



BUSHWACKER

VOL. 19, No. 8

(Last Regular Issue)

AUGUST 1990

This is the 222nd consecutive issue of BUSHWACKER, a Postal Diplomacy* zine which has spent the last 18½ years specializing in the play and reporting of Variant games and hobby news. This is brought to you by: Fred C. Davis, Jr., 3210-X Wheaton Way, Ellicott City, Md. 21043. Phone: (301) 461-1885. Phone calls accepted daily between 12 Noon and 9:30 p.m. Eastern Time, but everyone is reminded that the name of the game is Postal Diplomacy.

While this is the last regular issue of BUSH, the games will be completed by me by a flyer, which will still use the BUSHWACKER name. I am not folding due to any physical or mental illness (I'm sure mental illness is a help for anyone wanting to publish a Dipzine!), or other personal crisis. It's just that after all these years, I've decided that enough is enough. When I jokingly referred to my publishing "for the next century or so" in January 1973, I didn't realize how close to the mark I was coming. I wonder, however, whether there will be any conventional zines left by 2001, or will everything be run by computer and fax?

*Diplomacy is a registered Trademark for a game invented by Allan B. Calhamer, and Copyright by The Avalon Hill Game Co. of Baltimore, Md. "Bushwacker" is the name of a comic strip character I created 50 years ago this month.

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For some Traders and most subscribers, this is the last issue of BUSH. I have already sent checks to some Traders, to continue subbing to their zines. For some, I've made special arrangements, such as sending them DIPLOMAG or special material, to continue the trades. For others, there may be a check enclosed here, or I may send you a note telling you that I plan to sub, and will be sending you a check shortly. I don't want to write a whole batch of checks all at once. A few subbers have asked to continue receiving BUSH to the bitter end, and those requests will be honored. I believe you all know to which category you belong. Most Complimentary copies will end, but Allan Calhamer will receive DIPLOMAG instead as his (C) copy.

If anyone wants to continue to receive the game reports, all he has to do is to sign up as a Standby for \$2.00. Five Italies standbys would be especially welcome, as we seem to be running out of players here.

While this is a "farewell" to many of my readers, I expect to stay in touch with some of you via letters, Christmas cards, and various FTF meetings at future Cons, such as Atlanticon/Origins in Baltimore next July, and CanCon in Toronto next August. I appreciate having been able to share the postal hobby with you over the years.

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This issue will contain a lot of miscellaneous items. I'm not quite sure myself at this point on what is going to fit. Therefore, there won't be the usual meticulous page numbering. No matter what, it has to come out to an even number of pages. You will find a 4-page article on the history of BUSHWACKER, a couple of pages of "Bushwacker" comic strips (God help you!), and thoughts and reports on various events. Oh, yes, you'll also find the game reports somewhere on ANCIENT EMPIRES III (1989IR ac10) and FIVE ITALIES (1990B ug12).

"I DID IT MY WAY" (The BUSHWACKER Story)

So, we come to the end of 18½ years of consecutive publishing. Throughout this time, I always tried to do things in my own style, without being a copycat of other zines. I never ran a Regular game of Diplomacy in the pages of BUSH. I had my own style of using - or not using - abbreviations for spaces on the board. I continued to use the old-style Flat Fee price for games players, instead of requiring players to maintain a sub as well. And I kept on using the pre-1963 (pre-ZIP Code) abbreviations for most of the States, in my own little protest against some of the stupid two-ltr. abbreviations the Post Office inflicted on us. And I never did adopt maps in my game reports.

Initially, I borrowed many of my House Rules from Red Walker. I also used a notation system virtually identical to Walker's in reporting moves. I always put the S's, H's and C's in parentheses, although many modern publishers no longer do so. ^{INITIALLY,} I used virtually no space abbreviations except "Const" and "Sev". Gradually, I yielded to such space savers as "MAO" and "Gofflyon," but I never went to all three-ltr. designations. There got to be so many players and readers from California that I started using "CA", and I always liked the abbreviations "CT" and "OK," but, for me, Illinois will always be "Ill." and Massachusetts will remain "Mass." Call it stubbornness if you wish, but at least it gave BUSH a distinct character.

When I started running games, we almost always played separate Winter seasons. (That was normal back in 1972). On a few occasions, I tried to combine Fall with prophetic Winter builds, but the British system didn't go over very well in America. Now, I note that some American GM's are starting to use that system, which some people are now calling the "International System." It certainly makes a lot more sense than combining Winter and Spring, but it does require the players to submit a long list of potential Builds and Removals.

BUSHWACKER was completely mimeographed from March 1972 through July 1978. A portable Roneo mimeograph machine was purchased in March '72 by the Maryland Mensa chapter and me. It was kept at my house, and used both for BUSH and the Maryland monthly newsletter, M-ANATION. When the newsltr. went to photocopying in April 1977, I bought the remaining share of the Roneo. Starting with August 1978, I had access to an inexpensive source of photocopying, so the first several pages of BUSH were xeroxed, and the games reports were mimeoed at the last moment. Eventually, I grew tired of retyping everything on stencils, so I held up mailing the zine for an extra day, in order to photocopy everything. This cost more money, but saved a lot of work.

When I retired, in August 1985, I dragged out the old Roneo, and paid the local dealer an exorbitant sum to get it running properly again. For about a year, while I had the machine set up in my basement, I again mimeoed the game reports. But, when we sold the house and moved to Ellicott City in December 1986, there was no way to leave the Roneo out. Fortunately, my local printer offered me a cheaper rate around that time, so BUSH has been totally photocopied for the last 3½ years. This was a blessing, as my typing has gradually gotten slower and more error-prone.

There were only three special issues of BUSH ever all these years. The first was my Sixth Anniversary issue (#78) in March 1978. I reprinted some of the more interesting articles and press releases that had accumulated in the first six years. That was the most number of stencils I ever cut for a single issue.

I didn't particularly celebrate my 100th issue, in 1980, except to mention that I'd passed up Walker's EREHNON, which had stopped at #99. I note that I only began showing the total numbers for my zine in January 1983, which was also numbered #137. It was around that time that some people began publishing issues counts. With my Volumes and Nos., I didn't even know myself what the exact count was until I'd reached about #90.

My second oversize issue appeared in March 1984, for my Twelfth Anniversary. There was no logical reason for that special, but since I'd done one for my Sixth anniversary, I thought I should do one for two times that number. Instead of reprints, I included some special articles which had been accumulating in folders, without any space to print 'em. Oh, by coincidence, that was also my 150th issue.

Then there was my special issue in August/September 1988 to celebrate my 200th issue. By good fortune, I was able to report on my trip to England for the First World DipCon in that issue. I also included a 12-page updating of a college term paper on "Deutschland's Dreadnaughts," which I'd originally written in 1949. (There was some updating, as a lot of new information had been declassified by 1988).

I ran special material in several issues of BUSH. In some of the earliest issues, I reprinted some of the "Bushwacker" comic strips for which the zine was named. As this was before the photocopy revolution, this was done by making electronic stencils of the strips at my Roneo dealer, and then cranking them out on the mimeo. I think these strips, which I'd carefully preserved over the decades, were inflicted on my hapless readers in about nine issues. This had the effect of a few other comics making appearances in BCAST and elsewhere before that era ended. My son, Kevin, has suggested that I reprint at least one strip with this farewell issue. I may do so, since it's now so easy to make photocopies. If I do so, you'll see that I'm being completely honest when I say that I never did learn to draw properly.

As if the comics weren't bad enough, I decided to reprint one of my Bushwacker short stories in the March 1988 issue, which happened to mark my 16th anniversary. Many of you have already seen this attempt at humorous science fiction.

Back in the spring of 1985, just before I retired, I suddenly had a great deal of spare time on my hands on a special detail. So, I used that time to rewrite another college term paper on "The Battle of Guadalcanal." I added some maps from a more recent book to clarify the writing, and ran this in two parts, in the April and May 1985 issues. This was 15 pages in all. This covered the naval actions around "The 'Canal" in November 1942, when the tide turned in favor of the Allies. (Copies are still available, for \$1.00 each).

BUSHWACKER has always been considered one of the least expensive zines in the hobby. The sub rate started out in 1972 at 12 issues for \$2.00, with Game Fees of \$5.00. First class stamps were only 8¢ an ounce at that time. As postal rates went up, I had to raise my rates as well. At one point, I held the line at \$7 in Game Fees for 7½ years, from July 1975, to Jan. 1983. At that point, I had to raise my sub rates to \$4.00 for 12 issues, and the Game Fee to \$8.00.

After having to turn to a commercial printer in the Fall of 1985, I had to raise my sub rates to \$6.00 and my Game Fees to \$9, effective Nov. 1985. However, there was always a dollar discount for current readers/players, and for members of the Manza Diplomacy SIG, which I chair. I've left the rates at that level ever since, but if BUSH were to continue they'd have to go up, with another postal rate increase coming in January 1991. I've been losing money on my current rates for a couple of years, of course, but you're not supposed to make any money on a hobby, are you?

I've never understood why so many pubbers offer subs in batches of 10 issues, when 12-issue, or 24-issue, subs are the standards for commercial monthly magazines. I suppose it's easier to calculate costs on a 10-issue basis, but it means that your readers' subs will expire that much sooner. With DIPLOMAG, which is bimonthly, I've persuaded most of my people to pay dues for two years at a time, so I only have to send renewal notices at 24-month intervals. I would think this would be a good idea for most Dipzines, if you're sure that you're going to print for at least another two years.

I had always encouraged people to get interested in the International hobby. I had Trades with two British zines almost from the beginning. My first Overseas players were John Piggett of England, who got to play England in my first Atlantica game; and Tas Rylie of Australia, playing Italy in Abstraction. I also played in an International game of Abstraction in Don Turnbull's COURIER. BUSH has traded over the years with many Overseas zines in Britain, Ireland, Australia, Belgium, New Zealand, Sweden, Switzerland and West Germany. You get to collect a lot of stamps that way, as well as making a lot of pen pals.

When I started publishing, I set up Trades with about 25 other zines. Gradually, the total has grown to around 50, including some to which I sub. I was surprised at first at the rapid turnover in Dipzines, as so many of them folded after short runs. When I started, I'd planned to print for at least six years. Of course, I was out of school and all settled down in a career job when BUSH began. It's still my opinion that anyone planning to publish a Dipzine ought to plan in advance to continue such an effort for at least a couple of years, but many seem to have been brought down by Real World problems.

One reason for the success of BUSHWACKER is that I never ran more than three games at any one time, except on a few occasions when a new game would be starting as an old one would be ending. Too many pubbers start entirely too many games, and then collapse when the paperwork overwhelms them. Know your limits, guys and gals.

I have Trade records going back to 1974, and ever since 1979 I've shown the issue numbers of the other zines as they were received. Some of the premature deaths of good zines include JUST AMONG FRIENDS (Al Pearson), with #28 in 1982; ANDUIN (Eric Kane) - #35, in 1984; MIDLIFE CRISIS (Paul Rauterberg) - #30, in 1986; and PRAXIS (Alan Stewart) - #22, in 1988.

Meanwhile, GRAUSTARK, BOAST and BUSHWACKER went plugging right along. As other zines dropped by the wayside, I was amazed to learn that BUSH was now the third oldest continuously published zine in the hobby. COSTAGUANA is a special case. It was running when I entered the hobby in 1968, but it has folded and later risen from the grave at least four times. Conrad's 199th issue should be coming out about the same time as this issue of BUSH. GRAUSTARK is up in the 500's somewhere, while Herb Barents' BOAST is up to #306. In Britain, Richard Sharp's DOLCHSTOSS is up to at least #142. He may have started before BUSH, but there was a several-year break in the middle of his press run.

I must confess that in the back of my mind, there was always a "what if" thought that if either GRAUSTARK or BOAST folded, I'd be up to Number 2 in hobby longevity. However, both zines give no signs of wearing out. So, I have to say to both John Boardman and Herb Barents, "you're a better man than I am." With BUSH's passing, I believe the No. 3 slot passes to Jim Benes' DIPPY, a zine I've never seen. However, there will be some warehouse issues of BUSH to finish off my games, and I will continue my numbering system to include these flyers.

I first experienced a touch of burn-out in March 1978. At that time, I announced that BUSH would fold as a full zine after the July 1978 issue (#82), although all of my games would be completed in a warehouse zine. I did publish several briefer issues, beginning in August '78, but I found that I couldn't keep from adding editorial comment to the supposedly "games only" reports. This is when I switched most of the printing from mimeo to Xerox. However, by the time I got down to running just one game, I had been bombarded by players and traders alike with pleas to continue publishing. So, in August 1979 I announced the opening of a new variant game, and informed several of my old subscribers that I would resume accepting subs.

The zine soon went back to running three games again. I took a copy of the original masthead and made photocopies of it. I'd run without the masthead for several months, as the electronic stencil used to produce it had become completely worn out, and my supply was exhausted. With the restoration of the masthead, BUSH recovered its old personality. Around this time, I also decided that each deadline, whenever possible,

would be on the last day of the month. Heretofore, I'd tried to run on 4-week deadlines, which gave me 13 issues per year in some years when I didn't take a long vacation. This resulted in some funny titles for some issues, when I'd run out of months to name them by. My favorite was "Hot Stove League Issue," in mid-February, 1975.

Later on, I found that even monthly deadlines sometimes weren't long enough for me. In some years, I printed only eleven issues, as I took vacation trips to Europe, Mexico, or what-have-you. When I started BUSH, three weeks was the average deadline between games, and my 4-week deadlines were considered "slow." Nowadays, my monthly deadlines may be considered "fast," as several zines have opted for 5-week deadlines, as the mails seem to run slower and slower. (I suppose that once we all own fax machines, the deadlines will be shorter again).

By December 1988, I had made up my mind that I would fold BUSHWACKER after wrapping up certain matters. The arthritis was getting worse in my fingers, and, to be honest, the old enthusiasm was fading. Besides, I'd won the 1988 Red Walker Literary Award for producing the North American Variant Bank Catalog. (This was after I'd taken over the NAVB in November 1985, and restored it to good health). I'd accomplished everything I'd wanted to do in the hobby, so there was no place else to go.

The first thing I did was to transfer the NAVB into the hands of Lee Kandter, Jr., in April 1989. Then, I went to the '89 DipCon in San Diego to help assure that the 1990 DipCon, which included World DipCon II, would be hosted by the DixieCon group in North Carolina, and not by a tournament run by Robert Sacks. This gave me the motivation to continue publishing through that event. In my opinion, DipCon XXIII/World DipCon II was one of the most important Diplomacy hobby events in the history of the American hobby, so I certainly wanted to stay around for it.

Also, before I could fold, I wanted to see the completion of both the Vacation Dip III and Character Dip games I was running in BUSH. Both were interesting concepts, which deserved being finished in the light of day. Vacation Dip (1985R rm39) was the longest game ever played there. It lasted 18 game years, and 4 1/3 years in real time, finally ending in a 4-way Draw in November 1989 (Winter 1918). Character Dip, a somewhat similar game, ended in a Win for England in January 1990, after we'd played Fall 1909. I'm still working on minor revisions of both games, and plan to finish this once BUSH folds.

So, being the stubborn person that I am, I felt that all of these things had to be taken care of before I could wrap up the zine. I just couldn't walk away from unfinished business. Now, there are just two games to finish by flyer.

I'm not leaving the hobby. I'll continue to serve as Chairman of the Mensa Diplomacy SIG, and produce an issue of DIPLOMAG every other month. I'll remain active in a game or two. And from time to time I'll have a piece in someone else's zine.

Today's zines are so sophisticated, with computer typesetting and laser printing, and even computerized adjudication of the games in some cases, that I would never have dared to start a zine. I don't even use an electric typewriter! (I can't be put out of business by a power failure, and my "programs" never crash!). Some people may be surprised to know that you can produce a zine for 222 consecutive months with just the use of a manual typewriter (my faithful old Underwood Five), invisible Scotch tape, Liquid Paper and correction tape. It may take a bit longer, but I'm fairly well organized, and usually have the time. It also means that I am not dependent on the vagaries of a computer or printer, which may have to be rushed to a shop for repairs. Except for one occasion when the "B" key broke on my Underwood, I've used the same machine for 99% of my copy, although I do have a Royal portable for a backup. In short, I didn't do things in what has become the modern way - I did everything "my way."

READERSHIP

BUSH has had some steady readers over the years. While some of them have not received every single issue, due to various sabbaticals from the hobby, the following are some of our oldest readers, and when they came aboard:

Allan B. Calhauer, Conrad von Metzke and Rod Walker - Charter Members since 3/72.
 Herb Barents - Since 4/72 as a Player & Trader. (Rejoined as Trader in 6/80).
 Ralph Morton - Subscriber since 5/73.
 Robert Stimmel - Subscriber since 1975.
 Bill Young - Player or subscriber since 3/76.
 Cal White - Player & subscriber since 1977. (Rejoined as Trader in 12/87).

Other very long-time readers include Mark Berch, Robert Cheek, Victor Melucci, Bruce Linsey and Larry Peery. My thanks to all of you for your long-term support.

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CIRCULATION

The earliest circulation record I have shows that as of June 1972, when four months old, BUSHWACKER had a circulation of 38. This rose to 57 by Oct. 1974, and then to 67 in Nov. 1977. Following my first announcement of a fold in July 1978, the readership dropped off to mostly players and a few steady traders.

By January 1981, some 18 months after resuming as a full zine, my circulation had risen back to just 50. This was followed by a slow, steady growth. 61 in 8/83; 71 in 8/84. Much of this growth was in an increased number of Trades.

There was a dropoff to 65 readers as of 9/86. Then, we went up to 76 in 2/88, and reached an all-time high of 78 in January 1989. The last published count showed 69 readers as of March 1990.

These figures do not include copies sent to friends and relatives outside the hobby.

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THE GAMES

Twenty-three games which began in BUSHWACKER have been completed. There was also one orphan game of Woolworth II-D where the last three game-years were played here, and one Mensa SIG game which started in BUSH, but later moved to DIPLOMAG. Those games are not included in these statistics.

We have run a total of four games of Atlantica, two of Abstraction, two of "1885," two of Small World, and two of Woolworth II-D. The others have been single games of Economic Dip IV, U.S. Dip III (started as "II", but changed in midstream to an improved version), Swiss Dip II (8-man), Dual Space, Gusher, East Indies II, L'Imperialisme II-B, Zeus V-F, Balkan Wars III, Turnabout, Vacation Dip III and Character Dip. The Woolworth games had five players; the Small World games eight; 1885 is a 9-man game, and all the rest started with the usual seven people.

Two games lasted only the equivalent of five game years. These were East Indies II and the last Atlantica III game, both of which ended prematurely. Three games ended in six years, four in 7, four in 8, two in 9, three in 10, two in 11, one in 12 (the original Abstraction game), and one in 18 game years (the previously mentioned Vacation Dip III). The median length of the games was 8 game years. I feel that any game which ends in less than seven years ended too soon, except in the case of little games like Balkan Wars III, where the Victory Criterion was only 12 SC's. (Which Italy achieved in 6 years).

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There were five Rulebook Wins, meaning that the winners reached whatever Victory Criterion was called for in the particular games' rules. These were a 21 SC win by England in Swiss Dip, a 23-Center win by the player controlling both Germany & France in Woolworth II-D, and a 19 SC win by Iberia in L'Imperialisme II-B. Plus the aforementioned Italian win in Balkan Wars, and an 18-Center English win in Character Dip.

Concession Wins were gained by a 19 SC Italy in Atlantica II, a 16 SC Italy in Abstraction, a 16 Center Northwest in U.S. Dip, and a 16 SC China in just six years in Small World II. There were also two-Power "Alliance Victories" by Russia/Turkey in 1885-I and by CSA/Canada in Atlantica II-R. Then, under the Gusher rules, a Joint Victory was declared by Austria and Italy, who had 15 Centers each, in 1910.

We have had seven Two-way Draws, three Three-Ways, and one Five-way (the unsatisfactory East Indies game). We've never had a 4-way draw, although the one Regular Mensa game I ran in DIPLOMAG ended in a 4-way deadlock. Variants are much less likely to develop stalemates, since either the map or the rules - or both - will allow most stalemates to be broken. It's interesting to note that with one exception, there were always at least four surviving players when games ended.

There were five games where four players survived (all were 7-player games). In 11 games, five players survived (including one 8-man game). Six people survived in four games (including one 8-man and one 9-man design). Two games ended with 7 players still around, including one 7-man game where all of the players survived (L'Imperialisme). In the tiny Balkan Wars game, there were only 3 survivors. We never had a game which got down to a two-player match. In variants, with a larger number of SC's in most scenarios, it's easier to survive to the end. In several cases, however, some of the players were down to their last unit at game's end.

Italy won or shared in a Draw in 6 games. England & Turkey won or Drew in 4 games ea., Germany 3, Austria & France 2, and Russia in only one. Of course, there were several games, such as the four Atlantics, where Austria and Russia didn't exist! Nevertheless, Italy seems to have a much better rates of success in variant games than in Regular ones. Among non-standard countries, Canada shared in a Draw three times (in three of the four Atlantica games).

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THE FUTURE OF THE GAME

I had been hearing rumors about Avalon Hill's financial status for months, but had not wanted to print anything which was so vague. However, the cat has been let out of the bag in the current issue (#23) of NORTHERN FLAMES, in which Cal White advises that TAHGC may have to file for Chapter 11 bankruptcy, due to a big drop-off in all board game sales. (A Chapter 11 filing permits a company to continue in business while it tries to recover, as opposed to a traditional bankruptcy in which a firm just goes belly-up).

I don't wish to hang any crepe, as things may turn out O.K. However, if Avalon Hill should file for Chapter 11, it would be up to the North American hobby leadership to pay close attention to the fate of our favorite game. As Cal says, if they went out of business, "the future of the hobby would depend on another company's willingness to pick up the rights." We might have to encourage another company to pick up the game, by demonstrating that Diplomacy is a very special game, with a special following, and not just another board game. If worst came to worst, some of us, in coalition with Allan Calhamer, might have to set up a small company of our own, just to keep the game in print. This would probably be mainly a mail-order enterprise, since we would not have access to a national distribution system. Again, I am not saying that this is going to happen. I'm only asking you to file this information away somewhere in the event of a worst-case scenario.

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Cal White estimates that if the production of Diplomacy sets were to cease in North America, the Diplomacy aspects of the hobby would die in about 20 years. This is about how long it would take for the Old Timers to fade away, if no new blood came into the world of Diplomacy. However, the concept of playing games-by-mail would probably continue, since there are now so many other games to consider.

I doubt a game with the qualities of Diplomacy would ever really die. Some other out-of-print games are still being played by their fans. "Camelot" is one which comes to mind. Fletcher Pratt's Naval Wargame was out of print after 1943 (a friend of mine bought the very last copy from Marshall Field's in Chicago in 1944), but people went on playing it until Dan Dorcy reprinted it in 1973. Plus, there would be the possibility of buying sets from British or European sources. Nevertheless, it's up to everyone in the hobby to be ready to assist if our help is ever needed to keep Our Game afloat.

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THOUGHTS ON THE KUWAIT CRISIS

One of the strange things about our recent vacation was the feeling that the world was about to blow up while we were enjoying ourselves on the pleasure dome island known as Ocean City. Iraq invaded Kuwait on August 2nd, which was the second day of our trip. Fortunately, we did have cable service on our motel's TV, so we were able to get news reports from CNN. Several newspapers were available, but I only had a chance to read them on two days.

It reminded me of the H.G. Wells short story about the ex-prime minister vacationing with his mistress on the Isle of Capri as Europe was about to plunge into war. As I recall it, someone from his government came to him, begging him to return to power, but he was burned out. At story's end, the great air fleets of the North and the South battled in the skies over Italy. (This was written about 1905). The contrast of the hedonists on Capri having fun while Europe teetered on the brink was somewhat similar to our enjoying ourselves on what could have been the last peacetime week of the summer, with long gas lines not far behind.

My Dad made the same mistake in New York in August 1939. He was busy showing his sister from England the City and the '39 World's Fair. He said he never read a newspaper or listened to the radio during those two weeks. As a result, he let her sail back to England on the Aquitania - on August 31, 1939.

Now, I wonder, how long will the U.S. maintain its enthusiasm for protecting our "right" to cheap oil from the Middle East? Will there be a change in attitude when the casualty lists start expanding? Will all the energy-saving projects - such as increasing auto mileage, electric cars, and mass transit - all of which were strangled by the Reagan Administration in 1981 - now regain some popularity? Or, will America decide that it's all right to sacrifice the lives of some of our young men so we can continue to drive around in gas guzzlers?

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LATE NEWS FLASH. So, now Saddam is offering an alliance to Iran! Shades of Metternich, is this guy a Diplomacy player or not?

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THE TOP THREE FINISHERS in the DipCon Regular Dip Tournament were: 1. Jason Bergmann of Atlanta, 2. Jeff Bohner of Endwell, N.Y., 3. Steve Cooley of Palmdale, CA. Top foreign players were: 5. Erik Adenstadt of Austria, and 6. Matt McVeigh of England. The "Italy-1499" Variant Tournament ended in a tie between Mark Franceschini of Baltimore, and Dan Mathias, also a Maryland resident. Kevin Brown won Civilization, Marc Peters, Madison, Wis. won Titan, and Phil Reynolds of Sarasota, Fla. won the Nuclear War Tournament.

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ATLANTICON NOTES

I believe that about 50 people attended the Diplomacy Tournament at AtlantiCon over the July 13-15 weekend. Robert Sacks ran the Dip Tourney, and Brad Wilson ran the "Northern Ireland" variant event. The top finishers in the Regular Tournament were: 1. Andrew Ofiesh, 2. Chris Kremer, and 3. Bob Odear. They also won the Best Germany, Best England and Best Turkey awards, respectively. I don't recognize their names, so I presume they're FTF players. Indeed, the only name I recognized among the top finishers was that of David Hood, who won the Top France award.

Sacks ran his usual Diplomacy Congress, but at no time did more than 13 people attend. Sacks announced that he was stepping down as "Registrar of Projects" (a post he created), and was folding KNOWN GAME OPENINGS, due to poor health. John Caruso will be the new "Registrar of Projects." Dan Mathias has volunteered to take over the "Orphan Games Project." There was an expression of hope that perhaps Dan would be able to come to some sort of working agreement with Vince Lutterbie, who is the Orphan Game Custodian recognized by most of the postal hobby. There is a crying need for some sort of new Games Openings publication in North America. This was Sacks' one legitimately useful project. (I believe CDO has a service called "Kanuck Games Openings," but it only covers games in Canadian zines). Perhaps someone will want to volunteer to take over this service, or could the CDO extend their services to this side of the border, perhaps with an American co-author?

Sacks announced several resolutions, such as one to cast Chris Carrier into outer darkness. This passed by a vote of 8-3, with John Caruso and myself both voting in the opposition. There was also a resolution condemning the voters at the DipCon Society meetings in San Diego in 1989 and in Chapel Hill in '90 for tying World DipCon to DipCon whenever this was held in N. America. This passed by about 7-1, with my vote being in the negative. While this may be theoretically a more democratic act (i.e. calling for a vote of the entire hobby on this issue), I remind you that this proposal was overwhelmingly approved by both the 1989 and '90 DipCon meetings, with anywhere from 45 to 60 people present and voting, so it's a "done deed."

I don't think there's any need to go into further details on what was discussed at this "Congress" in BUSH, especially since Mr. Sacks has virtually withdrawn from the postal hobby. A more detailed letter was sent to certain hobby figures on a "Not for Print" basis. If any of the rest of you simply must have this information, please send me 50¢, or 25¢ and a SASE (business size), and I'll make you a copy.

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I'VE ALSO RECEIVED the results of the Diplomacy Tournament held at ORIGINS 1990, in Atlanta, Georgia, June 28-July 1, 1990. 85 people participated in that Tournament, although I was told that the overall attendance was considerably lower than expected, to the point that ORIGINS is unlikely to return to the Deep South for another con for many years to come.

The overall winner was Baltimore's Jim Yerkey, who also had a Best Austria and Best Germany. Second was Stan Plummer, with a Best France. Third was Gabe Dambaugh of Canada, who had a Best England. Jason Bergmann, winner of the DipCon Tournament, finished 7th. There were four Concession Wins, and one Rulebook Victory (Yerkey's 19-Center win as Germany).

Here's where Bushwacker came from!

Flash Gordon Conquers the Universe

**Flash Gordon Conquers
the Universe**

12 Episodes
Universal, 1940

Directed by
Ford Beebe
and Ray Taylor

CAST

Flash Gordon	Larry "Buster" Crabbe
Dale Arden	Carol Hughes
Ming	Charles Middleton
Dr. Zarkov	Frank Shannon
Sonja	Anne Gwynne
Prince Barin	Roland Drew
Princess Aura	Shirley Deane
Thong	Victor Zimmerman
Capt. Torch	Don Rowan
Karm	Michael Mark
Korro	Sigmund Nilssen
Roka	Lee Powell
Turan	Edgar Edwards
Lupi	Ben Taggart
Keedish	Harry C. Bradley

But Ming's spaceship, operated by Sonja, Torch, and Thong, attack Dale and Dr. Zarkov and take them prisoner. Flash, Barin, and a few followers avoid an electrical death ray to rescue Dale and the scientist. They then attack Ming. Flash resets the controls of a solarite ship aimed at the earth and bales out just before the spacecraft crashes into Ming's stronghold and kills the evil emperor. The terrific explosion marks the end of Ming's dream of absolute omnipotence, and Flash is acclaimed the conqueror of the universe.

Charles Middleton, every inch
the ruler of the universe.



When the earth is visited by a deadly epidemic known as the Plague of the Purple Death, Flash Gordon, Dale Arden, and Dr. Zarkov set out into the stratosphere in Zarkov's rocket ship and discover that Ming the Merciless, ruler of the Planet Mongo, is spreading death dust in Earth's atmosphere as part of his vicious plan to conquer the universe.

Flash and his friends—the friendly ruler of Arboria, Prince Barin, and his wife Aura, Ming's daughter—invade Ming's palace and partially wreck the power rooms and machinery. Flash then leads an expedition to the frozen land of Frigia where he mines for Polante, the only known antidote for the Purple Death.

Boy, they just don't make bad guys
like this anymore!

Here is a reprint from the July 1972 issue of BUSHWACKER:

MORE ABOUT "Bushwacker" (Continued from May 1972 issue)

My comic strip hero, Bushwacker (whose portrait graces the masthead of this newsletter), had several spectacular enemies, bearing such distinguished names as Umbriago, the Black Knight, and Mad Maniac. Bushwacker's enemies were very thorough and efficient in everything except killing him. In their private spaceships, they ran through the Galaxy getting their jollies stealing gold, bombing orphanages, and disintegrating open cities, but whenever they tried to kill Bush they suddenly got very devious. None of them ever thought of just emptying a machine gun clip at him. They would wait behind doors and attempt to hit him over the head as he walked through. When they captured him, they would use all sorts of strange devices to get rid of him. None of them ever worked, since Bush or one of his companions would always spot a mechanical flaw, and stop the thing with a wad of chewing gum or Kleenex.

Passwords were vitally important to these stories. People were always giving away the password so Bushwacker could pass through the lines. The dumb sentry was a stock character. In 1970, I purchased the book, The Collected History of Buck Rogers, and learned where my subconscious had obtained some of my ideas for dumb sentries. As for the methods by which Bushwacker's spaceships operated, my concepts came almost entirely from the Buck Rogers strips and the famous Buck Rogers and Flash Gordon movie serials. Some of these serials have recently been re-released on TV, and if you're fortunate enough to see one of these you'll know what I had in mind when I drew ships which continuously fired rocket blasts throughout their flights. However, I still believe that my villains were much nastier people than sissies like Killer Kane and Ming the Merciless.

There was only one thing really wrong with the Bushwacker comic strips. That was the minor detail that I can't really draw. Also, it took an awfully long time to draw a page of strips, and some people had the stupid idea that it was more important for me to do my homework. So, I switched over to just writing the stories. This increased my output. However, by the time I reached my Junior year in high school I found very few people who were interested in reading them. When I tried to explain to my fellow students that I was very interested in spaceships, they kindly replied, "Whassa matta, you queer or sumptin?" So, except for an occasional cartoon, Bushwacker retired from my life. However, I'd like to think that he's still out there somewhere in space, out beyond Arcturus, cutting vast beautiful arcs with the trail of exhaust from his sleek fighting cruiser, sipping his Johnny Walker and clearing the spaceways of the various fiends and monsters that are clearly up to no good in their nefarious plots against Earthlings. Like "Puff the Magic Dragon," I hope that Bush will live forever.

(We are going to go through our files to see whether any of the old Bushwacker comic strips are capable of being reproduced via electronic stencil. If this is physically possible, we'll attempt to inflict same on you so you can fully satisfy your own minds that the author is certifiable.)

* * * * *

And now, here are some photocopies of old "Bushwacker" comic strips from the 40's. They're a lot easier to make on a photocopier than on a mimeograph!

By Fred Davis

COPYRIGHT 1948

GLEE! WHAT'S THAT
SOUND? PUTTING A

11 AUGUST 1981

SURE/LOOK-IT-UP
GET MY SLIDE
RULE OUT!

"I SHALL PROVE
WON'D'NT YOU RATHER
COUNT BY JUMPING FROM A
TREE FIRST?
THE CLIFFS AND
LYING AWAY."

NONSENSE! I HAVE
ABSOLUTE FAITH IN
MY THEORY! GOODBYE!

FLAP! FLAP! FLAP!



OH, LOVELY SPRING IN
WEATHER LIKE THIS!
ALWAYS LIKE TO TAKE
A WALK ALONG THE CLIFFS

FLAP!
FLAP!

NOW, IF YOU GO TO A NATIONAL PAPER, YOU'LL FIND A LITTLE MORE ABOUT THE DOW-JONES AVERAGES.



WHEEL IN FLYING

FLAP! FLAP!

LS/MFT

HOW PEACEFUL IT IS
UP HERE

HEY YOU! WHAT DO
YOU THINK YOU'RE

AND SO ON FOR
HALF AN HOUR--

IF BIKENIN L
HIC = "L"
CIN THN
KBC C.B.
Gm - STL

CHECK FOR [] AND C.D.E.C.

A SHORT REEP

y = 999,999
AND OUR OFFICES

HOLY NAME DID
IT'S FLYING

AH, YES. I FEEL THAT NOTHING
COULD GO WRONG ON A DAY LIKE THIS!

U.S. DEPT.

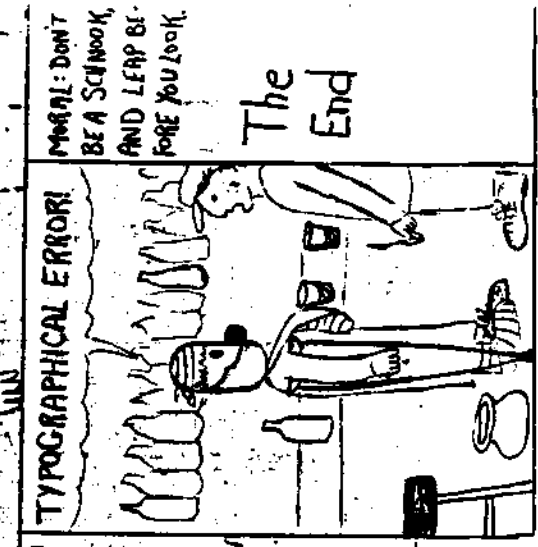
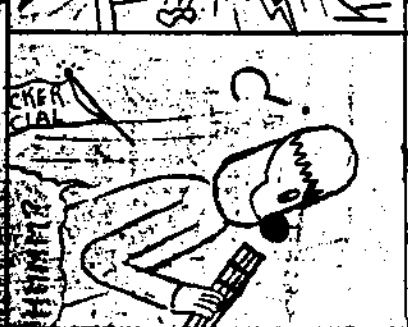
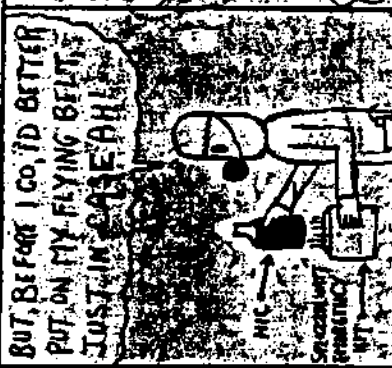
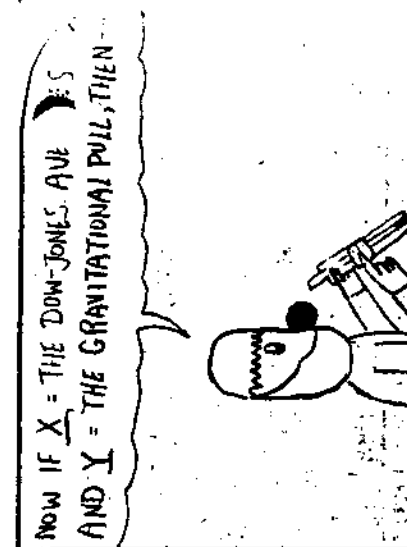
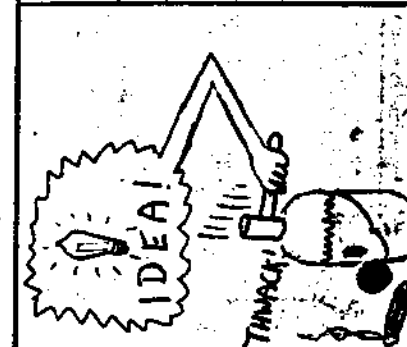
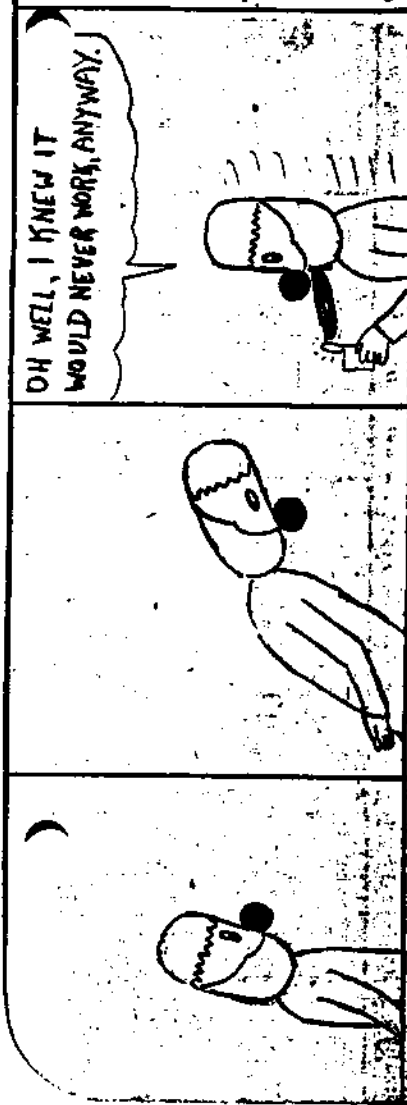
CRACK!

JUST-AS- I NO! I CAN
THOUGHT I! PROVE IT!
A NUT!

WHY I'M GETTING
DOWN TO EARTH

.. X = O. X BEING
GRAVITY, PROVING THAT
BY USING MY METHODS,
MAN CAN FLY!

NOTICE
DO NOT COME NEAR
EDGE. YOU MIGHT
SLIP AND FALL.
AWAY BELOW.



BUSHWACKER

AND THE
FLYING DISKS

By Fred Davis

COPYRIGHT 1967

<p>SURE, I'VE SEEN THE DISKS. PINK ELEPHANTS, TOO.</p> <p>GEN AT 25</p> <p>U-235</p> <p>VAT 69</p> <p>VODKA</p> <p>MICHELLE</p> <p>BAILEY'S</p> <p>CHERRY</p>	<p>BUT, BUSH, THIS IS REALLY SERIOUS. THE AIR FORCE WANTS YOU TO CHASE THEM IN YOUR ROCKET SHIP.</p> <p>IT'S A DEAL!</p>	<p>BUT FIRST (GLUG GLUG) SOME EYE MEDICINE</p>	<p>WHEE! LOOK IT THE DISKS (HIC!)</p>
<p>AT BUSH'S HOME</p> <p>10 MINUTES LATER</p> <p>OH! A FLYING SAUCER</p>	<p>I'LL SHOOT IT DOWN!</p> <p>RAT-TAT-TAT TAT-TAT</p> <p>INDIAN</p> <p>NE 8 9 1313</p>	<p>FANCY THAT: IT WAS ONLY AN AIR PLANE MY MISTAKE.</p>	<p>YOW! YOW!</p>
<p>THAT'S SOMETHING. I'LL DIVE UNDER IT. IT'S A PLANE, IT'S A DISK, NO, IT'S A --</p>	<p>SEAGULL!</p>	<p>THERE'S ANOTHER MIRAGE. I'M NOT GOING TO BE FOOLED THIS TIME.</p>	<p>I'LL JUST IGNORE THE DAMNED MIRAGES. I KNOW THEY DON'T EXIST!</p>
<p>WISH SOMETHING WOULD HAPPEN!</p>	<p>SPLAT! BZT! UP!</p>	<p>WISH SOMETHING WOULD HAPPEN!</p>	

POWERFUL STUFF THEY PUT IN BOTTLES

ELLO, WHO ARE YOU?

WHY DON'T YOU STAND RIGHT SIDE UP?

I AM. COM ON, I'LL TAKE YOU INTO OUR DISK.

THE-ER-CAPTAIN

ELLO, I'M JVILLE, ME OR YOU? DEPENDS ON YOUR GRAVITY OUTLOOK HERE. HAVE ONE

MY NAME'S SHMOZO. THANK YOU. (GAG)

IT'S DISCUTIME

RACIAL EXPRESSION CENSORED BY EDITOR

THE CAPT: "YOU SEE, BUSHWACKER, (YES, WE KNOW YOUR NAME, WE KNOW EVERYTHING ABOUT EARTH) THE SURFACE OF OUR PLANET, KNODKNIK, IS UNINHABITABLE. SOME LINE ON THE INSIDE OF THE THIN SOLID CRUST. THE CENTER OF THE PLANET IS GAS. NATURALLY WE ARE USED TO HAVING OUR HEADS CLOSEST TO THE CENTER OF GRAVITY, HERE, HAVE ANOTHER ONE."

KNODKNIK

BUSH: "HICE THANKYOU"

WE'LL ZOOM OVER A CITY

WE ARE EXPLORING BUT WHAT ARE YOU DOING IN THE SOLAR SYSTEM?

WATCH!

LOOK, A DISK! WHERE? YOU'RE A SHEEP! IT'S A BIRD! (HUT THERE IT ISH!) GRAB EM, BOYS

COCA COLA

BY PRESSING THIS BUTTON, WE REALLY CAUSE CONFUSION ON EARTH WITH OPTICAL ILLUSIONS

THAT EXPLAINS ALL SIMPLE. WE HAVE MERELY PHYSICS TRI-ZOXULCH-HARNESSED TRI-ZOXULCH-AMPLIFIED FOURTH DIMENSIONAL COSMIC POWER.

BEFORE WE GO, BUSHWACKER, AND BEFORE YOU LEAVE, HERE IS A STATEMENT FOR YOUR PRESS. THAT'S WHY WE BROUGHT YOU ABOARD

JVILLE, THAT SECRET IS KNOWN ONLY TO JOHNNY AND GOD. BUT WHY DON'T YOU COME DOWN TO EARTH AND HAVE DINNER WITH ME?

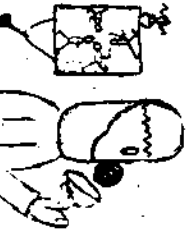
NOTE: BUSHWACKER IS WALKING ON THE "CEILING"

PROBLEM IN PHYSICS: WHY DOES THE LIQUID SPILL OUT OF THE GLASSES? OBVIOUSLY SOMEONE MUST BE UPSIDE DOWN IN THESE PICTURES!

I TAKE CALLS THAT SOUND LIKE THE DISK

POP! POP! A REAL DISK

LIKE TO, BUT WE'RE LEAVING NOW. WE DON'T LIKE YOUR PLANET. HAVE ANOTHER?



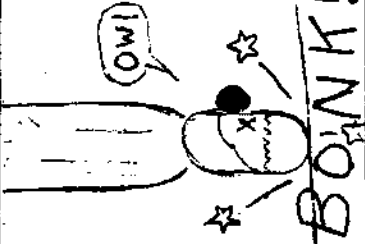
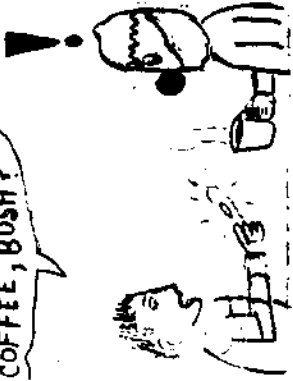
WHY? BECAUSE YOU'RE A BUNCH OF BLITHERING IDIOTS, THAT'S WHY. SATURN IS BAD ENOUGH, WITH CANNIBALS AND FICHDS, BUT YOU PEOPLE, WITH YOUR BIGOTRY AND SELF-IMPORTANCE, YOUR WARS AND SINGING COMMERCIALS, AND WORST OF ALL, YOUR FAILURE TO USE ATOMIC POWER FOR ANYTHING BUT BOMBS. UGH! WE'RE LEAVING!"

OOPS! FANCY THAT! WRONG DOOR!



NOTE (PRESS RELEASE)

DON'T YOU WANT A SAUCER FOR YOUR COFFEE, BUSH?



BEGORRA! MEAN-- I SEE DISKS-- ANOTHER DRUNK! CHICE



NOW WHAT'S THE MATTER WITH HIM?



THE END



BUT YOUR HONOR, I REALLY SAW THE DISKS! I WAS INSIDE ONE A FEW MINUTES AGO!



NOTE: THE AUTHOR CANNOT VERIFY BUSHWACKER'S STORY AS BEING TRUE, AS HE WAS SOUSED-INTOXICATED DURING THE ENTIRE TIME OF ITS HAPPENING. WE CAN ONLY ASK, HOW COME BUSH'S ROCKET SHIP FLOATED DOWN GENTLY TO EARTH AT LA GUARDIA FIELD WITHOUT THE AID OF HUMAN DEVICES?

F.C.D.

NEXT DAY

AND 50 SCIENTISTS HAVE CONCLUDED THAT THE DISKS WERE ONLY OPTICAL ILLUSIONS THOUGHT UP BY DRUNKARDS AND PRACTICAL JOKERS-- THEORY SENT TAFT



30 DAYS

NEXT CASE!



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August 1990, Pg 17

A Reprint from the May 1975 issue of BUSHWACKER:

A REVIEW OF THE TWENTIETH CENTURY - PART I

As of January 1, 1976, three quarters of the 20th century will have passed. Therefore, it is not amiss to have an early summary of what has been both the bloodiest of all centuries, and the era in which more knowledge has been gained than in all of preceding history. In Part I, I have listed, in order of importance, what I believe to have been the most important events of our century, in the political, social, economic and physical spheres. In Part II, I will present my list of the most important people of the century. Both lists are entirely of my own research and opinion. Comments and opinions are welcomed from others.

Note that there are 15 items here. The concept of always picking the "10 best" or "Top 10" is a trap. There are usually more or less than 10 outstanding items on any list. I felt that these 15 events are the absolute minimum which fall into the class of events of the first order affecting the whole world. Note that I rate the World Wars, per se, as only 7th and 8th in importance, and put the First War ahead of the Second.

My reason for this is that, in the West, manners and mores were violently shaken by World War I, but hardly affected by the Second. The second great social revolution of the century did not begin until about 1961, and may have been due more to the invention of The Pill than to the Viet Nam War. Anyway, here is my list:

1. The Russian Revolution, and resultant establishment of a new and almost unstoppable religious force in the world. (1917-1924). My contention being that despite its rhetoric of atheism, communism can only be understood as a conquering force similar to that of Islam in the 7th century, with Marx as God and Lenin as his prophet.
2. The development of the United States as one of the world's two superpowers.
a. World Power, 1898-1941. b. Superpower, 1941-on.
3. The development of the Soviet Union as the other superpower, 1941-on.
4. The rise and fall of the Third Reich, 1933-1945.
5. The disappearance of the Colonial empires and the rise of the Third World. (Mainly 1945-1961, but still continuing).
6. The rise of Japan as a world power, 1904-on, but especially since 1939.
7. World War I, with resultant social and political changes. Fall of the old order in Germany, Austria-Hungary and the former Ottoman Empire, and the rise of many small, intensely nationalistic states, 1914-1920. (Loss of the Kaisers as stabilizing father images).
8. World War II, with resultant social and political changes. All Eastern Europe goes Communist. The old order passes almost everywhere. (1939-1945). (The English language becomes the world's working language).
9. The communization of China, and her awakening and rise to world power status, 1945-on.
10. Development of space travel, with resultant psychological effects, 1957-on.
11. The worldwide shortage of food and energy, combined with massive population growth and famines, 1960-on.

(More)

12. Creation of the "world village" through electronic means and air travel, 1945-on.
13. Development of atomic energy. Power for mankind's good. Thermonuclear weapons to threaten his existence and undermine the rationale for the need of the nation-state (i.e. To guarantee the safety of its citizens). 1945-on.
14. Establishment of the concept of women as equal human beings instead of mere baby machines. (Just starting - perhaps the most radical change of them all).
15. Incredible developments in medical science: a. Physical medicine making a long, healthy life theoretically within the reach of almost everyone. b. A faint glimmering into the true nature of man. c. Extreme danger of destroying the genetic pool through the survival and breeding of all members of the species. d. For good or evil, the possibility of controlling human behavior.

(To be continued)

Additional Key Events of the 20th Century: (Added in 1990)

New
Number

10. Collapse of the Soviet Empire and of Communism everywhere, 1986-on.
13. The "Computer Revolution," affecting nearly every facet of how we live and do business. 1970-on.
14. The Ecology Movement, in which people are learning to treat the world as a single whole, and that our resources are not infinite. 1975-on.

Revision of Order Numbers on 1975 List:

10. Space travel. Lowered to 18 (last). Appears this will be deferred to the 21st century.
11. Shortages & famines. No change.
12. "World Village". No change.
13. Atomic energy. Lowered to 17. Power developments badly mishandled. Will probably remain low until fusion is established, or the oil runs out.
14. Equality of women. Lowered to 15.
15. Medical science. Lowered to 16.

Thus, there are now 18, instead of 15 items, on this list.

- Fred C. Davis, Jr.

A REVIEW OF THE TWENTIETH CENTURY (Part II)

Last month, we presented a list of the 15 events which were, in our opinion, the most important to have occurred in the first three-quarters of the 20th century. This month, we present our list of the most important people to have lived in this era. However, as it is difficult to make judgements on our contemporaries, I've prepared separate lists of the leaders in the first half-century, 1901-1953, and of those who are/were prominent in the third quarter. I've ended the half-century as of 1953 because the Korean War ended, Stalin died, and Truman retired in that year.

An important criteria for listing is that the person must have performed his significant acts during the period in question. Mere survival is not enough; nor is the fact that he became important in the third quarter sufficient to list him under the first half. Churchill, for example, lived to 1965, but is not listed in the third quarter because virtually all of his important acts were completed by 1953. Only two names appear on both lists, Mao and DeGaulle.

The Most Important People,
First Half (1901-1953)Died

1. Winston S. Churchill	1965
2. Nikolai Lenin (Ulyanov)	1924
3. Adolf Hitler	1945
4. Josef Stalin	1953
5. Mao Tse-tung	..
6. Franklin D. Roosevelt	1945
7. Mohandas Gandhi	1948
8. Albert Einstein	1955
9. Georges Clemenceau	1929
10. Woodrow Wilson	1924
11. Harry S. Truman	1972
12. Lloyd George	1945
13. Albert Schweitzer	1959
14. Hideki Tojo	1948
15. Sun Yat-sen	1925
16. Kaiser Wilhelm II	1941
17. Benito Mussolini	1945
18. Charles DeGaulle	1973
19. Chiang Kai-shek	1975
20. John M. Keynes	1946
21. Kemal Attaturk	1939
22. Leon Trotsky	1940

The Most Important People,
Third Quarter (1953-1975)Died

2. Nikita Khrushchev	1974
1. 2. Mao Tse-tung	... 1976
3. Lyndon B. Johnson	1973
4. Charles DeGaulle	1973
8. Mohammed Shah of Iran	... 1980
5. Chou En-lai	... 1976
6. Dwight D. Eisenhower	1969
8. King Faisal of Arabia	1975
12a. David Ben-Gurion	1971(?)
10. Indira Gandhi	... 1984
11. Abdul G. Nasser	1970
12. Konrad Adenauer	1965
13. Jean Monnet	... 1979
14. Willy Brandt	...
15. John XXIII	1963
18. Paul Henri Spaak	1970(?)
17. Ho Chi Minh	1969
17. Josip Tito (Bvez)	1980

The lists show a tendency to name citizens of the larger countries, since there is no escaping the fact that most earthshaking decisions or discoveries are made by the inhabitants of those lands. You almost have to list any American President who served a full term and was not dethroned. It also pays to be on the winning side of a World War. This list was initially made up before King Faisal's assassination, and his sudden removal from the scene resulted in his demotion by one place in an exchange with Ike. But not everyone listed lead an army or political party. "Saints" and philosophers will also be remembered in the history of the 20th century. Fame is a fleeting thing, and a century from now it may only be the latter group which is remembered.

* * * * *

On the next page, you'll find a Revised List of the Most Important People for the period 1953-1990, roughly the second half of the 20th century. I think it's still too soon to decide who are the Top Five or Top Ten people of the entire century. The hencrathings on the borders of the "Third Quarter" column represent some adjustments I made to my file copy around 1980.

August 1990, Page 20

The Most Important People, Second Half of 20th Century (1953-1990): (Revised, 1990)

	<u>Died</u>	<u>Diff. from '75 List</u>
1. Mikail Gorbachev	...	new
2. Mao Tse-tung	1976	1 (-1)
3. Lyndon B. Johnson	1973	3 (--)
4. Nikita Khrushchev	1974	2 (-2)
5. Cheu En-lai	1976	6 (+1)
6. Dwight D. Eisenhower	1969	7 (+1)
7. Indira Ghandi	1984	10 (+3)
8. Charles DeGaulle	1973	4 (-4)
9. Konrad Adenauer	1965	12 (+3)
10. Ayatollah Khomeini	1989	new
11. Anwar Sadat	1981	new
12. Helmut Kohl	...	new
13. Willy Brandt	...	14 (+1)
14. Jean Monet	1979	13 (-1)
15. J. Nehru	1965(?)	new
16. Pope John XXIII	1963	15 (-1)
17. Paul Henri Spaak	1970(?)	16 (-1)
18. Deng Xiao-ping	...	new
19. Stephen Hawkins	...	new
20. Lech Walesa	...	new
21. David Ben-Gurion	1971	10 (-11)
22. Margaret Thatcher	...	new
23. Tite (Josip Broz)	1980	19 (-4)
24. Ho Chi Minh	1969	17 (-7)
25. Abdul G. Nasser	1970	11 (-14)

As I said in my 1975 selections, which contained 19 names, citizens of the larger and/or more important countries tend to appear on this list, since this is where most of the decision-making takes place. However, I have not found it in my heart to list any American President of the past 20 years. Any claim for the Nixon-Ford years ought to go to Henry Kissinger. Carter never got off the ground, and Reagan never had any ideas of his own. It's too early to say about Bush. Likewise, Brezhnev was apparently a nonentity, at least after the first 5 years.

Many of these names have not been in the headlines in the past ten years, but they were very important people at the time of the founding of the Common Market or of other political entities, such as Yugoslavia and Viet Nam.

Two names have been completely dropped from my list. They are Shah Mohammed Rezi, of Iran, and King Faisal of Arabia. The Shah's efforts to bring Iran into the 20th century were a total failure, and King Faisal was apparently given credit for things which were actually done by committee. Undoubtedly, new names will be added to this list in the next ten years, and perhaps some current names will be dropped.

- Fred C. Davis, Jr.

P.S. This list was prepared before Saddam Hussein's latest attempt to start another war in the Middle East. It's too early to tell whether this gentleman will earn his way into the Top Twenty-five people of the second half of the 20th century.

Most Important "One Day" Events of the 20th Century: (As of 1990)

1. Atomic Bomb explodes over Hiroshima (1945).
2. World War I breaks out (1914).
3. World War II breaks out (1939).
4. Lindbergh flies the Atlantic (1927).
5. Assassination of John F. Kennedy (1963).
6. First Men land on the Moon (1969).
7. Sinking of the Titanic (1912).
8. "Ten Days That Shook the World"-Communists overthrow Russian Republic (1917).
9. Abdication of Edward VIII (1936).
10. Fall of the Berlin Wall (1989).

These somewhat arbitrary selections are based both upon their real significance, and upon the amount of space devoted to them in the media and by scholars and popular writers since that time. There are other events which had tremendous media coverage at the time (e.g. V-J Day (1945), the Hindenburg Disaster (1937), Pearl Harbor (1941)), but their long-term significance - or public interest - is not the same as the above dates, many of which have become legendary in Western society.

- Fred C. Davis, Jr.

And, as a Last Word on my original articles, I printed the following comments in the July 1975 issue, based on comments received from Rod Walker:

* * * * *

We received an interesting letter from Rod Walker with his suggestions for some additions to our list of the most important people of the 20th century. I agree with Rod that I was grossly negligent in omitting Jawaharlal Nehru and Karl Jung from my list. I would probably list Nehru as 12th, right after Truman; and Jung immediately following Schweitzer. Rod asks how come I omitted Leon Trotsky. Would you believe that Trotsky was 22nd on my original list, but I cut it off at 21 for printing? I don't feel that we can add Arnold Toynbee or Aldous Huxley at this time, although it may be that from the perspective of the year 2001 they may be seen as properly belonging here. Rod also nominates John F. Kennedy, Theodore Roosevelt and Josip Tito for the list. I feel that "Camelot" was of too short a duration to have made a permanent impression on our world; and T.R. and Tito were dismissed from my list as being not quite of the same caliber as the others.

Rod correctly points out that I should have listed Lenin as "N Lenin (Vladimir Ulyanov)" since he never used the name "Nikolai". Is our face red?

* * * * *



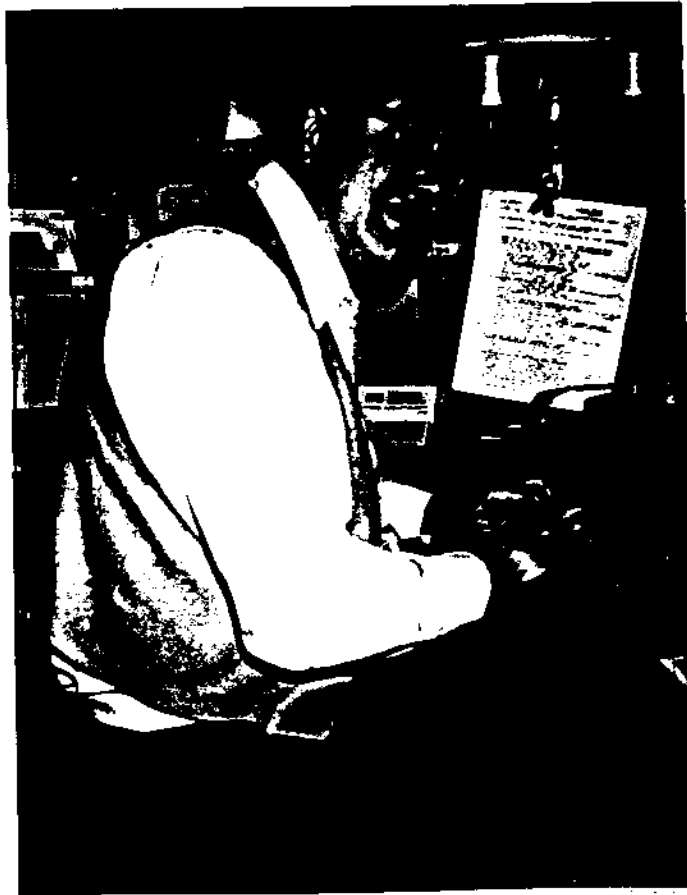
Ye Editor, caught by surprise at his desk, ca. February 1990. Our loving wife, Inge, took this photo of my nefarious operations. You can see the famous Underwood Five manual typewriter and, attached to the lamp, a copy of the Mensa Diplomacy SIG Membership List. In the best Jimmy Carter fashion, we wear sweaters and keep the thermostat down. Now you know whenceforth this publication has been coming from since December 1986, and final documentary truth that we are closing in on eligibility for Medicare.

* * * * *

RUNESTONE POLL REPORT

In past years, I'd retyped this report just to show the Top Ten or Top Twelve zines, plus whoever BUSH had finished, but I also showed the publishers' names with the list, since it's hard to keep track of who publishes what. However, this year Eric Brosius did us the favor of showing the top-half of the finishers in all three categories on a single page, so I've just gone ahead and printed that. I have added the names for the Top Five publishers, FYI. In any case, I can recommend almost all of the Top 30 zines. On the left side, I've shown how many slots up and down the ranks the leading zines have moved since 1989. There have been a couple of very sharp jumps both up and down. UPSTART, BOOB REPORT and KATHY'S KORNER made the biggest jumps upward. COSTA-GUANA fell the furthest, to 69th place (inexplicable to me). Last year's winner, FIAT BELLUM, dropped 24 places, chiefly due to its non-appearance (that'll do you in any time!). COMRADES IN ARMS and RESEL also dropped sharply. BUSHWACKER held steady.

The Main List ended with the two Sacks publications, HANSARD & KGO, finishing 73rd & 74th, and Carrier's KGO ZINE DIRECTORY, in 75th place.



Ye Editor, caught by surprise at his desk, ca. February 1990. Our loving wife, Inge, took this photo of my nefarious operations. You can see the famous Underwood Five manual typewriter and, attached to the lamp, a copy of the Mensa Diplomacy SIG Membership List. In the best Jimmy Carter fashion, we wear sweaters and keep the thermostat down. Now you know whenceforth this publication has been coming from since December 1986, and final documentary truth that we are closing in on eligibility for Medicare.

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The 1990 Runestone Poll

Main List entries finishing at or above average

Zines (75 on main list)

Subzines (30 on main list)

Rk	Zine Name	Votes	Score
Change			
(+8)	1 Northern Flame (Cal White)	40	8.716
(+12)	2 Upstart (Garret Schenck)	36	8.607
(-1)	3 The Zine Register (Tom Nash)	72	8.488
(-2)	4 Perelandra (Pete Gaughan)	31	8.392
-	5 Penguin Dip (Steve Dorneman)	30	8.310
(+2)	6 Kathy's Komer	35	8.284
(+1)	7 Been There, Done That	76	8.228
-	8 House of Lords	43	7.986
(+2)	9 The Boob Report	22	7.808
(New)	10 ark	12	7.736
(New)	11 White House Mania	20	7.694
(New)	12 The Metadiplomat	25	7.674
(-10)	13 Carolina Cmd & Cmnty	57	7.642
(+7)	14 Excelsior	41	7.505
(-11)	15 benzene	36	7.469
(New)	16 The Armchair Diplomat	15	7.452
(-1)	17 Buckeye Rail Gazette	14	7.217
(New)	18 Moiré	36	7.184
-	19 Cheesecake	27	7.169
(-3)	20 Graustark	15	7.134
(New)	21 Maniac's Paradise	18	7.133
(-12)	22 The Canadian Diplomat	49	7.129
(-17)	23 Passchendaele (F)	38	7.058
(-3)	24 Fol Si Fie (F)	14	7.042
(-24)	25 Fiat Bellum	32	6.815
(+9)	26 Dipadeedoodah!	46	6.766
(-5)	27 Hagalil Hamaarvi	38	6.735
(-15)	28 TRAX	10	6.689
(-22)	29 Comrades in Arms	40	6.668
(-12)	30 A Sharp Mind	19	6.621
-★	31 Bushwacker	55	6.514
	32 Ohio Acres	21	6.487
	33 The Abyssinian Prince	16	6.441
	34 Megalomaniac	22	6.429
	35 Rebel	59	6.336
	36 Entropy	27	6.277
	37 Angst United	14	6.269
	38 Pilot Light	18	6.189

Rk	Subzine Name	Votes	Score
1	High Inertia	41	8.819
2	The Eccentric Diplomat	8	8.545
3	The Unabashed Bo(t)	5	8.529
4	Extremism in Defense...	20	7.596
5	Acropolis	13	7.394
6	Shut Up Jack!!!	21	6.948
7	Standard Deviation	8	6.887
8	Poll Talk	7	6.886
9	Asterion	12	6.803
10	CDO News	23	6.552
11	Tennessee Rails	21	6.365
12	Notes from the Bunker	21	6.206
13	Karmel's Panorama	23	5.946
14	War Correspondant	9	5.861
15	McKee Raves	18	5.656

GMs (48 on main list)

Rk	GM Name	Votes	Score
1	Russ Blau	6	9.022
2	Kathy Caruso	11	8.814
3	Andy Lischett	14	8.614
4	Randolph Smyth	5	8.413
5	Jim Benes	6	8.364
6	Jim Burgess	8	8.340
7	Garret Schenck	15	8.222
8	Fred Davis	17	7.791
9	Vince Lutterbie	10	7.699
10	Francois Cuerrier	9	7.677
11	Douglas Kent	7	7.593
12	Fred Hyatt	14	7.545
13	David Hood	9	7.461
14	Robert Cochran	5	7.426
15	Pete Gaughan	14	7.414
16	Ken Hill	5	7.413
17	Stephen Dorneman	11	7.397
18	Tom Swider	7	7.238
19	Phil Reynolds	13	7.235
20	Eric Klien	7	7.084
21	Marc Peters	9	7.056
22	Bob Given	7	6.902
23	Tim Moore	8	6.896
24	George Mann	7	6.584

(F) = Folded

To order the 1990 Runestone Poll publication, please send \$5.00 to Eric Brosius, 41 Hayward St., Milford MA 01757.
I expect to mail the publication sometime in August.

BOLOGNA LOSES NAPLES, SAVES ROME, AND LANDS IN VENICE C. EMBROGLIO CAPTURES NAPLES D FROM DELI, REGAINS OWN VENICE, AS DELI SLEEPS THROUGH THE DAY.

Note: There was an error on the Spring 1903 report. The Italy "A" F Naples A went to the Ionian^A, not the Tyrrhenian, to complete the self-standoff in that space. As I'd mentioned the fleet collision in the headline, I believe everyone caught this typographical error.

CHANGE OF ADDRESS for Lee Kendter, Jr. (APPLESAUCE) to: 376A Willowbrook Dr., Jeffersonville, Pa. 19403, effective immediately.

ONE PLAYER has objected to the use of Just's Right-hand Rule following the Spring moves in this game. Since I've always used Just's rule for unordered Retreats after Spring moves in virtually every game I've run in BUSH, I'm reluctant to change things at this late date. It makes things easier for everyone by avoiding the need for any conditional orders. What I will do is to ask all of you to submit your opinion on whether Just's rule is suitable for a small game like this, with your next set of orders. Should a majority of the players opt for the dropping of this rule in Five Italies, I will abide by your decision.

"A" APPLESAUCE (Kendter): F Naples A-Apulia A. F TYS A-Ionian A. A Switz (S) EMBROGLIO (6) F Apulia E-Venice E. A Venice B (S) CIGERONI A Tuscany B-Rome B. F Adriatic B-Apulia B. F Ionian B-Naples B.
 "B" BOLOGNA (York): A Apulia B-Venice B. A Rome B (S) A Apulia B-Venice B. (3) F Adriatic C-Venice C.
 "C" CIGERONI (Nash): A Tuscany B-Rome B. A Tunis C-Apulia C. F Ionian C (C) A (4) Tunis C-Apulia C. F Tunis B (H).
 "D" DELI (B.Wilson): NMR. F's Adriatic E, Ionian E and TYS E all (H). A Venice E (4) (H) /d/, may (R) Pied D or E, Tus E, or OTB.
 "E" EMBROGLIO (Green): A Apulia E-Venice E. A Rome E (S) A Apulia E-Venice E. (4) F TYS C-Naples D. F Naples E (S) A Rome E.

NO PRESS.

SUPPLY CENTER COUNT, FIVE ITALIES, WINTER 1903: GAINS, ~~LOSSES~~

APPLSAUCE:	3 Home, Switz., Tunis A, Venice B, NAPLES B	7 (+1), Build 1
BOLOGNA:	Rome B, VENICE C, NAPLES B , TUNIS B	2 (-1), Remove 1
CIGERONI:	Rome C, Naples C, Tunis C, TUNIS B, VENICE C	4 (--), No change
DELI:	Rome D, Venice D, Tunis D, NAPLES D	3 (-1), Remove 1
EMBROGLIO:	3 Home, Tunis E, NAPLES D	5 (+1), Build 1

Bo Johnson, 302 Breese Terr., Madison, Wis. 53705, is invited to submit standby orders for DELI for WINTER 1903. Because of the uncertainty here, I think it's best if we just play Winter. However, if everyone submits orders for Spring '04, and no one requests a separation of seasons, I'll gladly run them together. Hey, we need more standbys for this game.

DEADLINE for WINTER 1903 will be TUESDAY, September 25, 1990, as we strive to get back to an end-of-the-month schedule. Telephone deadline will be Mon., Sept. 24th, at 9 p.m. Eastern Time. I wish to add that we had NO MAIL DELIVERY here on Monday, August 13th, for reasons unknown to me. (The P.O., of course, denied the fact when I complained. "Well, maybe you just didn't get any mail yesterday.") So, everyone got an extra day for getting their orders in.

* * * * *

And, one more word on the space program, which has been one of my great dreams since the age of six. Thanks to the bean-counters, we lost about 15 years in space flight development, so I shall never personally stand on the soil of the Moon - but my son probably will!

*To the Mars Underground—
who believe it will happen.*

"Here it is

The ragged coast—the coast that no one knows.
How far the lands march inland?

No one knows.
Is there a Northwest Passage to the East?
Is there Cathay beyond? Can Englishmen
Live there and plant there and breed there?

No one knows.

And yet, I know this much. It must be tried.
My one man's life hath seen this England grow
Into a giant from a stripling boy
Who fenced about him with a wooden sword
And prattled of his grandsire's wars . . .
—The long, the ruinous wars that sucked us dry,
. . . nightmare, endless wars,
. . . Then we turned seaward. Then the trumpets blew.
And, suddenly, after the bloodshot night
. . . and the gropings in the dark,
There were new men, new ships and a new world.
And yet, how did we dare, how did we dare!
How did we dare to send our sailors out
Beyond all maps?

Stephen Vincent Benét, *Western Star* (1943),
Imagining the tale of Thomas Smyth, an
Elizabethan merchant/explorer

Copyright 1943. Reprinted
with permission.

- from Preface to Mission to Mars, by James E. Oberg.
Plans for the First Mars Landing. Copyright 1982,
Meridian Books. 0-452-00655-4.

"The first and hardest step is to believe it's possible.
All the rest is just details!" - James Oberg
(Autographed dedication on my copy of the book)

TWO PLAYERS REQUEST SEPARATION OF SEASONS. CARTHAGE MISSES THE BOAT.

		Current Strength
ANTIGONUS (Pankowsky):	Build F Pontus	5 (+1)
CARTHAGE (B.Wilson):	NBR. Will play one short.	1 (-3) (No units)
EGYPT (Baty):	Build F Sinai	6 (+1)
MACEDONIA (Bargender):	No change	5 (—)
NEW CARTHAGE (Cheek):	Build A Carthago Nova, F Saguntum	7 (+2)
ROME (Nash):	Build F Neapolis	6 (+1)
SELEUCUS (Perlmutter):	A Media (R) OTB.	2 (-1)

PRESS:

NEW CARTHAGE to Carthage: You'd do better playing Civilization.

I have Tentative orders for Spring 261 from most players. I'm also holding over some Press for the next turn. You're all free to submit revised orders for Spring, if you wish. Or more Press. Obviously, since Carthage has no units left on the board, I will not call on anyone for Standby orders! Brad, I think you have a floral wreath coming soon.

Everyone had an extra day to get their orders in, as the P.O. did not deliver any mail to my box on Monday, the 13th. I have two proofs for this. First, my own outgoing mail was still sitting there at 5:40 p.m., when I decided to bring it to the P.O. for the last pickup at 6 p.m. Second, I received a double dose of mail on the Tuesday. They, of course, denied it when I complained on Tuesday morning. (Perhaps they knew Monday was my deadline, and they were Plotting Against Me. Dear me, do I sound like someone we know?) The moral of the story is, get your orders in early.

DEADLINE for SPRING 261 B.C. is TUESDAY, September 25, 1990. Phone deadline will be Monday, Sept. 24th, at 9:00 p.m. Sorry to make such a long deadline, but as I write this I still don't know when this issue of BUSH will go in the mail. Also, I want to get back toward end-of-month deadlines, as I have to write DIPLOMAG around Sept. 15th.

* * * * *

WELL, THAT SEEMS TO BE IT, since I have to come out to an even number of pages. It's nice to be able to retire at a time when there are virtually no significant feuds in the hobby, and most of my former enemies have either retired or quieted down. You will be hearing from me from time in other publications, however. So long folks, it's been a great trip.

* * * * *

BUSHWACKER MAILING CODE: (P) = Player or Standby. (T) = Trade. (C) = Complimentary Copy. (SUB) = Subscription. (S) = Sample copy.

#

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