

Rod-

Good, good, good. I've got a commentator. Yes, you can have a sub to the zine for as long as you're going it. I plan to run everything by carbon copy outside the zine and print it in the zine at my leisure, so your commentary will be current instead of one-season-removed.
As one might expect, I'm still kinda leery of IDA, although if Rod Walker is getting things in gear something's bound to work out. I'll wait and see how they do. If they get off their butts,

you can have a sub to the zine for as long as you're going it. I plan to run everything by carbon copy outside the zine and print it in the zine at my leisure, so your commentary will be current instead of one-season-removed.
As one might expect, I'm still kinda leery of IDA, although if Rod Walker is getting things in gear something's bound to work out. I'll wait and see how they do. If they get off their butts, you can have a sub to the zine for as long as you're going it. I plan to run everything by carbon copy outside the zine and print it in the zine at my leisure, so your commentary will be current instead of one-season-removed.
As one might expect, I'm still kinda leery of IDA, although if Rod Walker is getting things in gear something's bound to work out. I'll wait and see how they do. If they get off their butts, you can have a sub to the zine for as long as you're going it. I plan to run everything by carbon copy outside the zine and print it in the zine at my leisure, so your commentary will be current instead of one-season-removed.
As one might expect, I'm still kinda leery of IDA, although if Rod Walker is getting things in gear something's bound to work out. I'll wait and see how they do. If they get off their butts, you can have a sub to the zine for as long as you're going it. I plan to run everything by carbon copy outside the zine and print it in the zine at my leisure, so your commentary will be current instead of one-season-removed.
As one might expect, I'm still kinda leery of IDA, although if Rod Walker is getting things in gear something's bound to work out. I'll wait and see how they do. If they get off their butts, you can have a sub to the zine for as long as you're going it. I plan to run everything by carbon copy outside the zine and print it in the zine at my leisure, so your commentary will be current instead of one-season-removed.
As one might expect, I'm still kinda leery of IDA, although if Rod Walker is getting things in gear something's bound to work out. I'll wait and see how they do. If they get off their butts, you can have a sub to the zine for as long as you're going it. I plan to run everything by carbon copy outside the zine and print it in the zine at my leisure, so your commentary will be current instead of one-season-removed.
As one might expect, I'm still kinda leery of IDA, although if Rod Walker is getting things in gear something's bound to work out. I'll wait and see how they do. If they get off their butts, you can have a sub to the zine for as long as you're going it. I plan to run everything by carbon copy outside the zine and print it in the zine at my leisure, so your commentary will be current instead of one-season-removed.

PS. What's 'alcak'? A pitcher for the 'incinatti' Reds?

and also finished 2nd. Because of the tremendous volume of
trade, both Canada and the U.S. boast of very high standards of
living. What other two countries can be proud of this? The other
as a best trading partner? Not to mention a 4,000 mi. border defend-
ed border, etc. ((Right on, Bob. At Blaine, WA, just south of
Vancouver, BC, there is a peace arch flying both flags inscribed
with, "Children of a common mother". I saw it on my most recent
trip to Canada. Loved it.))

Also, because of the massiveness of the U.S., and the influence it has on the world, the Canadian voice is projected like
an amplifier projects sound waves. Who in the world has never
heard of Donna Summers ((me, for one)), Orson Welles, William
Shatner ((now there's an actor!)), Anne Murray, etc.?

I think you, as an American, have every right to be interested
in our national elections because every Canadian watches your
elections with great interest. ((What I had set up was that I didn't
think I could be letting one another country's internal affairs,
or anything like that.)) ((Could you give me a detailed breakdown
of how our govt works?)) ((Yeah. We, theoretically, vote for a
group of bureaucrats every few years who never do what the people
want. Consequently, they are voted off next time and replaced
with an even worse batch. This has been going on since '78, get-
ting progressively more corrupted, socialistic, and rotten-to-the-
core every election until this very day.))

((Bob then went into a detailed description of how the Can-
adian government system, and then started his biography, below.))

I expect am a junior in Winston Churchill High School. I
am on the "Reach for the Top" (roughly similar to "High School
Row") team, ((whatever those are)) the soccer ((kurray!)) team,
and am running for Student Council President. ((I'm sophomore
class ASB rep, but refused all nominations for other offices be-
cause I hate responsibility of any kind. Lazy. Anyway, lotsa
luck running for pres.)) I am 16, was born on 14 Feb '63 and like
stinks. ((what red-blooded American, er, Canadian boy doesn't))
languages, ((so do I)) Diplomacy, (curious about D&D), American
adventure ((at least someone does; I hate 'em!)) (so if there are
considerations), and food, as well as annoying my parents. ((I
don't used to try to do that; it comes naturally!)) ((Some del-
icious bs, then)) Your "mind flavor" is cute ((I drew him a pict-
ure; heh)) think it's cute when it drains his brain out!), to
say the least. Uggh! Poor Garry! What level character is he? Does
he? His character have a chance? ((Pope.)) Poor guy... ((that's
why Garry feels too, heh heh heh.))

((Etcetera!)) Though, I hear you say. ((You bet, you ~~WTF~~ bet
you've taken up a page already! Just kidding, pal.)) Fine letter
isn't pure quadrilateral dull, but I'll send you some stuff on
diplomacy - you save money ((he did)) (I'm terribly forgetful).
Signed, Bob Albrecht Jr. STALK USING "POOF" endings and spell
better, ((I bet)) or I will refuse to add to your ~~SHIT~~ ~~SHIT~~. Arrive
1983, first kidding! ((You better be. Don't forget she has you
by the neck!))(joke))

I don't receive many nice letters like that. - Com'on, Tom
Mac, all you bcozies!

(Mr. Dear John)

It is so where old and at present a member of the Presi-
dential Cabinet of the former French Pres. F. Mitterrand. He was a member of the Presi-
dential Cabinet of the former Pres. Giscard d'Estaing and a Minister of the
Environment in the former Pres. Pompidou.

This takes up much of my spare time on weekends (I'm convinced they no longer exist!) and after school. I heard about Diplomacy at the Phoenix Games Club in Toronto last October. My wargaming background goes from AH's Afrika Korps to SPI's War in Europe and almost everything in between.

If you want more information, ask and I will give it the utmost consideration before bursting out laughing. (signed, Nick Russen)

John: This isn't going to be easy. I live in Mississauga, Ontario. To date I have spent most of my time at school or my part-time job (Audio-Visual technician at The Peel Board of Education Media center).

I have a number of friends, one of whom

(Nick Russen) ((He has friends??)) interested me in war games. About a year ago Nick and I were at Mr. Game-way's Ark in Toronto (they have a general admission and rent games). One of the games was Diplomacy, which I purchased full interest in said game. Since then I was the first one of our elite group to see the "back doors" ((don't ask me, I just type what Clive tells me)), correction to above Mr. Gameways Ark I botched the name, it's in GWA but it is called Phoenix Games Club (please excuse humble stupidity) ((Just this once, knave.)) (signed, Clive Tonge)

1978-Zulu, Fall 1917: My first GMing job; hope I didn't make errors:
Austria (CT): A Bob-Tyo, A Lva H, A Pru-Ber, F Tun-Wes, A Ven-Rcm/d/ (ret-Apu, OTR).

England (NR): F Bar S A StP/moving, A StP-Meg, A Nwy-Swe, F Eng-Nth, F Nth-Nwy.

France (NR): A Tus S ITALIAN A Pie-Ven, A Mar-Pie, F Lyo-Tyh, F Wcc-Tun, A Kie S RUSSIAN A Ber, A Bur-Mun, A Ruh S A Eur-Mun.

Germany (CT): A Mun-Kie/d/ (ret-Bch or OTR; immaterial), A Sii S AUSTRIAN A Pru-Ber.

Italy (NR): F Tyk-Nap, A Pie-Ven, A Rom S A Pie-Ven.

Russia (NR): F Den-Bal, A Ber-Sii/a/ (ret-OTR only).

Turkey (CT): F Aeg-Ion, A Con-Bul, F Ion-Tyh, A Gal-Tyo/imp/, A Mos H, A Sny-Con, A Tri S AUSTRIAN A Ven/moving, A War H.

A (5): Tun, Bud, Vie, Gre, ~~Nsh~~, Ber, even. (or build one if ret-OTR)

E (6): Home, Nwy, StP, Swe, build one.

F (9): Home, Spa, Por, Bel, Bol, Kie, Mra, build one.

G (0): Mex, remove one. OUT!

I (3): Nap, Rom, Ven, even.

R (1): Sys, Est, Den, even.

T (10): Home, Bul, Ser, Rum, Sev, Mos, War, Tri, build one.

PRESS:

Paris: The Free Coalition Assembly was addressed by the President of France today, calling for an all-out punitive action against the Moslem hordes. The French leader is reportedly outraged by a recent Turkish ultimatum, which demanded a submission by the French Deputies to the Sultan, and the acceptance of a Turkish Vice-roy. The President called it an affront to the civilized nations of the Coalition, and demanded a vote of support in his actions.

Munich: The Turkish liaison detachment celebrated the Sultan's Birthday by setting the city alight fire. This shows the disdain

that the Turks have for their allies. A German protest was launched, but little is expected to result. As a German was heard to comment, "Der verdammt Turks kannot knotrol armiez, how kan zey be expected to holt zeir bier?"

Mind Flaver: I hope he doesn't keep on like this. Clive, I will NMR Nick until Spring 1922 and award you a lifetime subscription to The Beholder (big deal) if you will take Nick's typewriter and slam it down repeatedly on his fingers, then throw both out a tenth-floor window, thus averting any more of his press.

I HOPE TO GOD CLIVE DOESN'T TAKE ME SERIOUSLY BECAUSE IF HE DOES NOT ONLY WILL I BE GUILTY OF CONSPIRACY TO COMMIT MURDER BUT WILL ALSO HAVE TO GIVE HIM THAT LIFE-TIME SUBSCRIPTION AND PRACTICALLY LET HIM WIN 78 ZULU.

And guess what happens now? Know what happens now? CAN YOU GUESS WHAT HAPPENS NOW?

Of course you can. It's right below. My first strategy article, if you can call it that.

MOTHER RUSSIA by John Kelshi

In this article I will discuss Russia. That is because I have never read an article on Russian play and you can't accuse me of plagiarism.

The first thing the Russian must do is get an alliance, or at least non-aggression pact, with Turkey. The Turk has his choice of allying with any one of three powers (Austria, Germany or England) to destroy Russia. Any other combination will have a rough time of it, and a single power is just doomed. So if Russia can ally with, or at least pacify this one big threat, the Sultan, she's in good shape. Even Turkey alone, without outside interference, could conceivably take a chunk out of her before being stalemated.

Assuming the wise choice has been made and Turkey firmly allied with, the Czar can now look to other affairs. England is the next threat, and a formidable one. So, one excellent course of events is to have an F-G-R alliance to mop up England. This gives Russia a good excuse to build up a strong northern fleet without scaring France or Germany; as long as you carefully stay clear of the Baltic they'll gratefully appreciate your presence.

Now look what you've done. If you've played your cards right, Italy is a secret ally of yours and neither of you have bothered to inform the Turks of this. After the destruction of Austria, you must aid and abet an F-G war. I would estimate a well-run Russia would have ten or so supply centers, consisting of one (any more will alienate your Turkish friend immediately) southern fleet, three or four northern ones, and a good strong continental army. This continental army can make short work of the Austrians, from game-start. Then, with F-G at each other's throats, you carefully neutral, and Italy friendly, Turkey must go. With all-out Italian aid this will not take long. But about this time, the two stooges (F-G) may get wise and notice that while they wipe each other out, you are up to thirteen (or thereabouts) supply centers and climbing. If the poor suckers do that, they will attack you immediately. Since your south by now has struck down, diabolically, two nations, it can move north to hold off the enraged FG pair. Italy can lead them along, saying, "I agree, he is too powerful and must go. Let's get 'im." He immediately stabs the FG duo and you soon eliminate them. And if you are clever, you can arrange its distribution so that you reach 18 centers and WIN!

GOODLUCKREADERS: YOU WILL NOW HAVE A REAL KASSLE TRYING TO KEEP YOUR LUNCH AFTER THAT

Looking at my sub rates, I think I've made a goof. I should only charge 15¢ for every ten extra pages instead of every six. Let it be. I decree that those are the new and valid sub rates for The Beholder. So what if it isn't worth it? Since when is it your place to decide how your precious sub credit is ~~wasted~~ spent? Grrr....

#####
Here is a letter-to-the-editor from my main man himself, John Michalski. Hey John, you work for an oil company, right? Can ya do something about the ridiculous oil prices?

(Dear John:) In issue 3 you mentioned that (p.2) Americans were "more rambunctious" than Canadians, and thus didn't have to "wait patiently for Britain to award independence". As I recall my history, Canada in fact was on the verge of revolt right after us, with many Americans ready (and some starting) to go there to help fight. At this juncture, England sent a negotiator named either Lord Snowden or Haw-Haw or some such, who completely appeased Canada & all her demands, in stark contrast to the inept bungling of George III's US policies. Was it luck for Britain, or fear instilled after their utter calamity here? In any case, Canada had it pretty easy after that, prospering as we did while avoiding all the problems of our rapid expansion. All in all, not too bad a deal, if you're willing and/or able to sit out history in a scenic cove beside the mainstream of history. Their tolerance of foreign rule perhaps helps explain their tolerance of French Quebec arrogance of late? But, like you said, how did we get on this subject anyhow? Any other readers care to comment? (signed, John Michalski)

MIND FLAYER: Well, I plead 'insufficient data' to your claim that Canada nearly followed in our footsteps. I am not knowledgeable enough to rebut or endorse that one. I think the British wised up after losing catastrophically vs. the USA and wished to avoid our combined wrath in case we both rose up. I think, seeing France's love for Britain in those days, that when all three of us ganged up on His Majesty we'd of whipped him. One interesting problem, this time in an area where I have some knowledge, (had Washington History and got a B) was the 54° 40' or fight confrontation. The Royal Navy and USN were there for battle, which would have altered history notably (a lot less Anglo-American cooperation, for example) and that the land I am on now might be Canada today. I personally can't understand how anybody could stand to have even a figurehead government (a (shudier) King) and not do something. But, it is not my place to comment on the Canadian form of government. They seem to be rather tolerant, eh what? (Not meaning to mock the Canadians; that's the British I'm making fun of, and I have every right to do that because I'm half British myself, and one of them ~~was~~ actually was a captain in the British Regulars!)(~~was~~ being my ancestors.) Other readers are welcome to comment, in fact, they're invited to. I promise that me and John (lousy English, I know; apologies for being an idiot,) won't get together and think up real nasty rebuttals for you!

IMUSEDTOBEINGDESTROYED IN DISCUSSIONS WITH MY D&D AND NOW I FINALLY GET THE LAST WORD!

The D&D games are coming along fine. What I'd like to see you guys do is to all get together and go on one big adventure. I have a rough time dungeonmastering postal D&D because people thousands of miles away (in the game-world) can write to each other without my censorship as if they had a telegraph or something. I'm putting all you guys on your honor, now: if you can't talk to someone, don't!

105573-1 ()_1axj640 ()_044%&** ()_1G4XK** ()_1Q4XK** ()_1@4XK** ()_1041

I just got Cross of Iron the other day and it's really interesting. Molotov cocktails, panzerschrecks, Rumanians, SS, Finns, King Tiger tanks, etc.. A million new ways to kill each other. Good clean fun for an impressionable juvenile like me.

Yoooooo hooooo! Nick, Russian style, are you there? If so, would you be interested in an arena combat duel in Melee? Better yet, would you like me to run such a battle between you and another person in the zine? I think it'd be a blast.

Hey, Garry, what ever became of your idea to create a network of SST players around the continent? SST is a great game, if unfeasible for play-by-mail, and I think it'd be interesting.

THE CYRILLIC ALPHABET

by John Kelley

I am of the opinion that none of my subscribers speak Russian. This would mean that anytime you see something written in Russian, it is totally unintelligible. So, just to perhaps interest you, I will in detail describe the Cyrillic alphabet, the one used in the Russian language.

In the Cyrillic alphabet, there are some 32 letters. Of those, A, K, M, O, and T are exactly the same as their English counterparts. Г is the equal of english B. But B in Russian gets a 'veh' sound, so there is no 'v' in Russian and two quasi-'B's. Then comes Ѓ, pronounced 'geh'. Then А, equals 'deh', є equals 'yeh', ъ equals 'yo', љ is 'zheh', ѕ is 'zeh', ћ is 'e' (long e), ќ is 'leh', Н is 'neh', Ѡ is 'peh', Р is 'reh', С is 'seh', (never hard) Й is 'oo' (as in boot) ѕ is 'feh', Х is 'kheh', џ is 'tash', ѕ = 'cheh', Ѣ is 'sheh' and ѧ is 'shchah'. ѕ is another type of 'ee', ј is 'eh', Ѫ is 'yoo', and almost last and least, ѿ (yes, a backwards R) is 'yah'. In addition there are the soft sign and hard sign, which both confuse me like this like this. Now you know where they got words like 'Brezhnev' (БРЕЖНЕВ) and 'borshchi' (БОРЩИ). I have fought my way through one year of this and it's not too hard once you catch on to this weird alphabet. I bet I've bored you all terribly by this, you know that? But like this so I do this.

ACTUALLY MY SECOND PERIOD RUSSIAN CLASS WAS THE MOST BORING ONE I HAD ALL YEAR

Some of you are getting houserules (or already have them) soon. There have been a few revisions and you all better note them carefully. (1) First I will shoot down the CDO Code of Ethics and let you know how much of it I will go by. Numbers 1, 2, 3, 4, 6, and 7 I will abide by-they're very good guidelines. But #5... I probably will not send copies of my magazines to the Archivist unless he trades with me or subscribes; the only people I'll do that for are the ENC's, this being a valuable service deserving support. And I refuse to bother with the IDA et all-it is a rotten organization and I will not support it but will do my darndest to see it torpedoed. It is a blot on the face of this otherwise excellent hobby. An unlaod book on the back of Diplomacy.

Next, a couple of people want me to use anonymous neutral orders. No dice. Orders may be made conditional on retreat. Also, the phone deadline is now 11:00 pm, PST. Also (overuse of word), players, take note: the line may be spotty this summer, but the games will go off on time, even if I have to do it by carbon copy. This suggestion was the fault of one John Michalski, so you can blame him if you get your game or tie, all the time.

THIS IS PAGE SIX

GUYS, I just realized something. It hit me all of a sudden, and justifies publication.

This may be the only (or at least one of a few) zine in the land that is primarily a D&D zine. I continue to get applicants for postal D&D and they show no signs of faltering. At this rate I will be over-loaded in a few months, and I don't want to say, "The buck stops here." Therefore, I call upon each D&D enthusiast in the crowd to consider starting postal DMing. Now, I only advise this if you're sure you want to. Publishing, I have found, is a very demanding business. People pay you money, they trust you. It's a very big responsibility, and not many care to put the time and effort into it. But if you really are interested in the idea, by all means do so. But first, get outside advice. If you can get into personal contact with a pubber, great. If not, ask one who you think you can trust. Now, since postal D&D, unlike postal Diplomacy, is a fledgeling hobby, who may just break its neck on its first flight, there is/are only one/two dm(s) that have actually done it. The other one, besides myself, is J. Richard Jarvinen. But I wouldn't suggest writing to him about it just yet--he's moving, and having a real rough time of it. That leaves me. I am willing to help along young dms, although it'll be a little like the blind leading the blind. Now, this may sound like a clever ego trip, bragging up my dming and what not. It is emphatically not the case. I will be the first to admit that this zine and its DM are far from perfect, and the dungeon is poorly organized. But it's better than nothing, and I and Garry Fairbairn are having one whale of a time as he rampages the zine dungeon. (I can't wait to Muader Deb Albrecht's gun!)

Which brings me to a final point. If we can get a few more reliable pubber/dms, (not that I'm one, but...) we could begin to unify the hobby. Pretty soon a few dms would get together and put their dungeons in one fantasy world, then more would do the same, then we could arrange a 'Need an Adventure?' list similar to the Diplomacy one Lee Kerner puts out. This hobby has a lot of potential, which shouldn't be suffocated now, while it's getting hatched.

To emphasize one point which merits it, only start a zine and/or postal dungeon if you are certain you want to and can. Otherwise, the hobby will be cluttered up by folks, and that is the one thing that will kill this hobby immediately.

I just got a rare (for me) idea. If anyone wants to get their publishing feet wet, just to see how they will like it, I will accept a one-or-two page subzine or maybe more. These potential publishers would dm for a little while, with me doing the dittoing, etc, but the results being run in the subzine. Then, if and when they felt like it, they could leave the nest and pub on their own. So here are my conditions for a subzine:

- (1). It will have to be two pages or less long.
- (2). The subzine's pubber will have to be punctual in getting it to me.
- (3). The " " (or guest dm, if you prefer) must take responsibility for his actions. I will not.

Apologies to the Diplomacy players who hate D&D--I took up a lot of space. But I already wrote you one 'article' on Dip strategy, so you can't really complain.

\$

Ok, everybody knows by now--I forgot odds numbers last issue. I feel so stupid. That is without a doubt the least professional thing I've done since beginning publishing. I hope they'll be on this issue. I know, this packing business is weird. Every time I pack odds or evens, I never end up with the right number of boxes. I just wonder if it's because I'm not doing it right, or if it's just the nature of the game.

your signatures set down by other players and respected hobby figures, I think. "Maybe they're right. Maybe I oughta fold it up gracefully and refund everybody's sub credit." And then I think, "Well, ~~DUCKY'S~~ all them people. I'm gonna put a zine and I'm gonna keep enjoying it like I have been, even if ~~lately~~ greybeards

would shake their heads and mutter, "Kid'll never reach his eighth issue." To everyone who saw that I was going to do it anyway, no matter who objected, and tried to help me do a good job instead, THANKS! It is very much appreciated. To all that shake their heads and mumble, "Stupid kid...", IF YOU DON'T LIKE IT DON'T HASSLE ME! If more of you were less like the pessimist, and more like Michalski or Guerrier, I wouldn't always be trying to decide whether or not to fold. To quell any worries on the parts of my subbers, don't worry. I won't listen to 'em ~~unofficially~~ for ~~that~~ when they admonish me to bring 'em up. I'm enjoying it too much.

By the way, a couple of people have read my houserules and would rather I used anonymous neutral orders. All in favor say 'aye'. All against all subbers and especially players are encouraged to write to me and express their opinions on this and my gamefee refunds for resigning players. For the uninformed, I don't use anonymous neutral orders and if a player resigns his gamefee is 50% refunded. If all the players say they want those anonymous neutral orders, by consensus, then I will permanently amend the HR's to read so. If one player dissents, it will become law for future games if others wish it. And the dropout refunds are likely to be canned in any case-one guy presented a rather concrete reason to. But IF A PLAYER DISSENTS, I WON'T SHOOT HIM DOWN, BUT WILL ADD THE AMENDMENT IN FORCE NEXT GAME. How's that for flexibility?

DISCUSSIONETALKINGTODONOTHERTHANBOBLALERECHTONTHPHONEANDHEMAYCOMEDOWN
TOREVIEWSUMMITFUNDINGFROMMEITMYFIRSTCANADIANFACEOFACETHATWOULDBEBREAK

I now have seven D&D adventurers. When will it end?

Now, I have no choice but to publish a super-issue. There is a lot of material to get into print and I am willing to take it as high as twenty pages. Therefore, I have enough space to print this neat little article by none other than Garogi Fairbairn. La voila:

THE WORLD'S SHORTEST DUNGEON ADVENTURE
featuring the late Alex and the equally late Tomb the Dwarf
(in dungeon by John Tucky.)
Article by the Irrational P. L. Tucky.

Our heroes enter the dungeon, Alex leading, Tomb following him. The goon to find squatting in the middle of the passage a large brass toad with emerald eyes. Tomb makes several unsuccessful attempts to pick up the toad, which emits a long barking sound when touched. Realizing that there is no percentage in rupturing themselves over a worthless dog (with emerald eyes??) the dynamic duo proceed about 50 yards down the corridor to the only door they can see,

After kicking the door in they discover that they have failed to surprise the 100 zombies inside. Our heroes take to their heels, running 10 yards straight, then 10 to their right, where the corridor ends, then left again, into a large chamber where they are confronted with a bottomless pit which is spanned by a narrow wooden footbridge. The zombies in hot pursuit the terrible twosome cross the bridge to the other side to throw oil and torched. Luckily for them, the two heroes (how gry the caption, unluckily), the two

alarm). Tomb orders the goat to charge the orcs; the goat bleats something rude in goat and takes off in the other direction. Tomb follows the goat, having restrained Alex, who wants to pile into the orcs.

Rounding a turn to the left the pair are confronted by 10 more orcs, also wearing plate. Tomb snarls a vile curse in dwarvish, jumps back, and falls 1000 feet into a pit of boiling lava (one of the archangels remarks to God that since the fall would require 100 hit dice, the lava seems like gilding the lily). Alex charges the orcs, who hesitate, giving him a chance to get by. He runs on down the corridor, turns left, turns left again, and enters a huge chamber filled with treasure beyond imagining. It is also filled with huge creatures carrying swords, whips, and clubs and wearing fezzes and name tags that say: "HELLO I'm Zinarf." Realizing that he has found the Balrog Shriners' Convention Alex turns back, only to see 400 zombies and 20 orcs in plate armor. Alex breaks a flask of oil over his head and strikes his flint and steel.

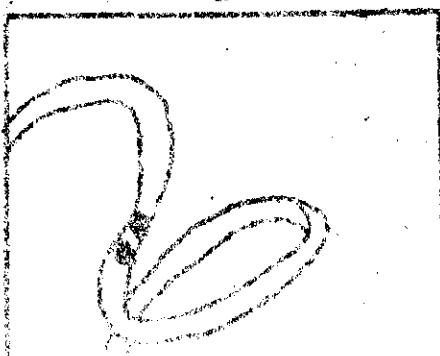
Construction has begun on the lower levels of Castle Finney; a trial run conducted last Sunday resulted in the rather gory demise of a human fighter by the name of Phil and the last minute escape of The Infamous Justin, operating in his persona of Cane the magic-user. Phil, in a fit of youthful exuberance, saw fit to tangle with nine orcs, who proceeded to make catfood out of him; the magic-user's contribution to the fracas was to slay one orc with a magic missile and then set the party's goat on fire and attempt to stampede it into the orcs. The goat had other ideas about this. Cane did manage to outrun the orcs, dodge the Hall of Balancing Pillars, and make it out with sufficient loot and points to raise himself to 2nd level.

Unfortunately, these two didn't find the scroll "Opposable Thimby, The Dagger of Deceit, or a really great magic sword which was concealed under a stone next to the stairways. They did find a chaotic sword which inflicted a number of hits on Phil and a potion labelled "Drug" which Cane drank when they were preparing to break into a room full of kobolds and which transferred his clothing and equipment into a Diana von Furstenburg wraparound maxi, a print blouse by Vera, a pair of really divine wedgies, and a simply huge leather totebag by Gucci. Fortunately, Cane didn't lose his brains or his ability to shoot magic missiles and close portals. Needless to say, Justin will know better next time.

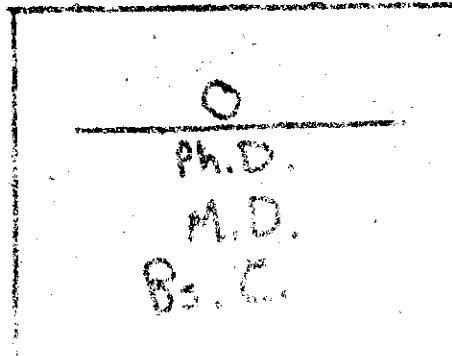
MANY THANKSGARRY FOR YOUR D&D ARTICLE BUT NO MATTER HOW HARD YOU TRY IT WON'T SAVE YOUR CHARACTER FROM THE ORIGIN OF HIS DOOMED TO NON EXISTENTLY GARRY JUST LIKES CALLING YOU

Now what? How about some doodles for everybody? Answers on the last page if I remember, next issue if I screw up like I did on the code last time.

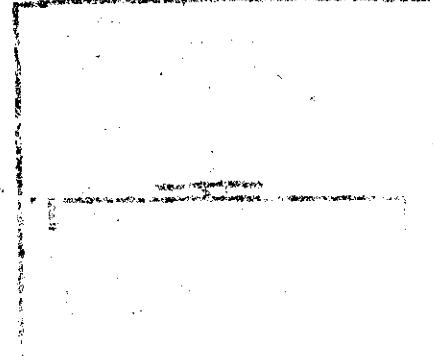
1



2



3



I have just received a very grave communication from John Michaelini. It carries publication.

(Excerpt from Diplomacy Digest #23)

(Fires, a number of good reasons to believe that Bernie Oaklyn and Buddy Tretick are one and the same. Then, by Mark L. Sarch:))

It's time to wrap this up with some conclusions. I am somewhat reluctant to comment on the GMing of a GM under whom I have not played, and in fact have never done so before. But ~~XXXXXXXXXX~~ I'm going to make an exception.

1. The person known to the hobby and the world as Bernie Oaklyn is the same person as was once known as Buddy or Bernard Tretick.
2. James Alan, once known as James Alan Tretick, is his son.
3. Oaklyn is an unethical and dishonest GM. This is based on a) his treatment of Ron Kelly b) His lying about Buddy Tretick c) his placing of his son in a game he was GMing with notification to the rest of the players utterly lacking d) his placing at least two players in games with the same address, and then obscuring that fact by having at least one of them pick up his mail at another address. I might add there have been proven charges of improper activity by Oaklyn as GM in a Claw and Fang game, in which he illegally tried to get Alan into the game.
4. There is a significant chance that one or more of James Alan, Steven Andrews, and Brian Edwards are simply fronts for Oaklyn.
5. "1978X", given the BN of 1978AY, is irregular. If charges of GM impropriety are raised about other Oaklyn games, Oaklyn is not entitled to "the benefit of doubt".
6. Any game with both Alan and Oaklyn in it should be considered irregular, unless there is some reason for not doing so. This would include 1978AP and 1978AH, and possibly others.
7. Oaklyn's game openings should be ignored, or marked with a potential warning, by those in the hobby who compile lists of such openings.
8. GMs should under no circumstance place more than one of Oaklyn, Alan, Andrews, and Edwards in any one game. Caution must be used in placing more than one "unknown" player from the Miller Park, Homestead, Pittsburgh, Shadyside, Monroeville, or Kehring areas.
9. I would warn my readers that under no circumstances could finding a GM'd-by-Oaklyn game be considered a prudent move. Players should resist strenuously having an orphaned game transferred to Oaklyn.

((The John followed up with:))

The preceding is slightly redundant, in that I ran Ron Kelly's letter to you last issue. However, Mark adds important evidence above, and to some, as is likely, a lot of you didn't bother with the letter last time; I rerun Mark's entire piece here for your reference. As Mark says early on, this is not just a case of GM-player vilification. Oaklyn-Tretick is a fraud, out to screw as many hobbyists as he can, every way we can, and nothing is being done about it. I have seen what little I could in the way of 'passing the word' right from Ron Miller's initial letter to Cal White. This is now obviously incomplete. Mark's two responses above, after the additional evidence he has, do little to refute that James Alan Tretick is no minor dupe, but rather a full participant in an elaborate fraud scheme, strikes me as accurate. I would add that this "fraternal" would also be "friendly" to the hobby, if it were not for the fact that they're taking a lot of

(and so he) (similar to "quizzing ch?") should be kicked out of the games he's caught cheating up is simply a CHALLENGE to this Tretick that he to be more clever in his frac's and sabotage. Declaring LA GUERRE/FIGHT games irregular is a clerical correction, no more, and to boot, some of Tretick's games don't even HAVE Boardman numbers; the "XX", "YY", "ZZ" designations are his own. Mark's warning is well taken, but I think more is called for. I would suggest and even urge, that any GM having Oaklyn-Edward-Alan-Tretick-Andrews in any game at all, kick them out without further comment or refund and replace them across the whole face of the hobby. Next, perhaps our farcical IDA or some other core of publishers or some such could take it upon themselves to warn the constant flood of NEW publishers to heed Mark's warning and mention Tretick's black record on occasion, to in some way minimize Tretick's effect as he dreams up new names and arranges new mail drops from further afield. What this person's motives are for his efforts to screw up the hobby even now, ten full years after his own sorry record began, can only be guessed at; however, if his motives have driven him this long, even to raise his son as an heir to his crimes, I really doubt Mark's appeal to rationality will work any more than would an appeal to the tide not to come in. We have Tretick's record; what more do we need? How long can-and-will the hobby ignore his sabotage?

(signed, John Michalski)

Well, I sure as heck will not ignore it. Oaklyn, you are without a doubt the most rotten JUNK this hobby has ever had. You scum. You worthless low-down pig. -You quialing. I wish you'd come to the USA, (taking a vacation from washing windows in the cans at the Kremlin) so I could personally kick you in the groin. (Although I suspect it wouldn't hurt you.) I encourage all of you to write this no-good Fascist dog at Berrie Oaklynovich Tretick, 462 Gorky Street, Moscow, RSFSR, USSR. Oaklyn, tretick or whoever the heck you are, may a female mind flayer find you in her hour of need.

All pubbers reading this have my permission and urging to print this whole thing. We've got to expose this jerk before he wrecks the whole hobby. (No, perverts, not that way!)

XX

Hey, everyone, would any of you be interested in playing in a game of COLONIA IV? I'd GM it, if there's sufficient interest. The game-fee would be \$5.00, U.S.. To get maps and rules send \$8.25 to Fred Hyatt, 400 State St., Brooklyn, NY 11217 USA. He has a zine called The Home Office, devoted to Colonia only. He has no game openings, probably by now, but can use standbys, I'm sure.

Also at this time, two of those I selected for Cockatrice have agreed to play. Since the zine is typed up mostly before the deadline, there will be others announced as they acknowledge the invitation.

For that demo game I tried to pick a mixture of militant trueblues, sharks, and excellent players in general. I think I got some of each. All in all, I'm looking forward to it with great anticipation. I still need four standbys, so: you--Blair Cusack, you--Bob Albrect, you--Ron Brown, and you--Foxy Watson, are added to the list of those invited. I will, if necessary, put you into the starting lineup should any of the first seven picked turn down the offer. Of course, if they do then I shall have to call more standbys, until I get eleven people. I am also trying to get a commentator--I'm not sure if Randolph Sayth will be in the game, whether he will be the commentator, or what--haven't heard from him yet. With luck, he'll do it. He is an excellent GM and player, and I can't even hold a candle to his zine Fol Si Fol. It's a shame he's already filling elsewhere up the like of it. But here's something:

			Page	Page	Date	Postage	Amount	Postage	Date
8.3	3	8	8	9	7/29	25c	6	25c	8/1
	6.4	9.7	8.3	D	25c	-	9.4	4c	8/1
9.	8.8	9.6	9.9	X	25c	-	9.5	3c	8/1
7		1	9.9	X	25c	81.00	8	4c	8/1
7	8.5	7	9.2	X	35c	2.00	8	4c	8/1
9.2	2	4	8.1	D	Post + 16/PG. 1	\$2.50	8	1c	8/1
7	5	7.6	8.8	D	35c	2.00	8	3c	8/1
8.3	8.3	8.6	9.9	X	25c	5.00	8.6	4c	8/1
7.3	4	8	10	A	25c	-	8	4c	8/1
97	8	8	10	X	42c	3.00	8.6	4c	8/1
9.3	9	8.8	9.8	X	40c	-	9.2	4c	8/1

As long as I don't offend too many people, I enjoy zinc reviews. They give me a chance to mouth off. Also, don't take all those figures as scribbling. Some are based on one issue of a zinc, (a sample or part of the pack of back issues John Michalski sent me) or a couple.

I love linear separators, too.

Whops, almost made a fool of myself at XMAX and forgot the addressees.

- g-Bob Beardsley, 27 Moryan Road, Edison, N.J. 08817
- g-Led McDonald, 4711 Tuckerman St., Riverdale, MD.
- C-Audy Lischett, 3025 E. Davlin Ct. Chicago, IL 60618.
- E&D-Roy Smith, 64 Addicks Rd., Westwood, N.J. 07675.
- L-Jim Bumpas, 948 Lorraine Ave. Los Altos, CA 94022.
- F-Chris Rowland, College Station, PO Box 2173, Easton, PA 18042
- g-Dave Grabar, 612 Dawn Drive, Las Vegas, NV 89110
- A-Dave Head, 1231 (PO box 1231), Huntsville, Ont. POA 1K0 Canada
- g-Steve Belnowski, 1630 W28th St. Lorain, OH 44052
- CIC-Dave Burke, 5552 Julian Drive, Cincinnati, OH 45238
- B-Tony Watson, 201 Minnesota St. Las Vegas, NV 89107
- US-Dr. Randolph Smyth, #314-275-3rd St., SE., Medicine Hat, Alta. T1A 0G4
- U-Lark L. Berch, 492 Naylor Place, Alexandria, VA 22304
- C-Francois Guerrier, 2005 Thompson Residence, University of Ottawa, Ottawa, Ontario, K1N 9A7 Canada
- g-Dill Laffaso, 64 Laird Dr., Trenton, Ont. Canada
- g-C-Steve McEndoy, Box 57066, Webster, TX 77598
- g-Jo Keefer Sr., 6347 Ranger St., Philadelphia, PA 19135
- g-Horati Paruchater, 11416 Parkview Lane, Niles Corners, WI 53130
- g-Jeffrey Bright Marley, 12662 Swidler Place, Santa Ana, CA 92705
- g-John Michalski, At 10 Box 5260, Moore, OK 73165
- g-David G. Bryant, 460 State St. Brooklyn, NY 11217
- g-Peter J. Payne, 156 Higgins Hall, Western Illinois University, Macomb, IL 61455
- g-John Leeder, 2202 Broadview Rd., K2, Calgary, ALTA. T2X 3R6 Canada
- g-Ron Hump, 1318 1 Severe Pl., Bakersfield, CA 93304
- g-Stacy J. Meyer, 675 York Ave., New York, NY 10028
- g-P-Debbie Bergquist, 5242 Luine Dr., Indianapolis, IN 46224
- g-Gary and Linda Jordan St., Sacramento, CA 95826
- g-Mark Frink, 314 Juno, 1034 Wagner St., Pasadena, CA 91107

John Michalski - 27 Moryan Road - Edison, NJ 08817
John Beardsley - 27 Moryan Road - Edison, NJ 08817
John Leeder - 2202 Broadview Rd. - Calgary, AB T2X 3R6
Peter J. Payne - 156 Higgins Hall - Western Illinois University - Macomb, IL 61455

ELIZA, At least my destruction of Ray's cartwheels didn't frighten
one guy too much.

THE CON
by Bob Albrecht

In Diplomacy, we have (or most of us have) experienced a remarkable facet of Dip- (ftf or Postal). That is, puppethood. You sit down or send away for a game, you play well, (sometimes not so well, eh, John)... ((Bob, the sound of you insulting me reminds me of a sound. The sound of mini flayers draining your D&D character's brains out.)) then all of a sudden, bang! You begin to lose position, centres, everything! Then, the villain appears, the "friendly" ally. He offers to help you out for some help for him, "down the road awhile." Then he manages to get 3/4 of your country surrounded, maybe lending one or two units to help you out while your entire force ((farce?)) is trying to repel your earlier enemy. After your country has been surrounded by your "friend", he then lends all effort to crush your enemy, making sure you get one or two bases per season. Now comes the catch, as for every centre you take of your enemy's, the "friend" takes one of yours. You never get any centres yet now you must do what your ally says or you have had it. Your armies are by now to far away to effectively defend the homeland. You abtrain, what I term as the "Helpless Marionette" symptom... and 90% odds are yours for elimination.

The next possible type of puppethood is voluntary puppethood. You agree to puppet in exchange for assured non elimination. Chances are 75% that you will be eliminated already, in the first two-four game years.

If one or another type has reared its hideous head upon you, then there is one way out. ((And you'll never guess it.)) The Con. Yes, you too can master this skill with the ability to quench and ~~ever~~- fight them horrors of puppethood. You merely refuse to accept bases that put you farther from your homeland. You offer to support him into other centres, leaving some of your units home as protection. When your ally is far enough away, you stab him to death. Even make him accept puppetdom. If not accept puppethood, but bide your time by doing... The Con...

Well, not bad at all, Bob. Sounds like an interesting thing to try, although I hope I never need to. Hate you tried it on anyone successfully before! Seems to me it'd be harder to execute than it sounds. Maybe I'll try it on Germany in '79-1....

I hope the rest of you will consider spilling your guts like this too. I have discontinued the bad habit of destroying people's articles by using my advantage as editor, and I pay good money for them. Don't worry about sounding foolish-everyone does when he's writing his first article or so. I know I did ~~all~~ ~~myself~~ ~~bad~~. My first appeared in Vol. 8A issue #109 or 110, and was just horrid. Like I said before, keep 'em coming! I'll always use more good Diplomacy-related material.

THE SCIENCE OF ANYTHING ELSE IS INTELLIGENT TO SATHEPEILLUS WHITE AND GOLDS

I bet none of you would believe Klickitat if you saw it. It's an interesting little burg. High school enrollment is 55, and rising. It won't be long before they consolidate it with the other schools in the area with its declining population. Recently the Hell's Angels motorcycle gang was driven out of California and it came north. The Bixby Gang, a gang that murdered several people in California, is now through the hills and their days are numbered. The town is a small town, with a population of 1000, though it's hard to get it, and is about to

built around a lumber mill (St. Regis) and most of the workers and their families live downtown (yes, there is a downtown.). However, those us whose fathers are in management, (some of us anyway) live in large houses on a hill. Ours is a four-story (now, that's including both the basement and attic) colonial style dwelling which has been here since 1928, I think. There are seven other houses on the hill (jealously called 'snob hill' because the people who used to live here were snobs, and the idiots in this town have been too shortsighted to use their minute brains and realize that not one person on the hill is snobbish.) and a tennis court, which I used to use often but being an Ilie Nastase type one day I got furious with myself and slammed a racket down on the concrete, demolishing it. The best thing about this town is by far its blackberries, huckleberries nearby, mulberries, (just starting to get ripe) and raspberries. All ripen during the summer and Bob Albrecht, I promise you a feast of fresh blackberries from right across the street when you come to visit. In fact, I think I will go up and have some mulberries right now.

Boy, those were good. This is the fruit bowl (no, there aren't a lot of queers) of the USA, and it shows with the availability of apples, cherries, etc... I think Washington is almost as pretty as Canada.

1979-CG would have been printed here, but it won't be. I had a request that it be delayed, which I will promptly honor. Take four more, guys. Orders on file from everyone but Clive. However, if this line has an x in it _____ then I will have gotten his orders.

Here's Trevor's variant, also mentioned on page 18:

DND DIPLOMACY II

The regular Diplomacy board is used, as well as the 1971((1976 in this zine)) Rules of Diplomacy, except as below.

1) If a move conflicts with another made by the same power, it is nullified.

eg. Russia: A Gal-Bud, Austria: A Ser-Bud, A Vie-Bud.

2) Every unit not holding is given a code, either 'D' or 'ND'. If nothing is specified, 'D' is assumed.

'ND' means that the move remains valid even if the unit is attacked. An attack by one foreign unit is enough to dislodge it. 'D' means that if a unit is attacked its move is nullified and it defends itself with a force of one.

3) A unit that is attacking, convoying, or supporting an attack may not be supported to hold in place. ((I assume that a unit holding can be supported.))

eg. (iii) ENGLAND: a yor(ND)-nwy, s by f nvg(D). (D invoked)
f nth(ND)/d/ c a yor-nwy

FRANCE: f eng(ND)-nth

RUSSIA: f nny(ND)/d/-nwy

eg. (iv)(a) AUSTRIA: a rum(ND)-sev, a gal(ND)-ukr
RUSSIA: a ukr(ND)-rum, a war(EU)-gal

eg. (iv)(b) AUSTRIA: a rum(ND)-sev, a gal(ND)-ukr/
RUSSIA: a ukr(D)-rum, a war(EU)-gal
(D invoked)

I had to skip the examples off the sheet and plaster them to the paper. Anyone else wanting to run a variant is invited to send in rules (and maps if necessary).

Why not have a variant corner? I've nothing better to do, so here's a \$50.

First, Trevor sent me a copy of one he likes, called D&D. Sure, Trevor, I'd be willing to run it. Might even print it in this issue. Any takers?

If anyone has copies of the Youngstown variant or Swiss diplomatic maps and sends them to me I will reimburse him for the postage.

There must be thousands of variations possible. One could be a 'Fast Convoy' variant, where a fleet could move and convoy in the same turn. I could see a lot of neat Turkish openings... Another is the 'Zap' variant, where I (the GM) pick at random four (or maybe 1-4) spaces on the board, and anything in those spaces would be immediately wiped out without getting a chance to do whatever it was ordered to do. I can see it now: in S'Ol Sev, Mos, War and StP would all get it, with my luck. And then there's the 'No NMW' game, where any NMW unit does not hold as per the civil disorder rules, but is wiped out if attacked, with or without support. You sure wouldn't attract many standbys...

How about a 'Blade' variant where when countries want to ally they both sign a pre-provided alliance sheet, and for breaking that alliance by dislodging or moving into the ally's owned centres, the attacker gets two extra sc's for that fall for each ally he attacks? I think I'll ask my friend Conrad Baumister (who won a coveted Brocaba Award for his treachery) to get into this one. Curtis Gibbons' hate this variant. He wouldn't survive two seconds.

What about a 'Blind' variant as was run in Appendix a while back? In this, the only negotiating allowed is by press. Which is logical, since the players don't know the names or addresses of the other players. I hereby open such a variant. But it's by invitation only. I will send out the invitations with this issue—they will be mostly by random, so don't feel bad if you don't get picked. People can volunteer to be standbys, though. Look on the back to see if you were picked. Ahhh, change that; if this line has an X in it _____ then you are asked/invited to play. If it has a check mark, you are invited to standby.

I am playing (or will be) in a Colonia IV game by mail. Fred Wright says it's the pits to GM, but I might run it if enough people show interest. See p. 11 for details.

The gate has begun to close on the D&D games, though. I will take no more adventurers after the next deadline (NEW ones). That is, of course, the ones in progress will continue, and those people will get first priority if they wish to go in again when their current one is done.

This has been a really offensive issue. The blast at Carolyn, and the letter shot at hapless subscribers, the obitinance on page 10, etc. etc. etc. One of these days I'll poll the readers on that topic, want to see what they think of this zine, but not now. Too little space. I do, however, believe this zine has improved somewhat since the last issue, or no one still reads) and I would like to extend my thanks to some people. First, to anyone who got an unolicited issue of #2, and subbed anyway. If no one had been that compassionate, I fear I'd be sure that I'd of probably been discouraged enough to fold up right there. So, in a very real sense, you kept this zine alive for all of us. Then, to those who were overloaded with games in other places and entered one or two in this one anyway, you also deserve gratitude. Least (already thanked John and Francois least), and don't worry about David Foulsham), but least of all least, to nob Albrecht who not only submitted an article but also relieves my boredom often by calling. I like your phoneed orders, but I like nothing better than someone who calls a few times. Keep it up, Brit!

I think I'd better put out an addressee list, even if it is a pain in the behind to write one up. They are in no particular order, but note a change of address for Bob Albrecht and Garry Fairbairn.

1. Garry L. Fairbairn, CP Room 502, 315 Tenth Ave., SE., Calgary, Alta. T2G 0A1
2. John Michalski, Rt. 10, Box 5264, Moore, OK 73165
3. Andy Lischatt, 3025 N. Davlin Ct., Chicago, Illinois 60618
4. Cpl. Nick Fusson, #353-2503 Hurontario St., Mississauga, Ont. L5A 2E7
5. R. Trevor Baillie, 5410 Garland Place, Montreal, Quebec H3X 1E4
6. Curtis Gibson, c/o A-1, 176 Lexington Ave., New York, NY 10016
7. Francis Guerrier, 2005 Thompson Residence, University of Ottawa, Ottawa, Ontario, K1N 9A7
8. Dave Grabar, 812 Dawn Drive, Las Vegas, NV 89110
9. Bob L. Albrecht, 2308-9 Ave N., Lethbridge, Alberta. (postal code)?
10. Ralph L. Morton, 173 Irving Ave., Ottawa, Ont. K1Y 1Z6
11. Steve Colombo, 179 Marlborough rd. Thunder Bay, Ont. P7B 4G6
12. Clive Tonge, 2402 Edenhurst Drive, Mississauga, Ont. L5A 2K9
13. Ron Brown, 1528 El Sereno Pl., Bakersfield, CA 93304
14. Greg Costikyan, 1675 York Ave., New York, NY 10028
15. Jay and Nick Chambers, 2484 San Marcos, Las Vegas, NV 89110
16. Gerry van Alkemade, 110 Sheffield Dr., Racine, WI 53402
17. David J. Carter, 418 Horsham Ave., Willowdale, Ont. M2N 1Z9
18. Bill LaFosse, 64 Laird Dr. Trenton, Ontario L3V 1A7
19. Markus Rostig, 2743 SE 65th, Portland, Oregon 97206
20. Konrad Baumeister, 11416 Parkview Lane, Hales Corners, WI 53130
21. Dan Hall, 15 Dunham Cres., Aurora, Ontario L4G 2V3
22. Blair M. Cusack, 1620-42nd St., SW, Calgary, Alta. T3C 1Z5
23. Tony Watson, 201 Minnesota St. Las Vegas, NV, 89107
24. Werner Kreissl Jr., 4952 Bassborough, Montreal, Quebec H4V 2S3
25. Fred G. Hyatt, 400 State St., Brooklyn NY 11217
26. Dennis and Bernadette Agosta, (BNCs) 14 Shadyside, Dumont N.J. 07628
27. Scott Marley, 12682 Swidler Place, Santa Ana, CA 92705.

Also, those in 79-CG should note that Gerry van Alkemade is off in Saudi Arabia until about the end of the summer, I think. So don't blame him too much if he's late in writing. I know, because his orders came in an envelope plastered with Greek stamps. If we have any stamp collectors, let me know. I always take stamps off envelopes for just such people, and they're free, including about six Greek ones. Mostly Canadian.

The standby list currently includes Cusack, Gibson, Mason and Van Alkemade.

I have Dick Russo and Bob Albrecht suckered into Bullets. Dick's wife has one firm commitment-R. Trevor Baillie. In addition to the three previously called, I nominate Scott Marley. Now the rest of you better say whether you want into this game or not. Also, Dave Grabar, you are invited. This game will be lucky if it gets on the road by September. And if I can't find a commentator, you'll get at... . But if I can get Paulalpia or Mark Borch.... , you will be... .

By the way, anyone interested in picking up one repeat or the position in a game already in progress, but doesn't wish to be on the standby list, should contact me as soon as possible. I may be able to help you.

Have you ever turned your brain in a futile attempt to figure out why all the other zines say their sub rates are 10/3.50, 12/4.00, etc. and I always said just plain 30/12c? It was (and still is) because I am not only amateur in nature, but also because I think doing it the other way is a con. Yes, you heard me, I said con. Besides, I like to protect a 'naive juvenile' image, then have people be surprised if and when I say something intelligent. Psychology, and you're all violent,

Well, it's a money-passer, so I give it super-lame. And I suppose all the crabs will sign in today 'cause they don't have to pay for the computer and all the soldiers still boom and groan with the wounds to the wallet.

Oh yeah, gotta prick the doodle answers.

1. Two corporals who loved "in vein".
2. Three degrees below zero.
3. An upside-down fried egg.

THE PEGO BEEPS SUBMITTING THEOSHEP PLEASE BECAUSE I ENJOY THE VARY MUCH EVEN IF HE OTHER SIX

PLAYERS-HOUSE RULE ADDITION: From now on, no one may call to find out the previous season's results until a full eight days have passed since the deadline, be he American, Canadian, Russian, or Chinese. I'm even going so far as to refuse to accept American scores until a full twelve days after the last deadline have passed - I hate to see the Canadians get cheated. This would equalize things a little, but will not be implemented, however, unless all the American players will agree. The Canadians have a vote too, but it won't be an automatic veto...

THE PEGO BEEPS SUBMITTING THEOSHEP PLEASE BECAUSE I ENJOY THE VARY MUCH EVEN IF HE OTHER SIX

I don't suppose any of you know or care that your editor nearly got killed the other day. It matters any to you ask and I will relate the story, which I wouldn't be writing now if it hadn't been for Zack, Gee, or both.

THE PEGO BEEPS READ THIS SEPARATOR YUL FIND OUT THAT I'M DIVED IN A SHALLOW POOL AND AM GETTING

Just hung up the phone with Doug Haworth, Arrskis, Canada's oldest zine, in folding. Blair-L may be picking up 78-E and others (maximum of three) in look for them next month. Anyone wanna standby, quick?

THE PEGO BEEPS READ THIS SEPARATOR YUL FIND OUT THAT I'M DIVED IN A SHALLOW POOL AND AM GETTING

Just hung up the phone with Nick and Clive and it seems that they are attempting to re-convive Arrskis. I haven't seen their zine yet, but I know them to be reliable guys and would suggest that anyone subscribing to it support them. Clive will be the GM for Nick's games. (In fact, Nick is to both of you. If you ever need advice, yell.) But there are more experienced publishers around who could give it better, I say. I mean, four month's experience really doesn't cut it, but it might be better than nothing...

Boss,



John

THE PEGO BEEPS READ THIS SEPARATOR YUL FIND OUT THAT I'M DIVED IN A SHALLOW POOL AND AM GETTING

the book off my shelf

and the tape

and the

magazine, in addition to the

THE PEGO BEEPS READ THIS SEPARATOR YUL FIND OUT THAT I'M DIVED IN A SHALLOW POOL AND AM GETTING

SO, to 18 a.s. available

the most, but except was a 7 pub
a year, never any open, for 12.
I am a Canadian and we never
had a 12 in the first time or when
we did, it's because it's not
mine, I guess, but

the most, but except was a 7 pub

I solicit a plug, please.

Your sub _____

We trade

Your coat number (about time?)

Complimentary copy

See pg. _____

Sample

Want trade?

I used some articles written and

help would be appreciated
in the construction of the following page,
which is to be submitted to the editor of the magazine.

THE PEGO BEEPS READ THIS SEPARATOR YUL FIND OUT THAT I'M DIVED IN A SHALLOW POOL AND AM GETTING