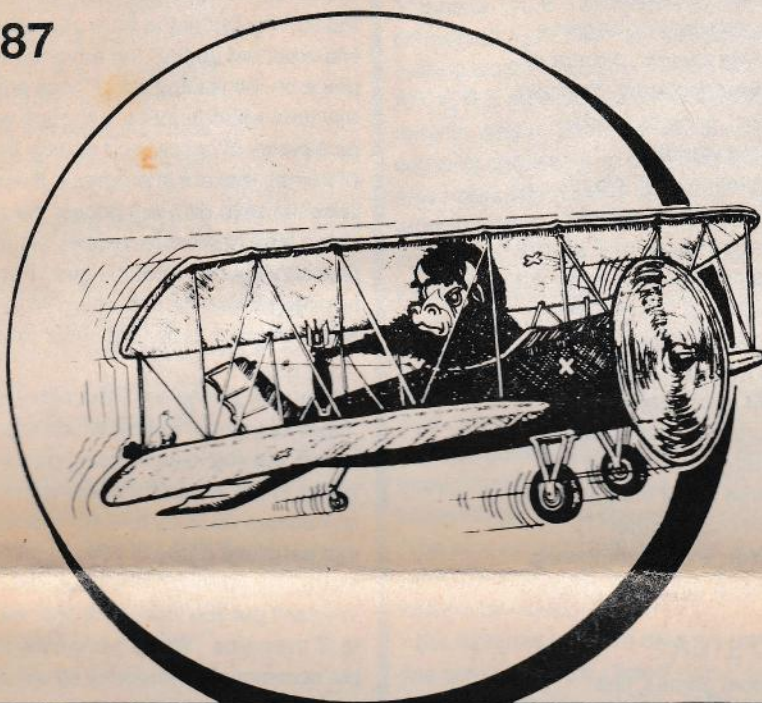


# Flying Buffalo Inc.

## PLAY-BY-MAIL

NOVEMBER 1987



"We created the play-by-mail industry"

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Flying Buffalo Inc. — the people who bring you StarWeb®, Battle Plan™, and Heroic Fantasy™

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CML-L

ASK FOR OUR CATALOG OF BLADE GAMES

## INTRODUCING PLAY BY MAIL GAMING

If you haven't played a play-by-mail (pbm) game before, you are in for a truly different and exciting experience. The concept is simple: each player interacts with the game (and with the other players) by sending written instructions for each turn to the game company. The company processes the turns, reports the results back to the players, and generally acts as moderator, guide, and referee.

Your position or role in the game will vary according to the game setting. Thus, depending on the kind of game, you might be a feudal baron, starship captain, dictator of a galactic empire, general of a conquering army, chieftain of a nomadic tribe, a powerful wizard, or crafty leader of a great conspiracy to take over the world!

Flying Buffalo Inc has been moderating multi-player pbm games since 1970. We are the first company to begin commercially refereeing pbm games, and of course have been doing it the longest. We provide the games, the opponents, and results and recognition of the winners through a rating system published in *Flying Buffalo Quarterly*, our official pbm gaming magazine. Our computers calculate combat results, keep track of production, make sure all moves are legal, and create an individual printout showing you what happened last turn and what you see or have discovered about the game and the other players. (You play against 6 to 30 other players, depending on the game. You are not competing against the computer, nor do you have to have a computer of your own.)

### HOW TO START

If you'd like to play in one of our pbm games, first obtain a copy of the rules to the game you want to play. You can't be sure that a specific game is right for you until you read the rules. PLEASE do not try to sign up for a game and get a copy of the rules at the same time. Rules are NOT provided with the first turn of the game. If you can't decide which game you want from the information given in this catalog you can buy a package of all the rules to all our pbm games. Just order "all the rules". There is a discount from the individual price, and you will get all the different rules that are on hand at the time we receive your order.

When you decide which game (or games) you want to play, we'll need the following information:

1. The name (and variant, if any) of the game you want to play. (You can sign up for as many games as you have time for or can afford.)
2. Any special game information as specified in the rules for that game (i.e. character type and code name in Starweb).
3. The entry fee in check or money order (made payable to Flying Buffalo Inc). We accept Mastercard or VISA or any card affiliated with them, and we accept phoned-in Mastercard and VISA payments and game requests. Our phone number is 602-945-6917.
4. Your first and last name, and middle initial (please print clearly.) You can use whatever name you like for

playing games, but we would prefer to have your real, full name if possible to make it easier to keep all the people with similar names separate.

5. Your address, including zip code, and including the 9 digit zip if possible. (Don't forget apartment #).
6. If you have played one of our games before, give your FBI account number. If you don't remember it, just mention that you have played before & we'll look it up, even if it was ten years ago.

A price list of turn fees and game fees can be found on the reverse side of our order form. We won't put you on the waiting list for the pbm games unless you send in the required "set up fee" (an advance deposit to hold your place on the waiting list.) Prices are subject to change at any time without notice, although we will generally try to give plenty of notice, and usually do not change the fees of games that are in progress. If a copy of the rules and a price list have different prices, the price is whichever is dated later (given the realities of the world, the price is probably the higher of the two.) Please notice that the turn fee covers the entire turn. We have no "special action" fees or "battle report" charges.

If you are joining an "indefinite length" game (see "types of games" below) which has no beginning or end, we will put you in an ongoing game as soon as we can. We will try to get you into a game within 5 to 10 days, but sometimes you may have to wait until the next "cycle" of that particular game. If you are joining a "fixed length" game, you will have to wait until the next game starts. We can't put you in a game until we have enough players to fill the game. Some games we start every two weeks, but occasionally there may be a 6 or 8 week wait, especially if you have picked a variant that isn't very popular. When we have enough players from around the country(or the world) who want to play the game you requested, we will send you a special printed form (your "turn sheet") for your moves, and a computer printout showing your starting position. You'll know you are in a game when this first turn arrives. For regular games, you have about two weeks (from the date we mailed your material to you) to return your game moves to us. After the due date, we enter all the turns received into our computer and mail you the results. If you live overseas, we will mail your turn airmail (there is an extra charge for the extra airmail cost), but we still recommend all players outside the US join "slow" versions of the games. When the game is over, you gain or lose points in our rating system which is published in our magazine.

### TYPES OF PBM GAMES

Some PBM games are run entirely by hand, and some are "computer assisted" (a computer is used to calculate combat, or for text editing or just for printing out the results.) All of Flying Buffalo's games are completely computer-run for accuracy (computers generally do not make mistakes, although admittedly the operators sometimes do), speed (we have over 2000 customers & can handle as many as care to sign up), and fairness (you don't have a human referee looking at your turn and

deciding what happens - the computer treats everyone exactly equally).

I will rate each of the games in this catalog using the following three categories:

**DIPLOMACY/INTERACTION:** "None" means either your actions do not affect anyone else (solitaire games) or you are not allowed to talk to the other players (anonymous games). "Some" means that you can interact with other players, and you can send messages, but either they are limited, or they have little effect on the actual game. "Lots" means that if you play this game you will be writing lots of letters and making lots of phone calls to your allies and enemies. (If you are interested in getting pen-pals from around the country, join one of these games. With a little effort, you'll make lots of new friends. And if you'd like some friends in other countries, join a "slow" game.)

**DIFFICULTY/COMPLEXITY:** "Easy" means this game is appropriate for beginners or younger players. "Moderate" means this game is a little harder, but if he reads the rules carefully & takes it slow the first time, the average person can do ok. (But if you think MONOPOLY is a difficult game, you should stick to the "Easy" ones!) "Difficult" means that this is a very complex game and is not recommended for beginners.

**GAME LENGTH:** "Fixed" means this game has a beginning and an end. You will be put into a game that is just starting and the game will end when someone meets the victory conditions. "Indefinite" means that this game has no beginning or end. You will be put into a game that is already going, and generally you don't "win" or "lose" this kind of game, but merely play it to enjoy it (such as the typical role-playing game.)



### CATEGORIES

**SPACE, SF GAMES:** STARWEB, GALACTIC CONFLICT, STARLORD, MOBIUS I

**FANTASY GAMES:** HEROIC FANTASY, ILLUMINATI

**WAR GAMES:** BATTLE PLAN, WORLD WAR

**TACTICAL GAMES:** HEROIC FANTASY, STARLORD, ILLUMINATI

**STRATEGIC GAMES:** STARWEB, BATTLE PLAN, WORLD WAR, NUCLEAR DESTRUCTION, NUCLEAR WAR, GALACTIC CONFLICT, FEUDAL LORDS, MOBIUS I

**APPROPRIATE FOR BEGINNERS:** STARWEB, HEROIC FANTASY, NUCLEAR DESTRUCTION, NUCLEAR WAR, GALACTIC CONFLICT, FEUDAL LORDS

**AWARD WINNING GAMES:** STARWEB, ILLUMINATI, BATTLE PLAN

**ON-GOING, NON-ENDING GAMES:** STARLORD, HEROIC FANTASY

**COMPLETELY COMPUTER MODERATED:** ALL OF THE ABOVE

### STARWEB

**DIPLOMACY/INTERACTION:** Lots

**DIFFICULTY/COMPLEXITY:** Moderate

**GAME LENGTH:** Fixed

**NUMBER OF PLAYERS:** 15

Starweb is a game of 15 stellar empires clashing over 255 worlds. Everyone starts out equally, each with one homeworld. The object of the game is to be the first to get approximately 10,000 victory points. When you sign up for a game, you get to pick one of 6 different "character types", each of which gets victory points for different things. The EMPIRE BUILDER gets points for owning worlds, industry, mines, and population. The APOSTLE gets points for converting population to his religion. Just by having a fleet at one of your worlds, he converts some of your population, and if he converts the entire population of the world, he captures the world without firing a shot! But if you shoot at the converted ones, he gets even more points for the 'martyrs'! The PIRATE gets points for owning fleets and for plundering worlds. He is the only player who can capture your fleets from you instead of destroying them. The MERCHANT gets points for carrying metal for people to their homeworlds. The ARTIFACT COLLECTOR gets points for accumulating the various artifacts that are scattered throughout the game. The BERSERKER gets points for killing things, and a bonus for destroying an entire planet! (The idea for the robot Berserkers comes from stories written and copyrighted by Fred Saberhagen, and is used with his permission.)

Starweb has won five different awards. It was the first pbm game to be listed in the "Games 100" list in Games Magazine in 1981. In the summer of 1985, Starweb won the "Best Science Fiction PBM Game" award given by the Play By Mail Association and the "Best Play by Mail Game" award given away at the Origins game convention by the Game Manufacturers Association the first time each of these awards was given away. Then in the fall of 1985, Starweb won the "Best PBM Game" award given by Paper Mayhem magazine in their first annual awards. In August of 1987, Starweb won the Gamers Choice Award of 1987 for "Best Play By Mail Game" awarded at the Gencon game convention in Milwaukee the first time they added pbm to their list of categories. Obviously a lot of different people agree that this is the best pbm game there is. If you have any interest in pbm, you should at least try this game.

**STARWEB VARIANTS AVAILABLE:** Regular starweb has "due dates" of two weeks. (When we mail your results to you, you have two weeks to get your next orders back to us). We also offer SLOW STARWEB (turns due once a month; recommended for overseas players), EMAIL STARWEB (turns due once a week & must be submitted by electronic mail), PARTNERS STARWEB (each player joins with a friend, so you know you have at least one friend in the game. Both players must include their request for this game in the same envelope), ANONYMOUS STARWEB (no communication of any kind allowed between players, strictly enforced), CANADIAN STARWEB (for

Canadian players only - same as regular Starweb but slows down and stops when the Canadian postal service does. A special service for our many Canadian customers), **MULTI STARWEB** (this is a special variant that costs more and is a lot more difficult. Each player plays three different positions in the same game. Ask for any 3 different character types. The lowest of your 3 scores is your current score in the game, and the player whose **LOWEST** score is higher than anyone else's at the end of the game is the winner. NOT recommended for beginners.), **SLOW MULTI STARWEB** (same as Multi but moves once a month), **BITTER END STARWEB** (for players who are tired of some merchant winning the game just as it starts to get interesting. Score is ignored, and the game continues until one player owns more than half the worlds on the map. Price a bit higher than regular games as players are eliminated.), and **EXTRA LONG STARWEB** (victory score is 30,000 points instead of 10,000 points).

**IF YOU WIN:** You are given a coupon which pays the setup fee for another game, plus you get an enamel "Starweb Victory" pin.

Starweb is a registered trademark of Flying Buffalo Inc

### HEROIC FANTASY

**DIPLOMACY/INTERACTION:** Some

**DIFFICULTY/COMPLEXITY:** Easy

**GAME LENGTH:** Indefinite

You direct a party of up to fifteen fighters and magic users (humans, elves, dwarves, fairies, gremlins, leprechauns, hobbits, goblins, even a troll, ogre, or giant) through a dungeon maze killing monsters, gathering treasure, and hunting for magical prizes.

There are currently six levels (ultimately there will be nine) and over 400 players already exploring the depths. You may meet some of these players in the maze, and there is no certain way to determine at first meeting whether these are player characters or computer-run "NPCs" (non player characters). The object is to get your characters through all nine levels alive, and get them on the "honor roll" of retired adventurers. This game has been extensively play-tested, and has been running since 1982. The per turn fee is only \$2.50 and for this one fee you get to move all 15 of your characters. They can stay together or split up into as many as 15 parties moving in different directions, all for one single turn fee! No "extra action fees" ever.

Each level adds new things to the game (for instance you get new magic spells on the third level). Be aware that the first couple turns are somewhat boring as you get your party started in the safe "entrance room", prepare your first spells, and decide which direction to explore first. This is not just a "go into the room, kill the monster, take the prize" game. There are a lot of subtleties built into the game that you might not notice unless you pay careful attention to everything that is going on!

**VARIANTS OFFERED:** **SLOW HEROIC FANTASY** (moves once a month), **WEEKLY HEROIC FANTASY** (for players who can send their moves by electronic mail), **TWICE A**

**WEEK HEROIC FANTASY** (also for electronic mail players who are in a hurry), **MINI-HEROIC FANTASY** (a special first level maze only for fairies, gremlins, and leprechauns. Smaller-sized monsters to give those fairies a fighting chance.). Occasionally we run a weekend tournament by electronic mail where you can get a party of characters through an entire level in just one weekend.

### BATTLE PLAN

**DIPLOMACY/INTERACTION:** Lots

**DIFFICULTY/COMPLEXITY:** Difficult (a first-time player should ask for a "beginners game".)

**GAME LENGTH:** Fixed.

**NUMBER OF PLAYERS:** 4 to 8

Do you have the ambition, the skill, and the insidious single-mindedness necessary to conquer all of Europe?

War (and lots of behind-the-scenes intrigue) takes place on a map of Europe, among 4-8 players all trying to conquer 29 countries. With the technology of the latter-half of the Twentieth Century, you can build Army, Navy, Air Force, Missiles, Anti-Missiles, and even more industry with which to build. You can spend your cash on research, spy networks, counterspies, or propaganda. To win you'll need all of them - the question is how much of each?

The object is to occupy or conquer all 29 countries, or otherwise eliminate all the other players from the game. This is an area movement strategic game (each "space" on the map is generally an entire country), with production a very important part of the game.

**VARIANTS AVAILABLE:** **SLOW BATTLE PLAN** (moves once a month), **EMAIL BATTLE PLAN** (moves once a week-transmitted by electronic mail), **PARTNERS BATTLE PLAN** (each player signs up with a friend -each player has his own position and is trying to win for himself, but at least you know you have a friend in the game), **BEGINNERS BATTLE PLAN** (only ONE beginners game per person! Please ask for a beginners game if you've never played before.)

### WORLD WIDE BATTLE PLAN

(ALSO KNOWN AS WORLD WAR)

**DIPLOMACY/INTERACTION:** Lots

**DIFFICULTY/COMPLEXITY:** Difficult. It's recommended that you play BATTLE PLAN first.

**GAME LENGTH:** Fixed

**NUMBER OF PLAYERS:** 20 to 31

**WORLD WAR III STARTED OVER CUBAN QUESTION**

The United States has declared a blockade of Cuba, and sunk 5 ships in the Caribbean. A White House spokesman has stated that Communist Governments will not be tolerated in the Western Hemisphere, and that no one else need fear the US forces. At virtually the same time, the Russian ambassador to the UN has announced that Cuba has the complete support of the USSR, and any attempt to land armies in Cuba will be met with Russian missiles. Unidentified sources say that the US does indeed have amphibious forces in the Caribbean and the Gulf of Mexico. The question remains, does the US really intend to invade Cuba, and if so, is Russia bluffing? Meanwhile

World Opinion of the USA plummets after the election of the new president and his "Big Stick" policy.

In other parts of the world, South Africa has declared war on Kenya, Somalia, and Tanzania. No explanation was offered. Kenyan officials are flabbergasted & profess to have no idea what inspired the declaration of war. No actual fighting has yet been reported.

On the lighter side, a spokesman for Great Britain has announced that the Straits of Gibraltar are open to free passage to all "non-nasty nations", leaving us to ponder the definition of "non-nasty". (Real happenings in game WW3).

If Europe isn't enough for you, how about the entire world? Using the same rules as Battle Plan, World Wide (or World War as we sometimes call it) can handle up to 31 players all trying to gain control of 255 land and sea spaces over the entire world. We have both "real world forces" games and "equal forces" games. This game can get VERY involved (seven pages of printout every turn). Names & addresses of all players are given at the start of the game, unless you SPECIFY when you sign up that you wish to remain anonymous. It is recommended that you try Battle Plan first to learn the rules. (You will need a copy of the Battle Plan rules.)

**VARIANTS AVAILABLE:** SLOW WORLD WAR (one month between turns), EQUAL FORCES WORLD WAR (actually, this is the "regular" game. Everyone starts with equal forces, as in Battle Plan), REAL FORCES WORLD WAR (countries start with the forces actually available in the real world around 1982. Turn fee varies according to which country you pick. A list is provided when you order the rules to WW.)

When you sign up for a WW game, please specify whether you want a "real world forces" game or an "equal forces" game, and specify whether or not you want your name & address published on turn one for the other players.

### FEUDAL LORDS

**DIPLOMACY/INTERACTION:** Lots

**DIFFICULTY/COMPLEXITY:** Easy

**GAME LENGTH:** Fixed

**NUMBER OF PLAYERS:** 8 to 12

Designed by John Van De Graaf, this game simulates the struggle for kingship in a mythical period of English history. Up to fifteen players, each representing the head of one of the more active noble families, vie for the throne which has been left vacant by the death of King Arthur. Only by building both economic and military strength can one prove himself worthy of the mantle of King (or Queen).

Players must feed their peasants, tax townsmen, train and pay knights, hire mercenaries, buy & sell livestock, improve their castles, dabble in foreign trade, and go on military campaign. They may conquer neighboring fiefs, forcing them to swear fealty to another player. Names & addresses of all players are given at the start of the game for easier diplomacy.

The object of the game is to get a minimum number of other fiefs to swear fealty to you (at the same time) by force of arms, persuasion, or bribery. When that happens, you become king and have won.

**VARIANTS AVAILABLE:** SLOW FEUDAL LORDS (one month between turns), EMAIL FEUDAL LORDS (one week between turns, turns transmitted by electronic mail), PARTNERS FEUDAL LORDS (each player signs up with a friend.)

### STARLORD

**DIPLOMACY/INTERACTION:** Some

**DIFFICULTY/COMPLEXITY:** Easy

**GAME LENGTH:** Indefinite

**NUMBER OF PLAYERS:** 10 to 35

You are a rebel chieftain, ruler of a single star with interstellar travel available on your Flagship. The Empire rules over nearly 1000 stars, and you covet the throne. Anyone clever enough to find the throne star (easy) and build up enough strength to conquer the throne star (not so easy!) can become the new Emperor, ruler of a thousand star systems! But be careful. You yourself are present on your Flagship, and if the Flagship is lost, you no longer care what happens in the realm of mortal man (since you won't be there anymore.)

Each turn you get a graphic printout of the part of the galactic map that you can see from your Flagship (with you in the center each turn). All visible stars are color-coded according to their ownership. This is a very tactical game, and you get to order the battle tactics of each battle and defense within range of your Flagship. There is not as much diplomacy in this game, as the galaxy is big and the players few and far between. You may go many turns without meeting another player.

The object is to capture the Throne Star (which is of course heavily defended). If you capture it, you become the new Emperor (the old emperor is kicked out of the game -- no one wants former Emperors around!) and you are given a complete map (five feet by five feet!) of the entire 1000 stars of the galaxy. Plus you get a FREE Imperial Tshirt which is NOT available in stores or by purchase. The ONLY way to get this impressive royal purple shirt is by becoming Emperor. And there's more: the Emperor gets to play the game for FREE! (Would anyone dare to tell the Emperor that he has to pay for his turns?) There is no turn fee for the Emperor, and he can play for free as long as he wants to until some other player captures the Throne Star. (But you get to keep your tshirt and your galactic map.)

**PLEASE DO NOT SIGN UP FOR A GAME UNTIL YOU HAVE A COPY OF THE RULES. WE DO NOT SEND THE RULES WITH THE FIRST TURN OF A GAME.**

## ILLUMINATI

**DIPLOMACY/INTERACTION:** Some  
**DIFFICULTY/COMPLEXITY:** Moderate  
**GAME LENGTH:** Fixed  
**NUMBER OF PLAYERS:** 24

It's true. There really are flying saucers. And robot sea monsters. And orbiting mind control lasers. Renegade Nazis in South America are plotting the Final Reich. The Pod People have infiltrated the local police. Jim Morrison lives. (So do Janis and Hendrix, but they work for the opposition.)

Congress is controlled by the Mafia. The Mafia is controlled by Moscow. And Moscow is controlled by the Little Green Men. The Cattle Mutilators are trying to take over Hollywood. The Chief Justice is a clone. The Kudzu Planters have captured South Africa. The Commies are out to take over the world. And so is everyone else.

ILLUMINATI starts with this simple fact: ALL of the really paranoid conspiracy theories you've ever heard are true. Some people suspect what's happening, but only a few know the REAL truth. You are one of those few. The Illuminated Ones. The masters of the 24 great conspiracies which are struggling for control of the Earth. Using your power, influence, and agents, you probe, infiltrate, and subvert, adding groups to your power structure, destroying organizations and whole nations. You conspire with your fellow Illuminati to dismember another's empire - and then move swiftly to block the knives of your friends. Only the strong and subtle will survive. Only the strongest and cleverest will reach the ultimate goal: **WORLD DOMINATION.**

The mechanics of Illuminati are a bit different from all our other games. In all the other games all the moves are processed simultaneously. Illuminati moves are processed the day they are received, one at a time. This makes it difficult for you to "miss a turn". Your turn will be processed, even if it gets here a couple days later than you planned. However, players who are able to get their moves in faster do not get an advantage. Each player is only allowed one move per cycle. If a second move arrives during the same cycle, it is held until the first day of the next cycle. You get to decide how long a "cycle" will be when you sign up for a game. Please specify a weekly, two week, or monthly game when you ask to be in a game. You can pick any speed you want, but be advised that players in New York who sign up for a weekly game will find themselves missing an occasional cycle, or phoning in a turn, or sending in a "blind turn" (without having seen the results of the previous turn). The two-week game is considered the "regular" game.

ILLUMINATI is the official, licensed play by mail version of Steve Jackson Games popular ILLUMINATI card game. At the Origins game convention in 1986, ILLUMINATI won "Best Play By Mail Game" of the year. (ILLUMINATI & the all-seeing pyramid are registered trademarks of Steve Jackson Games Incorporated.)

**VARIANTS AVAILABLE:** TWO WEEK ILLUMINATI (the "regular" game), ONE WEEK ILLUMINATI (popular with those who are really anxious to take over the world NOW. You can submit your moves by electronic mail, but we

cannot send you the results back by electronic mail.), SLOW ILLUMINATI (moves once a month), INTERMEDIATE ILLUMINATI (only for those who have already played basic Illuminati), MULTI ILLUMINATI (each player plays 3 positions simultaneously {and pays for each one, naturally}, very much NOT recommended for beginners.)

## MOBIUS I

**DIPLOMACY/INTERACTION:** Lots  
**DIFFICULTY/COMPLEXITY:** Difficult  
**GAME LENGTH:** Fixed  
**NUMBER OF PLAYERS:** 8 to 12

Mobius-I is a unique combination of science fiction, grand strategy, diplomacy, exploration, and role-playing. As overlord of a starfaring race you will be competing with up to 11 other players in the exploration and colonization of a newly discovered star cluster.

The stars in the cluster will range in size and color; from Red Dwarfs to Blue-white Super-giants, each encircled by up to 5 planets. Each planet will be classified as to its type (Astroidal to Super-Jovian), its environment and its natural resources, and may be named and exploited by the player who owns it.

Each player in the game will control a number of "characters" each with its own skills, rating and name. A number of different jobs may be assigned to your characters, each having a direct affect on the game. Your planetary governors will affect your people's morale and loyalty and battles may be drastically affected by the presence of a single general or admiral. Your characters' expertise will grow with their success and their collective skills will directly affect your ultimate standing in the game. In addition to all of the above characters from one game may be used in future games as you are allowed to "save" a number of your favorite characters at the end of the game.

Each player is allowed to design the type of ship that his or her race will use and the use of "standing" orders (orders which are automatically executed every turn) will allow you to minimize the risk of missed turns and to automate your lines of supply.

Each turn you will receive a printed report listing all of your planets, colonies, characters, and forces as well as combat reports and a wealth of information on your empire's health and welfare. This printout will generally be many pages in length - we had to buy special envelopes to mail these suckers out. Mobius I is a bit more expensive than most of our other games, but you really get a lot for your money.

**VARIANTS AVAILABLE:** SLOW MOBIUS I (moves once a month), 2-POSITION MULTI MOBIUS I (each player gets to play two positions and thus has two different ship designs).

THE ONLY PBM COMPANY IN THE  
BUSINESS SINCE 1970!

## NUCLEAR DESTRUCTION

**DIPLOMACY/INTERACTION:** Lots

**DIFFICULTY:** Easy

**GAME LENGTH:** Fixed

**NUMBER OF PLAYERS:** 10 to 30

NUCLEAR DESTRUCTION is a strategic missile game with emphasis on diplomacy. The object is to talk the other players into blowing each other up instead of you, and be the sole survivor at the end of the game. You'll have missiles with which to annihilate, anti-missiles with which to survive, and factories with which to forge the tools of war. You'll also have cash with which you must try to influence the non-player countries. Try your hand at destroying the world - it's more fun than you think!

**VARIANTS OFFERED:** SLOW NUCLEAR DESTRUCTION (once a month moves), EMAIL NUCLEAR DESTRUCTION (once a week moves, by electronic mail), PARTNERS NUCLEAR DESTRUCTION (each player joins with a friend - ask for a partners game and put both requests in the same envelope. Each of you will have a separate position in the same game), BRIBERY NUCLEAR DESTRUCTION (this is a special variant which is occasionally offered on a limited basis. There is NO turn fee. The game is free (!). However, any player may purchase (with real money) extra missiles, factories, spies, etc. A list of the legal purchases ('bribes') is given with the first turn & 'bribes' are generally limited to \$5 per turn. This is NOT a serious game, and is not included in the ratings. Intended for those who never seem to win regular games!)

## NUCLEAR WAR

**DIPLOMACY/INTERACTION:** Lots

**DIFFICULTY/COMPLEXITY:** Easy

**GAME LENGTH:** Fixed

**NUMBER OF PLAYERS:** Just about any number

This is the official play by mail version of the award winning Nuclear War and Nuclear Escalation card games invented by Doug Malewicki and produced by Flying Buffalo. It will be necessary for you to have both of these games, or at least be very familiar with their rules in order to play this pbm game. (Please note: we are not offering this pbm game so you will have to go out and buy a game in order to play it. We are offering this as a pbm game for people who ALREADY play and love the card game. However, if you are curious, we will be happy to sell you both games. They are \$14.95 each plus \$1 per order for postage.)

This is a silly game. Don't take it too seriously, and you may have a lot of fun. You could be winning, and suddenly get totally destroyed by a random draw of a card. (Or you could be losing, and suddenly draw a Saturn Missile with a 100-megaton warhead.) The object is to be the sole survivor as you convince the other players to wipe each other out, and finish off the pitiful survivors yourself. There's nothing like dropping a 50 megaton Nuke on your neighbor to get rid of those frustrations & tensions!

(The difference between this game and Nuclear Destruction is that Nuclear DESTRUCTION is a more serious game of diplomacy, where everyone has an equal chance. In Nuclear Destruction, you get missiles by

building them with your factories. In Nuclear War, you get missiles by drawing cards and getting lucky. There are no ratings in Nuclear War -- just bragging rights. When you sign up for one or the other of these two games, please be very careful to specify the right game.)

With Nuclear War, rather than starting a game when it is "full", we plan to start a game every calendar quarter on January 1, April 1, July 1, and October 1 (approximately.) If you sign up on October 5th, assume it will be 3 months before your game starts. Theoretically the program can handle over 100 players, although we haven't yet had this many sign up for one game.

**VARIANTS AVAILABLE:** Anyone born after the radiation hits!

## GALACTIC CONFLICT

**DIPLOMACY/INTERACTION:** Some

**DIFFICULTY/COMPLEXITY:** Easy

**GAME LENGTH:** Fixed

**NUMBER OF PLAYERS:** 6 to 15

Galactic Conflict is a strategic space game a little bit like Starweb but without the character types. Everyone gets points for the same thing: Civilian Projects. The object is to have the most points when the game ends on a specific turn (secretly decided at the beginning of the game & not revealed until the game end.) You start with one planet and a complete map of the galaxy (each game has a different map). As your empire grows, you get more industrial capacity. With this industry you can build Civilian Projects to get victory points, or defense forces to protect your Civilian Projects from enemy capture, or attack forces to take Civilian Projects away from your neighbors. Movement is limited to three sectors per turn, but you can build gates for instant transport between any two of your worlds.

**VARIANTS AVAILABLE:** SLOW GALACTIC CONFLICT (one month between moves), EMAIL GALACTIC CONFLICT (weekly turns, and results are sent by electronic mail).

## FLYING BUFFALO QUARTERLY

This is our official play-by-mail magazine with the player ratings, results of finished games, articles, rule clarifications, player advertisements, and announcements of interest to our pbm players. From time to time FBQ also contains strategy articles on our games, as well as player commentary and descriptions of finished games. It is published about every three months. As a player of our pbm games, you really need to subscribe to this magazine (unless you have a neighbor who will let you read his copy). If we have a rule change or clarification, a price change, or any other important notice, we will print it in FBQ. (If it's really important, of course, we will also send a notice out with the games, but we cannot guarantee you will see a notice unless you read FBQ). And besides, you want to see your name in print when you win your game, don't you?

Some back issues of FBQ are available. (Occasionally, amid spurts of optimism, we do extend the print-run a wee bit too much!) Send \$10 and ask for an assortment of 10 different old issues. We'll send whatever is available at the time.

## ELECTRONIC MAIL

Flying Buffalo Inc is a subscriber to several different electronic mail services. You can submit any game turn on any one of these services and we will get it the same day (we check all the services every evening around 6 pm.) We don't charge anything extra for receiving your turn this way, and for some of the longer games, we will capture your EMAIL message as a disk file and use it for your move, so if there are any typing errors they will be yours and not ours! We can send you the results of SOME of the games this way (as this is printed, we can send out turns for Nuclear Destruction, Heroic Fantasy, Starweb, Galactic Conflict, Feudal Lords, Battle Plan and World Wide Battle Plan.) There is usually a slight extra charge for SENDING your turn to you by email instead of postage, as it usually costs us more.

We also accept game-start requests and orders for merchandise this way, as long as you include your name, address, charge card number, and expiration date (Mastercard or Visa only). (Or if you have money in your Flying Buffalo account.)

If you are not a subscriber to one of these services, but would like to consider it, write and ask for our letter describing EMAIL. (Details change too often to be able to include them in this catalog). If you are already a subscriber to one, then send us an electronic message on that service asking for the letter describing how to submit turns by email, and asking to be on our "EMAIL mailing list". (Please do not write us a letter and ask for this information -- it is all on a nice file ready to transmit on any electronic service with the touch of a button. We'd really rather not print it all out and stuff it in an envelope and put postage on it when we already BOTH subscribe to EMAIL!)

Our EMAIL addresses:

The Source: TCV448

Compuserve: 76703,703 or "Go Buffalo"

MCI MAIL: Flying Buffalo

Telex: 6501138241 (through MCI mail)

People Link: FBUFFALO

## HOW TO START PRIVATE GAMES

We will set up a "private game" for you and a bunch of your friends if you like, in any of our games except for the ANONYMOUS game. The fee structure is slightly different. If you are interested, ask us for the "private games letter" for the prices & more details.

In a single envelope send us a list of the names & addresses (and account numbers, if they have them already) of all the players in your private game. Each player will have his own account, and be responsible for his own game fees. There should be a check in this letter to cover setup fees and starting amounts for any player who does not already have an account with us. Players should ALREADY have the rules.

Please note that private games are never included in the official ratings. Also note that you cannot turn your account number over to another player. You can

provide us with a "standby player" for any position in a private game, and we will assign this person a new account number (if he does not already have one.) You can also transfer money from your account to his. But do not ask us to "change my account to Fred Smith".

You may pick any kind of due dates that you like, but once you pick them, we won't change them unless the person "responsible for the game" informs us that all players have agreed to the change. Please have one person (usually the one that sends in the original request) designated as the person 'responsible' for the private game so we can write him if there are any problems about the game. The person responsible does not have to be in the game, but does need to have a Flying Buffalo account so we can keep track of him (or her.)

It is also sometimes possible to provide variant games, but please write & ask first as some variations requested are just not possible. At present, HEROIC FANTASY, STARWEB, GALACTIC CONFLICT, FEUDAL LORDS, BATTLE PLAN, NUCLEAR DESTRUCTION, & WORLD WIDE BATTLE PLAN can be sent to you over The Source, Compuserve, or MCI MAIL.

We reserve the right to drop players if their accounts go negative. We also reserve the right to change the turn fees of a game in progress if conditions necessitate it, tho we seldom do this.

**Note: orders of 5 or more copies of any of the rules will be sent in bulk at a 40% discount if all sent to the same address & you ask for this discount.**  
SW rules \$2 (\$1.20) BP rules \$1(60cents). ND Rules 25 cents (15cents). HF Rules \$2(\$1.20). etc.

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