

Larry,  
remember  
this came  
out in February.

MPL

# THE CAROLINA COMMAND AND COMMENTARY REVIEW OF ZINES

Welcome to the *Carolina Command and Commentary Review of Zines*. The *RoZ* is not a register or directory of zines; rather it is a compilation of reviews. The listing of zines is not complete nor has any attempt been made to assure such completeness. Rather the reviewers are only commenting on zines which they regularly see. The reviewers are David Hood (DH), Steve Moore (SM) and Michael Lowrey (MPL).

The main body of reviews starts on the next page. In addition, information on game openings, price etc. is given in a separate table. An additional table includes letter grades given to each zine in five areas by David Hood and myself. The grades for overall are not necessarily an average of the other measures.

If you're wondering about the games which normally appear in *CCC*, they are on flyer this month and are only being sent to players and standbys. However, if there is a particular game you're interested in, please contact myself or David and we will gladly send you a copy. We will return to the normal format next month.

Game Openings: Viking Dip II, Regular Diplomacy, International Diplomacy.

The gunboat game Werner Mölders starts this issue. For subscription purposes, this is *CCC* #35.

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Michael Lowrey  
3241 G Walnut Creek Parkway  
Raleigh, NC 27606



See above

Larry Peery  
P.O. Box 620399  
San Diego CA 92102

### *Been There, Done That* (#19)

*BTDT* was the rage of the Hobby in early 1990 and deservedly so. Visually attractive, well edited letter column, lots of games, high profile editor. When 1990 drew to a close, *BTDT* was more of an inside joke. Not that Tom's zine still isn't good, but that it went terribly irregular. Now that Tom is semi-back in, I hope the expectations won't swallow him again. The zine runs lots of neat games, like Runestone Poll Bourse, Speculate and some interesting poetry game along with the normal Dip and Railway Rivals. The letter column is still good, but more manageable now that the zine is digest-sized. That does make the print pretty small, but it cuts down on the costs as well. Overall I guess this is still one of the best zines around if it stays regular. DH

Each issue is as thick as a Sears catalogue, and published almost as often. No power tools here though, *BTDT* contains articles, letters, games and, of course, excuses. The letter column is varied and interesting, except for the stuff on musical groups (Tom refuses to discuss my favorite group, the Living Strings). The games (regular, variant and choo-choo) all have fun press, where Nash insults everyone and the players feel compelled to defend themselves. That little girl's family has dropped all charges, so Hopefully *BTDT* will start coming out a bit more regularly. Now, if Tom would only add a lingerie section... SM

The great bluesman B.B. King's only Top 20 hit was a song called "The Thrill is Gone"; which pretty much sums up my opinion of *BTDT*. *BTDT* has lost in its delays that edge which made it really good. The letter column, around which the zine is built, is smaller, less varied and more insidious (a problem *BTDT* has always had) now, amounting often to just Terrible Tommy talking music with a few old friends. Don't get me wrong, *Been There, Done That* is still a good zine, it's just that it's been better. There's simply much less which jumps out at you now and makes you want to send the Nashling the abuse that he deserves.

*BTDT*, even in its heyday, was not a great place to play; slow turn-arounds have been the rule (a month is not uncommon at all) producing games of indifferent quality and a fairly high amount of NMRs. MPL

### *Benzene* (#82)

*BZ* has been the rage now in the Hobby for the last 2-3 years. Its popularity in the Dip world is a little curious at first glance because it runs no Diplomacy or variants and rarely mentions the Hobby at all. But what *BZ* does offer is political commentary from an editor with one of the most distinct personalities you can find anywhere and what draws great letters from his readership. I particularly like Mark's geography features. There are also games of Monopoly and Scrabble. If there is a problem here it is the very long time between the sending of a letter to Mark and its publication in *Bz* — sometimes 6 months or so! This is due to the great popularity of its zine, not to a failure on Mark's part. DH

Sort of a Trivial Pursuits for Dipsters. This is where all the brainiacs hang out, impressing each other with their knowledge of 5th century Visigoth pottery and the geography of eastern Bhutan. There are no Dip games here, *bz* features Scrabble and Monopoly. The Scrabble games go above me; in a recent game, Mark and Chuff argued the merits of H1: JIPIJAPA; JUPON, PLUMBAGO, JOUST, ASQUINT = 431 versus A1: ZEUZISIST; ZINCITE, XEROS, SPANKIE = 422, while the best I could find was H6: POT; PA = 9. The Monopoly games are chaos: Pete Gaughan keeps trying to raise the luxury tax to pay for a national healthcare system, Chris Carrier wants to abolish the poor tax and the libertarians try to move wherever they want without rolling the dice.

The focus of *benzene* is the letter column, "a dialogue between the editor and the readers about politics and anything else that interests them." Mark is bright, articulate and somewhat non-ideological. I tend to agree with his views more than either one of us will admit. Hot topics in recent issues: the '90 election, the role of rights in America and what to call female genitalia (I guess it falls under the category of "anything else that interests

them.") My only complaint is the slow turn-around time. I don't remember what I thought last week, let alone six months ago. Still, this is the standard by which other zines are measured.

It is *benzene*'s explicit policy that all subscription money will be confiscated if and when the zine folds. I expect that someday soon Mark will send us all postcards from some place where the sun is warm, the girls are topless and extradition is difficult. SM

I fear Mr. Moore is all too right; those postcards are probably lost in the mail or will be very soon. *Benzene* has been slowing down over the past few months; less than an issue a month is all that Mark's putting out of a zine that supposedly comes out ever three weeks. I'm not complaining though; *Bz*, at its best, is like a personal briefing on the issues of the day. I've enjoyed every issue immensely. Unfortunately, so do a lot of other people; the letter column, which takes up 60% of each issue, is backlogged six months as of now. MPL

### *Boot Hill* (#7)

This is really a subzine in Tim Moore's *Moire*, but I list it separately because it is sent out as a separate zine to the players. this zine is truly a "motif zine" in that all the non-game stuff, player nicknames and even Pete's homespun "Shootout" game are all based on the Old West. The two Dip games were invitational, Hobby bigwig affairs with lots of abusive press and obscure game commentary (by some guy called the High Plains Commentator.) Fairly well put together, nice maps and good nongame stuff, but a little too-Wild-West sometimes. DH

### *The Carolina Command and Commentary* (#35)

I won't say anything nice about *CCC*, lest I sound like a brown noser, except that among *CCC*'s many strengths is that it makes an excellent wrapper for my favorite publication, THE DIPLOMACY INVESTIGATOR DEFENDER/OBSERVER/ENQUIRER/SENTINEL (boldly printing the news you want to hear, even if we have to make it you.)

God, it's been a long time since I've had to type the full name. MPL

### *Comrades in Arms* (#36)

This is almost worth getting just to see Tom's imaginative covers. For an analogy, consider the "Late Night with David Letterman" photos they use to open and close segments... At any rate, *CIA* is primarily a warehouse zine for an impressive number of variants and non-Dip games. Lately there has also been significant nongame materials, including some good articles by Phil Geusz. Also interesting are subzines by Jack McHugh and Paul Kenney.

*CIA* has always been good looking and use to be regular as clockwork. Then Tom went missing a while last fall. With any luck he is back to stay, but I guess you never can be sure. The most important thing here is the games — and Tom has a pretty good selection of games running and game openings. If this zine gets going on time again, and my guess is it will, I recommend it highly as a place to play with people who don't take the competition too seriously. DH

### *Costaguenia*

This two-time Runestone Poll winner is now just a short games and brief discussion flyer. But Conrad is again itching to expand the zine, pending an expected return to a bigger format. What little writing I have seen is good, so perhaps this will turn into a must-get again sometime in the future. In its present format, it's not worth getting unless you want to play in his game openings. DH

### *Dipadeedoodah!*

Phil's zine is officially on hiatus, according to a whining letter he sent out in January after a 4 month absence. Supposedly the games are going to go out by flier, with the full zine to reappear in a few months. He even announced several game openings!

At this point I would proceed with caution. Phil made a big deal in his letter about saying that the Hobby must take a back seat to Real World problems. Certainly true, but a 4 month silence is almost completely inexcusable in my book. It takes an hour or so to type up a form letter and make copies, maybe another hour to stuff-and-mail. To say you don't have the two hours to tie things up during a four month period sounds silly to me. I don't want to pick on Phil here, but I would wait and see more than one *Dip* come out before I committed to anything. This zine was great when it was coming out. DH

### *Diplomacy Digest*

*Dip Digest* is the zine that specializes in bringing you reprints from the Hobby's past with a heavy dose of the truly odd things which can happen. As such, *DD* is sort of a pipeline to the past; at times it's very interesting; other issues or articles many people will find irrelevant.

Now that I've hyped *DD*, I'd like to point out that Mark Berch's output of this thingy has dropped dramatically; an issue a quarter is about what he's putting out at most. Not a good sign, I fear. MPL

Mark publishes a reprint zine with some original articles here and there. If it sounds boring, I suggest you get a sample for another look. The stuff recycled here is generally interesting articles from early 70s zines, etc. that are unavailable anywhere else. There are no games in *DD* — just articles on Diplomacy, zines and the Hobby in general. The three-a-year pace relegates the zine to a lower stature than it would have otherwise. Probably worth getting. DH

### *Diplomacy Downs* (#6)

If there was an award for rookie zine of the year, Bruce would get it for his excellent *Dip Downs*. There are almost too many good things to say about the zine — good turnaround, great articles, interesting letter column, diverse group of players. In short, the zine has most of the ingredients needed for a top ten finish in the next Runestone Poll.

The only possible turnoff, aside from poor layout and spotty reproduction at times, is the horse racing motif. I think the theme might work after a few more issues, but right now I believe the horse racing content goes over the heads of almost all his subscribers. Bruce may have to do his own educational program before his theme creates its own niche. A promising start. DH

Dave, your wrong about the horse racing material; it's interesting and gives *Dip Downs* a unique feel. Bruce also does a good job of making horse racing in its various forms interesting and understandable. The letter column is also quite good, if a bit combative, especially if you don't mind a tried and true conservative (Bruce lives in Cincinnati, so what can you expect...). *Diplomacy Downs* is definitely worth subbing to; though I wonder if this zine might not grow a little too fast too quickly for Bruce to avoid burnout a la, say, *Dark Mirror*. MPL

### *Diplomacy World* (#61)

Definitely better than root canal work, although not quite up there with swapping precious body fluids. Vastly improved since being purged of Peeriblah. Required reading. SM

You've seen it, judge for yourself. MPL

### *Dipodocus* (#41)

I haven't seen this one in a while, so I am wondering what its status is. This is the Hobby's only bilingual zine, with separate editions in English and French. The issues I received were not impressive visually but there was some interesting material on Quebecois nationalism. This zine may be worth watching in the future. Certainly try it out if you want to work on your French — you could get both editions and test yourself. DH

Ah, *Dipodocus*, home of the subversive Agent Orange. Really, a quite

respectable zine with a short, but well written letter column involving the aforementioned M. Orange. Pierre also has lots of openings, so you might want to give it a try. MPL

### *Domer Dip* (#1)

Here is a new zine by one of the newer players in the Hobby. Student publications can be unpredictable. Some have lasted a long time (*CCC*) while others fall apart after a few issues (*Blunt Instruments*, *Scribblerist*.) But I always say take a chance — how else do you discover new zines? DH

### *Excelsior* (#38)

*XL* is the rare zine that manages to combine very good and poor elements into the same product. Bruce's writing, about what interests him (recent topics include bridge, backgammon, Commodore 64 computers, soccer, DipCon among other things), is quite good and his letter column and questions draw interesting responses. They are, in fact, among the best in the Hobby, which should make *XL* among the best zines in the Hobby.

*XL*, however, isn't among the consistently best zines in the Hobby for two reasons: layout and reliability. To be perfectly honest, in both these areas *Excelsior* is an example of what you shouldn't do. *XL* is probably the most physically demanding zine in the hobby to read. Small print size and lots of poorly marked page continuation in a big zine with next to no art or graphics to break up the print is not going to win any zine design awards. It's literally impossible to read *XL* in one sitting. Articles are hard to find (I once tried to answer what I thought was a four question baseball quiz; imagine my surprise when I found out in the next issue that there were *nine* questions.) Oh, I almost forgot, the maps/supply center charts for the games are just plain incomprehensible.

Perhaps worse, when the next *XL* arrives is an open question; it can be one month or six months between issues and, unfortunately, there's no good way of telling ahead of time except by waiting. MPL

*XL* is really a mixed bag. Bruce is a good writer, I think, though I know others have said otherwise. His travelogues and personal life documentaries are made interesting to me where other writers would probably have failed. Some of the literary excerpts are kind of boring, but Bruce makes up for this with interesting articles on Hobby news, games (like bridge and backgammon) and even some games invented by Bruce himself.

The two big problems here are layout and regularity. (Bruce is also reported to be a less-than-stellar GM but I do *not* speak from experience.) The zine goes missing for months at a time. And Bruce's cut-and-slash layout techniques leave *much* to be desired. There are times *XL* is so illogically put together that it is difficult to read. If Bruce starts getting regular and improves his layout (the latest issue looks better) than this will be a top-flight zine. DH

### *The MegaDiplomat*

Chris Carrier's feud zine. This is sort of zine that brings out mixed emotions in me. Chris is a good writer and keeps up on the issues of the day. His zine also generates letters from such, er, interesting people as John Boardman and Michael Hopcroft, whose writings appear almost nowhere else. The zine is out when Chris says it will be out, is well laid out and the photocopies are always quite good. The flipside is, some of the topics Chris covers can be offensive. Chris Carrier's personal jihad against Robert Sacks gets old very quickly. Unfortunately, that is the main topic of discussion, along with California politics. It's time to look for new pastors, Chris. MPL

A very controversial zine in that it revels in feuds and withering personal attacks. Some hobbyists refuse to deal with Chris at all, and at times I understand their point. But I frankly enjoy the non-feud parts of this zine, and hope that Chris changes with the times to downplay all the feuding. Some of the most recent attacks on other hobbyists are unjustified, unprincipled and non-constructive. I hope Chris will see the light, change his ways and join the peaceful new Hobby order. Feuding is out. Maybe he

should, oh, run a game or two? Monopoly, maybe? DH

### *Megalomaniac* (#15)

When Rich took over an orphaned game and started his own zine, I thought *MM* showed a lot of promise. Rich is good at computer layout (though his maps are a little strange) and is a good writer (though liberal as hell.) So why hasn't this zine vaulted to the top? Mainly because Rich took a very long break to get married and more to move to another town. Since then he's tried to get that initial spark back, with limited success so far.

The zine is attractive though, peppered with graphics in the appropriate places. If he can just get more letter contributors and some reliable players (lots of recent NMRs,) he can pick up the pieces and move on. DH

Well the latest *MM* trickled in just after Dave wrote that review, so I guess I'll update things: the maps are history for now (maybe longer) and the zine seems to be back to its normal production schedule. Unfortunately, a relatively long turnaround time for a zine which is monthly (except that there are no issues in December and August) means players might have less than three weeks to negotiate and get orders to Rich. Rich is still liberal as hell; but he lives in Massachusetts, so what can you expect? MPL

### *Metadiplomat*

I've only seen one copy of this zine, and it appears to me to be a zine in flux. There is some interesting chat here, but why do I get the picture Jeff is not comfortable with his new format? The game reports look sharp, and the Jeopardy questions and answers I saw were absolutely hilarious. It is too early in my sub to make a real determination, but right now I think I understand Jeff's 12th place finish in last year's Runestone Poll. DH

### *Moire* (#16)

What can you say about a zine that shares a name with a screen saver and a fault pattern in yarn? Actually, *Moire* was one of my favorite zines about a year ago, mixing games with lots of high quality, fun reading material, a high degree of reliability and excellent layout. Since then it's degenerated to the Hobby's best looking (and quite possible biggest, at 64 pages) warehouse, with the fun parts cut down considerably (no Ask Zap, no interviews, a much less interesting Dip Bizarre) in Tim's attempts to add another game. Tim still puts the thing out but exactly when it'll next appear is about as certain as what result you'll get when you throw darts blindfolded. Still, worth getting, especially if you're looking for a place to play and don't mind a slow turnaround. MPL

This is one of the best places to play in the Hobby. A very nice range of games, from Kingmaker to Dip to Machiavelli, and a fairly diverse group of players make this such a good player's zine. In addition, Tim's professional experience in desktop publishing shows in the great visual attractiveness of *Moire*. But nongame reading matter has suffered in the past few issues. There are just so many games, contests and pages of Pete Clark's subzine that there is just not much room left. What there is is pretty good, but I wouldn't sub just to read as I would for *Benzene* or *Northern Flame*. A good young zine on its way up. DH

### *Northern Flame*

A truly great zine, this *NF*. Cal has so far dodged the Runestone curse by winning it in 1990 and not falling apart since then. Indeed, *NF* is the odds-on pick to take top zine honors once again. Why? Excellent letter column, political discussions on interesting subjects, crucial source of hobby news, Scruples Questions and Answers; in short this a joy to read. In addition, there are games of Dip involved that are being run regularly and well. About the only improvement I could wish for would be in the area of layout/reproduction, and even here Cal is doing a decent job. I can't recommend this zine too much. DH

As David said, *NF* is big, regular, decent looking with an excellent letter column covering topics from the Canadian politics to the Hobby to

beer. To full appreciate this zine, an interest in science fiction wouldn't hurt either. MPL

### *Ohio Acres*

This is obviously a zine in transformation, with the subzine editor John Fisher taking over the parent *OA* from its founder Bob Greier. The old *OA* was a small, intimate zine featuring DIAS Dip and the inspired (if grammatically nightmarish) writing of Greier. Fisher published a decent looking subzine *The Pocket General* which was sometimes fun and sometimes boring. In the latest issue John inexplicably keeps both *OA* and *TPG* as separate entities — the flow of the zine would be a lot better if John would consolidate the zine completely.

As is, the layout has improved some from the Bob Greier days, as have the game reports. with John as editor the reader also gets interviews, trivia contests, articles and lots of other stuff. While that other "other stuff" is not always interesting, the sheer volume of material in the new *OA* guarantees something will be good every time. I am high on the prospects for this zine, but think it will need to put together a more consistent format. DH

### *Orphan Son* (#3)

After seeing just one issue of this new zine I think we have a gem in the making. Bob's putative purpose for starting the zine was to run a couple of orphans from *Hagalil Hamaeri*, but clearly the zine will go farther than that. Issue #3 had lots of reading material, some puzzles and games and announced a game opening in gunboat. The jury is still out on this one, but the future is promising. DH

As Bob Hartwig is a blast from the past and has attracted mainly old timers so far, I'll be interested to see how well Bob does in getting newer publishers and players involved in his zine. If he does, *Orphan Son* will likely live up to every bit of the potential David describes. MPL

### *Perelandra* (#84)

This is a solid games and chat zine that everyone should be subbing to. Pete features good discussions of politics and hobby news, literary excerpts and a wide array of games from Dip to Titan to Snowball Fighting. Layout in the zine is outstanding as well. I would like to see a little more space for the letter column, but this is a relatively minor quibble. This is perhaps the best mix of chat and games I have ever seen. *Pere* will challenge *Northern Flame* for top Poll honors this year. DH

Dave, there is no such thing as a zine everyone should get. I could see where *Perelandra* might not be the right zine for you. If you aren't into literature, especially science fiction, there are large parts of *Pere* that aren't going to do much for you. The games Pete runs tend to be non-Diplomacy related, ie. the sort of things people play a lot of at Cons like Railway Rivals, Titan etc. The letter column and Hobby news are good but not the best around. That said, *Pere* is a solid, timely and good looking zine which has found it's own special niche and fills it well. MPL

### *Perestroika* (#17)

This product made a big splash in 1990 with its political commentary plus games format. However, I think in the final analysis this zine will not be seen as a good one by everyone. Larry basically just lifts typewritten material from political magazines — sometimes the stuff is interesting, often not. I actually think Larry's original writing is pretty good, but there is not enough of it.

The only game, aside from Diplomacy for novices, presently running here is Larry's own "Perestroika", an economic variant that also brought mixed reviews. The variant keeps on having rule changes as the game progresses, for one thing. This zine overall is not for everyone, but for the political junkie it is probably OK if you can deal with the lack of attribution to the authors of the lifted materials. As of January you can sign up for the games part of the zine (\$10) or the commentary part (\$10), or both (\$15). DH

*Perestroika* is notable in two regards: as a place to run Larry's variant of the same name and as a zine of political commentary. While Larry puts out a large amount of political commentary every month, most is simply lifted, without attribution (hence my "F"), out of magazines and pasted into *Perestroika*. Some of these articles are interesting. Many, to be honest, are light weight pieces which make you wonder about either Larry's personal depth of knowledge, how closely he reads things before he decides to include them or the intelligence of the group of people he's aiming at.

As for the games themselves, *Perestroika* is a nightmare to run and play in. The introduction of an economy makes it difficult to GM; attacks on centers reduce that centers' economic capacity unless they're unopposed. A simple rule in principle, but very difficult to keep up with in practice and errors are common. Worse still, the rules to the game seem to change in a major way about every other turn. No, this isn't some sort of deviant variant — Larry notices ways to "improve" the game which are introduced midgame. Larry's currently is working on version 6 of *Perestroika* and envisions 7 and 8 to be out shortly. The variant is not worth playing, especially here, until some stability develops in the rules. MPL

### *Rambling by Moonlight* (#1)

The Ozogs are both famous publishers of zines stretching back to the early 1980s. Their return to zine publishing is a welcome occurrence and I wish them well. The inaugural issue looks promising, with some good chat and game reports left over from Cathy's old zine. No question this one will be worth watching in the future. Get in on the ground floor. DH

### *Upstart*

*Upstart's* second place finish in last year's Runestone Poll was no fluke — this is a good zine. Why? Good use of the Macintosh, pretty good game reports and great letter writers. He also runs lots of Dip and Gunboat and even created a Bourse-like investment game that just started. He has also added some humor pieces to add some spice to his already impressive letter column. Some may not like the smaller print size Garrett has gone to, and others will no fault him for some rather dictatorial handling/censorship of press he found "offensive." Notwithstanding this, I do (and have been) recommend this zine to new players and new hobbyists eager to see a good letter column. As to politics, hey, Garrett proves you can be a quasi-socialist hard left nitwit and a good zine editor at the same time. DH

This is the zine that David and I most disagree on. Though done on a Mac and laser printed, *Upstart* suffers from a bad case of the crinitis. There's simply too much material jammed into too few pages. The result is very small type, which makes the zine difficult to read at times. If your vision is less than perfect, I could see where the proper term would be "painful" or "impossible." To add to the layout problems, Garrett relies too much on continuing articles (or game reports) on other pages, making some articles very difficult to follow.

As for the letter column, Garrett strikes me as the type of person who's more interested in having an issue debated (Hobby or otherwise) in his zine than working quietly and accepting 90% of what he wants. The results of this are shots from the hip on his part, a number of which I've found highly objectionable. MPL

### *Vertigo* (#105)

*Vertigo* is many things: an incredibly ugly and irregular zine that runs many games, a zine of discussion of the Hobby and real world, a review of music and a listing of Brad's likes and dislikes. The games run on flier so they don't suffer too much from the zine's long periods between publication. Brad's letter column, the heart of *Vertigo*, is long, spirited and nasty at times. Brad can get a bit excited about things, so don't take some of his huffing and puffing too seriously. MPL

What can I say about this zine that hasn't already been said? *V* has been around long enough to become a hobby institution, though people certainly differ on what it institutionalizes. Is it a feud zine, or just a forum for Hobby

and political discussion? I don't know, but whatever Brad is, he is unabashed. Unabashed in his opinions of Social Security, Drug Policy, DipCon, Sports, Hobby Politics, Hobby personalities and just about everything else you can think of. Along with his many letter writers, Brad makes his zine interesting though sometimes infuriating to read.

There are some negatives, though, in both layout and regularity. Frankly speaking, *Vertigo* is ugly as sin — unabashedly so. Poor photocopying, bad looking cut-and-paste techniques, laconic game reports. And while his games stay pretty much on schedule through fliers, the zine itself is often missing for long periods of time. None of these things will change anytime soon, but the truth is that *V* is worth getting anyway if you like the debate and discussion. And it is a serious bargain at 45¢. DH

## *The Warehouses*

The following zines basically carry games with little or no letters or the like. That doesn't mean these publications should be avoided. They simply aim not at someone who wants to read about the state of the world, North American Diplomacy Hobby or some such weighty matter, but rather at those people who want to play games. With few exceptions, they remain the best place to actually *play* a game of Diplomacy (or whatever.)

### *The Appalachian General* (#74)

This zine has been one of my favorites for years. Dave is a first-class GM, specializing in variants, and has been very regular in turnaround except for a few months of 1990. Always a warehouse zine, *TAG* had embarked on a bold new plan of expansion, both in games and reading material (like environmental stuff). But Dave has just announced he will cut back due to lack of access to production facilities. This means the future of *TAG* less promising, but it is still a great warehouse zine. But if y'all want in, y'all need to sign up for one of his openings since all other subs are being cut.

*TAG* is visually confusing sometimes, with supply center charts, moves and maps spread around the zine in a less-than logical manner. In addition, the copying can be a question mark (it's really bad in #74). But Dave makes up for the design problems with good GMing and a good array of variant games offered. His 1499 variant is well represented in *TAG*, and has begun to catch on around the Hobby. Notwithstanding the cutback, *TAG* will continue to be a good place to play and at that level I heartily recommend it. DH

### *The Canadian Diplomat* (#33)

Bob has the most laid back publishing style in the Hobby, and that alone constitutes his niche. People who want 8-week Diplomacy gravitate toward *TCD*. And Bob also offers diverse games like Cline 9-man, Anarchy and Stonehenge Dip; along with pretty good nongame filler and letter column. Overall, if you can take the extremely lax pace then I recommend the zine. And his covers can be very provocative, indeed... DH

*TCD* is about as much fun as a big, quarterly at best, warehouse put out by a slightly, er "different" Canuckie can be. There's lots of Dip and variants, a fun Sea of Despair game, plus a host of cartoons and other space filler so that it's very readable for its size. I recommend it, but definitely don't hold your breath waiting for the next issue. MPL

### *Caveat Emptor* (#5)

This zine runs gunboat on 3-week deadlines — where else can you do that nowadays? No frills, except some nice articles now and then about famous Jews. I'd like to see maps, but that is a minor quibble. DH

The strangest thing I've ever seen is the gunboat letter column — no names listed on people's letters! MPL

### *Concordia* (#7)

This is a promising new warehouse zine by a veteran Hobbyist. There is little besides the games, but they are apparently being run well. The Bourse game is generating lots of interest, and has lead to bourse-like game starts in zines like *BDDT* and *Upstart*. The layout is OK, if a little messy at times. One thing I do like is the big maps, and player addresses every turn. This is also an affordable place to play at 40¢ an issue and no game fee. No game openings now, but Tom could use some standbys. DH

#### *Crimson Sky* (#12)

Mike has put together a nice little warehouse zine offering several different games. And even though he is in the process of moving, the regularity of the *Sky* has not as yet suffered. While his efforts at starting a letter column have not borne fruit just yet, Mike does know what his players want quick turnaround, a good selection of games, player addresses in every issue. So far he has also been able to keep the same players from entering all the same games.

I'd like to see better layout, though; in that it is not easily discernable where one game stops and another begins. In this respect, the *Sky* looks like Fred Hyatt's *Home Office*. Mike is also not an inspiring writer or even a good speller, so I would count on this remaining a warehouse zine for the foreseeable future. This is a worthwhile place to play, especially given its regularity. DH

#### *Down at the Mouth*

Vince runs what is basically just a vehicle to run orphaned games, as he is the U.S. Orphan Service director. He also has some chat now and then as well. I haven't seen this in a couple of months, but I suspect it has been going to the players. The biggest drawback here is the very poor layout and, in particular, the quality of reproduction. *DatM* is not about to win any beauty contest or the Runestone Poll, but I'm sure it is a welcome sight for those in its orphan games. DH

I believe Vince has announced *DatM* is on hiatus for a few months with the games running on flier. MPL

#### *Diplomatic Immunity*

Here's a warehouse zine started not too long ago by Michael Legg. I've seen a few issues; they look OK. I have noticed that a long time goes by between issues of *DI*; I'm not sure if this comes from long deadlines or slow turnaround. MPL

#### *Diplomacy Tribune* (#23)

One of the better warehouse zines out there right now, the *Trib* has made a nice transition from its one page flyer format to the look of a real zine. Jerry knows how to use his computer, and the layout generally looks decent as a result. Another big plus for a warehouse zine — good looking maps. The biggest thing Jerry needs right now are some new players. I can't vouch for his GMing, but I do know his zine is regular. That makes it worth consideration right there. DH

#### *Dogs of War* (#14)

The "Dogs of War" are a semi-organized bunch of gamers in Southern California under the leadership of Kevin Kinsel. Evidently the group plays lots of different games in its frequent FTF meetings and the zine reflects that with its postal games like Machiavelli, Britannia, Dip, Dip Variants, Panzer Leader and Wooden Ships and Iron Men. There are also a few non-Dogs playing in the zine, though what little non-game material there is consists of inside jokes understandable only by Dogs. Good things about the zine include regularity and game selection; bad things include layout (ugly cut and paste) and the insularity of the players. Of course, where else in the Hobby could you play Stellar Conquest? DH

The cartoons of dogs on roller skates, bicycles etc. are cute. MPL

#### *Heroes of Olympus* (#7)

Steve Nicewarner has been assigned to Saudi Arabia; as a result his zine is on hold. Steve does send occasional updates from the Gulf which are quite interesting. Expect major changes to its format of exclusively running obscure games like Blood Royal and Down with the King when Steve returns from the Gulf. MPL

Steve is the only publisher sending out a zine from the middle of a war. Until the present conflict is over, the old *Heroes* is on hiatus. Instead, Steve is sending out flyers to keep in touch with his readership. As far as the regular *Heroes* goes, I think there will be major changes once Steve gets back from Saudi Arabia. He was publishing a "niche" zine, running only games like Down with the King and Search for the Nile. There was some non-game material, but nothing special. Overall, the zine is clearly still in its formulative stages. DH

#### *The Home Office* (#52)

One of the old stalwarts in the warehouse zine market. Fred runs a good mix of Dip and variants like his own famous design, Colonia. Some of the games are in-bred, though, with lots of the same people playing together. This can be a problem. Also this is not a wonderful-looking zine — no maps and little separation between game reports. But Fred is an excellent GM and regular publisher (although 5-weekly is not the most frequent publication out there.) After playing several games in *THO* I can recommend it as a stable place for a game, and fun so long as you don't get into one of those in-bred games. The Colonia variant itself is worth a second look. And for a warehouse zine, Fred has nice little bits of reading material scattered about as well, including his famous minibios. DH

#### *Rebel* (#61)

There are some zines that you just don't know why you like them. This for me is certainly the case with *Rebel*, which is just about 8 sheets of paper with lots and lots of games (20+) on them. Still, *Rebel* is always there, like an old friend, ten days to two weeks after the deadline while many prettier zines are late or MIA. The GMing can be suspect, but what can you expect from someone who GMs as many games (30+ between *Rebel* and *Starwood*, her round robin gunboat zine) as Melinda does? MPL

The megazine of the Hobby, hands down. At one time Melinda was offering continual Dip Gunboat openings, and was running something like 41 games at the same time! Though the game count is down a bit now, she still runs an insane amount of games. Of course, there is nothing but the games — how would she have time to do much else as editor? As you might expect with so many games, there are numerous GM errors and delays — almost too many, really. Melinda should think long and hard before opening more games until a lot more of her current ones end. Another option would be guest GMs. DH

#### *So I Lied* (#29)

A quality warehouse zine, a highly recommend to play a game. Not much chat though. My major grip is that Marc names his games after songs by a certain very over rated band out of Athens, GA. MPL

This warehouse zine is one of the better ones, now that Marc has gone digest-sized. His layout looks better, though his graphics were always good. He runs Dip and variants, with a pretty good diversity of players involved. Biggest problem from a player perspective is that sometimes the deadlines are a little too quick, the flip side of this is the zine comes out fairly regularly. Sometimes Marc has had articles on sports, etc. but for the most part *SIL* is unabashed warehouse. One good thing is the lack of a sub fee — so players looking for a bargain may want to take a look at this. DH

#### *Twains* (#4)

This is the newest zine for the play of the Empire Builder system of games. So far no major problems but it's obviously too early in the life of the zine to make any sort of evaluations. This is just a 2-3 page flyer right

now. Maybe that is all it will ever be. Dave has no game openings, but claims that anyone interested in EB games should just start up another zine — the games will fill immediately. Yet another example of the growing popularity of rail games in the Diplomacy Hobby. DH

### *White House Mania* (#17)

This is the zine for postal play of Campaign Trail, a game that simulates a presidential election. This game is very well suited for postal play and Bruce has done a good job of running it. Well laid out, well GMed and imaginatively adapted for PBM. The deadlines are also nice and quick. The only draw back I can see here is the lack of non-game reading material — I can envision a Campaign Trail zine with lots of political chat on the side. Somebody should do that now that the 1992 campaign is coming up. DH

## *Service Zines*

### *Alpha & Omega*

This is the game report zine for the Miller Number Custodian (MNC), one of the two giving out catalogue numbers to variant gamestarts. *A&O* also publishes game finish information. The zine has traditionally been nonsense, and it's too early to tell if new MNC Lee Kendter Sr. will change this. The big thing here is Lee's call for info on all variant starts and finishes in 1990. The former MNC did not transfer all the relevant records. Let's all help Lee put this project back on course. DH

### *Everything*

Reports on the work of the Boardman Number Custodian (BNC), who assigns numbers to and reports the results of PBM/PBEM regular Diplomacy games. The main problem is that Don, faced with real life problems and Hobby overcommitment, hasn't published anything on 1990 starts/finishes. We need to get something from you soon Don! MPL

*Everything* is supposed to report regular Diplomacy gamestarts and game finishes. For 1990 you might say the zine was *Nothing*. There was an issue in the spring of 1990, but it covered games ending by 1989 only. As of late February 1991 there has still been no sign of any game reports for 1990 game finishes. This is simply disgraceful. Don should get his act together ASAP or turn his custodianship over to someone else. DH

I expect Gary Behnen will be the BNC very, very soon. MPL

### *Niccolo*

I've seen just one copy of this service zine dedicated to the play of Machiavelli. Is this much ado about nothing? No I don't think so, even though there have been only 10 Mach gamestarts in the last two years. George's obvious enthusiasm for the game may yet start a major expansion of the PBM Mach Hobby. DH

Reports on George Mann's work as the Number Custodian for Machiavelli, which reports on, da, Machiavelli game starts and finishes. For the serious Machiavelli aficionado only. Of course, as *Niccolo* is only sent to Machiavelli players and GMs that's not a problem. A major problem is that George Mann is, to put it bluntly, out of touch with large parts of the Hobby. George thinks that 1499, a variant designed by, he claims, James Nelson (sic — try Dave McCrumb), is a variant of Machiavelli. Not quite George, but the custodian work is appreciated. MPL

### *Zine Register*

Close your eyes. Think about why you are enjoying this issue of CCC so much. Now you know what I am going to say about *ZR*. Tom is simply not the one to publish the definitive zine listing, not as long as he's publishing a big zine of his own, *Been There, Done There*. Don't get me wrong — Tom made *ZR* look good visually, and certainly has the persona to pull such a project off. But if *ZR* doesn't go out on a semi-regular basis

it is not particularly useful in my opinion. Either that, or there needs to be other listings (like the disappearing *Zine Directory*) which come out on a staggered basis with *ZR*. DH

What? Never heard of it!

Wait, it's coming back to me now. This is suppose to be a twice a year guide, compete with reviews, to all the zines and services in the Hobby. Published by some ~~bozo~~ guy named Tom Nash (who?). Last seen in June, 1990 at DipCon. Thought to have run off with a Brit attending said Con, now being held captive in England pending payment of ransom; the main demand being the use of a spell checker on all the Nashling's work. MPL

## *United*

### *Hoopla* (#2)

Given that basketball is a lot more popular in the U.S. than soccer something like *Hoopla*, an adaption of *United* to basketball, was bound to pop up eventually. The system used seems reasonable, if a bit complex to someone who hasn't played in a *United* league before. The zine also is well designed. A major concern is turnaround; *Hoopla* has been slow to appear, in part because Billman is doing the games by hand. Still, even after Bill does computerize the adjudications, Bill will have to prove something to me. MPL

### *Mad Dog* (#16)

After a long delay, *Mad Dog* has returned with a vengeance. A more complex system than *Pilot Light*, *Mad Dog* has a financial aspect along with team management. Bernard's new printer gives the zine a nice look; the layout is also quite nice. As with all *United* zines, can be a bit cliquy at times. MPL

### *Pilot Light* (#27)

Probably the best place to learn to play *United* in North America; *PL* offers a simple, yet interesting system of play. The turnaround is also quick and the zine reliable; though Kevin can be a bit abusive to some of his readers at times (though this does keep him from writing lots of bad press which he does in the other *United* leagues he plays in.) MPL

## *International*

### *Beautiful Losers* (#10)

*BL* is one of the newest Australian zines, and has shown significant promise so far. The Macintosh layout/graphics are often crisp, but I got the feeling that the layout man, Marion Ashworth, is still experimenting and figuring things out. You can see ugly photocopying lines in some issues.

Content-wise, *BL* is extremely good sometimes and extremely boring other times. Boring to the overseas reader, I mean, in that this zine is full of inside jokes and cliquy nonsense. All that is probably fun for the Aussie reader, but not for others. There have been extraordinary articles about Diplomacy and other things, though, by such writers as Luke Clutterbuck and Harry Kolotas.

Biggest problem so far is inconsistency. Sometimes the zine is good, sometimes not. Sometimes on time, often not. But give *BL* some time and it will likely be as good as its cross state rival *Victoriana*. DH

Dave has hit upon the great truth of the Australian Hobby: it's extremely inbred and cliquish. As Australia's population is largely concentrated in a few, large cities, Aussie Dippers tend to see each other a fair amount. The result can be, like *BL*, a zine that's hard for the non-Aussie to understand. The quality of the strategy and tactics articles and the other writings which are accessible to the foreign reader make up for this in part. That said, *BL*, for it's size and given a three man production junta, seems slow in appearing at an issue every other month or so. The layout needs some work as well. MPL

### *C'est Magnifique* (#95)

A safe introduction to the world of British zines; lots of games including international games of *Railway Rivals*, *Downfall* (barf!) and *Diplomacy* plus a small but well written letter column running the range from politics (U.S. and British), the Hobby to music. Very reliable but done on mime which can be hard to read at times. MPL

The biggest thing about *Cmag* is its regularity. You can count on seeing Pete's zine a lot more than most of your American Zines. No kidding. Now what that means is that the nongame material in any given issue is rather slim — good, but slim. The letter column is usually interesting, but very short and articles never appear as far as I know. This is a pretty decent place to keep in touch with the Brit Hobby, given Pete's stature in it, but don't expect more than just a few minutes reading.

I'll bet the regularity would make this a good place play, though. And the zine is crisply printed, though not a terribly exciting layout. This is not the chatty zine people tell you to get from the UK, but is definitely a solid and consistent performer. DH

Dave, saying that you see something more than most American zines ain't saying much. And you're wrong on the articles, too — Pete had one about a year ago inspired by Channing's piece in *CCC*. MPL

### *Damn the Consequences* (#24)

*DtC* was the first New Zealand zine and continues to be the ugliest. Yes, this cut-and-paste, sometimes hand-written, sloppy looking layout really hurts the eye and greatly detracts from readability. Much of the zine is game reports, but even that might be more fun if you could actually read it. There is some humor here, though, and Brendan has made some progress in attracting international readership. Right now there is little reason to get *DtC* unless you are a NZ Dip player, but if some international games are offered at some point this could change. Somebody tell Brendan to fix his damn layout though! DH

A very regular New Zealand warehouse zine specializing in variants, most of which aren't run in North America. Though among the most ugly zines I get (there's nothing quite like reading a zine typed on lined paper), I like it for its differentness. As an added bonus, you also get to see how easily Kiwis are scandalized (hint: one artistic nude and several are having conniptions and resigning out of the zine.) MPL

### *Diplomat* (#6)

This is the English-language zine published in Germany that seeks to bring together hobbyists from all around the world. There is no better place to play international games given the wide variety of countries represented in the zine. Also, the layout is decent and reproduction generally good. The letter column has at times been the best in the international Hobby, with all sorts of interesting discussion of national sovereignty and other issues.

Regularity has been a problem, though, notwithstanding the excuses given by editor Thomas. For a zine running slow international games anyway, regularity is a must. Of course, the delays have been relatively minor so far so no need to push the panic button yet. The articles are generally just reprints of old British and American stuff and tame stuff at that. Unless the letter writers are good, *Diplomat* is not a great reading material zine yet. But with an enthusiastic editor who knows how to use his computer, this may change. DH

In all honesty, *Diplomat* is comparable to something like, say, *The Home Office* with about twice as much writing, including a strategy and tactics article, a somewhat prettier look and a variety of non-Dip games run. MPL

### *Lepanto 4-Ever* (#14)

*Lepanto 4-Ever* is the foremost zine in Scandinavia and trying to spread the Gospel of *Diplomacy* to the northern latitudes. Slowing down a bit (well a lot actually), *LAE* is a good sized product running Dip, a variety of variants

(this is a European zine) and *United*. There's also a letter column which is fairly interesting and announcements on the happenings of the Scandinavians Hobby/Con circuit.

I have the impression that Per keeps changing computers, as *LAE*'s basic look changes from time to time. The layout is fine, though the print's a bit small and the copies could be better. Worth getting but not a must. MPL

### *Prisoners of War* (#44)

*POW* is one of the most highly respected zines in the United Kingdom. It is visually attractive, runs lots of different games and comes out at a fairly regular pace though the deadlines are far apart. Why doesn't it turn me on, though? Part of the problem is that much of the reading material in both the zine and subzine (written by Doug Rowling) is incomprehensible — weird UK music, motorcycle analyses, impenetrable commentary on local Scot culture. And much of the zine itself is taken up by pages and pages of the *En Garde* game report, which is basically useless for the non-player.

I don't mean to slam *POW* too hard. This is a technically superb product and seems to be a good place to play games. But as a pure reading zine, I am as yet unimpressed. DH

A must disagree with Dave about *POW*; though certainly not the greatest thing since sliced bread, I find it to be a good read. The parts by Wallace and Doug are interesting if at times hard to understand fully if you're not a Brit. I'll always remember picking up a new *POW* and reading a new Wallace's bit on his computer having a virus, WDEF A, some two minutes after finishing eradicating the same virus from my computer. That was just too weird for me. The *En Garde* game report, unlike any other in the Hobby anywhere, intrigues me. Think of this as sort of a British *Perelandra* which comes out every two months. MPL

### *Victoriana* (#42)

This was the first overseas zine I ever subbed to, and in the final analysis has probably been the best. John strikes a nice balance in his zine between material about the Australian hobby and material of interest to his many international subbers. Much of this is due to his letter column writers, certainly. Indeed, *Vic* probably has the most diverse readership of any zine in the world. John is also a good GM. His game reports are readable, regular and include both maps and player addresses.

Problems? Not many. Sometimes photocopying is not the best in the world, and there have been a few issues that leave one wondering whether John is truly interested in his zine. Overall, though, this is a good zine to play international games in and a great zine to subscribe to. DH

As accessible a product as you'll find from overseas; *Vic* is a solid, reliable zine built around its letter column, and offers international games of Dip. That said, you still have to wade through lots of stuff on the Australian Hobby, though this material is presented in an understandable manner and not needlessly cliquey. I recommend it, if nothing else to give one some exposure to a foreign culture and different point of view. You can also watch Dave die in an international game of Dip. MPL

### *Y Ddraig Goch* (#54)

And we save the best for last: *YDG*, Iain Bowen's "adult zine of postal games." This is the zine I currently can't get enough of. *YDG* is a serious zine (no subbers under 18), talking about things like sexuality, art, philosophy and much more. It never ceases to amaze me how much better read the average Brit is than the average American and this definitely shows here. And, of course, *YDG* runs a broad range of games from Dip to variants to *Railway Rivals* to *Snowball Fighting*. MPL



<u>Zine</u>	<u>Publisher/Address</u>	<u>Openings</u>	<u>Price</u>
Alpha & Omega	Lee Kendter Sr., 4347 Benner St, Philadelphia PA 19135	-	\$ .75
The Appalachian General	Dave McCrumb, 3636 Oldtown Rd, Shawsville VA 24162	Dip (\$10), Conquest...(\$5), SF (\$3)	Free if a player
Been There, Done That	Tom Nash, 202 Setter's Rd, St. Simons Island GA, 31522	Dip, RR	\$1.25
Benzene	Mark Lew, 1717 Bay St, Alameda CA 94501	-	\$ .80
Boot Hill	Pete Clark, 7095 N. Fruit Hill #143, Fresno CA 93711	-	Subzine of Moire
The Canadian Diplomat	Bob Acheson, #603-10883 Sask. Dr., Edmonton, ALB T6E 4S6 CANADA	Dip, GB, Cline 9-man, Colonia	\$1.00
Carolina Command & Commentary	Michael Lowrey, 3241 Walnut Creek Pkwy, Raleigh NC 27606	Dip, Viking Dip II (\$5)	\$1.00
Caveat Emptor	Alan Levin, 7042 W. Carol, Niles IL 60648	GB	Free if a player
Comrades in Arms	Tom Swider, 75 Maple Ave A, Collingwood NJ 08108	SPQR, Perestroika Final Conflict	\$1.00
Concordia	Tom Minardi, 45 Zummo Way, Norristown PA 19401	-	\$ .40
Costaguana	Conrad von Metzke, 4374 Donald Ave, San Diego CA 92117	Dip, GB	\$ .25
Crimson Sky	Michael Gonsalves, 530 Treasure Lake, Dubois PA 15801	Dip	\$ .60
Dipadeedoodah	Phil Reynolds, 2896 Oak St, Sarasota FL 34237	Dip, variants (\$5)	? but exists
Diplomacy Digest	Mark Berch, 11713 Stonington Pl, Silver Spring MD 20902	-	\$ .55
Diplomacy Downs	Bruce Reiff, 432 Caldwell Dr, Cincinnati OH 45216	Dip, Win, Place & Show	\$1.00
Diplomacy Tribune	Gerald Todd, PO Box 375, Pasedna MD 21122	Dip, GB (\$3)	\$1.00
Diplomacy World	David Hood, 104 F Terrace Drive, Cary NC 27511	-	\$10.00 for 4
Diplomatic Immunity	Michael Legg, 541 W. 15th Ave #51, Escondido CA 92025-5656	Dip, GB (\$4), 7x7 GB (\$15)	\$ .50
Dipodous	Pierre Touchette, 11 Bruyere, Gatineau Quebec J8T 2T9 CANADA	Dip (\$3)	\$1.00
Dogs of War	Kevin Kinzel, 21561 Oakbrook, Mission Viego CA 92692	GB,	\$ .75
Domer Dip	Matt Miller, 204 Carroll Hall, Notre Dame IN 46556	Dip, Gunboat	\$ .75
Down at the Mouth	Vince Lutterbie, 1021 Stonehaven, Marshall MO 65340	-	Free to players (?)
Everything	Don Williams, 28162 F W. Sloan Canyon Rd, Castaic CA 91384	-	\$1.00
Excelsior	Bruce McIntrye, 6636 Dow Ave #203, Burnaby BC V5H 3C9 CANADA	Silent 7 Dip, Dip, Road Trip	≈\$.85-\$1.00
Hereos of Olympus	Steve Nicewarner ARCENT SUPCOM, ATTN 18th CFG, APO NY 09616	TBA	TBA
The Home Office	Fred Hyatt, 60 Grandview Pl, Montclair NJ 07043	Dip, Colonia 7	\$9 for 12
Hoopla	Bill Hunter, 4323 F Walker St, Charlotte, NC 28211	-\$ (10)	Free to standbys
Mad Dog	Bernard Bearry, 2515 NE Expressway, Apt P14, Atlanta GA 30345-2517	-\$ (8)	Free to standbys
MegaDiplomat	Chris Carrier, 1215 P St #12, Sacramento CA 95814	-	\$1.00
Megalomaniac	Rich McKey, PO Box 241, Brewster MA 02631	-	\$ .75
MetaDiplomat	Jeff McKee, 481 Westbrook St Apt 105G, South Portland ME 04106	-	\$ .75
Moire	Tim Moore, 405 Fair Dr #101, Costa Mesa, CA 92626	Dip, Gunboat	\$ .75
Niccolo	George Mann, PO Box 2072, Williamsburg VA 23188	-	\$1.00
Northern Flame	Cal White, 1 Tumberry Ave, Toronto Ontario M6N 1P6 CANADA	Int. Dip	3¢/page
Ohio Acres	John Fisher, 20811-D Bear Valley Rd, Apple Valley CA 92308	Dip, Acquire	\$1.00
Orphan Son	Bruce Hartwig, 6612W 113th Ave, Westinster CO 80020	GB	1¢/page + postage
Perelandra	Pete Gaughan, 1521 S Novato Blvd #46, Novato CA 94947	Monop, Dip, Titan, SF, Metropolis(\$5)	\$1.50
Perestroika	Larry Cronin, PO Box 40090, Tucson AZ 85717	Anarchy, Perestroika Dip	See note
Pilot Light	Kevin Brown, 6703 St. Augustine Rd #209, Jacksonville, FL 32217	-\$ (8)	Free to standbys
Ramblings by Moonlight	Eric & Cathy Ozog, 20510 Church Lake Dr, bonney Lake WA 98390	-	\$ .75
Rebel	Melinda Holley, PO Box 2793, Huntington WV 25727	-	\$1.00
So I Lied	Marc Peters, 370 North St, Sun Prairie WI 53590	Dip, GB (\$6)	Free to players
Twains	Dave McCrumb, 3636 Oldtown Rd, Shawsville VA 24162	-	Free to players
Upstart	Garrett Schenck, 40 Third Pl, Basement Apt, Brooklyn NY 11231	Dip, GB (\$5)	\$ .75
Vertigo	Brad Wilson, PO Box 126, Wayne PA 19087	Philadlphia dip	\$ .45
White House Mania	Bruce Lindsey, PO Box 1334, Albany NY 12201	-	\$25 gamefee
Zine Register	Tom Nash, 202 Settler's Rd, St. Simon's Island	-	\$1.50

# Grading the Zines

Zine	Reading Material		Timeliness		Games		Layout/Design		Overall	
	DH	MPL	DH	MPL	DH	MPL	DH	MPL	DH	MPL
BTDT	A	B+	D+	C-	B+	B-	B+	C	B+	B
Benzene	A+	A	B	C+	B+	-	B-	B	A-	B+
Comrades In Arms	B-	-	C+	C+	A	A	B+	A-	B+	B
Costeguana	-	-	B+	B	B	B	C	C	B-	C+
Dipadeedoodah	A-	B+	F	F	B+	B+	B	-	C-	D
Diplomacy Digest	A	B+	B-	D	-	-	C+	C-	B	C
Diplomacy Downs	A	A	A-	A-	B	B	C+	B-	A-	B+
Exclesior	A-	B+	C-	D	B-	D+	D-	F	C+	C+
Megalomaniac	B-	B-	D+	D+	B	B-	B+	B	B-	B-
Megadiplomat	C	C+	C+	B-	-	-	C	B-	C-	C
Moire	C	C+	B	C-	A	A-	A+	B+	B+	B
Northern Flame	A+	A	A-	B+	A	-	B+	B	A+	A-
Ohio Acres	B+	B-	B	B+	B	B-	B-	C	B	B
Perelandra	B+	B	A-	A	A+	A-	A	A	A	A-
Perestroika	B	F	B+	A	B	B-	C+	C-	B	C
Upstart	A	B	A+	A	A	B+	A-	B	A	B
Vertigo	A	A	C+	C-	B-	B	D+	D+	B-	B
Appalachin General	C	-	B+	-	A+	-	C	-	B	-
Canadian Diplomat	B+	-	D	C-	A	B+	C+	B-	B	B-
Concordia	-	-	B+	B+	B+	B+	B	C+	B+	B
Crimson Sky	-	-	A	A	B+	-	C-	C+	B	B
Diplomacy Tribune	-	-	A	-	B+	-	B+	B-	A-	-
Dogs of War	-	-	A	A-	B+	B+	C	C	B	B
Down at the Mouth	B-	-	B	-	B	-	D+	D	C	-
The Home Office	-	-	A-	A-	A	-	C-	C+	B+	B
Rebel	-	-	B	A-	C+	C	C	C	B-	B-
So I Lied	-	-	B+	B-	A-	A-	B+	B	B+	B
White House Mania	-	-	A	-	A	-	A-	-	A	-
Beautiful Losers	B	B-	C-	C-	A-	-	B-	C+	B-	C
C'est Magnifique	B	B	A+	A-	B+	B	B	C+	B+	B+
Damn the Consequences	C+	C	B-	B+	B-	B+	F	D	C	B-
Diplomat	C+	B	B-	B	B+	B+	B+	B	B-	B
Prisoners of War	C	B	B	B	B	B+	A+	A-	B-	B
Victoriana	A+	A-	B+	B+	A-	B	B	B	A	B+