

win- games



MANITOBA'S ONLY GAMING GET-TOGETHER
OCTOBER 8, 9 & 10, 1982
AT THE UNIVERSITY OF MANITOBA

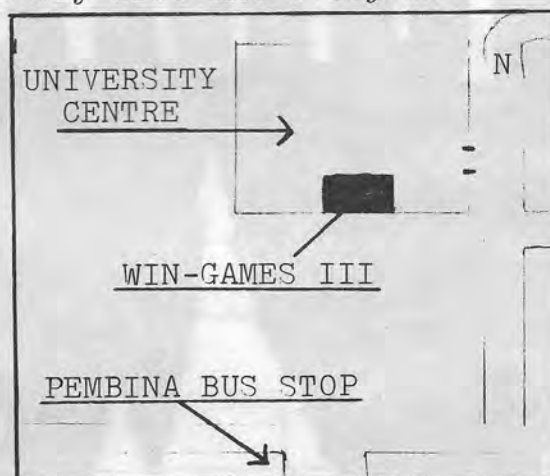
WHAT IS WIN-GAMES III?

Those of you who have attended either Win-Games I or II already know what it's all about. For those who haven't, however, a brief explanation may be in order.

Win-Games III is a gaming convention; it consists of displays of games, seminars on playing games, people playing games, and - perhaps the most important part - tournaments in many varied games. Apart from wargames such as Squad Leader, Air Force, or Ace of Aces, we have tournaments in fantasy games like Dungeons and Dragons, science fiction games like Star Fleet Battles, and "family" games such as Risk or Monopoly.

There are entrance fees for the tournaments - ranging from 50¢ to \$2.50 - but the rest of the convention, including the films we will be showing all weekend, is completely free and everyone is welcome.

Win-Games III will be happening on the weekend of October 8, 9, & 10, at the University of Manitoba. For those of you unfamiliar with the university, we have included a map of our location. To pre-register for any event - which in many cases is a very good idea - simply fill out the form on the back page and send it to the address indicated (or bring it by the office, Room 102-0 University Centre). Otherwise, just feel free to drop by any time during the weekend.



SOME HANDY-DANDY HELPING HINTS

Here are a few helpful hints for those of you not familiar with the University of Manitoba campus.

1. **VENDING MACHINES:** can be found on the first floor of University Centre, directly opposite the entrance to the main convention room.
2. **INFORMATION:** available both at our information booth at the entrance and at the University Centre Info Desk, just to our left. The Info Desk will also sell you newspapers, magazines, ice cream cones, junk food, drinks, and cigarettes.
3. **PINBALL, POOL TABLES, & CHESS SETS:** can be found at the Club, on the third floor of University Centre. A student card is necessary to borrow the latter two items.
4. **ALCOHOL:** the UMZOO Club is also located on the third floor. They have available most any kind of liquor you'd like, as well as good (and cheap) food, but you gotta be 18 and either a student or a student's guest.
5. **FOOD:** served up at any one of three locations on campus: St. John's College, Pembina Hall, and University College (ask us for directions). The last two are run by the university's Food Services, but St. John's is serviced by an independent and generally superior company.

WIN-GAMES III HOUSE RULES

Below are some common-sense rules of politeness which we expect everyone attending Win-Games III to abide by:

1. Please respect other people's property. If the game you're playing is not your own, don't damage or lose the components.
2. Don't expect to win everything.
3. Try not to be loud or abusive - fun is fun, but don't get carried away. Also, don't break any walls.
4. Food and drink is fine, as long as you make sure the wrappers - and other junk - get put where they belong: in the garbage. This applies equally to all kinds of garbage.
5. ENJOY YOURSELF. That's what this convention is all about.



CONVENTION NOTES

There will be an information table set up at the entrance to the Council Chambers for the duration of the convention. The friendly volunteers there will be able to answer any questions you might have about tournaments, events, etc.

VIDEO MOVIES: we will be running video movies continuously during the convention in the Fireside Lounge (the open space beside the Council Chambers). The movies will include: Star Wars, Enter The Dragon, Alien, and Apocalypse Now. There is no charge for watching the movies.

GAME BORROWING SERVICE: Anyone attending the convention will be able to borrow games from the club's large selection - over 150 at last count - at no charge. A deposit will be required.

OPPONENT MATCHING SERVICE: During the convention, there will naturally be free time when you are not playing in a tournament, watching a movie, or whatever, and you would like to play a game. But you don't have an opponent or opponents. This year we've managed to solve that problem. We will have a large blackboard posted behind the information table, and anyone who is looking for opponents can have the fact noted on the blackboard. Even if you don't plan to enter any tournaments, it would probably be worth your while to come to the convention just to find some new opponents through this service.

AUCTION: There will be an auction of games, magazines, and books held Sunday evening at 6:00 in the Council Chambers. There will probably be a wealth of bargains available for the discriminating but impoverished gamer, so be sure to be there. Items can be registered for auction until 5:30 Sunday.

FIGURE PAINTING CONTEST: Any type or size of painted figure can be entered in our First Annual Win-Games Figure Painting Competition. Entries should be brought to the club office by Friday evening, October 8th, at the latest.

FEE: 50¢

EXPLANATION OF TOURNAMENT DESCRIPTIONS

Included in each tournament description below are certain facts necessary for your proper understanding of the event. Aside from a description of the game involved, this includes:

SLOT: There are six slots involved; slot 1 is from 8:30 Saturday morning to 12:30, slot 2 is from 1:30 to 5:30, and slot 3 is from 6:30 to 10:30 on Saturday. Slots 4 through 6 are the same times on Sunday. The only event outside the slot system is the Junta event Friday evening.

FINALS: Tells you in which slot the finals are, if it is different from the initial rounds.

SKILL LEVEL: There are 5 possible skill levels, rated as follows:
 1 - absolutely no familiarity with the game needed.
 2 - should be familiar with the type of game being played.
 3 - should be familiar with the general rules for the game.
 4 - should be familiar with the rules, and have experience playing.
 5 - should be thoroughly familiar with the specific rules and have considerable playing experience.

ENTRY FEE: Every tournament has an entry fee, which varies from game to game. These must be paid at the time of registration, or you will not be allowed to play. The figure in brackets after the fee is the entry fee for players who are members of the U of M Wargaming Club. It is permissible to join at the time of registration and thereby obtain immediate discounts.

ADVANCED DUNGEONS AND DRAGONS: The original fantasy role-playing game. This year's version will again be a team event, with team and individual awards. Choose from one of three opening rounds, and hope you get into the final.

SLOTS: 1, 2, or 3

FINALS: slot 4

SKILL LEVEL: 4

ENTRY FEE: \$2.00 (\$1.00)*



DIPLOMACY: The world's second most popular proprietary board game; this year's tournament will be expanded to run all day Sunday and include more participants.

SLOTS: 4&5

FINALS: slots 5&6

SKILL LEVEL: 3

ENTRY FEE: \$1.50 (75¢)*

NUCLEAR WAR: This game grows increasingly more topical with every day Reagan has his finger near the button. A lighthearted look at the end of the world.

SLOT: 1

FINALS: slot 1

SKILL LEVEL: 1

ENTRY FEE: \$1.00 (50¢)*



CHAMPIONS: The superhero role-playing game that everyone's been playing. Pit your hero against the likes of Superman or Dr. Destructo.

SLOT: 2

FINALS: slot 2

SKILL LEVEL: 4

ENTRY FEE: \$1.00 (50¢)*



*fee for UMWC members

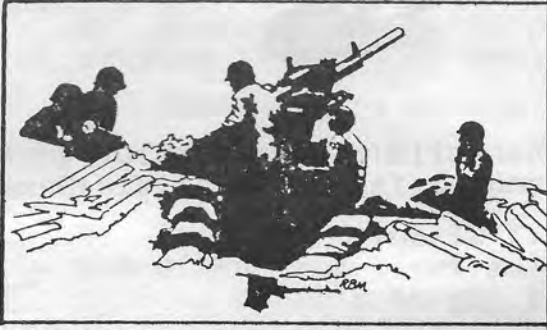
AIR FORCE: The fast-moving game of Second World War air combat, perennially a Win-Games favourite.

SLOT: 2

FINALS: slot 3

SKILL LEVEL: 4

ENTRY FEE: \$1.50 (75¢)*



SQUAD LEADER: Unquestionably the most popular war game ever, Squad Leader has always been a big attraction at Win-Games. For the real aficionados, the GI rules will be optional.

SLOT: 4

SEMI-FINALS: slot 5

FINALS: slot 6

SKILL LEVEL: 5

ENTRY FEE: \$1.50 (75¢)*

MONOPOLY: Everyone knows Monopoly, and almost everyone loves it. Sure to be one of the more popular events at Win-Games III, entrants are requested to provide their own copy of the game if possible.

SLOT: 2

FINALS: slot 2

SKILL LEVEL: 4

ENTRY FEE: \$1.00 (50¢)*

monopoly

JUNTA: For those of you interested in the intricacies of banana-republic politics - or just plain old skullduggery, deceit, and greed - we will be presenting a special game of Junta the evening of Friday, October 8. The game will be expanded to accommodate 21 players, allowing for almost unlimited double-dealing.

TIME: 6:30pm Friday

LEVEL: 1

ENTRY FEE: Free

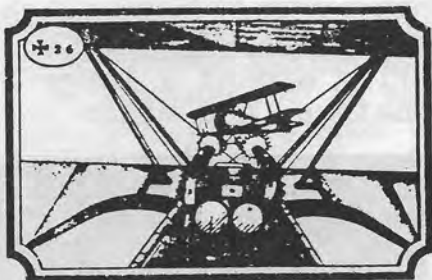
ARMS LAW: Exciting fantasy role-playing action, with certain rules modifications due to the nature of the beast.

SLOT: 3

FINALS: slot 3

SKILL LEVEL: 3

ENTRY FEE: \$1.00 (50¢)*



ACE OF ACES: The exciting and innovative game of First World War air combat - unlike any other game you've ever played! Anyone can get in on this one, regardless of prior experience.

SLOT: 1

FINALS: slot 1

SKILL LEVEL: 1

ENTRY FEE: \$1.00 (50¢)*

KINGMAKER: One of the world's most popular games, simulating the politics and warfare of the Wars of the Roses in England. Advanced game & optional rules.

SLOT: 3

FINALS: slot 3

SKILL LEVEL: 4

ENTRY FEE: \$1.50 (75¢)*



*fee for UMWC members

STAR FLEET BATTLES: For everyone who's ever wanted to take on Star Trek's Klingons. This year's tournament will utilise the second expansion kit rules.

SLOT: 2

FINALS: slot 3

SKILL LEVEL: 5

ENTRY FEE: \$1.50 (75¢)*



METAGAMING: Gladiator-style combat, for individuals and teams, utilising the Melee rules from Metagaming.

SLOTS: 2&3

FINALS: none

SKILL LEVEL: 1

ENTRY FEE: \$1.00 (50¢)*



RISK: Another of the world's most popular games, Risk is another perennial favourite at Win-Games.

SLOT: 2

FINALS: slot 2

SKILL LEVEL: 3

ENTRY FEE: \$1.00 (50¢)*



MINIATURES: MODERNS: Those of you who attended Win-Games II will remember how popular the Israeli counteroffensive event was. Well, here's another, similar situation for you to enjoy.

SLOTS: 4, 5, &6

FINALS: none

SKILL LEVEL: 2

ENTRY FEE: \$1.00 (50¢)*

MINIATURES: ANCIENTS: Any number of participants can take part in a battle right out of the ancient Middle East. Very little experience is necessary, and the excitement level is guaranteed to be high.

SLOTS: 1, 2, &3

FINALS: none

SKILL LEVEL: 2

ENTRY FEE: \$1.00 (50¢)*



OTHER EVENTS



ADVANCED DUNGEONS AND DRAGONS EVENT: This is not a tournament. Participants will be assigned to one of various groups wandering around a large map encountering people, monsters, and other groups.

SLOTS: 5&6

FINALS: none

SKILL LEVEL: 3

ENTRY FEE: 50¢

STAR FLEET BATTLES EVENT: Like the AD&D event, this is not a tournament, simply an organised scenario involving multiple participants.

NOTE: the second expansion kit rules will be used.

SLOTS: 5&6

FINALS: none

SKILL LEVEL: 4

ENTRY FEE: 50¢



*fee for UMWC members

NAME:

ADDRESS:

PHONE NUMBER:

AGE:

NAME:

Please mail this form (with payment) to:

The U of M Wargaming Club
Box 80 University Centre
University of Manitoba
Winnipeg, Man.
R3T 2N2

or bring it in person to:

Room 102-0 University Centre
University of Manitoba

For more information, call:

- Jon Penner.....452-7185
- Craig Russell.....255-3303
- Doug Stich.....269-6551
- Grant Morgan.....261-3940

WIN-GAMES III REGISTRATION FORM

NAME: _____ DATE: _____

ADDRESS: _____

PHONE NUMBER: _____ AGE: _____ SEX: _____

TOURNAMENTS YOU WISH TO ENTER:

NAME	SLOT	COST
TOTAL	 	

ARE YOU A MEMBER OF THE U OF M WARGAMING CLUB? YES ___ NO ___
 IF NOT, DO YOU WISH TO JOIN THE CLUB? YES ___ NO ___
 IF YOU DO, ARE YOU A U OF M STUDENT? YES ___ NO ___
 Membership dues are \$2.50/year for U of M students, \$5.00/year for non-students. Members are entitled to tournament discounts.

PAID: _____
 (for office use only)