



# BUSHWACKER

VOL. XVII, No. 5

(Return from the Jungle)

MAY 1988

This is the 197th consecutive issue of BUSHWACKER, a Postal Diplomacy\* zine dedicated to the play and reporting of variant games, hobby news, and anything else I may care to write about.

Your Editor: Fred C. Davis, Jr., 3210-K Wheaton Way, Ellicott City, Md. 21043. Phone: (301) 461-1885. Phone calls accepted between 12 Noon and 9:30 p.m. Eastern Time, except during the dinner hour from 6 to 7 p.m. Please try to send in all of your orders by mail, except in emergencies. Note that on Deadline nights, the cut-off for phone calls is usually 9 p.m.

\*Diplomacy is a registered trademark for a game invented by Alan B. Calhamer, and Copyright by The Avalon Hill Game Co. of Baltimore, Md. The zine is named for my comic strip character, "Bushwacker," whose picture appears on the masthead above.

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GAME FEES: \$9.00 Flat Fee for newcomers. \$8.00 for current readers. STANDBY FEES: \$5.00 for newcomers; \$4.00 for the rest of you. Mensa Diplomacy SIG members receive an additional \$1.00 discount on these fees. For your money, you receive the rules/maps for your game(s), and BUSH for the duration of your game, with no need to keep track of messy subscriptions. SUBS for non-players are 12 issues for \$6.00. OVERSEAS subs are \$8.00 for 12 issues, by sea mail. Sample copies are 50¢. We also Trade with many other zines on an all-for-all basis. No Game Openings right now.

This issue contains reports on VACATION DIP III (1985R rm39), TURNABOUT (1986C ca02), BALKANS WARS III (1987A pb06) and CHARACTER DIP (1987AF rm39).

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THE GENERAL GIVES DIPLOMACY A PLUG. In April, Avalon Hill released Vol 24, #3, which featured our favorite game, Diplomacy. There has been a considerable mail response to this issue. I've received many requests for copies of the NAVB Catalog. Larry Peery reports having received over 40 inquiries for DIPLOMACY WORLD in April alone! I've referred several of my inquirers to Ken Peel for copies of the current games openings and/or the ZINE REGISTER. Hopefully, the hobby will be gaining a lot of "new blood." THE GENERAL listed the old price of \$3 for the NAVB Catalog. However, I honored their requests, and asked them to send me another dollar at their convenience. Everyone is reminded that the current price is \$4.00. I lose money even at that price, with the postal rate increase, but I'm willing to take the loss.

If you haven't seen THE GENERAL, I believe you can order a single copy of Vol. 24, #3, for \$3.00. Send your check to TAHGC, 4517 Harford Rd., Baltimore, Md. 21214, and specify that you want the Diplomacy issue. A year's sub is \$12.00 in the U.S., and \$24.00 to Canada. There are nine full-color maps of the board to accompany the report on game 1985HC, which is the "demonstration" game reported on. There are also articles by Eric Lawson and Bruce Linsey, as well as plugs for me and for Ken Peel in the Letters and Infiltrator's Report columns, respectively.

### UPCOMING CONVENTIONS

DIXIECON II. Saturday & Sunday, May 28-29, 1988. A Diplomacy Tournament sponsored by the Carolina Amateur Diplomats, to be held on the campus of the U. of North Carolina- Chapel Hill. The Registration Fee is \$10. Housing will be \$10 per night. There will be a Three-round Diplomacy tournament, and a Gunboat Variant Tournament.

For further information, write or phone David Hood, 604 Tinkerboll Rd., Chapel Hill, N.C. 27514. (919) 967-7608.

This Con can serve as a replacement for MaryCon for those in the South Atlantic States. A third party notified me that MaryCon has died, although I did not receive so much as a whimper from anyone in Fredericksburg.

CAN CON '88. August 12-14, 1988, Toronto, Canada. Registration Fee - \$15.00. Accomodations available at the Hilliard Residence for Friday & Saturday nights. Single rooms are \$25.00/night. A Double room is \$18.00/night per person. You may list the name of the person you plan to share your room with. You can even bring your spouse! These rates are in Canadian dollars.

Send checks or money orders to: Doug Acheson, 95 Dundonald St., Barrie, Ontario, CANADA L4M 3T4. Write or call him at (705) 726-9362 for further information on the Con or travel details. Perhaps he can quote you prices in U.S. dollars. There may be other games available besides Dip. There will be four gaming sessions, but I think you only have to play in three games to be eligible for the Dip Tournament.

\* \* \* \* \*

### THE BAD BOYS STRIKE AGAIN

Several of you may have received what purported to be a ballot for the Miller, Walker and Koning Awards from Larry Peery, containing some very weird nominations. I can assure you that this was a fake. The real ballot will be enclosed in DIPLOMACY WORLD #50. If my copy of #50 arrives before this is mailed, I'll include copies for you. Other publishers will also enclose copies in their zines. None will be mailed separately by Peery. The Postal Inspectors have already been informed of this action. It is possible that three people may be receiving visits from gentlemen in trench coats, who will be discussing the penalties which can be imposed for forging someone else's name and letterhead on items sent through the mail. The "Bad Boys" gave themselves away by some of the choices they listed in the various categories.

Larry Peery says that he's already received a couple of the fake ballots back, duely filled out. He's going to save them, and maybe he'll announce the "winners" of The Alternate Poll. Incidentally, we have to mention that our name (blush) is going to appear on the real ballot. Of course, I voluntarily disqualified myself from participating in the final vote on the Miller nominees, although I am normally a member of that Committee. It's nice to see one's work appreciated.

\* \* \* \* \*

WE WERE VERY PLEASED TO LEARN that the Boardman No. Custodian, Steve Heinowski, has been able to assign BN's for all of the Regular games currently running in Dick Martin's zine, RETALIATION. Dick has refused to join the rest of the Postal hobby in using BN's for his games, for some reason known only to him. Fortunately, at least one of his players is sending copies of RETAL to Steve so the games can be recorded. It is most unfortunate that one publisher should consider himself above and beyond traditional hobby customs and courtesies. At least the rest of the hobby has been alerted by Steve to this anomaly.

## TO THE LAND OF THE FEATHERED SERPENT - Fred Davis

We spent twelve days in Mexico and Guatemala exploring the "Ancient Civilizations of the New World." While the emphasis was on the great pyramid complexes at Teotihuacan, Uxmal, Chichen Itza and Tikal, we also saw views of today's Central America.

Mexico City is a study in contrasts. There is a substantial middle class, but the poverty seen in the barrios has to be seen to be believed. Auto exhaust is choking the capital to death, but no one will make a move to introduce lead-free gas or catalytic converters. (Don't bring your car to Mexico. Lead-free gas is almost impossible to find except in the Baja or within 100 miles of the U.S. border.)

There are still many signs of the great earthquake of 1985 in the capital. Many modern buildings are still awaiting the wrecking ball. The older buildings withstood the shocks much better. A new law prohibits any buildings from being taller than five stories, except in a limited downtown area, and they must meet new safety requirements.

The Metro (rapid transit) system operates all over the area, efficiently carrying many people who would otherwise travel by car or bus. I did not get to ride one, since my free time seemed to coincide with rush hours, and the trains are not air-conditioned. (I was told the sauna baths came at no extra charge). However, our tour busses ran on parallel freeways on two occasions, so we could see the 10 or 12-car trains and the platforms. At least one line is still being extended further into the country. However, the traffic jams are still horrendous.

The highways are full of VW Beetles, giving them a "1950's Germany" look. They don't make the "Bug" in Germany any more, but it's still being built in Mexico. The main roads are excellent, although often unfenced, so you may see a stray cow or burro close to the concrete. One ultra-modern touch are the solar-powered emergency phones located about once every 3 Km. We could adopt that idea for our Southern and Southwestern highway systems, where there's enough sunlight to make it worthwhile. In many small towns, the Mexican highways have rugged speed bumps to make sure that the macho drivers slow down as ordered. They don't wear seat belts, but they do have religious statues on the dashboards to protect them.

Our tour group gathered in a 4-star hotel called Camino Real, near the Chapultapea Park. The tour was originally sponsored by Cornell University and the U. of Illinois (my alma mater). However, it was then opened up to groups from Yale, the Audubon Society, and others, in order to fill up. We had a faculty of three lecturers from Cornell and Illinois, who gave us several slide-illustrated talks about what we were going to see, and the historical background on the Meso-American civilizations. They also took us to some very good anthropology museums where we could get up-close views of key items, as well as some excellent models of the ancient cities and temples at the heights of their glory. We also had an Audubon lecturer, who told us about the birds and other fauna we might see. (There are still many birds in the national parks surrounding the ancient sites, since they are protected areas, but many species are on the brink of extinction due to the press of humans on their nesting areas).

The hotel was a bit too far away from the Zona Rosa, where the bulk of the tourist shops and restaurants are located, so I didn't get to that area. The hotel was mad-dening, in that it was enormous, but there were no directions on how to find the various rooms where we were meeting for breakfast and lectures. There were giant staircases and tremendous open areas, such as you'd find in pre-1914 hotels elsewhere, in a style which has vanished in the States. There was a "Twilight Zone" feeling as we went up and down the staircases searching for our rooms. I'm pleased to report that the hotel's food is excellent.

Our tour group was an excellent one. The average age was in the late 50's, as many of the passengers were retired, but everyone was in good physical shape. I was amazed that no one fell out on some of our hot walks, or injured themselves on the very irregular walking surfaces, not just in the ruins but everywhere. (Apparently there are no lawsuits in Mexico. Some of the areas were so dangerous that in America there would have been a platoon of lawyers standing around waiting to file injury claims. At one spot we had to negotiate a 2-foot wide ledge with a 30-foot sheer dropoff, and no hand-rail. I clung to the wall in sheer terror.) I did manage to hurt my ankle when I dropped into a semi-invisible black marble step in a museum, but nothing was sprained or broken. You really have to watch where you're walking in Mexico!

What made our group so remarkable was that everybody was interested in where we were going and what we were seeing. This was not a casual "ha ha" tour, like others I've been on. Nearly everyone had read at least one book on Meso-America before coming. There was also a cross-pollination as those of us with different backgrounds were able to add bits and pieces of information. I was able to add my 4¢ worth on astronomy, for example. The tour was almost like a Mensa gathering.

The Peso was 2240 to the dollar in April! Shades of 1924 Germany. As Conrad von Metzkeseid, you begin to feel like John D. Rockefeller when they give you 224,000 Pesos in 10,000 P bills for a few Traveller's checks. There are a few small coins left, but the 1000 Peso bill is the smallest useful money. For tips, everyone prefers a U.S. dollar bill.

Everyone worries about the water in Mexico. The hotels all provide bottled pure water. The better ones have mini-bars in every room, with ample supplies of plain and fizzy water (sin gas and con gas, respectively), beer, fruit juices, and stronger drink at your fingertips. You do not eat any raw unpeeled fruit or vegetables, nor do you buy frozen popsicles from street vendors. (The latter were referred to by one of our professors as "Instant Cholera"). Still, every time you change water, you are likely to come down with something. I did catch the "Turista" disease at the end, but I've also had the same symptoms in London and Paris.

For seven days of our trip, we were based on a beautiful little 4,000 ton ship called the Illiria. She was originally designed for cruising among the Greek Isles, but was overhauled a few years ago, and now travels around the world under charter to various groups. She had recently been to Antarctica, and she will shortly be going to Montreal for some cruises in the Canadian Atlantic provinces. If you ever see an ad for a tour mentioning the Illiria, I can heartily recommend her. There were just 91 passengers aboard, so it was almost like being on a private yacht.

The Greek crew kept us well-fed, as only cruise ships can. We departed from Vera Cruz, making ports of call at Dos Bocas, Progreso and a desert island off Belize before debarking us in Puerto Barrios. We went ashore in the ship's tenders in most ports, as the water was too shallow for us to dock. These landings were adventures on their own, as the boats pitched and bobbed. Somehow, no one was injured. When they snapped out the flags, we were amazed to see the ship had banners for Yale and Cornell, but not for Illinois. They explained that Yale and Cornell had chartered the Illiria several times before, but this was the first time for the Illini.

At the desert island, Geof's Key, which you won't find on any regular map, we went ashore in the ship's Zodiac rubber boats, just like a Costeau expedition. This was the tiniest island I've ever seen. There were literally twelve, count 'em, twelve palm trees. It looked like the kind of island you see in the cartoons. All that was missing was a caption. We thought of claiming the island for ourselves, but it seems that Belize already owns it. Here, we had the cleanest and warmest water I've ever seen, for swimming, snorkelling or collecting sea shells. We brought our own

supply of iced tea with us, and stayed anywhere from two to four hours, depending on which Zodiac shuttle we rode. Our boat's outboard motor died halfway between the ship and the island. I made some comment about capturing the next albatross, before the boat captain was able to get us a tow on his radio, after much cursing in Greek.

From Puerto Barrios, we flew into Tikal in one medium-sized plane (48 seats) and two Otters. I was lucky enough to be on the big plane, which was nearly twice as fast, and less bumpy. Tikal is really in the boonies, in Northern Guatemala. Our local guide took us on a seemingly endless hike through the jungle. We finally arrived at the spot where we were to have lunch, hot and exhausted. Our lives were saved by the ubiquitous Dos Equis beer and ice cold soft drinks.

Guatemala is a country of 8 million people, of whom two million live in the capital. (Similar to the ratio in Austria). From what we could see, there seemed to be less poverty than in Mexico. For one thing, the houses weren't jammed in so close together. One immediately noticeable thing was the presence of good, modern service stations in large numbers. In Mexico, with the state oil monopoly, the PEMEX Stations are few in number and spartan in appearance.

It was only a 2½ hour flight from Guatemala City to Miami, but we had to get up at 4 a.m. in order to get our bags collected and get to the airport in time to clear all the paperwork, in time for a 7:15 departure. That is the only flight of the day to the U.S. East Coast, so we couldn't risk missing it. What was left of our group split up in Miami to go our separate ways. We were sorry to have to say goodbye.

\* \* \* \* \*

The visit to the various ancient cities was very impressive. The only fault to the trip is that after a while, one set of temples tends to blur with another, as they all have some basic similarities. You feel very small in the presence of such mighty monuments. It is easy to understand why some cultists have concluded that they must have been built with extra-terrestrial help, since it is inconceivable that modern men would attempt such undertakings without the use of wheeled vehicles, draft animals or iron tools. It is only when you realize that the temples were built in the name of religion, and an overwhelming fear that if they were not built and used in certain prescribed ways, the world would come to an end, that the undertaking makes any sense. In a life-or-death situation, men have performed many miracles. Surely, in Meso-America, not only the ruling priests but the man in the street must have believed that what they were doing was a life-or-death situation.

There is very little water in Meso-America. If the rains failed, the corn crop failed. If the corn failed, you starved to death. There were no goody-two-shoes organizations to come to your rescue. If human sacrifice pleased the rain god, you were only too happy to sacrifice people, including even your own children, to insure that it rained. The best proof that human sacrifice worked is that in nearly every case, the rains did come. And, the world did not come to an end at the end of every 52-year cycle! Who needed more proof between cause and effect?

The truth is that, outside of the human sacrifice field, the Mayas and Aztecs were more advanced than their European contemporaries. (And don't forget that if Carthage had won the Punic War, such sacrifice might have remained an important part of the European heritage until recent times). The Mayans invented the concept of Zero, which the Romans never did. Mayan astronomy and calendars were superior to anything in medieval Europe. The Aztec capital we now call Mexico City was larger than any city in Spain, and had a better sanitary system than any European walled city. In truth, the Spanish had only three advantages; ships, gunpowder and horses. The Spanish barbarians destroyed Meso-American (& Peruvian) civilizations which were, in nearly all

aspects, superior to their own. Only in the doubtful case of religion did they bring in an improvement. Even here, the old gods did not really die. The Indians quickly associated many of the Catholic saints with their own gods, and this merger continues to the present day.

In 1521, the Aztecs were still on their way up. Perhaps, given another 200 years, they might have developed seagoing ships and gone off to civilize Europe. Here's a "World of If" story for SF buffs to work on. But, what caused the earlier civilizations, the Toltec and the Maya, to collapse? Why were their cities abandoned?

The best guess is that they destroyed their environments. Like all other civilizations, they cut down their forests for firewood and to smelt metals. As is inevitably the case when the forest is gone, the rainwater ran off without going into the ground. The water tables dropped. The wells ran dry. The people had to move. These are very good object lessons for our own civilization. The Land. Love it or lose it! (Western Europe was facing the same crisis in the 17th century, when the steam engine came along and made it possible to pump water out of the coal mines, and thus substitute coal for wood. Thus, by the skin of our teeth we avoided the same disaster.)

There is also a strong probability that the farmers got sick and tired of working themselves into early graves for the benefit of the intellectuals. Probably the chiefs, priests and wise men numbered no more than 2% of the population. They seem to have kept all the knowledge and benefits for themselves. If they were killed off in peasant revolts, the cities would have gone downhill very fast. The Maya moved into the jungle, where they have lived ever since, using subsistence "slash and burn" farming methods which have not changed in 800 years. Another warning which is still valid for today's leaders.

So, if you get the chance to visit these ancient sites, by all means go. Sometimes, you can combine a pleasure trip to Cancun with plane flights into Chichen Itza and Uxmal (good hotels exist at both locations), and on any visit to Mexico City a trip to the Pyramids of the Sun and the Moon is a must. English-speaking guides are available everywhere. If you go, you will see that the Meso-Americans were not the "dumb Indians" the Spanish reported them to be. You will also have some object lessons which will make you ask about the fate of our own civilization.

# # # # #

## CHARACTER DIP - 1987AF rm49

FALL 1903

FRENCH Clobber ITALIANS, INCLUDING SUICIDE MISSION IN MARSEILLE, BUT FAIL TO SPOT COMMANDOS LANDING IN BREST. KAISER IN BAD SHAPE AS ANOTHER UNIT BLOWS UP. ENGLISH HOLD ON TO HOLLAND & KIEL, SURPRISE THE TSAR. TURKEY GOBBLES SEV, BUT HAS SURPRISE GUEST FOR DINNER. WHO WILL BE THE FIRST TO GO?

CHANGE OF ADDRESS: Jeff Suchard (AUSTRIA), 2943-B Bristol, Santa Ana, CA. 92706.  
(eff. May 20, 1988).

ENGLAND (Baty): 3F Kiel (H). 4F Holland (S) 3F Kiel. 1A Belgium (H). 2F Norway-St. Pete. 1F North Sea (H).  
(5)  
FRANCE (Acheson): 2A Heaven-Venice. 1A Tunis (H). 2F Tyrr Sea-Naples. 3F Rome (S)  
(5) 2F Tyrr-Naples. 1F Gulf of Lyons-Marseille, per Card #9, Annihilator. (Marseille, Italian A and 1F all Annihilated).  
GERMANY (McHugh): 1A Munich-Kiel. 2A Ruhr (S) 1A Munich-Kiel (still recovering from  
(5) (4 units) gas attack & unable to move). 2F Berlin (S) 1A Munich-Kiel. 3F Helgoland-Denmark (hits Mine in Denmark & blows up!)  
ITALY (B.Wilson): 2A Marseille (S) GERMAN A Munich-Burgundy (NSO) (Annihilated by play  
(4) of FRENCH 1F). 1A Spain-Brest (per Card #17). 2F Tuscany-Naples (attempting to jump F Rome, per Card #5, but this would not cut (S) of F Rome). 1F Con (S) AUSTRIA 1A Bulgaria.  
AUSTRIA (Suchard): 1F Ionian-Aegean. 1A Bulgaria (S) 6A Rumania. 6A Rumania (S)  
(7) TURKISH 2A Armenia-Sev. 4A Galicia-Silesia-Munich (double move, per Card 4, but second stage fails). 5A Budapest-Galicia. 3A Vienna-Budapest. 2A remains invisible.  
RUSSIA (Gossage): 1A Heaven-Munich. 2A Ukraine (MS) 3A Warsaw. 1F Denmark-Sweden.  
(6) (5 units) 2F Sev-Black Sea (takes space because it moved with double-strength).  
TURKEY (Cheek): 2A Armenia-Sev. 1F Black Sea (S) 2A Armenia-Sev /d/, may (R) to  
(3) Ankara or Armenia. 2F Smyrna-Con.

GM's Comments: I've been reminded that the GM is not supposed to print certain details. My apologies to those concerned. I'm so used to recording every detail about who did what to whom that it's difficult to remember that some things are supposed to remain secret here. Since even Allan Calhamer has to look things up in the Rulebook, I won't feel so badly when I have to double-check my own rules. I'm keeping a record of which units have been "exposed" as to their special powers, and presume that you are all doing the same.

I was wrong in criticizing the Italian order for its 2F to jump the French F G of Lyon on its way to Tuscany last season. This was done to prevent the F G of Lyon from moving. I should have read my own rules first!

## PRESS:

LONDON to Turkey: Remember, the chicken is the egg's way of producing more eggs. That's true for Turkeys, too!

ITALY to Turkey: We're afraid of nothing and interested in everything. Are you?

TURKEY to World: Nothing has an uglier look to us than reason, when it is not on our side.

GERMANY to France: I am hanging in there - unfortunately, it is by the neck!

GERMANY to England: One little build(?) ((illegible)) and you are all over me!

RUSSIA to Germany: Don't take it personally.

RUSSIA to Turkey: Haven't heard from you, so I expect the worst.

RUSSIA to All: No guts. No glory.

(more)

GERMANY to Russia: Nyah, nyah, serves you right.  
GERMANY to Austria: Go, ally, go!

MARSEILLE: We, the First Founded of the glorious French Navy, do sacrifice ourselves to serve and protect.

SUPPLY CENTER COUNT, CHARACTER DIP, WINTER 1903: GAINS, ~~LOSSES~~

|          |  |  |
|----------|--|--|
| ENGLAND: | 3 Home, Belgium, Norway, HOLLAND, KIEL, ST. PETE   | 8 (+3), Build 3  |
| FRANCE:  | Paris, Portugal, Tunis, ROME, NAPLES, VENICE, <del>BREST</del> , (Marseille "disabled")          | 6 (+1), Build 2 (1 annihilated)<br>Room for only 1 build.<br>(Mars. not counted) |
| GERMANY: | Berlin, Munich, KIEL, <del>HOLLAND</del>   | 2 (-2), Remove 1 (1 annihilated)   |
| ITALY:   | Spain, BREST, CON, <del>ROME</del> , <del>NAPLES</del> , <del>VENICE</del>                       | 3 (-1), Even (1 annihilated)   |
| AUSTRIA: | 3 Home, Bulgaria, Greece, Rumania, Serbia  | 7 (-), No change   |
| RUSSIA:  | Moscow, Warsaw, Denmark, Sweden, ST. PETE, <del>SEV</del> . (Retains Den since German F blew up) | 4 (-2), Remove 1 (1 annihilated)<br>(was playing 1 short)                        |
| TURKEY:  | Ankara, Smyrna, SEV, <del>CON</del>  | 3 (-), No change   |

Marseille will be impassable in Spring 1904 only, and unable to provide support for a new unit in Winter 1904. It becomes passable in Fall 1904, and recovers its SC ability in Fall 1905, but its owner will not be able to build a unit for that dot until Winter 1905. Thus, there are now only 33 Supply Centers on the board. An Annihilator move always succeeds when its goal is to annihilate a space and itself.

DEADLINE for WINTER 1903 adjustments will be TUESDAY, June 7, 1903. Telephone deadline is Monday, June 6th, at 9:00 p.m. Eastern Time. I will then furnish the "characters" for the new units to their builders.

\* \* \* \* \*

TURNABOUT DIP - 1986C ca02

WINTER 1909

REQUEST FOR SEPARATION OF SEASONS HONORED.

|                      |  | Current Strength       |
|----------------------|--|------------------------|
| BALKANS (Dousette):  | A France <u>could</u> have (R) Flanders, but Tony chose to let the removal stand. He also Removes F Central Med. | 8 (-3) (1 annihilated) |
| BENELUX (R. Brown):  | Build A Amsterdam, A Archangel, A Brussels   | 12 (+2) (1 annih.)     |
| IRELAND (Reges):     | Build A Belfast, F Cork  | 15 (+2)                |
| SLAVS (Cruickshank): | A Muscovy (R) Novgorod. Remove A Mesop.  | 4 (-1)                 |

We have a proposal for a Two-way Draw between BENELUX and IRELAND. Your votes will be due with the Spring 1910 orders. A failure to vote will be counted as a "Yes" vote for the Draw. I have Spring orders on hand from some countries. These may be amended, of course. Should the Draw pass, the game would end with Winter 1909, but be sure you have Spring orders on file in case they're needed.

PRESS:

BALKANS to Ireland: Who, may I ask, are all these reliable sources?

DEADLINE for SPRING 1910 orders and votes will be TUESDAY, June 7, 1988. Telephone deadline is Monday, June 6th (D-Day), at 9:00 p.m. Eastern Time.

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ITALY MAKES PASTA OUT OF BALKANS; DECLARES "MARE NOSTRUM" AS WAR ENDS. BULGAR EFFORTS TO FORM UNITED FRONT FAIL.

BULGARIA (Dousette): A Sofia (S) SERB A Oltenia-Nish (NSO). A Mac (S) SERB A Nish-Skopje (NSO). A Plovdiv (S) GREEK F Salonika (NSO). F Scutari-Smyrna. F Con (S) F Scutari-Smyrna /d/, (R) Marmara Sea, per RHR. F Salonika-Athens /d/, Annihilated. F Epirus (S) F Salonika-Athens.

GREECE (Cheek): A Skopje-Salonika. A Valona and A Athens (S) A Skopje-Athens. F Montenegro-S. Adriatic. A Tirana-Skopje. F Smyrna-Constantinople. F Aegean (S) F Smyrna-Con. F Medi Sea-Smyrna. F Corinthian Sea-Epirus.

ITALY (Baty): A Constantza-Varna. A Oltenia (S) A Constantza-Sofia (NSO). A Nish (MS) A Bucharest.

SERBIA (Kenny): A Constantza-Varna. A Oltenia (S) A Constantza-Sofia (NSO). A Nish (MS) A Bucharest.

PRESS:

GREECE to Italy: He who will warrant his virtue in every possible situation is either an impostor or a fool.

ITALY to Greece: An insult may be written in dust, but the recipient may see it chisled in marble.

BELGRADE: The Serbian government denies rumors that we are working with the Bulgarian government. However, we were never one to turn down a free lunch.

SUPPLY CENTER COUNT, BALKAN WARS III, WINTER 1916 (FINAL)

BULGARIA: Sofia, Plovdiv, Scutari, Varna, Constantinople 3 (-2), Remove 2  
 GREECE: Athens, Salonika, Skopje 0 (-3), Remove 1, OUT  
 ITALY: 3 Home, Crete, Monte, Smyrna, Tirana, Valona, 12 (+3), Build 3, WINS  
 ATHENS, SALONIKA, SKOPJE, CON, NISH  
 SERBIA: Belgrade, Bucharest, Constantza, Galati, Nish, 6 (+2), Build 2  
 VARNA

|   | Start | 1911 | 1912 | 1913 | 1914 | 1915 | 1916         |
|---|-------|------|------|------|------|------|--------------|
| ALBANIA (Lane Hess) <sup>1</sup><br>(C.D., Sp 15) | 3     | 3    | 3    | 2    | 1    | 0    | -            |
| BULGARIA (Tony Dousette)                          | 3     | 4    | 6    | 5    | 5    | 5    | 3 (Survived) |
| GREECE (Robert Cheek)                             | 3     | 3    | 3    | 4    | 4    | 3    | 0            |
| ITALY (Bob Gossage) <sup>2</sup><br>(Ralph Baty)  | 3     | 3    | 4    | 6    | 7    | 9    | 12 (Won)     |
| ROMANIA (Bruce Geryk)                             | 3     | 2    | 0    | -    | -    | -    | -            |
| SERBIA (Paul Kenny)                               | 3     | 4    | 4    | 4    | 4    | 4    | 6 (Second)   |
| TURKEY (Jack McHugh)                              | 3     | 2    | 1    | 0    | -    | -    | -            |

1. Hess dropped for two consec. NMR's, Sp '15. In C.D., as no units left, F '15.
2. Gossage NMR'd in Sp '11; never actually in game. Baty took over in Fall '11.

The game started March 17, 1987, and ended May 7, 1988. This is the second shortest game in real time to run in BUSH. It started after all of the other games currently running here. Only one replacement player was needed. Steve Smith served as a loyal Standby player, but never got into the game. Thanks, Steve. You can have a free Standby slot elsewhere. Just let me know what you'd like. We'll have news about possible new games in the next issue.

(More)

GM'S COMMENTS ON BALKAN WARS III

I think this is a very good, and deadly, short game. However, it was unbalanced by the virtual non-participation of Rumania after Spring 1911. Missing just one move proved to be fatal in some cases. Italy may be too strong. She sure made a fast recovery from a rocky start. But, I believe my proposal to unite all three Greek Home SC's on the mainland will strengthen that country, countering some of the Italian power. Greece is the "Austria" of this board, and needs all the help it can get. I was surprised at the rapid disappearance of Turkey, since he has a corner position, but good play by Bulgaria and Italy showed that a corner position is not a guarantee of safety here.

Personally, I would prefer a game which lasted slightly longer, with a bit higher Victory Criterion. Meaning I'd prefer the 26-Center Balkan Wars IV design, which adds just five Neutral SC's (including Crete and Rhodes), and has a V.C. of 14. However, if you're short on time, a FTF game of Balkans III could be your cup of tea.

I HAVE ENDGAME STATEMENTS on hand from Albania and Serbia. I'd appreciate a Winner's statement from Italy, plus whatever comments the other players may wish to present. Please send them to me no later than Friday, June 3rd. We'll wrap this up next month.

\* \* \* \* \*

VACATION DIP III - 1985R rm39

SPRING 1913

RICE RESIGNS. CRAIG REGES IS NEW AUSTRIAN EMPEROR-IN-EXILE. EASTERN FRONT IN FLAMES, AS TURKS AND GERMANS CLASH IN DEADLOCK. ENGLISH REIGN IN SPAIN. GM ERROR ON SC COUNT HANDICAPS ENGLAND.

We forgot to give England ownership of SICILY in the WINTER 1912 report. The English VF did not leave that space, which is now a SC. Accordingly, the correct count for 1913 is 8 SC's for England, and 16, not 17, for Turkey. Since Turkey could only build 3 units in W 1912, there is no problem there. However, England, having been advised that it controlled only 7 Centers, dutifully removed F Irish Sea during the Winter.

The game has already been delayed once, as we could only play W 1912 last month. I don't want to delay everything another month. Accordingly, I am going to rule that England did not "Remove F Irish Sea." It was still there at the start of Spring 1913. Furthermore, in all fairness to England, I will permit him to make the move "F Irish Sea-Hebrides Sea" if he has worked out an arrangement with Germany over the "loan" of Edi, and he sends me a postcard to that effect. (Obviously, to recover the Edi loan). No other move will be permitted for that unit. If I don't receive an order to that effect, the F Irish Sea will (H) in place for Spring 1913. The rest of you may make your Fall 1913 moves based on that assumption.

David Rice formally resigned the Austrian position, and signed up for a subscription to BUSH. Thankyou, Craig Reges, for taking over. His address, again, is: 16 W 761 White Pines Rd., Bensenville, Ill. 60106.

There isn't enough room to get the adjudication on this page, so let's run the Press first, and then go to the next page.

PRESS:

ANKARA to Germany: You're still in the driver's seat.

ANKARA to Italy: Say, would you buy a used car from that guy in Berlin?

RUSSIA to Turkey, et al: Queer how it is always one's virtues and not one's vices that precipitate one into disaster.

VACATION DIP III (Cont.)

AUSTRIA (Reges): VF Portugal and VF NAO (S) ENGLISH F MAO (NSO)  
(1)(2 units)  
ENGLAND (Chang): F MAO-Spain(sc). A Gascony (S) F MAO-Spain(sc). A Siberia-St. Pete.  
(8)(9 units) F Eng Channel-MAO. F's Brest and W.Africa (S) F Eng Channel-MAO. F  
America (S) F N.Africa. VF Sicily (U)(H). F Irish Sea handled as in  
above paragraph.  
GERMANY (Young): F Iceland-Norwegian Sea. A Munich-Tyrol. A Bohemia (S) A Munich-  
(12)(12 units) Tyrol. A Silesia (S) A Bohemia. A Berlin-Munich. A Belgium-Burgundy.  
A Livonia-St. Pete. A Moscow-Sev. A Serbia-Rumania. A Ukraine (S)  
A Serbia-Rumania. A Galicia-Budapest. A Warsaw-Moscow.  
FRANCE (Wilson): Bonjour!  
(0)(0 units)  
ITALY (Hoffman): F Marseille-Gulf of Lyon. A Piedmont (S) TURKISH A Tyrol.  
(3)(2 units)  
RUSSIA (Cheek): Submits press.  
(0)(0 units)  
TURKEY (Kenny): A Con-Bulgaria. A Ankara-Armenia. A Rumania-Ukraine. A Sev (S) A  
(16)(16 units) Rumania-Ukraine. A Tyrol-Bohemia. A Vienna (S) A Tyrol-Bohemia.  
A Budapest-Galicia. A Venice-Tyrol. F Western Med.-N. Africa. F  
Tunis (S) F West Med-N.Africa. F Tyrr Sea (S) ITALIAN F Marseille-  
Gulf of Lyon (Legal order per game rules). F Crete-Ionian. A Adria-  
tic (S) F Crete-Ionian. F Smyrna-Aegean. F Black Sea (S) A Sev. F  
G of Lyon C.D. /d/, (Annihilated).

DEADLINE for FALL 1913 orders is TUESDAY, June 7, 1988. Phone deadline will be Monday, June 6th (D-Day), at 9:00 p.m., Eastern Time.

\* \* \* \* \*

THE AWARDS BALLOT has arrived. A Copy will be enclosed. There is one bit of awkwardness involved. Under the Miller Award nominees, for hobby services performed in 1987, Bruce Geryk and I are paired as a single nomination for the production of the 1987-88 NAVB Catalog. There is no way this could be avoided without rewriting history. The Catalog would not exist in its present form without Bruce's technical expertise. It should be understood that Bruce and I began our partnership around March 1987, at a time when BLUNT INSTRUMENTS was the hottest zine in the hobby, and on its way to a second-place finish in the Runestone Poll. 98% of Bruce's work on the Catalog was done between June and August 1987. The person who did that work was not the same person, in spirit, as the Geryk who began to denounce the hobby in September. So, any consideration of that nomination entry should consider only the teamwork which existed at that time, and the resultant 36-page Catalog; and not the subsequent nastiness which ended the teamwork in January 1988.

\* \* \* \* \*

THE CHOCOLATE FACTORY zine has been declared a fake by Alan Stewart, publisher of PRAXIS, Canada's leading zine. T.C.F. purported to be an outgrowth of HIGH INERTIA, the No. 1 subzine of Linda and Steve Courtemanche, which runs in Melinda Holley's zine, REBEL. We were advised that Linda and Steve had decided to branch out on their own. THE CHOCOLATE FACTORY was so well-written that I was about to send them a note of congratulations on their decision. Now, it seems that HIGH INERTIA will continue to be a part of REBEL. You can continue to get both by sending for a sub in multiples of 50¢ to: Melinda Holley, P.O. Box 2793, Huntington, West Virginia 25727.

T.C.F. was also good reading, no matter who wrote it. See PRAXIS for Alan's deduction on Who-dunit.

BUSHWACKER, MAY 1988, Page 8

DIPLOMACY WORLD #50 is out. There are 78 pages of articles, information and charts on the Diplomacy hobby, including an index of every article printed in the first 49 issues, listed by author. An all-star cast has contributed material for this 50th Special Issue. (And then, in desperation, they even printed something I wrote). You can get a copy by sending \$3.00 to Larry Peery at: P.O. Box 8416, San Diego, CA. 92102.

MOST ISSUES of BUSHWACKER #197 will contain a 4-page insert containing my report of my trip to Mexico. So, this is really a 12-page issue.

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