

## GAME-418

From time to time, in addition to the normal ALAMAZE contests, there are some “special” games. The recently completed Game-418 was such a contest. This Second Cycle Individual Game permitted victory only by the Standard Victory Condition (control of 5 regions) and it was agreed that it could go beyond the normal maximum 40 turns if required.

These two conditions resulted in some different thinking about how the various kingdoms might go about their quest for ultimate victory. As you might imagine, it also resulted in some unusual outcomes. Following shortly are some events that you might find of interest.

The players formed various alliances and commonly delayed going on the offense longer than in regular games. Throughout the 42 turns many different alliances and agreements were made, canceled, and made again. With peace at hand in the beginning a great quantity of artifacts were obtained and certainly play a part in late results.

I will now list, in no particular order, an assort of achievements and happenings that will be of notice.

The awesome power of wizards and groups brought devastation throughout the population centers of this ALAMAZE world:

- 5 cities were destroyed
- 21 towns were destroyed
- 26 villages were destroyed

The following 3 regions were affected the most:

- Region 1 was left with 1 town and 2 villages
- Region 3 was left with but a single town (defense of 129,675)
- Region 5 was left with 2 towns and 3 villages

In addition to the great quantity of politicals and agents that lost their lives there were 40 wizards killed.

Of all the “obtainable” artifacts, only 5 were left in the wild.

Here are some items of note about the 6 remaining kingdoms:

### THE UNDERWORLD:

- WIZARDS OF POWER-6, 5, 5, 5, 5
- 18 POLITICALS OF PG RANK OR HIGHER
- 11 AGENTS OF LEVEL-12 OR HIGHER, PLUS 2 OTHERS
- 28 CAPTIVES
- 11 ARTIFACTS
- ENDING GOLD OF 777,801

### THE RANGER:

WIZARDS OF 7, 6, 6  
15 POLITICALS OF PG RANK OR HIGHER  
9 AGENTS AND 5 OF LEVEL-10 OR HIGHER  
5 CAPTIVES  
10 ARTIFACTS  
ENDING GOLD OF 99,344

THE BLACK:

WIZARDS OF POWER-5, 5, 4  
8 POLITICALS OF PG RANK OR HIGHER  
9 AGENTS, 5 OF LEVEL-10 OR HIGHER  
8 ARTIFACTS

THE WARLOCK:

WIZARDS OF POWER-8, 8, 8, 8, 6, 4  
4 ARTIFACTS

THIS KINGDOM WAS THE GREAT DESTROYER! MANY PCS, INCLUDING CITIES AND GREAT TOWN CAPITALS FELL TO HIS WIZARDS.

VERY INTERESTINGLY, HE HAD NOT LOST A WIZARD UNTIL THE FINAL TURN OF THE GAME WHEN A POWER-7 AND POWER-4 DIED AT THE HANDS OF AN ENEMY.

THE DWARVEN:

WIZARDS OF POWER-4, 4, 4  
6 AGENTS, 4 OF LEVEL-10 OR HIGHER  
12 CAPTIVES  
BEST GROUP WORTH 67,500

THE DEMON PRINCES:

WIZARDS OF POWER-5, 5, 5, 5, 5  
THIS KINGDOM DESTROYED THE STONE OF ALL MINDS.

Due to “special conditions” of this contest it would not be fair to allow any records to be posted along with the “normal” Second Cycle Games. Here are some of note:

The Underworld had an Agent-23 and a total number of Agent levels totaling 192. He also had 19,181 status points.

The Dwarven had a town with defenses of 129,675

The Warlock destroyed 5 cities, and a huge number of towns and villages.

An original story, by the victorious Underworld King (Dave Thomas), detailing events from his perspective, can be found in the Oracle.