



BUSHWACKER

VOL. XVII, No. 6

JUNE 1988

This is the 198th consecutive issue of BUSHWACKER, a Postal Diplomacy* zine dedicated to the play and reporting of Variant games, hobby news, and anything else I may feel like writing about. This is brought to you by:

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, every day, except during the dinner hour from 6 to 7 p.m. Please try to submit all of your orders by mail, except in emergencies, but if you find an adjudication error, a phone call is appreciated. Note that on Phone Deadline nights (the evening before the mail deadline) 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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DESPITE THE POSTAL RATE INCREASE, we're going to try to hold the line on our Rates. GAME FEES: \$9.00 Flat Fee for newcomers. \$8.00 for current readers. \$1.00 off for anyone already in another BUSH game. 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, providing you don't NMR out, with no need to keep track of messy subscriptions. SUBSCRIPTIONS 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.

See notice below about forthcoming "Conquest of the New World III" Game.

This issue contains reports on VACATION DIP III (1985R rm39), TURNABOUT (1986C ca02), CHARACTER DIP (1987AF rm49), and the final report on BALKAN WARS III (1987A pb06).

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GAME OPENING IN CONQUEST OF THE NEW WORLD III

I announced in DIPLOMAG that I would offer to run an All-Mensa variant in BUSHWACKER. This would be Conquest of the New World III if we got only five or six players, or Atlantica III if we got seven or more confirmations. Only four people have responded to my call, so I will now throw the game open to anyone else who wants to play. This game is played on a map of North America, but all of the Powers are coming from Europe. They must first land armies in the Americas, and select some Home Supply Centers, before trying to conquer the New World.

I would like to get two more people into the game, so that I can have one standby. With four already signed up, the game should start soon. This will be on a first come-first serve basis. Don't phone; only receipt of checks will count. The Fee is \$9.00 for newcomers, \$8.00 for current readers, with an additional \$1 discount for Mensans. If you wind up with a Standby slot, I'll refund the difference.

WE VISITED CHICAGO over the Memorial Day weekend. This was in connection with my other hobby as a railfan, and also to visit some of the friends I still have in that area. I was pleased to see that mass transit is still very strong in Chicago. A new rapid transit line is under construction to Midway Airport. Other trackwork will connect the main North-South line with the Dan Ryan line, to balance out the two-way flow of traffic. We also rode the new Japanese-built South Shore line cars all the way to South Bend, Ind. The new South Shore Line station at Randolph street opened that weekend. This concrete structure replaced the "temporary" wooden platforms which had been hastily built after a severe fire destroyed the old station in 1926. (The South Shore had gone bankrupt in 1930, and the conventional wisdom had been that it would soon go out of business, having been made obsolete by the auto. Fortunately, "America's last interurban" had hung on by its fingernails until the great oil crisis of 1974, after which the Chicago planners returned to their senses and provided the funds to rebuild and re-equip the line.)

Chicago is a heck of a city. There are so many new office buildings downtown that I hardly recognized some areas. Our con was located in the Hyatt Regency, a new hotel on Wacker Drive, near the south bank of the Chicago River. I would not have chosen to stay there, but it's just one block from the above-mentioned South Shore station, so we could walk over. The hotel is very sybaritic. It was also jam-packed with little gray-haired ladies, there for a Lady Moose Convention. Drop in some day if you want to see how the other 2% live. Needless to say, except for the Banquet, I did not patronize their restaurants. Fortunately, we received special convention rates. The going rate is \$125./night single.

One sad thing of note for railfans. Now that all of the mainline railroad commuter services have been consolidated under "Metra," the individual railroad names have disappeared from the double-decker cars, all of which are compatible with one another. You'll no longer see logos for C & NW, Milwaukee Road, Burlington or Rock Island on them. Spoils things for Rail Baron players.

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FOR THE RECORD, the original title of my article in DIPLOMACY WORLD #50, Spring 1988, was simply "Where are the Minorities?" It is an attempt to answer the question as to why most members of the Postal gaming hobby are WASPs and Jews, in an unemotional manner. Near the end of the article, I included the sentence: "It's unforgivable for anyone attending, say, an Ivy League school to make fun of someone who could only attend a community college, just as it's unforgivable to make fun of anyone's medical handicaps."

Larry Peery then gave the article its current title, "Rich Kids from Lake Forest, Illinois Have No Sympathy with the Real World." It had not been my intent to specifically bash any particular party when I wrote my piece, although the memory of how some poor and/or handicapped people had been mistreated was fresh in my mind. However, the Editor has the right to give his articles titles of his own choice. I will only say, "If the shoe fits, wear it."

The major focus of my article lay elsewhere. I pointed out that hobby records show that some women players have played using only their initials or male-sounding names to avoid the prejudice shown by some male players; and that the one known black Dipzine publisher (from Washington, D.C.) never mentioned his background in his zine. I said that for all we knew, there may be some black or female players in today's hobby who are keeping their identities secret to avoid prejudice. After all, it's hard enough even for those of us who happen to be WASPs to dive into the Diplomacy pool the first time. This is especially true if there is a small band of people who are making fun of anyone who isn't rich or holding an Ivy League degree. If you have been maligned by any such party, please ignore them. I can assure you that their opinions represent no more than 3/1000th of the hobby.

NAME: _____

1988 AWARDS BALLOT

HOBBY ROLE: _____

Instructions: Vote for one choice only. Write in ballots are allowed for the Miller & Walker Awards only. The ID portion of the ballot must be completed, but it will be removed prior to the counting of the ballots. PRINT your name clearly. Allow 5 days for the return of the ballot. In the USA, ten days from Canada. Mail all ballots to AMARUS, Box 8416, San Diego, CA 92102, USA. Receipt deadline is 25 June, 1988.

1988 DON MILLER MEMORIAL AWARD

For service to the hobby:

- ____ STEVE ARMAWOODIAN: for his work on the 3rd edition of MASTERS OF DECEIT.
- ____ JOHN CARLOS & SIMON BILDERNESS: for their work on the PDD Relief Auction.
- ____ LINDA COURTENACHE: for her work with the Diplomacy Alliance Against Cancer.
- ____ FRED DAVIS & BRUCE CERNY: for their work on the NAVS CATALOG '88.
- ____ DON DEL GRANGE: for his work on the International Tournament Rating System.
- ____ KEN FEEL: for his work with the ZINE REGISTER.
- ____ WRITE IN _____

1988 JOHN KONING MEMORIAL AWARD

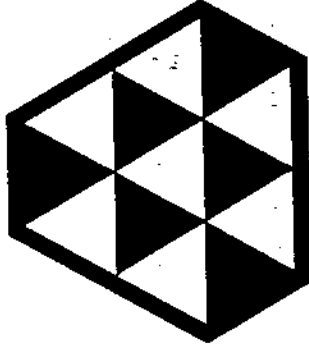
For outstanding play of Diplomacy:

- ____ EDI BIRSAN: Ranked 4th among all-time players and top active player in the hobby.
- ____ KATHY BYRNE CARLOS: Top player for Italy in the DTRS with many victories to her credit and high standings in all of the rating systems.
- ____ STEVE COOLEY: Winner of just about every FIF and tournament/cen game in southern California.
- ____ DAVID HODD: Last year's DIPCON champ.
- ____ DAVID LINCOLN: #2 in the DTRS standings and top Russian player in FIM Diplomacy.
- ____ DAVID MOURNE: Ranked 4th in the DTRS and top tournament/cen player as well.
- ____ DAVID RACE: Currently at the top of the DTRS with his British championship and two high places in major cens.
- ____ DAN STAFFORD: Ranked #1 in the DTRS and top English player in FIM Diplomacy.
- ____ RANDOLPH SMYTH: Last year's JMW recipient and currently 11th in the DTRS.
- ____ 1988 ROD WALKER AWARD

For literary excellence:

- ____ MARK BIRCH: for DIPLOMACY DIGEST 107-108-109, roundtable on gamemastering.
- ____ FRED DAVIS: for NAVS CATALOG, 1987-1988 edition.
- ____ TED DAVIS: for "Coalition Busting," in BLUNT INSTRUMENTS #3 (February 27, 1987).
- ____ TOM HURST: for "The Other-Oriented Approach" in DIPLOMACY WORLD #46 (Spring 1987).
- ____ STEVE LANGLEY: for "Budgetcon Review" in MAGICS #74 (September 16, 1987).
- ____ BRUCE LINSEY: for "Work! It's the Storm!"
- ____ RANDOLPH SMYTH: for "DIPCON Review," in POL SI FLE #181 (June 19, 1987).
- ____ WRITE IN _____

INSTITUTE FOR DIPLOMATIC STUDIES



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LAWRENCE WIM PERRY, Director

17 April 1988

Dear Hobby Member:

Again it is my privilege to bring to you the names of the 1988 nominees for three of the hobby's most prestigious awards: The Don Miller Memorial Award (for outstanding service to the hobby during 1987); the John Koning Memorial Award (for outstanding play of Diplomacy of any type during 1987); and the Rod Walker Award (for outstanding literary achievement in the hobby during 1987). I hope you will, if you are a hobby publisher, reprint the ballot, instructions, and (if you will) my comments here in your own publication(s). Please remember that the deadline for receipt of all ballots is Saturday, JUNE 25, 1988. And, of course, I hope you'll return your own ballot. In recent years two of the awards have been decided by a single vote, so every vote does indeed count.

I plan to announce the names of this year's recipients at DIPCON in San Antonio. If possible the perpetual plaques and individual awards will be displayed there. However, because both Fred Davis and I will be travelling to DIPCON, it is more likely that the plaques will be sent directly to the recipients after they are engraved. The names of the winners will also be announced in the summer issue of DIPLOMACY WORLD as well. Donations to help cover the costs of the plaques, engraving, and postage are welcome and should be sent to Fred Davis, Jr., 3210K Wheaton Way, Ellicott City, MD 21043. Remember, these are hobby supported awards. Checks, made payable to Fred, may also be sent to me with your ballot.

Last year's recipients of these Awards: Bruce Linsey for the Miller, Randolph Smyth for the Koning, and J. R. Baker for the Walker continued the tradition established some years back of recognizing the hobby's brightest stars in a variety of fields. Again, this year, the stars shine brightly and only time will tell which were the best and the brightest this year.

The list of nominees, and a ballot, are enclosed for your consideration.

The Committees worked diligently this year to select the best possible candidates for each of the three awards. Nominations were solicited from the hobby at large but input from that source was minor. You will note that two pairs of individuals are nominated for the JMW this year, simply because there was no way to separate their contributions to the given project. They were, at least in that regard, a team, and deserve to be recognized as such. Frankly, I had a problem with Linda Courtenache's nomination for the JMW because although it was a truly worthwhile effort it did not seem to me to be a service to the hobby but rather one by the hobby. Still... I had the

same problem with Bruce Linsey's plean to Jean Extrem's fertility? What did it really have to do with Diplomacy? Still, better to err on the side of the positive than the negative I think. The problem with the JMA candidates was that there were so many good ones. Any one of them would be a fine choice. The variety of items nominated this year for the RMA is proof of the hobby's continuing ability to produce. So, once again we have what is certainly not a perfect list of candidates for your consideration, but it's a good representation of what the hobby's best is.

I am pleased to announce that Alan Stewart, publisher of the highly regarded Canadian zine PROXIS, has agreed to take over the administrative duties associated with the Walker Award. It will be his job to see that as much as possible of the hobby's literature is nominated each year in the search for its best literary content. In addition, to help solve the problem of writers writing on items they may not have read, Alan has offered to make available copies of most of the nominated items to anyone who sends him a stamp (not a SASSE!). For a copy of DIPLOMACY DIGEST 107-109 send \$1.50 directly to Mark Berch, 11713 Scoutingway Pl., Silver Spring, MD 20902. And for a copy of "York! It's the Stork!" send a couple of stamps to Bruce Linsey, 73 Ashcroft St., #3, Dalton, MA 01226.

Now, if I can just find someone to take over the Miller and Knutg Awards for me. And, in case I have to remind anyone, I'm still not a candidate for anything.

Stewart
 LARRY STEWART
 Administrative Secretary

THE 1988 AWARDS NOMINEES

The Dan Miller Memorial Award

The Dan Miller Memorial Award is named for the late Dan Miller, founder of the Miller Numbers, active hobby publisher during the 1960s, and a fine person. It is awarded for outstanding service to the hobby during the previous year. The 1988 nominees are:

STEVE ARMAWOODIAN: for his work on the 3rd edition of MASTERS OF DECEIT.
 JOHN CARISO and SIMON BILLENNESS: for their work on the Peoples Diplomacy Organization Relief Auction.
 LINDA COURTEWAQUE: for her work with the Diplomacy Alliance Against Cancer.
 FRED DAVIS and BRUCE GERNK: for their work on the North American Variant Bank CATALOG, 1987-1988 ed.
 DON DEL GRABBE: for his work with the International Tournament Rating System.
 KEN FEEL: for his work with the ZINE REGISTER.

The John Knutg Memorial Award

The John Knutg Memorial Award is named for the late John Knutg, founder of DIPLOM, active hobby publisher during the 1960s, and an outstanding player in his own right. It is awarded for outstanding play of Diplomacy in any form during the previous year. The nominees for 1988 are:

EDI BIRSAN: Ranked fourth among all-time players and top active player in the hobby.
 KATHY BYRNE CARISO: Top player for Italy in the DRS with many victories to her credit and high standings in all the rating systems.
 STEVE COOLEY: Winner of just about every FTF and tournament/con game in southern California.
 DAVID HOOD: Last year's DIPLOM champ.
 DAVID LINCOLN: #2 in the DRS standings and top Russian player in postal Diplomacy.
 DAVID MCCORMICK: Ranked fourth in the DRS and top tournament/con player as well.
 DAVID RACE: Currently at the top the DRS with his British championship and two high places in major cons.
 DAN STAFFORD: Ranked #1 in the DRS and top English player in PBA Diplomacy.
 RANDOLPH SMITH: Last year's JMAA recipient and currently listed 3rd in the DRS.

The Rod Walker Award

Named for Rod Walker—still very much alive—who has contributed so much to the hobby's literary output as publisher, editor, author of the GAMER'S GUIDE TO DIPLOMACY, and more. The RMA was devoted to the hobby by Avalon Hill and is given for outstanding literary achievement in the hobby. The 1988 nominees are:

MARK BERCH: for DIPLOMACY DIGEST #107-108-109, the roundtable discussion on game-mastering.
 FRED DAVIS: for North American Variant Bank Catalog, 1987-1988 edition.
 TED DAVIS: for "Coalition Busting," in BLUNT INSTRUMENTS #3 (February 22, 1987).
 TOM HURST: for "The Other-Oriented Approach," in DIPLOMACY WORLD #46 (Spring 1987).
 STEVE LANGLEY: for "Rudgemon Review," in MAGIS #74 (September 16, 1987).
 BRUCE LINSEY: for "York! It's the Stork!"
 RANDOLPH SMITH: for "DIPLOM Review," in FOL SI FIE #181 (June 19, 1987).

THE NEW KNOWN GAMES OPENINGS' ZINE DIRECTORY IS OUT

This was produced by Bruce Geryk, one of the Bad Boys of the hobby, under the aegis of Robert Sacks. Well, I must say that this issue is - uh - different. Bruce has a much better sense of humor than Robert. If this were meant in fun, I'd say buy a copy and get a good laugh. It bears some resemblance to Pete Tulk's MESSAGE FROM GOD, a British zine directory. However, I feel that many of the entries are meant to hurt people rather than amuse. You won't learn much of anything about the various zines in this Directory, but you'll learn a lot about what Geryk thinks about us. Warnings: this publication contains excessive amounts of what our movie critic calls "language." Don't leave it out on the coffee table.

Copies may be ordered for just 25¢ or one first class stamp from: Robert Sacks, 4861 Broadway, 5-V, New York, N.Y. 10034. Just remember when you read this that it was Sacks who used his own judgment when he selected Geryk as Editor.

Sacks' own comments on this ZD, extracted from the June issue of KGO, are as follows: "Geryk should be given a chance. He promises to do a more objective job than ((Peel's)) ZR has done.... Besides, a hobby that tolerates Berch, Davis, Linsey and Walker, cannot complain about Geryk."

Surely any comments by me would be redundant. Give a man enough rope and he will hang himself.

SACKS CASTS US INTO OUTER DARKNESS

I am trembling in my boots. Robert Sacks has proposed, in HOUSE OF LORDS, to expel Bruce Linsey, Fred Hyatt and myself as "hobby officers" in the pages of the KGO Directory of Hobby Services, for "gross misconduct." Fred Hyatt is the real Miller No. Custodian; Bruce Linsey has produced the excellent Novice Package, SUPERNOVA; and I'm Custodian of the NAVB. Our "gross misconduct" is, apparently, failure to grovel at the feet of Robt. Sacks, and sign his silly Covenants. Linsey also made the heinous error of printing the correct vote count for the 1987 Runestone Poll, which showed Sacks' zine as finishing dead last. Sacks claims vote fraud.

I'm sure that, somehow, the Runestone Poll, the MNC, and the NAVB will somehow survive if our names are deleted from KGO. The Runestone Poll garnered only 441 votes in 1987. Boy, Bruce, are you in trouble! Sacks has already delisted Ron (Canada) Brown as my right-hand man in the NAVB, for refusing to accept mail from the New York Games Board. Remember folks, If you fail to accept mail from Sacks, you may be facing a fate worse than death. Shudder, shudder.

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PRICE CHANGE FOR DIPLOMACY SETS. Effective May 1, 1988, the price for a Diplomacy set from Avalon Hill was raised to \$20.00. A copy of the Rulebook is now \$5.00. A mapboard is available for \$8.00. A set of 7 Conference maps is still just \$2.00. When ordering any material directly from Avalon Hill, add 10% to these prices for shipping and handling. Canadians must add 20%.

You can obtain a copy of the small B & W A-H "Games & Parts Price List" free by writing to TAHGC, 4517 Harford Rd., Baltimore, Md. 21214. A copy of their full color catalog may be purchased for \$1.00.

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"NMR" - BURNOUT OR FAKEOUT!!
by Dan R. Wilson

Courtesy seems to be a concept in direct opposition to the NMR in the world of Diplomacy-by-mail. Courtesy dictates that a player in a DBM game notify the Gamemaster in advance that they do not intend to continue the game they are in. The NMR is a rude notification of that same fact, a slap in the face to all of the players in that game, not to mention the GM.

Some will argue that burnout in Diplomacy is total and the affected person just doesn't feel that his continued participation is beneficial to him or his lifestyle. This may be true, but it is a self-centered self-serving cop-out. Even though the decision may have been made to not continue in a certain game, the player dropping out should look beyond his or her own interests and try to understand that there are six other persons involved in the game (seven, including the GM), and by NMRing, a total disregard is shown for the other players feelings.

The game of Diplomacy is premised on the assumption that there will be communication between players in the game, and that all players will communicate every turn with the GM. An NMR by one player disrupts the contiguous flow of the game, and mars the pleasure derived from the game by the other players. It is a statement that says to the other six players and the GM "I don't care what you think or how you feel, I'm picking up my marbles and going home". Read that statement carefully and you will see the basic childish content. An NMR is a childish act, not the function of a mature adult.

When we undertake to play a game of Diplomacy-by-mail, we make no promises of keeping our word in negotiation or treaties; in fact, that is a basic of the game--treachery! But it is treachery in good fun and spirit of the game. An NMR is simply a rudeness.

An argument can be made that a single NMR is a strategic maneuver in the game, planned for and executed with skill. That is true, and the turmoil created by an NMR can change the complexion of the game and create doubts about the validity of an alliance, while the alliance might, in fact, be as strong as ever. The credibility of a player is harmed by the NMR, or so they would want you to believe in the case of a strategic NMR. The offending player can even be attacked in Press to confuse the other players. Of course, an NMR of this nature is not a true NMR. It should be done only after notification is given to the GM that such a move is afoot, and it should not be done for more than one move. Such is the difference between a strategic NMR and a burnout NMR.

A person who NMR's out of a game (or games) should not be allowed to re-enter a game, in any zine, unless their re-entry is accompanied by a sincere apology to the hobby as a whole and the players in the game individually. This action should be taken hobby-wide by every zine publisher and GM, and supported by every player. I offer a rather harsh outlook on NMR's and treatment thereof, but I do so from experience. I have been guilty of the worst type of NMR, that of a zine publisher and game player. I offer my heartfelt and sincere apologies for my NMR's at the time of my burnout, and swear to the hobby that I shall not do so again. Simple courtesy is so inexpensive, yet can reap such large rewards.

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BALKAN WARS III - 1987A pb06 - END GAME STATEMENTS

ITALY (Winner) - Ralph Baty

I am surprised at this win. This is the first time in 8 years of postal Diplomacy that I have finished a sole winner. It feels good. Italy is a corner power. I will admit that this is an advantage, but it is also Italy's greatest disadvantage. The unit in Rome is the only starting unit that cannot reach an enemy Supply Center in two moves or less. The other two units are isolated from one another and cannot help each other into an unfriendly SC. Perhaps the fact that Italy is so isolated allowed the position to be developed as it did, with little attention from the others.

As I came into the game in Fall 1901, I felt there was nothing I could do but try to survive. There were 3 enemy units attacking Trieste (or trying to), and no one would help me against Albania. But, as Turkey was invaded by Bulgaria and Greece, and then Greece started to flail about with the Turkish counterattack, things improved. With only Albania attacking me, and with Serbia moving against Rumania, I felt safe, but I still couldn't do anything. My choice was to build fleets, which I did when I stole Turkey's control of Crete.

By land, no one could attack me. I needed only to protect myself from the sea and I would survive to game's end. After Rumania fell to Serbia and Bulgaria, I was afraid of Serbia coming to the aid of Albania against Italy. From Italy's viewpoint, the best event of the game took place when Bulgaria and Serbia bogged down in a vicious war. I did my best to keep that war going. I presume Serbia asked for Albanian aid in that war. When the dust settled in Fall 1913, I found that I was ahead, with 6 SC's. At that time, I started to work for a win. Thank you all.

SERBIA (Second place) - Paul Kenny

I didn't expect the game to end so quickly. This is the beauty of Balkan Wars, it is a quick game, perfect for fast play and quick stabs. It is also simple.

I walked into this game late, but at least as a starter. I found out that no one took Serbia as a serious threat, and others were already planning on how to divide her, and on what to do after Serbia fell. So, I simply convinced all involved to advance their plans as if Serbia had already fallen. The corner powers, Rumania, Turkey and Italy, were perceived the strongest. That was ultimately the downfall of the first two. I had an alliance with Bulgaria, and also a secret alliance with Albania, which everyone suspected.

Albania and Serbia were supposed to go west against Italy while Serbia and Bulgaria were supposed to take out Rumania. Meanwhile, Bulgaria and Greece were to eliminate Turkey. Rumania fell quicker than expected ((due to a F '01 NMR)). Italy NMR'd in S '01, and I figured Albania could handle him alone. This is where I made an error. Too much force against Rumania caused Rum and Turkey to collapse too quickly, leaving Bulgaria with some extra units. Then, every time I tried to go west against Italy, Bulgaria attacked, forcing me to keep my forces in Rumania.

It would have been interesting had I stayed with the Italy-first policy and built a fleet in Bosnia. Initially, I misunderstood the building rules. Also, Hess got bottlenecked in the Adriatic. However, had Rumania NMR'd anyway, Bulgaria would have ended up with all the Rumanian Centers, and I would have been in trouble.

Finally, my school load kept me from paying close attention to the game, or perhaps my last moves may have been idifferent. This is a great game just the way it is. I wouldn't change it a bit.

(over)

ALBANIA (eliminated) - Lane Hess

Albania had originally intended a blitz on Italy. I had conferred with the board and was fairly confident that an early attack upon an unsuspecting Italian might allow me to gain a corner position. Unfortunately Italy NMR'ed into a fantastic position, directly opposing my attack. I then recruited the new Serbbian Player to assist in the capture of Trieste, but he decided to take out the Rumanians at a pivotal moment, leaving me in a stalemate situation. I opposed the Italian more out of spite from then on, but as Italy gained superior naval position, mine became more and more untenable - being unable to attack while the Italians were able to attack and defend simultaneously. Eventually I gained assistance getting as far as I could from the onrushing Italins to live out the remainder of the game in civil disorder.

These were all of the statements which I received. It's interesting to see the game through the eyes of different players. I would have liked to have had statements from Greece and Bulgaria, since they were in the center of things, but since they didn't submit any, this is the final wrap-up on Balkan Wars III.

If anyone plays this game FTF at home or at a tournament, I'd appreciate hearing the outcomes. Copies may be had from the NAVB for 50¢.

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THE LIFER AWARD RESULTS

Only ten people voted. Apparently, none of you used the form I included in BUSHWACKER, since Don Del Grande mentions receiving ballots only from his own zine and from KK/W. Shame on you! Five or six votes from BUSH readers could have affected the results.

This year's Hobby Genius winner was Bob Olsen, with 30 points. Woody got 25. Would you believe that Bad Boy Steve Clark received (yuck) 16 points? Edi Birsan, Larry Peery, Kathy Caruso and Alan Stewart all tied with 15.

I was pleased to see that the award for the Most Improved Zine went to Michael Hopcroft's NOT UP TO MODERN GRAPHIC STANDARDS (NUTMEG). Well done, Michael. LIFE OF MONTY, DIPLOMACY WORLD and a few other zines were also mentioned.

Best Zine for Hobby News Award went to MAGUS (now folded), with 56 points. PRAXIS came in second, with 40, and DIPLOMACY WORLD third, with 21. PRAXIS was also voted as having the Best Letter Column (50 points). KK/W was second, with 45, and HOUSE OF LORDS third, with 25.

Bruce Linsey was elected to join the True Hobby Masters Society, which now has two members (Kathy Byrne Caruso being the other). As for Biggest Hobby Personality, Kathy won that award far and away with 46 votes. Conrad von Metzke, Bruce Linsey, and Bob Olsen all tied for second place with 31 votes each. Larry Peery received 26 points.

* * * * *

LAST CHANCE TO OBTAIN OLD-FASHIONED DIPLOMACY SETS

Games By Mail is temporarily going out of business on July 1, 1988. So, if you want a classic Diplomacy set with Wooden Blocks (as Calhamer intended), quickly send a check or M.O. for \$28.00 to them at: Games By Mail, P.O. Box 98, Sta. "D", Toronto, Ont., CANADA M6P 3J5. Allow 6 weeks for delivery.

These are the Waddington's sets made in Canada. After July 1st, the only way you can obtain one will be to travel to Canada, as Waddington's cannot sell their sets in the U.S.

Balkan Wars III Bulgarian End Game Statement

BWIII is my first variant diplomacy game. I wasn't too enthused, at first, as I couldn't seem to get a handle on the essential nature of the game. The absence of neutral centers, and the ability to build in any center under your control, made this a game quite a bit different in nature from any dip game that I've played to date. It finally occurred to me that the best analogy for this game is a dogfight. A dog in the middle of such a fight is not committed to any one position; his objective should be simply to bite as often and as hard as he can, and to do everything that he can to get out of the middle of the fight. The dog in the middle is, after all, the one that's most likely to be bitten; if he can secure a position away from the center of things, he can protect his tail while slashing away at the others.

With this analogy in mind, I formulated Bulgarian strategy. First, to secure a position in either Rumania or Turkey from where my behind would be at least reasonably well covered. And second of all, I decided not to be committed to defense of the Bulgarian centers if that would interfere with my first goal. Since I didn't need the home centers to build in, there was no reason to make them a part of my strategy.

It seemed to me that a three-way alliance among the four central powers was the ideal way to implement this strategy. I proposed a Bulgaria/Serbia/Greece alliance and a Bulgaria/Albania/Greece alliance. The first of these alliances formed, and I regard that as being much to my fortune. With Serbia and Greece on my side, both Turkey and Rumania fell and I managed to become, for at least a brief, shining period, the major force on the board, with six centers.

But I also made a very serious mistake that led to the eventual decline of Bulgaria. With Rumania and Turkey gone, I was sandwiched between Greece and Serbia, and I realized I had to stab one of them before they discovered how attractive it would be to divide me between them. In Fall, 1912, I made the fatal error of seizing Constantza from Serbia. This gave me a sixth center, but a Serbian enemy I was in no position to hurt.

What should I have done? I should have stabbed Greece instead, by grabbing Smyrna when I could. My mistake left me in a diplomatically weak position, and Italy exploited it very ably. My failure to stab Greece was a deplorable diplomatic sin; I have no respectable excuses such as greed, avarice, or general moral decay. Instead, I committed one of the high diplomatic crimes of linking two games together. Robert Cheek (Greece) and I were allies in another game, and I was afraid that my stab here would ruin our other alliance. So, I suppose I deserved my fate, and I'm just glad that I was able to survive as a third-rate power.

If I had stabbed Greece, I suspect that Italy and I would have

divided Greece's centers, and I would then have been more secure with all of Turkey. I suspect that Italy would still have won, but it wouldn't have been as easy.

The players in the game generally seemed good. Rumania and Turkey seemed the weakest communicators, and this may be why they came to an early end. The other players performed ably and with skill. Ralph Baty (Italy) deserved the win, partly because of the way that he exploited the disunity between Greece/Bulgaria/Serbia. Also, I've heard through the grapevine that Ralph is English; I believe this is true, as the blood of the 19th century imperialists seems to course through his veins.

Paul Kenny (Serbia) was surprised by my stab, but he handled it with real diplomatic skill. We still continued to communicate, and were able to cooperate at least a bit when Italy was identified as the real threat to the Balkans. I was surprised by his stab at the end, and I hope he feels that the score is now even, as I would like to be able to work with him in any future games.

Robert Cheek (Greece) seemed to have the hardest position to play, especially at the end. All of Italy's growth seemed to encircle Greece, and I was unable to provide assistance due to my position re Serbia. I suspected that Greece was trying to work an alliance with Italy, but he seemed reluctant to act against me. As a result, Italy finally crushed Greece at the end to guarantee his position. I can't say that I understood Greece's moves, but I'm glad I didn't have to work my way out of Italy's embrace.

I've seen Fred's proposed BW IV as a remedy for BW III's deficiencies. I don't recommend changing the design, though. The absence of neutral centers makes this a unique game, one requiring a higher degree of treachery than found in ordinary Dip. Maybe that's why I didn't win, I'm just too good, idealistic and sensitive for this dirty game.....

Add:

my thanks to Fred Davis for GM'ing. After getting into the game, I found I really enjoyed it.

Jay Donnell
6/1/88

TURNABOUT DIP - 1986C ca02WINTER 1909 II

ARMISTICE DECLARED. POWERS APPROVE TWO-WAY DRAW FOR IRELAND AND BALKANS.

Three players voted "Yes," and one did not vote on this proposal. Since an NVR is counted as a Yes vote in our House Rules, after the first vote, the Spring 1910 orders are not being used, and the Winter 1909 figures will be the final Supply Center count. Congratulations to Ron Brown and Tony Dousette for a game well-played. Barring a switch of alliances, the outcome of the game was inevitable, so I think it's just as well that the game ended now. FYI, this Draw was proposed by Ireland, the leading power. The Irish-Benelux alliance controlled 27 of the 39 SC's in the game.

SUPPLY CENTER COUNT, TURNABOUT DIP, WINTER 1909 (FINAL)

	Start	1901	1902	1903	1904	1905	1906	1907	1908	1909	
BALKANS (Karl Brockmeier) ¹ (Tony Dousette)	3	6	7	7	7	7	8	11*	11	8	(Third)
BENELUX (Ron (Canada) Brown)	3	5	6	6	7	8	9	10*	10	12	(Drew)
IRELAND (Russ Wallace) ² (Craig Reges)	3	5	7	7	7	7	10*	11	13	15	(Drew)
MID-EAST (Alan Stewart)	3	5	5	5	5	4	3	1	0	—	
SCANDINAVIA (Robert Cheek)	3	4	3	3	1	1	1	1	0	—	
SLAVS (Andy Cruickshank)	3	5	5	6	6	6	6	5	5	4	
SPAIN (David Rice)	3	5	6	5	6	6	2	0	—		

1. Brockmeier resigned w/Spring '03 orders. Dousette took over w/Fall 1903.

2. Wallace NMR'd out, Fall '03. Reges took over in Winter '03.

* = Playing one unit short

GM's Comments

This game got off to a slow start, in that six of the seven powers remained virtually even through the first four game years. I believe this is an indication that the game is well-balanced. Benelux began to pull ahead in 1905, and Middle East began to collapse the same year. Ireland destroyed Spain in 1906. That was the turning point. The only question after that was whether Balkans and Slavs could rally the rest of the board into a coalition to stop the Irish/Benelux blitz. They were unable to do so. It only remained for the three smallest powers to be eliminated and a final offensive undertaken in 1909 to conclude events.

Ireland got off to a flying start, but the original player, Russ Wallace, NMR'd in Fall '03. This gave others a chance to catch up. Craig Reges picked up the ball and maintained an unbroken alliance with Benelux for the rest of the game. The fact that they did not have to maintain frontier guards against each other gave them extra units to be used elsewhere. While I have no insights into their diplomatic negotiations, both handled their units very well tactically, especially the Irish with their use of Army/Fleets against Spain and in the Middle East.

Balkans was also able to keep going without missing a beat when Tony Dousette took over from Karl Brockmeier in Fall '03. It looked like a 3-way draw would be possible until 1909, when, with all minor powers swallowed up, the I/B alliance was finally able to beat him down. Spain started out well, but Dave Rice had other matters to distract him, especially after the arrival of the baby. He had one NMR, and was finally wiped out here shortly before he decided to resign from all of his remaining games. Dave's orders nearly always arrived right on the deadline day, so he was al-

(more)

ways living on the brink. Middle East was stuck in its corner and suffered two NMR's, after which its chances were gone. Scandinavia never got out of the starting gate. The Slavic Empire played a careful game, and kept 5 units on the board even after losing most of its homeland. He demonstrated how a small power can survive.

I will appreciate having End-game statements from the two winners, plus any of the other countries, including those which were eliminated. If you have any comments or suggestions on the game, they will be helpful. I believe that play established that the game is fairly well-balanced, but some minor tuning might be helpful. For example, does Scandinavia's swift demise indicate an inherent weakness there? Also, one party suggested making Milan either an ordinary space, or dividing it in two, with the SC part back in "Venice," and an ordinary "Piedmont" space to its west. Otherwise, it seems to be almost an automatic gain for Spain.

Please let me have your statements by July 2, 1988. This game started on April 30, 1986, and ended on June 7, 1988, after two years and one month. We were fortunate in losing only two of the seven starting players.

* * * * *

CHARACTER DIP - 1987AF rm49

WINTER 1903

ENGLAND AND FRANCE EXPAND THEIR FORCES. GERMANY AND RUSSIA ARE MISSING.

		<u>Current Strength</u>
ENGLAND (Baty):	Build 2A Edi, 3A Liverpool, 5F London	8 (+3)
FRANCE (Acheson):	Build 3A Paris. No room for second build.	6 (+1) (5 units. Will be playing 1 short)
GERMANY (McHugh?):	NRR. GM removes 2A Ruhr	2 (-2) (1 annihilated)
ITALY (Wilson):	No change.	3 (-1) (1 annihilated)
AUSTRIA (Suchard):	No change	7 (-)
RUSSIA (Gossage):	NRR. GM removes 3A Warsaw	4 (-2) (Was playing 1 short)
TURKEY (Cheek):	F Black Sea (R) Ankara. No change	3 (--)

PRESS:

TURKEY to All: Happy is the man who can do only one thing: in doing it he fullfills his destiny.

ENGLAND to Turkey: Education makes a people easy to govern, but impossible to enslave.

ITALY (kind of): Never had a chance here - couldn't have held off France even with an Austrian ally who would have actually helped - and not just stood around. Race you to the box - will we get there before E hits F?

FRANCE to England: Letter noted. I agree.

FRANCE to Austria: Appreciated your assistance with your support order for the Italian. At least I won't have to worry about him.

England and France will find the Characters for their new units enclosed.

GM's Comment: The GM is allowed to use his own discretion on Removals here. The Regular game rule of Away before Home, F's before A's, would not be suitable.

We seem to be having great trouble keeping a Government in Russia. The Bolsheviks must be throwing bombs. Will Alan M. Bargender, 2124 Greenbud Dr., Mosinee, Wis. 54455, please submit back-up orders for Russia. 1A is Heavenly, and 2F Black Sea is
(cont. on Pg. 10)

VACATION DIP III - 1985R rm39FALL 1913

STALEMATE ON EASTERN FRONT. ENGLISH GAIN MEDITERRANEAN COASTLINE. WHAT HAPPENED TO ITALY AND RUSSIA?

AUSTRIA (Rages): VF Portugal (S) ENGLISH F MAO-Spain(sc). VF NAO-MAO.
(1)(2 units)

ENGLAND (Chang): F Irish Sea (which (H) in Spring) (S) AUSTRIAN VF NAO-MAO.
(8)(9 units) F Spain(sc)-Marseille. A Gascony (S) F Spain(sc)-Mars. F MAO-Spain(sc). F N.Africa (H). F America (S) F Naf. VF Sicily-Calabria. A Siberia-Persia (IMP). F Brest (U), (H). Plays Card #74 to raise an Austrian Army on Gotland. (Yes, Army!).

GERMANY (Young): F Norwegian Sea-Barents Sea. A Munich-Tyrol. A Boh (S) A Munich-Tyrol. A Silesia (S) A Boh. A Berlin-Munich. A Livonia-St. Pete.
(12)(12 units) A Moscow-Sev. A Warsaw-Moscow. A Serbia-Rumania. A Ukraine (S) A Serbia-Rumania. F Galicia-Budapest. A Burgundy (S) ENGLISH A Gascony-Marseille (NSO).

FRANCE (Wilson): Play Card #89 on Rome, making it unowned. (Formerly owned by
(0)(0 units) Turkey).

ITALY (Hoffman?): NMR. F Gulf of Lyon (H). A Piedmont (H).
(3)(2 units)

RUSSIA (Cheek?): NMR. No units.
(0)(0 units)

TURKEY (Kenny): F Aegean-Greece. F Ionian-Sicily. F Black Sea-Rumania. A Sev (S)
(16)(16 units) F Black Sea-Rumania. A Armenia (S) A Sev. F Western Med-Spain(sc). F Tyrr Sea-Western Med. F Adriatic-Trieste. A Tyrol-Bohemia. A Vienna (S) A Tyrol-Boh. A Budapest (S) A Vienna. A Venice-Tyrol. A Rumania-Serbia. A Bulgaria (S) A Rumania-Serbia. F Tunis (S) F Tyrr Sea-Western Med.

CHANGE OF ADDRESS: Bill Young (GERMANY), P.O. Box 222, Ebensburg, Pa. 15931.

PRESS:

TURKEY to Russia: Vices? Aren't those the things that when you turn the screws they squeeze tighter and tighter?

FRANCE: 1920, anyone?

SUPPLY CENTER COUNT, VACATION DIP III, WINTER 1913: GAINS, ~~Losses~~

AUSTRIA:	Portugal	1 (—), Build 1 (No room)
ENGLAND:	Lon, Ipl, America, Brest, Ireland, Sweden, MARSEILLES, SPAIN, SICILY , ST. PETE	8 (—), No change
FRANCE:	(None)	0 (—), No change
GERMANY:	3 Home, Bel, Den, Edi, Hol, Iceland, Mos, Norway, Serbia, War, ST. PETE	13 (+1), Build 1
ITALY:	Piedmont, Paris, MARSEILLE	2 (-1), No change (was 1 short)
RUSSIA:	(None)	0 (—), No change
TURKEY:	3 Home, Bnl, Crete, Greece, Naples, Bud, Rumania, Sev, Trieste, Tunis, Venice, Vienna, SICILY, SPAIN , ROME	15 (-1), Remove 1

Austria now has 3 Vacation units, England one. The others have none. Only Event cards 74 and 89 were played this year.

Your next Event Card is: _____

(more)

We will not need a standby player for Russia, since the rules state that if a power without any SC's or units NMR's on two consecutive moves, it is out of the game, and no standbys are called. Since Robert Cheek got his orders in in his other game, I suspect that this was just a fluke - perhaps the orders fell out of the envelope.

We do need some back-up orders for Italy. I'm going to ask Dan R. Wilson, 451115, Beto II, Rt. 2, Box 2250, Palestine, Texas 75801 to do so. Dan has been having trouble receiving his mail lately, so I can't guarantee that he'll be able to send orders in. If anyone wants to write to Dan, please use letters, no postcards, and avoid any offensive language. Dan is a guest of the State of Texas.

Jack McHugh was also supposed to be a standby here, but he's NMR'd in his own game! Anyone else want to sign up as a Standby? The price is now \$4.00 for outsiders, or \$2.00 for anyone now reading this rag.

Since Germany can only build in Kiel, and that's the only build there is, we can play WINTER 1913 and SPRING 1914 together. Moves may be made contingent on the Turkish removal. DEADLINE will be WEDNESDAY, July 6th. Telephone deadline is Tuesday, July 5th at 9:00 p.m. Eastern Time. Hey, what the heck is Austria going to do with that Army in Gotland? Anyone running a ferryboat?

* * * * *

CHARACTER DIP (cont.)

a double-strength unit. You'll get the rest of the Characteristics if you inherit the country. Also, will Lane Hess, 1140 E. 37th St., Davenport, Iowa 52807, please submit back-up orders for Germany. You'll receive information on the nature of the two German units if you get the slot. Thankyou.

DEADLINE for SPRING 1904 orders will be WEDNESDAY, July 6th. Telephone deadline is Tues., July 5th, at 9:00 p.m. Eastern Time. Will Jack McHugh and Bob Gossage please contact me ASAP, to let me know whether they're still in the game?

IN BALKAN WARS, Bulgaria submitted an End-game statement after the June 3rd deadline, so I couldn't print it. However, he has sent copies to the other players.

* * * * *

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