

AROUND DECEMBER 1941, my Dad picked up a book called "Punch and the War," being a collection of wartime cartoons from the famous English magazine, PUNCH. Most of the cartoons, which cover the early wartime period from Sept. 1939 to June 1941, are set in the usual English scenarios, with the usual stock characters like the m'lords, the butlers and the little old ladies, but with a delightful wartime twist.

Probably even my English readers have forgotten some of the lore of the Blitz period, such as having to disable one's auto whenever you left it unattended, or the removal of the highway directional signs (to confuse Jerry if he landed, but leading mainly to the confusion of everyone else), but this book brings back the memories. Through good fortune, the book has survived in our family to this day, mainly because for 20 years it was stuck away in one of those so-called "safe places." I've often wanted to reprint some of the cartoons, but up until recently, I did not have access to a copying machine with free reduction ability. About two months ago, my printer finally put in a self-service machine with unlimited reduction or enlargement capabilities, at no extra charge. So, I've been able to play around with this to try out several different sizes. I'm printing one of my favorites here. This refers to the period from August to September 1940, when the Dorniers and Heinkels made their daylight raids.



The book is not for sale, but upon suitable application, could be made available for review when I attend certain Diplomacy conventions. I only wish I had thought to bring it with me when I went to World DipCon I in England last summer.

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THE LIFERS - 1989

Once again, it's time to decide who deserve to have the honor and the glory of *THE LIFERS* bestowed upon them. (I will admit, however, that none of the seven great powers is quivering with anticipation over which one will be selected as "Hardest To Play in Diplomacy".)

This year, the rules are slightly different: instead of listing the top five items for any category, you can list as many (or as few) items for a category that you feel deserve the award. The person, 'zine, or whatever applies, appearing on the most ballots wins the award. There are two exceptions:

(1) HARDEST COUNTRY TO PLAY IN DIP - please list the seven countries in order from hardest to easiest. "Hardest" is left up to you to decide.

(2) TRUE HOBBY MASTERS SOCIETY - currently, the two members are Kathy Caruso and Bruce Linsey (any votes for them will be ignored; any ballots with just one or both of these names is considered a vote for "NONE"). If you don't want to add anyone to the society, vote for "NONE". If you don't really care, leave it blank. The person (or persons, in case of a tie) on the most ballots will be entered into the True Hobby Masters Society *unless* (a) nobody is on 20 percent of the non-blank ballots, or (b) "None" receives at least as many votes as the highest person(s).

THE CATEGORIES:

HOBBY GENIUS - the person in the hobby most likely to win on *Jeopardy!*

BEST 'ZINE FOR HOBBY NEWS

'ZINE/SUBZINE WITH THE BEST LETTER COLUMN - if you vote for a subzine, specify in which 'zine it appears

HARDEST COUNTRY TO PLAY IN DIP (see rules above)

BIGGEST HOBBY PERSONALITY - the person you would most like to see at the next "hobby gathering"

TRUE HOBBY MASTERS SOCIETY

Note there is no "Most Improved 'Zine" or "Best Game Other Than Dip or Variants" this year, as everyone has different ideas.

MAIL YOUR BALLOT (or write votes on a slip of paper and mail it) TO: Don Del Grande, 142 Eliseo Drive, Greenbrae, CA 94901

99. DEADLINE is APRIL 28.

- LIFE OF MONTY #89, 1/14/89

THE LIFERS - 1989 BALLOT

HOBBY GENIUS	BEST 'ZINE FOR HOBBY NEWS
'ZINE/SUBZINE WITH THE BEST LETTER COLUMN	BIGGEST HOBBY PERSONALITY
HARDEST COUNTRY TO PLAY IN DIPLOMACY	TRUE HOBBY MASTERS SOCIETY (Kathy Caruso and Bruce Linsey are already members)
1	
2	
3	
4	
5	
6	
7	

List as many (or as few) persons/'zines/whatever that you feel deserve the title in question. For HARDEST COUNTRY, list all seven countries from hardest (1) to easiest (7). For TRUE HOBBY MASTERS, vote "None" if you want no new persons added to the society.

I was a little surprised to see Germany pass up an easy build in Hispaniola. I'm supposing that he had some sort of an agreement with C.S.A. In any case, he did get three builds for June, which is all he can build at one time anyway.

As the game's designer, I'm sorry to see the search for Atlantis end so soon, but I'm sure the Canadian player, whoever he may be, will be happy. I'm disappointed to see all the NMR's in this game. Don Samelson has resigned from virtually all of his Postal games, due to the press of his returning to college. Let's hope there will be no more turnovers after this. (See Map on Pg. 9).

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VACATION DIP III - 1985R rm39

SPRING 1916

TURKS TAKE GALICIA. DEADLOCK CONTINUES ALONG MOST OF CENTRAL FRONT. MAMA MIA, ITALY RECAPTURES ROME. ROYAL NAVY MOVES INTO ATTACK POSITION; ENGLISH A NORMAN GOES HOME.

AUSTRIA (Reges):	VA Prussia-Silesia. Plays Card #34 to order THRK F Tyrr Sea to (S)
(1) (3 units)	ENG F MAO-Western Med. VF West Med Annihilated. <u>VF Port-MAO.</u>
ENGLAND (Chang):	A Liv-Wales. F London-Eng Channel. A Norway-Edi. F Irish Sea-NAO.
(10) (11 units)	F Hebrides (S) F Irish Sea-NAO. <u>F MAO-Western Med.</u> F N.Africa (S)
	F MAO-Western Med. F Spain(sc) (S) F MAO-Western Med. A Mars (H).
	VF Calabria-Naples. F America (S) AUSTRIAN VF Portugal-MAO.
GERMANY (Young):	F Norwegian Sea (C) ENGLISH A Norway-Edi. A Berlin-Prussia. A Bur-
(10)(10 units)	gundy (S) ENGLISH A Marseille. A Tyrol (S) ITALIAN A Piedmont-
	Venice. A Munich (S) A Tyrol. A Warsaw-Galicia. A Bohemia (S)
	A Warsaw-Galicia. A Livonia-Warsaw. A Moscow (S) A Livonia-Warsaw.
	A Siberia (S) A Moscow.
FRANCE (B.Wilson):	*NMR*.
(0) (0 units)	
ITALY (Bargender):	A Piedmont-Venice. F Tuscany-Rome. <u>VF Iceland-NAO.</u>
(3) (3 units)	
RUSSIA (Cheek):	VF Sardinia-Western Med. Plays Card #30 (all moves succeed).
(0) (1 unit)	
TURKEY (Kenry):	A Rumania-Galicia. A Budapest & A Ukraine (S) A Rumania-Galicia.
(16)(16 units)	A Trieste-Tyrol. A Vienna (S) A Trieste-Tyrol. A Venice (S) A Tri-
	este-Tyrol. A Bulgaria-Serbia. A Sev (S) A Ukraine. A Armenia (S)
	A Sev. F Adriatic-Ionian. F Tunis (S) F Adriatic-Ionian. F Ionian-
	Naples. <u>F Tyrr (S) F Ionian-Naples.*</u> F Con-Aegean. <u>F Goffyon-Mars.</u>
	F Black Sea (S) A Sev. *ordered to (S) ENG F MAO-West Med by Austria.

All of the Press was printed last month, with the Winter 1915 report.

I have received some proposals for Draws ranging from 3-Way all the way up to 7-Way, some of them sounding like alphabet soup. However, I don't see how we can cope with voting on six different proposals at once. (How I can cope with them!). So, I will just pick out one of these proposals for next turn. This is for a 3-Way Draw among England, Germany and Turkey, who, amongst themselves, control 36 of the 40 Supply Centers on the board. Let's vote on this with the Fall 1916 orders, and see what happens. If this doesn't work out, we may want to wait a few more turns before making any more proposals.

DEADLINE for FALL 1916 orders and votes will be WEDNESDAY, March 1, 1989, to make up for the short month of February. Telephone deadline will be Tuesday, Feb. 28th, at 9:00 p.m. Eastern Time.

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CHARACTER DIP - 1987AF rm49

SPRING 1906

ENGLISH AND AUSTRIANS CLASH IN SILESIA AND ST. PETE. PRUSSIA INVADED. HYPNOTIZED RUSSIAN FLEET COMMITS SUICIDE IN SWEDEN. FRENCH VISIT SWISS MISS. ROYAL NAVY AIDS COASTAL OPERATIONS IN BELGIUM, BULGARIA. AUSTRIANS SLIP INTO GREECE.

CORRECTION of WINTER 1905 Retreat for Turkey: Since Retreats come before Removals, the Turkish order was illegal. The corrected order is "Remove 2 Amp Smyrna. 1F Ankara stands." Also, ENGLAND built "6A London," not 6F.

ENGLAND (Baty): (11) 1A Munich-Silesia. 3A Burgundy-Munich. 4A Ruhr-Kiel. 6A London-Belgium. 5F English Channel (C) 6A London-Belgium. 5A Yorkshire-London. 6F Barents Sea-St. Pete. 2F Norway & 4F Livonia (S) 6F Barents Sea-St. Pete. 3F Greece-Bulgaria(sc). 1F Denmark (H).
FRANCE (Acheson): (7) (6 units) 1A Marseilles-Switzerland (per Card #7). 2A Paris-Heaven (per Card #8). 3A Spain-Tuscany (per Card #17). 4A Brest-Paris. 2F Naples-Rome. 3F Tunis-Tyrr Sea.
AUSTRIA (Suchard): (13) (12 units) 9A Vienna-Bohemia.* 8A Galicia-Silesia. 5A Warsaw-Prussia. 6A St. Pete tries to jump English F Barents Sea to Norway /d/, (R) Moscow (per orders). 4A Moscow-Sevastopol-Armenia (dbl. move, per Card #4, ends in Sev). 1A Con-Ankara. 1F Aegean Sea-Greece. 3F Trieste-Albania. 10A Budapest-Heaven. 3A Rome-Naples. 2 Amp Venice-Rome. 2A remains invisible.
RUSSIA (Bargender): (2) 1F Baltic-Berlin (Hypnotized into moving Baltic-Sweden. Blown up by mine in Sweden). 2F Smyrna-Aegean.
TURKEY (Cheek): (1) 1F Ankara-Armenia.

*Boh Still Impassable.

PRESS:

AUSTRIA to France: I believe the only way I can take Naples is if you move to attack me. Otherwise, my orders are as good as holding in place.

FRANCE to Austria: There is a lot that is agreed upon in your letters, but you knew Italy was to have been mine. I put a lot of work into eliminating that creative buzzard.

AUSTRIA to England: Stop your insane experimentation! If you want to play around with the "characters," do it on your own time.

FRANCE to World: Cannon-fodder. Cannon-fodder. We need cannon-fodder.

A PROPOSAL has been made for a THREE-WAY DRAW between Austria, England and France. Please include your votes on this proposal with your Fall orders. As this is the first such proposal in this game, a failure to vote will be counted as a "No" vote.

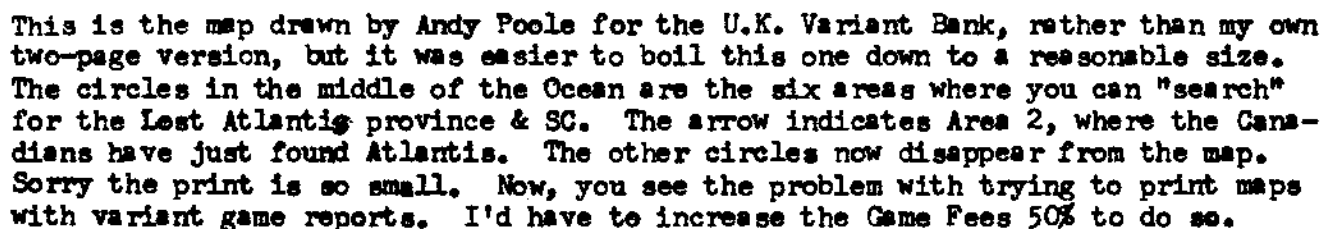
DEADLINE for FALL 1906 orders will be WEDNESDAY, March 1, 1989, since February is so short. Telephone deadline is Tuesday, Feb. 28th, at 9:00 p.m. Eastern Time.

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PLUG: DIPADEEDOODAH! A new Diplomacy zine, produced by Phil Reynolds, 2896 Oak St., Sarasota, Florida 34237. It will carry one section each of Regular Dip, Gunboat, and a new "Fog of War" variant. Phil will be sending me a copy of his "Fog of War" (limited knowledge) game shortly. This should not be confused with a former "Fog of War" design from some 15 years ago, which disappeared without being classified. The Game Fees are \$5. Sub rates are \$9.00 for 12 issues. This first issue contains a copy of his house rules. It is very well printed.

(more)

We've just remembered, at this late moment, that we'd intended to display a sample of the Atlantica III map with the game, to encourage more people to sign up as standbys, or at least to help our readers understand what the heck is going on. Well, better late than never. We played around with a photocopy machine to get a reduction of a reduction. This map is actually a bit smaller than my original intent, but it's the best one available at the moment.



Europe is pretty much the same as the Regular map, except for the additions of some sea spaces, like Hebrides, Gulf of Cadiz, Bay of Biscay and Malta. That Southern area between Georgia and Louisiana is "Magnolia," Md. and West Virginia are one State, and Michigan has been merged into Ohio. You travel around the world via the boxes in the four corners, so no Power has a corner position. The dotted lines show how the boxes connect. Note there is a canal in Karelia between the Baltic & Barents Seas. This is the only known Diplomacy variant where two prominent publishers' names are shown - Herb Barents and Fred Davis.

ACCORDING TO EVERYTHING #78, only 101 games of Regular Postal Diplomacy started in North America in 1988. This is better than the 94 games started in 1986, but down from the 131 beginning in '87. Of course, a great number of Gunboat games also began in 1988, so the figures aren't quite as bad as they look. It may be that we are following the British trend of playing more different games. In the U.K., only about 50% of all PBM games now consist of Regular Dip. They now speak of the Postal gaming hobby rather than the Postal Dip hobby. It would be interesting if someone could add up all the Diplomacy, variant, sports and wargaming starts for the last few years, to see if those totals are rising, falling or staying about the same.

I believe there are now many more small GM's, running just one or two Postal games by flyer or in subzines. It is much easier to run such a game or games today by computer printout or photocopy. In the "olden days," you almost had to own your own mimeograph or ditto machine, and the work involved in printing a zine was such that only the most determined among us would do so. The day of the "great zine" running 15 or 20 games is almost over. Among those which I see, only REBEL and CANADIAN DIPLOMAT fall into that class. Obviously, with many zines running fewer games, the total number of gamestarts is going to drop, unless a lot more people decide to run single games by flyer.

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INTERNATIONAL DIPLOMACY GAMES

Two Publishers looking for International game players (with approximately 6-week deadlines) have teamed up in their search. These are: EXCITEMENT CITY UNLIMITED, Simon Billenness, 630 Victory Blvd., #6F, Staten Is., N.Y. 10301; and VICTORIANA, John Cain, 76 Bancol Rd., Balwyn 3103, AUSTRALIA. Whoever you are, wherever you are, you might want to give either or both of these gentlemen a note, if you're interested in playing with Aussies, Brits, Canucks and Yanks. Certainly one way of expanding your horizons.

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