Buy the Original
Traveling Kassia Set

Port Kar Industries
P.O. Box 1403
Oregon City, OR 97045
Phone: (503) 824-3553
Port Kar Industries

Web Site Design by
G.O.W.D.[tm]

HISTORICAL DEVELOPMENT OF KAISSA

After reading this book we hope that you learned something about the history of kaissa, how it was put together. The various problems that where encountered along the way as well as the lengths that where taken to try and contact John Norman along the way.

This e-book is what is known as donationware, the book is free to download and use If you feel that this e-book has any value you may make a donation via PayPal by using the following link, you will need to be connected to the internet to use this feature.

Donationware
Payment
via Paypal

For those of you that may wish to help support the the creation of these e-books and do not want to use a credit card you can sent a check, money order or concealed cash to:

Gene A. Gunderson
198 Bass Street
Doyline, LA 71023

Please make checks or money orders payable to Gene A. Gunderson.

THANK YOU

We wish you well, let the game begin!!!

History of Kaissa

Copyright © 1979 - 2005 Port Kar Industries, All Rights Reserved
KAISSA® is a registered trademark of Port Kar Industries.

Buy the Original
Traveling Kassia Set

Port Kar Industries
P.O. Box 1403
Oregon City, OR 97045
Phone: (503) 824-3553
Port Kar Industries

Web Site Design by
G.O.W.D.[tm]

HISTORICAL DEVELOPMENT OF KAISSA

This is a brief introduction about the game of kaissa taken from various passages from the twenty-five books of Gor written by John Lange under the name of John Norman.

Kaissa is the Gorean word for "the game". It is a general term that can refer to any type of game but when it is used without qualification, it means only one game, Gorean chess. This is a game very similar to Earth chess though there are numerous differences as well. Kaissa is a very popular game and almost all civilized Goreans, no matter what caste, will have learned to play kaissa as a child. A game of kaissa is even a common way of settle disputes that do not relate to ones honor. There are many Kaissa clubs and competitions. Lists of important competitions and tournaments are commonly kept in each city's Cylinder of Documents. Most city libraries have many scrolls of Kaissa strategy and techniques. (Author Note: It is plain to see from these few passages that kaissa played a rather important part in the Gorean Society.)

Kaissa is played differently throughout Gor. Some cities use different pieces or similar pieces with different abilities. But, eventually most cities accepted standard tournament rules, helping to unify and standardize play. These rules were agreed upon by the High Council of the Caste of Players and officially promulgated by the Merchant Caste in 10124 C.A. at the En'Kara fair. Standardized Kaissa may also be known as Merchant Kaissa, Player Kaissa or Kaissa of the En'Kara. Unfortunately, though much information is given about the game, the novels do not provide a complete set of rules for playing Kaissa. It is at this point that the history of kaissa begins on Earth ....

Page 2 of The History of Kaissa

Copyright © 1979 - 2005 Port Kar Industries, All Rights Reserved
KAISSA® is a registered trademark of Port Kar Industries.

Buy the Original
Traveling Kassia Set

Port Kar Industries
P.O. Box 1403
Oregon City, OR 97045
Phone: (503) 824-3553
Port Kar Industries

Web Site Design by
G.O.W.D.[tm]

HISTORICAL DEVELOPMENT OF KAISSA

There are many people who will say that all I did in the creation of the copyrighted, patented, trademarked version of Kaissa, The Game, was to steal from John Norman and his Gor books. In some aspects, the answer to that is yes, but in other aspects, the answer is no. What the reader will read here is my history of how I put Kaissa, The Game together, using both my mathematical formula and the incomplete concept of John Norman.

In 1977, I turned 30 years old and had been playing Chess since I was 9 years old. After playing Chess for 21 years, I had become disillusioned with the game I had played for so long. The things that bothered me about chess were the pawn promotion, the en passant pawn, the castling move, and of course, the stalemate function. I always thought that there should be a winner every game. I really hated a tie game. The only other thing about Chess that really irked me was that the game was all about a weakened male protected by an all powerful female. That just never seemed right no matter how long I played Chess.

In 1977, I was already working on a larger model of Chess using a 10 squared board. For those of you that do not know, the 10 by 10 board has been around since the late 1800s and was not invented by either John Norman or myself. I was working on creating a larger Chess that would give a greater depth of strategic play with a more intense depth of sacrifice. The only drawbacks were that I did not like the aspect of having 10 pawns in the front row and had not quite figured out what extra piece to add to the back row to complete my concept. At one point in time, I realized that an extra Bishop would be a plus and that he could not have the exact same powers as the other bishop. It was decided that the extra Bishop would be added to the outside of the Rook, and that to make both Bishops sit on the same color, the Knight would have to move over next to the King and Queen.

Page 3 of The History of Kaissa

Copyright © 1979 - 2005 Port Kar Industries, All Rights Reserved
KAISSA® is a registered trademark of Port Kar Industries.

Buy the Original
Traveling Kassia Set

Port Kar Industries
P.O. Box 1403
Oregon City, OR 97045
Phone: (503) 824-3553
Port Kar Industries

Web Site Design by
G.O.W.D.[tm]

HISTORICAL DEVELOPMENT OF KAISSA

At this point in time, I was still a little perplexed as to how to change the format, because I really did not want to keep all the moves the same. I did not want a larger Chess played exactly the same with all the same functions and keeping to the same old format, all powerful female protects weakened male, with all the same miracle moves and the stalemate intact.

Enter, Beast Of Gor, 1978. It was after reading one particular passage one night, that I realized I had found the invariables I was looking for. Not knowing where the object piece you wish to capture to end the game was at the beginning of the game, was exactly what my concept needed. Now, the Home Stone became the object piece, and it came on the board after the game started. What a concept. I decided that it would be best to contact John Norman and ask for his permission to use the concept. The first letter was sent in Sept. 1978.

Off the letter went to John Norman's publisher, I waited the 90 days that I stated I would wait in the letter and still no answer. So I waited another 30 days and still got no answer from John Norman or his publisher, based on the information I was given by my lawyer and by the copyright office I moved forward and applied for a copyright on a set of rules for the game of kaissa, which was granted on March 16, 1979. I also began the process ot applying for a patent for the rules of the game of kaissa in Nov. 1979.

On July 24, 1981, I once again tried to contact John Norman with a letter through his publisher, with this letter, I included all information that had been written and filed with the various government agencies hoping to get some kind of response. The process for getting a patent takes much longer but on April 30, 1984 the patent was granted for the Game of Kaissa. Being I now had a copyright and patent on the game of kaissa it only was prudent that I should also file for a trademark to protect the name of kaissa, the trademark for KAISSA was granted on September 6, 1983. A final attempt was made in Jan 2001 to contact John Norman after talking to his new agent, once again my attempt to communicate with John Norman was ignored.

Page 4 of The History of Kaissa

Copyright © 1979 - 2005 Port Kar Industries, All Rights Reserved
KAISSA® is a registered trademark of Port Kar Industries.

Buy the Original
Traveling Kassia Set

Port Kar Industries
P.O. Box 1403
Oregon City, OR 97045
Phone: (503) 824-3553
Port Kar Industries

Web Site Design by
G.O.W.D.tm

HISTORICAL DEVELOPMENT OF KAISSA

Since the Home Stone comes on the board after the game starts, and is placed on the back row, that meant that the front row pieces had to get out of the way of back row pieces so they could create open squares for it to be placed upon. This had to happen quickly as that the Home Stone had to be placed before move 10. Another great concept. Thanks to John Norman, the Rider of The High Tharlarion and the Physician-Assassin piece made this more possible. John Norman's own concept was not complete any more than my own, but the melding of the two is what created what is now the concept known as Kaissa, The Game.

Since the addition of the Rider and the Physician-Assassin to the front row was a plus, the subtraction of 4 pawns made the concept more complete. Now, all I had to do was figure out all the moves to all the pieces and to change their names to the ones in the books by Mr. Norman, because, I really wanted something different than Chess, something that was mine, something I created, no matter the source.

The addition of a mathematical formula based on the number 10 was what I used to really create the moves of the pieces. The fact that they correlate with the moves in the books is just another coincidence that I am sure will not be understood by many or accepted by many, but that is the fact of the matter. As a matter of fact, in the beginning, the Tarnsmans move was 4 up over 3 or up 3 over 4, and the Scribes moves were 7 on his color.

After the very first game, which I lost to Grandmaster Mike Daly, I quickly changed the Tarnsmans move to up 3 over 2 or up 2 over 3 and the Scribes move to 5 on his color. These move were more in line with the mathematical formula based on the # 10. Below is how each piece and it's numbers equate to the number 10.

Page 5 of The History of Kaissa

Copyright © 1979 - 2005 Port Kar Industries, All Rights Reserved
KAISSA® is a registered trademark of Port Kar Industries.

Buy the Original
Traveling Kassia Set

Port Kar Industries
P.O. Box 1403
Oregon City, OR 97045
Phone: (503) 824-3553
Port Kar Industries

Web Site Design by
G.O.W.D.[tm]

HISTORICAL DEVELOPMENT OF KAISSA

Ubar: The Ubar sits in square one and his total move ability is actually only 9 squares.
(9 + 1 = 10)

Ubara: The Ubara sits on square one. Her moves are 3 in any direction. In 3 moves forward, she can reach the 10 rank on the board. (3 x 3 + 1 = 10)

Tarnsman: The Tarnsman sits on square one. His moves are up 3 over 2 or up 2 over 3. If the Tarnsman moves 3 times forward on the up 3 over 2 mode, he reaches the 10 rank. 3x3+1=10 If the Tarnsman moves forward up 2 over 3 three times, and then up 3 over 2 on his forth move, he again reaches the 10 rank. (3 x 2 + 3 + 1 = 10)

Scribe: The Scribes moves are 5 on his color. Two moves and he reaches the 10 rank.
(5 + 4 + 1 = 10)

Builder: The Builder is very much like the Ubar, except that his mover are forward with no stopping until he reaches the 10 rank. (9 + 1 = 10)

Initiate: The Initiate is also like the Ubar and the Builder, except limited to his color with no stopping, he too also reaches to 10 rank. (9 + 1 = 10)

Assassin: The Assassins moves are two forward from his position on rank two. Four moves forward and he reaches the 10 rank. (4 x 2 + 2 = 10)

Page 6 of The History of Kaissa

Copyright © 1979 - 2005 Port Kar Industries, All Rights Reserved
KAISSA® is a registered trademark of Port Kar Industries.

Buy the Original
Traveling Kassia Set

Port Kar Industries
P.O. Box 1403
Oregon City, OR 97045
Phone: (503) 824-3553
Port Kar Industries

Web Site Design by
*G.O.W.D.*tm

HISTORICAL DEVELOPMENT OF KAISSA

Rider of the High Tharlarion: The Rider of the High Tharlarion sits on the second rank. His moves are one in any direction, but if he moves forward 8 single turns, he arrives at the tenth rank. (8 + 2 = 10)

Spearmen: The Spearmen sits on rank two and no matter how he moves, he will end up at rank 10.

Addendem to text, All pieces and their numerical math were designed to end up on the tenth rank, thereby making capture of the Home Stone capable by any piece in the game.

So, there you have it, the reasons and the uses of both incomplete concepts, both John Normans and my own. I am sure that there will be many who claim I stole it from Mr. Norman, and in part they will be right, but in part, they will be wrong. What John Norman started, I completed. His incomplete concept which he changed at least 3 times in his own books, was nothing more than a figment of his own imagination. It took my imagination to make Kaissa The Game a real entity that was Copyrighted, Patented, and Trademarked, not Mr. Normans. So for those of you that say I am a thief, thank you, for I am the greatest thief of Gor there is. That is why my company is named Port Kar Industries, named after the city of thieves. That is why I am the Great-Grandmaster of Kaissa, because I did what all of you wanted to do, but just didn't have what it took to do. Kaissa , The Game is for the world, just like John Normans books. I hope it will be accepted just like his books, and I hope it will be played long after I am gone just like Mr. Normans books will be read long after he too is gone. Kaissa, The Game is the next evolutionary step Chess needs to take to become a better game. It has stayed the same too long, and has become stagnant with no growth. It is my hopes that one day the Chess establishment will recognize this and adopt Kaissa as the new format for competition between Grandmasters. Watching Grandmasters play games already played to draws is what is making Chess boring. Kaissa, The Game is that new blood, that Chess needs to survive into the next century. As a matter of fact, Kaissa, The Game is the Chess of the 21st century.

Page 1 of The History of Kaissa

Copyright © 1979 - 2005 Port Kar Industries, All Rights Reserved
KAISSA® is a registered trademark of Port Kar Industries.

Buy the Original
Traveling Kassia Set

Port Kar Industries
P.O. Box 1403
Oregon City, OR 97045
Phone: (503) 824-3553
Port Kar Industries

Web Site Design by
G.O.W.D.[tm]

HISTORICAL DEVELOPMENT OF KAISSA

Registered Works Database (Registration Number Search)
Search For: TXu-22-437 (COHM)

Title:	The Game / by Jeffrey Shaffer.
Description:	8 p.
Claimant:	Jeffrey James Shaffer
Created:	1979
Registered:	16Mar79
Title on © Application:	Kaissa.
Previous Related Version:	Portions taken from work by John Norman.
Claim Limit:	NEW MATTER: compilation.
Special Codes:	1/G/D/3

Copyright © 1979 - 2005 Port Kar Industries, All Rights Reserved
KAISSA® is a registered trademark of Port Kar Industries.

Home
Patent Search
Patent Alerts
Patent Groups
Patent Watch
IP Watch
Patent Agents
Patent Attorneys
Patent Offices
Patent Forms
Patent Resources
Patent Glossary
Patent Law
Site Map
Patent Search Home

From the ninth hand through hand 18 the game focused all its energy on the contest between the two players, with neither gaining more than a single point in any hand. Hand 18 was a game hand, with Jim Ellis and Jim Ellis Jr. both bidding and making 4 spades. Hand 19 was a game hand, with Jim Ellis and Jim Ellis Jr. bidding and making 4 spades, and Jim Ellis Jr. bidding and making 3 NT. Then disaster struck. Jim Ellis Jr. bid 4 spades and was doubled by his father, and the pair went down 500 points, giving the Ellis family a game and a game bonus and ending the match in favor of the Ellis family.

Hand 20 was a game hand, with Jim Ellis and Jim Ellis Jr. bidding and making 4 spades, and Jim Ellis Jr. bidding and making 3 NT. Hand 21 was a game hand, with Jim Ellis and Jim Ellis Jr. bidding and making 4 spades, and Jim Ellis Jr. bidding and making 3 NT. Hand 22 was a game hand, with Jim Ellis and Jim Ellis Jr. bidding and making 4 spades, and Jim Ellis Jr. bidding and making 3 NT. Hand

Buy the Original
Traveling Kassia Set

Port Kar Industries
P.O. Box 1403
Oregon City, OR 97045
Phone: (503) 824-3553
Port Kar Industries

Web Site Design by
G.O.W.D.[tm]

HISTORICAL DEVELOPMENT OF KAISSA

(TARR contains current status, correspondence address and attorney of record for this mark. Use the "Back" button of the Internet Browser to return to TESS)

Typed Drawing

Word Mark	KAISSA
Goods and Services	IC 028. US 022. G & S: Equipment Sold as a Unit for Playing a Board Game. FIRST USE: 19810500. FIRST USE IN COMMERCE: 19820400
Mark Drawing Code	(1) TYPED DRAWING
Serial Number	73378041
Filing Date	August 3, 1982
Published for Opposition	June 14, 1983
Registration Number	**1250536**
Registration Date	September 6, 1983
Owner	(REGISTRANT) Port Kar Industries CORPORATION OREGON P.O. BOX 5113 Oregon City OREGON 97045
Type of Mark	TRADEMARK
Register	PRINCIPAL
Affidavit Text	SECT 15. SECT 8 (6-YR).
Live/Dead Indicator	LIVE

Copyright © 1979 - 2005 Port Kar Industries, All Rights Reserved
KAISSA® is a registered trademark of Port Kar Industries.

Buy the Original
Traveling Kassia Set

Port Kar Industries
P.O. Box 1403
Oregon City, OR 97045
Phone: (503) 824-3553
Port Kar Industries

Web Site Design by
*G.O.W.D.*tm

Dear Mr. Norman,

My name is Jeff Shaffer and I am probably just another of your many fans who think your books are great reading. In your books, you expose a game that is played on Gor, called Kaissa, but no where do you give an explicate set of rules for the playing of the game. If your concept were completed, I think that it would be a great game to play. As an avid chess player who has become jaded by the lack of the evolvement of chess, I am always looking for something better, and I think that you concept, if completed and a firm foundation was set, with exact placement of pieces and moves figured out, Kaissa could be the next real evolvement of chess.

Since your last book came out, Beast of Gor, I have done a lot of research into the matter and think I have come up with the right mathematical formula for the placement of pieces and their powers. I am writing you to ask your permission to use your incomplete concept along with my mathematical formula to create what I think can be the next real evolvement of chess into what I think can be the greatest game ever invented. I don't know if you have thought this out or if your just using your imagination when you insert Kaissa play into your storylines. As a matter of fact, from my research. At least as far as I can see, you seem to have changed your concept at least twice, by changing pieces names. That is why I am proposing a marriage of your incomplete concept with my mathematical formula. I hope that you will respond and let me know what you think about my idea to create what I think can be a great game.

If I do not hear from you within 90 days, I will proceed without your permission. In my research, the US Copyright office has informed me that even though your books are copyrighted, your concept of Kaissa is not considered copyrighted because it is not a completed concept. If you had the fore thought that Edgar Rice Burroughs had when he created Jetan, Martian Chess, in his Martian series of books, and had set down a complete set of rules to Kaissa, I would not now be writing this letter to you. Let me know what you think about my idea. Like I said, if I do not hear from you within 90 days, I will proceed ahead and file for a copyright on what I think the rules to Kaissa will be. If you do not respond and I am granted a copyright on my complete concept, I will send you copies of what I have done. So, once again, please respond. I do not want to do this without your permission, but will if you do not respond in the time I have given you.

Respectfully,
Jeff Shaffer
9-1-1978

Copyright © 1979 - 2005 Port Kar Industries, All Rights Reserved
KAISSA® is a registered trademark of Port Kar Industries.

Buy the Original
Traveling Kassia Set

Port Kar Industries
P.O. Box 1403
Oregon City, OR 97045
Phone: (503) 824-3553
Port Kar Industries

Web Site Design by
G.O.W.D.[tm]

Dear Mr. Norman,

My name is Jeff Shaffer, and I am without a doubt, your number one fan. To do what I have done, I would have to be. Kaissa, The Game, that is what I have done. Port Kar Industries, games manufacturers of Kaissa, The Game, is also what I have done. I hope you won't take this the wrong way, I only mean to emulate you and your books. Four years ago, I awoke in the middle of the night. I had been reading one of your books before I had fallen asleep. As I awoke, I realized that Kaissa, The Game, could become a very real reality. I spent one year in research and development to come up with what we have now. It's now been 4 1/2 years since that night. We have been to 3 gaming convention and have been a hit at all three. The local television station, channel 2, Faces and Places, is interested in doing a story on us. With all this going on, I wanted you to know what I am trying to accomplish. I wrote you once before 3 1/2 years ago, but never received any response. I know your mail is censored by your publisher so you might never have received it. The only reason you might be reading this now, is because my wife conversed with your publishers wife, Mrs. Wollheim, and she said she would be on the look out for this letter and that she would make sure, this time, that you receive my letter and enclosed material. Enclosed with this letter is a rule book and copies of pictures I used to copyright the likeness of the pieces. I don't want you to think I'm trying to rip anyone off or hang on any ones coat tails. I am trying to create something on my own. I did use the basic concept you exposed but no where in any of your books did you state on what square any of the pieces sat upon, or what any of their powers were. You changed your own concept more than twice in your own books. This is something I talked about in my last letter to you, the one you never got. I had stated that if a firm foundation were set and moves and placement planned for each piece, a very viable concept could become a very real reality. It's my opinion, that the world needs a Home Stone, and what better than a representative of Port Kar Industries. We named our company that because Port Kar didn't have a Home Stone until Fish found it. Well, I have been a fish in a great big sea all my life, the earth needs a Home Stone, and I am the fish who's going to bring it to them. I want you to know that I am not trying to associate myself with you, nor am I seeking your endorsement. It is needless to say, everywhere we show one of these set, people already know where it came from without us having to tell them. Those that don't know and ask, usually say their going right out and buy your books to read them. We normally don't tell anyone, unless they ask, because we're not trying to associate or infringe on you or your works. I honestly just thought that I should try once more to let you know what I have done. If you've read this whole letter, thank you for reading it and taking the time to do so. I hope that I haven't offended you, because that is not what I had intended.

Cordially yours,
Jeff Shaffer
7-24-81

Copyright © 1979 - 2005 Port Kar Industries, All Rights Reserved
KAISSA® is a registered trademark of Port Kar Industries.

Buy the Original
Traveling Kassia Set

Port Kar Industries
P.O. Box 1403
Oregon City, OR 97045
Phone: (503) 824-3553
Port Kar Industries

Web Site Design by
G.O.W.D.[tm]

From: Jeff Shaffer
Port Kar Industries
P.O. Box 1403
Oregon City, Oregon 97045

To: Richard Curtis and John Norman
171 East 74th Steet
N.Y., New York 10021

Dear Mr. Curtis and Mr. Norman,

Enclosed, you will find 21 years of Kaissa's history on earth. In those 21 years, Kaissa has been around the world, first exposed by Mr. Norman in his books, then created into a viable entity by myself. Today, Kaissa is played in Germany, Great Britian Australia, Mexico, every province in Canada, and all of the 50 states of the United States. It was carried by American troops in their packs when they were sent to Greneda by President Ronald Reagan, and it was carried again into Saudi Arabia during Desert Storm when our troops were sent there to liberate Kuwait from the advances of Sadam Hussein. The letters I received from troops in Saudi Arabia said that the only thing they were missing while they were playing Kaissa was the harem dancers dancing around them like on the cover of Players of Gor. What else could a player ask for Today, on the net, Kaissa, other than chess, is the most talked about game on the net. The rules that I copyrighted in 1979, are the most copied rules to Kaissa on the net and they are linked to over 100 different sites on the net, and like Mr. Norman, I too, now know what it is like to have one's work taken out of context and used by others, because, nowhere on any of those sites does my name, my copyright, my trademark, or my patent numbers appear. I guess what they say is true, what goes around, comes around. What I did to Mr. Norman, they do to me. With over 100 sites linked to my original rules copyrighted in 1979, it has obviously become the standard that many use to play Kaissa today. Even though my rules are linked to over 100 sited on the net, there are others who have their own ideas about how Kaissa should be played. On the Gorean Chats site, Kaissa is played with 22 pieces per side, and at Ubar Luther's site, he inserted the use of dice in his concept, and it goes on and on. These are not Kaissa, what I created is Kaissa. To quote you Mr. Norman, from book 12, Beast Of Gor, Chapter 3, page 43, "It was true that Kaissa of the north differed in some respects from tournament Kaissa in the south. The games, however, were quite similar. Indeed, Kaissa was played variously on the planet. For example, several years ago Kaissa was played differently in Ar than it is now. Most Gorean cities now, at least in the south, had accepted a standard tournament Kaissa, agreed upon by the High Council of Caste of Players." This is earth and the masses are nothing more than sheep to be led by shepards. Mr. Norman, you and I are those leaders that the masses will follow. I ask that you accept and endorse the copyrighted rules of 1979, as that standard by which all Kaissa should be played. I am the only one who has done what I have done. I have copyrighted, patented, and trademarked the name Kaissa. No one else will ever do that again because I won't let it happen on my watch as Grandmaster of Kaissa, I'm sure that you will have your lawyers check out everything I have sent you, and I expect that. Here is what those lawyers will tell you.

Page 2 of Letter

Copyright © 1979 - 2005 Port Kar Industries, All Rights Reserved
KAISSA® is a registered trademark of Port Kar Industries.

Buy the Original
Traveling Kassia Set

Port Kar Industries
P.O. Box 1403
Oregon City, OR 97045
Phone: (503) 824-3553
Port Kar Industries

Web Site Design by
G.O.W.D.[tm]

The patent is in public domain, meaning that anyone can manufacture the game. The copyrighted rules, are just that, a set of copyrighted rules that anyone else can change to their own idea of how Kaissa should be played, and then, copyright their own set of rules to the game. The most important thing to remember about all this is that even though anyone else can copyright their own set of rules, and anyone else can manufacture a game, the won't be able to use the name "Kaissa" on their newly copyrighted rules or use the name on their newly manufactured games, because I own the trademarked name Kaissa. Since it is now obvious that only Port Kar Industries will manufacture Kaissa, let me tell you what our future plans for Kaissa are. At present, we are investigating a new resin and catalyst with a cold liquid bronze format that will allow us to produce replica sets of the Limited Edition Bronze sets, and instead of it taking 5 weeks to make a Limited Edition Bronze set, we will be able to make many sets per day. We will use the original molds that we used to make the Limited Edition sets. I am also presently negotiating with Matthew L Ginsberg, Head of The Computational Research Lab at the University of Oregon in Eugene, Oregon. Mr. Ginsberg is one of the two men who wrote the program for I.B.M. and their computer, Deep Blue, to play chess with Grandmaster Kasparov. Deep Blue beat Mr. Kasparov in their last meeting in 1998. I am also in talks with Discovery Games to take Kaissa to the New York toy show this spring. I also have designs for a cheap printed version and a pocket magnetic version for travelers. Port Kar Industries, is at this moment, a cottage industry, but with Mr. Norman's endorsement and my guidance, Port Kar Industries will grow to become a major player in the gaming business. With the sub culture of Gor on the net reaching literally millions of fans world wide, Mr. Norman's endorsement of Port Kar's version of Kaissa, could and probably will create enough royalties in the future that those royalties from Kaissa alone will surpass the royalties of his books. Mr. Norman, the world needs, wants and cries out for Kaissa, and it is time for us to put the old tired war horse, chess, out to pasture. It has outlived it's time, and it is now time for Kaissa to be proclaimed as the greatest board game invented for two people to play. The U. S. government took 5 years of testing Kaissa before it granted it a patent. Kaissa is, was, and forever will be the first and only game a patent was ever granted, where the object piece you wish to capture to end the game was not on the game board at the beginning of the game. That's right, the patent was based on the Home Stone. It would seem that the U. S. government understood what being Gorean was all about, the Home Stone. With over 500 games on record in my files, there has never been a draw, stalemate, game. What I had originally hoped for has actually happened. The mathematically pure concept that is now Kaissa is exactly what I had planned it would be, the next real evolvement of chess into something better, Kaissa, the game of the 21st century. As I said on the phone to Mr. Curtis, if Mr. Norman endorses the Port Kar version of Kaissa, I will personally come to New York and personally hand to Mr. Norman a Bronze Limited Edition set of Kaissa at no cost to Mr. Norman. The future of Kaissa is in the hands of my company, Port Kar Industries, and it would in my opinion, be a wise decision by Mr. Norman to endorse the Port Kar version of Kaissa.

Page 1 of Letter | Page 3 of Letter

Copyright © 1979 - 2005 Port Kar Industries, All Rights Reserved
KAISSA® is a registered trademark of Port Kar Industries.

Buy the Original
Traveling Kassia Set

Port Kar Industries
P.O. Box 1403
Oregon City, OR 97045
Phone: (503) 824-3553
Port Kar Industries

Web Site Design by
G.O.W.D.tm

With Mr. Norman's endorsement of Port Kar's version of Kaissa and a link from the World of Gor site to the Kaissa.org site, and the Port Kar Industries site, Kaissa sales will skyrocket because we already have games ready to ship. With the kind of sales expected from this union of Mr. Norman and Port Kar Industries, Kaissa will only grow to become what I have always said it could become, the greatest strategy board game ever invented for two people to play.

We have also set up the Caste of Players, an organization set up to promote tournament play and advancement of players to master, Great-master, High-master, and Grand-master status, much along the same guidelines as the organizations devoted to chess. As you can see, this has been well thought out, and all we need is for Mr. Norman to help make it happen by endorsing the Port Kar version Of Kaissa. You have my number Mr. Curtis, and I will be waiting for your reply. I want to thank you for your call and our conversation. At least, you are more receptive than the Wollheims were, and as an intermediary, you do your job better than the Wollheims did. I am now sure that, this time, Mr. Norman will see my material. It really is a shame that the Wollheims did not pass along my original letters and materials to Mr. Norman. If we had been able to come to an agreement 21 years ago, Kaissa today, could have and possible would have become the best selling game of it's time. But as the old saying goes, better late than never.

Once again, thank your for your time and your interest in the behalf of Mr. Norman and Kaissa-The Game.

Respectfully,
Jeff Shaffer
1-1-01

Post Script: March 18, 2001 - I actually waited for Mr. Norman's reply for 120 days, 4 months. I never heard from him and the result was, I was granted a copyright on my completed concept on March 16, 1979. Copyright form TXU 22-437. Mr. Norman was sent copies of those rules in April 1979. Still, no word from him. It was later found out that Mr. Norman's publisher was censoring his mail and that he supposedly never got my first letter asking for his permission to do what I did. Now we know why he hates censorship

Post Script: March 18, 2001 - I get the funny feeling that Mr. Norman never got letter number two either. Another reason he hates censorship.

Post Script: March 18, 2001 - After sending Mr. Curtis who is Mr. Norman's literary agent 40 pages of documentation, as of this date, still no word from Mr. Norman. I am still being ignored after 22 years. What will it take for the Great Mr. Norman to say something to me about what I have done. For someone who talks big about censorship and says he hates it, it seems that he is censoring me. Practicing what one preaches isn't as easy as saying it.

Page 1 of Letter | Page 2 of Letter

Copyright © 1979 - 2005 Port Kar Industries, All Rights Reserved
KAISSA® is a registered trademark of Port Kar Industries.