

RAIDIN' DA JOINT

GANGSTERS Newsletter

2004 World Boardgaming Championships

Has WBC fever hit you yet? Are you so excited you can't stand it? Is two weeks too long to wait?

Well, here's something to read that'll make the fever worse! The 14th annual World Boardgaming Championships and all-out Gangsters competition will be here in just 16 days. Be there!

We'll answer that age-old, universal question, "Whose blood will flow in the streets of Chicago? Will it be yours or everyone else's?" Don't let everyone else be the one to answer it!

But don't worry, if it's your blood we'll also be awarding plaques for 2nd-4th, the Junior Godfather award (for best player with 0-1 games prior experience), the Roadkill award (for most casualties), the "I think she likes me" award (for the most seductions), and "Cement Overshoes" for sportsmanship!

Get your heater and squirt gun ready – because it's open season soon! See you all there!

1. "Huge" Changes

There are only three changes from last year:

Beginners – Both demos will immediately precede a heat by one hour. Learn the game the easy way and then immediately learn it the hard way. Beginners will, once again, be spread out among the tables so that they can learn from the experienced mobsters.

Playing Time – To make the end of each game as fair as possible, players will finish a complete game turn when the 15 minute warning is given and then play one more complete game turn. That way everyone gets an equal number of turns, and everyone gets at least one more turn before the game ends. More game, more fun, more casualties, more seduction, same amount of time! Who could ask for more?

Announcement Sheet – It'll be short like last year, but on the back there'll be instruction for game winners and high alternates. No confusion, less blah, blah, blah, more playing time!

That's all, folks! The changes are so small that some won't notice them at all!

2. Help Sought

I am looking for well-versed Gangsters who could run either the 9 pm Tuesday or 10 pm Thursday demo. Unfortunately, both coincide with other long, poorly scheduled events that I'd like to be in. Fortunately, new volunteer instructors will give new players a chance to learn the game a different way – bring new possibilities to our tournament and new ways of seeing the game to the players! The rules are easy to teach in an hour, so it's possible to spice the demo with some strategy and tactics. Please get back to me if either time is open in your schedule and you're willing to teach some budding criminal-masterminds!

3. Name Tags

If you have a name tag with BOTH your mobster name and your real name on it, please bring it with you and wear it during the entire convention. I'll have extra badge clips if you need one!

If your name tag has just your mobster name on it or if you've requested a mobster name during the year, I'll have a name tag for you this year with both mobster and real names on it! Be sure to pick it up and wear it all week long – they're great for intimidating non-criminal opponents!

Of course, I'll have more new names available for brand-new players to choose from!

Use your opponent's name to add flavor to your games!

4. Play-by-E-Mail

After a long hiatus, email play will resume immediately. I'll be starting games every time I get four players signed up! "The Wire" and "Jezebel" are already signed up! What are you waiting for? Sign up today! Let your friends know – no BPA membership is required for these games!

5. Website

Every aspect of the tournament is covered in depth on the website. Check it out at: http://www.gameaholics.com/gangsters_tournament.htm and make sure you know all the contingencies!

I've also recently added the original (and only) General article and updated the Hall of Fame. The General article has some good general strategy tips and covers a lot of ground that other articles haven't (although I personally think the author is also wrong about a couple of minor details). You can also see everyone's mobster names on the website!

6. Schedule

The four heats are scheduled on Tuesday at 10 pm, Wednesday at 2 pm, Thursday at 11 pm, and Friday at 4 pm. There will be demos for beginners and those wanting a review in Café Jay on Tuesday at 9 pm and Thursday at 10 pm. The second round (semi-final) will be Friday at 7 pm with the third round (final) at 10 pm.

Thursday night is the "Official Squirt Gun" heat – everyone, except those who opt out, will use the squirt gun. This is the best gaming time of the entire convention – don't miss it! Mobsters who wish to participate in a drive-by shooting should bring a loaded squirt gun ten minutes before the Thursday heat! (Be sure to shoot other gamers at close range – so that nothing except the victim gets wet!)

7. Timetable

The timetable for each heat (using the clock posted at the kiosk) will be:

- 0:10 GM sets up; players pick up announcement sheet!
- 0:05 Registration begins; players set up
- 0:00 Official Start Time
- 0:05 Registration closes; GM announces pairings
- 0:10 All games have begun
- 2:15 30 minute warning
- 2:30 15 minute warning; every player plays at least once more
- 2:50 Games are complete; winners turn in all player chits.
- 3:00 GM cleans up; results posted on kiosk.

The semi-final and final will each be an additional 10 minutes (though finalists may vote to play to completion regardless of length).

8. Format

If you win any heat, you're in the semi-final at Friday (provided you're present at 7:05 pm when pairing are made). If you don't win, check the kiosk after each heat to see if your name is on the alternate list. If it is, there's an excellent chance your name will be called at the semi-final. Alternates must be present when their name is called to get into the semi-final!

The position of alternates is determined by tie-breakers. Put succinctly, you want to be as close to winning as possible (e.g., \$9,900 is 99% of victory) and have as many assets as possible. For complete details, see http://www.gameaholics.com/gangsters_tournament.htm#Tie-Breakers.

If you win, you can play an early semi-final at any of the remaining heats (provided 3 other winners are also present) – no need to miss the semi-final just because you've got something else scheduled at that time!

The likely format will be:

<u>Qualifiers</u>	<u>Alternates</u>	<u>Format</u>
6-16	To reach 16	4SF/4F
17-20	To reach 20	4SF/5F*
21-25	To reach 25	5SF/5F
26-32	To reach 32	4QF2/4SF/4F

For complete format details and format legend, see the website http://www.gameaholics.com/gangsters_tournament.htm#Format.

9. Tournament Rules

Advanced Rules: Only if all players agree in advance. Random movement order is not recommended. If you wish to play with the advanced options, mark ADV on the player chit. All players are encouraged to agree to the advanced rules during the Wednesday heat!

Squirt Gun: The squirt gun is used only if all players agree. Mark GUN on the chit to get the GM to pair you with others who want to get wet. In the Thursday heat, all games use the squirt gun except those who opt out!

Beginners: • Other players may kibitz for the first two moves. • No time limit for the first two moves; 3 minute limit for turns 3 and 4; standard 2 minute time limit thereafter.

Questions and Rulings: The GM and Assistant GMs are allowed to answer questions in their own games. Players who disagree with any action taken or rules interpretation in their game by another player (including a playing official) are encouraged to seek a ruling. Rulings will be made by two non-participating officials (with ties resolved by the GM or Kaarin if the question comes up in the GM's game). Any such ruling is final and binding throughout the tournament.

Water under the Bridge: Errors made in a previous turn cannot be corrected once the next player has rolled the dice. So pay attention!

G-Rating: Gangsters is a G-rated event where young players are welcome. Non-period swearing, crude jokes, and other forms of poor sportsmanship are unwelcome. Minor infractions will result in a warning by an official and may

result in a player being assigned to the GM's table in future games. Subsequent or major infractions will result in ejection from the tournament. Alcohol is permitted at the tournament; however, drunken behavior will result in removal.

Time Limit: After two hours and thirty minutes, a fifteen minute warning will be given. At that point, every player in games which are not completed takes one more turn and then the players complete a game turn (where each player has moved an identical number of times). At that point the winner is determined on the basis of tie-breakers. A thirty-minute warning will also be given to let players know the time limit is approaching.

Timers: Use of a timer to enforce the two-minute move/recruit time limit is required. The GM will loan a timer to any game without one.

AREA: All games will be A.R.E.A. rated. Those without a rating will be given a nominal starting rating of 5000.

10. Official Questions & Clarifications

Since last year, I've added the following statement to the first step of the shootout clarification: "Cops are controlled by the active player and act as a piece of his/her color [11.5, 12.4]."

The following new clarification was also added:

9.4/9.7/11.5 What happens to a Cop which entered a building containing a criminal if the last criminal is seduced before a shootout can occur?

A. The cop is returned to the cup (12.3).

Please review the entire list of the official questions and clarifications at http://www.gameaholics.com/gsr_format/gsr_clarifications.htm.

11. Be There!

If it's August 9th and you've just finished reading this, it's too late. Otherwise, we'll see you on the streets of Chicago from August 3rd to the 6th. Mayhem, water guns, drive-bys, timers, sheer panic, shootouts, money, moonshine, and monopolies – don't miss it!

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