

CEREBRAL NEBULA

Vol. 1, #4

CEREBRAL NEBULA

1 June 1967



"About ready
for your next
move Doug?"

This is of course the CEREBRAL NEBULA a Diplomacy zine run by a select group of Seattlites. Hopefully by this issue we'll have figured out how to run mimeo (hah! I spelled it right). All correspondence should be directed to the editor unless otherwise noted. -ed. Greg Long
3526 S.W. 112
Seattle, Wash. 98146

Any literary contributions are particularly solicited although the ed. reserves the right to edit or condense. Game fees are \$2.00 for all variant and regular games. Team games: \$1.00 per player. Price per issue is 10%. We trade all-for-all.

1967J
Fall 1901

HIGH SEAS FLEET BREAKS INTO NORTH SEA
RUSSIANS INVADEN TURKS

ENGLAND: F North Sea- Eng. Chan; F Norweg- Norway; A Edin-York
(Evans)

GERMANY: F Den- North Sea; A Kiel- H 1; A Ruhr- Bel
(Metzger)

FRANCE: F Brest- Mid At; A Paris- Gasc; A Mars holds
(Peery)

ITALY: A Pied- Mars; A Ven holds; F Tyrr- Tunis
(Heuston)

AUSTRIA: A Tri- Bud; F Alb- Greece; A Ser (S) F Alb- Greece
(Alden)

RUSSIA: F G of Both-Swed; F Sevast- Arm; A Gal- Rum; A Ukr (S) ~~...~~
(Rosenbaum)

TURKEY: F Ank-Ela Sea; A Bul- Rum; A Const- Bul
(Teudiker)

Underlined moves not possible. Following supply centers are held by the powers:

ENGLAND: Lon, Liver, Edin, Norway (4) build 1
FRANCE: Mars, Paris, Brest (3) no build
GERMANY: Ber, Mun, Kiel, Bel, Holl (5) may build 2
ITALY: Ven, Rome, Nap, Tunis (4) build 1
AUSTRIA: Bud, Vien, Tri, Ser, Greece (5) build 2
RUSSIA: StP, Mos, War, Sev, Rum, Swed (6) build 2
TURKEY: Smy, Ank, Con, Bul (4) build 1

Deadline for Winter 1901 builds is

Press Releases

Constantinople: This reporter interviewed Her Majesty and made these observations: One of The Majestys' best qualities is her honesty. Both of herself and others. She is frank. She acknowledges truth whenever it is shown or spoken. Her courtiers soon learn that if one is not honest with Her Majesty he is in trouble. Though she sometimes borders on curtness, a sense of understanding is also present. The next article will discuss the aspect of Her Majesty's personality.

Paris: His Imperial Majesty Louis XXXIIIrd, returning from a visit to his newest possession in the New World, Oraniana, declared in Lurleens, the capital of Luresiana that he would personally lead the French forces against the nasty Italians. Louis expressed shock that another country ((amend to countries -ed.)) would dare attack France during his absence. He said: "Just like those damn Italians though. Must be a bunch of rotten amateurs. Everybody knows Italy can't beat France." Asked about his trip Louis said: "We were very disappointed that we did not see this new constellation without a center everybody keeps talking about over there. Apparently, it's a mirage." ((It should also be noted that Louis couldn't see the forest because the trees were in the way))

Roma: It was officially announced today in Roma ((I should have said)) that the Tunisians voted overwhelmingly to join the new Roman Empire. The fact that the new province is properly integrated into the empire, Princess Janet's own Home Fleet is entering the waters of Tunis. The fleet, having just finished extensive maneuvers in the Tyrrhenian S. will enter Tunis with all the pomp of Princess Janet's sea court. The residence of Tunis are expected out in force, and all signs point towards a really big celebration.

 CEREBRAL MEMBRANE

Larry Peery, 5834 Estelle St., San Diego, Calif. 92116 :
 In reply to your question page 5, issue 3 of CN. ((Listing players as they come in)). I feel that the benefits of publishing those players who have signed up for a game outweighs the possible disadvantages. For instance, lets people know about how long till a game starts ((just listing number of players signed up would be sufficient)), it gives people an idea of who is interested in what games, and acts as an impetus for people sign up earlier. I do not (and I speak for being in several of the EREHWON games) feel that very often those listed make prior agreements before a game starts (though I have done so on occasion---but only in conjunction with a game already in progress). ((Ah hah, thats my point)) *

A similar article was presented by Rod Walker who started the whole thing. He points out that this is a benefit to the player and the gamesmaster. He says the possibility of an advance alliance is almost nil and I am not arguing that point. However, as a rule, players who make contact with another player whether they know the countries or not, are less likely to double cross each other. NOTE however, that in the zines that do use this point the players pick their countries. Example: two people signed up for a game find that they are the only ones signed up so far for that game. One of the players picked Turkey and the other Russia. Since they are the only ones registered, they are assured of their country placement. A mutual exchange of notes and presto - an alliance far before the final gamelist is out. Walker's article in EREHWON #10 explains his stand on the subject well. It should convince everyone that he is right. -ed.

Well, I've finally recieved JUTLAND (Avalon Hill's WWI naval war game) and as usual I've nothing but praise for it. My motto: the more complicated the game, the better the game.
 Recieved another excellent S&T which included a review of the game VANGUARD. Next issue will include: JUTLAND REVIEW, FLETCHER PRATT'S NAVAL GAMES, and articles by Zocchi & Bronnecke. Future features include: Siege of Rodenburgh (table top game), introduction to "GO", and Wagon Wheel Chess. For more info, write: S&T Box 65, Adelphia, N.J. 07710
 Note: CNs #2and#3 have more information on S&T.

EDITORIAL TIME

Recently ARMAGEDDONIA stated that it would no longer trade or allow subscriptions. Although well within their rights (its their zine) I feel this not in the spirit of the game particularly in one of the best zines on the West Coast. I'm sure most zines would support the CN's views on this subject, most affected will be those gamesmasters who collect zines through trades and subscriptions because they lack the time required to play in the games. Although I could go on further, Rod Walker's editorial in EREHWON #10 most clearly presents the situation. -ed.

(ccc)

(ccc)

Caution! Anything which Xenogogic prints about this zine is untrue.

(ccc)
 (ccc)
 (ccc)

As all should know CN carries not only regular (the word four words back should read 'carries') games of Diplomacy, but also many variants. At the moment we offer the following variants in CEREERAL NEBULA:

Principis: The Roman Empire in the time period after Hadrian's death as 7 players and a horde of barbarians battle it out for control of the empire plus other juicy things.

Imperialism VII: World War Two Dippy with 6 powers. This is probably the most successful variant invented by Rod Walker in EREHWON.

Imperialism VIII: Diplomacy throughout the world at the beginning of the 20th century. Nine players (the originals plus Japan and the U.S.) with the original board and world-wide maps.

Imperialism IX: The city-states of Greece plus Persia fighting all against all in the Peloponnesian War. Nine players in all and anyone can win.

Note: The four variants mentioned above were invented by Captain Rod Walker (USAF, TUSLOG Det 183, APO New York; air mail only) and are currently ran in Walker's EREHWON. He offers these games plus others in his 'zine, except for Principis. At the moment Rod only needs 31 more players for his biggest variant, Feudalism I. I advise that all sign up for this 11th century variant as it only costs one dollar and is free to all of EREHWON's current players.

The Balkan War 1912-1913: This newest variant was created by our publisher Doug Baker. The powers: Turkey, Greece, Bulgaria, Rumania, Serbia, and Montenegro (?). Available next issue.

All correspondence concerning any about variants should be directed to the assistant editor; Douglas Beyerlein, 3934 S.W. Southern, Seattle, Wash. 98116.

The following is part of a letter from Walker concerning him and his variants.

"I started playing Diplomacy when it first came out ('59 or '60, as I remember), but my interest in war game design began several years before that. In 1955, I designed a 3-man game which was mostly movement and propaganda and very loose rules. Each player started out with certain forces which did not grow. That was Imperialism I. In 1957 I designed a 13-man world-wide game for our Debate Squad in College. It had major and minor powers and, again, static forces based on population figures for 1913 and Japan's Fighting Ships of 1914. Movement was in miles per day (all points) and battles were resolved by means of chess--the larger force was given a score of 40 points and the smaller force a relative fraction of that. The smaller force then removed from the chess board pieces which totaled the number of points difference between his points and 40. Each piece removed from the board represented casualties in proportion to its point count (pawns 1, bishops and knights 3, rooks 5, queen 10). However, the rules did not allow for all contingencies, and when the player for the Arab Empire pointed out that, under the rules, he could construct a border barrier consisting of barbed wire and rabid monkeys, and I couldn't come up with a satisfactory numerical rating for that one, we had to revise the whole thing. That was Imperialism II and III. Imperialism IV was a 7-man world wide game on similar principles, which never got off the ground. Imperialism V was a game which will see light in EREHWON one of these days in a different form--it was Europe 1745 with 21 small and large states, used by the Secretariat of the XII Model United Nations, of which some real old-timers at U. of W. might remember that I was Secretary-General. I also played England in that one, which was designed in 1960. My next game, 1961 was Imperialism VI, a world-wide game based on a system which may be revised for use as a new game which Charlie Turner and I are thinking about. Each province was a supply center, but it provided certain raw materials, and a syndrome of each was required to build an unit (iron, food, ferroalloys, coal, oil, and like that). Imperialism VII was originally designed as a game for 6 missile crew commanders at my last assignment and was played several times over-the-board before it appeared in EREHWON. This is the first time, so far as I know, that the entire history of the Imperialism series has been set down." ---- Thank you Rod for this interesting article about the Imperialism series. In the next issue will be the second part of his letter on how he goes about designing his variants.

King Louis goes to San Diego. Snoopys has fleas!

IN REPLY TO XENODOGIC

Unlike the Xenodogic, the CEREBRAL NEBULA is not printed so its editor can make a fool of himself in public. The CEREBRAL NEBULA is published for the benefit of its readers, not for the people who run the zine. In view of this the Xenodogic has directly insulted the following people who are "connected with CEREBRAL NEBULAE": Charles Turner, Charles Alexander, Bill Haggart, Ben Turk, Margaret Gemignani, Doug Baker, Chris Wagner, John Boardman, Richard Metzger, Stephen Houston, Dan Evans, John Alden, Tom Rosenbaum, Roland Tzudiker, Richard Shagrin, Ken Fletcher, Hal Naus, Jim Dygert, Charles Brannan, John McCallum, John Koning, Charles Wells, Rod Walker, Eugene Prosnitz, Don Miller, Larry Peery (?!), Ron Bounds, Dave Lebling, Doug Beyerlein, Greg Long, and countless others.

In view of this, the CEREBRAL NEBULA will not condescend to writing a similar article as found in Xenodogic, we'll only try and answer the questions posed by XD.

Mr. Peery starts off his little letter by saying he was the victim of "malicious diatribes" directed from Seattle. I'm at a loss to explain where he got this notion, unless he was refering to the dog on page 4 of CN #3 (I have to admitt, that was hitting pretty close to home for Mr. Peery which was the Snoopy Doll).

Next Mr. Peery accuses me of attacking the poor grammar which adorns most Xenodogic's first issue. Mr. Peery claims this was done on purpose, I believe it! He also accuses me of attacking Snoopy which he calls "doggeral".

Next there are some commentson the fact that he didn't sent us his Spring moves for 19677. As I recall, Mr. Peery missed some moves in other zines also at that time.

Mr. Peery then reveals his great knowledge of the English language and Latin. He repeatedly referres to the CEREBRAL NEBULA as the Cerebral Nebulae. He calls back on his great knowledge of Latin to back these claims. If I may quote: "I know, you jerks, I had some latin to." I think Mr. Peery ment to say, I had English II. In any case, I don't quite think you've mastered our language to the point where you can make comments on the name of this zine.

The fourth paragraph of Mr. Peery's blast accuses me of "daring to desecrate the scared SNOOPY DOLL". The scared Snocp Doll has my condolences.

I could comment further on the whole zine, but that might be as boring as the zine itself. I hope Mr. Peery is pleased with his latest attempt of "ink on paper" commonly called Xenodogic #2. By the way, this article is answering Xenodogic #2, 5834 Estelle St. San Diego, Calif. Don't say you didn't ask for this Larry!

P.S. Mr. Peery's zine is really very good, we were only kidding above. There, now we can be friends again, hows about an alliance in 66-BB?
-ed. ((Greg Long))

!!
Maybe Shagrin has been drafted!

To Xenodogic--- If that insect like creature on the last page of XD #2 is LURLENN, what's the big ghost like creature next to her?

In answer to Rodney C. Kingthrope (see XD #2), the Cerebral Nebula has no center because its omnipresent.

To Charles Turner--- You said you'd print any Press Releases we sent in for that team game in ARMA, well, they'll be printed ---in RUSSIAN. Get the next issue of Armageddonia, 843 Santa Fe, Albany, Calif. 94706, and see who got the last laugh, Seattle or the ITA.

In accordance with our announcement policy (see CN #3) the following was received:

Note to everybody:
Xenodogic is seriously considering publishing an edition in either Russian or Chinese (as soon as I can learn how to use a Chinese typewriter). Then you people can really suffer. Maybe, Greg, I'll put one out on 3-D paper, it ~~ought to be right at somebody's~~ alley.

CN #2
Spring 1901?

GAMESMASTER SAYS HELP!!!

ENGLAND: F Lon- Eng Chan; A Liver- York; F Edin - North Sea
(Turner)

FRANCE : no moves received/ all units hold
(Alexander)

GERMANY: F Kiel - Holl; A Mun-Ruhr; A Ber-Mun;
(Haggert)

ITALY: A Ven- Tyr; A Rome- Ven; F Nap- Tyrr.S
(Turk)

AUSTRIA: no moves received/ all units hold
(Gemignani)

RUSSIA: F Sov- Bla S; F St.P * G of Both; A War-Gal; A Mos-Ukr;
(Baker)

TURKEY: F Ank-Bla S; A Con- Bul; A Smy-Armenia
(Wagner)

Underlined moves do not succeed. Both players who failed to send in moves for the most part old pro's, so I hope this was just a case of missed moves. They both expressed a diasire to play and were sent CN #3. Moves for CN #2 are due June 16, 1967.

Press Release

Constantinople (May 2, 1901): The Turkish Government announced today that it has concluded peace treaties with all bordering European powers. The statement went on to state that Turkey had no military ambitions in the Balkans or elsewhere, and that Turkey wished to remain neutral in the conflicts of the continent. In a separate release, the Department of Internal Order and Home Defense indicated that a small detachment of police had been sent to Sofia at the request of the civil administration there. Apparently the extensive rioting in that city during the past two weeks has prompted the municipal authority to seek outside aid.

When will Mr. Boardman
bless the above game with
an official title?

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We will try and get publishing
down to two weeks between moves.

NOTE the CEREERAL NEBULA's next rgular game needs only one more person to be filled. It will be gamesmastered by Doug Beyerlein. Write in know and be that one person. And of course we have all those variants.

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