



## *The Last Wolf*

*the last wolf hurried toward me  
through the ruined city  
and I heard his baying echoes  
down the steep smashed warrens  
of Montgomery Street and past  
the few ruby-crowned highrises  
left standing  
their lighted elevators useless*

*passing the flicking red and green  
of traffic signals  
baying his way eastward  
in the mystery of his wild loping gait  
closer the sounds in the deadly night  
through clutter and rubble of quiet blocks*

*I heard his voice ascending the hill  
and saw at last his low white as he came  
floor by empty floor to the room  
where I sat in my narrow bed looking  
west, waiting  
I heard him snuffle at the door and  
I watched he trotted across the floor*

*he laid his long gray muzzle  
on the spare white spread  
and his eyes burned yellow  
his small dotted eyebrows quivered*

*yes, I said.  
I know what they have done.*

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By Cathy Ozog P.O. Box 5225, Munds Park, AZ 86017 (602) 286-9009

Here we are with another late issue of CR. What can I say, except that I was rather lazy this time and my sub zines were late as well. That gave me another excuse to wait before I start typing this up. The other problem was I swore I would get Orknaire out before I started typing on CR. Well, that took longer than I hoped and now I'm forced to do CR and work on Orknaire after this is out. To my players it is almost done, believe it or not. I know that none of you believe it, but atleast it's part way typed this time.

Interesting that I am not the only one who is late. As I looked through my zines I noticed quite a few zines who are behind or late. And this problem isn't just on this side of the pond. The one and only Glover Rogerson did an editorial on the problem in Denver Glont. His style is...well... it's his style... and I thought I would steal abit of it for these pages. Just so those of you who have never heard of Denver Glont, could know what it is like. You see with age I have mellowed out abit, in my youth, I was a little Gloverette, and worshiped the ground he walked. This is very hard, when you realise that I lived in Seattle, Washington and he lives in Bristol, England. But this was going somewhere ....yes, late zines... From Denver Glont #53

"The infernal Harrison is late, again. Trog is late, again. All Coverntry/Birmingham zines are late, again. Avoid like the plague. Y Ddraig Goch is late. Andy Bate sends me a Froggy which is late. Meanwhile, Bowen, Tulk, Doubleday & Whyte (who hasn't sent me a zine, but i bet he's late) co-operate to produce Mission From God, a zine of reviews of ther zines, which you can read to find out which are late. It was on time, but only because no one was expecting it. Next issue will be late. Subscribe, or you'll get the plague.

Norris is late again, so this will be delayed until Tuesday. Avoid like the plague. Take up pigeon strangling instead. Mellow Yellow was so late that it has become a sub-zine to TROG (qv late) Pigbutton has a new GM - well, Palmer has taken it over. May well be late, who can tell?"

And so, now I don't feel quite as bad, or maybe I should move to Coverntry and be late with everyone else. On this side of the pond, let's see who is late. Well, Pommes mit Mayo and Kaissa show up at last after a rather long break. Elmer Hinton (Kaissa) claims in his zine that Bushwacker is late. Note true, You can almost set your watch by Fred Davis, Jr. His January issue was postmarked on Jan 10, but he does have a new address - Bushwacker c/o Fred Davis, Jr, 3210 K Wheaton Way, Ellicott City, MD 21043. Not New York hasn't been seen since the end of Oct, but I heard from Jim-Bob Burgess, I believe, that Paul was in an accident and that could be the cause of the delay. Excelsior hasn't been seen since the Oct issue either. It's a Trap is late as usual, but I don't think it is cause for worry. Steve, you weren't suppose to take after me! Everyone else that I get is on time or not very late. All which brings us up to...

#### THE STATE OF TLE DIPLOMACY HOBBY!!!!

In the last issue of Everything, our BNC Steve Heinowski made a few comments about the current state of things... "State of the Hobby - We still seem to be in a general state of decline, starting less than 100 games for the first time since 1970. There are various reasons being blamed for this state of affairs : lack of support from Avalon Hill, lack of cohesion among hobby functionaries, lack of enough good GM's, lack of appropriate hobby promotions...take your pick. and now that you've taken your pick perhaps something can be done to 'cure' your particular cause."

There are some good signs and I think the hobby is going through some changes again. Atlast there are new zines and new GM's coming into the hobby to help at a time when we really need help. Also some good news according to Fred Davis Jr. is that Avalon Hill will be putting PBM fliers into Diplomacy sets again using Larry Perry, Diplomacy World, as the mail address. These may start going out as soon as right now.

Along with this there are quite a few new zines out which I will plug in this spot. I can't encourage everyone enough to sub to these new zines and write to these new editors. With any luck these new editors will be still around when I have faded and gone. I wish you all luck!

Penguin Dip: Stephan H. Dorneman, 95 Federal St #2, Lynn, MA 01905

What can I say? I like it. Just the name grabs you. This could be one of the best zines of the new ones if Stephan gets the support that he needs. For instance, he wants artwork and will give sub credit for artwork. He also wants articles from subscribers. What is different about Penguin Dip and the reason why I'm so excited about it, is that not only is it a Diplomacy Zine, it is also a SFG & F fanzine. Stephan even had a few issues in Alarums & Excursions, so did I in the way past, and Dou Del Grande did and still does I believe. So PD will be a little like CR - is sometimes with book, movie and game reviews as well as the postal Dip games. Basic facts. Four week deadlines with a one week turn around time. Subs are \$5.00 for 10 issues or 3.00 for a game start. There are openi for three regular dip games. Try it, and I'm sure you'll like it. I think the British hobby will really like it too.

Out of room as always.... go to the next page for more new zines.....

MORE OF STATE OF THE DIPLOMACY HOBBY

The Volcano City News: Rory Noble, 436 S. 10th St., St Helens, OR 97052

Some how I feel at home with a zine that starts out with "Greetings again from the Great North-Wet. Yes, the Winter rainy season is upon us up here, and I'd like to say that it sucks." It reminds me so much of my days in Seattle and the rain and rain and moss & duck boots and rain and, well you get the picture. Of course I favor Rory in other ways as well. He wants to be the second GM over here to run a FRPing game. Actually his is on AD&D and I think it will be more regular than mine. Rory, you can sign me up anyway, ok? and yes, I would love to trade. He also runs Diplomacy and variants including Gunboat and any other variants you would like to try. Also if there is interest he'll run a Kingmaker game. He wants to get a letter column started, that way he won't have to write to himself and he has a music trivia section. All this for for only 35c an issue or \$3.50 an year. Go on, I know you'll like it.

OHIO ACRES: Robert W. Greier, JR. 35171 Gromley Rd, Salem, OH 44460

"Ohio acres is the place to be. Back stabbing is the life for me." Sorry, I couldn't help that. Blame it on Eric, he started to sing it. Robert has an interesting sense of humor and for those of you who aren't into Frup and SF, well Robert is into Sports, lots of sports, small sports, big sports, even sports in New York. See he also likes Diplomacy, why else have a zine? And see he likes music too. No Politics though. You get CR for that remember. However you do get a special discount on a slightly used Booper Bowen in Ohio Acres, running a sub-zine called Out to Pasture in "ohio acres is the place to be. Back stabbing is the life for me." oh sorry, I got carried away again. Anyway, you get the feel and the price? Why \$6.00 for ten issues. Both Robert and Derwood Bowen have game openings.

WORLD OF ORKNAIRE

As I mentioned earlier you should be getting the results with this issue. I'm sorry I has taken so long. I can't really blame anyone but myself, though I was hoping to get orders from Dan Palter. I think my letter to Dan got lost in the mail. I also got very sick right before the holidays when I was going to get Orknaire and by the time I was better, it was the holidays. Needless say it got put off and everything else go put off and I got very far behind. What can I say? I find that I don't want to do just a half job on Orknaire and thus the wait. I only hope that you feel the turns are worth it when they come out.

Also you might note that the following character are no longer PC's and are not NPC; Harlan & Ansel. This means that there is no PC running the Libra Church. If you wish to have dealings with the Libra church, you will be dealing with me through an NPC.

Also there will be two new character introduced next time if the players are still interested. They will be:

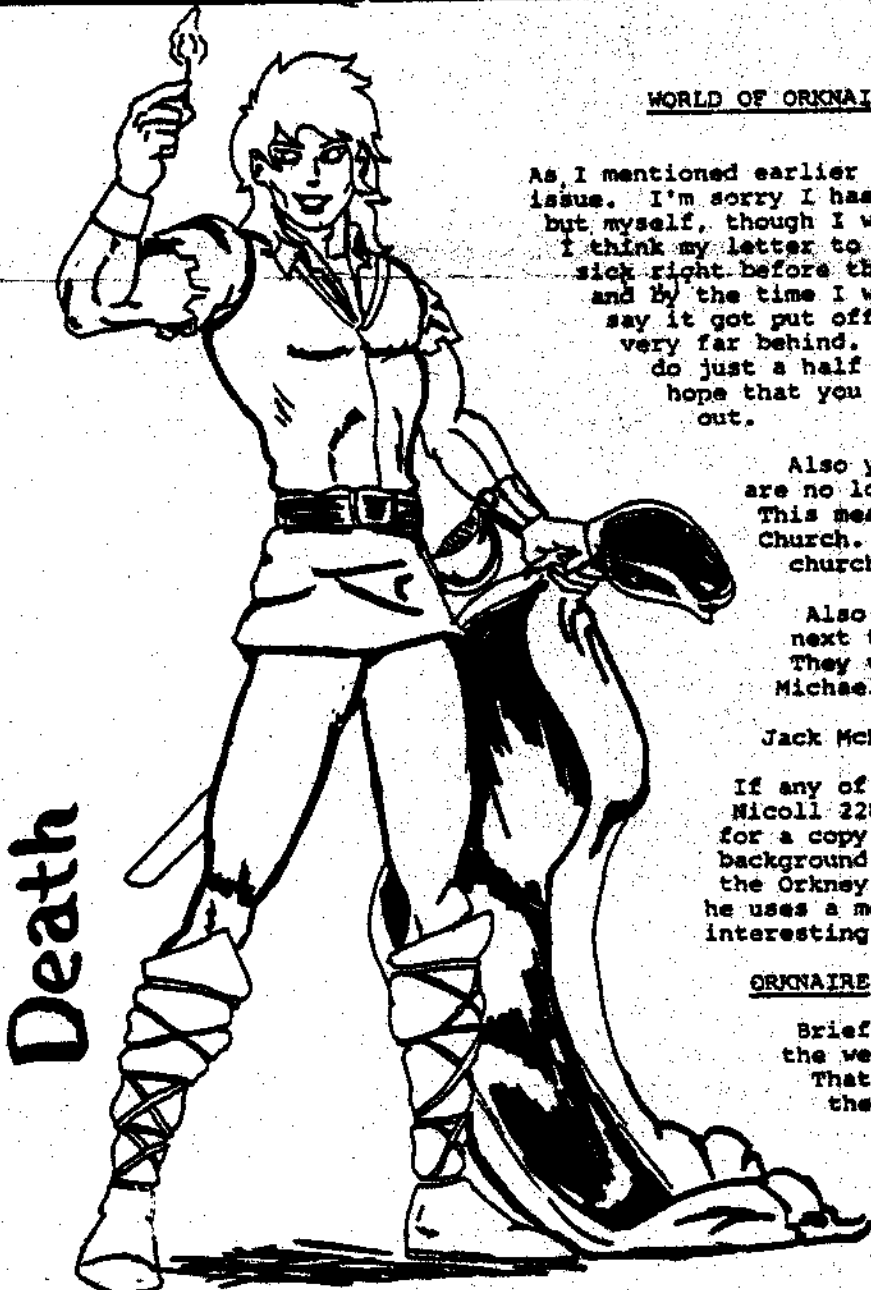
- Michael Hopcroft, 2190 W. Burnside, APT 108, Portland, OR 97210
- AND
- Jack McHugh, 280 Sanford Rd, Upper Darby, PA 19080

If any of you have a chance you might write to Wallace Nicoll 228 Kinnell Ave, Cardonald, Glasgow, G52 3RU for a copy of POW. Wallace is writing an article on background for a FRPing campaign set in - you guessed the Orkney islands. Wallace's period is different as he uses a more historical approach to the area, but it is interesting to read.

ORKNAIRE

Briefly, I would like to remind everyone about the weather. Orknaire is set to the far north. That means in the summer like it is now in the there is sun up until about 11:00pm at night. you want to do a job needing the darkness remember this. Winter is a dark time with sun going down at 3:30 at night. Cold & is the winter.

No story this time as I don't want Death's fate away to the players yet



COMMERCIAL PLAY BY MAIL GAMES

Now all of us play games by the mail and maybe even some of the zines you play in seem professional enough to be called a commercial game, but this is not so. There are many commercial play by mail games out there. Some are good and some are not. They all have one thing in common, they cost anywhere from \$2.50 a turn to \$6.00 a turn. The average is at about \$3.50 a turn. I'm giving reviews to several games that I have been playing in recently. Of course that is one advantage when you are playing in a commercial game: Turn around time is much faster, after all they want your money.

It's a CRIME : By Adventures by Mail, P.O. Box 436, Cohoes, NY 12047-0436

This is a very simple and quick game. The price isn't too bad as long as you don't start doing double turns all the time. Each turn is \$1.50 and the rules and set-up is free. I believe you get two free turns as well. Basically, you control a gang in a big city. You are trying to add more blocks that you control, this means more money and more power. You can do things like rob, mug, push drugs, use drugs, arsen, ambush other games, control blocks ect. The turn sheets are on a post card, you can only send in 4 orders on a single turn and 10 orders on a double turn. However the results are usually about 4 pages long and very easy to read. Your actions are written out in a sentence that is easy to read. Here's an example from my last turn sheet. I play two gangs one is called the Pre-Raphaelites and the other is the Death Mongers. Oh and guess what the theme is for the Pre-Raphaelites? "We're going to re-paint your neighborhood!" Stop laughing Betts! Anyway, here are some samples, "Fe Fi Fo Fum - us guys are real nasty scum! We took control of this block. It was a snap. Upon giving notice to everyone that they could expect us to relocate a few porno shops on their block the people who lived there turned control over to us." That's a control order and here is a mug order. - "A mean-looking detachment of Pre-Raphaelites strangled a mailman strolling by a low income project at block 9136. The Pre-Raphaelites lifted 118 dollars." This gives you some feel for the game. The nice thing about it is it's simple and it's quick. Turn around time is about every two weeks and it only takes about 10 minutes to fill out a turn sheet. For \$1.50 a turn it's a simple and fun way to be a street gang.

Baroque: By The Game Anvil, Otto Schmidt II, Rd 4, Box 381, Newton, NJ 07860

This is quite a change from the street battles of the future and today. Baroque is based on the period of time that the English Civil War or Europe of the 17th Century. The GM prides himself on his background of the time period and has created a game that brings all the elements of that time into play. It has been a rough start. My game had to be scratched and we started all over again. Problem being complete failure of his computer system. Now however things to be getting back on the right track again. With this game there are two parts to each turn 1. there are your own turn results and 2. there is the newsletter for the game. The newsletter tells things that each ruler is doing. Things like governments being placed in certain areas and diplomatic relations, battles between players and religion changes and any other information that would be known to the other players. The goal is to control all the land, but this is very difficult to do. Marriage is stressed and the gains from marriage. You are almost forced to deal with your fellow players or you will get no where. War is expensive and difficult to get out of once you get started. You can be at war with four different countries, but you can only be allies with one. You can't move through any land that doesn't belong to you, an ally or the person you are at war with. I was almost destroyed by war due to the high cost. I had to call parliament and ask for money. The nobles backed me, but the church didn't. My king's popularity dropped. My kingdom is Calvinist, there is also Lutheran and Catholic. Calvinist is the hardest to be because it cost the most money to have Calvinist evangelists and it has the least chance of success. The Catholic's keep killing off my Calvinist - well I can tell you that the Catholic's are not one of the blessed. All in all you do get your money's worth for the game and it is written in a very easy to read manner. I still have not gotten a real good feel for the how the game will be. If you are interested at all, you can write to Otto for the free flier that he has on Baroque. You can even tell him that I sent you. Maybe I'll get some Catholic's burned next turn if you do as I say. Oh and Cost, Set-up is \$15.00. Each turn is \$1.75 and the newsletter is .75. So really each turn is \$2.50. You set 15 moves on the turn sheet.

First World: By White Lion Enterprises, P.O. Box 188, Wood-ridge, NJ 07075

Now we leave the world of history to the world of fantasy. I've just started this game and so far it seems to have the feel of Tribes of Crane, only more of a personal touch. The Turn sheet are close and it's hand modulated instead of by computer like the first two games are. This one is wide open to the player. Just about thing of anything and you can try it in this game. There are three different races and each has it's own powers. Plus there is gems to be found and with these gem you can do just about whatever you want. I feel abit overwhelmed with it right now, but I expect I will figure it out soon. Turns are now at \$4.00 for this game. Same price as Tribes of Crane, but you get more from First World than Tribes of Crane. It's interesting but you have to be willing to put some time and thought into this game.

This is just a few of the many commercial game out there. They cover all time periods and type and money cost as well. If you're ever not sure about a game, you can always write and ask for more information. If they don't respond, you don't want to play under then anyway.

4  
LETTERS

((Note very many letters this time. Come on people, I know you all want to write.))

**JACK MC HUGH:** Anyway, what Steve Langley seem to be saying, to me anyway, that he distinguishes between rational and irrational violence. A violent act, like a military operation, can have a reason behind them. As opposed to "I hate everyone and want them dead," which is irrational. Of course a criminal can be reasonable "Give me your money or I'll kill you" and then kill you when you fail to come up with the money. That is certainly rational. Criminality is based on the opinion of the beholder.

The point of this letter is...drumroll please - is to ask if D.S. Palter runs Paranoia? If so, do you know his fees.

((Yes! Dan does run Paranoia and I think he doesn't have a fee. This is because of his irregular schedule. I suggest that you write to him directly. Also, Jack is interested in Traveller PRM. Does anyone out there know of anyone besides Elmer Hinton who offers this? I don't know, but Don Del Grande or Rory Noble might know. I was never into the SF stuff.

**BRIAN DOLTON:** Steve Langley's right to identify a difference between criminal and terrorist actions. I don't think it covers the difference between "terrorism" and "armed conflict". Countries go to war for political reasons, this isn't considered terrorism. Is terrorism only when it isn't carried out under the official auspices of "war"? Well, no, because the US isn't at war with Libya, yet bombed its territory. And it's no good saying that terrorists are struggling against a government rather than for one, because that completely blows the Contras as anything other than a terrorist organization. No, terrorism is simply defined as "what the guys we don't like do to us", where as what we do to them is somehow "justified" and never referred to as terrorism (as the British troops in Northern Ireland it's just double standards and depressing.

((I agree with you about that. Let's take for a moment a look at the Contras. These are the "freedom fighters" that Reagan wants to see billions of dollars to. This coming from the same man who wants to put a mandate on government spending. These are the same people who have killed many innocents. The people don't care who governs them. What is the difference between a dictatorship and communism? You don't have freedom with either one. The difference matters to us... the U.S.A. The Soviets and their way of government is to us as black is to white. There's no grey. It is bad and it must be crushed whenever it comes near. Didn't Reagan say something like this, "Communism will not be allowed to have a foothold in Latin America. So anything the Contras do is right. I'll tell you what scares me. It's Mexico. That country could go under any time and then there would be a war. So what is terrorism all depends on what you think is right.))

**BRIAN DOLTON:** Re Dan Scott Palter - I've seen the ads for Price of Freedom (of Delta Force, not the one here) and I was stunned to see it was by West End Games. I'd previously been impressed by their output, but I fail to see any merit in a game that posits a Russian invasion/takeover of the USSR. A good way to get all the FRPer's to think of comics as cannon-fodder/civil scum/baby-eaters/whatever. I want no part of it, and I shall be boycotting West End Games forthwith. Shame - Paranoia and Ghostbusters are highly amusing, as sets of rules go (I don't think they work as well as games, but they're great rulebooks), and I believe they also did Tales of the Arabian Nights, which is a damn good one. Same, cos now I can't buy it, if they are the makers...

((Brian aren't you being abit hard here? What about all those games based on wars? Are you just against the "capitalism vs Communism" theme or against the violence these games suggest. I'm not thrilled with the thought either, but most warring games involve killing something. As long as we're talking about sickening games, how about the Falkland Island war game? That's pretty silly as well. Still it's your right to do as you please.))

**Michael Hopcroft:** I have a friend who used to be in the OSS during the war. He was stationed in Madrid, and his job was to intercept diplomatic correspondence between Hitler and Generalissimo Francisco Franco (who is still dead - but that's another story). anyway, he left after a while, because for a trained cryptanalyst it could be a very dull job; you realize of course that the reign in Spain stays mainly in the plain...

((I thought you might like that as a change of pass here. By the way, my typewriter ribbon is falling apart on me. Eric comes over looks at what I'm typing and shakes his head in disgust. Of course he adds the helpful comment of "You should always have an extra ribbon." Always good to remind me of that at 12:30am on a Sunday night and you plan to go to press the next day. So we suffer.

**SIMON BILLENNESS:** What do you think of the idea of having Dipcon in Britain in 1988? The Manor committee seem very keen to have a group of Americans over. In fact they're even started rebooking the Manor House for 1988 already! The venue is excellent: an old English Manor House which has been converted into student accommodation. The Manor has several large halls which are ideal for gaming, as well as extensive grounds, which are used for outdoor events like the five-a-side soccer and American football. Mind you, I may be slightly biased due to the fact that it was at a Manorcon I formally proposed to Barbara...

((I mentioned this to John Caruso when he was here on Thursday. Congratulations Mr and Mrs Caruso. Actually, Kathy, I think you will always be Kathy Byrne to the hobby. Anyway, he said it couldn't be next year due to the Reagan. You would have a hard time going against the east coast. Is that right for me, I would love an excuse to go back to Britain. Mind you I would also like a plane fare ticket for free. I still think Roberto Dela Sala must rob banks.))

Not much else to put in here now. See the next page for the information for Dip Con this year. We hope to go if there is anyway that we can swing it.

DIPCON XX - MADCON V  
 JUNE 5TH THRU JUNE 7TH

This is for immediate release, the official newsletter of the Dipcon Administrative Committee for Dipcon XX, the 1987 version of the National Diplomacy Tournament.

This year's committee is the following: Mark Frueh (4320 Wallace St., St. Louis, MO 63116, 314-832-1791); Marc and Debi Peters (1814 Cameron Dr., #3, Madison, WI 53711, 608-273-0983); Ken Peel (8708 First Ave., #T-2, Silver Spring, MD 20910, 301-495-2799). All Dipcon-related material should be sent first to Mark Frueh who publishes this letter.

Dipcon XX will be held at the University of Wisconsin-Madison Memorial Student Union in Madison, Wisconsin. Please note that the date of the weekend has been moved up two weeks due to the unavailability of facilities on the June 19th weekend. I hope this has not disrupted your travel plans.

Approximate prices: These are given as an estimate of Con costs: Room rate \$16.50/~~nite single occupancy~~ add \$20.00/nite-double occupancy; \$5 - \$10 for Dipcon-Madcon fees; and a one or two dollar surcharge for Dipcon committee expenses. Meals and beverages will not be included, attendees will be responsible for themselves. The student union has eating areas and there are many moderately-priced restaurants nearby.

If you plan to fly into Chicago O'Hare airport: take the Alco Bus Service directly from the airport to the UW-Madison Student Union. The shuttle cost is approximately \$12-15 one way. A schedule for the bus will be published next issue. It is possible to fly directly to Madison's airport. We expect parking at the campus to be difficult but will try to arrange a designated parking area for those who drive. We anticipate a cost of \$8 for a parking pass for the weekend.

The tournament itself will consist of four or five diplomacy rounds; tentatively, games will start at 5 pm Friday, 9 am and 5 pm Saturday, and 9 am Sunday. The Dipcon Society Meeting will convene Saturday afternoon between rounds. Further information will be published in early March concerning registration forms and more indepth tournament information. If you can pass this info to other Dipsters, please do so. I have few Dip publishers addresses. All help and comments will be deeply appreciated. Thank you. . .till later, good-bye.

The  
PRESIDENT  
bRaiN  
is  
MISSING!

A subzine brought to you in  
truly amazing CR VISION!  
Starring: Mike Dean as "GM"  
and brought to you from:  
32 Newlands Avenue  
SCARBOROUGH  
North Yorkshire  
YO12 6PS  
U.K.

THIS IS  
ISSUE No.  
1 1/2

*Continued:*

AJLES FLAUTIUS

As a direct consequence of the above, obviously it is not possible for me to adjudicate the game in time for the next issue of CR (ie. this one, I mean!). Instead, I have sent out a copy of the adjudication to the two British players and set a deadline of February 4th. I will send a copy of the adjudication out to ALL the players shortly after that with another interim deadline and then hopefully we'll get caught up again in about 2 issue times. Sorry for the inconvenience caused, especially since this game is beginning to get bogged down with catastrophies, but I'll do my best to get things sorted out, I promise!

Waiting Lists: Since last issue I have heard from two people wanting to add their names to the List, so they now stand as:

Doug Rowling, Bill Becker, Eric Ozog, and Jim Nickel. 2 needed to get this second game going.

I must admit that I am rather disappointed at the response from the subscribers of CR. It seems that in general players are very wary of agreeing to play under a foreign GM. Why this is so, I am not sure. I suspect that it is a fear that the GM will be unreliable or that the game will be run badly with many NMFs. In reality (and I speak from the experience of having had West German GMs in my own zine, in the days of PSYCEO), foreign GMs invariably break their backs trying to keep things running smoothly, often to the indifference of the players, and often at their own expense. So come on - show some enthusiasm. I don't bite - well, not very hard, anyway, and my aim is to provide you with an enjoyable game. I expect at least a dozen of you to write to me before next time, OK?

*All the Best, Mike*

Well, err, this issue of PEM (near abbreviation, eh?) is going to be pretty short. There is a problem. The last copy of CR (ie. CR26) was censored. My page 8 was missing. No problem, thought I, I can simply phone one of the other U.K. recipients of CR and find out my deadline date from them. Unfortunately, when I phoned, I discovered that my copy was not the only one. Oh dear. Consequently, I am drawn to the conclusion that somebody, somewhere has gone to the trouble to unstage the British copies of CR, take out pages 8 and 9, and recopy page 9 only. Then, restaple the zine and post it out to us. Whatever happened to the ideals of free speech? Obviously it was OK for me to have mooted the suggestion that old Ronnie's brain might not be where it is supposed to be to Americans, but to have that idea cross the Atlantic was not on. Why, I just can't imagine, as we have known it for years!

BOOK REVIEW

YARROW By Charles de Lint

Ok, it's true. I do like Charles de Lint as a writer. Every book that I have read of his has a sense of reality in them that make you almost want to believe that they really can happen. That we can go to a higher self or that our dreams really are a doorway to another place. A place as real as our waking world.

In this story, we have a writer of fantasy who suddenly finds that she can't write anymore. Why? because here stories aren't really hers. There is a bard in here dreams called Kothlen, who tells her the stories. Suddenly she doesn't dream anymore and so Kothlen can't tell her any more stories. Simple yes? Well, de Lint, doesn't just settle on the one character. Like his other stories he has many characters and they relate to each other slowly but surely. Some never have more than a moment and some form the back bone of the story. Basically, what is happening to our main character is her dreams are being sucked away by a kind of vampire type creature. In this case, he feeds not off of blood, but on the essence of dreams. He can take the soul right out of a person with his powers. So he has been feeding on Cat's (the main character's dreams). Now all of this is going on in modern times in Ottawa, Canada, and de Lint does show the characters as thinking the whole thing is crazy. His characters are real. The shy author afraid that everyone will think she is mad. The book store owner, who is Cat's friend, but thinks she's abit odd as well. The SF & F reader & taxi driver, who loves Cat's books and who would love to be her friend, but he is too shy to approach. The Punk mechanic, friend to the taxi driver.

I can't say what happens in the end, but everything does fall together, even the name of the story. The name won't make any sense as you go along. As always, de Lint takes the real world and gives it a sense of fantasy that makes you wonder if someone might really steal your dreams and that is why you can't recall them at times. Or if you have the same dream over and over, who is to say that it isn't a real world you are dreaming about.

# GAMES

International Dip 1984 AX

ANARCHY

Summer/Fall 1908

## ENGLAND NMR'S! CAN FRANCE HOLD THE LINE ALONE?!?!?

Summer 1908:

France: F Tun retreats to W Med

Fall 1908:

England-McHugh: NMR! F Iri H, A Boh H, F Bel H, F Nth H, F Ska H, A Swe H(dis, ann)  
 Russia-Holley: A Fin S A Nwy-Swe, A Ukr H, A Sil S A Pru-Ber, A Nwy-Swe, A Pru-Ber, F GOB S A Nwy-Swe, F Emed-Ion  
 France-Zizek: F Wmed-Tun, F Eng H, F Bre S F Eng, A Mun H, A Mar H, A Ber H(Dis, Ret : Kie, oth), A Ruh S A Mun, A Den H, F Hol H, F GoL H  
 Austria-Rogerson: F Tun H, F Ion-Tyh, F Apu-Nap, A Abl,H, A Rom H, A Ven S A Pie, A Pie S A Ven, A Tyr S A Boh-Mun, A Vie-Boh, A Boh-Mun

Winter 1908 Supply Center Chart:

England: Home, Bel, Nwy = 5, even  
 France: Home, Den, Hol, Kie, Mun, Spa, Por = 9, even or remove 1  
 Russia: Home, Rum, Con Sym, Ber Swe = 9, build 2  
 Austria: Home, Ven, Rom, Nap, Gre, Ser, Bul, Ank, Tun = 11, build 1

GAME NOTES: AFRE draw fails. Proposed is A/R Draw. Please vote next time NVR = no and nmr = yes. Several mistakes last time, but the worst was the missing unit A Lon for England. Also F GoL was left off the orders. Ts to Dave and Steven for pointing it out to me.

Stand-by for England: John Crosby, 1496 Washington Ln, West Chester, PA 19382  
 other players:

Joe Zizek, 1713, 8515-112 St, Edmonton, Alberta, Canada T6G 1K7  
 Dave Rogerson, 157 London Rd, Coalville, Leicester, LE6 2JE, England  
 Melinda Ann Holley, P.O. Box 2793, Huntington, WV 25727

PRESS:

Russia-England: Sorry, Jack, but Austria stuck with me when he was twice my size. I'm sticking with him. ((So that's why Jack went away. His heart was broken. As for me I trusted a certain Punk once much to my regret.))



DEADLINE: March 20, 1986

1986 CR

PINWOOD

Fall 1902

## ENGLAND GIVES UP AND TURKEY & ITALY FOLLOW BEHIND!

England-Zephirin: NMR! A Lon H, F Ska H, F Bar H  
 Turkey-Vaporis: F Aeg-Bul, A Con S F Aeg-Bul, F Sym-Aeg, A Ank S A Con(dis, ann)  
 Russia-Johnson: F Bal S A Arm-Ank, A Arm-Ank, A Rum S Austrian F Gre-Bul(nso); A Sil-War, A Nvy S F Swe, F Swe S A Nwy  
 Austria-Gonsalves: A Tri-Ven, F Adr S A Tri-Ven, F Gre S A Bul, A Bul S F Gre, A Vie-Tyr  
 Italy-Rush: A Ven-Rom, F Tyh-Ion, F Wmed-Tyh, A Tun H  
 Germany-Gavrilovic: F Nth-Edi, F Den-Swe, A Ber-Pru, A Mun-Sil, A Hol-Ruh  
 France-Hood: F Spa(sc)-Por, A Mar-Pie, F Eng-Nth, A Wal-Lvp

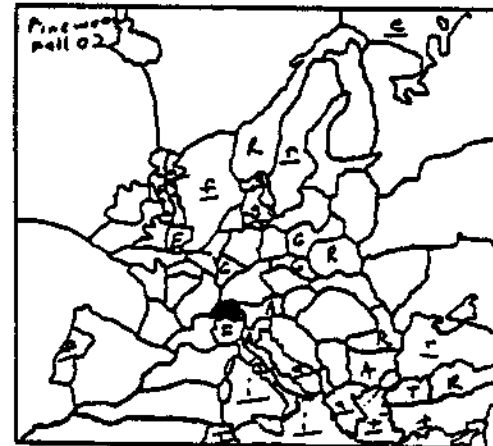
Winter 1902 Supply Center Chart:

England: Lon = 1, remove 2  
 Turkey: Con, Sym = 2, remove 1  
 Italy: Rome, Nap, Tun = 3, remove 1  
 Germany: Home, Den, Hol, Edi = 6, build 1  
 Austria: Home, Bul, Ser, Gre, Ven = 7, build 2  
 France: Home, Bel, Spa, Por, Lvp = 7, build 3  
 Russia: Home, Rum, Ank, Nvy, Swe = 8, Build 2

PRESS:

Austria-Russia: Since I hadn't recieved a response to my proposal, I had to play it safe.  
Ber-Mos: The borders are buning my friend. ((And with friends like you...))

((More Press on the next page))



Deadline for Winter 02/Spring 03  
 is March 14, 1987!

England stand-by -  
 Jim Nickel - 429 E. Columbia  
 Falls Church, VA

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PINEWOOD PRESS CONTINUES:

Italian News Agency: Recent actions taken by Austria have sickened the Foreign office even more than watching old episodes of the A-Team. ((Yes, but now you need the A-Team on your side!))

Rome-Vienna: A Fine example that you are setting for your daughter! That's ok, I still like you.

Paris-Rome: Your situation would be greatly enhanced if you would correspond. Hope you're satisfied now that the Venetians are under Austro-Hungarian domination! ((Yeah, but he likes them.))

Rome-Paris & Berlin: I am now more than willing to be the point man in the east - or do you two want Turkey to get immediate aid?

Con-World: Without assistance Turkey will last four seasons - perhaps 5. How long is England expected to last? ((Maybe two more seasons?))

Ber-Con: It's fun time! ((Don't ask me, I just don't understand...))

Ber-Lon: Yoo-Hoo! Is anyone about? ((Not right now. You picked on him too much!))

Italy-Germany: Before you interfere in my affairs, I would suggest that you evict certain Russians - I don't care for them either.

Paris-Berlin: Disregard my last postcard. Your second letter satisfied me adequately. Also, I have no idea where this rumor came from, but it is quite incorrect. ((Oh no, now we all want to know!))

Germany-World: This morning the German Ministry of War in Berlin received Kaiser Directive #1, code-named Operation Barbarossa, which read, "The country of Russia is to be crushed in one swift campaign before the war with England ends."

Ber-All: When Barbarossa begins, the world shall hold its breath.

Italy-Austria: Imagine Dorothy, the Scarecrow, the tin-man and the cowardly lion all singing, "If you only had a brain!" ((Do be careful Steve. Remember who is in Ven and who isn't in Ven))

Con-Ber: Turkey accepts Germany's wager and bets ten dollars to your thirty. By the way, since Russia seems to be begging you to go east, why not take him up on it? ((I think he has.))

Ger-All: I hope everyone (even my enemies) had a super holiday & best wishes for 1987

1984 AD

WETLANDS

Summer 1910

DRAW PASSED! GAME ENDS TO I/E/G!! GM AMAZED

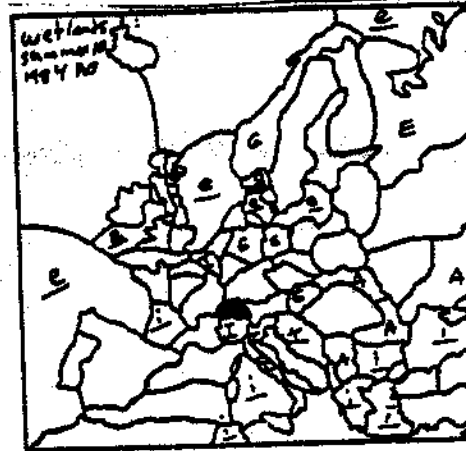
Forced separation of seasons:

Summer 1910:

Italy: F MAO retreats to Gas  
 Germany: F den retreats to Ska

GAME NOTES: First off the IEG draw passed. Next time there will be a game center chart and please send me your end game statements. I would like to thank you all for sticking through this as you have. It's great to know I could depend on you. Next, the reason for the separation was due to a mistake that Melinda made that I over looked. In the winter of 1909, she had 7 supply centers. I wrote "remove 1 or 2" after her count. This meant that if she retreated otb, then she would only have to remove one. However, Melinda did not catch this and played with 8 units in the Spring. I did not double check her, as Melinda usually doesn't make mistakes Steven caught my error this season though. So season's were separated. However the game ended as well, and so there were no too many problems.

DEADLINE FOR ENDGAME STATEMENTS: March 14, 1987



GUNBOAT DIP 1984 Drb 32

LIVEWOOD

Spring 1910

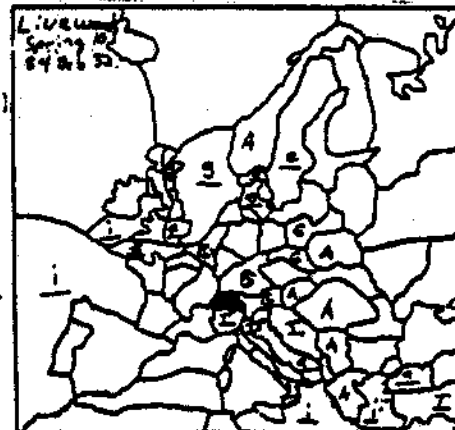
ITALY AND AUSTIA FIGHT BATTLE & GERMANY JOINS IN!!

Spring 1910: ((Note, England wants A Lyp removed instead of F Eng. This has been granted due to the mistake last time.))

France: F Eng-MAO, F Lon-ENG  
 England: F Sve S German F Ska-Nwy(nso)  
 Germany: A Ber-Pru, A Boh-Tyr, A Sil S A Ber-Pru, A Mun S A Boh-Tyr, F Kie-Den, F Edi S A Hol-Nth, F Hol-Nth, F Ska S  
 F Kie-Den, A Bel H  
 Austria: A Sev-Arm, F Aeg-Con, A Bul-Gre, A Tyr-Vie, A Nwy-Edi (imp)  
 A War-Sil, A Ser S A Bud, A Bud S A Tyr-Vie, F Adr-Tri  
 Italy: F Iri-Eng, F MAO-H, A Ven-Pie, A Rom-Ven, A Arm-Smy, F Gre-Aeg, F Nap S F Ion, A Tri-Ser, A Vie S German A Boh-Gas (nso, dis, ret: gal, otb)

GAME NOTES: I/G draw fails. Reposed for nexted time. I hope this time that evything is correct. Press is on the next page.

DEAD LINE March 14, 1987 For Summer 10 and fall 10



LIVEWOOD PRESS:

Italy-Germany: I'm counting on you taking two Austrian centers this year - that should make up for the two I'm about to lose. If you take Myroliia this year - great. If not, I'd like to go for it in the fall if things look alright. I've got quite a mess on my hands - it looks like Christmas. Anyways hurry on into Russia. Watch me pull the plug on Sevastopol. Also, I presume you were speaking of Liverpool last time around.

Stockholm: Radical English Fanatics demand their homeland to be restored to them, or they will begin systematically to detonate nuclear devices in "large port cities" of Europe. Interpol had no comment.

France-Worid: Why does nobody want to talk to me any more? Except to tell me they want my dots... it isn't fair. ((Yeah, well like isn't fair. What can I say?))

France-Italy: Uh, I throw yourself on my mercy? No that's not right, try again...I throw my mercy on yourself? No, no, still wrong. I self your mercy on my throw? Nope. I Guess I'm just not cut out to beg. ((No, you enjoy a slow painful death.))

GUNBOAT DIP 1984 TBD

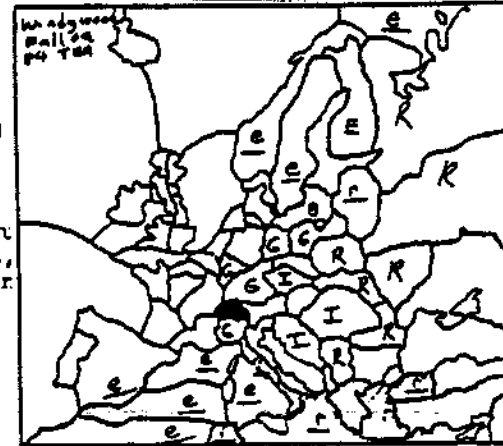
WINDYWOOD

Fall 1909

The LINES FORM UP, BUT CAN ITALY HOLD OUT?!

Fall 1909:

- Germany: A Bur-Ruh, A Mar-Pie, F Bal S A Pru, A Pru § A Ber-Sil, A Ber-Sil, A Mun-Tyr
- Italy: F Rom-Tus, A Pie § F Rom-Tus, A Vie-Boh, A Tri-Tyr, A Bud H, F Tun § F Tyh-Waed, F Tyh-Wmed(dis, ret: Rom, Nap,otb)
- Russia: F Ion S Italian F Tun F Bla-Con, A Fin-Nwy(dis,ann), A StP S A Fin-Nwy, A Mos S A StP, A War-Pru, A Gal-Sil, A Ser S A Bul-Rum, A Rum-Ukr, A Bul-Rum, F Lvn S A War-Pru
- England: F Tus-Tyh, F WMed S F Tus-Tyh, F Naf-Tun, F Spain(sc)-Gol, F MAC-Spa(sc), F Bar S F Nwy, A Swe-Fin, F Nwy S A Swe-Fir F Ska-Swe



Winter 1909 Supply Center Chart:

- Germany: Home, Den, Hol, Par, Mar = 7, build 1
- Italy: Home, Tun, Tri, Vie, Bud = 7, build 1 or even
- England: Home, Bel, Nwy, Swe, Bre, Per, Spa = 9, even
- Russia: Home, Ank, Con, Smy, Gre, Ser, Bul, Rum = 11, build 1

GAME NOTES: A few map errors, but nothing major. I think everyone knew that Germany build F kie and A Ber. It is clear this move. Sorry, forget that. It's livehood that that problem happened. In this game there were underlying problems. Nothing major though.

PRESS:

ENGLAND-GM: Since it's the season of good cheer (so, I'm late, hate to break longstanding traditions I'll wish you and Eric a happy, healthy & prosperous New Year. Wait, how can anyone be prosperous in Arizona. Settle for 2 of 3? ((There are some things I could say, but they would give away how you are))

Russia-Italy: Hope you are now in Tyr or Boh or Wmed. ((Note, that I'm guessing on the last one.))

Ita-Russia Is this the turn? Will you wait until all of my units are one the E/G front?

Rus-Italy: Time to get your armies to the front. You have nothing to fear from me.

Ita-Germany: You are correct in gloating about MAR. ((Cheer up, there's still life yet.))

Ita-England: I also imagine it is very timepting. Hopefully, Russia will want to stop you and your boy before he washes my shorts.

Russia-England: Did you do it yet- liberate Den that is. ((I hope that's right. Hard to read the writing.))

Rom-Austrian occupation forces: Northward, Hol

DEADLINE FOR Winter 1909 and Spring 1910 is March 14, 1987 !

Regular Dip 1987 ?

HIGHLAND

Winter 1900

As you all may have noticed, Wetlands has ended and so I will start this game next time. I just want to make certain that everyone who wants to play is in. Please confirm if you still wish to play. Stephan, I'm not going to have another International game due to the lack of British players. My deadlines are long, and should be no problem for you though.

Here is is listing of players and one alternate. After your name will be a 'P' if you paid and an 'X' if you have sent me a preference list. Stephen DornemanPX, ZizekP, McHugh, LaventureP, HopcroftPX, CrosbyPX, Barbehem P, Alternate Les Casey. Deadline of March 14, 1987 .

1985 AD

PROMENADE

Winter 1906

GM: Dan Stafford  
1637 Hampton Knoll  
Akron, OH 44313  
(216) 923-9614

AUTUMN 1906: SEPARATION REQUESTED BY 31!

AUST: A tyo R TRI

WINTER 1906: SEPARATION GRANTED BY ONE!!

GERMANY(Stewart): Build A MUN.

FRANCE(Holley): Build A PAR & P BRE.

TURKEY(Grassle): Build A CON

AUSTRIA(Pierce): even

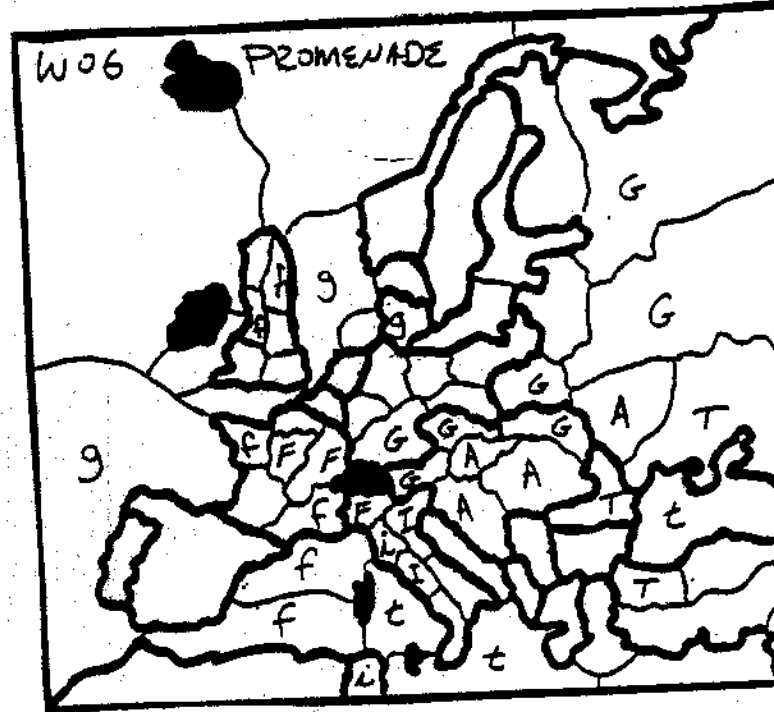
ITALY(Byrne): even

All draws were defeated.

F/G/T is proposed. NVR=Yes

I think I can handle some press now.

Deadline for SO7 is Jan. 30th, 1987.



1985 AP

WIRED

Fall 1905

GM: Dan Stafford  
1637 Hampton Knoll  
Akron, OH 44313-4840  
(216) 923-9614

AUTUMN 1905: FRAN P tyn R OTB

FALL 1905: FRANCE & ITALY BURY THE HATCHET!  
BUT IS IT TOO LATE?

TURKEY(Bevis): A SER S A rum-BUD, A ALB-tri,  
P ion-ADR, P eas-ION, P bla-SEV, A sev-RUM,  
P bul/e-CON.

ENGLAND(Bowen): F ENG C A wal-BRE, P NTH-bel,  
A MOS S turkish A sev-ukr (NSO), A nwy-STP,  
P KIE S german A hol, P NAO-mid.

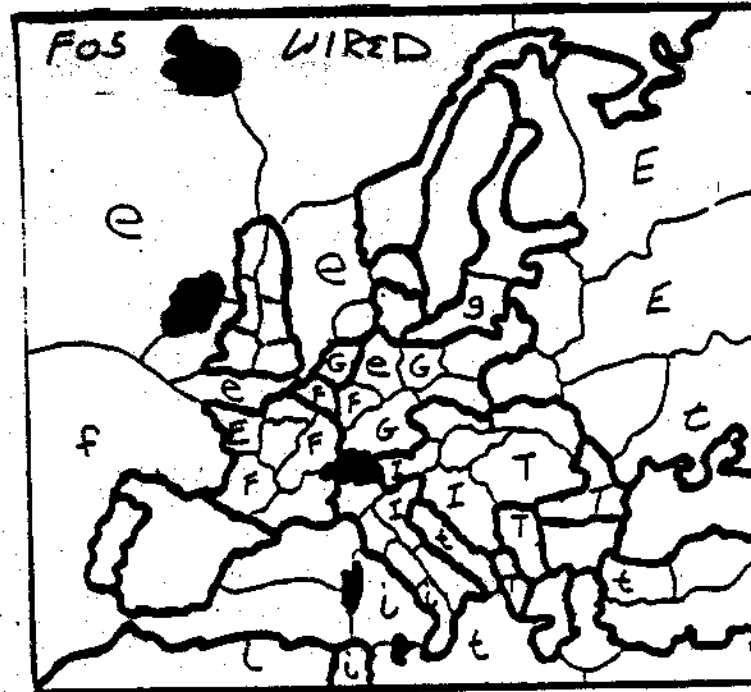
ITALY(Crosby): A VEN S A TYO-tri, P tyn-TUN,  
P lyo-TYN, A TRI-bud, P rom-NAP,  
P NAP S french P spa/s-mid.

FRANCE(Acheson): A bur-GAS, P spa/s-MID,  
A BEL & A RUH-hol, A mar-BUR.

GERMANY(Hood): A BER S A MUN H,  
P bot-BAL, A HOL H.

RUSSIA(Nickel): A PRU S A WAR H.

TUR: Ank, Con, Smy, Bul, Gre, Ser, Rum, SEV, BUD (9) has 8  
 ENG: Edi, Lon, Lvp, Nwy, Den, Kie, Stp, BRE, MOS (9) has 7  
 ITA: Nap, Rom, Ven, Tri, Tun, Vie, ~~Mid~~ (6) remove 1  
 FRA: Brs, Mar, Par, Por, Spa, Bel (5) has 5  
 GER: Ber, Mun, Hol, Swe (4) even  
 RUS: ~~Mos~~, War (1) remove 1



Deadline: March 11, 1987

Extra room here for me. I'm not sure if what Dan said about handling extra press goes to you as well, but you could try and see what happens. Just don't write too much for now. I know what feels like to have alot of press. Well, not much to say in this spot, so I guess I'll just have some white space.

CATHY OZOG  
P.O. Box 5225  
MUNDS PARK, AZ 86017



SUB ENDS: T-36

Steve Knight (26)  
2732 Grand Ave. S. #302  
Minneapolis, MN 55408

This is the 'my typewriter ribbon is going' version of Cathy's Ramblings #27 - the late new year one.

Editor: Cathy Ozog, P.O. Box 5225, Munds Park, AZ 86017 (602) 286-9009 (evenings only)

Guest GM: Dan Stafford, 1637 Hampton Knool Dr, Ankrn, OH 44315

The Prez's Brain is Missing: Mike Dean, 32 Newlands Ave, Scarborough, N.YORKS YO12 England

At Your Service: Dan S. Palter, 999 Central Ave #300, Woodmere, NY 11598

DEADLINES: March 11 for outside GM's, March 14 for internal games except Anarchy - March 20.

GAME OPENINGS:

Sopwith and Sopwith II: Doug Rowling, Bill Becker, Eric Ozog and Jim Nickel. Two more needed. Game Fee \$2.00. GM Mike Dean. See above for address

Regular Dip: Game is full and will start next issue. see end of my game section. Name is Highland

At Your Service: I didn't get anything from Dan this time and so I don't know how things stand. If you want to play Paranoia or another West End Games game, write to Dan

Stand-bys: Michale Gnosalves, Jim Nickel, Michael Hopcroft, Stephan Dorneman, Richard Wheet, Steve Rush, David Hood, David Phirce, Robert Greier, John Davies, Jerry Lucas, Robert Acheson, Derwood Bowen, Jim Burgess, D.S. Palter, Melinda Ann Holley, Jeff Bevis, John Crosby. Please let me know if you want on or off this list. Also note, if you NMR after you have been called in as a stand-by you are taken off this. "Hallo Jack"

New Subbers: None this time.

Subs: 10 issues for \$7.00 for North America and \$1.20 for the Brits. The zine that hasn't gotten more expensive, it's just gotten more late.

Notes to you about lateness:

H; Steve - going to  
Dip - can this year? Say yes,  
it's as close as it will ever  
be. Cathy.