



BUSHWACKER

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(Convention Issue)

JULY 1988

This is the 199th consecutive issue of BUSHWACKER, a Postal Diplomacy* zine dedicated to the play and reporting of Variant games, hobby news, reports on the North American Variant Bank, and anything else which I may feel like writing about. While we have no letter column as such, we do accept contributions of short articles on Diplomacy and related topics. This zine was founded in March 1972. You would think that by this time, I would know enough to stop, but some people never learn.

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 your orders by mail, except in emergencies, but phone me if you find an adjudication error. Note that the Phone Deadline is the evening before the mail deadline, and the phone cut-off time on that night is usually 9 p.m.

*Diplomacy is a registered trademark for a game invented by Allan B. Calhamer, and Copyright by The Avalon Hill Game Co. of Baltimore, Md., in the U.S.A., and by Waddington's House of Games in Canada. The zine is named for my comic strip character, "Bushwacker," whose picture adorns the masthead above.

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This issue contains reports on VACATION DIP III (1985R rm39) and CHARACTER DIP (1987AF rm49), plus the final report on TURNABOUT (1986G ca02). We also have the starting lineup for CONQUEST OF THE NEW WORLD III.

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GOOD NEWS ON ATLANTICA III (ca01)

I have now received payments from seven starting players and at least one Standby for Atlantica III, so that game is also now filled. However, I'll wait until the next issue to make the country assignments, as I want to keep Conquest and Atlantica out of phase. Most of you will receive your Atlantica III maps and rules with the August issue. We can still use more Standbys here.

The Conquest lineup is on the next page.

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CONQUEST OF THE NEW WORLD III (wc03) (BUSHWACKER #20)

Country Assignments

We are now ready to start this game, seeing as how no one asked to be switched to the other game. Where a choice of country was expressed, I've tried to give the party that choice. Other Powers have been assigned at random. We are playing the Russian Optional Rule, as the players agreed to this, so there will be no Holland player.

ENGLAND: David McCrumb, Rt. 1, Box 109, New Castle, Va. 24127

FRANCE: Ralph Baty, 4551 Pauling Ave., San Diego, CA. 92122

PORTUGAL: Robert Cheek, 14341 Franklin Ave., Tustin, CA. 92680

RUSSIA: Benjamin Greaves, P.O. Box 437, Georgetown, CT. 06829

SPAIN: Tony Dousette, 530-A Bruton Bends, Richardson, Texas 75081

#1 Standby: Mark Gorski, 134 Brady Ave., Salem, N.H. 03079

Copies of the Rules/maps for Conquest III will be included with BUSH for all of you. We could use another Standby player. Sorry we have two people from California, but there are so many Golden Staters in the hobby we had no choice. We had three Californians sign up, but the third will play in Atlantica instead.

The next BUSHWACKER Deadline will be on August 16th, but since I'll be just coming back from my trip to England, and some of you may be on vacation, I'd rather set the first Conquest move deadline (Spring 1590) back to September. This will give all of you plenty of time for negotiations. Remember, you all start with two A/F's in either the Atlantic or Western Pacific Oceans. (Russia in the Pacific and the rest of you in the Atlantic in Spring 1590).

Hey, it just occurred to me that with the Russian Option, there is nothing in the rules which specifically prohibits Russia from building in the Atlantic, or the others from building in the Western Pacific, after 1590. So, send me a vote by August 16th on the following suggested rules clarification:

"Beginning with Winter 1595 ((the first Build period)), the Powers may build new units in either the Atlantic or Western Pacific Boxes." VOTE "YES" or "NO".

Note that the "Gulf" sea space touches Jamaica. This is not all that clear on the large-scale maps I'm giving you. However, I thought these big maps would be easier to work with than the one-sheet maps in my files, which get rather crowded in certain areas. Write me if you need any clarifications, after reading the rules.

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CIRCULATION REPORT. As of now, the first week of July 1988, there are 83 BUSHWACKER readers, not counting non-hobby friends and relatives who receive copies. These include 61 copies going to the U.S.A., 9 to Canada, 9 to Britain, and 4 elsewhere. Among our American readers, we have 11 people in California, 7 in Pa., 5 in Maryland, 4 in Illinois, and 3 ea. in Ct., Mass., N.J., Ohio and Virginia, plus 19 others around the country. Six of our 9 Canadian readers live in Ontario. We have five readers in the Philadelphia metro area, 4 or 5 in San Diego (depending on where you draw the boundaries) and 3 ea. in the D.C., Bay Area and Toronto metros.

ATLANTICON HELD IN BALTIMORE - A REPORT

We attended, but did not playⁱⁿ the Diplomacy Tournament and related events held in Baltimore's vast Convention Center on July 1-3, 1988. There was a Britannia game on Friday night, while the two-round Regular Tournament began at 9 a.m. on Saturday and Sunday mornings. Robert Sacks was the Tournament Director. Mr. Sacks also hosted and chaired a Diplomacy Hobby Meeting, which began at 9 p.m. Saturday, and went on for an interminable length of time.

The Diplomacy-and-its-Variants people had to share Parlor A of the Constellation Ballroom area of the Hyatt-Regency Hotel with several groups of table-top gamers. (The Hotel and Convention Hall are connected by a second-story walkway). When I first came in, I was greeted by a scene of a Civil War sea battle between a fleet of Union monitors and ironclads and a Confederate tinclad and ram fleet. In the evening hours, even more of our space was taken up by a group of Nuclear Destruction players. Every time they nuked the world, they raised such a series of loud cries that it was impossible to hear anyone speak. Fortunately, when it came time for the meeting, we were able to move to another room across the hall.

Since this was only an AtlantiCon, and not an ORIGINS, attendance was much smaller than at last year's event. The Exhibition area was only about one-third the size of the 1987 show, with the majority of the dealers being from the Middle Atlantic area.

I did not play in the Tournament. There were only six boards (42 players) in Round One. In addition to the usual locals going back to the "MaryCon Era," such as Bill Thompson, Jim Yerkey and Frank Jones, there were several East Coast people present, from places ranging from New York to North Carolina. John Caruso and "Woody" Arnawoodian came down together, while David Hood and several other "DixieCon" people drove up from Chapel Hill.

Some of us went across the street to Harbor Place for lunch. For dinner, some people asked me for the location of someplace that was both inexpensive and served decent food. Upon concluding that there were very few of these Downtown, I wound up driving David Hood and three other Carolinians to a York's all-you-can-eat restaurant in my old neighborhood in Catonsville. I was able to give^{them} a brief guide to some of the Baltimore sights on the way.

The games "Shogun" and "Kremlin" were displayed and discussed, and subsequently played by some of the participants. Shogun, set on a map of medieval Japan, was described as "including the better aspects of Risk, Diplomacy and Machiavelli." It is definitely an improvement over Risk, and borrows things like money and Assassins from Machiavelli. There can be 4, 5 or 6 players, so the negotiations can resemble Dip, although the movements are by turn rather than simultaneously. The plastic combat figures are nicely done - certainly much better than cardboard counters (or Stars & Anchors!).

"Kremlin" is a spoof on the actions within the Soviet Politburo prior to Gorbachov's time. You invest in candidate members, and try to push them up into the top positions, such as Foreign and Defense Ministers, and KGB Chief. You win if your man gets to hold the post of Party Chief for three consecutive years. Event cards permit purges, sending people to the Sanitarium, or other delightful acts. This game was designed in Germany, and is now being sold by Avalon Hill for \$20. The Event Cards mention some real incidents occurring up to about March 1987. I understand that A-H will shortly issue a new set of Event Cards which will include even more up-to-date events.

(over)

At the Hobby Meeting, Sacks proposed establishing a new annual Dip-and-variants only convention, separate of AtlantiCon, to be held somewhere between metro New York and metro Washington in June or July of every year. This would be free of the rigid controls enforced by AtlantiCon, and give ^{EAST COAST} Dippers a "home" of their own, something which they have not had since the last MaryCon was held in 1986. The sense of the meeting was that this should be located somewhere in either southern New Jersey or southeastern Pennsylvania, although a site in New Carrollton, Md. was also mentioned. A committee was formed to look into various site possibilities. If such a site could be established for 1989, Sacks announced that said group would then bid to host the 1990 DipCon, when DipCon is again due to return to the East Coast.

(David Hood also reminded the meeting that his group, "DixieCon," was planning to bid for the 1990 DipCon for their Chapel Hill, N.C. location).

A discussion on whether certain parties should be "delisted" in the KGO List of Hobby Custodians followed. (KGO is Mr. Sacks' service zine of information on Games Openings and Who's Who in the Postal hobby). John Caruso spoke up forcefully against any delistings. The sense of the meeting was unanimous that no one should be delisted because of any personal or political disagreements with any person preparing such listings. (There was an aside as to whether a party could be delisted for failing to perform his proper duties as a hobby officer if his only "failing" was refusing to receive mail from Robert Sacks. I insisted that a person has the right to refuse to read mail from someone whom he has found to be personally offensive, and advised that certain European hobby officers have also stopped reading Robert's letters. But, some people present thought that a hobby officer was obliged to read any hobby-related mail he received; or, if unable to do that, to appoint someone else in close physical proximity to read that mail for him. I could only say that I would take the matter under discussion with the party in question. I advised Mr. Sacks that I do read his mail, but sometimes it may sit in my in-basket for a week or more before I get around to it, as I always read the important mail first.)

The question was then moved as to whether a Hobby Custodian could be delisted if it were proven that his actions were "sleazy." There was considerable discussion on how to define "sleaze," and how you could prove it. This passed by a vote of 9 to 6. (I voted with the minority). This motion had been aimed solely at Bruce Linsey, since no one else was being accused of "sleazy" behavior. This was followed by another resolution requesting Linsey to turn over the mailing of his Novice Packet (SUPERNOVA) and Publisher's Handbook (ONCE UPON A DEADLINE) to a third party for distribution. This motion also passed.

Mr. Sacks was asked whether he didn't want to include asking Linsey to give up the Runestone Poll as well. Robert replied that he "didn't give a damn about the Runestone Poll." I interjected a comment that perhaps the reason Sacks doesn't care about the Runestone Poll is that his, Sacks', zine came out 67th on a list of 67 in the 1987 Poll. Robert replied that this was only because Linsey had made a dishonest vote count ((although the vote was double-checked by Nelson Heintzman)). ((FYI, 441 people voted in the 1987 Runestone Poll.))

To my surprise, no motion was offered to rebuke Bruce Geryk for some of the things he said in his role as Editor of Mr. Sacks' KGO ZINE DIRECTORY. However, to be scrupulously fair, Robert did say that he felt there were too many four-letter words in the current issue of KGO ZD. Robert also regretfully announced that Geryk has advised him that he can produce only one more issue of KGO ZD, so after that comes out in November, he will need a new editor for that publication.

(more)

ATLANTICON REPORT (Concluded)

I was finally able to break away and go home around 11:15 p.m. The Convention Hall itself had already closed by that time, but all-night gaming was permitted in the Hyatt-Regency, so the games of Shogun and Kremlin were being resumed as I left.

I was not present at the Awards ceremony held late Sunday afternoon, so I did not learn the names of the Tournament winners. (If I receive a late report on this in the mail, I'll include that information at the end of this issue). The winner of the Britannia Tournament was Mark McLaughlin (Romano-British, etc.). Second place went to Leslie Morris (Welsh & Caledonians), and Brian Sutton finished third.

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FIVE-MAN DIPLOMACY - RECOVERED FROM THE LOST

In going through another NAVB Folder, the "5-Man Diplomacy (1961 Rulebook)" game popped out on a half-sheet of paper. This had been typed up for the Bank by Conrad von Metzke many years ago, and somehow misplaced. The author is, of course, our Founding Father, Alan Calhamer, and his version is presented as "A" below. Naturally, I had to tinker with this, and my version is presented as "B".

Owners of the NAVB Catalog may wish to delete the *** shown for this game therein.

A. The 5-Man Diplomacy Game as given in the 1961 Rulebook. (rf01/05)

1. Bul, Rum, and all of Russia and Turkey are omitted from the playing board. Finland is not considered part of Russia. Black Sea and Aegean are directly connected. ((Black Sea, however, appears to have no use other than as a Retreat space for a dislodged F in the Aegean)).
 2. There are 25 remaining Supply Centers.
 3. First player to own 13 Supply Centers at the end of a Fall move is the winner.
- ((Suggested optional rule for "A". Give Finland a north coast touching Barents Sea. This makes that province more useful. Finland did have a n.c. until 1940, when Russia took it back. - F.C.D.))

B. The 5-Man Diplomacy Game as slightly modified by Fred C. Davis, Jr. (rf04/05)

1. Moscow, Sev, Ukraine, Rumania and all of Turkey are impassable. Finland, Livonia and St. Pete are passable, but St. Pete is not a Supply Center. Warsaw is passable and a neutral SC, i.e., Poland. Black Sea and Aegean are directly connected. (Bulgaria has a Black Sea coast).
2. There are 27 remaining Supply Centers.
3. First player to own 14 Supply Centers at the end of a Fall move is the winner.

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TURNABOUT (1986C ca02) - END-GAME STATEMENTS

SLAVS - Andy Cruickshank (Survived)

First, my compliments to Fred Davis. This map makes for a well-balanced game, with a much richer mix of geographical possibilities than the Regular Diplomacy map.

I started this game as I normally like to do - without any real strategy. I established my best rapport with Spain and Scandinavia early on, and also found myself under attack from Balkans and the Middle East (despite numerous pledges of eternal friendship from Middle East). Unfortunately, Spain was not able to devote attention to the game, and Scandinavia was quickly overrun. I had an uneasy non-aggression treaty with Benelux for most of the game, but from his opening letter I never trusted him. I'm sure my moves seemed irrational to him at times, but there are many motivations for playing the game of Diplomacy.

My first break came when the Balkan leadership changed and I formed a slowly growing alliance with him. He helped me take revenge on the Middle East. I thought that by 1905 we had reached a critical point where Balkans-Spain-Slavs could beat Ireland-Benelux. However, Balkans chose that point to stab me. I told him that he was stabbing himself, too, and I turned out to be right. He now knows that saints have their good points.

I hung tough for years after the stab, but I knew that after 1905 the game was over. For all the players in the game - this was one of the best times I've had.

BENELUX - Ron Brown (Co-Winner, Two-way Draw)

For the record, I was the power who did not vote for the endgame draw. I dismissed it as unlikely to pass and forgot to vote when writing my orders. I am surprised, as I had expected Tony Dousette to carry out his threat to suicide out against me, thus throwing the win to Ireland.

It was an interesting game. The alliance with Ireland was proposed in 1901 as a means to ensure our mutual survival. I also had an early alliance with Slavs to isolate and eliminate Scandinavia. However, when it came time to fight the Balkans, who had attacked Slavs, Andy started wavering and let me down at a critical moment. This surprised me, as Balkans was the aggressor. So, I patched up things with Balkans and began working with him. The alliance with Ireland, meanwhile, survived a change of players and it proved beneficial to both sides, letting us remove any threat from Scandinavia while eliminating Spain. With my back secure, I could concentrate on central Europe.

It was getting to a point where I realized I would have to choose between a loyal game-long ally ^(IRELAND) and a new one, and it wasn't easy winning over Tony, ally. I agonized over the question for a few game years, but Tony's support of Slavs in the south and lack of active participation in the north tipped the scales. The game from now on would be one of Ireland and I slowly grinding away at Balkans while getting rid of the rest of the minor players.

In short, it was a game of alliances: game-long ones, temporary ones, alliances broken and patched up--what I always imagined Diplomacy should be. Tony came awfully close to winning me over completely in the end. A different order here and there, and the game might have had a very different ending. Thanks to all for an interesting game.

SCANDINAVIA - Robert Cheek (Eliminated)

The change in Irish players led to turmoil. A Slavic alliance was useless, and Benelux wouldn't ally. I feel Scandinavia is not too weak, but possibly Spain is.

CHARACTER DIP - 1987AF rm49

SPRING 1904

NOTE: The Russian A removed from Warsaw was the "3A," not the "2A," which is in the Ukraine.

NEW KAISER AND TSAR AMONG CROWNED HEADS OF EUROPE. TURKS "HELP" RUSSIAN FLEET TO CON. ITALY TRIES FOR COMEBACK IN PARIS. B.E.F. CROSSES THE RHINE.

ENGLAND (Baty): 1A Belgium-Ruhr. 3A Liverpool-Wales. 5F London-Eng. Channel. 2A (8) Edi-Belgium. 1F North Sea (C) 2A Edi-Belgium. 2F St. Pete(nc)-Norway. 3F Kiel (H). 4F Holland (S) 3F Kiel.

FRANCE (Acheson): 3A Paris-Gascony. 1A Tunis-N.Africa. 3F Rome-Tyrr. Sea. 2F Naples (6) (5 units) (S) 3F Rome-Tyrr. 2A Venice-Heaven (using Card #8).

GERMANY (Hess): 2F Berlin (M/S) 1A Munich. ((M/S = Mutual Support)). (2) 2F converts to 3A.

ITALY (B. Wilson): 1A Brest-Paris. 2F Tuscany-G of Lyon. 1F Con-Black Sea /d/ by (3) Russ dbl. F, (R) Aegean (only space open).

AUSTRIA (Suchard): 1F Aegean-Ionian. 4A Silesia-Warsaw-Moscow (Dbl. move per Card #4, (7) second move stood off). 5A Galicia (S) 4A Silesia-Warsaw. 3A Bud-Trieste. 2A remains invisible. 1A Bulgaria (S) 6A Rumania. 6A Rumania (S) 1A Bulgaria.

RUSSIA (Bargender): 1A Heaven-Moscow. 1F Sweden-Gulf of Bothnia. 3A Ukraine-Rumania. (4) 2F Black Sea was ordered to Sev., but was Hypnotized and made to go to Con instead (Dbl. strength).

TURKEY (Cheek): 1F Ankara and 2F Smyrna (S) RUSSIAN 2F Black Sea-Con. A Armenia Sev (3) (H).

I wish to thank Lane Hess and Al Bargender for taking over the German and Russian positions, respectively. I'll be sending you the complete character lists for your units. I have not heard from Bob Gossage or Jack McHugh. Sorry you dropped out, guys. If you want to continue to sub to BUSH, please let me know.

PRESS:

ENGLAND to Turkey: A True alliance does not have a happy ending. It has no ending.
ENGLAND to Germany: Who are you? AND to Russia: Who are you, too?

AUSTRIA to Russia: Who are you this time? Please excuse my orders. There seemed to be a power vacuum I needed to fill.

AUSTRIA to France: Glad to be helpful. I certainly didn't mean to be of assistance to your blitz of the Mediterranean.

AUSTRIA to England: Meet you in Madrid! Maybe? (Note to France: Just kidding).

AUSTRIA to Turkey: We've got to get you out of the corner and into the Med.

TURKEY to Austria: If you don't write, this is what you get!

AUSTRIA to Italy (kind of): How goes your govt-in-exile? Exactly what kind of help did you want; you never told me? (In response to your Winter 1903 Press).

DEADLINE for FALL 1904 orders is TUESDAY, August 16, 1988. Phone deadline will be Monday, Aug. 15th, at 9:00 p.m. Eastern Time. I'll be out of town from July 13th thru the 26th, so you won't be able to reach me during that period. So, please mail your orders in after July 27th.

GERMANY BUILDS. ITALY CHANGES HANDS.

		Current Strength	
		SC's	Vac Units
AUSTRIA (Reges):	New VA Gottland (by Card #74)	1 (--)	3 (+1) (Plays 1 short)
ENGLAND (Chang):	No change	8 (—)	1
FRANCE (B.Wilson):	No change	0 (—)	0
GERMANY (Young):	Build F Kiel	13 (+1)	0
ITALY (D.Wilson):	No change	2 (-1)	0
RUSSIA (Cheek):	New VF Sardinia built by Turkey, per Card #79	0 (--)	1 (+1)
TURKEY (Kenny):	Removes F Western Med. Build RUSS VF Sardinia, per Card #79	15 (-1)	0

SPRING 1914

GERMAN AND TURKISH ARMIES CLASH ON EASTERN FRONT, with 2 GERMAN ARMIES DISLODGED. FRANCE AND RUSSIA IN LIMBO. ENGLISH PLAY "LA MARSEILLE."

Note: RUSSIA (Robert Cheek) apparently did not know that Turkey was building him a new Vacation unit in Sardinia, so he did not submit any move order. Under the circumstances, this is an "Unordered" move rather than an NMR. Please come back, Ivan.

Dan R. Wilson, 451115, Beto II, Rt. 2, Box 2250, Palestine, Texas 75801, is the new Italian player. Be sure to include all of the above when addressing a letter to him. Sorry to lose Jeff Hoffman, but he NMR'd for a second consecutive time.

AUSTRIA (Reges): VF MAO-Western Med. VF Portugal (S) ENGLISH F Spain(sc). (1)(3 units) VF Gottland (H).

ENGLAND (Chang): A Siberia-Norway. F Irish Sea-MAO. F Brest-Eng Channel. F Spain (8)(9 units) (sc) and F N.Africa (S) AUSTRIAN F MAO-Western Med. F America (S) F N.Africa. F Marseilles-Gulf of Lyon. A Gascony-Marseilles. VF Calabria-Tyrr. Sea.

GERMANY (Young): F Kiel-Baltic. F Barents Sea (C) ENGLISH A Siberia-Norway. A Bur- (13)(13 units) gundy (S) ENGLISH A Gascony-Marseilles. A Berlin-Prussia. A Bohemia Tyrol. A Munich (S) A Boh-Tyrol. A Silesia-Bohemia. A Moscow-Sev. A Serbia-Rumania /d/, (R) Albania (o.s.o.). A Ukraine (S) A Serbia-Rumania. A Warsaw (S) A Ukraine. A Galicia-Budapest/d/, Annihilated. A St. Pete-Siberia.

FRANCE (B.Wilson): Nothing in writing, but I saw Bred at Atlanticon, so that conversa- (0)(0 units) tion could be construed as a set of "orders" for this game.

ITALY (D. Wilson): F Gulf of Lyon-Tuscany. A Piedmont (S) F GofLyon-Tuscany. (2)(2 units)

RUSSIA (Cheek): VF Sardinia (U) (H). (0)(1 unit)

TURKEY (Kenny): F Tyrr. Sea-Rome. A Venice (S) A Tyrol. A Tyrol (S) F Trieste. (15)(14 units) A Vienna-Galicia. A Budapest (S) A Vienna-Galicia. F Trieste (S) A Venice. F Greece (H). A Rumania-Serbia. A Bulgaria (S) A Rum-Serbia. F Black Sea-Rumania. A Sev (S) F Black Sea-Rumania. A Armenia (S) A Sev. F Sicily Tyrr. Sea. F Tunis (S) F Sicily-Tyrr.

See Supplement
td. 7/28/88 → (Just discovered Turkey is playing one unit short. F GofLyons, which was in C.D., was annihilated in Spring 1913).

WE HAVE FOUR (Count 'em, 4) CONCESSION or DRAW Proposals this month. The first is from Germany, and the others are anonymous, as is our usual policy. You will have to Vote on all of them (whew!) with your Fall orders. Here we go:

July 28, 1988

Correction of "Vacation Dip III" (1985R rm39) Adjudication for
SPRING 1914.

TO: All players and standbys in this game.

FROM: Fred C. Davis, Jr., 3210-K Wheaton Way, Ellicott City, Md. 21043

I had stated in the July BUSHWACKER that I had made an error in the Turkish unit count. I had forgotten that the Turkish F Gulf of Lyons had been annihilated in Spring 1913. Therefore, while the Turkish SC count did drop from 16 to 15 in Winter 1913, there was no need for Turkey to Remove its F Western Med., as he only had 15 units on the board.

Since I had already cut the stencil for Page 8 when I discovered this error, I had announced that I was unable to correct this, and Turkey would have to play one unit short, as was shown in the Spring 1914 report.

Turkey (Paul Kenny) has appealed this decision, pointing out that the Diplomacy rules do not permit a player to voluntarily remove a unit without cause. Turkey therefore requests permission to put F Western Med back on the board and move it to the Tyrrhenian Sea in Spring 1914. (F Sicily to move to Ionian Sea instead).

I said to Psul that the only way to do this, except for delaying the game for a month, would be to publish a special flyer to readjudicate some of the Turkish moves. I have to agree that Paul is correct. My problem is that I was in a great hurry to get the July BUSHWACKER in the mail before leaving on my European trip, so I didn't have time to do anything else except print it as is on July 8th.

So, please make the following corrections in your records.

WINTER 1913. Delete "Removes F Western Med." from TURKISH orders.

SPRING 1914

TURKEY (Kenny): Revised moves only. F Western Med-Tyrr. Sea. F Tunis (15)
(S) F Western Med-Tyrr. Sea. F Sicily-Ionian Sea.
(All other moves remain unchanged)

The Deadline for FALL 1914 remains unchanged as Tuesday, August 16, 1988, w/ Phone Deadline at 9:00 p.m. on Mon., Aug. 15th (EDT).

Anyone who has already submitted their Vacation Dip orders may make any changes based on this correction. It does not directly affect the status of any other unit except the English VF Calabria.

I've only just returned; hence, the delay in sending this out.

Regards,
Fred

Fred C. Davis, Jr., GM

- Proposition #1. Concession to Austria. (See German Press).
Proposition #2. Concession to Germany.
Proposition #3. A 7-way Draw to include everyone. (Note: If either Brad Wilson or Bob Cheek doesn't participate in the Fall 1914 season, they would be out of the game and not included in any such Draw).
Proposition #4. A 6-way Draw, including everyone except Turkey. (The same proviso as cited in Prop. #3 would apply).

Well, that should keep us busy for a while. Hate to spoil the fun, but I must point out that the BUSHWACKER House Rules would not permit a concession to Austria now.

PRESS:

BERLIN: The war-weary German General Staff, in a desperate attempt to find a neutral, centrally located power to lead we fools to peace, pleads for all to concede to Austria. Persevering through so many years with zero Supply Centers deserves credit and demonstrates merit.

This proposal in no way diminishes our admiration for the effective tactics of the "wicked witch of the east." For many years it appeared that the yellow and white forces would meet in London. Instead, let's all meet at the bridge which connects Buda and Pest, to enjoy spring on the Danube, guests of the gracious Sultan.

ITALY to World: Communications are in a snarl from sabotage by enemy units, but Italian commandos are establishing alternate sources. The new Government cabinet is working hard to determine what direction future military actions will take.

BUSHWACKER: This game began on May 14, 1985, so it's over three years old. We would have no objections if the players decide that three years is long enough. In theory, this could be a perpetual game if certain cards kept coming up.

DEADLINE for FALL 1914 orders and Votes is TUESDAY, August 16, 1988. Phone deadline will be Monday, Aug. 15th, at 9:00 p.m. Eastern Time. The Spring season was fully adjudicated before I discovered the Turkish error, so it was not possible to restore the F Western Med. All I can do is to make sure that Turkey gets another build in W '14.

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MOVIE REVIEWS

WILLOW. A cross between "Star Wars" and "The Wizard of Oz." A nice try, some very good acting by the little people, but it falls between the two stools of being a children's fantasy or an adult adventure film. The last quarter of the story has too much hokum. Did you notice the resemblance between the Evid General's face mask and Darth Vader's helmet? I liked the idea that "heroes come in all sizes." Maybe this will open up more film rolls for people who are "different." However, this movie had the bad luck of coming out a year too late. (2½ stars). This year's top fantasy film is undoubtedly..

WHO FRAMED ROGER RABBIT? This has got to be the best animated film of all time. Everyone loves it, even those two crusty critics from Chicago who usually disagree with each other on TV. The "alternate universe" projected here is one you wind up totally accepting. If you've seen it, you know what I mean. If you haven't, don't miss it no matter what. Haven't you sometimes had a secret feeling that those comic characters on the screen and in the papers were "real"? Well, that fantasy comes true here. As a subplot, they even save the "Big Red Cars" of the Pacific Electric transit system that served L.A. so well back in 1947. As a railfan, I loved that, too. (3½ stars).

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ON ZIP CODES

July 1st marked the 25th anniversary of the introduction of ZIP Code in the U.S. mail. A recent survey showed that 97% of the mailed items now show a ZIP Code, and 98% of the time this was the correct code. (Woe be it to any letter not showing the right code! Expect a 10-day delay, and often it is returned to the sender instead of going to its destination, even if the street address is correct.)

My only complaint with ZIP Code was the terrible abbreviations they gave to some States. Especially to States whose names began with A or M. I'm also old enough to have been taught in school that you never abbreviated the names of States with just 4 or 5 letters in their names. So, thanks to my perverse nature, it will always be "Ohio" and "Texas" on my mail. Also, always "Alaska" and "Hawaii," since there were no official abbreviations for them back in the Dark Ages. I finally gave in and started using CA for California because there are so many people from there in the hobby. Also, no one is reporting having their mail sent to "GA" by mistake, as happened sometimes in the early days of ZIP Code. I like a few of the "new" abbreviations, like CT, MN and OK, but to me Massachusetts will always be "Mass." and Illinois, where I lived for 23 years, will always be "Ill." I feel that this somehow guarantees that the mail will get through, and it gives a nice old-fashioned touch to what I write.

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NEXT MONTH: Our 200th issue. There will be some special features, including a 12-page article on the Atlantic sea war in W.W. II. I'm on my way to England for the World Dip-Con, being held in Birmingham, and will be handing out copies to some of my Overseas readers there. I'll also put out some Sample copies for other attendees. I'll be out of touch with most of you from the 13th to the 26th of July.

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