"Fluff, I don't know how Luke is, but you SMELL like you pulled the ears off a Gondarsometime late last WEEK—and left them in your SHORTS!" Laugh it up, fuzzball. At least it wasn't me who put out this Issue 68 of

The

Late July, 1980

BRUTUS BULLETIN

ET TU, BRUTE

The BRUTUS BULLETIN is a newsletter of postal DIPLOMACYtm brought to you every few days or weeks by John Michalski ("mih-HOLL-skee"), Rt 10, Box 526Q, Moore, OK 73165. Subscriptions are available at the rate of 12/\$5, 12/\$4 for resubbers. There are no game openings at the present time here, aside from David Perlmutter's prospective 7-day-deadline game. Dave, by the way, WILL now permit the use of the phone in order to make the game more viable. Write him at Latches Lanes Apts #608, Merion, PA 19066. Dave says there will be no standbys of course, and, in response to a direct inquiry, he says he WILL permit players such as Fluff Shaffer and Uli Baumeister to play in it. Black press, of course, salso fine. Not for the weak of heart, or stomach in the case of the press.

NEW FACES: It occurred to me after last issue that the list of imminent and pastdue drops might have been a tad depressing, so let me present the other side of the coin. WELCOME to some of the new faces: Olsen, Goodrich, Hanson, J Albrecht. Also, a few COAs have come up recently:

Bill LaFosse, now at 15 Cory Cr (Circle? Crossing? Court? Crapper?), Trenton,

Ontario K8V 5W7! (TORONTO TELEGRAM)
Francois Cuerrier, now at Box 32, Station A (sounds like an Austrailian address,

Michael Mills, now at 1585 Quaker Rd, Macedon, NY 14502 (EMHAIN MACHA) All decent zines. Hell, if I took the time to list them, why not write for a sample?

ROD WALKER has reported that the IDA has folded its tent for the last time. I sure hope that's true. Enough of that crap already. Rod also sent a copy of his RUDDIGORE #2 which features a claim of his and von Metzke's that they, and not Boardman, had the 1st postal dip game in the early 60s. A similar claim was made long ago and later admitted to being a fake, so I really doubt anyone will put much credence in this. He does give copies of the letters and seasons, etc, thoumagh, if you're interested. Write 1273 Crest Drive, Encinitas, CA 92024.

Speaking of Walker, JACK FROST commented on the phone about the recent exchanges in these pages between Walker and Gibson on that biblical stuff (whatever it was). Jack, it seems, has a degree in theology (no wonder he's a professional GM), and had this interesting observation: 'Walker is as full of it as Gibson is', or something in that vein. Anyone else have some analysis to offer?

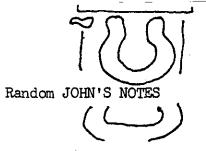
"There is another". Well, at least there is another in the wings. Another person whose name has appeared here once or twice is considering running his own small zine, 2 week deadlines, black press, maybe a blind madman (1). I'll warn him, but you know how these people are, they get the bug and there's no stopping them. Until issue 11 is due out but they'd really rather be doing anything else, that is. But, I'll let you know when he does take the plunge.

I'm trying to find out if the Leeder Poll results have been tabulated, but John never answers his phone anymore than he stays on top of his mail. If I can get ahold of anything. it will be inside this issue.

GIBSON FANS are in sad shape these days, as the 'old curmugeon' is taking a few months off in the back country of Vermont and Colorado and points in between. He can't be reached now, but I'm sure he will write when he returns.

DON'T FORGET! The best stuff in this zeen (not zein) is sent in by you. When you see this wierd, freaky, funny, funky stuff around, send a copy to your BB. We'll all appreciate

DIPLOMACY is a game invented by Allan Calhamer and copyrighted by the Avalon Hill Game Company, Baltimore, MD



Aside from the heat (which isn't that big a thing here except for power and water consumption), there's not a whole lot going on. The sole exception (outside from the arrival of the latest CANAL DREGS) has been some wargaming meets over at Gary Howe's place in Midwest City. Pilant, me, an AF jock from Tinker ... Airplane Patch right there, and maybe even Bill Shaffer one of these days, all intrude on Intiformation Kathy Howe's home in varying combinations to dabble in Bulge, Russian Campaign, the new D-Day and such. The 16th saw Gary playing the Allies in D-Day vs me and the Allies in Bulge vs Pilant, and he managed to win both of them. Though not by MUCH! Between the lot of us, we're persuading Kathy that she should enjoy the many opportunities for expanding one's horizons outside the home-which is a nice way of saying she'll do anything to get away from having to put up with us. Nice for us, though.

LDNS has started its first game in a long time. Many moons ago Jerry Jones started a nice family-type zine, then got the hobby-service bug and adopted everyone's orphans, sank under the load, took on DW to keep occupied during the slack times-but now is

making a small comeback again. Nice to see it.

Another comeback is ST GEORGE & THE DRAGON. Robert Sergeant is running this one as regularly as he always has, altho it is now using reduced print and run digest sized. Makes it hard when I want to reproduce all his material for BB, but OK if you want to read it firsthand. His main claim to fame is that it is one of the few places with solid game openings that I wouldn't have doubts about recommending. Write 3242 Lupine Drive, Indianapolis, IN 46224 for a monthly paced game.

In every life a little rain must fall, and along with these comebacks, I see in last night's mail that Jack Brawner's FLYING DUTCHMAN is FOLDING. I'd started to n tice that it hasn't been around in a while. Oh, well. It was a nice little zine, but, so it goes. Dick Martin reports that Jack will rehouse all his own games, as he is one of the 3 in the orphan placement group. Farewell!

Dick Martin has changed the name of his excellent zine from <u>RETALIATION</u> to"<u>GRAB DOTS!!</u>!" Sounds like he named it after Bill Shaffer's playing theory. Dick, Claudine thinks it is incredibly dumb, but I think it's kinda cute. Kinda dumb, but kind of cute. This issue, #15, ran 28 pages (14 sheets, one of them oversized with photos), and arrived 3 days after postmark for 20¢ "printed matter". I'm glad you guys out there are catching on about these big issues, BUT: 12 sheets is 2 oz.; anything over that goes to the over-2-butunder-4 oz rate, 40¢. If \underline{I} have to be careful to squeeze my issues into 11 sheets (+envelope is 2 oz) to use 3d class, why should you others get away with these really super issues for 20 ¢? Next, Sue was kind enough to scratch me a note on the back which is appreciated, but-3d class means just that, printed matter ONLY. If they see personal correspondence (which by definition is 1st class), presto, 8¢ postage due. Mike Mills (I believe it was) included a note in his eaxtra fat EM that should have made it 1st class, but at least it was hidden. Sue's note was right on the back. So, overweight, with personal correspondence, here it comes just as quick as Don Horton's first class CLAW & FANG. (Don once wrote and asked, 'why is it that when I send something 3d class, it really goes by third class?' Maybe you need to include pictures of Sue Martin like Perlmutter submitted. THAT would get them to do anything for you! Sue, would you like some last excitement and thrills before you marry Dave this fall? Let me know! The a terrific tiddlywink player!) ACTUALLY, what all this means is that #15 of Retaliation, or Grab Dots!!!, or its actual title of "Old Zine, New Name!" is a hellatiously good offer. Send Dick 2 stamps just for a sample even if you're too cheap to sub to a good thing. This one is too good to pass up. It contains tons of press, material, photos (don't miss the Origins photo on page 16 of "..good ole Dick Martin trying to convince BRUX to support him into Munich..."), articles, .. ghod, its disgusting if you're a publisher yourself. Send Dick two stamps TODAY for #15, 26 Orachard Way North, Rockville, MD 20854, or \$4 for 10. Highly recommended.

SOMEONE wrote and asked for some "replacement" masters for the xerox labels I provided. I think it was Mike Mills who has been sent 2 or 3 more, but if it was someone else, you'll have to write again. The note got separated from the envelope, and I'm not sure who it was now. If anyone wants some, tell me. I run your filled in master for barely over the cost

of the return postage. A good deal!

Issue # 8 1980 CX

THE PERILS OF PAULINA (as featured in the Brutus Bulletin)

Bob Osuch 3417 S.Pauline Chgo, IL 60608 312-927-7069 June 30,1980

WAR BREAKS OUT; DISGUSTING PRESS ABOUNDS

Spring 1901-:-

AUSTRIA (Perlmutter): A Vie-BUD; A Bud-SER; F Tri-ALB

ENGLAND (Sniegowski): F Edi-NWG; F Lon-NTH; A Lvp-EDI

FRANCE (Bricken): A Par-BUR; A MAR S A Par-Bur; F Bre-MID

GERMANY (Stark): A Ber-KIE; A Mun-RUH; F Kie-DEN

ITALY (Henry): A Ven-TYO; A Rom-VEN; F Nap-ION

RUSSIA (Goodrich): F StP-BOT; A War-GAL; A Mos-UKR; F SEV-Bla

TURKEY (Petrie): A Con-BUL; A Smy-ARM; F ANK-Bla

An excellent beginning, gentlemen. The Boardman number for this game is 1980CX. Please use it as your ID number in all further communication with me. Let me remind all of you to label your units as an army or a fleet (see above for example). Underlined moves fail, in case you wonder why your orders are underlined.

Somebody asked me what black press is. Black press is press that can be datelined from anywhere, not just one of your home provinces. As far as censoring the press goes, I don't do it, as I believe it is the GM's job to assure a smooth game is run, not to moralize or pass judgment. Not a popular policy in all circles, but my policy nonetheless. Besides, black press adds another facet to the game. You can go nuts trying to figure out who the scoundrel is.

Fall 1901 orders are due with my mail received Wednesday, July 16,1980.

PRESS

ROM-VIE: Perlsputter, your master plan is a fuckin' joke. Bend over buddy-here I come.

ROME-GOODRICH: Goodrich may not have a blimp but it sure as hell has an asshole.

ROME-DICKOWSKI: Here's a good Polack joke for you.: How many Polacks does it take to be the worst player of Diplomacy in the world? A: One. Guess who, sweetheart?

ANK-BUD: Hey lover, you lick Russia's big, fat Warsaw and I'll kick him in his two Crimeas.

LON: Where the hell is Baumeister when you need him? My toilet's jammed again.

BERLIN-ULI: Nyah, you pisscutter. Too scared to be in a game without your lover Becker. Well, we'll see how real men can play. See you later Blow-job breath.

ROME-MICHALSKI: I've got some "American Nazi Party" envelopes for you to send to Oaklyn. That'll drive him whackers. They've got those cute little red and black Swastikas and the "Uli Baumeister for Fuehrer" logo. You want some?

RUSSIA-WORLD: Guys, as you can see below. I've moved to this new address. Please send all mail there. By the way, I think it is agreed that Shithead Henry should be the Baumeister in this game. Let's all pick on that Texasborn bast@rd. Henry, shove it!

ROME-BAUMEISTER: You asshole, you think you can escape being attacked just because you aren't in the game? Well. Mr. You-Lie, you are wrong.

PRESS(cont)

ROME-YOU-LIE: Let me quote from Richard Sharp's "The Game of Diplomacy". In Chapter 11 he says, "Of all the postal players I have ever met, the biggest idiot was the famous Uli Baumeister. He holds the record for being voted 'most likely to be sodomized by a sausage' four times in a row.". Not bad. eh?

BERLIN: I want to thank Fluff for giving me advice on how to write orders so that Osuch can read them.

ROME-OSUCH: So you named your kid Daryl Bernard, eh? Is the Bernard after your hero, Bernie Oaklyn?

'CHICAGO: It most certainly is!

LON-MOS: Is it true that the latest Mutual of Omaha's Wild Kingdom showed you in the bushes with a poodle?

ROM-WORLD: I have strong indications that our telegraph system was taken over for six hours on 6-30-80 by a group of mercenaries. Please disregard all bad press from here. A country who could not conquer a group of African spear throwers with tanks could not expect to take on the world in 1901. ROME-GM: Was I typecasted as Mussolini? GM-ROME: Yes.

VIENNA-EUROPE: I want to thank you all for the massive amounts of correspondence you have sent me. My twin Doberman puppies Adolf and Eva just love your letters. Thanx.

LONDON: I just want to say that I am an Osuch pseudonym. I don't exist at all. Please don't even bother to call me, you'll just get Bob's cousin Bert saying he's me. Really.

ROME: I want to say now that I refuse to let this game sink into the disgusting depths of other BB games. I really wish none of you assholes would write any fucking dirty press. You all know how sensitive Konrad Baumeister is. He might blush if he saw any shitty filth here. OK?

is. He might blush if he saw any shitty filth here. OK?

ANKARA-RUSSIA: What you deserve, faggit, is a good kick in the crimea.

PARIS: Poem written for my good "Freund" in Berlin: Vas ist das?/ Das ist eine Shitenheaden/ Pourquoipas?/ Parce Il stick his dick in breaden.

?: Q: How many Sniegowskis does it take to fuck a worm? A: I don't know.

MUNICH-DICKOWSKI: Sure I'll be your ally, I'll also sell you the rights to Star Wars III. Sure buddy.

SERBIA-EUROPE: You are all suckers if you think I'll let you go to see
The Cunt Strikes Back without telling you the plot. OK, Darth sodomizes
Luke and then takes Lia to his torture chamber where he cuts her arms off.
Then he castrates Luke. Obi masturbates with a hand puppet named Yoda. In
the end Solo gets served as a martini and C3P-O tells a lot of dumb jokes.
R2-D2 just uses himself as a condom on Lia. It's a great movie, take the kids.
PAULINA-PLAYERS: I'm sorry, there is NO black press allowed in this game.
Everything above is from the original writers. Sorry if I misled you, but
I'm a jerk.

Is nothing sacred? There's at least one foul ball in this crowd gentlemen. Oh well, after this mess maybe I should review my editorial policy. Hmm. CHANGE OF ADDRESS: Paul Goodrich is now at 301 Crestmont Dr., San Francisco, CA 94131.

Bob Osuch 3417 S.Paulina Chgo, IL 60608 312-927-7069 June 30.1980

GERMANY, ITALY TAKE A VACATION

Autumn 1903: France retreats F Spa(sc)-Por; Italy NRR; GM retreats A Ven Otb.

Winter 1903: Austria builds A Vie, A Bud, A Tri; England removes A Wal; France removes F Eng; Germany NBR, plays one short; Russia removes F Nwy.

Spring 1904:

AUSTRIA (Mainardi): A Ven-ROM; A Tri-VEN; A Bud-SER; A Vie-BUD; A Gal-UKR; A MOS S A Gal-Ukr; A BUL-Con; F GRE-Aeg /d/r to Alb. Otb

ENGLAND (Kelly): F NAO-MID; F Lon-ENG

FRANCE (Howe): A PIC H; A Mar-SPA; A GAS S A Mar-Spa; F POR S A Mar-Spa

GERMANY (Kirchner): NMR! A BEL, SIL, TYO H; F NWG, NTH, DEN H

ITALY (Henthorn): NMR! A SPA H /d/destroyed; F LYO, NAP H

RUSSIA (Sniegowski): F Bla-RUM; A UKR S F Bla-Rum/d/r to War, Otb; A War-GAL; A Swe-NWY

TURKEY (Mooney): A Tun-GRE; F ION C A Tun-Gre; F AEG S A Tun-Gre; A CON-Bul; A SEV S RUSSIAN F Bla-Rum

There you have it. No standby will be called for Italy, as even if Tom doesn't NMR again, his position is pretty hopeless. But let's hope he sticks it out to the bitter end anyway. I believe Eric will be back next season and will not call for a standby for him. In either case, Eric, would you please submit orders to cover Fall '04?

That's it. Fall 1904 will be due with my mail received on July 16, 1980.

78

THE CANAL DREGS

July 8, 1980

i sine published by Jack Frest In this issue: 1980 S

DRAW FAILS, OF COURSE!

F#11 1906:

AUSTRIA (Smicgowski): A Gal-WAR; F ION con Tur & Alb-tou; A BOH sup A Tyo-Mun; A TYO-Hun

ENGLAND (Becker): A Nwy-STP; A LVN sup A Nwy-Stp; ' Ber-SIL; A FRU sup A Ber-Sil; A KIE-Mun; F Nth-ENG; F Eng-IRI; F NAO sup Fre F Mid; F BAL held; F Hol-NTH

FRANCE (Baumeister): A Bel-HOL; A BUR sup Eng & Kie-Mun; F G S & F MID sup A Spa; A SPA holds

GERMANY (Liddell): A MUN helds (MR)

RUSSIA (Michalaki): A Sil sum Fre A Bur-Mun, disledged, disbanda

TURKEY (Osuch): A MAR, A ALB, A BUL, A RUM, A UKR, A MOS, F GOL, F WES, F NAF, F TYN, F BLA hold (NMR)

CANAL DREGS #71, Game 1980S, continued

Supply Center Chart for 1906:

NET COUNTRY CENTERS

- 5 +1 AUSTRIA Bud, Vie, Tri, Ven. WAR
- 9 -1 ENGLAND Edi, Lon, Lpl, Den, Nwy, Swe, Stp, Kie, K 6/1, Ber
- 6 +1 FRINCE Bre, Mar, Par, Spa, Per, Bel, HCL
- 1 O GERMANY Muse
- O O RUSSIA MAL, WAL
- 13 +2 TURKEY Ank, Con, Smy, Bul, Gre, Nap, Tun, Ser, Rom, Rum, Sev, MAR, MOS

Desdine for Winter adjustments and Spring 1907 orders is Friday, July 18, at meen. (Please Note: I simplified Russia's choices.) PRESS: PARIS-WARSAW: Bye. John.

DRESLAU (NOW WROCLAW), SILESIA: Fuck you guys.

?: "Attitude is the key."

79 IZ

ALL ABOARD THE ALBANIA-TUSCANY EXPRESS!

JUN 30 1980

Winter, 1907: Austrian A Tyo r TRI; England builds A LVP

SPRING, 1908:

AUSTRIA (Guajardo): A BUD S A Vie; A TRI-Tyo; A VIE S A Tri-Tyo

ENGLAND (Osuch): A LVP H; F NAT-Mid; F ENG S F Nat-Mid; A PIC H; A Bur-MAR; A GAS S A Bur-Mar; F POR S F Spasc; F SPAsc S F Mar-Lyo;

F Mar-LYO; F MID-Wes

GERMANY (Howe): A MOS S A Ukr; A UKR S A War-Gal; A WAR-Gal; A Ber-SIL; A GAL-Vie;

A TYO S A Gal-Vie; A MUN S A Tyo; F HOL H; F BAL H

ITALY (Palter): A Pie-VEN; F Lyo-PIE; F WES-Lyo; F NAF S Turkish F Tyn-Wes/NSO

TURKEY (McCarty): A SER & A SEV S A Rum; A RUM & F BLA S A Sev; A Alb-TUS; F ION & F TYN C A Alb-Tus; F ADR S Italian A Pie-Ven

There is a call for an A-T-E draw. NVR - no. Votes and FALL, 1908, will be due with my mail received at work MONDAY, July 14, 1980. Press follows.

CON: The Sultan announced that the hard-pressed Italians will be reinforced by Albanian volunteers determined to keep Rome free for Fascism.

LON-ROM: Step aside, buster. I've got a load of North Atlantic Coho spoiling here. CON-BER: Didn't England tell France the same thing? "Precautionary measures", indeed!

79IZ

OH, THE PROBLEMS OF RUNNING AN ALLIANCE! PEACE IN THE UKRAINE ANYWAY

FALL, 1908:

AUSTRIA (Guajardo): A BUD S A Vie; A VIE S A Tri-Tyo; A TRI-Tyo

ENGLAND (Osuch): A Lvp-YOR; F Nat-MID; F POR & F ENG S F Nat-Mid; F Mid-WES;

F LYO & F SPAsc S F Mid-Wes; A Pic-BUR; A GAS-Mar; A MAR-Pie

GERMANY (Howe): F BAL H; F HOL H; A Mos-STP; A Ukr-MOS; A GAL-Vie; A TYO S A

Gal-Vie; A WAR-Gal; A MUN S A Tyo; A Sil-BOH

ITALY (Palter): F PIE S Turkish F Tyn-Lyo/NSO; F Wes S Turkish F Tyn-Lyo/NSO/d/

r Tun. Otb; F NAF S F Wes; A VEN S F Pie

TURKEY (McCarty): A SER & A SEV S A Rum; A RUM & F BLA S A Sev; A TUS-Pie; F TYN

S Italian F Pie-Lyo/NSO; F ION S F Tyn; F ADR S ((Austrian)) A Tri/OTM

Let's see what Springtime will bring to this situation, which will be due with my mail received at work TUESDAY, MAY 29, 1980. Press follows 1908 in Review, which is the same as 1907.

1908:	A:	Home	3	Even
	E:	Home Nwy Den Par	_	_
		Mar Bre Por Spa	10	Even
	G:	Home Hol Bel Swe		
		StP War Mos	9	Even
	I:	Home Tun	4	Even
	T:	Home Bul Gre Rum		
		Ser Sev	8	Even
			<u>8</u> 34	

RFE: Peace feelers reported, but the Kaiser left out? Hmmm!

VIE to Con & Rom: Congratualtions gentlemen! The foe is stopped dead in his tracks.

Now if we can stay in place, hold the line and not NMR, the west will have to come to terms with us.

VIE to Lon & Ber: Well, gentlemen, what will it be? A general armistice, or a fratricidal war? The choice is yours.

CON-LON: Yes, those Coho will rot before you get in the Med. But maybe an English fleet in the North Sea and army in Yor might ventilate things.

LON-MUN: I'm about ready to toss that coin. Who'll conduct the flip? Don't say
Michalski, I don't trust that S.O.B. ((I really DO print whatever

VIENNA: Prompted by a growing discord among elements of its press you send in, folks!))

Germanic citizenry, the Austro-Hungarian dual monarchy

issued the following communique to the Prussian House of HOWEnzollern, demanding the immediate dismantling of the German Reich and the restitution of the German Confederation. Seeking to return the German political climate of the state of affairs that existed prior to the Seven Weeks War of 1866, the Austro-Hungarian foreign minister threatened

the extinction of the HOWEnzollern House should Prussia's German Reich fail to comply.

Observers here feel that the latest Hapsburg outburst was prompted by the "successful"

withdrawl of its armed forces from the overrun province of Tyrolia.

SEETO HQ, VIENNA: Spokesmen for the Southeastern Europe Treaty Organization announced that the recent landing of Albanian volunteers at the Italian port city of Livorno in the province of Tuscany completes SEETO's efforts to establish an impregnable line of defense against western aggression. "From now on", stated one spokesman, "any asskicking AKE will be doing will be at each other's rumps. SEETO is here to stay, and our strategists predict grander successes once the western powers, confronted by a united and invincible SEETO, allow their so often displayed greed to work against each other ".

Despite SEETO's predictions of a turning point in this long and arduous European war, diplomatic observers throughout Europe can only ask if the halt of the western alliance will lead to a general European peace, or only aggravate the growing differences between the Reich and England. Should the West split up, observers predict that SEETO may well be albe to take advantage of their dissension and fight an offensive war, a possibility that seemed inconcievable before 1908.



FRANCE HÖLDS ON AGAIN, RUSSIA MISSES EVERYONE LOVES AN ENGLISHMAN

JUL 10 1980

FALL, 1906:

ENGLAND (Mitchell): F Nwy-SWE; F Nth-NWY; A GAS S German A Bur-Mar; F Mid-WES;

F ENG S F Mid-Wes; F Bre-MID

FRANCE (Johnson): F Cly-LVP; F POR S F Spasc; F SPAsc H

GERMANY (Cummings): F DEN S English F Nwy-Swe; A Lvn-WAR; A PRU & A SIL S A Lvn-War;

A MUN S A Sil; A Bur-MAR

ITALY (Grabar): F TYN S F Tun; F TUN H; F Gre-AEG; A SER S A Alb-Gre; A Alb-GRE;

F Adr-ION; A GAL-Boh; A TYO-Boh

RUSSIA (Chatfield): NMR! F Swe H/d/r Ska, Bal, GoB, Fin, Otb; F BLA H; A STP, MOS,

UKR, BUL H; A War H/ann.

TURKEY (Becker): F NAF S English F Mid-Wes; F Ion-NAP; A CON sits on it (H)

1906: E: Edi L// Lon Nwy Bel Bre SWE
F: Mar Spa Por LVP
G: Home Hol Den Par MAR WAR
I: Mar Rom Ven Tri Bud Vie Ser Tun GRE
R: StP Mar Mos Sev Rum Bul Swe
T: Home Gre NAP

6 even
8 even
9 even
1 ann., -1
1 ann., -1

: Home 1/2 NAP <u>4</u> 1 ann., +1

Would ERIC KIRCHNER, 9036A McConnell St, Laughlin AFB TX 78840 please consider sending in standby orders for Russia? I don't think Jim has dropped, but just in case... Also, Eric is not required to submit orders. If he opts to pass, he will not be player of record here. Because of the retreats, you can make your winter adjustments conditional on who(if nayone) made them for Russia.

SPRING, 1907 will be due with my mail received at work THURSDAY, July 24, 1980. Press follows:

(No dateline): Oh Norman! You're such a beast.

BERNE, SWITZERLAND: HQ of the Institute of Geopolitical Studies: After expelling certain anarchist elements from its membership, this august body continued the "Enigma of the East" series with the following papers: "Italo-Turkish Relations", or "Russian Roulette". "Italian Aims in the Balkans", or, "The Lion's Share". And "Russian Foreign Policy", or, "A Study in Self Interest". The outstanding paper of the series, "Anglo-Russian Policy in Scandanavia", or "What's in it for ME!?" was received by the diplomatic community with a standing ovation.

ROME-MUNICH: Be sure and enclose your return address when you write.

ROME-RUSSIA: Well, it looks like I/R vs E/G. That will result in a stalemate unless something happens. I'll propose the 4-way draw.

POR-LON: Whimper, whimper...

ROME-BUDAPEST: It's too bad you stabbed me.

i zire published by Jack Frest In this issue: 1979 HE

RUSSI! OUTFLINKS ENGLAND, BUT IS THERE ENOUGH TIME?

Fall 1914: ITALY disbands F Gel, F Ion (NRR)

Winter 1914: ENGLAND builds A LON RUSSIA builds F STP (mc)

Spring 1915:

AUSTRIA (Kader): F EAS & A SER held (MIR)

ENGL: ND (Howe): A Tyo-VEN; A Vic-BUD; A GAL sup A Vic-Bud; A Mun-TYO; A Ruh-MUN; A LON-Hol; F NTH com A Lon-Hol; F Gol-TYN; F Mar-GOL; A Gaz-MAR; F Spa-WES; F MID sup F Spa-Wes; F Per-SPA (ac)

ITALY (McMahon): A PIE, A BOH, F NAF hold (NMR)

RUSSIA (Michalski): F Stp-NWI; F Swe-DEN; F KIE-Hel; A Lvm-PRU; A War-SIL; A Mes-WAR

TURKEY (Osuch): A RUM, A BUL, F SEV, F ION, F GRE held (NMR)

Deadline for Fall 1915 is Friday, July 18, at noon. Press:

MOSCOW: If I came go +2 on an NER, I should try it more often!

STP: OK, felles, let's men up that A-I pocket and go with a nice 12-11-11 split. Russis supports the Holy Alliance principle of non-aggression between ue, and trusts you others will also. Right?

77

THE CANAL DREGS

July 8, 1980

A zine published by Jack Frest In this issue: 1980 C

NOW WHAT ?

Spring 1908: TURKEY disbands A Con (NRR)

_F*11 1908:

AUSTRIA (Perker): A VEN sup Ita A Pie; F Gre holds, dislodged, retrest to Ion or disband

GERHANY (Osuch): A KIE, A RUH, A MUN, A TYO, A TRI, F NTH held;
Low helds, disledged, destreyed; F Bel helds, disledged, retrest
to Hol or disband; F Nwy helds, disledged, retrest Nwg, Swe, Sks
or disband

ITALY (Howe): A PIE sup Aus A Ven; F Ion-FEG; F Wel-LON; F ENG sup F Wel-Lon; A Bur-BEL; F PIC sup A Bur-Bel; A Par-BUR

RUSSIA (Sziegowski): F Sev-ARM; A Ukr-RUM; A Bul-GRE; A SER & A ALB sup A Bul-Gre; F Con-BUL (ec); A Stp-NWY; F BAR sup A Stp-Nwy; F Lel-WAL; A EDI-Yor; F Nwg-NAO

TURKEY (Jehrsen): F BLA & A SMY held (NMR)

Supply Ceater Chart for 1908:

NET COUNTRY CENTERS
1 0 or -1 AUSTRIA ###, Vox

7 -1, 0, er +1 GERMANY Ber, Kie, Hel, Mun, ZAA, Swe, BeZ, Vie, Tri

10 +2 ITALY Nap, Rea, Mar, Tun, Spa, Fer, Per, Bre, BCL, LON

13 +2 RUSSIA Mes, Sev, Stp, Nwy, Rum, Edi, Ser, Igl, Bud, Bul, Dea, War, GRE

3 +1 TURKEY Ank, Con, Suy

Desdline for retrests, adjustments, and Spring 1909 is Friday, July 18, st noon.

A zine published by Jack Frest In this issue: 1980 AO

CLOSE, BUT NO CIGAR!

Spring 1907: IT!LY retreats F Wes-TYN TURKEY retreats & Sil-GAL

Fall 1907:

ENGLAND (Hewe): A GAS-Spz; F LFL holds; F MID sup F Spa-Wes; F SPA-Wes; F Nwy-BAR

FRANCE (Pilant): F Swe-DEN; F Yer-LON; F WES aum Tur F Ion-Tun

GERMINY (Henry): F STP holds; A PRU sup & Sil; A MUK sup A Sil; A BUR sup I Mun ; A SIL sup A Mun; A Ber-SWE; F BAL con ! Ber-Swe

ITALY (Mitchell): A MAR sup Eng ; Gas-Sps; F TUN sue Eng F Sps-Wes; F TYN-Ion

TURKEY (Michalski); F GOL sup Fre F Wes; F ION-Tun; F AEG sup F Gre-Isn; F GRE-Isn; F Apu-NAP; A Ven-ROH; A TYO-Mun; A Tri-VEN; A BOH sue A Gal-Sil; * GAL-Sil; A WAR sup A Mes-Lvn; A Mez-LVN; F BLA kelds: A SEV (unerdered) helds

Supply Center Chart for 1907:

MET COUNTRY CENTERS

5 Loa, Par, Per, Bre, See, LPL 0 EMGL ND

Lol, Mer, Sta. Swe. Edi. Den. Lon 3 0 FRANCE

Ber, Kie, Hel, Mun, Den, Bel. Nwy, STP. SWE 8 GERMANY +1

ITILY Mar, Rox, Tun, MAR 2 -1

+2 TURKEY Ank, Con, Say, Bul, Rum, Sev, Gra, Bud, Mos, 16 Ser, War, Vie, Tri, Ven, ROM, VEN

Deadline for Winter adjustments and Spring 1908 orders is Thursday, July 17. at meen. Press fellows:

LONDOM: Observers here are saticipating swether exciting year of ring-pround the island.

TUNIS: Well, looks like you won't have el' Nothan to kick around anyone. EDINBURG: Help, kelp, I'm being driven from the seas. SWEDEN: Me too.

?: The acene: a castle in Germany. Enter the Kings of England and Italy and The Kaiser of Germany. Italian trips on robe, drapping crows...

"Well, Mee, it leeks like your plan is paying off." "You're right, Larry. One more year and we will have eliminated the Franchuan. What is he now, five?"

"Yup." Curly finds crown and looks up, "Five? I thought be was a four_

"Feur?" Mee looks at Larry.

"Four to five?" Larry stares at Curly.
All three stare down at map. Italian leses crown again.

"By the way, why cam't we ever have these nectings in England?" English King rips French flags from map of England, "Shut up and leek for your crewn."

Saturday morning, July 19

Just called John Leeder's house and found that he is "on holiday" and won't be back until August 4. So much for the poll results.

OPENINGS: DOGS OF WAR, John Daly, Rt 2 Box 136-M5, Rockwell, NC 28138. Subs 10/\$3.50, \$2 gamefee FIELD OF FIRE, Phil Fry (a novice GM I think), 5183 S Gravenstein, Salt Lake City, UT 84107. \$1 gamefee, subs 10/\$3. FoF is a wargame warehouse zine. Both of these are essentially monthly. Hmm, I see DOGS runs 24 days.

With Brawner folded, will the orphan zine FLYING DOGS OF RETALIATION change to something else? It was put together from the names of their 3 zines, but FLYING DUTCHMAN is gone and RETALIATION has changed to GRAB DOTS!!!, so I guess the new orphan zine will either become GRAB DOGS or THE DOTS OF WAR.

OAKLYN stationery (the Centruy Pipe & Supply Co stuff) is now gone except for a few individual sheets. If you wnat one of these to write Bernie on just to gross him out, write soon.

BOB SERGEANT, while not having a letters column in his St George, offers SG&tD as a scapbox for nonpublisher's views on the NADF hobby organization, or as Bob phrased it, "where is the lack in the hobby that you feel a hobbywide organization can fill?" Good question. Anyone wishing to to send pro or con views can write him at 3242 Lupine Dr, Indianapolis, IN 46224. Or me. Or most publishers, virtually ALL of whom are glad to get letters from subscribers, let me assure you!

While I'm on <u>SC&tD</u> which does seem to get mentioned/copied a lot here, let me anticipate the possible criticism that you may not want to see the same things over in 2 (or more) zines. Bob's latest mailing list was checked by me for just that purpose, and I found a duplication of 12 people of the 50+ issues I send, so that's only about 23%. Next, there simply IS a lot of good stuff in <u>SC&tD</u>, even though there isn't a whole lot to the zine in total, i.e., what little there is, is all good. To you 12, minus those who are traders (majority) , sorry.

There are a few more notes I'd hoped to run, but they must wait on followup stuff, and this is all but ready to go taday, so I'll cut this off here. Just one last note before I dig up some filler: John Daly in THE DOGS OF WAR says he may well be opening a BLIND MADMAN game for \$2 there (address in OPENINGS above). WRITE HIM and tell him you'd like the game run like mine were if you want! THIS is the time to influence how it would work, so speak up NOW if you're interested!

It seems that when the Creator was making the world, He called man aside and bestowed upon him 20 years of normal-sex life.

Man was horrified — only twenty years!

But the Creator didn't budge. That was all He would grant him. Then he called the monkey aside and gave him 20 years. "But I don't need 20 years", said the monkey, "all I need is 10." Then man spoke up and said, "Can't I have the other 10?", and the monkey agreed.

Then the Creator called the lion and gave him 20 years. The lion said 10 would be plenty. Again man asked for the other 10 years and the lion agreed.

Then the Creator called the donkey aside and gave him 20 years. "But I don't need 20 years", said the donkey, "10 years is all I need." Once again man asked for the other 10 years and once again he received them.

This explains why man has 20 years of normal sex life, 10 years of monkeying around, 10 years of lion about it and 10 years of making an ass of himself.



STILL FOR SALE: 6 or 7 assorted wargame zines; 4 CAMPAIGN, 2 PURSUE & DESTROY, 1 FIRE & MOVEMENT as I recall. \$2.50 ppd, cheap. Won't somebody take these off my hands? Lee? Jerry?

Still no response from Leeder; July 18, 1980 J. M.

ORIGINS Dippy Review

I carried all the good DipCon reviews I came across (I think), and now here's one from Origins that was held at Widener College the July 4 weekend. This 2-page review is from Dick Martin that appeared in his RETALIATION #15 reviewed on the inside cover.

PUBLISHER CONGREGATES WITH OTHER FAMOUS PERSONALITIES AT PA, SLUGFEST (I WON!?)

And heeeerrre's the Origins report! Only those unfortunates enough to miss this grand festival of backstabbing and other wargames need read any further, the rest of

you, well, were there any survivors?

Early on Friday morning, the seven of us hopped into our two cars and whizzed off northward. After making a much needed pit stop at the local Mc Donalds (I love their pancakes) (then again, I have been known to snack on sponges, too) we hit the highway. I had figured the trip to take a good two-plus hours, but we made it in a bit less than two (what do you mean 95 was the route number? I thought it was the speed limit). I believe we had a higher average speed while I had the Clash on, but Eric thinks that we were going faster with Heart in the tape deck. No matter, nobody passed us, that's for sure!

After arrival, we cruised through the registration (after linking up with the other three members of the crew) with little trouble, except that they didn't give Dave his Diplomacy ducat even though he was signed up for the thing. Of course, the tournament was sold out, so he was not too pleased. Soon after, as we were patrolling the open gaming areas, I chanced upon two chaps that I recognized from their clothing: BRUX was wearing his <u>VOD</u> shirt, and Tom Swider was wearing his ESM/Shogun's Sword shirt. Recognizing these persons to be the fools that they were, I made the rounds looking for better pickings. Unable to find any, I wandered back and appropriated the GM post for their game. BRUX did well, the <u>last</u> time he did so during the week, despite my disparaging editorial comments. (heh, heh, heh.) (This zine has been interrupted for a game of DUNE. I was the Bene Gesserit, and my prediction came close, but I still got blown away. As soon as we figure out the rules, we <u>may</u> be better off....)

From there we trucked over to the glorious Howard Johnsons (pronounced S-L-0-0-0-0-0-W) for a gala feast. Nobody recognized me from Bob Arnett's description, so I had to repeated introduce myself. That's OK, Bob. You all look alike to me, too. Then back

to the dorms for another game.

On Saturday, the tournament began. All the details of the thing were gone over at the hobby meeting on Friday night, The Hon. Robert Sacks presiding. Those members of our crowd who didn't walk out (BRUX, myself, Dave, Eric (you don't know him)) had a good time running circles around poor Robert and his scoring system (which was, fortunately, ignored during the play). Lew Pulsipher would repeatedly tell us to "Shut up..grumble..mumble," when we asked legit questions. He would also throw his "don't-you-understand-you-morons? Robert-is-GOD!! (and-I'm-an-angel)" stare in our direction. Not very diplomatic, Lew.

The best part of round one was the country and board assignments. It was pretty tame after the Perlmutter/Byrne game was read off until it got to about board 7 or so. It started off with Lee Kendter Jr, then an unknown, Bob Arnett (he's a stabber! Wipe him out! said Dave. I, of course was not silent either.), another unknown, Dick Martin (oh no!)(why me?), one last unknown, and then John Caruso (00000HHH N0000!!! I knew I was doomed!)!!! I plaed France (Gibby move over!) to a solid eight centers

while stabbing John, and then having to beat up my erstwhile English ally, Lee, for noncooperation in our alliance. Bob was Austria and didn't last long enough for me to stab him too. Sorry about that, Bob. The rest of the evening was spent in a very silly way, playing the ridiculous variant "Tyrolia Squabble". With BRUX as Italy, me as Austria, Kathy Byrne as Germany, The previously mentioned Mr. Caruso as Russia, My brother Dave as England, the newly subbing Bill Thompson (one of the members of the three way alliance, along with Kathy, which annihilated Dave Perlmutter in round 1), and Ken something as Turkey. It's very simple. Whoever owns Tyrolia is declared winner for that turn, and can claim a moral victory. Brux tried for it early, so Kathy vowed to destroy him ASAP. England declared war on Italy, as it's neutral zone in Tyrolia had been violated. Could it have been a factor that Germany and England were submitting orders on the same sheet of paper? (Supposedly Kathy was too tired to write her own orders.) I couldn't help but wonder.... The rest of us just played a semi-normal game for a while, as Kathy proceeded to clean out Bruce. It didn't take long for the game to get really out of hand, as none of the players were following Kathy's houserules. As GM, I was forced to throw BRUX out of the game for failing to put his social security # on his orders, and had to NNR him for failing to list the country name on his orders (he would have taken Tyrolia). Dave and Kathy were thrown out for submitting joint orders and I threw everybody else out (including myself) several times for various reasons. Unfortunately, those of you unfamiliar with Whitestonia and Voice of Doom can't fully appreciate this, but that's life. As the post game festivities, Dave and I got to watch Kathy blast Bruce for his one center survival and getting in on the draw in the first round. That only lasted for, oh, 45 minutes or so. When I wasn't completely incapacitated with laughter, I saw BRUX eat the copy of his orders which Kathy was going to get a ruling from Sacks on as to their legality. Ah, Diplomacy, how it brings diverse people together....

In round 2, I got to taste the Byrne knife, as she and Turkey ganged up on my poor Italy (we'd obliterated Austria, poor guy) (she was Russia). After some spectacular defense on the Vatican steps (no, I've always been this modest), I managed to talk Turkey into giving me a break and heading north, which he did! Somebody was not pleased. (Actually, I showed the Turk that article by "P". After that, it was easy.) You see, Bruce, you have to start begging when you still have three centers and not wait until you only have one. I ended up making a staggering comeback to five at games end. Poor Kathy, she never knew what hit her and only ended with 10 (grrrrr!). These women are so helpless! Actually, Kathy's NYC accent is quite incapacitating in FTF play. The play in my two tournament games was amazing, with only one player out of the fourteen who had no idea what was going on. Usually, I get stuck in a game or two with three novices who don't know what's going on and blow me away anyway.

The big news in round two was happening elsewhere though, as Dave took an Austria which got no builds in 1901 to an eighteen center forced win, best Austria, and a 5th place finish in the tournament!!!! The pressure while he tried to prove his win to the CM, Sacks, was great, but he didn't crack! There were about twenty people crowding around the board shouting stuff, about half of which were Rockvillians cheering Dave on. I loved it, and you can bet that Dave wasn't too unhappy. Another member of the crew managed to work his way onto the top board with a best Italy, only to get wiped out in round two: Mikey Rollin. (If the name sounds familiar, it's because Don Sigwalt owes his fine position in R1 to Mike.) Overall winner for the tournament was Walt Blank by a good margin and Kathy Byrne finished sixth, right behind Dave. The only part of the tourney I can really gripe about was the end-of-game CM inconsistencies. In some cases, the players were allowed to cut players out of the draw by proving their elimination, but this was irregularly enforced, and with varying degrees of strictness. On the whole though, I credit John Boardman and Robert Sacks with running a good show.

The only other member of the Rockville Mafia to do really well was Casey, who won both his Machiavelli and Kingmaker games to make it to the finals in each. Not bad, he ended up with a 4th place finish in one of them, and out of the money in the other. Tournament Kingmaker is not the greatest game, it's much better for fun. Now that I've run out of space, I think I'll end this long, weird article. See y'all in San Francisco next year?

Yes, the BRUTUS BULLETIN breaks down and even stoops to printing a DIPLOMACY article once in a great while. Below is a good how-to-play article, at least if your name is Bill Shaffer. Actually, this was a goodly part of a fake PASSCHENDAELE that arrived at home in early July. It's authorship is unknown, but like the zine, is attributed to Francois Cuerrier. I and at least one other publisher think Francois faked his own zine in this instance, but that's just a guess. Anyhow, here is

Essentials of Territorial Expansion

Playing Diplomacy is just like playing a game. The player must obviously be Number One in order to Win. I have of course been Number One so often I forget how many times I have been Number One. I am therefore an Authority. That is why my articles are always Number One.

When you play Diplomacy there are a lot of dots on the board. These are the supply centres and they are very nice to have. You have to have a lot of them in order to be Number One, as I have been so many times. I know this is a hard concept for all you novices to grasp, but it is actually very simple. Really.

Let us say you are Germany. You own Berlin, Kiel, and Munich. That is three and already quite-a-lot. But you need more in order to win. Let us look nearby. Yes, you will see other dots, but you do not own them. Near to you are: Denmark, Holland, Belgium, Sweden, Paris, Warzaw, Vienna, Venice and Marseilles. For reasons I will explain to you in another article you can only get three of them in 1901. I recommend you get Belgium, Holland, and Denmark. They are easier to pick on.

After you get Belgium, Holland, and Denmark, you can get some more. You can get Paris, Sweden, Warsaw, and Vienna, for instance. That is 3 plus 3 plus 4, which is 10, and you're already half-way to being Number One, which I have been times without number. Once you get 18 of the dots, you have won.

Getting 18 dots (supply centres) is thus the most important essential of territorial expansion. The player must bear this in mind and try to get bigger and bigger and bigger. It is not a good idea to get smaller and smaller, because then you will lose supply centres (dots).

There are reasons why you might not get bigger and bigger and might get smaller and smaller. These will be a little hard for all you Novices to grasp, but I will cover them for you in a later article. I can't tell you about it now, but here is a hint: the next article will be called "Other Players". I'm sure you will be on pins-and-needles until that comes out.

Until then, remember about getting bigger and bigger. That is important. That does not only apply to Germany. No. It applies also to Austria and England and Italy and Turkey and France and Russia. It is good to remember that if you are Turkey, for instance, you do not own Berlin, Kiel, and Munich to start. I'll cover that in another article.

If I may be so bold as to say so. I dere say this the nicest piece of literature anyone has ever produced in this hobby. But, oh well, don't applaud, really: the satisfaction of a deed well done is enough for me.



HORACE GREELEY PROCLAIMED NEW ITALIAN PROPHET AS LAST NEUTRALS GO DOWN. "THERE WILL ALWAYS BE q frauce, EVEN IF IN HAMBURG.

Summer, 1903: F Swe r GOB

JUL 151980 -

FALL, 1903:

FRANCE: F Mid-POR; F Mar gasps in utter horror/ann.; A KIE H Linsey

RUSSIA: F STPnc S A Swe-Nwy; A Swe-NwY; F Bal-GOB; A BUD S TURKISH A Ser-Tri;

F Ion-NAP; A Mun-Tyo/d/r Boh, Ruh, Bur, Otb; A BER S FRENCH A Kie

TURKEY: F Tyn-TUN; F Aeg-ION; A Ser-TRI; F Alb-ADR; A WAR H

Leritte ENGLAND: F HLG S GERMAN A Den; A Edi-BEL; F NTH C A Edi-Bel; F GAS S Italian

F Wes-Spasc; A Nwy S German F GoB-Swe/ann.; F Nwg-BAR

F Wes-SPAsc; F GLyo-MAR; A PIE S F GLyo-Mar; A TYO S German A Sil-Mun

GERMANY: A Bur-PAR; F GoB-SWE; A DEN S F GoB-Swe; A Sil-MUN

CD AUSTRIA: A VIE H; F Tri H/ann.

Press: The REAL Leritte to the real Leritte: Thanks a heap for your request. Bruce Linsey is NOT a liar.

1903: Austria: 1/1 Vie 1 ann., even France: Par Mar Spa POR KIE 1 ann., even Linsey Russia: StP Mos Sev Rum Con Bud Ber +2, build 2 NAP NWY Turkey: Ank Smy Ser Bul Gre TUN

> TRI WAR +3, can only build 2, will play one short

England: Home My Hol Bre BEL Germany: Mun Kie Swe War PAR DEW 1 ann., build 1 even

8 19 6 4 14 0 34 Italy: Ven Rom May Typ MAR SPA even

Neutral: Por Bel Den Let's see the new year ring in on or before TUESDAY, July 29, 1980.

*:-- ******

Leritte

Misc filler from Dave Carter, Ontario. (A "newfie" is a person from Newfoundland)

A newfie professor was conducting an experiment on insects. first of all he cut off the leg of a spider and told it to jump. It did so, about 8 inches into the air. Then he cut off another leg and again told it to jump. This time it did so for about 6 inches. After the third leg was cut off, the spider jumped about 5 inches. After the 4 th leg, about 3 inches, and after the 5 th leg, about 2 inches. Finally, after the last leg, he told the spider to jump, but it did nt move. Again he told it to jump, but it just stayed where it was. Finally he wrote in his Lab Book.

"Conclusion: After cutting off all the legs of a spider it

becomes deaf.

by BRUX

Bruce Linsey

Hold it, folks! Please save all your congratulations on my win until you finish reading this. I don't quite know how to break this to you guys, but in the interest of good sportsmanship, I must turn down a win which I richly deserved. Something so totally unique, so totally unexpected and freaky as happened during this game, might happen once in a lifetime with a great GM such as John, but it happened to me, and because of it I cannot accept the win which was sure to be mine anyhow.

What is this crazy person talking about, you ask? Just this. As most of you know, I am publishing my own zine, The Voice of Doom. At the time that this game entered fall, 1904, I got a letter from John Michalski asking if I would please send copies of my third issue to Dave Grabar, and Bill Shaffer, as it contained a funny written piece that John wanted those two to see. There was nothing strange about the letter itself. What was strange was the fact that John enclosed their addresses on a separate sheet of paper, despite the fact that they were both playing in this madman game; and thus John must have known that I had their addresses. So what? Here's what! That sheet of paper that had those two addresses was the back of a conference map on which John had drawn in the POSITIONS AND MOVES FOR EVERY UNIT IN THIS CAME FOR SPRING, 1904! It was an uncanny feeling, looking at the Turkish units on that map, and realizing that they were MY Turkish units in the blind game, and then seeing that John had penciled in all the other players' units and had obviously adjudicated the game from this very map! And that, gentlemen, is how I knew exactly where everybody stood at that point in the game.

Two thoughts struck simultaneously. First, that my position and strategy at the time were going to win the game regardless of the fact that I now knew the entire board situation - I did not alter my fall '04 moves or subsequent strategy one bit - and, second, that although I was going to win (and would have anyway), there was no way that I could accept the victory! John will probably try to apologize to me for costing me a sure win - that is not necessary. I had fun playing the game; I could care less that my win will be declared void.

Anyhow, I hope that the others in this game see this as I do - a hilarious situation. A terrible goof by the GM, true, but also a hobby incident which I suspect will be the source of <u>much</u> future laughter (and much needling directed at Michalski, to be sure). May this game never be forgotten!

I officially decline my victory in 1979Iid.

((This is a sad letter to find. If true, it detracts from the game history, altho as it turned out, the "aid" he got didn't seem to help very much: Had the game gone on, he would have been pressed to survive! I thought his 1904 review had some errors in it. Be that as it may, I'm still such a thing could have come up.

I should add as a reminder that Brux came out a weak third in a three-way draw.))

OK no more Polish jokes.
Um, yes a fake BB will come out soon, but through good detective work'
I have deduced that it will be put out by you! I always thought your
zine was the longest running fake ever.

I vote straight "Prohibition" party ticket myself.

You should have heard Linsey laughing it up at Origins amout how he "tricked" you in the blind game. A real joker that Brux.

Right now I know enough physics to design a an A-bomb. So I think it should be no trouble for a few sly Isreali agents to sneak into Moscow, slip an H-bomb under Lenin's tomb and get the hell out.

((Well, more power to them then. Maybe they could blame it on China and we'd see them take each other out to the benefit of the whole world?

On Linsey, his letter appears elsewhere this issue. It was written in FO4 when he, as his other statements then indicated, fully expected to win. As it turned out, he came in a weak third in a three way draw, and had the game gone on, he would likely not have done better than survive. Apparently it wasn't that big a help then, if true (as I must assume). It does mar the record of the game though, and is unfortunate in that respect.

By the way, I have two people now who are eager to get into ANOTHER one of those damn things. The only way I can see to do it is to wait until both IZ and D end and then run it from there, ONLY. With this interest though, maybe there's someone else who would run it? Any volunteers to GGM a Blind Madman game like mine were?))

RON_MAZURKIEWICZ

Milwaukee, W

...My foray into the business world ended the last week of May when I was laid off. It seems my company was heavily involved in the auto industry! We made the tools that made the parts that made the Chryslers! There have also been extensive aly-offs in a lot of big Milwaukee firms...also big customers. So with no orders coming in, who needs the new man in the office?

Thank goodness for me one of my previous job search ploys had been to take the state social worker exam. Just as I got laid off, they got around to my name on their list. I was turned down for a couple of parole officer jobs for some reason, but finally managed to score. I am sure I got my present job because of my education and experience. I am now a soc ial worker...in Union Grove. I was specially hired to work with violent retarded people!

It promises so far to be a really cushy job. I have my own office, can schedule my own working hours, and most important of all, have only minimal supervision. Apparently I can more or less invent my own job role as I go along. No one really knows what a social worker really does here, it seems. This is also the first time in a while I've had time to write a letter on the job. Back working for the government.

This place looks like it will be interesting for another reason. They are experimenting with starting a full scale behavior modification program. Supposedly the patients will be programmed for 16 hrs a day and recieve rewards or punishments for every 15 minutes time period depending on how they do. Wow! Just like rats in a Skinner Box. (At least theoretically). It should be interesting. Maybe I should continue on for my Psych degree after all, hey? There must be lots of retarded people and mental patients out there to brainwash! ((I'll say. Look at the Democratic Party alone.))

How have you been enjoying the weather? Or are you so air-conditioned that it makes little difference to you? Since I started work here its been in the 90s every day. Not very pleasant. Just like the Dust Bowl days.

I was also just on the brink of going to see the volcano in Washington last month. I told them I needed a 2 week notice before I started my new job, and was all set to go in a 1969 VW camper I bought last year. It unfortunately developed a broken axle at that moment and squashed my plans.

Box 32, Station A. Ottawa, Ont. Kin OT9.

July 9, 1980.

This is just a short note concerning Mr. Sacks' letter (dated May 20, and printed in BB#66, just received). I would be most appreciative if you could print it ASAP. This shouldn't be too hard, provided you can cope with my ignorance on some of the matters discussed below.

I'd first like to take exception to the statement, "that publication... (Diplomacy World)...is not part of the hobby." While I know Mr. Sacks probably is more apt at deciding what is part of the hobby and what isn't than I am (as he presumedly has more experience), I'd say DW is part of the hobby. I'd go so far as to say that it is one of our most outstanding hobby institutions.

But I'd rather concentrate on Mr. Sacks' assertions regarding D.P.A. and several hobby personalities.

While my knowledge regarding D.P.A. is somewhat elementary, I'd say (from what I've heard) that this organization will be devoted to the players at large, helping them solve problems, giving them services, and even offering advisory opinions. The organization will therefore give services analogous to those provided by Ombudsmen, with a few differences. Therefore, I'd say that if D.P.A. is to be "controlled" by anyone, it should be by the players in general, and not the members. I would therefore tend to disagree with Mr. Sacks' complaint that the members will have no control, or rather, with the motives behind his complaint. Just a half-baked idea...

While I too have mild reservations about some of the people Mr. Sacks* mentioned, I think he goes too far when saying, "Any group aspiring to mass membership ... with such people as Marley, Verheiden, Walker, Berch, Davis, Martin, and Young in control is a guaranteed (emphasis added) loss." I don't think an organization is doomed to failure just because some (or all) of these

persons are present, or "in control".

I have had extensive contacts with only three (Walker, Verheiden, and Berch) of these persons. However, I feel I can make the following observations: from my admittedly limited contacts with him, Eric Verheiden appears to be the cooperative and amiable type of person--not one that would automatically destroy a group.

(2) Rod Walker is generally reasonable and cooperative; and his record as the head of several important hobby projects (in the past) is not bad; I don't feel that an accusation Rod is incapable of making the right decisions

would be justifiable, in most cases, at least.

(3) While I've had several disagreements with Mark Berch, I feel he is a capable person, whose advice can be useful. I do not recall of Mark making a decision that ruined any organization, either, though I may be wrong.

Fred Davis' record as I.D.A. Ombudsman is not that bad.

Dick Martin's Orphaned Games Project (that might not be the correct appel-

lation; but you get the idea) has been relatively successful till now.

Therefore, I trust I have refuted Mr. Sacks' assertions that these personalities cannot be counted upon to make a good decision. To end more aggressively: why did Mr. Sacks support some of them for hobby office if he really felt they were so incompetent? That's bizarre...

Just an observation from an outsider.

CCI Berch, Verheiden, Walker, Sacks.



"alcala"
1273 crest dr.
encinitas ca 92024
7 july 1980

ROD WALKER

This is a response to the garbage from Sacks in BB 66. As I write this, the IDA has ceased to exist. I proposed several motions to this effect earlier, and conducted a telephone poll to get the votes on the 29th (they were due on the 30th). With a favorable vote of 5 of the Council's 7 members, the IDA treasury has been disbursed...the money has been used to clear up IDA's few remaining debts, to fund the Novice Packet, and to allot some money to the Boardman & Miller Numbers and to the U.S. Orphan Service (the Martin/Daly/Brawner combine). The Council has authorized a short statement to be placed in DW and has adjourned itself sine die.

I am informed that Sacks will attempt to refound IDA as a New York clone of the original. Anybody who is interested in administrative fluff, bureaucratic wheel-spinning, and legalistic minutiae should look him up.

Why has this happened? I had hopes for getting the IDA back on the road again, getting projects restarted, and having a new and more workable Constitution. But in a few short months Robert Sacks has succeeded in turning a hopeful situation into a shambles.

What happened was this: I proposed a number of measures, some of which were not to Sacks' liking. One, for instance, took the moribund OGP off the IDA welfare roll, and inserted the actual and working orphan placement service, Dick Martin's. Sacks is of course willing to believe any calumny of Martin..but he can't abide criticism of his supine crony..who by his own admission has placed only 10 orphans (if that) in the last two years!! In order to prevent measures he didn't like from passing, Sacks:

(a) Repeatedly delayed voting deadlines in an effort to give himself

more arguing time,

(b) Harrassed one Council member (Victor Ricci) with repeated phone calls to get him to change his vote,

(c) Refused to announce the results of votes even after the voting deadlines had passed,

(d) Refused to count all the votes of the Council members,

(e) Tried to railroad two members of the Council out of that body (myself and Scott Marley).

(f) Misrepresented the votes and opinions of at least one Council

member (Victor Ricci), and

(g) Attempted to force two of his local cronies (Ray Heuer and an otherwise inactive person, Roger Oliver) onto the Council.

It's been pretty depressing. I have tried to get the Council to move forward, but Sacks refuses to announce votes, refuses to honor votes, refuses to allow things to happen unless they go his way. I don't see how any organization can operate effectively under such circumstances. In order to get around his obstructionism, I had to propose motions in private circulars sent to all Council members (instead of Council Courier) and then conduct a long-distance telephone poll to get the results. Voting for my disburse-and-adjourn measures were Marley, White, Ricci, Verheiden, and myself. I would suggest that if Sacks contacts you about the New York clone of IDA, the only sane reaction is to ignore him.

est,/

It's obvious to me that most of our country's problems are caused by the fact that it's just too big. There is just too many people and too much land for a government to manage, so it gets mismanaged. So here is my proposal that will help the Upper Midwest, and maybe other regions of the country will be able to follow suit.

I propose that Minnesota and Wisconsin seceed from the Union and along with the Upper Pennisula of Michigan form the independent country of Wisota. (It could also be called Minnisin, but a name like that would provide too much fuel for our critics.) To prevent any rivalries over the capitol, all business of the new country will take place on a barge on the St. Croix River, which borders the two states. The barge could be towed to the twin ports of Duluth and Superior when the ports are not blocked up with ice. To provide maximum service to the taxpayers, this barge will be equiped with fishing poles for fishing and tow ropes for skiing along with the governmental offices.

Of course, this new country will have a clearly defined foreign policy. An alliance with North Dakota is very important, since North Dakota has enough nuclear weapons to blow Wisota sky high in any attack. We will maintain a trade relationship with areas to the east, such as Michigan and Illinois, as their industrial power is too great to ignore. And as a humanitarian gesture, we will allow a certain number of South Dakotan and Iwegian (from Iowa, for the uninformed) refugees to enter the country, while not going as far to establish diplomatic relations with either state.

It is our long range goal to eventually unite all the states and provinces along the Great Lakes to form the Great Lakes Alliance. Such an alliance would have strategic importance and industrial might enough to be a power to be reckoned with in North America.

((I wish someone would send me some humor instead of all this serious stuff)) 3.74.

KEITH KENDALL 99 Forest Dr, Jericho, NY 11753

I know it's a bit late, but thanks for the sample of the BRUTUS BULLETIN. I've decided not to sub for three reasons:

- 1. I don't think I'm ready for a 2 week deadline game yet—maybe in a few years.
- 2. The zine was put together haphazardly—a game here, a letter (or "note") there. It really disrupts the concentration.
- 3. Most of the letters you printed were Booocoooriiiiing. Reincarnation does not interest me, nor do IDA affairs.—so why pay to receive them?

 Maybe later.

((True, a lot of the 'hobby news' is not good nor exciting; however, be it good, bad, or ugly, IDA affairs ARE hobby news, and since I'm publishing in this hobby, I feel obliged to report whatever I can on it, warts and all.

You're right about the haphazardness, tho it doesn't strike me as quite as bad as you make it. The zine is twice the size of most (3 times many) and when the comes out twice as often as most to boot, something's got to give. If I followed hobby practice and only put out 4 sheets every 5 weeks, I could have much more organized layout, especially as most of the current material would never get printed. I run these things off one page at a time as best I can whenever I can, and send out a full issue when it all builds to the postage limit. Sadly, this results in a product as you've described. Most of my subbers seem to feel it is an acceptable price to pay for what is gained, but that is purely a matter of personal taste.

Thanks for sharing your views.))

D.M.

from Fred Davis Jr's BUSHWACKER, JULY 1980, Page 2

1427 Clairidge Raod, Baltimore, MD 21207

VARIANT GAMES WHICH WILL BE OFFERED TO BUSHWACKER/DIPLOMAG READERS

These games will be offered jointly, and you may sign up for more than one. If I can set one up an an All-Mensa game I will do so. This will depend on how many people are interested in which games. Games will be started in order of filling.

1885 II: This is a 9-player game, adding Spain and Sweden as Great Powers. This ran once before in BUSHWACKER, and two of the old players have asked for it again. The year 1885 was the first year that the European map looked somewhat like that used in the Regular game, so only minimum changes are requeited in the map. Germany and Austria start with one extra unit apiece (in Dresden and Cluj) to overcome their central position disadvantage, while England gets a F Liverpool. Italy and Russia both get the advantage of not having to disclose the nature of one unit (A or F) until the recording of the Spring 1901 move. These modification serve to balance the strengths of the Powers. There are 46 Supply Centers. The single winner Victory Criterion is 24. An Alliance Victory is possible for two players jointly holding 34 Centers, with no Power owning less than 12.

Gusher Diolomacy: This is a fun game which I very much want to run. New S.C.'s are added in Treland, Catalonia, Morocco, Switzerland and Archangel, for a total of 39. However, except for the initial starting spaces, which are always the capitals (Moscow is the capital of Russia), no one knows the value of any SC until it is captured. Each SC can support anywhere from 0 to 3 units. Each time a Center changes hands, its value changes! You could wind up with a fat Zero, or hit the jackpot with a Triple. All units are single strength, and units can be built in any Home SC, even if it's Zero strength. (SC's can be considered mobilization points, rather than factories and shipyards). On the average, there will be sufficient supply sources on the board to warrant the raising of 45 units. Therefore, the Victory Criterion will be ownership of 23 supply sources, rather than any flat number of Centers, except for a minimum of 15 Centers requirement. The rules will exclain in detail how the Centers change value. I hope enough of you are adventurous enough to sign up for what ought to be a wild game:

Small World II-R: Players in this 8-man global variant will recall discussion of China being too strong and Russia being too weak. Minor modifications have added a new Russ S.C. in Irkutsk, the placement of an ordinary space between Vladivostok and the first Chinese Home S.C. (now "Mukden" instead of Manchuria), and the addition of a neutral space between Mexico and Colombia called Central America. The Panama Canal now runs between Colombia and C. America, making it much easier to use. The fourth Western European unit, instead of being located in Europe, is represented by a F in Burma! That should lead to some interesting diplomacy. If any of you gluttons for punishment want to try it again, I stand ready to GM. Conquer the world; not just Europe!

Abstraction II: The old favorite. Described by Richard Sharp in his book, The Game of Diplomet, as "perhaps the only variant which improves upon the original." (Blush). Everyone starts with 4 Home Centers (Russia 5), and stalemate lines are almost impossible. The map for "II" is identical to "I". Only real difference is elimination of the optional negotiations on where to build your units in Winter (e.g. "June 1914").

You may sign up in descending order of preference. I'll award 4 points for first choice, 3 for second, etc. Send no money now. Game Fee will be a flat \$7.00, as postage rates are going to 20¢/oz. First Class in January. Stand-by Fee will stay at \$3.50. If you can't play and simply must sub, it will be 12 issues for \$3.00, but I really discourage subs. No decisions on games will be made before August 15th at the earliest.

"Oh no!" Oh Yes! Another DipCon review coming your way. Sorry to be using so much space on these, but the hobby has only one real Con each year, and as only some 5-6 dozen people were THERE, I feel it does a service to we others who weren't, to be able to hear of as many experiences/ views of others as we can. If you'd prefer otherwise, let me know.

Saint George and the Dragon - No. 53 Dipcon XIII

Let me begin by saying that the Metro Detroit Gamers put on great cons. Anytime you have an opportunity to attend one, make every effort to do so; you'll have a good time. However, it's best if you either attend with a friend, or arrange to meet some postal friends. That way you have someone to rehash the games with. I had arranged to meet Jim Yerkey and Jack Brawner at the Detroit Airport.

I met Jim at about 9:30 which left 2 hours before Jack's plane got in. We tried to find a locker to put the bags in until Jack Arrived, but not one of the airport employees knew where the lockers were. One woman did know where they USED to be. Eventually it was time to meet Jack. I left Jim with the bags and went through the metal detector to meet Jack; there

were the lockers.

We got our rental car, took the scenic route through downtown Detroit, and arrived at the Con site about 12:30. We loaded up on food, since the time between rounds was scheduled to be short. While we were in the store, the rental car was gouged by a shopping cart. Back to the dorm, then to the con. We played a short game of Diplomacy. The French and Russian players were local, England was Bill La Fosse, Russell Blau was Austria, Jack was Germany, Jim Turkey. I got to play Italy, France and Austria attacked me in 1901. I don't know why; I'm a nice person. England and Germany allied and wiped out France. I don't remember what was going on in the east. After that, we decided to play Empire of the Middle Ages by SPI which Dave Rohde had persuaded Jim to buy on the basis that there was "diplomacy" in it. The Diplomacy was a move, not a type of action. On your move you can attack, or you can "do diplomacy". You roll the dice to see if your diplomacy works. There are 20 some pages of rules. It is rated 6.2(moderate) in difficulty. Don't believe it.

Some jerk came by while we were trying to learn to play, by moving piewes as we went and then reading the course of action to be followed. The jerk said that wasn't the way to play, that SPI shouldn't sell games to idiots who didn't want to memorize 28 pages of rules before playing, and we weren't doing it right anyway. We showed him the rule that said we were doing it right, and he said well, it shouldn't say that. He turned out to be the designer, but not a nice person. And not right.

We had enough of that noise, so we went to get something to eat, then

back to bed. It was 2 am anyway.

We also met Ken Counzelman and a friend of his, Bill Collins. They didn't play in the Tournament, but wandered through from time to time. First round, Jack and I were on the same board. He Germany, I Turkey. Jim stuck his head in long enough to let the other players know we knew each other. It didn't matter, we were in trouble anyway. Jack Made himself a target to France and England I won't tell you how- I'll let him tell it

himself. I decided to pursue alliance with Russia, but Russia opened F Sto-Fin. A Mos-War. A War-Sil, F Sev-Bla. The bounce in the Black was arranged, but it was obvious that Russia was going to be no help against Austria, so I tried to get an alliance with Austria. He agreed, then stabbed me. Later he told me that what I had told him sounded good, but in Rod Walker's "Wargamer's Guide to Diplomacy" it says that Austria can't ally with Turkey, and "You have to play it by the book". I suppose it's just that my Turkey got stabbed by an Austria. However, Austria was greedy and when the moves called for him to give up Greece to get Bulgaria and position on me, he wouldn't do it. So I could hold on against him and his Italian ally who attacked me in 1902. About 1905, or thereabout, it became obvious that England had the game unless Austria and Italy tried to stop him. Prance was his puppet. I suggested to Austria that I would hold my position, which was still 4 centers, and let him have a safe back to stop England. He told me he would, but I had to give him Bulgaria - which he had not been able to take in 5 years of trying. I told him to piss off and aided England against him. In 1908 the game was curtailed. I had 5 centers, Austria had 2. The scoring system gave us both 1 point. The one interesting part of the game was going to the basement in 1906 to outwait the tornado. Round 2 I had Austria. The Austrian from the previous game was Russia.

I figured trouble, so as long as I wasn't going anywhere, I might as well have fun. I allied with Italy, who went over and attacked France. France had already attacked him - while England and Germany were fighting! The players you meet in a Tournament! I stabbed Russia and Turkey alternately throughout the game. Somehow the two of them never got together. Turkey did try to attack me back, but evidently the Russian had read how powerful an Anglo-French alliance is, so he couldn't focus on anything else. I ended the game with 12 centers, Italy had 11, Turkay was out and Russia had 2. Germany who was under attack from 1901 on had 9 centers. 12 Centers was good enough to take Best Austria, since only the second round counted for best country. My Italian ally took best Italy. On other boards, Jim Yerkey was taking best England with 17, and Jack Brawner had best Russia

with 16 centers.

The winner was Carl Eichelberger, who also won Best Turkey. Jim tied for third with Russell Blau, Jack tied for 8th, and I brought up the rear tied for 11th. Most people were pleased with the scoring system, since it was largely ignored during play, which is how it should be. There is small incentive to stab for an 18 center win, which may be good or bad, depending on your view.

After receiving our awards and selecting no site for DipCon XIV, we adjourned to the pizza parlor. We had to go 4 miles out of town to find a pizza parlor where you gould sit and eat and drink beer. We then proceeded to verbally replay the games, for the amusement of Ken Counselman and Bill

Colling, who hadn't played. Then to bed.

The next day, I got wiped out playing Monopoly, then I played Battleship with a cute blond, while her husband played Kingmaker. She let me win. Wherever the committee decides to hold DipCon next year - hope to see you.