

Eternal Sunshine #167

April 2023

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Quote of The Month – “Why, if there is anything in supply and demand, life is the cheapest thing in the world. There is only so much water, so much earth, so much air; but the life that is demanding to be born is limitless.” - (Wolf Larson in “The Sea Wolf”)

Welcome to **Eternal Sunshine**, one month closer to the end of the zine. More of the usual this month. Andy York is here, thankfully, and so is Mark Nelson with his second hobby history issue (this time in cooperation with Rom Howell). Their subzine is much larger than last issue! As I fade away, their work grows.

I will mention in passing that the latest issue of Diplomacy World came out a week ago. #161, the Spring 2023 issue. It has a lot of good stuff in it, including a discussion with Renegade Games about their new Diplomacy set. You can visit the Diplomacy World website at <https://diplomacyworld.net/> or download the issue directly at <http://www.diplomacyworld.net/pdf/dw161.pdf>. It's only Eternal Sunshine with is folding; Diplomacy World is still plodding along. The more support I can get with that zine, the better!

I guess that's it from me for now. See you in May!

Game Openings

No game openings, as the zine will fold when the currently-running games are completed.

Standby List: Current standby list who are qualified to standby in More Than Ever: Harold Reynolds.

Meet Me in Montauk The Eternal Sunshine Letter Column

Mark Nelson: I'm making good progress on my next issue, though of course it's easy to make good progress in a year in which there was only one regular game.

A movie I recently saw on TV... The Way. I remember watching it our local cinema during the brief period when I was a member of the Illawarra Film Society (two years). It's a movie that I enjoy probably more than I should do, but part of the reason I enjoy is that philosophically I find the Way of St James pilgrimage very appealing. Though it's not something that I would ever do myself. But I like the idea of it.

[[I vaguely remember the film. I wasn't especially impressed, it wasn't dramatic enough, in that there were way too many scenes that did nothing to move the film forward. But it seemed an honest attempt.]]

I did, once upon a time, watch a few minutes of Idiocracy, but there was nothing in it to make me want to watch any more. I can't believe that this movie was listed in a top~20 list of time travel movies that I recently saw. Also, to my mind, it's not technically a time travel movie to my mind.

[[I suppose it depends on how you define time travel. Is time travel only when you travel through time as a force? Is Planet of the Apes time travel? We all travel through time, every day, at a constant speed.]]

Just to clarify what I wrote in the previous letter-column. All the early diplomacy endgame tables were collected by Walter Buchanan in The Terminus Project (all games that started from 1963 through to 1970). Once you have a copy of The Terminus Project then you also need the back issues of Everything but you don't need the previous BNC fanzines.

It's a shame that there has not been an issue of Everything for... well, quite some time. Games that have finished need to be collected and published! New game numbers need to be published! It's not unheard of for Everything to have a publisher. What we need to find is someone who is interested in this kind of stuff and is about to fold their own zine to step into the breach...

[[I'm trying to determine if there have been later issues, and if there have been, to get copies. But to be clear, it isn't that Tom Howell – who does his own subzine/zine right now – is against doing an issue of Everything (I think). It's that there's no reason to do them now. What use does an issue of Everything have when all it holds is a couple of games where old farts bothered to send in for numbers or sent in results? The BNC stuff is only useful, and interesting, when it contains information about most of the games going on. Otherwise it's a very tiny, select sample size. It isn't about how much data it has, it's about how much it is missing. In modern times, it's missing 90% of games.]]

I really want to watch Everything... all the reviews I've read about it have been very positive.

[[I just read a "brutally honest Oscar ballot" where the voter hated the film. And that's okay, not everything is for everyone.]]

Mark Nelson (again, later): I know that you've set your heart on folding... but have you considered this?

The first ever play-by-mail game was 1963A which was started 60 years ago! It was a five-player game (AEFGI) with Bul/Rum/R/T/ impassable. Sure, it's not the best 5-player variant.. but 60 years after the first ever game... can I twist your arm to open a waiting list and run one more game? I'm sure that you can persuade 5 people to play in it!

[[You can twist, pull, break, or cut off my arm....I'm not offering any more games in ES, and I think the odds of that changing are as unlikely as my winning an Academy Award. But if anyone ELSE out there is interesting in running this variant, get in touch with me or Mark!]]

The Dining Dead – Eternal Sunshine Movie Reviews

Luther – The Fallen Sun (Netflix) – The return of Idris Elba as DCI Luther, this time in a single two-hour format instead of a miniseries. It's always good to see Elba back in this iconic character. But while I enjoyed it mostly, I knew going in that the standard set from the first two seasons can never be met again. Each time they dip back into this well it gets a little more outrageous, a little sillier, and in some ways repetitive. I won't go into the plot except to say it's Luther against a criminal mastermind, and Luther against the world. Most of the plot twists are kind of obvious, but I suppose they're meant to be at this stage. The ups and downs are the goal, not the twists and turns. If you haven't seen any **Luther**, go back and start with the first series. Best to appreciate it from the beginning. If you have...well, there are worse ways to spend a couple of hours. Just don't expect too much.

Smile (Amazon) – I remember discovering this film existed because the studio had a clever marketing gimmick: they had people sit behind home plate at some Major League baseball games with a big, frozen, scary smile on their faces (and sometimes wearing a **Smile** t-shirt). It caught my attention both because it was creepy, and also because the big smiles reminded me of the photos I'd seen of the old black and white film **The Man Who Laughed**. (I've never seen that movie, but one of these days I will get around to it). Okay, back to **Smile**.

Written and directed by Parker Finn, the film stars Sosie Bacon (daughter of Kevin Bacon) as Rose, a therapist at a psychiatric emergency hospital with some trauma in her past. One day a patient is brought in who is having some sort of anxiety attack and delusions, centering around her belief that an evil entity has invaded her life...one who makes people around her smile these huge, terrifying smiles. During her initial interview with Rose, the patient kills herself with a smile on her own face. And soon, as you'd guess, Rose is seeing and hearing things of her own. **Smile** is very derivative of movies like **The Ring**. The creepy smiles really should have led to something better than we're given, but it's not a bad movie...just pedestrian. I wouldn't make an effort to find it, but if you like modern horror films and don't require much in the way of new ideas, it'll be okay for you.

Older Movies Watched (that I've seen before, sometimes many times) – The Dirty Dozen, Patton, Street Trash.

That was the year which was... 1963

#1 May 2023

That was the year which was... is a diplomacy fanzine of irregular frequency which discusses diplomacy games that started in the named year. Issue two of *That was the year which was... 1963* will appear when any new information becomes available on the game that started in 1963.

That was the year which was... is jointly produced by Mark Nelson and Tom Howell, aka the North American Boardman Number Custodian. Tom's primary job is to produce the raw data whereas Mark's primary job is to discuss the data and provide opinions. Sometime ago, when Mark was last publishing, (about three decades ago) it was *de rigueur* to provide a postal address.

Mark Nelson, School of Mathematics and Applied Statistics, The University of Wollongong, Wollongong, New South Wales 2522, AUSTRALIA.

But you might prefer to contact me on mnelson@uow.edu.au.

Publication of this title means that Mark is one of the few people to have published diplomacy fanzines from two continents. That's some good egoboo for him.

1 Introduction

If you know your Hobby history then you know that, in 1963, John Boardman ran the first postal diplomacy game in *Graustark*. I'll return to the accuracy of this statement latter on, but for the moment Table 1 provides details of games allocated Boardman Numbers in 1963. Of the three games issued Boardman Numbers one was latter deemed to be a variant (1963A) and one was latter deemed to be a local game (1963C).

Year	BN	Hoax	Local	Variant	Regular
1963	3	0	1	1	1

Table 1: Summary of games issued a Boardman Number with the year 1963.

Who made these determinations? In *Everything* 7 (1st March 1973) the BNC, Conrad von Metzke, provided 'A Complete Listing of All Postal Diplomacy in History'. Before providing the list he wrote the following.

"What follows is a full list, by Boardman number, of all postal games since the inception of the hobby. The outcome of the game, if any, is indicated. Numbers in parentheses are 'irregular' as per the preceding page of this issue."

Clearly, what it meant for a game of diplomacy to be a *regular* game of diplomacy had changed since the early days of the Hobby. John Boardman *was* the first to advertise for players for a game of Diplomacy to be played by post and started the first diplomacy fanzine. However, he was unable to secure seven individuals to play in his first game. He started his first game with five players. This game was played using the rules for a five-player game as detailed in the rulebook. By 1973, 1963A was no longer considered to be a *regular* postal diplomacy game. From the modern perspective, the first game of diplomacy was a diplomacy variant.

One of the three games allocated Boardman Numbers is 1963 is now considered to be a 'local' game. But what is a 'local' game? Quoting from the same issue of *Everything*

“Local games. This includes telephone games where moves are published, games in which all players are confined to a single metropolitan district (normally determined by ‘ZIP’ code, with other aids to supplement if in doubt); and games in which moves are made in-person as long as they are made one season per in-person session and are published thereafter (otherwise, in-person games are not numbered at all). In the last connection it is mentioned that I will normally decline to number an in-person game of any type unless and until it is demonstrated that there is a definite and distinct postal (not merely printed) aspect to the game.”

We conclude that the first game of postal diplomacy was 1963B. This was run by Dave McDaniel in *Ruritania*. To John Boardman goes the honour of envisaging postal diplomacy, the honour of publishing its first fanzine, and the honour of running the first diplomacy variant. But to Dave McDaniel and *Ruritania* goes the honour of running the first game of postal diplomacy. And the honour of orphaning the first game of postal diplomacy. And the honour of being the first GM to drop out.

Highlights of 1963.

1. First postal diplomacy game (1963B) run by Dave McDaniel in *Ruritania*.
2. First player to drop out of a game of postal diplomacy: John Boardman (1963B, TUR, 1901).
3. First players to be eliminated from a game of postal diplomacy: Fred Lerner (1963B, England, 1905) and Tom Bulmer (1963B, Italy, 1905).
4. First GM to orphan a game: Dave McDaniel (1963B, *Ruritania*).
5. First game to end in a win: 1963B (*Ruritania*).
6. First person to win a game: Bruce Pelz (1963B, *Ruritania*, Russia).
7. First game won by Russia: 1963B (*Ruritania*, Bruce Pelz).
8. Record set for longest postal diplomacy game: 1963B (*Ruritania*, 1918).

2 Games starting in 1963

(1963A)¹. *Graustark*, game-start #2 (31 May 1963), game finish #15 (11 December 1963). John Boardman.

1963A was a five-man game played on the standard map, but with Russia, Turkey, and the provinces of Bulgaria and Romania closed. The players were Dave McDaniel (Austria), Stuart Kershner (England). Fred Lerner (France), James Goldman (Germany), and Derek Nelson (Italy).

Highlights include: first ever readjudication (Spring 1902, *Graustark* #6, 2 August 1963), first ever elimination (Austria, *Graustark* #8, 6 September 1963) first ever NMR! by Stuart Kershner and James Goldman (*Graustark* #13, 13 November 1963), and first ever win (Derek Nelson) in Fall 1906, *Graustark* 15.

1963B. *Ruritania*. Dave McDaniel (through F10), John Boardman.

AUS: Dian Pelz ("Dian Giard") (2nd W18). ENG: Fred Lerner (out 05). FRA: Jack Root (res 10), John McCallum (out W16). GER: Allan Calhamer (res 10), Roland Tzudiker (res W16), John McCallum (3rd). ITA: Tom Bulmer (out 05). RUS: Bruce Pelz ("Adhemar Grauhugel") (won W18). TUR: John Boardman (res 01), Bill Christian (out 06).

	01	02	03	04	05	06	07	08	09	10	11	12	13	14	15	16	17	18
AUS	5	6	7	7	10	10	10	9	9	11	11	12	12	12	12	13	15*	15*
ENG	5	4	3	2	0	—	—	—	—	—	—	—	—	—	—	—	—	—
FRA	4	5	5	6	5	5	5	4	3	3	2	1	1	1	1	0	—	—
GER	6	6	7	9	11	11	12	14**	12*	11	10	10	10	10	9	5	4	2
ITA	4	4	3	2	0	—	—	—	—	—	—	—	—	—	—	—	—	—
RUS	6	6	6	6	7	8	7	7	10*	9	11	11	11	11	12	16	15	17
TUR	4	3	3	2	1	0	—	—	—	—	—	—	—	—	—	—	—	—

For modern eyes there a couple of niggles about this game.

1. Dian Pelz (AUS) and Bruce Pelz (RUS) were married Did they use the pseudonyms 'Dian Giard' (AUS) and "Adhemar Grauhugel" (RUS) to hide this?
2. John McCallum took over France when the original player resigned in 1910. After being eliminated in W16 he played Germany, whose replacement player resigned in W16.
3. John Boardman resigned his position and then GMd the game.

The presence of no-other than Allan Calhamer as the original German player should be noted. Of the other players, John McCallum would have a long and distinguished career in the hobby. As would John Boardman! (Though perhaps not as a player).

¹We are using a convention introduced by Conrad von Metzke in *Everything* 7 (1st March 1973). This convention is that Boardman numbers allocated to games that are latter deemed not to be regular diplomacy are enclosed by parenthesis.

(1963C). *WorldDip*. Hannifen.

This was a local game. According to the summary provided in *Everything* 7 (1st March 1973) it finished with a win by England, played by Phil Castora as a replacement player, in Fall 1914.

3 Analysis of *regular* diplomacy games starting in 1963

As there is only one regular game from 1963 this analysis is not really needed. But I am setting up a framework now for use with data for years with more games.

Table 2 summarises the results of the one regular diplomacy game started in 1963. We see that 100% of regular diplomacy games starting in 1963 finished in a win.

Year	Regular	Win	Drawn	Win %
1963	1	1	0	100

Table 2: Summary of *regular* Diplomacy games *started* in 1963 that were played to *completion*.

Table 3 shows that the one regular diplomacy game which started in 1963, and ran to completion, was won by Russia.

Regular	Wins
AUS	0
ENG	0
FRA	0
GER	0
ITA	0
RUS	1
TUR	0

Table 3: Summary of *regular* diplomacy games started in 1963 that finished in a win.

Table 4 provides data on the fanzines in which games started in 1963. We use this table to answer the following questions.

1. Which zine started the most games? (*Ruritania*, 1).
2. Which zines ran the most games from start to finish? (*Ruritania*, 1).
3. Which zines orphaned the most games? (No orphans).
4. Which zines completed the most number of orphaned games? (No orphans).

	Starting	Completing	Orphaning	Adopting
<i>Ruritania</i>	1	1	0	— —

Table 4: Analysis of the fanzines that ran 1963 games.

Table 5 provides data on the GMs which started games in 1963. We use this table to answer the following questions.

1. Which GMs started the most games? (Dave McDaniel, 1).
2. Which GMs ran the most games from start to finish? (no-one)
3. Which GMs abandoned the most games? (Dave McDaniel, 1).
4. Which GMs completed the most number of abandoned games? (John Boardman, 1).

Starting	Completing	Orphaning	Adopting
McDaniel, Dave	1	0	1
Boardman, John	1	0	1

Table 5: Analysis of the Gamesmasters who ran 1963 games.

4 Ranking of diplomacy players for *regular* games starting in 1963

4.1 A simple ranking system

Since the beginning of the Hobby there has been endless discussions about rating systems. My impression is that in earlier days the emphasis was more on rating postal games but that over time the focus has changed to rating tournament games. Here is a very simple ranking system for postal games.

1. If you drop out of a game then you score zero.
2. If you are eliminated from a game then you score zero.
3. If you survive to the end of the game but are neither the winner nor included in the draw then you score zero.
4. If you draw the game then you score 1 \mathcal{D} point.
5. If you win the game then you score 1 \mathcal{W} point.

This system could be revised to provide partial credit for players who drop out of a game. Suppose that player A drops out at the end of 1905 and their placement player wins/draws at the end of 1910. As the dropout played half the game then they might be allocated 0.5 \mathcal{D} points or 0.5 \mathcal{W} points as appropriate.

4.2 Ranking of players based on games started in 1963

Table 6 shows the not very exciting ranking of players based upon completed regular games of postal diplomacy that started in 1963.

Name	\mathcal{W} points	\mathcal{D} points
Pelz, Bruce	1	0

Table 6: Ranking of players based upon completed regular games that were started in 1963

5 Player records for *regular* games that started in 1963

5.1 Players who started games

Another section that is a trifle redundant in a year in which there was only one regular games-tart.

Boardman, John (1) 1963B-TUR-res (F01).

Bulmer, Tom (1) 1963B-ITA-out (F05).

Calhamer, Allan B. (1) 1963B-GER-res (F10).

Lerner, Fred (1) 1963B-ENG-out (F05).

Pelz, Bruce (1) 1963B-RUS-win (F18).

Pelz, Dian (1) 1963B-AUS-2nd (F18).

Root, Jack (1) 1963B-FRA-res (F10).

5.2 Standby players

Christian, Bill (1) 1963B-TUR-out (S02-F06).

McCallum, John (2) 1963B-FRA-out (S11-F16), 1963B-GER-3rd (S17-F18).

Tzudiker, Roland (1) 1963B-GER-res (S11-F16).

6 Gamesmaster records for *regular* games that started in 1963

Another section that is a trifle redundant in a year in which there was only one regular games-tart.

6.1 Gamesmasters who started games

McDaniel, Dave (1) 1963B-*Ruritania*-drop (F10).

6.2 Gamesmasters who took over games

Boardman, John (1) 1963B-*Ruritania*-finish (S11-F18).

7 Diplomacy fanzines that started *regular* games in 1963

Another section that is a trifle redundant in a year in which there was only one regular games-tart.

7.1 Diplomacy fanzines that started games

Ruritania (1) 1963B-Dave McDaniel-drop (1910), John Boardman-finish (F18).

8 Fanzines running games in 1963

According to a table of “First Zines” published in Meinel’s Encyclopedia of Postal Diplomacy Fanzines (Version .3, July 1992) two fanzines started in 1963: *Graustark* and *Ruritania*, with publications dates of May 12th 1963 and September 13th 1963 respectively.

Graustark John Boardman’s *Graustark* was the first ever diplomacy fanzine. The title comes from the name of a fictional country in Eastern Europe, used as a setting for several novels by George Barr McCutcheon. (<https://fancyclopedia.org/Graustark>, accessed 11th March 2023).

Graustark In Meinel’s Encyclopedia of Postal Diplomacy Fanzines (Version .3, July 1992) Pete Gaughan contributed the following entry.

Issue 1 (May 12, 1963)

New York, NY (#1-10), Brooklyn, NY (#11-592)

LKI: #603 April 1992 (current)

Besides being the first successful attempt at playing Diplomacy by mail, and the longest-running zine ever, and consistent in timing and accuracy... *Graustark* has also been the best source of diverse, devoted fans in hobby history.

In 1963, John was publishing a fanzine for sf and other topics, and announced that he was willing to umpire a game of Diplomacy by mail. On May 12, 1963, he introduced a one-page flyer which constituted, really, the first set of houserules. A five-player game was immediately begun, with Derek Nelson winning 15 issues later in a game that Boardman named “1963A.” thereby inventing the game record system we call Boardman Numbers.

There was enough interest in the gaming circles of New York /New Jersey and of Southern California to begin further games, and communication in those days was serious and heavy — successful cross-country negotiations were carried on despite two or three-week deadlines. Because the players and GMs were emerging from sf fandom, sharp writing was highly valued, in negotiations, articles, and in “press.” *Graustark* reflected all the debates and tensions of its day, as gamers argued about the ethics of wargames and of real wars.

Eventually, John Boardman’s pacifist views produced some of the sharpest satire seen in print. It also contributed to the huge feud that broke up Dipdom in the early 70s, as

pro and anti-war arguments mirrored in arguments over the organization of the young hobby. *Graustark* lost some of its early prestige as much of the hobby got along without it. In spite of this he still managed to place #1 in the 1979 Runestone Poll. Also, postal slowdowns forced John to extend his deadline to three weeks, and finally four weeks, although he continues to churn out volumes of work in other zines covering Empire of the Middle Ages, sf and folksinging.

But through all the changes, *Graustark* produced a type of player/fan the hobby could not do without. *Graustark* players tend to be excellent tacticians and strategists, devoted to fine points of play and accustomed to win-only and DIAS outcomes. Even those who disagree with John politically defend their positions with logic and style. There is an inbreeding of sorts — many *Graustark* players, especially from the NYC area, don't play much elsewhere — but most of the hobby's best-known names have done a stint in *Graustark*.

John continues, through landmarks such as issue #500 and issue #600, to write incisive criticisms of the current political landscape. He continues to print his zine mimeo, and to post his zine on the weekend of the deadline like clockwork. It may also be he is not as appreciated as he should be (like Churchill, would be hard to imagine our history without him) but as *Graustark* approaches its 30th anniversary it may be impossible to heap on it all the praise it deserves.

Ruritania *Ruritania* was published by Ted Johnstone and was probably the second ever diplomacy fanzine, after John Boardman's *Graustark*. The title is the name of a fictional country in central Europe, used as a setting for several novels by Anthony Hope. (<https://fancyclopedia.org/Ruritania>, accessed 11th March 2023.)

Ruritania The entry for *Ruritania* in Meinel's Encyclopedia of Postal Diplomacy Fanzines (Version .3, July 1992) is the following

Dave McDaniel (#1-26)

September 13, 1963 South Pasadena, CA (#1-3), Los Angeles, CA (#4-26)

Dr. John Boardman (#27-40) Date: ?

Brooklyn, NY

Final: #40 March 20, 1966

Second postal Diplomacy zine ever, it also ran the second game ever, 1963B². Dave was an original player in the first postal game in *Graustark*³.

WorldDip Meinel's Encyclopedia of Postal Diplomacy Fanzines does not contain an entry for *WorldDip* which rang 1963C. This game was considered to be a *local game* by von Metzke in *Everything* 7 (1st March 1973).

However in an article published in *Diplomacy World* 65 (Winter 1992), Jim stated that *WorldDip* was published by Bruce Pelz and its first issue appeared on November 14th 1963.

²It might have been the second game to receive a Boardman Number, but it was the first regular game of Diplomacy. (MIN, 11.03.23)

³From the perspective of the modern era, the first postal game in *Graustark* is no longer considered the first game of postal diplomacy but rather is the first variant. (MIN, 11.03.23)

9 Diplomacy players and SF fandom

It is often stated that many of the early players in the postal diplomacy hobby were active in SF fandom. At this late date is it possible to investigate?

Fancylopedia 3 is a comprehensive resource on many parts of SF fandom from its origins in the 1930s to the current date. Now, just because someone does not have an entry in *Fancylopedia* 3 this does not mean that they were *not* involved in SF fandom: it is not that exhaustive a collection.

I'm not going to repeat the entries *ad verbatim*. If you want to read the entry in full, I have provided a link. I have copied a small amount to provide some flavour of their involvement in SF fandom. For this exercise, I am only considering the players and GM of 1963B, as neither 1963A nor 1963C were regular games. In any case, for the latter game we do not know the players.

John Boardman (September 8, 1932 –) is a New York SF fan who has been active in most areas of fandom over the years. He found fandom in college and was one of the founders of the University of Chicago Science Fiction Club in 1950.

Alan B. Calhamer Although Alan does not appear to have been involved in SF fandom, he is listed on the Hugo In Memoriam Scroll 2013 as a game designer.

Ted A. Johnston (June 16th, 1939–November 1st, 1977) was the fan name of David Edward McDaniel. In addition to being an active member of SFdom in the 1960s, he was an early Tolkien fan; organising the first Tolkien Club (The Fellowship of the Ring) and the first known Tolkien filksong. He was the author of several of the 1960s Man From U.N.C.L.E. novels. Ted was a close friend of Bruce Pelz.

Fred Lerner (b. 1945) is a librarian, bibliographer, and historian, who has also written extensively on modern SF. He has been active in Fandom since December 1962, when he met Carl Frederick who introduced him to the Evening Session Science Fiction Society of City College.

Dian Pelz (August 29, 1942 — October 4, 2017) was an LA area fan, writer and artist who also published as J.D. Crayne. Under her maiden name, Dian Girard, she had a number of short stories published in *Galaxy*, *Amazing* and anthologies.

Bruce Pelz (August 11, 1936 — May 9, 2002) was a Los Angeles science fiction fan active in LASFS. He wrote filksongs and was a master costumer.

If a list was made of every significant contribution Bruce made to fandom or every honor he received, a reader couldn't tell whether he was holding a fanzine or the telephone book, and if a list was made of every fan Bruce's life influenced, he would be holding the telephone book.

Bruce was that rare fan who excelled in every kind of fanac: fanzines, conrunning, costuming, filksinging, collecting, fanhistory.

Bruce Pelz In *Journey Planet* (December 2015) I found the following quote

“Pelz is a one-time Diplomacy player though still on some PBM mailing lists. He played Russia in RURITANIA, the second Play by Mail Diplomacy game ever held, in 1961–64. He also played in LASFS Diplomacy as chronicled in WITDIP, a game which died in the flaming wreckage of a Cobal Bomb, which was dropped to end the unenjoyable wrangling over just who had moved where and what the result was, when it turned out even the referee and those he consulted couldn’t figure it out.”

If one considers the apex of a science fiction fan’s involvement with SF fandom to be involvement with the organisation of a SF Worldcon⁴ then the following contributions are of interest.

John Boardman “He was Treasurer of Nycon 3, the 1967 Worldcon.”

Fred Lerner “He was co-chair (with Brian Burley of the New York in ’74 Worldcon bid. ”

Bruce Pelz “He co-chaired L.A.Con I, the 1972 Worldcon, with Chuck Crayne. He was fan GoH at the 1980 Worldcon, Noreascon Two.”

⁴I am sure that many SF fans would laugh at this proposition.

Bibliography

Everything 7 (1st March 1973)

Everything was started by Conrad von Metzke, issue 1 was published on 28th October 1972, as the publication of the Boardman Number Custodian, replacing Rod Walker's *Numenor*. Subsequent BNC's have kept the title with issues being published into the late 1990s. In the seventh issue Conrad published a "Complete Listing of All Postal Diplomacy Games in History". This issue started with the hoax game (1962A) and finished with 1970BU. The listing continued with the next issue of *Everything*. This listing did not include supply centre charts, but provided information on each game as follows (copied from page two).

1. Game number. Parentheses indicates irregular.
2. Magazines in which carried. If two or more carried the game, only the first and last are given.
3. Gamesmasters. Again, only first and last.
4. A — game abandoned prior to completion. C, game cancelled prior to completion (usually by player consensus or by Gamesmaster with player concurrence). W — game won according to the rulebook or by a reasonable equivalent therefore, including concession. D — game drawn.
5. Name of winning player. If a draw, all survivors will be listed, and steps 5-6-7 will be listed for each before proceedings to the next.
6. Lower-case 'r' indicates player was a replacement; if no 'r' player was original.
7. Country played by individual.
8. Season in which game ended. For games with single victors, all seasons are Gall; drawn games may end at other times and are so indicated.
9. Reason for irregularity, if applicable.

For any listing which stops Step 3, the game is still being played. In such cases, under step 2 the magazines are first and current; ditto step 3.

Although the information provided in this list was made redundant by the publication of the *Terminus project* I have found it useful to use both listings.

Fancylopedia 3 is a comprehensive resource on many parts of SF fandom from its origins in the 1930s to the current date

Meinel's Encyclopedia of Postal Diplomacy Fanzines (Version .3, July 1992)

Jim Meinel put together this compilation of almost all (North American) postal zines that had been published between 1963 and July 1993. In addition to providing a commentary on the fanzines, it includes a short history of postal diplomacy, and many interesting asides. Jim was supported by a team of volunteers.

Terminus project

The main source of information for the games reported in this issue is Walter Buchanan's monumental *Terminus project*.

In 1971, with the help of Rod Walker, Tony Pandin started *Terminus*. This project aimed to list the supply center charts, players, and gamesmasters of all completed postal Diplomacy games in one place. As with many diplomacy projects, issue two did not see the light of day. The project was later taken up by Walter Buchanan, who with the invaluable support of both Rod Walker and Conrad von Metzke, produced this record of all regular postal Diplomacy games assigned a Boardman Number through 1970. Walter published the *Terminus project* in July 1974, at which time there were still ten pre-1971 games that were still in play. This publication includes some additional detail that I have not included, namely the source of each completed game. Reading between the lines, it appears that publishing supply center charts was something that the hobby eventually adopted; it was not something that was done from the word go.

Walter did not provide SC charts for games that did not meet the rating criteria for a regular diplomacy game that was published in *Hoosier archives* #76.

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Irregular Games

Hoax Games, *see* Hoax Games

Local Games, *see* Local Games

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Local Games

1963C, 4

Ruritania

1963B, 3

Russian Wins

1963B, 3

Variant Games

5-man game

1963A, 3

Out of the WAY #55

by W. Andrew York
(wandrew88 of gmail.com)

Howdy!

Spring is here, and so is baseball in America. The Express started their season on March 31 and, as of this writing, 2-3 having lost 2 of 3 to Albuquerque and have split the first two games against Sugar Land. Could be a good year for the team, especially as baby brother AA team (Frisco Roughriders) are currently rated the top team in the Minor Leagues per MLB. But, much can happen in a season from injuries, promotions/demotions and such. Regardless, it'll be a fun time.

I'm currently lanning on a mid-July trip to Arlington for two Rangers games with my step-brother (flying in from Michigan) and a long-time friend who lives in San Angelo. Looking forward to exploring more of the new field up there, and in seeing major league ball with two other baseball fans.

Beyond baseball, my life has been pretty routine and normal. Took in some movies through Austin Film Society (a preview of "Air" was surprisingly good, hadn't expected to like it). Also, Ethan Hawke hosted a weekend of five Paul Newman westerns (he recently completed a docuseries on Newman and Joanne Woodward for HBO – "The Last Movie Stars"). The insight he gave into Newman's background, his motivations and outlook certainly changed my view of the actor – and I looked at those screenings with a new perspective of what was on being portrayed.

Another thing I've been doing is starting to go through my large collection of books. I've way too many for my current (smaller) apartment and need to pare down those I'll not read again or that won't be a likely source of research for future writing projects. So likely to go out the door are outdated fact books (anyone interested in a 1988 Texas Motor Vehicle Code?), a large chunk of fiction books that I've enjoyed and the like. If there's anything folks are looking for that I might have, I'm willing to pass them on for the cost of postage – just ask.

But, if you want the Casca or Sharpe series – sorry. A good friend in Beaumont is getting them (he's never read the Sharpe books and fondly recalls the Casca books when he read them back in the '80s). I'll also be keeping most cookbooks, anything signed and the majority of the history ones for future reference.

Turning toward the future of OOTW, I'm still on the fence. I appreciate the comments I've received; some certainly gave me some insight that I hadn't thought of before. I'll likely keep most of that close to the vest, though a few bits will come out in the LetterCol I'm sure. Further thoughts and input from the readers, especially those that participate in the games and commentary, are especially requested.

Until next month....

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Letter Column

(always welcome, send them in!)

(if something shouldn't be included here, clearly mark it as a personal comment)

[John David Galt] – Thanks for the feedback request. I like the kind of gab in OOTW, and would probably follow it wherever it goes. **[WAY]** – appreciate the comments and glad that I can provide something besides game reports (of which I need to do more of!).

[JDG] - As for what options I would like you to choose, I'd keep it in ES as long as possible, unless they forbid you starting new games. Then I'd declare independence. **[WAY]** – well, no new games until I decide whether to fold with *ES* or move to the new home. If I do decide to continue, I'll open new games regardless as they'll move with me at that time. And, if I do move, I'll likely do so once Doug folds down *ES* as there's no sense in him continuing to publish just my nattering and games,

[JDG] - Your note on daylight time is off (at least here, and I thought the whole country was supposed to switch at once except those who never do). We sprang forward March 13 and don't fall back again until November 6. Oddly enough, Britain still uses the old dates, April 2 and October 30. **[WAY]** – interesting that California (that's where you are, right?) didn't kick over until March 13 (a Monday) while most everywhere else kicked over on the evening of the 11th/12th. There are a few parts of the US that don't use daylight time, and I'm going solely by memory here, Arizona and some counties in Illinois (or is it Indiana or Ohio). There's probably a few other places as well. Our fall back this fall is the evening of November 4/5, not sure why you're are is a day later. Regarding the "old dates" for DST and what US uses, again solely

by memory, I think the use of DST was extended to span from early March through November in the 2000's under Bush. Don't recall the reason (Gulf War related maybe?).

[Mark Nelson] – I will suggest something to you that I suggested to Doug. I tried to persuade Doug that he should offer one more diplomacy game. You see, in 2023 it is exactly sixty years since the first ever Boardman Number which was (of course) 1963A. Now, 1963A was a variant game! It was a 5-player game set on the normal board with Russia, Turkey, Rum, and Bul all closed. I tried to persuade Doug that he should offer this 5-player variant in a vain attempt to continue publishing ES a little longer. But it wasn't having any of it. **[WAY]** – That's certainly a possibility, presuming I continue publishing – I can understand Doug's reluctance to do so considering his zine is focused in the folding phase of existence.

[MN] - But perhaps I can twist your arm to offer this 5-player variant... **[WAY]** – Arm twisted, but...

[MN] - I used to like 5-player variants as they are easier to fill! **[WAY]** – message received...

[MN] - I will follow you wherever you may go... **[WAY]** – Am I inadvertently creating a cult....

[MN] - I heartily echo your comments regarding Robert's book. If it's falling to pieces that much then that is a great recommendation for it. My only cooking book that is falling to bits is Nigel Slater's "Real Fast Food: 350 recipes ready-to-eat in 30 minutes". It looks like I bought it in 1997 - I always write down the date when I cook a recipe from a book and any comments that I have on it. It was one of two cooking books that I took with me to New Zealand in November 1997 and then it was one of three cooking books that I took with me from England to Australia when I moved here in May 2000. Unlike most of my cooking books it is the same physical size as a novel and it's a paperback. So it has proved less robust to regular handling. I don't use it so much now, but there's no reason for that other than that I have many more cooking books to choose from. I'll probably go back to it for a while given that I've mentioned it here as I'm always interested in quickish meals during weekdays: that thirty minutes time includes all preparation and cooking.

[WAY] – Looked it up at my local independent bookstore and it is available for order (though that isn't always true when they reach out to their suppliers). Seems to have good recommendations and is certainly something I'd seek out if I wasn't in the trimming my books mode. Interestingly, the e-book version costs \$2 more than a paperback.

[MN] - In the past when I used a cooking book I used to rewrite the recipe so the book didn't get stained. Nowadays I'm too lazy to do that and most times I'll just cook with the book next to me which, as Robert also pointed out, can lead to stained books. **[WAY]** – stained books, as long as they don't make the recipe illegible, just add to the character of it! Shows it was used and appreciated for the next person to leaf through it (and hints on what might be good recipes to try).

[MN] - I took some time off work before Xmas and noticed that one of the channels were showing reruns of ST:TNG. By the time I noticed this they'd made it almost all the way to the end of season 5. My school only offers one subject over the summer, so most years I don't have any teaching. In the past that meant that I still went into work, but one of the silver linings of COVID is the realisation that I can work as well from home. My only graduate student is an international student who had to return home, so no graduate students to see. This has meant that I was able to watch most of season 6 and random episodes from season 7. **[WAY]** – here ST:TNG and ST:DS9 are running on BBC America, a few episodes each weekday as I recall. Haven't had much time to rewatch them as I'd like.

[MN] - I even saw some episodes from season 6 that I've never seen before. I have seen the whole of season 7, because I bought it on VHS-tapes as they were issued in the UK with one tape containing two whole episodes. However, I've not rewatched those episodes since I saw them almost thirty years ago. It's interesting what I remember and what I don't remember. **[WAY]** – oh, yes, there's lots I've noticed that I missed (or forgot) over the years. It just helps give them a bit of "freshness" rather than just a rehash of something you remember all of.

[MN] - Watching these episodes reminded me of one of "our" (my friends) criticisms of ST:TNG. The star-dates may increase from episode to episode, but there is very little character developing and most previous episodes have no effect on the current episode so there is little reminder of the movement of time's arrow. (Not 100% true of course, there are a few episodes where time moves forward). **[WAY]** – as I recall, at the time of ST:TNG most, if not all, television was producing shows that were pretty much self-contained to allow the reruns to be in any order without much chance of being "lost" due to missed content. Of course, there were a few two-parters and recurring characters, but for the most part they were standalone. From memory, Babylon 5 changed that mindset in establishing their five season arc format with early episodes building towards later events in the series. That, of course, led to changes in other series, such as the later seasons of ST:TNG to introduce more growth between episodes and seasons, while having multi-episode threads.

[MN] - Since Christmas I've managed to watch ST:Discovery Seasons 3 & 4. Quick recap. I disliked Season 1 because of its use of the Mirror Universe and I disliked Season 2 because of its use of Time Travel. In Season 3 the crew have moved approx 900 years into the future. Now, you'd think that most of the time anyone moved 900 years into the future they would no longer be able to provide any assistance to Starfleet. Their ship would be an antique, their scientific/medical/political knowledge would be out-of-date. The best you could hope for was to be appointed to the Academy as a history teacher. Obviously, that would not make a good show... **[WAY]** – have only seen Season 1 when CBS used it as filler during the pandemic and it really didn't stick in my mind. Would like to see more, but not into

paying for streaming services (as if I had the time!).

[MN] - Both seasons 3 and 4 have a story that unfolds over the course of the season. (The same was true of the previous seasons). This must rank as an improvement over ST:TNG? I'm not sure that it does. My problem with the story in season 3 is that without the arrival of Discovery from the past 3 then the Federation would have likely collapsed. Or if it had survived they would still be very little warp travel. My problem with season 4 is the same. Without the arrival of the Discovery from the past, the Federation would not have survived the crises. I imagine that in season 5 (the final season) the Federation will be faced with crises that it would have been incapable of solving on its own, and only the presence of Discovery and its crew will save the day.

I think it would have much better if the story arc from season 3 had been spread out over the entirety of seasons three through five. That would have been much more creditable in my eyes and would have left more room for stand-alone episodes that do not fit into the developing arc, or if they do fit in then this fit does not become clear until much latter on in the story. To me, that's the message in story telling from B5. You can have an arc where everything comes together, but it doesn't have to come together in the first season. [WAY] – very true, but in today's corporate environment you have to be in a position to clip the greater arc into a coherent conclusion if you don't end up with a multi-year commitment for completion of the original concept. That's the issue with setting up long running arcs, how many shows over the past few years ended a season with a cliffhanger or with promises of future episode resolutions only to be cancelled afterwards. That leaves the fans disillusioned and wary of committing to a future show that may meet the same past (though some have had TV movies or a wrap-up episode to tie things up – though rarely in a satisfactory manner).

[Andy Lischett] – Regarding you moving to a new host, I will follow Out of the WAY and continue with Hangman and Facts In Five. For the current Gunboat game I have no preference where you run it. [WAY] – appreciate the support and thoughts

[Dane Maslen] – At long last I've got round to reading the latest *Eternal Sunshine*. If you go solo, I'll continue to play in *Hangman By Definition*, but I'll be unlikely to play in anything else. [WAY] – everyone's welcome to join in what they're interested in and enjoy playing, so that's great. Appreciate the support in my continuing things.

[Robert Lesco] – I find myself in disagreement with the old saying concerning how one cannot enjoy one's cooking. I think I better appreciate it as I know best the thought and efforts that went into it. [WAY] – plus you can tailor it to your tastes – extra hot, more garlic or veggies, etc.

[RL] - What started me down this road was your kind response to my letter (the one where I left the "y" out of Mary Ann). I cooked both Potatoes a l'Anglais (more likely pommes de terre a l'Anglais to Monsieur Proust) and asparagus in lemon butter and people were nonplussed. It could be that the potatoes really were not much to speak of and I think during La Belle Époque people may have cooked asparagus longer than necessary. I was intrigued simply because it can be established that Marcel Proust would have dined on both. [WAY] – A personal kiss of history, and a good story to tell.

[RL] - The recipe left me with a lot of unused lemon butter but my baking is stronger than my cooking so I made scones, decidedly modern as instead of cream it called for milk and butter. [WAY] – excellent use of it! I'm not a baker (or much for sweets) so I might have used it on a baked fish fillet.

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Mini-Book Reviews (finished since last issue)

Orbiter by Warren Ellis and Colleen Doran with Dave Stewart (2003; 100p).

Came across this one while going through and sorting books. I like most of Ellis's comics/graphic novels, and this one didn't disappoint. Set in a post-Space America where the last launched space shuttle mysteriously disappeared shortly after reaching orbit. Once that happened, human space flight was curtailed and the country fell into a slump (characterized by an overview panel of the Kennedy Space Complex mostly being occupied by a makeshift squatter/refugee camp).

After a brief opening, orienting the reader to the current state of society, the missing shuttle mysteriously reappears and lands after a ten-year absence. The following story picks up with some former staffers being recalled and the investigation into what happened to the shuttle, where it has been and what happened to the crew. The novel concludes with the resolution of the situation and what it will mean for the future of humanity.

Interesting take on mankind, the importance of space flight and – ultimately – hope for the future. Recommended if this intrigues you. Otherwise, you may not enjoy the search for the cause or the underlying message. [April 2023]

This Never Happened by J. B. Mathewson (2021; 266p).

At the tail end of the last baseball season, Baseball Jan (a fixture at the park who I frequently talk books with) loaned me this volume to read over the winter break. The premise of the book is around a bit of baseball history/lore during America's involvement in WWI. From what extant facts exist, Mathewson weaves a semi-plausible tale involving some of baseball's most colorful characters of the time, the real life experiences of those that enlisted in the military and a perceived coverup that involves them all in the service of America at War.

Based around the discovered investigative papers from a (fictional) *Sporting News* writer, and real-life events, the story behind baseball great Christy Mathewson's exposure to poison games, and early death, is reimaged. The papers are discovered in the near future by a relative of the documents' owner (he gained under dubious circumstances). That relative, and his friend from New York City, embark on a journey to discover the "true" story behind the papers and "events" of the investigation.

Seen in flashbacks, a number of baseball greats show up including Ty Cobb, Branch Rickey, Mathewson's widow, etc. – each being involved, directly or indirectly, with a real life gas-disposal training unit housed in Georgia for training that many baseball players were assigned. These are interspersed with the modern-day team trying to make sense of the material, then validate and verify the story that is revealed.

The investigative narrative, twined through actual and imagined history, is enjoyable and keeps the reader engaged. However, some of the jumps between modern day and the writer's investigation time can be a bit disjointed. Also, the results of the book, and the character's investigation, leave the reader wanting a bit more – but with the outcome of story, it may have been intended as this is a fictional telling of a possible, though a bit improbable, story behind what facts exist.

This isn't a mystery, and one shouldn't read it intending to come to the resolution of the investigation along with the characters. There is little/no foreshadowing, reading more in the style of a documentary telling of the investigation. Due to the subject matter and the narrow focus on the tale itself, it'll only be of interest to the baseball aficionado who would like to read something a bit to the side of mainstream baseball history. [March 2023]

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Babylon 5 Quote

In "Epiphanies" – Sheridan: "Maybe the doc's right. Embrace the moment. In the end, it's all we have. Trouble will come in its own time it always does. But that's tomorrow. Give me today, and I will be happy"

Source: But In Purple...I'm Stunning! by J. Michael Straczynski, edited by Sara "Samm" Barnes, copyright 2008.

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Game Section

Everyone Plays Games: Hangman, By Definition; Facts in Five

Game Openings: None currently

Standbys: Gunboat Diplomacy (x1)

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"Round Rock Express"

(No-Press Gunboat, Game #1)

MN: 2021Crb32

Fall 1907

Austria: F GRE s ita f con-ank (imp), A TRI s a bud, A BUD s a rum, A RUM s a bud, A BUL s a rum

England: F KIE-mun (imp), F mao-BRE, F SPA(SC) s f pie-mar (nsu), F ENG s f mao-bre, F EDI-nth, A bur-par (r-pic/gas/otb)

France: A MAR s ita f pie-spa(sc) (imp), A PAR s a bre, A bre holds (r-gas/pic/otb)

Germany: F NTH c a hol-yor, A BEL s a mun-bur, A TYL s a vie, A MOS s a ukr-sev, F NWY s f nth, A ukr-SEV, A hol-YOR,

A VIE s a tyl, A GAL-rum, A mun-BUR, A RUH s a bel, A BOH s a vie
 Italy: F con-ANK, A sev s aus a rum-ukr (nso) (r-arm/otb), A VEN s aus a tri, F AEG holds, F PIE-mar, A TUS-pie, F ION holds
 Turkey: F ank-BLA

Supply Center Count

Austria: Tri, Ser, Gre, Bul, Rum, BUD	= 6 (+1, no place to build)
England: Edi, Lpl, Lon, Por, Spa, KIE, BRE, bel	= 7 (+1 or +2, depending on retreat)
France: Mar, Par, bre	= 2 (even or -1, depending on retreat)
Germany: Ber, Mun, Den, Hol, Swe, War, Mos, Stp, Vie, Nwy, BEL, SEV, kie , bud	= 12 (even)
Italy: Nap, Rom, Ven, Tun, Smy, Con, ANK, sev	= 7 (even or +1, depending on retreat)
Russia:	= 0
Turkey: ank	= 0 (OUT)
Neutral: none	

Next Due: Autumn, Winter 1907 and Spring 1908

Note – Split seasons are granted when 2 or more requests are received if 4+ players; 3 or less requires only 1.

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Hangman, By Definition

****See Rule Change in bold below****

This is a five-round game, with each round consisting of a variable number of turns. The winner will be the person who wins the most rounds, with a tie breaker being fewest total number of turns in those winning rounds. Second tie breaker will be the greatest number of letters guessed (by total count revealed, not by individual letter).

Each round will consist of identifying a word of at least six letters. Along with each word will be the first definition given. All words and definitions will be identified by blank spaces. Words and definitions are verified in a dictionary that was my high school graduation gift (slight hint to those who might want to find the edition).

The goal is to guess the word in as few turns as possible. Each turn, all players will submit **up to three different letters** to be revealed. The letter submitted by the most players will be the letter revealed in the next turn. Ties will be broken by a randomized method. Additionally, each player should submit a guess for the word. Once the word is correctly identified (spelling is important), that round will end and a new round will begin. All players who guess the word in the same turn will share in the win for the round. If the word is not guessed by the end of six turns with no letter being revealed, no one will win the round.

Along with revealing letters in the word, letters will be revealed in the definition. There are no bonus points for guessing any part of the definition, it is only there to help players figure out the word. No guesses about parts of the definition will be confirmed or displayed except by the letter revealed in that round. The letters "E" and "S" can never be chosen as the letter to be revealed.

Game 2, Round Three Turn 2:

Letter Votes: A – 3; B – 1; C – 1; H – 1; I – 2; L – 2; M – 1; O – 1; P – 1; R – 2; T – 3; W – 1; Z – 1
 Revealed: A (dice roll decision with d4)

Words Guessed: (Firth) Possessive; (Galt) Complicate; (Kent) Lampadrome; (Lischett) Persuasive;
 (Maslen) Watercolor; (Smith) Balderdash; (Wilson) Metabolize

Solution:

Word: _ _ _ _ _ (10)

Definition: A (1) _ A _ _ _ N _ (7) _ _ (2) _ _ N _ (4) _ _ A _ _ N _ (7)

__ N (2) __ __ __ (4)

Never Revealed: E, S

Already Revealed: A, N

Words Previously Guessed in this Game: Accusation, Adjuration, Anticipate, Contention, Contrition, Laboratory, Yellowlegs

Game Words Correctly Guessed: Metamorphosis (Firth, Maslen, Smith, Wilson); Chromatic (Firth, Maslen, Smith)

+++++

FACTS IN FIVE

Rules: There will be five rounds, the cumulative high score at the end of the fifth round will be the winner. Anyone may join anytime with a starting score matching the lowest total from the previous round. Anyone missing a round will add the lowest score of that round.

Each round will consist of five categories and five letters. Each player submit may an entry for each category which has a key word that starts with each of the letters (twenty-five total entries). Key words are generally the first word; however, articles (the, a, etc.) and modifiers ("red" in red bicycle for "R" in "mode of transportation" or "general" in General Lee for "G" in "Military Leaders") are not key words. A word in the category may not be the key word ("bank" in "Bank of America" for "B" in the category "Banks"). For given names, the last name is the key word, if married it will be their post-marriage last name. However, in the case of commonly used stage names, that name should be used (in a category of female singers, "Q" could be "Queen Latifa" and "Cher" for "C"). An entry may only be used once per round. Please clearly identify which individual you are using as your answer if there are multiple potential people with a given name. For instance, if the category is American Presidents, answering Washington is fine as there is only one; however, if you decided to use Bush you need to indicate whether you are submitting the father or the son. Unclear answers will be matched to score the least points. Using the Bush example, if one person submitted "Bush" and three people submit "George W. Bush" the latter would score 2 points and the former 1.

One point will be scored for each entry that unarguably meets the letter and category. An additional point will be added if anyone else also uses the same valid entry for the same category. Maximum possible score in a round is 50 with a lowest possible score of 25, presuming an individual submits a valid entry for each category and letter in that round.

Research is allowed, collaboration between players is not.

Game Seven, Round Two

Bolded - Scores 2 points for matching another entry; Crossed Out - scores 0 points; otherwise scores 1 point.

REMINDER - Last names are generally the key word, not first names.

	G	H	L	N	V
Businesswoman					
Mark Firth	Josephine Goube	Marilyn Hewson	Prue Leith	Indra Nooyi	Corinne Vigreux
Doug Kent	SP Griffith	Ariana Huffington	Karen Lynch	Phebe Novakovic	Sofia Vergara
Andy Lischett	Lori Greiner	Christie Herner	Estee Lauder	Phebe Novakovic	Lisa Vanderpump
Walt O'Hara	S Gujrahti	E Harbaugh	J Landgard	M Naficy	A Vechery
Kevin Wilson	Melinda Gates	Ariana Huffington	Shannon Lee	Indra Nooyi	Allegra Versace
Constellation Name					
Mark Firth	Gemini	Hydra	Lyra	Norma	Virgo
Doug Kent	Gemini	Hercules	Leo	Norma	Virgo
Andy Lischett	Gemini	Hercules	Leo	Norma	Virgo
Walt O'Hara	Gemini	Hercules	Leo	Norma	Virgo
Kevin Wilson	Gemini	Hydra	Lyra	Norma	Virgo
Chemist					
Mark Firth	Joseph Gay-Lussac	Dorothy Hodgkin	Lloyds Pharmacy	Alfred Nobel	Louis Vauquelin
Doug Kent	Gibbs	Fritz Haber	Lavoisier	Nobel	Vauquelin

Andy Lischett	Charles Goodyear	Albert Hofmann	Antoine Lavoisier	Alfred Nobel	Louis Nicolas Vauquelin
Walt O'Hara	FAV Grignard	W Haworth	W Lipscomb	A Nobel	V du Vigneaud
Kevin Wilson	JW Gibbs	Dorothy Hodgkin	Antoine Lavoisier	Alfred Nobel	Alessandro Volta

Musical Movie

Mark Firth	G P Blondes	Hairspray	Lagaan: OUaTiL	A Night at the Opera	Victor/Victoria
Doug Kent	Guys and Dolls	Hair	The Lion King	Newsies	Victor/Victoria
Andy Lischett	Guys and Dolls	Hair	Little Shop of Horrors	No, No, Nanette	Victor/Victoria
Walt O'Hara	G P Blondes	Hairspray	Little Shop of Horrors	Newsies	Victor/Victoria
Kevin Wilson	The Greatest Showman	Hairspray	La La Land	N before Xmas	Very Annie Mary

Australian City

Mark Firth	Geelong	Hobart	Latrobe City	Newcastle	Victor Harbor
Doug Kent	Grafton	Hawkesbury	Lithgow	Newcastle	Victor Harbor
Andy Lischett	Geelong	Hobart	Launceston	Newcastle	Victor Harbor
Walt O'Hara	Gold Coast	Hobart	Lithgow	Newcastle	<>
Kevin Wilson	Goulburn	Hobart	Launceston	Newcastle	Victor Harbor

Note – for allowed and disallowed answers, please feel free to correct me!

General Notes –

Notes on **Mark's** Answers: G P Blondes is Gentleman Prefer Blondes, Lagaan: OUaTiL is Lagaan: Once Upon a Time in India;

Notes on **Doug's** Answers: SP Griffith is Susan Patricia Griffith;

Notes on Walt's Answers: [Includes Walt's notes] - S Gujrahti is Dr. Sheila Gujrahti (Gossamer Bio, cofounder), E Harbaugh is Edith Harbaugh (Launch Darkly, cofounder), J Landgard is Josefin Landgard (KRY cofounder), M Naficy is Mariam Naficy (Minted, Founder), A Vechery is Afton Vechery (CEO, Modern Fertility); [Includes Walt's notes] - FAV Grignard is Francois Auguste Victor Grignard (Nobel Prize Winner, 1912), W Haworth is Walter Haworth (Nobel Prize Winner, 1976), W Lipscomb is William Lipscomb (Nobel Prize Winner, 1976), A Nobel is Alfred Nobel (They named the prize after him), V du Vigneaud is Vincent du Vigneaud (Nobel Prize Winner, 1955); [Includes Walt's notes] - G P Blondes is Gentleman Prefer Blondes (1953 film), Hairspray (2007 film), Little Shop of Horrors (1986 film (only)), Newsies (live show, film, 1992 and film, 2017), Victor/Victoria (Broadway show, 1995 film)

Notes on Kevin's Answers: N before Xmas is The Nightmare Before Christmas

General Player Comments:

[**Andy Lischett**] – [Reference Lisa Vanderpump entry] Terrible TV comes to my rescue. Would you have accepted Diane von Furstenberg as a V? [**WAY**] – Without doing any substantive research, I'm not sure. My initial reaction was no as the "von" isn't capitalized, usually indicating that it is considered a title (i.e., translation meaning "from"). However, from one check, Britannica lists her alphabetically under v. So, I'd need to do more extensive research to decide if the Britannica entry is out of the norm or, at least in her case, considered the rule.

[**AL**] – After scouring my brain for an H chemist all I could think of Edward Hyde/Henry Jekyll, but even if you accepted fictional chemists one could argue that Jekyll was a chemist but Hyde wasn't...but they were the same person...but.... Anyway, I also thought of Sherlock Homes, but decided to DuckDuckGo a real chemist and found the inventor of LSD,

Game Seven, Round Three

Letters: D K P W T

Categories: Actor Currently under 20 years; Role-Playing Game System; Podcaster (include the podcast's name); Non-British Prime Minister; Television Variety Show Name

Current Standings

Scores by Category	1st	2nd	3rd	4th	5th	Now		Previous	Total
Doug Kent	7	10	9	9	8	43	+	38 =	81
Andy Lischett	6	10	8	9	10	43	+	36 =	79
Kevin Wilson	7	10	9	6	9	41	+	37 =	78

Walt O'Hara	5	10	6	10	7	38	+	36	=	74
Mark Firth	6	10	8	8	9	41	+	32	=	73

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Deadline for the Next Issue of Out of the WAY:

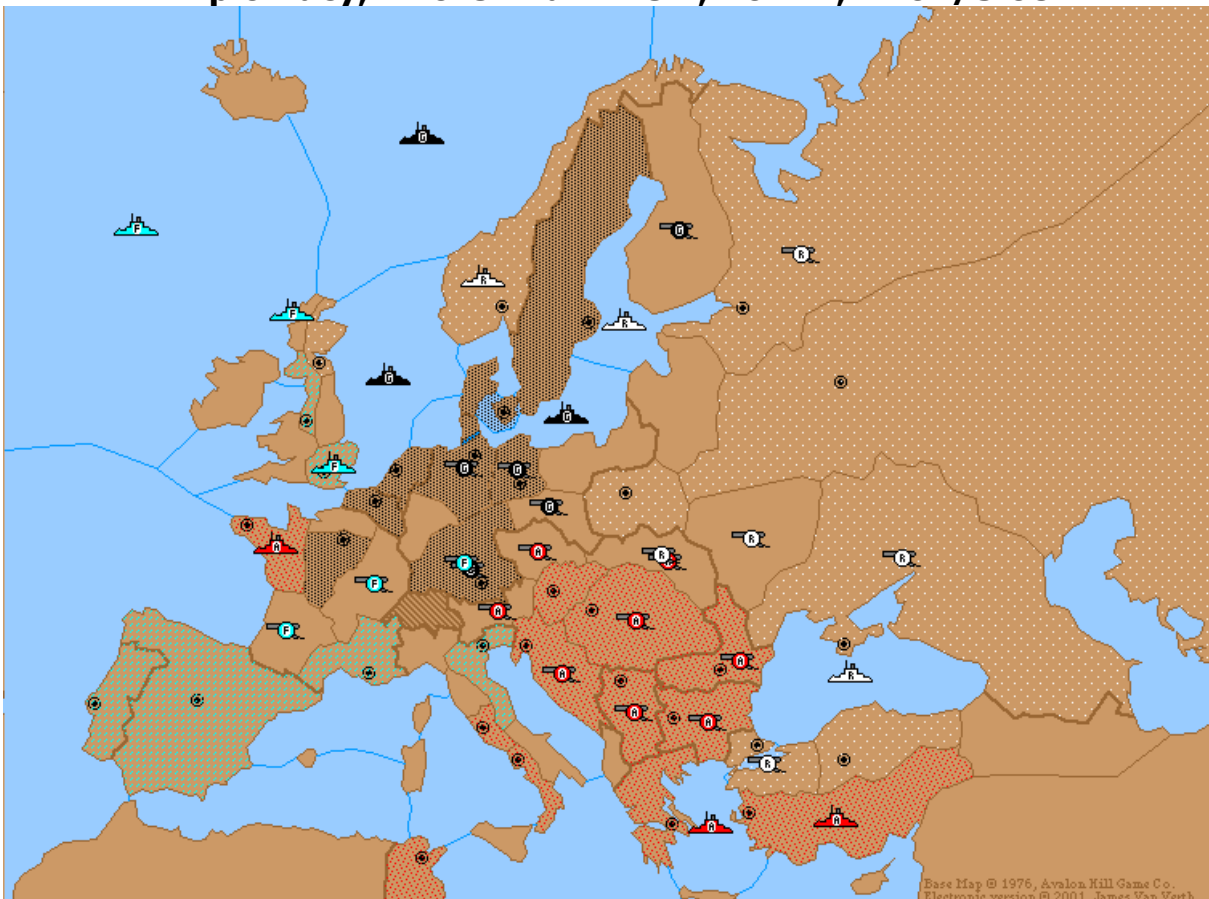
May 10, 2023 at noon Central US Time Zone
See You Then!

Game entries, letters of comment and other material can be sent to:

wandrew88 at gmail.com; or by post to: W. Andrew York; POB 201117; Austin TX 78720-1117

Eternal Sunshine Game Section

Diplomacy, "More Than Ever", 2021A, W 07/S 08



Austria: Andy Lischett – andy@lischett.com – Build A Vienna, A Trieste, plays 1 short..

F Aegean Sea Supports A Bulgaria, A Bohemia Supports A Tyrolia – Munich, F Brest – English Channel (*Bounce*), A Budapest Supports A Rumania, A Bulgaria Hold, A Galicia – Silesia (*Dislodged*, retreat to Vienna or OTB), A Rumania Hold, A Serbia Supports A Rumania, F Smyrna Hold, A Trieste Hold, A Vienna – Tyrolia.

France: Brad Wilson – fullfathomfive675@gmail.com – Build A Marseilles..

A Gascony Supports A Marseilles – Burgundy, F Liverpool – Clyde, F London – North Sea (*Bounce*), A Marseilles – Burgundy, F North Atlantic Ocean Supports F Liverpool – Clyde, A Tyrolia – Munich.

Germany: Andy York – wandrew88@gmail.com – F Baltic Sea Supports A Finland – Sweden,

A Berlin Supports A Silesia, A Denmark – Kiel, A Finland – Sweden (*Bounce*), A Munich – Bohemia (*Dislodged*, retreat to Ruhr or OTB), F North Sea – English Channel (*Bounce*), F Norwegian Sea – North Sea (*Bounce*), A Silesia Supports A Warsaw – Galicia.

Russia: Graham Wilson – grahamaw@rogers.com – Remove A Yorkshire, F Edinburgh, A Prussia..

F Black Sea Supports A Sevastopol – Rumania, A Constantinople – Bulgaria (*Fails*),

F Gulf of Bothnia Supports F Norway – Sweden, F Norway – Sweden (*Bounce*),

A Sevastopol – Rumania (*Fails*), A St Petersburg – Finland (*Fails*),

A Ukraine Supports A Sevastopol – Rumania, A Warsaw – Galicia.

All Draw Proposals Fail

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MADRID to MOSCOW: Yes indeed.

Deadline for F 08 is May 13th at 7am My Time

By Popular Demand

The goal is to pick something that fits the category and will be the "most popular" answer. You score points based on the number of entries that match yours. For example, if the category is "Cats" and the responses were 7 for Persian, 3 for Calico and 1 for Siamese, everyone who said Persian would get 7 points, Calico 3 and the lone Siamese would score 1 point. The cumulative total over 10 rounds will determine the overall winner. Anyone may enter at any point, starting with an equivalent point total of the lowest cumulative score from the previous round. If a person misses a round, they'll receive the minimum score from the round added to their cumulative total. **In each round you may specify one of your answers as your Joker answer. Your score for this answer will be doubled.** In other words, if you apply your Joker to category 3 on a given turn, and 4 other people give the same answer as you, you get 10 points instead of 5. Players who fail to submit a Joker for any specific turn will have their Joker automatically applied to the first category. And, if you want to submit some commentary with your answers, feel free to. The game will consist of 10 rounds. The score for Round 10 is doubled.

Turn 8 Categories:

1. Another word for laugh.
2. Something you do in the bathroom.
3. An SCTV cast member.
4. Something you put milk in.
5. A Cary Grant movie.

Joker category shown in **BOLD**. Most popular answer shown in the bottom row.

<u>Player</u>	<u>Laugh</u>	<u>Bathroom</u>	<u>SCTV</u>	<u>Milk</u>	<u>Cary Grant</u>	<u>Turn</u>	<u>Total</u>
Andy York	Chuckle	Shower	John Candy	Glass	North By Northwest	29	212
Carol Kay	Giggle	Pee	Mike Myers	Cereal	The Bishop's Wife	14	197
Andy Lischett	Guffaw	Bathe	John Candy	Glass	Charade	24	197
Kevin Wilson	Chuckle	Pee	John Candy	Coffee	North By Northwest	30	193
Jack McHugh	Chuckle	Wash Your Hands	Guy Caballero	Coffee	Father Goose	13	182
John David Galt	Chuckle	Shower	Bob McKenzie	Glass	North By Northwest	20	180
Brad Wilson	Giggle	Poop	John Candy	Cereal	North By Northwest	23	173
Walt O'Hara	Chortle	Floss	John Candy	Glass	North By Northwest	22	166
David Burgess	Giggle	Pee	Eugene Levy	Chocolate Sauce	North By Northwest	17	164
Richard Smith	Giggle	Crosswords	John Candy	Tea	North By Northwest	28	162
Melinda Holley	NMR	NMR	NMR	NMR	NMR	8	135
Mark Firth	Guffaw	Clean	Rick Moranis	Tea	Notorious	8	131
Paul Milewski	Guffaw	Shave	John Candy	Glass	To Catch a Thief	24	122
<u>MOST POPULAR</u>	Chuckle/Giggle	Pee	John Candy	Glass	North By Northwest		

Kevin Wilson gets the top score of 30 this round (out of a possible 33). Mark Firth gets the low score of 8.

Comments by Category:

Another word for laugh: Kevin Wilson – "Gotta go with "chuckle" for a laugh. It was one of my college nicknames (the "c" in ckevinw is for Charles)." Walt O'Hara – "There's no obvious best alternative. I was considering Snicker, Titter, and Guffaw."

Something you do in the bathroom: Kevin Wilson – "Counting on the low humor of this group for #2."

An SCTV cast member: Kevin Wilson – "The one, the only." Andy Lischett – "There are so many good choices for SCTV. I liked John Candy and Rick Moranis. Carol never heard of SCTV." Walt O'Hara – "'Don't Know' SCTV? Come on, man, I'm of a certain age. Ask us favorite SCTV characters next!" **[[Someone gave such an answer this time around.]]**

Something you put milk in: Kevin Wilson – “I guess cereal would work for milk too since lots of folks take their coffee black.” Walt O’Hara – “Alternatives were “my mouth” and “smoothies” but I want to actually score some points here.”

A Cary Grant movie: Kevin Wilson – “NBNW is, in my opinion, his best and the best of anything he was in. But, always fun to catch a Cary Grant movie on a Sunday afternoon.” Andy Lischett – “Charade, The Philadelphia Story or North By Northwest? I can do without Bringing Up Baby and Arsenic & Old Lace.” Brad Wilson – “Not even close.” Walt O’Hara – “My other contenders were Bringing up Baby and Philadelphia Story, but I think NNW is simply iconic.”

General Comments: Andy Lischett – “I will not jinx Carol by telling her that she's in first place. Probably “Mike Myers” and “The Bishop's Wife” will change that.” John David Galt – “Now really. Did any player really write Albegra?” **[[Nope, I do the table in Excel, which has no spellcheck. And then the second player to answer Algebra had autofill complete the misspelling again.]]** David Burgess – “Well...I don't really feel good about this month.”

By Popular Demand

Turn 9 Categories – Remember to Specify a Joker Category

1. A type of naval ship.
2. A vowel.
3. Something advertised on a billboard.
4. An album by The Who.
5. A terrible movie.

Deadline for Turn 9 is May 13th at 7am My Time

Deadline for the next issue of Eternal Sunshine is: May 13, 2023 at 7am My Time (U.S. central time) – some games and subzines earlier