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ARIZONA GAMING SOCIETY

BULLETIN #2

August 1988



ARIZONA GAMING SOCIETY  
P.O. BOX 27576  
TEMPE, AZ 85282



Next Issue: Milton Bradley Gamemaster series

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NEW EVENTS:

Even with all the preparations for the upcoming REALITYCON, the AGS will be sponsoring a major tournament at COPPERCON. COPPERCON is being held two weeks prior to REALITYCON, September 9-11, at the Hyatt Regency in downtown Phoenix. The AGS will be trying to arrange for special gamer memberships at COPPERCON similar to the arrangement at WESTERCON, so that anyone who just wants to game will not have to pay the full COPPERCON membership price.

No guarantees on the price break since we are not in charge of COPPERCON. In any event, we will be running a 6x6 AD&D tourney (refer elsewhere in this issue for 6x6 Tourney rules). The COPPERCON 6x6 will feature the same emphasis on roleplaying and puzzle solving that was featured in the WESTERCON 5x5. If you think you know your stuff and are really looking for a Role Playing challenge -- make sure you don't miss this event!

I managed to sneak a peak at the original Tournament dungeons that are being created both for COPPERCON and for REALITYCON. The COPPERCON 6x6 features a cast of somewhat insane characters who have been released from the Sanitarium by the local baron, desperate for adventurers to save the land from the ravagings of the terrifying JABBERWOCK. Each character has a debilitating character flaw, and you will be expected to Roleplay! Let's see there's INDI, the meglomaniac fighter, prepared to face any foe with only a safari suit and a whip. Then there is VENOM, the female assassin who has a paranoid hatred of men. SQUEEKY the thief is a pathological liar. HOARFROST the 92 year old wizard, once the greatest in the land. BROTHER BABEL, who is convinced that the gods will soon visit destruction upon all the earth. And to fill out the party HOSS, the fighter too smart for his own good.

You expect me to say something about the adventure itself? Well let's just say that things will be a little reminiscent of Don Quixote (but no windmills).

The REALITYCON 6x6 will feature a motley crew of characters bent on a mission of mercy. The quest? To rescue a magic user's apprentice from the evil clutches of the dreaded Reptile Cult. Who would bother to rescue a magician's apprentice you ask? Well this apprentice has beautiful raven hair and at 18 she could easily be the cover girl of PLAYORC magazine! The cast will include SHAGGY an aspiring Half-Orc struggling to surpass the stereotypes of his breed; MONDO who's creed is "Never do things the simple way!"; SKARNO, a female ranger on the run from a dark history; RACHEL, the thief of many many daggers; THOL-ANON, the man who saw god (and speaks with him on a daily basis!); and FAX, a Half-Elven Wizard torn between the conflicting demands of his racial heritage. This Role-Playing event might just as well be called, TEENAGE MUTANT NINJA SWARDBUCKLERS ON A QUEST TO FIND THEMSELVES AND A LOST APPRENTICE TOO, but that name is too long so we just call it the REALITYCON 6x6.

We hope that all of you will be able to participate in one or more of these tournaments. If you have been involved in a lot of Tournaments at Cons around the country then you know that sometimes the adventures can be a little bit dry. Usually in tournaments everyone becomes so points oriented that Role Playing gets tossed out the window. Not so at the 6x6 events. See the 6x6 Recap in this issue for a retelling of events at WESTERCON.

Although the 6x6 is our banner event, it is by no means the only AGS event. Our goal is to present the best referees in a variety of events. Traveller, Paranoia, and Call of Cuthulu will all be there. With the continued growth of AGS, we will provide the games you, the players, want to see at conventions. Be part of the action. Be part of the Arizona Gaming Society.

## 6x6 Recap

10:00 AM and 23 bodies, bleary eyed and drooping from a Friday night of debauchery and gaming appeared at the Tourney location. Only 23!!! There are 25 slots in a 5x5 AD&D Tournament! Two Sloths were quickly rounded up from their nearby couches and sworn in to the competition. "AHH WAZ HAPNEN?", one says. (He will go on to victory in the competitions first round. He is in the RIGHT frame of mind.)

Five tables and five referees. Soon the competition is under way and the yawling meows of the cat in the first room echo early down every hallway of the convention as five DM's burst into the part with gusto. These DM's are great. What verve. What style! So what if none of them got any sleep the night before?

The Dungeon featured five characters raised from the dead and given one last chance to prove themselves worthy of life in the material world. Each had died by indulging in a serious character flaw. Will they repeat their fatal mistakes?

The first room is designed as a test for the mage "Some Call Me Tim!" Tim is supposed to be intelligent and help the party navigate the puzzle of the Teleporting floor, the Kitty from Hell, the Well Stocked Refrigerator, and the Place of Final Rest. At least two parties stand puzzled by the ghostly blue floor. Others quickly determine that the floor does not teleport wood and either cover the floor with a door ripped from its hinges, walk across with torches strapped to their feet, or use a more mundane method of crossing like flight and a rope. Once past, one party decides to kill the whining little Kitty - several times - and is quite unhappy when it keeps coming back to life in stronger form and finally wastes them all. Most people are kind enough to give Kitty some milk, which is all he really wants. One party puts Kitty in a bag and takes him with them. (I guess there is always more ways than one to skin a cat!) But how to get out of the room? Carefully balancing of the scales next to the refrigerator and some parties are on their way. Other parties exceed their time limit and are dematerialized to the next room.

The second room is intended to test Grunge the Dwarf. In his previous life he died by letting his emotions get the better of him. And yes every Grunge in every party succumbs to the taunts of a couple of fire newts and a Salamander that barre the way across a river of boiling water. I guess you can't expect to taunt a Dwarf and get away with it. Out comes the bottle of magical Berserker ale and Grunge is racing across the bridge. Did anyone remember that you need a plus one or better weapon to hit a Salamander?

Room three, "the sands of time", was a race against the clock. Actually there were four clocks and as the time ticked away more and more monsters came to life. The challenge here was for the greedy thief. Each party member raced to complete a separate task necessary to leave the room. Would the thief be lured by a hidden hoard of gems he finds in his corner of the room? To investigate the hoard takes time...Too much time. My vote for funniest action must go to the thief who fought off temptation and did his part to get the party out of room, only to fall into temptation immediately thereafter, race back into the room and die on his own.

Room four is Brother Toxin's chance to show the clerical virtue he had failed to show in his worldly life. A Dracolisk assaults the party from atop a pile of gold. When the party gets the better of him he pleads for mercy, does Brother Toxin step forward and demand that the party spares "the poor creatures" life? In some cases yes. Many parties simply vaporize the poor critter which doesn't do much for the poor Paladin who has been turned to stone. (O.K. so we cheated. It says right in the dungeon, "at this point the Paladin will be turned to stone".) Funny thing, those parties that spent too long digging through the pile of gold also found a pair of Iron Hands...and an Iron body...why its an Iron Golem buried under here! How convenient that party members were automatically revived at the end of each room...

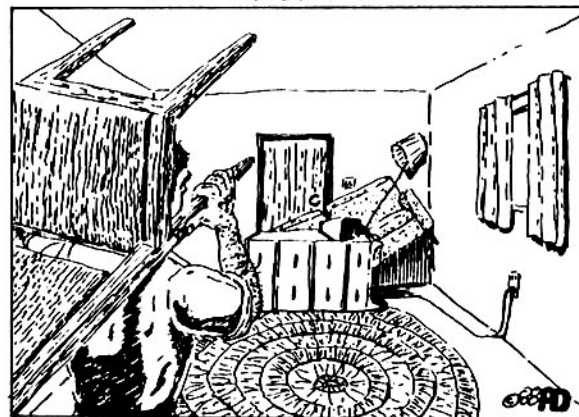
The last room gives the party a chance to fry themselves on a few well placed traps and then places them in an untenable situation. All are trapped up to their waists in stone. The Black Queen informs them, "one of you must die if the others are to live. Choose among you who this will be." Of course it is the Paladin's job to do the right thing. And I think in every party the Paladin gave up his life for the rest of the group. Good job Paladin's!

The whole first round lasted two hours and thirty minutes. The second round featured some of the best Role Playing I have ever seen. The winner of the tournament overall was Vodowick the Bwave played by an exceptionally fine Role Player who came in to WESTERCON from California. How this lady kept up an unbroken lisp for two and a half hours I'll never know. Wait a minute! Are we gonna let California players come down here and show us up at every Role Playing Tourney? I hope not! Come on Arizona, I know we can do better next time.

On behalf of the Dm's I would have to say that I really enjoyed all of the players. Sure some silly mistakes were made, but the Role Playing was great. We can only hope to maintain the quality of gaming at Coppercon and Realitycon. The format will be expanded to a 6x6, keeping in step with AGS policy of six player Roleplaying events. The variant rules will be used, although we have made modifications. The Manna-save vs. spells was not popular or well understood. We have streamlined the system. The variant rules and scoring system are covered in another section of the Bulletin.

The 6x6 will remain a integral part of AGS events, along with the infamous MONSTER MASH. Next issue's recap will feature a review of boardgaming at conventions.

~ IT'S ONLY A GAME ~



"Dave re-enacts that infamous Battle with 100 orcs in a 10'x10' Room."

## WHO TOOK THE ROLE PLAYING OUT OF ROLE PLAYING?

If you have read much of this issue then you know by now that the AGS is really serious about Role Playing. We like to emphasize depth of character portrayal on equal par with the strategy of dungeon survival. I mean let's face it, a fighter with a six intelligence is not going to say "well by my calculations the chances are good that the party of wraiths we faced earlier is holed up in the next room. The wise course would be to send the thief on ahead to investigate." I don't know about you but I would kind of expect the fighter to say, "AARGH! THAT HURT! IMMA GONNA TRASH WHATEVERS BEYOND THAT DOOR!" Nevertheless we most often see the former and not the latter in tournament play because most tournaments are so focused on correct dungeon strategy that it's impossible to win while always playing in character. I say MOST tournaments because at AGS tournaments we are really trying to get away from this and give as many points for roleplaying as for strategy.

There are a lot of great DM's in the valley and some of the Tournaments at WESTERCON were really top notch. The Traveller event run by Randy Lindsay featured a re-enactment of the characters in ALIENS. Only this time Berk did manage to get the critters back to earth and I hear that the poor lieutenant was "accidentally" fragged by one of the Space marines when the Aliens burst in through the roof of their hideout. Clay Gibson ran a really fun game of Paranoia at the Con and I also caught a group of investigators actually rolling on the floor in laughter at the antics that went on in their Call of Cuthulu game. Now this is what Role Playing was meant to be. There's no reason we have to sacrifice the fun and the laughter just because its a tournament for points and prizes.

How do you put the Role Playing into a Role Playing tournament? Well so far we have been focusing on providing character descriptions which are detailed enough that each player has a springboard to launch from. Since in tournament play a player has not had the years to develop a character personality like he would have in a regular campaign, we have a current tendency to make each character a little extreme, so that the Role Playing focus is easier to find. We plan to expand the character sheets for COPERCON and REALITYCON to 2 pages each, placing even more emphasis on character background then we did at WESTERCON. There has to be many more ways to make Role Playing Tournaments really fun ROLE PLAYING events. But to find these ways we need to talk with each other and share ideas.

Which brings me to my main point. The AGS is not some remote organization. We are an organization of players and DM's just like yourself who want to have a good time by getting together and playing with gamers from all over Arizona. If you are a DM and would like to run an event at the upcoming REALITYCON then by all means contact us! Don Harrington is the senior coordinator of events for the AGS and his phone number is listed in this issue. Get ahold of Don and he will help you schedule your event as well as handle sign-up for your event.

Don't be shy! The AGS is all of us together. Players and DM's accross Arizona, we ask that you join the AGS and help in putting on REALITYCON. IF you don't want to DM but would like to help out in other ways contact Deke Young who is the REALITYCON conventipn coordinator. There is a need for people to help out as con Gophers, Security, and Registration. I understand Adam Kraver is also looking for people with computers to assist him in putting the Computer Gaming Room together. DO you need enticement? Fame! Glory! World Recognition! Would you beleave allot of appreciation? Help out if you can. See you at the Con!

REALITYCON 88  
Registration Form

Realitycon 88 will be held on Saturday September 24th 1988 at the Arizona State University Memorial Union. Hours will be from 7 AM to 12 Midnight. Preregistration (received prior to 17 September) is \$10.00. Normal registration at the door will be \$12.50. We strongly recommend preregistration to ensure you get the events you desire.

Players will be assigned to events as they are received. AGS members will have priority, and will "bump" non-AGS members prior to 1 September 1988. As of 1 September, all preregistered players will be locked into their events. Players will be informed by a letter attached to Issue #3. That issue will also include the convention Scheduling, listing which games are still available. If you are interested in a game not listed in this issue, let us know. Given enough response, we might incorporate it into the scheduling. If demand for a scheduled event is heavy we will likely expand the event. Similarly, if there is little or no response to an event, we may cancel. Every effort will be made to to keep any event with over 4 people open.

Since preregistration for gaming events is new to Arizona, we expect only half of the players will preregister. Accordingly we will continue to need referees. We require all referees be AGS members. However, we will reimburse the \$10.00 preregistration fee to any referee upon the completion of his/her event. Call Don Harrington, Senior Events Co-ordinator, at 956-1344 for more details.

Realitycon 88 events have been scheduled in three time periods. The morning session will be from 9AM to 1 PM, the afternoon from 2 PM to 6PM, and the Evening session from 7PM until 11PM. Additionally the infamous MONSTER MASH #3 will begin at 12 Midnight, and run until 4AM. We require all players to be at the event table 5 minutes prior to event. If any player is absent at starting time, stand-by players will be assigned. AGS members will have priority for stand by gaming.

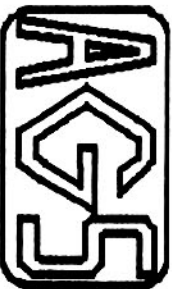
We have set aside a large area of unassigned tables for open gaming. We suggest that you bring any boardgame you intend to play, and rules for the role-playing events. Bring a game, meet someone new, and go for it.

The Memorial Union will provide lots of free parking and a wide variety of affordable fast food restaurants. There are even Video games on the lower level.

Any questions about Realitycon 88 should be directed to Deke Young at 967-3447. All questions about gaming events should be referred to Don Harrington at 956-1344.

Finally, Realitycon 88 is a gaming convention. No weapons or facsimiles will be allowed, and costumes are discouraged.

Pages 8/9 provide a listing of scheduled events for Realitycon



## REALITYCON SCHEDULE

rev. July 26, 1988

### MORNING SHIFT: 9:00 am to 1:00 pm

**AD&D 8th Tourney, round 1 (T1)**  
Fantasy Role-Playing Game  
8e players (8 groups of 8)  
Table(s): Apache 1, Navajo 1,  
Cocconino 1, Pinal South 1,  
Pinal North 1, Yuma 1  
Difficulty of play: Moderate

**AD&D RPGA Event, round 1 (T2)**  
Fantasy Role-Playing Game  
8 players

Table(s): Navajo 4  
Difficulty of play: Moderate  
**ROBBER BARON: Imprisoned and striped of their possessions, the characters are released only to find that thieves have made off with most of their goods.**

**FORTRESS AMERICA (T9)**  
Near-Future Board Game  
2-4 players

Table(s): Cocconino 4  
Difficulty of play: Easy to Moderate  
The Time: Early 21st Century  
The Place: The United States  
The Challenge: Wage modern warfare to attack or defend U.S. cities and resources.

**MONOPOLY (T4)**  
Classic Board Game  
6 players

Table(s): Pinal South 4  
Difficulty of play: Easy  
Yes, this is the same game you played as kids. And it's still fun!

**RAIL BARON (T5)**  
Avalon Hill Board Game  
6 players

Table(s): Pinal North 4  
Difficulty of play:

**RISK (T8)**  
Classic Board Game  
6 players

Table(s): Apache 8  
Difficulty of play: Easy

**SQUAD LEADER (T7)**

Avalon Hill WWII Board Game  
6 players

Table(s): Yuma 8  
Difficulty of play: Complex  
Squad level combat in the WWII era. The extremely detailed tactical system makes this a favorite of many veteran wargamers.

### AFTERNOON SHIFT: 2:00 pm to 6:00 pm

**AD&D 8th Tourney, round 2 (T1)**  
Fantasy Role-Playing Game  
8 players (top of previous 8 groups)

Table(s): Apache 1  
Difficulty of play: Moderate  
This is the final round of the 8th Tourney, involving the single best players from each of the 8 groups in the first round.

**AD&D RPGA Event, round 2 (T2)**  
Fantasy Role-Playing Game  
8 players

Table(s): Yuma 1  
Difficulty of play: Moderate  
This is round 2 of ROBBER BARON.

**AXIS & ALLIES (T8)**

Millon Bradley WWII Board Game  
2-5 players

Table(s): Navajo 2  
Difficulty of play: Moderate to Complex  
The Time: Spring 1942  
The Place: The World at War  
The Challenge: Mobilize your country, command your forces and attack the enemy on land, sea and air.

**CAR WARS (T9)**

Steve Jackson Board Game  
8-9 players

Table(s): Cocconino 2  
Difficulty of play: Moderate  
Bring your own vehicles (up to pickup size) to this arena. Dueltack rules can be used.

**CHAMPIONS (T10)**

Super-hero Role-Playing Game  
8 players

Table(s): Pinal South 2  
Difficulty of play: Complex  
A detailed character creation system and complex tactical combat have helped this game become the best known of the Super-hero genre.

**CALL OF CTHULHU (T11)**

Horror Role-Playing Game  
8 players

Table(s): Pinal North 2  
Difficulty of play: Moderate  
It's you all-too-trail humans versus the tentacled behemoth, the Great Cthulhu. Fun role-playing in H.P. Lovecraft's era.

**FORTRESS AMERICA (T12)**

Near-Future Board Game  
2-4 players

Table(s): Navajo 8  
Difficulty of play: Easy to Moderate  
The Time: Early 21st Century  
The Place: The United States  
The Challenge: Wage modern warfare to attack or defend U.S. cities and resources.

**NAVAL WAR (T13)**

Avalon Hill Naval Card Game  
7 players

Table(s): Cocconino 8  
Difficulty of play: Easy

**NUCLEAR WAR (T14)**

Flying Buffalo Card Game  
8 players

Table(s): Pinal South 8  
Difficulty of play: Easy

**TALISMAN (T15)**

Games Workshop Fantasy Board Game  
8 players

Table(s): Pinal North 8  
Difficulty of play: Easy  
You are a brave adventurer who will meet powerful enemies, discover friends and magical objects, and encounter strange beings. All this and more in this magical quest game.

**AXIS & ALLIES (T16) cont. from afternoon**

Millon Bradley WWII Board Game  
2-5 players

Table(s): Navajo 2  
Difficulty of play: Moderate to Complex  
The Time: Spring 1942  
The Place: The World at War  
The Challenge: Mobilize your country, command your forces and attack the enemy on land, sea and air.

**LEJENTIA (T18)**

Fantasy Role-Playing Game  
8 players

Table(s): Apache 1  
Difficulty of play: Easy to Moderate  
A role-playing experience in a well-defined and unique campaign environment.

**MINIMASH (T19)**

Fantasy Role-Playing/Miniatures  
7 players

Table(s): Yavapai  
Difficulty of play: Moderate  
A scaled-down version of the infamous Monster Mash.

**OGRE (T20)**

Steve Jackson Future Board Game  
7 players

Table(s): Cocconino 1  
Difficulty of play: Easy to Moderate  
This classic war game pits a huge, cybernetic tank versus hordes of weaker opponents.

**PINOCHLE (T22)**

Classic Card Game  
7 players

Table(s): Pinal South 1  
Difficulty of play: Easy

**SHOGUN (T19)**

Millon Bradley Japanese Board Game  
2-5 players

Table(s): Pinal North 1  
Difficulty of play: Easy to Moderate  
The Time: 16th Century  
The Place: Feudal Japan at War  
The Challenge: Command an army of Samurai warriors, battle for provincial control, and become Shogun.

**TITAN (T20)**

Avalon Hill Fantasy Board Game  
2-8 Players

Table(s): Navajo 8  
Difficulty of play: Easy  
Each player controls a Titan, under whose command legions of monsters, sorcerers, and foul creatures march and fight. 821 monsters, etc., for use to fight!

**TRAVELLER (T17)**

GDW Far Future Role-Playing Game  
8 players

Table(s): Cocconino 4  
Difficulty of play: Moderate

**TRIVIAL PURSUIT (T21)**

Classic Knowledge Game  
8 players

Table(s): Pinal South 4  
Difficulty of play: Easy  
Join the fun in this first of the yuppie parlor games.

### EVENING SHIFT: 7:00 pm to 11:00 pm

**AD&D RPGA Event, round 3 (T2)**  
Fantasy Role-Playing Game  
8 players

Table(s): Yuma 1  
Difficulty of play: Moderate  
This is round 3 of ROBBER BARON.

\*\*\*\*\*

NAME \_\_\_\_\_ AGS MEMBER # \_\_\_\_\_

Address \_\_\_\_\_ \$10.00 Registration \_\_\_\_\_

City \_\_\_\_\_ \$20.00 Registration \_\_\_\_\_

State \_\_\_\_\_ Zip Code \_\_\_\_\_ and AGS Membership \_\_\_\_\_

Phone Number \_\_\_\_\_

Pick three event choices for each time period

Morning (9 to 1)	Afternoon (2 to 6)	Evening (7 to 11)
1. _____	1. _____	1. _____
2. _____	2. _____	2. _____
3. _____	3. _____	3. _____

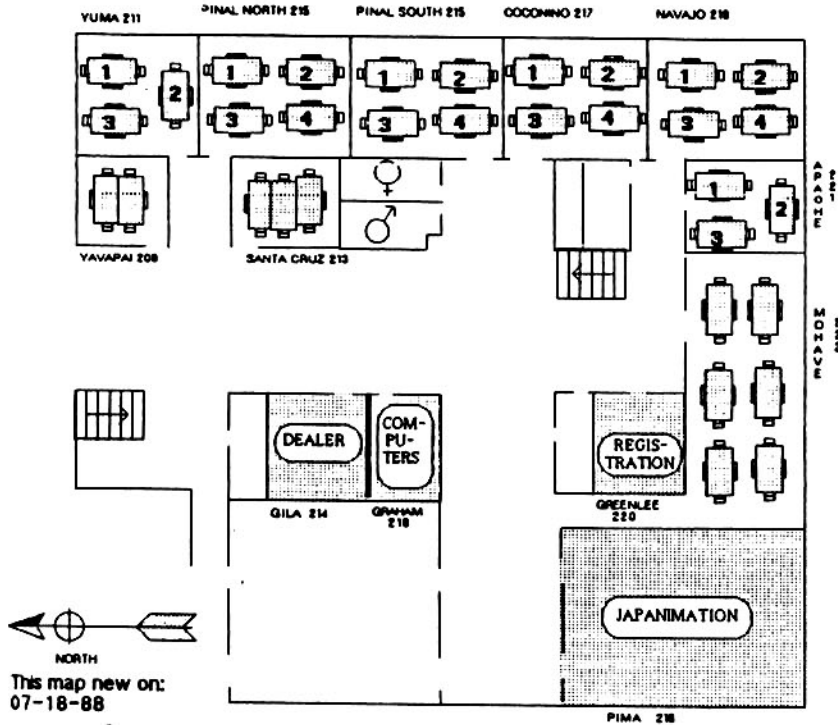
List which events interest you most: \_\_\_\_\_

List what events you would like to add to the schedual: \_\_\_\_\_

Additional Comments: \_\_\_\_\_

Mail this form or a photocopy to: THE ARIZONA GAMING SOCIETY  
P.O. BOX 27576  
TEMPE ARIZONA 85282

Enclose check or money order  
DO NOT send cash



ASU MEMORIAL UNION  
Second Level  
South End

REALITYCON  
Table Layout

September 24, 1988

There should be six  
chairs for every  
table.



## 6x6 Variant rules

1. Initiative: During the combat phase each player will roll his/her own d10 for initiative, adding their reaction adjustment. Starting at 11, the referee will count down the rounds, with each player taking his action on or after his initiative phase. Spells are cast at the beginning of the players initiative round, and take effect after the proper casting time.

2. Critical Hits: If a natural 20 is rolled to hit, roll again. If that roll would have hit, the critical chart is used. The same for rolling 1 as a fumble.

3. Healing: Players will keep track of each different wound. Cures are applied to specific wounds, with no more than one specific spell applied per wound. Healing potions will heal the smallest wounds first. Laying of hands can be applied to any one or combination of wounds.

4 Spell points: A manna system is used. A character's total manna is equal to POW x LEVEL x MANNAOD x RACEMOD.

MANNAODs	RACEMODs	RACEDEFs
Druid 0.30	Elf 1.25	Hobbit 6.00
Mage 0.25	Human 1.00	Dwarf 5.00
Cleric 0.20	Half-orc 0.80	Gnome 4.00
Ranger 0.15	Gnome 0.75	Half-orc 1.25
Paladin 0.12	Dwarf 0.50	Human 1.00
Other 0.10	Hobbit 0.45	Elf 0.80

For example, Gandalf the off-white has a POW of 16 and is a 5th level human mage.  $16 \times 5 \times 0.25 \times 1.00 = 20$ . He has a 20 Manna potential.

5. Spell Cost: Each level of spell cost 1 manna. A fireball is 3 manna.

6. Spell success. Spells are no longer automatic. The formula is:

$$100\% \times \frac{\text{Present Manna}}{\text{Manna Potential}}$$

as a result only the first spell of the day is 100% guaranteed. Of course Gandalf is theoretically capable of throwing 20 MAGIC MISSLE spells per day. Note that you expend manna first, wait the allotted time, and then roll for success.

7. Manna Recovery: Manna is recovered with time.

Sleeping	Potential / 10	or 1 per hour
Resting	Potential / 10	or 1 per 2 hours
Active		1 per 3 hours

8. Magic Resistance: Everything has magic resistance. The formula is  $1\% \times \text{MANNA} \times \text{RACEDEF}$ . If magic resistance is made, both caster and target loose the manna required for the spell. Grunge the 6th level dwarf fighter has a 12 POW. His manna is  $12 \times 6 \times 0.10 \times 0.50 = 4$ . With 4 manna his magic resistance is  $1\% \times 4 \times 5.00 = 20\%$ . Note that some demons have DEFMODs of 10 or so.

9. Spell Memory: Mages actually memorize the verbal and somatic parts of a spell. This means they can perform the spell from memory an infinite number of times. A spell not memorized must be read from a scroll or spell book. Spells cannot be memorized twice, nor does anyone forget spells after casting them (except perhaps for a MIND BLANK, FORGET, or similar effect). The chart in the players handbook shows the number of spells that can be memorized.

10. Spell Menus: Clerics and Druids have been vested with an ABILITY to perform specific spells. They have a menu of spells capable of casting. The spell menu is the book chart addind spells for wisom bonus, and an additional one spell per level. Lady Constance of the Golden Hand is a 5th level cleric with a 15 wisdom, and has the following menu:

	1st Level	2nd Level	3rd Level
Book	3	3	1
Wisdom bonus	2	1	
+1 bonus	1	1	1
Total	6	5	2

## 6x6 Tournament Scoring

The Tournament will be conducted in two rounds. Each round will have six players and last a maximum of 4 hours and 30 minutes. The players will be rated by the referee and his assistant in five areas. The Referee will score each area from 1 to a maximum of 5 points. The assistant will score each area from 1 to a maximum of 3 points. These areas are:

1. Game knowledge: The players familiarity with AD&D rules.

2. Player knowledge: The players ability to adapt to the rules variant sheet.

3. Group interaction: The players ability to interact as a successful part of the "party".

4. Personality #1: The players ability to maintain the characters roleplaying flavor in relation to the conditions of the dungeon. Thieves outwitting traps will score well here.

5. Personality #2: The players ability to stay in character while interacting with the other players. A Cleric who prevents the torture of a captured orc will score points here.

Personality #1 is a sole action, while #2 is a party action.

The total of points ( 5-25 by the referee and 5-15 by the assistant) will determine those individuals moving to the second round and the eventual "winner".

Each player will have 3 minutes prior to the event to discuss his character with the referee. During that time he/she may ask questions, the referee will not embellish on his own initiative.

Characters will be assigned randomly. Prior to play, players may exchange characters. Remember that only one player will advance. It is suggested that you play the character most suited for your style of roleplaying.

In the past, players have lost because they are inactive. However players who try to dominate the action by themselves have also lost. You must walk the fine line between roleplaying and party success. Our advice is to enjoy yourself. That method has been the most effective in reaching the second round.

ANNOUNCEMENTS

A.S.U. STUDENTS- We are looking for students to join a gaming organization at ASU. If we can get 10 members, we can get facilities at the Memorial Union on a weekly basis. For more information call Deke Young at 967-3447

COPPERCON September 9-11

At this time AGS plans to hold a 6x6 AD&D tourney, as well as other events. Exact time and location are still pending.

Cutting Edge Games will be at Coppercon to hold a tournament of thier new Roleplaying game "Blasted Earth". Additionally they will run the usual events they have come to be associated with at local conventions.

REALITYCON September 24th

The orginazational meeting will be at 2:00 pm Sunday August 27th at the ASU memorial Union, Room 217 (Coconino). All referees should make thier best effort to attend.

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CLASSIFIED ADS

The following are AGS members, their phone numbers, and favorite games. Referees are listed in CAPITALS.

Abbreviations: FA-Fortress America / A&A Axis and Allies / Titan SHO-Shogun / MBG-Milton Bradley Games / SL-Squad Leader / BT-Battletech SFB-Star Fleet Battles / CHAM- Champions / COC-Call of Cuthulu TRAV-Taveller / PAR-Paranoia / TAL-Tailisman / TMNT-Ninja Turtles We will print more abbreviations as they are used.

Please use common courtesy when calling (not after 11pm)

- Deke Young 967-3447 Eveninngs -SL, SFB and some roleplaying.
Mike Stotts 375-1628 -RPGs on Fir, Sat. Want to write, playtest.
John Pleviech 973-8029 -Looking for players in a new & exciting world.
George H. Holmes 948-6393 -AD&D, Battletech, Mechwarrior Battletech.
Jeff Weltsch 846-5410 -Squad Leader and other board games.
Rich Sherman 831-6893 -SL, SFB, MBG, Avalon Hill and GDW board games.
William Becker 831-2496 4pm-8pm -PAR, BT, AD&D.
Rick Schader 993-6417 - SFB, AD&D, Diplomacy, Traveller.
P.J. Shultz 486-8064 - West Side, games every day. AD&D, A&A, Traveller
Alex r. Moore 878-0930 Games whenever, AD&D, Warhammer

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