

Anduin

* #5 1976BU, 1981IE, IM, IP, IR, KE, Kingmaker I. 15 December 1981 *

* By Eric Kane *

Here we are again with another issue of the ever growing Anduin. This is the fifth issue and its jam-packed with interesting topics on games, variants, letters, and other hobby matters. The main focus of this issue will be on the two fakes made by Gary Coughlan during the summer of 1980, before he started publishing Europa Express. Therefore, I would like to make the following statement:

This issue is being dedicated to Gary Coughlan.

I say this for two reasons. One is that most of this issue deals with him and his fakes and two, Gary deserves honorable mention for his contributions to the hobby. I'm not talking about his fakes necessarily, but to his other contributions such as the 'zine he puts out and the work he puts into it. He has helped to spread the game of Diplomacy throughout the world and I thank him for it. Anyway, on with the issue.

Those of you who have seen the last three issues know that this space is usually reserved for a game start. I have seven people signed up for another game however I'm going to wait until next issue to start it. The reason for this is that I don't have everyone's picks and game fees. Also, the X-MAS mail is often worse than it is usually (which is hard to believe) and I want to give everyone enough time to negotiate before 1901. If I get everyone's picks and gf's before next issue I will them out to the players and inform the ENC of the assignments. This should give everyone a little extra time to negotiate.

The major news this month has to do with the recent attacks on Kathy Byrne supposedly by Fred Davis. Jack Masters, in Black Frog printed a statement supposedly by Davis making some degrading remarks about Kathy. Fred has since denied ever making the remarks but that is not the point. The point is that women are taking an awful lot of abuse in the hobby because they are women. I find that really annoying and if I were a woman, I would quit the hobby as Kathy almost did. Even with her "disadvantage", she still finished first in the '81 players poll which is fantastic! Congratulations Kathy! Anyway, I am sick and tired of those people in the hobby who thrive on fights and enjoy feuds. Feuds are a waste of time and are totally childish. There is some talk of a major hobby split but we will have to wait and see what develops in the near future.

Eric Ozog's DEM didn't come in time for me to read before going to the printers. Therefore, we will have to wait again until next issue before this is resolved. I would like to get this thing finished with. Eric has promised to apologize to me in his next issue of DEM and I sincerely hope that this holds true.

The local news here in Great Neck is that Erebor, my sister 'zine put out by Ken Halpern is folding. More on that on page twelve so read on to find out.

With the space remaining here, I would like to express my thanks to everyone who have helped me get Anduin off the ground. I'm cruising fine just now thanks to a lot of help from my friends! Anduin will probably be around for a long time and I hope everyone enjoys it as much as I do. Thanks for all the nice comments and plugs everyone. I couldn't have done it without you!

I seem to have a little space left so I will take this opportunity to wish everyone (with a few exceptions!) a very merry Christmas and a happy new year. And also a happy Hanukkah. I hope you enjoy 1982 a heck of a lot more than '81.

Absolute final note of the page: The game announced last issue as Dol Amroth has been given the EN 1981KE. Please use this # in reference to the game. Thankyou. So read on and I hope you enjoy the issue.

LETTER BOMBS

((Mark Lew, 3120 W. 79th ave, Anchorage, Ak, 99502))

Well I got the sample you sent me but if you think you're going to net a subber thou ist wrong. Unless your your sub fees are somewhere between what I pay for Retal and what I pay for DEM, I can't afford it (and its not, I checked). But I did feel an obligation to write, what with Crud, Bsucker & Gary C. herein. But if you want to send me samples every month then Ill be glad to read them. Thats how I get half of my zeens these days, 'cept I have to write regularly or they start to get prickly about me.

Don't you believe it when you hear everyone say feuds are bad and are a detriment to the hobby. No sireebob! Feuds are the life of the hobby. You don't think these guys really get their kicks pushing wooden blocks around. What a drag. Notso, feuds are the life of the hobby. Let me ask you: If nobody liked feuds, would we have them now? You'll be told that feuds are started by ravenous egos (like Masters) and defenders of justice (like Brux) (you realize of course I'm going to get it for those parenthetical expressions in your zeen!) which is indeed correct but these truthseekers and egofoos ((??)) are well aware that they will get into a feud, but does that stop them? No! Because, in that circumstance they want to act as they do (else they wouldn't) and ergo want to start a feud. Voila! So don't hide under your security blanket of neutrality. Speakup!

So your gonna get in a feud with Ozog? If you do I'll side with him (just thought I'd let you know) just because he's a toadie. (Nobody ever said this had to be rational you know).

And lest you be misinformed, I'm really not all that arrogant as feuds go, I just can't stand to see an issue so one-sidedly represented.

I hate to disappoint you but in your convoy example I found it logical for England to expect the convoy and to do F Nrg-Cly. Bounce. You lose.

I'd be willing to help fill your Youngstown game, but I can't sub so I guess not, huh? Same goes for chess, though I'd probably lose. By the way, what prevents me from plugging the position into top level of HB computer chessgame?

((Interesting point of view you have there on feuds my frigid-friend. Am I to understand that you suggest that I not listen to what everyone else says but only to you? I see, everyone else is wrong and you are the only one right. Don't be stupid! The cold up there must have numbed your brain to the point that you can no longer think straight! The reason people have feuds is because not everyone gets along with everyone else and people have different tastes and interests and morales. Thus when two people meet and don't get along, they usually end up fighting and in the case of Postal Dip, they start a feud. I admit that some people enjoy feuding and as long as its only friendly kidding around, thats fine with me. But those who enjoy feuding are not my type so don't try to sell me that bull. And no it looks like Ozog and I will not be having a feud. Aw, I'm sorry if I've dissappointed you. You seem to be the type who breeds on other peoples hatred. And in case your interested I couldn't care less whose side you'd be on, thats one of the most babyish statements I've ever heard in my life! Then again, your handwriting indicated to me that you are not much older than Phyllis Byrne! (Nothing personal Phyllis). As for my article on convoys, it was only intended as an outline, to show a possible way of attacking effectively with the convoy. So I don't lose! Don't worry, I'm not so desperate to have you subscribe and help fill games. This will be the last sample of Anduin that you recieve unless you send me the big bux! In fact, I suggest you save your money and instead by a typewriter cause your handwritting stinks! As for your chess computer, I'm sorry but I've never heard of it before so I can't help you with that problem. You lose!

Oh yes, I almost forgot, how on earth can you possibly accuse me of being one-sided? Whatever else I may be, I am not one-sided. I am always willing to listen to both sides of an argument. Just look at the Coughlan subject discussed this issue!))

1981IM -The Great Neck game.

"Fall, 1902"

ENGLISH INDUSTRIAL REVOLUTION BOOMING

- England(S. Bloom): F Nth-DEN; F SWE S F Nth-Den; F HOL S GERMAN F Kie; A BEL S F Hol; F Nrg-NWY.
- France(J. Trester): F Spa(s.c.)-WES; F LYO S F Spa(sc)-Wes; A Gas-MAR; A PAR S A Bur; A BUR S A Par.
- Germany(S. Lorber): A MUN-Bur; F KIE-Hol; A RUH S F Kie-Hol; A BER-Kie; A Den-Swe.
- Italy(S. Brooks): A PIE-Ven; A N.AF-Tun; F TUN-Tyn; F TYN-Nap.
- Austria(G. Nadaner): A Ven-ROM; A TRL-Ven; F ION-Nap; A SER & A GRE S RUSSIAN A Rum-Bul.
- Russia(K. Halpern): F BAL S ENGLISH F Swe-Den; A SIL-Ber; A Rum-BUL; A Mos-SEV; A Sev-UKR; F Arm-Ank.
- Turkey(J. Ferguson): A Smy-ARM; F ELA S A Smy-Arm; F CON-Ank; A Bul-Rum.

The German A Den, Turkish A Bul, and Russian F Arm are annihilated. Here is the supply center chart after 1902:

	<u>HAD</u>	<u>GAINED</u>	<u>LOST</u>	<u>HAS</u>
England:	Home, Bel, Nwy.	Hol, Den, Swe,	-	8, May build 3.
France:	Home, Spa, Por.	-	-	5, Even.
Germany:	Home, Den, Hol.	-	Den, Hol.	3, Must remove 1 (1 anni).
Italy:	Home, Tun.	-	Rom.	3, Must remove 1.
Austria:	Home, Gre, Ser,	Rom.	-	6, May build 1.
Russia:	Home, Rum, Swe.	Bul.	Swe.	6, May build 1 (1 anni).
Turkey:	Home, Bul.	-	Bul.	3, Even (1 anni).

As this is a local game, I have recieved the Winter, 1902 adjustments all ready.

- England: Builds F Lon, F Edi, & A Lpi. Also has F Hol, A Bel, F Den, F Swe, & F Nwy.
- France: Even. Has F Wes, F Lyo, A Bur, A Mar, & A Par.
- Germany: Removes Ruh. Has F Kie, A Mun, & A Ber.
- Italy: Removes A N.AF. Has F Tun, F Tyn, & A Pie.
- Austria: Builds F Tri. Also has A Gre, A Ser, A Trl, A Rom, & F Ion.
- Russia: Builds F St.P(nc). Also has F Bal, A Sil, A Sev, A Ukr & A Bul.
- Turkey: Even. Has F Ela, F Con, & A Arm.

1981IE

"Fall, 1901"

GERMANS TAKE BURGUNDY BUT...

- England(S. Brooks): F NTH-Hol; A Edi-NWY; F NRG C A Edi-Nwy.
- France(R. Ellis): A Bur-BEL; A Mar-SPA; F Mid-POR.
- Germany(P. Byrne): A Mun-BUR; A KIE-Hcl; A DEN Holds.
- Italy(E. Hakey): F Ion-TUN; A Ven-PIE; A Rom-VEN.
- Austria(D. Palter): F Alb-GRE; A SER S F Alb-Gre; A Vie-TRI.
- Russia(M. Murray): A War-GAL; A Ukr-RUM; F SEV S A Ukr-Rum; F Bot-SWE.
- Turkey(M. Quirk): A BUL-Ser; A SMY H; F Con-AEG.

The supply center chart for 1901 appears on page six.

Press:

- Rome: The Mad Pope is really mad! Hottest time in Italy since Vesuvius erupted! All units of the Faithful Following have been put on full alert.
- Tunis: The Admiral of the Holy Boats declined vigorously that Tunis was anything other than a rest and relaxation stopover. All rumors about major repairs should be ignored, disbelieved, and reported to the Church.
- Ireland (Rome): British Go Home! Freedom for the Irish People!
- Switzerland (Rome): Banking officials predict rising tide of investments.
- Rome-Berlin: You can't trust an Englishman.
- Rome-Paris: Hi.
- Rome-Vienna: Fear not, for the Faithful shall inherit the Med.
- Rome-London: Tsk, tsk, tsk.
- Rome-Moscow: Yes, I know your capitol is still in St. Petersburg but I think you should move deeper inland.
- Rome-Constantinople: Two fleets is a dangerous way to live.
- Rome-Switzerland: Two million liva-no, make it three.
- Rome-Venice: Cheer up.
- Venice-Rome: But I have this sinking feeling!

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Rome-World: Come on folks, let's have some press around here.

Rome-GM: I hope I'm not making life rough on you Eric, with all this press...

GM-Rome: Are you kidding? It makes life easier! I love it!

Paris-London: It's good to meet someone who is openminded and doesn't mind trusting someone whom he/she has never met before. Most people (the creatures known as "Byrnes" in particular), will often refuse to write someone in Game B just because in Game A the 2 parties were enemies. Oh well, Phyllis will pay for her mistake. Here's to the French-soon to be sipping Rhine wine in Munich, and the English-who will be drinking their world-famous tea in Kiel. The force is with us! (Not to mention superior fire power!).

Picardy & Burgundy: Waves and waves of German refugees continue to pour into Picardy and Burgundy as tensions mount between the Republic of France and the Dictatorship of Germany. The refugees tend to be composed of the more intelligent Germans (Believe it or not, folks! Not ALL Germans are idiotic morons! Just the leaders!) as the less-mentally-gifted citizens remain where they are: In Germany. The reason for this mass exodus of brilliant citizens from one country to another is simple. You see, Fuhrer Byrne has made it mandatory that all citizens take an IQ test and the ones who score 125 or more must be killed. The only problem is that people with IQs of 75 are the ones trying to kill the 125+ IQers so it ends up that the brilliant people simply flee to France while the moron guards stand idly by and say, "Du, geez, Phyl, what do we, du, er, now?" Due to the population shift, Germany's citizens now have an average IQ of 79 while the French national IQ has been bolstered to 121.

Picardy & Burgundy (again!): The German refugees-now calling themselves the "eggheads"-have proclaimed that they intend to re-enter their homeland and oust Fuhrer Byrne from power. They have begged the French and English governments to aid them in their attempt to rid Europe of the dictator and at present, English and French diplomats are in a top-secret meeting deciding whether or not the help will be given. Suddenly, the doors open and Le Président Ellis and Prime Minister Brooks stroll out together smiling. "We have reached a unanimous decision." says Ellis. "Although we feel that intervening in affairs of other nations is morally wrong, we feel that this case is an exception. The tyranny and despotism that presently control Germany cannot be allowed to continue existence thus, the English and French nations have opted to help the eggheads attack Germany and rid the world forever of Byrnism (the only word worse than communism!). I am confident of victory since our forces will use modern war weapons and the Germans (still with a national IQ of 79) will throw sticks and stones and call us names. Onward to victory!"

Paris-Rome: Let's keep things kind of low key and mellow. One thing I don't need now is a war with the Italians so I make this offer: You don't stab me and I won't stab you! Ha! Ha! Ha! Ha!

Winter, 1901 orders are due by ~~December 28, 1981~~ unless three or more of you would like a separation of seasons. In which case they will be due by January 10th, 1982. My suggestion is that you send in winter moves by the 28th along with your vote and if there is an extension you can always send in revised orders and if there is no extension, then your safe! NVR=Wouldn't mind combining the seasons for 1901.

A few days before the deadline, I recieved a call from someone giving orders. I was happy to take the orders by phone afterwards I began to wonder: What if that wasn't the real player but someone else in the game trying to pass for him? After all, I have never met or heard from most of the people subbing to Anduin except through letters. So, to safeguard against this, I am going to give everyone playing in a game in Anduin a code-number which, if they like, they may include along with their orders. I will require it for phoned orders but other than that it is optional. If you are currently playing in a game in Anduin, see the back page for your #.

FUNNY FAKES

And now for the main topic of the issue. The fakes done by Gary Coughlan of Bruce Linsey's Voice of Doom and Dick Martin's Retaliation. First, a little history on the fakes and their results on the hobby: In the summer of 1979, Brutus Bulliten was faked by a group of people including Bruce Linsey and some others. I have only seen the front page of that fake and not the entire issue. It seemed fairly innocent but I remember reading in Graustark that a few racist comments were made in the issue attacking Blacks and naming some members in the hobby as Blacks and attacking them. I'm not entirely sure if this is true but if so then I would say that Linsey and co. were wrong to do this and should have apologized. Anyway, since I don't know for sure about that fake, I'll let it pass and get on to Gary's fakes. In the summer of 1980, Gary was thinking of publishing and decided to fake an issue to see what the workload was like etc. I'm sure he did it for fun also but that's besides the point! Gary has sent me copies of the fakes and has asked my opinion on them. I thought that they were well done fakes and in truth, they were extremely funny. I tried to look at them in the point of view of a subscriber to see if I could realize that they were fakes. The VOD fake didn't say right out that it was a fake on the front cover but anyone reading it even casually would have realized it. On the back page it said "Mellow Yellow is a fake" (Mellow Yellow was the title of that particular issue). Also, if one was participating in a game in VOD, he would see that the moves reported were not those that he had sent in and that the press was not his. Only a moron couldn't see that this was a fake! Gary put a lot of work into making this fake and did an excellent job. My question is: Why? It doesn't seem to be worth it. I for one would see no use in faking a 'zine but then again nobody was hurt and Gary did learn a lot about pubbing. So, if he wanted to shell out about 100 bux (which is what I estimate it costed him), that's his prerogative. It was enjoyable but then again I enjoy reading his real 'zine much more. The same goes for the fake of Rambiation or Retaliation that he did! Another well done job that did manage to fool several people (although I don't see how). In any case, when John Boardman found out that Gary was responsible for these fakes, he threw him out of Graustark and tried to have him removed from the hobby. It is my opinion that Dr. Boardman went a little too far in doing this. Gary's fakes didn't hurt anyone and were done in fun. I don't see this as "fraud" like Boardman said it was. Perhaps if John were to look at the fakes more carefully he might see this and let Gary back in but that is up to him. I'd say that fakes are indeed a part of the hobby. Not an essential part but an enjoyable one. As long as no one is hurt or fooled to the point where there are hard feelings between a subber and a gm, then I would say that they are acceptable. But, as in the case of Bruvus Bulliten #69, where racist comments were made, that these fakes and fakers are unacceptable. Gary, do you think that you could get me a copy of that fake? Another thing is that fakes should be rare. It gets tedious and annoying if you were to get a fake every month. Gary did his over a period of two months which I guess is okay. I hope, however, that he will stick to pubbing his own 'zine and only fake occasionally. This goes for the rest of the fakers out there. Why do people join this hobby? To have fun! I know that that is why I joined and if fakes bring enjoyment to people, then why not!

During the time that I was writing this, I recieved a fake of SNAFU!. A 'zine by Ron Brown from Canada. I had never seen the 'zine before but it was obvious that it was a fake and was done in good fun. I wish I knew who had done it because if I did I would send them a copy of A. That's another thing about fakes. I think it would be generally appreciated if, after the fake is done, that the person guilty of doing it told the real pubber who would then tell everyone else. Gary did his fakes under the fake name of Donovan and later revealed his true identity. In a letter to Gary in November, I asked him what his reaction would be if someone faked Europa Express. I wasn't saying this in the sense of "Well how would you feel if some one did this to YOU..." but I thought that this might help him to understand Boardman's point of view. Well, it seems that Gary had been faked THREE times before he even put out the first issue of EE!!! Wow! So I guess Gary does indeed know what it's like and in no way is he being a hypocrite. His feelings against Boardman are indeed justifiable although I doubt that Boardman will forgive him. That's another thing I have against fakes. And Gary agrees with me that they

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shouldn't be done to new 'zines just trying to get off of the ground. Only to all ready established 'zines. I wouldn't mind if someone were to fake Anduin and would consider it an honor as long as it wasn't nasty and didn't attack me or anyone else. One part of the hobby that I believe doesn't belong is feuds but see my reply to Mark Lew's letter for more on that. Anyhow, thats enough on fakes for now. I hope that this will clear up some hard feelings but unfortunately I doubt that it will. For now, lets just hope that Gary keeps to pubbing EE!

1981IE cont'd from pages 3+4.

Here is the supply center chart after 1901.

England: Home, NWY. 4, may build 1.
France: Home, BEL, POR, SPA. (6), may build 3.
Germany: Home, DEN (4), may build 1.
Italy: Home, TUN (4), may build 1.
Austria: Home, SER, GRE. (5), may build 2.
Russia: Home, SWE, RUM (6), may build 2.
Turkey: Home, BUL. (4), may build 1.
Neutral: HOL.

See page 4 for details on winter, 1901, and spring, 1902. I have winter adjustments on file from Italy.

1981IR "Spring, 1901"

NOBODY TRUSTS ANYBODY IN THE EAST

England (S. Bloom): F Edi-NRG; F Lon-NTH; A Lpl-EDI.
France (D. Martin): NMR!!! F BRE, A PAR, & A MAR HOLD.
Germany (D. Carter): F Kie-DEN; A Mun-RUH; A Ber-KIE.
Italy (E. Kollmer): A VEN S A Rom-Apu; A Rom-APU; F Nap-ION.
Austria (D. Scheifler): F TRI-Ven; A Vie-GAL; A Bud-SER.
Russia (T. Furey): A War-UKR; F SEV-Bla; A MOS-Sev; F St.P(sc)-BOT.
Turkey (N. Felella): A Con-BUL; F ANK-Bla; A Smy-ARM.

Fall, 1901 orders are due by January 10th, 1982. I was very sorry to see that Crud NMR'd. He is usually a very dependable player and I'd lay odds that the USP"S" is responsible for this. It's to late for Dick but hopefully all of you can learn a lesson form this: Always get your orders in in advance! You can always change them later but better safe than sorry.

PRESS:

Germany-Russia: What's so great about Barrington?

Can-Germany: On might ask what's so great about Neck!

Germany: Since some of you guys are "new" I tought that I should point out that it has always been considered a great privilege to have a Canadian in your game. In the past, some unscrupulous players have taken advantage of this and have been immediately smitten with a disastrous attack of 'Hosers Disease'!

St Pete-Ankara: With the garbage you were trying to hand me, there was no way I was going to trust you!

St Pete: He who insures the sanctity of the borders of the Russian People will gain the undying gratitude of our most noble and obsequious Tsar. Sound familiar, anyone?

From the Department of Triviality and Obnoxiousness (DETOX):

1) List the four fusilier regiments in the British Army during the Napoleonic Wars. Give the Regiment # and their name.

2) Who was the last switch hitter to win MVP in the American League.

3) Among pitchers who have won at least 20 games in one year, who is the leading home run hitter?

4) I'll give you another chance Dick, who led the charge of the light brigade?

1st prize: 2 tickets to the Mahaiwe Theater to see "Son of Flubber".

Vienna-Venice: Am sending pen and paper. Could you write me at least once while I'm still in the game?

Here is another book review from Scott Cameron. Three more free issues to you Scott!

The Chronicles of Thomas Covenant, the Unbeliever (Lord Foul's Bane, The Illearth War, The Power That Preserves and the first book of the new trilogy: The Wounded Land)--by Stephen R. Donaldson.

In the Chronicles of Thomas Covenant, Stephen R. Donaldson has written one of the best and most provocative fantasy stories in recent years. Despite the presence of several somewhat hackneyed fantasy story standards including giants, magic and good/evil type confrontations, Donaldson has dealt with his subject matter in an interesting and different manner. He has taken a typical fantasy milieu and blended it with some story elements more commonly found in science fiction as well as using a realistic style which would seem to be totally foreign to fantasy fiction. The protagonist of the tale, rather than being a hero like Aragorn of Lord of the Rings or Conan, is instead more akin to the usual sci-fi anti-hero. In addition, most of the "magic" in the story is assumed to have some sort of pseudo-scientific basis, although it is nothing like modern earth science. Donaldson has also imbued his books with real tragedy and pathos, items seldom found in most mainstream fantasy.

It is probably easiest to describe the plot of the Chronicles in terms of fantasy cliches. The evildoer in the story is Lord Foul the Despiser. He has discovered the Staff of Law and the Illearth Stone, two powerful magical items which had been lost many years ago, and seeks to use them to enslave the people who live in Donaldson's fantasy world, which is referred to as The Land. However, in order to fully realize his plans of conquest, he must somehow obtain white gold, which does not exist in The Land but is supposed to have great power. Along these lines, Foul summons to The Land Thomas Covenant, a contemporary earth man who wears a white gold wedding ring. He chooses Covenant because he is the person most likely to help Lord Foul's cause. Foul hopes that Covenant, a self-hating leper who has been shut out of earth society, will help destroy the defenders of The Land in which disease and hatred are unknown and eventually turn his ring over to the evil lord.

In this trilogy, Donaldson has adopted a quasi-realistic style, while most fantasy, by its very nature, deals with its subject matter romantically. An illustration of this can be seen in the characters. In most fantasy, the "good" characters are honest, kind and generous because they're good. In Donaldson's books it is just the opposite; "good" characters are good because they're honest, kind and generous. In addition, Donaldson has solid characters, Lord Mhoram and Covenant himself being particularly memorable, and an intelligent theme which both interacts with the plot and has some relevance to human affairs. All in all, Donaldson has created three excellent and almost seamless fantasy books.

After the first three books, the first novel in the new trilogy, The Wounded Land, could, and maybe should have been very bad. The first trilogy was so beautiful and self-contained that any expansion of the characters or world could only be demeaning to both. Donaldson adds to the poor outlook early in this book when he writes in a new character, a beautiful, young women doctor, who accompanies Covenant on his sojourn to The Land. Happily, however, Donaldson has written a worthy sequel. Covenant returns to the Land tens years in his time and centuries in The Land's time after his last visit. He finds a land that has been destroyed beyond recall by Lord Foul's perversion of the nature and beliefs of its science/magic. Covenant's task is to find out exactly what has happened and to try to reverse it. There are still a few problems with this book, including the fact that it is more episodic and seems to have less of a firm plot than the original books. Despite that, and despite the fact that it really isn't as good as the first trilogy, it is still better than most fantasy being peddled in book stores at the present time.

Although there are a couple of minor problems with all four of these books, there is only one serious and annoying enough to deserve comment,

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This is Donaldson's unnessary overuse of certain words. Aegis and chiaroscuro (!) are each used at least two or three times during one book and for words like that, even once can be considered overuse. However, the real champion here is "clench" and its various forms. There seems to be literally at least one clench per chapter and sometimes there seems to be one every page. Why Donaldson left them all in is a mystery since it would seem to be an obvious problem and most of the clench's could have been easily written around.

In short, all four books, as well as, in all probability, the two remaining books in the second trilogy, are worthy of anybody's fantasy collection and they are absolute musts for anyone interested in both sci-fi and fantasy. These books are an excellent example of reconciling the fantasy genre with more conventional literature.

((Thanks again Scott. I just may pick them up again and try reading them again. I grew bored with them at first but you make it sound as if it gets better so maybe... Anyway, I hope that this convinces some of you out there to try your own hand at writing. The pay is good!))

1976BU "Fall, 1911"

FRENCH FRONT GET SIGNALS CROSSED

France (C. Doehrer): A HOL-Nwy; F NTH C A Hol-Nwy; F NRG S A Hol-Nwy; A RUH-Hol;
A Mun-Ruh ((sic, no such unit)); F SKA-Swe; F HEL-Kie; F Ion-ADR;
F APU S F Ion-Adr; A PIE-Ven; A Rom-Nap ((sic, no such unit
exists)); F EAS-Ion; A Nap & A Bur not ordered, hold.

Germany (E. Verheiden?): NMR!!! F Swe, F Den; F Nwy; A Ber, A Mun, & A Kie all hold.

Austria (R. Kelly): F Ven h.

Russia (K. Shuetz): F ELA-CON; F Aeg-ION; F GRE S F Aeg-Ion; A TRL-Pie; A Vie-BOH;
A SIL S GERMAN A Mun; F BAL S GERMAN F Den; A ST.P S GERMAN
F Nwy; A TRI S AUSTRIAN F Ven; A LVN; A ALB; A PRU; & A SMY H.

The powers control the same supply centers that they did after Fall, 1910 but France has a build for the annihilated A Trl and Russia has a build that was not built in 1910 for lack of a home open center. The chart remains at: France, 13; Germany, 6; Austria, 1; and Russia, 13. Orders for both Winter, 1911 and Spring, 1912 are due by January 10th, 1982. Will Randy Ellis please stand-by for Austria who has not contacted me since Tetracuspis folded but had sent orders to Kovalcik and will Ken Halpern stand-by for Germany. Randy's address is 8310 Grandview Ln, Overland Park, KS, 66212 and Ken's address is elsewhere in the issue. A proposal for a R/F draw has been submitted. Players and stand-bys should vote on this along with their next orders for this season. NVR=yes to the proposal. If Mr. Verheiden and/or Mr. Kelly wish to continue playing in this game, they must include a sub fee along with their next set of orders.

USP"S"

If anybody doesn't get a copy of Anduin around five days after it was slated to come out (usually, this means around the 20th of each month) please give me a call and I will tell you what happened in your games and rush off another copy to you. I know that I get some copies back from the Post Office but I can't be sure about all of them.

EXTRA EXTRA!!

At the end of the year (actually, some time around next September or issue #12) I will announce who, in my opinion was the best press writer in Anduin and award that person with a prize. I don't know what the prize will be yet but it ought to be something good!

CAMELOT

Kingmaker I

"1451 Initial Placements"

A RABBIT IN CONISBORO

The following trades were made:

From Buckingham to Richmond: Earl of Worcester & Le Michael ship of Bristol.
 From Richmond to Buckingham: Le Lucas ship of Whitby and Ipswich.
 From Northumberland to Westmoreland: The Archbishop of Canterbury.
 From Westmoreland to Northumberland: The Bishop of Durham.

The following factions have had their names changed:

Northumberland is now "Crusader Rabbit".

Richmond is now "Cult of Cthulhu".

Ask Scott and Mark, I'm sure they'll offer some explanation!

ASSIGNMENTS

Buckingham (Nadaner):

In Leeds: Stafford, Treasurer of England, Le Lucas ship of Whitby, Coventry,
 Carisbrooke, Ipswich, 30 Burgundian Crossbowmen.

In Whitby: Le Lucas.

Westmoreland (Ditter):

In Berkeley: Berkeley, Earl of Westmoreland, Captain of Calais, Newcastle.
 In Llansthephan: Herbert, Archbishop of Canterbury, 10 Saxons.

Crusader Rabbit (Murray):

In Alnwick: Percy, Bishop of Durham, Lancaster.

In Conisboro: Clifford, Earl of Kent.

In Appleby: Greystoke, Earl of Salisbury.

Warwick (Hakey):

In Ogmere: Neville, Chamberlin of Chester.

In Okehampton: Courtnay, Swansea.

In Corfe: Beufort, Bishop of Carlisle.

In Farnham: Howard.

Cult of Cthulhu (Cameron):

In Douglas: Stanly, Earl of Richmond, Bristol, Le Michael ship of Bristol.

In Masham: Scrope, Earl of Worcester, 30 Burgundian Crossbowmen.

In Bristol: Le Michael.

Events for turn II

"1451"

Buckingham: Mercenaries go home, Flemish Crossbowmen.

Westmoreland: Parliament may be summoned by the Chancellor.

Crusader Rabbit: STORMS AT SEA.

Warwick: Peasant revolt; Constable of the Tower of London to Blackheath,
STAFFORD TO LEEDS.

Cult of Cthulhu: Peasant revolt; Constable of the Tower of London to St Albans,
 Marshall to Barnet.

Events which effect the game are capitalized and underlined.

No ships may move this turn. Stafford survives the peasant revolt and is now in Leeds.

Press

Warwick to all: The Warwick faction hereby declares the Lancastrian family to be illegitimate usurpers of the throne, and vows it's support in establishing a rightful over.

cont'd from last page.

Yorkist heir on the throne of England. All Loyal nobility in the realm are invited to participate in this endeavor. Those traitors supporting the Lancastrians shall be punished!

Orders for Turn 2 (1452), which is the first turn of movement, are due by January 10, 1982. Remember the prohibition of ship movement this turn.

Ernest Hakey and Scott Cameron have asked a few questions concerning the map and rules.

- 1) Do Shrewsbury and Tutbury connect?
 - A) Yes they do connect.
- 2) Do Lichfield and Newcastle (D3) connect?
 - a) Yes.
- 3) Do squares 21 and 31 in Wales connect?
 - a) No.
- 4) Is your postal rule X subject to all of the restrictions placed on an alliance in the KM rules?
 - a) I think that it would be best in this situation to totally ignore the reg KM rules for alliances and just go by the restrictions mentioned in my postal rules.

Until next month,

Brian Lorber
7 Polo rd,
Great Neck, NY, 11023
(516) 829-8045

HOBBY NEWS

In case you haven't heard yet, Glenn Overby is conducting a class of '81 Poll. The 'zines eligible for you to vote for are only those that were started after December 30, 1981. You can vote from 0 (a real loser) to 10 (almost perfect). The second part of the voting is a one or two line commentary about each of the 'zines that you voted on. This is optional. The 'zines that you can vote on include: ANDUIN, THE CHAMBER, COAT OF ARMS, DOT HAPPY, EAST OF EDEN, EREBOR, EUROPA EXPRESS, GIVE ME A WEAPON, THE GREAT WAR IN MODERN MEMORY, IRKSOME, KLEPTO-MANIA, NAVAL ORANGE, PARANOIC'S MONTHLY, PEEK, THE SCHEMER, SLEEPLESS KNIGHTS, TACKY, THE WHITE DUKE, and Y'ALL. The ballots are due by February 1st, 1982. Please only vote for those that you receive and vote honestly (ahem!).

Chess

I got more responses than I thought when I opened up games to be run postally. It seems that a lot of Dippy players are also into Chess. Unfortunately, I got more entries than I wanted. I am only going to run four games postally and after that I may start one or two more. Lets see how it goes. The following people will be playing each other. Kaplan-White vs. Kane-Black, Brooks-White vs Felella-Black, Ellis-White vs Furey-Black, Hakey-White vs Scheifler-Black. If anyone needs anyone elses addresses, just contact me. Oh, why not, if you two are still willing to play and want to: Cameron-White vs Larzelere-Black. But that is absolutely final! No more for a while. No kidding! Really! Remember, get your moves into me around the 10th of each month so that I will have time to print them up. So far only one game has gotten off the ground. That is Brooks vs Felella. Here are those moves so far. W:P-K4; B:P-QB4; W: P-QB3. Its not much but its something! On to the next page.

EREBOR FOLDS

Ken Halpern, pubber of Erebor and my good friend, has decided to fold. There are many reasons for this. Among them are the fact that his workload was too much for him to have enough time to put out the kind of issues he would have liked to. Another reason is that he was not pulling enough subscribers to stay above water. He also found that he wasn't enjoying publishing as much as he had hoped because he didn't have enough time for publishing and doing school work etc. He still wants to remain very active in the hobby and perhaps at some later date he will decide to publish again. I am going to absorb Erebor into Anduin. Ken and I have worked out a deal so for those of you who were subscribing to Erebor, this is how it will effect you:

If you were not all ready receiving Anduin, send no more money as your sub to Erebor has been transferred to me.

If you were all ready receiving Anduin then your sub will be extended accordingly. If you were trading with Erebor, ask Ken if he would now like to subscribe as I am all ready trading with those that he was trading with.

If anyone would prefer a refund instead of subbing to Anduin, just drop me a letter and I will send you a refund. If you have any questions, just ask me or Ken. As for those players in 1981IP, that game will continue to be gmed by Ken in Anduin.

I hope that this will make everything clear to everyone and I'm sorry that Ken had to fold.

1981IP "Fall, 1901"

WAR BREAKS OUT EVERYWHERE

England (M. Quirk): F Nth-BEL; A Edi-NWY; F NRG C A Edi-Nwy.

France (M. McMille): F Mid-POR; A Mar-SPA; A BUR S ENGLISH F Nth-Bel.

Germany (K. Knight): A Kie-HOL; A RUH S A Kie-Hol; F DEN-Swe.

Italy (D. Palter): A Pie-MAR; A Ven-TRL; F Ion-TUN.

Austria (E. Ozog): A GAL-Ukr; A BUD-Ser; F ALB-GRE.

Russia (K. Byrne): F FIN-Swe; A UKR S F Rum; A WAR-Gal; F RUM H.

Turkey (G. Nadaner): A BUL-Ser; A ANK H; F Con-AEG.

Orders for Winter, 1901 are due by January 10, 1982. Send them to Ken whose address appears on page 12. Here is the supply center chart after 1901:

England: Home, BEL, NWY. (5), may build 2.

France: Bre, Par, ~~Mar~~, POR, SPA (4), may build 1.

Germany: Home, HOL, DEN. (5), may build 2.

Italy: Home, MAR, TUN. (5), may build 2.

Austria: Home, GRE. (4), may build 1.

Russia: Home, RUM. (5), may build 1.

Turkey: Home, BUL. (4), may build 1.

Neutral: SER + SWE.

PRESS:

Russia-Austria: Turkey and I thank you for using the worst moves for Austria in Spr '01. We appreciate the help in making your demise a very fast one.

Russia-Germany: Well, is it peace or war? The choice was yours.

Russia-England: I see you've been taking letter writing lessons from Ozog. Well watch and see what that style gets him. If you want to play with fire, remember you're bound to get BYRNED!

Russia-Turkey: Stick with me, you'll go far! Besides watch how mad Ozog gets- he is a basket case-now aren't you glad you didn't go to the Black Sea.

Russia-Austria: You should get the idea that your diplomacy stinks when all you get in return is "high (?) there!" Maybe they're trying to tell you something.

England-Russia: You can't scare me, I'm not Austria. If you feel you can spare troops from your Austrian campaign to attack me, go right ahead. I will be waiting for them. England-Germany: Paranoia has struck the Russian leader. I suggest you watch your Eastern flank.

GM-world: Some press had to be left out for lack of space. If you want it printed with the winter moves. Drop me a letter.

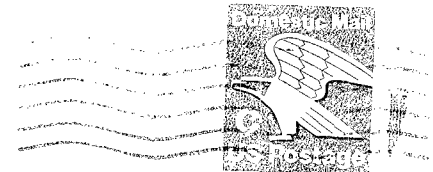
ANDUIN is still the newest journal for Postal Diplomacy put out every 15th of the month by me, Eric Kane, 109 Hicks Lane, Great Neck, NY, 11024. #(516)-466-0797. Call from 6.00-10.00pm on weekdays and 12.00-10.00pm weekends (EST). Subs are 9 issues for \$5 and all games are \$2. I will be opening up only three more Regular Dip games and that will probably be all for a while. I have one full game and as soon as I get in everyone's sub + game fee's, I will start this game up. In the mean time, I have three more signed up for yet another Reg Dip game which should hopefully start with issue #6. Other than Reg Dip, I have openings in Youngstown, 1885, Kingmaker, Middle-Earth, and Anarchy. I have seven (8?) signed up for anarchy which is a seventeen player game in which each player controls two random centers. There is no game-fee for Anarchy. One person thought that this was like reg Dip in that there is negotiating. Anarchy is a gunboat game as I think it would get a little hectic negotiating with sixteen other people! I have eight signed up for Youngstown and only need two more. If I get more than two more entries, then I will make it the 12-player version. There is no gf for Youngstown. I have two signed up for Middle-Earth, and, depending on how many people sign up for this will decide which version will be played. I have one signed up for another game of Kingmaker but I don't think I will start another game until the current one ends. I have 3 signed up for 1805. I think that that is enough games to last for a while! I got more entries for chess than I expected so I won't be starting any more games of Chess until some of the current ones end. Anduin's sister 'zine Erebor, is published by Ken Halpern at 11 Bellingham Rd, GN, NY, 11023. He has most of the games that I do plus a couple of others. But I would ask him yourself if I were you.

 Stand-by list for Reg Dip: Ellis, Murray, Martin, Hakey, Halpern, Quirk, Lorber, Brooks, Bloom, Slaughter, and Caruso. If you would like on or off of the list, just say so.
 Stand-by list for Kingmaker: Quirk. Stand-by list for variants: Slaughter, Sheifler, and Fleming, I think. I hope I got that straight.

PARTING WORDS

Whew! There's a lot going on in the hobby now isn't there! Those of you who read page eleven know that Ken is no longer publishing Erebor so you should ignore my plug 13 lines above this one! I only left it in so that the players in 1976BU would know his address! Next issue should see the end of the Ozog issue, another new game start (or two), plus lots of other exciting things! So I'll see you all again in thirty days with the sixth issue of Anduin. Bye!

Anduin #5
 c/o of Eric Kane
 109 Hicks Lane,
 Great Neck, NY, 11024
 USA. Phone-(516) 466-0797



SEND TO:

*Rod Walker
 c/o Alcala,
 1273 Crest dr.
 Encinitas, CA. 92024*

Sub ends w/issue # ___
 Sample ___
 Trade ___
 Complimentary ___
 See page(s) ___
 You are needed as a stand-by
 in game(s) _____

FIRST CLASS MAIL

MERRY CHRISTMAS, HAPPY NEW YEAR, AND HAPPY HANUKKAH!!!!!!