

# BEEN THERE, DONE THAT

Been There, Done That is a Diplomacy subzine to both Mark Lilleleht's The Scribblerist in hard copy and distributed through the U.S.P.S., and Ken Hill's The Armchair Diplomat in electronic format and distributed via download from Data Library 5 of the Gamer's Forum on the Compuserve Information Network. Players, standers by, a few traders, and anyone else whom the fancy strikes as will also receive it through the mail. Diplomacy is owned by the Avalon Hill Game Co., and was invented by Allan Calhauer. But you already knew that, didn't you?

## Game Openings

**Regular Dip:** Opening one more. 1 signed up (Hoffman), 6 needed.

**Gunboat:** Will open one game. 4 signed up, 3 needed.

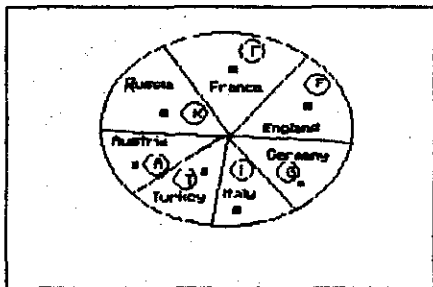
**Railway Rivals:** Will open two games. Spain map, 5-6 needed; and the Chesapeake and Ohio map, 3-4 needed. Maps will be provided (I'll get 'em from Connie).

**Postal Kreslin:** 4-5 needed. Give me a month or two to get a feel for the postal play of the game, as I'm in a game now and another to start soon.

**Purest Dip variant:** Rules below. I'd really like to try this one, it looks like fun.

Game fees \$5 for all games.

## Purest Diplomacy



The rules of regular Diplomacy apply except where otherwise noted. There are only 7 provinces on the map, each one a home supply center for the power controlling it, and named for that power. Each power starts with an army in its home center. All 7 provinces are contiguous; i.e. a unit in one can move to any of the other 6, or support a movement from any of the other 6 to any of them. All units are armies, and only armies can be built (and only, of course, in

your single supply center). There are no retreats; an army which is dislodged must be removed. The victory criterion is control of 4 supply centers. There is little tactical skill to this variant, it looks like it should be all diplomacy and persuasion. Any takers?

### DD in the Bath Tub

As many of you know, since migrating from the PBEM hobby to the wider world of the PBM hobby about a year and a half ago, I've been quite fascinated by the history of the hobby, its institutions, traditions, personalities, and culture. About 6 months ago I splurged and bought the entire back run of Diplomacy Digest as a way of finding out more about that history. For those of you who don't know, DD is a zine published by Mark Berch, 11713 Stonington Place, Silver Spring MD, 20902, dedicated primarily to the reprinting of articles and other reading material from zines of the past. No games, just reading about diplomacy, variants, ethics, play of the game, personalities and feuds, etc. In addition he runs a "Zine Column" which reports on new zines, folds, special issues, and general hobby news. Since his general policy is to print only things five years old or more, and since DD itself has been around since 1977, reading the back run gives quite a sense of the hobby's history and it's scope.

What I've done with this 100 plus issues is tackle it a bit at a time. Specifically, when I get a chance, I like to take a real hot bath on weekend mornings. It's extremely relaxing to me. And I like to read in the tub, but nothing too heavy (Dostoyeski would not cut it in the tub!). So I take a DD or two and read 'em while I soak. When I had pneumonia this winter, and was home sick for a week, this constituted my major activity of the morning (it was about all I could muster up the energy to do).

In sum, if you want to learn more about hobby history, I can highly recommend DD in a scalding tub as the way to go.

### MARK LILLEHEIT: SKIP THIS SECTION!

As those of you who are readers of Don Williams' zine Fiat Bellus know, and it has crept into the pages of The Scribblerist, there is a rather intense bidding war going on right now for the privilege of carrying BT.DT as a subzine. At last count, 4 pubbers were involved in the bidding: Lilleheht and the raiders, Williams, Steve Dorneman of Penguin Din, and Jim-Bob Burgess of The Roob Report (itself technically a subzine itself, so I'd become a subsubzine editor). Now that Williams has been named Steve Heinowski's successor as Boardman Number Custodian, and as such will have access to the never-before-used-but growing daily BNC Slush Fund (ever wonder what all those \$1 per BNs were going? Administrative costs my eye, the Dipdom Tattler spilled the beans to me), he can finally afford the six figure buy-out proposal I am demanding as my price for his shameless subzine raiding (anyone else could get me if they just asked nice.... I'm gonna make Williams PAY!!).

However, as the bidding escalates and Mark sweats, the inevitable thoughts of zinedom unto myself keep gnawing at me. BT.DT has gotten sufficient positive reinforcement to make the thought, well, attractive. Besides, if McKee can do it, not only can I, but perhaps I must. If I do attempt zine-ness, it probably wouldn't be until late in the Summer or early Fall, due to some planned trips, the arrival of baby Nash #2 in mid-July, and my taking over a fairly labor-intensive hobby project during the Summer.

Please let me know what you think. I would continue to post BT.DT electronically as a subzine to The Armchair Diplomat, so those of you who get it that way would notice no change. But if you see this through The Scribblerist or get it free as a standbye or player, would you sub? At what

price? Drop me a line, please, and let me know. Does the hobby need another zine, or should I submerge my ego and continue as second fiddle to the chronically late student/inebriate from Hooville?

### Letters

George Mann: "Here's the latest Son of Flip. If you vote in the Repetition Poll please give it a vote. I already voted for ST.DI. I couldn't give you a zero so you know what I gave you on a scale of 1-10! Just kidding."

"Keep giving Mark L. crap ((I fully intend to)). He deserves it ((he most certainly does... I couldn't agree with you more. This shows you have some real perception and intelligence. So why, pray tell, the obsession with pro "wrestling?")) He won't even get on my standby list! What a wimp."

Eric Brosius: "Thanks for the sample. Why not ask Mark Lill to change his zine's name to "The Wrapper"? By the way, can you send ST.DI to a USENET-type address?... I have gotten one issue of Eric Klein's Electronic Protocol this way."

((I don't know anything about USENET. So, at my current level of awareness, I can't. I love the idea of "The Wrapper"!))

"I must admit I never got into pop or rock music as a teenager (and this left me out of a lot of things). I do like baseball though. I can think of two reasons why it may be so popular among Diplomacy players. For one, you can enjoy baseball even if you don't live near a team, and many postal players live in somewhat remote areas. For another, a baseball season has a certain slow rhythm, like a postal game. You can't win it all in one game, or move. Here's a third reason: baseball fans can argue about stats, while Diplomacy players can argue about the Poll! I liked reading about the 1988 Poll, and found it helpful in getting into the hobby. When I heard BRUX had lost his computer facilities, I realized I could write a program to run the Poll on my Mac. This is basically what I've agreed to do - the computer part of the job."

((With all the Dip players into baseball I'm surprised there has been, at least in the brief time I've been around, no attempt to form a postal hot-stove league or PBM APBA league. My first PBM gaming experience was managing a team in a PBM APBA league back in 1972. Unfortunately, I inherited a team stripped of all talent by its previous Manager/GM. It was a long, frustrating season, and I eventually lost interest and, I'm ashamed to admit, did the equivalent of NMRing out. May I was young and irresponsible!))

"I don't think the Poll is of earth-shattering importance; it's mainly a fun thing (though I do think the vote counting and so forth should be done accurately). The results are like batting averages; while in general a .300 hitter is more valuable than a .200 hitter, we all know Jose Canseco was worth more to his team last year than Wade Boggs, despite a lower average. When all's said and done, the averages have no effect on who wins the pennant. These things must be taken in perspective. I suppose Rich Gedman would prefer not to have his average printed, but the papers print it anyway. That's the way life goes. I think I should be able to avoid taking attacks on the Poll personally, but we'll see."

((The inexactitude of the numbers' meaning in both baseball and dipzine polls is a good point; however, for me part of the fun of baseball is the continuing effort to pin down performance by developing a more accurate statistic. Thus, "Total Average" and "Runs Created," for instance, refine the old standbys of batting average and slugging percentage, and the whole process of refinement and the consequent argument over whether it has actually helped us to understand why and how Canseco is more valuable, is part of the fun. In polls, however, the more complex the statistical

analysis, the more we are in danger, I fear, of creating much ado about nothing. After all, baseball stats are based, ultimately, on objective numbers... hits, at bats, total bases, RBIs. Dipzine polls are at heart, subjective... how much do I like this zine. And based on what criteria? Which are surely different from yours. I like polls; the more the merrier. I vote in them all. They're fun. But ultimately, by their very subjectivity, too much statistical analysis loses my attention.))

"I have played Railway Rivals face-to-face, though not PBM. I think both Empire Builder and British Rails are better games in the abstract because the demand cards make each game different. Once you've played a game of RR on a given map, replays seem very similar. But it does look like the game in Paralandra ((BR)) will be going on for a long while. It'd be nice to be able to combine rounds to speed up play, but I can't think of a practical plan. Maybe BR and EB would be better played by EMAIL. ((My feeling is that BR and EB are by their very complexity much better FTF games. RR FTF is pretty boring to me. But conversely, RR appears a much superior PBM game. It's simple and fast. Paul Gardner runs RR "speed games" in Not New York on 10 day deadlines. They are fun! Our BR game in Paralandra seems like it'll be running well into the next decade! The nice thing about RR is the incredible variety of maps available through Connie von Metake. Dick Martin swears the premier choo choo game (besides Choo Choo Coleman!) is 1830, and threatens, er... promises to indoctrinate, er... teach my wife and me to play someday soon. Ken Hill tried to organize a PBM EB game on Compuserve in The Archair Diplomat a few months back, but couldn't get enough players... just me and my wife and one maybe.))

"You're right about standbys. I feel the standby should try to continue the policy of the original player. You don't want to upset the game any more than necessary. Of course, if you feel the original player was doing something foolish, you'll change it, but it seems silly to ruin things for the other players if you don't have to." ((Did I say that? It must have been in a game you were coming into as a standby where I was allied with the original player!! Seriously, I disagree. I think a standby should cut the best deal for him/herself, period. The best standby play I have ever seen was in a game in The Archair Diplomat where standbys Harry Milliken, Bob Aube, and Bill Hunter threw themselves into a vicious, multi-stabbing sort of game with the same gusto and bloodthirsty ruthlessness as the surviving original players... myself and Steve Smith. Now that's a high level of ruthlessness to aspire to! (Especially Smith). They took the game seriously. And what a game it was! What do other people think?))

Ron Cameron: "I enjoyed BT,DT #4. To my horror we have more in common than just being avid Dodger fans. Really identified with the Jefferson Airplane article, Jack Cassady is one of the best bassists ever. But the best pure guitar player, in my book, is the incomparable Eric Clapton..." ((I think Clapton peaked when he played with John Mayall's Blues Breakers in the mid-60s with what became the Fleetwood Mac rhythm section. The early Cream stuff was great, the later Cream stuff and Blind Faith were exercises in self-indulgence. Derek and the Dominoes is perhaps one of the 5 or 10 best Rock albums ever, and everything since then has frankly lacked any conviction to me. Nothing stands out... it's all soft pop apparently pre-fabricated for commercial success. How about Robbie Robertson for best pure guitar player? The Robertson-Clapton duo in the movie "The Last Waltz" is dynamite!))

"As usual your baseball acumen is damn good, but saying the poorer teams "stink" without any explanation just doesn't cut it. To be brief, I'll give you my choices but only 1st and 2nd in each division. No comments are needed as my expertise in baseball selections is unquestioned in the

hobby and generally without parallel ((as well as your modesty)). After all, in John Caruso' contest last year, I correctly picked all the winners except Boston ((I got 3 of 4 last year, missing only Boston as well; I got burned with the Blue Jays again, and looks like they'll sting me yet again this year!)).

NL East - 1. New York 2. Pittsburgh  
NL West - 1. Los Angeles 2. San Diego

AL East - 1. Toronto 2. Detroit

AL West - 1. Minnesota 2. Oakland

"Only possible exception to the above is San Diego. They are greatly improved. The Dodgers have to stay healthy, especially Randolph and Fernando has to win 10 games.

"Hasn't anyone told George Mann that pro rasslin' is not a sport?... of course George can't be blamed; they have nothing down there in Fla. by way of sports, save maybe a good college team or two.

"And I liked Tim Moore's opening as France in 89J. Once again he proves he's a much better GM and pubber than he is a player. Hey, you have that in common with him too, Tom, if you eliminate the pubber part. Now go ahead down to DixieCon, Nasher, and prove my point. After all you and Lutterbie proved you were incompetent at DipCon last year. Considering your competition in San Antonio you haven't seen nothin' yet. Those gents from Chapel Hill will eat you and Vince alive. But, I'm told the Carolina Diplomats run a first class Con. In my opinion, who better to host the next World DipCon?"

((Let's see... me, Vince, Tim; anyone you forgot to insult? The only problem with DixieCon as a site for W DC for me is that Chapel Hill doesn't offer lots of touristy things for non-gaming family members. In that sense, a larger city, particularly one with a lot of cultural, sporting, and shopping facilities may help both overseas and domestic gamers with families sell it to the spouses as part of a family trip. DixieCon, from what I've experienced just in registering, certainly has the organizational expertise and personal touch.))

David Ornel: "I have BLDT #4 in front of me, so I thought I'd drop you a line with my impressions and comments.

"I'm happy for you that the Jefferson Airplane is reforming. I hope all the legal battles over the name have been resolved, though. Personally, I don't know much about JA; they were just "slightly ahead of my time." I'm more excited about the Who touring, and the plans for a video recording of the entire Tonny performance.

"As for your baseball picks, well, you didn't exactly go out on any limbs, did you? As of today, though, your Os are the only team in the AL East over .500 ((no longer, they are dropping like a rock)) and the Braves are only 1/2 game out in the NL West. Not to worry though, I think they'll fold too ((you betcha)).

"I agree with your top picks in the AL, but you have the NL all wrong. I originally picked the Pirates in the East, but they've been hurt early by injuries. At least Van Slyke will return soon.

((Like the Mets or hate 'em, I don't see how ANYONE can pick against them. They are so loaded with talent it's ridiculous))

"In the West, there is no way the Dodgers (I hate 'em, I hate 'em...) will repeat. The Reds will adopt an "us against the world" attitude over the Pete Rose situation and barely squeak out first over San Diego. The Dodgers (I hate 'em, I hate 'em, I hate 'em...) may even finish fourth behind either San Francisco or Atlanta.

"I realize I'm a bit biased. I grew up within sight of Riverfront Stadium during the seventies, the glory years of the Big Red Machine ((I hate them! - Ed.)). Plus, they're due after four straight second place

finishes. Besides, Cincy and Pittsburgh, the best teams in the league through the 70s, are the only NL teams who have not won their division in the 80s, and this is their last chance.

"I'm still enjoying the Lilleleht bashing but I don't know Jeff McKee ((lucky you!)) so I don't get much out of your material ((believe me, the material ain't worth getting mixed up with that character!)). I probably need to sub to his zine to get both sides, n'est-ce pas? It's tough to be a novice I tell ya. I don't get no respect."

((You won't need to sub to McKee's zine The Metadiplommat to get his side of things. I will be doing a subzine there, called Nash Rants, while he does a subsubzine here called McKee Raves, starting, I hope, in the next BT,DT. But Jeff's zine is looking good, and features 2 1/2 week deadline gunboat games, as well as the usual.... address is 1674 S. Parkwood Wichita, KS 67218. And speaking of whom:))

**Jeff McKee:** "Baseball. Ugh. Only an authoritarian personality such as yourself could enjoy such a sport. You get such extreme pleasure (not to mention filler material) from ranking all 26 teams from best to worst. Sounds like a control fantasy to me. Do you actually go to baseball games? Is it fun to sit there all that time catching balls hit at you by opposing teams? Is it that the ball park is the only place people will sell you beer? Or is it the blazing technology, the big TV screen in center field where you can see what you just saw again?"

"Thanks go to Dick Martin for identifying the real reason Nash started the 'McKee for BNC' movement, which is looking more and more like a bowel movement day by day. Precisely stated, Dick. It's all a setup. Nash wants to set me up for BNC so he can discredit my performance, get me pissed off, and basically remove me from the hobby. So to correctly shaft Mr. Nash where he deserves to be shafted, I should try everything to become BNC! Plus, as I understand it, getting attacked "on general principles" is more fun than sex. Why should I pass this opportunity up? Well, if I were BNC I could not continue to publish anti-Nash propaganda. I'd probably get ousted anyway if I did not repent and enjoy baseball. Plus, I'd never get selected in the first place because I don't believe the BNC should be an ombudsman. So Nash, you'll have to try and find some other way to defame my character. I'm not falling for it."

"Well, what did you tell Dick Martin? My answer is 'no,' I'm not as naive as the zine suggests, but yes, I am naive in general. Thanks for passing the comment along, I really had no idea in hell what Martin would think, and I seriously doubt I'll hear from him personally at all. Other hobby stalwarts I sent it to were Caruso, Courtemanche, and Holley. I'll probably get nothing from Caruso((since writing this he has from Kathy offering to write someone on the British/N. American rules issue)), a plug from Courtemanche, and Holley will probably play in all of my games. Also a couple of others who I had never heard of but either liked their entry in the ZR or had some other reason to send them something (like Don Del Grande, for instance). So far the response is less than I expected from established PBM players, more than I expected from non-established players and CISers, less than I expected from my friends."

"Brux suggested I use the REBEL new games base for my next round of samples. He said he sent out 700 samples for VoD and got 100 subs. Gabel sent out 230 samples and got about 40 subs. I sent out 48 samples and already have 14 subs, and it's only been 8 days since the issue started arriving. I feel all right about that. Next issue I'll try to send out about 100 more freebies....but my dilemma is, I'm going to get my real response for Gunboat, because my games are so fast compared to what's available elsewhere. But a lot of new players don't want to play Gunboat because they are new to Dip and shy away from all forms of variants (I had

yank at Susan's face to get her to sign up and now she's an addict!).

"Here's a more insistent request, would you \*please\* write something about why you hate Gunboat? Of course, I will tear your opinion to shreds but I won't slap you."

((In The Metadiagonal #2 will appear "Nash Rants" on the topic "Why I Hate Gunboat," with Jeff's response, lame though it promises to be)).

Jimmy Williams: "I thought perhaps a fuller explication of my views on NMRs would be in order."

"The G.M. is always right. Although I have yet to hear from a G.M. who entirely agrees with this dogma, I find, for my own personal feelings, such an attitude does much for avoiding difficulty."

"In any case, Dip, being a war of nerves, produces two things at least: Paranoia and Fatalism. Paranoia is good because it shows involvement in the game. Such involvement, real or imagined, is the source of endless delight to those who feel they have induced Paranoia. Paranoia can also be a pleasure to those who experience it. Paranoia is distracting, attention-grabbing, pre-occupying. Paranoia in Dip, a ~~game~~, can be more fun than television, which says such for it."

"Fatalism, however, is an evil. Fatalism implies a resignation, an acceptance, perhaps even a contentedness. This does not give pleasure to those who imagine they have been inducing Paranoia. There is no more frustrating experience than trying to induce fear and foreboding in a player who doesn't care. Fatalism can lead to demoralization. Demoralization, I think, causes most deliberate NMRs and causes most "careless" NMRs."

"On the upside of Fatalism/Demoralization however is, indeed this very potential of an NMR. An NMR can indeed be a boon to those who have "toughed it out."

"As well, the problem of the "replacement player coming into a TOTAL catastrophe needs to be addressed since you have mentioned this in your request for an NMR procedure vote."

"The replacement player is receiving a "free game" needless to say. For this, again I imagine, the remaining players (and perhaps GM) have a real, actual war body to relate to, to entice, humiliate, antagonize, ally, or destroy. This latter case of a war body as opposed to continued NMR seems to serve an important "felt need" in the Dip community. This "humana" equation, desired so much it appears to me, itself contains as did the original humana player the potential for NMR - another NMR. And why? Because of the Humanity involved? Yes, of course. And also because of the "total catastrophe" (your words) the replacement enters into? Yes, perhaps."

"I discount all fears of NMR. NMRs due to illness or the fickle post are "part of the game." The former is addressed only by indefinite delay or abandonment of game, really. The second can be ameliorated somewhat by the agency of a second "orders only" card on a subsequent posting day."

"Our beloved Kafka has said "Impatience and Laziness are the cause of all the world's ills." Understandable impatience can explain games continuing when someone NMRs due to personal misfortune. Being a game, the afflicted personage perhaps often insists or expects the game to continue despite his absence via a replacement. And laziness, laziness (or poverty) explains the absence of that second, subsequent, fail-safe "orders-card."

"all we left then are NMRs due to a lack of interest. Accidents, oversights notwithstanding (and one may question from the materialist-empiricist-Freudian-worldview the objective reality of accidents and oversights) the major cause of lack of interest is defeat! DEE-FEET! - or the prospect of it - a broken plan, an upset intention, a nasty betrayal, a "rotten country choice" - all the stinking, putrid, petty, dehumanizing little disasters we have come to expect and love in Dip."

"NMR is the consequence of Good Diplomacy. NMR is the bludgeining of an opponent into tactical inflexibility with the downside that the opponent may be replaced by someone who will not "agree" to order "all units hold." Only dreamers want a Europe full of strong countries and strong personalities! Realists want a Europe full of wimps, weenies, and Personal Conquest! Realists want victory! - not polymorphous-perverse, group-grope, touchy-feely, mutually-consenting-adult, consensual psychological Sodomies!!! No 2-way, 3-way, 4-way, 5-way and, Heaven Help Us, 6 way ties!!!

"Is not our bloody, unpleasant, work bad enough without having GMS (who are nevertheless always right in my opinion and receive my submission and suport on all issues 100%) - without having GMS fretting about and replacing murdered corpses with not just fresh warm bodies but with better-armed ones more likely, thereby, to be filled with a terrible resolve just because their situation is not a total catastrophe? WHAT PRICE VICTORY?

"of course an NMR can help my enemy. But so can drawing England! So can having an idiot sycophant for a neighbor, a drooling toady for his footstool - so can having a former "suck buddy" from many previous Dip campaigns of yore in the same game. But I don't complain about this last. All's fair in love and Dip!!

"selah, I have spoken. I do not argue. I merely observe. Rules is rules. What would Allan Calhauer say? Read Rule XIV, 3!! Let all the earth keep silent before Him!!!"

((No comment seems neccessary nor appropriate... I am in awe!))

#### THE GAMES:

Stand Bys: Jason Bergmann, Tim Moore, Steve Heinowski, Mike Morris, Paul Milewski, Stephen Dorneman, Vince Lutterbie, Jimmy Williams, Stan Johnson, John Crosby, George Mann, George Rifle.

Choo Choo Coleman

1988HE

Spring 1904

Austria (Aube) : A Tri-Vie (r-OTB); A VEN-Tri.  
 England (Hunter): F Nth-SKA; F Mid-NAT; A BRE H; F Gas-MID.  
 France (Morris): F POR S A Spa; F WAR S A Spa; A SPA S F Por.  
 Germany (Smith): A Ber-SIL; A Mun-TRL; A Den-SWE; A Kie-DEN; F Hol-NTH;  
 A Ruh-BEL; A PAR H.  
 Italy (Welter): A Pie-TUS; A Trl-TRI; A SER S A Bul; F ALB S A Trl-Tri.  
 Russia (McKee): A Rum-Bul; F BLA S A Rum-Bul; A SEV-Rum; A Mos-STP;  
 F Nwy-NRG; F StP(nc)-BAR; A WAR H; A VIE S (I) A Trl-Tri;  
 A BUD S A Ser.  
 Turkey (Tabor): A GRE S Bul; A BUL S Ser; F Ion-AEG; F Aeg-CON;  
 F ANK S F Aeg-Con.

Press:

Al - GM: Hey boss, Can you have conditional press?

GM - Al: Yes.

<AH aka Al - GM> Ageing Hippy!? You call that a nickname? Now don't get me wrong, I don't mind the tag. In fact judging from the dress I saw at a 'neutral' event, i.e. the New Orleans Jazz Fest, it might even be time to get out my tie-dyed socks. (Never could handle any more tie die than that.) But you can't have that long a nickname. Not with that many syllables with those sounds. (Try saying it.) Certainly not in competition with 'Al'. It will never fly. I don't have suggestions for Mike or Bob but here's a few off the top of my head to lead off a tag that GM contest: The Lost Fug, Captain STRIPs, Bad Batch, and the ever popular Woodstock and/or Moonbeam.



For now I'll settle for AH. At least that would work.  
 GM - AL: I LIKE the Lost Fug. For a free gamestart, be the first BT,DT reader to name the 3 original Fugs (Smith, Aube, McKee, yes I know this predates you all, but bear with us ageing types who are approaching mid-life crisis and the growing awareness of our own mortality and dealing with it through shameless nostalgia for the care free days of our reckless youth. You'll understand some day... but instead of waxing nostalgic for the Fugs and the Jefferson Airplane, you'll be stuck wistfully remembering... what? Guns 'n' Roses? I weep for your generation).  
 <Con-Mos> I was on the plan for a while but, all in all, too much bullshit.  
 <Con-Map> I figure I might as well either try to gain some ground or set myself up to die fast.  
 <Con-all> Now, as always, Better Death than Boredom!  
 <Con-Con> Was that enough asgs?  
 Rom-Par: Pax?  
 Rom-Aus: We'll both go down together.  
 The vote to go to twice monthly deadlines passed. Therefore, Fall/Winter 1904 moves are due midnight, EST, June 1, 1989.

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 Elie Chacon

1989J

Winter 1901/Spring 1902

Winter 1901:

Austria (Nickel): Build A Vie. Has A Ser, F Gre, A Ukr.  
 England (Hunter): Build F Lon. Has A Yor, F Nth, F Nwy.  
 France (Moore): Build A Par. Has F Por, A Spa, A Pic.  
 Germany (Rifle): Build A Ber A Kie. Has A Mar, A Hol, F Den.  
 Italy (Luttrell): Build F Nap F Rom A Ven. Has A Mun, F Tun, A Tri.  
 Russia (Williams): Build A StP. Has A Mos, A War, F Run, F Swe.  
 Turkey (Hoffman): Build F Con A Ank. Has F Bla, A Sev, A Bul.

Spring 1902:

Austria: A SER-Bud; F GRE-Bul(ac); A UKR-GAL; A VIE-Bud.  
 England: F Lon-ENG; F Nwy H (r-Ska, Nrg, or Bar); F NTH C A Yor-Bel;  
 A Yor-BEL.  
 France: F Por-MID; A SPA-Mar; A Par-BUR; A PIC S A Par-Bur.  
 Germany: A HOL S (E) A Yor-Bel; A Ber-MUN; A KIE S A Ber-Mun; F DEN H;  
 A MAR-Bur.  
 Italy: F Nap-ION; F Tun-WES; F Rom-TYN; A TRI H; A VEN S A Tri; A Mun-  
 Bur (r-Boh, Tyo, Ruh, or Sil).  
 Russia: F Swe-NWY; A STP S F Swe-Nwy; A WAR S A Mos; A MOS S (A) A Ukr-  
 Sev(NSC); F Run S (A) F GRE-Bul(ac)(SCO)(r-OTB).  
 Turkey: A Ank-ARM; A Sev-RUM; F BLA S A Sev-Rum; A BUL S A Sev-Rum;  
 F CON S A Bul.

Press:

France to Germany: OK. I agree, but show me you mean it.  
 France to England: Any chance of a reconciliation?  
 France to Italy: Congratulations on being dotsnatcher of the year.  
 I hope they are profitable to your endeavors.  
 France to Russia: Jimmy, Jimmy! The object of the game is not to be honourable, but to win.  
 Italy to Austria: An open letter of apology. I want everyone to know that you are a gentleman of the game and I stabbed you without a major reason. I offered no quarter and expect none. I hope this doesn't affect us in other games and I wish you well in this game - as long as you leave Trieste & my homeland alone. Trieste needed an influx of Gothic art and I have the

personnel to do it. Once again, no excuses, and may the best man win - The Pope.

Italy to England: I haven't had the opportunity to stab, er... meet you yet.

GM-Italy: Bill's swell! He just helped me win a game!

Italy to Russia: Hope this relieves the pressure somewhat; try to stay in this game a bit, will ya? - The Pope.

GM-Italy: "Cheap imitation of the Bad Boys" or something to that effect!

Huh? You been nipping the office nitrous again Vince?

Mos-Lon: Turkey put me up to this Bill. He promised another stroke of his well-oiled and supple whip. Because I have been bad, I must be punished again and again. Lay on, my beloved!

Mos-Par: My dearest Timothy, I can't wait until you get things sorted out. Then Europe will see true Mastery. If only I might lick Prussian mud from your well-oiled and supple boots!

GM-Readers: I just types 'em folks!

Mos-Rom: You are Europe's hope Vincent, we all wait to see what Jesuitical visitations you bestow. What have you built? Well-oiled fleets and supple armies?

Mos-Vie: I AM THE ETERNAL ROCK. I AM THE WELLSPRING OF YOUR SUPPORT. I AM THE FUNDAMENT THAT CANNOT BE STIRRED. BOW DOWN AND WORSHIP ME AND I WILL RAISE YOU ABOVE ALL NATIONS. Hey, you got a shipment of Corinthian Leather? How about olive oil? You got any of that? Hey! Jim! Hey!

Mos-Ber: George, I must confess that Bill and I have a secret alliance and we are going to throw you out of Den and Swe and anywhere else you might have got to. France, Italy, and Austria want to buy in but we want you all to ourselves ((don't tell me... he's well-oiled and supple, right?)). We hear you are well-oiled and supple ((I knew it!)).

Mos-Mos: What nasty, bestial boys I get to play with! What evil trick will they play on me next? Whatnew, exotic leathers? What fragrant oils? What supple minds?

Mos-GM: Lillylead's late again!

Deadline for Summer 1902 retreats, and Fall 1902 moves is June 15, at midnight EST.

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### Space Filler

Based on Steve Heinowski's regular Diplomacy gamestart statistics in Everything, the BNC's zine, showing a continuing decline in the number of gamestarts in the past few years, there has been a lot of speculation and commentary on the decline of the hobby and reasons for it. However, Randy Grigsby, the MNC of the non-covenant flavor, in his service zine Alpha and Omega, has shown that if you count the incredible rise in the number of variant gamestarts, total gamestarts are actually going up every year! To this, Francois Cuerrier, in Paschendale, says nonsense, the postal Dip hobby is postal Dip only, and remains in decline. Variant and other games are a distinct hobby, coincidentally populated by mostly the same people. Meanwhile, in Britain, the popularity of variants, Railway Rivals, and other games, has led to the abandonment of the term "Postal Dip" in favor of "Postal Gaming Hobby." The question, for your consideration and response, is: what kind of hobby are we, and why?

Next issue will feature the Been There, Done That postal interview with Conrad von Metzke on Dip, past, present, and future, RR, and life itself!

And, lest we forget, Been There, Done That is published by Tom Nash, 5512 Pilgrim Road, Baltimore, MD 21214. (301) 254-2836. CIS #74676,3310.