

# PBM

Issue 25

# Unearthed

*The Mysterious Realm of Play-By-Mail Gaming*

***25th Dynamic Issue!***



January 22nd, 2023

***Play By Mail Gaming: Feast Or Famine?***

PlayByMail.Net



Photos of the Duel2  
Face-to-Face

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# Articles



*The Three Omissions of Maslow*

Andy Bentley

*Of Word Sorcerers and Terminators*

Charles Mosteller

*A Sorcerer King Seeks His Due*

Dan "Wookie Panz" Warncke

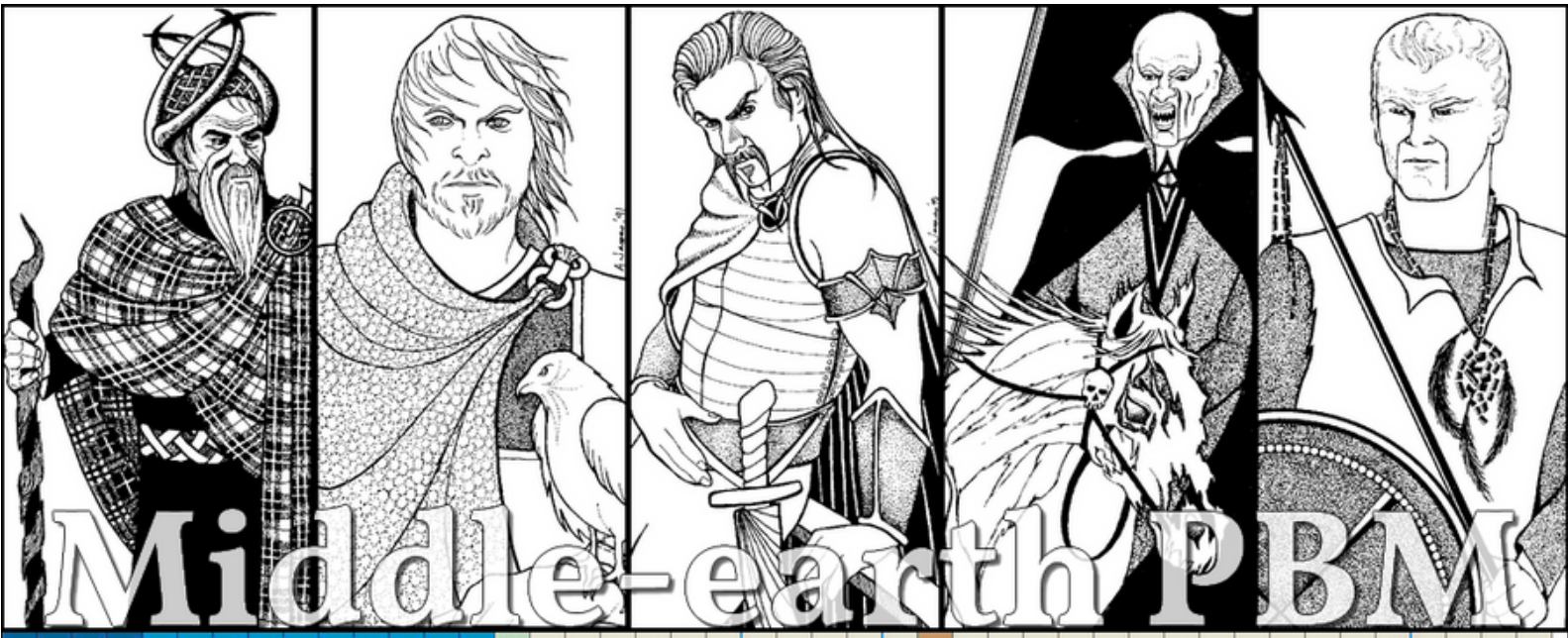
*Editorial*

Charles Mosteller



ISSUE #25





# Middle-earth PBM



*"If you want to actually think, plan, and mentally battle, this is THE game for you."*  
Whit Cooper

*"One of the best team gaming experiences you can have in any gaming format or genre!"*  
Raven Zachary

*"I love playing Middle-Earth Play-by-(e)Mail. It's like a chess board with 25 players...It's exciting and gives me scope for both deep and creative thinking, to come up with the best strategy. With the other players who are 'with me,' each game can be both a social activity and a cooperative enterprise."*  
Jeremy Richman



[www.middleearthgames.com](http://www.middleearthgames.com)

# From PBM Companies & GMs



EAKING NEWS BREAKING NEWS BREAKING NEWS Bf

## Reality Simulations, Inc.

We just completed a DM FTF, and are looking forward to HW 1000.

Lee Kline

\*\* DM FTF refers to Duel2 (previously called Duelmasters) Face-To-Face Tournament.

\*\* HW refers to Hyborian War.

## Rolling Thunder Games, Inc.

Well, the 108th game of Victory! The Battle for Europe just got set up, with the 109th starting to fill up. Not bad for a game that started running in 1991 - *keeping grognards happy for over 30 years.* 😊

40 players per game. 109 has only just begun filling, as the first turn for 108 hasn't even processed yet - there are still about 25 slots available in that one at the moment. It's first-come, first-served on picking nations, and each game lasts about 3 years in real-time.

Pete Dorman

## DungeonWorld

"In the Kingdom of Bereny, events continue to unfold in mysterious fashion.

The Red Knights, an anonymous faction that caused strife and uprising, though defeated, remain at large. Adventurers believe they have a link between the Red Knights and some of the Seven Deadly Sins, once captured below the City of Poldoon, now apparently at large in the world. Dealing with this issue is difficult, since the City itself, led by the infamous Raven of Poldoon, has declared itself independent of Bereny and closed its doors to the King's forces and influence.

Over in the Frontier, nature pushes back against the encroachment of civilisation as dinosaurs, spiders and jungle creatures make travel and exploration incredibly dangerous. While the Province of Derwent, past its crippling plague, begins to rise once more.

A disc-like flying object from space which smashed into the Brokenlands has proven hard to reach due to the intrinsic radiation of the area. However, adventurers have

now penetrated the unidentified floating object and the creatures they found within are simultaneously familiar and terrifying.

Political confusion, multiple threats and much intrigue tie the hands of the Royal Council, while the inexperienced young King seems rudderless. Guilds vie for power, while the Baron's who run the estates on the surface world struggle under the weight of new taxation and unruly populace.

Some people, of course, just want to delve into the dark and shadowy corridors beneath the Earth, kill the monsters and take their stuff. And there's always a lot of that to do."

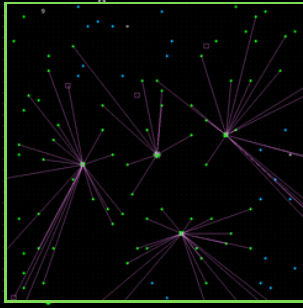
**Dungeonworld** celebrates its 25th Anniversary this year as the largest turn-based multiplayer PBEM fantasy adventure game in the world (we believe). To commemorate that, readers can qualify for a free startup with four characters, and ten free turns, simply by emailing [steve@madcentral.com](mailto:steve@madcentral.com) and saying "**PBM Unearthed, Dungeonworld Offer.**"

Regards,

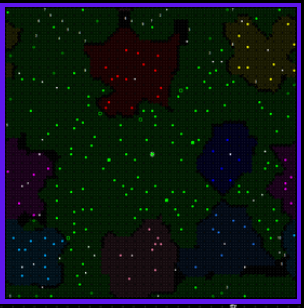
Steve Tierney



Explore! Expand! Exploit! Exterminate!



# Galac-Tac



Galac-Tac is a single unit level, science fiction war game.



**TRIBENET**  
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PHOENIX : BEYOND THE STELLAR EMPIRE

ONLINE ONLY

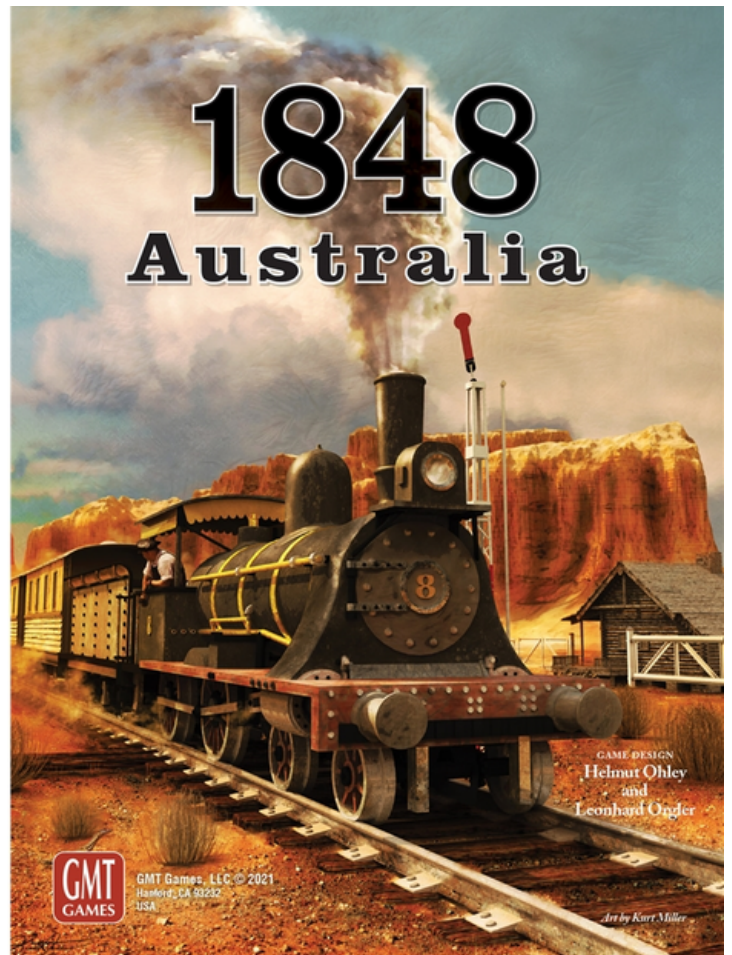
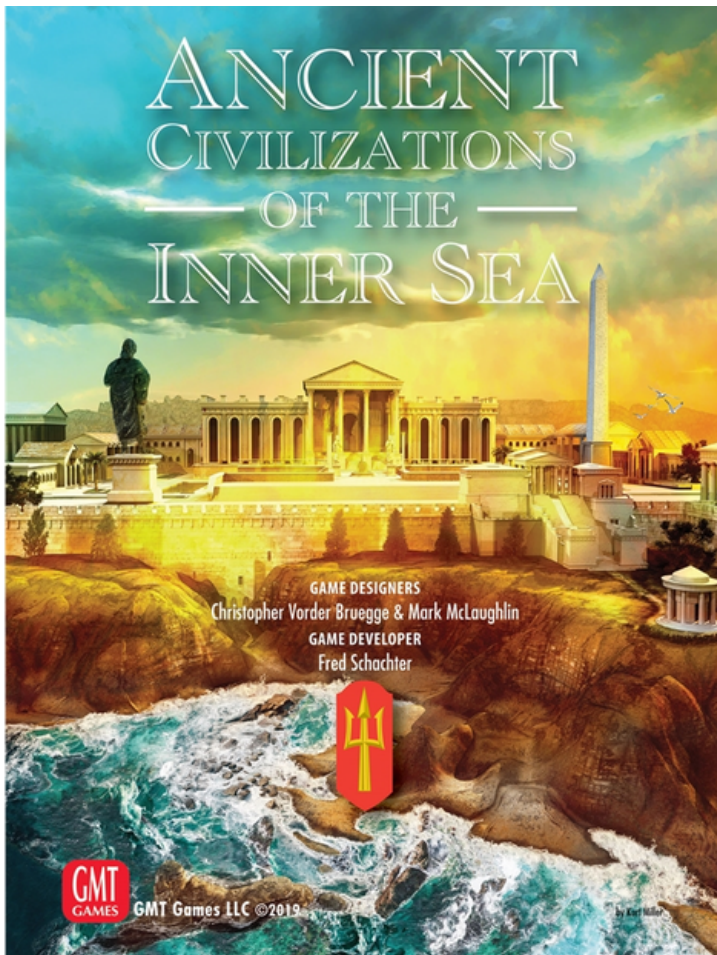
Join the PBM fun!  
**PBM Discord**  
144 Members & growing!



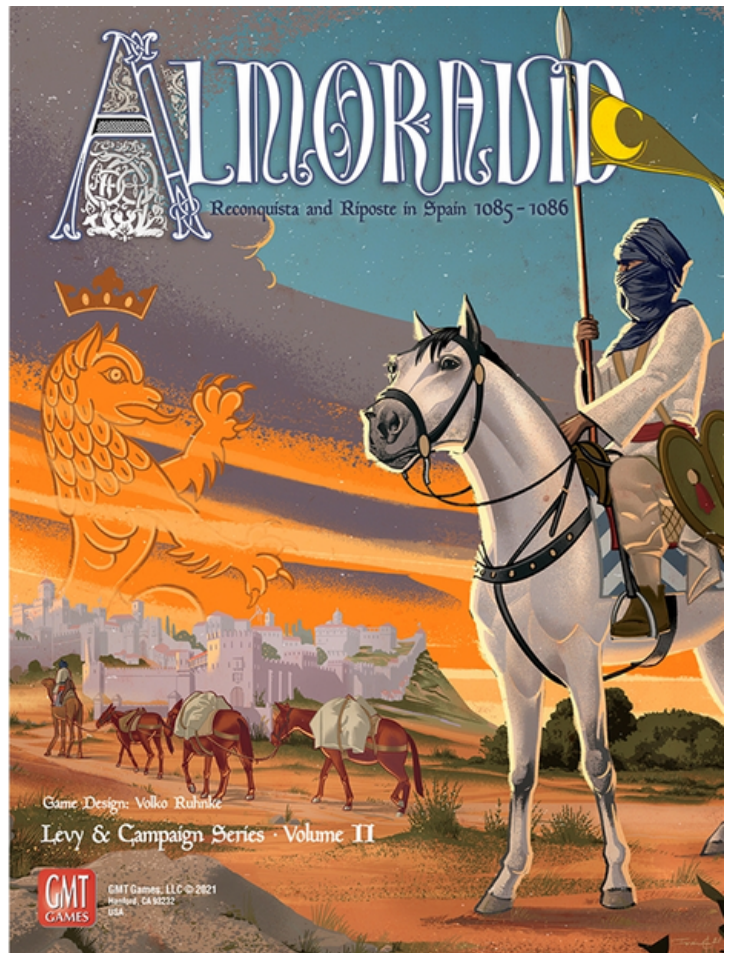
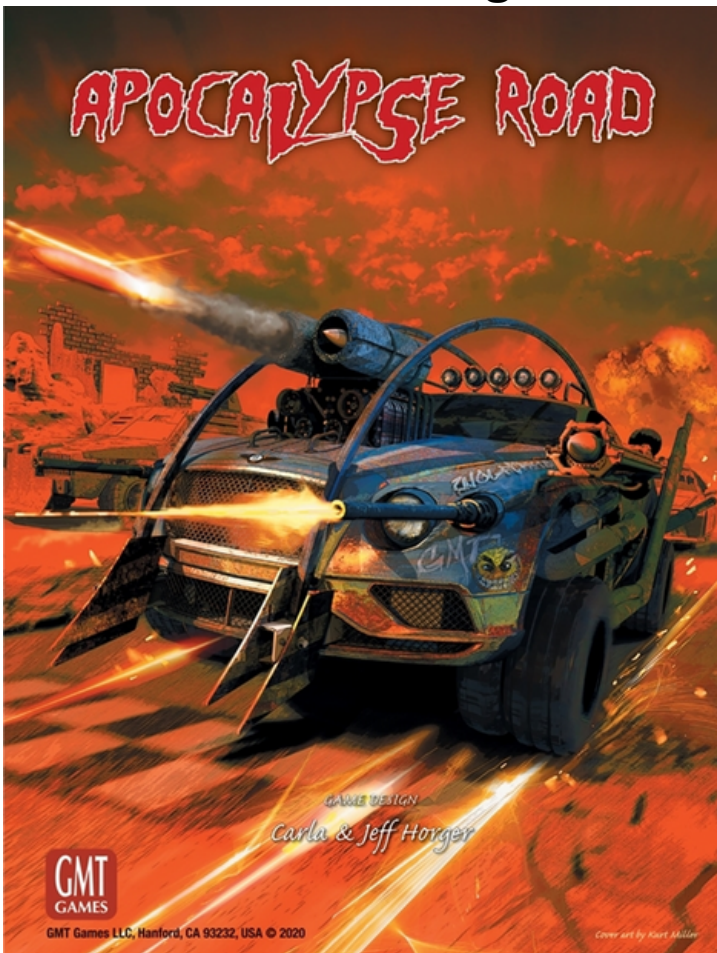
Star Fleet  
**WARLORD**



Strategic Campaign in the High Arena



Board games for your consideration!



# KNIGHT GUILD



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# The Three Omissions of Maslow

## Andy Bentley

I'm writing this with a gun pointing at my head, pressed hard into my temple. And true to his name, GrimFinger is the one with his digit on the trigger. It's not a gun made from cold steel and oil, but from letters and toil. You see, Charles thought he could leverage Maslow's highest level to get an article written for this magazine. He poured some praise, not a lot, then made a promise of more if I could, like a starter pack of infinite primates, assemble some letters of my own into an order sufficient for publication without using clumsy "oil" and "toil" references.

Charles has made a mistake. He underestimates me. I am in fact self-actualised and have been for many hours. He can't get me that way anymore. There is no gun, now, and all Charles is holding against my temple is an over-ripe banana. I turn and consume this metaphor, grimace, and wonder why I haven't taken the skin off first. Charles turns into an elephant and starts blowing pink bubbles and I hastily bring this paragraph to an end.

No, the reason I'm writing this, is not because Charles has made a tactical error in his choice of leverage, but that Maslow has made more than one omission in his pyramid of needs, and



he's too dead to do anything about it. But at the time of writing, I'm not, and I'm going to shout it from the rooftops... Self-actualisation is NOT at the top of this pyramid, it is NOT the final goal... Do you hear me Maslow... DO YOU HEAR ME...? Ah... still dead.

I started playing PBM a couple of years ago. That's right, you old duffers, I said years, not decades. A friend of mine from my school days, who is known in these parts as Fungus, used to play PBM in his teens. I missed the PBM boat back then, and to be honest, I wouldn't have spent my hard-scrounged money on stamps, anyway. Some time later, he sensed an aching void in my life, and dangled a test PBM game called Far Horizons under my enquiring nose. In playing this game, I had my first glimpse into Maslow's three



errors.

Maslow's first omission is 'Making Tools'. Far Horizons was a 4X space game... Explore, Excite, Exhume, Excommunicate and Xylophone. It was the first of these, Explore, that really needed the big guns bringing out, in terms of tools. If you went too far and too fast, you tended to explode (You're right, the second X is 'Explode', my apologies) and exploding was a serious limitation on efficacy. I wheeled out Dijkstra's algorithm and did a bit of old school, cut and shut programming to make my way across the universe detonation-free. I'm not bad at this problem solving, and it makes up in large part for my total absence of intelligent game play, tactics, strategy (I definitely know the difference between tactics and strategy, please don't ask me, it would be insulting), and social skills. I love this part of PBM, 'The freedom to spend time making tools to solve problems that are in no way actual problems and absolutely don't need solving.', you're going to need a bigger triangle, Maslow. However, this missed need is kicking about at the lower levels, probably with homeostasis and excretion.

Far Horizons folded, or it pretended to fold to kick me out, but before then, I'd started playing TribeNet, another Fungus recommendation. I got the same

opportunity to make tools in TribeNet, but to add to that, there was Maslow's second omission, 'Mentally inhabiting worlds'. After a few weeks of TribeNet, I found my thoughts were often dragging themselves into an alternate universe of rivers, swords, walls, seas, boats, fleets, elephants, hexes and pre-industrial logistics. *'Daddy, what's that funny thing you're doing with your eyes?'* was usually the phrase I needed to bring my brain kicking and screaming back into this real-life fetid pit of vipers. That's unfair, I like my children, but they don't understand the sheer number of people that will starve to death, if I stuff my transfers up. Unlike 'Tool Making', 'Mentally inhabiting other worlds' is probably around the middle of Maslow's pyramid alongside sexual intimacy, but less messy... *as long as you take frequent toilet breaks.*

Along with probably most readers here, I'm lucky enough to be able to meet the two lower levels of the pyramid, 'Physiological' and 'Safety' from my own phoney-baloney ill-gotten gains. In fact, progress over the last two decades has meant that I no longer have to wait any length of time to meet these needs. Music and film instantly and magically appear in my ears, and eyes and ears, respectively. Food is brought to my door. And the many cables I need to plug one thing into another are pushed through my letterbox by Elves within one rotation of the Earth.

When I was a child in the 1980s, there was an amazing comic/magazine about the distant future, named with a shocking lack of foresight, 2000AD. Along with Judge Dredd, there were a host of other characters. One of my favourites was Skizz, an alien in kangaroo form, who for reasons became trapped in Birmingham. People were being unspeakably mean to him, and as a ten-year-old, I was very concerned for his welfare. 2000AD came out every week. If Skizz was in peril, I had to wait a whole seven days to learn his fate. That feeling of skipping, yes and I still like skipping if no-one is looking, down to the newsagents to get my copy was like Christmas – but better, because it was just me and the comic fulfilling our weekly pact.

I get the same feeling from TribeNet, forty years later. My turn submitted within the two-week cycle, I wait patiently for my report for four or five days, willing the code to run cleanly, hoping it's not a week where Mrs GM needs taking to the hairdressers. Then on day four or five, Peter sends up a flare on Discord... *"Anyone around?"*. My hand goes straight up. I've probably been awake for hours waiting for this moment. *"OK Chief, test send coming..."*. I hammer the refresh button like a pigeon in a psychology lab. Nothing... nothing... nothing... internally question the speed of light.... nothing...nothing... nothing... then... ping... *IT'S HEEEEEEEEERE!!*

You see, right at the very top of Maslow's pyramid, hiding its magnificent gleaming point in the clouds, surpassing all the other nonsense like, morality, creativity and self-esteem is what PBM delivers in droves... *Anticipation*.



**INSIDE** **GMT GAMES**



**Tabletop**  
**SPIRIT**

*Boardgaming, Powered by Passion!*



# Daemonrift 3

## The Armageddon War

*Daemonrift:3 is a module of the turn-based adventure game DungeonWorld. Understanding of the rules and style of play are necessary to take part. Daemonrift is a weekly (ish) module.*

<http://www.madcentral.co.uk/dungeonworld/daemonrift3/>

*The Kingdom of Panmarlon was dying, slowly, painfully.*

*Eaten away from the inside by the endless stream or corrosive, murderous, terrible demons. It had begun on the day the rift opened, and it would end soon. A last gambit. Heroes from Panmarlon would go through the rift, to the place beyond. And take the battle to the Demons in their own land. What they never expected to find was – other humans. From a faraway world. Stranded there with them...*

### **Daemonrift 3: The Armageddon War**

Estimated TWO YEARS duration, weekly turns (mostly).

Fast play suicide mission.



### Types of Sign-Up

#### **FREE SIGNUP**

One Character, free forever, from a limited set.

#### **FREE BLADE DEMON SIGNUP**

(Only available to people who are not playing a Berenian or Panmarlonian character)

One enemy Character, free forever

#### **BERENIAN COMMERCIAL SIGNUP**

Four characters, Berenian only.

£20.00 for 20 turns. (Extra characters can be added £5.00 each with 20 free turns.)

Thereafter, turns at usual costs.

#### **PARMARLONIAN COMMERCIAL SIGNUP**

Four characters, Panmarlonian only.

£20.00 for 20 turns. (Extra characters can be added £5.00 each with 20 free turns.)

Thereafter, turns at usual costs

#### **BERENIAN CHARACTER OPTIONS:**

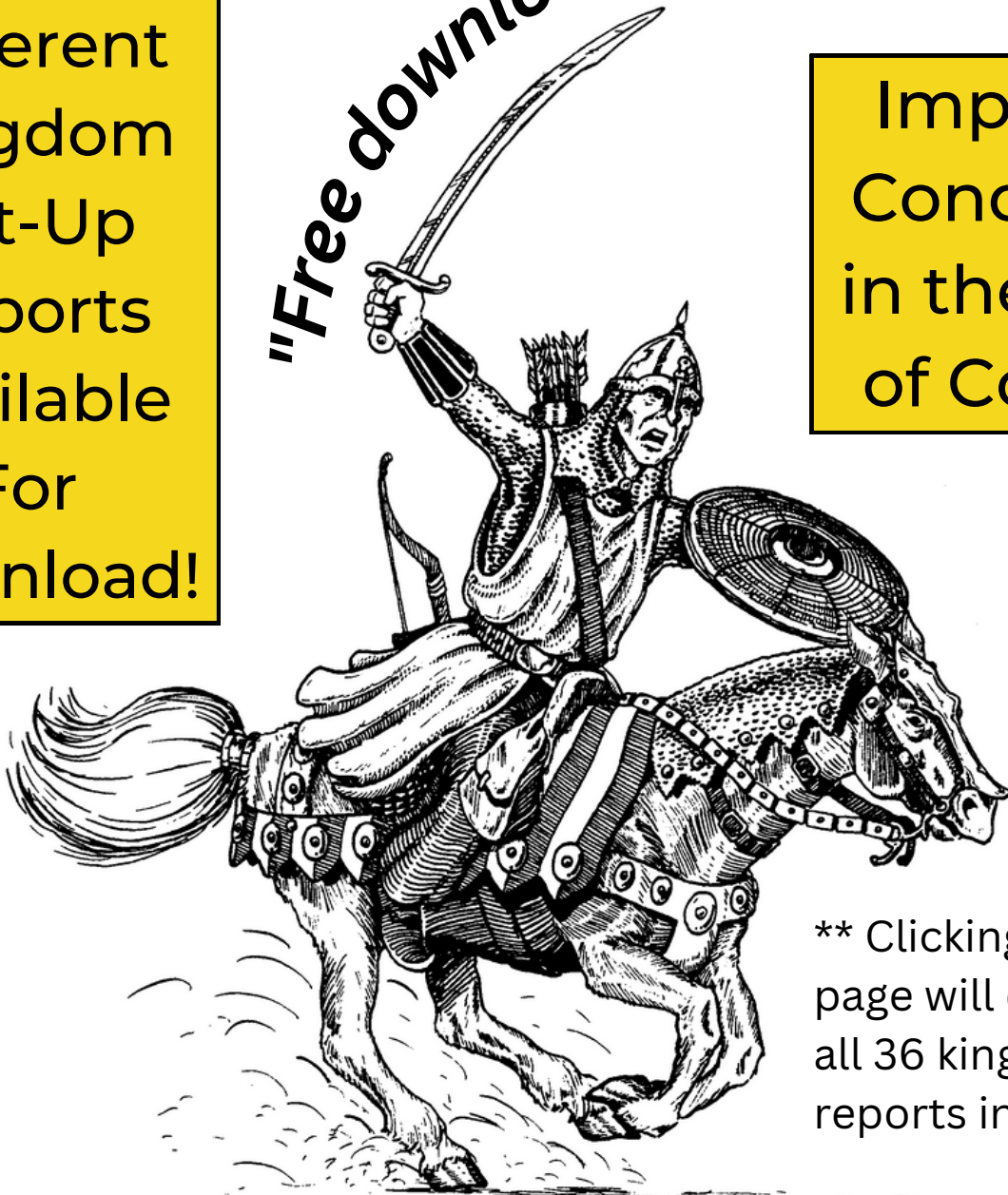
Standard Berenian Startup Characters

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## KINGDOM SET-UP REPORTS

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PLAY

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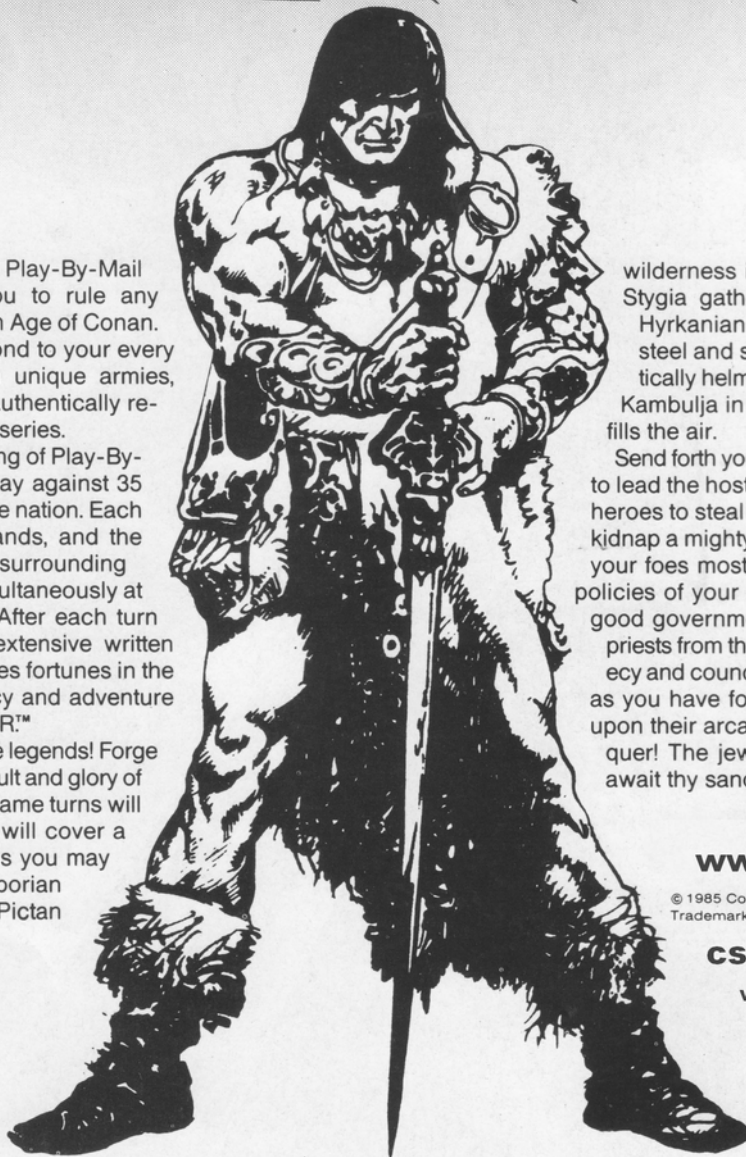
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HYBORIAN WAR™ is a Play-By-Mail game which allows you to rule any Kingdom in the Hyborian Age of Conan. Your Kingdom will respond to your every command with its own unique armies, leaders and culture — Authentically re-created from the Conan series.

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wilderness in the west, to slumbering Stygia gathering her wizards, to the Hyrkanian kingdoms with riders in steel and silk and gold, to the fantastically helmed armies of the Khitai and Kambulja in the east, the cry of empire fills the air.

Send forth your tested lords and generals to lead the host. Send forth your spys and heroes to steal the treasures of the world, kidnap a mighty noble, or even assassinate your foes most gifted wizard! Decree the policies of your land, giving your subjects good government or bad. Call forth your priests from their temples to speak prophecy and council. Command such wizards as you have for the tide of war may turn upon their arcane magics. Rule and conquer! The jeweled thrones of the earth await thy sandaled tread.

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possible in the last few years by recent advances in computer technology. PBM — the fastest growing gaming industry in the nation.

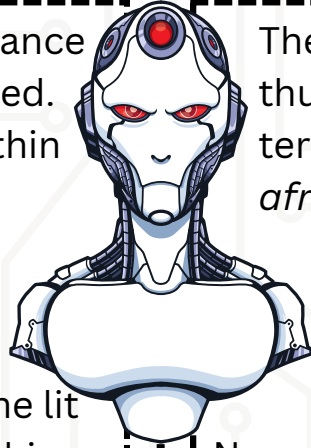
**Hyborian War - Duel2 - and Forgotten Realms play-by-mail games**

# Of Word Sorcerers and Terminators

This issue marks the first appearance of Andy Bentley in PBM Unearthed. Hopefully, it won't be his last within the confines of this play by mail gaming newsletter.

He only managed to get one entire sentence written, before he lit in on me, though. The totality of his article evidences a true word sorcerer lurking in our midst. Just our luck to encounter one with a predilection for consuming imaginary bananas. He started off with oil and toil, with nary a care for those whom he might roil and boil. He's still fairly new to PBM gaming, though, so perhaps we can all cut him slack.

At least he made it to the second paragraph, before he went off on some tangent about elephants and the blowing of pink bubbles. Yep, we got us a *real* bargain, when this one walked into our little PBM trap. And now, he can't get away, and I'm pretty sure that this Maslow fellow that he went on and on about likely didn't bother to give him a key to free himself. He might as well get comfortable, because he's not going anywhere, anytime soon. I wonder if he likes those little orange circus peanuts. *I'll bet that he does.*



The impression that I have of him, thus far, is that he possesses what I term "word magic." *And he ain't afraid to use it.*

A razor sharp wit, combined with a willingness to use it, bodes well for us, one and all. Now, if we could just get him to work on that whole coherency paradox.

His word sorcery aside (which is as flagrant and bodacious as it comes), I have this sneaking suspicion, this hunch, this...this...this premonition that he's more than just some Johnny-come-lately word sorcerer. What we have here, folks, is nothing less than a full-fledged literary terminator. *Thank God that my name isn't Sarah Connor!*

Having Andy aboard writing articles in a recurring manner (I probably should have told him earlier, but as the saying goes, there's no time like the present), now, should yield a higher quality end product, which is to *your* benefit. If I somehow or other manage to get thrown out of the airlock, though, try not to fall prey to his word magic-based excuses. *With this Andy Bentley fellow, there's definitely more than at first glance meets the eye.*

Of course, his dawn on the pages of this issue ushers in a great mystery. By his own admission, he appeared on the PBM scene "a couple of years ago." Where now brown cow? Where's he been? So, as I see it, basically, Andy Bentley is already a couple of years behind with his writing duties for PBM Unearthed, even if it only came into existence about six months or so ago. *Let's not quibble over such mundane details, though.*

Now that we all know that he can write, and write well, there's really no reason that comes to mind (my mind, not his) which would preclude him from becoming a regular upon these pages. Unlike some of you out there reading this, right now, Andy already grasps that one doesn't have to be a writer, in order to write. *He processed that pinpoint of data long, long ago.*

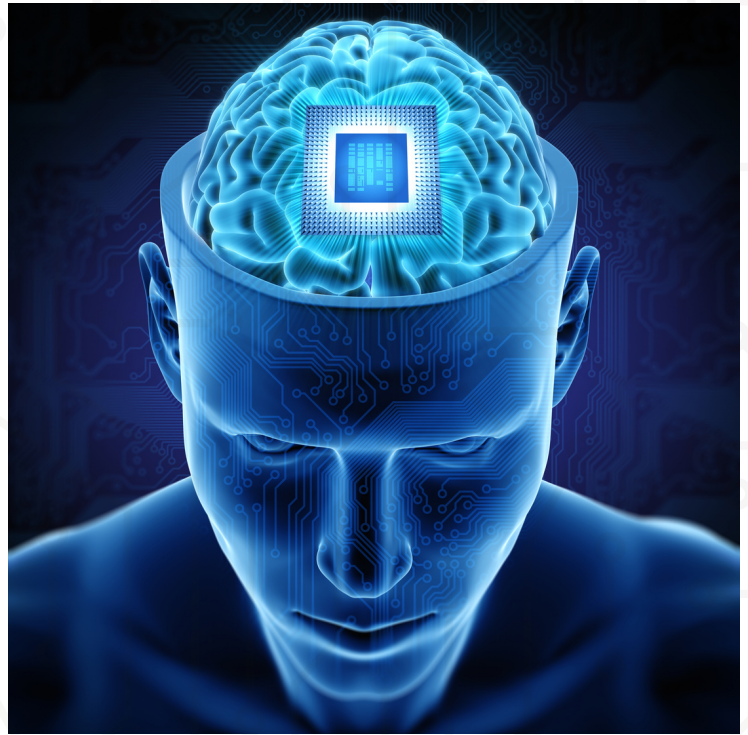
Never you mind that his mind wanders like a camel in the desert, Andy Bentley writes with a degree of precision that befits a terminator taking aim at you. He aims to kill. In other words, he's dead on with his timing, and I dare say that he never runs out of ammunition (words). If words were physical weapons, his would take the form of a chain gun. Though he breaks out the grenades of humor fast and furiously, don't let his



magical sleight of hand throw you off. He's a dead serious writer. You would be wise to never underestimate him. This is a man who always has something interesting to say. I can neither confirm nor deny that he is an artificial intelligence, though he's a genuine intellectual. *His mental processing power is off the charts!*

Having already confessed to me that he only came to PBM a couple of years ago, if that, he's not tied to its culture or its medium. Which can only mean that he's from the future, and intends to terminate all that we *think* that we *know* and *love* about PBM gaming.

He has many strengths as a writer, as befits both the sorcerer and the terminator that dwell within him. I must be careful - *very careful*, lest



Jon Capps over at the new *Suspense & Decision* assimilates him at the first opportunity.

Anticipation, I'm talking about the kind of anticipation that only PBM gaming can provide, in raw and unadulterated form and in sufficient quantities, is where I think that we've got this Bentley fellow right where we want him, right where we need him. *Whether anticipation is his weakness, or whether it is yet another in a long line of his strengths, remains to be seen.*

At only a couple of years into PBM territory, if that, Andy Bentley yet remains in a state of PBM infancy. Is he in it for the long haul, or will the anticipation associated with waiting

for his turn results prove to be a bridge too far for this young lad? Maybe his PBM circuits will overload. *I mean, did you get a look at the wiring on this kid?*

He claimed that I poured some praise, but not a lot. Clearly, some of his internal computations are off. It could be that he's an artificial intelligence from the future, but powered by tubes. His thermionic valve could need replacing.

Regardless of whatever might be wrong with him, personally speaking, I think that he's a fine find - *even if he's the one that found me, rather than the other way around.* If you're out there, Andy Bentley, and you're reading this, welcome aboard!



# Ex|sles

## Postal Roleplaying on The Lonely Coast

**Exsles is a Narrative Play-By-Postal-Mail, Roleplaying-style game designed specifically for prisoners, by a former prisoner.** It is set in The Lonely Coast fantasy-adventure setting, where players can run a single character or small group of characters starting a new life for whatever reason. The only rule is that the characters are starting over in a new life, with pretty much the clothing on their backs, very little experience, and a past they'd rather not talk about.

*"The furthest flung outpost of a mighty kingdom, turbulent waters and forbidding, twisted forests separate the Lonely Coast from the glittering lights of civilisation. Some visitors come in search of adventure while others embrace the anonymity of the frontier. Still others, tiring of civilisation's decadence, come to start a new life. Adventurers are normally intent on battling the ferocious humanoids of the interior or on uncovering the ancient ruins and hidden treasure caches of the Old People lying forgotten in the untamed places of the Tangled Wood."*

**- Foreword by Creighton Broadhurst  
The Lonely Coast Campaign Setting**

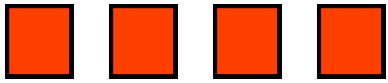
**The cost per turn is \$1.50** (and can accept stamps as payment), as an ex-con myself, I know how little money prisoners typically have available for entertainment after toiletries and coffee. Running this 100% hand-moderated game is a hobby, not a business, and it generates as much creative enjoyment and satisfaction for me as it does for the players. I have been running this game since 2017, while still in federal prison, so the game is well-established and runs quite smoothly.

**This is a Narrative PBpM**, as mentioned above, which means **it isn't about statistics, resource-gathering, or management and number-crunching**; Exsles is about **the story**, as written by both the player and myself, the Game Master. Some players enjoy writing **their characters' story in great detail**, while others simply want to give direction, or even choose from a list of options; **I tailor the game to your wishes**, writing the story of how **your decisions guide your character through the campaign setting**. Turns are processed within two weeks of receipt, and **there is no deadline** for players to respond. Each player is running their character(s) in the same setting, but not directly interacting with other players, unless so desired.

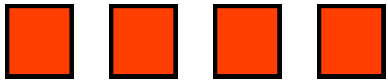
**The Lonely Coast**  
was created by  
**Creighton Broadhurst**  
and is being used  
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**Raging Swan Press.**

**For more information, please write to:**

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# PBM Links



Now featuring highlighted games each issue!

2300 A.D. - The Great Game  
 Adventurer Kings  
 Agema  
 Ancient Empires  
 Alamaze  
 Austerlitz  
 Atlantis Miskatonic  
 Atlantis: New Origins  
 Atlantis PbeM  
 Battle Plan  
 Clash of Legends  
 Combat Conditional Podcast  
 Company Commander  
 Continental Rails II

Covert Operations

Dark Age  
 Diplomacy World

Duel2

DungeonWorld Adventures  
 DungeonWorld Estates

DungeonWorld: Daemonrift 3 NEW

Empires  
 Engarde!  
 Eressea  
 Extra Time  
 Extra Time: Chairman  
 Feudal Lords  
 Fire on the Suns  
 Flagship  
 Forgotten Realms

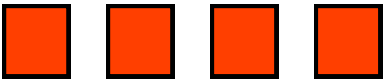
Galac-Tac

Galactic Conflict  
 Gameplan  
 Gameplan Baseball  
 The Glory of Kings  
 Heroic Fantasy  
 Hoopplan  
 Hyborian War  
 Ilkor: Dark Rising  
 Imaginary Wrestling Association  
 It's A Crime  
 KnightGuild  
 Legends  
 Les Petites Bêtes Soyeuses  
 Liminal En Garde!  
 Lords of the Earth  
 Middle-earth PBM  
 Mobius I  
 Monster Island  
 Nuclear Destruction  
 PBeM - Spiele  
 Phoenix: Beyond the Stellar Empire  
 Quest  
 Quest of the Great Jewels  
 Raceplan  
 Regime Change  
 REN1493

Renaissance

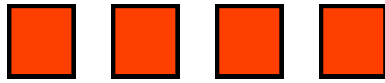
Riftlords  
 Rome is Burning





# PBM Links

(Continued)



- RSW: Retro Space Wars
- Run Chase
- Scramble for Empire
- Slapshot
- Soccer Star
- Soccer Stats
- Spaceplan
- Star Chase

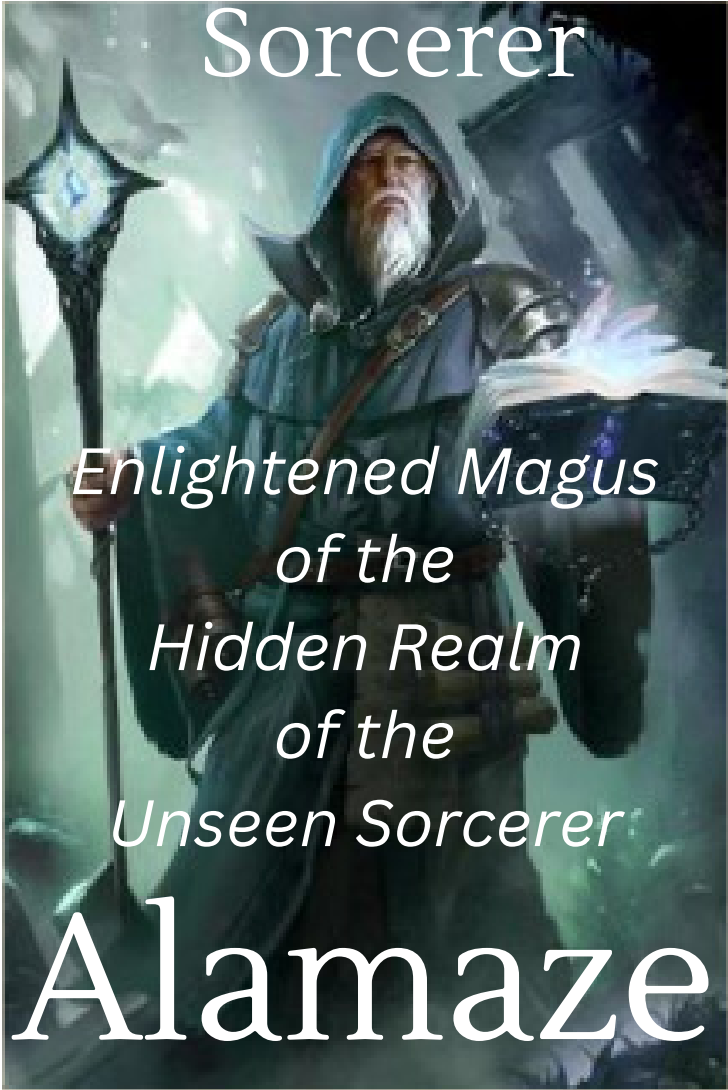
## Star Fleet Warlord

- Starweb
- Stellar Conflict
- Summit PBM
- SuperNova: Rise of the Empire
- Suspense & Decision

## Takamo

- The Isles PBM
- Throne of Cofain
- TribeNet
- Victory! The Battle for Europe
- War of the Dark God
- World Wide Battle Plan
- Wraith

Click to Download Kingdom Setups



32 Kingdom Setups in a Zipped File



# Other Links

## Tabletop Spirit

- To Win Just Once



# Feudal Lords

Rick Loomis PBM



Feudal Lords simulates the struggle for kingship in a mythical period of English history. In the year 801 A.D. following the death of King Arthur, Britain is left without a legitimate successor to the throne. Can YOU unite Britain and become the new King of Britain?

- Up to 17 players in each game.
- 46 fiefdoms controlled by player or non-player computer opponents.
- Each player represents the head of a noble family and controls one fiefdom.

<http://www.rickloomispbm.com/feudal.html>

# Transgenerational Starweb Death Match

## STARWEB®

a play-by-mail game of star-spanning empires



79201  
**RULES**  
for playing the  
multi-player strategic space game by  
**RICK LOOMIS PBM.com**  
— play-by-mail since 1970 —

## PBM Unearthed

### Starweb Championship Match

Bragging rights are at stake, as PBM Unearthed sponsors this special game of Starweb, in order to declare a new **Starweb Champion** for this, the **dawn of a new era of PBM gaming**.

When this **roll is called up yonder in the stars** where conflict will take place, will your name be counted among the number of participants?

**Starweb player of ancient times**, the infamous **Rick Buda**, has expressed interest in participating. Will you rise to the challenging of facing off against him? **Who will defeat him?** Or can anyone?

*Calling all Starweb players, wherever you are!*

## Character Types

### Empire Builder

*Your people believe in manifest destiny. It is your goal to control as much of the universe as possible.*

### Merchant

*You are interested only in trade.*

### Pirate

*You are interested in plunder, and you get points for plundering worlds.*

### Artifact Collector

*As the richest person on a rich world, your jaded tastes are excited by the idea of owning unique things. On many of the worlds in the system, there are various indestructible artifacts left behind by that ancient race of beings. You get points for each of these artifacts that you own*

### Berserker

*You are a computer in charge of a race of robots. Your prime directive is to kill all life wherever you find it. (You have no idea who gave you that directive, or why, but you never question it).*

### Apostle

*You are a religious fanatic (or political fanatic, if you prefer). Your purpose is to convert the entire galaxy to your particular point of view.*

## Starweb is waiting for you!



**CHOOSE YOUR DESTINY!**

**15 Players will vie for victory.**

*Where were you when the stars called?*

**>>> To sign up, click [here!](#) <<<**

# A Sorcerer King Seeks His Due

*One of the closest finishes in Alamaze championship history*  
Dan "Wookie Panz" Warncke

## Victory By Lion's Share Is The Sorcerer Kingdom!

### Game End Status Points

Place	Kingdom	Player	Results - 40	Grand Total
1	(SO) Sorcerer	Wookie Panz	50,307	70,568
2	(DU) Druids	Rellgar	43,960	67,492
3	(AN) Ancient Ones	Dwellomir	42,346	66,815
4	(WA) Warlock	HabeusCorpus	36,385	60,118
5	(DE) Demon Princes	Agent Orange	22,584	39,976
6	(HA) Halfling	Senior Tactician	22,984	39,681
7	(NE) Necromancer	The Painted Man	16,667	30,591

## Part 1 of 2

*Thanks to all those who played in the 2020 Championship. Congratulations to the 7 who survived until the end and special congrats to Rellgar and and Dwellomir who finished 2nd and 3rd for podium placement.*

This one placed me in Darkover with the Sorcerer kingdom. Without a hidden capital or water town to hide in this could be quite a challenge. To my west in Crown Islands was the always clever Rellgar with the Druids. At least it would take him time to develop his magic kingdom, and like my SO, he was no early threat. South in Triumvia was RD being run by P.T., a huge threat for sure. What could be worse than 1 dragon? Two dragons, of course, and DuPont had the Black Dragons in Nyvaria. As if that was not enough, Pine Needle had taken Nyvaria with the lady Amazons! *Oh My!*

Going way back in the brain banks, I recall UncleMike having SO in a game, and just

about taunting anyone to attack him early, as he had a plan to use all of his resources to quickly build some small groups, who could cast multiple summon death spells and take out all comers. I decided to try to get a couple of wizards leveled up quickly. I had a p4 on turn 1, and had to skip one or two turns, before making him a p5.

I was pretty certain one of these brutish neighbors would hit me early, and I had little confidence that I could hold the region. I made a decision I have rarely done. In fact, I can't recall ever doing it. I opted for the minor E.S.O., going for substantial in a region, 2 artifacts, and 3 x p4 wizards.

I've not saved all of the turns, but I'll try to hit some key points from the turns I have, and fill in from my fog of war brain.

My capital was in the plains southwest of Ram Horn. My 2nd town was in AM country, and Ms. Pine Needle cut me no slack, and

grabbed it quickly. *In fact, I could smell her coming my way.*

On turn 6, I decided my capital in the plains was Amazon bait, and moved it to Ramhorn, which took me out of AM's preferred terrain and gave me 31k defense. It was not a stopper, but maybe a speed bump. Checking reactions, AM was at tolerant and everyone else was suspicious, so guess which lady is coming for lunch? We were going into late winter, and I cast the first bounty in the game, thinking I might as well let the world know I had at least 1 p5 to deal with. About this time, I am thinking of a Plan B as big Red has a couple of sea towns in Triumvia that I have spotted, and I could move the capital there quietly, and those dragons couldn't touch me. RD was also busy fighting either NE or GN or both. *I enamor Triumvia.*



Sure enough, on Turn 7, here comes Ms. Pine in her bestestest outfit trying to have me for lunch. One army group went straight for my now-empty former capital, while an army went for a village, and several other p.c. reported unwanted lady politicians. *I know this gal really loves me, as she declared me enemy on the first turn of attack!*

I'm missing the turns until turn 14, but I recall playing cat and mouse with Ms. Needle doing everything I could to avoid combat with her groups. I was throwing regional spells pretty much every turn, sleeping with the lady pols and concealing

my own, and concealing my groups to get under her knickers. If she took a place with groups, my pols would take it back, and be either concealed or warded most of the time. My capital now has a lovely water view in Triumvia's Tempest Sea, with 9 cheap ships giving me some extra income.

On other fronts, RD was fighting NE and or GN down south, and DuPont's Black Dragons were in Untamed fighting UN, so I could give Ms. Pine my undivided love. I'd never crossed swords with Pine before, but his record showed obvious experience, and this was a tough fight.

Turn 14 is a turn where lots of stuff happens. I had just done my 2nd encounter, still trying to satisfy the minor e.s.o.. I'd been so busy trying to stay alive, that e.s.o. had to be on

the back burner, but that last encounter did the job on turn 13, and dammed if it was not the PLOW! I know a certain sea capital where it would be handy. Oddly enough, I never did lose control of the region, and could have gotten the major e.s.o.. *Go figure.*

Well, the ladies have come to dinner in force and here is the 5th AM army group with 17 brigades, a warlord, a lord commander and a p5 at Ramhorn, my old capital. Between the demonic visions and the domes I had been serving up, Ms. Needle was fit to be tied and wanted me for supper. Ramhorn was still at 31K, but more importantly, I had 3 weak

groups there. The best had 5 brigades, including 3 paladins and a p6. There was another group with a p6 and 1 brigade, and the last had a p5 and 1 brigade. I had several other minor wizards, but my missing group with a p4 was at my sea capital in Triumvia getting replacements, and now had another division, but could not make this party. I'm thinking this is NOT looking too good. I have 3 shots at summon death, and I've been working on her morale for some time, now, but 17 brigades with lots of real quality troops against my weak offerings?

I'm waiting for the turn to run like a patient in the dentist chair waiting for the drill. The turn comes, and the first thing I see is the AM has a new warlord. Not good. Down the page reports that all three of my groups were defeated by the 5th AM. *Holy crap!* At least my emissaries did well.

#### Now the combat:

She was down to 8 brigades, having lost 9 to summon death spells, and she had very low morale. Have you ever noticed that summon death has a way of finding the best troops?

Of the 9 killed, 5 were elite and 2 were vets. I think that was all of the AM lady's elite.

My first group had the p6 and 2 brigades and lost 45.80 %.

My second group had just 1 brigade and the p6 and lost 49.49%.

The last group with 5 brigades lost 28.68%. *Wow, talk about close!* And it broke the siege Ms. Needle had planned especially for this party.

Now for dessert. Remember the army that was at my village? Well, it was an ape army, and.....:

***All the monkeys weren't in the zoo.  
Ms. Pine had hired a few (6).  
To try to plunder a village or two.  
But she should have picked the forest!***

Apes rock at forest parties, but this plunder attempt failed with 64% losses. What was she thinking? Maybe this was an attempt at getting brigade promotions, but it only got a captain up to captain major. This turn, 15, was the one that caused broke back AM, and my wizards were riding horses from here on. I'll post this portion, now, and finish up sometime over the next couple of days.

Stay tuned for the end of AM, the conquest of BL, and many adventures with DE. WA and DU even make appearances for the finale as our journey takes us south to Nyvaria, the Untamed Lands, Pelinor, and ends in Triumvia.

[Continued Next Issue]

## Alamaze Terms

AL - ALCHEMIST

AM - AMAZONS

AN - ANCIENT ONES

AT - ATLANTEANS

BL - BLACK DRAGON

CI - CIMMERIANS

DA - DARK ELVEN

DE - DEMON PRINCES

DK - DEATHKNIGHTS

DU - DRUID

DW - DWARVEN

EL - ELVEN

EM - ELEMENTALIST

FF - FAIRY FOLK

FO - FORGOTTEN

FT - FREE TRADERS

GI - GIANTS

GN - GNOME

HA - HALFLING

IL - ILLUSIONIST

LI - LIZARD MEN

LY - LYCANS

NE - NECROMANCER

NO - NOMAD

PI - PIRATES

RA - RANGER

RD - RED DRAGON

SA - SACRED ORDER

SO - SORCERER

TY - TYRANT

UN - UNDERWORLD

WA - WARLOCK



p1 = Power 1

p2 = Power 2

p3 = Power 3

p4 = Power 4

p5 = Power 5

p6 = Power 6

**Dan "Wookie Panz" Warncke**  
**The Sorcerer King**



The Big Hand  
of PBM

is coming

for you!

**Play By Mail Gaming**



**PBM**

**Unearthed**



**It's coming for you!**



**Atlantis: New Origins**

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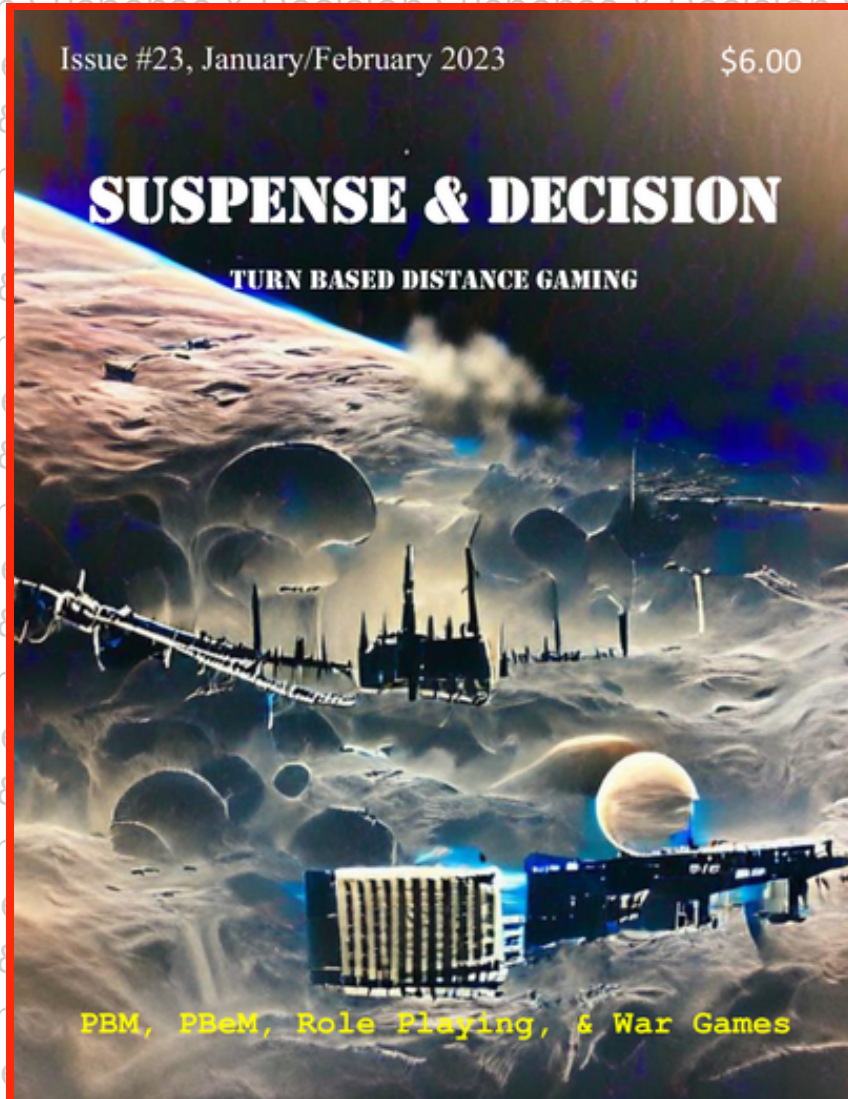


# Photos from the Duel2 Face-To-Face-Tournament





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## Suspense & Decision

*"Looking for information from the different game companies for the "Spokesmen Speak" column. If you have an article to submit, please do."*  
[editor@suspense-and-decision.com](mailto:editor@suspense-and-decision.com)

# CHARIOTEER

RACE FOR GLORY IN ANCIENT ROME



**GMT**  
GAMES

GMT Games, LLC © 2022  
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2202

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MATT CALKINS

ILLUSTRATION BY KURT MILLER

Let's start things off by taking a time machine back to the year 2017. I was browsing the big Internet fish tank, when I happened upon an article titled, **Rad Ads - Play By Mail, the ROCK T-shirt that is 'sweeping the country', and Mindreading**. It's not an article entirely about play by mail gaming, but a large chunk of it is. Several different PBM games rate a mention over the course of this article, which I found on a site called **DC in the 80s: The webzine for DC comics fans from the 80s**.

It's been a pretty busy week for me on the PBM Unearthed front. I've heard from numerous different people, this week. **Andy Bentley** and **Dan Warncke** submitted articles for this issue. I received some PBM news submissions from **Lee Kline** at **Reality Simulations**, **Pete Dorman** at **Rolling Thunder Games**, and **Steve Tierney** at **Madhouse UK**. This is all great stuff, because it denotes a willingness to participate in what is, in actuality, a greater cause - *the cause of play by mail gaming*.

I received e-mails also from **Alex Bardy**, **Tony Webb**, and **Chuck Gaydos** (who didn't have any news tidbits from **Rick Loomis PBM**, but who was nice enough to respond back to my e-mail inquiry and let me know, just the same). And lest I forget, I even heard from **Bernd Jaehnigen**, this week. Rumor has it that he's even been reading **PBM Unearthed** (and other zines). *This is fabulous news, from my perspective!*

**Tony Webb** e-mailed me about maybe him and I possibly meeting, as he has a number of PBM relics from an earlier era. *Talk about a godsend and good*



*fortune!* Now, we just have to find a mutually agreeable time frame in order to bring this to fruition. Tony, if you're out there and reading this, know that I do appreciate the offer and your generosity. We definitely don't want these PBM artifacts to end up getting lost (or worse). *Again, thank you!*

I also received a letter from **Raymond Cheely**, earlier this week. I had written to him a few weeks back, inquiring about a PBM newsletter that he had made for players at the United States Penitentiary out in Tuscon, Arizona. He told me that my letter to him took 22 days to get to him. That's probably due to a combination of both mail time and delays that originate from the incarceration facility.

Raymond's been playing in what he referred to as "PBM game worlds" since 1995. His entry point into PBM gaming? An advertisement in the back of **Dragon** magazine for **Paper Mayhem** magazine.

At the prison where he's at, Raymond said that they have "like 3 packet games running." His definition of a packet game was, "It's a hand moderated play by mail game." He also expressed an interest in me sending him a copy of any issue of PBM Unearthed.

I received his letter several days ago (was it three days ago, or four?). As my fellow PBM gaming friends, **Wayne Smith** and **Vincenzo Falcone** could attest, my writing of letters used to happen with much greater regularity, but trying to create and publish **PBM Unearthed** has really knocked me off the mountain of written correspondence. Even still, I am hopeful that my written correspondence can improve, as we continue moving forward through this new year of 2023.

In fact, the third of what will eventually be ten resolutions for the new year states:

***My 3rd New Year's resolution is to get back into the habit of personal correspondence via the postal system. A letter here, a card there. Maybe even toss in a few out of the ordinaries, now and again.***

I transcribed that from the list that I maintain on my computer's hard drive. Hopefully, I can and will live up to it. At times, though, it's like being stranded on the moon, and staring at the Earth and wondering how to get back home. On paper, it seems so simple and straightforward. In actual practice, though, I continually stumble and fall backwards. Progress in this area is truly fleeting and far between. It may be that I suffer from yellow quadrille disease.

That's an inside joke. My magnificent friend, the quite honorable **Wayne Smith**, prefers to use yellow quadrille paper (yeah, the cheap stuff), whenever he writes to me (which, these days, are rare occasions, indeed).

I've had so much fun over the last year or two (that's an approximation) corresponding with Wayne. Truly, he's a PBM gamer that is someone to write home about. He is a beast, when it comes to his PBM gaming - *an absolute beast!* PBM will never, ever die, as long as PBM locomotives like **Wayne Smith** continue playing. The sheer number of PBM games that he plays in, at present, puts my entire PBM gaming "career" to shame.

And **Vincenzo Falcone** has suffered from some health issues in recent times, and I am hopeful that he will enjoy a new and youthful vigor, and that he partakes of a full and complete recovery. I'm slacking on writing to him like I ought to, also. *Sorry, Vincenzo!* Maybe I can get my act together and do better, both for friendship's sake and for old time's sake. *We'll see.*

Also, a special word of thanks to **John Davis** of Middle-earth Games, who sent me a whole bunch of old character art pieces, from which I crafted the new Middle-earth ad that appeared on Page 3 of this issue. **Clint Oldridge** has also been supportive of the ongoing undertaking to create some new Middle-earth PBM ads from scratch (well, from existing parts, anyway).

Issue #23 of Suspense & Decision published this week, also. If you like articles about **Hyborian War**, there's one by me in that issue of the new S&D. Don't forget to also consider **submitting something for publication in Suspense & Decision**. *Editor Jon Capps would appreciate it.*

Within the pages of issues of **PBM Unearthed**, you will find many PBM games and companies advertised. The next time you visit various PBM websites, take notice of how many - *or how very few* - provide a simple link to **PBM Unearthed** or any of its issues. Many are oblivious to us. I hope to see you next issue! Stay safe, and help spread the word about PBM, if you will. *Thanks!*



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## 4th Cycle - Maelstrom

[Kingdom Abbreviation Codes](#)

[Rulebook \(Current Version 1.8\)](#)

[New Kingdom Set-ups \(zip file\)](#)

[Maelstrom Map \(PowerPoint\)](#)

[Wizard Spellbook](#)

[Charts](#)

[Release Notes \(Summer 2022\)](#)

[Official Alamaze Site](#)

## Other Alamaze Links

[Alamaze Wikipedia Entry](#)



# Have you checked out these new PBM websites?



### PBM Unearthed

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