

HEN'S TOOTH

SPI's

Up Against the Wall...

Published in 1969 • Designed by James F. Dunnigan

reviewed by **Rick Pavek**

Everyone has their favorite oddity. I'll be up front. This is my favorite. I first played it in 1974. Back then the outrageous title was enough to drag me into a session by itself. While playing, it became apparent this was not a toy, but rather a point-of-view on the dynamics of a modern (well, by '60s standards anyway) university and as the game notes explain, a real operational simulation. SPI reprinted this game as a special offering.

The components are almost as abstract as the concept:

A single sheet reprint of three pages of the 3/11/69 Columbia

Daily Spectator which contains a campus map and instructions;

one 8.5" x 11" sheet with cards and counters you must cut apart; the map and instructions, located on the large sheet along with two matrices representing

what we know as a Combat Results Table and a Reinforcements Track; and one 8.5" x 11" sheet with design comments by Mr. Dunnigan. Oh, and a big white (opaque) envelope.

The visual aspects of the game are simple, a birds-eye view of a campus, with buildings and people. The artwork is fun, but the quality is poor, being a reproduction of a newspaper article. Quality overall is probably a shade under what we see in Test Series Games.

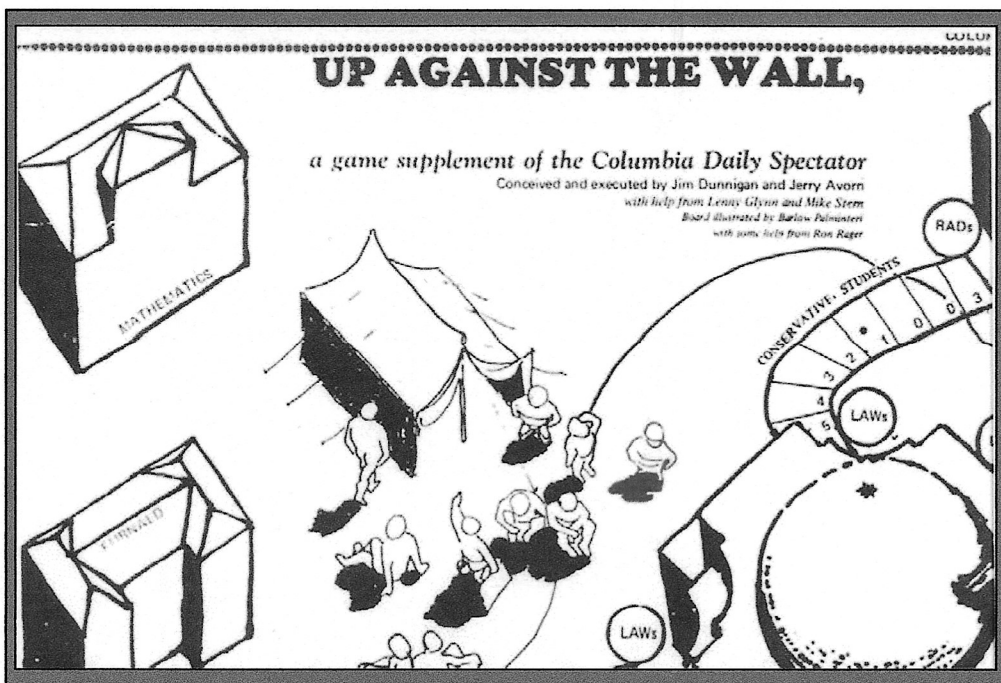
The game is simple. Influence is allocated to begin the game. As the game progresses additional influence is allocated by players and counters are moved up and down tracks that represent how far to the left

or right the campus factions are. Radicals try to skew the influence to the left, and the Administration tries to force the influence back to the right. At the beginning of each player's turn the option is available to take conflict results for the board as a whole, representing either calling in the cops or worse or calling a strike. Results are applied immediately and globally. At the end of the twelve turn game, points are totaled and the winner declared. The reinforcement tracks give the bulk of the Radical player's new influence early in the game, while the Administrator's reinforcements come in greater numbers,

peaking on the twelfth turn.

For the collector, this game is a difficult find. Not many were printed and they were never in an SPI catalog.

I've seen them advertised for \$150. But if you like the rare esoteric piece, or are a rabid SPI collector, it's worth it.



(Publisher's Note: The title of this game includes a profanity that has been omitted. It was also removed from the illustration.)