 5
 RICHARDS, JOSEPH (1, 0/0) 2, 7 5
 RIDD, ROLAND W (1, 0/0) 2, 9 7
 RISKEY, FRANK (20, 2/3) 130, 59 121
 ROBINDER, KEVIN W (1, 0/0) 0, 14 14
 RODIN, LARRY (7, 0/2) 42, 29 23
 ROSE, DAVID (2, 0/0) 7, 16 9
 RUMMELL, LINDA (1, 0/0) 4, 8 4
 SAAL, TOM (3, 0/3) 28, 0 43
 SANNWALD, WALTER K (5, 0/1) 39, 14 30
 SATO, JASON (1, 0/0) 4, 7 3
 SAXTON, MATTHEW (5, 1/0) 36, 16 30
 SCHAEFFERS, GARY (1, 0/0) 8, 3 5
 SCHARNBERGER, BOB (14, 1/2) 75, 43 52
 SCHILLING, BENJAMIN R (2, 1/1) 15, 0 30
 SCOTT, DAVID (6, 2/0) 42, 20 42
 SEGAL, ELLIOTT (3, 0/0) 12, 16 4
 SEMKO, ROBERT (26, 3/6) 182, 66 176
 SHIELDS, JOHN L (1, 0/0) 4, 7 3
 SHUKAN, ERIC (2, 0/0) 3, 19 16
 SILLS, RONALD A (7, 0/0) 40, 23 17
 SMITH, DAVID MARK (1, 0/0) 9, 3 6
 SMITH, KEVIN M (1, 1/0) 14, 0 24
 SOURLIS, GEORGE (137, 14/34) 878, 409 794
 SOURLIS, DAVID R (2, 0/0) 2, 28 29
 UITERWYK, STEVE (1, 0/0) 6, 4 2
 VOGEL, HAROLD JOHN (2, 0/0) 13, 16 3
 WALKER, JAMES L (7, 0/0) 36, 36 0
 WALKER, LISA STAR (1, 0/0) 2, 11 9
 WALLIN, DAVID (1, 0/0) 8, 3 5
 WEBSTER, TOM (9, 0/0) 55, 36 19
 WEST, DANIEL H (1, 0/0) 3, 5 2
 WESTLAKE, MARGARET (6, 1/0) 54, 16 48
 WHITE, GERALD (55, 2/6) 322, 187 185
 WHITTEN, PHILIP (2, 0/0) 11, 11 0
 WILLIAMS, BARRY J (13, 0/0) 59, 65 6
 WYMER, WILLIAM E (2, 0/0) 9, 13 4
 YORK, W ANDREW (1, 0/0) 3, 8 5
 ZUMSTEIN, ROD (8, 0/0) 49, 31 18

Real Forces World Wide Battle Plan Ratings as of 02/07/1999

Games / Points / Rating / Name
 (A rating is 1000 times points divided by games, 3000 is a perfect rating)
 1 3 3000 BALSAMO, PAUL
 1 3 3000 NEWMAN, GLENN
 2 3 1500 SCHOLWIN, ERIC
 2 3 1500 NEWMAN, JOHN R
 2 3 1500 MAILLOUX, BEN
 2 3 1500 DENSMORE, IAN D
 2 3 1500 HUDNALL, DAVE
 2 3 1500 BUNY, DAN
 2 3 1500 DOTEN, KEVIN
 1 1 1000 HOFMANN, ALAIN
 4 3 750 REINHART, STEVE
 5 3 600 DERRAH, RICHARD H
 2 1 500 MOSTRANDO, DONALD
 3 1 333 HAULMAN, RONALD R.
 3 1 333 LYNCH, JOHN
 3 1 333 LINQUIST, CARL
 1 0 0 ZIELINSKI, JAMES
 1 0 0 WOO, SIMON
 2 0 0 DEL MORAL, JOSEPH
 1 0 0 KLINE, JAMES E
 2 0 0 MURIELLA, BILL

2 0 0 DULIN, KEN
 1 0 0 HALL, BOB
 2 0 0 LEMIEUX, LUC
 6 0 0 SCOTT, DAVID
 1 0 0 CALLIS, DAVID
 2 0 0 FISCHER, PHIL
 1 0 0 CROSSMAN, DALE
 1 0 0 O'HARA, CHRISTOPHER
 1 0 0 HUDNALL, WALTER
 2 0 0 MCKENZIE, BRIAN
 1 0 0 VERZOSA, JOHN L
 5 0 0 MCLEY, MAURICE A
 2 0 0 HOLT, MICHAEL L
 1 0 0 DYRHOLM, MATT
 1 0 0 MARTONIK, BILL
 1 0 0 BUNY, DAVE
 1 0 0 FROY, ANDREW
 4 0 0 DYRHOLM, MARK
 2 0 0 BEECH, DAN
 4 0 0 MCKNIGHT, ALLEN
 4 0 0 HIX, JOSEPH
 5 0 0 CROSSMAN, STEVE
 3 0 0 ERVING, JOHN
 2 0 0 PELZ, JAMES
 4 0 0 LAIPPLY, PHILIP
 2 0 0 BOGENSCHNEIDER, BRET N.
 3 0 0 PADGETT, RONALD
 1 0 0 MESSER, KARL
 4 0 0 MURAWSKI, MATTHEW J
 4 0 0 ANDERSON, TOBY
 1 0 0 FORSH, DAVID R
 4 0 0 BISCONI, MARK J
 1 0 0 PETTY, CHRISTOPHER
 1 0 0 MARTIN, SCOTT
 4 0 0 BERRY, PATRICK A
 4 0 0 MRAZ, JEFF
 1 0 0 PAULS, STANLEY L.
 3 0 0 HARDAWAY, EARL
 3 0 0 BOGENSCHNEIDER, NEIL
 1 0 0 KITCHEN, GEORGE T
 1 0 0 WYNKOOP, ANDREW
 1 0 0 HARNEY, SHANE M
 1 0 0 HOKAMA, DARYL
 3 0 0 PETTY, KIRK D
 1 0 0 PEREYRA, ERNEST
 3 0 0 DOYLE, STEPHEN
 2 0 0 BERNARD, DEREK
 1 0 0 PLYMALE, RONALD
 2 0 0 GREENWOOD, KYLE
 2 0 0 BECKMAN, JOHN
 1 0 0 LUTES, TERRY
 2 0 0 NEFF, TERRY
 1 0 0 MULLINS, ALAN
 1 0 0 MERRITT, JAYMES
 1 0 0 SANDUM, STEVE
 2 0 0 LOWE, JOHN
 1 0 0 POST, RICK
 3 0 0 RANDALL, TIM
 2 0 0 RAJKOWSKI, MICHAEL
 1 0 0 BLUNDER, WALLY
 2 0 0 DITTENHOEFER, MIKE
 1 0 0 HOWES, PATRICK
 2 0 0 MUNROE, KEITH H
 1 0 0 BLOCKLINGER, DAVID
 2 0 0 VOGEL, HAROLD JOHN
 2 0 0 POST, RORY
 1 0 0 HOLBROOK, JASON
 1 0 0 WILLIS, GEORGE
 1 0 0 MCKENZIE, BRUCE
 1 0 0 WADE, WYNNEE T.
 1 0 0 YOLAS, RICARDO

HEROIC FANTASY RATINGS VERSION 3 (as of Feb 8, 1999) This lists the top ten characters of each type and level.

Level-1 Fairy Fighters:

1: "Selina" 25306 (David Lee); 2: "Don Aparrel" 20135 (James W Holmes); 3: "Kitty Hawk" 20008 (Dale E Nielsen); 4: "America" 19503 (Dale E Nielsen); 5: "Hornet" 18501 (Dale E Nielsen); 6: "Your Guide" 14966 (Ledington, Keith); 7: "A Very Annoying Little Nuisance" 14455 (Mark D Anderson); 8: "Don Afargo" 12271 (James W Holmes); 9: "Bell" 9964 (Robert Ackerman); 10: "Wasp" 8562 (Lefler, Garret)

Level-1 Fairy Magic-Users:

1: "James the Lesser" 54145 (James W Holmes); 2: "James the Quick" 46037 (James W Holmes); 3: "Olivia" 43505 (James W Holmes); 4: "Combinatorics" 35637 (Chris C Worrell); 5: "H. Kissenger" 31650 (Carter, Tom); 6: "Strange Luck" 26426 (Chris C Worrell); 7: "Ranger" 23801 (Dale E Nielsen); 8: "Saratoga" 23664 (Dale E Nielsen); 9: "Lucius" 23474 (Vince Brungardt); 10: "Htoiare" 20463 (Sanford, Jesse)

Level-1 Gremilin Fighters:

1: "Nimitz" 23078 (Dale E Nielsen); 2: "Washington" 22003 (Dale E Nielsen); 3: "Eisenhower" 21529 (Dale E Nielsen); 4: "Roosevelt" 15000 (Dale E Nielsen); 5: "Temple Dog" 11673 (Hodges,Brad); 6: "Hal-9001" 10514 (John Jackson); 7: "Stalker Farwalker" 10300 (Mike G Tremaine); 8: "Gladbag" 9914 (Webster,Tom); 9: "Green Patty (DK)" 8783 (Douglas W Knight); 10: "Ragg Mopp" 7955 (Webster,Tom)

Level-1 Leprechaun Magic-Users:

1: "Oppius" 30813 (Vince Brungardt); 2: "Enterprise" 27738 (Dale E Nielsen); 3: "James the Green" 27671 (James W Holmes); 4: "Ikkub" 27511 (Sanford,Jesse); 5: "Coral Sea" 26771 (Dale E Nielsen); 6: "Kennedy" 26510 (Dale E Nielsen); 7: "Yorktown" 25016 (Dale E Nielsen); 8: "Ikkub" 19604 (Vince Brungardt); 9: "James the Gruff II" 19067 (James W Holmes); 10: "Duffy" 18071 (James W Holmes)

Level-1 Hobbit Fighters:

1: "Biff (Better Stronger! Faster!)" 29042 (Carter, Tom); 2: "Don Duck" 20037 (James W Holmes); 3: "Happifort" 16046 (James W Holmes); 4: "Unclean" 15110 (Carter, Tom); 5: "Nasty" 15099 (Carter, Tom); 6: "Frodo" 12070 (James W Holmes); 7: "Suicide Blonde" 10404 (Hodges,Brad); 8: "Port" 10360 (Darby,David & Theresa); 9: "Grunt" 8536 (James W Holmes); 10: "Horatio" 7395 (Mark Flight)

Level-1 Hobbit Magic-Users:

1: "Dinesh Rajpal" 24252 (Mystery Person); 2: "Linda Sourinen" 24236 (Mystery Person); 3: "Malak Suzier" 24167 (Mystery Person); 4: "Bitter & Herb" 24164 (Mystery Person); 5: "Giovanni Mancini" 24149 (Mystery Person); 6: "James R Cartwright" 24116 (Mystery Person); 7: "Marla Oceana" 24093 (Mystery Person); 8: "Aurora Bolt" 24081 (Mystery Person); 9: "Disgusting" 24045 (Carter, Tom); 10: "Lindacort" 23633 (James W Holmes)

Level-1 Goblin Fighters:

1: "Wiseguy" 45708 (Chris C Worrell); 2: "Tar Heel" 36535 (Chris C Worrell); 3: "Sgt.Blogg" 23513 (Cameron,Scott); 4: "Packed Pate" 23343 (Douglas W Knight); 5: "Tantalus Too" 22494 (Harry Mummer); 6: "Cpl.Orgluk" 21598 (Cameron,Scott); 7: "Pvt.Snargash" 20658 (Cameron,Scott); 8: "Don Wayne" 19928 (James W Holmes); 9: "Pvt.Slagg" 19542 (Cameron,Scott); 10: "Pvt.Uglush" 19010 (Cameron,Scott)

Level-1 Human Fighters:

1: "Topology" 49432 (Chris C Worrell); 2: "Highlander" 43391 (Chris C Worrell); 3: "James the First" 39576 (James W Holmes); 4: "Pemberton" 38141 (Douglas W Knight); 5: "Old Line" 35921 (Chris C Worrell); 6: "Granny Todd" 35117 (Mark D Anderson); 7: "James the Third" 34501 (James W Holmes); 8: "Pemberton" 32255 (Douglas W Knight); 9: "Geometry" 31180 (Chris C Worrell); 10: "Bennington" 29871 (Mark D Anderson)

Level-1 Human Magic-Users:

1: "Arithmetic" 62919 (Chris C Worrell); 2: "Buffy the Vampire Slayer" 57886 (Chris C Worrell); 3: "Marcus" 56865 (Vince Brungardt); 4: "James the Great" 54699 (James W Holmes); 5: "Minucius" 54300 (Vince Brungardt); 6: "James the Evil" 53508 (James W Holmes); 7: "Poison Pill" 53453 (Douglas W Knight); 8: "Htoiarem" 53006 (Sanford,Jesse); 9: "James the Blind" 51623 (James W Holmes); 10: "James the Cool" 51513 (James W Holmes)

Level-1 Elf Fighters:

1: "James the Pale" 48504 (James W Holmes); 2: "Abstract Algebra" 45618 (Chris C Worrell); 3: "Calculus" 43075 (Chris C Worrell); 4: "Buckeye" 34354 (Chris C Worrell); 5: "Bluegrass" 33779 (Chris C Worrell); 6: "Schumacher" 29180 (Carter, Tom); 7: "Haberdasher" 28632 (Carter, Tom); 8: "Gash" 24064 (Matthew Saxton); 9: "Procrustes" 22041 (Harry Mummer); 10: "Drizzt II" 20149 (Carter, Tom)

Level-1 Elf Magic-Users:

1: "Trigonometry" 63146 (Chris C Worrell); 2: "Voyager" 57245 (Chris C Worrell); 3: "Non-standard Analysis" 55533 (Chris C Worrell); 4: "James the Slim" 55003 (James W Holmes); 5: "Peleus" 54532 (Vince Brungardt); 6: "Pricilla" 53943 (Vince Brungardt); 7: "Pollyanna" 51436 (Douglas W Knight); 8: "Sahenihp" 50664 (Sanford,Jesse); 9: "James the Slender" 50038 (James W Holmes); 10:

"Izzu" 49996 (Sanford,Jesse)

Level-1 Dwarf Fighters:

1: "Prospero" 42203 (Douglas W Knight); 2: "New Boss" 37386 (Mark D Anderson); 3: "Keystone" 36250 (Chris C Worrell); 4: "James the Dumpty" 36045 (James W Holmes); 5: "Prospero" 35948 (Douglas W Knight); 6: "Nova" 32127 (Chris C Worrell); 7: "Goliath" 27386 (David Lee); 8: "Dain" 25722 (David Anna); 9: "Don Ameche" 23570 (James W Holmes); 10: "Oenone" 22042 (Harry Mummer)

Level-1 Dwarf Magic-Users:

1: "Brutus" 59791 (Vince Brungardt); 2: "Auhisiba" 55846 (Sanford,Jesse); 3: "Auhisiba" 47361 (Vince Brungardt); 4: "Morgan" 37995 (Ray Leon Guerrero); 5: "Yellowtooth" 31508 (Jimmie Walker); 6: "Short Stuff" 31359 (Mark D Anderson); 7: "Bootsycot Cornholio" 31009 (May,Keith); 8: "Bluebell Wink (DK)" 29922 (Douglas W Knight); 9: "Silvie Plathe" 28942 (Palmer,Sandy); 10: "Hank Hudson" 28031 (Mike Lam)

Level-1 Ogre Fighters:

1: "Veronica Sellers" 16424 (Mystery Person); 2: "Joe" 11915 (Townsend,Jim); 3: "Ed" 11601 (Townsend,Jim); 4: "Jack-in-the-Green" 9884 (Frank Lowther); 5: "Bronco" 9434 (Palmer,Sandy); 6: "Big (Bad) John" 9138 (Rick Loomis); 7: "Yngwie Buttered-Bread" 4654 (Ryan J Scott); 8: "Augustus" 4404 (Lynch,Dean); 9: "Bob" 2383 (Rich Van Ollefen); 10: "Look Who's Heime" 2325 (Paul Balsamo)

Level-1 Ogre Magic-Users:

1: "Ochoco" 37926 (Ray Leon Guerrero); 2: "Charles Dexter Ward" 35015 (Ronald Rockwell); 3: "Max FoLiage" 27053 (Webster, Tom); 4: "Anchorage Jones" 26400 (Steve MacGregor); 5: "Jern" 26343 (Karlsson,Magnus); 6: "Melidor" 24925 (Hofmann,Alain); 7: "Bark the Evolutionary" 23565 (Ryan J Scott); 8: "The Big Cheese" 23299 (Jimmie Walker Jr)

Level-1 Troll Fighters:

1: "Stinkfoot" 10573 (Mystery Person); 2: "Darling Gravatar" 4669 (Ryan J Scott); 3: "Grim Reaper" 4050 (Frank W McKenzie); 4: "Katzki the Lune" 2199 (Larry Hoffman); 5: "Ugg" 20 (Townsend,Jim); 6: "Treebeard" 15 (Webster, Tom)

Level-1 Giant Fighters:

1: "Athena" 5009 (Green,David); 2: "Beorn" 1796 (Webster, Tom); 3: "Tinkerbelle" 1465 (Theodore J Miller)

Level-2 Fairy Fighters:

1: "Meddle" 51958 (Frank Lowther); 2: "Meddle" 51958 (Frank Lowther); 3: "Groin Hunter" 39012 (Mystery Person); 4: "Judy Leucocyte Chong" 28510 (Magic Rat, The); 5: "Tattoo" 24730 (Douglas W Knight); 6: "Darter The Snake" 18049 (Frank W McKenzie); 7: "Legion Of Doom" 16000 (Frank W McKenzie); 8: "DMA Too" 14334 (David Anna); 9: "Roadkill" 13848 (Eric Knight); 10: "James the Flighty" 12605 (James W Holmes)

Level-2 Fairy Magic-Users:

1: "James the Lesser" 89650 (James W Holmes); 2: "James the Quick" 65630 (James W Holmes); 3: "Animals" 39550 (Frank Lowther); 4: "Animals" 39550 (Frank Lowther); 5: "Siolfor-Thorn %D'Nal" 37543 (Martin L Land); 6: "Siolfor-Thorn %D'Nal" 34143 (Martin L Land); 7: "Jonah Langerhans Chong" 31004 (Magic Rat, The); 8: "Jessica Larynx Chong" 31000 (Magic Rat, The); 9: "22-Troop" 21479 (Douglas W Knight); 10: "Skuld" 21023 (Douglas W Knight)

Level-2 Gremilin Fighters:

1: "Charles Emerson Chong" 28236 (Magic Rat, The); 2: "Chauncy Edam Chong" 28160 (Magic Rat, The); 3: "Novastar" 23458 (Douglas W Knight); 4: "Damp" 22055 (Frank W McKenzie); 5: "Clapper" 21747 (Douglas W Knight); 6: "Amp" 21620 (Frank W McKenzie); 7: "Champ" 21565 (Frank W McKenzie); 8: "Tramp" 21510 (Frank W McKenzie); 9: "Novastar" 18880 (Eric Knight); 10: "Sir Diddly" 17425 (Eric Knight)

Level-2 Leprechaun Magic-Users:

1: "James the Gruff II" 38390 (James W Holmes); 2: "O'Rear" 37082 (James W Holmes); 3: "Peter Daffy Chong" 30615 (Magic Rat, The); 4: "Pablo Diego Chong" 30513 (Magic Rat, The); 5: "Penelope Donna Chong" 30510 (Magic Rat, The); 6: "Fossergrim" 30077 (Douglas W Knight); 7: "Fossergrim" 30077 (Douglas W Knight); 8: "Nix" 28278 (Frank W McKenzie); 9: "Rain-

bow Cute" 25208 (Douglas W Knight); 10: "Paladoone" 24664 (Douglas W Knight)

Level-2 Hobbit Fighters:

1: "Grunt" 27504 (James W Holmes); 2: "Zap" 10146 (Frank W McKenzie); 3: "Orion" 10100 (Paul Balsamo); 4: "D.M. Anna Too" 10078 (David Anna); 5: "Heime the 13th" 7406 (Paul Balsamo); 6: "Heime on a Stick" 7072 (Paul Balsamo); 7: "Superchicken" 6309 (David Anna); 8: "Braldo the Peg-Leg" 2450 (Patrick Rodgers)

Level-2 Hobbit Magic-Users:

1: "Curlylocks (DK)" 35727 (Douglas W Knight); 2: "Aqualung" 29247 (Frank Lowther); 3: "Khaki" 29005 (Frank W McKenzie); 4: "Lackey" 28225 (Frank W McKenzie); 5: "Snot" 22543 (Paul Balsamo); 6: "Wham Rockjam" 22103 (Frank W McKenzie); 7: "Mouser" 19397 (Mike Lam); 8: "Mouser" 19397 (Mike Lam); 9: "Underdog" 16635 (David Anna); 10: "Pestilence" 15000 (Paul Balsamo)

Level-2 Goblin Fighters:

1: "Mittens the Cat" 44746 (Frank Lowther); 2: "Quequog Chong" 39201 (Magic Rat, The); 3: "Sheke %D'Nal" 32503 (Martin L Land); 4: "Sheke %D'Nal" 28991 (Martin L Land); 5: "Mittens the Cat" 28316 (Frank Lowther); 6: "Harry Knobnoggin DK" 25011 (Douglas W Knight); 7: "Harry Knobnoggin DK" 25011 (Douglas W Knight); 8: "Black Fighter" 18255 (Frank W McKenzie); 9: "Heavy Horse" 14955 (Frank Lowther); 10: "Silver Surfer (Flying On Board)" 12673 (Frank W McKenzie)

Level-2 Human Fighters:

1: "James the First" 77049 (James W Holmes); 2: "Mrs. Mulroy" 59118 (Frank Lowther); 3: "Nephew Balston" 57985 (Frank Lowther); 4: "Hank the Wimp" 54706 (Frank Lowther); 5: "James the Bold" 48548 (James W Holmes); 6: "Tanner Doyle" 43906 (Ray Leon Guerrero); 7: "Sister Jenny" 43126 (Frank Lowther); 8: "Wildflower" 42052 (Mark D Anderson); 9: "Nephew Ralston" 41478 (Frank Lowther); 10: "Katt Dancing" 41336 (Ray Leon Guerrero)

Level-2 Human Magic-Users:

1: "Cris Colombus" 228965 (Eric Knight); 2: "James the Great" 93030 (James W Holmes); 3: "James the Blind" 89270 (James W Holmes); 4: "Reject" 56024 (Mark D Anderson); 5: "Magic Number" 55508 (Mark D Anderson); 6: "Mrs. Mulroy" 54787 (Frank Lowther); 7: "First Lady" 53012 (Mark D Anderson); 8: "Crab Hunter" 52873 (Mystery Person); 9: "Mini Mum" 52048 (Mark D Anderson); 10: "James the White" 51419 (James W Holmes)

Level-2 Elf Fighters:

1: "James the Tall" 70511 (James W Holmes); 2: "Brother Hedge" 59983 (Frank Lowther); 3: "Brother Hedge" 43122 (Frank Lowther); 4: "General Atto" 37028 (Mark D Anderson); 5: "James the Thin" 36906 (James W Holmes); 6: "Kesrith" 36506 (Matthew Saxton); 7: "Tamyra Leigh Chong" 36250 (Magic Rat, The); 8: "The Wall" 35239 (Frank Lowther); 9: "The Wall" 35239 (Frank Lowther); 10: "Pink Floyd" 31455 (Frank Lowther)

Level-2 Elf Magic-Users:

1: "The Lawyer" 73157 (Frank Lowther); 2: "The Lawyer" 56155 (Frank Lowther); 3: "Viderer %D'Nal" 51360 (Martin L Land); 4: "James the Fair" 50895 (James W Holmes); 5: "Hwit Haer %D'Nal" 49565 (Martin L Land); 6: "Tamara Lee Chong" 49483 (Magic Rat, The); 7: "Tamra Li Chong" 49098 (Magic Rat, The); 8: "Viderer %D'Nal" 47807 (Martin L Land); 9: "Caer Ivormeth" 47009 (Ronald Rockwell); 10: "Hwit Haer %D'Nal" 46132 (Martin L Land)

Level-2 Dwarf Fighters:

1: "James the Tough" 74635 (James W Holmes); 2: "Rabid Tasmanian Devil" 61703 (Frank Lowther); 3: "Rabid Tasmanian Devil" 44365 (Frank Lowther); 4: "Winner" 41559 (Mark D Anderson); 5: "James the Short" 40615 (James W Holmes); 6: "Charlie" 37501 (Mark D Anderson); 7: "Proof" 31058 (Ronald Rockwell); 8: "Milly Rockbun (DK)" 30357 (Douglas W Knight); 9: "Utlage Feder" 30145 (Vince Brungardt); 10: "Elvira" 29315 (Frank W McKenzie)

Level-2 Dwarf Magic-Users:

1: "Rocket J. Squirrel" 85371 (Frank Lowther); 2: "Rocket J. Squirrel" 85371 (Frank Lowther); 3: "The BBC Man" 64203 (Frank Lowther); 4: "Doc Shabbot" 63970 (Ray Leon Guerrero); 5: "Roccian-Splitter %D'Nal" 58592 (Martin L Land); 6: "Roccian-Splitter %D'Nal" 55108 (Martin L Land); 7: "Lung Hunter" 54589 (Mystery Person); 8: "Wisegarda" 54518 (Matthew Saxton); 9: "Zenipharagus" 53005 (Ronald

Rockwell); 10: "Utlage Hamort" 46672 (Vince Brungardt)

Level-2 Ogre Fighters:

1: "Groin" 27564 (Paul Balsamo); 2: "Slam Rockjam" 17041 (Frank W McKenzie); 3: "Jack-in-the-Green" 16975 (Frank Lowther); 4: "Varkhtar Eyebiter" 15618 (Webster, Tom); 5: "Rahst Fleshrender" 12697 (Webster, Tom); 6: "Mancos Ridgerunner" 12398 (Douglas W Knight); 7: "Big Al" 10102 (Charles Lancaster); 8: "Masher" 9594 (Herbert G Miller); 9: "Shep" 9131 (Mike Lam)

Level-2 Ogre Magic-Users:

1: "Fossil Fule" 62587 (Ray Leon Guerrero); 2: "Toshiro Mifune" 47003 (Dale E Nielsen); 3: "Cyccgel y Nearu Gapa %D'Nal" 41927 (Martin L Land); 4: "Ram Rockjam" 37022 (Frank W McKenzie); 5: "Fearless Leader" 33148 (Lock Lyon); 6: "Groucho Marx" 31974 (Martin L Land); 7: "Cyccgel y Nearu Gapa %D'Nal" 26533 (Martin L Land); 8: "Fearless Leader" 25499 (Lock Lyon)

Level-2 Troll Fighters:

1: "Lurch" 32701 (Frank Lowther); 2: "Grim Reaper" 13686 (Frank W McKenzie); 3: "Groomtooth" 5340 (Charles Lancaster)

Level-2 Giant Fighters:

1: "Unwhug" 17091 (Michael T Downs); 2: "Ball of Cotton" 1358 (Frank W McKenzie)

Level-3 Fairy Fighters:

1: "Drief" 19883 (Paul Balsamo); 2: "Phoeble" 16786 (Rick Loomis); 3: "Pon Ton" 16649 (Paul Balsamo); 4: "Arbitary" 7222 (Michael Lauterbach); 5: "DSO" 6955 (Michael Lauterbach); 6: "Xenon" 6891 (Michael Lauterbach); 7: "Glitch" 6633 (Michael Lauterbach); 8: "Function" 6160 (Michael Lauterbach)

Level-3 Fairy Magic-Users:

1: "Wendell" 35503 (Kelly Persons); 2: "Andy" 33011 (Kelly Persons); 3: "High Priestess Genevieve Zella" 31242 (Frank W McKenzie); 4: "Laurie" 28014 (Kelly Persons); 5: "22-Tooter" 21479 (Douglas W Knight); 6: "Skuld" 21023 (Douglas W Knight); 7: "The Fly" 20411 (Douglas W Knight); 8: "Aron" 17317 (Kelly Persons); 9: "Darryl" 16260 (Charles Lancaster); 10: "Darryl" 13823 (Charles Lancaster)

Level-3 Gremilin Fighters:

1: "Novastar" 23458 (Douglas W Knight)

Level-3 Leprechaun Magic-Users:

1: "Kurt" 42500 (Kelly Persons); 2: "Pam" 42058 (Kelly Persons); 3: "Claire" 41025 (Kelly Persons); 4: "Jill" 40500 (Kelly Persons); 5: "Fossergrim" 34848 (Douglas W Knight); 6: "Rainbow Cute" 25208 (Douglas W Knight); 7: "Dawn" 21640 (Rick Loomis); 8: "Stand Up" 15545 (Frank Lowther); 9: "Michanangelo" 7511 (Michael Lauterbach)

Level-3 Hobbit Fighters:

1: "Orion" 21249 (Paul Balsamo); 2: "Heime the 13th" 18524 (Paul Balsamo); 3: "Heime on a Stick" 18190 (Paul Balsamo)

Level-3 Hobbit Magic-Users:

1: "Curlylocks" 35727 (Douglas W Knight); 2: "Snot" 31566 (Paul Balsamo); 3: "Aqualung" 29247 (Frank Lowther); 4: "Happy" 25086 (Ted Frick); 5: "Pestilence" 25048 (Paul Balsamo); 6: "Lisa" 24345 (Rick Loomis); 7: "Luts" 23291 (Ted Frick); 8: "Gray Mouser" 20529 (Mike Lam); 9: "Little Fever" 20324 (Bob Angrilli)

Level-3 Goblin Fighters:

1: "Test Drive" 36628 (Chris C Worrell); 2: "Harry Knobnoggin DK" 32271 (Douglas W Knight); 3: "Thornbrane" 30654 (Frank W McKenzie); 4: "R2D2" 20617 (Rick Loomis); 5: "Mmur-Duh" 20116 (Paul Balsamo); 6: "D.P.Gumby" 20071 (David Anna); 7: "Dude" 17264 (Michael Lauterbach); 8: "Dirty Heime" 16012 (Paul Balsamo); 9: "Heavy Horse" 14955 (Frank Lowther)

Level-3 Human Fighters:

1: "Short Term Lease" 51864 (Chris C Worrell); 2: "Something Borrowed" 49990 (Chris C Worrell); 3: "Hand Me Down" 46407 (Chris C Worrell); 4: "Wish You Were Here" 45041 (Frank Lowther); 5: "Frolus" 36009 (Kelly Persons); 6: "One Thumb Spiffude DK" 34915 (Douglas W Knight); 7: "Granny Grin" 34566 (Douglas W Knight); 8: "Brindle" 33827 (Douglas W Knight); 9: "Sedusa" 33008 (Frank W McKenzie); 10: "Passport" 32974 (Douglas W Knight)

COVERT OPERATIONS RULES

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Introduction

Covert Operations is a Play by EMail game. Each player represents the head of an extremely wealthy family, international corporation, political movement, or secret society. The object of the game is to take control of the world through bribery, assassination, terrorism, military action, and revolution.

The Map

The playing area for this game is a map of the world (found on the web at <http://www.flyingbuffalo.com/gifs/comap.gif>)

Each named space on the map will hereafter be referred to as a 'country'. Any two countries that share a common border are considered to be adjacent to each other. Note that the islands (Australia, Britain, Japan, and Micronesia) are not 'adjacent' to anything and cannot be invaded. (Note also that we may offer variations on the map.)

Countries

Each country has a name and an abbreviation. The abbreviations are used when you write your orders and will hereafter be referred to as 'country codes'. Each country can also have an influence level for each player, industry, troops, and a security level.

Influence Levels

Each player has an influence level in each country which starts at zero at the beginning of the game. Players can increase their influence levels by bribery. The player with the highest influence level in a country can give orders to that country. A player's influence level in a country can be reduced by terrorism and is wiped out if the country's leader is assassinated, a successful revolution occurs, or the country is conquered by one of its neighbors. A player's influence level is also reduced when the country's troops ordered to enter an adjacent country.

Security Level

The security level of a country defends it against revolution, terrorism, and assassination. It also protects the country against enemy spies. Security is raised by spending money on it and is reduced by terrorism.

Industry

Each industry in a country produces \$1 million per day for the player with the highest influence level in that country. One industry can be built in a country for \$4 million and sold for \$3 million. Industry can be destroyed by terrorism. Income received from industry can be temporarily reduced by terrorism. A country's industry produces no income on a day in which it's conquered by invading troops.

Troops

Troops are a country's military forces. Troops in a country are increased by smuggling arms into the country and are reduced by combat losses. Troops can be used to defend their own country, defend adjacent countries, and invade adjacent countries.

Players

When signing up for a game, you should choose a name for your position in the game. The name can be up to 40 characters long. Since this is a game of world domination, names of large, greedy organizations and conspiracies from history or fiction are appropriate, but any name that is not obscene or offensive can be used.

Each player has a cash income, cash stockpile, a number of available orders, and one superspy.

Income

The cash income is a flat amount of cash that each player receives each day. This is a fixed amount and is received in addition to the cash received from industry in countries. It represents normal profits earned by the player's organization in its day to day business. It is a fixed income and cannot be change nor affected by other players.

Cash

The cash stockpile is the amount of cash that a player has available to

spend. Unspent cash remains in the stockpile until used. It cannot be seen, stolen, or destroyed by other players.



The SuperSpy

Each player has one superspy. The superspy is a player's top secret agent. The superspy can be sent to any country in the game and tells the player everything that is there, including the influence levels of all players, all players' spies and their values, industry, troops, combat reports, security level, and other players' superspies. A superspy can never be caught or killed and can be transferred to a different country every turn if desired.

Orders

The available orders represent the number of secret couriers and trusted agents that are available to deliver your orders and cash to their destinations. Since most of the orders are illegal in most countries, they cannot be sent over insecure channels. Each player starts with ten orders and gets seven more orders per day. Unused orders can be saved for future use, but a player cannot give more than ten orders per day. Orders given in excess of ten will be saved and used on future days. Meaningless orders don't count against these limits. Orders that make sense to the computer but fail due to a lack of cash, troops, industry, or influence do count against the ten orders per day limit but don't use up any of your seven new orders for that day. That is, you can't give an eleventh order for the day if one fails but the failed order can be reused on some future day.

As mentioned above, you can send more orders per day that you're allowed to have processed. The excess will be saved and used the next day. You might want to do this if you're going to be away from your computer for a day or two and want to give your orders for those days in advance. However, it is probably not a good idea to play too many days ahead. The game situation might change and your orders could become inappropriate. Also, the computer won't accept more than one hundred new orders per position per day.

Send all turns for Covert Operations to **co@flyingbuffalo.com**. The program that processes the turn checks ONLY this mail box. If you send your turns to any of our other EMail addresses your orders might not get processed. Do not send anything else to co@flyingbuffalo.com. Mail sent to this address will be read ONLY by the Covert Operations program, and it only recognizes Covert Operations turn headers and orders. If you want to send us anything else, such as a request for a new game, an order for merchandise, or a postal address change; send it to games@flyingbuffalo.com.

Writing Orders

You give orders to your position in the game by sending an EMail message to us listing what you want to do. Each order MUST be on a line by itself. Don't forget to press Enter or Return at the end of each order.

Identification

IMPORTANT: To process your orders, the program MUST know which game they're for and who you are. You must give it the game number, your Flying Buffalo account number, and your access code. We don't want other players submitting orders for your position, so an access code is required. **Do not tell anyone else what your access code is.** Before putting any orders in your game turn, put in the following three pieces of information:

(1) The game number, including the 'CO-' at the beginning of it. This tells the computer which game your orders are for. Examples:

CO-1 CO-15 CO-12345

The game number MUST be on a line by itself.

(2) Your Flying Buffalo account number. This tells the computer who you are. Each player who plays any of our games has one account number. If you're in more than one game you'll have the same account number in each game.

Examples:

4321 9999 13579

Your account number MUST be on a line by itself and cannot contain commas.

(3) Your access code. This proves to the computer that the orders are really from you. You'll get a new access code for each game you're in. Access codes can be changed if you wish. An access code can be up to ten characters long and can contain only letters and numbers. Examples:
ACCESS1234
PASSWORD
R2D2
AEIOU

Your access code **MUST** be on a line by itself. It must be at least 3 characters long, and no more than 10. (Note: we recommend that you do NOT use any of the samples listed above, as they are too easy to "guess".) (Sidebar: if we catch anyone sending in multiple copies of turns, trying to guess someone else's access code, that person will be banned from playing Covert Operations. We don't consider cheating to be part of the game, and trying to trick us is cheating.)

Example: If you're sending orders for game CO-175, your account number is 20408, and your access code is ALPHA789 then the first three lines of your turn would be:

CO-175
20408
ALPHA789

Capitals or lower case doesn't matter, and they don't have to be in this specific order - they just must be the first three lines of your message.

Changing your personal information

There are five orders that you can give that enable you to change the EMail address to which your turn results are sent, change your access code, discard any unprocessed orders that you have on file, stop processing orders (saving the rest, if any, for the next day), and drop out of a game. None of these five orders counts against the seven orders that you receive each day nor the ten that can be processed each day. Consider these FREE orders

(1) To change your EMail address, write the word EMAIL, then a comma, and then the new EMail address. Example:
EMAIL,70801.1234@compuserve.com
would change your email address to
70801.1234@compuserve.com effective immediately.

Note: This order changes your EMail address only for the game in which it is given. If you're in more than one game and want all of your Covert Operations turns sent to the new address then you have to give the order in each game. If you want other EMail and turns from other types of games sent to the new address then please let us know by sending a message to games@flyingbuffalo.com.

(2) To change your access code, write the word CODE, then a comma, and then the new access code. Example:
CODE,UFO666

would change your access code to UFO666 effective next turn. You must still use your current access code for the set of orders in which you give the CODE order. The new access code cannot be more than ten characters long. If you send an access code with more than ten characters it will be truncated. The new access code must be at least 3 characters long and cannot be EMAIL, CODE, RESIGN, STOP, or DISCARD. If you send an illegal access code then your access code will not be changed.

(3) If you're giving orders that you don't want to be processed until the following day, give the order STOP on a line by itself at the end of the current day's orders. All orders given after a STOP order will be saved and processed on the following day. For example, if you're going out of town and want the orders A,CHI,3 and C,CHI,SEA,3 to be executed on each of the next three days, you could order:

A,CHI,3
C,CHI,SEA,3
STOP
A,CHI,3
C,CHI,SEA,3
STOP
A,CHI,3
C,CHI,SEA,3

Each STOP order instructs the computer to save everything after it until the next day. The EMAIL, CODE, DISCARD, and RESIGN orders are not affected by the STOP order.

(4) To discard all of the unprocessed orders that you currently have on file, give the order DISCARD on a line by itself. All of the orders listed in the unprocessed orders section of your most recent turn result will be discarded. It will also discard any orders that you sent on the same day if those orders arrived before the DISCARD order arrived. This includes orders received **in the same message** if you list them before the DISCARD order. Example:

DISCARD

would cause all unprocessed orders that we've received from you on this turn or past turns to be discarded. The EMAIL, CODE, and RESIGN orders are not affected by the DISCARD order.

The main use of the DISCARD order is to allow you to send a set of orders and then change your mind, as long as you don't wait too long. It also allows you to send a backup copy of your orders. Both the original and backup copies of your turn should contain the DISCARD order before any of the regular orders. The copy that arrives second will then discard the first and prevent both copies from being executed. If only one copy arrives then the DISCARD order will have no effect since there would be no previous orders to discard. It is probably a good idea to start off all your order submissions with DISCARD, unless you have some orders previously sent that you want processed. This way if your email somehow gets duplicated by the internet, or you forget and send it in twice, you won't have any orders duplicated.

IMPORTANT: The only way to delete an order that you've already sent is by using the DISCARD order to delete all of your unprocessed orders. Please don't call us to ask us to add, change, or delete one order in a turn you've already sent. We don't do that in this game.

(5) To drop out of the game, give the order RESIGN on a line by itself.

Example:

RESIGN

will cause you to be dropped from the game.

If you've resigned from a game and change your mind, you can be reentered provided that the game has not yet ended. There is no game order that you can write to get you back in. You'll have to call us and talk to someone to get back in. If you call, please have your game number, Flying Buffalo account number, and game access code ready. We might also ask you for your credit card number as further verification of your identity. If you resign, your position still "controls" all the countries it controlled while you were playing, and receives the income and extra orders that it normally would, and all the unprocessed orders on file will continue to get processed. We don't mind if on your final turn, you send 100 orders to be processed over the next ten turns. It doesn't cost us anything as we won't be sending you any email results while you are "resigned". And if you don't do it too often, we don't mind if you "resign" while on vacation, and then come back to the game when you get back.

Game Orders

This is a complete list of the orders that you can give to your position in the game. If you want to do something that is not listed here then it cannot be done.

Each order starts with a single letter followed by one or two country codes and possibly a number, all separated by commas. The number part of an order must be an integer (whole number). Do not put commas in your numbers. Since commas separate parts of orders, a comma in a number would make the number look like two parts of the order.

Arms smuggling. Write an A, followed by the country code of the country you want the arms smuggled into, followed by the number of units of arms to smuggle (from 1 to 5); all separated by commas. The cash cost of smuggling arms is:

1 unit, \$1 million
2 units, \$3 million
3 units, \$6 million
4 units, \$10 million
5 units, \$15 million

Each unit of arms smuggled into a country creates one unit of troops there.

The country must be under your influence. This order can't be used on the same country more than once per day. Example:

A,MEX,4

means you want to smuggle 4 units of arms into Mexico for a cost of \$10 million.

Bribery. Write a B, followed by the country code of the country whose leader you want to bribe, followed by the amount of money you want to bribe with; all separated by commas. Each \$1 million spent increases your influence level in the country by 1 point. Example:

B,AUS,15

means you want to bribe with leader of Australia with \$15 million.

Conquer. Write a C, followed by the country code of the country the troops are coming from, followed by the country code of the country the troops are invading, followed by the number of troop units to invade; all separated by commas. The two countries must be adjacent to each other on the map. If the invading country has troops defending the target country then it can't send troops to conquer the target country. The invading country can withdraw its defending troops from the target country and invade it on the same day. The invading country must be under your influence. For each unit of troops the invading country sends, your influence level in the invading country drops by one point. The number of troops that you send cannot be greater than your influence level. Example:

C,BRA,ARG,11

means you want Brazil to send 11 troop units to try to conquer Argentina.

Defend. Write a D, followed by the country code of the country the troops are coming from, followed by the country code of the country the troops are to defend, followed by the number to troops to be sent; all separated by commas. The two countries must be adjacent to each other on the map. If the defending country has conquering troops in the target country then it can't send troops to defend it. The defending country can withdraw its conquering troops from the target country and send defending troops on the same day. The country sending the defending troops must be under your influence. For each unit of troops the defending country sends, your influence level in the defending country drops by one point. The number of troops that you send cannot be greater than your influence level.

Example:

D,GER,FRA,5

means you want Germany to send 5 units of troops to help defend France.

Guard. The guard order represents buying security equipment and hiring guards to protect the government of a country and to keep out spies. The country must be under your influence. Write a G, followed by the country code of the country you want to guard, followed by the amount of money you want to spend. Each \$1 million spent increases the country's security level by one. Example:

G,BRI,10

means you want to increase Britain's security level by 10 by spending \$10 million.

Invest. The invest order creates one new industry in the target country at a cost of \$4 million. The country must be under your influence. Write an I, followed by the country code of the country in which you want to invest, separated by a comma. This order can't be used on the same country more than once per day. Example:

I,JAP

means you want to spend \$4 million creating a new industry in Japan.

Kill leader. The kill order hires an assassin to attempt to kill the leader of the target country. Write a K, followed by the country code of the country whose leader you want killed, followed by the amount of cash you want to pay the assassin; all separated by commas. Example:

K,MIC,17

means you want to pay an assassin \$17 million to kill the leader of Micronesia. If more than one player attempts an assassination in the same country on the same day each is resolved separately. They are not added together.

Liquidate assets. This order sells one industry from the target country and adds \$3 million to your cash stockpile. The country must be under your influence. Write an L, followed by the country code of the country from which the industry is to be sold, separated by a comma. This order can't be used on the same country more than once per day. Example:

L,VEN

means you want to sell one industry from Venezuela for \$3 million.

Message. The message order sends your name and EMail address to another player so the recipient can contact you by EMail. The message is addressed to a country. The player with the highest influence level in that country at the beginning of the day gets the message. Write an M followed by the country code of the country you want to send the message to separated by a comma. Example:

M,SCN

sends your name and EMail address to the player who has the highest influence level in Scandinavia.

Note: Since no one has any influence in any countries at the beginning of the game you should not use this order on the first turn.

Revolution. Use this order to finance a revolution in the target country. Write an R, followed by the country code of the country in which you want to finance the revolution, followed by the amount of cash you want to spend on the revolution; all separated by commas. Example:

R,CRU,40

means you want to spend \$40 million to finance a revolution in Central Russia. If more than one player finances a revolution in the same country on the same day, the revolutionary forces work against each other. Only the best paid attempt can succeed and the strength of the second highest attempt is subtracted from it.

Send spy. Write an S, followed by the country code of the country you want to infiltrate the spy into, followed by the amount of cash you want to spend to keep the spy hidden; all separated by commas. If you already have a spy in the target country then five times the amount of cash you spend is added to the current spy's value. Example:

S,CAN,18

means you want to pay \$18 million to plant a spy in Canada.

Terrorism. Write a T, followed by the country code of the country in which you want to make terrorist attacks, followed by the amount of cash you want to spend; all separated by commas. Example:

T,WAF,5

means you want to spend \$5 million to finance terrorist attacks in West Africa. If more than one player makes terrorist attacks in the same country on the same day the cash spent by all of the players is added together.

Withdraw Troops. This order allows a country to withdraw its invading or defending troops from an adjacent country. The country that owns the troops must be under your influence. Write a W, followed by the country code of the country that owns the troops, followed by the country code of the country that the troops are being withdrawn from, followed by the number of troop units to withdraw; all separated by commas. Example:

W,BAL,MID,15

would cause 15 units of Balkans troops that are currently in Mid East to be withdrawn back to the Balkans.

Transfer SuperSpy. This order moves your superspy to the country you want it to spy on. Write an X, followed by the country code of the country that you want to superspy transferred to, separated by a comma.

Example:

X,UKR

would transfer your superspy to Ukraine.

VERY IMPORTANT: The game number, account number, access code, and order lines MUST be in the text of your message. The Covert Operations program does not read the subject line of a message and does not read attached files.

Sequence of Events

Transfer superspies. Superspies that were ordered transferred are moved to their new countries.

Liquidate assets. Each liquidate assets order reduces the industry in the target country by 1 and adds \$3 million to the ordering player's cash stockpile. The cash can be spent on other orders on the same day.

Arms smuggling. Smuggling arms into a country creates new troops for that country. 1 unit costs \$1 million, 2 units costs \$3 million, 3 units costs \$6 million, 4 units costs \$10 million, and 5 units costs \$15

million. The new troops can be used on the day they're created.

Guard orders. A guard order increases the security of the country for which it's ordered, 1 level for each \$1 million spent. The new security level takes effect on the day the guard order is given.

Send spies. Each \$1 million spent on spying increases by five the value of your spy in the target country. It takes effect on the day the order is given.

Invest. Giving an invest order builds one industry in the target country at a cost of \$4 million.

Withdraw troops. Troops that are in foreign countries that are ordered to withdraw return to their homelands. They can be sent out again to defend or conquer on the same day.

Defend. Troops ordered to defend adjacent countries are sent to their destinations.

Conquer. Troops ordered to conquer adjacent countries are sent to their destinations.

Kill leaders. Assassination attempts are carried out. The security level in the target country protects the leader. Spending more cash helps to overcome the security. It also helps to have a spy in the target country. It helps even more if you have your superspy in the country. It also helps to have troops from a country under your influence in the country and helps even more if you have more troops than the defenders. It also helps to have countries adjacent to the target country under your influence. If the leader of a country is assassinated then all influence levels are reduced to zero as a new leader takes over.

Terrorist attacks. Terrorists attempt to disrupt commerce, reduce the security, and reduce the leading player's influence in the target country. Spending more cash increases the effects of terrorist attacks. The security level of the target reduces the effects of terrorism. It helps to have spy in the target country. It helps even more if your superspy is in the country. It also helps to have troops from a country under your influence in the target country and helps even more if you have more troops than the defenders. It also helps to have countries adjacent to the target country under your influence. A successful terrorist attack can reduce the income received from industry in the current day and can possibly destroy an industry. The country's security and leading players influence are reduced by terrorism even if the terrorist are caught.

Revolutions. Attempts to overthrow governments are made. Spending more cash helps the revolutionaries to take control of the country. The security level of the target country protects the current government. It helps to have a spy in the target country. It helps even more if your superspy is in the country. It also helps to have troops from a country under your influence in the country and helps even more if you have more troops than the defenders. It also helps to have countries adjacent to the target country under your influence. If the revolution is successful then all influence levels are reduced to zero and the player who financed the revolution gets an influence level equal to the amount spent on the revolution.

Combat resolution. Conquering troops fight defending troops. Foreign troops defending a country are added to the country's home troops and fight as one combined force. Conquering troops from each invading country fight as separate forces. The largest force losses one troop unit in combat. Each force that is outnumbered by the largest force by less than 50% also losses one unit. Forces outnumbered by at least 50% but less than 100% lose two units each. Forces outnumbered by at least 100% lose three units each. If all of the defending troops are wiped out then the largest remaining force conquers the country. If no invader has the largest force then none of them conquers the country. If the country is conquered, all of the influence levels are reduced to zero and the player with the greatest influence in the conquering country get an influence level of three times the number of conquering troops. The conquering troops become the home troops of the conquered country. The industry in the conquered country does not produce income on the day that the country is conquered.

Bribes. For each \$1 million spent on bribery in a country the spending player's influence level goes up one point. If a country has had a change of government due to assassination, revolution, or being conquered then all bribe orders for it on the same day are canceled. If a bribe order is canceled then the cash is not spent and the order can be reused on some future day.

Spies caught. Each spy in each country has its value reduced by one point. When a spy's value is reduced to or less than the country's security level the spy is caught and eliminated.

Income. Players now receive their incomes. The players' fixed

incomes and incomes from industries in countries under their influence are added to their cash stockpiles.

Note: The values of the bonuses for having spies, superspy, troops, more troops than defender, and adjacent countries in some of the above orders are not public information. Please don't ask us such questions as "How much does it help to have a spy in a country where I'm assassinating the leader?" Also, these bonuses might change from game to game, so something that worked in one game might not work in another. The difficulty in accomplishing terrorism, assassination, and revolution is also not public information; however, assassination is more difficult than terrorism and revolution is more difficult than assassination.

Winning the Game

A game ends when one player has the highest influence level in more than half of the countries on the map or when there is only one player left in the game. That player is the winner.

Turn Results

Each day, each player will be sent a turn results by EMail. You'll get a turn result even if you sent no orders for that day. The turn result shows the current status of your position and whatever information about other players' positions that you're entitled to know. Each turn result contains the following sections:

Personal information. This section contains the game number, turn number, your name, game name, Flying Buffalo account number, access code, fixed income, current cash on hand, and number of orders available. The game number, account number, and access code listed in this section are the ones that MUST be included in your next set of orders.

News headlines. This section lists public information about what happened in the game today. It includes revolutions, assassination attempts, terrorist activity, troop movements, troop combat, spies caught, and industry built or liquidated. It does not include the numbers of troops nor amounts of cash involved.

Countries under your influence. This section lists all of the countries that are currently under your influence and what they contain. It includes industry, security level, your influence level, your spy value if you have a spy, income received today, and a list of all troops present and their missions (conquering or defending). If a country was under someone else's influence last turn then you're told the position name of that player.

Countries you lost this turn. This section lists all of the countries that were under your influence last turn but are not under your influence now, so you can see at a glance which countries you just lost.

Countries not under your influence. This section lists the countries in which you don't have the highest influence level. It reports the number of industry in each country and your current influence level, if any. On turn 1 this section also lists the number of troop units that each country starts the game with. After turn 1 the number of troop units each country has is not public information.

Military reports. This section contains exact details of military activity in countries under your influence, countries that were under your influence last turn, and countries containing foreign troops from countries under your influence, and countries in which you have spies. It includes numbers of troops from each country involved and their losses.

Spy reports. This section tells you what your spies' values are and what they see, in addition to the above military reports. Each spy always reports the number of industry in the country. If the value of the spy is at least twice the country's security level then the spy also tells you what the security level is. If the spy's value is at least three times the country's security level then the spy also tells you which player has the highest influence in the country and who had the highest influence at the beginning of the day, if different. If the spy's value is at least four times the country's security level then the spy also tells you what the highest player's influence level is. A spy might also see other spies in the country. If your spy's value is at least four times the value of another spy then you'll be told that the spy exists. If your spy's value is at least five times as great then you'll be told the value of the other spy. If your spy's value is at least six times as great then you'll

also be told who owns the other spy. The report from your superspy will also appear in this section and will automatically see everything in the country.

Contact messages from other players. This is a list of the names and EMail addresses of the players who sent contact messages to countries that were under your influence at the beginning of today's turn.

Your orders this turn. This is a list of the orders received from you that were used for today's turn.

Orders on file. If you gave more orders than could be processed the excess are saved for the following day. Those orders are listed here in the order that they were received.

End of game report. If the game is over then you'll be given a list of the players in the game and the number of countries under the influence of each. You'll also get a complete list of countries in the game and who has the highest influence level in each.

Signing Up For a Game

To sign up for a game of Covert Operations, we need to know your name and Flying Buffalo account number. If you don't have an account with us then we'll need your postal mailing address, EMail address, and method of payment. We also need your choice of name for your position in the game. Please send second and third choices of name in case more than one player sends the same choice. We also need to know the EMail address to which you want your turns sent. If you omit this we'll use the address we have on file for you. If we don't have an EMail address on file for you then we'll use the address your signup request came from. (If you sign up using our online order form then you MUST include your EMail address). Also tell us whether you want to play in the DAILY game or the TWICE A WEEK game. The twice a week game will have turns run every SUNDAY and THURSDAY usually between 9AM and noon.

It costs \$5.00 to join a new game and 50 cents per turn while you play it. (Thus for a twice a week game, you are only paying \$1 a week.) You can choose to pay \$25 for the entire game, no matter how many turns it takes. (However, if it takes fewer than 40 turns, there is no refund.) We accept VISA, MasterCard, Discover, and American Express. If you don't have a credit card you can send us checks or money orders to pay for a few turns in advance. If you pay by check or money order we'd prefer that you send at least \$10.00 at a time. Our postal mailing address is:

Flying Buffalo, Inc
PO Box 1467
Scottsdale, AZ 85252-1467

To sign up using a credit card you can use the secure order form on our website, FAX us at 602-994-1170, or call 602-945-6917 to talk to a human. On the next two pages is a sample printout.

Some things to remember:

Do not select a country when you ask to be in a game. You don't start with a country - you start with only a code name and an income. (This means that all starting positions are EXACTLY equal.)

You cannot play this game unless you have email. (Sorry - it is designed specifically to be an email game.)

ONLY covert operations turns should be sent to the co@flyingbuffalo.com mailbox. Everything sent to that mailbox will be assumed to be a turn. When we process the turns, the program will take any message in that mailbox and send a copy of it back to you, so you can see what we actually received (in case there is a problem.) You will get this INSTEAD of the usual email receipt (since there is no time in a daily game for you to notice that you didn't get a receipt and send in another copy of your turn.)

You MUST get your game number, account number, and security code correct or the program will not be able to find your turn. The game number includes the "CO" and the "-". Thus, if you are in the second CO game, the game number is CO-2 not CO2 or 2 or CO/2 or CO,2 or CO=2.

Continued on Page 27

Level-3 Human Magic-Users:

1: "Jenny Sevin DK" 48762 (Douglas W Knight); 2: "Judge Wapner" 47122 (Douglas W Knight); 3: "Jiodura" 43017 (Kelly Persons); 4: "Callisto" 42333 (Douglas W Knight); 5: "Zanstyr" 41527 (Kelly Persons); 6: "Macros the Black" 41047 (Frank W McKenzie); 7: "Pollard" 39615 (Douglas W Knight); 8: "Minstrel in the Gallery" 38974 (Frank Lowther); 9: "Are-Gee-A" 38554 (Mike Lam); 10: "Pertelope" 38093 (Douglas W Knight)

Level-3 Elf Fighters:

1: "Rent to Own" 51736 (Chris C Worrell); 2: "Greystream" 40503 (Kelly Persons); 3: "Menion of Leah" 38535 (Frank W McKenzie); 4: "Moonfleet" 34003 (Kelly Persons); 5: "Margot" 12615 (Michael Lauterbach); 6: "Michela" 12091 (Michael Lauterbach); 7: "Eponine" 11212 (Jeffrey Katz)

Level-3 Elf Magic-Users:

1: "Winter Knight" 81655 (Mark D Anderson); 2: "Clumsy Dora" 81336 (Mark D Anderson); 3: "Fallen Dove" 78843 (Mark D Anderson); 4: "Loaner" 64799 (Chris C Worrell); 5: "Wildkey" 55035 (Kelly Persons); 6: "Simorph" 52663 (Tony E Ernest); 7: "Catspark" 44027 (Kelly Persons); 8: "Eclavdra" 42546 (Frank W McKenzie); 9: "Lightfoot" 39538 (Bob Angrilli); 10: "Pimple Plim" 38839 (Douglas W Knight)

Level-3 Dwarf Fighters:

1: "January" 70927 (Mark D Anderson); 2: "January" 69032 (Mark D Anderson); 3: "Shy" 68915 (Mark D Anderson); 4: "A.B. Played" 53321 (Chris C Worrell); 5: "Rake" 39190 (Tony E Ernest); 6: "Fist" 35346 (Tony E Ernest); 7: "Tourmaline" 34503 (Kelly Persons); 8: "The Hanging Judge" 33667 (Douglas W Knight); 9: "Milly Rockbun" 30357 (Douglas W Knight); 10: "Pickel" 30245 (Douglas W Knight)

Level-3 Dwarf Magic-Users:

1: "Richard Nixon" 68213 (Tony E Ernest); 2: "Lodestone" 56081 (Kelly Persons); 3: "Corbett" 49587 (Rick Loomis); 4: "Deore-Berd y Deop Cava %D'Nal" 44822 (Martin L Land); 5: "Deore-Berd y Deop Cava %D'Nal" 44822 (Martin L Land); 6: "Cousin Itt" 42980 (David Anna); 7: "MesoMorph" 40828 (Ted Frick); 8: "Jean" 39637 (Jeffrey Katz); 9: "Sir Charles the Mountain King" 37900 (Charles Lancaster)

Level-3 Ogre Fighters:

1: "Groin" 46568 (Paul Balsamo); 2: "Hulk" 23420 (Ted Frick); 3: "Dirty Harry" 20811 (Michael Lauterbach)

Level-3 Ogre Magic-Users:

1: "Cycgel y Nearu Gapa %D'Nal" 41827 (Martin L Land); 2: "Cycgel y Nearu Gapa %D'Nal" 41827 (Martin L Land)

Level-3 Troll Fighters:

1: "Sinbad" 29579 (Bob Angrilli); 2: "Sinbad" 29556 (Bob Angrilli)

Level-3 Giant Fighters:

1: "Bash" 13239 (Ted Frick)

Level-4 Fairy Fighters:

1: "Driel" 32905 (Paul Balsamo); 2: "Pon Ton" 24837 (Paul Balsamo)

Level-4 Fairy Magic-Users:

1: "Dances-with-Butterflies" 19796 (Mystery Person)

Level-4 Leprechaun Magic-Users:

1: "Stand Up" 167060 (Frank Lowther); 2: "Broadsword the Beast" 161195 (Frank Lowther)

Level-4 Hobbit Fighters:

1: "Heime on a Stick" 28319 (Paul Balsamo); 2: "Heime the 13th" 27503 (Paul Balsamo); 3: "Orion" 27333 (Paul Balsamo)

Level-4 Hobbit Magic-Users:

1: "Aqualung" 184588 (Frank Lowther); 2: "Snot" 37945 (Paul Balsamo); 3: "Pestilence" 32290 (Paul Balsamo)

Level-4 Goblin Fighters:

1: "A" 173079 (Frank Lowther); 2: "Heavy Horses" 172199 (Frank Lowther); 3: "Mmur-Duh" 33554 (Paul Balsamo); 4: "Dirty Heime" 27804 (Paul Balsamo)

Level-4 Human Fighters:

1: "Passion Play" 181002 (Frank Lowther); 2: "Thick as a Brick" 161073 (Frank Lowther); 3: "Stormwatch" 158074 (Frank Lowther); 4: "Sir Roland" 35874 (Paul Balsamo); 5: "Smerk" 27350 (Bob Angrilli); 6: "Zephman" 13543 (Bob Angrilli); 7: "Inter Lockjaw" 12223 (Bob Angrilli); 8: "Master Lockjaw" 11060 (Bob Angrilli)

Level-4 Human Magic-Users:

1: "Minstrel in the Gallery" 191018 (Frank Lowther); 2: "WarChild" 189040 (Frank

Lowther); 3: "Too OLD to Rock and Roll" 188178 (Frank Lowther); 4: "Benefit" 178555 (Frank Lowther); 5: "M.U." 164017 (Frank Lowther); 6: "Peter Zon" 64155 (Bob Angrilli); 7: "Sweeny" 50251 (Bob Angrilli); 8: "Mora" 43542 (Bob Angrilli); 9: "Dances-with-Turkeys" 42734 (Mystery Person); 10: "Thanks for the Info" 40761 (Bob Angrilli)

Level-4 Elf Magic-Users:

1: "Lightfoot" 60026 (Bob Angrilli); 2: "Blaze" 42949 (Paul Balsamo)

Level-4 Dwarf Fighters:

1: "Jethro Tull" 176511 (Frank Lowther)

Level-4 Dwarf Magic-Users:

1: "Stretch" 57018 (Bob Angrilli); 2: "Major Caruso" 46052 (Bob Angrilli); 3: "Admiral Caruso" 45593 (Bob Angrilli)

Level-4 Ogre Fighters:

1: "Groin" 83724 (Paul Balsamo); 2: "Jacques" 47835 (Bob Angrilli)

Level-4 Troll Fighters:

1: "Thor" 43509 (Bob Angrilli)

FBQ BACK ISSUES

After you print 1000 copies of a newsletter, additional copies are so cheap it seems almost criminal not to order a bunch of extras, "just in case" your newest advertising campaign actually works as well as you hope. Naturally this means you end up with stacks of "back issues" available for a long time. If you are a new reader of FBQ, do us both a favor and take some of these off our hands. Any one specific back issue is \$1.75, but if you send us \$10 we will send you an assortment of 10, or send \$15 and we'll send you all that are available when your check arrives. Here is a list of back issues that have articles about specific games: Starweb= 36, 38, 39, 40, 41, 42, 49, 50, 51, 53, 54, 56, 59, 65, 66, 70, 71, 74, 75, 77. Nuclear Destruction= 41, 43, 51, 52, 55, 56, 59, 76 Battle Plan = 41, 56, 58. World Wide Battle Plan = 67,69, 71, 78. Feudal Lords = 49, 69. Galactic Conflict = 60. Mobius I = 60,69, 70. Illuminati = 59,60, 65, 68,70, 74. Nuclear War = 50, 52, 54. Heroic Fantasy = 52, 55, 56, 69, 70, 76. Rift-lords = 71. Lizards = 76, 78. Covert Operations = 78.

SAMPLE PRINTOUT

Account #1, Rick Loomis

Microsoft Access code: RICK

Fixed income: \$15 million

Cash on hand: \$44 million Orders available: 32

News Headlines

Argentina has withdrawn troops from Peru.

Eastern Russia has withdrawn troops from Scandinavia.

Troops from Mexico have invaded Venezuela!

Combat between the forces of Venezuela and Mexico is reported in Mexico.

Combat between the forces of Mexico and Venezuela is reported in Venezuela.

Venezuela has been conquered by Mexico!

Countries Under Your Influence

Britain (BRI)

Security = 28 Industry = 1

Income received: \$1 million Your influence level is 155

Military forces:

Defending Home Forces, 1

China (CHI)

Security = 36 No Industry

Your influence level is 36

Military forces:

Mongolia, 12, Defending

Central Africa (CAF)

Security = 40 Industry = 3

Income received: \$3 million Your influence level is 24

Military forces:

Defending Home Forces, 9

Central Russia (CRU)

Security = 34 Industry = 4

Income received: \$4 million Your influence level is 51

Military forces:

Defending Home Forces, 19

East Africa (EAF)

Security = 18 Industry = 1

Income received: \$1 million Your influence level is 7

Military forces:

Defending Home Forces, 10

Eastern Russia (ERU)

Security = 30 No Industry

Your influence level is 45

Military forces:

Defending Home Forces, 17

France (FRA)

Previously under the influence of Heime's Heimdall

Security = 152 Industry = 5

Income received: \$5 million Your influence level is 218

Military forces:

Defending Home Forces, 9

Germany, 10, Defending

Germany (GER)

Security = 200 Industry = 1

Income received: \$1 million Your influence level is 285

Military forces:

Defending Home Forces, 85

India (IND)

Security = 14 No Industry

Your influence level is 21

Military forces:

Defending Home Forces, 7

Mongolia (MON)

Security = 36 No Industry

Your influence level is 54

Military forces:

Defending Home Forces, 18

North Africa (NAF)

Security = 106 Industry = 2

Income received: \$2 million Your influence level is 95

No military forces present

Southeast Asia (SEA)

Security = 10 Industry = 1

Income received: \$1 million Your influence level is 6

Military forces:

Defending Home Forces, 5

Siberia (SIB)

Security = 40 Industry = 2

Income received: \$2 million Your influence level is 49

Military forces:

Defending Home Forces, 11

South Africa (SAF)

Security = 13 Industry = 3

Income received: \$3 million Your influence level is 17

Military forces:

Defending Home Forces, 11

Southern Europe (SOE)

Security = 122 No Industry

Your influence level is 107

Military forces:

Defending Home Forces, 3

North Africa, 3, Defending

Spain, 3, Defending

Spain (SPA)

Security = 50 Industry = 4

Income received: \$4 million Your influence level is 156

Military forces:

Defending Home Forces, 25

West Africa (WAF)

Security = 72 Industry = 2

Income received: \$2 million Your influence level is 55

Military forces:

Defending Home Forces, 6

Countries Lost This Turn

Countries Not Under Your Influence

Argentina (ARG) Industry = 17

Australia (AUS) Industry = 14 Influence = 1

Balkans (BAL) Industry = 9 Influence = 1

Brazil (BRA) Industry = 17

Canada (CAN) Industry = 3 Influence = 1

Eastern USA (EUS) Industry = 12 Influence = 1

Japan (JAP) Industry = 18 Influence = 9

Korea (KOR) Industry = 6

Mexico (MEX) Industry = 2

Micronesia (MIC) Industry = 5 Influence = 11

Mid East (MID) Industry = 13

Peru (PER) Industry = 3

Scandinavia (SCN) Industry = 0 Influence = 52

Ukraine (UKR) Industry = 3

Venezuela (VEN) Industry = 2

Western USA (WUS) Industry = 9

Military Reports

Britain

Forces present

Defending Home Forces, 1

China
 Central Africa
 Forces present
 Defending Home Forces, 9
 Central Russia
 Forces present
 Defending Home Forces, 19
 East Africa
 Forces present
 Defending Home Forces, 10
 Eastern Russia
 Forces present
 Defending Home Forces, 17
 Eastern USA
 Forces present
 Defending Home Forces, 15
 France
 Forces present
 Defending Home Forces, 9
 Germany, 10, Defending
 Germany
 Forces present
 Defending Home Forces, 85
 India
 Forces present
 Defending Home Forces, 7
 Mexico
 Invaders
 Venezuela with 5, lost 3
 Defenders
 Mexico with 10, lost 1
 Forces present
 Defending Home Forces, 9
 Venezuela, 2, Invading
 Mongolia
 Forces present
 Defending Home Forces, 18
 Southeast Asia
 Forces present
 Defending Home Forces, 5
 Siberia
 Forces present
 Defending Home Forces, 11
 South Africa
 Forces present
 Defending Home Forces, 11
 Southern Europe
 Forces present
 Defending Home Forces, 3
 North Africa, 3, Defending
 Spain, 3, Defending
 Spain
 Forces present
 Defending Home Forces, 25
 West Africa
 Forces present
 Defending Home Forces, 6

 Contact with other players

Your orders this turn were
 W,ERU,SCN,2
 B,FRA,30
 B,SCN,8
 A,WAF,1

You have no unprocessed orders on file

The world is now controlled by Microsoft!

Countries under the influence of each player
 17 for Microsoft
 6 for The Somnos Society
 4 for Heime's Heimdall
 2 for Baron Munchausen Holdings, PLC
 1 for The Knights of Camelot
 0 for The Ice Man Cometh
 0 for Republican Masters
 0 for The Roman Empire

Country controllers
 Argentina by Baron Munchausen Holdings, PLC
 Australia by The Roman Empire
 Balkans by Heime's Heimdall
 Brazil by The Knights of Camelot
 Britain by Microsoft
 Canada by The Somnos Society
 China by Microsoft
 Central Africa by Microsoft
 Central Russia by Microsoft
 East Africa by Microsoft
 Eastern Russia by Microsoft
 Eastern USA by The Somnos Society
 France by Microsoft
 Germany by Microsoft
 India by Microsoft
 Japan by The Roman Empire
 Korea by Heime's Heimdall
 Mexico by The Somnos Society
 Micronesia by The Roman Empire
 Mid East by Heime's Heimdall
 Mongolia by Microsoft
 North Africa by Microsoft
 Peru by The Somnos Society
 Scandinavia by Baron Munchausen Holdings, PLC
 Southeast Asia by Microsoft
 Siberia by Microsoft
 South Africa by Microsoft
 Southern Europe by Microsoft
 Spain by Microsoft
 Ukraine by Heime's Heimdall
 Venezuela by The Somnos Society
 West Africa by Microsoft
 Western USA by The Somnos Society

 Spy Reports
 Eastern USA, spy value = 50
 12 Industry
 20 Security
 Mexico, spy value = 76
 2 Industry
 24 Security
 Under the influence of The Somnos Society

PHONE ALERT

Name: _____ FBI Account # _____

If I am missing a game turn, FBI may call me at: _____ during the hours _____

or alternatively at: _____ during the hours _____. (Don't forget the area code!)

I understand that Flying Buffalo will attempt to call me **IF** they notice that I am missing the turn. I agree that they will charge me \$10 for making the attempt to call, even if they are unable to reach me. I understand that they will try no more than 3 times to call, and that they will give me no more than six hours to get my turn in after I have been called. I realize that Flying Buffalo is not responsible for my missed turns, even if they fail to call me for whatever reason, and that they may try to call me after 9AM on the day the game is due, or just after the game is due. Phone Alert does not apply to Illuminati, Riftlords, or Covert Operations turns. Note that the purpose of this is to allow for those rare cases where a person who "never misses a turn" has his turn lost in the mail or whatever. It is not intended to be an alarm clock to remind you every turn that your turn is due.

Signature: _____

Note: keep a copy of this form for your records. If you have to change the phone numbers or hours, send us a **NEW** form; please don't ask us to change the old one, or just send in a new phone number without referencing Phone Alert. We keep this form in a special place & it may not get changed.

The 27th Annual Flying Buffalo Convention

will be only three days this year: Friday, Saturday and Sunday. Sign up and pay early and take a \$5 discount from the quoted prices. (All tournament fees are refundable if you let us know in advance that you can't make it after all).

When: July 23-25, 1999 starting at 9am Friday and continuing until about 5 PM Sunday.

Where: To be announced. Somewhere in Scottsdale, Arizona. (Don't worry - it's not hard to get reservations in Scottsdale in July!)

Prices: There is no charge to attend the convention. Each tournament has its own fee. Starweb: \$99. Heroic Fantasy \$80. Riftlords \$75. Battle Plan \$75. Feudal Lords \$75. Nuclear Destruction \$20. For Heroic Fantasy, we will be running higher level games for people who sign up for the tournament and who bring "graduates" to run in the higher level game for \$10 extra per game. We will "graduate" all characters at the end of these HF games for use in mail games. For Riftlords, you can keep your ships and have them entered in a "real" game after the tournament, along with all their money, engines, etc. We will also be running the traditional Nuclear War card game at the end of the convention, free of charge for anyone who played in any tournament game, or \$5 for others, with prizes for the winner.

Prizes: There will be a plaque for the winner of each tournament, plus a phone card for anyone who plays in two or more tournaments. (But please don't sign up for both Starweb and Battle Plan. It is very difficult to get your turns in on time if you play both of those games & we want to get in as many turns as possible over the weekend.)

Discounts: If you sign up before July 10th, and if you pay with your signup (check or credit card, not deducted from your account) you may take \$5 off any of the above prices (except \$2 for Nuclear Destruction). This is to encourage people to sign up in advance.

Show up on Thursday night or stay over Sunday night for the traditional nickle ante poker games with Rick Loomis at the Flying Buffalo Offices.

Yes, sign me up for the 26th annual Flying Buffalo Convention.

Name _____ Account # _____

Address: _____

Credit card # _____

Expiration Date _____ Signature _____

I wish to sign up for the following games: Starweb__ Battle Plan__ Heroic Fantasy__ Riftlords__ Feudal Lords__ Nuclear Destruction__

Send this coupon, or a photocopy, to Flying Buffalo Inc, PO Box 1467, Scottsdale, AZ 85252 or sign up on our secure order form on our webpage at www.flyingbuffalo.com

VALUABLE COUPON WORTH UP TO \$25

Use this coupon to pay the \$5 setup fee for up to one game each of Feudal Lords, Galactic Conflict, Lizards!, Mobius I, and Nuclear Destruction. You must send the coupon in with your request.

Please sign me up for: Feudal Lords ___ Galactic Conflict___ Lizards!___ Mobius I___ Nuclear Destruction ___

I do ___ do not___ need a copy of the rules.)Include a code name with your Galactic Conflict request, and a setup choice with your Lizards! request.)

Name: _____ Account Number _____

Address _____

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TFBFM/FBQ back issues wanted. Issues needed: 1, 2, 3, 26, 31, 32, 46, 47, 64. Please contact Robert de Lambert, PO Box 2603, Everett, WA 98203 (206) 286-5789 (msg)

COMPUTER PROGRAMS FOR SALE

We provide free ad space in FBQ for programmers who have written programs that will assist a player in any Flying Buffalo game (example: a Starlord map program or one that remembers the gate connections in Starweb). Up to 35 words free. We generally keep running these ads until someone tells us not to. So if you reply to one of them and get no response, please let us know. Also remember that we make no guarantees about anything advertised here unless it comes directly from us. We do not check out these programs.

BATTING AVERAGES PROGRAM FOR BASEBALL OR SOFTBALL. OK, it's not an FBI game, but I asked Steve to write me a program to use in keeping track of the batting averages of my softball team. Works great, easy to use, for IBM only, specify 3" or 5" disk. Only \$30. Want to try it out first? Send \$5 now and \$25 if you like it. Write: Softball Program, c/o Rick Loomis, PO Box 1467, Scottsdale, AZ 85252.

THE BUFFALO TALE: Get a "Bard's Tale" adventure made using the Bards Tale Construction Set based on Flying Buffalo's offices & employees. Send \$10 for postage & handling to Flying Buffalo. Ask for "The Buftale".

STARWEB ASSISTANCE PROGRAM: Helps plan and check Starweb moves, keeps records, etc. Now available for Windows, complete with graphical user interface, context-sensitive help file, and more. Older versions for DOS, Macintosh, and Apple II still available. Only \$15 for current Starweb players. Specify computer and disk type to Dick Donald, 1561 Blackhawk Dr, Sunnyvale, CA 94087.

HYPERCARD STARWEB ASSISTANCE STACK: for Apple Macintosh computers. Graphically navigate, record, display & print all web information dynamically. Compose & print diplomatic msgs, more. Send \$25 for stack on 1-800K disk to: Iota, 7713 Shadow Hill, Houston, TX 77072.

Version 2.0 of Star Web Mapping and assistant program. You generate the trial map, and an IBM compatible computer shows you how the map looks. Also, generates a text file of the map, including connections, and fleets that you can

run through a word processor to print using compressed print, or what ever your printer will do. Keeps track of fleets (ships and metals), worlds, artifacts, etc. Will handle E-Mail turns. Turbo Pascal 3.0 source code included. Demo Version with everything except Save \$3.00. Full registered copy \$15.00. Specify disk size needed. John Boyd, 4796 Chamber Ave, La Verne, CA 91750

HEROIC FANTASY Mapmaker: print, screen or store on disk Map of rooms containing name, doors, spells, coordinates, and two comment lines. Also output parameter table, room data table and raw file data table. Five borders including E-Mail and 14 print styles. Widely vary number of rows, columns, and dimensions of rooms. Find rooms by name. Copy, move and erase blocks of rooms. Easily enter and change data. Prints large scale empty grid. Major program. IBM PC; 5.25"; Epson. V1.0 disk and instructions \$8. Basic source code: \$5. James W. (The Lord Jim) Milburn, 1100 East College Ave, Batesville, AK 72501: (501)793-5336. Internet: 74065.1044@compuserve.com

Starweb Analyzer - NT, 95 or 98. GUI interface, Combined players Turnsheets, data search, filter/sort functions, mouse supported color mapping and order editor with prompting/error checking. More info - somnos@compuserve.com or <http://www.accesssv.com/~wulkan/fmt.html>. Price \$40.00 U.S.