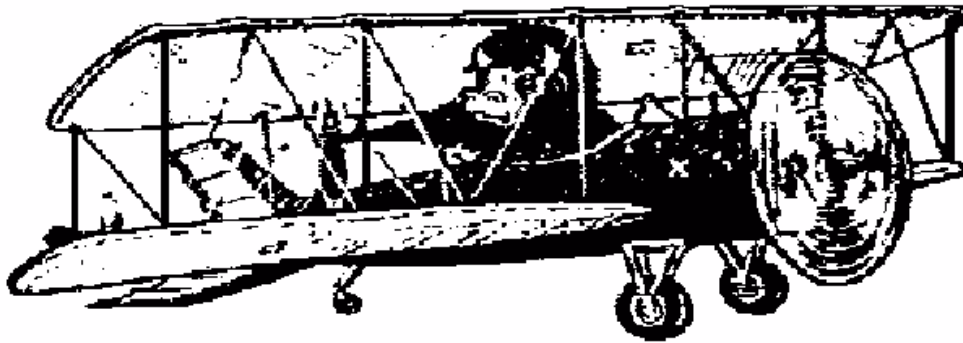


Flying Buffalo Inc
PLAY BY MAIL
catalog



“We created the play-by-mail industry” tm

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Play By Mail Since 1970!

Flying Buffalo - the people who bring you Starweb®, Battle Plan tm & Heroic Fantasy tm

FLYING BUFFALO INC

PO BOX 8467

SCOTTSDALE AZ 85252

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, 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". This costs \$8, 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, VISA, American Express, Diners Club and Discover, and we accept phoned-in credit card payments and game requests. Our phone number is 480-945-6917. You can also send us money by Paypal to

"postmaster@flyingbuffalo.com."

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. [You can of course sign up using a pseudonym, but that can create problems with the postal service, especially if you change your address.]
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.
7. Your email address if you have one. Also let us know if you want to be on our email mailing list, to receive (approximately monthly) notices of new game openings, contests, announcements, etc. Prices are included in this catalog, and are accurate as of

February of 2013. 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.) We can arrange to

charge a fixed fee to your credit card at certain intervals, but we do not "bill you" for turns or fees. All turn fees are to be paid in advance in US dollars. 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.) You can always find the current prices on our webpage at www.flyingbuffalo.com. 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. (If you ask for a "slow" game, for instance, you may have to wait three or four months before we have enough players. We hate that, but there's nothing we can do but wait until enough players sign up.) (If you have access to the internet, you can check www.flyingbuffalo.com/waiting.htm to see how many people are on the waiting list for each game.) 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. (Note that you can have your turns for any game postally mailed to you, or emailed to you, or both for a slight extra fee.) 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 a hundred games running and hundreds of 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, try joining 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, MOBIUS I, RIFTLORDS

FANTASY GAMES: HEROIC FANTASY, DUNGEONWORLD

WAR GAMES: BATTLE PLAN, WORLD WAR

TACTICAL GAMES: HEROIC FANTASY, RIFTLORDS

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

APPROPRIATE FOR BEGINNERS: STARWEB, HEROIC FANTASY, NUCLEAR DESTRUCTION, NUCLEAR WAR, GALACTIC CONFLICT, FEUDAL LORDS, ELECTION YEAR, RIFTLORDS

AWARD WINNING GAMES: STARWEB, BATTLE PLAN, WORLD WAR, HEROIC FANTASY

ON-GOING, NON-ENDING GAMES: HEROIC FANTASY, RIFTLORDS, DUNGEONWORLD

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. It still continues to be nominated most years for best pbm game at Origins (www.originsawards.com)

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), ANONYMOUS STARWEB (no communication of any kind allowed between players, strictly enforced), MULTI STAR-WEB (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.), ANONYMOUS MULTI STARWEB (same as Multi, but players are not allowed to communicate with each other). SLOW MULTI STARWEB (same as Multi but moves once a month). 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 trade-mark of Flying Buffalo Inc. Prices: Setup fee \$5. Turn fee for all games except "Multi" games is \$4.50 per turn for the first ten turns, or \$5 per turn if we send you the turns by postal mail. Then the price increases by 50 cents per turn every tenth turn. (Starweb usually lasts about 15-20 turns). Multi games cost \$4 per turn extra. Rulebooks cost \$2 each or you can get a copy on the web and print it out from www.flyingbuffalo.com/swrules.htm. Turn sheets are provided with the turns, but you can buy extra ones, 20 for \$2. There's an extra charge of 75 cents per turn to send your turn by airmail if you are overseas. You can also play a FREE trial game of Starweb with a limited map and fewer players. It only goes for 12 turns, but it is free. There will even be an experienced "mentor" in the game to help you out. Just tell us you want to try the "trial game" and say which character type you would prefer to be. However the free trial game is intended for players who can participate by email. If you are a postal mail only player, we don't guarantee to get you into a free game.



HEROIC FANTASY

DIPLOMACY/INTERACTION: Some

DIFFICULTY/COMPLEXITY: Easy

GAME LENGTH: Indefinite

NUMBER OF PLAYERS: varies

You direct a party of up to fifteen fighters and magic users (humans, elves, dwarves, fairies, gremlins, leprechauns, hob-

bits, goblins, even a troll, ogre, or giant) through a dungeon maze killing monsters, gathering treasure, and hunting for magical prizes. There are currently four levels (ultimately there will be a special fifth) 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 four levels alive, and get them into the fifth or "outdoor" level. After each level, there is a chance to get your characters entered into the "Hall of Fame" of adventurers which is printed regularly in our magazine. This game has been extensively play-tested, and has been running since 1982. The per turn fee is only \$3.00 (\$3.50 by postal mail) 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. 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, go into the store and buy your initial weapons and/or potions, 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, goblins, and leprechauns. Smaller-sized monsters to give those fairies a fighting chance.) Rules are \$2. Or you can find them on the web at www.flyingbuffalo.com/hfrules.htm Setup fee is \$5 and turns are \$3 each if we email your results, \$3.50 if we mail them to you postally.

BATTLE PLAN

DIPLOMACY/INTERACTION: Lots

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

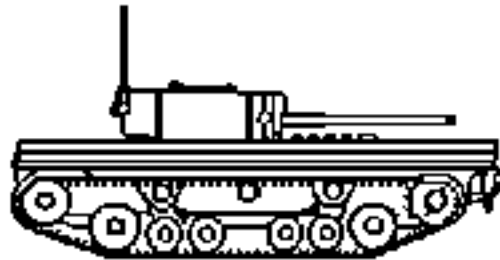
GAME LENGTH: Fixed.

NUMBER OF PLAYERS: 4 to 8

Do you have the ambition, the skill, and the insidious single-mindedness necessary to conquer all 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. Names & addresses of players are published on turn one, as in WWBP below.

VARIANTS AVAILABLE: SLOW BATTLE PLAN

(moves once a month), 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), BATTLE PLAN TRIAL GAME: if you have access to the web, you can play a FREE one-player trial game. See our webpage for details. Rules cost \$2 and include one map. Or you can find them on the web at www.flyingbuffalo.com/bprules.htm Setup fee \$5. Turns are \$3.50 for the 1st ten, \$4 after turn 10 if we email your turns to you, \$4 and \$4.50 if we have to mail them postally. We reserve the right to charge 50 cents each for every diplomatic message that is mailed or faxed in, and 50 cents per hundred orders for faxed in or mailed in turnsheets. Extra maps are 10 for \$2. The rules for BP and for WW (below) are all in the same rulebook.



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

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. (If you'd like us to include your phone number and/or email address along with your address, be sure & say so with your request.) It is recommended that you try Battle Plan first to learn the rules. (You will need a copy of the Battle Plan rules.) World Wide Battle Plan was nominated at Origins 1988 and 1989 and several other years, including 2001, for best pbm game of the year, and won the Gamers Choice award at Gencon in 1988 for best pbm game.

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.) 1939 WORLD WAR: A real forces variant where the players start with what the countries had just before WWII. This game is

played for approximately 25 turns, and then each player is awarded victory points for achieving certain goals given at the beginning of the game. ANONYMOUS WW: same as "Equal Forces" except the players are not allowed to communicate with each other. (cuts down on phone bills). ANONYMOUS PARTNERS WW: Same as "Anonymous" except each player signs up with a partner, and you are allowed to communicate with your partner. Gives you someone with whom you can talk about the game.

When you sign up for a WW game, please specify whether you want a "real world forces" game, a "1939" game, or an "equal forces" game, and specify whether or not you want your name & address & phone number & email address published on turn one for the other players.

Rules cost \$2 (you get the same rules if you order BP rules). Setup fee is \$5. Equal Forces and Anonymous games are \$5 per turn for the first 10, raises 50 cents every ten turns. Games are usually over by 40 turns or so. Real Forces turn fees are \$2 to \$9 per turn, depending on which country you request. (See rules for list). 1939 WW is \$4 per turn for minor powers, and \$8 per turn for major powers. 50 cents per turn extra if we postally mail your turn to you. 50 cents each for diplomatic messages that are mailed or faxed in. 50 cents extra per hundred orders for turns that are mailed or faxed in. (Where the rulebook mentions a "World Newspaper - that option is no longer offered.) Extra maps: large are 2 for \$5. Reduced size maps are 10 for \$5.

RIFTLORDS

DIPLOMACY/INTERACTION: Lots

DIFFICULTY/COMPLEXITY: Easy

GAME LENGTH: Indefinite

NUMBER OF PLAYERS: Hundreds

Riftlords is a space trading game where you fly from world to world buying and selling eighteen different commodities, in a universe of at least 1000 worlds, trying to make the most money. You can encounter pirates, buy extra engines and cargo pods, increase the skills of your crew, and try to get your ship on one of the top ten lists (which are not only printed on each turn, but also posted on the internet). After you earn more than a million "credits", you can spend the money on an "advanced navigational computer" which puts you into the advanced game. In the advanced game, combat between players is allowed, plus you can colonize your own planets, name them, and decide what industry they will build. (Note that we send you the "advanced rules" on your first turn - we don't wait until you get into the advanced game, as suggested in the printed rules.)

VARIANTS AVAILABLE: Twice a week, once a week (by email), every two weeks, monthly games. Occasionally we offer a special variant - ask to be on our email mailing list to hear about them. The rules are FREE. If we didn't give you a copy with this catalog, you can get one just by asking for it. If you have email, you can also get an immediate free copy of the rules by sending an email addressed to "rlrules1@flyingbuffalo.com". This is an "autorobot" that will respond by sending a return email within minutes, containing the complete text of the rules. The map is available on our webpage. There is NO setup fee to Riftlords, and the first three turns of

your first game are free. This is our recommended beginners game, and we are willing to give you a free look at it. After the free turns, the turn fee is \$4 per turn for 3 ships if we email your turns. (50 cents extra per three ships, if we postally mail your results). You can have more ships for a higher turn fee. NOTE: This is an ongoing game. When you join you will be put in a game that is already going. Yes, this means that players who joined before you have an advantage, if the only thing you are interested in is being the player with the most money. But there are other goals you can aim for, such as "most improved" or "best smuggler" or attacking the #1 player, or just having an effect on the "universe" of the game. And eventually those players ahead of you will want to move on to the "advanced game".

JOINING A GAME: You can join a game of Riftlords merely by sending us the names of your three ships and stating the speed you want to play (twice a week, once a week, etc).

The largest number of players are in the "every two weeks" game. You can join without sending any money, and we will remind you when you need to send us some money.

ELECTION YEAR

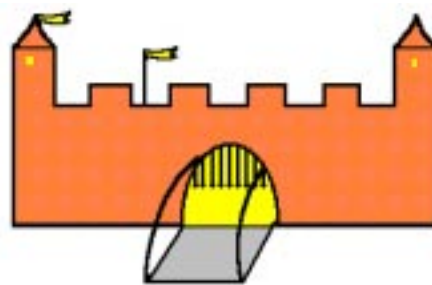
DIPLOMACY/INTERACTION: Lots.

DIFFICULTY/COMPLEXITY: Easy.

GAME LENGTH: Fixed (6 turns).

NUMBER OF PLAYERS: 6 to 10.

This is a short game where you try to get elected President of the United States. Half the players will be Democrats and the other half will be Republicans. You spend the first three turns trying to get nominated by your party, and the last three either trying to get elected, or trying to help your party's candidate get elected. Rules cost 25¢. Since you can't get eliminated from the game, and it is always 6 turns long, there is no setup fee or turn fee. The cost is \$20 per complete game if we send your results by email, \$25 if we send them to you postally. This game is particularly appropriate for schools. Write or call and ask for special school pricing.



FEUDAL LORDS

DIPLOMACY/INTERACTION: Lots

DIFFICULTY/COMPLEXITY: Easy

GAME LENGTH: Fixed

NUMBER OF PLAYERS: 8 to 17

Designed by John Van De Graaf, this game simulates the struggle for kingship in a mythical period of English history.

Up to seventeen 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 certain 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: Regular Feudal Lords games have 3-week time limits. EMAIL FEUDAL LORDS has one week time limits. (Special tournaments might even be faster.) To be notified the next time we have an email FL game, ask to be on our "PBM Email List". Rules are \$1 or can be found on our website. \$5 setup, \$3.50/turn by email, \$4 per turn postally. This is another very good educational game, and we have some schools playing it. If you are a teacher, contact me and ask about "educational pricing".

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 (Asteroidal 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 was nominated at Origins 1989 for best pbm game of the year.

VARIANTS AVAILABLE: SLOW MOBIUS I (moves once a month). Price: Rules \$3. Setup \$5. \$8/turn if your turn is emailed in with proper format. 50 cents each for mailed in or faxed diplomatic messages. 5 cents per order extra for mailed or faxed in turns. Maps are 50¢ per page (individual for each game).

ILLUMINATI®

At one time we ran the official, licensed pbm version of Steve Jackson Games' popular ILLUMINATI card game. Unfortunately it is the subject of some complicated negotiations. I'm not sure when we will be able to run it again, but we expect it to be soon.. If you are interested, ask us to put you on the mailing list to be notified when Illuminati PBM is available again.

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 might think! This is the very first pbm game that Flying Buffalo refereed by mail, back in 1970!

All Nuclear Destruction games have a 2- week time limit. Rules are \$1 or can be found on the web at www.flyingbuffalo.com/ndrules.htm Setup fee is \$5. Turns are \$2.50 per turn if we email them, \$3 per turn postally. Plus 50 cents for each diplomatic message sent. All players names & addresses will be printed on turn one, unless you specifically ask us not to. Phone numbers and email addresses will be listed ONLY if you ask us to.

NUCLEAR WAR

DIPLOMACY/INTERACTION: Lots

DIFFICULTY/COMPLEXITY: Easy

GAME LENGTH: Fixed

NUMBER OF PLAYERS: Just about any number.

Nuclear War is a card game invented by Doug Malewicki and published by Flying Buffalo. If you would like to play Nuclear War by email, we occasionally offer a tournament. Turns are due once a day, and players send and receive their orders by internet. Winner gets a plaque or trophy and is enshrined on our webpage. If you want to hear about these tournaments, ask to be on our email mailing list. You will need a copy of the cardgame to play in the tournament, or at least be very familiar with the cards.

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 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 CPs away from your neighbors. Movement is limited to 3 sectors per turn, but you can build gates for instant transport between any two of your worlds.

VARIANTS AVAILABLE: All GC games are 3 weeks between turns. Rules are \$1. Setup fee is \$5. Turns are \$3.50 if sent by email, \$4 if sent postally. 50 cents for each mailed or faxed diplomatic msg. 50 cents per hundred orders for faxed or mailed in orders.

DUNGEONWORLD

DIPLOMACY/INTERACTION: Lots

DIFFICULTY/COMPLEXITY: Easy

GAME LENGTH: Indefinite

NUMBER OF PLAYERS: hundreds and hundreds

This game is actually run by a company in England, and we are their USA representative. If you have access to the internet, you can read all about it at www.madcentral.com

Players in the USA who do not have access to the internet can play this game through us. The company emails the turn results to us, we print it out and postally mail it to you; you postally mail your instructions back to us, and we email them to the English company.

This is a HUGE game with hundreds and hundreds of players, and really nice GRAPHICAL printouts. You can get a copy of the rules from us for \$10.

Please note that we do not run Dungeonworld. You will have to have a separate account with them - and you cannot transfer funds between accounts. Also we cannot answer rules questions or fix errors. We just transmit your orders to them, and the results back to you. Also they only run one game, and it is run every two weeks. They cannot wait for your turn to arrive. If it takes you a little bit longer than two weeks -- you'll have to figure out how to do it in two weeks!

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 a couple times a year. 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/her copy. If we have a rule change or clarification, a price change, or any other important notice, we will print it in FBQ (and send it to our "email list"). Besides, you want to see your name in print when you win, don't you? Subscriptions are \$6 for 4 issues. Sample copy \$1.75. Frankly, lately FBQ has been a long time between issues. Rather than subscribe, you should probably just send \$1.75 and ask for "the next issue".

Some back issues of FBQ are available. Any one specific issue is \$1.75, but if you send us \$10 we will send you 10 assorted issues, or send \$15 and we will send you one of each issue we have in stock. Here is a list of issues that have articles about specific games:

Starweb: 36, 38, 39, 40, 41, 42, 49, 50, 51, 53 54, 56, 59, 65, 66, 70, 71, 73, 74, 75, 77,79. Nuclear Destruction: 41,43, 51, 52, 55, 56, 59, 76. Battle Plan: 41, 56, 58. WWBattle Plan: 67, 69, 71, 73, 78, 79. Feudal Lords: 49,69. Galactic Conflict: 60. Mobius I: 60, 69, 70. Nuclear War: 50, 52, 54. Heroic Fantasy: 52, 55,56, 69, 70, 76, 79. Riftlords: 71, 72, 79. Covert Operations: 78.

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. 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.

It is also sometimes possible to have a private convention game run for a weekend in your town. Ask about this.

GET FREE TURNS!

If you get a friend to sign up for one of our games, have him mention your name when he sends us the money for his first game, and tell us that you want your free credit. We'll credit your account with two turns worth of game fees. But you have to already be on our customer list (you can't both sign up at the same time and give each other two free turns!) and he has to mention you when he sends the money & signs up for his first game - - not on the second turn and not when he orders the rules. (Note: this does not apply to Riftlords games as your friend will get three free turns of Riftlords before he has to send any money nor does it apply to Election Year.)

The Official PBM Phone Card

Limited edition prepaid phone card: not useable for phone calls anymore, but the card itself is a great collectable. The artwork shows our buffalo logo, holding a cell phone in his "hoof" instead of a bomb. For \$3 you can have an expired phone card.

COVERT OPERATIONS

We have a game that is played ONLY by email, and the rules are available online at:

www.flyingbuffalo.com/corules.htm. Take a look!

ELECTRONIC MAIL

Flying Buffalo Inc is one of the first companies to extensively use email. You can submit any game turn by email and we will get it the same day (we check mail every morning around 10 AM, before we run any games for the day, and we ALWAYS send a receipt.)

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 prefer to send you your results by email (indeed there is an extra charge if we must send it to you postally).

We also accept game-start requests, orders for merchandise, etc this way, as long as you include your name, address, charge card number, and expiration date. (Or if you have money in your Flying Buffalo account, you can just say "take it from my account".) You can use the secure orderform on the webpage or you can just send us an email. If you do not have access to email, it is a great convenience if you can manage it. If you are already on email, then send us an electronic message addressed to "formats@flyingbuffalo.com". This is an "autorobot" that will reply instantly with the info. Also send a separate msg to "games@flyingbuffalo.com" and ask to be on our "EMAIL mailing list" to be notified of news, gamestarts, and special tournaments.

Note that if you are on the internet, you can get an email copy of the rules to Riftlords by sending an email to the address: rlrules1@flyingbuffalo.com. And there is a copy of the HF rules in our "pub" area (ftp to the site, text version and zipped version available). Plus there are "html" versions of the rules for Battle Plan, Election Year, Feudal Lords, Galactic Conflict, Nuclear War, and Starweb available on our webpage.

Our EMAIL address: games@flyingbuffalo.com
webpage: www.flyingbuffalo.com

There is also a copy of the waiting list, to let you know how many players are waiting for the next game, at www.flyingbuffalo.com/waiting.htm

IN A HURRY TO GET STARTED?

Call us on the phone & give a Mastercard, VISA, American Express, or Discover number & expiration date & order a cd with all the rules for \$5. We'll ship it to you ASAP and you can quickly decide which games you want to play.

FLYING BUFFALO INC

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SIGN UP FOR OUR EMAIL MAILING LIST:

Approximately once a month I will send you an email telling you which games are about to start, and any news about pbm that you might need to know. I will also tell you when I am about to attend a game convention in your area. Just send us an email that says "put me on the pbm mailing list".

We are looking forward to hearing from you!