

Anduin

* #2 1981IE By Eric Kane 15 October 1981 *

NEW GAME BEGINS!

1981IE

"Winter, 1900"

England: Steven Brooks, 11 Bernard St., Great Neck, New York, 11023
(516) 829-6929
France: Randy Ellis, 8310 Grandview Ln, Overland Park, Kansas, 66212
Germany: Phyllis Byrne, 160-02 43rd Ave. 2nd Fl., Flushing, N.Y., 11358
(212) 353-9695
Italy: Ernest S. Hakey III, 111 Webster Ave, #2, Cambridge, MA. 02141
Austria: Daniel S. Palter, c/o Bucci Imports, #100, 123 Grove Ave.,
Cedarhurst, N.Y., 11516, (212) 327-5533 or (212) 594-1623 (office)
(212) 845-1228 (home).
Russia: Mark Murray, 14220 Deloice Crescent, Newport News, VA., 23602
Turkey: Michael Quirk, 3830 Chester Dr., Glenview Ill., 60025 (312)498-1377

Five of the players recieved their first choice while the other two both got their second picks. The deadline for Spring, 1901 moves is Tuesday, November 10, no later than 6:00pm Eastern Standard time. I need the phone #'s of the French, Italian, and Russian players. When I get these I will pass them on to the other players.

BYRNECON-7-Review

On October 3rd, at 8:30 in the morning, I got up, dressed, ate, and went to the train station. I was wearing my ANDUIN shirt for publicity. At the station, I met Ken Halpern, Brian Lorber, and Steven Brooks. We were all carrying various games under our arms. We got on the 9:19 which amazingly arrived at 9:19 and rode to Flushing.

We called up Kathy Byrne who then picked us up. I quick ride of about five blocks, up a set of stairs, and presto! ByrneCon 7!! For the first time, I met John Caruso who is as nice as I've heard he was.

After a couple of other people walked in, We started up a game of Diplomacy. I drew France, Brian drew Germany, Dan Palter got his favorite, Italy, Ken drew Russia, Steve drew Turkey, and Caruso got stuck with Austria. We, from G.N., had individually decided to attack one another so no one would get mad at us for sticking together. Steve and Ken bounced out of the BLACK (supposidly prearranged) while I stabbed Brian. In '02 Steve stabbed Ken while Brian got hit from all sides. Pretty soon I stabbed England and eventually went on to draw the win with Italy.

Mean while, More and more people were coming in. Some of the people we met were Dick "crud" Martin, Julie Glass, Dan Palter, Dan Mathius, Konrad Baumeister, Phyllis Byrne, Fast Fingers Mainardi, Woody Arnawoodian, and many others. Oh yes, I forgot to mention Norm Shwartz although Kathy told me not to bother! Some of the others got involved in a game of Gunboat but I sat it out. We then tried Dip on a Machiavelli board while the rest of the people got involved in a variation of anarchy. The Machiavelli game fell through so I decided to wonder about for awhile. I saw Brian and Dan Mathius setting up a game of Milton Bradley's "The Hobbit" for ages 10 and under! It looked like fun and I had nothing better to do so I joined them. So did Steven. It was fun

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LETTER BOMBS

The first issue of Anduin recieved quite a response. There were an especially large amount of comments about my article on the ethics of letter passing. Remember, for each typed page of an accepted article, letter, game review, etc., you will recieve two free issues of Anduin.

Rod Walker, 1273 Crest drive, Encinitas, Ca. 92024 . (17 September)
 ...I assume Brian ((Lorber)) showed you my letter to him about Erebor and, particularly my comments on the name. ((He did.))
 If we can get more 'zines to observe the old "mythical country/place" tradition.... I'm coming up with new ones that very closely fit the orginal version of the tradition that the fictional place should be located on the area of the playing board and have existed in approximately the era of the game. These new ones include Aphasias, Dawsbergan, Wallaria, and (new one just discovered today) Neopalia. And of course Gerolstein, which has somehow been missed all these years (the others are more obscure). ((Anduin is named after the great river that ran through Middle Earth in Tolkien's world.))

If my name is in some games in the old GRAUs you got, they must be old indeed! I haven't played in a single postal game (that I recall) in virtually a decade.

As to the Boardman/Walker feud, I can't say I haven't given John cause to be perfectly furious with me. He seems unable to tell fandom from real life, but that's his problem. After all, I was one of the original crew that exposed the "Eric Blake" scam. I was also the one who (gleefully) dug up documentary proof that John did not in fact organize the first postal Diplomacy game in the world. That really galled him. I was in the forefront of the opposition to the attempt of a buddy of his to make himself Godfather of Postal Diplomacy. Alas, I've not been nice to John at all...not that he deserved it...and he usually comes close to apoplexy when he mentions my name.

However, on the other hand, I really feel I have a just complaint regarding his intemperate attacks on me, many (if not all) of them unjust and untruthful, especially considering the fact that he does not observe the traditional hobby courtesy of sending me copies and allowing me at least some right of reply. Not nice.

I don't insist that there be a feud, although John ignores all attempts to ameliorate the situation.

As a good example, see enclosed carbon copy of a letter I sent to John two days ago.((Rod must have forgotten to send me the letter for I could not find it. I would like to see it Rod.)) I'm sure you'll find Boardman's responce (and/or lack of it) interesting. You might of course urge him to work to work also towards patching things up, if you think that's a good idea. ((I do. These are two of Diplomacy's finer men and it's a shame that they hate each other so. I think that it would be great to see them together again but that is totally up to them. I'm sure that Dr. Boardman will want to respond to this letter in some manner and if he does, I will print it next issue.))

And in case anyone wants to see Mongo, the first Dipzine (if it can be called that) ever published...1962...copies of the 'zine which reprinted all the issues, Ruddigore, are still available from me for \$1. (That's Ruddigore 2, by the way.)...

More letters on next page.

John Caruso, 160-02 43rd Ave. 2nd Fl. Flushing, NY, 11358. (21 September)
 John Caruso, 160-02 43rd Ave. 2nd Fl. Flushing, NY, 11358. (21 September)

Read your sample of Anduin. Must say it's a pretty good looking first issue. Tell you sister her lettering is very professional looking. ((Thanks, I did!))

So, you decided to publish. You are going to find many problems arising and nothing to print, ((which is why I'm glad that I recieved the number of letters that I did!)) insulting someone accidentally, ((Truer words were never spoken.)) trying to outdo the next guy, ((who me?)) GM mistakes, ((what, me worry?!?)) and the list goes on and on. Just remember one thing, do your own thing. Don't try to put out 40 page issues, or copy others styles too much. You'll find you'll do very well with what you have, maybe better than trying to mimic another 'zine. Be creative, imaginative, fair and openminded and above all sincere, and you'll do just fine.

First issues are the hardest to fill up but you managed. The HR's are short and sweet. If you ever run into any problems with adjudication of a game, don't hesitate to call one of the top GM's from the Leader poll. If you have to change your rules at all, I suggest you do it minimally, and with player consent.

Ah, what a way to start a 'zine-with a controversial topic- the ethics of passing letters on. Let me say that there is no rule that prohibits it, so as far as rules go, it's permissable. Now, is it accepted? Sometimes! Some people do it and some don't. I would say its a very sneaky, underhanded ploy. It's sort of like a stab, but without the knife, if you know what I mean. If you and your ally exchange letters, it strengthens your alliance. If your ally passes letters to your enemies, he's screwing you. I have, on occasion, plotted with an ally to write "dummy" letters and pass them on to our enemies. A "dummy" letter is a phoney letter sent to your ally, with his knowledge, so he can pass it on to the enemy and make them go the wrong way, or protect the wrong things. The bottom line, ((is at the end of the page! Just kidding!)) though most of us lock down upon it, passing letters is part of Diplomacy. Look at it this way, you shouldn't put anything in writing you really don't want to say.

You're looking for the postal rules to Kingmaker- contact Glenn Overby, 23096 Tawas Hazel Pk, Mich., 48030 or Roy Henricks, 120 Deerfield Dr. Pitt, Pa., 15235. ((Thanks anyway but I all ready recieved them))

One last thing before I go, you misspelled both mine and Kathys name. Mine you corrected-thankyou. Hers is BLOODSUCKER!

John J. Beshara, 155 West 68th st., New York, NY. 10023 (16 September)
 ...Your initial issue looked nice and I wish you well.

Using/Abusing the letters of other players in a game is an integral part of Diplomacy.

Is the Steven Brooks you mentioned on page 1 the same person that was active in the hobby many years ago? ((I don't think so. It wasn't long ago that this Steven Brooks was wearing diapers!!))

Randy Ellis, 8310 Grandview Lane, Overland Park, KS. 66212 (19 September)
 ...I think the idea of sample games printed in Anduin is great! Keep it up by all means. ((I probably will have a sample game printed up every once in a while. I can't in this issue because I just don't have enough room.))

More letters on next page.

Kathy Byrne, 160-02 43rd Ave, 2nd Fl., Flushing, NY., 11358 (September 17)
 ...I'd like to comment on your letter passing in Diplomacy issue.
 Is it ethical? Who cares?? Not me! But I will tell you that if
 a guy passes me a letter, I usually decide immediately not to ally
 with him. I look at it this way, if he's passing their letters to me,
 then he's passing my letters also. I wrote my letter to him,--not
them! I've been playing over 2½ years now and, I've never passed
 a letter. If you can't convince someone with diplomacy to ally
 with you, do you really think passing him someone's letter will help?

Also players become known for this tactic and it turns a lot of
 players off. Recently, I had a game start with a well known letter
 passer. Everyone starts writing everyone warning them to watch
 everything you write to him. Standerd joke in the game was you don't
 have to write anyone and you'll still find out as Andy will eventually
 send you copies of everyone's letters. Well, my ally and I used
 Andy to our total advantage. We decided that I should write a sure
 fire letter of my plans to attack him, and tell Andy moves I'd like him
 to make to help me attack him. We then waited, and of course he passed
 it to my ally- who wrote him saying they should get me and he fed him a
 set of moves. Well, Andy thinking we were both on his side, moved
 away from his country, figuring we'd be tied up for years fighting
 each other. Needless to say as he moved out we walked in and that was
 the end of Andy. He demanded an explanation and we told him, we
 didn't trust him as he was passing our letters around, so we
 thought we'd teach him a lesson.

So letter passing can be dangerous to the passers health. I
 have fun with letter passers, at their expense. One time I was
 at war with England (I was Russia) and the German sent me a letter
 England had written to him telling him a plan to stop me, and as
 the English so rightfully pointed out, Germany was a dead dog. In
 this letter needless to say he tried to unite Eng/Fra and Ger to
 stop Russia/Italy. When I recieved this letter, with a note
 attached saying "You answer these charges, or I'll go with England."
 I wrote him some line of BS and then mailed Englands letter back to
 England with a note attached, it said"I found this in my mailbox,
 with allies like this, do you really think you'll stop us? England
 gave up trying to unite the three of them, and Italy and I shared
 the draw.

So if you're into letter passing, I'd suggest you be careful
 who you pass it to, some of us have a habit of using this under-
 handed stunt to our advantage. Think about it.

Fred C. Davis, Jr., 1127 Clairidge Rd., Baltimore, Md. 21207 (19 September)
 ...You ask about the feud between Rod Walker (a.k.a. "The God of Diplomacy")
 and John Boardman (Our Founding Father). There are probably two
 originating causes, going back some 16 years. One, over who
 actually founded postal Diplomacy. While Graustark is recognized as the
 first Postal zine to complete a game, Walker has in his files a zine
 called Mongo, in which Conrad von Metzke started to GM a Postal
 Dip game in 1963, before Graustark. This game was abandoned after
 about 6 moves, and the two parties did not get to know of each other's
 existance for several years after that. Two, in an early postal
 game, Boardman played two positions. He created an "Eric Blake", and
 rented a P.O. Box in that name. Naturally, Boardman and Blake won
 the game. The deception was not discovered for many years.
 Walker and Von Metzke, who are close friends, called "foul" when
 this was exposed, and I guess Boardman has never forgiven them for this.

On a more serious level, Boardman's constant pro-Viet Cong propaganda in Graustark during the VietNam war annoyed Walker, who was a Capt. in the USAF at that time. This is one reason I refuse to trade with Graustark. I consider myself to be a liberal, within reason, but I'm willing to defend my country against its enemies. (I'm a Korean war Vet).

Then, when the first Diplomacy Club, The Diplomacy Assn. (TDA) was formed in 1969, Boardman was the #1 ally of its founder and President, John Beshara. Both were from NYC, and it wound up that 4 out of 5 of the officers were from New York. Beshara ran the club like a dictator, and refused to hold elections or even print his membership list. A "New York vs, the rest of the Country" split developed in the hobby, which has continuing repercussions today. The "Rest of the Country," under the leadership of Larry Peery, Walker and Von Metzke in California and Walt Buchanan in Indiana (Walt founded the Hoosier Archives and Diplomacy World), formed a club called ~~the~~ International Diplomacy Assn. This new club was democratically operated, and included members in Canada and the U.K. It's second and best, President, was Edi Birsan, perhaps the best FTF Dip player of all time, and a resident of New York City! (So you see, the feud really isn't between NY and the rest of the world, but between certain people in NY and the rest of the World).

There was quite a struggle between Tda and Ida through 1972. By the time the 1972 DipCon had ended, IDA had clearly won the support of the large majority of the Postal Pubbers and players. Under the Editorship of John Boyer of Pennsylvania, pubber of Impassable, IDA brought forth some very helpful Handbooks each year. TDA dwindled away to Beshara, Boardman, and a few others in New York, and Beshara finally dropped out of the hobby.

Since then, whenever Boardman or Walker has made a proposal, the other usually opposes it regardless of its merits. However, the difference is that Walker's writings are always clear, concise and never drop to name-calling, while Boardman has descended to vile attacks on a number of occasions, and has made several false statements in the past 15 years about other members of the hobby. As you can see, I am generally in agreement with Walker on hobby matters. Walker formed the North American Diplomacy Federation (NADF) after IDA died, ((why and when did IDA die??)) to provide an Umbrella organization for the various hobby Custodians, such as Boardman # custodian, Miller # Cus., Orphan Game Rescue Svc., Variant Bank custodians, Census Director, etc. I serve on the board in my role as N. American V.S. custodian. About the only two people who denounced this idea of an umbrella for the people who are doing the real work of the hobby were Boardman and Robert Sacks, another New Yorker who has caused great trouble for the rest of the people in the hobby.

About the only thing that Walker and Boardman ever agreed upon is that Buddy Tretick and Bernie Oaklyn (pubber of La Front De Liberation) are one and the same person. Boardman denounced Tretick for hiding behind a pseudonym. He also denounces all people who fake issues of other people's zines. I guess he now regrets having created "Eric Flake" in the misspent days of his youth.

Two bits of advice from an Old Timer to a new publisher:

1. Subscribe to Diplomacy world from Rod Walker ((address elsewhere in issue))
2. Stay away from Robert Sacks, and don't believe anything he writes or says.

continued from last page.

((I have found in Diplomacy (both the game and in real life) that it sometimes pays to stay neutral. Which is exactly what I am going to do when it comes to the subject of this feud! I am willing to print the claims of both sides (with glee, this is more fun than Sunday night Boxing!!) as long as I have room and nobody gets very nasty. This is a respectable 'zine at least I think it is and I would like it to stay fairly clean)).

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While we are on the subject, this is as good a place as any to tell you that ANDUIN is the newest (as far as I know) newsletter for Postal Diplomacy. It is published monthly on every 15th by me Eric Kane, 109 Hicks Lane, Great Neck, New York, 11024. Game fees are as follows:

Diplomacy=\$2
Kingmaker=\$2
Youngstown=\$2
Machiavelli=\$2

Basically, all games are \$2! However, there are still quite a few free game entries still available that were offered last issue. For the other games, there are still a number of half-off bargains left for you to grab. At the time of the typing of this page, no one has signed up for Machiavelli (3 half-off entries), 2 for Youngstown (6 half-off entries), 3 for Kingmaker (2 half-off entries left), and seven for Diplomacy (7 free entries left). Brian Lorber is guest GMing the first Kingmaker game (7 Polo Rd., Great Neck, New York, 11023), and Dan Palter is guest Gming the first Machiavelli game (c/o Bucci Imports, Box 156, 123 Grove Ave, Rm. 100, Cedarhurst, NY., 11516.

Subscription rates for Anduin is 9 issues for 5\$. Anduin's sister, Erebor, is published by Ken Halpern, 11 Bellingham Rd., Great Neck, NY., 11023. Anyone stupid enough to subscribe to both of our 'zines (just kidding there) will receive 1\$ off of each subscription. Erebor is published on the first of each month. (game fees and subs are the same as those for Anduin.)

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It has come to my attention that some people are reluctant to subscribe to Anduin because they feel that there will be too many Great Neckers in each game. I did not put this in the HR's but I am making it my policy not to have more than one member of any town to be in the same game at any time during the course of that game. So please don't let that hold you back from subscribing.

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HAIL, HAIL, THE U.S. SNAIL!

This may keep you from subscribing to any 'zine! The U.S. Postal "Service" is increasing the price to mail a letter to 20¢! This will go into effect as of November 1st unless it is repealed. If so, I may have to raise the price to subscribe as all 'zines will have to do. The price increase will not be large, only enough to cover any loses I might face.

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OOOPS!!

Last issue, I made a couple of boo-boos. First of all, I misspelled (C)Kathy Byrne(s) name and Jo(h)n Caruso's. Let me apologize. John has informed me that her real name is Bloodsucker! wonder how she got that nick-name! I also made a couple of spellin errors! There were a few mistakes in the game but most of these are self-explanatory. After doing so many hours of work on it I couldn't see straight!

You may be wondering why the number of this page is 6½, the reason is that this is the last page that I am typing and I would not have typed it normally if I had not recieved something of extreme interest in the mail today. Today, I recieved a copy of Diplomacy By Moonlight #34. Put out by Eric M. Ozog. So far, this is the only person in the hobby that I don't like. This jerk has the audacity to accuse me of being a pseudonym of John Boardman! The following is an excerpt from his 'zine. His coments will be in double brakets and my comments to him will be in triple brakets.

Yes Sleaze, (((Ozog's term for Dan Stafford))) I'll be an asshole (((you said it not me!))). However, I'll have to be a half-assed asshole (((He is referring to Dan's request not to slander Erebor and Anduin.))) because I just recieved this super nice letter from Ken Halpern (pubber of Erebor) which just drips of toadyism:

Dear EMO (((Ozog))), DEM is the best 'zine I have ever seen. You are taking serious risks on your life if you dare remove from existance this bastion ((Christ, I wouldn't go that far, but if you insist)) of the hobby! Sign me up for 30 issues (enclosed find a check for \$5.00). I will be expecting all of them!!!

By the way, I will be doing EREBOR alone from now on ((Lorber apparently was an assistant that chickened out.)) so please send DEM to:11 Bellingham Lane, Great Neck, NY 11023. ((This must be his mail drop.)) (((Wrong again, jet-set breath!))) I would appreciate it very much if you would mention that fact in your 'zine. Thanks tons, Ken Halpern...

((Thanks for your encouragement! Thirty issues is a long way from now, but if I happen to skip town, you can be confident of getting your money back. (((My, how reassuring, of course the rest of Ozog's subbers may not be so lucky.))) Hell, what a nice letter!! How on earth can I accuse you of being a Boardman Hoax now? (((I don't see how you could in the first place!))) This seems to me to be shades of Coughlan. (((That's it, drag someone else into this while your at it!))) At any rate, Kenny here is a brand new pubber and I signed up for a game in his 'zine. This may or may not be a shot in the dark for Ken is a new GM. But heck, these guys have to start somewhere, right? Ken and his counterpart Eric Kane of Anduin remind me much of myself when I first started out, (((what a revolting thought!))) bad GMing and all. Not to say that these guys will be as lousy as me though (((Aw, c'mon we can't possibly be that bad!))). We will see. People interested in a sample from them should request a sample)).

Eric Kane, 109 Hicks Lane, Great Neck, NY 11024 - ANDUIN
Ken Halpern, 11 Bellingham Lane, Great Neck, NY, 11023 - EREBOR
(((Oh, thankyou so much for your fantastic plug Mr. Ozog. I'm sure that this will get us a million more subscribers!)))

I'm going to accuse them of being Boardman Hoaxes anyway. (((Fabricate a lie here, fabricate a lie there!))) These 'zines are part of the Boardman Camp, whether or not "Eric Kane" exists. (((That's right, whether I exist or not, I'm still part of the Boardman Camp!))) Unfortunatly I cannot accuse Halpern of not being real for he sent me a legitimate check. (((Sureeee you can! If people will belive that I am a hoax, they'll believe anything, right? Righhhht!))) However, both of them are hopeless pawns of Boardman. Observe the following excerpts of their 'zines:

Erebor --"We ((Halpern & Lorber)) would like to proffer our most special thankē to Dr. John Boardman, publisher of Graustark, and Bruce
over

Schneir, publisher of Invasion, for plugging our struggleing little enterprise...((an enterprise of fraud.)) (((You are not one to speak of fraud!! From what I have heard, you are of the same caliber of Buddy Tretick!))) We would also like to give special thanks to Eric Kane for his assistance in typing and collating this all-important first issue. ((Ah-Ha))! (((Ah-ha???? Ah-ha what???? I helped Ken and Brian collate and type the first issue because we are friends. Hear that word? F-R-I-E-N-D-S! Something which I'm sure you know little of.))) "Somewhat like the two cold war camps, Dr. John Boardman... and a few allies((including yourself of course)), clashed with Bruce "Brux" Linsey and some "associates" ((at GenCon East)). Unlike most summit meetings, however, a lot of 'ideas' were exchanged between the two sides. For example, who could hold back laughter when Dr. Boardman sardonically awarded Sir Linsey of Doom "Best upper Slobovia" in the Dip Tournament. Funnier yet, was the appearance of five Eric Ozog clones, each claiming sole identity ((funny? funny! I DON'T THINK IT'S FUNNY!!!)) and all of whose existances were denied by said Dr. Boardman (Had your eyes checked lately, Johnny?)" (((Ah, the words of a true Boardman cronie, right Mr. Ozog?)))

Note how Halpern is careful to call the old man "Dr. John" (must've been the right plaace, but it mussive been the wrong tiiiime). (((What in the world are you driving at you lunatic????))) It is clear that Halpern is in Boardman's camp. (((It may be clear to you but it sure isn't to the rest of us.)))

Anduin--"This is the sister 'zine to Erebor, published by Ken Halpern. ...Such as it is,((just coincidence, huh?)) (((That last statement made no sense whatsoever. What's that supposed to prove??)))we offer you a special deal. Anybody subing to both 'zines will recieve 1\$ off of each sub! Also, should the case arise that all seven players in any game subscribe to both 'zines, then the winter turns may be printed in the other's 'zine to save time. ((of course, why not go all the way?)) (((I see you neglected to print the part in which I stated that this was subject to players approval. Honest mistake, huh.))) Please remember that Ken and I have different zip-codes. ((Yes, you wouldn't want anyone thinking you both had the same zip-code, huh.)) (((why are you so stupid??? I live in a part of GN called Kings Point in which we have different zip-codes.))) ...we would like to thank everyone involved for making it the hobby that it is. When I say everyone, this even includes such charecters as Bruce "Brux" Linsey ((my, how charitable of you)) I mean, everyone has a place in the hobby, thez is room for everyone. 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 and Co.) ease off. I mean fun is fun but what you are doing is interfering with other peoples rights and that's a no no! ((Hey, you leave my buddy Brux alone! You upstart, are you trying to start another feud?)) (((no, but I can see that you are trying to start one with me.))) 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. ((You need all the help you can get, you pseudonym!)) (((I'm doing fine, no thanks to you!))) Thanks John."

The above is certainly the talk of a true toady, isn't it? (((excuse me for thanking the guy!))) (consult toady list.) At the very least, that is what "Eric Kane" is. (((no, at the very least, I'm not like you.)))

14 Player Youngstown??

Yes I know there is no such thing but last issue I stated that Yn. games in Anduin would be either with 12 or 14 players. What I meant to say was the 10 or 12 player version. Preferably the 10 player game as with 12 it gets kind of crazy. I am also considering running other Dip. variants such as Men who would be King and others. If anyone is interested, please inform me.

BYRNECON-7

(continued from page 1)

acting like babies while your Hobit got chased by Trolls. Dan turned out to be the better Hobit and won the game. I came in a close second with Brian right behind me. Steven brought up the rear! (He begged me not to print this up but I couldn't resist!) We started another game in which I drew Austria and was promptly wiped off the board by Russia and Italy (At least they lost in the end also, heh heh!) In the next game I again drew Austria. Dick "crud" Martin got Turkey and everyone kept telling me that I was gone. Steven drew Russia so what did I do? I attacked him! He also attacked me but fortunately crud went with me. Why does everyone call him crud? He's not cruddy! He's very nice. There were at least ten instances in that game where he could have easily stabbed me but he never did. I recieved two things from this game, part of a five-way draw and an ulcer from worrying that Dick would stab me every turn. Next game I drew England and Ken drew Germany. We decided that it was about time that two Great Neckers teamed up so we went to Burgandy and the English Channel immediatly. we then made some excellent guesses and took Paris and Belgium while he did not build for Spain. We then immediatly stabbed Russia (Palter) while polishing off what was left of France. We took St. Pete and were set up to take Sweden, Warsaw, and a few others while ~~starting~~ to drive into the Med. At this point Dan Palter suggested that they concede to us. This was Spring 1902! Well, the East was so tangled, they relized that they couldn't possibly stop us and conceded! Probably the fastest game in history! Anyway, we decided to start another game since that one went so fast and at the same time we ordered pizza. In this, the final game of the evening, I drew Turkey, Palter got France, Steven got England, and people whom I only knew by their first names got the rest. Now I had stabbed the Russian player twice before this and I could see that he didn't like me to much. The same went for the Austrian player as we had both stabbed each other in previous games. I was tired of attacking the Russian player so in 1901 I showed him my orders and decided to go with him no matter what. Fortunately, Austria and Italy started fighting right away. In the fall I tricked Austria into giving me Serbia while he got Greece. Russia put his fleet in the Black so as to get an army into Rum. He didn't seem to think that I minded it there so he kept it there for two years! I was still trying to help him and Italy against Austria but I had too waste two units guarding Con and Ank. France was half attacking Italy while he and England mopped up Germany. Finally, one phase Russia had to remove a unit so I looked at him with pleading eyes and he removed F Black. I promptly built F Ank and said to hell with morals. If I'm going to get anywhere in this game, I'll stab him again! In the meantime France was forcing Italy to attack me telling him that he would lay off if he did. Italy believed him and moved to the Eas Med while France moved to the Tyr. I built F Smy and Italy pulled back. But I had had enough of Italy's half stabs.

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I wasn't going to win the game anyway so I stabbed his Brains out and totally destroyed him. England and France went on to win the game while I finished with a respectable 10 units. So much for the games! It was great meeting all of these people, many, for the first time and we all had a great time. John and Kathy were perfect hosts and I hope they invite us back again and again. Thankyou very much (J&K) and I hope to see you both in the near future. We may be holding a convention here in Great Neck sometime soon and everyone is invited. I'll fill you in on the details in upcoming months.

GREAT NECK GAME BEGINS!!

Here it is! The game you've been waiting for! Great Neckers vs. Great Neckers! I don't know if this game qualifies for a Boardman number but I will find out from Don Ditter and inform the players if it does. If not, it will be called BELFALAS.

Roster:

- England: Scott Bloom, 47 Plymouth Rd., GN, NY, 11023
- France: Jeff Trester, 107 Baker Hill Rd., GN, NY, 11023
- Germany: Sean Lorber, 7 Polo Rd., GN, NY, 11023
- Italy: Steven Brooks, 11 Bernard St., GN, NY, 11023
- Austria: Glenn Nadaner, 7 Glamford Rd., GN, NY, 11023
- Russia: Ken Halpern, 11 Belingham Rd., GN, NY, 11023
- Turkey: John Ferguson, 10 Old Tree Ln., GN, NY, 11024

Other than this game, there will never be more than one GNecker in any single game. Here are the first turn moves.

THINGS DON'T WORK OUT THE WAY THEY WERE EXPECTED "Spring 1901"

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

Press releases:

Paris (Via Rome) to Moscow: "Blow it out your A-S Ken!"
Rome to JAH-NEE: I did my part, I hope you did yours.
London and Moscow: J A H - N E E !

((They didn't know about each other's Press!!))

TRADES

I would like to thank the following people who gave me plugs in their 'zines: John Boardman-Graustark; Allen Pearson-Just Among Friends; John Caruso-Whitestonia; Mark Berch-Diplomacy Digest. If I've missed anyone, please tell me and I will remedy the situation. All of these 'zines are very good and I am tradeing or subscribing to most of them. If anyone else would like to trade 'zines I would be most willing to do it.

Con'tnd from page 6x3/4...
Or is it Eric Blake? Or Eric Ozog; Eric Verheiden; Eric Kirchner; or else Eric McErlain, the newest today of the front? You know what, there are too many "Eric's" in this hobby. ((That's spright, so why don't you leave?)) I authorize and advocate the execution of Kane, Blake, ~~Blake~~ oops! Verheiden, Kirchner, and McErlain. ((my, how sweet!)) Why should I be burdened with others in the Dip hobby who have the same first name that

continued on page 11

POSTAL RULES FOR KINGMAKER

(These also include the House Rules for Anduin.)

I. Those players wishing to participate in a game of Postal Km.in Anduin will receive a copy of the map on which each blank space is numbered.

II. All of the event and crown cards of the advanced deck shall be used. This includes the event cards from the expansion kit. Players who do not own these expansion cards should inform the GM who will then send out a copy of the rules involved in using these cards. It is not necessary to own these cards in order to play in the game. The new cards are:
1 Royal death/ Two Gales at Sea/ Three Catastrophes/ Three Treacherys/
2 3 turn Refuge cards/ 2 5 turn refuge cards/ 2 7 turn refuges/ and
10 Vacillating nobles.

III. Crown Cards will be distributed depending on the number of players involved in the game as in ftf KM. These cards will be known by all players. After the first turn, new crown cards will only be known to the owning player until he wishes to show them. Thus the only way to find out who controls certain nobles is through diplomacy or if the player wishes to reveal them.

IV. Event cards will be issued to each player each turn. The cards effect will be before the next moves are submitted.

V. The numbered map shall be used for movement. When submitting orders, the player will give a province by province account of where his noble, ship, or army/faction is moving in order for the GM to determine combat and/or ambushes etc.. If a province is not listed, then the player will tell what city, castle or town inhabits that space. Players must indicate whether his troops are in a town or a castle. If this is not indicated by the player, then the GM will arbitrarily place the troops outside of the town or castle, thus leaving them exposed to ambush and not giving them extra protection from possible attack.

VI. When opposing units enter a province simultaneously, all movement ceases and combat occurs. Inforcements may arrive during the course of the same turn and again all movement must then cease. Combat will be resolved through the use of the event cards. The GM will then roll to see if any nobles or Royal heirs are killed in combat. The nobles killed table will not be used.

VII. Players are allowed to trade all cards except nobles. The GM must be notified of any trades.

VIII. A planned ambush must be so stated as well as its intended victims.

IX. If in any battle, the victor defeats 100 or more troops, that person will receive a bonus draw from the Crown Card deck. This does not include ambushes or nobles killed because of a roll.

X. Alliances must be submitted to the GM and signed by both players. Otherwise, encounters between forces of the different players will be considered to be hostile. Of course you are free to make fake alliances.

continued from last page.

Alliances may be broken at any time between turns if one of the parties so wishes and notifies the GM. Alliances shall last one turn and then will be terminated if the GM does not receive another written agreement. NO ALLIANCES ARE PERMANENT!

XI. If and when parliament is called, it is up to the Chancellor of England to propose the awarding of titles, offices, and bishops, in such a way that enough players in the game are satisfied so that he has a majority in both the House of Lords & Commons. He has the option to bargain beforehand with the other players in order to insure that he will receive a majority in both houses. At this point, the Chancellor will submit a list informing the GM of whom shall receive what. The GM will then inform the rest of the players who will vote yea or nay on the entire list. You can not vote for some and not others. It is either all or none. If the chancellor receives the necessary majority, then the cards will be distributed to the recipients. If the vote goes against him, then the parliamentary phase for that turn is over.

XII. In the event that a Noble is called to more than one region in a raid and/or revolt, then the card listed for the last player will take precedence.

Well, that just about settles everything. Around issue five I will print up both the rules of Diplomacy and Kingmaker in the same issue for convenience. If anyone has any questions/suggestions about these rules, I'd be pleased to hear about it. If in any event I have to change or add a rule, all players will be informed and I will leave it to their approval. At the time that I am typing this page, I have four entrants for KM. I am waiting for one more but if no one joins before issue three, then I will start a four-player game. Brian Lorber, 7 Polo Rd., Great Neck, New York, 11023 is guest GM'ing the first KM game. Send me your request for entrance and after that all orders will be submitted to him.

You may have noticed that this issue is abnormally large if you are very perceptive. That is because of the large amount of items which I am printing up this issue. After I had laid out the basic format for this issue, I realized that among other things, I had neglected to mention the winners of my little contest from last issue. So, hear it is:

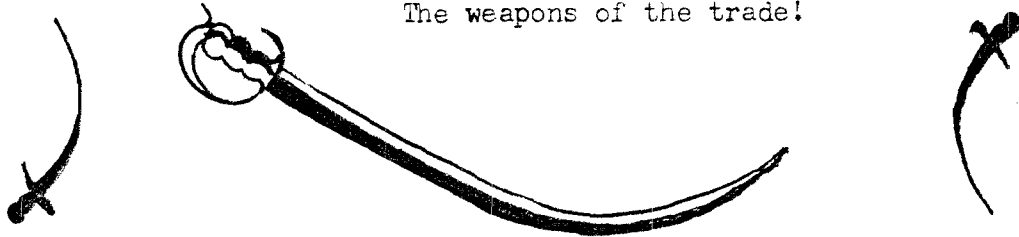
First of all I mis-spelled Einstein last issue. Second, My good friend the physics major-Jeff Trester informed me that the formula is not Einsteins theory, but rather part of his theory and a small part at that. Anyhow, the correct choice was 1) $E=MC^2$ The symbols stand for Energy=Mass x the speed of light (in centimeters) squared, or, a constant. Either answer was acceptable. Without getting too involved, what this means basically is how mass is converted to energy and vice-versa. Einstein suggested that at this speed, the change occurs. As we all know, energy is never lost, only converted but Albert said that this was one case in which it was possible for energy to be lost. I know that I'm stepping out on a limb by saying this but this is what it is basically to the best of my knowldge. I'm sure that I will be accused of being incorrect in some respect and if anyone can find flaw in what I have said, then that person will receive a free game entrance. On to the winners: Mark Murray gets first prize (9 free issues and free game entrance.) The other winners are Peter J Ashley, and Jeff Trester. These guys got it just for bothering to send in the formula! Mark Murray answered the question incorrectly but because he even tried, he won!

- Glen Taylor, (6908 Buchanan St., Landover Hills, MD, 20784) has asked me to advertise some games he will be running. They are as follows:
- 1) Kingmaker- Game fee-2\$ Simulates English "War of the Roses."
 - 2) Mercator- 20th century worldwide variant to Dip. 15 players. (on a mercator projection of the world.) Gf-\$2
 - 3) Colonia- 18th century colonial exploitation variant. Gf-\$2
 - 4) Tekumel Diplomacy- 6 player Empire of the Petal Throne Diplomacy. Gf-\$2
 - 5) Partition of the Ottoman Empire- Middle East 1920's 8 player variant. Armenia is one of the powers. Game fee-\$2
 - 6) Science-Fiction Diplomacy- A choice of several space variants. Gf-\$2
 - 7) Middle-Earth- Players choice from several Middle-Earth variants. Gf-\$2
 - 8) Gunboat Diplomacy- Can be played with almost any variant of Diplomacy or on a regular Dip board. Players are not allowed to communicate in any way and do not know who the other players are until the end of the game. Gf-\$2
 - 9) Any other variants and/or games desired by other players, which Glen knows, and which has postal rules. Gf-variable.
 - 10) Anarchy- Regular Dip board with 34 players owning one center each or 17 players owning two centers apiece. This game gets to be very wild. Game fee-\$1.

Glen also needs stand-bys for these games. Anyone interested in any of the above mentioned games, or any others should write or call him. His phone # is (301) 772-3326. Its worth looking into.

For the benefit of those of you who do not know, (and because I need something to fill this space with) the name Anduin comes from Middle-Earth. A fictional world created by J.R.R. Tolkien in his marvelous books- The Hobbit, Lord of the Rings, and the Silmarillion. Anduin or the Great River was the largest river in the land. It starts in the mountains North of Mirkwood and East of the Misty Mountains and empties in the Bay of Belfalas.

The weapons of the trade!



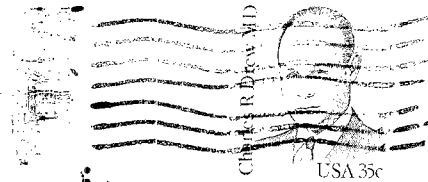
VICTORIA
KANE

Anduin #2
c/o Eric Kane
109 Hicks Lane
Great Neck, New York, 11024
U.S.A.

Sample _____
Trade _____
Complimentary _____
Sub Ends w/issue # _____
See page 2

Send to:

Rod Walker "Alcanta"
1273 cent Dr.
Encinitas, Ca. 92024



Does Rod Walker
want piece with
John Boardman??
See page 2!!!