

IN THIS ISSUE

ISSUE 23 : "ALL THE NEWS THAT FITS"

RANDOM NOTES

GAMEOPENINGS: Can you say "Envoy", folks? (1)
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MUSIC

CIA DECLARES WAR AGAINST MUSIC SNOBS! (2)
If you are sick of "circle talk" about music, don't miss this lead story.

MOVIES & TV

'MISSISSIPPI BURNING' Director Alan Parker re-creates the Sixties civil-rights struggle on film. By Jeffrey Ressler (So strange I had to leave It in. TJS)
Also in Movies & TV: Phil Collins, Run-D.M.C. and, at long last, the definitive study of *Gilligan's Island*. 45

GRAHAM CHAPMAN The Monty Python wag brings something completely different to American television with *Jake's Journey*. By Jim Yoakum (Attn: Python Fans. TJS) 47

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Mark Strouthes will be your friend for life.

TO441E GOES TO WASHINGTON: Upstate New Yorker (2)
begins political career. Whoopie!

BAD BOYS: Dropped due to lack of interest (0)

WARGAMES FOR THE NOVICE (3)
Wargames are in vogue now. Check out the latest games available in cardboard, metal and electronic formats.

HOUSERULES: Can't live with them, can't (5)
live without them. Just one page!

BALLOT FOR GLASHOST (11)
Hey you guys! You're suppose to xerox the ballot so that you can (a) reuse it several times and (b) keep your xyn in tact. By the way, how many of you actually keep your Issues of Comrades In Arms in a 3 ring binder?

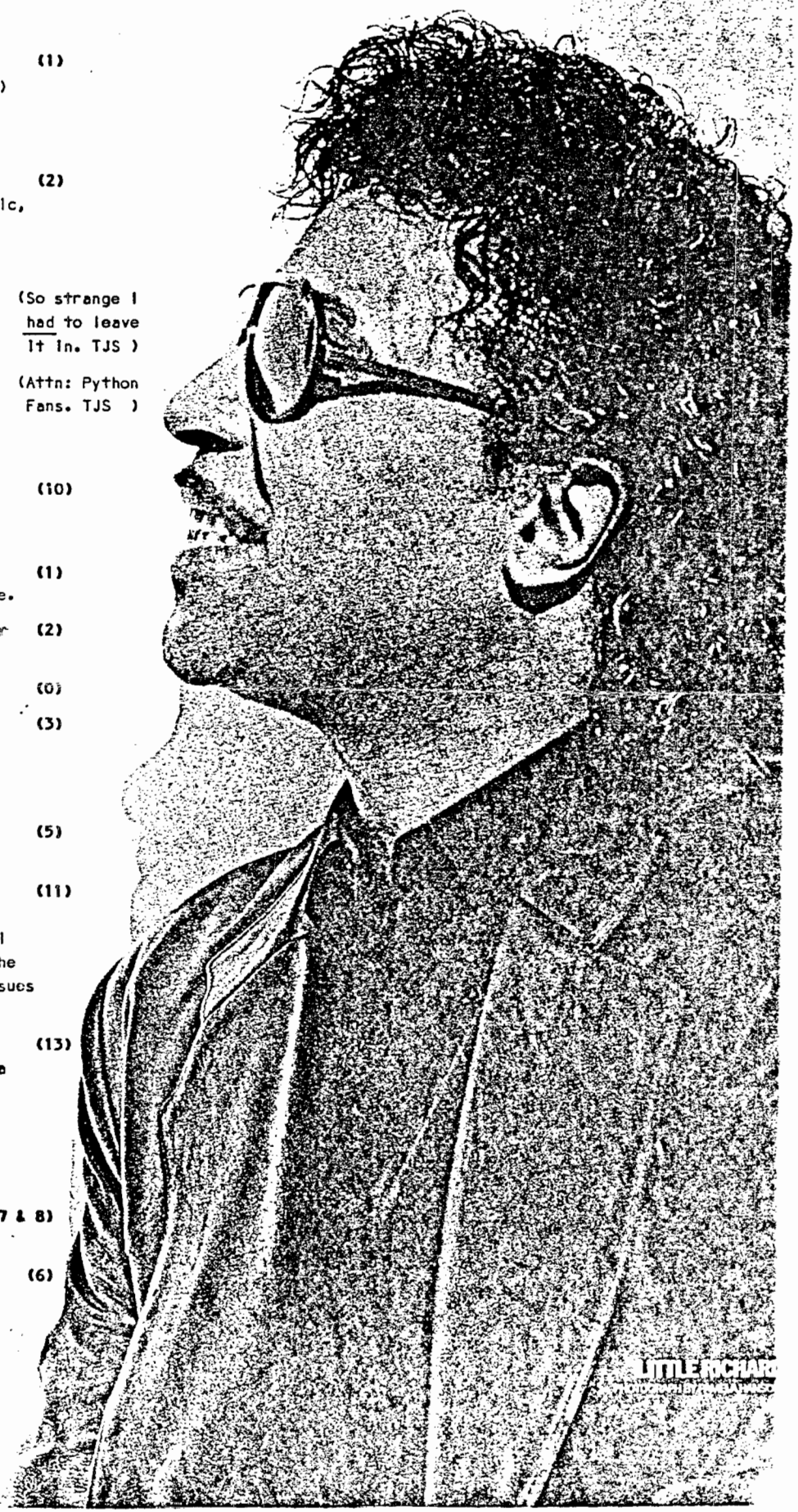
SEA OF DESPAIR: (13)
Only 13 people left!! And there is still a woman on board. Nobody has enough guts to toss Cathy-Ozog overboard. Winners get an all expenses paid trip on the Love Boat.

DEPARTMENTS

STANDARD DEVIATION (between p 7 & 8)
Paul's subxyn. Still no articles

THE POPULAR FRONT (6)
Jaek McHugh's subxyn. Somewhere to the left of Lenin.

COVER: Photograph of Guns n' Roses by Timothy White, New Jersey. Grooming by Elicia Ho for Orbe at Parachute; hair by Helena Occhipinti for Orbe at Parachute.



LITTLE RICHARD
© 1985 BY LITTLE RICHARD

Comrades In Arms is the fountainhead of the variant renaissance. I am Tom Swider, publisher. The games we play here include Diplowinn (rules attempt to force a sole victory), Dune (AH), Final Conflict (a thermonuclear Diplomacy variant), Kremlin (AH), Northern Ireland (a Dip variant set in modern Ireland), Railway Rivals (Games Workshop) and VANDALS! (a 'Fall of the Roman Empire' Diplomacy variant). To receive Comrades In Arms, you must maintain a subscription at \$1 for two issues. I will not accept new trades until further notice.

Game Openings

Circus Maximus: GM Tom Swider. Signed up: Brad Wilson, Chuck Lietz, and Jack McHugh. Houserules in issue 21. Will run the game with five to eight players.

Colonia: GM Brad Wilson. Monster world game with pieces all over the place. You should write Brad or Fred Hyatt for a set (send \$1--it's large!). Need 9 players. None signed up.

Diplowinn: GM Tom Swider. Starts this issue.

Gunboat Diplomacy: GM Brady Richter. Game starts this issue.

Gunboat Final Conflict: GM Nick Dowling. And if you don't negotiate, how about throwing missiles at one another to add to the excitement? Press will be allowed. One signed up. Send your preference list directly to Nick and not me.

Intimate Diplomacy: GM Jack McHugh. Single elimination money tournament; pay \$5 (to Jack) and winner walks away with \$40. Rules included in issue #22 (available upon request).

Pax Britanica: GM Mark Strouthes. Who will start WWI? Need six or seven players; Robert Sacks, Chester Gates, Chuck Lietz and Edward Allen signed up. You must own a copy of the game to play. Sign up with Tom.

War And Peace: GM Jack McHugh. Well, he's thinking about it. Roger Cox and Tom Swider should sign up; Brad Wilson and Bobby Laboon suspected. Campaign game -- Jack needs to whip up a ruleset for pbm multi player. Naval rules may change.

Standby Players

STANDBY PLAYERS (Which ones?): Mark Strouthes (any), David Anderson (any but RR), Ran Ben-Israel (Kremlin), Jeff Bohner (RR), Spike van Robart (RP Dip), Jack McHugh (Kremlin), Nick Dowling (any), Jim Nickel (RP Dip), Riley Hamilton (FC and Vandals!), Robert Belle (RP Dip and Kremlin), Roger Cox (Northern Ireland), Chuck Lietz (Pax and Kremlin) and William Lydick (any variant). Please inform me of any changes. Four free issues for finishing a position.

STATE OF THE PUBLISHER MESSAGE

In general, I am pleased with the way my life has going at present. A lot of progress has been made on our move, and today I had my sofa delivered--my first meaningful piece of real furniture. The idea is to buy house furnishings way before I take the plunge into debt.

Work has included many new responsibilities for me, including teaching a GED (General Equivalency Diploma) course once a week, and pending appointment as Computer Classes Coordinator for our department (Lifelong Learning). Adulthood really sneaks up on you. It only seemed like a year ago that I was having fun in college, and all of a sudden I have some real responsibilities. Grad school is also in the back of my mind.

More work has meant less physical exercise. I have a weight bench and finally got it set up down in the basement (an environment in which I'm used to working out). Finances will allow me to get involved in a racketball league in January. Overall, everything's "whine" & roses.

Comrades In Arms is a Pentagonam Publication. Please boycott non-Pentagram xyns!

SNUBBING MUSIC SNOBS

For awhile, I have been meaning to address a major hobby problem, that of the music snob. The gaming hobby attracts some of the most unusual people, and as a result, they mutually support one another in their quest for acceptance. The music snob is also dangerous because they waste so much space talking about music.

One of the biggest offenders of this is Jim Burgess' The Abyssinian Prince. Have you heard of any of these groups? "The Grapes of Wrath"? "The Balancing Act"? "The Lobsters"? "Let's Active"? Half of these are local bands that will never see stage outside of 50 miles from where they live. Why not concentrate on the here and now rather than some "also rans"?

On the other hand, Jim Burgess' idol for music authority is Brad Wilson of Vertigo fame (I guess you have to be a little dizzy to be a music snob). If you mention Madonna to Brad, he'll give his usual "Bleech!" However, he has yet to provide a technical reason as to why this is bad music. Art critics can be discerning as to why an art form is good or bad, but all these music snobs are too busy trying to add "class" to a rather plebeian form of music.

In other words, the music snob would rather listen to Stale Pizza Crust's newest song, "Fuck My Sister" than a song that they secret like but can't lower themselves to liking a Top Pop song. They just have to be different to stand out from the mediocre masses.

There tends to be one type of music snob that can be rationalized, and that is for classical music. Rod Walker seems to be the best known writer on classical music in letter columns, and I even consider myself a bit of a classical snob. However, classical music is called classical because it has withstood the test of time. The musician's virtuosity is also easier to analyze than trying to do the same for a drummer, who can be better measured by volume. It is equally senseless to try to find virtuosity in a saxophonist because most saxophones have a harsh pitch to them in the first place and sound more like wounded ducks trying to find a mate.

Rather than trying to put rock and jazz music under a microscope, why not just enjoy it? I can see writing about the occasional concert, record or new group, but the topic is too shallow to merit as much analysis as it receives in numerous xyns.

Since I tend to get the word "mediocrity" pinned to me due to my dealings with the ESM (Endwellian Society of Mediocrity), let me defend Top Pop at this point. The music sounds good and it can't be all that bad if radio stations play it all the time. After all, why would they play music that a majority of the people find repulsive? Michael Jackson may be peculiar wanting to will his fortune to his pet monkey and to the National Plastic Surgery Foundation, but chances are that you'll find more people that like music off his Thriller album than you will the Dead Gynecologist's Finger Fantasy album.

Because I'd like this xyn to get out on time, I plan on continuing this discussion. Next time will be pointers on identifying music snobs.

Out of curiosity, I spent the election day helping out as a challenger for the Republican party. A co-worker was running for public office, and she came within 300 votes of winning a seat on a township committee (a good first attempt!). What I did was verify voters to avoid duplicate voting, and watch out for any irregularities. My hobby experience help me deal with these "irregularity" issues as I engaged in Berchian Mind Wrestling.

In the state of New Jersey, we experienced 75% voter turn out (of those registered). It is good to see that the people in my state cared enough to vote. Typically a democratic state, we have seen more Republicans win offices as a message to the state that there are some problems (such as off-shore dumping) that are not being dealt with, and that change is necessary.

New Jersey may be changing its political views because of the success of Tom Kean, who has many supporters from all political parties. Bipartisan efforts keep both sides in check. His office is up in another year, so I expect that he will receive an appointment from Bush (hopefully in the Education department).

The media is now crying that the deficit is going to crush us. And that welfare monies are going to be cut. As far as welfare monies, some of that money will hopefully go into JTPA (Job Training Partnership Act) (the program that I work under) so that the total number of unemployed will be reduced. There are still many legitimate problems that welfare can address, but I think that finding a cure is more important than providing the vaccine...

Why can't Music Snobs be like everybody else?

"I wanna be Madonna!"

"I want my Top Pop!"

U.S. SINGLES

1. PHIL COLLINS "A Groovy Kind of Love" - Atlantic
2. UB40 "Red Red Wine" - A&M
3. DEF LEPPARD "Love Bites" - Mercury
4. STEVE WINWOOD "Don't You Know What the Night Can Do" - Virgin
5. INXS "Never Tear Us Apart" - Atlantic
6. INFORMATION SOCIETY "What's on Your Mind (Pure Energy)" - Tommy Boy
7. THE ESCAPE CLUB "Wild Wild West" - Atlantic
8. GLENN FREY "True Love" - MCA
9. CHEAP TRICK "Don't Be Cruel" - Epic
10. THE BEACH BOYS "Kokomo" - Elektra

Courtesy of the GWIN REPORT

DANCE TRACKS

1. SIOUXSIE AND THE BANSHEES "Peek-a-boo" - Geffen
2. S-EXPRESS "Superfly Guy" - Capitol
3. ERASURE "Chains of Love" - Sire
4. TIMELORDS "Doctorin' the Tardis" - TVT
5. INFORMATION SOCIETY "What's on Your Mind (Pure Energy)" - Tommy Boy
6. BOOK OF LOVE "Pretty Boys and Pretty Girls" - Sire
7. SEVERED HEADS "Greater Reward" - Nettwerk
8. THE SUGARCUBES "Coldsweat" - Elektra
9. CAMOUFLAGE "The Great Commandment" - Atlantic
10. POP WILL EAT ITSELF "Def Con 1" - Chapter 22

Courtesy of Rockpool Promotions Ltd.

VIDEOS

1. DEF LEPPARD "Love Bites" - Mercury
2. INFORMATION SOCIETY "What's on Your Mind (Pure Energy)" - Tommy Boy
3. POISON "Fallen Angel" - Capitol
4. UB40 "Red Red Wine" - A&M
5. STEVE WINWOOD "Don't You Know What the Night Can Do" - Virgin
6. CHEAP TRICK "Don't Be Cruel" - Epic
7. INXS "Never Tear Us Apart" - Atlantic
8. THE ESCAPE CLUB "Wild Wild West" - Atlantic
9. ROD STEWART "Forever Young" - Warner Bros.
10. BON JOVI "Bad Medicine" - PolyGram
11. EUROPE "Superstitious" - Epic
12. PHIL COLLINS "A Groovy Kind of Love" - Atlantic
13. U2 "Desire" - Island
14. JOAN JETT AND THE BLACKHEARTS "I Hate Myself for Loving You" - CBS
15. GLENN FREY "True Love" - MCA
16. CINDERELLA "Don't Know What You Got (Til It's Gone)" - PolyGram
17. BOBBY McFERRIN "Don't Worry, Be Happy" - EMI
18. TERENCE TRENT D'ARBY "Dance Little Sister" - Columbia
19. VAN HALEN "When It's Love" - Warner Bros.
20. DURAN DURAN "I Don't Want Your Love" - Capitol

Courtesy of Music Television. The Top Twenty videos the week beginning Friday October, 14th.

TEN YEARS AGO

1. BOSTON "Don't Look Back" - Epic
2. GREASE Soundtrack - RSO
3. FOREIGNER "Double Vision" - Atlantic
4. THE WHO "Who Are You" - MCA
5. THE ROLLING STONES "Some Girls" - Rolling Stones
6. TASTE OF HONEY "Taste of Honey" - Capitol
7. KENNY LOGGINS "Nightwatch" - Columbia
8. SGT. PEPPER Soundtrack - RSO
9. THE BROTHERS JOHNSON "Blam!" - A&M
10. DAN FOGELBERG AND TIM WEISBERG "Twin Sons of Different Mothers" - Full Moon/Epic

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TOP FIFTY ALBUMS

The first number tells the position of the album this week, the second its position two weeks ago, the third its number of weeks on the chart.

- | | | |
|-------|---|----|
| 26-16 | UB40 | 8 |
| | UB40 - A&M (UB40 and John Shaw) | |
| 27-22 | THE SMITHS | 2 |
| | Rank - Sire (Grant Showbiz and Pete Dauncey) | |
| 28- | TAYLOR DAYNE | 13 |
| | Tell It to My Heart - Anista (Ric Wake) | |
| 29-36 | RICK ASTLEY | 34 |
| | Whenever You Need Somebody - RCA (Mike Stock, Matt Aitken and Pete Waterman) | |
| 30-20 | ROBERT PALMER | 12 |
| | Heavy Nova - EMI* (Robert Palmer) | |
| 31-14 | MIDNIGHT OIL | 28 |
| | Diesel and Dust - Columbia* (Warne Livesey and Midnight Oil) | |
| 32-23 | DIRTY DANCING | 56 |
| | Soundtrack - RCA* (Various Producers) | |
| 33-49 | AL B SURE! | 20 |
| | In Effect Mode - Warner Bros.† (Kyle West) | |
| 34-31 | SADE | 18 |
| | Stronger Than Pride - Epic† (Sade) | |
| 35-34 | CHEAP TRICK | 20 |
| | Lap of Luxury - Epic† (Richie Zito) | |
| 36- | RANDY NEWMAN | 13 |
| | Land of Dreams - Warner Bros. (Mark Knopfler, James Newton Howard, Tommy Lipuma and Jeff Lynne) | |
| 37- | SALT-N-PEPA | 6 |
| | A Salt with a Deadly Pepa - Next Plateau (Hurby Luvbug) | |
| 38- | THE ESCAPE CLUB | 13 |
| | Wild Wild West - Atlantic (Chris Kimsey) | |
| 39-43 | TONI CHILDS | 4 |
| | Union - A&M (David Ricketts, David Tickle and Toni Childs) | |
| 40-33 | GLORIA ESTEFAN AND MIAMI SOUND MACHINE | 44 |
| | Let It Loose - Epic† (Emilio and the Jeks) | |
| 41- | TOM WAITS | 13 |
| | Big Time - Island (Tom Waits and Kathleen Brennan) | |
| 42-32 | IN MY TRIBE | 28 |
| | In My Tribe - Elektra* (Peter Asher) | |
| 43-29 | RICHARD MARX | 54 |
| | Richard Marx - EMI† (David Cole and Richard Marx) | |
| 44-25 | SIOUXSIE AND THE BANSHEES | 2 |
| | Peepshow - Geffen (Mike Hedges) | |
| 45-39 | JOHN HIATT | 4 |
| | Slow Turning - A&M (Glyn Johns) | |
| 46-30 | EUROPE | 4 |
| | Out of This World - Epic (Ron Nevison) | |
| 47-28 | FOLKWAYS: A VISION SHARED | 4 |
| | A Tribute to Woody Guthrie and Leadbelly - Columbia (Various Producers) | |
| 48-13 | HUEY LEWIS AND THE NEWS | 8 |
| | Small World - Chrysalis† (Huey Lewis and the News) | |
| 49- | ZIGGY MARLEY AND THE MELODY MAKERS | 20 |
| | Conscious Party - Virgin* (Tina Weymouth and Chris Frantz) | |
| 50-26 | THE SUGARCUBES | 12 |
| | Life's Too Good - Elektra (Ray Shulman and Derek Birkett) | |

The ROLLING STONE album chart is based on a nationwide telephone survey of sales in rock-oriented record stores. A hand ... identifies new entries; an asterisk ... gold albums; 500,000 copies sold; a dagger ... platinum albums (1 million copies sold). For multi-platinum ... albums, superscript numbers indicate amount of millions. Gold and platinum sales are certified by the Recording Industry Association of America. Producers names appear in parentheses.

BRITISH ALBUMS

1. BON JOVI Even Brad likes New Jersey - Vertigo
2. LEVEL 42 Staring at the Sun - Polydor
3. JEAN-MICHEL JARRE Revolutions - Polydor
4. VARIOUS ARTISTS Rap Trax - Stylus
5. WOMACK AND WOMACK Conscience - 4th & Broadway
6. VARIOUS ARTISTS Moonlighting - Warner Bros.
7. VARIOUS ARTISTS Hot City Nights - Pro TV/PolyGram
8. KYLIE MINOGUE Kylie - PWL
9. BIG COUNTRY Peace in Our Time - Mercury
10. TRACY CHAPMAN Tracy Chapman - Elektra

Courtesy of Music Week Ltd.

BRITISH SINGLES

1. U2 "Rattle and Hum" - Island
2. THE HOLLIES "He Ain't Heavy, He's My Brother" - EMI
3. WHITNEY HOUSTON "One Moment in Time" - Arista
4. WOMACK AND WOMACK "Teardrops" - 4th & Broadway
5. PHIL COLLINS "A Groovy Kind of Love" - Virgin
6. JASON DONOVAN "Nothing Can Divide Us" - PWL
7. RICK ASTLEY "She Wants to Dance with Me" - RCA
8. BILL WITHERS "Lovely Day (Sunshine Mix)" - CBS
9. PET SHOP BOYS "Domino Dancing" - Parlophone
10. INNER CITY FEATURING KEVIN SAUNDERSON "Big Fun" - 10

Courtesy of Music Week Ltd.

COLLEGE ALBUMS

1. ...
2. ...
3. ... Stars
4. ... Columbia
5. ...
6. ...
7. ... MCA
8. ...
9. ...
10. ...

Courtesy of the GWIN REPORT. Lists based on college-radio.

Completed by Jerry ... Verbotka!

How does it feel, you music snobs, I got a woman!

WARGAMES FOR THE NOVICE

Wargaming can be intimidating for many due to the size and complexity of the rulebooks, and their playing times. It can be a turn-off when you hear about some of the many rule debates that occur, and frustrating keeping your zocs and los's straight (By the way, zoc stands for "Zone of Control"--usually that means an enemy unit has to stop when it moves next to one of your pieces; and los means "Line Of Sight" or having clear vision at the target you wish to shoot).

There may be potential wargamers in the Diplomacy hobby because of the general interest in games and history. I was a hex gamer before I learned Diplomacy so I never had a problem learning new games. If a gamer has no wargaming experience outside of Diplomacy, there is a tendency to bite off more than you can chew by getting started with Third Reich before learning a simpler game.

As suggestions to potential wargamers, I made a list of my ideal "Novice's Collection". In creating this list, I tried to have a variety of topics and price ranges. These games also have enough playability to last you well into your Veteran years.

Listings are in "TITLE (Manufacturer) (Price) Description." format.

- 1) A HOUSE DIVIDED (Game Designer's Workshop [GDW]) (\$12) The entire American Civil War fought on monthly turns. Movement is by area (boxes connected by lines) and is limited by a die roll. Emphasis is on winning battles to earn promotions for your units, making them stronger. Basic rules are four pages long with two pages of advanced rules, with play balance being in favor of the Union. Several articles in professional magazines proposing variants attest the game's popularity. Playable in a long evening.
- 2) NAPOLEON (The Avalon Hill Game Company [TAHGC] [AH]) (\$14) If you would like to stick to wooden blocks, you can slowly make the wargaming transition by purchasing this game of the battle of Waterloo. The type of unit and its exact strength are hidden as the blocks are used in a fashion similar to Stratego. Movement is by area, with the type of road connecting each town limiting the number of forces you can bear upon a spot. This is a game by maneuver and by not fighting battles when you have no business doing so. Rules are five pages long with one page of advanced rules. Playbalance is in favor of the Allies, although it is a well balanced game when played with three players (The Allies and the Prussians are moved by separate players who may only talk on night game turns). Playable in two hours.
- 3) NAPOLEON'S LAST BATTLES (Tactical Studies Rules [TSR]) (\$20) This is a revived Simulations Publications Incorporated [SPI] game on Waterloo (Waterloo and the Battle of the Bulge being the two most popular gaming subjects). The mechanics are similar to the archetypical wargame---zones of control, units moved on a hex grid, a combat results table [CRT]. Playing this game is always fun because it doesn't get bogged down into details. This game is a good investment because it comes with four small maps which allow you to play small parts of the battle, or you can connect the four maps and fight out the entire battle. Advanced rules are included which allow this to remain a favorite of Veteran wargamers. Play balance is in favor of the Allies; scenarios are playable in a long evening, the campaign game takes three evenings.
- 4) HITLER'S WAR (TAHGC) (\$14) This game was originally published by Metagaming until they went broke. As you will find out, TAHGC prefers to buy the rights to games and weed out the weak games by not buying them. Actually, Hitler's War (sometimes called "One-Third Reich") is a simple yet realistic portrayal of the entire Second World War, playable in a long evening. The rules are structured such that you learn them in steps until you're playing the Advanced Game with all the optional rules. The emphasis is on proper allocation of force, purchasing the right type of military weapons, and executing attacks without prior knowledge of exactly how far you'll be able to advance. This would be an ideal purchase before learning Third Reich [3R]. Total rule length is 20 pages (about 5 pages are required to begin playing your first game). Play balance is in favor of the Axis.
- 5) TITAN (TAHGC) (\$16) Whether you like or hate this game of "Monster Merry-go-round", it has already made a large impact upon the Diplomacy hobby. This fantasy game playable for 2-6

players is a strategic wargame in disguise. The object is to recruit fantasy forces sufficient to destroy your opponents' Titan playing piece. Emphasis is on proper recruitment strategy and the when and how of combat. Forces move in disguise making it important to remember what was recruited in each playing stack. The rules are about 16 pages long, and is on the upper end of a novice's learning ability. It would be a good idea having the game taught to you or reading the rules carefully. If you have to learn the game on your own, it isn't too difficult if you make reference to them well. This also plays as an excellent two player game, unlike Diplomacy. Playing time is 2-12 hours.

- 6) AXIS AND ALLIES (Milton Bradley) (\$24) Because of the wide distribution of this game, it should be easy to find opponents to play this game of WWII covering the entire world. Easy game mechanics allow for a reasonably quick game. I personally don't enjoy playing this game because of some design problems, but many others are enthusiastic about it. What good are wargames if you can't find an opponent? Play balance favors the Allies. Playing time is 4-5 hours.
- 7) LORDS OF CONQUEST (Electronic Arts) (\$9 discounted) If you can't find an opponent, you may wish to investigate computer games. Lords of Conquest is one of the best available. Mechanics are almost identical to Borderlands by Eon Products (designed by the same staff). Object is to develop or capture three cities and hold them from the other players. Play is on one of twenty pre-designed boards, or you can construct your own maps. Combat is normally without luck, but the attack possibilities are so numerous it is difficult to see where the fatal blow will come from. One to four players will attack, threaten and trade commodities with one another to build cities, weapons, and boats. Play time is one hour.
- 8) OGRE (Steve Jackson Games) (\$6) Ogre is a classic Science Fiction game of one "Supertank" against an entire army--it's a close match, but the army usually wins in the basic game. There are expansion sets which allow for new unit types and terrain. This is also one of the best bangs per buck available on the market, even if you only play it a few times. You may also want to check out many of Steve Jackson's other microgames. Play time is one hour. This one is also available for many computers.
- 9) THE CREATURE THAT ATE SHEBOYGAN (TSR) (\$8) Wreck havoc with the monster of your choice. Many buildings have been burnt, stomps, spat upon and jumped over as the scaly icky thing tries to cause as much destruction before the National Guard puts it out of their misery. Game includes advanced rules and it's possible to come up with your own scenarios (such as "Godzilla vs The Google-Eyed Electric Penguin". Play balance is in favor of the national guard, unless the monster player buys the fire breathing ability, in which it's a cakewalk for the monsters. Originally an SPI game, but the folks at TSR decided to re-animate it.
- 10) JOHNNY REB (GDW) (\$20) Not necessarily the best choice for a new player, but once you play a wargame or two, you may desire to try some miniature gaming (that is, using lead figures on a table decorated with terrain rather than playing pieces on a board). These are by far the most playable miniature rules on the market. Players are given cardboard chits to issue orders for their units. Chips are revealed during certain parts of the turn which allow for very tidy bookkeeping. Several scenarios are suggested, and the rules are easy to read (a good first step up for the novice). Play balance and time varies by scenario. It is better to find somebody who plays miniatures rather than invest in miniatures yourself because of their expense (buying and painting an army can easily cost you \$500). Playing miniatures can be a very good thing for the novice because a gamemaster usually moderates the game and can fill you in on any of the rules you would need to know as you play.

I recently received the 100th issue of Cheesecake published by Andy Lischett. It was a reprint of the highlights to that point, including an Allan Calhmer WWI coloring book and the "Bee Stories". Andy doesn't write a lot, but what he does write is always interesting or amusing. If you want no-frills Diplomacy, write Andy at 2402 Ridgeland Avenue, Berwyn, IL 60402

DIPLOMACY VARIANT HOUSE RULES

- 1) The 1976 edition Diplomacy rulebook (AH) will be used for all adjudications and rulings. The mainstay of these houserules outline my "exceptions" policies. I will follow standard hobby practices and common sense unless otherwise noted.
- 2) Deadlines are stated with each adjudication. I plan to adjudicate each game on the deadline. I will accept late orders only if I have yet to start adjudicating. Any phoned in orders are at your risk; loss of orders or my miswriting them included. Use the mail!
- 3) I will only make "NMR Insurance" calls provided I have the time. This will be done for all players on an equal basis.
- 4) All notations are fine with me, as long as they are clear. If I can't interpret your orders, I will not attempt an interpretation. My preference is for orders to be written in the same fashion as I use in the game reports. Implied orders are fine. The rule stating "an order, regardless how badly written, must still be followed" will be observed. Be sure to give enough identification on your orders to insure their validity.
- 5) In paradoxical situations, all involved units hold with any valid supports. Note: A misordered unit can be supported to hold (my interpretation of the rules).
- 6) NMR POLICIES:
 - a) First Turn NMR: Game delayed, standby called. Game begins when each player has orders on file.
 - b) General NMR: All units hold. Dislodged units are eligible to retreat in the next mailing. Standby called.
 - c) No Builds Received: Player plays short units entitled. Standby called. Exception: In Final Conflict, I will not penalize players who have \$0-\$2 to spend.
 - d) No Removals Received: Units currently not occupying a center are removed in alphabetical order until the correct number of units are removed. Call standby.
 - e) No Vote Received: Counts as a "NO" unless you also NMR (then it counts as "YES").
 - f) No Retreats Received: The unit is disbanded.
 - g) Under no circumstances will the GM allow a position to NMR two turns in a row, with Winter builds counting as one turn. The GM will continue to solicit standby players until a set of orders has been received.
- 7) All votes and proposals are public. If you make a proposal, all players will know who made the proposal. If you veto a draw, all players will know that you did so.
- 8) Draws and concessions may be proposed anytime, and pass only if there are no votes opposing the proposal. Draws may only include survivors. Should more than one proposal pass, all of them fail. Concessions may not be proposed for countries holding fewer than half of the victory criterion. Draws must include countries who control enough centers for a win.
- 9) Should a game go three consecutive game years without any net supply center change, the GM has the option of declaring a stalemate (a draw including all survivors).
- 10) Separations of the winter season after W'01 will occur upon one reasonable request, as determined by the GM. Such request must be accompanied by an explanation, and are subject to rejection. As a guideline, a separation would be granted if there are more than three retreats or five builds/removals.
- 11) Press is encouraged. Press may be datelined from any location except mine (ARIES).
- 12) These houserules may be changed by the GM after a one month warning. Drastic changes in policy will be put up to the players on a "per game" basis.

Hello, there! Yes that's right folks, the guy who NMRed in your xyn or game is now into publishing a subxyn. Yes, now you can have the thrill of trying to figure out when and if I will pull a fold, the publishing version of NMR. Since I had already done it all in gaming, at least in the form of NMRing, I figured why not publish? Well, enough chitchat, on with the story.

Looking over the Dip hobby I noticed the crying need for a hard hitting left wing xyn. Yes, there are leftish xyns out there in Dipland, but they consist of Simon Billeness Excitement City Unlimited and Linda Courtemache's High Inertia in Melinda Holley's Rebel. Buy let's face it folks, these xyns are enough to send one into insulin shock faster than a Brady Bunch rerun (I haven't even mentioned "Uncle Connie" yet-yeech!). I feel that a one can be hardhitting and leftist; contrary to popular belief-e.g. the Dukakis campaign-leftist are much tougher than rightist. Just ask any of the opponents of any communist party currently in power, if you can find any left not dead, arrested or in exile. I seek to specifically to present a left-wing alternative to Brad Wilson's Vertigo, Alan Steward's Praxis and Bob Acheson's Canadian Diplomat. All of these xyns are somewhat to the left of Darth Vader and the left of Hitler; I disagree completely with their politics but enjoy their confrontational style.

My policy is to seek that you, the reader send in letters on various political topics that I will designate and I will try to print as much as I can, space permitting, of your letter. Because of space limitations I will limit myself to printing excerpts from letters; if, at some future time, I get more money and/or space I will begin to print entire letters. Our illustrious publisher, Tom Swider, said "I don't want to hear it... it's your ball. You can even print FIM's for all I care. Jack will assume responsibility for any materials contained within. And if you guys don't like it, you can suck my dick!" Yes folks, that was written by Tom's own hand as he sat here as a typed this into his computer; this from a man who once claimed he would "edit for taste". So I guess I pretty much have a free hand. Enough philosophizing, let the debate begin....

First topics:

- 1) Ollie North is a crook who should be thrown in jail for a) lying to Congress and the American people and b) stealing from the US Treasury. I think his whole idea for talking to Iran "moderates" was merely a cover for getting money, in violation of US law. In addition, the whole thing left the US looking stupid in front of the rest of the world.
- 2) The Reagan administration leaves a failed foreign policy behind. Exhibit A-the Third World debt crisis. This administration has taken the same route with Third World crisis as it has to the US's own debt-roll it over on the next administration, thus avoiding the problem.

.....

THINGS FROM HELL

(First in an occasional series)

Host from Hell

or

A visit with David Perlmutter

It all seemed innocent enough as Brad Wilson and I drove up to Dave's house in Havertown. Indeed Dave's parents' house seems almost idyllic, like something out of a Norman Rockwell painting. Even after we first entered and Dave conducted us to the living room, no one, not even Miss Manners herself, would have suspected that something was a miss. Yet still I could not shake the feeling of foreboding that gripped me from the moment we first drove up. At first I thought it had to do with Brad's driving, but that feeling receded as soon as Brad skidded the car to a halt.

We chatted amicably for several minutes before Dave's, or should I say Belazabob's, true nature began to come out. It began with Dave noticing that Brad and I had muddy sneakers on (we were covering the local female mud wrestling tournament for Brad's newspaper) and were tracking an occasional speck of dirt into that operating room that he calls a "living room". I then asked

for some refreshment to be served and Dave disappeared into the laboratory, oops, I mean the kitchen. While he was gone I noticed, with rising horror, that everything, even the books in the room, were made of something breakable. I pointed this out to Brad, who reassured me about Dave. I calmed down at this because Brad is the only person I know whose apartment has been placarded by the Philadelphia Department of Health as "unfit for human or animal habitation". I felt that if Brad could vouch for Dave not being the Devil, then it must be true.

Dave then returned with the news that, "We have nothing to drink." My amazement turned to horror again and I mumbled something about Brad and I having to go to the bathroom and dragged Brad upstairs with me to the little gamer's room. I asked Brad to leave and cited a biblical prophecy about the Devil having no food or drink. When Brad refused to accept this I decided that some drastic action was necessary to save both Brad and myself from the evil clutches of Lucifer Himself.

Upon returning to Dave's opera-, oops, I mean living room, I decided on a desperate strategy to get Brad and myself out of His awful embrace. Screaming my devotion to God I raised one of Dave's rather large breakable knickknack over my head and threw it at that alter to Satan, Dave's Macintosh, and destroyed the evil thing, with that I grabbed the now stupefied Brad by the collar and hustled us both from that House of Lucifer, Dave stood there weeping at his now destroyed MacEvil. As Brad screeched away from the curve, I could hear the Devil's voice screaming his revenge. We'll get into that next time, in Part II: Drivers from Hell.

(Postscript: Brad latter thanked me and I managed to sell our story to both the National Inquirer and Geraldo Rivera).

--The End--

Now for some general sports and political comments, in that order. The Iggals lost to the Falcons today, 27-24, thus lowering their record to 4-5 and causing this Eagles fan to wonder why owner Norman Brammen failed to hire Jim Mora when he had the chance. Looks like the NFC East had fallen on some hard times with only Washington remaining consistently competitive. Phoenix and NY Giants are both too inconsistent to be called competitive, although I like the Cardinals. I think that Phoenix is a good young team and will remain competitive for some time. Their main problem is finding a young quarterback for Neil Lomax. With all the injuries this year to quarterback this year it is not a job for an old man with an arthritic hip. I think that the superbowl will be between the Rams and the Browns and the Browns will win.

The Flyers are off the a reasonable start although I am very concerned about their seeming inability to play good defense at home. I would like to see them get some more good speed on their defense, instead of relying on big, slow guys like Jeff Chickerin to clear out the crease. It remains to be seen if the Flyers have the depth to remain competitive for the Patrick division title; I am sick of hearing the Flyers use injuries as an excuse for there not winning the title. It's nice to see the league still doesn't give a damn about the Flyers. The League allows Rick Sutter's jaw to be broken with no disciplinary action taken against the player in question; but they suspend Tochette for ten days for poking a guy in the eye accidentally for a fist fight.

I am willing to run one more game of anything that you, the readers, of this rag would like to play. However, I would ask that you vote only for me (Turkey), Brad Wilson (England), and Nick Dowling (Russia) in Runestone Poll Dip.

This is a Pentagonagram subzine. Boycott non-Pentagram subzines!

Hobby Questions: When will Brad use a staple for Vertiago? When will Perlmutter finish a story? When will Paul Kenny, my colleague in the world of sub-zines, write an article?

Q-WHO?

A new xyn called Q-WHO? came into our mailbox, published by Russell Rowe. There is a large historical content, along with other bits on games (reviews and strategy articles) and on movies and books. There are openings in Dune, Nuclear Destruction and Northern Ireland. I am signing up for the Dune game because I would like the opportunity to complete a game as a player. Russell also is in need of standby players. Send a \$1 for a sample to Russell at: 411 Wells Mill Rd #84; Oxford, OH 45056. Tell him that a Music Snob sent you...

STANDARD DEVIATION issue 16.

by Paul D. Kenny, 75A Maple Ave; Collingswood, N.J. 08108

NORTHERN IRELAND 1988 Pdk

The UDA position has NMR'ed again, so while the game is delayed I've decided to run the press. Sorry to keep holding the game up, but it hurts when the NMR is on the first turn. I'm sure Roger Cox will make a good UDA player. Also, I've finished making a list of province abbreviations, which I will be distribute to the players.

RUSELL D. ROWE; 411 Wells Mill Rd. #84; Oxford, Ohio 45056, is going to run Northern Ireland in his zine, Q-WHO?

The News--Leader recap:

BRITISH and Ulster Defense Regiment: Brad Wilson

EIRE (Republic of Ireland): Robert Belle

INLA (Irish National Liberation Army): Jack McHugh

OFFICIALS (Official Irish Republican Army): Riley Hamilton

PROVOS (Provisional Irish Republican Army): Dan Wilson

UDA (Ulster Defense Association): Carmen Cennamo NMR!!! will Roger Cox; 57 Coastline Drive; Inman, SC 29349, please take over the UDA.

UVF (Ulster Volunteers Force): Nick Dowling

PRESS:

PROVOS to Ireland: Ireland is for Irish! Rise, my countrymen, and strike a blow for the land, home, and freedom!

LONDON: Hail the Orange!

THE RED CLOVER: (distributed roughly monthly to the people of Belfast and the surrounding regions. Excerpts - premier issue): Editorial: Founded by the blood of repressive occupation, THE RED CLOVER seeks to inform the good people of Eire on the struggle to oust the British colonials. By fortitude and chaos, we must succeed. Live not a day without prying at the grip of the occupiers...News: For the forth week in a row, explosions rocked downtown Belfast. Reports from the streets show renewed strength among the free people of Northern Ireland...Sports: Following today's football match of Newry vs Coleraine, allable bodied men who wish to aid our fight for independence should meet at The Lion's Mane Pub. Only those above the age of 15, please. Next issue- Special Feature!: 101 ways to use plastique.

DUBLIN: These orders are a direct result of British aggression & done both as a measure to limit aggression by the British against the Irish people & nation & to preserve what peace we still have & what peace we all may have in the future.

INLA: Brad Wilson NMR Poll! Guess the first turn Brad NMR's and you will win A FREE COPY of THE SCUM SHALL RISE! ((this is the GM's way of butting into press. Just wanted to point out that Brad's been pretty timely lately)) Also win some free issues of VERTIGO. Whatta ya say, Brad.((I guess I should add here that VERTIGO is the zine Brad publishes))

UPI(London): A shipment of arms and ammunition was intercepted by Royal Navy cutters. Reportedly the arms were bound for the IRA in Central Ireland to be used in a massive buildup of militarism. British forces in Ireland have been placed on High Alert. Reenforcement troops reportedly left London and Liverpool today bound for the Irish coast.

ROCKY-BULLWINKLE: Yes, no, small one's perhaps.

GRAFITTI SPRAYED ON THE UNDERSIDE OF A BELFAST BRIDGE: We care not for the blood on our hands. Only for the land under our feet.

UPI(Belfast): Disturbing reports have surfaced of an alliance between Reverand Ian Paisley's Ulster Volunteers and the Provisional Irish Republican Army. If this rumor Proves true, The very fabric of Irish politics could be ripped assunder!

IRISH ECHO: LOYALIST FEUD ERUPTS-The Ulster Freedom Fighters, a cover name for the Ulster Defense Association, has claimed responsibility for shooting dead one of it own leaders, Jim Craig on Oct. 15.

AARON-SYLVESTER: Doubt my intentions, but not my methds.

Dublin to UDA/UVF: No Prodigans Allowed! Prodigans Verbooten! Keep you're asses from down here!

Dublin to OIRA, PIRA, and INLF: Stay North, young limericks, Stay North!
UVF-The pope is the anti-christ incarnate. ((sounds like Ian Paisley speaking))
The deadline for Spring 1970 has been moved back to November 30, 1988.

Other standbys for Northern Ireland: Russell Rowe, David Anderson, Paul Maurone, and Mark Strouthes. Please let me know if you want on or off the list.

VACATION DIPLOMACY III - 1988 Vrm

Summer 1902

AUSTRIA BASHING BEGINS AMERICA ENDS NEUTRALITY

AUSTRIA (Cheek): vF Den-Swe, (dislodged, no place to retreat, eliminated); A VIENNA-S-Tri-Bud; A Tri-BUD; A Serb-rum, (dislodged, no place to retreat, eliminated); F ALB-hold. Plays card 82, making Albainia a supply center.

ENGLAND (Wilson): F IRISH-Mao; F NTH-C-Lon-Den; A Lon-Den; F SKA-S-Lon -Den; vF Tyrrh-W.MED

FRANCE (Hess): vA SYR (Stuck in place for 1 year due to play of card 32, free beginning S'03); F Spa(sc)-POR; A Gas-SPAIN; A BEL-S-Ge A Hol; F MAO-America

GERMANY (Broom): Play card 95, make America passable an unowned SC. F HELIG-Kiel; A HOL-S-Fr A Bel; F KIEL-Balt; A Pie-MAR.

ITALY (Richter): Plays card 4, one 1 space convoy without need of a fleet. A Tus-VEN; A Ven-TRI, using card 4; F Ion-NAP; F TUN-Tyrr; vF IRE-unordered.

RUSSIA (Laboon): vF LYON-G.Ly; F SWE-Den; F BOTH-Balt; A Gal-BOH; A UKR-Rum; A RUM-Bud; F Con-AEG.

TURKEY (Cox): Play card 94, make any 1 Vacation space a passible and unowned SC. vF NAO-America; A Gre-SER, F Aeg-GREECE; A BULG-S-Gre-Ser; F SMY-E.Med.

Underlined moves fail. Six cards played this year: 1, 4, 86, 94, 95 and 32. Switzerland will no longer be passible at the end of the Spring 1903 turn. Syria becomes unfrozen at the beginning of Spring 1903, so the French unit trapped there may move then.

PRESS:

RUSSIA: The Czar's Free Press announces that the Czar himself has accepted Austria-Hungary's request for troops in order to help settle the Balken unrest that is currently threatening the Austro}Hungarian Empire.

AUSTRIA to Russia: Necessity can make a doubtfull action innocent but it cannot make it commendable!

Isle of Man: Death to the Iowa Twins!

SUPPY CENTER COUNT WINTER 1902:

AUSTRIA: (3) ALB, Bud, Vie.- even.

ENGLAND: (5) 3 home, Nor, DEN.- build 1.

FRANCE: (5) Par, Bre, Bel, SPAIN, PORT.- build 1.

GERMANY: (5) 3 home, HOL, MAR.- build 1.

ITALY: (6) 3 home, ire, tun, TRIESTE.-has 2 builds but only Rome open. build1

RUSSIA: (6) 4 home, Swe, Rum.- even

TURKEY: (6) 3 home, Bul, GREECE, SERB.- build 2.

NEUTRAL: America.

Your card for 1903 is:_____.

Deadline for the Winter 1902 turn is December 20, 1988. This should be after my finals.

One further comment on the game, please send orders for different games on separate pieces of paper and DATE them so the latest ones can be used. A lot of you send orders thru Tom, which is ok when he can hand me the orders, but a problem when he can't. Therefore, I assume no responsibility for orders that arn't sent right and get screwed up. I do my best with what is given me. Also, press has to come from territory somehow under your ownership. Like, I would accept press from England datelined Falklands (except, they really should be called the Malvinas).

AREX

RAILWAY RIVALS (London to Liverpool)

Turn 4

Turn 4 Rolls: 2/6/2

CURRY <Theo Clarke>: 4a: (D46) D45-D44. 4b: (D44) C44-B43-Leeds-N2-M2-L1.
4c: (J66) K66 L65.

BL <Melinda Holley>: 4a: (Leeds) B42-C42. 4b: (C42) D42-York-F42-G43-H43-I44.
4c: (I44) J44-Hull.

POW <Wallace Nicoll>: 4a: (Sheffield) B49-C48. 4b: (C48) Donc (L17) K17-J16-I16-I15-H14.
4c: (H14) G14-G13.

MNL <Mark Strouthes>: 4a: (D6) C7 (H12) G13. 4b: (M10) Sheffield.
4c: (Sheffield) B48 (C7) C8.

DRIVEL <Conrad von Metzke>: 4a: (Wolver) I18-I17. 4b: (I17) I16-I15-I14 (Shrews) D15 D14-D13.
4c: (D13) D12-C12.

GSL <Spike van Robart>: 4a: (G53) G52-G51. 4b: (I14) I15-I16-I17-I18-I19 (D54) E55.
4c: (E55) F55-F56.

Accounts: CURRY : 38 (No change)
BL : 71 + 6 (York) + 6 (Hull) = 83
POW : 26 - 6 (DRIVEL) - 6 (GSL) + 3 (MNL) - 1 (MNL) = 16
MNL : 9 - 3 (POW) + 1 (POW) = 7
DRIVEL: 37 + 12 (GSL) - 10 (GSL) + 6 (POW) + 6 (Coventry) = 51
GSL : 32 - 12 (DRIVEL) + 10 (DRIVEL) + 6 (POW) + 6 (Lincoln) = 42

Turn 5 Rolls: 5/6/3

GAMENOTES:

- 1) Payments for Coventry (DRIVEL) and Lincoln (GSL) were omitted last time.
- 2) Welcome back to Theo. Glad you could stay. The post awful evidently lost Theo's last set of orders. Jeff Bohner's standby orders were not necessary (thanks, Jeff).
- 3) Reminder: Operation rounds begin as soon as all cities are connected. This leaves Oxford, Cambridge, Peterborough and Grimsby. You may wish to review the Railway Rivals house rules published in Comrades In Arms #12, page 6.
- 4) Theo and Wallace should pay attention to the method in which joint runs are conducted, via index card contracts. If you feel that you will need a six week deadline to conduct joint run negotiations, let me know with your next set of orders.

DEADLINE FOR TURN 5 BUILDS: December 19, 1988

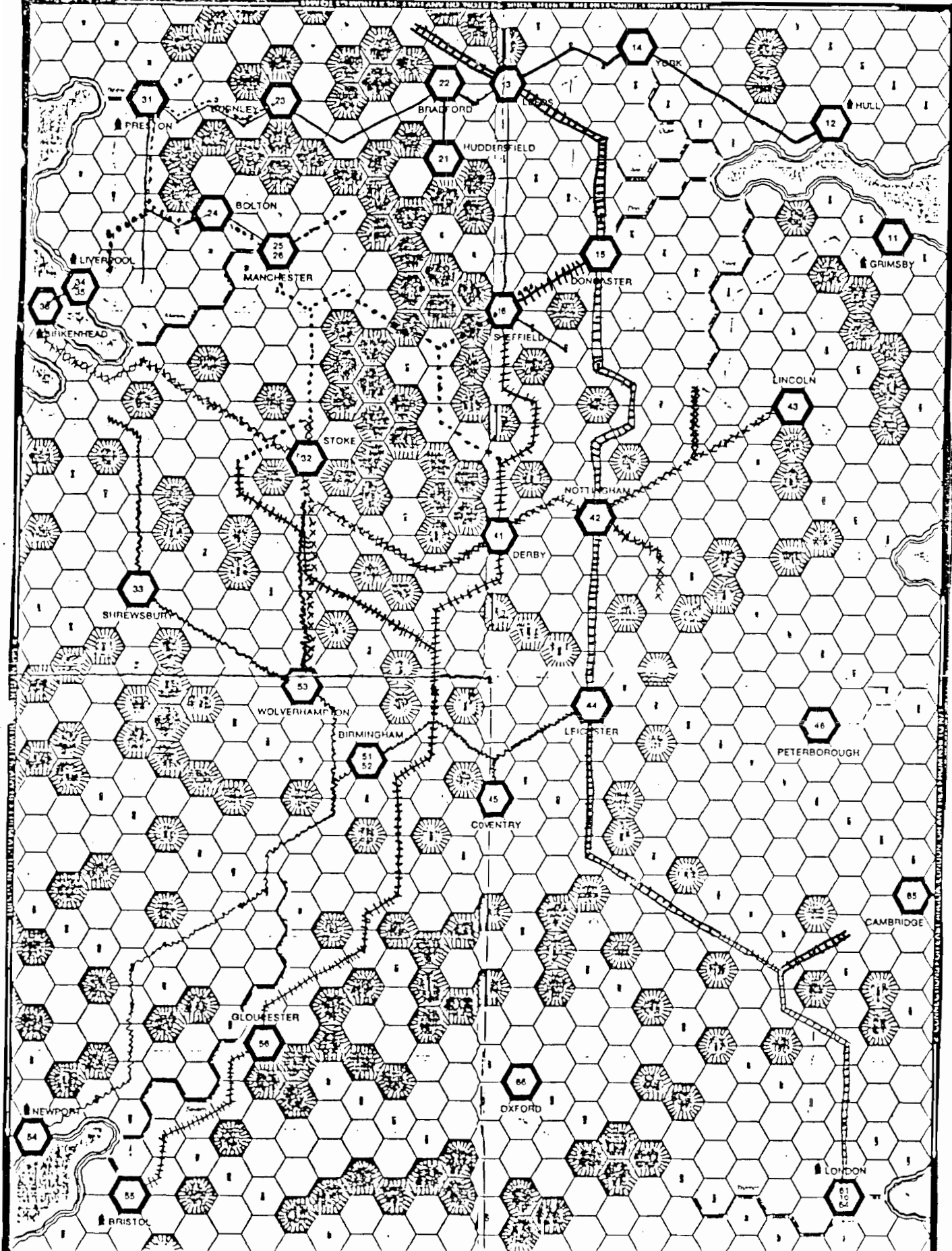
PRESS:






H. S. VANDERBILT TO ARIES: How many of the six participants would you say, from observing the game so far, have a sound knowledge of how to play it?

ARIES: That's a tough question, having to base it on this game alone. Mark Strouthes can play well ftf, but has yet to spend a turn increasing his wealth. My philosophy of winning this board is different from Wallace's "Skinny X" pattern (Preston/Hull to Derby to Coventry to Bristol/London) because with six players, it is impossible to have an ideal route (given competent players. My idea of good play is to get close to major hubs (in this case, Liverpool, Manchester, Leeds) and build a straight line to the largest city (London). If you spread yourself too thin, you won't do well when the operation round begins. Games are won because of operations and not by grabbing cities. The art of city-grubbing is fun to practice when playing face to face. The only player that comes close to my own ideal strategy are Theo and Wallace. I've been known to be wrong...

MNL FRONT OFFICE: We always did hate this board!! (By the way, did anyone ever get the feeling you were building a railroad through mud? Or pr'aps thay call it "peat" up 'ere, mate).

ARX: board after turn 14
 CURRY =  
 BL = 
 PUG = 
 MNL = 
 DRIVEL = 
 GSL = 



KEY
 IN PLAY COSTS
 Tunnel 3000 to build the Mersey Tunnel (shown shaded)
 Tunnel
 SEA
 LAND
 MOUNTAIN
 CITY

RUNS

1	2	3	4	5	6
10	10	10	10	10	10
20	20	20	20	20	20
30	30	30	30	30	30
40	40	40	40	40	40
50	50	50	50	50	50
60	60	60	60	60	60

SPECIAL RUNS

- Connections to E1, E2, M1, London. Break at the half hour on the bottom edge from C1 to M1.
- Connections to F1, F2, M1, London. Break at the half hour from M1 to M2.
- Connections to M1, M2, M3, M4, M5, M6, M7, M8, M9, M10, M11, M12, M13, M14, M15, M16, M17, M18, M19, M20, M21, M22, M23, M24, M25, M26, M27, M28, M29, M30, M31, M32, M33, M34, M35, M36, M37, M38, M39, M40, M41, M42, M43, M44, M45, M46, M47, M48, M49, M50, M51, M52, M53, M54, M55, M56, M57, M58, M59, M60, M61, M62, M63, M64, M65, M66, M67, M68, M69, M70, M71, M72, M73, M74, M75, M76, M77, M78, M79, M80, M81, M82, M83, M84, M85, M86, M87, M88, M89, M90, M91, M92, M93, M94, M95, M96, M97, M98, M99, M100.
- Connections to M1, M2, M3, M4, M5, M6, M7, M8, M9, M10, M11, M12, M13, M14, M15, M16, M17, M18, M19, M20, M21, M22, M23, M24, M25, M26, M27, M28, M29, M30, M31, M32, M33, M34, M35, M36, M37, M38, M39, M40, M41, M42, M43, M44, M45, M46, M47, M48, M49, M50, M51, M52, M53, M54, M55, M56, M57, M58, M59, M60, M61, M62, M63, M64, M65, M66, M67, M68, M69, M70, M71, M72, M73, M74, M75, M76, M77, M78, M79, M80, M81, M82, M83, M84, M85, M86, M87, M88, M89, M90, M91, M92, M93, M94, M95, M96, M97, M98, M99, M100.

BOULDERDASH

VANDALS! (1988 0/h..)

443 A.D. Builds

Builds:

FRANKS : Build a VET. Has 8d left.
 GOTHS : Build c BUR. Has 1d left.
 HUNS : Build a DAC. Has 1d left.
 ROME : Even. Has 4d left.
 VANDALS: Build A SAX. Has 1d left.

Current Board Positions:

FRANKS <Brad Wilson>: f MBI a EBU f MBI c ARG a ARG k ARG a COL c COL a VET.
 GOTHS <John Caruso>: a POE c POE a AQN a NOR k NOR c AQN c NOR a QUA c QUA c BUR.
 HUNS <David Anderson>: k DAC c DAC a CAR c PAN a SAR c CAR c IAZ a DAC.
 ROMAN EMPIRE <Jack McHugh>: f MIB a LMA a NMI a UTL a HRE a TIN a MTI a MAL a EMP a CAU a GIN
 a LUG a GEN a MAS a CIS a BEL a LUT a GSU a ETR a ROM k ROM a RAV
 a AQL a POE a SER a NRO a ILL a MAC a DYR.
 VANDALS <Tim Raihell>: a MAR a HER c GIN a RHA a ADE a GIN a AUG c RHA k ADE a SAX.

GAMENOTES:

- 1) The Romans control a total of 27 cities, not 26. Thus, no removal is necessary.

DEADLINE FOR 444 AD MOVES:

FIREPOWER

FINAL CONFLICT (1984 uGF20)

SPRING 2109

Spring Retreats:

SAF: f mwa-SWA.
 RUS: a ibe-FRA; a mon-OMS; a mos-ARK.

Current Board Positions:

AUSTRALIA <Tom Mainardi>: f SHA p MAL p SIN p JAP a MON a SIN f MEL f SWP f NWP f SOJ
 f JAV f SWP p PHI.
 BRAZIL <Brady Richter>: a RHO f RIO f BEL a SAL a COL p AMA.
 RUSSIA <David Anderson>: a KOR a PEK a OMS p MAN p OMS a ARK p BAL a TUR a FRA f SEN p FRA.
 SOUTH AFRICA <John Crow>: a MOS a KUR p BAG p TEH f PSG f EGY a BAG f SAU f IBE p MOR p EGY
 f ENG f SWA f MEA p ALG a ZAM.
 UNITED STATES <Mikel Petty>: a COL f SEP f MEP p MEX f MWA f NWA p VEN f VEN f HAW f CAR.

GAMENOTES:

- 1) A separation of seasons was granted due to the numerous Russian retreat possibilities. There were also some proposals which will be resolved in the fall.
- 2) To repeat: Proposed for Fall 2109 are the following: Concession to SAF, A/S draw and R/A/S draw. A NVR means NO. If multiple draws pass, all draws fail.

DEADLINE FOR FALL 2109 MOVES: December 19, 1988

There is no "One Small Voice" in this issue because I wanted to get this out before Thanksgiving. I should note that there was a healthy response and should return next issue.

GLASNOST

RUNESTONE POLL DIP (1988 R/r..)

FALL 1901/SPRING 1902

Winter 1901 Builds: GER: Build A Kie RUS: Build A War TUR: Build F Smy

Poll Results Fall 1901:

AUSTRIA <Dick Martin>: 7 10's, 46 0's -- moves no units.
 ENGLAND <Brad Wilson>: 37 10's, 17 0's -- moves 3 units.
 FRANCE <Mike Barno>: 12 10's, 40 0's -- moves no units.
 GERMANY <Cathy Ozog>: 31 10's, 23 0's -- moves 4 units.
 ITALY <Melinda Holley>: 10 10's, 45 0's -- moves no units.
 RUSSIA <Nick Dowling>: 4 10's, 48 0's -- moves no units.
 TURKEY <Jack McHugh>: 46 10's, 10 0's -- moves 4 units.

Orders for Fall 1901:

ENGLAND : f lon-ENG; f edi-NTH; a lvp-WAL.
 GERMANY : A mun-BUR; a ruh-BEL; a kie-HOL; f den-SKA.
 TURKEY : a con-BUL; a bul-SER; f ank-CON; f smy-EAS.

Attempted But Vetoed Orders:

AUSTRIA : a BUD-ser; a VIE-gal; f TRI-ven.
 FRANCE : NMR. But wasn't expected to move anyway.
 ITALY : a VEN-tyo; a ROM-ven; f NAP-ion.
 RUSSIA : f BOT-swe; a GAL-boh; a UKR-gal [s a WAR]; f RUM-h.

The Voters (NAME [Hobby participation]) Mark Strouthes (GM in CIA), Bobby Laboon (Sub-genius), David Anderson (Jack's toady), Lee Kendter Jr (Publishes Get Them Dots Now!), Steve Clarke (Geryk's toady), Julie Martin (Hobby Guru #16 w/ a bullet), Eric Ozog (Member, Council on Foreign Relations), Fred Davis (Publishes Bushwacker), Michael Hopcroft (Eats Linsey's cat), Michael Quirk (1987AU and loyal supporter of Ollie North), Mark Weseman (Plays), Jason Bergmann (a '4'), Roger Cox (Hobby Personality), Margaret Thatcher (PM of UK), Sticker McHugh (Votes in Linsey's poll), Blance McHugh (Reads "The Cream Shall Rise"), Muffin McHugh (Sends in Jack's moves), Ronald Reagan (Plays Dip), Buddy Ryan (Used to coach Eagles), Francisco Franco (Launches Brux bashing attacks in "House of Lords"), Wilson Goode (Attacks Bad Boys), John McHugh (NMRs in games), Joanne McHugh (Jack's Brother), Paul McHugh (Jack's Brother), RA Schester (Sens in fake ballots to hobby polls) [Ballot disqualified as he admits to sending fake ballots], Popcorn McHugh (Cheats in Dip games), Mrs Linsey (Spanks Bruce Linsey), Robert Sacks (Controls the hobby), Bruce Geryk (Acts mean and nasty to hobby members), John Boardman (Invented the hobby), Wiley E Coyote (Stands in for the Brux during his feuds), Road Runner (Reads "The Cream Shall Rise"), Jim Neuger (Reads Vertigo and worships Brad Wilson), Kathy Caruso (Woman of the Year), Elvis (Writes songs for Popular Front), M Boremann (A friend of Elvis), Henrich Bimmier (Subs to Thorazeen and reads "TCSR" and am not related to Henrich Himmler, born April 1, 1898 at 46 Schlussen Strasse Berlin (or so they say)), A Hilter (Nazi) [Disqualified -- voted favorably for England], Ferdinane Marcos (Reads Random Thought and Once Upon A Deadline), Mikhail Gorbachev (Reads Russian Diplomat), [Disqualified --didn't vote a 10 for Russia], Francoes Mitterand (Gets Diplomacy Digest), Geraldo Rivera (Gets "TCSR" and is a Linsey toady), R Nixon (Reads Vertigo), S Perez (Reads Kathy's Korner), Jimmy Hoffa (Reads Graustark), George Bush (Plays in ECL), Mike Dukakis ("Kitty and I read Vertigo and love it), Paul Kenny (Publishes Standard Deviation), Ayatollah Khomeini (Gets Praxis), Saddam Hisein (??) [Disqualified --didn't state hobby participation], Steve Emmert (Worships Jack McHugh) W Westmoreland (Gets ECU), Morgan Fairchild (Worships Jack McHugh), Yoko Ono (Gets Rebel), Ellie Watt (Reads TCD with rapture. Bob's woman.), and Bob Acheson (Publishes The Canadian Diplomat).

WINTER BUILDS AND SPRING 1902 ORDERS DUE: December 19, 1988

PRESS:

BLOOMINGTON TO MOSCOW: One cannot vote from an ocean bottom. Blub, blub, blub...

DEMOCRATIC FREE WORLD: Screw ballot stuffing people. Let us all vote down Nick Dowling. This level of corruption is not needed!

ACHESON TO GM: Who the hell are: Wattleman, Zubransky, Vietze, Amm, Lawrence, Young, Prutsalis, and Chang? I suspect that most of these retrobates voted against Cathy and for Dowling. He will feel my wrath.

GM TO ACHESON: These are real people. Proof is available for a large SASE.

ACHESON TO DOWLING: Better start recruiting, boy.

ACHESON TO GM: It's too bad that I won't be publishing for another 12 week, err, okay make that fourteen weeks.

GM TO ACHESON: You do just fine. Sign me up for 34 man anarchy in case I forget to write you.

SULTAN MCHUGH TO INTERLOPER ACHESON: Stop writing Press for other people, you dispicable Canadian-like person!

TURKEY TO GERMANY: You should not encourage such childish behavior on Acheson's part, Cathy. You know how high strung these Canucks are.

ACHESON TO CATHY: Time to plan operation Madlad.

TURKEY TO ITALY: Come on! Give in and marry me! Together we can rule the Med! An offer no sane woman would turn down.

TURKEY TO ARIES: Don't say a word, Tom!

TURKEY TO ENGLAND: You gonna NMR first or shall I?

TURKEY TO RUSSIA: I answered your card -- if you loved me, you'd write back.

TURKEY TO ENGLAND: Isn't that right, Brad?

TURKEY TO ARIES: Look who's talking about whines, you went bompelately ballistic the day you moved! Yes, Tom fell completely apart -- sad but true.

TURKEY TO FRANCE: If you vote for me, I will not only play Titan, but throw the game to you!

TURKEY TO ARIES: That should get Barno's attention!

TURKEY TO AUSTRIA: How come your wife didn't vote last turn, Dicko? I also heard she didn't even vote for you this time. Tsk tsk, must be losing it, eh Dick?

ARIES: I received a phone in ballot from the real Julie Martin...

RUNESTONE POLL DIPLOMACY BALLOT

Use this ballot to help or hinder the players in the Runestone Poll Diplomacy game being played in Comrades In Arms. The rules are simple: for each "10" vote a country receives, it may move one unit. Each "0" vote nullifies a "10" vote. Any other vote has no effect.

For a ballot to be valid, it must include a signature and how you participate in the hobby. A list of who voted (but not their votes) will be published in each adjudication. All ballots will be thrown out after each adjudication, so vote wisely and vote often!

- AUS: DICK MARTIN _____
- ENG: BRAD WILSON _____
- FRA: MIKE BARNO _____
- GER: CATHY OZOG _____
- ITA: MELINDA HOLLEY _____
- RUS: NICK DOWLING _____
- TUR: JACK McHUGH _____

SIGNATURE: _____

I PARTICIPATE IN THE HOBBY BY:

KAIZEN

KREMLIN

Turn 2 Purges/Spy Trials

JUSTTIFY YES

REPLACEMENTS: Alexej and Petr switch to Foreign and Defense Ministers respectively. Andrej is demoted to Candidate. Boris K is promoted to Ideology. These age the Party Chief 2.

PARADE: Party Chief fails to wave, and ages 2.

TURN 2 CURES: Party Chief ages 4 (ill, ?'ed and Party Chief), Petr and Boris K are in "weak" offices and each age 1. Martin plays 1 IP on Lech and sends him to the Sanatorium. (This countermands the postcard I sent).

TURN 2 PURGES: Strouthes plays 8 IP on Mikail and seizes control. Oleg Satin and Sergei Eats-toomuch are successfully purged.

TURN 2 SPY TRIALS: No trials.

TURN 2 HEALTH: Boris K and Igor become SICK. Petr and Andrej become ILL. Lech dies like a fly.

KAIZEN DECLARED INFLUENCE TALLIES

Up To Replacement Phase Turn 1

Code	Name	Age	Position	Bohner	Caruso	Sacks	Martin	Richter	Strouthes	Wilson
A	<u>Nestor?</u>	86	Party Chief							1
T	Mikail	59	KGB Head		6		7		8	
D	<u>Petr</u>	75	Foreign		4		5		2	
C	Alexej	74	Defense							
N	<u>Boris K</u>	64	Ideology							1
?			HELP WANTED!							
W	Leonid	54	Economy							
Q	Tigran	60	Sports							
L	<u>Igor</u>	65	Candidate							
F	<u>Andrej</u>	75	Candidate	7						7
U	Wassily	56	Candidate							
?			HELP WANTED!							
?			HELP WANTED!							

THE HUDDLED MASSES: E Karei 72 People; G Diwan 70 People;
 H Nikolai 69 People; I Anatol 68 People; J Antonj 67 People;
 K Eduard 66 People; P Iwan 61 People; R Tur 59 People;
 S Ludmilla 58 People; V Natasha 55 People; X Boris B 53 People;
 Y Ulan 52 People; Z Viktor 50 People.

THE COLD MASSES:

M Sergei 64 SIBERIA 0 Oleg 62 SIBERIA

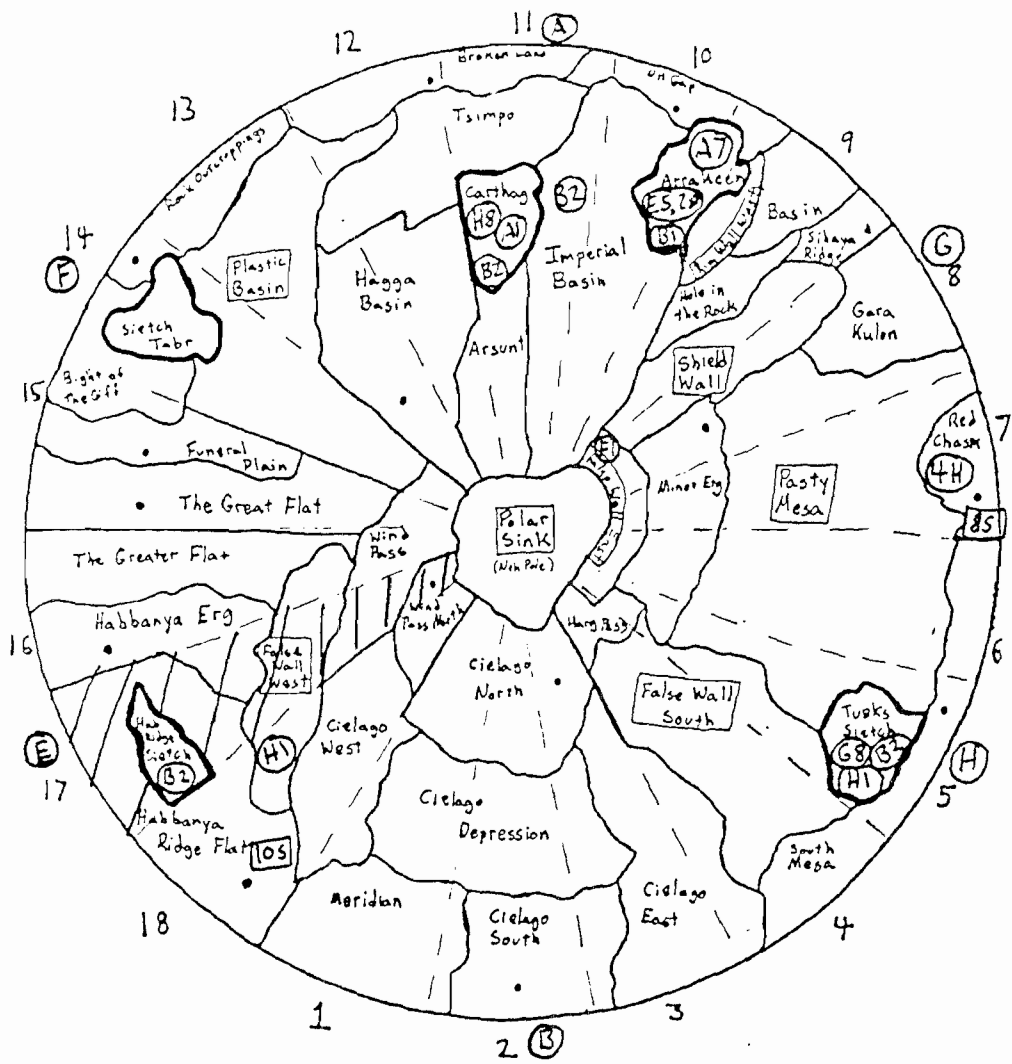
THE KREMLIN WALL:

B Lech 75

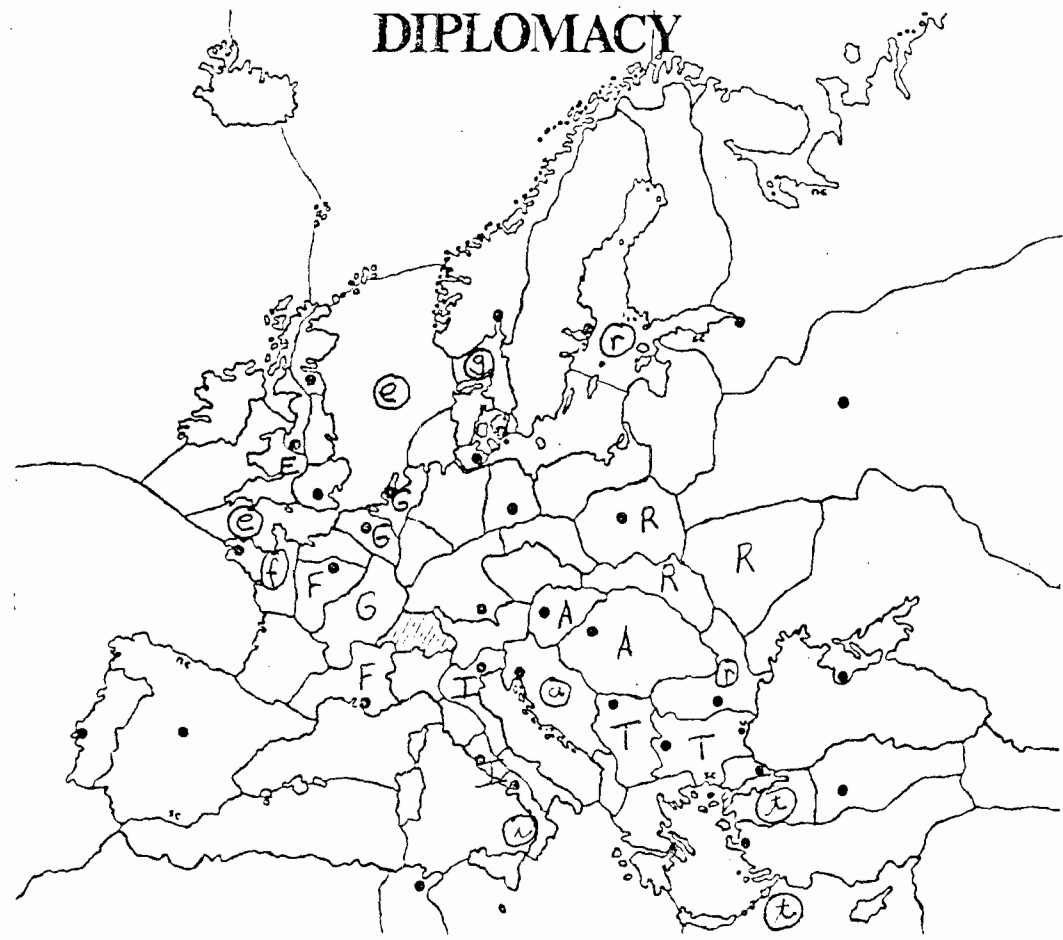
(An underline name means sick, and **bold** means ill. If the office is underlined, the holder is currently visiting the Sanatorium. This chart will list current ages. Dead or retired characters will be removed from the chart as the game progresses.)

CARD PLAY:

- 1) Strouthes plays POWER PLAY. The die rolls result in Wilson having to declare 19 of his unrevealed IP's. This is due with the next deadline.
- 2) Strouthes plays SANATORIUM RELEASE on Lech. He comes out just in time to catch the new pneumonia and dies a miserable death. Guess he forgot his mittens.



DIPLOMACY



GAMENOTES:

- 1) Since somebody asked me what "Kaizen" means, let me give you the scoop. The term is Japanese in derivation and is translated as "slow but continual improvement", and is considered to be an improvement to the "Management By Objectives" (MBO) philosophy. The shrewd Kremlin player can practice Kaizen to gradually seize control of the politburo.

DEADLINE FOR TURN 2 REPLACEMENTS: December 19, 1988

PRESS:

FROM THE BIG BOSS: Upon discovery of a revisionist/McHughist plot to overturn the Politburo and replace it with a Dukakistry, our great leader, the true light of socialism, Nestor A, has punished those responsible.

News that the Defense Minister is not in full agreement with the objectives of Nestor brought a quick shuttle of jobs.

Nestor praised the fine investigative work done by KGB Chief Mikhail and also had given words for Alexij's work at the Foreign Ministry, especially in procuring English gin.

MOSCOW: Riots against proposed policies of "Baby-Fase-ism" trying to be implemented by the FIM bureau, were suppressed by the KGO police.

PETER KEATING

DiplowInn

Gamestart Notice

I believe everybody has a copy of the rules. They appeared in Comrades In Arms #21. Remember that the supply center reductions will come in effect for Winter 1905 counts. Sounds like all countries will need some initial momentum to assure surviving past 1906.

Can any of the players tell me who Peter Keating is?

AUS: Steve Courtemanche
 ENG: Michael Hopcroft
 FRA: Nick Dowling
 GER: Robert Sacks
 ITA: Scott Beckett
 RUS: David Anderson
 TUR: William Lydick

DEADLINE FOR SPRING 1901 ORDERS: December 19, 1988

The Sea Of Despair

Chapter 5: Broody Herr!

O'Paul had noticed that supplies are getting low, and fortunately so was the size of the crew. von Swiderhund grew tired of playing Stones & Bones, and he and the Reverend Bobby went up deck after their session with Mr. B.

Gunner Anderson witnessed this and shook his head in despair, seeing this evil minister convert the captain to the world of the weed. This was something he would not partake.

As the two wandered up deck, O'Paul told von Swiderhund the supply situation.

"And what have you done in the mean time, O'Paul? Wack off?"

"Uh, no, but I did get the crew to write down their votes."

"Okay, let's go count them! Boy, do I love it when people's lives hang by the thread of friendships!" Swiderhund wobbled up towards the plank that had been assembled for the pomp and ceremony of "Splooshing".

He was within earshot when.

SPL000000SH!

"That was Belle." said von Swiderhund.

"How did you know that?" O'Paul wondered.

"I didn't get where I am today by asking questions," replied the Captain. "Besides, that 'Spl000000sh!' had a good ring to it. Captains are supposed to know these things."

Four crew members were surrounded by the other crew members, armed with blades. They were presumably the 'doomed ones'.

"I want an Ombudsman!" screamed Caruso. "I can hardly believe that I got 52 votes when there are so few of us left."

"Well, you pay your money and take your chances." Martin could always find time to be philosophical even at the worst time possible.

"Where's the recount?"

"Step aside, all you butt-lipped, neurotic, insecure bespectacled slaps o' wimp meat and allow me to walk this plank with dignity. For I am too intense to die. I swam the Bermuda Triangle and didn't get wet!" The Reverend forced his way into the circle and stood atop the plank. The look that Caruso gave him could have killed.

"You know something Reverend? You're a looney!"

I PICK THE GOD DAMN TERROR OF THE FUCKING GODS OUT OF MY NOSE! I drank the Devil under seven tables. I use a python for a prophylactic; I'm thicker, harder and meaner than the Alaskan Pipeline, and carry more spew! When I drop my drawers, Mother Nature swoons.

Come on and give me cancer, I'll spit up the tumor and butter my bread with the juice. My droppings bore through the earth and erupt volcanoes in China! I ran'em out of heaven and sold it to Hell for a profit.

They say a god zillion is the highest number there is. Well, by God! I count to a godzillion and one!

So therefore, it is true. I am too intense to die!"

"He is a looney." Caruso said as the Reverend Bobby jumped overboard. SPL00SSSSH!

"And a druggie, too!" Anderson butted in. "I read somewhere that all druggies are supposed to kill themselves off, according to Darwinistic theories. This is so they don't reproduce."

"Well I'll be damned!"

"And you are!" shrieked von Swiderhund. The sound of another 'SPL00SSSSH!' excited him.

Raithel prodded Caruso up the plank with the tip of his sword until he was near the end.

"Where's my recoun -- spl0ssh!"

One by one, the other doomed ones went over one by one -- Martin (Splush), and Nicoll (Spousss!!) but the Captain was still demanding, with cries of "More SPL00SSHES!"

The Countess of the Counting, Cathy O'Zog (an Irish name if I e'er heard one), sashayed up to von Swiderhund and whispered something into his ear.

"Sorry boys, but it seems as if justice had not been served. It appears that somebody stuffed the voting box!" Un uproar of outrage broke out but was quelled quickly with a loud "BUT!".

"But!" the Captain continued, "our Counter has figured out the identity of our ballot stuffer. I have no reason to doubt my sweet, innocent and lovable Counter, and hereby declare that Nicholas Dowling guilty of high treason on the seas!

The midshipmen quickly surrounded him, and although armed with a cutlass himself, gave in because of the futility of the situation.

"But how did you know it was me?" said Dowling.

von Swiderhund started to answer, but was cut off by Cathy. "Don't you know by now, Captains are supposed to know these things."

"Well, it's a fair cop!"

And, for your punishment. Let it fit the crime. Bring out -- the human bottle!

O'Paul unlocked a cabin which bore the name "Keep Out This Means You". Inside was a large bottle. The bottle was rolled near the gang plank.

"The bottleneck is large," the Captain explained, "because the English always sent their messages in person, rather than by memo." Boys, I want you to send Nicholas out to explain what he did to the folks back home."

Bohner, Peel and Anderson proceeded to stuff the bottle with the bottle of their crewmate.

"And be sure to stick a cork in it -- after all, we wouldn't want any water to get in."

Peel pulled out a mallet and applied it to the cork that O'Paul provided.

" I can't breathe ! "

"Seems you can't keep these messengers happy. First they're wet. Then they can't breathe. Next thing you know, they're going to be demanding Union Jack wages. I tell ya...."

Bohner and Peel turned to one another and Jeff said, "You have to admire von Swiderhund -- at least he tries to be a fair captain."

"Yeah, I'm proud to serve under him. Can you help me toss this bottle overboard?"

SUMMARY: Dick Martin (9); Robert Belle (8) Bobby Laboon (7); Nick Dowling (5); John Caruso (5); Wallace Nicoll (5); all are thrown overboard.

OTHERS WHO GOT VOTES: John Crow (1). Note that last time, Ken Peel only received 2 votes, and that the "20" was a typographical error.

SURVIVORS: Bob Acheson, David Anderson, Ran Ben-Israel, Jeff Bohner, Theo Clarke, Roger Cox, John Crow, Michael Hopcroft, Fred Hyatt, Dave Leskow, Cathy Ozog, Ken Peel, and Tim Raithel. The 13 survivors may continue to vote in "The Sea of Despair."

DEADLINE FOR TURN 5: DECEMBER 19, 1988

SINISTAR

DUNE

Turn 4 Bids

Turn 4 Bids : Guild buys all three cards for 5,4 & 3 spice respectively.

Turn 4 Revivals: A=2; B=1; E=2; F=3; G=2; H=2

Turn 4 Moves :

GUILD : Exercises first move privilege. Ship 8 from reserves to Tuek's Setch (b).

BENE GESSERIT: No moves.

HARKONNEN : Ship 5 from reserve to Tuek's Setch (b). Move 4 from Tuek's Setch to Red Chasm.

ATREIDES : Ship 6 from reserve to Carthag (b). Move 5 from Carthag to Arrakeen.

FREMEN : NMR.

EMPEROR : Ship 5,2* to Arrakeen (b).

Combats to resolve:

Harkonnen (8) vs Atreides (1) in Carthag
Harkonnen (1) vs Guild (8) in Tuek's Setch
Atreides (7) vs Emperor (5,2*) in Arrakeen-

Accounts Prior to Turn 4 Combat :

	A	B	E	F	G	H
Turn 4 Bids :	18	10	19	2	4	12
Gifts :	0	-2	0	0	2	0
Revivals :	0	0	-2	0	-2	0
Movement :	-6	0	-7	0	14	-5
Total :	12	8	10	2	18	7

Board Position Prior to Turn 4 Combat:

ATREIDES <Mark Strouthes>: Holds 4 cards. Has 7 (Arrakeen), 1 (Carthag) 9 (Tanks), 3 (Reserves).

BENE GESSERIT <Bobby Laboon>: Holds 2 cards. Has 2 (Carthag), 2 (Imperial Basin), 2 (Hab Ridge Setch), 2 (Tuek's Setch), 1 (Arrakeen) 11 (Reserves).

EMPEROR <Jack McHugh>: Holds 4 cards. Has 5,2* (Arrakeen), 5 & Bashar (Tanks), 5,3* (Res)

FREMEN <Brady Richter>: Holds 2 cards. Has 1 (FW East), 7 & Jamis (Tanks), 9,3* (Reserves)

GUILD <Roger Cox>: Holds 4 card. Has 8 (Tuek's Setch), 12 (Reserves).

HARKONNEN <Chester Gates>: Holds 8 cards. Has 1 (FW West), 8 (Carthag), 4 (Red Chasm), 1 (Tuek's Stetch), 2 (Tanks), 4 (Resrve).
 RECORDED : Storm In Sector 17 (Hab Ridge Stetch). 10s (Hab Ridge Flat). 8s (Red Chasm).
 GAMESNOTES:

- 1) When I charged Emperor for his revival, he should have charged 4s Instead of 2. Gee, I even caught this one myself. Anyway, Emperor's spice account is now correct.
- 2) Combats are in order of resolution, with aggressor listed first.
- 3) I will ask David Anderson to assume the Fremmen position unless Brady notifies me of his intent to continue playing along with preliminary Turn 5 bid orders. Dave will not be sent any secret information until he becomes player of record. I'm sure Brady will return but will replace him if I don't hear from him by the combat deadline.
- 4) SPICE DEAL: Atreides & Harkonnen: Atreides and Harkonnen agree to "mock" battle in Carthag, in which: Atreides will commit ONE token to battle in Carthag; both parties will dial zero; Atreides will play lowest ranking leader; Harkonne will play a leader higher in rank than Dr. Yueh; no traitors will be called on either side; no offensive cards will be played by either side; and after the battle, Baron Harkonnen agrees to personally escort one Atreides leader through his spice factory, and afterward threat him to chocolate cheese cake, ice cream with whipped cream and a cherry on top, and then to return him sans ransom safely to his home in Arrakeen via private limosine. ((Aren't spice deals fun?))
- 5) SPICE DEAL: Guild and Bene Gesserit: The Guild has sold the Bene Gesserit leader information for two spice.

DEADLINE FOR TURN 4 COMBAT: December 19, 1988

PRESS:

AP (Arrakis Press): It has recently been learned that substantial numbers of Atreides and Harkonnen troops have been reported missing; accompanying these reports are sightings of worm activity in the regions where the troops were last seen. The all-too-common worm ingestion cannot be ruled out, but insiders at Harkonnen High Command HQ (who wish to remain nameless) have intimated that the "disappearance" of Harkonnen troops was expected, and possibly has something to do with experimental worm control methods. Baron Vladimir has refused to comment, while Prince Paul at Arrakeen has been leading group mourning sessions throughout the city. He seems to have greater support from the masses than usual. The Fremmen could not be reached for comment.

EMPEROR TO HARKONNEN: You could help me hold a stetch or two by attacking anyone who stops me.

EMPEROR TO ATREIDES: Your sandbox!!?? Don't use such a tone to us again or we shall be forced to crush you like an insect.

EMPEROR TO FREMMEN: You want to do something or just sit there for the rest of your desert life?

EMPEROR TO GUILD: Have we overcome our homicidal tendencies or are we still a sociopath?

EMPEROR TO BENE GESSERIT: Aren't we coy? Playing hard to get, eh?

Gunboat Diplomacy

TRILOGY

Gamestart Notice

Brady has informed me that he has seven players for gunboat. For the record, I (Tom Swider) am not a player in this game, and have a list of all players in the game. I have the country assignments from Sir Brady, and have scribbled in your country on this page.

I am assuming that Brady will follow my houserules, except with these amendments: Seasons will be separated in 1901 and on 2 requests any other time. Deadlines will be about 10 days before my main deadline. This should be no problem since you should send in orders when you receive the results. A season is planned for every other issue of Comrades In Arms. I think that this will be too long, but Brady may adjust this if his schedule allows.

Brady was even kind enough to tell me where all the units begin play. I hope everyone knows where they are supposed to go. If you don't, Jac Wordsmith would be glad to fill you in.

Each player should create a pseudonym by which his or her country will be referred. As an example, here's the player list for a game in Retaliation: Spaceman Spiff, Slick, Akbar, Binkie, Plaza Toro, Bond James Bond, George Bush.

DEADLINE FOR SPRING 1901: December 28, 1988

And orders go to Brady Richter (address on back cover) and not me. Be aware that Brady's address is a college address. In case a deadline falls on a school vacation day, you might want to send it to: 54 Fries Lane, Cherry Hill, NJ 08003-2506. He ought to be home no later than December 23. You heard it here first.

SUBSCRIBERS AS OF NOVEMBER 22, 1988

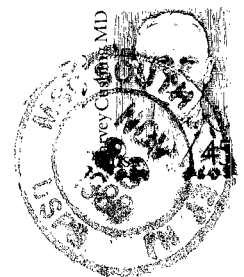
(Change of Addresses and new subscribers will appear in **BOLD** print)

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 Hood David; 604 Tinkerbelle Road; Chapel Hill, NC 27514 (T)
 Hopcroft Michael; 2190 West Burnside Apartment 108; Portland, OR 97210 (T)
 Hyatt Fred; 60 Grandview Place; Montclair, NJ 07043 201-744-2592 (T)
 Kendter Jr Lee; 264 Spruce Court; Bensalem, PA 19020 (31)
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Leskow Dave; 2306 Riverview Drive; Endwell, NY 13760 607-748-2053 (C)
 Lietz Chuck; PO Box 221; Stevenson, WA 98648 (23)
 Linsey Bruce; PO Box 1334; Albany, NY 12201 (518) 426-3022 (31)
 Lydick William; 4 Emery Drive; Whitehouse Station, NJ 08889 (201) 534-4924 (41)
 Mainardi Thomas; 45 Zummo Way; Norristown, PA 19401 215-277-5853 (31)
 Martin Julie; 17601 Lisa Drive; Rockville, MD 20855-1319 301-948-3146 (T)
 McHugh Jack; 280 Sanford Road; Upper Darby, PA 19082-4708 215-352-3408 (27)
 Nelson James; 112 Huntley Avenue; Spondon; Derby, ENGLAND DE2-7DU (T)
 Nickel Jim; 429 E Columbia Street; Falls Church, VA 22046 (33)
 Nicoll Wallace; 48 Broughton Road; Edinburgh, Scotland EH7-4EE 31-556-7006 (T)
 Ozog Cathy; PO Box 5225; Munds Park, AZ 86017 602-286-9009 (T)

Peel Ken; 8708 First Ave Apartment T-2; Silver Spring, MD 20910 301-495-2799 (T)
 Petty Mikel; 4800 Hindman Drive; Orlando, FL 32812 407-275-5096 (31)
 Raithel Tim; 2131 N Lincoln Street; Arlington, VA 22207 703-525-7163 (26)
 Richter Brady; 105 Crockett Hall; RPI; Troy, NY 12180-3590 518-276-7113 (C+4)
Rowe Russell; 411 Wells Mill Rd Apt 84; Oxford, OH 45056 513-523-0092 (24)
 Rowling Doug; 228 Kinnell Avenue; Cardinold; Giasgow, Scotland G52-3RU (T)
 Sacks Robert; 4861 Broadway; Apartment 5-V; New York, NY 10034 (T)
 Strouthes Mark; 413 S Henderson Street Apt 13; Bloomington, IN 47401-4852 812-331-1757 (C+6)
 Turner Michael; 412 Moser Rd; Louisville, KY 40223 (23)
 van Robert Spike; 19985 Wild Cherry Lane; Waters' Landing, MD 20874 (42)
 von Metzke Conrad; 4374 Donald Ave; San Diego, CA 92117 619-276-2937 (J)
 Wilson Brad; PO Box 126; Wayne, PA 19087 215-386-5941 (T+2)
 Wilson Dan; 451115 Beto; Rt 2 Box 2250; Palestine, TX 75801 (31)

NOTES TO YOU:

Comrades In Arms #23
 Tom Swider
 75 Maple Avenue Apt A
 Collingswood, NJ 08108
 (609) 858-4306



___ Sample
 ___ See page ___

"I'm partial to the fugue."