

# The Wendorfian Times

Volume 4 Issue 1



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# Tribal Game Preferences by Category

Historically, there are three things that Tribal Members like to do when they gather together in groups. These things are, in order of preference: 1. Eat a lot of food<sup>1</sup>. 2. Play games. 3. Work on cars<sup>2</sup>. Well, although we could definitely write a LOT about item one on the list, and we could probably write quite a bit of boring stuff about item three on the list<sup>3</sup>, in this issue of the Wendorfian Times, we will be focusing on the second item on the list! GAMES!!

Now, as we all know, games were invented with the sole purpose of providing a way for people to pass their spare time determining who is better than whom at soliciting the favor of the goddess of luck.<sup>4</sup> However! There are certain games, which allow those who play them to pretend that there is actually some skill involved in determining the winner, in addition to the luck factor. And it is these games which tend to rank most highly on the Tribal List of Game Preferences (TriLoGaP).

We know this, because we did a very unbiased poll of all of the Tribal Members sitting in front of the official Wendorfian Times Editor's Computer at the

time of the creation of the chart found on this page.<sup>5</sup> Now, for our, er, your pleasure and edification, we will proceed to tell a little bit about each game, and to give some strategy guides for those poor souls among you who are so incredibly bad at these games that you would dare take strategic advice from someone who would gladly crush you in any, and all, of these games any time of any day and most any week! Okay, so here goes, we'll start with the game in the top left hand corner, move down the column, and then move over to the top of the next column, and so on and so forth, until we get bored.

One player board game: **The Lord of the Rings Trivia Game!** This game involves the player trying to remember obscure details from the Tolkein books while his little pawn<sup>6</sup> attempts to make his way from the Shire to Mount Doom so that he can take the ring of power for himself. Strategy Hint: Don't play against someone who has read the books!

Two-player board game: **Twixt!** This highly strategic game requires each player to pretend like he knows what he's doing<sup>7</sup> as he tries to build a dumb

|          | Board                             | Card                 | Physical    | Video/Computer                      | Other              |
|----------|-----------------------------------|----------------------|-------------|-------------------------------------|--------------------|
| 1        | The Lord of the Rings Trivia Game | Solitaire            | Napping     | Dune                                | Napping            |
| 2        | Twixt                             | Stop                 | Horse shoes | Age of Empires II: The Age of Kings | Connect Four       |
| Multiple | Risk 2210                         | Magic: The Gathering | Bocce       | Mario Party 4                       | War Hammer         |
| Teams    | Clue                              | Cancellation Spades  | Laser Tag   | Rise of Nations                     | Twister            |
| Vs. Game | Lord of the Rings                 | Slaps                | Crochet     | Star Craft                          | Dungeons & Dragons |

<sup>1</sup> Preferably a lot of really greasy, homemade food at someone else's house so that they have to do the dishes!

<sup>2</sup> Okay, well, really, anyone who "enjoys" working on cars is either insane or crazy, but lets face it, that's what we do, right? So, if we do it so much, then we must enjoy it, right? So what exactly does that say about us, hm?

<sup>3</sup> And, of course, that may happen in future issues of TWT if we run out of subject matter to cover.

<sup>4</sup> Yes, it has been confirmed that luck is indeed governed by a goddess and not a god. This conclusion was reached scientifically by placing the words god and goddess on two different sheets of paper and having a blindfolded individual draw out one of the sheets of paper which, as luck would have it, was the paper with "goddess" written on it.

little pointless plastic bridge. Strategy Hint: Go first!

<sup>5</sup> See bottom of page. Well, okay, really, it's above this footnote, but technically it's still the bottom of the page, okay?!

<sup>6</sup> Who, frankly, couldn't care less whether or not his knows what the heck he's talking about, or even if he gets the questions right, for that matter.

<sup>7</sup> I.e. It requires each player to look like they are thinking profound thoughts while what they are really thinking is: "I wonder how much longer I can do this and get away with not working on cars...Hmm...I wonder if there is any turkey left over..."

Multi-player board game: **Risk 2210!** Awesome! This game involves each player attempting to take over the world with the aid of high tech soldiers in Machines of Destruction and nuclear weapons!<sup>8</sup> Strategy Hint: Kill the Yellow Guy! He has an ugly color, and he's in your way! SMASH him like a bug! NUKE EVERYTHING HE OWNS!!! BWA HA HA HA!!!!

Team board game: **Clue!** This game involves those players who understand its true nature<sup>9</sup> secretly sharing information in unique and creative ways in order to try to get one of them to figure out who killed Mr. Body<sup>10</sup> before Kristina goes: "Ohh! Ooo, ooo, ooo!" Strategy Hint: The little cards that they hand you are meaningless; get someone else to make an accusation and whisper you the answers!

Players versus the game board game: **Lord of the Rings!** This game involves all of the players working very hard together in a desperate attempt to get the ring destroyed before the bearer gets eaten by Sauron<sup>11</sup>. Strategy Hint: Convince enough people to play so that you can play Sauron.

One player card game: **Solitaire!** This game is boring and pointless. Strategy Hint: Why don't you just submit something to the Wendorfian Times instead of trying to get advice from us on the dumbest freaking game on the entire planet you moron!

Two-player card game: **Stop!** This game involves two people trying to get rid of their cards by putting them in organized little stacks as quickly as is humanly possible. Strategy Hint: Since this game is a derivation of Solitaire, we suggest that you spend as many hours as possible practicing playing Solitaire in order to do better at this game.<sup>12</sup>

Multi-player card game: **Magic: The Gathering!** This game involves each player assuming the role of a powerful wizard as they attempt to kill each other by summoning hordes of creatures and blasting each other with magical spells. Strategy Hint: I'm not sure, but definitely don't try whatever the heck it is that Richard tries to pull, because he gets waxed every single time!

Team card game: **Cancellation Spades!** In this game you try to get as many points as possible by predicting as correctly as possible how many tricks you will take based on the hand dealt to you at the begging

of each round. Strategy Hint: Whatever you do, do NOT sit on the receiving end of Sarah!<sup>13</sup>

Players versus the game card game: **Slaps!** This game involves each player placing a card on a stack of cards in the middle of the board until either dinner is ready or someone finally goes nuts and slaps everyone else in the face. Strategy Hint: Do not play this game with anyone who is wearing rings, has long fingernails, or has faster reflexes than your average road kill.

One player physical game: **Napping!** Anytime, anywhere! Strategy Hint: Narrow the time and place to when and where little children will not find you.

Two-player physical game: **Horse shoes!** This game involves each player trying to throw their horse shoes as close as possible to a distant metal rod that is sticking out of the ground. Strategy Hint: Attach high-powered, yet economically sized, electromagnets to your horseshoes.<sup>14</sup>

Multi-player physical game: **Bocce!** Similar to horse shoes, but involving spherical stones being thrown at a smaller spherical stones instead of horse shoes and a rod, this game has the added benefit of being able to really mess up an opponents good throw! Strategy Hint: When it is your turn to throw the little target ball, throw it as far away from you as possible! It is about to be the primary target for a lot of flying spherical stones!

Team physical game: **Laser Tag!** Increasingly popular, although prohibitive to play due to high costs, this game gives you all the rush of feeling like you are really shooting people in the back, front, sides and head! Even though all you are really doing is flashing a little red light at them. Strategy Hint: Don't hide where I do, because I always get nailed before I even see the little red lights coming!

Players versus the game physical game: **Crochet!** A traditional game which can basically be summed up as one trying to convert a ball of yarn into an article of clothing using some small metal sticks.<sup>15</sup> Strategy Hint: Save yourself a lot of time and heartache by just buying an article of clothing to start with instead of the ball of yarn and metal sticks.

One player video/computer game: **Dune!** A classical RTS<sup>16</sup> game involving the building up of military bases and armies in order to conquest a giant

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<sup>8</sup> Good preparation for child care, especially diaper changes.

<sup>9</sup> I.e. Those who are not still foolish enough to believe the part in the rules about working alone.

<sup>10</sup> May he rest in peace...again.

<sup>11</sup> A massively powerful, pitiless engine of death and evil!

<sup>12</sup> Please see the Strategy Hint under Solitaire for more advice.

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<sup>13</sup> Note: This strategy hint is remarkably flexible as to the games that it can be used with. Some other examples are Phase 10, Uno, Dodge ball, Food fights, and Scrabble.

<sup>14</sup> Note: This probably will not help, but it will make you feel a lot cooler!

<sup>15</sup> You think we josheth? Nay! 'Tis true!

<sup>16</sup> That's "Real Time Strategy" for you non-couth people out thar.

dessert planet that is infested with huge, incredibly fast tank-eating worms. Strategy Hint: Build lots of tanks, nuke the computer's base, then roll in and crush what's left of its defenses before it has time to say 1100101000110!

Two-player video/computer game: **Age of Empires II: The Age of Kings!** Another classical RTS game, this one involves the creation and management of medieval cities and armies used to control the world's economy and destroy those foolish enough to refuse to acknowledge you as supreme ruler of the world!<sup>17</sup> Strategy Hint: One lone archer against 60,000 fully trained and armored Elite War Elephants is not a good offensive strategy, what you really need is one lone monk!

Multi-player video/computer game: **Mario Party 4!** This fun little game involves everyone assuming the role of a cute favorite Nintendo character and then racing each other around a board in order to finish with the most stars. Strategy Hint: Do not expect to win! The winner of this game is determined purely by chance! Your best bet for personal enjoyment is to try to make the other people think that their randomly assigned misfortunes are really the result of another player's randomly assigned actions so that they can get into an argument, thus allowing you time to sneak to the kitchen for some leftover turkey!

Team video/computer game: **Rise of Nations!** Another in the honorable family of RTS games, this game allows you to build up your civilization and army from the primitive pre-historic times, to the futuristic world of nuclear weapons and obedient soldiers! Strategy Hint: Advance through the different time periods as fast as you can, and then attack your enemy with a large force! There's nothing quite like the feeling of watching your enemies mounted cavalry on horsies get mowed down by your fully upgraded panzers!

Players versus the game video/computer game: **Star Craft!** Yet another RTS game, this particular one takes place on an alien planet where humans are caught in the middle of a life or death struggle between two powerful alien races: the Jedi and the Klingons!<sup>18</sup> Strategy Hint: Play with August and have him cover your back! No matter how good you may think that you are at this game, I guarantee that the Vulcans are going to kick your trash within the first five minutes of the game unless August gets his little Wookies to haul their tails over there to protect you!

Other one-player game: **Napping!** Apart from being incredibly entertaining, this is the only game that won out in two different categories! Strategy Hint:

About that time and place thing, it's usually best not to nap while engaged in the other two most popular tribal activities: eating and working on cars.

Other two-player game: **Connect Four!** Kind of like a vertical board game, this game involves each player taking turns dropping little tokens into a panel-thingy in order to get four in a row. Strategy Hint: I'm not really sure. I lose at this game to Sarah Like every single time!

Other multi-player game: **War Hammer!** This is a complex game that involves each player trying to use his army to decimate his opponents' armies by remembering more of the incredibly complex rules than they can. Strategy Hint: It doesn't really matter what you try to do, August is going to remember more of the rules than you, so just try and sit back and enjoy the process of watching all of your little demon-thingies get their lives snuffed out of them.

Other team game: **Twister!** This game is divided up into two teams, namely, the person spinning the dial and the people trying to kill themselves on the floor. Strategy Hint: If you are the person with the dial, pretend to spin it, but then make up the results and see how many people you can get into awkward stances before Richard pushes them all over. If you are one of the people on the floor, when you feel that you can't quite take one more awkward stance, try falling into as many people as possible on your way out in order to entertain the person with the spinny-thingy.

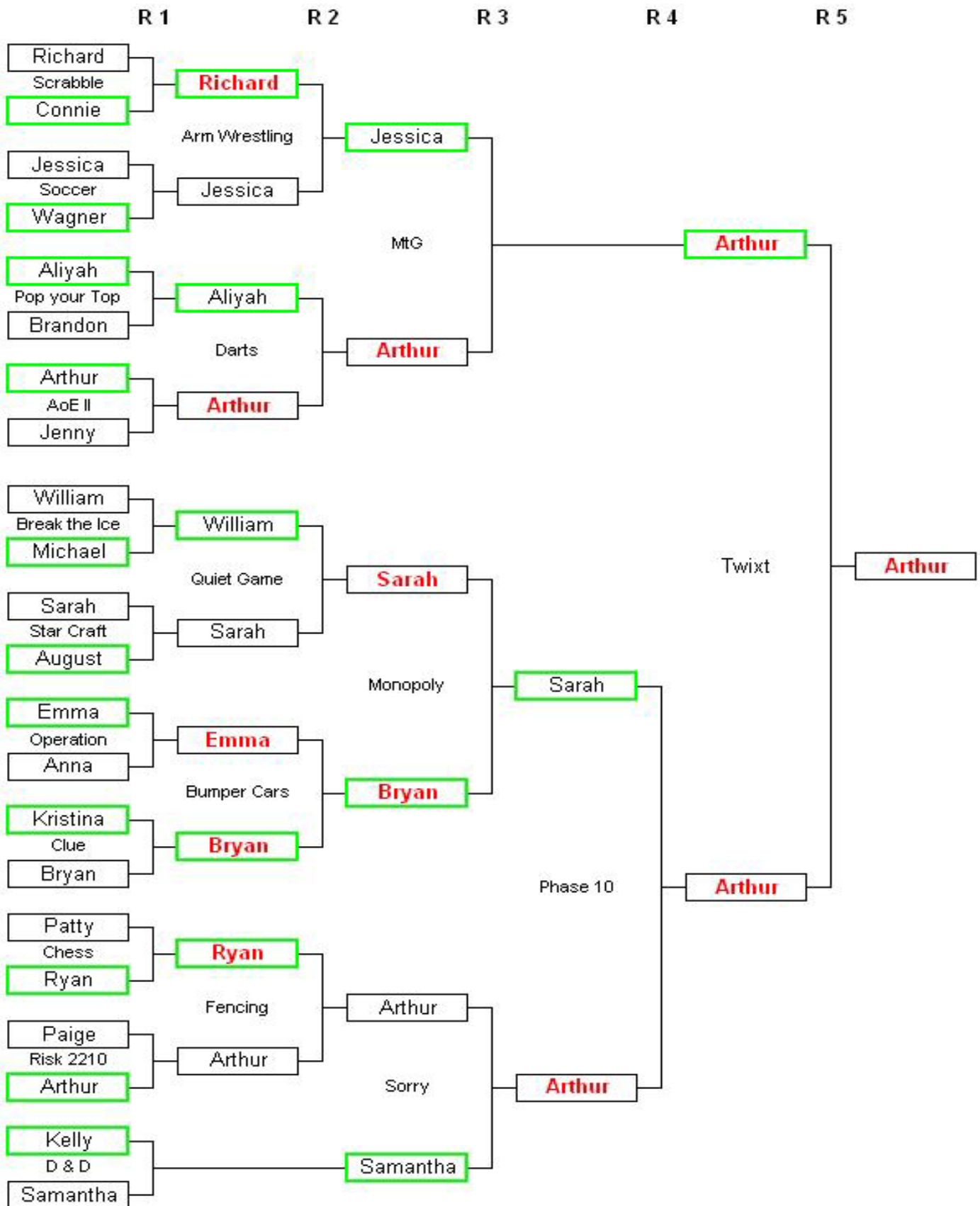
Other players versus the game game: **Dungeons & Dragons!** This game involves several people taking on the role of fictitious characters and placing themselves under the control of a Dungeon Master and several sets of oddly shaped dice as they attempt to ensure the survival of their characters in some hopeless quest that no sane fictitious character would ever agree to embark upon. Strategy Hint: Get in good with the Dungeon Master and the dice before beginning the game so that hopefully yours won't be the first fictitious character to turn into goblin bait.

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<sup>17</sup> I.e. Everyone else.

<sup>18</sup> Or, something like that anyway.

# Results of the Last Tribal Game Tournament



As you will all recall, just recently we enjoyed the 3,423<sup>rd</sup> semi-annual Tribal Game Tournament! In holding with tribal tradition, the tournament took place on the property of the current tribal patriarch and matriarch.<sup>19</sup> The proceedings were kicked off with the traditional dirty diaper<sup>20</sup> as soon as everyone was awake<sup>21</sup>, after which the Tribal Tournament Chart was brought out to keep track of the events. Coins were tossed to and fro to determine who would be able to choose the game for R1<sup>22</sup>. Then the games were played one at a time between the two assigned competitors while all of the other Tribal Members looked on, gave advice of varying degrees of usefulness, and consumed large amounts of food!<sup>23</sup>

As round one (R1) proceeded, you could feel the excitement growing as two of the favorites Tribal Game Champion where bested in close matches in their own game selections!<sup>24</sup> Connie lost in a vicious scrabble round to Richard at 546 to 553 after Richard spelled archipelago across three triple word scores! A little while later, Kristina, who had chosen to play Clue, of course, narrowed down all of the categories except the room in just two turns, and she had the room down to just two options. Then, fearing that Bryan had already figured out the room due to the fact that he was nonchalantly chatting with some of the

observers<sup>25</sup>, she jumped the gun, and guessed the ballroom instead of the billiard room, much to everyone's surprise!

Round two got even more tense, as some traditional rivals got matched up in highly competitive games! Tribal Strongman Richard and Tribal Force Expert Jessica have long been considered the two best arm-wrestlers in the Tribe, and their arm wrestling match lasted over five minutes as each of them broke a sweat and Richard shed a few tears of pain. A few minutes later, Tribal Sharp Shooter Aliyah and Tribal Marksman Arthur were engaged in a very close matched game of Darts! Neither one managed to hit the actual dart board, but Arthur's darts were an average of six inches closer to it, and only caused an estimated \$45 worth of damage, compared with Aliyah's estimated \$54, so everyone agreed that Arthur had won. After all of the broken glass had been cleaned up and a scrumptious dinner, courtesy of Tribal Chef Jenny had been provided and consumed, an exciting match of the quiet game took place! Both contestants bested their previous high scores of 1 minute and 43 seconds for Tribal Tantrum Expert William and 2 minutes and 6 seconds for Tribal Terror Expert Sarah. Sarah barely pulled off a lead after remaining quiet for only 2 minutes and 23 seconds.<sup>26</sup> Finally, the high point of Round two, Tribal Speed-Demon Emma and Tribal Safe-Driver Bryan went head to head in a violent round of bumper-cars! It looked like Bryan was done for, but then Emma hit a bump in the pavement at an estimated 64 mph and flew out of the driving area and into the grass, thus sealing the victory for Bryan after only 73 minutes of bumping! Of course, the fencing match between Tribal

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<sup>19</sup> In this case this means that the tournament took place in Boerne Texas.

<sup>20</sup> Provided by Tribal Waste Management Expert Brandon, although Tribal Management of Waste Expert Michael pulled in a close 2<sup>nd</sup>.

<sup>21</sup> Roughly around 4:00 pm.

<sup>22</sup> Round 1. Those who chose the games for each round are indicated by a bright green box around their names. The names of the games that they chose are indicated between their name and their competitors name.

<sup>23</sup> It is also rumored, although unconfirmed, and Tribal Patriarch and Tribal Baldy Richard engaged in automobile repair when the latter was not participating in a game.

<sup>24</sup> Close games are indicated by the victor's name being in bold red.

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<sup>25</sup> In actuality he just figured that he didn't stand a chance, so he was just going to let her win.

<sup>26</sup> Just six seconds longer than William held out, but enough to take the win!

Swordsman Ryan and Tribal Jedi Knight Arthur was not something that any of us will forget anytime soon! The look on Ryan's face when Arthur cut Ryan's adamantine broadsword in half with this double-sided green light saber was priceless!

With only three games, round three is when the pressure really began to be felt by the remaining competitors! Tribal She-Elf pulled an unexpected stunt when she challenged Tribal War-Magician Arthur to a game of Magic the Gathering, and when she whipped out a white angel deck, all heaven started breaking loose! Amazingly, Arthur managed to keep his defenses intact enough to keep himself alive<sup>27</sup> long enough to bring out an army of vampires which, after feeding on a few dozen angels, was able to crush Jessica's remaining forces and suck her remaining life-stones dry! Tribal Baron Bryan thought that he was going to have an easy time of it taking on Tribal Haggler Sarah in one of her least favorite games, but fate, as it were, had different plans, and his spending the first five of his eight turns in jail did not do much for his property acquisition, leading to a swift and decisive end in debt row. Tribal Apologizer Samantha's game choice of Sorry came as no surprise, but Tribal Gamer Arthur was in for more of a challenge than he had bargained for, although he did manage, against all odds, to get his last man into home base right as Samantha had her last little pawn waiting in the entryway.

Round four was probably the most anticipated game of the entire tournament! Tribal Cardlord Sarah and Tribal Dealer Arthur faced off in a round of Phase 10 that was vicious even by their standards! Some of the weaker of stomach, such as Tribal Spit-upper Michael actually had to leave the room as the players pulled meaner and

meaner stunts on each other as the round progressed. Finally, when both of them were going for the 10<sup>th</sup> phase at the same time, there was hardly a sound in the entire room, as many people were even holding their breath!<sup>28</sup> Finally, when Sarah again sacrificed her own needs in order to prevent Arthur from getting the phase, Arthur managed to pull up the card that he needed from the deck, and phased out! Even so, he just barely won with only a 13-point lead!

After all of the aforementioned excitement, several tribal members thought that round five would be kind of anti-climatic. However, their fears were soon laid to rest as Tribal Bridge-Builder Arthur made some impressive moves blocking the bridges of Tribal Architect Arthur. The game went back and forth, with both players making such complicated plans and moves that it is unlikely that even they knew exactly what it was that they were thinking! Finally, and very unexpectedly, Arthur made a blunder and Arthur immediately took advantage of it! Arthur tried to save the game, but it was too late, and Arthur soon finished his bridge in spite of Arthur's valiant efforts to stop him! Arthur had won!<sup>29</sup>

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<sup>27</sup> Albeit barely, with only 1.5 life-stones left after 6 turns.

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<sup>28</sup> However, when the hand continued to drag on, and after Tribal Irrationalist Arthur had fainted from holding his breath too long, other tribal members decided to continue with the respiratory process, albeit in a subdued manner.

<sup>29</sup> Luckily, Arthur, in spite of losing after so much hard work, was gracious in defeat to Arthur and they both shook hands with each other in true Wendorfian fashion: with large forced grins on their faces and white knuckles on their hands.

# The Magical Tribe

Aliyah \*\*\*\*\*



Summon Cherubim Princess ✓

Super Sonic Flight (*This creature can not be blocked.*)  
 Whend Aliyah comes into play, you may search your library for Brandon and place him directly into play.  
 Protection from Red  
*Does she go ANYWHERE without her little brother? - Bob*

1/24 **5/5**

Arthur ●●●●●



Summon Dungeon Master ✓

☞: Place an island token into play.  
 ☞ x: Arthur deals X damage divided any way you choose.  
*Whatever you do, do NOT make HIM mad! - Bob*

5/24 **5/5**

Anna ☠☠☠☠☠




Summon Crypt Keeper ✓

☞: Place any creature from your graveyard into play as though just summoned.  
 As long as Anna is in play, all creatures that are sent to the graveyard, go to your graveyard.  
*It's a dirty job...and I really wish she wouldn't do it! - Bob*

9/24 **5/5**

Arthur 🐉🐉🐉🐉🐉



Summon Dragon Packrat ✓

Flying  
 On each other player's turn, that player must permanently turn over control of one target permanent to you or Arthur deals them 2 damage.  
*There is nothing he wont hoard. - Bob*

Jennifer Wendorf  
 13/24 **5/5**

August ●●●●●



Summon Minotaur Lord ✓

First First Strike.  
Rampage 3  
August can not be blocked by fewer than 3 creatures.  
If August attacks and is not blocked, you may choose to have it bury all of defending player's creatures instead of dealing damage to target opponent.  
*What does he even NEED horns for?! - Bob*

14/24 **5/5**

Brandon \*\*\*\*\*



Summon Cherubim Prince ✓

Super Sonic Flight (*This creature can not be blocked.*)  
When Brandon comes into play, you may search your library for Aliyah and place her directly into play.  
Protection from Black.  
*My vampire army didn't even phase him! - Bob*

2/24 **5/5**

Bill ●●●●●



Summon Orcish Engineer ✓

●●: destroy target land.  
●: destroy target wall.  
●: put a 1/1 Red Brick wall token into play.  
*"Yeah, I think I'm going to build a highway right through your living room." -Bill*  
*"Oh crap!" Everyone Else*

15/24 **5/5**

Bryan ●●●●●



Summon Giant Tyrant ✓

Trample  
All creatures blocking or blocked by Bryan lose all of their abilities until end of turn.  
*Just go that way, you can't miss him! - Bob*

16/24 **12/12**

Connie 



Summon Master Gardner 

: Place a 0/X green Garden Wall token into play with: X is equal to the total number of Garden Walls in play and : add one green manna to your manna pool or gain 1 life.

*Nice garden, um, how do I get out? - Bob*

17/24 5/5

Emma 



Summon Beaucroatic Pessimist 

: Counter target spell or ability.  
 : Reality Check (Counter target spell or ability that happened earlier this turn, undo all of its results, and deal 3 damage to target player.)

*With this new creature, I am going to rule the world! - Bob*  
*Nuh, uh... - Emma*

7/24 5/5

Debbie 



Summon Pirate Therapist 

: Place an Enlightened blue enchant creature token on target creature. Target creature can not attack, block or use any abilities.  
 All damage dealt to Debbie by other creatures is reduced to 0.

*Wow, life makes so much more sense now! - Bob*

8/24 5/5

Henry 



Summon Mutant Hero 

X: Henry gains X abilities possessed by other creatures in play until end of turn.  
 Henry can not be the target of opponents spells or abilities.

*Now, what did he look like again? - Bob*

21/24 5/5

Jenny 



Summon Potions Expert 

◆ x: You gain X life. The manna spent in this way must come from other players' land.

You may tap other player's land for manna.

*I just wish she'd use her own darn herbs! - Bob*

18/24 5/5

Kristina 



Summon Vampire Girl 

Replace all occurrences of ◆, \*, ♠, ♣, with ☠.

All creatures under your control add "vampire" to their creature type and gain protection from Black and flying, including Kristina.

*Meeting her just sucks! - Bob*

10/24 5/5

Jessica 



Summon Angel Queen 

Super Sonic Flight (*This creature cannot be blocked.*)

◆: Place a 3/3 White Cherubim Token with SSF into play. Use this ability only if Wagner is in play under your control.

*Okay, ONE angel was freaking bad enough! - Bob*

3/24 5/5

Mandy 



Summon Actress Bureaucrat 

◆◆◆: Impersonate any other creature, spell, or enchantment in play for any number of turns. Gain all of it's abilities.

◆◆◆◆◆: Impersonate any creature, spell, or enchantment in any graveyard or in any hand for any number of turns. Gain all of it's abilities.

*Do you like my hair? It's yours.*

11/24 5/5

Michael 



Summon Poop Slinger 

Shadow  
Flying  
☞: Place a flying 1/1 black poop token with shadow into play under your control.  
*Holy Crap! - Bob*

19/24 **5/5**

Sarah 



Summon Siren Queen 

☞: Target player can not use manna while Sarah remains tapped.  
You do not need to untap Sarah during your untap phase.  
*I pulled over, but I never did see the ambulance pass by. - Bob*

8/24 **5/5**

Richard 



Summon Rat Scholar 

☞☞: Permanantly replace any 1 word one any card with any 1 word of your choice.  
☞: Add "rat" to any creature's creature type.  
☞: Gain permanant control of target rat.  
*Well, at least he doesn't have any land... - Bob*

12/24 **5/5**

Wagner 



Summon Angel King 

Super Sonic Flight (*This creature can not be blocked.*)  
☞: Search your library for any angel or cherubim and place it directly into play. Use this ability only when Jessica is in play.  
*Quick! Somebody distract him with a soccer ball! - Bob*

4/24 **5/5**

William 



Summon Immortal Guard 

0 : Regenerate William and deal 3 damage to target player responsible for William's need to regenerate this turn.

Vigilance

*If I have to kill you one more time...! - Bob*

20/24 **5/5**

Tribal Game Night 



Enchantment 

1 : Change any 1 thing about how the game is currently set up.

*"Man, you turn your head for one second and they freaking cheat like mad cows!" - Bob*

23/24

The Wendorf Tribe 




Summon Tribe 


When the Wendorf Tribe comes into play, destroy freaking everything.

*"Who the fudge invited THEM?!?" - Bob*

22/24 **100/100**

The Wendorfian Times **5**



Artifact 

1 : Search anybody's library for any card and play it without paying its mana cost.

*"It's not too bad, but the ending is usually pretty lame." - Bob, famous last words*

24/24

# Special Report: The Contest has Ended

The moment of “truth” has finally come! After long last, the results from the Judges of the First Annual Wendorf Tribal Gingerbread House Contest<sup>30</sup> have been released!! And without further ado, here they are in order from oldest to youngest, the competitors, what they won, and what they have to say about it:



Tribe!”



ter recebido para algo em seu inteiro vive, e ganhamo-lo! Ha ha ha!”



SPOONS!!! I shall win next time!! Victory will be in someone’s grasp and I will steal it from them! Bwa, ha ha ha HAAAA!! Hey, get your hands off me! You think you’re hot stuff with those white coats, huh? Well how about NOW!?! Hey! ahdmzdk....”



with ten cents should have won since that was my entire life savings. I’m glad that only yellow lovers won. Also, when sugar comes to a boil its very hot (such as when Jolly Ranchers) I risked

Richard: **Most Effeminate!** “Ti, hi, hi, that’s so silly! You guys are so cute! I hope that can continue to have peace and harmony in all that we do together as a

Jessica and Wagner: **Most Traditional!** “Ganhamos! Ganhamos! Você todo perdido e ganhamos! “Bem Tradicional” é por longe o melhor prêmio que qualquer Membro Tribal podiam ter esperado ter recebido para algo em seu inteiro vive, e ganhamo-lo! Ha ha ha!”

Arthur and Jennifer: **Most Mentally Unbalanced!** “Most mentally unbalanced?!?! What kind of curd is THAT?!?! When I find the ‘judges’ who denied us of the honor of most traditional I’m going to puncture their tires with SPOONS!!! I shall win next time!! Victory will be in someone’s grasp and I will steal it from them! Bwa, ha ha ha HAAAA!! Hey, get your hands off me! You think you’re hot stuff with those white coats, huh? Well how about NOW!?! Hey! ahdmzdk....”

Sarah: **Most Structurally Unsound!** “Uhhhh... I think the losers who only spent ten seconds on theirs should not have won. And I think that those who bribed the judges

my life to figure that out. Just FYI. I need a sympathy vote.”

August: **Most Historically Inaccurate!** “Just wait to see how historically inaccurate mine will be next year.”



Emma: **Best Attempt at Making a Dull Gingerbread House Interesting!** “What better compliment is there than that, I ask you? All right, well, since I happened to be one of the recipients of a certificate as opposed to both a certificate *and* a statue, I realized that this competition is a little different than most since the people who receive the least are obviously the best. Really it makes sense. Obviously the winners are just so confident and awesome that we don’t need a statue to pad our self-esteem. So to all you poor losers out there who got a statue: don’t worry, next time you may do as well as me and find only an envelope in the mail addressed to you. And to the judges: wise decision, my Uncles, you made the right choice. And these are some amazing awards you guys did! Talk about going all out! It was worth the wait.”



Anna: **Most Disturbing!** “Well, much to the expectation of many and surprise of none, I, Anna, the Yellow Dart, Wendorf, have achieved a ranking of the most impeccable and admirable sort - that of the Most Disturbing! Yes, I received my certificate with the pride of one who knew it was coming. Now declared, by our dear Uncles as the one with the most taste and proficiency, I have succeeded in fulfilling the universal dream of all Wendorfs by disturbing not only Brian, but Art as well! Praise me! PRAISE ME! -ahem- Yes, well...in addition to my certificate, I received a statue-award-thing with a plague - I mean, plaque - which reconfirms my disturbing nature beneath a picturesque angel holding a gingerbread house. Between the angel and plaque is a picture of my “Disturbing” creation - The Snowman’s Outhouse!



<sup>30</sup> Originally determined on February 15, 2007.



Kristina: **Most Innovative!** “Most Innovative, I don’t know...hmmm...it seems almost not entirely complementary, it seems like

something you say when you can’t think of anything else to say. I don’t think that they needed to come up with different categories, they could have just voted for mine as best, and no one should have won a trophy except me. I’m already starting on mine for this year. I’d also like to point out that mine was 100% edible, and didn’t have anything that would kill you if you ate it. I molded the entire thing myself, I made my own gingerbread, I didn’t buy mine from the store. I also incorporated candy, good candy, not the grocery store kind. Everyone liked eating my house! I stole that stuff from the Lerchs! I’m very proud of everyone for their attempts, but regardless of what they did, mine was the best, and everyone enjoyed mine the most! The sight, the taste, the smell, you could enjoy my gingerbread house through all five of your senses.”

And finally, here are the suggestions that we have received so far for future Annual Tribal Gingerbread House Contests:

From the Tribal Effeminator:

1. My brothers should not be the only two judges. We should come up with a even more unbiased way of judging these things! I’ll DO IT!!<sup>31</sup>

From the Taller Judge from Texas and the Somewhat Shorter but Still Tall Judge from California:

1. No nuclear material shall be used
2. No color ~~blue~~ [yellow]<sup>32</sup> shall be used
3. No animal flesh shall be used (unless the participant will have photos proving it is edible)
4. No bribing of the judges...in excess of 6 figures.

From the Tribal Mental Balancers:

1. Judging by the masses, that way everyone can participate and we can all feel like everyone hates us and not just a few little short judges when we loose.

<sup>31</sup> Note: Since we could not actually get in contact with Richard, none of these may be actual quotes, but they probably could have been.

<sup>32</sup> “Editor”, remember, “editor”, that’s why I make the money, because I edit out carp like this!

2. Deadlines should be established for submitting pictures for judging, we suggest, December 22<sup>nd</sup>, the Dribal Traditionalist’s birthday, as well as for judging (which should be facilitated as an online anonymous survey by the Editing Team of the Wendorfian Times), we suggest December 31<sup>st</sup>.
3. Guidelines should be established for what kinds of pictures to submit, we suggest one of each of the following: front, left, right, back, top, and one of the Tribal Member in the process of making the gingerbread house.
4. No one should be allowed to use skills or talents that we don’t all possess! This means no artistic crap, like Anna pulled during the last competition.

From the Tribal Archichet:

1. Everything must edible except the base.
2. Does not need to be made from actual gingerbread.

From the Tribal Historian:

1. There should be a limit as to how small or big it should be.
2. Must use more than three colors.

From the Tribal Dull Interestinger:

1. Um, okay, no buying kits, you cheaters. Geez, how pathetic is that?

From the Tribal Disturber:

1. I offer this suggestion for future competition rules: Perhaps there should be a minimum for time spent on the houses, to prevent slackers, like myself, from winning anything that others might delusionally believe was better deserved by them. Of course, this won’t change the rankings - it will *only* make them feel a little better.

From the Tribal Innovator:

1. Ginger and bread should be incorporated in some way.
2. No sabotage, but stealing sweets is okay.
3. Must spend at least half an hour so Anna and August have to do something.

Well, there you have it! These suggested rules, along with any others that are submitted, will be analyzed by our professional financial staff<sup>33</sup>, and the official rules for the competition will be sent out by Thanksgiving. So, if you have any other questions, comments, suggestions, complaints, threats, bribes, thoughts, moneys, etc., please get them to The Editing Team of the Wendorfian Times before Thanksgiving!

<sup>33</sup> We can’t afford a financial staff AND an analyzing staff, okay?! Gosh!