



# THE PAPER



The Ping-Pong Issue - March 8, 2003

Phil And Kev's Excellent Saturday Adventure

## Tale of the Tournament

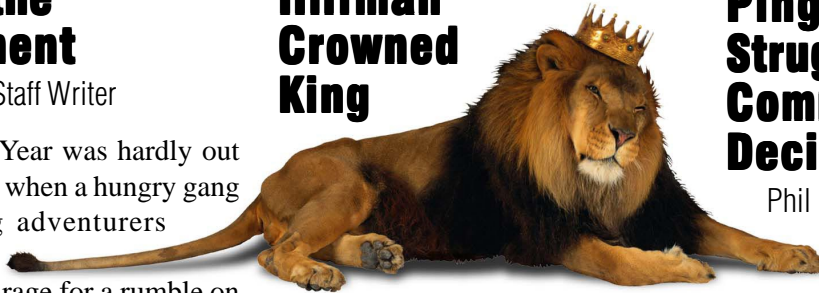
Scott Burnett, Staff Writer

The New Year was hardly out of the wrapper when a hungry gang of Ping-Pong adventurers congregated in McCoy's garage for a rumble on the green table. January's raw night air did nothing to chill the embers of last fall's scandal; if anything, those embers were stoked into a red glow.

New commissioner, Michael Pizzo, began the evening drunk on the power and prestige of his new position. However, as the competition got hotter, the champ's mood cooled to tepid. As early as the second round, he was heard grumbling about the stresses of his commission, insinuating that the pressure could cost him the title. Indeed, when the smoke cleared, a putty-faced and stunned Pizzo had plummeted to an unbelievable 7<sup>th</sup> place!

Once having fallen to his long-time chum, Paul Halverson, it became evident that the Commish was going to take a much-relaxed view of the hidden serve rule. This clearly worked in Halverson's favor, who catapulted from a forgettable 8<sup>th</sup> place in the previous tourney to a shocking 2<sup>nd</sup> place this time around. The hypothesis whispered around the beverage cooler was that Pizzo wanted to make sure the player who beat him placed high in the evening's rankings, thereby dulling the embarrassment of his loss.

## Hilfman Crowned King



### First Champ of 2003 Named

The results of our January 18 tournament have been certified and the victor's crown has been handed to newcomer Randy Hilfman. Will he repeat on March 8?

This is how the top eight players lined up:

- 1st ..... Randy Hilfman
- 2nd ..... Paul Halverson
- 3rd ..... Kevin McCoy
- 4th ..... Doug Phillips
- 5th ..... Jeff Evertt
- 6th ..... Scott Hannus
- 7th ..... Michael Pizzo
- 8th ..... Phil McCoy

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## Ping-Pong Power Struggle Ends in Committee Decision

Phil McCoy, Staff Writer

An advisory committee has been established to administer the table tennis play at "The Adventure." The committee is responsible for establishing and evaluating house rules for the tournaments, setting up and tracking seed data, and providing the final word on all things Ping-Pong under the aegis of PAKESA. This committee is the power behind the commissioner.

And if you think that the commissioner is just a figurehead or puppet bound by the stratagems of a faceless committee trying to manipulate and control the game for their own malignant purposes, you'd be right. So to divert scrutiny, the committee has given the commissioner some meaty responsibilities. He is in charge of all tournaments and decisions related to fair play and rule interpretation. Take your questions and your beef to him. His word must be respected and followed.

The role of the committee is to enhance the competition at "The Adventure" and to consider what is fair and good for the game and the PAKESA players association. Before a question or grievance can be submitted to the committee, the

## The Halo Drill

Kevin McCoy (ghosted by Dirt)

Yo yo yo. What we do is simple. We play free-for-all to warm up and to assess the skills of da collected assemblage. Mattland is our favorite, played in Battle Creek with shotguns, half shield power, no radar, and pure unadulterated instinct. D&D (Death and Distruction, what else would it be, huh?) is our other favorite played inside of Prisoner. It is stone cold mayhem at its absolute zenith. You got no chance. You have to know what your enemy is thinking before he does and that ain't gonna happen so just pull the trigger. It's all rocket launchers, baby. You gotta love that.

At the end of the free-for-all, we divide up into teams based on where you finished on the tally screen. "Odds" face west out the dining room window. "Evens" face east out the living room window. And away we go. CTF (Capture The Flag) is next, usually in Blood Gulch.

New for March 8, we are unveiling a new version of CTF, "Nateland," named for its originator, my uncle Nate. This game takes aim at leveling the playing field between the cadre of twitch-happy killing machines (my friends) and the host of Halo wannabes (my dad and his friends) who play with us. This version features radar that does not show where your enemies are, it only shows your team. Just like the real world, dude. Can you dig it?

Peace out.

## Time To Get Rizzle

### An Ode To The Izzle

Scott Hannus, Staff Writer

Alright let's kizick this shiznit, your dj mix master manx speaking. Without contest the greatest thing about Halo parties is being able to say, "I've got a multi-lateral bi-prong about to pop out of the hidey hole, requesting interception red five."

*i catch and slizzle the bizzle that shizzled my crizzle  
stoppin' to desecrate I release the hate but i know it's too late  
the breeze I feel on my neck is his breath, the black death, come to claimeth  
i'll embrace my fate, i'll be still and wait, but next time i won't procrastinate*

*resurrection brings detection of impending insurrection  
you bizzles better back off my grizzle, leave the heini hizzle and stop frontin my crizzle  
cause i won't stall or take the fall, i'll stand tall and crush the small  
i hurl the grenade, prepare for the raid, grab the shotgun and pray*

*together with my homies, my friends we'll defend and rend the enemy useless to all ends  
we've got the master, ain't nobody faster to be the caster of disaster  
he's everywhere you flee, everywhere you be, everywhere you see and don't see  
the berlin butcher is here to smear your face in the mirror and end your career  
he's got the skill so come get your fill but beware cause when he shoots he shoots to kill  
me they call mr manix cause i never panics and i've always got a planix  
but the real name's manx and i attacks the flanks like a tank without feint*

*bi-prong attack round back now don't slack or we're gonna get jacked  
something lower than scum's about, take you out without a shout  
it's dirt, a world of hurt, you don't wanna flirt with this jerk  
word to your moms he's come to drop bombs, spittin out lyrics like busted rap song  
tearin the nerves of the crew, he'll screw you too before you know who, he's ku han lu  
i feel his glare pierce the air, the stare of the slayer, the black scare  
he's here, death is near i smell the fear that i cannot see or hear but it's all too clear*

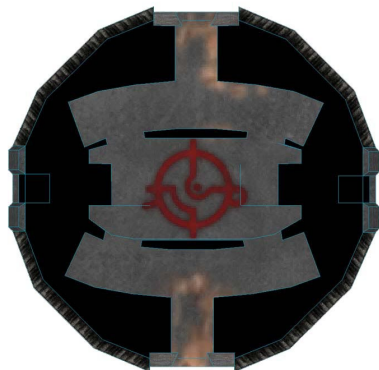
*through the carnage that ensues we the crew band as few  
you can't break us, shake us or fake us so bring it on if you think you can take us  
but if you do you're a fool cause we duel to the death  
we won't stop the insanity till you draw your last breath*

*mr manx  
mm productions  
aka mix master manx  
one for me and one for my homies,*

# It's The Maps, Baby

Excerpted from Bungie.com

When playing any first person shooter against other people, the one key to gaining the advantage is knowing the maps. Hearing your dead opponent scream in anguish, "HEY! WHERE'D YOU FIND THE ROCKET LAUNCHER?!" can add a satisfying grin to your smugly tight lips. Conversely, there are few things more frustrating than running circles in the tunnels of 'Sidewinder' trying to figure out where to return the "#@\*&!%" flag. Its all about the maps, baby. You can't head your opponent off at the pass if you don't know where it is. Know the map and own the map.



The red base interior sports the same floorplan as the blue base.

## The Paper

is now delivered via email in advance of each Adventure. If you want to get a copy, you have to give us your email address. Only a small number of copies will be printed and available at the event. Do you have an opinion or an idea for The Paper? Tell us about it.

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# Blood Gulch Strategy Guide

Excerpted from Bungie.com

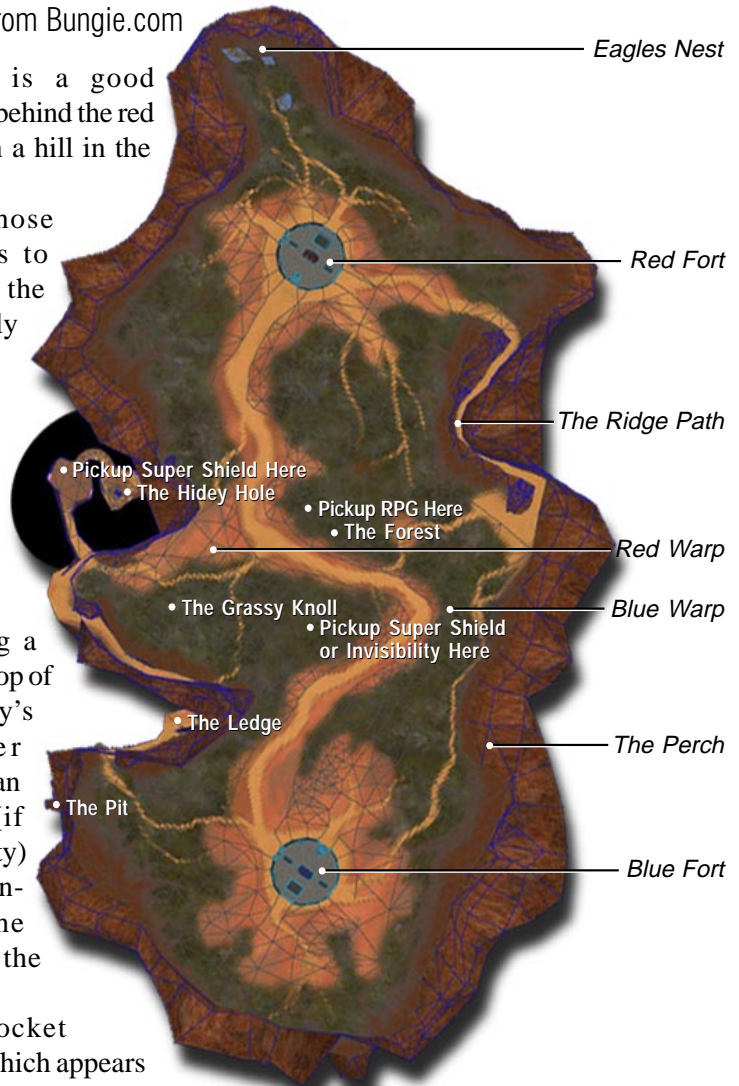
There is a good sniper spot behind the red base, up on a hill in the shadows.

Use those teleporters to get across the map quickly without a vehicle.

Caves can provide good cover to get you across the map.

Parking a vehicle on top of your enemy's teleporter location is an effective (if low and dirty) way of controlling the middle of the map.

The rocket launcher, which appears in the middle near a small bush, is a precious commodity. When playing with vehicles, try to only use your rockets on a vehicle. Rocket ammo is in short supply, especially if a lot of people are playing, and snipers like to pick off people going for the launcher. So pick your targets wisely. When shooting a warthog, you want to hit it so that you kill at least one of the passengers while flipping it so it tosses everyone else. Try and nail the front of the warthog. This will usually kill everyone except the gunner, and he'll be tossed out with a lot of damage done to him. Unless you have a good shot (and time to reload), toss a grenade in or finish the other



guy off with your other weapon. Eventually you'll be brazenly standing in the path of oncoming traffic with a rocket launcher. Flying vehicles will kill you, so remember your basic laws of physics. Just for kicks though, try standing in a valley in the middle of Blood Gulch and get a jeep to ramp up a hill and jump over you. Then fire a rocket at the jeep as it flies directly over you. It will be a while before your opponents hit the ground.

When traveling across the map in the warthog, try to avoid taking big, flashy jumps & instead weave around through the valleys: you're less of a target this way.

# Battle Creek Strategy Guide

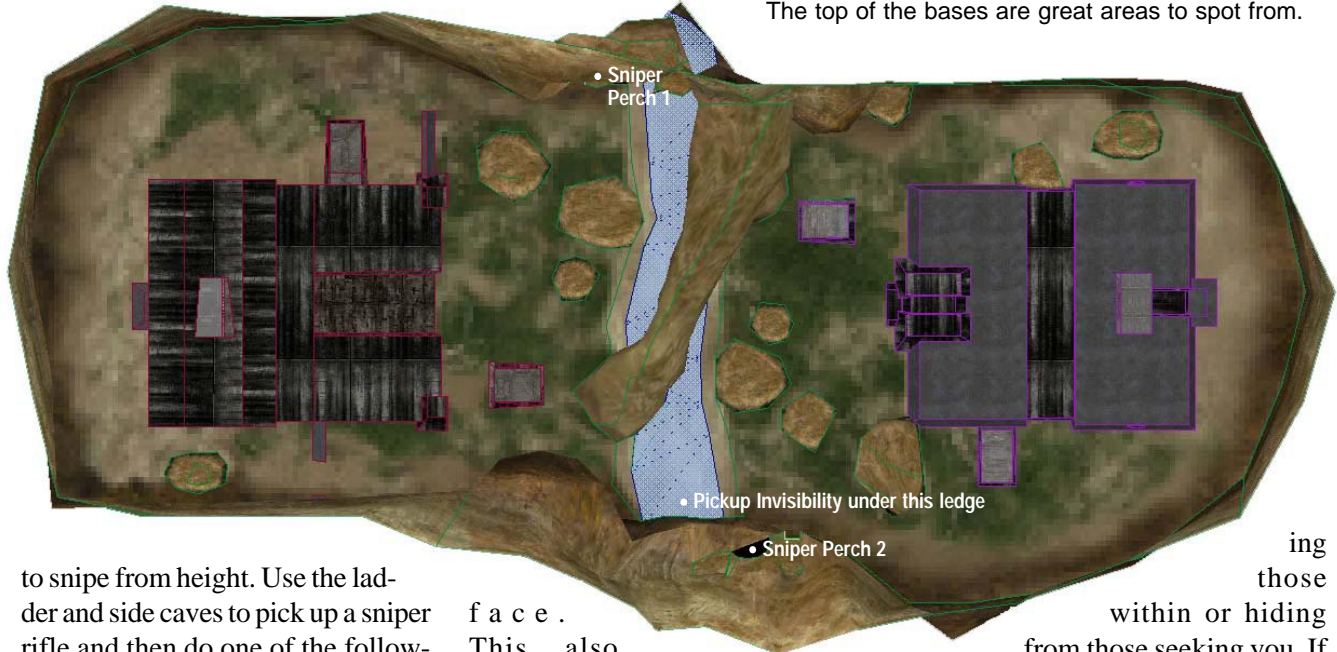
Excerpted from Bungie.com

A small pocket canyon where two fortresses face each other, separated by only a natural arch and creek. The key to fort penetration and defense is to control access to the back. There are 4 ways into each fort, so keep moving and watch your motion tracker. In addition, Battle Creek provides many opportunities

onds. On the side without the arch, walk out of the far cave exit (opposite the ladder) and look for higher ledge off to the upper left of the cliff



The top of the bases are great areas to spot from.



to snipe from height. Use the ladder and side caves to pick up a sniper rifle and then do one of the following. On the side with the arch, jump diagonally onto the ledge which projects from the arch. This will lead you up to the top of the arch and the rocket launcher. You can also run up the arch, but there is nothing quite as inviting to your opponents as you exposing your backside for 10 sec-

face. This also leads to a deadly sniper perch. Use this position to cover both bases and to prevent anyone from grabbing the rocket launcher. In addition, the roofs of both bases can be accessed by the rocks and demolished walls on the structure's sides. So use the roofs for defense and easy flag base access.

ing those within or hiding from those seeking you. If you face either base from the opposite base, the route to the top will be on the left side of the building.

*Editor's note: We usually play the free-for-all game "Mattland" on this map with only a shotgun, no radar, and half shield power so that usually one shot kills.*



Interior map of base one.

Check for power-ups in out of the way places. Explore every nook and cranny. There's enough packed into this small map to keep things very interesting.

In the sniper towers, you're still vulnerable to grenades. Jump down on trees and such to break your fall if you jump out of the sniper towers.

Getting on top of the two bases is an effective way of attack



Interior map of base two.

# All New Ping-Pong Tournament House Rules

Michael Pizzo, Commissioner

With the help and guidance of our new advisory committee, new rules and tournament structure have been established that dramatically increase playing time and give everyone a better chance to win top honors. We now record the top eight place finishes of every tournament in order to establish seeding for each new tournament.

Be sure to familiarize yourself with all the changes. Phil's old house rules are dead. If you have any questions, be sure to ask me at the tournament.

## Filling The Bracket

**1st** Seeded players who RSVP before the last reminder email (one week ahead of the event) are guaranteed a spot in the bracket. Seeded and unseeded players RSVP'ing after the last reminder email must compete with each other for the available bracket slots.

**2nd** The day of the tournament, the commissioner will determine matches for bracket-filling run-off games by drawing names from a hat. A single run-off game is played to 21, win by 2.

**3rd** In the case of an odd number of players competing for space in the bracket, the commissioner may use his discretion and give the player who RSVP'd first in this group a place in the bracket without competing for it. Or he may require a game of "rock, paper, scissors" between all comers. Whatever happens, players are expected to cheerfully embrace their destiny.



## Seeded Players

White = Artificial number

Yellow = Earned place

Pink = Pending Results

	Winter 2002	1/18/03	Totals	Ranking
Randy Hilfman .....	1	1	2	1
Andrew Caple .....	1.5	1.5	3	2
Brian O'Connell .....	3	3	6	3
Kevin McCoy .....	4	3	7	4
Doug Phillips .....	4	4	8	5
Michael Pizzo .....	1.5	7	8.5	6
Paul Halverson .....	8	2	10	7
Jeff Evert .....	5	5	10	8
Scott Hannus .....	5	6	11	9
Phil McCoy .....	6	8	14	10
Doug Riggins .....	7	7	14	11

The computer decides who wins statistical ties.

**4th** Seeded players who miss a tournament will receive an artificial number to keep their ranking current. This number will be created by taking the sum of their last two tournament scores, real or artificial, and dividing by two.

## Playing In The Tournament

**5th** All matches are the best of 3 games to 11 with service alternating every 2 points. Games are won by 2 points.

**6th** Service must be delivered from behind the service line (table). The ball must come off a flat palm, above the table, and be struck in the air while it's coming down.

**7th** There is no courtesy serve on game point. No way, no how.

**8th** The championship match is the best of 5 to 11 with service alternating every 2 points. Games are won by 2 points.

**9th** There are no skunks in this house.

**10th and last** If you miss a serve with no contact, you lose a point. Get used to it.

## Two Tables Are Better Than One

This beautiful new table is the latest addition to the PAKESA arsenal of tournament toys. It was carefully chosen from the selection at [paddlepalace.com](http://paddlepalace.com) to give us the best tournament action possible.



Adding a second table and adopting house rule 5 will give everyone a lot more playing time. New for March 8, you are welcome to come over and play unregulated Ping-Pong anytime from 1 p.m. until 6 p.m. when the tournament starts.

If you have an interest in our tournaments and would like to help defray the cost of the second table, a donation would be gratefully accepted. Many regular players have already contributed \$25 each. Talk to Phil McCoy, your host, if you have questions or would like to make a contribution.)

## Tale

Continued From Page 1

Nobody but nobody was going to place higher than Randy Hilfman, though. There was no controversy concerning his quiet coup of the championship. The only question being asked was, “*Where did this guy come from!*” He was masterful. He handled all comers without so much as breaking a sweat. Even Doug Phillips, a star player in his own right who was victimized by extremely unfavorable seeding, could not match Hilfman’s gentle-spirited blitzkrieg. And on top of winning the tournament, Hilfman accepted the role of de facto commissioner while Pizzo sank into a cantankerous funk.

When Phillips was asked about the controversial seeding that left him with a numbingly unfulfilling night, he was the consummate sportsman per usual. He gave the appropriately innocuous quotes about playing the hand that was dealt him and that it was a privilege to watch an artist like Randy at the top of his game, blah, blah, blah... But even though he hacked through the left side of the bracket like a banana farmer with a machete, eventually scrapping his way back to a respectable 4<sup>th</sup> place, the look in his eyes belied his polite acceptance of the “moral victory.”

Where  
did this  
guy  
come  
from?

Notably absent were two of the tournament’s top-seeded players, Andrew Caple and Brian O’Connell. O’Connell’s camp was uncharacteristically tightlipped concerning his whereabouts. The Paper was able to dig up Caple’s story, however, with the help of sources in Montana. The evening before he was scheduled to return home for the tournament, Caple had hiked to a moonlit hilltop outside Bozeman (“to enjoy a Zen

moment,” according to one of the locals). Once there, he had apparently been inspired to strike a yoga pose that was unwise to attempt alone. He had become inextricably tangled up with himself, and no one had heard his cries for help until early the following morning. A hiker, Billy Ibex, had

climbed the hill to take in the sunrise and had heard a sound that he described as “kind of like Jerry Seinfeld imitating the distress call of a howler monkey.” It turned out to be a distraught, pretzel-shaped Caple. According to the nurse on duty at the Bozeman EconoMed Clinic, Mr. Caple was recovering nicely but was in no condition to compete in a Ping-Pong tournament. The Paper wishes him a speedy recovery and a quick return to competition.



Turdhunter gold.  
Scratch and sniff.

## Party On!

Phil And Kevin’s Excellent Saturday Adventure (PAKESA) exists on the goodwill of the facility manager. Please do your part to keep the facility manager happy.

### PAKESA House Rules:

**1st** Please come right in, pay the modest cover charge, play, and eat (in that order).

**2nd** Do not take food onto the carpet. Food must stay over the counters, hardwood or cement floors.



**3rd** Drinks are allowed in carpeted areas if they are set on a coaster. No drink may be set on the floor under any circumstance.

**4th** Do not abandon your drink: finish it and dispose of the can or bottle--recycle them into the appropriate containers (find them).

Failure to follow these simple rules will result in your behavior being labeled lame. Persisting in lame behavior will void the good will of your hosts.

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## Struggle

Continued From Page 1

parties concerned must seek a determination from the commissioner and put the ruling to the test of play.

### Advisory Committee Members

Michael Pizzo  
Randy Hilfman  
Phil McCoy