

Suspense & Decision

ISSUE 18

AUG
2019

**BECOME
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RICK'S PARTY SHACK

MARK'S
COMICS

Breathe the fire of Play By Mail gaming!



The Isles

The Game of Outcasts

"It is now Thirty Years since the gates were opened and the dregs of humanity were released into our Towns and Citys. They were anonymous - they emerged from their prisons confused and despairing into a World they had no memory of.

No-one claimed them as their own and nobody wanted them.

We expected them to die. We thought they would slowly disappear, absorbed into our lands as beggars and thieves with little if any prospect of making a life for themselves. Our Lords reassured us that these 'Outcasts' were nithings and as such were lesser than we who had prospered here for hundreds of years amongst our islands.

They told us that everything would turn out right. They Lied. Now the gates are again opened and these 'beggars and thieves' are to be forced upon us again

The four Outcast Guilds have never closed. They have nurtured their numbers for all these years, and now there are new recruits to mentor, to train, to prime and to send out to do what they will against us. There is nothing that we can do other than hope that it will not be like before.

We have had thirty years of peace since last we were visited by these Outcasts, and now must we prepare once again for the Fear that they bring?" **Guild Master Brion, of the Ilanthor Merchants Guild**

Free to Play, The Isles is a hand-moderated Fantasy RPG Play By Mail game, set in a frontier town on the edge of the Wilds.

As a newly-released Prisoner you have many options ; Become a beggar or a thief as they expect you to be, or strive to be greater : You can become a leader, an adventurer, a dabbler in the Grey Arts or a follower of a local deity. You could live out your life in obscurity, happy to be alive - or you could rise to become a thorn in the side of those who imprisoned you and stole you



[Game Guide](#)

[Map of the Ilanthor region of the Star Isle](#)

[Character Creation Sheet](#)

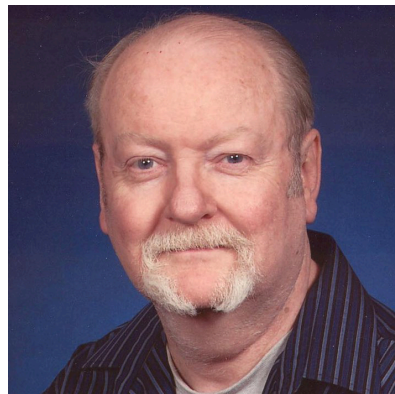
Or email: theislespbm@gmail.com



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* This issue dedicated to the memory of [Rick Loomis](#) of [Flying Buffalo, Inc.](#) *

August 24, 1946 – August 23, 2019

Welcome to Issue #18!

Wow! Where does one even begin? How this issue is even taking place at all is beyond me. For some, it may seem like déjà vu all over again. And in a way, it is. However, I have this gut feeling down deep inside that this time will be different, that this time will be the charm.

*Regardless, count your blessings where and when they come, I say, so it's off into the wild blue yonder of PBM, once more, for all of us. **Yee-haw!***

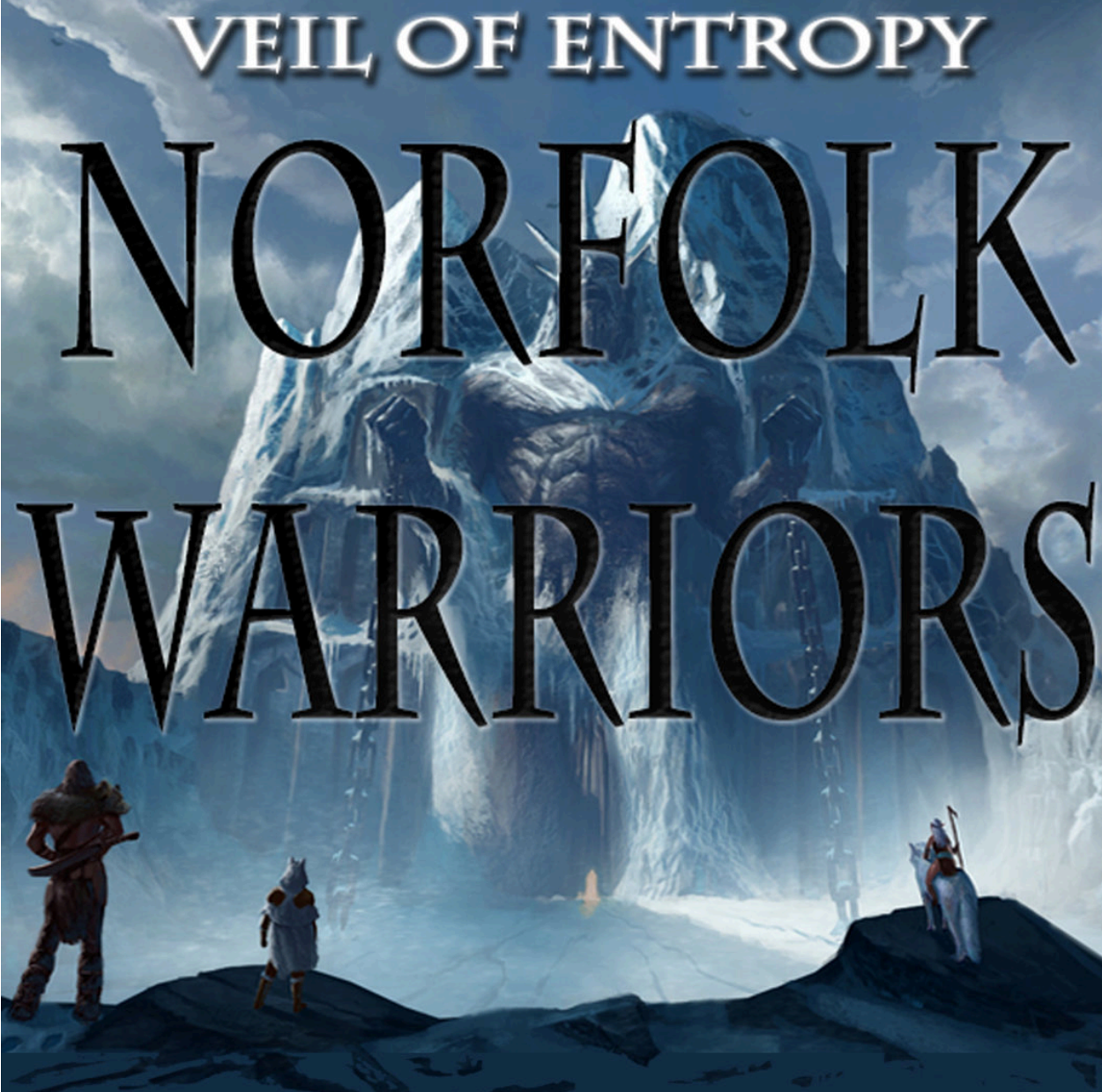
The illustrious Raven Zachary, who may well be the most important man in all of PBM gaming right now, has already e-mailed me the schedule of articles that he intends to write for the next several issues - all of the way out to Issue #21, in fact. He's got an article in this issue, in fact, but his enthusiasm for PBM is palpable! To characterize him as a driving force in play by mail gaming would be an understatement. Anybody care to match him, article for article?

If you're reading this, but haven't yet subscribed to the new PBM mailing list, then click [here](#) to do that. This is one of many new changes that will be incorporated into HOW we will be doing things, going forward. Hopefully, others out there reading this are prepared to change how YOU are doing things, also, by increasing your own degree of participation within the pages of this magazine. Think about it, OK?

One area where I definitely need your help is with the sharing of two things - the download link for this issue, and the link for subscribing to the mailing list. If you want to grow the size of the overall PBM player base, then one thing that is a necessity is for fans of the genre to help raise awareness with others in their various circles and social media friends lists. You don't have to beat them over the head, just share the links now and again. Thanks!

There's a LOT of things to talk about, but never enough space - even when you're the editor of your own magazine. I would be remiss, however, if I did not try to bring to your attention a [GoFundMe](#) campaign organized by gaming icon Steve Crompton on behalf of Flying Buffalo, Inc's very own Rick Loomis. This was recently brought to my attention by PBM legend of old, Kerry Harrison. Be sure to click on the link, and if you are able to chip in a few bucks to this cause, please consider doing so.

Charles Mosteller - Editor of Suspense & Decision magazine



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A Game Designer's Ride

What Was I thinking?

Paul Mouchet

I was browsing around the internet looking for inspiration when I came across an interesting bit of text. This excerpt was taken from animationcareerreview.com.

Video game design is one of the most exciting and competitive careers in the world. For people with a passion for technology and interactive entertainment, video game design is a dream job, but even those with slight interest in video games would jump at the opportunity to become a member of this fascinating industry.

Two years ago, I would have thought this statement to be a complete truth. I still agree that video game design is both exciting and competitive. I agree that it is a dream job. Where I think this statement falls apart is that somebody will

“jump at the opportunity to become a member of this fascinating industry”. I had initially started to describe why I disagreed with that statement, but instead I decided to describe what would expect from somebody who does in fact jump at the opportunity.



the past, I have worked for a game development company; my experience, building somebody else's game is much different than building your own. If it's somebody else's, you have much smaller vested interest. You might enjoy the work, the challenge, the feeling of success when you see your work come to life, but it pales in comparison to what you'll experience when you try to build your own.

For those who think they want to try to design and build your own game, here is what I



believe you can look forward to. Designing and building games is like riding a roller coaster, a roller coaster that can take you to incredible highs and powerful lows, all in the blink of an eye.

Here is my interpretation of this roller coaster:

Roller coaster: You see the rollercoaster. You feel like you can handle it.

Real life: You've got an idea. Perhaps not completely thought out, but good enough to start.

In your head: *Designing a game is fun! I can do this!*

Roller coaster: You get on the rollercoaster.

Real life: Start designing your game and begin to put in action.

In your head: *I can do this!*

Roller coaster: You feel the exhilaration, the wind in your hair, the amazing panoramic view from the top of the coaster!

Real life: You start to see you design come to life and you feel the joy.

In your head: *I am doing this!*

Roller coaster: You drop at 150kph, make a sharp left bank, hit a cork-screw-double-loop and lose your lunch. The people watching you on the rollercoaster are ... not impressed.

Real life: The worst part of game design is when you find out what you thought was fun – really isn't.

In your head: *What have I done? Why did I do this? I feel like I'm going to hurl!*

Roller coaster: You recover from the loops, but the people

watching you haven't fully recovered yet. You go through another steep drop with a sharp turn at the bottom. No problem!

Real life: You try to find the fun in your design, get rid of the "not-fun" and continue. The people involved in your project lose a bit of faith.

In your head: *You swallow hard, trying not to lose your lunch in real life. I still think I can do this!*

Roller coaster: Your car starts the climb into the next set of the coaster's super-happy-fun-time hills.



Real life: You see your new design changes start to take shape. You can see the fun again! The people involved in the project get caught up in your enthusiasm and they have renewed hope.

In your head: *I am doing this! I am! I really, really am!*

Roller coaster: And then, you hit another double loop, where you can still see the lunch you left on the ground earlier. You're pretty sure your stomach's empty and you'll be okay. The person in the car behind wishes you were right!

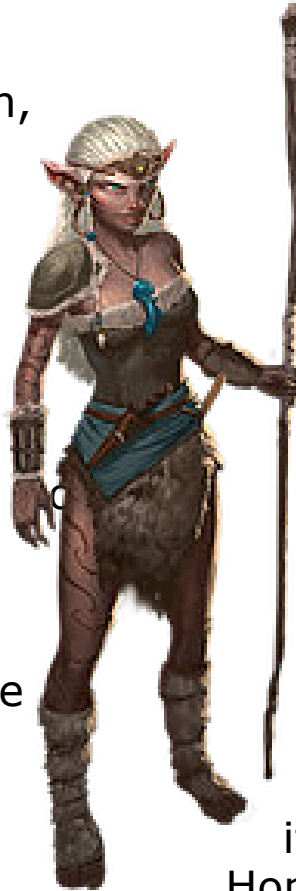
Real life: You run into a technical problem of some sort that forces you to rethink your design. Argh!

In your head: *Why am I doing this? I'll never get this to work!*

Roller coaster: Your car finished its climb and is now going into another steep dive! You can feel yourself become weightless and life is AWESOME. For a moment, you feel like you're flying!

Real life: You solve the problem, run a preview and things are AWESOME. You can really see the game coming together.

In your head: *I can't believe I was ever worried! I'm doing this! This is awesome!!!*



Roller coaster: You finish up the ride with a few more tight turns and bumps. This was fun!

Real life: Things are still not coming up roses, but things are going well for the most part.

In your head: *Whew!*

Roller coaster: You walk away from that coaster and see another one right beside it – bigger, faster, loopier! Hope you brought a change of underwear!

Real life: You've got the first part of your game done and now you're looking at the next big feature.

In your head: *The next stage will be amazing! I can do this! This is usually what you face*

*over the course of a week.
Sometimes it's a day or two.
Sometimes, it's something you
go through twice before lunch
time.*

For the majority of my lengthy career I've been designing and building computer systems for other people. I tell you what – in all that time, I have never experienced that sort of rollercoaster – ever. Sure, there are ups and downs. Clients that can't decide what they want their system to do. Clients that will demand the system be built wrong, because that's how it's always been done. Unveiling a new solution to a user community hungry for change and have them rave about it. It's been an interesting ride for sure – but it's nothing like what I've experienced in the last two years building Cohorts! Not even close! Not even in the same amusement park!

For me, being a game designer (and game builder) has been both the very best and the very worst job I've ever had. There are days when I feel completely crushed by the weight of this project. Other days, emotions run high and I feel like I'm king of the world. The soul-crushing

lows are tough, but I wouldn't trade this job for anything (well, maybe not anything ...).

So, for those of you think the opening statement is true then give it an honest try! If you lack the technical chops to pull it off, either hire or partner with somebody who has the skills you lack. If you've got the skills but no idea or opportunity, offer your time as an apprentice a shop that's making it happen. Learn the trade, prove your worth, but just hang on tight and do it!

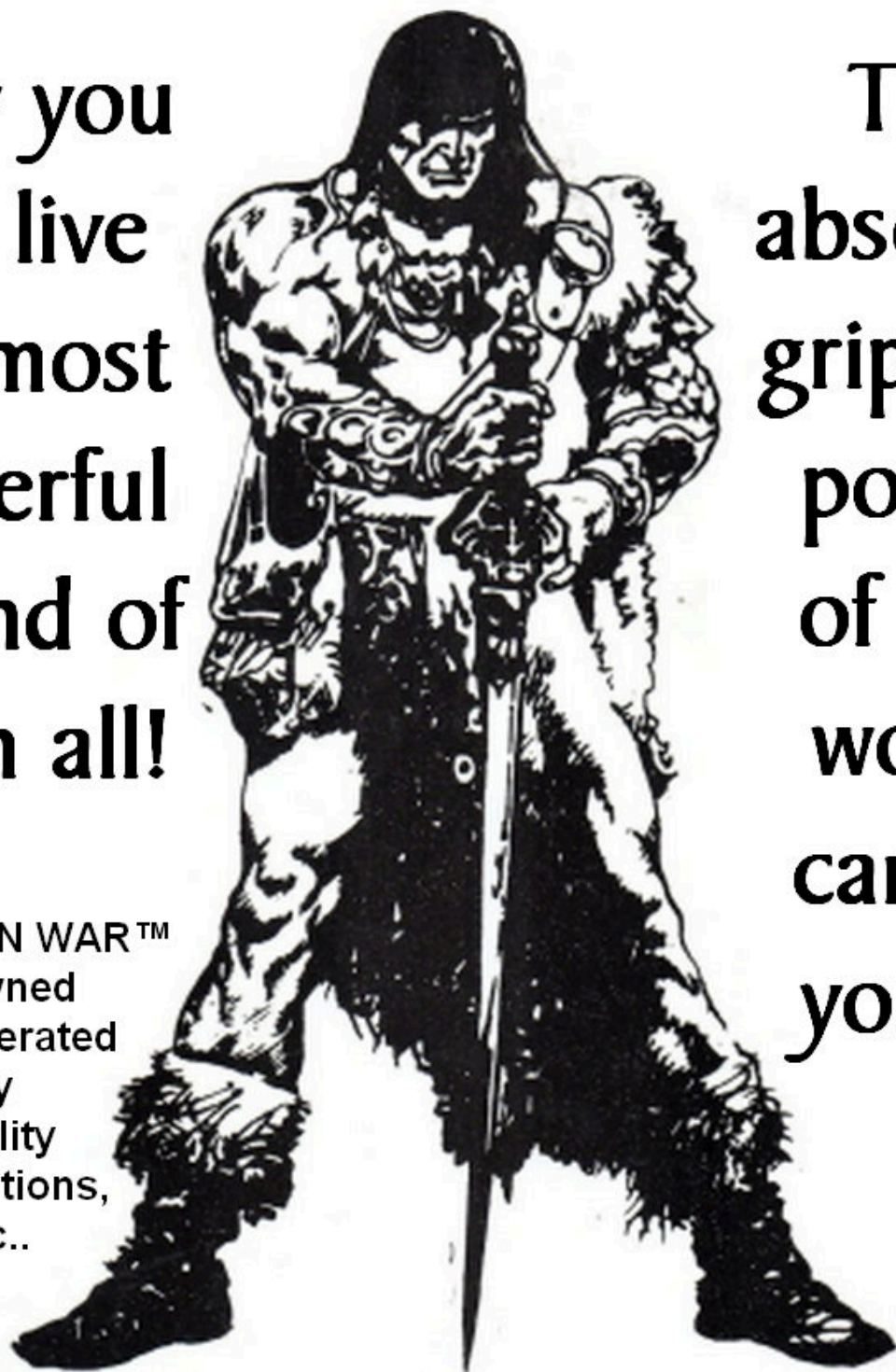
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Company Commander

An Encounter with Jason Oates Games

Mike Saunders

I first encountered Jason Oates Games and Company Commander as a PBM game in the early noughties. I played a game based in Madagascar and another based in East Africa before work caught up with me and I was unable to continue. One of the last things Jason asked me as I left was if there were any improvements that could be made to the game. I told him that a way of training Infantry units rather than buying them would be a positive improvement.

Late last year, I was looking for a new game to play as time had returned to my life. I found an internet site for Company Commander and decided to give it another go. The setup cost includes your first 3 turns and a



Monthly Adjustment and all the rules and unit books can be downloaded from the site. As there are X, it takes a few days just to read everything and get up to date with the available units and understand the basics of this complex simulation of small scale war in the Third World,

The game I was joining [CC19] is based in Indonesia so the need to use Air, Sea and Land units if you were to be successful was immediately clear.

You play an ex-Special Forces soldier leading a faction of mainly local troops trying to gain control of an Indonesia that has fallen apart politically. The game runs at the individual land vehicle, boat, plane level with squads of infantry at 10 men



being the largest units. Your troops are based in villages and these are the key to the game.

Each village has Resource Potentials for some, or all, of Oil, Copper, Lumber and Tobacco and each month they produce up to their potential depending on whether or not the village contains the correct production unit. So a village with a Copper Potential and a Copper Mine produces up to 15 Copper per turn depending on your tes PoliticaInfluence (PI) as well which is vital in attracting the attention of other nations outside the area who are willing to sell you technology or otherwise support your faction. You then need to move the goods you have produced to a Port, or large airstrip, where it can be sold to buyers from

across the world producing money and yet more PI.

With PI and money you can buy in a wide range of support weapons, vehicles, boats and planes for your faction, bring in Combat Supplies (CS) and train infantry. To buy a weapon you have to pay PI once to get the technology and then Money to buy each unit. Items to buy run from coils of wire to Hawk jets, ZSU 23-4 anti-aircraft guns to Abbott SP guns and some specialist infantry units like maintenance sections and officers. To train new infantry units, you raise recruits in your villages, move them to a training camp then train them from Recruits to Militia or an HQ, Medic or Pioneer Section. You can improve some of these initial types to get Recon Sections [Special Forces],

Combat Engineers or more advanced TAC HQ's. Training is expensive as it takes PI, Money and CS but well worthwhile. as training improves the weaponry as well as the ability of the troops themselves.

As the key to your economy, villages need to be defended. To

aid you in this task you can build, or deploy a wide range of defences from wire entanglements and mines to Weapon Pits and Airstrips. To do this you need Pioneer Sections, or Combat Engineer squads, Excavators and Defence Stores.

(DS). DS are created by Pioneers and Combat Engineers when they do nothing else for a turn so are easy to obtain but one key tip is to have as many Pioneers and Combat Engineers as you can. They are always needed, and you will always find something for them to do.



Combat supplies – that is ammunition, food, fuel and all the sundry items needed to keep a modern army in action. Each unit has a CS value, and each mission type [Move, Recon, Assault for example] has a modifier which multiplies the CS needed by the unit. So a Recon Section moving from one

village to another uses no CS at all, whilst a BAe Hawk carrying out an Air Assault uses 30 CS as well as any other munitions [bombs, missiles etc.] to complete it's mission. Making sure you always have enough CS in a village

for all the units there to fight is one of the trickiest parts of the game especially if you have vehicles there which may break down and need CS to repair.

There are two types of move action – moves which allow you to move units from village to village and carry out missions

and convoy moves which allow trucks and ships to move from village to village collecting the product of industrial units and moving them to ports for sale. 8 moves and 3 convoy moves a turn mean that you have to be careful to use all of them you need each turn and if your faction got particularly large would mean that you would have to plan very carefully. You also get a special action each turn which allows you to do some lateral thinking and pick up small percentile increases in things like 'Troop Morale' or 'Copper Extraction Efficiency' or respond to the DM's Special Encounters.

My faction, Teshimbowla-Ha, started with 5 villages and very quickly took a sixth to control

Madura Island by contacting the garrison and persuading them to come over to the faction, whilst scouting the village for an attack if they refused. After a Commander had visited the new village and carried out a resource recon, I knew that it produced Tobacco which I was short of, but not Oil which I could not produce anywhere. As Tobacco is labour intensive – a Tobacco Farm need 3 labour rather than the 2 needed for other resources, I decided to build it up as big as I could. Combat Engineers improved its defences and then moved on to improve defences at the nearby village with a harbour, which would be the local HQ. At the other end of the island, I had a group of Pioneers building a Special Forces base with a

Jason Oates' Games

presents



COMPANY COMMANDER

bunker, an revetment for a helicopter and a system of camouflage nets on timber to conceal the base from casual view. This took a month or so to realise as I fell foul of the fact that the ZIL trucks I was relying on kept breaking down so work stopped. I solved that problem by packing the village with trucks so that there were always enough for work to continue, and the M-820 Mobile Workshop there could fix them as fast as they broke down. I then kept the Pioneers in the village to develop the defences of my new base.

At the same time, I was moving militia to my capital to train them as infantry, moving two Vice Areas (which produce lots of money but have a horrible effect on the production of PI and local morale) from my capital to a nearby village, and slowly adding to my forces. I got an Allouette III via a Special Encounter, closely followed by 4

URAL heavy trucks to supplement the ZILs. I improved my air defences and started to explore the local area by Air Recon and by using a TAC HQ to monitor the radar reports from my freighters moving around the island delivering and collecting material. It soon became obvious that what I really needed was a bigger port

so I started saving as much money as I could to do this. Madura Island was getting to where I wanted it, and I had moved the Pioneers to a new village to start construction of a major airstrip (once they reach Level 6 they act as a port and sell of

small amounts of goods) when a new Special Encounter arrived. A fishing boat from a nearby island, where there is only one village, had arrived in my capital carrying local leaders. They had requested our aid – the Government forces holding the village were oppressing them and they would welcome

HEY, SOLDIER! HAVE YOU GIVEN JASON OATES' GAMES A TRY? WHAT ARE YOU WAITING FOR?



liberation. This was too good an opportunity to miss but... we really did not have much equipment suitable for an armed landing on a hostile shore. We had a PBR-III River Patrol boat, a BAV-485 Russian DUKW copy and fishing boats. We sent the PBR-III and a Recon section over to the village straight away on a recon mission, whilst carrying out Electronic surveillance from home, and gathered intelligence. We formulated a plan and then held an exercise to practice the mission before launching the assault. That turn was a labour of love. Three separate missions, all tied together with a special action were needed to make it work.

Mission 1 was for the PBR-III to land the Recon Section to the north of the village and then return south and wait for dawn. The Recon Section, carrying a Saggar AT missile, advanced to the edge of the village and opened up at dawn using the Saggar to take out the main defensive position in the village and then sniping at officers and squad commanders. The PBR-III swept in and opened up with all it had to cover the approaching forces.

Mission 2 was the BAV-485. This approached the village at dawn carrying an Officer, an HQ section, a Marine squad and a Combat Engineer squad. It drove straight up the beach in the harbour and unloaded its



troops under the cover of the PBR's fire. They moved inland and worked with the Recon section to take out the defenders.

Mission 3 was a Fishing boat carrying an Infantry squad and Combat Supplies. This landed once the BAV has quit the beach to hold the harbour area and resupply the troops fighting in the village.

As a Special Action a Commander and TAC HQ in my capital coordinated the attack and provided electronic support. It would have been better if they had also been part of the attack but, luckily, all went well and we managed to take the village with very few casualties.

With the village taken, we consolidated, digging in and laying mines and wire. Just down the coast was a beached LCM-8 so the next month was spent using Special Actions to refloat and recover this vessel then put it back into working order. Finally having a vessel that can carry vehicles was a major improvement for the faction and will allow much more

effective attacks to be put in place in future.



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Endless Variety of Special Hexes

A brief article from a non-traditional player

Ian Murphy

As an avid TribeNet player, one of the most appealing aspects of the game is that there is no "character type" or "clan/tribe type" - players are free to creatively imprint their own roleplay over the top of the game.

Many players choose combat flavoured options, of course, but

others include dedicated explorers, clans who

keep bar in villages & claim to enhance their combat skills only on the off-chance they need to handle an unruly drunk. My own clan is one of Trans performers. We stage travelling drag shows and perform in local bars. we desire commodities such as Musk to enhance the glamour. It's up to the player to create their own clan description, should they wish, and to decide how to integrate it into their playstyle - in my case it has made pursuing cultural skills such as Dancing a priority for me

because it helps build the culture of my tribe, is good for Morale, a helpful game stat, and beneficial for a number of out of turn competitions such as the annual Mangalian Song Contest and the Dwile Flonking competition at the annual Tribal Games. Players can take the culture of their clan and run with it in any direction.



When I see my turn reports and

observe a successful Dancing skill attempt it makes me so happy. I see the proficiency and culture of my tribe growing, and while every good drag act is at least a bit shabby it's fun to see their proficiency grow.

The TribeNet world is rich, dense and full of variety and my scouting reports inevitably have some unexpected feature on them - a Chinese Outpost, perhaps, or an obscure trader. The endless variety of special hexes provides extra layering to

the game and keeps it fresh.

You can learn more about
TribeNet at: tribenet.com.au

Or contact the GM at:

peter.rzechorzek@optusnet.com.au

- Ian Murphy, Clan 514

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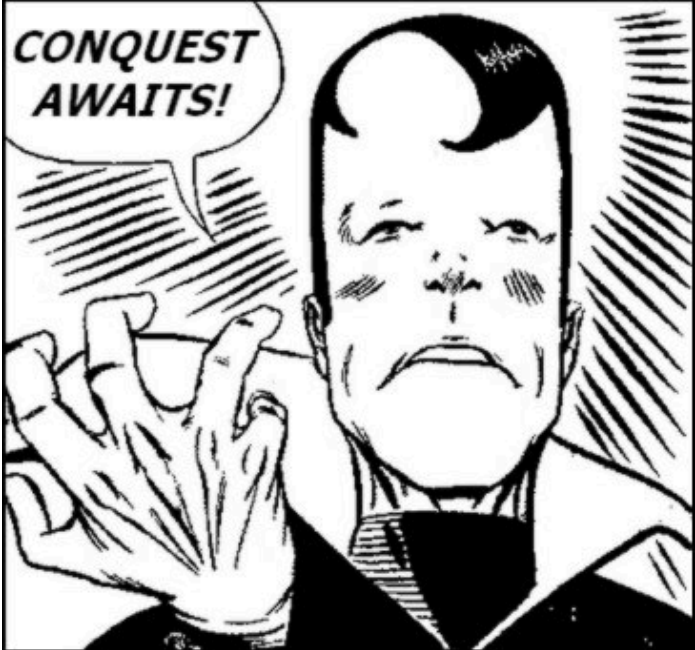
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Ridin' Out the Storm

A Galac-Tac Chronicle – Episode 7

Douglas Neman

Weather Report: 3500-07

Stuff just got weird. Super weird.

Rex and I got back to the system where we met Vance, Veronica, and Janice, and it's a popular place now. But that's what happens when word gets around about Jake and Rex in the System of Love – everyone wants some.

(I didn't just write that.)

We had a colonizer from our own empire, a colonizer from Still Standing, and a colonizer from Heart of Fire hanging nose to nose to nose.

"Awesome," I said. "I think we got enough people here for a disco." I reached for the communicator with my right hand.

Rex said, "Leeeeeet's...hold off asking colonizers to be friends.

I don't know about the other empires, but there's an officer on board our colonizer."

At the word officer, I froze. I reached over with my left hand, grabbed my right hand, and pulled it back from the communicator.

Nothing kills a party faster than an officer. Especially when the party is illegal. Fifth Law of

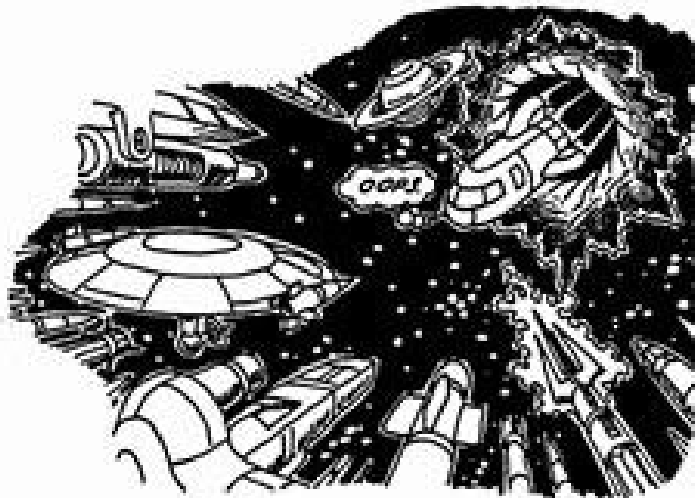
Thermodynamics, or something.

We stared at the colonizers for a few moments.

"No one's doing anything," I said.

"Probably none of them can start the colonization process while another empire is present," Rex said. "Same as our survey bots."

"I guess no one's armed or they'd be shooting at each other."



"Nice to know our fearless leader thinks just as much of his colonizers as he does his scout ships."

Our communicator pinged.
"Colonizer 4 to Scout 1."

Rex and I looked at each other in horror. Each of us raced through our memories to figure out A) what we had done, B) what they might know, and C) how they might know it.

Rex cleared his throat and replied as professionally as he could.
"This is Scout 1."

"Dock to starboard."

We were silent for a moment. Then Rex managed a polite, "Copy."

I sighed. "Oh, we're in for it."

"There's no way they could know we had contact with the enemy."

I knew he was right. Yet, here we were. My heart pounded.

Then I suddenly realized – what the hell did I have to be afraid of? The whole galaxy is at war and there's nowhere to run, so why worry? Our chance of survival was pretty much the same no matter where we went or what happened to us.

To lighten the mood, I said,

"What are they gonna do, anyway? Threaten to send us to deep space in an unarmed scout ship?"

"They might read your journal."

I was silent for a moment, then sighed.
"Trust you to make things worse."

He grinned. Then he stopped grinning.
"When they say, 'Dock to starboard,' do

they mean their starboard or our starboard?"

"Ask 'em."

"I'm not gonna ask 'em! I'd never hear the end of it!"



"They probably mean their starboard."

He sighed. "We'll find out."

Apparently, that was the right guess. (Get it? Starboard? Right guess? Oh, please yourselves.) We docked with our colonizer, and an ensign escorted us to the bridge, where a commander sat surrounded by a support crew at various stations.

We stood at attention and saluted. The commander looked us up and down, taking in our slovenly appearance. He did not hide his disgust at the sorry excuses for privates he saw before him.

"I have orders to bring you two back to the homeworld," he said. "You have ten minutes to collect your belongings. Dismissed."

"What about our ship, sir?" I asked.

"Your replacements are standing

by," he said. "It's no longer your ship, private! Now get out of my sight!"

We saluted and left. We got all of our belongings off the ship in 9 minutes 53 seconds. Our replacements – a couple of ensigns who stood perfectly at ease, staring straight ahead, their uniforms crisp – stood waiting. As we stepped off our scout ship, they walked past us as if we weren't there and shut the hatch.

Rex and I trudged to our new quarters and settled in.

I lay down on my bunk and said, "I betcha they're bringing us back so I can be the new emperor. They finally realized what an awesome gift I am to-"

Rex slammed a pillow onto my face.



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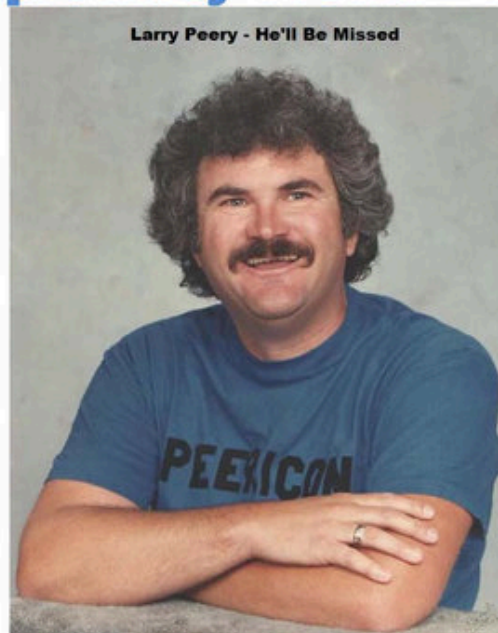
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Between-Round Fun at DixieCon

Summer 2019 Issue
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Spring 2019 Issue
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Face-to-Face Middle-earth PBM Gaming in Las Vegas

Raven Zachary

What's it like play a play-by-mail game in person? I had my first experience with in-person (or what is sometimes referred to as 'face-to-face') PBM gaming at Gen Con 1986 in Milwaukee, Wisconsin. As a middle-school teenager, my friends and I convinced one of our parents to drive us from rural Iowa so that we could attend the premier gaming convention. At that time, I was just starting play-by-mail gaming, and I had read that Game Systems, Inc. (GSI) would be attending from Miami, Florida, to give a talk on Earthwood – my favorite PBM at the time. I had to be there.

There were a number of PBM vendors at Gen Con that year, and I remember playing Arena Combat by Schubel & Son at their booth. You would drop off your turn sheet and come back later that same day to pick up the results. No waiting two weeks for your turn in the mail. Exciting! I had a taste of live PBM that year and those memories stayed with me. I

wanted to do that again. 33 years later, I had the opportunity.

I returned to the PBM hobby in 2018 after a 25+ year break, and one of the games I joined was Middle-earth PBM (MEPBM). It was the last PBM I had played back in the early 1990s, and I was excited to see that it was still in operation (through a different company) many years later. As a fan of GSI's Earthwood, I moved over to playing MEPBM when it was released by GSI in 1991.

For those of you who are unfamiliar with MEPBM, it's set in the world of J.R.R. Tolkien's The Lord of the Rings and The Hobbit, and you play as a good, evil, or neutral nation, working together with your teammates to take control of the lands of Middle-earth. There are now multiple modules being offered that span different eras of Middle-earth with variant rules. It's more wargame than role-playing game, but there's a bit of both included. Mailed turns



and handwritten, note card diplomacy have been replaced by PDF turns via email and online groups for communication. The Internet has made team-based PBMs considerably more efficient, as much as I miss getting those 3x5 cards with my turns in the mail from my allies and enemies alike. I don't miss my long-distance phone bills from back then, though. I had to get a job in high-school to pay my parents back for a massive phone bill from long PBM diplomacy sessions.

I first learned in May 2018 that Clint Oldridge of Middle-

earth Games, the company that now owns the MEPBM license, was traveling to Las Vegas from the UK. He had a personal trip planned for June 2018, just a month away, and he was letting the players know that he would be out during that time with someone else running the game turns in his absence. At that point, I had only been back to playing MEPBM for a few

months.

With Clint coming to Las Vegas, only a two-hour flight from where I live (Portland, Oregon), I thought there might be an opportunity to do an in-person MEPBM game while he was there. Las Vegas was certainly closer to home than flying over to the UK for such an event. I remembered back to Gen Con 1986 and my experience with

Arena Combat. It was a simple one vs. one personal combat game. What would it be like to play an epic, team-based, play-by-mail game



in-person? So, I sent the following email to Clint: "How many people would you need to commit to run an in-person MEPBM game in Las Vegas in June? :)" He responded, "Not going to happen... :) LOL". In his defense, his trip was only a month away and it was hard to imagine organizing a game in such a short amount of time. He was right. I was being overly

enthusiastic and impractical. However, those same traits also get me to undertake all sorts of

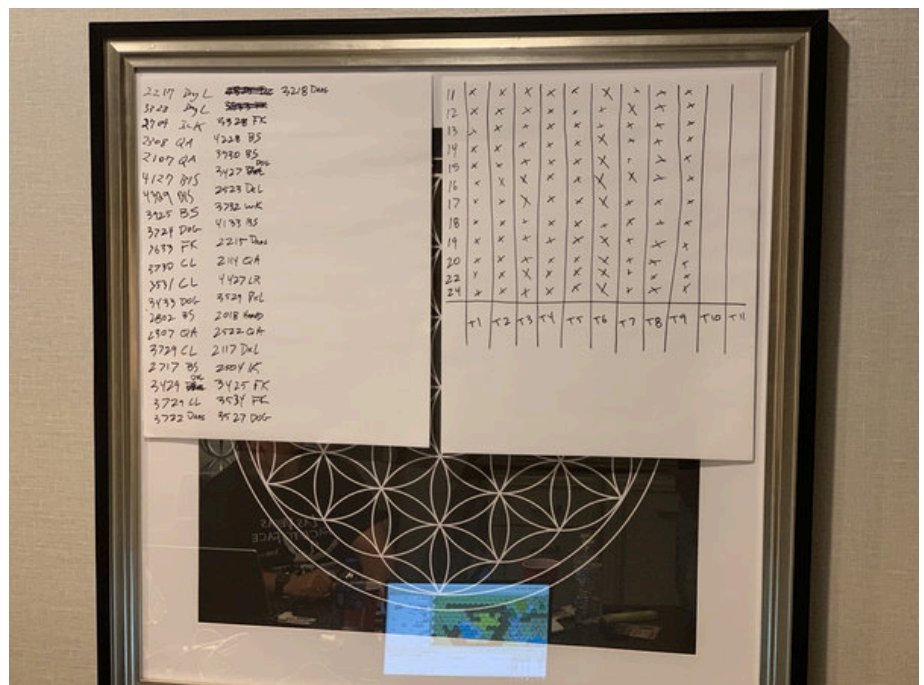
amazing job at researching venues and negotiating package deals. His contributions didn't stop there. Everything from food to financials to t-shirt designs to the amazing wood engraved plaques for the player sponsors were all provided by Jason. Thank you, Jason!



projects in life. It was worth a try.

Thus began the planning process for a face-to-face MEPBM game to happen at some point in the not-so-distant future. I posted a survey for the player community to gauge interest, collected potential dates and locations, and started working on a plan. Fellow MEPBM player Jason Bock joined the planning process shortly thereafter. Once Las Vegas was determined to be the right location for the event based on Clint's future travel plans in 2019, Jason did an

The event was held during the last weekend of June 2019 at the Gold Coast Hotel & Casino in Las Vegas. We had a total of 18 players fly in (well, 17 flew in, one player conveniently lived there) plus Clint from the UK. We initially had interest from the international player community, but in the end, the players came from across from the United States, from coast to coast.





Each team (Free Peoples and Dark Servants) were in two hotel suites along the same hallway, and Clint, the GM, would walk between the two rooms while we were busy preparing our turns. Every 90 minutes or so, we loaded all of our turn files onto a Flash Drive (Forget PBMs, let's do Pbfd Gaming!) and Clint would process them on his laptop, with the results coming back to us by Flash Drive. We had considered doing all turns via the Internet, but the Dark Servants suite lost Internet access for part of one day, and a Flash Drive ended up being the better option. Sneakernet.

We were able to get 17 turns completed between Friday night and late Sunday afternoon

before some of the players had to fly home for the work week. Most games of MEPBM these days are between 20-30 turns, so it was just short of a full game. It was enough of a full game that Clint the GM could confidently declare a winning team at the end.

What you all want to know is what it's like to play a two-week turnaround, team-based PBM in-person with 90-minute turns? Intense. Incredible. Stressful. Focused. Epic. Can I please do it again? Please? Right now?! If any of you have the opportunity to participate in a face-to-face PBM game, I would highly encourage it.

In fact, I would encourage you to organize a face-to-face game

if no one else offers to do so. Make it happen by volunteering. Contact the person running your favorite PBM and offer to organize the event yourself. I love the standard two-week turnaround time for PBM games and sitting down with a laptop to plan my turns over an extended period of time, working around my busy work and family life. I wouldn't give that up for anything. It's a hobby that perfectly matches my schedule. But there's something special, something unique, about face-to-face PBM. It's everything we love about PBM gaming and board gaming (or role-playing) in one.

We brought a little bit of Middle-earth to Las Vegas, made new friends, connected with old friends we only knew online, and both teams had their moments of victory and defeat. The Free People won the game in the end, but it looked like a Dark Servants victory for most of the game. I learned a lot, had a ton of fun, and from what others told me, the event was a

resounding success. We are already talking about another face-to-face game, perhaps as soon as 2020. Interest has been high, the post-event survey showed a desire for a repeat, and there are many people who wanted to be in Las Vegas with us, but they had conflicts that were unavoidable that weekend.

Events like this are made possible by many people playing important parts in the whole



process. While Clint, Jason, and I got everything going at the beginning and kept the train moving through the months towards the event dates, we could not have pulled this

off without the support of the other attendees (Ben Shushan, Dan Cosby, Dan Newman, David House, Jason Vafiades, Jeff Young, John Abbott, John Welty, Joseph Williams, Justin Scott, Matt Ashley, Michael Blomquist, Rich Thomas, Scott Wilson, Tim Huiatt, and Tony Huiatt), the player sponsors who chipped in some extra money (Michael Blomquist, David House, Jason Vafiades, John Welty, Matt



Ashley, and Dan Cosby), and we must not forget, John Davis, Ed Lane, and Dave Spring for keeping Middle-earth Games running in the UK and supporting Clint while he was in Las Vegas. And, of course, to Clint Oldridge, for crossing the ocean and giving up some of his vacation time to make this all possible. You all made a crazy dream a possibility.

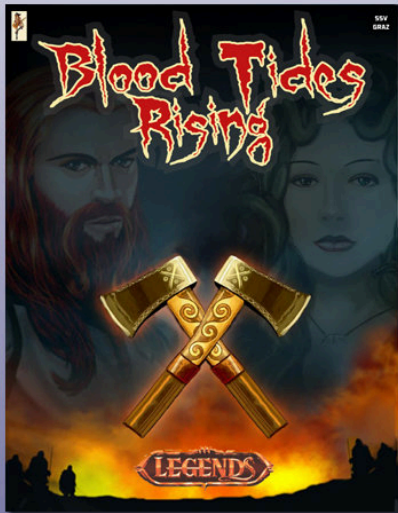
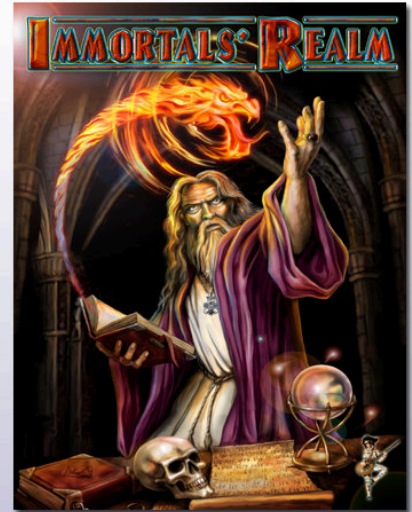
See you all at the next face-to-face game!

For more information about Middle-earth PBM, visit:

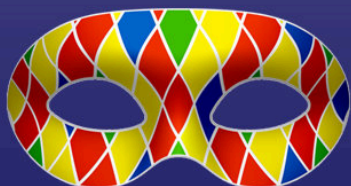
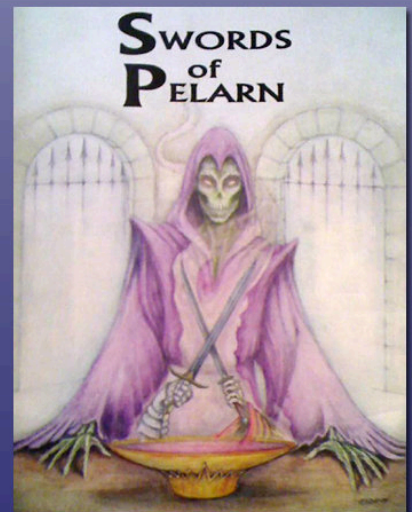
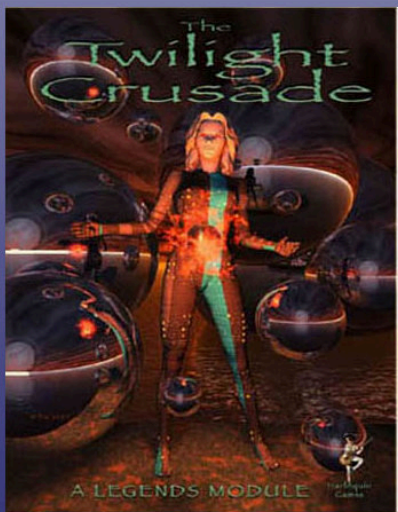
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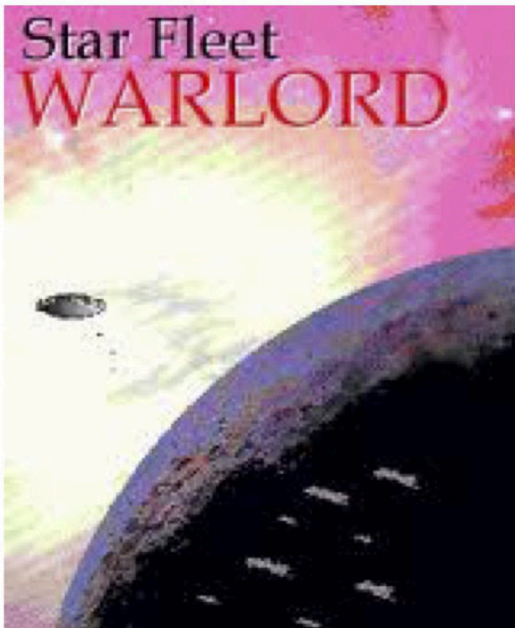
NOTE: *Raven Zachary returned to play-by-mail gaming in 2018. He lives in Portland, Oregon, USA, and is user [Rinzai](#) on the [PlayByMail.Net Forums](#).*



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6	ES+AF	0506		0706	0906	
	0406		0606			
7	PG+AF	0507	GP+NF			
	0407		0607	PL		



30-1213: The LiftPort, Inc (410) and Harsh Reality (638) Corporations decided to have it out today over in hex 30-1213. In a 3 turn battle, the attacking fleet (F-POL (M) "Masterson" and G-BDD "Spinecrusher") destroyed defender (T-NDD "Aryx-1"). LiftPort, Inc, the attacking Corp, had a total AF of 54 versus a DF of 32. Can you say retaliation?

TribeNet

Looking for new players!

Peter Rzechorzek



TribeNet is looking for new players. TribeNet is a Play by Email build-campaign strategy game with a medieval mood set in a dynamic multi-player world. It has been running under my guidance since 1997 and has over 60 players, but we are always looking for more to form alliances and carve out their piece of the vast TN world.

TribeNet is not easy to characterise though the genre is very recognisable. It is a hybrid of the exploration, expansion and build aspects of Civilization, the warfare components of Risk, the strategic positioning and negotiation elements in Diplomacy and the skills, leveling up and culture components of AD&D or a good RPG. There are elements of

mega gaming about it as well.

It can be played fully by e-mail but there are Facebook groups players can choose to join that can flesh out the experience. Some players choose not to & enjoy the game aplenty without the social media add on.

TribeNet offers a gameplay world of tremendous depth and sophistication unlike few others and it is constantly evolving as players are given the opportunity to help the game grow – this is one of its hidden strengths. It's a collaborative community in which many players have formed strong bonds of friendship. It can be played as a relatively simple game on a par with Civilization or you can choose to delve into

the more complex and obscure aspects if you prefer. There is no one clear path to victory in TribeNet. There are numerous routes that could lead to success in the game and everybody has a theory as to which will ultimately be most successful but nobody knows for sure. Good diplomacy skills will be a big asset, that much is true, and that depends as much on your real-life skills as your game skills.

If you can't get to a live gaming event often enough, can't find enough people at the right time to play your favourite tabletop board game, can't set aside lengthy blocks of time to sit at your computer or console, dislike corporate games, enjoy personal interaction, are generally time poor, are sick of games with superficial style and little substance or would just like an engaging game with plenty of depth, TribeNet could be for you.

TribeNet players contribute to my costs in running the game but as a special offer players will be given Aud \$200 credit (a year of free play) to get a feel for the game. If you like the sound of this let me know and I will send you the FAQs.

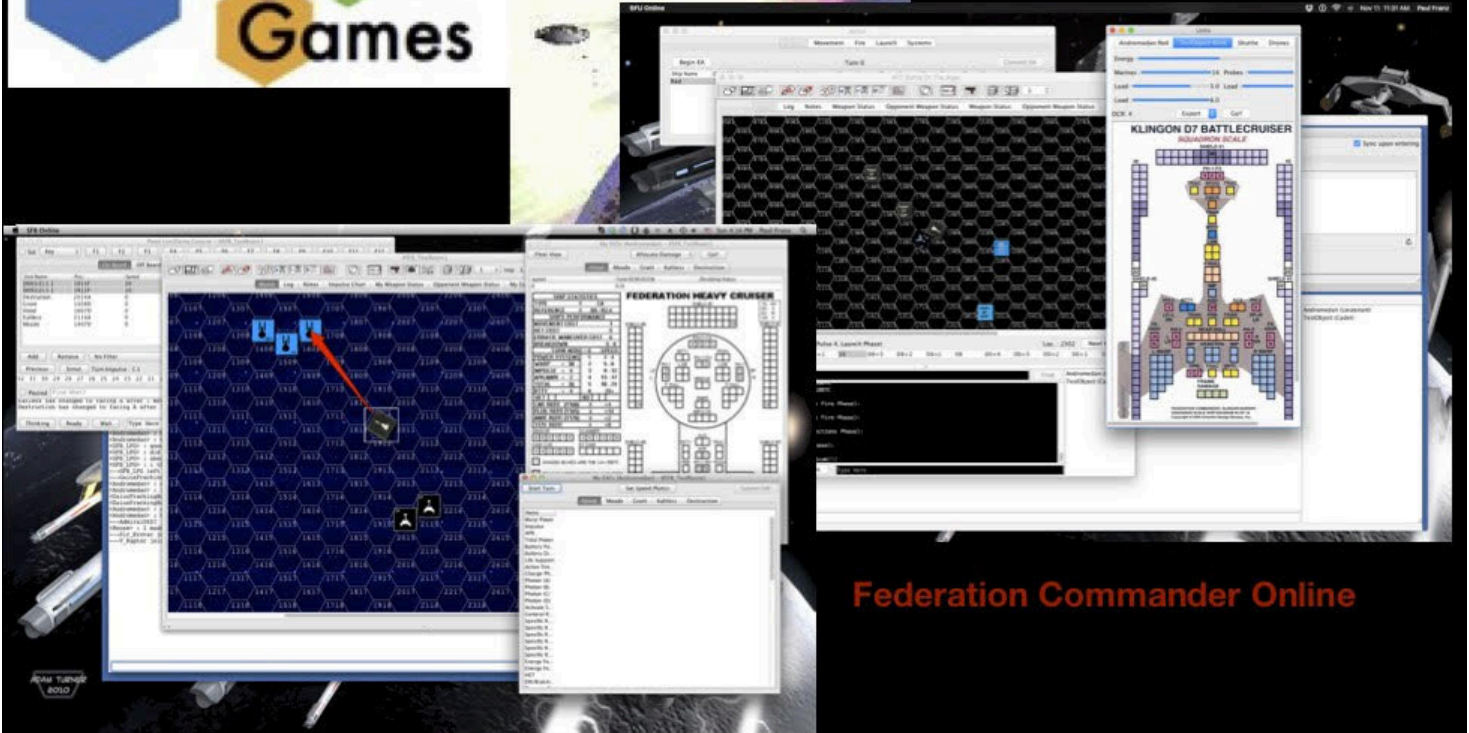
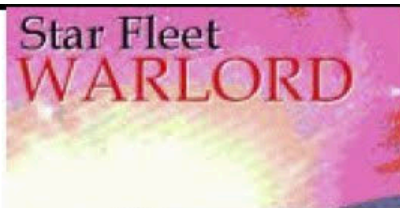
You can reply here:

peter.rzechorzek@optusnet.com.au

Or check:

www.tribenet.com.au

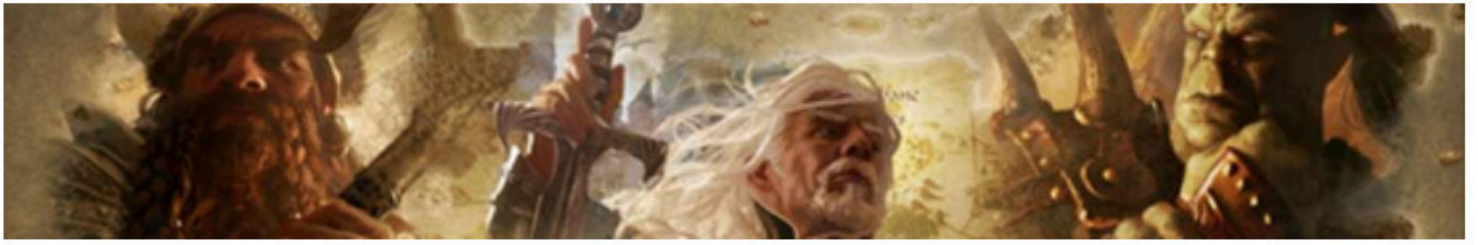




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You are the guiding spirit of a unique kingdom such as the Tyrant of Gor, the Red Warlock, or more than 20 other possible kingdoms in the fantastic Realm of [Alamaze](#). Yours to command are valiant heroes, brilliant generals, an influential noble court, diabolical agents, powerful sorcerers, clerics, engineers, shaman, and necromancers. Your holdings include towering fortresses, bustling cities, towns, and villages populated by more than a score of different fantasy races. Your army has well trained units with thousands of possible combinations of fantasy races, weapons, armor, shields, and mounts. You might command Mistwood's Chosen – elite Elven archers with mastery in the forest, or perhaps The Pride of Amazonia – fierce female cavalry on elite horses, Warg-riding Goblins from the hills of Minotaur Gorge, or countless others! Your characters will adventure for powerful magical items like enchanted swords and rings of power, overcoming demons, liches, and perhaps even subduing a mighty dragon that will then serve as your envy-inspiring flying mount.

Opposing you are up to eleven human rivals each seeking to outwit you, to defeat you on the fields of battle, to assassinate your leaders and claim for themselves the very throne you seek. Some of these you may choose to trade, share information, or even ally with. Victory has no set path, and each kingdom requires its own strategy, as well as your skill in adjusting to the unfolding strategies of your rival kings.

Alamaze is an intriguing online episodic strategy game that provides a rich, unique and nationally award winning gaming experience for adults who are looking for an engaging, interactive game - on their own terms. Many of our players cut their gaming teeth on multiplayer board games (Risk, Diplomacy, Axis & Allies, etc.), war games (Avalon Hill, SPI, etc.), or turn-based computer strategy games (Civilization, Heroes of Might & Magic, etc.). What we do best of all is combine what you like most in those genres in a new online multiplayer game style that obliterates the shortcomings of the games that came before Alamaze!

Critically Acclaimed:

Dragon Magazine, Issue #131 *"Alamaze is a treat. Speaking as a game designer, it's one of the finest designs I've seen. I like it and recommend it to experienced gamers."*

www.alamaze.co

Why Should We Care About PBM?

Is the future of this hobby past?

Rick McDowell

Play By Mail. Seems an anachronism. Is it really played by mail in 2019? But its disciples know exactly what PBM means, and how unique a gaming experience it provides.

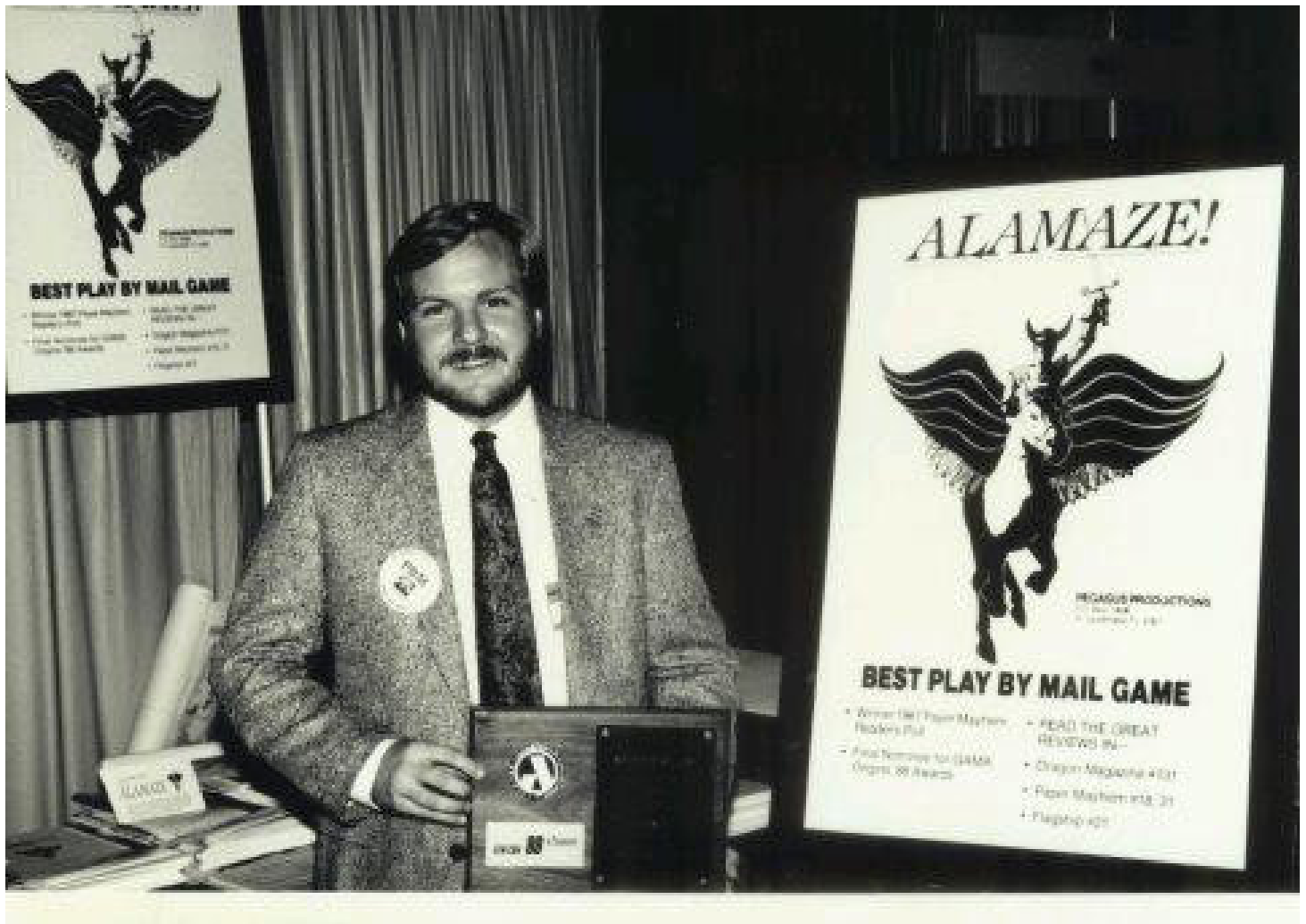
Is the future of this hobby past? Perhaps, but maybe it just needs a bit of a makeover to finally reach more than a tiny niche audience. Here's why:

- Surprise your friends by letting them know money spent on games surpassed money spent on movies beginning in 2002. Now Polygon states total game revenue is over \$83 billion, compared with \$36 billion for movies.
 - As you can surmise from the above, gaming has grown in popularity each year this century.
 - In particular, there has been a resurgence in board gaming, mainly in European designed games of strategy, led by titles like Settlers of Catan and other fresh concepts;
 - Cooperative games are in ascension, where players work together against the evil
- game mechanics, rather than trying to eliminate one another in old style games like Axis & Allies. Something for PBM designers to consider, although we have alliance/team games.
- One such boardgame that Popular Mechanics (yes, they are still around and somehow covered board games for adults) listed Nemesis as #1. It retails for \$189. So money is not quite the obstacle some might think. Many board games at Barnes & Noble go for around \$70.
 - Many adults do not play board games because of distance and schedule. This is where PBM comes in. You don't need to be together, or even on the same schedule. This is the unique quality for our kind of game.
 - PBM games can be complex and deep without burdening the players with undo complications and constant referral to rules. I remember line of sight for Panzerblitz from Avalon Hill. Not an issue in PBM.
- We need to talk more about our

hobby, spreading the gospel, as it were.

So thanks, once again, to GrimFinger for re-entering the fray. We need a little lightening in a bottle like Steven Colbert having Jay-Z and Beyoncé talking about playing Alamaze. Bang.

Here's wishing the best to other purveyors and would-be designers and to all PBM players. *Game on.*



[Alamaze website](#)

[Alamaze sign-up page](#)

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Maelstrom is the 4th Cycle of Alamaze, just released in 2019!

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ravage!

of the

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TribeNet PBeM

A Rose Amongst Weeds

Chris Stanifer

In a world inundated with games offering immediate gratification, profoundly predictable gameplay, and near-mindless questing and raids, there are few games left which appeal to those players who favor strategy over flashy graphics, inter-player interaction over PvP, and an immersive, dynamic world over scripted storylines and endless cut-scenes.

TribeNet is one of those games.

Born of the PBM genre in the mid-1990's, TribeNet developed a large following of die-hard strategy and empire building gamers who didn't mind spending 2 weeks pouring over detailed turn reports and maps, contacting allies, arranging trades, or hatching battle plans

before jotting down the next turn's orders and sending them off by post. And then waiting. It's what we did, and we loved it. The excitement and suspense

we felt when we knew our turn reports were going to arrive was palpable.

TribeNet went through a short list of GM's during those early years, and was eventually turned into a PBeM game with the arrival of the Internet

Age. Since 1997, TribeNet has run almost continuously, and has been, for the past 20 years or so, helmed by Peter Rzechorzek ("Peter the Unpronounceable" to many of his long-term gamers).

A complete "re-boot" of the game happened a few years

TribeNet started as a Play-by-Mail game in the mid 80s, finding a player base in the Diplomacy and Wargaming clubs in Sydney, Adelaide and Melbourne, Australia. It has been running as a PBeM since 1997. The most recent version started in 2013.

ago, and the world started anew. Many of the Old Guard returned to play in the new version, and a host of new players have joined, as well. We currently boast in excess of 50 players internationally, with more joining every turn.

The beauty of TribeNet for old-school PBM-ers lies in it's nostalgic look and feel....reports are delivered in text format, and mapping is performed by the players themselves (with most of us using Hexographer, which makes map sharing easier).

The allure for old and new players alike lies in the game's expansive geography, open-ended "story", and near-limitless avenues for expansion and growth (either by the sweat of the brow, or on the backs of your conquered opponents.)

The milieu of TribeNet is very similar to Bronze Age or Iron Age Western Europe, though

there are aspects which bring to mind Eastern cultures and the slow advance of knowledge and technology. Steel swords can be used right alongside primitive bone Spears, and warriors wearing plate armor are often pelted with Mongol-inspired Horsebows. Any "fantasy" element is only alluded to in a vague description of the

Alchemy skill, and even that is only a rumor.

The primary social/political unit in TribeNet is the "Clan", which can be split into smaller tribes to conduct various activities, build villages, and more. Tribes

can be further split into smaller units which are useful for a wide variety of tasks including exploration, Mining, transporting goods, or exploring the vast and mysterious oceans.

There are no pre-designed "classes" in TribeNet...no Clan is pre-destined to be a "Merchant" clan, or a "Warrior" clan, or a



"Slave Trader" clan. The player controlling the Clan makes the call on how he/she wishes to run the Clan based on the Skill Attempts chosen each turn during game play. And, the list of skills available is pretty expansive, offering many, many opportunities for deciding which direction you wish to take. It is entirely up to the player.

The first few turns of TribeNet are offered for free, as a sort of "trial period" to see if it is the kind of game for you. After the initial 13 turns or so, turn fees are not extravagant, and, for the entertainment value you can receive, are actually quite reasonable. A player such as myself can easily spend a few hours per day planning, communicating with other players, exchanging maps, and generally enjoying the various aspects of the game. That time requirement is not typical, and most orders can be completed in under an hour for a fairly well established clan. But, you can put as much or as little effort into the game as you wish. That is what sets TribeNet apart from so many of the modern time-sink games which require you to spend a certain amount of time online each day. TribeNet is a

hobby, and can be played as such. It is, however, an immensely enjoyable hobby, and I urge any player, from any type of game, to contact Peter and request a start-up.

It won't cost you anything, and you might just stick around to see if you have what it takes to conquer the world!

Chris Stanifer

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Tribal Starfleet Trade Report

The Shortcomings of Modern Board Games

Bernd Jaehnigen

Since the last issue of [S&D](#) came out and my PBM lifestyle has lagged, I have maintained a high level of gameplay. So has the rest of the civilized world. Board games have penetrated into the consciousness of muggle society in a way not

seen since the advent of [Dungeons and Dragons](#).

(Indeed, even role-playing game sales are experiencing a resurgence, jolted in part by their depiction in popular shows like [Stranger Things](#) and [Big Bang Theory](#).)

These teeming hordes of new gamers present a major opportunity to the PBM niche, for even if only one in a thousand gamers is interested in PBM-style play, a million new board gamers means a thousand new PBMs to join our ranks.

Much has been written about the benefits and boons of the

euro game revolution. This is the wave of board games that soaked the world after the splash made by [Settlers of Catan](#). Friends, families, even couples are enjoying a new way to socialize over cardboard. It's cheaper than a night at the

pub, more engaging than staring at a football game on TV, and more healthful and rejuvenating a form of entertainment than sitting in front of a computer for hours at a stretch. And yet there are limitations.

These teeming hordes of new gamers present a major opportunity to the PBM niche, for even if only one in a thousand gamers is interested in PBM-style play, a million new board gamers means a thousand new PBMs to join our ranks.

First and foremost, it can be hard to get a game on the table, stocked with a full complement of ready players and a commitment to play through to the finish. This is not to say that it is difficult to FIND players, though that can certainly be the case in areas of less-dense population. But finding a game everyone can

agree on is tricky, as is getting everyone spun up on the rules, securing a space to play, and dodging all the other distractions and commotions of modern life. My dining table might be the best place to lay out [Agricola](#) for a satisfying session, but it is also the piece of domestic real estate in most demand around here.

Also, as I'm sure is the case with many of you, some of my absolute favorite games are well outside the scope of interest of even the guys at my regular game night. I have a particular craving to play [Triumph and Tragedy](#), a simple and elegant 3-player "block game" focused on the origins and outcomes of WWII, but of the three players in my local gaming group who would be vaguely interested in playing it with me, one attends only scarcely. And when our sacred Friday night game session comes around, there is usually a posse of others who must be included and entertained. So the only conceivable window of

play I have for this particular game is when the three of us who'd be interested all show up on the same night -- with no one else attending that night. This alignment of the stars is so

vanishingly rare that it has happened only once, and that took place before I found that game.

Thanks to the emergence of a number of online board game sites, I can now more readily partake of my peculiar interests online. I have



done this with a number of games -- I've probably played full games of [Through The Ages](#) 50 times or more, a game whose four-hour time commitment generally prevents it from hitting our weekly game table in the foreseeable future. (Perhaps our endurance is shrinking as our taste for craft beer increases.) This has enabled me to get deep into the strategies of the game, which depicts the march of civilization from ancient to modern times. Subtle strategies, foolhardy gambits, feints and taunts

directed at specific players -- it was a chance to learn and enjoy the game more deeply than was possible while sitting at the table. I've seen similar online communities form around other heavy games, like [Terra Mystica](#) and [A Few Acres of Snow](#), with expert players notching game counts in the hundreds and reporting statistics across thousands of games, for eager analysis.

And yet, full gaming satisfaction eludes me. While playing most of these games online, I am playing with strangers from around the world. This would be grand social fun except for the fact that in-game commentary is quite rare. There is the occasional "good luck" to start and "good game, thanks" at the end, and maybe a question or two about rules, but nothing chatty. A few times I have posted running commentary on my strategies and thoughts, though nobody has ever joined in, even when I've played with only my local homies. I have, in fact, seen far more commentary and camaraderie on the [Alamaze comment boards](#) than I have on [Yucata](#) or [BoardGameArena](#), even though the heavier games on these sites begins to vaguely approach the depth and complexity of [Alamaze](#).

What is a connoisseur of heavy cardboard to do?

There is also the opportunity presented by legacy games. These are games meant to be played in a series, and consumed in the process of playing them. [Pandemic Legacy](#) sets the players to the task of cooperating to fight disease outbreaks around the world, in a series of several games. In earlier games, certain decisions and outcomes affect later games -- certain game cards are torn up, map areas are named, boards are written on, etc. The game, as a legacy, can only be played through one such series (though "recharge" kits are starting to be sold.) Players, clearly, are demanding games that span weeks, demand regular commitment, and carry long-term strategic campaigns through to ultimate conclusions. I love the idea, but I can not presently imagine getting three players to do a full-playthrough of such a game over eight consecutive weeks.

Similarly, there is a class of dungeon-crawler games which pit players against long goals in sprawling campaigns. [Gloomhaven](#) leads the pack, a game I have been salivating over for some time, in spite of its steep cost. I could easily have played this game in my college years, and may yet do so when I retire (IF I am ever able to do so...), but not now, not the way I'd want to do it.

PBM games offer to scratch these itches. If you're reading this, you aren't a PBM muggle, so you clearly agree with me. But there is a large and growing community of gamers out there who have no idea PBMs or PBM-likes even exist. There is demand that no one has tapped into. Opportunities abound with more abundance than the early days when a small army of gamers was inspired by the lightning bolt success of Rick

But there is a large and growing community of gamers out there who have no idea PBMs or PBM-likes even exist. There is demand that no one has tapped into.

Loomis and [Flying Buffalo](#). Game designers must make inroads, and game players must tell their friends. I will delve into these twin topics in a future installment of this column. If you have stories or experiences to share, with regard to distance gaming, gaming society, or drawing conventional gamers into the PBM arena, please post on our forum and help me get this fleshed out!

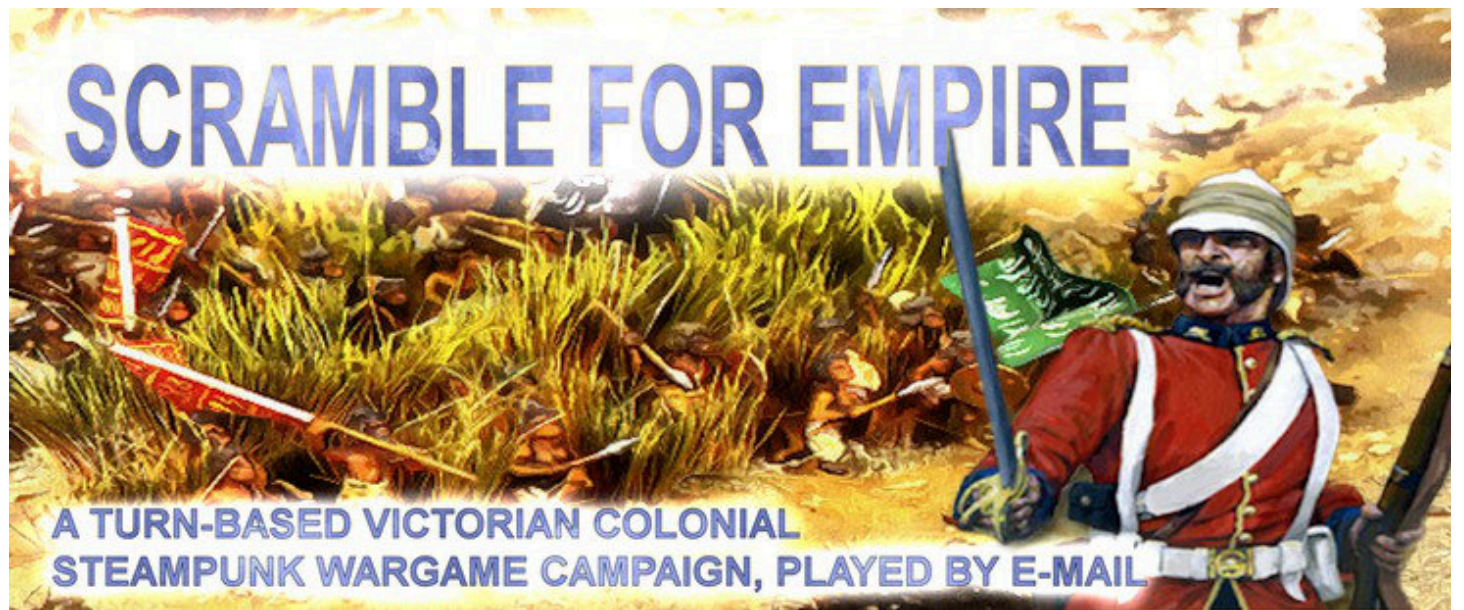
EDITOR'S NOTE: A SPECIAL THANKS TO MARK DAVIS AND RICK WILLIAMS FOR APPEARING ON THE FRONT COVER OF ISSUE #18 OF S & D.





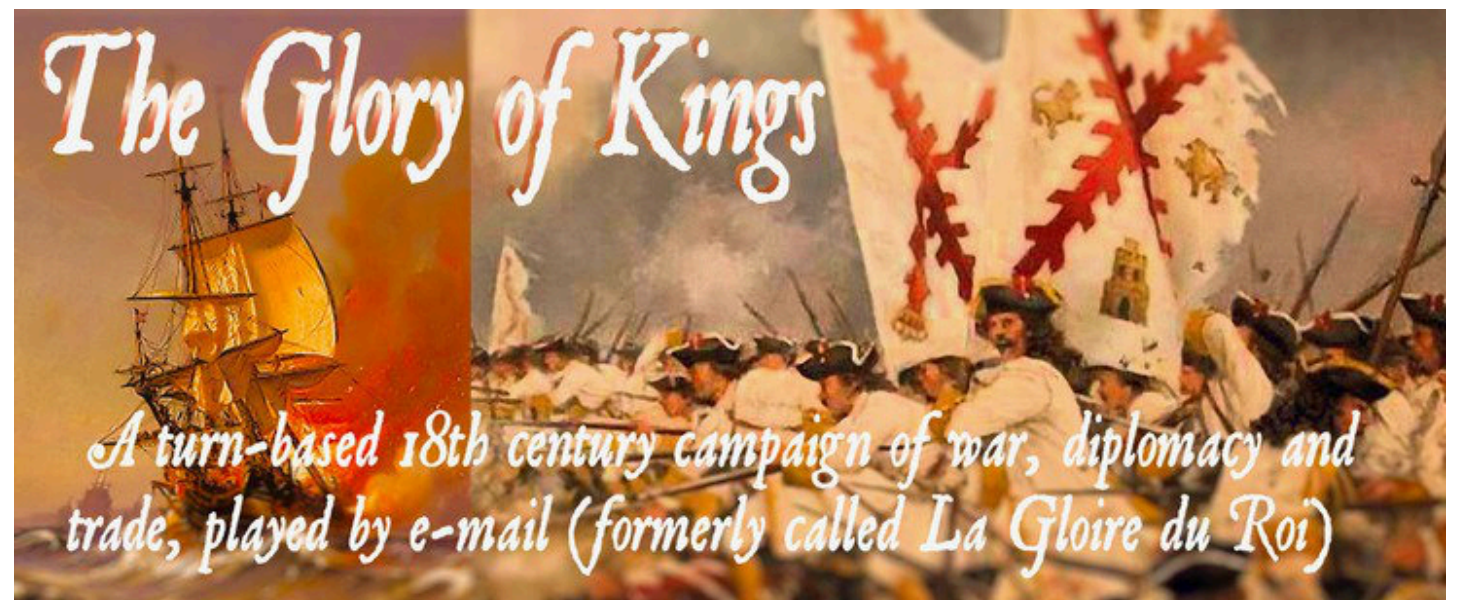
REGIME CHANGE

**A turn-based
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DUNGEONWORLD

Where we're heading. . .

Life is funny, sometimes. The way that the dots of life all connect together, it really is nothing short of poetry in motion. As I sit and write this, it is Rick Loomis' 73rd birthday. He died, yesterday.

Yet, as the past couple of weeks or so have gone by, I wasn't even aware that the day that I had picked to publish Suspense & Decision's triumphant return issue, Issue #18, was Rick Loomis' birthday. I also did not know that the entire gaming community was going to get hit with the brick in the face that was the news of Rick's demise.

I now find myself staring into the title of this article, and wondering where, indeed, we're heading. The man who led the way into the dawn of a new age of commercial PBM gaming has now departed. Any way that I look at it, that's a big blow to the hobby and to the industry of play by mail gaming. While Rick Loomis and I never actually met face-to-face, and while we were not what you might call close personal friends, I did, nonetheless, come to hold a sizeable degree of admiration for the man. We got off to a somewhat rough start, a few

years back, a brief exchange of blunt words - but that was in the beginning of our interactions with one another, and not the end of our interactions with one another.

Somehow or other, we evolved from him telling me that he would never advertise in my magazine (this was a while before Suspense & Decision ever actually came into existence) to him allowing me to redo some of his old ads for his PBM games, and to run recurring ads in S & D.

I had even planned to send Rick Loomis a printed copy of Issue #18, once I finished it. I felt that it would be a nostalgic thing to do. It was to be a symbolic moment, something unexpected. How very unfortunate that he passed away, before that moment could come to fruition. None of us are promised tomorrow, however.

Because I had taken myself out of the PBM loop of things a while back, I only very recently learned that Rick Loomis had cancer. The truth be told, he is not the only PBM legend to fight that fight against such a unrelenting foe. It is my hope -

and my fervent prayer - that others will overcome, and not fall before the onslaught that cancer brings. One of the fellows on the front cover of this issue of Suspense & Decision, in fact, is recovering from cancer. That individual is my good and dear friend, Rick Williams. The first person in my extended family that I can remember developing cancer a long, long time ago was my grandma on my Daddy's side. We were fortunate, in that she lived a long time after that. She had breast cancer.

Both of my wife's parents died from cancer a number of years back. First, her mother, and then a bit after that, her father died from a different type of cancer. Cancer seems to be everywhere that you turn, every which way that you look. We're all aging, every single day. We're all growing older. Rick Loomis no longer ages. Cancer can do nothing more to him, now. My dearest and deepest of sympathies and condolences to the family, the friends, and the loved ones of Rick Loomis of Flying Buffalo, Inc. - May he always be an inspiration for others, both gamers and non-gamers alike.

Somehow, I just don't think that Rick would want for us to not go on in his absence. The world goes on. Life goes on. And I believe that PBM should go on,

too. I take this opportunity and this occasion to invite you to join me in going forward. Let us rededicate ourselves to this hobby and this genre of gaming that we love and cherish so very much. I believe that there's much life left in PBM, yet, and much fun to be had, as well.

Where are we headed? Forward, ever forward, my friends!

Midnight arrives on this, Rick Loomis' birthday, in six minutes from now. There's no way that I can finish it before then.

Tomorrow, however, is a new day. With the passing of Rick Loomis, an era of PBM gaming now fades into the annals of gaming history. However, there is nothing that prevents us from writing a new chapter nor from creating a new era in play by mail gaming.

Very soon, you will be reading this issue. You will hold it in your digital hands. You will carry on.

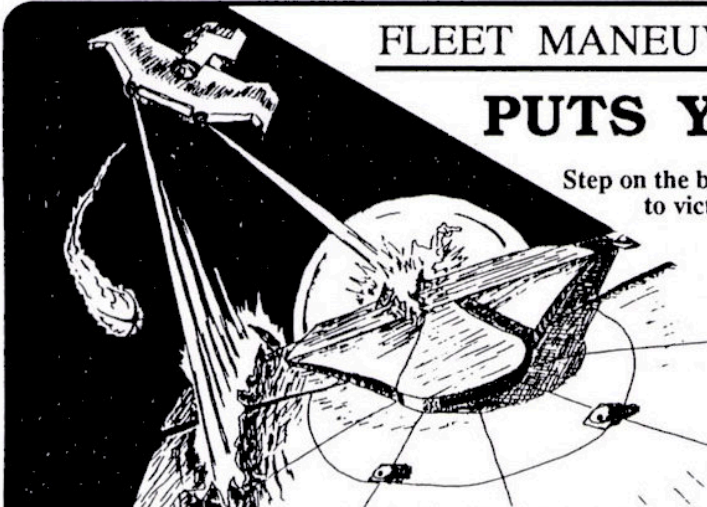
This past Monday, I had another member of PBM's Old Guard to contact me, out of the blue. He even said that there is something afoot here, because he had just discovered a message that I sent to him almost two years ago. If you want to find out who it was, then you'll just have to come along for the ride. **Hi-Yo, Silver! Away!**

PBeM - Spiele

Die Welt der E-Mail Spiele



Do you remember this old PBM ad?



FLEET MANEUVERS
PUTS YOU IN COMMAND

Step on the bridge of a powerful starship. Command your vessel to victory in battles against aliens from around the world


FLEET MANEUVERS - THE ORIGINAL GAME is a fast paced game that will test your tactical command skills in 2-Dimensional space. Four races, each represented by a unique starship design battle for supremacy. Since its' creation in 1981, we have refined each ship type for realism and balance while making each a unique challenge to command. We will team you with three other players (regular play) or you can control a race by your self of with your friends (partner's play).

This great art was drawn by Fore Captain Robert Morrison Jr.

If you haven't tried FLEET MANEUVERS, you are missing out on some of the best tactical game play available. The consumer members of the Play-By-Mail Association voted Fleet Maneuvers **BEST GAME** in the competitive space game division of their 1986 awards ballot. AND Fantastic Simulations provides **exceptional service** including a monthly news letter, Comm-Link, and the FS-BBS, a bulletin board service for those players who have a computer and modem (you DO NOT have to own a computer to enjoy our games).

Write us for **FREE Information** about the convenience of play-by-mail gaming, and the Fleet Maneuvers games
Play by Mail Games

Fantastic Simulations P. O. Box 24566-K Denver CO. 80224
or contact us with your computer: Our BBS (303) 368-8434



Your feedback is requested!

Feedback Questions for this Issue - Issue #18

1. Which articles/sections did you enjoy the most, and why?
2. What is your favorite board game that you are enjoying, currently, and what about it retains your interest?
3. What has been the most exciting thing that has happened in a PBM game to you, of late?
4. If you could ask PBM companies just one question that's on your mind of late, what would that question be?
5. What turn-based games have you tried, recently, that have exceeded your expectations?

CHECKLIST FOR NEXT ISSUE

- If a player, write an article or game review and [send it in](#).
- If a GM or Game Company, [send in](#) news, events, happenings, and advertisements about your company or games.
- Log on to Facebook and click the "Like" button on the [PlayByMail.Net Facebook page](#).
- Tell other gamers that you know about play by mail gaming and Suspense & Decision magazine.
- Join a new game.

DEADLINES FOR NEXT ISSUE

Deadline for Submissions: September 10th, 2019

Publication Deadline: September 30th, 2019

SEND ALL INQUIRIES & SUBMISSIONS TO

PlayByMail.Net@gmail.com

