

← MACHIAVELLI

Volume I Number 4

C.F. Machiavelli

January 15, 1984

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C.F. Machiavelli is a zine for Machiavelli published monthly by William C.S. Affleck Asch Lowe. Current advanced Machiavelli game openings in the zine at present are: CF-1, CF-2, and CF-3. Current Diplomacy game openings in the zine at present are: CFD-1. Additionally, there are three other current game openings as follow: CFS-1 (pbm Striker campaign), CFCD-1 (Cosmic Diplomacy II), and CFCM-1 (Cosmic Machiavelli). Subscription is on the account system (\$5 Canadian or US to start) wherein subscribers are charged for the cost of printing and mailing. Free issues of the zine are available for trade, articles (1 free issue per page), and active standbys (1 free issue per active standby). This zine is part of CFAPA and is Panda Populist Press Production #16 and Celtani Federation Press Release #13. Games run in this zine are mostly advanced Machiavelli (TM Avalon Hill), but there is also a Diplomacy (TM Waddington Games (in Canada); TM Avalon Hill (USA)) game and variants of both of these games, as well as a Striker (TM Game Designers Workshop, Inc.) campaign. All games are run with no game fee or NMR deposit, but the Striker campaign requires materials.

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CURRENT GAME OPENINGS

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CF-1: 4 players paid (Karyn Helgeson, Mike Kettman, Irwin Schroeder, Michael Quirk). Scenario: The Balance Of Power: 1454g (8 players). We still need four more players to start, but if 2 more join and a majority votes to start, then we'll start.

CF-2: no players yet. Scenario: The Expansion Of States: 1385-1425c (4 players).

CF-3: no players yet. Scenario: The Struggle For Dominance: 1499-1521 IIc (Part Two: 6 players).

CFCM-1: no players yet. Machiavelli variant, no chosen scenario. Rules on request.

CFD-1: 3 players paid (H.D. Bassett, D.J. Carter, Fred Wiedemeyer). We still need four more players to start.

CFCD-1: no players yet. Diplomacy variant. Rules on request.

CFS-1: 3 players noted (Erik Helgeson, Ralph G. Hubert, John P. Kilmartin). Referee forces not designed yet.

STANDBYS

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CF (Machiavelli): Lu Henry, Michael Quirk. CFCM (Cosmic Machiavelli): none! CFD (Diplomacy): Michael Quirk, D.J. Carter. CFCD (Cosmic Diplomacy II): none! Please note that once you receive a standby position your name will be taken off the list. You may specify game or scenario.

Known Game Openings (excerpted with permission of Robert Sacks, 4861 Broadway 5-V, NY, NY, USA 10034):
James Briggs, POB 6243, El Paso, TX, USA 79906

THE END JUSTIFIES THE MEANS, 40¢/issue (80¢/issue overseas) ((Dec))

Bourse, DIPLOMACY, EN GARDE! (\$1/game year), MACHIAVELLI, RAIL BARON

((WCSAAL: I sent two letters which got returned, but I may have had an incorrect address))

Lu Henry, 6056 Waverly, Dearborn Heights, MI, USA 48127

TACKY, 5w, 3/\$2 ((Nov))

A MIGHTY FORTRESS (standbys), AFTER THE HOLOCAUST, DIPLOMACY (\$3 gamefee), MACHIAVELLI (standbys),
WOODEN SHIPS AND IRON MEN (\$3 gamefee)

Note: TACKY has been slow recently ((WCSAAL: I agree))

Mike Scott, 857 N Greenpark, Covine, CA, USA 91724

MIKE'S MAG, 6w ((Dec))

CIVILIZATION (\$10), CONQUISTADOR (\$8), KINGMAKER (\$10), MACHIAVELLI (\$8), RUSSIAN CIVIL WAR (\$8),
WOODEN SHIPS AND IRON MEN (\$10)

PLUG: If you are interested in buying games by mail or if your local store does not stock what you want try GAMES BY MAIL. It's a mail order game/zine and accessories service run by Andrew Webber, 2000 Bloor St. W., #312, Toronto, Ont., Canada, M6P 3L2. A good idea for Canadians, as the prices are lower than normal. Write for a free price list. ((Yes, I lifted this from SK))

COMMENTARY

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In case some of you are wondering what my principles are on priorities, they are as follows: 1) Survival; 2) Work; 3) Friends/Lovers; 4) CF Machiavelli near deadline; 5) Other games; 6) Other Stuff. I consider Old Gnostic Convention TM (my pbm adventure campaign/game) to be classed as work, since I get paid for it. While the cover says it's Jan. 15, it's actually the 18th now. As I had no games running yet, I figured this was okay. If I do have games running and must delay, I'll do my best to get results to you on the day after the deadline. But if I'm in the middle of the boonies for the militia on call-out, this may not be possible. Trust me, eh?

I may have missed some deadlines for games I'm in, although I hope not. Part of all the delay is from Cluster-II (the Australian pbm Trillion Credit Squadron / Traveller campaign (TM Games Systems for Cluster-II; TM Game Designers Workshop, Inc. for Traveller & Trillion Credit Squadron)), a game I'm in. In that game I run the Celtani Federation and control three megacorporations of my own creation, Ford Company (president Ford Prefect; has the monopoly on starports, computers, robots, ships, weapons, defenses, ammunition, and other high-technology goods), Reinholdt Enterprises (president Asan Reinholdt; has the monopoly on robot-assisted armed merchant shipping and subcontracting), and the Knights of Ni (a pirate megacorporation with an effective monopoly on large-scale piracy). Well, Friday my ex-neighbour, Erik Helgeson, phones up and tells me my homeplanet is supposedly under attack. Naturally, I'm concerned, as I had no idea of this being the case. So I phoned the person in Australia who had written Erik with this info. He confirms it and we discuss possible alliance and I agree. During this, I reveal to him that my planet is not the weakling everyone believes it to be. You see, I use more fleets than everyone and have very expensive and strangely-designed compact ships which carry thousands of robotic kamikaze fighters (heavily-armoured, high agility, highly accurate and difficult (impossible without using major ship weaponry bays or spinal mounts) to hit, which are armed with a triple-turret mix of pulse laser (useful in long-term since the fighter can refuel itself from natural sources), missile rack (containing 9 Nuclear and 1 High Explosive high-tech missiles), and sandcaster (fires ablative sand for defense); well they've got lots of other features, but in short one of these has about a 90% chance to cripple (and kill all crew, which allows me to board and man it with robots in two combat rounds) an enemy ship (and the other players use 10000-100000 ton ships which cost 1000-5000 times as much as one fighter) with its payload of 40 nuclear missiles driven into the enemy at over 6g acceleration through almost any armour). And these don't show up on enemy scanners and are also capable of 75% effective ECM or ECCM. In short, it's suicide to fool with me (but I'm not keen on having my homeplanet in any danger), even if they do have a five-player battle fleet. This is checked with the refs, and they agree I have so many aces up my sleeves that they don't see how the enemy can avoid being annihilated (and, for the price of a few hundred fighters I can capture and repair about 90% of the enemy fleet) (I have other things on my side, but it'd take a book to describe them in detail; for example, the only mobile starports in the game (how would you like your enemy to be able to move his production facilities to the frontlines and hit you before your fleets could return with planet destroying bombs ?)). Well, this took about five days to clear up and the battle is still not joined. The second the enemy fleet moves towards my planet, they'll be hit with ten times the mass of ships they scanned and lose virtually every ship they have. Serves the bastards right, attacking a peaceful explorer and merchant like me!

REQUEST FOR ORPHANS AND PLAYERS

If anyone knows of an orphaned Machiavelli (or variant thereof) game, I'll ref it (pass the word). And I could use a few more players, either for Dip or Mach, as you can obviously tell. Let's get a game started, eh?

POLLS

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Still no votes in either the WCSAAL Poll or the WCSAAL Scum Poll. C'mon guys! Remember that any Canadian, Canadian resident (yes, this includes children, babies, and your pet poodle), and all people who sub or trade with a zine that runs games (Mach, Dip, Striker, Traveller, or any rpg) can vote for: 1) Best Houserules; 2) Best GM; 3) Best Zine; and 4) Best Subzine (one vote each category). Those who don't qualify but have played one of the games mentioned may vote only in the WCSAAL Scum Poll; those who qualify vote in the WCSAAL Poll. Identify which poll you vote for and mail ballots to: WCSAAL Poll, William C.S. Affleck Asch Lowe, 2206 Daniel Street, Trail, BC, Canada V1R 4G9 or deliver in person or phone in to (604) 364-0396. See CF Mach 1.3 for further restrictions (most are commonsense). Deadline is (postdated) February 18, 1984, so plug this poll!!

NEW ACCOUNTS & COAS

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017 Fred Wiedemeyer, 8526-83rd Ave., Edmonton, AB, Canada T6C 1B1	\$9.02	CFD1
018 Ralph G. Hubert, P.O. Box 423, Trail, BC, Canada V1R 4L7	\$0.00	CFS1
019 John P. Kilmartin, 3200-1st Ave., Castlegar, BC, Canada	\$0.00	CFS1
020 KGO, Robert Sacks, 4861 Broadway 5-V, NY, NY, USA 10034	Trade	

Note: Lee A. Kendter, 4347 Benner St., Philadelphia, PA, USA 19135, the Miller Number Custodian, is assigning new Miller Numbers to Diplomacy variants (Machiavelli is considered a Dip variant), so we'll have some.

JOB CONTEST

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Want to win a free subscription to C.F. Machiavelli for your lifetime? Well, if you can help me get a full-time job anywhere in the free world, you'll win exactly that! On request I have resumes and can do cover letters and specific resumes for any job openings you've heard of. I can speak and write English, French, and some German and can read some Latin and Spanish. I have training & experince in: computer programming, word processing, technical writing, proofreading, newspaper layout, bridge construction, demolitions, library tasks, filing, power generation operation, pump operation, electrical/mechanical maintenance & assembly, and much more! I'm a hard worker and a fast learner and have experience with low-level management and unsupervised work. I graduated with honours from J. Lloyd Crowe (Academic study) and have some post-graduate schooling (I worked at Cominco in Trail until I was laid-off in departmental cutbacks) in Sciences (esp. Computer Science) and some Art (Anthropology, Psychology, advanced French, etc.). Can relocate easily.

LETTERS

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Steve Hutton, our beloved CDO Coordinator sent me this letter:

"Dear W.C.S.A.A.: ((no L.? do you trust this man to be your CDO Coordinator ?))

I'll try to remember to give your Dip game a plug in the next NFA. Since you are running a Dip game, your subscribers are all CDO members. Big deal, eh? I've enclosed a copy of the CDO Code of Ethics ((which I'll print in CF Mach 1.5)), and a copy of NFA's house rules, for your information.

Speaking of house rules, there are some serious problems with yours. ((Who, me? Nah ... can't be!))

The main problem is rule 6. I have never before seen ((Dip)) house rules that allow one player's moves to be conditional upon another player's moves for the same season. ((Neither have I, at least in Dip)) This is contrary to the spirit of Diplomacy ('one can always lie') and hobby tradition. If you keep this house rule, your games may be considered variants. This rule opens up a Pandora's box of paradoxes.

((Deleted examples and explanation of the use of codewords))

((Um, sorry Steve, but I meant preparatory, not conditional. At the time I couldn't think of the word, especially as when I do preparatory orders, I often use conditions based on different possible past results that I need to consider. This has been altered in my current house rules, so no problem, hokay?))

A less serious problem is rule 4. If you allow a draw vote to succeed when anyone has voted "no", you may have a variant on your hands. If you require unanimity, what is the difference between "Abstain" and "Yes"? Since "Abstain" is in every way equivalent to "Yes", why don't you make the rules clearer by saying "No Vote ((Received)) = Yes"? (If there is some real distinction between "abstain" and "yes", you should mention it in your house rules!)

((Clarification: unanimity is required for a draw vote. However, I use the same rules for my variants (in essence), one of which (Machiavelli) allows players to vote by majority for rule changes throughout the game. Then an abstention means no vote, as it should! If you don't vote, you don't vote. In a draw vote, an abstention will not hinder a draw vote passing, but does indicate that you are not in favour of that draw. (I used to be the Computer Science Rep. on the SFU Student Society at Simon Fraser University, as well as the Policy Committee head, so I know whereof I speak. An abstention could mean you don't care, don't like the motion (but won't stop it from passing., or that you won't vote due to a conflict of interest.) All this is obvious, and I don't want to overload players with excessively detailed house rules (do I look like Brux? Not me, I'm 5'10" (178cm), 145 lbs. (65 kg), blond, blue-eyed, and slightly overendowed ('well hung')))).

I liked rule #1! I especially liked your new word "omniescent", which presumably means "omniscient of all things except spelling." ((How often do you think I use "omniscient" in everyday life?))

Good luck with C.F. Machiavelli !"

Dave Carter, former CDO Coordinator and current CDO Orphaned Games Officer, says: "CFM 1/3 looked real impressive. I played my 2nd FTF Mach game and did just as bad as my first." So why don't you play in CF-1 and make it a three-game losing streak? I'm sure the other players won't mind you losing, eh?

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Commentary on Priorities	2	on page(s) ____ . : <u>0</u> issues credit.
Orphan/Player Request	2	You got this because <u>you trade</u>
Polls	2	Samples: 32¢ Canadian or 37¢ US postage; \$1US for overseas
Accounts & Mach Note	2	USMaildrop: P.O. Box 241, Northport, WA, USA 99157
Conventions	3	
Cards/Magazines/APAs	3	CFAPA/C.F. Machiavelli Phone: (604) 364-0396 or 364-1004
Monopoly PBM games	3	William C.S. Affleck Asch Lowe
Policy & Bitches	3	P.O. Box 460
JOB CONTEST !!!!!!!!!!!!!	4	Trail, BC
Letters (aka 'filler')	4	Canada V1R 4L7
Berch Subzine	7½	

Temporary Mailing Address (Feb. 6 - Apr. 6, 1984): 719547879 Cpl. Affleck-Asch-Lowe, W.C.S. 1 Combat Engineer Regiment CFB Chilliwack Chilliwack, BC Canada VØX 2EØ