



BUSHWACKER

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This is the 180th consecutive issue of BUSHWACKER, a Postal Diplomacy* zine dedicated to the play and reporting of Diplomacy Variants. This is being brought to you by Fred C. Davis, Jr., who, through Christmas Day will be located at 1427 Clairidge Rd., Baltimore, Md. 21207. Phone: (301) 747-7248. Phone calls accepted for Diplomacy orders and discussions between 7 and 9:30 p.m. weekdays, and between 12 Noon and 9:30 p.m. weekends, Eastern Time. Since there is no guarantee that I'll be home, please submit your orders by mail except in emergencies.

We will be moving back to Ellicott City on December 29, 1986. Those of you who are receiving this Overseas by sea mail can start using our new address immediately, as you probably won't be receiving this till mid-December. However, everyone else is asked to refrain from using the new address until December 21st. We do not even have the keys to the new mailbox yet, and any mail sent there now would only cause consternation to the current occupants. Little do they know that the winds of war and international conspiracies are about to descend on their mailbox. Oh, the new address is going to be:

3210K Wheaton Way, Ellicott City, Md. 21043

*Diplomacy is a registered trademark for a game invented by Allan B. Calhamer, and now Copyright by the Avalon Hill Game Co. of Baltimore, Md.

GAME FEES: \$9.00 Flat Fee for newcomers, \$8.00 to current readers. STANDBY FEES: \$5.00 for newcomers, \$4.00 for current readers. For your Fee, you receive copies of the rules/maps for your variant game(s), plus receipt of BUSH for the duration of your game. There is NO sub requirement to have to keep track of. Members of the Mensa Postal Diplomacy SIG receive an additional \$1.00 discount on Fees.

SUBSCRIPTIONS are also available for non-players, at the rate of 12 issues for \$6.00. We also TRADE with many other zines on an all-for-all basis. Sample copies are 50¢.

GAME OPENING: We are somewhat frustrated to say that we have only six people signed up for the "Balkan Wars III" variant, a scenario set in the Balkans circa 1910. We'd sure like to pick up one more player and get this game started. Please pass the word on to anybody who'd like to get into a game right away. This is a 7-player game, with just 21 Supply Centers (all Home Centers), so it shouldn't last forever. Anybody? We can also use more Standby players for both TURNABOUT and VACATION DIP.

This issue contains reports on VACATION DIP III (1985R m39) and TURNABOUT (1986C ca02). It also has the final wrap-up on ZEUS V-F (1984A gf11).

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CORRECTION: The cost of the BLACK & BLUE BOOK (1986 Hobby Census) is \$6.00, not \$4. However, if you own a copy of the 1985 BBB, the coupon on the back cover is worth \$1.00 toward the price. And, if you renew your DIPLOMACY WORLD sub (\$12 for 4 issues) at the same time, you can take another dollar off, so that would bring the price down to \$4.00. Send your check or M.O. in U.S. funds to: BBB, Box 8416, San Diego, CA. 92102-0416. My statistical analysis of the '86 Census will be found on pp 69-70 of D.W. #44.

CUSTODIAN AND SERVICES UPDATE

Regular and Variant Games Openings. The publication of the names and addresses of these zine publishers who have game openings will now be done by: Simon Billerness, 630 Victory Blvd., #6F, Staten Island, N.Y. 10301. (Not "New York, N.Y." as shown in D.W.). These games openings were formerly handled in small zines with unpronounceable names founded by Red Walker and being run as part of the D.W. family. Simon, please let me know whether you are still running separate flyers for Regular and Variant games, or publishing them together. I'd also appreciate seeing a copy. I hope you plan to use a name that can be spelled and pronounced, for the benefit of our novice readers. (The reason for the strange names is that the title "Known Games Openings" belongs to Robert Sacks, and could not be used by Peery or Walker).

United Kingdom Variant Bank. The new Custodian is: Steve Doubleday, 147 Howlands, Welwyn Garden City, Herts. AL7 4RL. Steve has about one-third as many variants in his files as the NAVB, but this includes many of the more popular ones. He also has a few which have not yet been classified by the NAVB, although we are exchanging material as fast as possible. He has issued a Catalogue of what he has in stock.

Peoples Dip Organization Relief Auction Revived. The PDO, which started out as a joke, evolved to run an annual auction to raise funds to help support hobby projects. There has not been an auction for about two years, but now, thanks to the cooperative efforts of John Caruso and Simon Billerness, there will be another auction. Please donate something related in some way to the Diplomacy hobby. This can be either serious or humorous. (I think somebody once donated some of Gary Coughlan's favorite grits!). If you don't have a physical item, you could donate a subscription or a game fee. Send your list (not the items!) to either Simon, at the address shown above, or to John at: 29-10 164th St., Flushing, N.Y. 11358. The List will be published in the January 1987 DIPLOMACY WORLD. Then, you can bid on these items by the numbers.

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REGARDING THE CANADIAN POST OFFICE

Ron (Canada) Brown writes: "In general, Canadians are much more familiar with US geography than vice versa. The reason the Canadian post office sends your mail to Washington is because the US Postal Service has declared Washington a port of entry. Each country designates a few centres as points of entry for foreign mail. ... The Canadian post office would not be allowed under international rules to send mail directly to Baltimore. The same holds true for mail destined for foreign delivery: it would be shipped to a major centre, then sorted and shipped to the appropriate port of entry of the foreign country."

So, now we know why Canadian-US mail takes so long to arrive. I knew about these ports of entry for mail coming from Overseas, but I did not think it applied within North America, since the U.S. and Canada have virtually formed one customs union. My feeling was that if auto parts can zip back and forth between Detroit and Windsor so quickly, why not mail? All mail from Europe and Africa must go through the Overseas Sorting Center in Newark, N.J., for example, both coming and going. They had a bad fire there about 10 years ago, and several of our Christmas cards bound for Germany never arrived. Newark is the worst bottleneck and most poorly managed station in the entire Postal Service, according to FEDERAL TIMES. Mail from Asia and Australia comes in via San Francisco, and I think mail from Latin America is routed via Miami. I guess we're lucky that some Canadian mail is permitted to flow through Washington and avoid Newark.

Any U.S. Postal employees care to add their comments on this topic? Any suggestions on how we could speed up the processing of our mail between the U.S. and Canada?

CHANGES IN THE MORE RECENT CLINE 9-MAN GAME MARKS: - by Fred Davis, NAVB Custodian

- CLINE IV.1 Davis Modification. (Originally just "Cline IV"). This eliminated the 4-point meet in Russia by pushing the Armenia-Sevastopol border southward, and having the Canal to the Caspian Sea run through the middle of Sevastopol. MAO touches Canary Is. The south coast of Arabia is added, including new spaces Aden and Kuwait. Direct Passages added from Sicily to Naples and Ireland to Clyde. Other map modifications in Middle East. (cn05)
- CLINE IV.2 Von Metzke Alteration of Davis Modification. Identical to IV.1 except for rule that a unit moving from Sicily to Naples would stand off a Fleet moving from Tyr to Ionian; with similar provision in the Ireland-Clyde-NAO-Irish Sea area. (cn09)
- CLINE V: Andrew Poole Modification. Excellent new map drawn. St. Pete divided into St. Pete (SC) and Arkangel (a Build Center on Barents Sea). Spain divided into Castile (SC) and Catalonia (ordinary space). Ethiopia renamed "Sudan," Mauretania renamed "W. Africa," both of which are more correct. Trieste split into Zara (SC) and Croatia (ordinary space). Portugal touches South Atlantic. Bulgaria, Jordan the only two-coasted provinces aside from the possibility of Iran building a F in the Caspian. (cn08)
- CLINE VI: David Rothery's first Revision of Poole Modification. Italian Home SC moved from Venice to Milan, as in "Milan Dip." Greece touches Con, eliminating Bul south coast. Arabia divided into Mecca (SC) on Red Sea, and Kuwait on Persian Gulf, w/ Kuwait much enlarged, plus Oman in the S.E. Jordan renamed "Jerusalem," Morocco renamed "Casablanca." Russia loses Warsaw SC, which becomes Neutral Center Poland. However, Russia starts w/ an A Arkangel, but will lose this "extra" unit if it fails to capture another SC in 1901. Iran divided into Teheran (an inland SC) and Iran, an ordinary coastal space, eliminating the last two-coasted province. No change in no. of SC's (45) or V.C. (23). New ordinary space, "White Russia," added between Moscow and Livonia/Poland. Russia can no longer build F's in Moscow, as new Ural space cuts Moscow off from the Caspian, and Canal is not deemed a true coast. Only Persia can now build F's on Caspian, although Russia can still move a F Sev-Georgia. This downplays the F's in the Caspian scenario, which was probably always overrated in importance. Persian Power renamed Persia-Arabia. *Jerusalem does not touch Red Sea, but Egypt doesn't touch Mecca. (cn10)
- CLINE VII: David Rothery's Second Revision. Poland no longer a SC. Iceland passable and a SC (probably to make up for England's loss of Norway to Russia in 1901). Persia redrawn with third SC now in Muscat instead of Jerusalem. Jor now a neutral SC. Piedmont abolished, with Tuscany touching both Burgundy and Marseille. Egypt touches Mecca. Still 45 SC's and a 23 V.C. (cn11)

Each of the Cline V, VI and VII modifications is a careful improvement on the preceding one. Russia is now a 3-Center Power like everybody else; Persia is a much better designed country; the Milan SC, Croatian space, and Burgundy-Tuscany contact make the Austro-Franco-Italian relationships much more interesting without putting Italy into a hazardous position. My only question is whether Poland should have been retained as a Neutral SC. I'd like feedback on that point. This would increase the SC's to 46 and the V.C. to 24, but for the sake of historical accuracy, I'd like to see Poland remain a SC.

I highly recommend playing either Cline VI (with Iceland as a SC, however) or Cline VII (with Poland as a SC), as excellent improvements over the earlier versions of this game.

SPACE PROGRAM TIMETABLE

NASA has announced that Shuttle flights will resume in February 1988. In that month, more than two years after the Challenger disaster, Discovery will carry a communications satellite into orbit. The long-awaited launching of the Hubble Space Telescope, described as "the greatest scientific instrument man has ever built," will be done in November 1988, 25 months behind schedule. The telescope, which has been completed at a cost of \$1.2 billion, is in climate controlled storage at the Lockheed plant in Sunnyvale, California. Nobody is willing to take a chance on launching it until they are certain that the Shuttle flights are safe.

I have been looking forward to the operation of the Hubble telescope for years, since it is theoretically capable of seeing to the "edge" of the Universe, or the beginning of time. It should also have the capacity to determine whether several nearby stars have planets. I am hoping that physical proof of their existence will occur within my lifetime, to offer mankind a new challenge. When one reaches the September of one's life, you start to get impatient for these things to happen.

The Johns Hopkins Ultra-violet Telescope is scheduled for launching in January 1989, nearly three years behind its targeted date. UV observation of quasars and binary stars should provide valuable information on the nature of the universe.

Ulysses, the European Solar Polar mission, is to be launched by Shuttle in January 1989. This will be man's first opportunity to study the polar areas of our sun.

CRAF, the Comet Rendezvous Asteroid Flyby, which was to be launched in 1988, has again been cancelled by the nickle-nurseries in the Administration. (Billions for unproven weapons, not one cent for scientific research).

Magellan, the U.S. Venus Radar Mapper, will be launched in either 1989 or 1991. The Mars Orbiter is still scheduled for a 1990 launch.

Galileo, America's premier planetary mission, which was to have "gone forth" in May 1986, suffered yet another setback when the Centaur rocket program was cancelled. There is now no way to launch it to Jupiter before 1991, since these things depend on planetary orbits and not the whim of some Congressman. Without the boost of the Centaur rocket (which helped the Viking probes on their way to Mars), it will take four years for Galileo to reach Jupiter. By that time, the nuclear batteries may have started to run down. We may have to replace the batteries before takeoff.

All of this assumes that the space program isn't again cut by budgetary considerations. The program's only hope may lie in the election of a different type of Administration in November 1988. Otherwise, as PLANETARY REPORT states, the U.S. may be reduced to providing "English translations of exciting discoveries made in Darmstadt, Moscow and Tokyo."

Meanwhile, the ageing computers and instruments aboard Voyager 2 plunge on for their rendezvous with Neptune in August 1989. Assuming they have not failed after 12 years in space, this rendezvous will complete a close-up look at all of the major planets in our solar system. The question remains, when will we go back for more detailed second looks, especially to Mars and the potential ice-covered ocean on Europa?

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ZEUS V-F END-GAME STATEMENTS (1984A gf11)

Robert Cheek (USA) (Co-Winner): Communication is the key in my games. China (Kevin Kozlewski) wrote to me, as did the first French player (Ken Peel). I rarely heard from the others. In addition, geopolitics eliminated the possibility of the U.S.A. ever allying with either England or Japan. They are U.S.A.'s natural enemies in this game. China and the U.S. could work together very well, since they do not threaten each other's Home Supply Centers.

The multiple NMR's by France and Britain certainly contributed to their loss. The Chinese-American goals were also helped by the lack of coordination between England, France and Germany. There were times when I wondered from the nature of their orders if they really were allied.

Both Germany and Russia played exceptionally well. Russia's play was, perhaps, a little too revenge-minded, but he hung in there.

Perhaps Japan's position could be improved by giving him the option of starting one of his fleets from Okinawa. This would match the start of a U.S. fleet in Hawaii.

Karl Breckmeier (France): I came into this game at a time when the USA-China war machine was rolling. Although Gary Floyd (Britain), Ralph Baty (Germany) and I immediately allied, the war with Russia, China and USA was too much to hold back. I enjoyed the game very much. There were no stabs in my time, as things were pretty much set by 1945. Ralph Baty impresses me as a player of great character. Congratulations to Robert, Kevin and David Rice ((the Chinese replacement player)) for the win.

((Kevin Kozlewski and David Rice were offered opportunities to make statements on behalf of China, but none were received by the Oct. 31 deadline.))

GM here: Giving Japan an advance base in Okinawa (without an extra unit) sounds like an excellent idea. Many of you are familiar with my plan to correct or shorten several of the provincial names, like Okhotsk to "Vladivostok," Baltic States to "Courland," and Low Countries to "Benelux." Also, if I had the energy, I would redraw the map, which is very warped in places. But, I would not make it to scale, as in that case Europe ("the cockpit") would be too small. The game map is too small. A larger map is available, for 25¢, if anybody wants one.

I regret I did not learn until too late that the nomenclature for this game is incorrect. ZEUS was the name of Chris Northcott's zine, and really has nothing to do with this game. Each variant which Chris printed in ZEUS was labelled "I", "II", etc. The global one was merely the fourth game he'd presented. (The first three seem to have disappeared without a trace). So, the original global design should have been called ((Global)) I, and my refinements should have been II and II-F. But it's too late now to change the nomenclature. I would have liked to have sent Chris copies of my final refinements, and the report on the game's end, but Chris has dropped out of the hobby and moved without leaving a forwarding address. If anyone in Britain locates him, please let me know.

This brings an end to ZEUS V-F, the game that asked the question, Who would win the Second World War? The answer was America and China, but a Common Market led by France and an (apparently) Weimar-type Germany also survived. The Brits were swallowed up by the Yanks, and no Russkies anywhere. (At least the Irish Problem was solved when the two parts of Ireland were made American States, and three Kennedys and one McCormick immediately became Senators!)

CONTACT, by Carl Sagan (Book Review)

Contact is finally out in paperback (\$4.95, Pocket Books), so I had a chance to read it. The science is excellent, but this is not just a science fiction book. Philosophy and religion are also discussed. (Perhaps too much religion, as I don't see scientific developments seriously threatened by the Fundamentalists, but I think the Fundamentalist camp will be seriously affected by any First Contact!)

Like ⁱⁿ so much of today's SF, the main character is a woman. There is no real "need" in the plot for this, but I feel that today's writers are trying to make amends for so many prior stories in which women were mere appendages to strong, intelligent males. There is an age calculation error, however, which I, as a professional Claims Examiner, noted. If Ellie was seven years old in 1957, when Sputnik went up, she could not have been "in her late 30's" in 1993, when she takes over the Very Large Array of radio telescopes in New Mexico. The author has taken artistic license to snip about five years out of her life. Sagan wanted her to be old enough to remember the Vietnam War protests of 1967-72, and still not ^{much} over 40 in the climactic year of 1999. That's a tough order, but I let it pass for the sake of a good story. I found no other errors, based on what we now know about astronomy and physics, although a discovery made tomorrow could make everything obsolete, as often happens with science fiction.

Contact is a bit slow starting. I wondered why there was a Chapter 1 at all. In a magazine format the story would have begun with Chapter 2. Near the end, however, the reason for Chapter 1 becomes apparent. The quotations at the start of each chapter are wonderful. How did Sagan find time to locate them all? The process of discovery, from the first receipt of the Message through the construction of the Machine, is superb. The ending is somewhat of an anti-climax, but there is really no alternative short of a total transformation of our society. There is plenty of food for thought in the last chapter. I highly recommend this book if you haven't already read it.

((I hope to have another essay in my "Where is Everyone?" series in the next issue))

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AROUND THE STREETS OF THE CITY

Here's a surprising figure. Although London has the finest mass transit system in the world, only 11% of the population commutes by "metro" (a term signifying both rapid transit and certain railroad systems, which in some cities are fairly well coordinated). In New York, however, 72% of the commuters travel by metro. (I presume this means to Manhattan). 59% of Londoners travel by car, despite the lack of freeways, while only 12% of New Yorkers do so. And the famous London taxicabs move only one percent of the travellers, while the figure for Tokyo is 32%! Here are some figures for some of the world's leading cities:

	Auto	Metro	Bus	Taxi	Autos per 1000 pop.
London	59%	11%	23%	1%	282
New York	12	72	14	2	218
Mexico City	18	14	53	13	115
Paris	56	21	8	*	322
Tokyo	#	61	6	32	266

* = Included in "Auto". # = Apparently included with "Taxi".

Source: MASS TRANSIT Magazine, October 1986

VACATION DIP III - 1985R rm39

FALL 1906

RUSSIANS EJECTED FROM DENMARK AND BOHEMIA. EVERYONE WANTS TO VISIT ITALY. TURKS ADD SICILIAN PIZZA TO THEIR CHAIN. FEW CHANCES AFTER A YEAR OF STRUGGLE.

NOTE: We omitted reporting the move of the TURKISH F Con-Aegean in Spring 1906. Turkey played at full strength in that season; not "one short" as reported.

ENGLAND (Wallace): F Brest (H), F English Channel (S) F Brest. VF Gulf of Lyon-
(8)(9 units) Tuscany. A/F North Africa-Tunis /d/, Annihilated. A Sweden (S)
GERMAN F Kiel-Denmark. F Livonia-Baltic. A St. Pete (S) GERMAN
A Moscow. F NAO (S) F MAO. F MAO (H) (C.D.)

FRANCE (Wilson): Still active, but no card to play.
(0)

GERMANY (Young): A Munich-Bohemia. A Silesia (S) A Munich-Bohemia. Plays Card #86
(8)(7 units) to prevent that support from being cut. A Warsaw (S) A Silesia.
(is 1 short) A Prussia (S) A Warsaw. A Moscow (S) A Warsaw. F Kiel-Denmark.
F Holland-Belgium.

ITALY (Hoffman): A Venice-Rome. F Tyrr. Sea-Naples. A Tyrol-Venice. A Piedmont (S)
(5)(6 units) A Tyrol-Venice. VA Gascony-Spain. F Marseille liberates a dis-
tillery (H) (C.D.).

AUSTRIA (Rice): VF Baltic Sea (S) GERMAN F Kiel-Denmark. VF Helgoland in C.D.
(0)(2 units)

RUSSIA (Cheek): A Ukraine-Moscow. A Sev (S) A Ukraine-Moscow. A Bohemia-Silesia/d/
(5)(6 units) (Play of Card #86 negates cutting of support by GERMAN A Silesia),
(R) Vienna (only space open). A Galicia (S) A Bohemia-Silesia.
VF Spain(nc) (H). F Denmark-Sweden /d/, (R) Skag., (only spaces open).

TURKEY (Kenny): Plays Card #101 to make Sicily passable and a Supply Center.
(9)(10 units) F Western-Med-North Africa. VF Tunis (S) F W. Med-North Africa,
F Ionian-Sicily. F Aegean-Ionian. F Con-Aegean. F Calabria-Naples.
A Vienna-Tyrol. A Trieste(S) A Vienna-Tyrol. A Serbia (S) A Trieste.

PRESS:

ROME to Moscow: That's the most effective tactical use of the cards I've seen yet.
Congratulations.

ROME to London: Who said I ever trusted you?

TURKEY to England: I love crossing lines.

CONSTANTINOPIE to Rome: You had the West to yourself and let your allies take it from you!

GOTLAND: I may not be able to return home from Vacation. The Baltic is so pretty in Summer. I may decide to stick around for a couple of years. Anyone know the immigration laws?

A Further Explanation of the First Cavalry Shoulder Patch - by Russ Wallace

I know that the patch predates Korea. The goal of the First Air Cav was to regain their honor (whatever that means) during the Vietnam War. My best friend was a soldier in the First Air Cav. It was from him that I learned the explanation ((shown in my Press release last month)).

What happened is that someone ((in the Division)) took those three parts of the patch and arbitrarily assigned those symbols to them after the fact. i.e. The horse that was never ridden referring to the fact that it is no longer a cavalry unit; the diagonal line symbolic of the parallel in Korea where the war was stalemated; the color (more)

yellow indicating that they broke under enemy assault (and who can really blame them?) I hope that this clears up the "historical accuracy" of my statement. I had not intended on giving a complete history of the First Air Cav.

((Thankyou, Russ, for your explanation. Although the Armored Engineer Bn. I served with in Texas did begin receiving some former First Cav NCO's who had rotated back from Korea before I left, this is the first time I'd ever heard this story. It was probably invented after that war had ended. The First Cav was one of the first units thrown into South Korea to try to halt the invasion. They were hit by "human sea" attacks, where they fired their machine guns until the barrels turned red and burned out, and they were then overwhelmed. There was certainly no shame associated with their heroic defenses. - F.C.D.))

GM's CORNER: Thanks for all the comments you guys sent me on improving the Event Cards in this game. Eventually, I'll get these organized and get back to you with them. There is a proposal to make most of the cards "generic," rather than specifically relating to a particular country. This would require far fewer specific cards. The same action could be printed on several cards, as in many board games. There are some cases, however, where I think it's better to have cards referring to specific countries. This preserves some of the nutty flavor of the game. It also serves to keep the events random, instead of their being aimed mainly at the leading Powers, as might happen if all the cards were generic.

One point which was raised requires immediate consideration. What to do when a player draws a Card telling him to write an order for one of his own units? A player points out that this would be "just another nothing card." Right. By luck, this hasn't happened yet here. However, effective immediately, it will be my policy to draw another card for a player should such an event happen. I'll incorporate this change into the Rules.

A more serious problem is arising with the play of several Civil Disorder cards. I'd not foreseen that so many units would be blocking up the board simultaneously. I think we need to do something about this before paralysis sets in. One solution is to limit the length of time a unit can remain in C.D. to, say, three years. Another would be to allow no more than two units to be in C.D. at the same time. If a third unit is put into C.D., the cardholder would have to specify which of the other C.D. units was being "freed." I prefer the first. In the new Event Cards, I'm going to include at least one for releasing a unit from the C.D. "spell," and will make the period of C.D. last for three years instead of the length of the game. I may just have two or three generic cards instead of 7 specialized ones.

In the current game, I'd like to set a limit of three game years on C.D.'s. There are two choices on what to do with them then. They could be freed to go back into action, or they could be removed from the board, at the end of three years. (People don't seem to be interested in annihilating them, probably because they form good defenses, but we are getting into big traffic jams). In the case of the Austrian VF Helgoland, which was put into C.D. in Spring 1903, the C.D. would be ended in Spring 1907, since I don't want to make anything ex post facto. Units put into C.D. in Spring 1906 would come out in Spring 1909, and so on. So, please include your vote on the following with your next set of orders:

- "Preference for Ending C.D.: 1. ___ Units are again free to move about. (After 3 yrs.)
2. ___ Units are to be removed from the board. (After 3 yrs.)
3. ___ Leave the Rule as it now stands. (C.D. for the rest of the game).
(You may just write "1, 2, or 3" after "C.D. Vote" if you wish).

SUPPLY CENTER CHART, VACATION DIP III, WINTER 1906: GAINS, ~~LOSSES~~

AUSTRIA:	(None)	0 (—), No change
ENGLAND:	3 Home, Ireland, Norway, St. Pete, Sweden, BREST, DEMARK	8 (—), Build 1 (1 annihilated)
FRANCE:	(None)	0 (—), No change
GERMANY:	3 Home, Belgium, Holland, Moscow, Warsaw, DEMARK, WEST	8 (—), Build 1 (was 1 short)
ITALY:	3 Home, Marseilles, Paris	5 (—), No change
RUSSIA:	Sev, Portugal, Rumania, Spain, Vienna	5 (—), No change
TURKEY:	3 Home, Budapest, Bulgaria, Greece, Serbia, TRIESTE, TUNIS, SICILY	10 (+1), Build 1

Plus 2 Vacation Units for Austria, and 1 ea. for the others, except France & Germany.

Event Cards #20, 49, 52, 86 and 101 were played this year.

Players: Your next Event Card is: # _____

DO WE NEED A SEPARATE SEASON for just 3 builds and a vote? Tell you what. If everybody sends in both WINTER 1905 and SPRING 1906 Orders, and no one objects, we'll play both seasons. Everyone may make their orders conditional on whether the Austrian VF Helgoland is to be removed or "freed" to move. (No Card has been assigned which must be played in WINTER 06). The DEADLINE is FRIDAY, December 5, 1986. Phone deadline is 9:00 p.m. Eastern Time on Thursday, December 4th.

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TURNABOUT DIP - 1986C ca02

WINTER 1902

SEPARATION OF SEASONS REQUESTED. IRELAND AND SPAIN BUILD FLEETS; OTHERS ADD ARMIES.

		<u>Current Strength</u>
BALKANS (Brockmeier):	Build A Sofia	7 (+1)
BENELUX (R. Brown):	Build A Brussels	6 (+1)
IRELAND (Wallace):	Build F Belfast, F Cork	7 (+2)
MID. EAST (Stewart):	No change	5 (—)
SCANDINAVIA (Cheek):	F Copenhagen (R) Skag. Remove F North Sea	3 (-1)
SLAVS (Cruickshank):	No change	5 (—)
SPAIN (Rice):	Build F Lisbon	6 (+1)

I have orders on hand for SPRING 1903 for most of you. You are free to change them. If there is no change, there is no need to contact me, unless you wish to submit some new press releases. One press release is being deferred to the Spring move.

PRESS:

SOFIA: Who wants Paris? Why haven't you guys taken it?

OSLO to Ireland & Benelux: Since I also have English and Dutch in my roots it's very appropriate that you two are attacking me!

DEADLINE for SPRING 1903 is FRIDAY, December 5, 1986. Telephone deadline will be Thursday, December 4th, at 9:00 p.m. Eastern Time.

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BUSHWACKER, NOVEMBER 1986, Page 10

Letter from Lew Pulsipher, 390 Saddle Ridge Rd., Fayetteville, N.C. 28301-1241, on the subject of Intimate Diplomacy(rx02):

I wasn't aware that my name is mud in Britain! I have tried and failed to remember anything about Intimate Dip except that it was for two players--and it had something to do with control of neutrals. Of course, control of neutrals as an idea existed long before Intimate existed, as did two-player Dip. Anyone who reads the Two-player rules in Diplomacy Games & Variants ((Lew's book)) can see that it's a compendium of ideas and methods, not rules for a single game. In order to be thorough, it included all the methods of neutral control I knew of, including those I'd devised myself and those used in other games. ... If that's "stealing," so be it. (And of course, since IDEAS can't be copyrighted, even if I had taken the Intimate rules and paraphrased them, I would have been acting quite legally, though I would not have been right).

((A British zine accused Lew of "stealing" the rules of Intimate Diplomacy for his Two-Player Dip (rx05)). This is his reply. Lew had not been sent a copy of this accusation, so he was unaware of the charge until I informed him of it. - F.C.D.))

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MY BREAKDOWN ON THE NUMBER OF DIPLOMACY PLAYERS in each State and Province as of mid-1986 is in the Fall issue of DIPLOMACY WORLD (#44). If you have your copy, please add an asterisk after Florida, New York and Pa. on Pg. 70. These were inadvertently left off of the D.W. copy. If you're desperate and don't get D.W., I could send you a copy for 50¢.

There are 1177 people listed in the 1986 BBB (Census). There is some deadwood, and some duplication of names, so I estimate that the actual number of active hobbyists was around 1100. California remains far out in front in the number of players, with 262. Texas has passed up New York for second place, with 102 compared to New York's 88. Virginia is fourth with 67, while little old Maryland has climbed to sixth place with 46, right behind Illinois' 52. The most common surnames are Anderson and Baker. The most common first names are Michael and David.

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Well, we got our World's Series prediction right, but we were rooting for Boston.

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