

Win games

This is a collection of newspaper articles, programs and other information on the nine Win games that the University of Manitoba (War) Gaming Club held from 1981 - 1988.

This document includes images from newspapers and magazines. If these articles are available online for free they are linked to through clicking on the images.

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Win games I [TOC]

Dates: February 28th - March 1st, 1981

This was the first one held February 28th - March 1st, 1981. I did not attend this one as I was still in high school and didn't get out much.

wargaming convention

Attention gaming fans! We're hosting a BIG GAMEFEST February 28 - March 1 called WIN-GAMES. Included on the agenda are tournaments in DIPLOMACY, COSMIC ENCOUNTERS, SQUAD LEADER, RISK, DUNGEONS AND DRAGONS, RISK, RAIL BARON, and MUCH, MUCH MORE; a seminar on DUNGEONS AND DRAGONS; displays, exhibits, and GAMING SPACE. Admission is COMPLETELY FREE! (There is a \$1 fee to enter any tournament, however.) EVERYONE is going to be there — DON'T MISS OUT! Note: you can SAVE 50% of the cost of entering a tournament if you PRE-REGISTER. CONTACT the U of M Wargaming Club, Box 80 University Centre, or Jon at 475-2842, Jeff at 452-7624, or Jeff at 269-6926. NOW!•

The Manitoban February 23, 1981 p. 9

Student Associations

- Eight student associations will have displays or information tables describing their activities; University Centre. One highlight is that the annual regional conference of the Wargaming Club coincides with open house; there will be games in progress, game displays, and a chance for public participation.

The snippet to the left appeared as part of a larger ad promoting an open house at the University of Manitoba. This ran in the Winnipeg Free Press on October 23, 1981 p. 25

Wargamers make it into this edition (damn)

by Jon Penner

The U of M Wargaming Club will be hosting a gaming convention here the weekend of February 28th and March 1st.

The convention, which is expected to attract between 100 and 200 participants, will consist of a number of tournaments, displays, and a seminar on the incredibly popular role-playing game **Dungeons and Dragons**. Included in the tournaments will be such all-time favourites as **Diplomacy**, **Risk**, **Cosmic Encounters**, and, of course, **Dungeons and Dragons**.

There will be no cost to attend the convention; the only cost involved will be a \$1 fee to enter

any of the tournaments. However, convention organizer Jeff Young stresses that there will be "plenty to do" without entering any of the tournaments.

The convention will have something to appeal to anyone interested in games, says Young. All facets of the hobby, from miniatures wargaming to role-playing to "monster" wargames will be requested. Also, for those whose taste is somewhat simpler, or who want a light-hearted break from the heavy fare, there will be tournaments in **Rail Baron** and other "fun" games.

In addition, there will be much empty table space available for non-organized gaming.

The Manitoban January 26, 1981 p. 16

Some post con controversy that appeared in The Brandon Sun on March 2, 1981, p. 2. Satanists and worse, the lot of 'em

Students dig in to defend wargaming

WINNIPEG (CP) — The battle lines are drawn on the merits of wargaming, a pastime once confined to military scholars and now sparking controversy among students at University of Manitoba, host of the province's first wargaming convention.

"Some of them objected when they heard about KAOS (Killing As an Organized Sport)," said John Penner, president of the university's wargaming club. "But most of the response we've had has been favorable."

In one year, the club's membership has grown to 80 from 15.

Now partially funded by a grant from the students' union, the club attracted more than 150 participants to its weekend wargaming convention.

One of the most popular board games at the convention was

Dungeons And Dragons, modelled after the fantasy creatures created by J. R. Tolkien in Lord Of The Rings.

The game, which takes participants through an imaginary dungeon stocked with monsters, bottomless pits and pots of gold, became controversial a few years ago when students were found to be playing live versions in tunnels at some American universities.

Wargames fall into two basic categories. Kaos and the Tolkien games are fantasy games while the others employ modern and historical military tactics based as closely as possible on real-life scenarios.

In the assassination game KAOS, long popular on U.S. campuses, participants are given a dossier containing a name, photo and class schedule of another student. They use the information to track down and "kill"

him, usually with a water pistol, rubber dark gun or a fake knife.

"It beats watching tv," said Penner while trying to explain the attraction to games modelled after violent conflict.

"There's no one I know who wants to take over the world," he added. "It's a harmless passtime and most people play it out of sheer enjoyment."

Gordon Davies, a referee for a game at the convention using miniature models on a battlefield simulating the war between Iran and Iraq, has long been interested in military history.

"When two sides clash, I'm interested in determining the probability factor of victory or loss for each side."

Davies is aware of the stigma attached to wargaming.

"My girl friend strongly objects."

Win games II [\[TOC\]](#)

Dates: October 24th and 25th, 1981

This was the first Win games I attended.

This is one of the three that I have a [program](#) from.

Game con coming

by Jon Penner

The U of M will once again be host to Manitoba's only wargaming convention this weekend, as hundreds of fun-seeking people descend on Room 204 University Centre.

Win-Games II, sponsored by the U of M Wargaming Club, is the follow-up convention to the highly successful **Win-Games** held here last February.

Entrance to the convention is

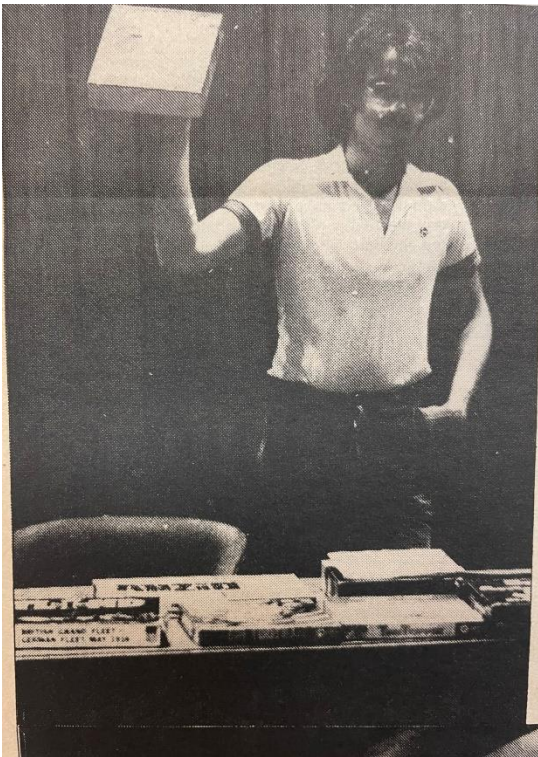
absolutely free, although there is a nominal fee for entrance to the various tournaments to be held at the convention. The tournaments include games such as **Risk**, **Diplomacy**, **Monopoly**, and **Dungeons and Dragons**, as well as many more.

Those interested in participating in **Win-Games II** are advised to contact the U of M Wargaming Club in Room 102-O University Centre.

This ad appeared in The Dragon magazine #65 p. 57 September 1982.

WIN GAMES II, Oct. 8-10 — For details of this convention, write to the Univ. of Manitoba Wargames Club, Box 80, University Centre, Univ. of Manitoba, Winnipeg, Manitoba, Canada.

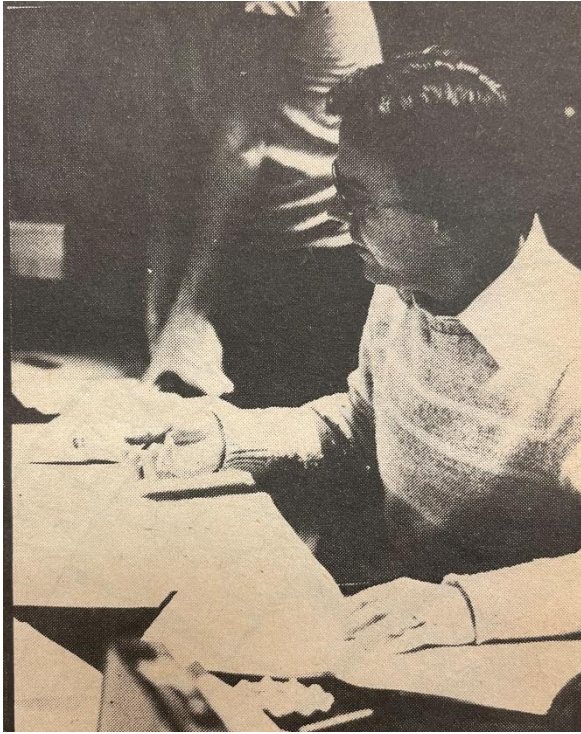
The student newspaper, The Manitoban devoted an entire page of their [Halloween edition](#) to the con. The following images are photographs I took of the newspaper. The blurry images in the link are the result of digitized microfilm.



Auctioneer



Diplomacy game



The Man in Charge?



[SCA](#) Duel

Win games III [\[TOC\]](#)

Dates: October 24th, 25th, and 26th, 1982

The newspaper coverage for Win-games III wasn't quite as intense for Win-games III.

This is the second one I have a [program](#) from.

The Manitoban ran a couple of ads:

Wanna play some games? Come to the third annual gaming convention here at the U of M — WIN-GAMES III! Diplomacy, Risk, Monopoly, Squad Leader, Air Force, many many more. ALSO movies, rent-a-game, displays, and an auction. For more info, contact the UMWC, Room 102-O University Centre.

WIN-GAMES III THIS WEEKEND! Don't miss out on this fun-filled weekend of frolic! (More details at 102-0 University Centre.)

Both The Dragon magazine and The General ran ads (top) and The General, Avalon Hill's house magazine (bottom) had ads.

Of course they're both advertising Win-games II rather than Win-games III.

WIN GAMES II, Oct. 8-10 — For details of this convention, write to the Univ. of Manitoba Wargames Club, Box 80, University Centre, Univ. of Manitoba, Winnipeg, Manitoba, Canada.

The Dragon magazine #65 September 1982

OCTOBER 8-9-10
WIN GAMES II, Winnipeg Manitoba
Contact: University of Manitoba Wargames Club, Box 80, University Center, University of Manitoba, Winnipeg MAN, CANADA.

General Vol. 19, no. 2 July/August 1982

Win games IV [\[TOC\]](#)

Dates: 1983

Fuck! I hate elves they make shitty rangers and they are snots! I will kill all elves at wingames. Signed Conan II.

The only reference to Win games IV I could find was this message that appeared in The Manitoban October 6, 1983 p. 11. Somebody took their AD&D very seriously!

Win games V [\[TOC\]](#)

Dates: October 5th, 6th, 7th and 8th, 1984

The following article appeared in The Manitoban October 10, 1984 p. 4 after the convention. We all have found memories of the AD&D tournament module mentioned.

Win-gaming with orcs

by John Kowal

Round the tribal camp fire the orc chieftan gathered the party of adventurers. "You shall seek out the Eye of Grumnish for me or you shall all die in

agony...Now begone you have until the sun sets on the morrow to accomplish your deed."

Two of the braver party members queried, "Why should we come back and give you anything when we'll be the ones

with the powerful artifact?"

The orc chieftan broke out in a toothy grin and motioned for two guards to take the outspoken adventurers away.

"Hey, you can't do that!", exclaimed the two shocked role players. The Dungeon Master's only reply was his own amused smile.

The orc chieftan summoned two more adventurers to take the place of the dead characters.

Such was the beginning of one scenario in the Advanced Dungeons & Dragons tourney which was part of the gaming convention held during the long weekend at the University of Manitoba.

The article is continued on the next page.

Win-Games, an event which the University Wargaming Club puts on annually, is currently in it's fifth successful year.

"This year's convention attracted approximately 300 students and increased the Wargaming Club's membership by some fifty percent," stated vice-president Arne Grimstrup.

Some high profile events which attracted the greatest amount of participants were Advanced Dungeons & Dragons, a roleplaying game set in a fantasy medieval world; Super Junta, a wargame set within a banana republic; Mega Advanced Dungeons & Dragons, a slug-a-thon based on AD & D; and Top Secret, another roleplaying system where your're a secret agent trying to fulfill a mission.

"The convention purpose is to educate and serve as cheap alternative to other conventions which usually tend to be more expensive," explained treasurer Darryl Adams. Adams continued, "As a matter of fact we're not supposed to make any money so if we break even we're doing great."

The hyphen in the name Win games seems to have been a casualty at some point. Probably went off to live with the "war" from wargaming.

There was an ad for the con in The Dragon Magazine #87 July 20, 1984.

WINGAMES V, Oct. 5-7

This convention centers around a large AD&D® tournament, with prizes and trophies for most events. Admission is free at the door, though a small charge (50¢ to \$3) exists per event entered. Contact: University of Manitoba Gaming Club, Box 80, University Center, University of Manitoba, Winnipeg, Manitoba, Canada R3T 2N2.

Win games VI [[TOC](#)]

Dates: October 11th, 12th and 13th, 1985

I helped with the AD&D tournament and ran the odd game, including Twilight 2000 which I knew next to nothing about.

At some point my promised Call of Cthulhu scenario morphed into the insanity that was the [Drelbs](#).

The article on the next page ran in The Manitoban.

Sixth Wingames Tournament

by Chris Hill

On October 11, 12 and 13, the University of Manitoba will be hosting the sixth annual Win-Games tournament.

This tournament, one of the largest gaming conventions in Canada, features a variety of games for the public's enjoyment.

These games, such as Advanced Dungeons & Dragons (a role-playing game where you can become a knight in shining armour or a wizard without peer), Star Trek: The Role-Playing Game (you become part of the crew of a Constitution Class Starship), Car Wars (A Mad Max movie turned into the

ultimate demolition derby game), and Poleconomy (where you try to take over as Prime Minister of Canada).

The members of the University of Manitoba Gaming Club, which has been organizing the tournament since it's start, are donating their time to running the various events so that everyone can have fun. These people will see that everything's running smoothly and that fair play and sportsmanship are observed.

Some things of interest at this year's convention will be the Poleconomy tournament, which will be held on Friday night and played on a 6' x 6' board; free

movies, being held on Saturday and Sunday from 9 a.m. to 10 pm in the grad lounge; an auction, being held on Saturday and Sunday between 6 p.m. and 7 p.m., an excellent place to get rid of old games or get new games.

Convention admission is free with individual event entry fees ranging from free to \$4. Members of the gaming club will be able to get into individual events for half price.

The tournament features prizes in certain events, provided by Comic World, Games Unlimited, Keystone Hobbies, Pendragon Games, and Styx Comics.

More information can be obtained by going to 102-O University Centre, or writing to U of M Gaming Club, University Centre, University of Manitoba, Winnipeg, Canada R3T 2N2.

WELCOME BA

Very Special Limited Time

Win games VII [\[TOC\]](#)

Dates: September 4th, 5th, 6th, and 7th, 1986

No program survives but a [list](#) of the events run does. (According to the club ledger it was the "Worst yet. Made money").

SEPTEMBER 4-7

WINGAMES VIII, Winnipeg, Manitoba
Contact: Oliver Bernuetz, P.O. 80, University Center, University of Manitoba, Winnipeg R3T 2N2, Manitoba, CANADA.

This ad ran in The General vol. 23, no. 6, p. 11

Win games VIII [\[TOC\]](#)

Dates: September 4th, 5th, 6th, and 7th, 1987

WINGAMES VIII, September 4-7 *

This gaming convention will be held at the University Center on the University of Manitoba campus in Winnipeg, Man. This convention usually draws around 300 gamers. All inquiries should be directed to: WINGAMES VIII, PO. Box 80, University Center, University of Manitoba, Winnipeg, Man., CANADA R3T 2N2.

From The Dragon #122 Volume, No. 1
June 1987 p. 95

Win games IX [\[TOC\]](#)

Dates: September 3rd, 4th and 5th, 1988

A [program](#) from Win games IX survives.

The following article appeared in The Manitoban September 7, 1988 p. 9 after the con was over.

WINGAMES 9: going to the edge and back

By Doug Nairne

On the dusty plains of South Dakota, a road-weary scout of General John George Custer's 7th Cavalry rides his horse hard across the sun-baked prairie trying to warn Custer of the impending doom awaiting him at Little Big Horn. He is struck down by an angry flurry of Sioux arrows, and falls twisting to the earth with his map case still clutched tightly in his hand.

Close by, a squadron of Panther tanks from the SS Panzer Division "Das Reich" inches through the shattered ruins of the Ukrainian city of Kiev. Two years earlier their comrades had stormed into the Soviet heartland, sweeping aside all opposition on the bloodsoaked road to victory. Now a new breed of German soldier was trying to stem the tide of the Soviet advance and prevent the collapse of the Thousand-Year Reich. Will they

Imagine about 100 men and women, students and professionals, young and old, crowded around tables in the meeting rooms of University Centre. They are either listening attentively to one member of their group, or jumping around waving papers, shuffling through well-fingered rule books, or furiously rolling fists full of the strangest looking dice. Shouts of victory are mixed with cries of defeat. Of course, if you are familiar with Fantasy Role Playing Games, you will immediately know what is going on, and will recognize people having a great deal of fun.

The basis of role playing gaming is self explanatory: the player takes on the role of a character set in an imaginary environment. If you were at WINGAMES this year, you

could have been an evil sorcerer in one game, a debonair James Bond in another, and still later have taken the role of an aspiring diplomat.

Each game has its own set of rules and is unique in its implications for the players. The results of your actions are determined by the rolling of dice and a healthy dose of imagination.

According to one of WINGAMES' organizers, George Falconer, (Vice President of the U of M Gaming Club), the ninth edition of the convention was a success.

"We had about one hundred people out this year, which is around what we have had the last few years. The people are starting to branch out into more and more different games every

year," said Falconer.

"Advanced Dungeons and Dragons (a game where the player takes on the persona of a medieval character- sort of King Arthur with a twist) is still our most popular game, and we run a tournament where players compete through a series of games to win a prize."

Role playing games have been increasing rapidly in their popularity since their introduction to the commercial market in the early 1970's. Critics of the games feel that the intense use of imagination and vivid imagery encountered in fantasy role playing can create problems when people take the events of the game too seriously, and violence occurs. In the early 1980's there were several cases of deaths resulting from people playing fantasy games. This

criticism has not deterred most gamers though, and it has continued to flourish in Winnipeg, with several stores opening up whose main product is role playing material.

Falconer points to conventions such as WINGAMES as being an important aspect of the hobby.

"Most people who game do so with a set group of friends, and after awhile it is good to get new ideas into your group. Conventions give you a chance to meet other people and exchange ideas with them, or even bring them into the group of people with whom you play regularly."

The University of Manitoba Gaming Club has 50 members, and meets on a regular basis in University Centre.

Continued on the next page:

move onward to new victories,

***Evil sorcerers...
debonair James
Bonds and aspiring
diplomats...***

*or die in the frozen steppes of
Russia?*

*Far overhead the Federation
Class 7 Battle Cruiser
"Saratoga" sends a volley of
plasma torpedoes screaming
through the soundless void of
deep space at it's alien
adversary. A roll of the dice
later and the blackness of
Omega sector is again empty.
The young commander of the
Saratoga was painfully
inexperienced, and failed to
notice the Klingon ship cruising
just outside his sensor range.
He will not receive another
chance, or the full commission
he always dreamed of.*

Evil elves, swashbuckling
seadogs, silver tongued
diplomats and killer robots
bristling with pulse lasers and
bolt guns. A bad reaction to the
uple salami and anchovie pizza,
or is it time to stop brewing your
own beer in your mother's old
perfume bottles?

Ignore the pizza problem and
lay off the home brew. You've
just entered the fantasy zone of
WINGAMES 9.

WINGAMES is the creation
of the University of Manitoba
Gaming Club, and to the
uninitiated, this four-day long
event inconspicuously hidden on
the Labour Day long weekend,
will be quite unlike anything you
have ever seen, or are ever likely
to see again.

This was the last Win games