

# AGS

ARIZONA GAMING SOCIETY

## BULLETIN #1

JULY 1988



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# AGS

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

NEXT ISSUE -- REALITYCON '88 REGISTRATION PACKET!

ARIZONA GAMING SOCIETY  
Bulletin #1

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NEW EVENTS

page 3

ARIZONA GAMING SOCIETY

Announcing the formation of the Arizona Gaming Society. The Arizona Gaming Society (AGS) is here to solve the gamer's eternal question: Where are all the other gamers? AGS's main goals are to get gamers like you in touch with one another and to sponsor gatherings of gamers from around Arizona.

So what does AGS do? Obviously we publish the AGS Bulletin. And how often have you wished there was a convention in Arizona just for gamers? The AGS is here to see that there are such conventions on a regular basis. If you are tired of spending \$150 on membership and hotel costs to attend a convention where gaming is poorly emphasized, then you will appreciate the AGS policy of low cost, well run, game conventions.

The AGS will be sponsoring the first of many gaming conventions, REALITYCON, on 24 September 1988. The Con will be held at Arizona State University and will feature close to 24 hours of non-stop tournaments, events, and open gaming. With your support, this will be the first of many conventions organized by the AGS in addition to AGS co-ordination of game events at the local Science Fiction/Fantasy Cons.

What are the benefits of AGS membership? Well the primary aim of the AGS is to help gamers get together. Members get a 65 Character classified ad in each Bulletin to list your phone number and favorite games. If you are planning a special event like a knock down drag 'em out game of Europa, or our infamous MONSTER MASH, AGS will announce it in the New Events column which will appear in this bulletin each month. Additionally, AGS members always get first priority registration in any limited registration AGS tournament such as the 5x5 AD&D tourney we sponsored at Westercon.

As a special promotion, everyone on our mailing list will receive the first 3 issues of the AGS bulletin free of charge. (If you are reading a friends copy of this issue make sure to get us your address!) AGS membership dues are only \$10 per year. Included with membership you get a year subscription to the AGS Bulletin, an issue each month, free classified ad, advanced notification of Arizona's best gaming events, priority tournament registration, and discounted convention registration fees. How can you do without your AGS membership? Just fill out the membership form on the last page of this Bulletin.

Speaking of REALITYCON, it will be a one day event, from 7AM til 12 Midnight, capped off with the come-one come-all grand finale, MONSTER MASH #3, which will run from 12 till about 4AM. That means you avoid the \$50 per night hotel room. In fact, for \$20 you can attend the convention, eat lunch at the M.U. and grab some coffee at Denny's on the way home. The price will be even less for AGS members. The Con will take up a large portion of the ASU Memorial Union, there will be many fast food restaurants (no more hotdogs and warm sodas), a Video Arcade, and other distractions. Even Parking is FREE!

REALITYCON will be highlighted by the 6x6 AD&D tourney and will also offer a full program of boardgaming and Role Playing games. FORTRESS AMERICA, SQUAD LEADER, TITAN, AXIS & ALLIES, PARANOIA, TRAVELLER, CALL OF CUTHULU, and OGRE are just a few of the games which will be featured. We will also offer parlor games like MONOPOLY, RISK, and TRIVIAL PURSUIT for people new to gaming.

A convention registration packet will be included in the next issue. Remember that AGS members will get priority registration, and the 6x6 AD&D tournament is limited to 36 players! (Hint)

AGS will sponsor many Arizona conventions in the coming months and years. We hope to sponsor at least 2 per year in Phoenix as well as one in Tucson. We will also be glad to help organize any specific event that you want to run. Is there a specific game that you want to Referee? Drop us a line with your membership and we will try to schedule it into REALITYCON. All you expert referees, we want you to show your stuff at REALITYCON!

Lastly, how many times have you put your name up on a bulletin board looking for someone new? how many times have you written down a name and phone number only to wash it with your jeans? The AGS Bulletin will solve those problems. Additionally AGS will hold monthly meetings starting in August. The probable first site will be at ASU, but we know there are many places players gather. If you have a regular group and are looking for new blood, the AGS bulletin will be more than happy to announce your meeting.

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The death began at 12 midnight. 5 Hours, 10 or so combat rounds, and a lot of fun later, all 70 of the Monster Mash participants lay slain. The castle went unbreached for yet another year and the challenge to all Arizona AD&D gamers remains as strong as ever.

The question about a Monster Mash is not will you die, but rather, how will you die. This time characters were burnt in molten lava, eaten by a 16 headed hydra, crushed underfoot by Godzilla, sliced, diced, blown apart by exploding magic items, electrocuted, and pulped. Like I said it was a lot of fun for everyone involved.

The most memorable sights? I think five players casting themselves to their deaths by rushing through the gate of an illusionary castle and falling into a 200 foot deep pit was one of them. Another had to be the sight of eight characters catapulting themselves through the sky in lobster shaped vehicles in order to get as close to the castle as possible. (How can I forget the group who landed right on top of Jubilex?)

The sight of a character falling from the sky into a river of molten lava. The sight of a demon possessed character breaking a staff of power over his head while inside a cube of force with the rest of his party. The sight of several charmed characters happily marching into the "pit of slime" while the rest of the party followed not realizing anything was wrong. These are the sights I will remember forever (or at least until Monster Mash #3 when these sights will be swamped with an even more spectacular vision of mass carnage.)

I pity the poor buddy of the Paladin when the Paladin said "I wish that my team mate was still alive". Too bad this team mate was one of the unfortunates in the river of lava. Imagine that one horrible moment of re-awakening, alive, but still in the lava river...

Don't get the feeling that events totally favored the monsters. The army of 1000 Orcs must have lost at least 500 of their number to Fireballs. Godzilla was blown to Zillabits when one character ran underneath him and intentionally cast a fireball on his own helm of brilliance. Suicide for the cause! At least 8 characters from the field of 70 made it to what they thought was the castle grounds. And a Druid shapchanged into a swallow actually flew all the way down the 200 foot pit, navigated the blade barriers and made it past the Guardian Phoenix before being chopped to bits by Iron Golems in front of the real castle.

Lessons learned? Be careful of magic items you really don't want to explode in your hands. Never assume that the courtyard of a castle is actually solid ground. And never tell a 20th level Lich that his breath smells funny and his mother was a volunteer worker for The Holy Knights of Chastity.

All in all I think everyone had a great time. The room was too small. Another example of gamers being relegated to small antechambers in the dungeons of SciFi conventions. Thus future Monster Mashes will be held at AGS sponsored Game conventions such as the upcoming REALITYCON. A few players left disgruntled because their wishes were not fulfilled. Future mashers will have more explicit Wish rules. A part of Monster Mash #2 was video taped and I would sure like to get my hands on a copy if anyone knows the demented soul responsible. (Copies of any photographs taken will also be welcomed.) It was fun! Make sure you don't miss the next one!

## TOGETHER WE ARE THE ARIZONA GAMING SOCIETY

In the years I have been involved in the Arizona gaming scene I have heard the following statement at least 100 times. "Gee, I sure wish we had a real live gaming convention in Arizona". Now we do. The fact is that if this fledgling convention is going to become a tradition, a fun year after year event that can grow into something as big and spectacular as any gaming convention in the country, we are all going to have to pull together and make this convention work. A little support from everyone adds up into a lot of support.

I wonder if many people realize that Phoenix is actually one of the nation's gaming hotspots? Many game companies have their headquarters here. Fantasy Games Unlimited, Flying Buffalo, and Reality Simulations are but visible examples. Some of the countries greatest game designers, developers, and artists live in Phoenix. Again just a few examples are Mike Stackpole (MSPE, BARDS TALE III), Ken St. Andre (T&T, STORMBRINGER), Ed Schoonover (DUELMASTERS, HYBORIAN WAR), Rick Loomis (STARWEB), Scott Bazaar, Liz Danforth, Steve Crompton, the list goes on. With such a vibrant gaming community why haven't we had a gaming convention in town? Simple. We just haven't pulled together and said "Let's do it."

Let's do it. We have the talent. We have the gamemasters we have the gamers. If you want to see regular game conventions in Arizona we ask you to support the AGS and to support the upcoming REALITYCON. Support means the following:

1) Join the AGS. It costs \$10 and its worth it. You'll get this bulletin every month, you'll get first priority registration at AGS conventions plus first crack at convention memberships at discounted prices. It means you care about gaming in Arizona and are willing to support the efforts of other gamers who are working hard to improve the Arizona gaming scene.

2) If you are a Gamemaster let us know when you send in your AGS membership. Let us know what type of games you would be willing to referee at conventions. If you have had previous convention or other relevant experience let us know. We want you as part of the team.

3) Tell your freinds about AGS and the upcoming REALITYCON. Show them your copy of this bulletin. Ask for copies in your local game store. Send us your friends name and address so we can send him or her a free copy of the next bulletin. SPREAD THE WORD!

The Arizona Gaming Society already includes 5 of the top 6 rated Gamemasters at Westercon, a local game company president and the person responsible for making the gaming at local Sci-Fi conventions as good as the've been despite an uphill battle for space and resources. This is only a beginning. There are many, many, creative and talented gamers in this valley. You are one of them. Join us and make the AGS YOUR society. Monthly meetings will be held where you can make your voice heard. If you don't want to wait that long then write us a letter when you send in your membership. Whatever you do don't sit on the sidelines. Support the AGS.

## RULES TO MONSTER MASH #3

The Monster Mash is a mass combat AD&D event involving anywhere up to a hundred or more player characters. The challenge - assault the monster defended castle and survive long enough to defeat whoever sits upon the castle throne. Each player is allotted 1,000,000 experience points to buy levels and equip themselves with magic items. Rules for outfitting a character are as follows:

1. Each player gets exactly 1,000,000 experience points. Each character also has 80 attribute points to allot to the 6 primary characteristics. Every 10% past 18 in an attribute costs 1 point. 18/00 strength or 19 dex thus cost 28 points. Remember their are minimum stat requirements for particular character classes.

2. No psionics, no Ninja-fu (Oriental Adventures)

3. To buy Normal items subtract their cost in gold as listed in the DMG from the experience points that you have to spend. Up to 5 magical items may be purchased at 3 times their cost in gold. 3 potions count as 1 magical item. 20 magical arrows count as a magic item, but a bow would be a separate item.

4. Artifacts cost 5 times thier gold point cost and have no additional powers. A player may buy 1 wish at 100,000 points. The ring, scroll or whatever cost is separate.

The following is a GOOD wish, "I wish the river of lava was turned to stone." It alters a single item and is not contingent on something else.

The following is a BOGUS wish, "I wish nothing can hurt the party in any way shape or form in the future." It affects multiple items, and interacts with other forces.

Wishes may bring back to life no more than 1 character. Wishes will not effect time in any way. Wishes are nice, but don't expect a Wish to carry you to victory. The Monster Mash DM's are nasty horrible people that like to interpret wishes in the worst possible ways unless you keep them reasonable. 'Nuff said.

5. Magic items with charges or uses will have average amounts. A wand will have 90 charges (100-1d20). Dust of Appearance will have 28 applications (5d10). Swords do not have intelligence or special abilities.

6. Girdles of Strength cost as follows.

STR of 19	52500 experience
STR of 20	60000 experience
STR of 21	67500 experience
STR of 22	75000 experience
STR of 23	82500 experience
STR of 24	90000 experience

7. Books that raise stats or levels are not allowed. You can have gauntlets of ogre power but not a manual of gainful exercise.

8. Players will have modified hit points per level, with FULL constitution bonuses per level of experience.

Barbarians	recieve	10 hit points/level until 8	+4 afterwards
Cavaliers	recieve	8 hit points/level until 10	+3 afterwards
Fighters	recieve	8 hit points/level until 9	+3 afterwards
Rangers	recieve	6 hit points/level until 11	+2 afterwards
Clerics	recieve	6 hit points/level until 9	+2 afterwards
Druids	recieve	6 hit points/level until 14	
Thieves	recieve	5 hit points/level until 10	+2 afterwards
Assassins	recieve	5 hit points/level until 15	
Mages	recieve	3 hit points/level until 11	+1 afterwards
Illusionists	recieve	3 hit points/level until 10	+1 afterwards
Monks	recieve	3 hit points/level until 17	
Bards	recieve	5 hit points/level until 10	+1 afterwards

Remember that cavaliers get +3 hit points at first level  
Rangers and monks get a bonus die at first level  
Bards do not get a hit die at first level

#### Examples:

A 5th level fighter with a 10 con will have  $5 \times 8 / \text{level} = 40$  hit points.  
An 11th level fighter with a 18 con will have  $9 \times 8 / \text{level} + 6$  for extra levels  $+4 / \text{level}$  for Con bonus =  $72 + 6 + 44 = 122$  hit points. Loosing levels will lose hit points in the same manner.

9. You must have a lead miniature, or else you will be put in Randy Lindsay's group.

10. There will be 8 players per group. You may enroll in the contest as a group with your freinds. Otherwise we will place you in with another group that has less than eight people.

11. Terrain choices are the plains of death, hills of death, fields of death, caves of death, swamps of death and whatever form of death we think off next.

12. No precast spells.

13. No Cubes of Force or "anything" type items.

14. Referees decisions are final, arguing only makes them more lethal.

15. The lowest possible armor class is AC -10.

16. Applicable Texts. Only material drawn from the texts below will be allowed in the Monster Mash. If a text is not listed below then rules from that book may not be used:

Players Handbook  
Dungeon Masters Guide  
Unearthed Arcana  
Monster Manual  
Monster Manual II  
Fiend Folio  
Dieties and Demigods  
Manual of the Planes

17. "You die, the girl dies, everybody dies."

(Even Lyman).

## ANNOUNCEMENTS

COPPERCON September 9-11

At this time AGS plans to hold a 6x6 AD&D tourney, as well as other events. Look for details in Bulletin #2

REALITYCON '88 September 24 (saturday) see New Events for details.

Registration forms will be in Issue #2. Remember AGS members get priority registration. If you are interested in being a referee, call Don Harrington 956-1344 or Deke Young 967-3447.

#### COMPUTER GAMERS

Adam Kraver is the coordinator for the REALITYCON computer gaming room. If you have input write him at AGS.

#### MICROLEAGUE BASEBALL

Established league looking for some interm managers to finish out the last 60% of a 82 game schedual. If interested contact Deke Young 967-3447 or Jerry Climer 968-0242

#### Contributing Authors

The AGS Bulletin is willing to publish articals, varient rules or game reviews. All submissions should be typed or word processed.

If you have comments about the Bulletin feel free to write us at AGS. All comments will be answered. The Bulletin is your forum. If you want to see more of a particular item you have got to let us know.

The Arizona Gaming Society Bulletin  
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CLASSIFIED ADS

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

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

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

DEKE YOUNG 967-3447 eves. SFB, SL, Some roleplaying on weekends.



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ARIZONA GAMING SOCIETY MEMBERSHIP FORM

NAME \_\_\_\_\_ 1 year \$10.00  
ADDRESS \_\_\_\_\_ 2 years \$19.00  
CITY \_\_\_\_\_ STATE \_\_\_\_\_ ZIP CODE \_\_\_\_\_  
PHONE \_\_\_\_\_ AGE \_\_\_\_\_ YEARS GAMING \_\_\_\_\_

GAMES YOU PLAY \_\_\_\_\_  
GAMES YOU REFEREE \_\_\_\_\_

Classified ad (max 65 characters) \_\_\_\_\_

Make checks payable to the ARIZONA GAMING SOCIETY. do NOT send cash.  
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