

# ***Eternal Sunshine #99***

April 2015

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My book "It's Their House; I'm Just a Guest" is available in softcover and Kindle from Amazon at [http://www.amazon.com/gp/product/1501090968/ref=ox\\_sc\\_act\\_title\\_1?ie=UTF8&psc=1&smid=ATVPDKIKXODER](http://www.amazon.com/gp/product/1501090968/ref=ox_sc_act_title_1?ie=UTF8&psc=1&smid=ATVPDKIKXODER)

REMEMBER: NO STANDBY PLAYERS WILL BE CALLED IN ANY GAMES EXCEPT THE NEW ONES.  
CONSECUTIVE NMR'S = CD

Lots of stuff for you this issue: columns from Paul Milewski and Larry Peery, a new subzine from Richard Weiss with plenty of game openings, and the Gunboat game slowly fills. Keep it up!

NOTE – BE SURE TO WATCH FOR (AND READ) THE NEW ABYSSINIAN PRINCE FROM JIM BURGESS, COMING IN A FEW DAYS, FOR A VERY IMPORTANT ANNOUNCEMENT!!

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"Chess & Bridge" (ISBN 976-1-84681-725-0) by Bird and Saunders  
Reviewed by Paul Milewski

According to the blurb, David Bird has written 101 books on bridge and is bridge correspondent for the *Mail on Sunday* and the *London Evening Standard*; John Saunders has played chess internationally for Wales, provides chess coverage for BBC Ceefax and has been the editor of the world's oldest chess periodical, *British Chess Magazine* (founded 1881) since 1999.

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The [chess] game played in the film [*From Russia With Love*] starring Sean Connery replicates a Spassky-Bronstein game that took place in Leningrad in 1960.

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[Humphrey] Bogart's most famous film was *Casablanca* (1942), in which his character is first seen sitting alone at a chessboard. The basis of this scene was actually Bogart's own suggestion to the

director, Michael Curtiz, and his meticulous care in getting the scene right is demonstrated by the position on the board in the scene, which was one of Bogart's favourite starting positions in his own games.

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In the Staunton set, the design for the knight is based on a horse's head on the Parthenon frieze, which forms part of the Elgin Marbles. The work of the Athenian sculptor Phidas, the marbles were taken to the UK in 1806 by Thomas Bruce, 7<sup>th</sup> Lord of Elgin.

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The title of grandmaster first came into frequent use in chess when Tsar Nicholas II conferred it upon the participants of the 1914 St. Petersburg chess tournament.

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George Burns, the famous American comedian, played bridge daily at his country club when in his late 90s. The George Burns Trophy is awarded annually by the American Contract Bridge League to its "senior player of the year."

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By the 1950s bridge had become the most popular card game in the world. The USA's President Eisenhower was a regular player, facing expert opposition most Saturday nights. He also attended national tournaments, when possible... [He] enjoyed bridge as much as golf and was considered an expert player.

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On the evening of 29 September 1929, John and Myrtle Bennett of Kansas City hosted a game of rubber bridge with their friends, Charles and Myrna Holman. On one deal John Bennett opened 1 spade on a mere 10-count and subsequently went down on a 4-spade contract that he might have made. A mighty argument developed between Bennett and his wife, which ended with Bennett dead on the floor and his wife holding a smoking gun. After a controversial court case, Mrs Bennett was not only acquitted of her husband's murder but managed to collect on his \$30,000 life insurance policy. This was a far from insignificant sum in those years of the Depression.

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A hand that contains no card higher than a nine is known as a Yarborough. It is so-named after Lord Yarborough, who used to offer players odds of 1,000-to-1 against picking up such a poor hand. The noble lord no doubt knew he was on to a good thing because the true odds against picking up a Yarborough are 1,827-to-1. The odds against two partners picking a Yarborough simultaneously are 546,000,000-to-1.

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In the novel *Cards on the Table* by Agatha Christie, a murder takes place during a bridge game. The detective, Hercule Poirot, manages to detect who performed the murder by a judicious examination of the entries on the bridge scorepad.

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Perhaps the most famous bridge hand in literature is a version of the Duke of Cumberland's hand, which was used by card cheats for decades. In Ian Fleming's novel, *Moonraker*, James Bond rigs the deck to give villain Hugo Drax the East hand shown below.

|     |            | <u>North</u> |     |                 | <u>East</u>  |
|-----|------------|--------------|-----|-----------------|--------------|
|     | [S]        | 10 9 8 7     |     | [S]             | A K Q J      |
|     | [H]        | 6 5 4 3      |     | [H]             | A K Q J      |
|     | [D]        | -            |     | [D]             | A            |
|     | [C]        | 7 6 5 3 2    |     | [C]             | K            |
|     |            | <u>West</u>  |     |                 | <u>South</u> |
| [S] | 6 5 4 3 2  |              | [S] | -               |              |
| [H] | 10 9 8 7 2 |              | [H] | -               |              |
| [D] | J 10 9     |              | [D] | Q 8 7 6 5 4 3 2 |              |
| K   |            |              | [C] | A Q 10 8 4      |              |
| [C] | -          |              |     |                 |              |
| J 9 |            |              |     |                 |              |

Bond, who holds the South hand, is pretending to be drunk. He bids a grand slam in clubs. Drax doubles, scornfully, and Bond redoubles. A large bet is agreed in addition and the grand slam cannot be defeated. Declarer can establish the diamond suit and pick up East's club K J 9 with two finesses. With 31 points in his hand, East cannot believe that 7-club-contract will be made against him.

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**The Super Spring Sale from Larry Peery    SAVE UP TO \$5,000 PER COUPLE    Ends July 1**  
**BAND OF DIPPERS WWII WORLD TOUR**  
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Experience the once-in-a-lifetime opportunity to participate in the 65th anniversary activities of Operation Blue Emerald, the event that prevented a worldwide nuclear holocaust. Set out from San Diego, California and cross the continent visiting historical and contemporary sites vital to the success of Operation Blue Emerald. Then it's over the Atlantic to England, France and Belgium to tour little-known European components of Operation Blue Shield. From Belgium we're off to see some of the rarely accessible Red

Shield sites in the Kola Peninsula and Crimea that formed the nucleus of the Soviet nuclear deterrent. A five thousand mile flight takes us to Hainan Island, often called “The Hawaii of China,” tapped by many experts to be the next Pearl Harbor of WWII. Again we’ll visit both historic and contemporary sites important to Operation Blue Emerald today. Next stop is Vladivostok, Siberia where we’ll visit some of Russia’s Pacific Operation Blue Emerald bastions. Finally, the last stop on our tour takes us to Barrow, Alaska where we’ll visit the BMEWS base that is helping make sure Operation Blue Emerald doesn’t turn into a nuclear WWII. Then its home to Seattle, Washington with a new appreciation of how Operation Blue Emerald has and is keeping the world and us safe.

In addition to tour theme events this tour will include a seven round Diplomacy tournament, a Nuclear War tournament, a Harpoon tournament, a Polaris game simulation exercise, and a Doomsday game simulation exercise. Polaris tests the reliability of a launch crew aboard an early SSBN. Doomsday is a “by the clock” exercise that last 35 minutes simulating the first minutes of a nuclear exchange between the Blue Sapphire powers.

Maximum tour group size: 37 travelers, 22 staff

Let us handle the details

Expert Tour Director and assistants Local cuisine Handpicked hotels Sightseeing with local guides  
(all former Operational Blue Sapphire personnel) Private transportation by air, sea or land as specified  
Luggage transfers A RN for your well-being

Your tour includes

29 nights range from five-star handpicked hotels, best available hotels, on site facilities at military sites, to onboard aircraft (rarely) on over-night flights.

Breakfast daily, lunch daily depending on schedule and site, dinner daily ranges from five-course dinners with beer or wine, Welcome and Farewell banquets, to military “chow lines” on bases or aboard ships, K-rations, MREs, etc. as appropriate.

Multilingual Tour Director and Assistants includes former Operation Blue Sapphire professionals in both country and weapon systems.

Chartered customized former USAF KC-135 transport for all tour travel carries 40 passengers and a crew of 10. 2x2 fully reclining seats features individual Wi-Fi and access to our 400 videos of tour specific content. A galley, bar and restrooms with showers add to your comfort and well-being.

Private deluxe motor coach or best available air or sea transport as needed

Guided sightseeing, select entry fees, gratuities, security charges, and bribes as necessary

Your tour highlights

Visit the US submarine base, tour a sub, and visit a nuclear weapons storage facility in San Diego

Visit and tour the US Navy Trident submarine base, experience hands-on a sub training simulator in Bangor, Washington

Visit and tour the NORAD Alternate Command Facility at Cheyenne Mountain, Colorado Springs, C; includes a demonstration of what NORAD does

Visit and tour Barksdale AFB in Shreveport, LA, see the nuclear weapons storage facility, observe a

demonstration of how a nuclear weapon is deactivated, see a B-52 bomber up close and personal before watching a B-52 on a practice bomb run.

Visit the King's Bay, GA US Navy Trident submarine base, and take a ride on one of the Navy's latest boomers to observe a simulated training launch of a Trident missile, the most powerful weapon in the US nuclear inventory.

Visit and tour the legendary Site R, the alternative underground Pentagon, located a few miles from Gettysburg, PA.

In England, visit the former USN Polaris missile facility at Holy Loch and see, visit and tour the RN Trident base at Faslane.

In France, visit Brest's super-secret Ile les Longue, home of the French SSBN fleet.

In Belgium, visit and tour the Kleine-Brugel AB to observe a nuclear weapons loading exercise, rapid response take off exercise and simulated nuclear strike.

In Russia's highly classified Kola Peninsula you'll visit a variety of nuclear facilities including a tour of nuclear submarine construction yard, a visit to a Russian Typhoon class submarine, visit the graveyard of the Soviet Union's once-mighty nuclear fleet and, conditions allowing, experience a reenactment of the 1961 test of the 50MT Tsar Bomb, the largest nuclear weapon ever exploded.

Visit and tour the former Soviet underground sub base at Baklava in the Crimea

Visit and tour the new PLA(N) SSBN base at Yulong Bay on Hainan Island.

Visit and tour the Russian Pacific nuclear missile sub facilities

Visit, tour and watch a real time demonstration of the BMEWS facility in Clear, Alaska.

#### Planned Itinerary



Day 1: Travel day

Board your flight to San Diego, CA. Welcome to San Diego! Transfer to your near-by hotel. Meet your fellow Dippers and Boomers at tonight's welcome dinner at the Dolphin Inn, a famous WWII and Cold War hang-out for "bubbleheads." **FIRST ROUND OF DIPLOMACY TOURNAMENT**

Day 2: San Diego, CA

US Navy Base Point Loma (Ballast Point sub base and Zuinga Point weapons storage area.) Visit base, tour USN Los Angeles class attack submarine, visit nuclear weapons storage facility.

Day 3: Bangor, WA

Flight to Seattle, WA to visit the US Navy Trident sub base. Visit and tour base, try out a boomer training simulator.

Day 4: Colorado Springs, CO

Flight to Colorado Springs, CA to visit the NORAD Alternate Command Facility underneath Cheyenne Mountain. Visit facility, tour Operations Center, and observe simulated demonstration of NORAD's work. **SECOND ROUND OF DIPLOMACY TOURNAMENT**

Day 5: Shreveport, LA

Flight to Shreveport, LA to visit Barksdale AFB, home of the legendary 2nd Bomber Wing, one of only two USAF units still flying B-52 bombers. See the Nuclear Weapons Storage Facility where hundreds of nuclear weapons are stored waiting..., Visit includes a tour of the base and flight line for a demonstration and look at a B-52 on the ground, as well as a fly-by of a B-52.

Day 6 – 7: King's Bay, GA

Flight to Jacksonville, FL and transfer to the King's Bay, GA US Navy Trident sub base. Visit base, tour a Trident sub, observe a simulated missile test launch, watch a "cat and mouse" hunt exercise between a boomer and ASW forces. Dine with the crew of one of the boomer's on base.

Day 8 – 9: Emmitsburg, MD

Flight to Dulles Int'l. Airport, Washington, DC and transfer to Gettysburg, PA . See the historic Gettysburg National Military Park as we visit Ft. Ritchie and Site R, Raven Rock, PA, home to the Pentagon's underground Alternative National Command Center where we'll see former V-P Dick Cheney recreate (health willing) his post-9/11 experiences in the Center. We'll visit the Operations Center of the complex and watch as a simulated exercise takes us from DefCon 5 (Blue) to DefCon 1 (White). On our way back we'll drive by Catoctin Mountain and Camp David, one of the President's hide-outs during Operation Blue Sapphire. **THIRD ROUND OF DIPLOMACY TOURNAMENT**

Day 10: Glasgow, Scotland

Flight to Glasgow, Scotland and transfer to our hotel.

Day 11: Glasgow, Scotland

Today we'll meet with some of the local supporters and opponents to the British nuclear base at Faslane; and hear the debate over whether the base could survive in an independent Scotland and, if not, where it might go.

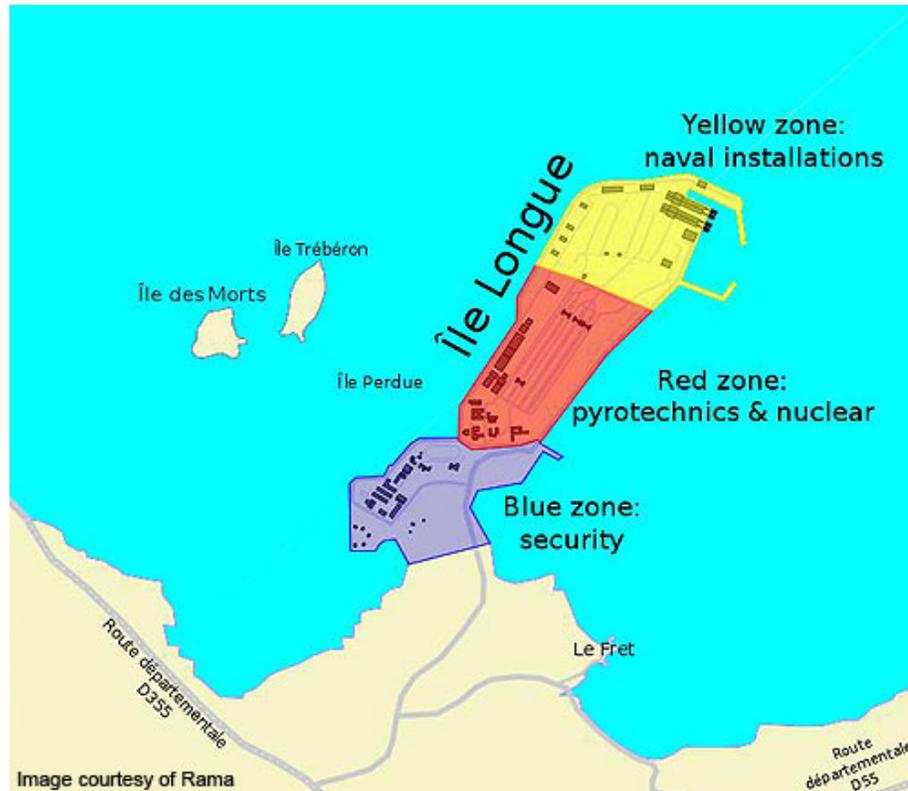


### Day 12: Holy Loch and Faslane, Scotland

Begin the day with a short drive to Holy Loch, where for 30 years (1961-1991) the US Navy maintained a refitting base for its Polaris sub fleet. Continuing on, we'll no doubt pass some anti-nuclear war demonstrators and protestors outside the gate at HMNB Clyde, commonly called Faslane, home to the British Trident Vanguard submarine deterrent force. We'll visit the base, observe a missile loading or unloading aboard one of the Trident subs and learn the big differences between US and RN missile submarines: we call them "boomers" and they call them "bombers;" and our dual crews are called Blue and Gold and theirs are called Blue and red.

### Day 13: Glasgow At Leisure

Optional tour to some of the famous local Scotch whisky distilleries and a drive-by the Loch Ness to see if "Nellie" can be seen. **FOURTH ROUND OF DIPLOMACY TOURNAMENT**



### Day 14 - 15: Brest, France

An early morning flight to Brest and then a transfer to the super-secret Ile Les Longue, home of the French SSBN facility. At the command of French President Charles De Gaulle a deserted island quarry surrounded by marshes underwent a five year transformation (1961-1965) that turned it into one of the most sophisticated nuclear missile Triomphant submarine bases in the world. We'll tour the installation and witness a "nuclear disaster response" drill exercise involving not only base personnel but also the local civilian population. You'll also have an opportunity for an optional tour to L'Orient to visit one of the famous WWII German U-boat bases that today houses nothing more than motor yachts and sail boats.

### Day 17: Peer, Belgium

After breakfast we'll fly to Kleine Brogel Air Base, the last USA nuclear weapons facility in Western Europe, observe a nuclear B-61 bomb loading exercise aboard a F-16, take-off and simulated nuclear air strike; all in a fifteen minute period. Overnight at the five-star Chateau Peery in Peer. **FIFTH ROUND OF DIPLOMACY TOURNAMENT**



#### Day 18: Murmansk, Russia

Keep an eye out as we fly from Kleine Brogel to Murmansk for either NATO, Russian or perhaps both, patrol or interceptors as they play “cat and mouse” over the Baltic region. On arrival transfer to our home for the next few days.

#### Days 19 – 22: The Kola Peninsula

Our busy and unprecedented tour of this nuclear weapons fortress will include: a visit to the Russian Navy base in Murmansk; a visit and tour of the SEVMASH shipyard (the world’s largest and busiest builder of nuclear submarines) in Severodvinsk , where Russia’s latest SSNs and SSBNs are being built, a visit and tour of the Russian Navy facility in Polyarny where old Russian subs are de-commissioned and awaiting defueling and disposal, and finally a visit to the “old subs graveyard” at Nepr Bay, where some of the Russian Navy’s oldest and most dangerous nuclear subs have been abandoned.

We’ll visit and tour the U.S. Monument at the International World War II Polar Convoy Cemetery and lay a wreath at the graves of three American Merchant Marines from the USS Taylor who are buried there.

Our visit to Murmansk will end with a bang as we experience a simulated re-enactment of the 1961 testing of the 50 MT Tsar Bomb, the largest nuclear bomb ever made, that killed scores of Russian scientists, military observers and politicians in bunkers 50 miles from Ground Zero.

#### Day 23 – 24: Simferopol, Crimea, Ukraine

Our early flight gives us plenty of time to relax as we fly over Russia and the Ukraine on our way to the Crimea, Russia’s almost tropical paradise. Our short transfer from Simferopol to Yalta takes us to one of Stalin’s secret dacha where we’ll spend the evening playing Diplomacy. The next morning a short drive takes us to Baklava to visit and tour the once top secret underground Soviet naval facility where nine Soviet submarines were once based. **SIXTH ROUND OF DIPLOMACY TOURNAMENT**



#### Day 25: Hainan Island, China

A 20-hour, 5,000 mile flight takes us across Asia to Hainan Island , often referred to as “China’s Hawaii.” The island, off the southern coast of China, is China’s gateway to the disputed waters and islands of the South China Sea. Also, because of its strategic equatorial location it is a major Chinese ELINT base. After transferring to our luxury resort hotel in Sanya, we’ll travel across Yulong Bay to visit and tour the PLA (Navy) SSBN facility, including its underground submarine shelters. Later we’ll drive by the Chinese equivalent to Ft. Meade’s SIGINT base on our way to visit the naval airbase where a US Navy P3E intelligence aircraft in 2001 was forced to make an emergency landing after a mid-air collision with a Chinese jet fighter. SEVENTH ROUND OF DIPLOMACY TOURNAMENT

#### Day 27 - 28: Vladivostok, Russia

Our over-night flight to what the Russians call “The Gibraltar of the Pacific” gives us two days to visit and tour the port city’s historical fortifications, the headquarters of the Russian Pacific Fleet, now a shadow of its once glorious self, and tour the main base of the Russian Navy in the Pacific. You’ll have a choice of visiting the Russian SSBN base in Petropavlovsk and Rybachiy or a hydro-jet and jet-foil tour to Shimushir Island, the secretive alternative Russian sub base protecting the Sea of Okhotsk. MAKE-UP ROUND OF DIPLOMACY TOURNAMENT

#### Day 29: Fairbanks, AK

An over-night flight from Vladivostok to Fairbanks will give us time to clear immigration, customs and turn in our dosimeters after one last reading.

After a late breakfast it’s a short flight to Clear AFS to visit and tour the 1961 BMEWS facility that has kept a watchful eye on Russian, Chinese and North Korean aerial activities and; since 1998 using the SSPARS; their space activities. We’ll visit one of the three soccer field sized radar antennas and see the inside of the 11-story phased array building. After our visit we’ll return to Fairbanks flying over Denali National Park and Mt. McKinley. Our last evening together will feature a gala seven-course Farewell Banquet, complete with Awards and Prizes for our completed Diplomacy Tournament. Each Blue Sapphire Tour participant will receive a special souvenir of their trip.

Day 30: Seattle, WA

After a leisurely breakfast, our last KC-135 flight will land at SEATAC Airport in time for your flight home.

That's The Way It Is

Things have changed a lot in fifty-five years and they are still changing. The first USN SSBN, the USS George Washington, made 55 tours in 25 years, an average of 2 deterrent patrols a year. The latest Ohio-class SSBNs are programmed to make 3 patrols a year. Today, at any given moment, the USA has 2 boomers on patrol in the Pacific and 2 in the Atlantic, with other ships in a training, refitting or over-haul mode. With their four-ship SSBN fleets the British and French generally keep one SSBN on patrol at a time. The Russian Navy has, until recently, kept its SSBNs close to home waters and most ships only make one patrol a year. Recently, the Russians have said they are again sending SSBNs to patrol off the US coasts. The Chinese Navy, it is rumored, may finally be able to send their SSBNs to sea for scheduled patrols.

As noted; USA, British and French SSBNs have two crews per sub. Russian and Chinese subs have one crew per sub. USA, British and French SSBNs have PALs systems in place, which give civilian authorities control over missile launches. Russian SSBNs have PALs systems and political officers on board to control missile launches. Chinese SSBMs, as far as is known, do not have PAL system, but rely on political officers to ensure Beijing's orders are followed. Finally, technologically today's latest Chinese SSBNs are several generations behind the latest US SSBNs; and Chinese crews are lacking training in a variety of important areas.

The Bottom Line

The cost of the tour is USD 25,000 which includes all items specified herein. Couples are entitled to a 10% discount per person. The tour cost does not include: transport to or from the tour beginning or ending locations, passport, visa or airport fees (other than those included on flights within the tour), medical or air- evacuation insurance, personal expenses, etc. (Please request a copy of the 64 page complete terms, conditions and disclaimers before making your reservation.) A \$5,000 non-refundable deposit is required with each reservation.

This Tour includes seeing, visiting, touring, observations, cruises, simulations, training exercises, operational events, and demonstrations at both historical and currently active military sites. Because of the nature of these activities and their locations all visits to active military installations are subject to cancellation without notice.

Closing Thoughts

After the Cuban Missile Crisis in 1963, President John F. Kennedy wrote:

The first advice I am going to give my successor is to watch the generals and admirals and to avoid feeling that just because they were military men their opinions on military matters were worth a damn."

So no one denies that, based on this example, some generals and admirals at some time may not have possessed the strategic abilities to give sound defence advice. But then again JFK, a civilian president, initiated US involvement in Vietnam.

Interestingly, today there are some 30 submarines serving as museums in the USA, UK, France and Russia; but not one is an SSBN.

We invite you to join us as we explore what a third nuclear World War might have been like and why it hasn't happened, but what it would be like if it did.

Published by Richard Weiss. [richardweiss@higherquality.com](mailto:richardweiss@higherquality.com).

I have moved to Salem, OR, to work for the VA for six months. I see patients in a Community Based Outpatient Clinic that has ten other primary care providers, lots of mental health providers, eye doctors, a physical therapist, and various other services. The clinic and the “system” is not unlike other clinics and other large systems. Tolstoy wrote, in *Anna Karenina*, “All happy families are alike; each unhappy family is unhappy in its own way.” I think Tolstoy’s comments about happy and dysfunctional families is best reversed when it comes to work places and organization. All systems and large organizations are dysfunctional and all in the same way.

The VA’s EMR (electronic medical record) is, despite many warnings as to being the most difficult, is one of the easiest I’ve adapted to. Tis logical, straightforward, and primed to prevent common mistakes of omission by PCPs. One oddity to me is to see some old Doss screens straight from Apple II that are blue and white. An old system. But functional and helpful.

Maybe this subzine will have a conversation section, if others care to contribute. Yup, we can talk about health care, the ACA/Obamacare, the financing mechanism of healthcare, other systems internationally, single payer, rumors and sighs, etc.

Salem is the capital of Oregon (Ore uh gun). Chronologically, I have lived in Montpelier Vermont, Boston Massachusetts, Agana Guam, Sacramento California, Phoenix Arizona, Harrisburg Pennsylvania, and now Salem Oregon. Each a capital. Salem is on the Willamette (rhymes with damn it) River on the western side of the state and inland from the first major coastal range. Unfortunately for sun loving me, much of the year and particularly the winter is overcast with potential for fog. Despite a lot of rainy days, everyone is discussing this as a drought, because no snow has accumulated in the Cascades, so there will be little spring runoff. Apparently there are insufficient lakes and reservoirs to hold sufficient water.

Coming from Northern CA that has much less rainfall and is much more dependent on the snow pack, I’m surprised that all this rain can still equal drought. If the Pacific Northwest is going to be the place to live as the climate heats up, where then?

If you are revving up your engines to stay publishing and ready for Zero Sum the subzine to resume, let me know. I would offer:

- 1) Intimate Diplomacy, a great 2-person variant (OK, I've attach the just re-typed rules. This game has been around a while. I've been playing in Geoff Kemp's zine and think it ought to jump shores. He is already signed up to play in my first game);
- 2) WITWIKN, which would need at least 6 players to start
- 3) Snowball Fighting (I've asked for the rules and map to come to me, (start would be dependant on that)
- 4) I'd consider Nuclear Yuppy Dip if someone sent me the real name and the rules (surely JimBob would send them to me if I asked). Both Snowball and Yuppy are fast, frivolous games, as you know.

Game Offerings:

### 1. Intimate Dip

A great two-person variant. This game has been around for quite a while, even had a FTF tournament. I've been playing in Geoff Kemp's subzine *Tween*, in *Variable Pig*. The rules are printed below. I am waiting for his son to send me the app he runs it on. If anyone else wants to send me an app that allows me to show the maps and the adjudication for Dip, I'll give you a free game start.

I think Intimate Dip will become the new "WITKIN" and start being played in a lot of zines. Get in on the roller coaster ride early and sign up here.

Takes two. Will run multiple games.

*Signed up:* Geoff Kemp

### 2. WITWIKN: The first game I attempted to run didn't have enough players for critical mass, so this game will start when I have at least six signed up. If anyone doesn't know the rules, please let me know. (Or go to any other zine being published on the planet and read those rules)

The *Zero Sum Wrinkle* of WITWIKN (ZSWWITWIKN) is the location is not a metropolitan location but a "famous" landmark (Building, Geographic Feature, National Park, World Famous Beach, Mountain, Wonder of the World, etc.). While guessing, one may guess a metropolitan area for convenience (my convenience also). I use <http://www.distancefromto.net/> as my mileage distance determination.

Can take any number. Minimum of six before the game starts.

*Signed up:*

### 3. Snowball Fighting

I think this will be called the Cathy and Pete Gaughan Memorial Snowball Fighting Game. I first played at their apartment on what I thought was the original field and the original algorithm to determine the odds of success in throwing. How that relates to the founding of the game and playing by mail has slipped into a slight fog in my memory.

For those who have played, this is a frivolous game of runny around the yard throwing various types of snowballs at whomever, sometimes running into the house to have hot chocolate with Mommy, and sometimes making all the snow and icicles on the roof fall down on an unsuspecting kiddo.

However, I need the map, rules, etc. to be sent to me. So, if someone has run this game and wants to play, please send me the app.

Can take any number. Need 6 to start.

*Signed up:*

### 4. Nuclear Yuppy dip

Is a game I'd like to run for others to enjoy, since I enjoyed it a lot. For a few years this was my favorite variant, probably right after my infatuation with *Fog Of War* ended. I once thought no one was going to send any nukes in Spring 01, which was my goal. However, unnamed person Mark Lew, ruined that attempt.

Note this familiar refrain, I don't have the rules for this game either. This is another frivolous game but much shorter than Snowball Fighting. Everyone has a nuclear bomb at each home SC, along with their units, and each winter, each home SC gets another nuke. Board regions that are bombed are radioactive for 224,666+ years and anything in them dies and the region becomes impassable.

I'd play on a map of the middle east to make this more realistic, but, heck, who wants to play a realistic and scary game.

But, now that I think about it, maybe a variant of this variant is coming. A map of the middle east, seven powers, typical rules. And then other players, one for each member of the world's nuke club, that can, one time, send a nuke that wipes out the region sent to and all adjacent regions. Even more real and more scary.

Needs seven.

*Signed up:*

#### **5. 2016 Republican and Democratic Presidential Candidate Bourse**

I will list all known, likely, potential candidates for each party. Each entrant gets stock in each candidate. You have to sell stock to get money to buy additional shares in someone you think will win. Sales trigger price changes – up with purchase and down with sales.

There will be a candidate in each party named, "Other/Not named." Each person will get shares in *Other*. When a named candidate emerges from the *Other* pool, each shareholder will be able to transfer whatever amount of shares he or she has in *Other* to the named candidate, or not. The newly named candidate's share value is what *Other* was trading at before the candidate emerged.

Players get initial shares in the candidates in each party. Each party is separate regarding money and shares. Winner of the Bourse is determined in 2016 after the conventions, most money combined between Republican and Democrat candidates. Only the stock of the winner has any value.

Needs enthusiastic investors. Profit guaranteed. Money invested is tax deferred.

*Signed up:*

#### **INTIMATE DIPLOMACY 1A: by Adrian Baird and Steve Doubleday**

Via Geoff Kemp and his subzine "Tween," with some minor edits

*Intimate Diplomacy* (ID) is a two-player variant. Each player controls one country (his or her "Home" country) for the entire game. The remaining five countries are known as "mercenaries."

1. The official rules of Diplomacy apply except where amended below.
2. To determine home countries, each player submits a preference list of seven countries. If their first choices are different, both players get their first choice. If their first choices are the same, but their second choices are different, then both players get their second choice. If the second choices are identical then each gets their third choice etc. If both preference lists are identical then the GM draws lots and the first player gets first choice and the second player chooses his or her choice from the remaining countries.
3. The five countries not "home" countries are called "mercenary" countries. Control of the mercenaries is determined each game year by "bids." The first bidding season occurs Spring 1901; and, thereafter, between each Winter and Spring season. Bids are sent to the GM, who reveals the bids. The highest bidder for each country has the size of the bid deducted from their credit balance and gains control of the country for the following year – including winter adjustments.
4. At the start of the game, the two home countries each receive a credit balance. The credit balance for each home country is determined from the chart below:
  - a. E,F,R, &/or T = 20 credits;

- b. G = 22 credits; and,
- c. A &/or I = 24 credits.

The difference in the starting credits is to even out the relative strength of the countries.

5. Credits are awarded following each Fall season. Each player is given one credit for each SC owned by his home country. (E.g. if your home country controls 10 SCs, 10 credits are added to your credit balance.) These credits are added to the credit balance.
6. Players are permitted to bid more than their credit will cover. However, if a player successfully bids more credits than they hold, they lose their entire credit balance. Also their opponent gains control of all countries the opponent bid for at only one-half price, rounded up. (E.g. G and T are home countries. G outbids T in various countries and "wins" more than G has credits. G loses all credits. T gains control of those countries T bid on, and only loses one half rounded up, of the credits T bid.)
7. When bids for a country are equal, neither player controls it and it is treated as if in Anarchy for the year. Neither player loses credits when the bids are equal.
8. Play is carried out as in regular Diplomacy, with each player submitting orders and retreats for the countries that they control. In the Winter season, all builds due to mercenary countries must be taken if possible.
9. If the player controlling a Mercenary country fails to order builds, which that country is due, the GM will build armies, alphabetically by home center spelling (Fleets for England). If a Mercenary country fails to order removals off the board (disbandments) the GM will remove units by distance from a home center and fleets before armies if tied (for all but England, which removes armies before fleets). In case of ties, the GM will disband randomly from those equidistant.
10. The sequence of play during one game-year is Bids >> Spring moves and retreats >> Autumn moves and retreats >> Winter builds and disbandments.
11. Victory Criterion: The game ends when one player occupies one of the opponent's home SCs with one of their own units, no matter the season.
12. If both players occupy an opponent's home SC(s) simultaneously, then the player occupying the most home SCs of the opponent wins (with the exception that occupying 4 Russian SCs is no better than owning 3 of another country's home SCs). If a tie remains, the game is won by the player with the largest credit balance (counting credits awarded during the season in which the home centers were invaded, whether Spring or Fall). If a tie still remains, the game goes one more game year, and so on, when all of the above criteria are again considered.
13. A game may develop into a stalemate situation once all neutral and mercenary countries have been eliminated. In this case, the winner is the player with the most supply centers. Note, a game does not end just because one country reaches 18 SCs.
14. Concessions may be proposed and accepted, at any time.
15. True to the premises of Zero Sum as a game theory and as a subzine, no draws are allowed.

# Game Openings

**Gunboat Diplomacy (Black Press):** Signed up: Five players, need two more.

**Diplomacy (Black Press):** Signed up: None, need seven more.

## ***Multiple Openings in Richard Weiss' subzine – check them out NOW!!***

**Coming Soon?: 1898, Colonia VII-B, Where in the World is Kendo Nagasaki.**  
If you're interested in one of these variants let me know.

# Eternal Sunshine Game Section

## **Acquire Game #2 - "Juliet" – Eternal Sunshine**

Players: Tom Howell, Mark Firth, Andy Bate, Richard Weiss, Hank Alme

### **Turn 11**

Andy plays 3-D and merges Imperial into Tower. Andy gets \$6,000 and Richard gets \$3,000. Andy converts his 6 Imperial into 3 Tower. Richard sells his Imperial shares. Hank trades his shares in for Tower shares. Andy buys three Tower.

Richard plays 11-H and buys three Luxor.

Hank plays 9-F and discards a dead tile.

### **Turn 12**

Tom plays 8-F and buys 2 Tower and 1 Luxor.

Mark plays 9-I and forms Worldwide. He gets one free share and buys two more.

Andy is up!

| <b>Player</b> | <b>Cash</b> | <b>Tower</b> | <b>Luxor</b> | <b>American</b> | <b>Worldwide</b> | <b>Festival</b> | <b>Imperial</b> | <b>Continental</b> |
|---------------|-------------|--------------|--------------|-----------------|------------------|-----------------|-----------------|--------------------|
| Tom Howell    | \$ 400      | 9            | 6            | 0               | 1                | 3               | 0               | 10                 |
| Mark Firth    | \$ 100      | 0            | 0            | 0               | 6                | 9               | 0               | 11                 |
| Andy Bate     | \$ 8,700    | 9            | 2            | 7               | 0                | 5               | 0               | 4                  |
| Richard Weiss | \$ 5,100    | 1            | 5            | 9               | 0                | 0               | 0               | 0                  |
| Hank Alme     | \$ -        | 6            | 0            | 9               | 0                | 2               | 0               | 0                  |

|     |     |     |     |     |     |     |     |     |      |      |      |
|-----|-----|-----|-----|-----|-----|-----|-----|-----|------|------|------|
| 1-A | T   | T   | T   | 5-A | T   | T   | 8-A | 9-A | F    | F    | 12-A |
| 1-B | 2-B | T   | T   | T   | T   | 7-B | C   | C   | 10-B | 11-B | C    |
| T   | 2-C | T   | 4-C | T   | 6-C | 7-C | C   | 9-C | 10-C | 11-C | C    |
| T   | T   | T   | 4-D | T   | T   | 7-D | C   | 9-D | 10-D | C    | C    |
| T   | 2-E | 3-E | 4-E | 5-E | 6-E | C   | C   | C   | C    | C    | C    |
| 1-F | 2-F | A   | A   | 5-F | 6-F | C   | C   | C   | 10-F | C    | C    |
| A   | A   | A   | 4-G | C   | C   | C   | 8-G | 9-G | 10-G | 11-G | 12-G |
| 1-H | A   | 3-H | C   | C   | C   | C   | 8-H | 9-H | 10-H | L    | L    |
| A   | A   | A   | 4-I | C   | C   | 7-I | W   | W   | 10-I | 11-I | L    |

## Diplomacy "Jerusalem" 2012A, Game End

**John Biehl (England):** As England, I wanted to control the seas so an alliance with Germany was my preferred beginning. As it turned out, Don Williams had the same idea so we made firm plans and blitzed France (even getting the Ger fleet into Spa). The next area for us was Scandinavia and Russia, although, here we did not have the success we should have. What occurred, as a result of our Eng-Ger alliance was an Ita-Tur response with Aus being the sacrificial victim over time. Then Don Williams informed me he could not continue so he allowed me to begin to take some of his centers. Unfortunately, we didn't plan this very well so that the new German player countered against England but then re-allied with me.

Nevertheless, I had decided to remove him as best I could after his initial opposition. I even gave Russia StP back trying to induce Richard to counter Turkey. Nothing came of that - I will never do that for him again. Also, I did not send Russia any 'offensive' communication. Rather, it was the other way around. Anyway, he did 'squat' for StP so I took it back. The object of the game (as described in the original rulebook) is to win so I find a Draw somewhat unsatisfactory although many games will end that way thru 'exhaustion', 'stalemate lines' or even 'house rules'. So, yes, I voted for a Draw since I saw the stalemate lines close to forming. Richard is right about all players probably making incorrect or odd moves here and there. I know I did. In fact, we all did, even Germany. My opinion is that Geoff, as Turkey, could probably have won if he'd been more adventurous and aggressive.

Melinda, as Aus, could have grabbed two centers the one Fall turn (a year before her demise) doubling herself in size and gaining a measure of revenge on Mark (Ita) & Geoff (Tur) for what they did to her but NO she did nothing and got absorbed. For some reason she had to remain a slave. Why? The same might be said of Italy till his erstwhile 'ally' stabs him yet Geoff cannot even move on Russia for the several more centers there. Real half-assed in my humble opinion. Also, I was glad to have helped Ita survive even though he had done me no favours up to that time. My big mistake was failing to make the proper arrangements with Don when he left this game or I might have managed a win. I certainly would have tried. I believe Geoff made the biggest mistake by not playing for an outright win. He was in that drivers seat for a long time and had more than enough opportunity to try. In conclusion, 'Jerusalem' was an enjoyable experience (cept for that 'Bear' baiting me, lol) for me due to the vagaries of 'human' Diplomacy.

## Diplomacy "Walkerdine" 2012D, End Game

France/Germany Draw, W09

GM: Douglas Kent Zine: Eternal Sunshine

|                | 01 | 02 | 03 | 04 | 05 | 06 | 07 | 08 | 09 |                       |                 |
|----------------|----|----|----|----|----|----|----|----|----|-----------------------|-----------------|
| <b>Austria</b> | 5  | 3  | 2  | 1  | 1  | 1  | 2  | 0  |    | <b>Jeff O'Donnell</b> | <b>DROP F03</b> |
|                |    |    |    |    |    |    |    |    |    | <b>Paul Milewski</b>  | <b>OUT F08</b>  |
| <b>England</b> | 4  | 5  | 6  | 6  | 4  | 0  |    |    |    | <b>Marc Ellinger</b>  | <b>OUT F06</b>  |
| <b>France</b>  | 5  | 6  | 7  | 8  | 10 | 13 | 15 | 16 | 17 | <b>Jim Burgess</b>    | <b>DRAW W09</b> |
| <b>Germany</b> | 5  | 5  | 6  | 9  | 10 | 12 | 14 | 17 | 17 | <b>Steve Cooley</b>   | <b>DRAW W09</b> |
| <b>Italy</b>   | 4  | 5  | 2  | 1  | 0  |    |    |    |    | <b>Harold Zarr</b>    | <b>OUT F05</b>  |
| <b>Russia</b>  | 5  | 5  | 5  | 3  | 4  | 3  | 0  |    |    | <b>Hank Alme</b>      | <b>OUT F07</b>  |
| <b>Turkey</b>  | 4  | 5  | 6  | 6  | 5  | 5  | 3  | 1  | 0  | <b>Don Williams</b>   | <b>RES S03</b>  |
|                |    |    |    |    |    |    |    |    |    | <b>Chris Babcock</b>  | <b>DROP S07</b> |
|                |    |    |    |    |    |    |    |    |    | <b>Civil Disorder</b> | <b>OUT F09</b>  |
| <b>Unowned</b> | 2  |    |    |    |    |    |    |    |    |                       |                 |

**Jim Burgess (France):** I really don't have a lot to say about this game,, how I ended up at yet another 17-17 draw (an ending I seem to be specializing in lately) was really a matter of luck and the closeness and love that both Steve and I have toward Don Williams and his memory -- which ultimately led me to want to end this one in a 17-17. This game also was REALLY badly hurt by the timing of Doug's decision not to do standbys. I really liked negotiating with Chris Babcock in this game, though I mostly was manipulating him back and forth to break his chances of setting up a line that would force me to consider stabbing Steve. But then, Chris just dropped, so that was just over. I think I was COMPLETELY lucky to get to this ending, I felt that the most I did was the Woody Allen solution. I showed up, I submitted orders, and opposition melted away.

### Black Press Gunboat, "Fred Noonan", 2013Arb32, F 12

**France:** F Barents Sea - St Petersburg(nc) (\*Bounce\*), F Edinburgh - North Sea (\*Fails\*),  
F English Channel - Brest, A Marseilles Supports F Mid-Atlantic Ocean - Gascony,  
F Mid-Atlantic Ocean - Gascony, F Norway Supports F Barents Sea - St Petersburg(nc) (\*Cut\*),  
A Paris Supports F Mid-Atlantic Ocean - Gascony (\*Cut\*), F Wales - London (\*Fails\*).

**Germany:** A Belgium Hold, A Burgundy - Paris (\*Fails\*), A Gascony Supports A Burgundy - Paris (\*Disbanded\*),  
F Liverpool - Wales (\*Fails\*), A London Hold, A Munich - Kiel (\*Bounce\*),  
F North Sea Supports A London (\*Cut\*), F Sweden - Norway (\*Fails\*), A Tyrolia - Munich (\*Fails\*).

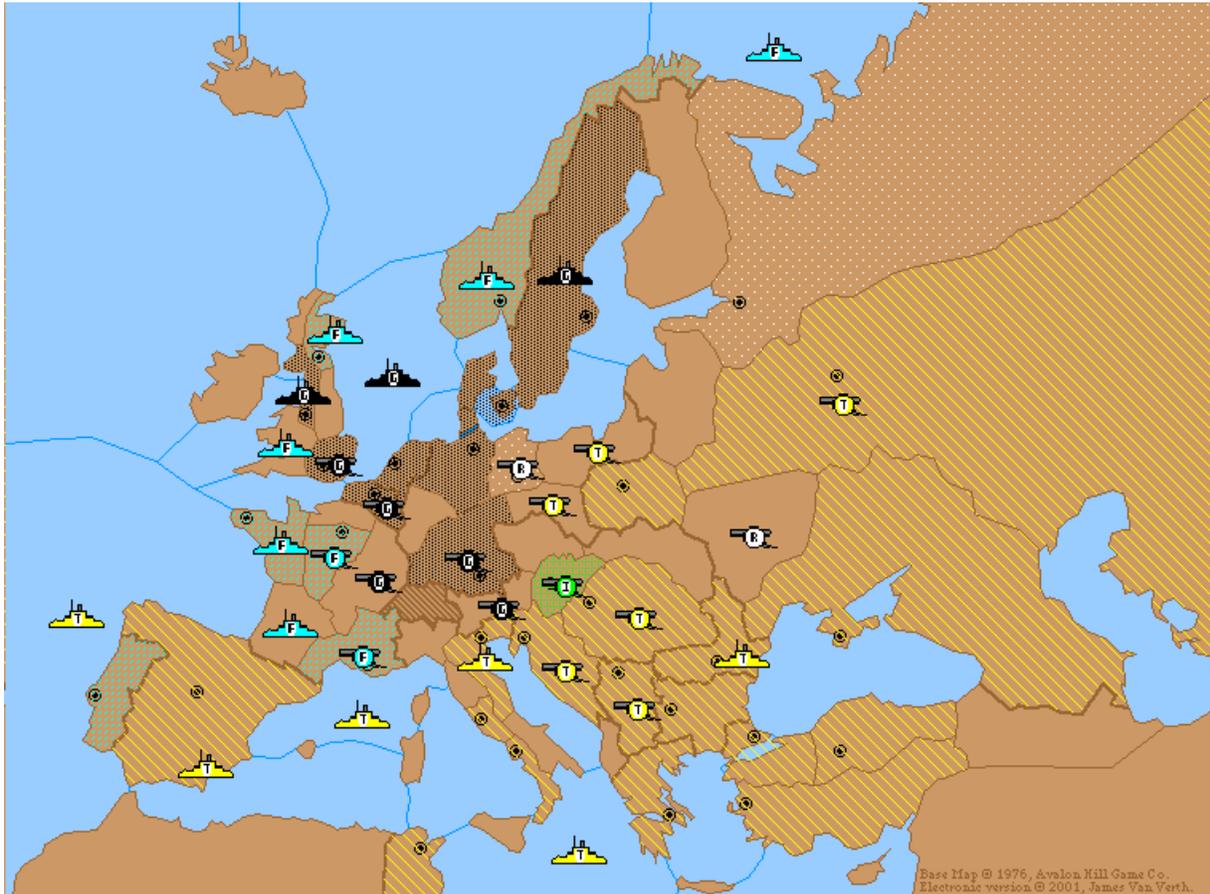
**Italy:** **Civil Disorder.** A Vienna U, A Budapest U.

**Russia:** A Berlin - Kiel (\*Bounce\*), A Ukraine - Moscow (\*Fails\*).

**Turkey:** F Adriatic Sea - Venice, F Aegean Sea - Ionian Sea, F Black Sea - Rumania,  
F Gulf of Lyon Supports F Western Mediterranean - Spain(sc), A Moscow - St Petersburg (\*Bounce\*),  
F North Africa - Mid-Atlantic Ocean, A Rumania - Budapest, A Serbia Supports A Rumania - Budapest,  
A Silesia Supports A Warsaw - Prussia, A Trieste Supports F Adriatic Sea - Venice, A Warsaw - Prussia,  
F Western Mediterranean - Spain(sc).

### All Draw Proposals Fail

**Now Proposed - Concession to Turkey, G/T, F/G/T. Please Vote. NVR=No.  
 Deadline for W 12/S 13 will be April 28<sup>th</sup> at 7am My Time**



### Supply Center Chart:

France: Brest, Edinburgh, Marseilles, Norway, Paris, Portugal=6, Remove 2  
 Germany: Belgium, Denmark, Holland, Kiel, Liverpool, London, Munich, Sweden=8, Even  
 Italy: Vienna=1, Even  
 Russia: Berlin, St Petersburg=2, Even  
 Turkey: Ankara, Budapest, Bulgaria, Constantinople, Greece, Moscow, Naples, Rome, Rumania, Serbia, Sevastopol, Smyrna, Spain, Trieste, Tunis, Venice, Warsaw=17, Build 5 (Room for 3)

### PRESS

**Turkey to France:** There can be only one winner. I vote against both draw proposals.

**France to all:** Germany and Turkey have won. Congratulations on your win. Let's not drag this out, and let's vote for the concession to them. Well played.

**RUSSIA - WORLD:** I'm still here! Include me if you want to finish early. Ha!

## Woolworth II-D "Coney Island" 2013Bcb19, W 09/S 10

**Balkans (Secret):** Bld A Gre..A Bur-Swi, A Bre-Gas, A Par S F Bob-Bre, A Pic S F Bob-Bre, F Tri-Ven, A Gre S A Ser, A Ser S A Gre, A Alb S A Gre.

**England (Secret):** Rem F Enc..F Lon H, F Nao-Nwg.

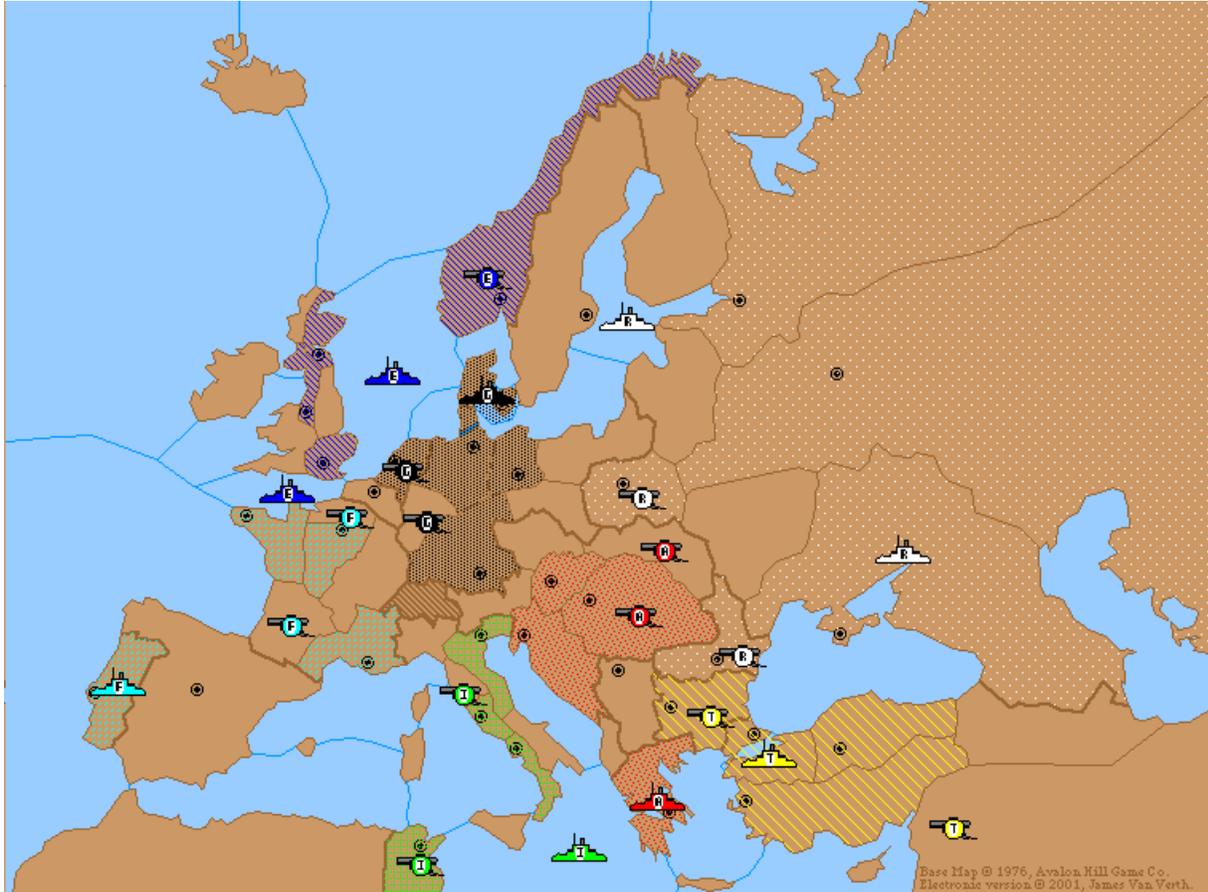
**Italy (Secret):** F Bas S F Mao, F Wms S F Mao, A Gas-Mar, A Pie-Swi, A Ven-Tri, F Mao C A Mor-Mad, F Gol S A Gas-Mar.

**Russia (Jim Burgess - jfburgess "of" gmail.com):** Build F Stp(nc), A War..F Stp(nc)-Bar, A War-Gal, F Lap S F Nwg, F Nwg C A Nwy-Cly, F Den-Nth, F Hel S F Den-Nth, F GOB-Bal, A Nwy-Cly, A Swe-Nwy, A Fin-Swe, A Bel S A Hol, A Hol S A Bel, A Sev H.

**Scandinavia (Geoff Kemp - ggeoff510 "of" aol.com):** Rem F Iri..F Wao-Ice, F Nth-Edi.



Turkey (John David Galt – jdg “of” diogenes.sacramento.ca.us): F Ankara – Constantinople,  
 A Armenia – Syria, A Bulgaria - Serbia (\*Bounce\*).



**Now Proposed – Concession to Russia. Please vote, NVR=No.  
 Deadline for W 01/S 02 is April 28th at 7am my time  
 Seasons can be separated on two requests (it usually takes three but I only  
 require two for Winter 01)**

**Supply Center Chart**

- Austria: Budapest, Greece, Trieste, Vienna=4, Build 1
- England: Edinburgh, Liverpool, London, Norway=4, Build 1
- France: Brest, Marseilles, Paris, Portugal=4, Build 1
- Germany: Berlin, Denmark, Holland, Kiel, Munich=5, Build 2
- Italy: Naples, Rome, Tunis, Venice=4, Build 1
- Russia: Moscow, Rumania, Sevastopol, St Petersburg, Warsaw=5, Build 1
- Turkey: Ankara, Bulgaria, Constantinople, Smyrna=4, Build 1
- Unowned: Belgium, Serbia, Spain, Sweden.

**PRESS**

**France to England:** I was hoping you wouldn't do that.

**Rome (Dec 31, 1901):** King Giovanni had this to say on his New Years Eve address, " Well, if the government resigns and doesn't want to govern, then I will. Furthermore, Italia will remain on the defensive until it is clear what the Barbarians are doing. It was the Barbarians I need not remind you that ruined the first Italian empire, that of our distant ancestors. Let them stay on their side of the Alps. Maybe they will migrate back to where they came from instead of ruining our glorious culture. We may, in future, spread our influence to our former colonies

but, first, we must bring civilization to those primitives in Tunisia." The Court applauded politely not entirely sure how this might be received by the Ambassadors who were present. It did not look particularly favourable as most of them were seen to roll their eyes in disbelief.

**(BOOB to TRASH):** Everyone has been pretty quiet in this game but I think I'm just doing what everyone who talked to me asked me to do. REALLY! It's all their fault for asking me to do this....

**(GERMANY to FRANCE) :** I wouldn't have thought we could work together so well after that last disaster of a game, but there you go, good luck in that defense.

**(GERMANY to ITALY):** Yes, yes, yes.... so stop bugging me already!!!

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**General Deadline for the Next Issue of Eternal  
Sunshine: April 28th, 2015 at 7:00am my time.  
Looks like ES is going to hang around for a while  
after all. Hope to See You Then!**