



BORIS THE SPIDER

A Journal of Duplicitous Doings,

Raw Power, and Naked Greed



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KREMLIN & BORIS VIII to Start!

We have a full seven signed up for DIP, so why dally? Would Dave Anderson, Drew Franz, Marcel Carbonneau, Ron Fisher, and Rudy Zodda please submit country preference lists (I already have Jim Fryling's and Fred Hyatt's). In case any of these worthies have reconsidered, anyone else interested in playing is invited to submit a preference list also. Those of the latter group not selected will start the waiting list for "Boris IX".

We also have the minimum four players for KREMLIN. I'd like a full compliment of six, so we'll keep the two remaining places open for latecomers--but no admittance after gamestart! The initial Politburo will be found on p14 as well as what I'll need from the players to start. House Rules are available p15. I'll be using my own KREMLIN Adjudicator Program to run this thing, debugging and expending it in the process. Yes, you'll be largely free from Ms Ner's killer rolls, but she'll be dealing the Intrigue Cards.

We now have 5 for HISTORY OF THE WORLD and need just 1 more to start.

Well, 30 hours after the deadline, I've still to hear from TJ Klausutis ("Boris IV" and "Dune"), Jack McHugh ("Boris VI"), and Jeff Vendine ("Boris VI" and "Boris VII"). Since the latter was considering resigning, I'll assume that he did and assign his two positions to the only folks to submit orders for them, Wayne Morrison and David Anderson respectively. Standbys are requested to submit orders for TJ's and Jack's positions in case they NMR next time.

BORIS'S BULLETIN BOARD

THOUGHT FOR THE MONTH: Once the Xerox copier was invented, private diplomacy died. There's no such thing as secrecy. It's just a question of whether it's leaked or revealed openly.
--Andrew Young

Several folks have expressed a desire to join the SILVERTON game here but can't find a copy locally. If anyone knows a good source, let me know.

We've had several similar comments about 1829, so you'll find our capsule summary of the differences between 1829 and 1830 on p11.

Also, John Butitta is going to Oklahoma City soon for a conference would appreciate getting hooked up with any gaming clubs there or even individual gamers. If you know of any that might want to teach him a lesson, drop him a postcard. The PDO 1993 census only shows three pbm'ers in OK, but two of those are/were in OK City.

Ballots for the Runestone Poll appear on p18.

BOOS & KUDOS

This month's Madame Bolduc Press Excellence Award goes to Brad Wilson for his article datelined London in "Boris VII".

This month's Ms Ner Super-Sudsy Bomb goes to Flapjack McHugh and TJ Klausutis for non-submission of orders.

THIS SPACE FOR A PERSONAL MESSAGE AND/OR AFTERTHOUGHTS

DEADLINE FOR ALL GAMES IS NOON (CDT) 7 MAY 94



RIOTS IN ITALY

WORMTONGUE AT 16!

Fall 1912



CLIFFHOME--Riots in Italy, no doubt kindled by Austrian agents, have offered Wormtongue a golden opportunity to quickly achieve victory. Should he win the guessing game around NAP next year, he'll need but one center from amongst BER, MUN, TUN, SPA, or PAR to wrap things up. Germany and Italy being under-strength may be a critical factor here as will be which unit Lord One-Eyed will disband.

TROOP MOVEMENTS

Italy is NMR so GM retreats A PIE oth.

AUS (Frying): F Aeg S F Adr-Ion, A Smy H, A Gre H, F Adr-Ion, A Ven S A Tus-Rom, A Tus-Rom, A Apu S A Tus-Rom, A Pie-Mar, A Boh S A Sil-Mun, [A Sil-Mun], A War-Pru, [A Mos-StP], A Lvn S A War-Pru, A Tri S A Sil-Mun, F Tri-Adr;

ENG (J. Shacklett): A Fin S GER A Swe-StP, F Bot C GER A Swe-StP, F Nth-Nrg, [F Lvo S ITA A Mar-Pie](nsu), F Spe(nc)-Mid

GER (J. Fisher): A Nwy S A Swe-StP, [A Pru-War](d), A Ber S A Mun, A Swe-StP, A Hol-Ruh, A Bur S A Min, A Mun H;

ITA (Klausutis): NMR F Nap H(u), F Rom H(u,d), F Tun H(u), F Tyn H(u).

Orders in brackets fail; d = destroyed due to lack of legal retreat, imp = illegal or impossible move, nso = unit not so ordered, oth = off the board, otm = unit on the move, r-??? unit must retreat, u = unordered.

SUPPLY CENTER CHART

AUS: Bud, Vie, Ser, Rum, Bul, Con, Sev, War, Ank, Mos, Smy, Tri, Ven, Gre, -Mun, -StP, +Rom, +Mar

ENG: Edi, Lon, Lpl, -Nwy, Spa

GER: Ber, Kie, Hol, Par, Bel, Den, Swe, -Mar, +Min, +Nwy, +StP

ITA: Nap, -Rom, Tun, Por, Bre

(16) Build 1

(4) Tear 1

(10) Build 4*

(4) Build 1**

* But can only build in KIE so will play 3 short.

** But has no open home center so will play 1 short.

Due next time are orders for retreats, Winter builds & tears, and Spring 1913. The latter may be conditional on the retreats.

CLASSIFIEDS

Kom! Kom, children and hear the story du Monster du Moscow. Was very kold night when the sun koms back from his vinter nap. De monster of de Moscow had put forth de snaky neck to gobble the city of the Saint in one big gulp.

Much like Erik ate his apple struddle, Ya? No look so like the little lamb Erik. Ve saw you but I have more for de morrow.

Olaf the sailmaker was much scared that the monster would soon hunt viking children to munch on. Looking on his little Helga he decided he must stop the monster of the south. So, he vent out in his viking ship Hammer of the Sky to seek help in slaying the monster.

On his way, he hear thunder as he go by the swedish headlan of oorsk. There was no clouds so he pull 'round de headland and there was big horses with metal men on top. Dees men would ride de horse toward each udder an' try to poke each udder with long sticks.

Olaf say to himself, "Self, thees metal monsters may help slay the other monster." So, Olaf hailed the metal things from de ship. An' Olaf was much feared for the mouth of the metal monster opened and a mens head appeared. Olaf was sorry that the man had been eaten and told him so. The man laughed and said he was Oberst of the Teutonic Knights and his friend that was beeing on hom so was Frederick of Prussia. Oberst asked Olaf to break bread with them. Olaf scared of the metal monster was to say no till other men come out of brightly colored tents and take apart the metal monsters.

After a hearty meal Olaf told the knights of the fearful Moscow Monster. Dey said, "What ho, let us have at dis brute and make vikings safe for all time."

So that is how Olaf the sailmaker got help to slay the monster. Children go to de sleep now so I tell the rest of the story later.



COUP IN AUSTRIA!! RIOTS IN ENGLAND!



Fall 1906

Errata: Last season's Russian order of F Bal-Den failed and should've been annotated [F Bal-Den].

WALL STREET JOURNAL--Franz Josef has abdicated and Archduke Wayne has assumed the ancient mantle of Habsburg power. Already there are border clashes with Russian forces under the new government in St Petersburg. These signs of strife in the East may have come too late for Italy, slowly losing ground to an exhausted France. The riots in England are most puzzling. Some analysts suspect Tserist agents provocateur, others blame the shortage of Bass Pele Ale. In any case, Lord Flapjack has been forced to call elections. The opposition party has several strong candidates so he is no shoo-in to win. The market has yet to vote on the Russian and Austrian successions. The next session will speak volumes.

TROOP MOVEMENTS

AUS (Morrison): A Ruh-Bel, [A Tus S F Tyn-Lyo](imp), A Pie-Mar, A Bur S A Pie-Mar, [F Tun-Wes], [F Wes-Spa(sc)], A Bud-Rum, [F Tyn-Lyo], F Adr-Alb, A Ser S A Bud-Rum, A Boh H(u), [A Vie-Trl](nsu);

ENG (McHugh): NMR A Hol H(u), F Den H(u), F Nth H(u), F Nwy H(u), F Swe H(u), F Nrg H(u);

FRA (Reizder): [A Mar-Spa](r-???), A Spa-Por, F Mid S A Spa-Por;

ITA (Cameron): [F Lyo-Spa(sc)], [F Por S F Lyo-Spa(sc)](d);

RUS (Anderson): A Smv-Arm, A Kie H(u), A Ber-Mun, A Sil S A Ber-Mun, F Gre S F Bul(sc), F Bal S A Kie, [A Fin-Swe], F Bul(sc) H, [F Ber-Nrg], A StP-Lvn, [A Rum H](r-???).

Orders in brackets fail; d = unit destroyed due to lack of valid retreat; imp = impossible; nsu = unit not so ordered; nsp = no such place; nsu = no such unit; oth = off the board; otm = unit on the move, r-??? = unit is dislodged and must retreat; u = unordered. French A MAR must retreat oth or to GAS. Russian A RUM must retreat oth or to GAL, SEV, or UKR.

SUPPLY CENTER CHART

AUS: Bud Tri Ser Rum -Bul Nap Rom Ven Vie Tun -Mun +Bel +Mar (11) Even
ENG: Edi Lon Lpl Bel Hol Den Nwy (7) Build 1
FRA: Bre Par -Mar +Por (3) Even *
ITA: -Por Spa (1) Even
RUS: Mos Sev StP War -Swe Con Smv Ank Ber Gre Kie +Bul +Mun (12) Build 1**

- * If France retreats A MAR oth, he may build in either BRE or PAR.
- ** If Russia retreats A RUM oth, he may build 2.

Due next time are orders for retreats, Winter Builds, and for Spring 1907.

EMBASSY BEAT

Italy to BORIS: Can I play Austria?

Fr to It: So long, worthy adversary

BORN LOSER





COUP IN TURKEY!!

FRENCH & BRITS GO AT IT! Spring 1902

VII

MURKWOOD: The rumored coup in Turkey has indeed come about and a new Sultan, Ali David III, now dwells in the Porte. Whether this bodes good or ill for the Tsar remains to be seen. The new Sultan will surely demand concessions from both Austria and Russia as the price of alliance. In view of the Franco-German cooperation in the Low Countries, it would appear that England is the odd-man-out in the West, but Italy is providing a credible second front against the duo. Whether it is enough to topple the Martin government is debatable. The Tsar's troubles have multiplied manyfold with the arrival of the British fleet in NWY.

TROOP MOVEMENTS

AUS (Racicot): A Rum S A Vie-Gal, A Tri S A Bud-Ser, F Gre H, A Bud-Ser, A Vie-Gal;
 ENG (Wilson): A Pic-Bur, F Nth-Nwy, [F Eng-Mid];
 FRA (Cohn): A Spe-Gas, A Bel S GER A Hol, [F Por-Mid], [A Mar-Pie], A Par-Pic, [F Bre-Eng];
 GER (Morrison): A Hol S FRE A Bel, F Kie-Hel, F Den S F Kie-Hel, A Ber S A Min, A Mun S A Ber.
 ITA (Franz): [A Pie-Mar], A Ven H, F Tun-Wes, F Nap-Tyn;
 RUS (Carbonneau): [A Mos-Sev], A Pru-War, F Swe-Bot, A War-Ukr;
 TUR (Anderson): A Bul H, A Sev H, F Bla S A Bul, A Ank-Arm, F Con-Aeg.

Orders in brackets fail; d = unit destroyed due to lack of valid retreat; imp = impossible; nso = unit not so ordered; nsp = no such place; nsu = no such unit; oth = off the board; otm = unit on the move, r-??? = unit is dislodged and must retreat; u = unordered.

Due next time are orders for Fall 1902.

EMBASSY BEAT

LONDON: Prime Minister Lord Holdittin grumped as he perused the report of His Britannic Majesty (who this month has developed a craving for red wine and herring's) Ambassador to the Romanov Court. "I can see that the heathen hordes have swarmed over the traditionally Cossack lands myself; after all, we have consuls in Odessa and Sukhumi," said his Lordship to Foreign Minister Lord Lettallhangout. "Now that rag *Previde* is complaining that we should take action. What can we do anyway? I mean it's a long way off, and we don't have a Black Sea Fleet or anything though if the damned King gets hungry for sturgeon we may soon, where it will port..." "Ahem, well, my Lord," said the Foreign Minister, "perhaps we can render financial aid to the Tsar." "Get serious," said the King's chief minister. "After succeeding Lord Billand-Hillary's spendthrift government, you know we can barely afford biscuits for tea, much less any jam. And that damned *creme fraiche* expedition to satisfy the King's lust for strawberries...expensive, and how do explain that it to the French? Hardly looks friendly..." "You're rambling, sir," said Lord Lettallhangout. "The response you wish me to make to our Ambassador?" The Prime Minister glared at the situation map of Europe. "Tell him to point out to the stupid Tsar -- can you believe our royal houses are related? I mean, maybe you can, with our soldiers chasing after cream in Flanders and the Russians farting around..." "Sir?" "Oh, yes, tell the Tsar that God helps he who help themselves and maybe that army squatting in PRU just might be better employed on the southern front. I mean with this ultra-militaristic France with a mindless ninny in Rome aiding and abetting him, Germany doesn't need the distraction. Nor do I, not with the King gaining new desires every minute, hope he never gets to like yak. Tibet's damned far away, and the railroad up from Calcutta's crowded right about now with monsoon escapees, getting a yak-catching force up there will be a sight..." The Foreign Minister slipped quietly out after grabbing a dish of fresh strawberries and *creme fraiche*.

ST PETERSBURG--The West continues to ignore the troubles of the Easter peasants.

CLASSIFIEDS

"There's something wrong with our bloody ships to-day, Chatfield."

---Vice-Admiral Sir David Beatty



BOURSE



Alda-Chur

This game is pegged to the results of "Boris VI" on p 3. Each country's currency is worth \$1 per center held. The player with the highest worth at game's end is the winner. As it would be difficult to be competitive starting this late (with \$1000), this game is closed to new players.

FALL 1908 ACTION

Kroner, Pound, and Franc are unchanged at \$11, \$7, and \$3 respectively. Lira falls from \$2 to \$1. The Ruble moves from \$11 to \$12.

Company	\$	Kroner	Pounds	Francs	Lira	Rubles	Value
RVE	1	200	44	0	0	75	\$3409
NEWSOT	4	192	0	0	0	74	\$3004
PRB	0	220	1	0	0	0	\$2427
WOMEX	1	0	333	0	0	0	\$2332
RETW	4	162	0	0	0	122	\$2293
USED	0	150	70	0	0	0	\$2290
FROG	5	3	85	0	0	70	\$1845
CCH	1	80	0	0	0	0	\$ 891
MT	0	0	0	0	345	0	\$ 345

LEGEND: CCH = Corporation for Currency Holding, FROG = Federal Reserve Option and Guarantee, NEWSOT = Neenah World Board of Trade, PRB = People's Revolutionary Bank, RETW = Retired Wayne, RVE = RV Exchange, USED = Uranian Circus Exchange & Depository, WOMEX = Wordelmann's Monetary Exchange. RETW has been closed and cashed out at \$2293.

The Alda-Chur Bourse is open this season.

BOLDHOME

This game is pegged to the results of "Boris VII" on p 4. Players start with 1000 units of each surviving European currency (current value given on the "Per" line below). For every 100 units of currency bought or sold its price will go up or down 1¢ to a minimum of \$0.01 (exception: eliminated country's currencies are worth \$0.00). A player may never sell more than 500 units of a currency at a time. At game's end, scores are computed by multiplying the number of 100 unit blocks of each nation's currency by its number of supply centers and summing over all active countries. The winner is the player with the highest score.

Spring 1902 Action

RVE (\$100) sells 500 pounds and 500 lira (+\$815) and buys 500 rubles (-\$440). CLOWNS (\$65) sells 500 lira (+\$380) and buys 100 marks and 300 crowns (-\$445). PRB (\$17) sells 500 rubles (+\$440) and buys 500 pounds (-\$435).

	US	AUS	ENG	FRA	GER	ITA	RUS	TUR	
WIN 01:	1.00	1.14	0.87	1.08	1.03	0.76	0.88	1.18	
SPR 02:	1.00	1.17	0.87	1.08	1.04	0.66	0.88	1.18	
Corp	US	AUS	ENG	FRA	GER	ITA	RUS	TUR	Value
PRB	22	1400	1000	1500	1500	0	0	1500	\$7480
RTE	0	1000	1000	1750	500	500	500	1750	\$7287
TPB	33	1500	700	1100	1300	300	300	1800	\$7285
RVE	475	1500	0	1000	1000	500	2000	500	\$6980
CLOWNS	0	1300	1000	500	1100	400	1000	1500	\$6929
Per	0	1000	1000	1000	1000	1000	1000	1000	\$6880

LEGEND: CLOWN = Contentual Liberties of Worthy Nations Securities, PRB = Peoples' Revolutionary Bank, RVE = RV Exchange, TPB = Tundra Peat Bank.



REVENGE IS SWEET

**NYNH&H Floats!!
NYC Sinks!**



Errata: The initial "Player Status" should have showed Butitta with a share of PA
The final "Corporation Status" should have only 2 PA available in the Bank.

PLAYER STATUS:

Quist \$75, B&Op, 3 B&O(Prez)
Henna \$14, D&H, M&H, 3 NYNH&H(Prez)
R. Fisher \$26, C&SL, 2 NYNH&H, 1 B&O, 1 PA <Priority>
Chinnery \$0, 4 PA(Prez)
Butitta \$10, C&A, 3 PA
Morrison \$52, SVN&RR, 4 NYC(Prez)

CORPORATION STATUS:

Company	Value	Pool	Bank	Per	Cash	Trains	Tokens
PA	A100b	0	2	\$100	\$1000	----	4
B&O	A100a	0	6	\$100	---	----	3
NYC	C82	0	6	\$82	---	----	4
NYNH&H	F67	0	6	\$67	---	----	2

OPERATIONAL ROUND 1

Morrison collects \$5 from SVN&RR, Fisher collects \$10 from C&StL, Butitta collects \$26 from the C&A, Quist collects \$30 from B&Op, and Henna collects \$35 from the D&H and the M&H.

PA: Lays initial token in H12. Plays Tile #9 in H14(e). No run so no dividend so price slips to A90. Buys a 2-train (\$1000-80 = \$920).

STOCK ROUND 2

Fisher sells 1 B&O and 1 PA and buys 1 NYNH&H (\$36+100+90-67 = \$159). B&O drops to B90 and PA sinks to B82. NYNH&H floats!
Chinnery & Butitta pass. Morrison sells 2 NYC and buys 1 NYNH&H (\$57+164-67 = \$154). NYC drops to E71.
Quist buys 1 B&O (\$105-100 = \$5)
Henna passes. Fisher buys 1 NYC from IO (\$159-82 = \$77).
Chinnery & Butitta pass. Morrison buys 1 NYNH&H (\$154-67 = \$87).
Quist & Henna pass.
Fisher buys 1 NYNH&H and takes Prez Certificate (\$77-67 = \$10).
Chinnery & Butitta pass.
Morrison buys 1 NYNH&H (\$87-67 = \$20). NYNH&H sold out!
Quist & Henna pass. Fisher sells 1 NYC (\$10+71 = \$81).
All pass.

NYNH&H is sold out so climbs to E71. Due next time are orders for OR 2 and SR 3. Chinnery has the Priority Card.

PLAYER STATUS:

Quist \$5, B&Op, 4 B&O(Prez)
Henna \$49, D&H, M&H, 3 NYNH&H
R. Fisher \$81, C&SL, 4 NYNH&H(Prez)
Chinnery \$0, 4 PA(Prez) <Priority>
Butitta \$35, C&A, 3 PA
Morrison \$20, SVN&RR, 2 NYC(Prez), 3 NYNH&H

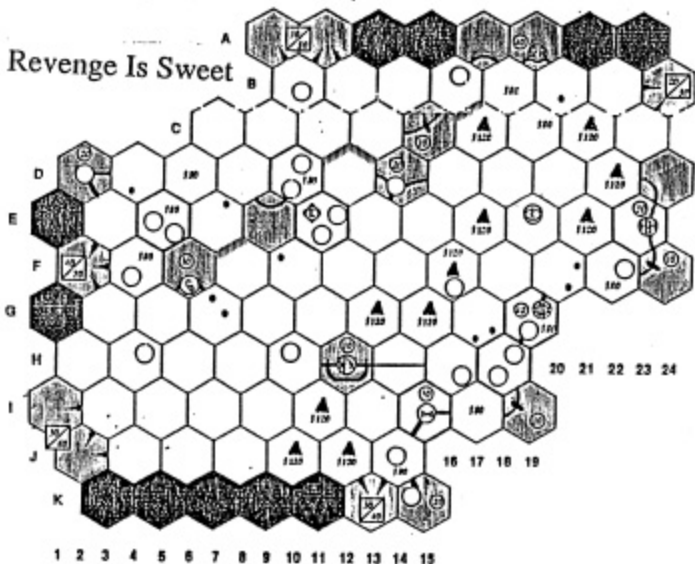
CORPORATION STATUS:

Company	Value	Pool	Bank	Per	Cash	Trains	Tokens
B&O	B90	1	6	\$100	---	----	3
PA	B82	1	2	\$100	\$920	2	3
NYNH&H	E71	0	0	n/a	\$670	----	2
NYC	F67	2	6	\$82	---	----	4

TRAINS AVAILABLE: 2222333334444555666DDDDDD
The Bank has \$10,220.



Revenge Is Sweet



TILES AVAILABLE:

#1(1), #2(1), #3(2), #4(2), #7(4), #8(8), #9(8), #55(1), #56(1), #57(4), #58(2), #69(1)



1835

3A Operiert!



Verlaufen: SX couldn't play a #3 tile in I15 since #1 used the last one. SX OR 5 amended as below.

Wettrunde 5:

SX: Legt #9 in K15(ne) (640M-70 = 570M) und in K13(aw). Rennt H16-I17-L14 (60M). Pays (LG +18M, MT +12M, PZ +12M, DC +6M, CCH +6M, DF +6M)

Wettrunde 6:

Remains the same except a) PZ buys 1 BY for 112M rather than 122 M, and b) Tsuk has the Zug.

Spickerspielung: (Aktienlimit = 9) (* = Doppelspektien)

Tsuk: 18M, #1, Hann, 1 BY, 3 SX
 Butitta (LG): 150M, 3 SX(Dir), #5
 Chinnery: 5M, NF, 1 SX, 7 BA(Dir)
 Heene: 31M, #2, #6, 3 BA*
 Frueh: 52M, #4, Braun, 1 BY, 2 WT(Dir) <der Zug>
 Farrow: 20M, 4 BY(Dir), OB, 1 SX
 Zieske: 7M, #3, PB, 3 BY, 2 SX

Gesellschaftsspielung:

Name	Wert	Kartell	Bank	Geld	Zuege	Token
#1	---	---	---	80	2	0
#2	---	---	---	25	2,2+	0
#3	---	---	---	100	2	0
#4	---	---	---	105	22	0
#5	---	---	---	100	2	0
#6	---	---	---	150	2	0
BY	D112	1	0	480	22,2+	3
SX	C92	0	0	570	2+2+	2
BA	C86	0	0	840	---	2
PR	D154	0	4	---	---	2
WT	D84	0	8	(168)	---	2

Wettrunde 6:

Die Privatbahnen bezahlt 5M zu Chinnery, 10M zu Farrow, 15 M zu Zieske, 20M zu LG, 25M zu Frueh, and 30M zu Tsuk.

#1: Legt #9 in L4(w). Rennt H2-I1 (40M). Bezahlt (#1 +20M, MT +20M).

#2: Rennt E19-B12 (80M). Bezahlt (#2 +40M, CCH +40M).

#3: Rennt C1-F14 (60M). Bezahlt (#3 +30M, PZ +30M).

#4: Rennt G5-F4 (30M) & G5-F6 (30M). Bezahlt (#4 +30M, MMF +30M).

#5: Rennt E19-C21 (50M). Bezahlt (#5 +25M, LG +25M).

#6: Rennt C11-A11 (60M). Bezahlt (#6 +30M, CCH +30M). Kauft 3-Lok.

PHASE CHANGE

BY: Legt #201 in I3(e) [480M-50 = 430M]. Legt Token in I3 [430-180 = 250M]. Rennt N12-O15 (50), O15-M15 (40), & M15-L14-K11-J8 (90). Bezahlt (DF +72M, PZ +54M, MMF +18M, MT +18M, BY +18M); Preis erklimmt zu D124. Kauft 3-Lok (250M-180 = 70M).

SX: Legt #204 in I17(e). Rennt H18-I17-L14 (60M). Bezahlt (LG +18M, MT +12M, PZ +12M, DC +6M, CCH +6M, DF +6M); Preis geht zu C100. Kauft 3-Lok (570-180 = 390M).

BA: Legt #210 in L6(ne). Legt Token in L6E. Schliesst N-F und legt Token in L14N. Rennt nicht, also Preis fällt zu D78. Kauft 2-Lok aus #6 und 3-Lok aus Bank (840M-60-180 = 600M).

Ich noetig habe fuer Ordnungen fuer Aktienrunde 7. Tsuk hat den Zug.

Spickerspielung: (Aktienlimit = 9) (* = Doppelspektien)

Tsuk: 84M, #1, Hann, 1 BY, 3 SX <der Zug>
 Butitta (LG): 193M, 3 SX(Dir), #5



DUINE

Darkonnen A Flo-Showl



TURN 4

Errata: 3 Fremen tokens remained in The Great Flat.

ATREIDES: (R. Shacklett) KH, 1C, 5S.

BENE GESSERIT: (Bodkin) 4C, 7S, 6T in Hebbanya Ridge Stetch, 4T in Arrakeen, 1T each in Tuek's Stetch, Shield Wall(s8), Stetch Tebr, Carthag, and Hagga Basin(s13).

EMPEROR: (R. Fisher) 4C, 4S, 2* & 4T in Arrakeen, 3T in Wind Pass(s15), 2T in Pasty Mesa(s5).

FREMEN: (Morrison) 2C, 2S, 3T in The Great Flat, 2T in False Well West(s16), 2T in the Polar Sink, 1T in Hebbanya Erg, 3T & 3* in Stetch Tebr.

GUILD: (Tsuk) 3C, 42S, 11T in Tuek's Stetch, 9T in Stetch Tebr.

HARKONNEN: (Klausutis) 8C, 6S, 8T in Carthag, 6T in Arrakeen.

TANKS: A 15T, B 2T, E 4T, F 4T, H 6T, Cpt Aramsham, S. Mapes, Dr Yueh, T. Hewat, Chani, D. Idaho

TURN 4

7. Combat:

Stetch Tebr: G @ 9T vs F 3* & 3T. G plays a Truthtrance card "Will you play a poison weapon?" (N). F prescences/G (via ally A who also provides 4S) and finds that G will play no weapon. G plays ~~baton~~ shield, Steban Tuek(5), 6S, and dials 8. F plays Stigar(7), 2S and dials 5. G wins 13-12. Both leaders survive.

Carthag: H @ 8T vs B 1T. B voices H, "Do not play a projectile weapon!" H (NMR so GM) plays Ummam Kudu(1) and dials 3.5; B plays Lady Fenring, 0S and dials 1/2. B wins 5.5-4.5. Carthag is empty.

Arrakeen: H 6T vs E @ 2* & 4T. E voices H (via ally B) "Do not use a Snooper", plays Bashar(2), Ellace Drug, Shield, 4S, and dials 6.5. H (NMR so GM) plays Capt Nefud(2) and dials 2.5. Nefud is killed (+2S); E wins 8.5-2.5.

8. Spice Collection: E collects 2S for Arrakeen, G collects 1S for Tuek's Stetch, F collects 6S for The Great Flat, B collects 2S for Hagga Basin.

TURN 5

1. Storm moves from Sector 2 to Sector 8. It will next move to Sector

2. Spice Blows are at Hebbanya Ridge Flat (10) and Cielego North (8). 6S remain at Funeral Plain and 4S remain at Great Flat. A prescences

3. Bidding: B receives 2S in CHOAM charity. There are 3 cards available. They are _____, _____, and _____

LEGEND: * = starréd token, @ = aggressor, A = Atreides, B = Bene Gesserit, C = card, E = Emperor, F = Fremmen, G = Guild, H = Harkonnen, KH = Kwitzach Haderach, L = leaders, S = spice, s# = sector #, T = token.

ATREIDES: (R. Shacklett) KH, 1C, 1S.

BENE GESSERIT: (Bodkin) 4C, 7S, 6T in Hebbanya Ridge Stetch, 4T in Arrakeen, 1T each in Tuek's Stetch, Shield Wall(s8), Stetch Tebr, and Hagga Basin(s13).

EMPEROR: (R. Fisher) 4C, 4S, 1T in Arrakeen, 3T in Wind Pass(s15), 2T in Pasty Mesa(s5).

FREMEN: (Morrison) 2C, 10S, 3T in The Great Flat, 2T in False Well West(s16), 2T in the Polar Sink, 1T in Hebbanya Erg.

GUILD: (Tsuk) 1C, 51S, 11T in Tuek's Stetch, 1T in Stetch Tebr.

HARKONNEN: (Klausutis) 8C, 6S.

TANKS: A 15T, B 3T, E 2* & 5T, F 7T & 3*, H 14T, G 8T, Cpt Aramsham, S. Mapes, Dr Yueh, T. Hewat, Chani, D. Idaho, Capt Nefud

PRESS:

"...And I hope this teaches that floating fat-man a lesson."

It should have.

STELLAR CONQUEST

Game Progress

The games are presently awaiting
FLESH GORDON--Turn 29-32 orders.
SIMON WAGSTAFF--on Turn 30.
GOLAN TREVIZE--Turn 36 production.

Please expedite your orders. The time you save is only your own.

BORIS'S GUIDE TO 1829 vs 1830

There are more substantial differences between the two games than using pounds instead of dollars. We'd like to list them here.

First of all, 1829 is actually four games. There are separate boards for the northern half of Britain and the southern half. The game can be played as the "Railway Game" where each player controls one set company, or as the "Business Game" which is analogous to 1830. We shall concern ourselves with the latter.

There are only four Private Companies; they may not be sold to Corporations although they may be sold to other players. They count towards total worth (even if closed) at game's end. There are also five Steam Packet Lines that are available that will increase the revenue of railroads that have a token in their ports.

Like 1835, the major corporations are available in a set order at a set initial price. All shares in a corporation must be sold before shares in the next corporation can be bought. Corporations float at 60% sold and go into Receivership when 60% is in the Pool. Payment/nonpayment of dividends is the only thing that affects a stock price. Shares <£30 don't count toward certificate limit and corporations whose shares <£10 (£7 northern board) are bankrupt and out of the game thereafter. Corporations come out of receivership when both someone has enough shares to assume the Director's Certificate and there is <60% of the stock in the Pool.

A "Share Dealing Round" (SDR) ends when nobody buys (not buys or sells) once around the table. You may not buy and sell the same certificate in the same SDR. Steam Packet Lines become available when the first corporation (LNWR) does.

Placement of tiles is dependent upon the location of a corporation's survey party (SP). Tiles can only be laid in the hex that the SP is in. SPs can also become tokens to establish railheads. SPs move any number of hexes in any one direction (along the hex-grain). The tile they lay need not connect to any established railline. They can block each other.

Runs must begin and end at a major city. This is so "unduly restrictive" that an Optional Rule is offered to allow trains in Phases 1 & 2 to be combined together and run as a train one larger than the larger train. Thus two 2-trains would function as a 3-train, a 2- or 3-train with a 3-train acts as a 4-train, and a 2-, 3-, or 4-train with a 4-train as a 5-train.

There are four Phases in the game corresponding to Yellow tiles, Green Tiles (3-train bought), Brown Tiles (5-train bought, 2-trains scrapped), and Grey Tiles (7-train bought, 3-trains scrapped, Privates closed). There are no 6-trains.

There are two kinds of money, pounds and company script. Players hold pounds, corporations are paid in script and use it to operate. Dividends, of course, are paid in pounds; everything else a corporation does requires script.

The game ends at the end of the OR that the Bank runs out of money (not script). Private and Packet Line face value, cash, and stock value are totalled and he or she with the most wins.

TABLE 1
Game Features as a Function of Number of Players

Players	Cash	Cert Limit	RR	2-	3-	4-	5-	7-trains
3	840	18	1-8	7	6	3	3	4
4	630	18	1-8	7	6	4	4	4
5	504	17	All	7	6	5	5	4
6	420	14	All	7	6	5	5	4
7	360	12	All	7	6	5	5	4
8	315	10	All	7	6	5	5	4
9	280	9	All	7	6	5	5	4



MAGIC REALM



Bart Joins Ghostbusters! Amber Rose vs Spider!

The Cast

John Butitta:
Scott Cameron:
Marcel Carbonneau:
Don Chinnery:
Dan Farrow:
Richard Price:
Jack Shacklett:

"Moondoggie" the Sorcerer (Bushytail, Misty)
"Black Bart" the Black Knight
"Amber Rose" the Amazon
"Scitch" the Witch King (Ribiti Silky)
"Woolly" the optional Wizard
"Sir Jordan" the White Knight (retired)
"Fang Gulfwulf" the Berserker

EVENING 23

The Company leaps into action. Carl (C2) lures Spooky and Cecil (C5) lures Casper. Carl thrusts M4*/charges 5, Casimir (C3) swings M4*, Cyril (C4) smashes M4*; Spooky swings H4, dodges 4 and is dispersed. Meanwhile Cecil (C5) swings H5*/dodges 5, Charlemagne (CHQ) thrusts L4*, and Chuck (C1) smashes M4*; Casper swings L2/dodges 2 and is dispersed. Black Bart, watching all this from 100 yds away, gains 4N.

Monster Roll - 2

Moondoggie exercises the better part of valor and "Pops a Purple" to activate "Melt into Mist".

DAY 24

Monster Roll - 5

Scitch w/ Bashkars @ Le4: M LW4, SPX, SP(unenchant LW, fatigues MAGIC IV3* and PURPLE 4), M LW 2, M CV2.
Moondoggie @ Cr5: "Pops a Purple" to become Mist, M Cr2, M Cr2, M CV4, M CV4.
Amber Rose @ DW5: S(Loc 5,2 = -), S(Loc 5,5 = -), M Mt5, M Mt2; reveal RUINS M.
FLUTTER 2, draws H Spider to Mt2.
Fang & R7 @ DW3: H(3,2 = y), M DW2, M BV5, T(Rogues)
Black Bart w/ Company @ CV4: H(3,1 = y), M Cr2, M Cr2, S(Pear 2,2 = discover path); reveal STINK M, LOST CASTLE 1, ALTAR 1, PATTERN 2, LAIR 3, CAIRNS 5, ROAR 6. T Spider appears at Cr5.
Woolly @ Guard: H(5,5 = n), H(3,2 = y), M BL1, M MW4; reveal DANK W.

COMBAT: Amber Rose vs H Spider @ Mt2. Fang and Ralph could take on the rest of the Rogues.

DEAD PILE: The Patrol, T Giant, T Troll, 1 bat, 2 workhorses, the Lancers, the Guard, 1 H Spider, 2 ghosts.

BOARD NOTES: A sixpack of ax-goblins at BL3, a sixpack of spear-goblins at BL5, a sixpack of sword-goblins at Cn1, and two H serpents at Le3. A T Giant and an abandoned treasure at Cr3. A T Demon and a T Spider at Cr5. Two horses are abandoned at the Inn. A short sword and a treasure are abandoned at the Guard. There is a short sword abandoned at Ru2. The Vault is open. BL and PW are enchanted. All the Rogues are available for hire except R7. Crone and Quest are at LCF @ LW5. The Warlock has the Alchemist's Mixture.

PRESS:

Moondoggie: "The Cregs are a real bummer--this Demon dude, not only is ugly but he has bad breath."

Ralp, Look! Horsies. My puppies are tired. Grab them and we can ride for 5 whole turns.



THE HUNT

Buttita Leaps Ahead!



THE HUNT is a word game inspired by James Lipton's book, "An Exaltation of Larks", where we propose a noun and the players are asked to propose a collective noun to fit, such as "flock" for "sheep" or "pride" for "lions". Boris and Ms Nar will rank each entry for each word and the best score will be the winner. Each word a possible 1 point, but the point will be split if either more than one player suggests the word or two or more words are ranked equally. The first player to score 10 points wins six free issues of this rag or nine issues of Brad Wilson's *Vertigo*. THE HUNT is run in Chases or rounds. We report the 1st Chase and begin the 2nd Chase of the 3rd Hunt. Gentlefolk, mount your steeds! To the Hunt!

CHASE 1 (Theme: March Sports)

- | | |
|----------------------|---|
| 1. marathons | endurance, fatigue(*), massive, pack, race(N), run, runner, stupidity(B) |
| 2. playoffs | bracket(2), bushel, eternity(B), hockey, match(N), primary, series(*) |
| 3. holdouts | boycott(N), cadre, disgruntled, free agent, greed(*)(B), hellscap, price gouger |
| 4. skiers | avalanche(B), jumper, plow, powder, run, schuss(L), slalom, swoop(*) |
| 5. bikini contests | body show(N), eyeful(B), ogle, skin, skinfull, skin pack, stretch, string(*) |
| 6. rookies | cadre(+), call-up, green, hopeful(2+), nursery(B), scrap, see-holdout |
| 7. chugging contests | beer, glug(*), gurgle, keg(2), retch, slop(B), stupidity(N) |
| 8. trades | baseball, bazear(B), fair(N), flurry, haggle(*), stock, swap, switch |
| 9. auto races | circle, circuit, crash, endless, oval(*), pileup, roar(B), track(N) |
| 10. ice fishermen | suger, circle, fice(*), frigid, hooking, huddle, pack(N), patience(B) |

LEGEND: B = Boris's suggestion, L = Mr Lipton's suggestion, N = Ms Nar's, suggestion, * = winner, + = tied, # = suggested # times, / = selected also by.

Leading the pack is John Buttita with 5.00, followed by Dan Farrow (2.25) Scott Cameron (1.60), Brad Wilson (1.00), Wayne Morrison (0.25), and Dave Anderson (0.00).

CHASE 2 (Theme: Weather)

- | | | | |
|------------|------------------|--------------|--------------|
| 1. Showers | 2. Thunderstorms | 3. Blizzards | 4. Sunshine |
| 5. Drought | 6. Mudslides | 7. Tempests | 8. Tornadoes |
| 9. Sleet | 10. Floods | | |

PRESS:

Boris to Brad--"Playoffs" was the bow to March Madness.



Linden/The Spectator/London

On Deck

1829: Zieske, Chinnery. Need 2 to 5 more.

1830: Bodkin, Chinnery, Farrow, Klausutis, Morrison, Zieske. Alternates Chinnery, Frueh, Tsuk & Wordelmann.

1835: Chinnery, Quist & Zieske signed up. Chinnery and Farrow signed up for any variant. Alternates Frueh, Tsuk & Wordelmann.

BOURSE: "Alda-Chur" closed. "Boldhome" has continuous openings.

BRITANNIA: Zieske, Hanna. Need 2 more.

CIRCUS MAXIMUS: Zieske

DIPLOMACY: Alternates Carbonneau, Ford, Franz, Frueh, Hanna, Morrison, Sessler, Tsuk, Wilson.

DOWN WITH THE KING: Butitta, Vandine. Need 2 to 4 more.

DUNE: Anderson. Alternate Anderson.

HISTORY OF THE WORLD: Cameron, Frueh, Klausutis, Morrison, Wilson. Need 1 more. **HANNA!**

KREMLIN: R. Fisher, Frueh, Quist, Zodda. Like 2 more.

LIFTOFF: York

MAGIC REALM: Carbonneau

MERCHANT OF VENUS: Quist

MYSTIC WOOD: Carbonneau

SILVERTON: Zieske, Quist(?), Farrow, Morrison(?)

KREMLIN



I'd like to start next issue. We still have room for at least two more players, so if you're interested, just jump in. Here is the initial Politburo:

Party Chief:	Nestor Apparatchik (A), 80, +
KGB Head:	Antonj Talksalott (J), 67
Foreign Minister:	Iwan Manjak (P), 61
Defense Minister:	Sergei Eatstumach (M), 64 (s)
Ideology Chief:	Victor Wasolin (Z), 60
Industry Minister:	Diwan Palevrian (G), 70
Economy Minister:	Karel Krakemheds (E), 72 (s)
Sports Minister:	Tigran Zenjerplan (Q), 60
Candidates:	D, H, O, R, W
People:	B, C, F, I, K, L, N, S, T, U, V, X, Y

Your three Intrigue cards are: #____, #____, & #____.

I need your faction name (cute acronyms encouraged), your initial IP allocation, and your orders for Turn 1, Phases 1-4. Conditional orders for card plays are urged.

Lifted from Vince Lutterbie's "Down At The Mouth"
(Advanced Game version)

1. The advanced rules as supplied in the game will be used except as modified in these rules.
2. The first set of orders mailed in by each player will be the distribution of the 56 allocated I.P. These IPs need not be declared yet, merely allocated.
3. Each turn is generally divided into two (2) mailings, (i.e. for each turn in the game, the player sends in two sets of orders). The first mailing consists of the Cure, Purge, investigation, and Health phases. The second mailing consists of the Replacement, Rehabilitation and Parade phases. The GM reserves the right to separate the turn due to a radically unpredictable intrigue card usage, (i.e. assassination attempt, blackmail, etc.).
4. The following occurs in the first mailing:

CURE: Each player may move any Politburo members he controls into/out of the Sanatorium.

PURGE: The Player controlling the KGB, Ideology, Party Chief, and Industry chiefs may write purge attempt orders. Only one of those characters will actually have the chance to attempt a Purge; however, since the others do not know who will be active or if a "first purge attempt" intrigue card is used, all characters should have Purge Phase orders just in case.

INVESTIGATION: The players controlling the Defense, Foreign, KGB, Party Chief, and Industry minister(s) may attempt to conduct a trial and/or condemn a Candidate to Siberia. In addition ALL Politburo members must order Guilty or Innocent votes for each member of the Politburo in case a member is brought to trial. If a Politburo member is put on trial, any other Politburo member not casting a vote for/against the one on trial is considered to have cast a Guilty vote.

HEALTH: The GM makes the health roll for all members, players may write orders for conditional intrigue card usage.

5. The following events occur in the second mailing.

FUNERAL: If the Party Chief post is vacant, each of the Politburo members do the following:

- a.) Nominate an eligible (see Rules) Politburo member to become Party Chief.
- b.) Vote yes/no on each Politburo member in case he is nominated to become Party Chief (if no vote is ordered for/against a certain nominee, the vote is considered to be "yes").
- c.) List the Politburo members, other than himself and the member listed in a.) in order of preference, to become Party Chief (regardless of their eligibility for step a.); this list is used in case a second nominee is needed.

REPLACEMENT: The Party Chief (or, if the post is vacant at the start of the mailing, all Politburo members (in case that member becomes Party Chief) shifts Politburo members within the same level for no cost, promotes or demotes Politburo members one level for a cost of one stress point. The KGB, Foreign, and Defense Chiefs (actually, any character that can be in those positions after any progress by age takes place) order promotions from Candidates to Second Level and People to Candidates for a cost of one stress point. The Ideology, Industry, Economy, and Sports Chiefs order promotions for a cost of one stress point.

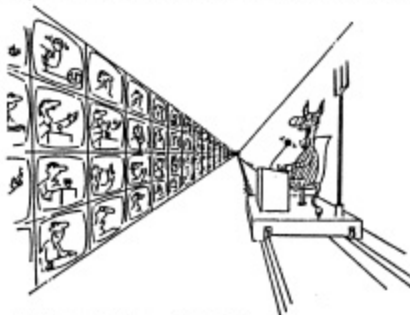
REHABILITATION: Each Politburo member may return any character from Siberia to the People for a cost of five stress Points, unless an intrigue card is used.

PARADE: Whoever is Party Chief at the time waves in the parade - if healthy enough - the GM makes the die roll. All Politburo members retire at age 86.

6. Advanced Game Rules:

- A. Prepare To Play: Each player will initially be assigned three intrigue Cards. Influence Points may be allocated to the sick Party Chief - Nestor Aparatschik.

- B. Resolving Influence Point Ties: Probably will cause some confusion, but we will try it. Please reread the rules on this section.
- C. Strengths (+) and Weaknesses (-): Politicians in positions of strength subtract 2 from any Purge die roll against them and the aging process may be retarded. Politicians in positions of weakness add 2 to any Purge die roll against them and age one year during the cure phase even if in the Sanatorium.
- D. Intrigue Cards: Each player can have a maximum of three intrigue cards at any one time, with the exception of Blackmail and red cards which are currently being used. When a random intrigue card is used, the GM will use a die roll for any random recipients or faction. The random amount will be a number from 1 to 6, the GM reserves the right to allow the turn to continue or stop the action until the faction publicly announces the IP's assigned to him.
- E. Bribes and Deals: The GM requires a copy of all bribes and deals made between the parties involved in order to be able to enforce the three intrigue card limitation. The GM encourages the players to strike deals where you can.
- F. Increasing Influence: At the end of the 3rd, 6th, and 9th turns a separate mailing turn will be issued for the option of publicly announcing increased IP's or additional intrigue cards. Conditional orders are recommended.
- G & H. Three Player Version & variations: Not to be used in this postal game.
7. Assigned IP's can be declared at any Point in the turn and can be conditional on any events that occur prior to the declaration of the IP's in the same mailing. If, at any time, two or more players have the same number of declared IP on a character, tie breaker points may be used. If this fails to resolve the tie, the GM decides who has control based on when the IP were declared. If the deadlock continues, the GM will flip a coin. Orders such as "declare as many IP on Badennuff to control him in the Purge Phase" will be followed if possible. Any order ambiguities will be handled by the GM as consistently as possible.
8. If a player does not send in orders for the first mailing in turn:
- Any of his controlled characters in the Sanatorium remain there, and none outside may enter;
 - His character "declines to Purge" during the Purge Phase;
 - His characters decline to conduct trials/condemnations and neither add nor remove investigations, and all votes in trials (except for a character against himself) are Guilty.
- If a player does not send in orders for the second mailing:
- If he must make nominations, the oldest eligible character is nominated.
 - All votes are "yes".
 - No shifts/Promotions are made in the Replacement Phase (except for Progression by Age).
 - No characters are returned from Siberia.
- If a player does not send in orders for the "Increase Influence" Interphase:
- He shall draw Intrigue cards to fill his hand.
 - He shall place any remaining IP on the highest ranking politician possible.



"Boiler room? Preheat a cushion for the politician on screen (K)?"

BrackNory DiaboloProlog

March 6, 1994

Dear Publisher/GM,

It's Runestone Poll time! The 1994 ballot is printed on the back of this letter. The Poll started rating Diplomacy-related zines in 1977 and has since expanded to cover GMs and subzines. I'd like you to help by distributing copies of the ballot to your players and readers—I won't be contacting them all directly.

Anyone may obtain a ballot by writing to me at the address below. Please let your readers know this if you don't want to distribute ballots yourself. You can even vote without using a ballot—just include your name and signature, indicate one way in which you participate in the North American Diplomacy hobby (sub to zine XXX, play in game YYY, etc.), and list the zines, subzines, and GMs you wish to vote for. Rate each from 0 (the worst) to 10 (the best)—no fractions, please. Do not rate yourself or your publication.

You may *only* vote for GMs under whom you've played a postal or e-mail game since July 1, 1993, and whose competence you can rate fairly. Any game qualifies, not just Diplomacy or its variants. To vote for a zine you don't have to subscribe, but you must be able to rate it fairly. This means you've seen (or should have seen if not for delays) *at least* two issues since July 1, 1993. You may not vote for me or my publications.

Don't take the Poll too seriously. This is a hobby, and our goal is to have fun. But *do* vote carefully, not out of spite, or for zines you haven't seen. On the other hand, even if you've seen only one zine you're welcome to rate it as long as you've seen enough of it to rate it fairly. I want input from everyone, not just a select few.

The Poll publication includes a list of voters. If you vote, but you don't want to be listed as a voter, please tell me by marking the spot indicated on the ballot.

I will tally the results on June 30; any ballots received after that will not count. To order the results, check where indicated on the ballot and send the corresponding fee. If you want only the pages of the Poll publication that deal with you, your zine, or your subzine, send me a SASE and let me know what you want.

Some of you may not want to take part in the Poll. If so, I respect your decision and I apologize for sending you a ballot. I thought it would be better to send a ballot and let you decide than to run the risk of omitting someone who wanted to take part.

If you have any questions, please let me know! Thanks in advance for all your help—I couldn't do it without you.

Sincerely,

Eric Brosius
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 DEADLINE FOR ALL GAMES IS 1200 NOON CDT 7 MAY 94

The Bottom Line

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