

This is COAT OF ARMS, issue 31 (March 25, 1984). It is published by Vendetta Woody 602 Hemlock Cr. Lansdale, Pa 19446 (215) 699-7659. The cost is 70¢ per issue.

Many thanks to Don Ditter for finding me a new nickname, that being Vendetta Woody. I remember when I first entered the Diplomacy hobby Don Ditter informed me that all the Diplomacy players were avid crossgamers. So Don Ditter calling me Vendetta Woody is the highest compliment he can pay me.

For quite sometime I have been considering buying a cordless phone. That is until last month when I spent a week at my sister's house while she was in Mexico. One night at midnight the phone rang being a college graduate I knew to pick up the receiver and say "hello". The only problem was when I did this the phone kept on ringing. I decided to turn on the light and get a closer look at the phone. Now noticing the antenna I thought it would be smart to open it. The phone still was not working but at least it stopped ringing. Well after seven rings people will assume no one is home. Five minutes later the phone rang again. This time I was ready. I put on the light, pulled up the antenna and quickly located the on/off switch on the side of the phone. After all that the phone call was for my nephew. Of course he was not home as it was a school night and I told him to be home early. Which he interpreted as early in the morning, like 6am. That one incident was enough for me to decide cordless phones were not for me. But then another encounter made me decide I never wanted to own one of these things again. I have an aunt who has everything. Whenever you buy her a gift it goes right into her closet. Last Christmas my sister and I decided to buy her a cordless phone. We forgot that since she had been living in her house for 25 years her phones were not the modular type plugs. Naturally she had the wiring which went right into the wall. After 2 months I talked my nephew into hooking up the phone. He spent an entire afternoon trying to get the phone to work. He eventually gave up. Two days later my uncle checked the phone and decided it had to work. I looked at the phone the next day and fared no better than my uncle or nephew. Two days later my aunt had the phone company check out the wiring. He looked at it, scratched his head and decided to bring someone else over the next day (a specialist). One hundred dollars we found out you can't use a cordless phone with a party line. After this gift I am certain my aunt will place ALL her gifts in the closet.

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After publishing on an irregular schedule for the past 6 months I have decided to stop publishing COAT OF ARMS sometime between August and October. (I guess that means Sept) I will however continue to GM the games. Three people have expressed interest in a game start. If there are four more people out there I will run a game on a flyer. Just let me know if you are interested. There will be no game fee.

Ron Brown has announced that this years winner of the Nixon award is Mark Frueh, If you ever get into a game of Diplomacy with Mark I suggest you remember this!

Tom, Swider of Expletive Deleted fame has started a feud with Kathy Byrne. To help Kathy against this bully I am forming a posse to do mean and nasty things to Mr. Swider. You can join this group by writing me care of Kathy Byrne 160-02 43rd Ave, Flushing, NY 11358. Mark Berch thought this was such a good idea he was the first to sign up for this lynch mob. Michel Liesnard, the snail eater, has expressed interest in this posse. However he will only join if its official language is French. I really don't think Michel would feel at home in this organization as we are welcoming the British into this group.

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Dear Woody((a few words of criticism from Kathy Byrne))

I will admit that I enjoyed reading about your vacation in Europe with Gary Coughlan. I suppose you could have entitled it "Woody's and Coughlan's misadventures." However your article was hardly a work of art. In fact it was an embarrassment to all of our Dip cousins in Europe. Fortunately Gary Coughlan published issue A of EUROPA EXPRESS, which dealt entirely with Gary's trip to Europe. Gary's article was written with such enthusiasm that I read it twice. Even Phyllis enjoyed reading EE's issue A. In fact she was so impressed that she has begun to save her babysitting money so she can go to Europe with her school in a couple of years. As for me I feel as though I was on the trip with you and Gary and personally know all the Europeans you met. EE's issue A has saved me a lot of money. Now if I can only get Gary to go on a safari in Africa, the vacation I have always dreamed of. I just hope Gary questions me on his issue A since I know it word for word, page by page.

((I'm glad you enjoyed Gary's biased and one sided views. Actually I too enjoyed EE's issue A. Of course Gary could have written about the day we went to see the movie War Games (in German). I gave Gary a one hundred Mark note to get the tickets. He came back with 2 marks change. I asked him if he thought the movie could possibly cost \$20 per person. As usual Gary used brilliant deduction here. He felt since the movie was imported it had to be expensive. He compared it to buying French wine in the U.S. Since it was my money I dragged Gary back to the ticket office and we received the rest of our change. It seems that Gary walked off without his change. Remember if you ever travel with Mr. Coughlan you are going to have to babysit for him.))

The Michel LIESNARD Fan Club.
Bottled Street, 69.
B-4-3-2-1-go!
Beautiful Belgium.

Here, today & perhaps tomorrow.

Dear Mr Woudi,

We would like to thank you for the beautiful account of your travel to Europe that you gave us in the pages of GOAT IN ARMS. Obviously - and with the exception of snails & frog legs - you went to the point each time: when something is far beyond your own understanding, the only way to talk about it is constantly referring to Michel Liesnard. Never say "this place is like this, or like that", just explain that "Liesnard would feel at home here, or hate this place" and everybody will get your point at the speed of light. We love this sort of maths where the anonymous "x" and "y" of old graphics are replaced by more personalized "m's" and "l's"... Otherwise, we would not be a member of the above-mentioned fan club.

But please, excuse us if this letter is short. We have heard of another person who would join our fan club, and mailing a letter to a New-Guinea mental hospital is a tough job by itself...

For the Committee,

the Mrs WELCH, Raquel
LANGE, Jessica
DUNAWAY, Faye

((Thankyou ladies and I am certain that Michel would feel at home with any of you.))

Dear Mr. Arnawoodian ((from the crusty John Caruso))

"There you go again" needlessly ruining my reputation in yet another of your pathetic issues of COA. Your unsubstantiated allegations, your vicious unprovoked attacked on me have left me feeling violated. And you call yourself a friend? Fassio who also needlessly ruined my reputation with slander and deceit by not printing something about my new subzine Father Knows Less, which appears in CATHY's RAMBLINGS, as part of his review of C.R., is more of a friend.

I am also appalled that you would interrupt my busy schedule by calling me for a standby in a game. Then having the audacity to allow the original player back. You sir have some nerve. Your actions not only border on fiction but also treason. Had you not interfered in my life this way, I would have hit the Irish Sweepstakes. And you call yourself a friend of mine? You're a friend to me like hair takes to Mark Berch.

Except for Mr. Fazwho's deliberate attempt to ruin me with his omission of a review of Father knows Less from C.R., he is the best part of your otherwise pathetic publication and I suggest as a hobby service you keep him in these pages because if you do not you will inevitably lose all your subbers.

Thankyou Woodhead or Fuddybucker or Woodpecker or what ever it is we are calling you these days.

((In case you did not know it John is one of the Bambino brothers. The other two are Fassio and Mainardi.

Thankyou for your letter. I am certain that your next step against me will be to form a posse to get me to fold. But instead of going through the hell you want to give me I'll just fold on my own. I'll hope you'll allow me to publish 6 more months))

82 IE	GM:	VENDETTA	WOODY	ARNAWOODIAN	ZINE:	COAT OF ARMS
		'01	'02	'03	'04	'05
AUSTRIA	TERRY SUITOR	04	02	0		
ENGLAND	BOB SLOSSAR	04	06	07	08	11 DRAW
FRANCE	SAM DAVIS	05	07	09	08	02
GERMANY	LARRY SALESKI	04	03	01	01	0
ITALY	CATHY CUNNING	05	06	08	08	12 draw
RUSSIA	Ralph Montonaro	04	04	02	0	
	drop Tom Mainardi	02				
TURKEY	STEVE ANGLE	05	06	07	09	09

MARYCON 84

NEWS RELEASE FROM POLITBURO

Well here we go again! Marycon 84 has been scheduled for the first weekend in June, and we hope to see you at the boards again this year. Due to the success of Marycon 83, and a little more available time to organize this year, we have decided to expand Marycon 84. We will be sending out invitations through a special issue of Politese which will be sent throughout the country and to our neighbors to the north. Also, in addition to the regular festivities, we have planned a day for dip variation play for all you closet "Revisionists," to be held the Friday before Marycon.

This year Marycon will cost \$40.00 and Vari-Marycon (Variations) will cost you \$30.00. We realize that this is a bit of an increase over last year, but it is not intended to make an "obscene" profit for us as it may seem to indicate. Though last years Marycon was a success in the number of people participating, and the good time had by all; it was a financial disaster. The only thing that stood between us and debtors prison was "fast talkin" Dick Warner, who was able to convince the "powers that be" at the College to writeoff our debt, (only after wearing out the knees of two pairs of pants and a severe case of athletes foot of the mouth). To avoid a repetition of last years fiasco and to cover additional costs (no, blankets are still not included) we had to up the price. But even with this increase, Marycon is still a bargain for what you get for the money, which brings us to the point of this letter.

To increase our operating capital, and the faith of the College administration in our ability to pay our debts, we would like you to dig deep and come up with your registration money now. In an effort to ease our conscience for hitting you up for the bucks, and as an added incentive, we are offering a \$2.50 discount on Marycon and Vary-Marycon; \$7.00 if you register for both. This represents a possible 10% savings or a $\frac{1}{2}$ case of Strohs depending on your view on life. This offer will be in effect until April 20th, (Hitler's Birthday). Your registration should be sent to: Marycon 84, P.O. Box 1254, College Station, Fredericksburg, VA 22401.

You were willing to take a chance on us last year. We hope you felt that the chance was worth taking. Your help will insure the success of Marycon 84. And we again hope you will feel it was a chance worth taking. See you in June!

Richard H. Warner
Premier

Matthew Kelly
First Secretary

PRESENTING THE 2ND ANNUAL
MID-ATLANTIC DIPLOMACY TOURNAMENT.

MARYCON 84

AND THE
PREMIERING
VARI-MARYCON
FOR VARIANT PLAYERS



FRI. 6/1/84 VARI-MARYCON
10:00 A.M. - 10:00 P.M.

SAT. 6/2/84 MARYCON 84
10:00 A.M. - 10:00 P.M.

SUN. 6/3/84 MARYCON 84
SECOND ROUND
9:00 A.M. - 6:00 P.M.
AWARDS

COME JOIN US AT:
MARY WASHINGTON COLLEGE
FREDERICKSBURG, VA
(95 SOUTH TO RT. 3, FREDERICKSBURG,
LEFT ON RT 3, LEFT ON COLLEGE AVE.
RIGHT INTO THE COLLEGE)

MARY-
CON
84

MARYCON 84

REGISTRATION FORM:

NAME: _____

ADDRESS: _____

TELE#: () _____

MAIL TO:

MARYCON 84
P.O. BOX 1254
COLLEGE STATION
FREDERICKSBURG, VA
22401

ENCLOSED IS MY CHECK OR MONEY
ORDER PAYABLE TO MARYCON FOR:

- VARI-MARYCON (6/1/84) 27 ⁵⁰
 - MARYCON (6/2-3/84) 37 ⁵⁰
 - BOTH 70 ⁰⁰
- AMOUNT ENCLOSED \$ _____

*ROOM PREFERENCE:

- 1) _____ 2) _____
- 3) _____ 4) _____

NO PREFERENCE

VARI-MARYCON: INCLUDES (6/1/84) LUNCH, DINNER, LODGING (6/2/84) BREAKFAST.

MARYCON: INCLUDES (6/2/84) LUNCH, DINNER, LODGING, (6/3/84) BREAKFAST, LUNCH,
ALSO INCLUDES BEER BASH (6-2-84).

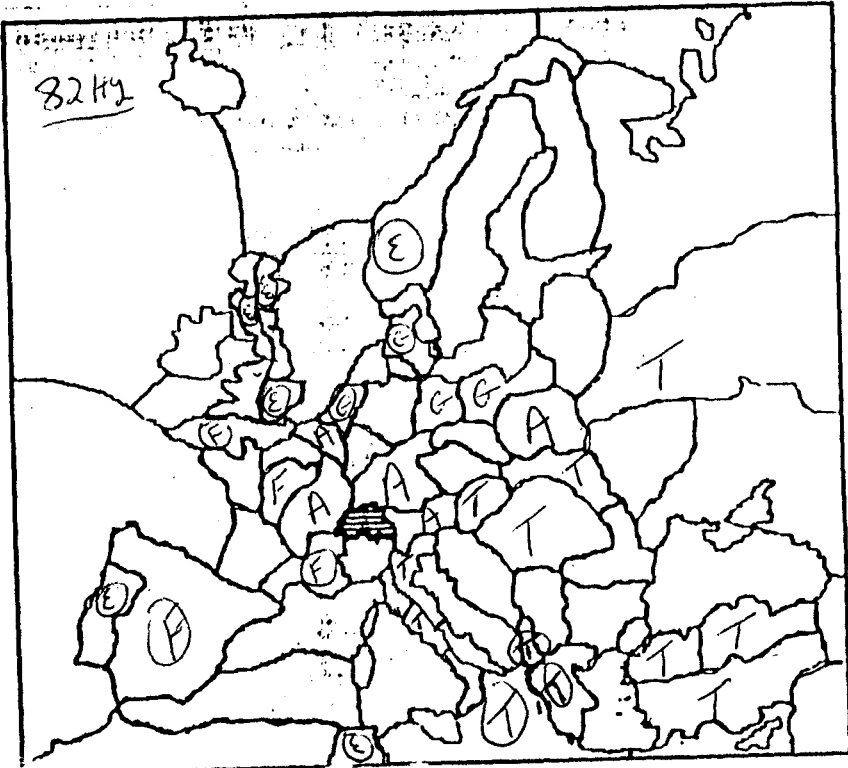
IMPORTANT: IF YOU WISH TO MAKE SPECIAL ARRANGEMENTS I.E. STAY AN EXTRA
DAY, EXTRA MEALS PLEASE NOTIFY US AS QUICKLY AS POSSIBLE SO
ARRANGEMENTS CAN BE MADE TO ACCOMODATE YOUR REQUEST.

WE WILL MAKE EVERY EFFORT TO ROOM YOU WITH THE PERSON(S) OF YOUR CHOICE
ALL ROOMS ARE DOUBLE OCCUPANCY AND ARE CONNECTED TO ANOTHER ROOM
FOR A TOTAL OF 4) PERSONS. THE COLLEGE WILL SUPPLY SHEETS, PILLOWS,
CASES YOU MUST SUPPLY YOUR OWN BLANKET.

82 HY W 06 Tortellini

AUSTRIA (DIAMOND) removes A Ruh, A Tus has A War, A Mun, A Bur, A Bel, A Tyo
ENGLAND (ROBINSON) Build F Edi, F Lvp, also has F Por, F Tun, F Lon, F Nwy
FRANCE (HOWERTON) Remove A Bre, F Pie, A Gas has F Spa(sc), A Par, F Mar, F Eng
GERMANY (RAGSDALE) EVEN A Pru, A Ber, F Den, F Hol
TURKEY (FASSIO) Build A Ank, A Smy, A Con, A Arm(forget it Faz) also has A Gal, A Mos,
A Vie, A Bud, A Ven, F Rom, F Ion, F Gre, F Alb

The deadline for S 07 is March 5, 1984 (noon)



Rob Robinson (BILL) 609 Bay Green Dr.
Arnold, Md. 21012
John Diamond 41 Riverridge Trail
Ormond Beach, Fl. 32074
Bob Howerton 4540 Treeline Dr.
Pensacola, Fl. 32504
Rick Ragsdale Po Box 543
Scott AFB, IL 62225
Mark Fassio 145 Rhodes Ave
Shaw AFB, Sc 29152
GM Steve Arnawoodian 602 Hemlock Cr.
Lansdale, Pa. 19446 215-6997659

PRESS
TUR; The Sultanate has decreed that, due to the inability of our forces to reduce the Austrin any further (ie, we have already taken 5, yet he still KEEPS 5 to harass us), we are forced to surrender and just allow our enemies to walk in and destroy us. OK guys, here I am-- "come on down!"
Ragsdale-GM: You've been a good ally to all of against Fassio!

Tur-Aus; John, shrewd playing on your part, and congrats on keeping Germany on your side. Had he gone over with me, you would have lost your central core of centers, thus hastening your end,
GM-Tur; let's not forget that if Germany allied with you you could have stabbed him!
TUR-Eng: You're pissing me off, Rob; you grab for any center you can you don't respond to my entreaties (as of 24 Jan), and you want more and more. Heavens, what a greedy player! You should use me as an example of fair, honestly-acquired-centers-type player! Right Woody?
WOODY-Faz: If you say so Faz. But then you're the king-pin liar of this game.

(to Ger): Rick, I thought you'd be glad to see (a) me first hit, after not helping you, and then (b) you'd go after Austria to complete your revenge. Once again, intelligence reports were in error. Well, you may get Mos (MAY) and you could get StP (if Eng is nice to you), but I think all you'll REALLY get is the shaft from your "pals" along the borders.

(To F): Bob, your moves were indeed disastrous last turn. However, my fleets will help you clear the South from the Wretched English Pestilence, and we shall soon straighten out your countryside, too; long live the Southern French Republic!

(To all): I'm offering odds on the next "Woody/Markie versus Bobby/Brucie" NY Tag Team Wrestling Match. I think the Arnawoodian-Berch Duo will easily manhandle the Sacks-Linsey Team. Any takers?

WOODY-ALL: That Faz is no fool he knows Berch and I have experience. We've been wrestling on TV for the past year!

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PARIS: The clean up of German beer bottles continues in the Capitol city on the Seine. The Gov't. vowed that never again would an enemy be permitted to spoil that lovely city. The Minister of Culture promised to transplant all the hop fields in Germany and Austrai with vineyards.

PARIS: The press today mentioned that it was rumored that the Turks are attempting to establish date palm plantations in southern Italy. Lots of luck.

(Con) The War Party faction has won out concerning the fate of Friend Austria. The gains are too great to be passed up, even for the inevitable stalemate that may occur.

(TO Aus): John, sorry. Greed has overtaken me, and I may even be able to hold the front lines while the cavalry thunders up from the rear. Unless, of course, Dr. Zero (Woody) deliberately screws up my orders.

(To Germany, whoever you are): Turkey wishes peace with you, and is prepared to offer you an anti-Austrian coalition, to regain your lost lands. I remain pro-German.

(To E, whoever you are): May I anticipate continued peace in the north? Turkey has no desire to start a shooting war with you; if you are Rob Robinson you'll remember the cooperation we had with each other, and if you're John Caruso, you'll...remember the Maine? I dunno....

(To France): Bob, the status quo is highly acceptable here in Ank. Cleanse the area of oppressive Austro-foreign forces, and we shall continue with our own "housecleaning" over here. Continued good fortune.

(To Woody): I had this dream that you and Bobby Sacks were Sumo Wrestling in a wine vat full of Brux's house rules, and that Mark Berch was your Tag Team ally. Is this an indication of some psychic capability on my part?

WOODY-FAZ: Actually that was stupidity on your part!

(Con) Desperate times call for desperate moves. I hope the neighbors along my new borders refrained from really hurting me this season. I am assuming everyone left War/Tyh/Gal alone? If so, then these moves are made by a genius of tactics. If I've been hit there, then the moves were devised by the biggest anal-head around. It's all relative, I guess....

(To G): Whichever person you are, I desire improved relations, now that the yellow/red yoke of oppression has been lifted from your country.

(To F): Thank you for your aid/support, and good luck wherever you've sent your forces; unless, of course, they've come after me??? I think we've arrived at a good status quo, though, Bob. Best to you.

(To E): Whoever YOU are, Turkey wishes to establish peace and secure borders in the Far North. I have no time to anger the English by sniping up north; can we establish DMZs? Can we have True Peace?

(To A/H): What can I say? Even now, my General Staff moans the attack on their brave Austrians; even now, the ghost of deposed Sultan Fazabad wanders the Porte at night, moaning the future uncertain fate of Turkey! But what's done is done, and you must be eradicated for good. That Final Solution will be administered by France and Germany and perhaps England, though. Turkey offers you peace as a "rump government in exile," if you are willing to take it?

(To Woody): No smart-aleck innuendos this time around, Dr. Scuz!

WOODY-Faz: I don't think I have to make any remarks this time. Your moves and press speak for themselves!

82HY S 07 TORTELLINI Can FAZ, the MENACE from Western Pa be stopped?

TURKEY (FASSIO) A Gal-Ukr, A Mos S A Gal-Ukr, F Ion-Tyh, F Rom S F Ion-Tyh, F Gre-Ion,
A Smy-Gre, F Aeg C A Smy-Gre, A Con-Bul, A Ank-Arm, A Vie-Gal, A Bud-Tri, A Ven-Pie

GERMANY (RAGSDALE) F Hol-Nth, F Den S F Hol-Nth, A Pru-Lvn, A Ber-Pru

FRANCE(HOWERTON) F Eng-Pic, A Par-Bur, F Mar-Pie, F Spa(sc)-Por,

ENGLAND (ROBINSON) F Nwy-Stp(nc), F Edi-Nth, F Lon-Eng, F Iwp-Wal, F Por-Spa(sc), F Tun-wes

AUSTRIA (DIAMOND) A War S German A Ber-Sil, A Mun-Bur, A Bel S A Mun-Bur, A Bur-Gas
A Tyo-Pie

GERMANY-Tur; Nice try, Faz, but us small powers gatta stick together against you big 'uns.

The population explosions in the two opposite corners of the board worries us!

GM-Germany; You're worried about Faz, a two bit player who has spent his life in

Western Pa and South Carolina? And Robinson? The guy who can't decide if his first name is Bill or Rob. Besides these two have fallen out of my favor a long time ago.

That means I just may lose their orders during a critical season!

FRANCE-Eng; Now what did I ever do to you?

FRANCE-Germany; Rick, I certainly wish you had held to our agreement which worked so well in the early years of this game.

FRANCE-Turkey; Please send troops!!!

GM-France; Asking Faz for help? I'd rather die!

(To Eng and Ger): Guys, REALLY! You're much too thoughtful. I mean, for me to receive 1 whole letter in the last 4 months has been...gosh, I can't describe it! You don't know how much that means to me, to see two diligent (only a few NMRS in the game) adversaries taking such an interest this game. Hopefully I'll reciprocate your affection in return, once I bid Austria adieu.

(To Aus): That's IF I manage to bid you adieu, John; you're a tenacious opponent, and if I guessed wrong this time, you could have me nailed against the wall for a time. But if I only guessed half-right, then you'll lose 2 and gain nada, buddy. After you, I want E/G....dead.

(To Fr): Much thanks for the coordinated moves, oh noble Gaul. I hope your northern/central flanks can hold out long enough for us to link up and save you from the Aggressors at your door.

(To Woody): How are Michael Jackson and Richard Fryor different? One was burned by coke, the other was burned by Pepsi.

(To the NYGB): I wish to seek asylum and defect from Big Brother Woody and the Dictatorial PaGB, ha ha ha. Oh that's right, I can't defect from a "non-existent" organization, can I? What a joke! Woody, what can we do about these pompous "defenders of the hobbies?"

WOODY-Faz: I suggest you talk with your idol, Robert 'beer can' Sacks. Don't forget to send me money! Ragsdale sent me 10 bucks to take 4 centers from you. I suggest you top that offer!

Rob Robinson 609 Bay Green Dr. Arnold, Md. 21012// John Diamond 41 Riverridge Trail Ormond Beach, Fl. 32074// Bob Howerton 4510 Treeline Dr. Pensacola, Fl. 32504
Rick Ragsdale PO box 543, Scott AFB, IL 62225// Mark 'liar' Fassio 145 Rhodes Ave Shaw AFB, SC 29152

The deadline for fall 07 is sun 4-1 (Faz Day). All players are to cut down Faz in the press! Steve Arnawoodian 602 Hemlock Cr. Lansdale, Pa. 19446 (215)-699-7659

A bit late, a little out of breath, a little hectic but..

STRANGE DOINGS

... nonetheless.

Hello again, this is Mike Mazzer, the genial perpetrator of STRANGE DOINGS, from 1338-B Harvard St in genial Santa Monica California. 90404 for you zip code fans. My phone number is (213) 828-1085.

The major hobby event of this season was DafCon at Sacramento over New Year's Weekend. I enjoyed it immensely, largely because I wasn't there, however my voice was via Don Williams' Fisher-Price toy tape recorder. Don, who is a fawning admirer of me and STRANGE DOINGS had been pestering me to get together some time for lunch, so I finally agreed to meet him at Griswald's Inn in Claremont, a pretty little college town east of LA. I remembered that my own hobby hero, Bob (PudgeCon) Olsen usually visits his mother during Christmas time in the Orange County convalescent home where she lives, recovering from the two broken legs and knife wounds that Bob gave her when he was a headstrong teenager. I thought it would be neat if I invited Bob along too, and Bob agreed. Don has already described in Fiat Bellum very vividly the scene of Bob and I and Don babbling into Don's recorder in the rain drenched parking lot of Griswold's and taking it up to DafCon where, for some strange reason, people listened to it. Don is one of the hobby's good guys, there are several. but there are never enough. We'll probably do this again, and maybe Don can figure out how to get his machine to record on both sides.

Unfortunately I learned to my horror that Don appears to be the West Coast Woody. After our meeting, I contracted a nasty cold/flu which I quickly passed to my wife and kids. The kids threw it off quickly, but Peggy was not so lucky and came down with pneumonia, from which she is now recovering. Owing to that and a lot of time pressures at work, STRANGE DOINGS is a bit late but I did send the game results out separately. Don is forgiven however, because he is such an admirer of STRANGE DOINGS. As near as I can tell, he seems to be the only person in the hobby who actually reads it. For this reason, I have broken with precedent and given him a position in the PudgeCon II game even though he did not attend PudgeCon. Flattery will get you anywhere in STRANGE DOINGS.

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PRESS:

GM: First up, Old Blood 'n Guts Fight to The Bitter End Olsen ...

Aus-Board: Look at it this way, if he wants it he's got it and there's nothing I can do, so what the heck. Somebody out there is not voting yes and I plan to track him down or die in the attempt. Who knows, maybe Marc will redeem the honor of the Mad Lads and show himself a true and honest ally ((hyork!)). To spite Mazzer if for no other reason. ((Marc is certainly upholding the Mad Lads' reputation.))

Aussie-Rooskie: Yes, it was something you said, something you didn't say, something you did, something you didn't do--all of the above. But never mind.

Rooskie-Austria: No, no, Bob--mea culpa, mea culpa. Take no blame for yourself. Good allies are so hard to find. ((Evidently.))

Behemoth One to Behemoth Two: I TOLD you we'd clash in the Balkans! Next time I tell you I'm wearing red, don't you DARE wear Orange with Pink Polka Dots! ((That's what all well-dressed Kansans wear.))

Liverpool - Osuck: Come and get me scumbag! We're not leavin' til we're heavin'. ((Who says there's no fight left in this game?))

Aus-Ger: I let Russia have this one too easy? I call that big talk from a man who moved into Burgundy while Russia took Berlin ... who has an ally who moved into Brest while Russia took Edinburgh ... and another ally who let me have all Italy while he took Gascony. Good grief, I used to get the results and think I was playing four positions in the same game!

Rooskie-GM: This might be the last season, so congrats on a well-run game. Excellent additional snide comments in the press, too! Nasty GMs are so nice -- do you realize that puts you and Woody into the same category. ((Why thanks Marc, but, I would hardly put myself in the same category as Woody. The same closet, maybe.))

Rooskie-GM: Don't count on Coughlan getting the Nixon Award automatically! I am mustering up votes for Mark Frueh, who makes Gary look as vicious as Woody Allen! Not is Mark known as "Poison Pen" for nothing. Mark is the guy who (as Germany) told me that yes, I (as Russia) would get Sweden this time. A common lie, no doubt, but he told me four times in a row! The third time I told him to not bother lying any more-- but he gets into these "compulsive lying fits" and can't control himself. Mark is also the guy who told me once he couldn't wait for three zines to come in, because he'd stabbed three

guys this month. So for the hobby's sake, vote for Frueh for the Nixon Award -- he deserves it even more than Mazzer! ((but how can you not vote for Gary in light of the following ...))

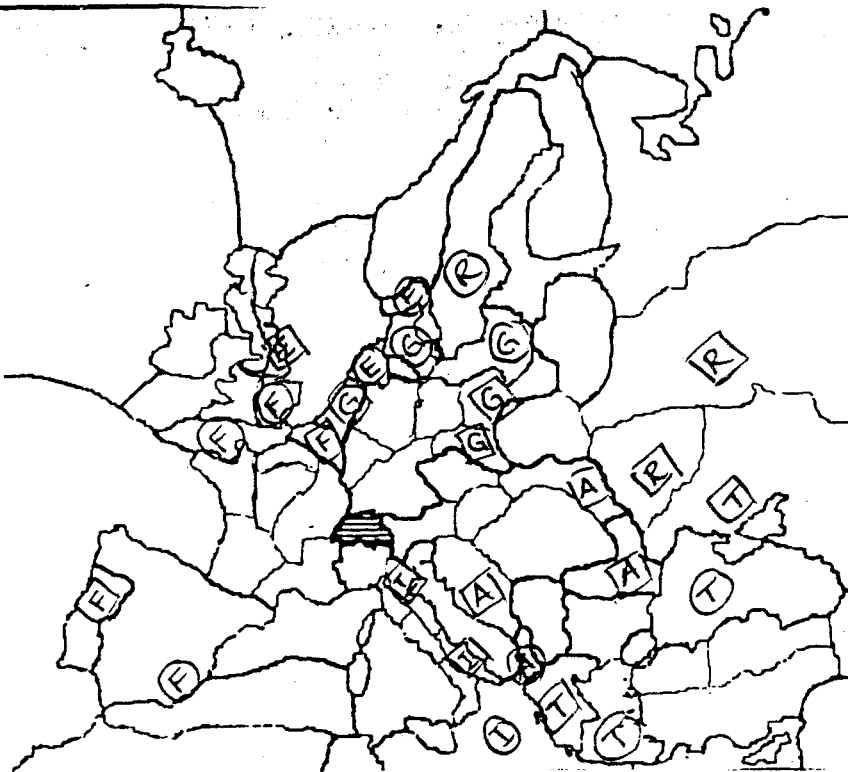
AN UNBIASED ACCOUNT OF THE SACKS-WOODY FIGHT; It was all Gary's fault. ((I told ya so!!))

1983 HB

PudgeCon II

Spring '02

Spring '02



- New Tsar makes his first public statement.
- New Tsar loses his first battles.
- Die Kaiserin speaks at last!
- Austria doesn't speak at last!
- Italian monarch takes Christmas holiday and is replaced by Californian with a duck!!
- Russian Navy blown up in it's docks by Turks!!
- French overrun Belgium, can Nationalists hold out?
- Huns launch savage attacks on Mother Russia!

Spring '02

Aus (Coughlan)	A Vie-GAL, A RUM S <u>Tur</u> A Arm-Sev, A Bud-TRI, F Tri-ALB
Eng (Ellis)	A Edi-YOR, F Nth-HEL, F Nwy-SKA
Fra (J. Williams)	A Bur-BEL, A POR h, F Bre-ENG (F LON S) F Mar-SPA(s)
Ger (D. Langley)	A Mun-SIL, A HOL S <u>Fra</u> A Bur-Bel, A Ber-PRU, F Kie-BAL (F DEN S)
Ita (Barno)	NMR! A VEN U, A APU U, F ION U
Rus (Burgess)	<u>F Sev-Rum</u> (Anh) (A UKR S), A War-MOS, F Bot-SWE
Tur (Russell)	A Arm-SEV, A Bul-GRE, F BLA S <u>Aus</u> A Rum, F Con-AEG

Zork: Deadline for Fall '02 is Friday, 24 February 1984

*** NOTE WELL NOTE WELL NOTE WELL *****

Since I sent out the adjudications flyer, Mike Barno has written to tell me that he will be resigning from the game due to personal reasons. Therefore Don Williams 217-B Craig Ct. Redlands Ca 92374 will take over as Italy. Now Don is new to the PudgeCon ranks, but he's a good sort, so I'm sure you will all show Don the courtesy and respect he deserves. On to the press.

COA: Randy Ellis 905 Emery #1A, Lawrence KS 66045 (913) 841-8049.

Now ... on to the press!

Press:

Edinburgh-Moscow: Bet I can be out of this before you! ((It could be close.))

London-Berlin: Nya! I'm dead but at least, perhaps, I can control who gets what. I'm afraid I can't reserve any of the pieces for you. Make reservations earlier!

Daf-England: He made me do it! He threatened Munich ((Hmmm)) Well, would you believe he threatened me with a loaded squirtgun? ((You? The Annie Oakley of PudgeCon?)) Would you believe I'm lying? ((You? Never!!!))

Daf-Board: Hard to believe, isn't it.

Jim-Bob to Ashley: Damn! If you're not careful I'll start mentioning you in the same breath with Daniel Scott Palter-- and that's a mouthful!

Jim-Bob-GM: Can he still hear me? ((Fraid not)) I thought not. If he can't there's no point in lamenting the point further. ((Oh I don't know, Gary laments all the time for no reason, I don't see why you shouldn't. Consider STRANGE DOINGS as the crying towel of Diplomacy.))

Rus-Ger: Gee Daf, you might as well wander over and take Warsaw. I'll be really fair. You get Warsaw, Gary gets Moscow, Ellis gets St. Pete and (growl, grumble) Russell gets Sev. Can I do any better than that? I don;t even have any interesting deals to offer anyone without giving away supply centers. Help!!

Daf-Austria: That's plume, Gary - a social plume in my cap.

Not prune, not prude. It means I was very happy and very honored to have you in my house. ((Are we speaking about the same Gary?))

Daf-France: Do you think he knows you and I are in cahoots? Not yet?! Okay, we'll keep quiet about it one more season.

Daf-Italy: You go ahead and heave water balloons at me. Just leave the armies home, okay. ((Boy, do you have him trained!))

Jim-Bob-Ank: Oh really? How can I help you then?? ((Die quickly?))

Jim-Bob-Con: Help the likes of scurvy like you? I'd rather have my toes drop off from frostbite first! I'll fight you all the way to the gates of Lening ... I mean St. Petersburg!

Mos-Aus: Well, Gary? Do we have a deal?? I agree to your terms. ((That's always dangerous.))

London-Paris: The people in our former capitol city have said so many nice things about the way you run things I would like you to take Liverpool, Edinburgh and Norway too. Please don't allow German occupation of these areas however. We like French better than Prussian. My army in England can be used, if necessary to support you into Lvp and Edi. How about that?? ((Why aren't my victims so nice??))

Daf-Board: Yes, that's right. I'm a married woman now. No more foot loose and fancy free press and I'm not allowed to flirt anymore either. ((Awwwwwww))

GMS-Board: He never said I couldn't flirt ((Whew!))

GMS-GM: Hi there big boy. I hear you were asking about me. ((Absolutely. So what'll it be, your zine or mine?))

Russkie-Mazzerman: Thanks for letting me in this one... I think. ((My pleasure .. heh, heh.))

***Ellipses Expunged is a subxyn to Code Of Arms, brought to you either by semiphore flags for those of you like Fassio who live out in the boondocks, or through the...editorial talents of Tom Swider; PO Box 1324; SUNY Bing; Binghamton, NY 13901. For you phone freaks...my number is (212) 976-2727. I hope somebody calls me up for my birthday; no phone calls in a long time. I hope you guys are using the right number...

GAME	OPENINGS	Attn: I desperately need more Final Conflict standbys!
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***Yes, there's finally a game opening in COA! After some thought of what I'll have time to GM, I've narrowed my selection to two choices (three if anybody's interested in "Dippies & Hippies", see p 2). For these two games, there will be a \$6 dollar game fee (All reports are sent out separately from COA; take note, Scottie boy!!). Don't send any money yet. Let me know which game(s) you are interested in, and whichever fills first will be the game I will GM.

TREACHERY: The rules for this game are in this issue somewhere. ^{p.10} This looks like a very fun game, and the rules are extremely short and simple to understand. Needs 7 players.

ANCIENT EMPIRES II: This game is a well-balanced and playable version of Diplomacy in the ancient Mediterreanean world. The game is slightly shorter than standard Diplomacy, and the rules are less than one page; not too difficult to learn. Needs 7 players. If you'd like to see a copy of the map and rules, send me a SASE.

DIPPIES & HIPPIES: See page 2. Will need a minimum of 4 players. Do you think I'm serious about running a game of this? Tell me!

An ED-torial

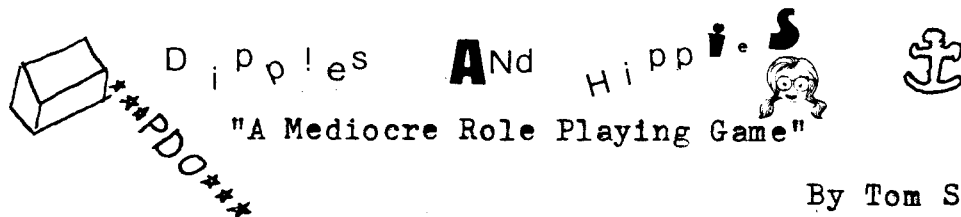
***Being one of Mike Barno's friends, I though perhaps I should reflect a bit on what's happened in the past months to make Mike drop from the hobby (though he still receives a few xyns).

***Mike saw a lot of conflict occuring between several of his good friends. Fleeing from the source of conflict seems to be the easiest solution, but its short term at best, and can lead to problems. Whether or not it does is up to the strength of the individual. I know that Mike just sent a resub check for Whitestonia (which really surprised me!), and that Mike has a fairly level head on his shoulders (believe it or not!), so I think a small vacation from the fury of this hobby was probably a good idea; we all need time to sort things out every once in a while.

***On the subject of conflict: Conflict can be a good or bad thing, depending upon whether it accomplishes anything or not. A recent conflict between two good friends of mine had a result of releasing some tension, and the creation of John Caruso's Ombudsman service (well, it came into its current state as an indirect result). At this point, one individual insists on carrying this ordeal on, and I know I'm not the only one sick of it. There is a "Mediocre Majority", and feuds definitely fall under the law of diminishing returns.

((This is a non-warehouse issue. Next issue will have mostly game reports. I plan on alternating like this to give you guys something to read every other issue, at a minimum...))

***In Appauling Greed, Mark Larzelere is GMing a game of Dungeons & Dragons based loosely on a world called "Dipland". Now, playing a game relating to the adventures of Mistress Julie and Phred and Comrade Berchmeister is fun, but what if there was a role playing game based on the Dip hobby, and characters were Diplomacy players? For those of you who like to play "Mega-Dip", I'm proud to introduce...



By Tom Swider

1. INTRODUCTION: In Dippies & Hippies (D&H), the object of the game is to become the Master of Dipdom. You are in competition with all other players, and only one player can win this cynical game. No draws are allowed, only concessions!

Most of the actions in the game revolve around the idea of making your character more powerful, and reducing the power of other players, in hopes of driving them out of the hobby. Each character will have a number from 3-18 randomly assigned to each attribute to define each character's strengths and weaknesses, and will fluctuate during play (especially the power attribute). As a player character (PC) becomes very powerful, it is up to the other players to 'stop the leader' by any means possible (such as co-ordinating a mudslinging campaign against the lead character). A fun time will be had by all.....

2. GENERATING YOUR CHARACTER: Each player except the DM (Dipi-Master; the player that serves as moderator) will create a character by rolling 3 six-sided dice (3D6) six times, once for each attribute. The attributes (and a brief explanation of each) are as follows:

POWER: This is similar to "hit points" in other role playing games. In order to win the game, you must have 19 POWER points at the end of a given game turn. Should you lose all of your POWER points, you have been "driven from the hobby" and are out of the game. To give an illustrative example, a POWER of 18 means you have as much power as John Boardman, Rod Walker or Kathy Byrne. A power of 3 means you get as much respect as Mark Fas-hole!

PERSUASION: This is the ability to convince people that your sense of truth, justice and the American way is the correct definition. A high PERSUASION rating means that you could talk Ed Wrobel to join "A.A.", whereas a low PERSUASION rating means that despite your hardest efforts, you couldn't get ^{the privilege of being} abused in Kathy's Korner.

PERSISTENCE: Exactly how many letters to Bruce Linsey will you write saying his houserules are stupid before you give up trying? How many John Boardman jokes are you willing to listen to before you leave the room in disgust? How long will you play postally with a no win record (though you put up with being stabbed by Mazzer each game)? Get the picture?

PRESS: This is a measure of how much wit you are capable of exercising to discourage people, convince people you are right, or how much of a "nice guy" you are. If you have a high PRESS rating, you are ECC material. A low PRESS meaning means your name is Jeff Behner and welch on giving people's ECC buttons back to their GM and the Boardman Number Custodian!

PROJECT: This is your ability to create, suggest, and carry out a project. A project can be anything from running the DRS (Diplomacy Revenue Service, founded L. Peery, 1987) to producing the first "XXX" movie based on the hobby, "Talk Diplomatic To Me". A high PROJECT rating means you're a chip off the old Berch, whereas a low PROJECT rating means you're as lazy as I am.

PARTY: This is a measurement of how outgoing you are, how many cons you go to, how many cases you can down, and how easily you can get to meet new people (take that as meaning whatever you want it to mean..). A high PARTY rating means that you live in Madison, Wi. A low PARTY rating means you're spending too much time playing Diplomacy.

Also, a player may be a publisher. If the player is a publisher, all his characters in a game of D&H will begin as publishers (its a shitty job, but somebody's gotta do it...).

3. THE GAME TURN: Each game turn of D&H represents one year of time in the postal hobby. During each turn, a number of steps are carried out, representing all of the events occurring that year. This sequence is as follows:

- 1) DM announces special events (if any)
- 2) Players announce the start of any projects
- 3) Resolve random encounters
- 4) Resolve 'bonus' encounters
- 5) Resolve 'successful' projects
- 6) Leader Poll Phase
- 7) Actuate gains/losses in attributes

4. SPECIAL EVENTS: The DM will try to use his imagination and create special events for the player characters (and NPCs, for that matter) to act upon during the turn. Some possibilities could include: BNC scandal (people attacking the BNC successfully get twice as much POWER gained from said attack), important hobby fossil dies (first player to make a project as a memorial to the deceased gains 2 extra power points). These events could range from the ridiculous to the sublime; its all up to the DM.

5. PLAYERS ANNOUNCE THE START OF PROJECTS: A project can be created from the inner depths of the player's imagination, or one which is appropriate to a special event which was announced this turn. However, when one announces a project, he will be subject to the ridicule of the other hobby members and can be attacked during the encounter phases as a result. A project is considered to have been successful if no player successfully won an attack on its creator on the basis that its a stupid project (see encounter section). Some possible projects: "Save The Woodpecker" charity fund raiser, Liquid Paper Custodian, End the Martin/Coughlan feud, throw a dip game to Bob Olsen (so he can have his first postal win) etc. The DM can apply subjective modifiers, depending upon the difficulty of the task.

6. RANDOM ENCOUNTERS: There will be one random encounter for every two characters (PC or NPC) remaining in the game. The DM will randomly select one character to be the ATTACKER (the guy who starts an arguement or feud) and one other character to be the DEFENDER. Then, a die is rolled to determine the nature of the character assassination, using the following table:

- 1= _____ 's houserules/xyn sucks
 2= _____ 's a real jerk!
 3= _____ drinks/smokes/talks/screws
 too much
 4= _____ 's project is stupid
 5= _____ 's too powerful
 6= ATTACKERs choice
- (fill in the blank with the DEFENDERs character's name)

7. BONUS ENCOUNTERS: After all random encounters are resolved, those characters (PC or NPC) are allowed to initiate their own character assassinations against any character they chose. The basis of such attack are chosen by the ATTACKER from the above chart (you assume the ATTACKER rolled a "6"). Attacks are resolved in order of the character with the lowest POWER, progressing upward until the character with the most POWER has completed all of his bonus encounters.

8. RESOLVING AN ENCOUNTER: To resolve a conflict, the attributes of each contestant are tallied (using only those attributes which are integral to that particular encounter). To that, the DM will add a 2D6 roll to the total, and will assign die roll modifiers to each side, depending upon how well they "role play" the conflict by verbally abusing one another in the press (see the section on role playing near the end of these rules). The winner is the side with the highest total. The loser concedes a number of POWER points to the winner equal to 1/3 the difference between the die rolls at the end of the turn.

The attributes which are used for each type of conflict are:

- 1: (Houserules/xyn sucks): Persuasion+Persistence+Projects+2D6+DRMs
 2: (Jerk): Persuasion+Press+Party+2D6+DRMs
 3: (Drinks/etc): Power+Persistence+Press-Party+2D6+DRMs
 4: (Stupid project): Power+Persuasion+Persistence+Project+2D6+DRMs
 5: (Too powerful): Sum all attributes + 2D6 + DRMs

(DRMs = Die Roll Modifiers)

9. DETERMINING NUMBER OF BONUS ENCOUNTERS: The number of bonus encounters a character is entitled to is according to this schedule.

If your POWER rating is....	You Get...
0-6	0 bonus encounters
7-12	1 " "
13-15	2 " "
16-18	3 " "

10. RESOLVE PROJECTS: If a character made it this far without his project being successfully attacked, he is then allowed to see how successful his project turned out to be. Consult the following chart to determine how big a response the project received from the hobby (the DM may modify this according to how well the project was role played again, see the section on role playing)

If your PROJECT rating is....	You Get....
0-5	1 success roll
6-10	2 " "
11-15	3 " "
16-18+	4 " "

When the number of success rolls has been determined, they are then rolled for, using the following schedule (use 2D6).

Die Roll:	Result
7 or 11	The DM rewards you with a point to any attribute which he finds appropriate to the project's nature.
Doubles	You forfeit the remainder of your rolls
12 or 3	You lose one point from the attribute from which the DM deems appropriate
snake eyes	You lose one point as the DM deems appropriate, <u>and</u> lose the remainder of your rolls.

11. LEADER POLL PHASE: Each player and NPC who is a publisher at this time rolls 3D6. For each successful attack upon his xyn or houserules, one is subtracted from the die roll. For each successful defense to an attack upon his houserules/xyn, he adds one to the die roll. High roll wins the Leader Poll, and receives a POWER point. Low roll is the big loser and loses one POWER point. Again, the DM may take the opportunity to reward good role playing with a DRM.
12. ACTUATE GAINS/LOSSES IN ATTRIBUTES: Any changes in attributes are made at this time. If a player's POWER reaches 19 or higher, the game ends, with the character winning the Leader Poll for the next 10 years, having 4 Polls and Awards named after him, and rules the hobby his way for the rest of our lifetimes. Should a character lose all his power points, he has been driven out of the hobby like Gordon Anderson, and is considered out of the game, once and for all.
13. PUBLISHING A XYN: A player who is a publisher in real life will have all his characters begin the game as a publisher. Any other player may become a publisher at the end of any turn. To become a publisher, you must spend one PARTY point.
If one continues to do poorly in the Leader Poll, a character may wish to fold his xyn. In order to do so, he must spend one POWER point at the end of a turn to fold. On the other hand, a player may attempt to do a "messy fold". To attempt a messy fold, roll two dice. If you roll a 7, you lose a number of POWER points equal to the roll of one die. Otherwise, you fold without a loss in POWER.
On the other hand, if you spend the one power point to fold, you run a chance of winning Larry Peery's DOT HAPPY AWARD. Roll two dice. Should you roll a 2,3 or 12, you gain 1-6 POWER points.
14. ROLE PLAYING: In any game of D&H, whether it is postal or face to face, the emphasis is on putting yourself in the role of a hobby member and take upon a new personality. By getting emotionally involved in the game by writing press or stating your views, the DM may reward you with positive DRMs. So, if one of your bonus encounters is against Woody on the grounds that he's a jerk, tell him in the press how much of a Simple Minded Antelope he really is, and if you do a good job, you'll get a DRM and your chances of succeeding in the attack will be higher. Besides, this sort of thing makes the game much more fun! Give your projects and character assassinations a life of their own!

15. SAMPLE GAME TURN:

***In our sample game of D&H, we have these four typical characters. The names weren't changed because nobody's innocent, and any similarity to real people is purely intentional. The first two characters are controlled by players A and B. The other two characters are ran by the DM (Dipi-master). At gamestart, there will be two NPCs for every player character.

	Lemon Purry	Dale R. Martian	Rob't Sucks	Rusty Rushnik
POWER	12	15	5	12
PERSUASION	11	9	7	9
PERSISTENCE	9	8	16	6
PRESS	6	17	8	10
PROJECT	14	14	10	8
PARTY	8	12	5	14
PUBLISHER?	Publishes "Xyn-no-logic"	Publishes "Scotch Brand Tape"		Publishes "I Care!"

***The DM announces.....

DM: It seems that Rod Skywalker deecided to resign as Dip Wurld editor. Any character who starts and succeeds in taking over the xyn will get 2 extra POWER points.

LEMON PURRY: Ooooo! Ooooo! Let me take over Dip Wurld!

DM: Okay; that'll be your project. Anybody else? Oh, Rob't Sucks won't like that Lemon, since you're a Skywalker toady. Rob't will also try to get control of the Known Game Starts listings this turn as his project.

DALE: But he's failed doing that for the last 5 turns!

DM: Very well. I'll give him one or two less success rolls. Now, let's see what feuds are going to happen this year ((With four characters, there will be two random encounters)). First of all, it seems as if Rusty "Rust" Rushnik said in "I Care!" that Rob't's fictitious xyn, "Pig Board Digest", sucks donkey dicks. Rob't Sucks, this year, also wrote a guest editorial in "Whitestoned" that Purry's a "Simple Minded Simpleton" and shouldn't be allowed to publish Dip Wurld; if you lose that one Lemon, you'll fail to take over Dip Wurld and your project will fail.

***These two random encounters are resolved as follows:

	Persuasion	+ Persistence	+ Projects	+ 2D6	+ DRMs	=
Rust:	9	6	8	12	0	35
Rob't:	7	16	10	8	0	41

(NB. The DM shouldn't give DRMs to conflicts between NPCs)

Rushnik loses that bout, since he probably tried to appeal to Rob't's sense of logic (hahahhahaha!) and will lose 2 POWER points to Rob't at the end of the turn (how embarassing!).

Now, prior to the resolution of the second encounter, the following verbal joust occurred:

LEMON: "Simple Minded Simpleton" eh Sucks? At least I have the brains not to be a Boardman toady!

DM (as SUCKS): Listen hear, you flaming fruitcake! I've had enough of you and Skywalker, and I can't see how anybody who believes the Miller Numbers should be assigned on a random basis should be allowed to publish Dip Wurld.

LEMON: Let's get one thing straight; my sex life and your lack thereof are irrelevant to this arguement. And as for assigning random Miller numbers, I said that doing it that way would be an improvement over the way you did it back many years ago....by zip code!

DM: Good show Purry! I'll give you a plus one DRM. Now, let's resolve the attack.

	Persuasion	+ Press	+ Party	+ 2D6	+ DRMs	=
Rob't	7	8	5	5	0	25
Lemon	11	6	8	9	1	35

Purry gives Sucks a bloody nose, stealing 3 POWER points from him at the end of this turn.

***Since the bonus encounters work similar to that of random encounters, we'll skip up to the Project Phase.

Since Lemon's project survived Suck's attack, he gets to see how successful it was throughout Dipdom. His project rating of 14 means he gets 3 success rolls. They are: 11 (DM awards a POWER pt), 8 (no effect) and 8 (no effect).

Next, the DM conducts the Leeder Poll. Since Sucks successfully attacked Rushnik's xyn "I Care!" in a bonus encounter, Rusty subtracts one from his die roll. The results are as follows:

Xyn-no-Logic	die roll=11
I Care!	" " =12-1=11
Scotch Brand Tape	" " =10

There was no clear-cut winner of the Leeder Poll, so nobody gains a power point. However, Dale will lose 1 POWER point for losing the Leeder Poll. Dale ponders folding his xyn since he's been spending too much time playing putt-putt golf instead of adjudicating his games, but he shrugs it off in his happy-go-lucky-who-gives-a-shit attitude.

Then, any changes in attributes occur, including those POWER gains and losses from the encounter phase, the effects of successful projects and Leeder Poll results.

***If any of you are really interested in playing something like Dip-pies and Hippies, I'll go along with it (no gamefee) as sort of a fun thing for the xyn. I created D&H just as a random idea that ran through my head. Maybe it isn't funny to all of you, but I think those of you familiar with D&D and other role playing games would appreciate this. D&H is successful in pointing out the light side of feuds and character assassinations.

***There is one particular feud which has been publicized way out of proportion. I'm getting sick of the individual who is perpetuating it. Would he please stop it for everybody's benefit?

On the other hand, Bob Olsen has done so much to me (like being a good friend, a dasterdly tactic if I say so myself) that I can't permit his injustices to go on anylonger within my forum. Any comments of by said party will be boxed in for your benefit. Its the only way I can publicize the cruelty of this relentless syncophant! mentions ⑦

Tempest

Tempest Enggame statement for China

1/4/84

This game shows what an unfair advantage two countries who talk to each other can have, when all the other players are drones and dunderheads. I really wasn't too worried when Woody and Al--two of the biggest liars in Dipdom--allied against me; how could an alliance between two people like that succeed? It was only long after the fact that Woody informed me that he and Al "always ally" and Al "always does" what Woody tells him. Had I known that earlier I'd be much richer, postage-wise, today.

As for the other players, there's little to say. Don Williams entered the game too late to make any difference--he was the first to actually know how to play.

A special condemnation for Debbie Osborne. Not only did she consistently refuse to communicate, but during my period of decline at one point I had \$1 extra cash, and gave it to her so she could get a build; she didn't even have the decency to write a thank-you note. Congratulations on your NMR drop, Debbie, and may you do it in all your games.

Best wishes,
Bob Olsen

***Look at what Olsen said in his endgame statement! Bob has no right saying those sort of things in an endgame statement, especially when he complimented Don Williams on actually knowing how to play FC!
***Again, I'm highlighting any mentions of or comments by Bob Olsen to bring his numerous attacks upon hobby personel to the attention of the COA/ED readership, for all to see! I hope you're proud of yourself, Bob! I know how much you hate to see me write satire about you; bet you're not used to a fair fight without all your buddies, eh? Your high school friends can't fight all your battle for you. And Olga certainly won't fight all your battles for you; she'd rather have fun sabotaging your Atari 400 (which I heard was a complete success!). Your "nice guy" ploy ain't gonna work, Bob.....

***As for TEMPEST itself, it wasn't too thrilling a game in my opinion, due to the lack of correspondances. With Checchia, Neubauer and Osborne all in it at one point, this was just a gunboat game, except Al offered to throw the game to Woody if he could stay at Woody's house when Al had business trips in Philadelphia. I sorta felt sorry for Bob, seeing that he got butchered before he could say "Dipimaster".

***I also saw why the game Final Conflict needed some revision. The sea spaces were too big and the northern sea areas need to be made impassible to prevent Chinese fleets sailing to Iceland ala "Leviathan".

***Congradulations to Al and Woody for their draw. Also a big round of applause for Bob Olsen for being a good sport and the only one to submit an endgame statement.

***If anybody else would like to submit an endgame statement for TEMPEST, I'll still accept them for next month only, otherwise we'll close the books forever on this game.

Comrades!

It pleases me greatly to have this position bestowed upon me. I accept the position of RETS Treasurer until I am unable to serve my Hobby. As it appears, my exact function is ambiguous by definition and so I will try to butt in whenever and wherever money is concerned.

First of all, there is a matter of old business to be settled. The BIGGEST pain in the ass problem at this time is "Rob't" Sacks. His "New York Game Board" (hereby referred to as "Scum") has decided that Dipdom is unable to decide for itself how to raise money and distribute said funds. Our hobby has a lot of talented people, and we should utilize those resources. Also, much of Sack's assumptions presume that there will be one person that will act as banker for hobby funds; said banker distributing the funds to the various projects throughout the hobby (ie: BNC, MNC, Ponteverdia, et al). Though a banker is a nice thing to have, there are two problems with that. First, people won't agree upon a person to entrust funds. Second, this creates an unnecessary step; funds could be directly forwarded from donor to custodian/project manager.

Larry Peery's idea of a "Dip Tax" isn't a terrible idea; its a very good suggestion, though Larry got a lot of uncalled for flak. The idea wasn't fully developed either, and perhaps wasn't put in more diplomatic terms (ie: the word "tax" scares people). One simple way this tax could be levied is for GameMasters to charge an additional \$1 gamefee, and forward the amount to the custodians as he sees fit. For example, in the future, my gamefee will be \$6; \$5 will cover my fees for running the game, and the additional \$1 goes to the Miller Number Custodian (I plan to donate to the MNC-ship, since more people will donate to the BNC). GMs which do this may wish to make note of this in their houserules.

You can call this an alternative to a "Diptax"; in effect, the GMs are the ones making the donations, and decide who will get the monies. Should a party running a Hobby service run short of funds, he can ask publishers to "plug" his request for additional donations.

In a related area, GMs may alternatively charge an "NMR Donation" instead of an NMR Fee. The fee (say \$1-\$2) is sent to the GM like an NMR fee. Should a player NMR out, his fee is forfeited to the Hobby Services. Players at the end of the game may either ask for the deposit back, forwarded as a donation, applied for further sub credit, etc. The point to the NMR Donation is to have the deadwood/dropouts somehow fund the hobby services, which only seems to be a form of poetic justice.

Lastly, in the realm of Rob't Sacks, I suggest a boycott of all Dip tournaments sponsored by the Scum. We can always run a separate tourney (perhaps RETS/PDO could run a Gunboat or Wilsonian Dip tourney at Atlanticon? I wouldn't mind helping out!) to raise funds. If the boycott succeeds, PDO/RETS/PAGB may be able to put up a serious bid for running Dip tourneys at future East Coast Clique conventions?

Re PDORA: Conditional upon the Grand Kommissar's consent, I would be willing to volunteer my time to run future PDO Relief Auctions; Mike had asked me earlier if I'd be interested, but I haven't really thought about it seriously. Now I have.

If you read all this, I thank you for bearing with me. If not, I urge you to do so. You should care about all this, since we all gain and lose; success is determined not only by volunteers giving their time, but their financial support. A lot of people take for granted the monies needed to run the BNC and MNC and the other services. Many GMs don't send in a postcard for the BNC/MNC to forward their custodial number, let alone a buck donation.

I hope that you will consider what has been said. I encourage further discussion on these topics, especially the NMR Donation and running PDO sponsored events at east coast conventions.

Aufviederhoren!

Tom Swider
Tom Swider

Zone 2 Vice Kommissar
RETS Treasurer
Ex ESM Member
Swider Number Custodian
Honorary Member of PAGB
ECC Ambassador to MadMob
Keeper of the Tower of
London (250 troupes)

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Aufveiderhoren!

Tom Swider

Zn 2 Vice Kommissar
RETS Treasurer
EX ESM Member
Swider Number Custodian
Friend of Bob Olsen
Honorary PAGB Member
ECC Ambassador to MadMob
Keeper of the Tower of
London (250 troops)

This is an important letter issued by the RETS treasurer. All PDO and PAGB leaders should take the time to read this. Thanks!

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***As I said on page 1, ED has a game opening. I was thinking of running another game of Dune or FC, but I don't have that much time to commit to GMing those games, which take much more time than Diplomacy. So, I elected to run a simple Dip variant. Here are the rules to one of the two possibilities. I believe that the rules appeared in DW awhile back; I got my copy from Michel Liesnard.

***First time I looked at it, I didn't think much of it. But the more time I spent thinking about this variant, the more intriguing it became. I hope you find it equally interesting...

TREACHERY

By Martin Janta-Palczynski - 1976

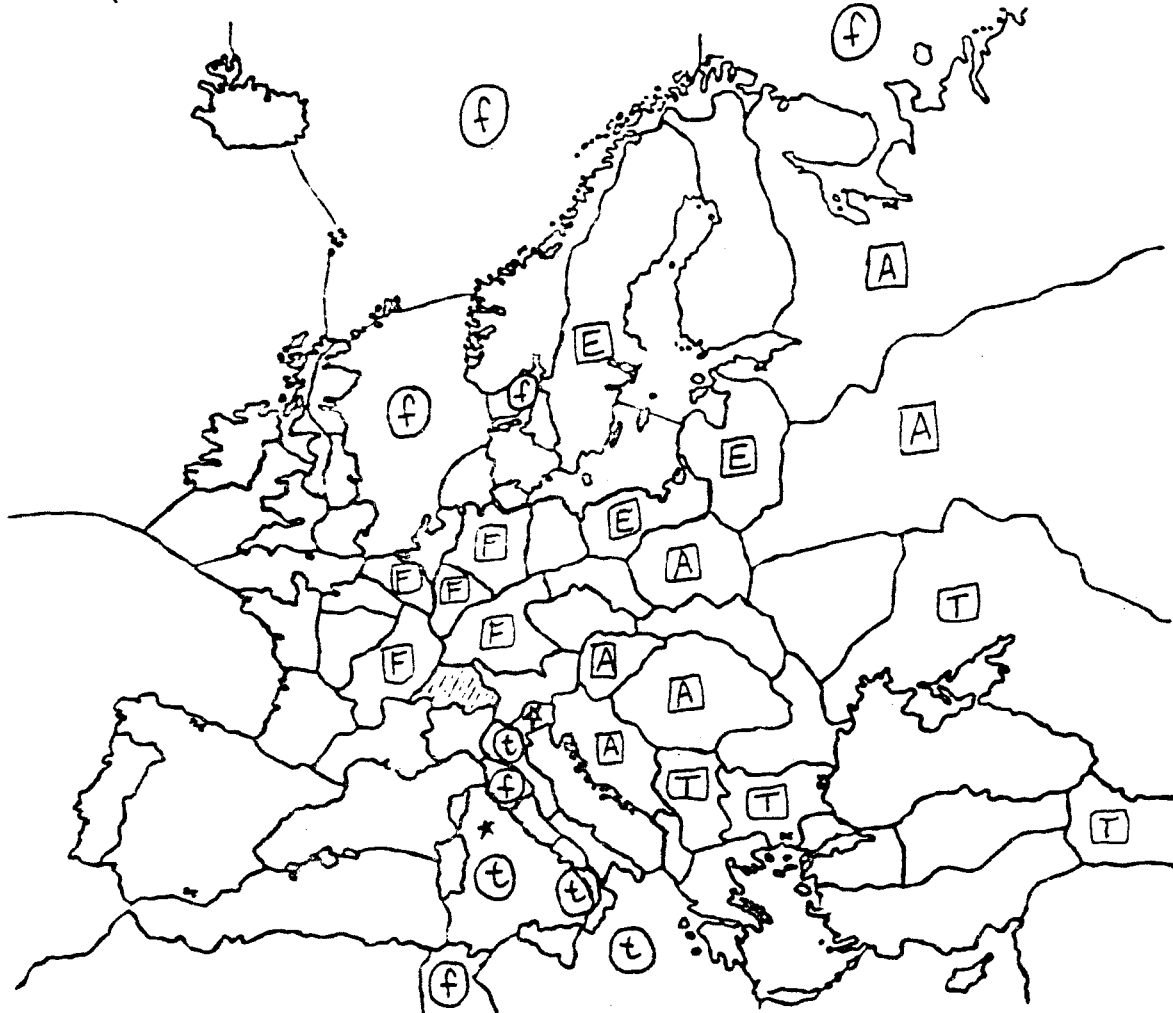
1) This variant of Normal Diplomacy was dedicated by its designer to Michel Liesnard, who pioneered Diplomacy in Belgium. This is a re-write of the Second English Edition.

2) The rules of Diplomacy apply as normal, except that with each season, each player may submit one 'treacherous order', that is, an order for a unit of another power, that is followed instead of the original order for the unit in question. The GM does not reveal which are the treacherous orders or their source. If a unit receives two or more 'treacherous orders' from other powers which are different, these cancel each other out, and the original order for the unit in question is followed.

3) Example: S'01. Germany orders a Mun-Bur, and includes a treacherous order for France, reading "A Par-Gas". France on the other hand submits orders a Par-Bur, and 'treacherous order' Ger A Mun-Boh. In the adjudication, the GM reports these moves: A Par-Gas for France, A Mun-Boh for Germany. If one of Germany's allies (say England) also submit a 'treacherous order' for A Mun, the GM would then have reported GER: A Mun-Bur; FRA: A Par-Gas.

The Cast

- AUS: Mark Keller (9536 Shumway Drive; Orangevale, CA 95662)
- ENG: Mike Mills (26 Laurel Road; Sloatsburg, NY 10974)
- FRA: Jeff Bohner (509 Twist Run Road; Endwell, NY 13760)
- TUR: Steve Arnaoodian (602 Hemlock Circle; Lansdale, PA 19446)
- GM: Tom Swider (1183 Robinson Hill Road; Endwell, NY 13760)



"Playing For Time"

- AUS (Mark) a nwy-STP/s a MOS/; a ukr-WAR; a bud-VIE; a rum-BUD;
a TRI-s-(tur)-f adr-ven.
- ENG (Mike) a pru-LVN; a ber-PRU; a den-SWE.
- FRA (Jeff) NMR! Has f's BAR, NWG, NTH, SKA, TUS, *tys(r:rom, lyo, wes, otb), TUN.
a's KIE, MUN, RUH, BEL, BUR, *ven(r:apu, rom, pie, tyo, otb).
a tri-r-OTB.
- TUR (Steve) a SEV-h/s a ARM/; a SER-s-(aus)-a tri/s a bul/; a CON-U;
f adr-VEN/s (aus) a tri/; f alb-ION; f ion-TYS/s f NAP/.

***All draws failed: FAT failed Y=1 N=1 NVR=1 NMR=1. FT failed N=3 NMR=1.
For next turn, vote upon the following draws: FAT and ATFE and F concession.

Supply Center Chart:

- AUS: Bud, Vie, TRI, Rum, Mos, War, Stp, Nwy (8) build 2 (no room)
- ENG: Swe, Den, Ber (3) even
- FRA: Fra, Eng, Tun, ROM?, ven, tri, spa, por, Bel, Hol, Mun, Kie (14-13) even/bld 1-2 (pending retreats) ↙
- TUR: Tur, Bul, Gre, Ser, Sev, Nap, TRI, rom? (9-10) build 1-2 ↑

W'10 + S'11 due
3/26/84
Please try to
make use of
conditional orders!