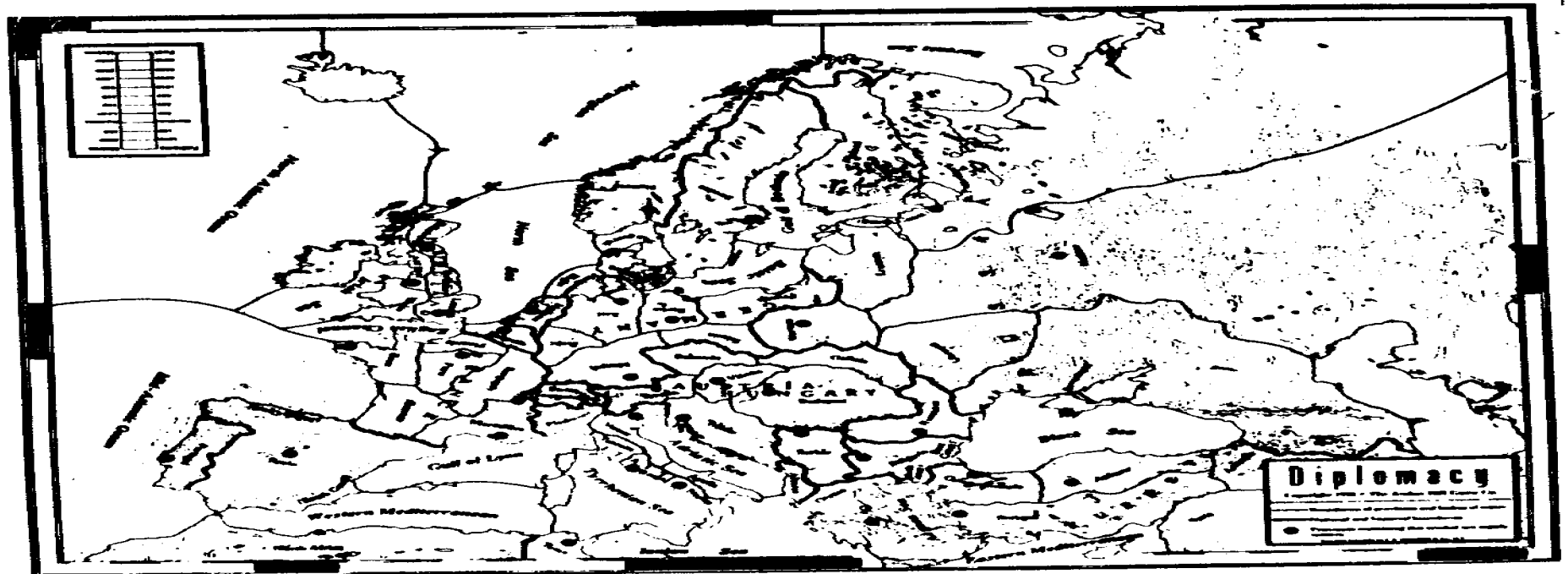


THE CHAMBER



Wong

I hope you like TC!

Best,

Dave

The Chamber

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THE CHAMBER:

The Chamber is a new zine for postal Diplomacy. It is published by David (Dave) Manuel, 10318 Oakgate Street Bellflower CA. 90706 phone (213) 867-4140. You can order Subscriptions for \$4.50 for 10 issues. You may cancel your subscription at any time for any reason and then the balance of your sub will be refunded.

DAVE MANUEL:

Hi I'm David (Dave) Manuel and this is THE CHAMBER. This is the first issue and I would like to thank all the people who made it possible. Jack Master, Bruce Linsey, Jim McCreddie, Wynn Shirley, and Joy Manuel.

THE CHAMBER has 3 non-game fee openings and then after that 3 more games with game fee's (\$2.00 game fee and a \$3.00 NMR).

I, David Manuel am at this time, am developing a way to play THIRD REICH by mail if intersted, please write me telling me so.

DOT HAPPY:

Allen Wells, 550 Memorial Dr. #2E3, Cambridge, MA. 02139 has a new zine also It's called DOT HAPPY.

This zine is one of the best zines I've seen and if I were you, I'd send Allen a 18 cent stamp and a note requesting a sample of DH with a zine like DH joining the hobby, we (the hobby) are moving foward.

COSMIC ENCOUNTERS:

Jack Masters, publisher of BLACK FROG has developed a way to play Cosmic Encounters by mail. No game fee is required to play Cosmic Encounters by mail though a subscription to BLACK FROG will be (\$5.00/10 issues) if you haven't seen a sample of BF I'd send Jack a 18 cent stamp and a note asking for a sample. Oh Ya, tell him that TC sent you. (Jack Master 25711 N. Vista Fwys. Dr. Valencia, CA. 91355).

THE WHITE DUKE:

Steve Shaddix, 5486 Butano Way Rocklin, CA. is publishing a fine, well run zine. This zine, however is just starting but wait a few more issues and TWD should be one of the better zines around.

THE CHAMBER'S HOUSE RULES:

1. Standard Diplomacy rules must be used except when amended or changed by these houserules.
2. You must carry on active trade or subscription to play in TC games cost are \$4.50 for 10 issues. After the first 3 games get filled, these fees will be charged. (\$2.00 game fee, \$3.00 NMR.). These are subject to change.
3. Country Assignments will be chosen by a preference list unless 2 or more ask for it. Then the GM will pick then by random.
4. Deadlines will be "deadly" enforced: orders, press votes, concession, etc... must be received by the deadline. While phoned in orders must be in by 9p.m. the day before deadline.
5. Orders, press, votes, concessions, etc... proposals must have the name of, or the boardman number of the game, the date and your signature. Failure to do so will result in a MMU (moves messed up). Phone in obviously need not to have your signature but some sort of positive identification will be.
6. In case of support of convoy of a foreign nationality you must tell the nationality of the unit and plus where it is stationed on the turn before.
7. Obviously, Win, spring, summer and autumn turns are different. And the deadlines will also be different!
8. MY DECISION (The GM's) is always final! Unless a "Massive" mistake witch will promptly be corrected.
9. Deception of the GM is forbidden. Should you be caught deceiving me (The GM) you will be punished in what ever way seems necessary at that time(From a publication of that you did, to a fee to stay in that game or even removal from that game). It is asked by all GM's of The Chamber that if you know of any deceiving these GM's of The Chamber please notify that GM or the publisher as soon as possible.
10. Diplomacy is a game where people whant to have fun! So if this GM reserves the right to kick out any player that does not obey these house rules. (I hope there is not anyone who is against this because I would (or at least) try to run the game smoothly enough where people will respect each other where they won't quit from the game).

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11. A game ends when ever one player gains 18 supply centers or agreement is made (concession) that is liked by a simple majority of the people in that game(A concession is up to the players to get around and to me so I can publish them at the time of the deadline).
12. Press is highly encouraged by The Chamber and any "Chamberite" may place press in any of the IC games. Black and Bluepress? (NO guys/gals. I'm trying to run a respectable zine and you want Black and Blue press?.)
13. White press is defined as normal press from a play with a date line of a presently neutrel Eupuropean city or province under the control of that person; or of the title, name or nick name of that person.
14. Grey press is defined to be anonomous press from a player with a dateline of a presently neutrel Eupuropean city or territory in that season.
15. Yellow press is defined to be press from a subscriber not in the game. He/she can use Grey Press but not White Press. Other sources of date lines are.... Your home town, a non-European city, the name of a sister game that you are in or a ficticious name.
16. Black Press is defined to be press that would use another players dateline to hide it's true identity. This is not to be used in any IC games.
17. Blue Press is defined as obscene press. I'll probably edit out what needed. "So if I'm in a good mood I'll probably let it slide but"...
18. The dateline of GM, Frog-Killer, Switzerland, Zurich, Gevena, Bellflower and "Stabbing Xing" is and are reserved for the use of the GM. Use of a innappropriate dateline will result in a change in that date-line.
19. The GM reserves the right to limit the press but will not unless imposed in extreme circumstances.
20. A standby list will be maintained by me for IC games, this list will be made public. But all should make sure of no cross-gaming. But if I miss something, please notify me and I'll fix that...
21. NMR insurance is available if requested and highly recommended. (Two dollar game fees, two dollar NMR and a one dollar NMR insurance). Send me your phone number and what time I can reach you. (It's cheapest to refuse the charges and call me back at area code (213) 867-4140 so NMR insurance is not full proof).

HOBBY MASCOT:

Mike Conner of Lone Star Diplomat is going to conduct an "election" for the "Diplomacy hobby mascot. The election is-was held on March 24, 1981.

Bob Martin, oddsmaker for the Union Plaza in Las Vegas, has provided odds on the 21 official candidates.

- (1.) Rod Walker's cat "Pussy Galore".....~~20~~-1
- (2.) Bruce Linsey's dog "Trouble".....5-1
- (3.) "Kathy Byrne".....9-2
- (4.) Kathy Byrne's pet Italian deer "Bloodsucker".15-1
- (5.) "The extinct Moe".....500-1
- (6.) "The Great White Shark".....75-1
- (7.) "Johnnie the Gnome".....15-1
- (8.) Mike Conner's cat "Caruso".....30-1
- (9.) Robert Sack's "Pet Rock".....1000-1
- (10.) Jane Proskin's pet Orangutan "Black Jack".....9-2
- (11.) Jack Master's mean mutt, "Brux".....7-2
- (12.) "Masters", a flea.....~~100~~-1
- (13.) Tom Mainardi's female beta "Kathy".....150-1
- (14.) "The Dire-Berch".....500-1
- (15.) Mark Larzelere's tree, "Birch".....400-1
- (16.) "The Chameleon".....200-1
- (17.) "The Unknown Dipper from the planet EO"....9000-1
- (18.) Gary Coughlan's civit cat, "Lepanto".....25-1
- (19.) Dave Carter's Canadian Honker, "Calhamer"....25-1
- (20.) "The Platonic Ideal Rectangular"Cube".....~~500~~-1
- (21.) Mark Lew's "non-mascot".....9999-1

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THE FRESHMAN CLASS POLL:

Glenn Overby (Jihad!) recently conducted a rating poll of "The Freshman Class" zine (E.G. zines that were started in 1980. The results were published in Jihad! #10 for February 1981. Eighteen persons voted and no publishers vote was counted for his own zine. The results were as follows:

<u>Rank</u>	<u>Name of zine</u>	<u>Votes</u>	<u>1st's</u>	<u>Average</u>
1.	JIHAD!	12	6	8.24
2.	BLACK FROG	10	5	8.20
3.	PLAGUE TIMES	12	2	7.66
4.	LONE STAR DIPLOMAT	14	8	7.57
5.	JUST AMONG FRIENDS	9	-	6.78
6.	LIFE OF MONTY	9	-	6.50
7.	TORPEDO	9	-	6.32
8.	APPALLING GREED	10	2	5.70
9.	INVASION	10	1	5.65

cont. from other page.

<u>Rank</u>	<u>Name of zine</u>	<u>votes</u>	<u>1st's</u>	<u>Average</u>
10.	BORN TO DIP	7	-	5.29
11.	PROSPECTUS	3	-	4.33
12.	MIKE'S MAG	4	-	3.75

COMMENTS:

Compared to the leader zine poll for 1980 the scores givin these zines "Freshman" zines are quit high. But the reason for that was only eighteen persons voted. But there is a good point to this. Those eigh-teen that voted have a positive opinion towards the hobby right now.

I was very surprised seeing Lone Star Diplomat only in fourth place. I expected it in the top three. But according to Jack (Masters), Lone Star Diplomat would have ranked higher if not for a few "negative" votes. I was surprised seeing Mike's Mag as low as it was too.

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DIPLOMACY'S NATURE:

Diplomacy in my opinion is a game were some people lose the game for reality or is it vice versa. But a player must always remember that Diplomacy is only a game. He/she should relize that the friend who stabs you and takes two supply centers is not a bad, evil person: he/she is playing a very good game of Diplomacy.

Diplomacy demands maturity: the ability to relize the game is not reality (there I go repeating myself). Appeals of friendship, past favors and personal threats should not be used in a game. A bad temper is also a sign of inmaturity in a game. Belive it or not the things that I mentioned do happen! (Ha,Ha) it shouldn't though. But when it does it "blows" the funness from the game. That's why I can say without hesitation "Diplomacy is not a game for everyone"!

The game of Diplomacy does though offer a challen-ge to the "Wargamer" it puts you in a makebelive situt-  
ion that might have really happened to real rulers of  
countries. You get to "feel" how the ruler felt. If  
defeat well, we all know how that feels so we won't go  
in to that. But the game itself gives us the oppunity  
to use "great statergy" and "Diplomacy is the most  
"worthwile" game I've ever played!

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MASTER'S "GOLDEN FROG" AWARDS:

Jack Masters has announce his "Golden Frog" awards and I was personally a "honorably mentioned" person in the Face to Face section. If it wasn't for Jack, I

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wouldn't be in Postal Diplomacy. "Thanks Jack"!

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GREAT PEOPLE:

I also praise Bruce Linsey for the "Supernova" pocket that helped me alot. "Thanks alot Bruce".

I have one more person to make a big deal about, Ron Brown who's Murd'ring Ministers has helped my zine (The Chamber) out of the woods. Jack don't feel bad! The Black Frog helped me just as much as Murd'ring Ministers.

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LINSEY VS MASTERS?:

In issue 30 of "The Voice of Doom" Bruce Linsey lashes at Jack Masters for lashing out at Konrad Baumeister who lashed at Dave Perlmutter. Bruce, you tell Jack not to do it, and here you are doing it yourself! Bruce, you are no better than Jack. Nothing personall, but I think Konrad can take care of himself. You two have been at it long enough, and a lot of people would like to see it STOP! You two seem so "respectable except when it comes to each other". Come on guys! This is a hobby, not a war. We GM's are supposed to set a good example for our fellow Dip players.

%%%%%%%%%

THE CHAMBER HAS NOBILITY!:

Every issue of The Chamber I will pick one person that will be "Nobility" in The Chamber. Every time that a persons name shows up; it will have MR. in front of their name unless there female. Then MS. will be used. Four persons made it on The Chamber's Nobility List; they are as follows Bruce Linsey, Jack Masters, Jeff McClendon and James McCreadie. (The title MR./MS. starts in the issue following the "Nobility Annoucement").

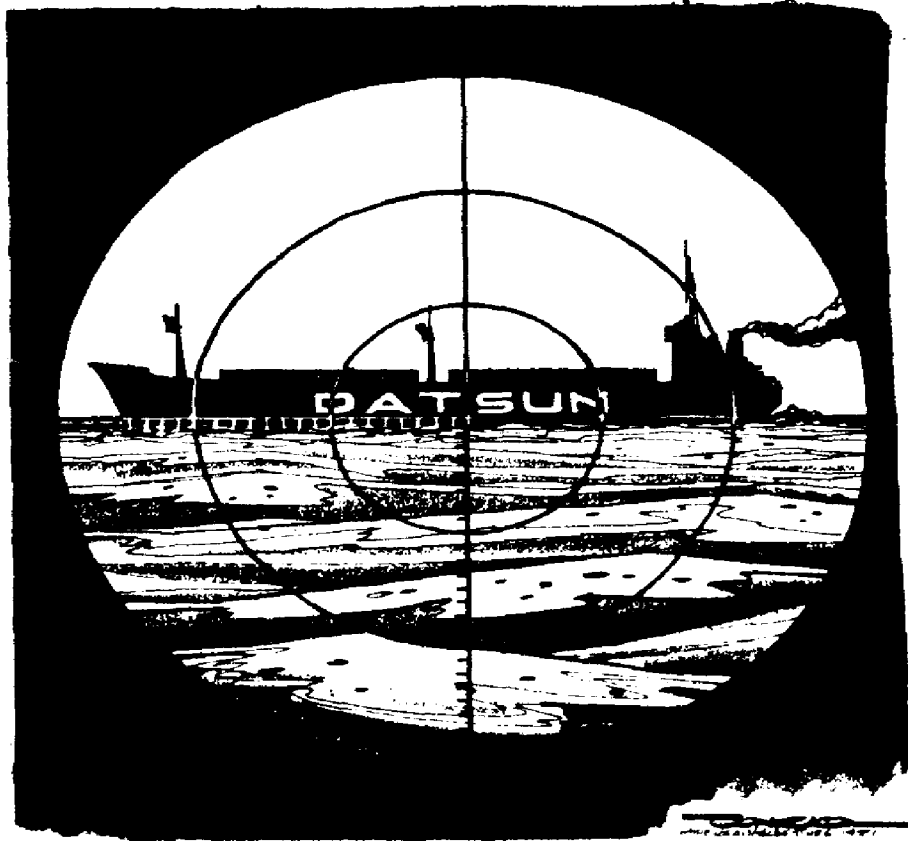
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THE CHAMBER'S FAVORITE ZINE'S:

Anyone who wants a list of my personal favorite zines should enclose a self addressed, self stamped letter to "The Chamber" 10318 Oakgate, Bellflower CA. 90706. Even though I can only take responsibility for my own, the list I feel contains some of the best zines and GM's in the game today.



# THE CHAMBER



*This is the Regan administration's way of solving the car import problem.*

**THE CHAMBER'S BLACK LIST:**

I received the January 20th issue of "THE VOICE OF DOOM" and Brux told us GM's to publish a black list every now and then. So why not in the first issues! Tony Best, Jay Shufeldt, Paul Hefti, John Kelly, Al Rodriguez, Clauds Gauthier, Bruce Sawyer, Roger Fritler, John Vielmann, Mike Stachowski, Mark Olson, David Anguls, Ken Counselman, Dave Pilant, Carl Eichelberger, and Jim Chatfield.

By the way, if any one drops out of a TC game in the future (starting the second after it's printed) they will lose their sub and their NMR ( I'm going to have that in the future). That'll teach anybody trying to rip me off.



These following establishments have been a great help to THE CHAMBER and it's staff...



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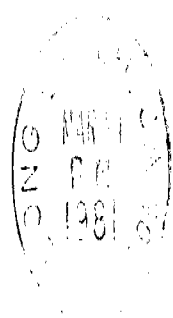
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