



August '07

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Editor's note

It's been another interesting issue for those of us here at the Gahzette, with work progressing at a tidy pace for much of the month, despite there being some issues of timing, causing our slightly delayed release.

Yes, it was me.

That aside, it's about time for me to repeat my regular call for new talents to grace the halls of our private forum; in particular this month we'd like to focus on the modding arena. That means that if you have an interesting in modding, and would like to share that interest with the community through mod reports, we want to see you. The same invitation is extended to mod team members

who wish to see their work appear in these pages - our door's always open.

On to this issue, and while things aren't as overwhelming as they were last month, we do boast a plethora of forum reports this time around, as well as the results of a foray into the twisted world of TW multiplayer from our reporter KingWarman.

Omanes is in with his usual TW-

themed puzzles, and King Jan III Sobieski's continuing his series of articles on the Byzantine and Ottoman armies.

Chuck in the ever-difficult Gahzette Challenge and TinCow's uniquely humorous Gaming Addictions report, and I think you'll agree that there's plenty to see and do this issue.

Enjoy!



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The Chapter House

The Happiest Place on Earth

Have you ever dreamed of world conquest? Have you ever wondered what would have happened if a unit was in a slightly different place in a battle? Have you ever Have you ever dreamed of taking the nation of Luxembourg to new heights and making it the new power?

Well you can do the first one in the Chapter House. You can answer your curiosity in the Chapter House. As for the third one... good luck...

The [Chapter House](#) is a Sub-Forum of the Monastery. It's description is aptly put as "Interactive Histories and ?", showing just how much attention we garner from Mods 🤖

So what is an Interactive History, you ask? Well there are three kinds of Interactive Histories:

1. A Multi-Nation, Multiplayer Interactive
2. A Single Nation, Multiplayer Interactive
3. A Small-Scale Interactive

Multi-Nation, Multiplayer

The best example of this is [17th Century](#) by **LegioXXXUlpiaVictrix**. The basic idea behind it is that each player picks a nation in a time period, in this case the 17th Century, and then they roleplay that nation through turns. These turns are either Multiple choice, or Free choice.

Single Nation, Multiplayer

This puts you in the drivers seat of a single nation, or a general in charge of a front. A

good example is **Kraxis'** [Manstein's Woes](#), or **Franconicus'** [Red Flood](#). These Interactives are very much a "What if?" affair, because the very nature of them allows for a very, very different style of play. These are primarily multiple choice, though often allow for an Other option.

Small-Scale

To the best of my knowledge, I am the first person to do an Interactive like this. The Interactive is [Battles of the Civil War - Battle of Wilson's Creek](#), as the name suggests, set in a single battle in the American Civil War. This is primarily a multiple choice game, however it always allows for a free-choice option.

There are some very useful threads in there. The two main ones are:

- [Planning an Interactive History?](#)
- [List of Current Interactives and ones to be made. - Also contains a summary of Legio's 17th Century](#)

Entering your first Interactive can be a daunting task. However, it can also provide some great memories. We are a really tight-knit bunch in there, but are very welcoming to new-comers.



CountArach

THE GAMEROOM



Welcome to the Jungle

Becoming One with the Gameroom

Last month, I wrote an introduction to that third subforum in the Tavern known as the Gameroom. Included were examples of several running games, the purpose of the Room, and... okay, that was it. Which is why I figured that this month, something extra would be needed. You see, a mere introduction doesn't help the intimidation factor, the feeling of, when you view the room for the first time, *My God, what have I gotten myself into?* Seeing the front page of the Gameroom, where the average post count of a thread is in the hundreds and the view count in the thousands, can do that to a person.

But fear not, dear Orgah, for that is where I come in. If you follow the following steps, you will be able to immerse yourself in the culture of the Gameroom quite easily.

Before we start, let me add that even if you do not follow these steps, or just plain ignore them, you will not be looked down upon. The folks of the Gameroom are extremely pleasant and accommodating; this article is just to make your life a little easier. With that in mind, let's begin.

Step One: Read the stickies. Obviously, familiarizing yourself with the moderator's specific rules is always a must. However, the Gameroom's stickies will also provide you with helpful information to make the complicated games, such as Mafia, more understandable. Also, the [Mafia Hosting Queue](#) will tell you what games are about to begin in case you are interested in playing that particular genre.

Step Two: Pick the right threads. Nothing is

more aggravating than reading six hundred posts in a thread in order to just find out if you're allowed to play or not. A general rule of thumb is, if you want to play right away, find a thread on the front page that has thirty or less posts. That usually means that the game is still looking for players and you'll be able to join. However, some games are of the type where you can launch in immediately. [Google Earth: Identify the City](#) is the only current game where this is possible.

Step Three: Start small. You will find that playing in four games at once is almost impossible to keep up with. If you're just starting out, my advice is to pick a simple game that doesn't require much time. Identify the City is a good example of this. Also, the previously-mentioned Mafia Hosting Queue will give a list of upcoming mini-Mafia games, which are smaller and less complicated. They will provide a good springing point into the larger games.

Step Four: Relax. Nobody will hold it against you if you've joined late, don't know what you're doing, or haven't read every single thread in the place. Just enjoy the game(s) you're in and have fun.

Ongoing games: As of July 30th only one game needs people: [Middle Ages](#)

In addition, there are several ongoing games taking place. The top half of the [first page of the Gameroom](#) is a good place to start if you wish to view games in progress.



GeneralHankerchief



Music, Skynyrd and all that is good in the World

The Frontroom, a place of utter tranquility. Rabbits hop through the green fields and the air smells of daisies. Fairies float around and there is silence in the air.

Broken only by the strumming of guitars.

The music comes out through the speakers in a rhythm that is completely at odds with the peacefulness around it. It is fast, it is hard and most important of all; it is loud! The Frontroom has been invaded!

A craze has recently swept the Frontroom. People (Not naming any names though, are we **Gawain**?) would post a thread asking for the "Best of" some type of band. That is where Skynyrd comes in.

Strike For The South, the patriot that he is, put Skynyrd up for nomination in all but one or two of the threads. A search of the Frontroom for "Skynyrd" reveals that they have been declared by **SFTS** to be the Best:

- Flat out Rockers
- Southern Rock Band
- Wierd Group

- Jazz Fusion Band
- Hair Band
- Hippie Band
- Band with a Female Lead Singer
- Band That Is The Band Which Is Bandest Than the Bestended (Thread later locked...)

Skynyrd-mania has been sweeping the Frontroom, don't be left behind!

This month I also shall reveal the winner of Vuk's Prettiest Girl in the World. This poll (Sorry couldn't help myself...) has been conducted over the course of a few weeks and contains some very well recognise faces, such as Eva Mendes, Adriana Lima and Jennifer Connelly. The winner of it was never announced, but we all know that the lovely miss Adriana Lima should have won. Anything else would be a travesty.



CountArach

The Arena

Welcome back to The Arena, things have been really busy in the gaming world with the recent E3 and all there were some good discovery's this year like GTA4 , Star Wars Force Unleashed, Crysis , Assassins Creed and many more. Sadly i cannot mention all the great titles here as that would mean the Arena article would span the whole length of the Gahzette so with a selective choice I start with World in Conflict.

The next generation Real time strategy game has just got itself an open beta , so anyone can download the game and play it for free. It's a bit of a download but its defiantly worth it; the download link is in the [thread](#) if anybody is interested. A little something about World in Conflict if you don't already know:

World in Conflict is set in 1989, at the height of the old Cold War between democracy and communism. However, instead of dying out quietly, the Soviet Union has decided to go down fighting, causing a world war. The game will pick up in the midst of that

struggle, approximately a year after fighting begins in Europe. With its forces deployed to fight overseas, the United States is vulnerable, particularly the West Coast. The Soviets take advantage of that by launching a massive invasion of the US, landing in Seattle and moving inland from there.

Watch this 6 min gameplay video that describes almost every aspect of the game.

[The Video](#)

Editor's note: If anybody is interested in further reading on the topic, you can take note of this shameless plug and read some reflections on the beta from the Aus/NZ Community Manager [here](#).

Also the creme de la creme of the game is the modding potential , the developers are saying that they are keeping the game highly moddable and with a great engine like that one can only dream the ownage the mod's will cause.

Another great game is Assassins Creed, it has you playing an Assassin for a sect of the





Arabic organization called Hashshashins ,as many of our historically aware members will know that the Hashshashin's were the first Assassins and they were so influential on the crusaders that the word Assassin is a derivative of the word Hashshashin , the game takes place in Medieval Jerusalem at the time of the crusades.

The ultimate objectives of the game is the Slay the 9 main historical figures that propagated and influenced the crusades the most, but wait this isn't the end of it , when you do go and kill the nine you'll be introduced to a much larger conspiracy at works that.....I'll not spoil it for you but rest assured it's a jolly good story.

The game actually has 3 large , and I mean large cities: Jerusalem, Acre, and Damascus. The thing is that not only are these city's huge, but the way you go about them is also revolutionary; your character (who's appropriately named Altaïr (that translates

to "The Flyer") is an acrobatic genius you can leap frog over peoples head jump up and catch window ceilings , jump from roof top to roof top , perform insane jumps and catch hold of branch , jump from a roof and land on your horse , push people off roofs by sneaking behind him from an "blind spot" by wall crawling..the list is end less, but there is only one thing certain you cannot describe the acrobatics of Altaïr in words you can only witness them, so look at the supplementary video's below and marvel at them. Wow I think I'm out of space already and there's still so much more to the game unexplained like the combat system , the questing system, the horse riding, the physics , the crowd dynamics and how you can actually use people to slow any one following you, how you can push people down or fall down if you bump into a big guy or a big guy bumps into you with enough force... well ill have to leave it for the next time i guess.

Watch this [Awesome Video](#) this video



has been watched by 377,066 people on youtube and they all cant be wrong to call this awesome.

Speaking of acrobatic moves, nothing comes close to the moves that Jedi Knights do and thankfully enough the game developers are making a new game based on Jedi Knights (no, not the game Dark Forces) its called Star Wars:The Force Unleashed. The game will take place sometime after the rise of the Galactic Empire, where you play the role of Darth Vader's apprentice which he sends out to Hunt down the remaining Jedi Knights in the Universe and you go about Darth Vader's business using all sorts of force powers , [Click this Totally Nerdgasmic display of Unnliiimitted Powwweerr](#) if you're a Star Wars fan then you'll know

why this was unofficially declared the best E3 video this year, The game allows you to finally play as a Sith character (except maybe KOTR's) so you'll be going about and doing all sorts of evil deals , raining death on the Righteous Jedi Scums for there arrogance and close mindedness (yes, i know what you're thinking , i do love the Sith and don't make me write the Unlimited power! line again) the way you go about doing that is using your force powers in combination to your light sabre the way the first part is executed is what makes the game so utterly scrumptious.

Let me elaborate a little the developers are going to use the Euphoria engine for the Animations, [Click to watch a impressive technical demo of Euphoria in action](#) the animations in the demo aren't mocaped (Motion captured) they are being calculated on the fly by the computer and this provides and amazing level of detail in animation. Now you might be thinking what this translates to in terms of the game, well just have a look by [Clicking here](#), truly impressive by any standards.

If you're feeling even a bit interested about the game then watch [this 6 min video interview](#) with the game developers in which they describe the Force powers and the storyline a little.



darkragnar

The Comfy Chair

Welcome to The Comfy Chair! This is where you'll find all the latest news regarding the Throne Room, the best forum you've never read!

Latest Events in Currently Active PBMs:

I regret to report that some of the PBMs have lost some steam since last month's update. The Reconquista PBM appears to be totally dead and Magna Carta has slowed down significantly. Fortunately, KOTR is more dramatic than ever, so times are still interesting in the Throne Room.

[King of the Romans \(KOTR\)](#) (M2TW)

Fewer than ten turns have elapsed since the last time I reported on KOTR, but that relatively short advancement has seen more significant events than almost any other time in PBM history. At the end of last month's update, Ulrich Hümmel had just won the Chancellorship in the closest election ever and Kaiser Henry had died, handing the Imperial Throne over to Jobst von Salza.

Chancellor Hümmel was expected to buck the system, but what he unleashed on the Empire, no one could have predicted. Tax rates were raised to extremely high levels all across the Reich, causing rioting in many cities. Budapest was in such unrest that its local inhabitants revolted against the House of Austria. In blatant violation of the law, the Chancellor ordered Fredericus von Hamburg to besiege the Egyptian citadel of Gaza and



Lothar Steffan was sent to besiege Ajaccio while the witch Danae still lived, resulting in him being hexed and acquiring a wracking cough. As if these events were not enough, the Chancellor spent the entire treasury of the Reich, well over 30,000 florins, to purchase the territories of Edinburgh and Inverness from the English.

The end result was that an Emergency Diet Session was called in 1244 AD, only the second time such a thing has happened in the history of the Reich. After much debate Ulrich Hümmel was impeached by the Diet and removed from office. Kaiser Jobst then exercised his right to assume the Chancellorship and took over the rest of Ulrich Hümmel's term. The former Chancellor fled from Outremer in disgrace. His fate was a mystery for several years, but eventually reliable intelligence discovered that he had died at the hands of the Turks somewhere in the East.

Now holding both of the most powerful positions in the Reich, Kaiser Jobst set about repairing some of the damage that his predecessor had done. Edinburgh and Inverness were immediately sold back to the English, but despite the Reich's best diplomatic efforts, little more than 2,500 florins could be obtained for them, resulting in a total loss of over 28,000 florins for the exchange. Fredericus von Hamburg's army was recalled from Gaza and Duke Arnold's Austrian Household Army set about destroying the Hungarian forces that

surrounded it; a necessary act before he could march on Budapest and restore Austrian rule. Lothar Steffen's army was withdrawn from Corsica until arrangements could be made to hunt down Danae.

Attack followed attack over the next few years. Duke Scherer of Swabia won a heroic victory over two large French armies that attempted to take their former capital of Paris. In the process, the Swabian Household Army suffered many casualties and its effectiveness was greatly reduced. In Franconia, the constant Russian and Polish attacks on Thorn continued. Ansehelm von Kastilien and his brother Péter worked tirelessly to cleanse the area of foreign armies, but it seemed like for every one they defeated, two more arrived to take its place. In Austria, Duke Arnold moved on Budapest, but was distracted by more Hungarians who were attempting to regain their former city. In Bavaria, Danae the witch was finally hunted down and killed and Lothar Steffen began the siege of Ajaccio, with his brother Markus close at hand.

In the north, the Danes began a renewed assault on the Franconian border. Kaiser Jobst himself took responsibility for protecting this area and won a great victory over the dubiously-Christian descendents of the Vikings. The youngest von Kasilien brother, Siegfried was knighted personally by the Kaiser for his actions in the battle. At the time, Siegfried was an unknown man, new to the Diet, but coming events would soon propel him to the forefront of politics.

All of this occurred before 1248 AD, at which time the Kaiser decided to resign from the Chancellorship for personal reasons. As a result, another Emergency Diet Session was called, the second in four years, and Fredericus von Hamburg was elected to the position unopposed. Ironically, it was Fredericus himself who had been defeat by Ulrich Hümmel in the incredibly close regular election in 1240 AD.

Chancellor von Hamburg set about managing the Reich with tenacity and determination. Rioting was quickly quelled throughout the provinces and military recruitment for the vastly depleted armies began at once. In Outremer, Karl Zirn won a victory over the Turks and pushed on to besiege Iconium. In Bavaria, Lothar Steffen assaulted the Milanese citadel of Ajaccio. The battle was a victory, but his brother Markus was killed in the process. Shortly afterwards, Iconium fell to Karl Zirn and was promptly handed over to the Reich's Byzantine allies as was required by law.

Duke Arnold finally pushed home his attack on Budapest and restored the rebellious city to Austrian control. The Austrian celebrations were short-lived, however, as three major Hungarian armies moved to attack the city. For a while, the Duke considered abandoning the city and returning when reinforcements were available, but accusations of cowardice in the Diet provoked him to attack all three armies. In a show of bravado, the Duke destroyed them all and slaughtered the prisoners, making him a truly dreaded man.

In Franconia, more Polish and Russian armies were destroyed near Thorn, but the onslaught continued. In western Thorn, Kaiser Jobst's army was surrounded by three Danish armies. In a major series of battles, the Kaiser broke out of the trap and defeated the Danes, but in the final battle on the last day he was killed by a flaming catapult shot. This unexpected death caught the Reich completely by surprise. Siegfried von Kastilien, the young Franconian knight who was with Kaiser Jobst at the time, proclaimed that the Kaiser had made him the heir to the Imperial throne. Doubts raged in the Diet over the legitimacy of his claim, with some electors going so far as to publicly accuse him of illegally seizing the throne.

With the Diet still in turmoil, several battles were fought in Outremer against the

returned Mongol hordes. Fredericus von Hamburg was forced to withdraw after a brutal attack on the enemy's rearguard. Elberhard followed suit, but with better success. In 1258 AD, the Reich received word that Sicily, the Empire's oldest and most trustworthy ally, had attacked the Papacy at Durazzo. Chancellor von Hamburg was forced to choose between the allies and decided to abandon the Sicilians, causing some discontent. The very next year, the Papal capital of Jerusalem was taken and sacked by the Egyptians. It was an immense blow to the prestige and pride of the Imperial Crusaders, as the Pope himself perished in the assault.

As the Term of Three Chancellors ended, the Reich is still reeling from so many dramatic events. Discontent and distrust of Kaiser Siegfried is still a major factor, and it appears that Kaiser Henry's eldest son, Hans, will make a play for the throne. Wolfgang Hümmel, the disgraced Chancellor's son, is even in open rebellion against the young Kaiser. There are also desires for a Third Crusade to reclaim Jerusalem and an unsanctioned 'Teutonic Crusade' to sack Moscow. With the borders far from secure, the Ducal Houses divided and quarrelling more than ever, and the recent deaths of so many great generals, the Reich is still far from stable. No one knows what the election will bring, but it is sure to be interesting.

[Magna Carta \(MC\)](#) (M2TW)

Last month, Parliament was awaiting word of King William's battle with the rebels near the Welsh border. The King was victorious and continued advancing with his army to bring all of Wales under the authority of the English crown. Soon afterward, William's son Henry came of age and was proclaimed the Count of Northumbria.

In 1100 AD, the King asked for more legislative petition from Parliament. There was some debate over whether to expand onto the continent or to continue to focus

on conquering the provinces of the Isles that were not yet under English rule. Due to a lack of participation, no petitions were passed. Recently, the move for continental expansion has been returned to the spotlight when the Council of Nobles asked for the conquest of Amsterdam. Shortly afterwards, the Pope called for a Crusade to bring Jerusalem back under Christian rule. In 1120 AD, the King again updated Parliament on the affairs of the realm. Princess Cecelia married one Stephen Allen, who became the Count of Brittany, and Prince Rufus produced a daughter named Edyth. In military affairs, Robert's army was well stationed outside Antwerp and was prepared to take the city either by force or starvation.

This PBM still has several dedicated players who are keeping it alive, but it could use some help. It's still relatively early and it should not be forgotten that this is the first PBM to allow for active player rebellions and multiplayer battles in its rules. Join up now to help keep this revolutionary PBM rolling!



TinCow



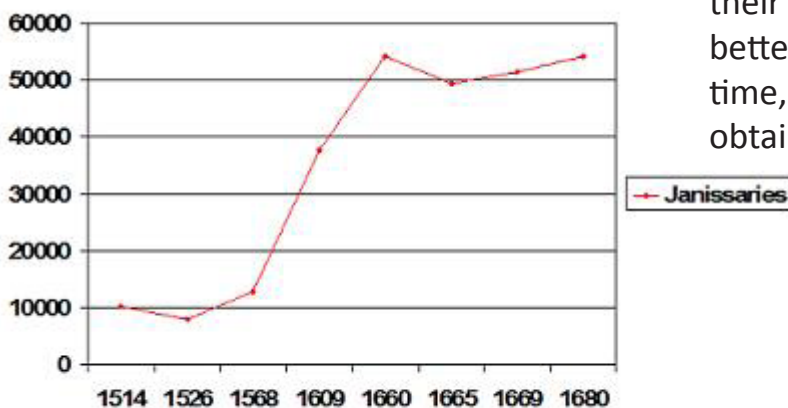
The Byzantine & The Ottoman Armies

Part II - Ottoman Warriors

The Janissaries

The Ottoman Empire – while the Eastern Roman Empire proved capable of holding its own for several centuries after the fall of her sister empire in the west, the Ottoman gave it a run for its money during the second millennia of Christendom. This article - the second of a series - will focus on a special group of infantry known as the Janissaries. Janissaries were infantry units which were recruited at a very young age from the non-Muslim ethnic groups of the empire and raised as Muslim Turkish warriors; they also formed the Sultan's household troops and bodyguard. Founded by Sultan Murad I in 1365, it was, as stated above, composed of non-Muslims ("Dhimmi"). The Janissaries replaced the former army which was comprised primarily of tribal ghazis (whose loyalty could not always be guaranteed), in order to become the first standing army of the Ottoman Empire.

The first Janissary units comprised war captives and slaves. After the 1380s, Mehmet I filled their ranks via a form of taxation in human form called "devshirmeh". The Sultan's men conscripted a number of non-Muslim, usually Christian Balkan boys, taken at birth at first at random, later, by strict selection.



Initially, the Ottomans favored Greeks, Albanians and Bulgarians. The devshirmeh was later extended to include Bosnians, Serbs, Croats and other Balkan countries, especially Ukraine and southern Russia. The Janissaries started accepting enrolment from outside the devshirmeh system during the reign of Sultan Murad III (1546-1595) and completely stopped enrolling devshirmeh in 17th century. After this period, volunteers were enrolled, mostly of Muslim origin.



Janissaries were expert archers, and easily moved into the usage of firearms as soon as they became available. In close range combat, they were skilled in the use of axes and sabres. The Ottoman Empire used Janissaries in all its major campaigns, including the 1453 capture of Constantinople, the defeat of the Egyptian Mamluks and wars against Hungary and Austria. As Janissaries became aware of their own importance they began to desire a better life. In 1449 they revolted for the first time, demanding higher wages, which they obtained.



King Jan III Sobieski

MULTIPLAYER

Hey All,

I did a Interview with Tomisama, a Senior Member here at .Org and a well-known MP player, who plays Samurai Warlords Beta 8 every Sunday (when he can). I got a chance to sit down with him and ask him somethings.

1. When did you start playing Total War?

When Shogun first came out. Actually I read about it two years before it actually did come out, and had to wait all that time for the first release.

2. What attracted you to come to MP on TW?

I never was interested in single player, it was multi-player from the beginning for me.

3. When and why did you start CWC, and did you think it would be a great tournament like it is today?

The Clan Wars Competition was something I always believed would work. I simply followed the Dave Thomas theory of operation (founder of the Wendy's restaurant chain), "build it and they will come". I never considered the numbers of participants, until it got to be too many, and had to start limiting entrants.

4. Were you in any clans before besides Hunters?

My first member association was with the Ronin Alliance (RA), which become the Ronin Warlords Clan (RW). But besides an ongoing membership in the Ugli players association, that's it.

5. What were your thoughts with the huge numbers of COH members (me being one) that signed up for the COH?

Today The Code logged it's 399th Signer. When I told my wife, she reminded me that I was ecstatic when we hit 50 Signers. That is true, but my original goal was 2,000, so still have some to go.

6. I hear that you quit Total War Lately. If you did, why, and what would you plans be after this?

I am unable to play the older games now because my graphics cards won't work with any of them (8800GTX). I will be trying to play some M2, and Asian mod for RTW when it comes out, if my wrist will let me. Sometimes I just can't get past the car-pel tunnel thing.

7. What did you think of winning two HOF awards here, one in 05 and one this past HOF in 06?

I was instrumental in getting the first HOF off the ground. I took LeoKnight's idea, and talked a gal named SonicNights (who was a forum admin) into putting together the very first Hall Of Fame election. Beyond that, I have not really paid any attention to the HOF. I am honoured of course to receive any awards, but that is not why I do any of the things I do for the community.

8. What do you think of the TW community today?

Our community is now very complex. We have so many games and mods, that it is very difficult to estimate what will go over, and what will not. I use to pretty much have my finger on the pulse, but I think those days are gone.

Next Issue: A Interview with Tibiliucs, former leader of the RTW clan LH, and a Article about the Vandal Horde hosted Tournament!



KingWarman888



Welcome again to the column dedicated to the Mead Hall!

So, most of you probably know that there is new contest open for submissions. The fourth annual summer contest is a poetry contest. The rules are listed [here](#), in a most original manner, and [here](#) you will be able to see the entries. By time of writing, there are three. If you wish to participate, you should hurry, since the submissions close on Saturday the 4th.

Now, on to the “beefy” part of this article. The developments in the Mead Hall.

A [writing group](#) seems to be getting organized. I, of course, strongly encourage any aspirant writer to join. From what I understand, the concept is simple: a time period is given, writers then write a story taking place in that time period and in the end they all link up.

There have been the usual continuations of stories, like [The Machiavellian Adventures of Princess Eleanor](#), [A Fox in the Desert](#), and [Byzantine intrigues: the Struggle for Power](#). And there have been some new fictions and continuations of lesser known ones: Warluster presents “[The Prussian Garde du Corps – The Seven Years War Novel](#)” detailing actions of the regiment. Snite, the winner of the Spring Writing

contest, writes [an interesting romance](#) and Orb posts more poetry in “[The Temple’s Colouring Book](#)”. He also continues his “[Yom Kippur](#)”, which had been having updating difficulties. Innocentius updates “[The life of a soldier](#)” that details the ‘adventures’ of a newly recruited soldier in the German army. Discoman presents “[The world turns Roman](#)”, a Rome Total War After Action Report following the Julii’s conquest of Rome, and with Rome comes the World.

Also, a few more screenshots have been posted in the related thread by Warluster, Kal’ Motep and Bugout.

And that, folks, is it for this time. Until next month!



Warmaster Horus

GAMING ADDICTION

PART V: SAVED GAMES ARE FOR WIMPS

GAME: RYGAR (NES)
PRODUCER: TEMCO
RELEASE DATE: 1987

Merriam-Webster's Online Dictionary gives the following as the second definition for addiction: "compulsive need for and use of a habit-forming substance (as heroin, nicotine, or alcohol) characterized by tolerance and by well-defined physiological symptoms upon withdrawal; broadly : persistent compulsive use of a substance known by the user to be harmful." That last bit, "persistent compulsive use of a substance known by the user to be harmful" is most appropriately applicable for this month's edition of TinCow's Gaming Addictions.

The previous games I mentioned were some of the 'highs' of my compulsion. They were fabulous creations that inspired and entertained. Yet for ever addictive 'high' there must be an addictive 'low.' So it is that this month we must delve into the darker side of gaming addiction. Put the children to bed, grab your copy of Trainspotting, and huddle in the corner in fear, for it is time to discuss Rygar.

When I was a kid, Rygar was a game I never wanted to play again. It was not that it was a bad game; it was actually rather compelling for its time. No, the problem was that it was just so amazingly annoying that playing it was more torture than amusement. Yet, like a junkie looking for a score, I simply could not stop myself.

The game itself was part platform scroller and part Zelda-ish adventure game.



You played Random Hero Man who was determined to save the world for no discernable reason. As you do. A brief perusal of Wikipedia informs me that the hero was actually the eponymous Rygar. Perhaps this is true, but I have no idea where this information comes from. I played the game for years and I never knew what the hero's name was or what Rygar meant. I assumed it had some meaning that got lost in the translation from Japanese to English. It could have meant Super Ultra Mutant Aardvark Riot Patrol Happy Fun Time Kablooie for all the impact it had on the game. Actually, that sounds rather fun.

Wikipedia also says that Rygar was "risen from the grave." Why? How? What killed him the first time? Does he stink? Is he in Brainaholics Anonymous? Ah, well, I suppose these are things I will never know. All in all, unintelligible titles have always been the bog standard of Japanese console games though, so Rygar was not a terribly strange creation. However, there was one unusual aspect of Zombie Power Messiah: he chose to save the world without a weapon.

I define 'weapon' conservatively here, for clearly he had the ability to kill things.

However, 'weapon' usually means something designed for this purpose. Perhaps a sword, perhaps a gun, perhaps a slingshot (in next month's edition: playing Goonies II with the Powerglove). Walking Corpse Commando decided to take the road less traveled. He used his shield to kill things. Apparently the genius hero had welded a chain onto his shield, stuck some spikes on the rim, and developed a throwing technique. The result was like fighting with a YoYo (coincidentally, also in Goonies II). Did I mention that a side-effect of using the shield in this manner was that it couldn't actually be used as a shield? Clearly the reanimation process did not bestow Skeletor Rambo with a highly developed intelligence, no matter what his ingenious soldering might indicate.

Using the Amazing YoYo-Fu, you would battle through tons of weird monster enemies that only the Japanese could have come up with. Like Zelda, the game was not linear and you could explore many different areas right from the start. After beating each boss, you would get a new item which would make you more powerful or allow you to access previously unreachable areas. All in all, a good formula for success and a fun game.

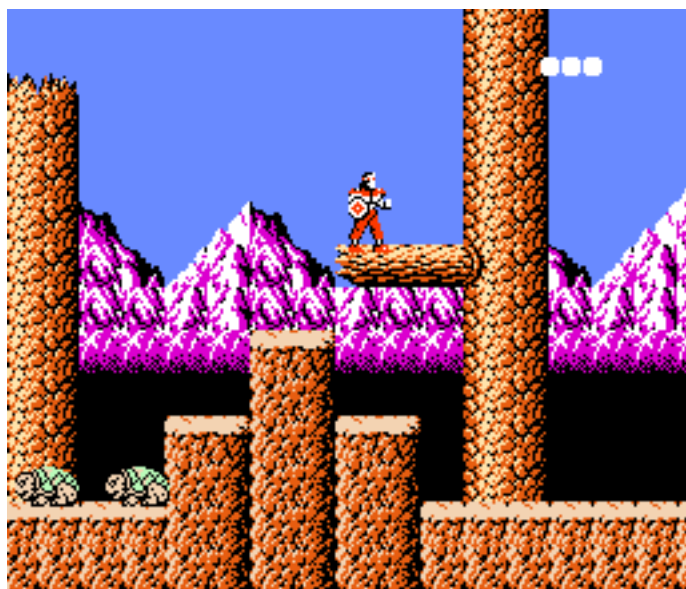
Well, it was fun the first time you played it. Perhaps the second. You see, Rygar was really, really long. Like Zelda or Metroid, it was pretty much impossible to beat it in one sitting. It was also relatively difficult in parts, requiring hours of attempts to beat certain



bosses or figure out where to get the next tool to allow you to access a new area. It is here that Rygar turned on me. The euphoric initial high was followed by the crushing low that only hopeless addictions can bring. Continue on if you dare, brave reader, for Here Be Monsters.

Rygar had absolutely no ability to save. Each and every time you put it in, you had to start from scratch. After hours of work, you would finally find yourself in a new area you had never gotten to before, beat a boss you had never beaten before, or obtain an item you had never gotten before. And then the demon beasts would unleash their superpower, pulling the very sun from the sky and corrupting your own mother to make you go to bed. Game over, you lose, the world is doomed.

My relationship with Rygar turned into something akin to one of my High School girlfriends (thankfully several years away at that point). I knew it was bad for me, I knew it would end horribly, yet I just could not stop myself from giving it one more go. I would pop the cartridge back into the system with high hopes of achieving something, totally forgetting how pointless the achievement was, and then a few hours later would come the shattering realization that I did not have time to finish the game. Angrily, I would shelve it and consign the cartridge to the darkest corners of the game rack, swearing that I would never play it again. I never lasted for more than a month, because that was how long it took for me



to forget just how annoying the game truly was. Yep, exactly like Demon Spawn Girl (name changed to protect the guilty).

At some point, I decided to sell the NES along with all my games. This coincided with my permanent switch to PC gaming and its wondrous ability to save anywhere, anytime, in any game you play. Manual Save, Quick Save, Autosave, how I adore thee. To this day I cannot even stomach a game that has 'save points.' However, I was not about to get rid of the system without beating Rygar at least once.

I set out on a mission. I moved the NES to a rarely used TV in the house and sat down for a Battle of the Gods. The shield flew from my hands like Zeus' lightning. My enemies



fell in waves like so much wheat before a scythe. It was an epic battle worthy of Myth and Legend. As night fell and the demonic hordes continue to assail the brave Action Lich With Kung-Fu Grip, I grinned wickedly in the fading light and unleashed my secret weapon: I Paused Time. There, sustained by a surge of power from the massive electrical grid, the world stood on a knife's edge. The fate of humanity hung in the balance as I rested and girded myself for the renewed fight. In the morning, I called upon the Heavens to Resume The Flow Of Time. Once more unto the breach! I battled vicious monsters and otherworldly creatures, yet for every one I felled, two more appeared to take its place. I was forced to resort to the Holy Pause once again that evening to refresh myself and do homework. Yet on the Third Day, victory was mine. When I finally beat the last boss, some massive multi-headed mutant lion, I was twitching with adrenaline and glee. What reward could await such a brave and daring warrior, the savior of the world, the very embodiment of self-sacrifice and perseverance? Simply put, it was the most pathetic end sequence of any game I have ever played. I boxed up the game and never looked at it again. That YoYo still haunts my dreams.



TinCow

GAHZETTE CHALLENGE

Have you never been defeated in battle? Do you think the TW games are too easy? Are you bored by the same old starting positions? The Gahzette Challenge is made for you! Download the saved game and see if you can achieve the victory conditions faster than anyone else.

Congratulations to **Ramses II CP** for winning the first Gahzette Challenge: The Lost Crusade. He accomplished all the goals by the rather impressive date of 1162 AD. I hereby give him the right to strut around cockily for the next month and tell everyone he meets that he's the greatest general in the world.

Gahzette Challenge 2: The Crusader States

In 1095, the First Crusade was called to capture Jerusalem. A large number of Normans from Southern Italy and Sicily took up the cross and went to the Holy Land. In 1099, Jerusalem fell, and was once more in Christian hands. Having achieved their object, the Normans wish to reclaim their lands of Southern Italy and Sicily, which were loaned to the Byzantines in order to finance the Crusade. Surrounded by hostile Turks and Egyptians, the situation looks grim indeed.

Game Setup:

Game: M2TW 1.2 (unmodded)
Faction: Sicily
Difficulty: VH/VH
Starting Year: 1100
Battle Time Limit: On
Manage All Settlements: On
All AI factions start with an extra 100,000 florins, except Papal States, Rebels, Mongols, Timurids, and Aztecs

Victory Conditions: Control Jerusalem, Antioch, Edessa, Acre, Adana, Cyprus, Aleppo, Damascus, Gaza, Naples, and Palermo. Jerusalem and Antioch must have a Cathedral (Regular or Huge). The player who achieves these victory conditions in the earliest game year wins.

Saved Game: http://users.on.net/~purdsa/Gahzette/challenge_current.zip

To submit a winning game, send a PM with a link to a copy of the saved game to TinCow before August 25th.



TinCow Ignoramus

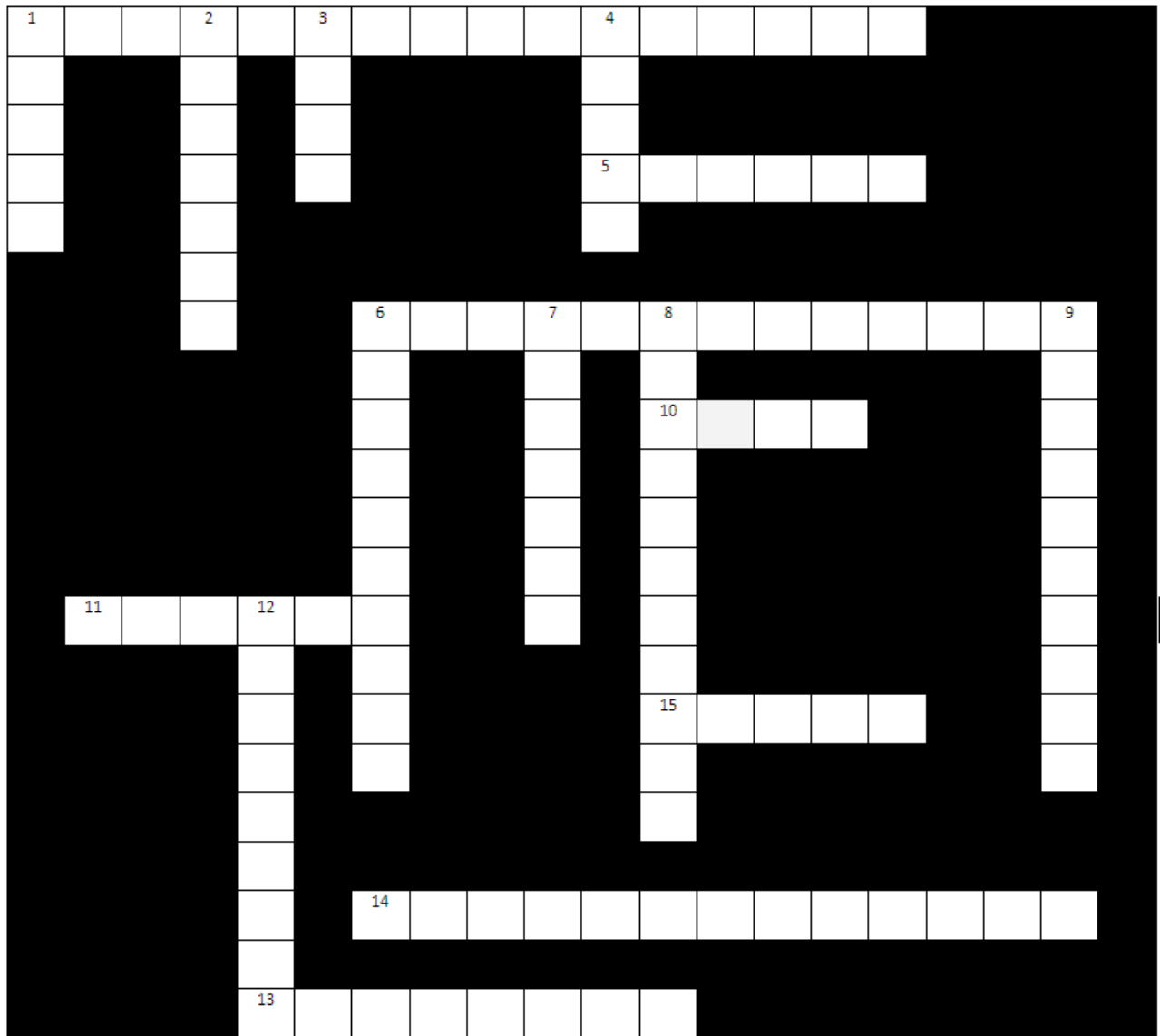


PUZZLES

The theme for this month is the Roman period, in particular RTW.
There are 16 words in the wordsearch (answers in next issue).

P	D	T	Y	F	G	G	S	Q	U	A	L	O	R	G	A	D	G	S	V
E	R	V	R	E	U	H	G	F	L	L	G	S	P	I	S	X	R	A	D
R	R	A	M	W	N	G	A	H	S	K	C	F	P	H	A	O	R	L	F
T	A	A	E	R	R	T	B	M	A	I	S	B	E	K	I	N	I	I	U
G	S	E	P	T	E	H	F	O	P	K	A	F	A	A	B	T	P	M	D
W	D	D	O	W	O	G	G	A	U	L	G	S	G	S	E	D	I	I	F
Q	S	A	N	E	D	R	A	T	R	R	H	A	L	S	N	M	G	T	A
S	A	A	A	T	U	I	I	T	B	F	R	D	E	R	U	L	T	A	X
V	S	T	E	G	B	E	D	A	A	S	V	U	O	A	I	G	T	N	C
H	B	G	S	S	L	B	F	R	N	Y	B	Y	F	R	S	A	E	E	Z
T	A	C	C	O	H	O	R	T	I	O	N	T	A	S	A	E	T	I	X
R	R	E	A	F	E	I	G	E	I	P	M	R	S	O	B	H	G	H	C
S	B	U	R	S	O	L	S	G	Z	A	F	A	R	M	E	N	I	A	V
R	A	Y	T	F	O	I	V	S	E	G	F	A	T	H	A	G	A	N	D
E	R	E	H	D	T	N	S	D	D	A	A	S	I	W	R	F	R	E	S
R	I	D	A	X	U	G	F	J	A	N	F	T	N	L	F	U	B	R	N
M	A	G	G	U	N	O	G	E	F	I	V	G	G	N	I	Y	A	A	I
M	N	F	E	S	S	I	H	W	H	S	X	U	F	U	N	T	F	A	B
U	B	D	D	R	U	L	T	S	J	M	A	L	D	H	F	R	A	T	H
M	T	A	S	D	X	O	S	D	F	P	X	H	G	O	O	S	S	R	A

S	D	D	F	S	A	X	S	T	U	A	V	H	U	S	C	A	R	L	S	S
P	L	A	S	Y	D	D	U	G	E	A	A	S	G	D	A	P	E	B	M	S
I	E	I	S	H	O	M	M	D	P	E	F	G	A	B	A	L	A	D	F	U
F	I	F	H	D	G	G	A	H	H	I	N	Q	S	P	I	E	S	Y	A	
H	F	T	O	R	B	S	T	R	O	A	S	I	U	E	A	R	G	G	U	Z
G	R	U	R	D	U	U	S	T	A	S	S	P	Y	R	D	A	B	B	E	Y
F	E	G	T	R	H	I	A	S	G	H	A	M	R	G	B	I	T	D	N	O
I	T	S	C	I	H	T	O	G	S	I	H	G	T	A	I	B	Z	R	G	F
B	S	B	A	N	Y	S	U	N	G	S	A	S	H	N	L	I	H	F	L	U
C	U	K	S	F	G	S	F	S	A	H	N	D	R	T	B	O	L	H	I	O
S	M	U	M	G	S	S	A	B	B	I	O	T	Y	S	G	R	I	S	S	B
Y	L	A	B	Y	Z	A	N	T	I	N	E	U	G	H	L	Y	L	Y	H	R
A	F	D	A	S	J	R	H	G	F	G	S	A	S	U	D	A	A	K	R	U
F	E	B	X	Z	F	A	X	I	A	H	O	H	C	A	R	A	R	V	O	L
A	U	M	O	O	W	C	K	O	E	P	O	P	T	C	I	T	D	R	A	M
A	D	S	D	S	B	E	D	O	U	I	N	H	G	S	S	A	E	G	S	A
M	A	A	S	A	A	N	S	F	K	A	C	U	A	A	S	S	H	D	F	A
A	L	P	I	S	H	S		C	A	I	K	A	M	O	O	Z	T	A	Z	D
A	F	G	F	S	G	H	D	V	D	Y	G	S	D	A	D	D	A	H	D	J
S	U	R	O	T	S	I	U	Q	N	I	F	F	I	C	S	S	C	E	V	I
F	A	F	H	F	S	G	S	H	E	R	Y	U	O	D	V	N	V	G	M	O



Across

1. The Easterner's version of militia men.
5. Items which send arrows at foes - unless they are destroyed.
6. Almost impossible to establish, but useful for the tribute!
10. The barbarian battle plan often relies on instilling this in their foes
11. Recently conquered settlements suffer the curse of this statistic.
13. A useful ancillary, often gained by Eastern factions by constructing places of deadly punishment.
14. The Late Roman's version of a heavy legionary.
15. Druids can perform this action to aid their warrior's bravery while battling within the fray.

Down

1. The Southern Successor Faction
2. The civilised world's middle ship.
3. The city which is almost centralised on the map.
4. Defensive items which can be garrisoned and fought over.
6. The larger this statistic is, the larger the garrison must become to keep rebellion at bay.
7. Pagan settlements are based upon the power of these.
8. Among the heaviest ingame cavalry units, these men are deadly to all of those whom with stand their charge.
9. German ladies enjoy doing this in battle.
12. The tanks of Rome: Total War's battles.