

# Anduin

\* #1

By Eric Kane

15 September 1981 \*

WHAT??

Yet another postal Dip 'zine??

Yes! Its true!!

Flowing into your life  
like the river that it was named for...

## ANDUIN

You are now holding the first issue of Anduin in your hands. A postal Diplomacy 'zine to be published on every 15th of the month. If you like what is in it and even if you don't, you might wish to subscribe and possibly enter a game. The first fourteen people to subscribe will receive a free game entry. In addition, any player winning his game either by gaining eighteen centers or through a vote will receive another free game entry. In the case of a draw, those involved in the draw will get a buck off of their next game. Subs are 5\$ for 9 issues and game entries are 2\$.

This is the sister 'zine to Erebor, published by Ken Halpern, 11 Bellingham Road, Great Neck, N.Y. 11023. (Game fees and subs are the same as those in Anduin.) Such as it is, we offer you a special deal. Anybody subscribing to both 'zines, will receive 1\$ off of each sub! Also, should the case arise that all seven players in any given game subscribe to both 'zines, then the winter turns may be printed in the other zine to save time. (Erebor is published on the first of each month. This idea is subject to players approval.) My address is 109 Hicks Lane, Great Neck, N.Y. 11024. Please remember that Ken and I have different zip codes.

Great Neck?? Oh that's where all of those gamers live!!

Recently, the pages of Graustark and other 'zines have been plagued by the presence of a number of participants coming from the town of Great Neck. Some of us even showed up at GenCon East. I must admit that we all bombed out in the Dip tourney. Personally, I struggled along with a two unit Austria for six game years until I finally got my units rolling. However, I was too late to defend against an E/F alliance and took third place to them, finishing with a respectable six units. Although I was not a strong power throughout the game, I did enjoy making trouble for the countries that had stabbed me. These included Italy, Russia, Turkey, and believe it or not, Germany!

In any case, we are actually very lucky to have the number of gamers in our group that we do. We can almost always organize a seven player game of Diplomacy. Other than Diplomacy, we sometimes play Kingmaker, Machiavelli, and AD&D. The following people are members of the group; Glenn Nadaner, Scott Bloom, Steven Brooks, Sean & Brian Lorber, John Ferguson, George Budd, Ken Halpern, Jeff Trester, and myself. More and more of us are getting into postal Diplomacy and we would like to thank everyone involved for making it the hobby that it is. When I say everyone, this even includes such characters as Brux Linsey. I mean, everyone has a place in the hobby. There is room for everyone.

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You may not approve of what they do and I personally do not. But they at least add a flavor to the hobby. However, before that taste becomes bitter or sour may I suggest that you (Linsey & Co.) ease off. I mean fun is fun but what you are doing is interfering with other peoples rights and thats a no no! I would also like to give a very special thanks to Dr. John Boardman. After all, he was one of the founders of the hobby and he is considerate enough to help beginning publishers like myself to get off of the ground. Thanks John.

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A VERY STRANGE STALEMATE LINE INDEED

This game took place here in Great Neck in an across the board game of diplomacy. In fact Ken and I were participants in it. among others. Anyway, here it is.

Spring, 1901

England: F Lon-Nth; F Edi-Nrg; A Lpl-Edi.  
France: F Bre-Eng; A Par-Gas; A Mar-Spa.  
Germany: F Kie-Hol; A Ber-Kie; A Mun-Ruh.  
Italy: A Ven H; A Rom-Apu; F Nap-Ion.  
Austria: A Bud-Ser; F Tri-Alb; A Vie-Tri.  
Russia: F St.P(s.c.)-Bot; A Mos-St.P; A War-Ukr; F Sev-Rum.  
Turkey: F Ank-Ela; A Con-Bul; A Smy-Con.

As you can see England has its troubles as does Russia. So far, everyone had been playing it safe. That was about to change.

Fall, 1901

England: A Edi-Yor; F Nrg-Bar; F Nth-Bel.  
France: F Eng-Wal; A Gas-Spa, A Spa-Por.  
Germany: A Ruh-Bel; F Hoh S A Ruh-Bel; A Kie-Den.  
Italy: A Ven H; A Apu-Tun; F Ion C A Apu-Tun.  
Austria: F Alb-Gre; A Ser S F Alb-Gre; A Tri H.  
Russia: F Bot-Swe; A St.P-Fin; A Ukr-Sev; F Rum S A Ukr-Sev.  
Turkey: A Bul-Gre; F Ela-Con; A Con-Ank.

Nobody knows what England was doing that turn but whatever it was, it didn't work!!

Winter, 1901

England: No change. (3)  
France: Bre, Mar, Par, Por, Spa. (5) Builds F Bre & A Par.  
Germany: Bel, Ber, Den, Hol, Kie, Mun. (6) Builds F Kie, A Ber, & A Mun.  
Italy: Nap, Rom, Tun, Ven. (4) Builds F Nap.  
Austria: Bud, Gre, Ser, Tri, Vie. (5) Builds A Vie & A Bud.  
Russia: Mos, Rum, Sev, St.P, Swe, War. (6) Builds F St.P(n.c.) & A Mos.  
Turkey: Ank, Bul, Con, Smy. (4) Builds F Smy.

Allright, I admit that this isn't the most exciting game ever, but things started to get interesting as of now.

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## POSTAL DIPLOMACY HOUSE RULES-ANDUIN

(These rules are almost identicle to those found in Erebor #1.)

- I. All of the rules of Allan B. Calhamer's DIPLOMACY, as printed By Avalon Hill in the 1971 edition, will be used as far as practicality allows in postal play.
- II. Games are open to all citizens in the U.S., Canada, and people with APO, FPO, or CPFO addresses. All monies must be remitted in U.S. currency.
- III. Stand-by positions are available free to subscribers. If you wish to be placed on this list, just send me a letter.
- IV. Game deadlines will be published with the report of each game. In general, these deadlines will be on the 12th or 13th of each month.
- V. In the case of a postal strike in the U.S., all games will be postponed until after the strike, when an update issue will be sent out with information and deadlines. A Canadian postal strike will merely suspend games with Canadian participants.  
I TAKE NO RESPONSIBILITY FOR THE FAILINGS OF THE UNITED STATES "POSTAL SERVICE"!
- VI. Each submission of orders should include the games assigned "Boardman Number", the name of the player's country, the season of the move, and the players signature. If the game does not yet have a Boardman # use the name that I have assigned to it.
- VII. Any person found to be playing under a pseudonym will be immediatly expelled from all Anduin games that person is in. A Stand-by will then be found.
- VIII. In the case of a player missing his moves, I offer NMR insurance. What this means is that I will call the player collect on the deadline date if he has not yet sent in his moves. If, during the course of a game, a player never fails to submit moves, he will be given a free game at the conclusion of the game or upon the elimination of his country, whichever comes first. This service costs 3\$.
- IX. If you wish to phone in orders please do so between the hours of 6:30-9:30pm on weekdays, 9:00am-3:00pm on weekends plus the times given for weekdays. I will not accept orders phoned in outside of these times. It is not advisable to phone in orders because there may be times when nobody is home to take them.
- X. Press releases found offensive by me will not be printed (basically this means racist and nazi-type press; Raunchy press, on the other hand will be printed with relish!).

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Spring, 1902

England: F Bar-Nrg; F Nth-Lon; A Yor-Lpl.

France: F Bre-Eng; F Wal S F Bre-Eng; A Par-Pic; A Spa-Mar; A Por-Spa.

Germany: F Hol-Nth; A Bel-Ruh; A Mun-Sil; A Ber-Pru; F Kie-Bal; A Den-Swe.

Italy: A Ven-Pie; A Tun-N.Af; F Nap-Tyn; F Ion-Tun.

Austria: A Ser-Bul; F Gre S A Ser-Bul; A Bud-Rum; A Tri-Ser; A Vie-Tri.

Russia: A Fin-Nwy; F Swe & F St.P(n.c.) S A Fin-Nwy; A Mos-Ukr; A Sev-Arm; F Rum-Ela.

Turkey: F Smy-Eas; F Con-Aeg; A Ank-Smy; A Bul H.

Turkey retreats A Bul-Con.

Fall, 1902

England: F Nrg-Edi; A Liv-Wal; F Lon-Eng.

France: F Wal-Lon; F Eng S F Wal-Lon; A Pic-Bur; A Mar-Gas; A Spa-Mar.

Germany: F Nth-Nwy; A Den-Swe; F Bal S A Den-Swe; A Ruh-Mun; A Sil-War; A Pru S A Sil-War.

Italy: A Pie-Mar; F Tun-Wes; F Tyn-Lyo; A N.Af H.

Austria: A Tri-Trl; A Ser-Bud; A Rum-Gal; A Bul-Con; F Gre-Aeg.

Russia: F Ela-Ank; A Arm S F Ela-Ank; A Ukr-War; F Swe-Bot; A Nwy-Swe; F St.P(n.c.)-Nwy.

Turkey: F Aeg S A Con; A Smy-Ank; F Eas-Smy; A Con S A Smy-Ank.

Winter, 1902

England: Edi, Lpl. (2) Removes A Wal.

France: Bre, Lon, Mar, Par, Por, Spa. (6) Builds F Mar.

Germany: Bel, Ber, Den, Hol, Kie, Mun, Swe, War. (8) Builds F Kie & A Ber.

Italy: (4) No change

Austria: Bud, Bul, Gre, Ser, Tri, Vie. (6) Builds F Tri.

Russia: Ank, Mos, Nwy, Rum, Sev, St.P (6) No change.

Turkey: Con, Smy. (2) Removes A Con & A Smy.

Spring, 1903

England: F Edi-Nrg; F Yor-Edi.

France: F Lon-Wal; F Eng-Mid; A Gas S A Spa; A Spa S F Mar; A Bur S F Mar; F Mar S A Spa.

Germany: A Pru-Lvn; F Bal-Bot; A War S A Pru-Lvn; F Kie-Den; F Nth-Nwy; A Swe S F Nth-Nwy; A Ber-Sil; A Mun-Boh.

Italy: F Wes-Mid; F Lyo-Spa(s.c.); A Pie-Mar; A N.Af H.

Austria: F Tri-Alb; F Gre-Aeg; A Bul-Con; A Bud-Gal; A Gal-Boh; A Trl S A Gal-Boh.

Russia: A Ukr-War; F Bot-Lvn; F St.P(n.c.) S A Nwy; A Arm-Smy; F Ank S AUSTRIAN A Bul-Con; A Nwy H.

Turkey: F Eas-Smy; F Aeg-Con.

At this point of the game a Stalemate line was allready beginning to form. However, the game could still go either way. Had Germany made more careful moves this turn and had France talked to Turkey about the possibilities of supporting into the Ionian and taking Naples and Rome, then the game would have been won much earlier by the F/G Alliance. England now adopted a policy in which it would switch off helping Russia and then Germany. It Grandly screwed them both for about two more years.

Continued on next page.

Fall, 1903

England: F Nrg-Nwy; F Edi-Nrg.  
 France: F Wal-Lpl; F Eng-Mid; A Gas S A Spa; A Bur S GERMAN A Mun;  
 A Spa & F Mar Hold.  
 Germany: A Mun S A Sil; A Sil S A War-Gal; A War-Gal; A Pru-War;  
 F Bal S A Swe; A Swe & F Nth S ENGLISH F Nrg-Nwy; F Den-Ska.  
 Italy: F Wes-Spa(s.c.); A Pie-Mar; F Lyo S A Pie-Mar; A N.Af H.  
 Austria: A Gal-Sil; A Boh-Mun; A Trl S A Boh-Mun; F Alb-Ion; F Gre-Aeg;  
 A Con S RUSSIAN A Arm-Smy.  
 Russia: F Bot-Swe; A Nwy S F Bot-Swe; F St.P(n.c.) S A Nwy; A Ukr-Mos;  
 A Arm-Smy; F Ank H.  
 Turkey: F Eas-Smy; F Aeg S F Eas-Smy.  
 The French F Mar is annihilated. Russia retreats A Nwy-Fin and  
 Austria retreats A Gal-Bud.

Winter, 1903

England: Edi, Nwy (2) No change.  
 France: Bre, Lon, Lpl, Par, Por, Spa, (6) Builds F Bre.  
 Germany: No change.  
 Italy: Mar; Nap; Rom; Tun; Ven. (5) Builds F Rom.  
 Austria: Bud, Bul, Con, Gre, Ser, Tri, Vie. (6)  
 Russia: Ank, Mos, Rum, Sev, Smy, St.P, (6) No change.  
 Turkey: No centers, the last two Turkish units are removed  
 from the board.

Spring, 1904

England: F Nwy-Bar; F Nrg S RUSSIAN F St.P(n.c.)-Nwy.  
 France: F Mid-Por; F Bre-Mid; F Lpl-Wal; A Spa-Mar; A Gas & A Bur S  
 A Spa-Mar.  
 Germany: A Lvn-War; A Gal-Boh; A Mun S A Gal-Boh; A Sil S A Mun.  
 F Nth S ENGLISH F Nwy; F Ska & F Bal S A Swe; A Swe H.  
 Italy: A Mar-Bur; A N.Af-Spa; F Wes C A N.Af-Spa; F Lyo S A N.Af-Spa;  
 F Rom-Tyn.  
 Austria: A Trl-Mun; A Boh S A Trl-Mun; A Vie S A Boh; A Bud-Gal;  
 F Ion-Tun; F Gre-Ion; A Con-Bul.  
 Russia: A Mos-War; A Smy-Arm; F Ank-Con; F St.P(n.c.)-Nwy; A Fin S  
 F St.P(n.c.)-Nwy; F Bot-Swe.  
 Italy retreats A Mar-Pie. The noose is beginning to tighten  
 around the allies heads.

Fall, 1904

England: F Bar-Nwy; F Nrg S F Bar-Nwy.  
 France: F Wal-Eng; F Por, F Mid, & A Gas S A Mar-Spa; A Mar-Spa;  
 A Bur-Mar.  
 Germany: F Nth-Edi; A Swe-Nwy; F Ska S A Swe-Nwy; F Bal-Swe; A Lvn-War;  
 A Gal-Boh; A Mun S A Gal-Boh; A Sil S A Mun.  
 Italy: F Wes-Mid; A Pie-Mar; A Spa S A Pie-Mar; F Lyo S A Spa;  
 F Tyn-Tun.  
 Austria: F Tun-N.Af; F Ion-Tyn; A Bul-Rum; A Trl-Mun; A Boh S A Vie-Gal;  
 A Vie-Gal; A Bud S A Bul-Rum.  
 Russia: A Mos-War; A Arm-Sev; F Con H; A Fin-Swe; F Bot S A Fin-Swe;  
 F Nwy S A Fin-Swe.

The Italian A Spa is annihilated as is the German A Gal (At the  
 players choice.) and Germany retreats A Swe-Den.

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Winter, 1904

England: No centers, the last two English units are removed from the board.

France: (6) No change.

Germany: Bel, Ber, Den, Edi, Hol, Kie, Mun, War. (8) Builds A Ber.

Italy: Mar, Nap, Tun, Rom, Ven. (5) Builds F Rom.

Austria: Bud, Bul, Gre, Rum, Ser, Tri, Vie. (7) No change.

Russia: Ank, Con, Mos, Nwy, Sev, Smy, St.P, Swe. (8) Builds F St.P(s.c.) (Russia would have another build but does not have a center in which to build in.)

It is now clear as to what the alliances are. After the way Italy trusted Austria with those fleets in the Med, it is highly unlikely that one will stab the other or Russia. Up until now the Germans and French had botched things up in their moves but now with a couple of superb moves they close up the board fairly well.

Spring, 1905

France: F Eng-Nth; A Bur-Mar; A Spa S A Bur-Mar; F Por S A Spa; A Gas S A Bur-Mar; F Mid-Wes;

Germany: A Mun-Ruh; A Sil-Mun; A Ber S A Sil-Mun; A Lvn-Pru; F Edi-Nrg; A Den-Swe; F Bal & F Ska S A Den-Swe.

Italy: A Pie-Mar; F Wes-Spa(s.c.); F Lyo S F Wes-Spa(s.c.); F Tun-N.Af; F Rom-Tyn.

Austria: F N.Af-Mid; F Tyn-Wes; A Gal-Sil; A Boh S A Gal-Sil; A Trl-Mun; A Bud-Vie; A Rum-Gal.

Russia: A Swe H; F Nwy S A Swe; F St.P(s.c.)-Lvn; F Bot S F St.P(s.c.)-Lvn; A Mos-War; A Sev-Ukr; F Con-Aeg.

Russia retreats A Swe-Fin.

Fall, 1905

This was the crucial turn. Especially for France. If it could guess correctly now then it could hold the Atlantic Stalemate line indefinitely.

France: F Nth S GERMAN A Swe-Nwy; F Mid S A Spa; A Spa S A Mar; A Mar S A Spa; A Gas S A Spa; F Por S F Mid.

Germany: F Nrg & F Ska S A Swe-Nwy; A Swe-Nwy; A Pru-Swe; F Bal C A Pru-Swe; A Ruh S A Mun; A Ber S A Mun; A Mun H.

Italy: F Wes-Spa(s.c.); F Lyo S F Wes-Spa(s.c.); A Pie-Mar; F Tun-N.Af; F Rom-Tyn.

Austria: F N.Af-Mid; F Tyn-Wes; A Sil-Mun; A Trl & A Boh S A Sil-Mun A Vie-Gal; A Gal-Sil.

Russia: F Aeg-Ion; A Ukr-War; A War-Pru; F Nwy-Swe; A Fin S A Nwy-Swe; F Bot-Bal; F Lvn S F Bot-Bal.

Russia retreats F Nwy-Bar and Germany retreats F Bal-Swe.

Winter, 1905

France: Bre, Lon, Lpl, Mar, Par, Por, Spa. (7) Builds F Bre.

Germany: Bel, Ber, Den, Edi, Hol, Kie, Mun, Nwy, Swe. (9) Builds F Kie.

Italy: Nap, Rom, Tun, Ven. (4) Removes F Rom.

Austria: Bud, Bul, Gre, Rum, Ser, Tri, Vie. (7) No change.

Russia: Ank, Con, Mos, Sev, Smy, St.P, War. (7) No change.

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Spring, 1906

France: A Spa S A Mar; A Mar S A Spa; F Por S A Spa; A Gas S A Mar;  
F Mid S A Spa; F Bre S F Mid; F Nth-Nwy.  
 Germany: A Nwy-Fin; F Nrg S FRENCH F Nth-Nwy; F Kie-Bal; F Swe S F Kie-Bal;  
A Pru-Lvn; A Ber & A Ruh S A Mun; F Ska-Den; A Mun H.  
 Italy: F Wes S AUSTRIAN F N.Af-Mid; F Lyo-Spa(s.c.); A Pie-Mar;  
F Tun-N.Af.  
 Austria: F N.Af-Mid; F Tyn-Lyo; A Trl-Mun; A Vie-Trl; A Boh S A Sil;  
A Sil S RUSSIAN A War-Pru; A Gal S A Sil.  
 Russia: F Ion-Tun; A Ukr-War; A War-Pru; F Lvn S F Bal; F Bal S A War-Pru;  
A Fin-St.P; F Bar-Nwy.

The German A Pru is annihilated and Russia retreats F Bal-Bot.

Fall, 1906

France: F Nwy S GERMAN A Fin-St.P; F Bre S F Mid; F Por S A Spa;  
A Gas S A Mar; F Mid, A Spa, & A Mar Hold.  
 Germany: F Nrg-Bar; A Fin-St.P; F Bal-Lvn; F Swe-Bot; F Den H;  
A Ber & A Ruh S A Mun; A Mun S A Ber.  
 Italy: See Spring, 1906 with the same results.  
 Austria: A Gal-Sil; A Sil-Mun; A Boh & A Trl S A Sil-Mun; A Vie-Gal;  
F N.Af-Mid; F Tyn-Lyo.  
 Russia: A St.P H; F Bar, F Lvn; & F Bot S A St.P; A Pru-Ber; A War-  
Pru; F Ion-Tyn.

Germany retreats A Mun-Kie and Russia retreats A St.P-Mos.

Winter, 1906

France: Bre, Lon, Lpl, Mar, Nwy, Par, Por, Spa. (8) Builds A Par.  
 Germany: Bel, Ber, Den, Edi, Hol, Kie, Swe, St.P. (8) No change.  
 Italy: (4) No change.  
 Austria: Bud, Bul, Gre, Mun, Rum, Ser, Tri, Vie. (8) Builds A Vie.  
 Russia: Ank, Con, Mos, Sev, Smy, War, (6) Removes F Ion.

Spring, 1907

France: A Par-Bur; F Nwy S GERMAN F Nrg-Bar; F Bre S F Mid; F Por S  
A Spa; A Gas S A Mar; A Mar, A Spa, & F Mid Hold.  
 Germany: F Nrg-Bar; A St.P S FRENCH F Nwy; F Swe-Bot; F Bal-Lvn;  
F Den--Bal; A Ber-Kie; A Kie-Hol; A-Ruh; S. A Ber-Kie.  
 Italy: F Tun-N.Af; F Wes S AUSTRIAN F N.Af-Mid; A Pie-Mar; F Lyo S  
A Pie-Mar.  
 Austria: F N.Af-Mid; F Tyr-Tun; A Mun-Kie; A Boh-Mun; A Vie-Boh;  
A Trl S A Boh-Vie; A Sil S RUSSIAN A Pru-Ber; A Gal H.  
 Russia: F Bar-Nwy; F Bot-St.P(s.c.) F Lvn-Bal; A Pru-Ber; A Mos S F Bot-  
St.P(s.c.); A War-Pru.

The Russian F Bar is annihilated and Germany retreats A St.p-Fin.

Fall, 1907

France: F Nwy S GERMAN A Fin-St.P; A Bur-Mun; F Bre S F Mid;  
F Por S A Spa; A Gas S A Mar; A Mar, A Spa, & F Mid Hold.  
 Germany: A Fin-St.P; F Bot & F Bar S A Fin-St.P; F Bal S F Bot;  
F Den & A Hol S A Kie; A Kie & A Ruh S FRENCH A Bur-Mun.  
 Italy: A Pie-Mar; F Wes-Spa(s.c.); F Lyo S F Wes-Spa(s.c.);  
F Tun S Austrian F Tyn-Wes.  
 Austria: A Mun S RUSSIAN A Ber; A Trl, A Boh; & A Sil S A Mun;  
A Vie & A Gal Hold; F Tyn-Wes; F N.Af-Mid.

Winter, 1907

France: (8) No change.

Germany: Bel, Den, Edi, Hol, Kie, St.p, Swe. (7) Removes F Bar.

Italy: (4) No change.

Austria: (8) No change.

Russia: Ank, Ber, Con, Mos, Sev, Smy, War. (7) Builds A Sev & A War.

After seeing Russia's builds, everyone agreed that the stalemate line was sealed and called it a draw. This had to be one of the strangest looking endings that I have ever seen!

This is what the supply center chart looks like:

ENGLAND:(George Budd)	3	2	2	0	-	-	-	(out FO4)
FRANCE:(Brian Lorber)	5	6	6	6	7	8	8	(drew FO7)
GERMANY:(Eric Kane)	6	8	8	8	9	8	7	(drew FO7)
ITALY:(John Ferguson)	4	4	5	5	4	4	4	(drew FO7)
AUSTRIA:(Glenn Nadaner)	5	6	6	7	7	8	8	(drew FO7)
RUSSIA:(Ken Halpern)	6	6	6	8	7	6	7	(drew FO7)
TURKEY:(David Goldstien)	4	2	0	-	-	-	-	(out FO3)
	01	02	03	04	05	06	07	

Please tell me if you like the idea of a sample game printed in Anduin. If a majority of people like it, then I will do it again in future issues. Also, if you have a game, or an article that you would like to have printed, please send it to me and if it is accepted, I will give you two free issues of Anduin per typed page.

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BACK ISSUES FOR SALE, DIRT CHEAP!!

Thats right! If you order now, you can recieve all of the previous issues of Anduin at the ridiculasly low prise of a penny an issue! (Unfortunately, issue #1 is not available.) You can't afford to pass up a deal like this so make haste and send all of your money to-Eric Kane, 109 Hicks Lane, Great Neck, N.Y. 11024.

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 Yet another way to get a free game in Anduin is to play bad! If your country is eliminated as of or before Winter, 1903, you will recieve a free game! This just goes to show you that in Anduin, even when you lose, I win er, You win!

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OTHER GAMES

We here in Great Neck have finally gotten our hands on the Youngstown variants. I am going to run Youngstown games in Anduin. Game fees are the same as in Diplomacy. Depending on the number of people who sign up for this will decide which variation will be played.. If at all possible, I would like it to be the 12 or 14 player version but I will settle for 10. Also, if anyone is interested

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in playing Machiavelli, Dan Palter, c/o Bucci Imports, Box 156, 123 Grove Ave, Room 100, Cedarhurst, N.Y. 11516 has offered to guest GM such a game. If anyone is interested, get in touch with me and him. Games will also cost 2\$. If we can get enough people I will run games in Anduin.

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#### WHO REALLY CARES DEPT.

Did you know that NMR also stands for Nuclear Magnetic Resonance. What this means (vaguely) is the characterization of compounds by their chemical or physical properties. So I think that we should all protest for "No Nukes"! (This is why I called it the who really cares dept., see???)

Also, (having to do with science) if you ever walk by a tree and see a sort of orange fungus on it, scrap it off and dump it in the garbage. By doing this you have probably killed about 1000 of those annoying gypsy-moth caterpillars.

Today was the first day of school for me and I can see already that Chem. Honors is going to be a problem. The first thing we talked about was Einsteins famous equation about matter and energy. Which brings me to another way for you to get a free entry; Here is a little a quiz that I devised.

Is Einsteins theory...

- 1)  $E=mc^2$
- 2)  $M=ec^3$
- 3)  $C=me^2$
- 4)  $L=ce^2m$

Also, explain what each of the symbols stand for and describe the theory to me in fifty or less words. The best description with the right answer will receive 3<sup>2</sup> free issues and a free game entry to the game of his/her choice. 2nd, 3rd, 4th, and 5th place finishers will each receive a free game entry.

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#### IS IT RIGHT??

There has been a dispute over the ethics of taking a letter sent to you by one player and sending it on to another player. Some say that there is an unwritten law saying that you shouldn't do this while others claim that it is perfectly alright. The way I look at it is Diplomacy is a game of intrigue in which one uses whatever means he has at his disposal to convince another player that he is a friend. However, for purposes of playing the game, some rules are set to keep players from cheating. (sending in other player's orders.) On the other hand, in a game of Diplomacy, the stage is supposed to be set as if it really was a war and so rules (optional) are included for espionage and spying. However, the line between cheating and abiding by the rules is a very thin one. In any case, my opinion is that it is okay to send letters from player A to player B or forge such letters or any such thing that they please within the set rules. Remember, an unwritten law is not a law until it is written and until then you can not be charged with doing anything illegal. People are invited to send in their feelings (or comments) on this subject.

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Does anybody have a copy of the postal rules for Kingmaker? If you do, I would appreciate it if you could send them to me. If I have room and people show interest, I will print games in Anduin. The same goes for other war games. Drop me a letter if you have any suggestions or requests and I will look into it.

WHAT, MORE??

Yes!! More free games!! The first ten people to sign up for Youngstown Dip. will be given half of there entrance fee back to them! (allright so its not quite free.) The same goes for the first five in Kingmaker, and the first three in Machiavelli. Whew!!!  
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Since the printing of the previous pages, I have recieved a few requests for subs and game entries. However, there are still plenty left and plenty of time to send in yours.  
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BYRNECON-7

This is going to be a face to face Diplomacy get together hosted by Cathy Byrnes and Jon Caruso. It is scheduled for Oct. 3 and it should be interesting. I'll tell you how it went in the next issue. (Jon Caruso is the publisher of Whitestonia.)  
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I just recieved fifty-two back issues of Graustark. These are really quite interesting, especially the early ones. I noticed Rod Walkers name in some of the games. Both Rod and John seem like very nice people. Does anybody know why they hate it other so?? Anyway if you have a little extra money around, order some of these from John you'll be buying yourself a piece of Diplomacy history.  
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At this time I would like to thank those publishers who have been kind enough to give my a plug in their 'zines.  
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By the way, when you send my your country preference list, remember that I am going to try to see if I can get everyone as close to their first pick as possible. I'm not going to just throw a coin. So it might be wise to pick some of the more popular countries 2nd, 3rd, and 4th so that it is more likely that you will get your first pick.  
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FINAL NOTE

The fancy Germanic scrip on the cover was done by my talented sister so don't give me any undue credit. (Much as I'd like to Accept!)

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\* SPECIAL FIRST ISSUE!! \*  
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Anduin #1  
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