

# Anduin

\*\*\*\*\*  
\* #4 '76BU '81IE, IM, IR, "Dol Amroth", Kingmaker. December 1, 1981 \*

\*\*\*\*\*  
\* By Eric Kane \*  
\*\*\*\*\*

Hello, and welcome to the fourth issue of Anduin. This issue is out of the normal one month sequence and the regular issue will be along around the 15th. This issue is a HR issue. Inside are the HR's for both Kingmaker and Diplomacy. I don't know as of now what this issue will look like. It may be sort of like a pamphlet or it could be digest sized or, it might look like the other three issues of Anduin. Of course by the time that you are reading this, you will know for yourselves. It all depends on which printer I use this time. Hopefully, all of the issues from now on will be in the same format as the other ones. Anyhow, I hope to make Anduin larger than in the past. This issue should be 12 pages and future issues should range from 12 to 20 pages each. Don't worry, I'm not going to hike the price. For those of you that are in games, the deadlines remain the same except for the Great Neck game. See inside for details on that. Other than the HR's this issue, there are number of other assorted things. The letter section is a little smaller this time but there is an interesting story about the 'real John Caruso' by me in there. Also this month, is a book review of P.J. Farmer's The Riverworld Series given to us by Scott Cameron. As usual, another game gets underway this issue even though this was an inbetween issue. Also started this issue, is a game I orphaned from Richard Kovalcik's The Tetracuspid. Richard recently folded but he says that he isn't going to leave the hobby entirely. Glad to hear that.

I would like to make the main ingredient of Anduin the readers. After all, the more you write, the less I have to do that should make us both happy! Camelot is the section of Anduin dedicated to Kingmaker games. For those of you interested, I am fielding some questions given to me by Mark Murray concerning the rules of postal play. Check it out. I am holding back some things for next issue such as Gary Coughlan's fakes. This will be the main topic of my next issue. I hope to get that issue sorted out for everyone so that there are no hard feelings or misunderstandings as I feel there have been in the past. Oh well, enjoy the issue!

\*\*\*\*\*  
EUROPE READY'S ITSELF FOR ANOTHER WAR!! "Winter, 1900"

Yes, it's another new game! I haven't gotten the Boardman # for it yet as I didn't have time to contact Don Ditter. Until I get it from him, the players should use the name Dol Amroth when negotiating with each other. I love the distribution for this game, it ranges from Florida to Wisconsin, no, make that Canada and no one person is in the same state with any other! Here is the line-up:  
England: Dick Martin, 6103 Breezewood ct, #202, Greenbelt, MD, 20770  
France: Roland B. Morris Jr., 2181 NE 67th St, Apt 603, Fort Lauderdale, Fla, 33308  
Germany: Peter Ashley, 6587 N. Lakewood, Chicago, Ill, 60626.  
Italy: Paul G. Rauterberg, 4922 W. Wisconsin ave, Milwaukee, WI, 53208.  
Austria: Mark Murray, 14220 Deloice Crescent, Newport News, VA, 23602.  
Russia: Dave Carter, 118 Horsham ave, Willowdale, ONT, M2N 1Z9 CANADA.  
Turkey: Brian Lorber, 7 Polo Rd, Great Neck, NY, 11023.

Here are the phone #'s: Martin-(301) 474-5665. Morris-(305) 771-5228.  
Ashley-(312) 743-0242. Rauterberg-(414) 778-0750. Murray-(804) 874-4566.  
Carter-(416) 221-8066. Lorber-(516) 829-8045.

Spring, 1901 orders are due on Januaray 9th, 1982! This will give the players extra negotiating time. 6<sup>1</sup>/<sub>2</sub> weeks! With your first turn orders, include a vote on to whether you would mind this being a black press game or not. Or, if you would prefer, send your votes in right away so that the first turn moves can have black press. NVR>wouldn't mind! Black press or not, happy stabling!

\*\*\*\*\*

LETTER BOMBS

John Caruso (160-02 43rd ave, Flushing, NY, 11358) 19 November.

Eric, Another good issue of Anduin. Like they say, 2 out of 3 ain't bad. Only kidding.

I have a hard time remembering which of you was who. Steve was the "Little, baby faced one", right? Brian was the one with torn sneakers and fish breath, Ken was the redhead wearing granny glasses, a phony nose, orange pants, pink shoes, and a black and blue striped shirt. You were the one in the knickers and cowboy hat and Scott was the one missing. So tell me, how are you and all the other Boardman clones doing? You mean there are more of you, with names such as Herbie, Alfie, etc (whose etc)-you have your own committees. You should write to Robert Sacks, he needs intact committees for his organizations.

Martin is right about Ozog. You can't take anything he says seriously. He's the hobby's biggest joke of 1981. Or was he a hoax Dick? At any rate, his comments can't be believed any more than Oaklyns can.

Garys letter was interesting. May I make a suggestion-The Garys 2 fakes did fool me, and did cause Kathy to call one of her GMs because this sloppy gm always makes mistakes and could have made another big one (we won't mention anybody's name, will we Dick), may I suggest you don't waste your time reading the fakes. They weren't that good. They are overrated, like lots of other things are. Gary only did the fakes in the first place because his phone was being repaired, and he needed something else to do while doing his laundry. Gary is also a communist (oh, didn't you know) and he talks funny. But besides this, I think John Boardman went "one step beyond" in throwing Geary y'all out of Graustark.

((Good letter John. However, now that you've told the hobby about all of us GN'ers, let me tell the hobby about you. After doing a minimal amount of research, this is what I have found on John Caruso. "John was born on a DC 10 which was rushing his mother to the hospital which was 150 miles away from John's hometown in Italy. And, like the plane he was born on, John had plenty of faults. John came to the US when he was first learning to talk which was when he was about seven. His parents wanted him to have a good education so they inducted him into PS109 in the 1st grade. John didn't like school and in fact, he didn't get along with any other kids there. But what could you expect, would you like a fat little Italian kid who couldn't talk without spitting all over you? John dropped out of school when he was in second grade which is why all of his letters are printed (They never taught him script). It was around this time that John met Kathy Byrne. John was working in an Italian sweat shop making a whole 3¢ a day when this little girl walked in with a box under her arm. "Wanta play a fun game?" she asked. And that was the end of John. He went with her to an apartment in Flushing where she taught him how to play. John's eyes lit up with excitement as he picked Russia. Kathy got Turkey and other assorted kids got other countrys. Kathy and John made an alliance from the beginning. By 1905 they controlled between them 25 centers. That's when Kathy lowered the boom on John. In one turn, the empire John had worked so hard to achieve was crushed in one year and John ended the game with one paltry unit in Finland. He started to walk out not knowing what had hit him and depressed as hell. But Kathy ran after him and convinced him that it wasn't that bad. So what if everything in life was going wrong for him? There would be other games. So John moved in and started playing by mail. But his luck was against him there also. John just couldn't win a game. For that matter, he couldn't even make it to 1905 without being destroyed. He saw that this was hopeless so he started his own 'zine. This way he couldn't lose a game and be humiliated anymore. He only takes standby positions so that he can't be blamed for doing lousy. And that is the story of John Caruso, his life revolves about that little illegible 'zine known by us all as Whitestoneinyaback."))

Along with John's letter, came a letter from Kathy defending herself from Ditter.

Eric, I figured since our BNC enlightened you on my nickname, I'd tell you about his.

Over.

(continued from last page.)

"Dippy Don" Ditter recieved his nickname from me. You see I play in a game with him, and he has this habit of talking to little red blocks, he even named his favorite one Bud. He tells the little red blocks in press, to build fleets! The man is a little strange, so that's why we call him Dippy!

Signed, "The little Red Block"!

((Uh, thanks for telling us that Kathy, very ~~weird~~ interesting!))

\*\*\*\*\*  
1976BU "Spring, 1911"

I have orphaned this game from Richard Kovalcik's The Tetracuspud which recently folded. Here is the supply chart up until now:

|          | '01 | '02 | '03 | '04 | '05 | '06 | '07 | '08 | '09 | '10 | '11 |
|----------|-----|-----|-----|-----|-----|-----|-----|-----|-----|-----|-----|
| England: | 4   | 5   | 3   | 0   | -   | -   | -   | -   | -   | -   | -   |
| France:  | 6   | 5   | 6   | 7   | 8   | 10  | 11  | 12  | 13  | 13  | ... |
| Germany: | 4   | 5   | 5   | 7   | 8   | 7   | 8   | 7   | 6   | 6   | ... |
| Italy:   | 4   | 4   | 4   | 4   | 2   | 1   | 0   | -   | -   | -   | -   |
| Austria: | 4   | 5   | 4   | 4   | 6   | 8   | 8   | 7   | 3   | 1   | ... |
| Russia:  | 6   | 5   | 7   | 8   | 7   | 7   | 7   | 8   | 12  | 14  | ... |
| Turkey:  | 5   | 5   | 5   | 4   | 3   | 1   | 0   | -   | -   | -   | -   |

Here is a player list up until now:

EXPONENT (Seligman) until S'02, TETRACUSPID (Brenner until W'02, Kovalcik until W'10)  
ANDUIN (Kane) S'11 until...

England: Lee Kendter Jr., (Out W'04)

France: Russell Fox (Res F'02), Doug Hollingsworth (Res F'07), Chuck Doehre...

Germany: Ira Rosen (Dro W'01) Eric Verheiden...

Italy: David Mueth (Dro W'04), Bob Brown (Dro F'05), Dick Martin (Out W'07).

Russia: Bill McDonough (Dro S'02), Karl Shuetz...

Turkey: Jud Ditter (Dro S'03), Wayne Norton (Out W'07).

The following are the Spring, 1911 moves. They were sent to Mr. Kovalcik who has sent them on to me.

FRANCE WINNING IN NORTH BUT NOT IN SOUTH

France:(C. Doehrer):A Rom-NAP; F Ion-EAS; F Tyn-ION; F APU S F Tyn-Ion; A Trl-Ven;  
A PIE S A Trl-Ven; F Nth-SKA; F Nrg-NTH; F HEL S F Nwg-Nth;  
F Bar-NRG; A HOL-Kie; A RUH S A Hol-Kie; A BUR-Mun.

Germany (E. Verheiden): F SWE S F Den; F DEN S A Kie; F NWY S F Swe; A KIE S A Mun;  
A MUN S A Kie; A BER S A Mun.

Austria (R. Kelly): F VEN Holds.

Russia (K. Schuetz):A ST.P S GERMAN F Nwy; F BAL S GERMAN A Kie; A SIL S GERMAN  
A Mun; A Boh-TRL; A VIE S A Boh-Trl; A TRI S AUSTRIAN F Ven;  
A Ser-ALB; F GRE S F Con-Aeg; F Con-AEG, A SMY H: F Sev-BLA:  
A War-PRU; A Mos-LVN.

Orders for Fall, 1911 are due by December 9th. With the orders must be your sub fee for those of you have not paid. If I do not recieve the Sub fee by that time then it will be an NMR and I will call on a stand-by. Oh yes, I almost forgot, The French A Trl is disloged, and having no where to retreat, annihilated.

\*\*\*\*\*

PLUGS

RETALIATION is the only 'zine in America that has a new title each month. I'm not sure exactly how much Dick Martin charges for it but whatever it is, it's worth it. This is one of my favorite 'zines that exists for the sole purpose of having fun. Dick also has game openings in regular dip for an 8\$ refundable nmr fee. Write to him and inquire. Dick Martin, 6103 Breezewood ct, #202, Greenbelt, MD, 20770 or call him at (301) 474-5665. Don't tell him who sent ya!!!

Yes, this is the section you've been hoping I'd forget about. But there's no beating around the bush. The following are the official HR's for Anduin for both Diplomacy and Kingmaker. There are a few minor additions to them. Mostly clarifications.

DIPLOMACY:

I. All 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 CFPO addresses. All monies must be remitted in U.S. currency. Games are also open to people living in other countries, but for these, there may be an extra charge for subscription, and deadlines for the games he or she is in may be extended so that he/she can participate with no disadvantage.

III. Stand-by positions are available free to subscribers. If you wish to be placed on the Sb list, just send me a letter saying so.

IV. Game deadlines will be published with the report of each game. In general, these deadlines will be on the 9th or 10th of each month. This allows me to publish them for the 15th.

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 printed with information on the games and new deadlines. A Canadian postal strike will merely suspend those 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 player's signature. If the game does not yet have a Boardman # assigned to it then use the name I have given to it until I receive a BN from the BNC.

VII. Any person found to be playing under a pseudonym will be immediately expelled from all ANDUIN games that person is in. A Stand-by will then be found for him.

VIII. In the case of a player missing his moves, I offer NMR insurance. What this means is that I will call you on the deadline date if I have not received your orders. I will, of course make it a collect call but if I never have to call you during the course of the game, then your money will be refunded and your next game entrance will be free. This also applies to those of you who do not take NMR insurance. If you never miss your moves then your next game entry will be half-off. The service costs \$3.

IX. If you wish to phone in orders please do so between the hours of 6:30-9:30pm on weekdays, 12:00-10pm on weekends. EASTERN STANDARD TIME! 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 here to take your orders.

X. Press releases found offensive will not be printed (basically this means racist and nazi-type press).

XI. There shall never be more than two people from the same area-code participating in the same game and there will never be more than one from the same town.

XII. I reserve the right to make any changes I feel are necessary in the HR'S however I will conduct a poll to see how most players feel about the change. In general, there won't be any changes but I reserve the right anyway!

KINGMAKER:

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 me so that I can send out a copy of their rules. It is not necessary to own these cards to play in a game. In general, as a new card is picked, I will explain its effects and give examples so that there will be no mix-ups. The new cards are: 1 Royal Death, 2 Gales at Sea, 3 Catastrophes, 3 Treacheries, 2 three turn Refuge cards, 2 five turn Refuge cards, 2 seven turn Refuge cards, and 10 Vacillating nobles.

III. Crown Cards will be distributed as in ftf Kingmaker depending on the number of players involved in any given game. These cards are known to everyone. However, after the first turn, new crown cards will only be known to the owning player until such a time that he wishes to reveal them. Thus, the only way to find out who controls what is through negotiating or if the player wishes to reveal them. He may choose to lie about it.

IV. Event cards will be issued to each player each turn. The cards effect everyone and their effect will take place 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 use the name of the city, town, or castle that is in that space. If there is more than one, anyone of the names given is okay. Players must decide whether his troops are in a town or a castle. If this is not stated then the gm will arbitrarily place the troops outside of the city, thus leaving them exposed to possible ambush and adding no defense against attack.

VI. When opposing units enter a province simultaneously, all movement ceases and combat occurs. Reinforcements may arrive during the course of the same turn in which case those units will have movement stopped for the turn and combat will again take place. Combat will then be resolved through the use of 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 victim(s).

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 from both players. I will check the postmarks! Otherwise, encounters between forces of different players will be considered hostile. Of course you are free to make fake alliances. Neither player will know for sure if they have an alliance. They must trust each other. The only way to tell for sure is for units of the two player's forces are in the same province at the same time and no battle has occurred. Of course, at that time the alliance will be known by all. Alliances may be broken at any time by either player between turns. Generally, you should say whether or not you wish to remain allied with a player or not along with your orders. The alliance will end after that turns movement. i.e., you must give the player you were formerly allied with one turns notice before breaking an alliance. Alliances shall last two turns and then will be terminated if the gm does not receive word from both players

that they wish to continue the alliance. NO ALLIANCES ARE PERMANENT! There are no draws in km except under extreme circumstances.

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 of the players are satisfied so that he has a majority in both the House of Lords and 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 me of whom are to receive what. The gm will then inform the rest of the players of the chancellor's proposal who will then vote Yea or Nay on the entire list. You can not vote for some and not the others. 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 province in a raid and/or revolt, then the card picked for the last player listed will take precedence.

XIII. Winning the game: If, at the end of a game, no one player has crowned his heir King and eliminated all the others, then it will be decided through the number of votes one controls in the Houses of Lords and Commons. However, most games will be won in the normal fashion. The only time that it would come to a vote would be if the game was not moving anywhere after three consecutive turns. This is at the gms discretion.

That wraps up the km rules. As you can see, they are long and more involved than those for Diplomacy and if anyone has a question, I will be happy to print up both the question and the answer to it. I have all ready received one question: Is Preston a port? The answer is yes, it is a misprint on the map, they forgot to put a little anchor in the province.

\*\*\*\*\*  
CHESS GAMES START!

As I announced last issue, I would be running some play-by-mail chess games. If anyone else is interested just tell me and I'll find you an opponent. The following people will participate in games. Game I: White-Charles Kaplan vs. Black-Eric Kane! Game II: White-Steve Brooks vs. Black-Nicholas Felella. Ernest S. Harey has also asked to play so as soon as some-one else signs up, I'll start another game. I think that that is all the chess games that I will start until a couple of them end. For those all ready playing, here are the guidelines: Just write postcards to each other with your move and the move number on it. When there is about 12 days to go before the 15th, (thats the third of each month) both of you should send me a postcard with the moves completed this month, keep playing and next month do the same. See, its simple! Enjoy!

\*\*\*\*\*  
 The following is a list of ways that you can get either free issues, or game entries to Anduin:

- 1) Winning your game=free game entry.
- 2) Being part of a draw=half-off entry.
- 3) Getting eliminated on or before Winter, 1903=half-off entry.
- 4) Writing an article, story, joke, etc.=2 free issues per typed page.
- 5) Answering one of the numerous quizzes given almost every issue.
- 6) Being one of the first to enter the youngstown game=free entry (eight left).
- 7) Never NMRing during the course of a game=half-off entry.

Oh yes, I forgot to mention that if you NMR then I can't give you the half-off entry offered in #3.

So you see? Who says I'm cheap? So go do so creative thinking and write a story or something. That way you wont have to listen to me ramble on endlessly like I'm doing now. Isn't this fun?

Here is Scott Cameron's review of P.J. Farmer's The Riverworld Series.

(S. Cameron, 4 Meadow Ln., Hicksville, NY, 11801.)

The Riverworld Series: To Your Scattered Bodies Go, The Fabulous Riverboat, The Dark Design, The Magic Labyrinth- by Phillip Jose Farmer.

In the preface to the third book in this series, Farmer states that he had originally intended that to be the final book in the series but, due to its great length, he split it into two separate novels. In fact, the two latter books are a good deal longer than the two that preceded them and it is a statement on their quality in that they could have been pared down to one book the size of the first two without losing much. Ultimately, the problem with the Riverworld series is that it is too long on pages and too short on plot.

The story, as introduced in the first pair of books, is everything a sci-fi tale should be: an interesting premise involving a complete alternate world peopled by strong characters and with enough possibilities for development to keep the story moving along almost by itself.

In the story, every person who has ever lived on earth is resurrected along the banks of an enormous river. There are few natural resources and people are supplied by large mushroom-like objects which serve as molecular transporters for food, clothing and such. The river snakes east and west across the entire surface of the planet and north-south movement is prevented by a series of unscalable mountains which run between the parallel courses of the river. In addition, anybody who is killed on the Riverworld is re-resurrected on another part of the planet. The story, such as it is, involves the quest of several people, including Richard Burton the African explorer, Samuel Clemens, Gilgamesh, Hermann Goering and King John of England, for the source of the river where the solutions to all the mysteries lie.

The first book introduces the world and some of the various characters and consists for the most part of Richard Burton's attempts to get himself to a position near the headwaters through multiple suicides. The second book involves Samuel Clemens's attempts to build a large riverboat to sail upriver with. Both of these books are interesting and stimulating and fully realize the potential of the premise. The Fabulous Riverboat might be of particular interest to Diplomacy fans since it involves a lot of diplomatic and military maneuvering between some of the small nations that arise along the banks of the river. With King John around, this gets as complex as any Dip player could want.

Unfortunately, the second two books don't live up to this standard. What probably happened was that Farmer started to think that he had the potential for an epic on his hands and so, instead of continuing the storyline from the first pair of books, he introduced a whole slew of new characters, who mostly wind up dead by the end of the third book, and several events that have little or no effect on the plot. It is a measure of the way this story was overblown in that, in my opinion, Farmer could have written just the first book, added a few elements from the second one and tacked on the last hundred or so pages of the last book and had himself a pretty good level novel. Instead, he has pumped it up out of all proportion to what it should have been and, as a result, the second two books are far inferior to the first two and the entire story suffers for it. The characters frequently lapse into periods of retrospection or thought which add nothing to the story but pages and have not a great deal to do with what has gone before or will come after.

There are other problems too. The fate of Sam Clemens and his riverboat is so obviously symbolic that it not only hurts the story, it fails as symbolism. Some of Farmer's ideas about how people would react when awakened on the Riverworld are also a little faulty, but this may be more a matter of personal opinion than anything else. A lot of the little mysteries remain unsolved at the end of the

Over,

continued from last page,

last book although it's possible that I was so bored by the time I read them that I just didn't notice. Even the big mystery-that why and how everybody was re-awakened, has a rather mundane solution. Worst of all, the ultimate climax, which should have been the best part, is instead like something out of a bad Star Trek episode.

It is unfortunate that the Riverworld series had to turn out the way it did. Since anybody reading the first two books is likely to read the last two, and since I can't condone putting anyone through that, it is probably best to avoid all four of these books. If you happen to know somebody who has already read this series though, you can read the first pair, which are really worthy of attention, and have your acquaintance tell you how it ends. Otherwise, beware. The entire series, and The Magic Labyrinth in particular, is a great disappointment.

\*\*\*\*\*  
1981IM The Great Neck game. "Spring, 1902"

AUSTRIANS GO FOR CRUISE IN VENITIAN CANALS

England (S. Bloom): F Nwy-SWE; F Edi-NRG; F Lon-NTH; F Nth-HOL; A BEL S F Nth-Hol.

France (J. Trester): F Por-SPA; A Spa-GAS; F Mar-IYO; A PAR S A Bur; A BUR S ENGLISH A Bel.

Germany (S. Lorber): F DEN S ENGLISH F Nwy-Swe; F Hol-KIE; A Kie-BER; A RUH-Bur; A MUN S A Ruh-Bur.

Italy (S. Brooks): A Ven-PIE; A Tun-N.AF; F Ion-TUN; F Nap-TYN.

Austria (G. Nadaner): A Tri-VEN; A Vie-TRL; F Gre-ION; A Ser-GRE; A Bud-SER.

Russia (K. Halpern): F Bla-ARM; A SEV S F Bla-Arm; A Mos H; A Ukr H ((NSU)); F Swe-BAL; A War-SIL; A RUM-Bul.

Turkey (J. Ferguson): A BUL-Rum; F Ank-BLA; F CON S F Ank-Bla; A SMY-Arm.

Fall, 1902 Orders are due on December 6th, the winter orders are due by December 8th, 1981.

\*\*\*\*\*

Here are the winners of the quiz I announced last issue. The question was: Whoever can come up with the best pun having to do with Great Neck such as Paul Rauterberg's "Another Great Necker? Must be a Giraffe!" For that, Paul recieved a free game entry but the best one came from Ernest S. Hakey for which he recieves a free game entrance and an extension on his sub by three issues. Here is his pun: "Eric, here's a "joke" on Great Neck-

Boy Meets Girl:

Girl: "Hi! Where are you from?"

Boy: "I'm a Great Necker."

Girl slaps boy. End of romance.

It ain't Great, but Necks to nothing its okay..."

That's a great play on words Ernest, enjoy the free issues and the game!

\*\*\*\*\*

As of now, I have 3 people signed up for yet another game of Reg. Dip. See page twelve for more details on games in Anduin. Oh, thats right, there is no page twelve this issue. So, see page ten for details and for the reason why there is no page twelve!

\*\*\*\*\*

In case anybody's interested, I'm tying this up on Thanksgiving night. I just finished eating a deee-licious Turkey dinner with all my relatives around. It was really American! In any case, HAPPY THANKSGIVING EVERYBODY!!!!!!!!!!!!!! What have I got to be thankfull for??? You ask. Well, I'll tell you; You can be thanfull that this page is almost over which means you've survived through eight pages of this rag and you only have two more to go! Don't you just love these little fillers I put in to finish up a page??? I do! Well, don't just sit there, turn the page allready! Don't dawdle man! (Or woman as tthe case may be!

\*\*\*\*\*



CAMELOT

All-though the kingmaker game does not get under way until next issue, Mark Murray has asked a few questions having to do with the rules of postal km.

First off, Mark noticed some mistakes on the map. Please make the appropriate changes on your copies of the map.

- 1) Appleby is not divided by the river running through it so therefore, there should not be a space #15 just north of appleby. That space is part of Appleby.
- 2) There is a space just west of York which should be numbered #25. I neglected to number it so please do so now.
- 3) In the province of Devon and Cornwall, the provinces numbered 16 and 18 should be switched as they are in the wrong places.
- 4) The sea space around Penzance (#14) should not be there. Therefore, #13 connects to #15. There is no space #14.

I would like to thank Mark for making that clear to me. You see, I was using a photocopied map from the General (Avalon Hill's wargaming 'zine) and it came out awful so I had a hard time figuring out what was what. Here are his questions:

- 1) Is Preston a port? A: Yes
- 2) To pick up Edmund of Rutland out of Ireland, do you need to storm a castle or just land in Ireland and pick him up? If you must storm a castle, what is the size of the garrison I must overcome (200 or 300)? A: You can just pick him up. No need to storm a castle, you only have to land there.
- 3) Can I use conditional orders in case one of the other players does not agree to a trade offer or a suggested move sequence? A: You can give conditional orders for a trade (If the trade goes through then..., If it doesn't go through then...) but not for a suggested move sequence or alliance. You have to chance it sometimes!
- 4) Can I make up a name for my own faction or do I have to use the one given to me exclusively? A: You can make up your own as long as you are consistent with it and it doesn't interfere with another player's faction's name. Please inform me if you wish to change the name of your faction for once you have, you must always use it.

On another note, I have one person signed up for another Kingmaker game. Game entrances are 2\$.

\*\*\*\*\*

MORE PLUGS

EUROPA EXPRESS is put out by Gary y'all Coughlan at 4614 Martha Cole lane, Memphis, Tennessee, 38118. This is probably going to be the number one 'zine when Leeder pole time rolls around. Gary's got a great thing going here as he's almost entering his second year of pubbing. It really is a great looking 'zine and you can tell that Gary puts a lot of time and care in publishing this 'zine. Please subscribe as it will keep Gary away from mischievious activities like faking other 'zines!

~~YOUR MONEY~~ A WEAPON is put out by Konrad (Rock 'N' Roll) Bauméister, at Box 6050 Henle, Washington, DC, 20057. If your in to Hard Rock, this is the 'zine for you. I mean Konrad centers the 'zine around Springstein, Jagger, and Cooper! When I first heard his name I immediatly got a mental image of a ninety eight year-old geezer who actually lived through WWI! Wrong! His going to collage but I think sometimes he thinks that he is going through WWI! Besides all that he puts out a nice 'zine and he has game openings for Regular Diplomacy. write to him and ask for a sample.

\*\*\*\*\*

LESSON FOR THE MONTH

A lot of people who are subbing to Anduin are novices so I have a few words of advice. First of all, I highly recommend that everyone get a copy of Super-Nova, avialable from Bruce Linsey for 75¢ and well worth it. His address is 24A Quarry Drive, Albany, NY, 12205. Inside is valuable information and guidelines to the postal hobby plus articles on stratagy, etc. Second of all, if there is one thing I have learned in my stay with the hobby, is that when you are playing a position, NEVER HAVE A UNIT HOLD! Always support something or try to think where the unit may be useful in a few years. If you can't think of anything to do with the unit, have it say something spiteful to youre oppenents! Seriously though, having a unit hold is absoulutely useless so try to do something of use with it.

Well, here we are on the last page of the issue. Don't you hate people who promise a twelve page issue and then put out a ten pager? Sorry about that. But why write something that you probably wouldn't care about anyway. Besides, I have to save some material for next issue don't I? Yes I know that that is a lame excuse but it will have to do. I could go on about this but I think that it would be a better idea to tell you that ANDUIN is as far as I know, the newest journal for Diplomacy put out every 15th of the month by me, Eric Kane, 109 Hicks Lane, Great Neck, NY, 11024. (516) 466-0797. You can call me from 6.00-10.00pm on weekdays and 12.00-10.00pm on weekends. (EST). Subs are \$5 for 9 issues. All game fees in Anduin are \$2. I have openings in Regular Dip, Maciavelli, Youngstown, Kingmaker, 1885, Middle Earth, Men who would be King, and other Dip variants. Inquire if you would like to play a specific one. I also have openings in anarchy (no game fee, 17 players each controlling two random centers on the board), and I have one opening left for chess by mail. I have three signed up for another game of regular dip, two for youngstown, one for kingmaker, two for anarchy, and still none for Machiavelli. The following are the games in which I am still offering half-off, and free deals: Youngstown (eight free spots left), Machiavelli (three half-off spots left), and anarchy (always free, need at least 10 more). Anduin's sister 'zine is put out by Ken Halpern (11 Bellingham rd, Great Neck, NY, 11023) Game fees and sub rates are the same as those in Anduin. Ken has openings in almost all of the above offered games plus some others such as Third Reich and Panzer Blitz/Leader. Ask him for a sample if you are interested. Anyone subbing to both Anduin and Erebor (Ken's 'zine) will receive 1 dollar off of each subscription.

\*\*\*\*\*  
 Stand by list: (in no particular order) Ellis, Murray, Martin, Hakey, Quirk, Martin, Halpern, Lorber, Brooks, and Bloom. If you would like your name added or taken off of this list just tell me. I also need stand-by's for kingmaker, doesn't anybody out there want to play km?  
 \*\*\*\*\*

PARTING WORDS

So much for the extra issue! I hope it was a pleasant surprise when you opened the mailbox and saw this staring at you! I just don't see how Brux Linsey manages to put out VOD bi-weekly and sometimes less! I mean, its really hectic! Next issue should have the resolutions of the problems I've been having with Eric Ozog of DBM and it should have a large article on Gary Coughlan's fakes of VOD and Retaliation. I'm already planning some other things to be published in Anduin #5. So I hope you enjoyed this little extra and I'll see you in 15 days with another issue of A. And yes, its true that this is the first issue in which I did not start a new quiz!!!  
 Bye!

\*\*\*\*\*  
Anduin #4  
 c/o Eric Kane  
 109 Hicks Lane  
 Great Neck, NY, 11024  
 USA. Phone-(516) 466-0797

Sample \_\_\_\_\_  
 Trade x  
 Complimentary \_\_\_\_\_  
 Sub ends w/issue# \_\_\_\_\_  
 See page(s) \_\_\_\_\_

SEND TO:

*Rod Walker*  
*c/o Nicole*  
*1273 Cantor*  
*Emmitsville, GA 30204*

Postal rules for  
 Kingmaker and  
 Diplomacy plus  
 other things.

**FIRST CLASS MAIL**

