

DECEMBER '84 - # 8

DON'T BE AFRAID. IT'S ONLY...

THE CONCEPT OF  
**EUROPE!**

(AMERICA'S PREMIERE GAME JOURNAL)

--A LETTER FROM THE EDITOR-----

And that refers not to just any editor but to the editor of America's Premiere Game Journal.

First I have to apologize for the extreme (well not that extreme) tardiness of last month's issue. The reason for my brief lapse in punctuality is simply because I lost every one of your adresses. That's what I get for keeping your vital information on a small scrap of paper that could be easily mistaken for trash. I don't know if I've ever mentioned this in print but, I have at some time or another lost everything that I've ever owned. Some of the things have managed to find their way back into my ken; others remain mysterious to this day. My collection of miscellaneous shreds that contained your adresses did manage to reappear and the issue did get out...but oh so barely. In the future however, I make no promises; TCOE is after all only a hand-to-mouth/fly-by-night operation. The only thing that scares me is that I've lost the scrap of paper that contains the dates on which your subscriptions run out so unless you get a strange case of honesty or that shred turns up you may all be reading this missive for a whole lot longer than you originally intended.

I guess I should mention the reader feed back I've gotten during the last month.

Some of you, in fact quite a few of you inquired about Ed Henry's review. Frankly, I haven't seen it. As you know North Sealth West George doesn't run on deadlines, it runs on Tallmanlines which means we may have to wait an epos or two before we know Ed's verdict. By the way Ed, my offer to baby-sit while you and Denise use my Visa card during your trip to the Carribean still holds.

One reader--I think it was Andy Clough but I can't remember for certain however, I do have the letter pinned to a bulletin board at home--offered to GM the Kathy Byrne Variant. If anyone is interested in playing write in and we'll start it up. Kathy herself did not send any comment on the variant. Now tell me, if a variant was named after you would you comment? Maybe she's too busy with her new task as editor of Diplomacy World or perhaps (Allah forbid) she doesn't read each issue of TCOE. Naturally we can't start a KB variant without Kathy either playing or serving at least as guest consultant (or insultant as the case may be.)

NEWS FLASH: I interupt this letter with following bit of late breaking news. The Concert of Europe has been challenged to a test of honor. Jim Bumpas, the publisher of the 'zine Liberterrean, has come up with the great idea of having a "Diplomacy Joust" between the champions of seven west coast 'zines. He has not made all the details public just yet but the challenge is slated for his December 17th issue. What this means is that TCOE must pick a champion to defend this publication's honor. We must choose someone what best exemplifies the qualities for which this fine journal stands...frivolity, verbosity, and high adventure. Jim has made one stipulation--the champions should not be publishers of 'zines. As you've probably already noticed, a ballot has been included with the names of seven candidates for the title of champion. I chose these nominees using the following criteria...1)they did not publish a 'zine 2) they are currently involved in a TCOE game (that seems only fair) 3) they have not completed a PBM game of Diplomacy to my knowledge (I think that it's fitting that a fledgling 'zine should choose a fledgling player) 4) they have at some time contributed to the famous TCOE contests and review section (we want a committed champion who takes part in every aspect of the 'zine) 5)they are an individual capable of amusing correspondance who will do justice to TCOE's frivilous reputation AND 6)they possess strong moral fiber (I had to hedge on this one a bit). With these six criterion in mind (actually items one thru four eliminated almost every subscriber but the seven on the ballot) I ask you the readers to vote four OUR CHAMPION. Every reader is obligated to take part in this ballot and show your concern for this process. Nominees may feel free to campaign and of course have the right to refuse (although I will be furious) then the runner up will be named Champion. Please get your ballots in by December 26th.

Here's a switch...

--A LETTER TO THE EDITOR-----

It's from Tom Latteri in response to my political endorsement.

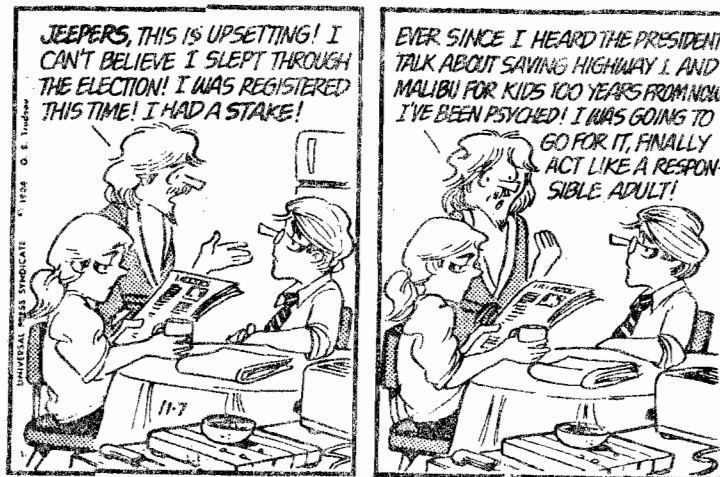
"Dear Editor, (You can call me Michael.)

'I too was swept away (like a great tidal wave) by Ronnie's inspirational plea right along with you and Zonker. And your idea for a long vacation, like about for years, was a grand idea. Too bad he didn't get it. At least now he has to work and struggle with four more years of dealing with the Russians and those "terrorists" in El Salvador and he has to support those well paid "freedom fighters" in Nicaragua. Perhaps we should send him a copy of Diplomacy so he can get some practice. And a free subscription to TCOE so he can get in on a game. Of course he probably wouldn't play without the U.S. on the board.'

Tom Latteri

Tom also gave me this copy of Doonesbury to print

**DOONESBURY**



thanks.

--HOBBY NEWS-----

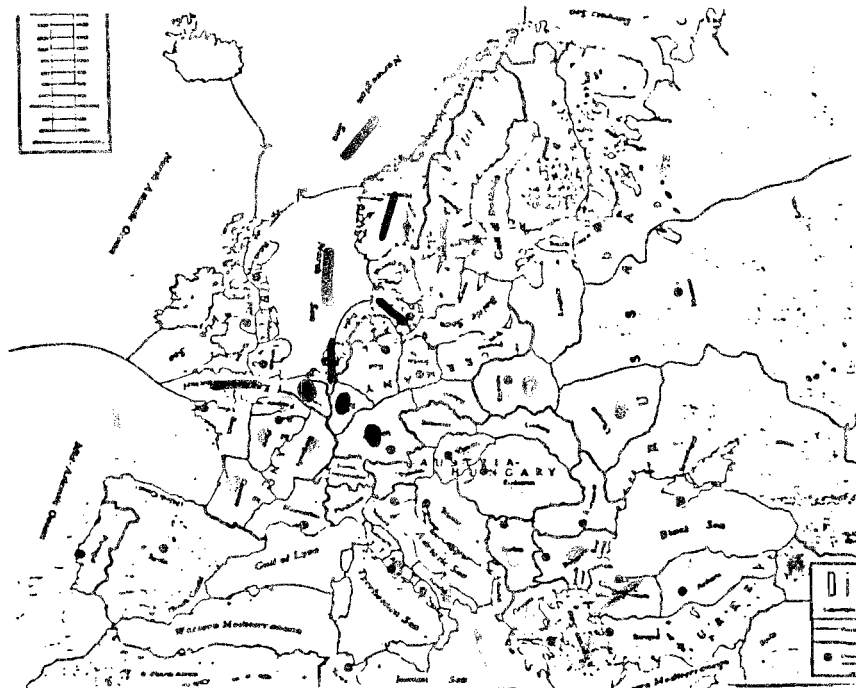
Seeing as most of the subscribers to TCOE are relative new comers to the Diplomacy hobby, I'll plug a publication that seemed to me to be extraordinarily handy for beginners interested in learning about what's going on. It (the publication) is Bruce Linsey's Supernova. The booklet contains valuable information about the game itself, postal Diplomacy tactics, and articles about how to get started and how to fully enjoy the PBM Diplomacy hobby. Send one thin buck to Bruce Linsey/ 73 Ashuelot st. Apartment #3/ Dalton, MA/ 01226 for Supernova.

--THE GAMES-----

It seems the international game is on its last leg. Still only two (half hearted) takers. If one of the variants gets started I'll probably dump the international game idea due to lack of interest.

THE INAUGURAL GAME (1984CA) HAS CONE COMPLETELY BERZERK!!! WELL NOT REALLY BUT IT SOUNDED NICE...

1903 SPRING



AUSTRIA (VILLANUEVA) A. Tri-Vie, A. Tyr S. A. Tri-Vie, F. Gre-Ion, A. Bud-Gal, A. Ser-Rum  
ENGLAND (GARDNER) F. NWY retreats OTB---F. Nwg S. F. Nth, F. Nth C. A. Den-Bel, A. Den-Bel  
F. Eng S. A. Den-Bel  
FRANCE (KOTT) Build A. Par---A. Bre-Pic, A. Par S. A. Bre-Pic, A. Bur S. A. Bre-Pic, F. MAO H,  
A. Gas S. A. Bur  
GERMANY (EXTRON) Build F. Kie---F. Kie-Den, F. Nor H, F. Hel-Hol, A. Hol-Kuh, A. Mun-Bur,  
A. Bel S. A. Mun-Bur (unit eliminated)  
ITALY (COUGHLAN) A. Apu-Rom, A. Tun-Apu, F. Ion C. A. Tun-Apu, F. Eas-Aeg  
RUSSIA (KOZLOWSKI) Build A. Sevastapol---A. War-Gal, A. Ukr-Rum, A. Sev-Arm, F. Bla-Con,  
A. Bul S. F. Bla-Con, A. StP S. GERMAN F. Hwy, F. Swe S. German F. Kie-Den  
TURKEY (TALLMAN) A. Con-Smy, A. Syr S. A. Con-Smy, F. Ank-Con

Fall 1903 moves are due on December 26th. Five of you missed the last deadline and had to be called. I don't mind but wouldn't it be better if you sent in some sort of preliminary orders? Your addresses are printed a little later on. This is to encourage you to write once in awhile.

PRESS-

GM to TALLMAN- You can stop calling this the unboardman numbered game. It's had the same number from the start, 1984 CA.

TURKEY to ITALY- I really don't see left over Turkey benefitting you. Try French pastry.

ITALY to AUSTRIA- Take Venice, you'll get nothing more from me except my enmity and you'll still have the Russian-Turkish alliance at your back with daggers drawn. And I'll be willing to bet that I outlast you. Pity, we could have done so much together.

ITALY to GERMANY- Come south of the border, down Tyrolia and Vienna way.....

ITALY to RUSSIA- Please observe my Spring moves closely. Greece could be yours quite easily...

GM to AEFGR- I wonder how many of these rash words Gary will take back when he see's the results for this turn. Who knows, maybe none...

GERMANY to GM- I don't believe in getting my orders in on time.

GM to JOAN- Neither do the other players.

GERMANY to WORLD- I also don't believe in writing dip letters.

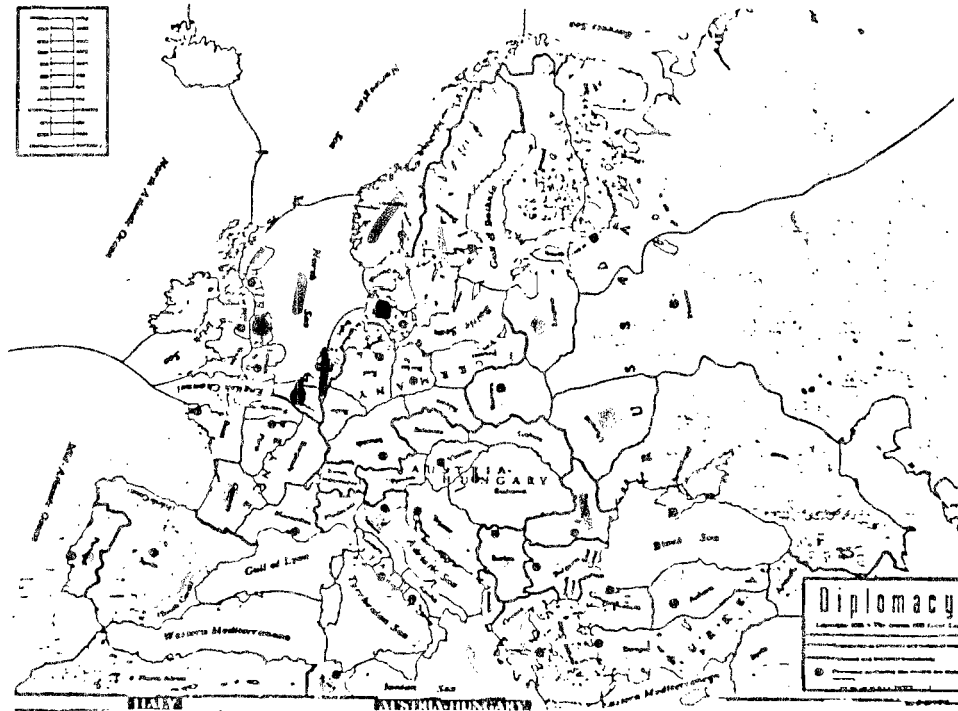
TURKEY to RUSSIA- Maybe next month.

GM to GERMANY and TURKEY- It's certainly your existential prerogative not to write any letters...but I wonder if you'll change your minds after reading Mr. Kozlowski's next bit of press.



The "NEW GAME" is about to get a Boardman number but hasn't got one yet. Some of you pointed out that I use terribly prosaic names for my games. Well your right--I do and what's more I'm proud of them. I think they make a nice stark contrast to Mike Ehli's overly colorful names.

FALL 1901



AUSTRIA (O'DONNELL): F. Alb-Gre, A. Ser S. F. Alb-Gre, A. Vie-Tri  
 ENGLAND (CORBIN): F. Nwg-Nwy, A. Yor-Bel, F. Nth c. A. Yor-Bel  
 FRANCE (GALICIA): F. MAO-Spa (sc), A. Spa-Por, A. Gas H  
 GERMANY (CARUSO): A. Ruh-Bel, F. Hol S. A. Ruh-Bel, A. Kie-Den  
 ITALY (DALEY): A. Ven H, A. Apu-Tun, F. Ion C. A. Apu-Tun  
 RUSSIA (CLOUGH- pronounced klawf more or less): F. Bla-Rum, A. Ukr S. F. Bla-Rum, A. War-Liv  
 F. Bot-Swe  
 TURKEY (HENRY, ED): A. Bul-Con, A. Ank-Con, F. Con-Aeg

CENTER DISTRIBUTION

AUSTRIA: Home, Ser, Gre 5 (plus 2)  
 ENGLAND: Home, Nor 4 (plus 1)  
 FRANCE: Home, Spa, Por 5 (plus 2)  
 GERMANY: Home, Den, Hol, Bel (plus 3) 6  
 ITALY: Home, Tun 4 (plus 1)  
 RUSSIA: Home, Swe, Rum 6 (plus 2)  
 TURKEY: Home, Bul 4 (plus 1)

Builds are definitely due on December 26th. If all seven of you send in orders for Spring 1902 We'll continue. Personally I like games to hurry along but it is up to you.

PRESS:

ROME to SULTAN: How dare you execute my ambassador! Well your ambassador is deep sea diving courtesy of the Mafia. (I have conections)  
 THE SULTAN SPEAKS: Reaction to our decision concerning the European ambassadors has been outstanding (lots of fertilizer). In order to ensure that the staple of our economy stays well nourished, it has been decided to invade one of our "neighbors" for even more high-quality fertilizer. We understand it is available by the train-load in Russia...  
 ENGLAND to ITALY: Who is being silent? I've written twice and am still waiting for an answer!

GERMANY to ITALY: Silent! I've written you. It is you who are a liar sir! You lied to me, you lied to France, you lied to England, you lied to Austria, you lied to Turkey, you lied to Russia, and you now have lied in the press. Next comes lying to the GM. I'm sure we don't have long to wait given the calibre of player you are.

FRANCE to ITALY: Do we get to see one of your cardiac arrests?

TURKEY to GM: If no press this month refers to Thanksgiving perhaps you could write some...

GM to ED: Your wish is my command!

GM to NEW GAME PLAYERS: Did you know that Turkey is one of the favorite dishes to eat on the second to last Thursday of November and that coincidentally one of the seven nations on the Diplomacy board is named Turkey?

GM to ED: How's that for Thanksgiving press?

MOSCOW to LONDON: You wouldn't be sending an army into Norway, now would you?

GM to MOSCOW: I hope you didn't over exert yourself coming up with that gem. Ooops!

I just remembered how much I hate it when my press gets smart-ass retorts from the GM, Sorry!

ARMY GASCONY: Complacency is a virtue.

FRANCE to DANNA CT.: Here're the stamps, envelope, etc. Can't wait to see them house rules.

DANNA CT. to FRANCE: Yes you can wait. At least a little while. You see I've lost the only copy so it may take a few days to type them up again. Sorry.

ENGLAND to GM: Actually, should I lose our first born child due to an inadvertant NMR, Joan would be relieved at being delivered from having to raise a 2 year old. I think you are probably the one who would go insane.

GER to FRA: Thanks for Bel!

GER to ENG: Thanks for Bel!

CARUSO to HENRY: I told you so. Didn't I?

GER to RUS: So I promised. So I delivered. Swe is yours.

MUN to VIE: I hope that Fall '01 finds you still in possession of that which is rightfully yours. If not, can I be of assistance to you in your Holy Crusade against the Green Slimelowlife?

AUSTRIA to ITALY: Please understand that I needed to trust you and I offered you Greece for your move A Venice to Apulia. This you refused to do! What can I expect? Hope to counter-order before the deadline.

GM to CHRIS: I don't know how you did it but you made a few folks kinda cross with you.

In your place I'd consult with the Prophet and see how this anger will manifest itself.

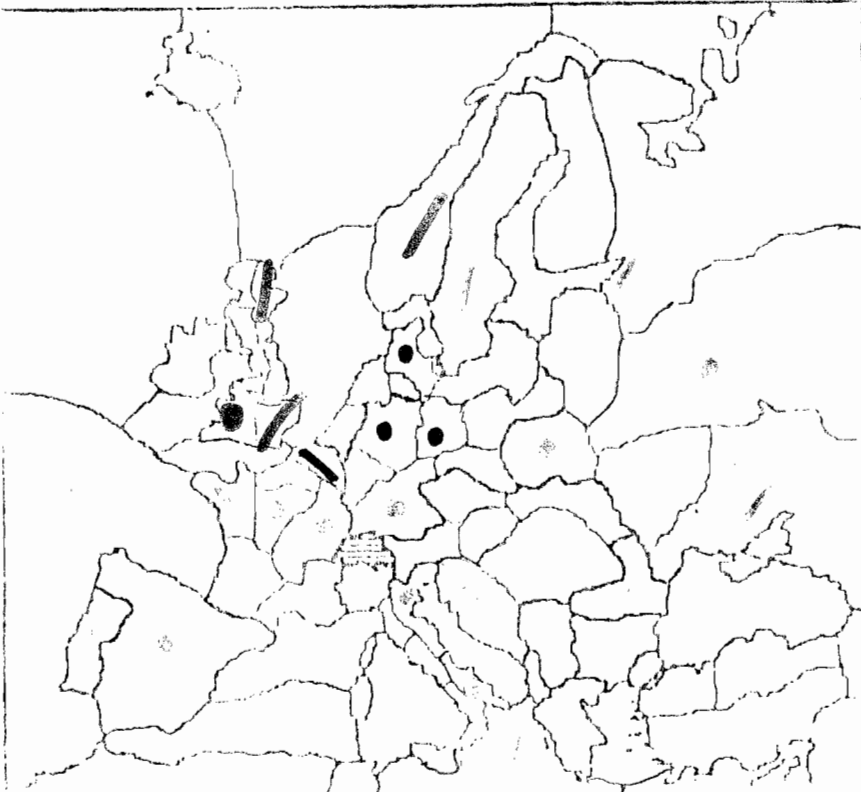
HENRY to GM: The wise champion of literary criticism is going to review TCOE next month in order to learn what bribes you have to offer. Future delays are possible with the right incentives.

WORRIED PUBLISHER to THE WISE CHAMPION OF LITERARY CRITICISM: Gulp, well, er, um I've got a really neeto-boss collection of twine that I'd give yah.

GM to CARUSO: Yipes!!! I never received an issue of FIM since the one in which you review the ways to "take-care" of your new car. Not only have I not received a new FIM but I didn't get the letter to the Prophet that you mentioned either. Do you suppose that they got lost in the mail? If they did--I'd love to have another new FIM for January and the Prophet is always hungry for mail (unless of course it contains references to a certain game involving Joan Extrom that's just finishing up in Whitestonia!)

All the addresses of players in this game and others in this 'zine are being printed a little later on. This is to encourage you to write to one another as rumor has it that correspondance has been fairly sparce in TCOE games.

Actually the addresses appeared about two pages back. All these near nmr's have made this a very chaotic issue. I've rewritten everything at least once.



YE OLDE GUEST GAMEMEISTER:  
 Mike Ehli  
 Hamilton Box 60505  
 University of Oregon  
 Eugene, OR 97403-6005  
 (503)485-9150  
 ((Ask for Mike in Rm. 115--  
 that only applies to the  
 telephone, not my mail))

Seasons were seperated on  
 three requests. Only one  
 would have been necessary  
 for this winter, but for the  
 rest of the game it will  
 require half the players to  
 get a seperation. Let's  
 keep it moving, okay gang?

The deadline for Spring 1902  
 is December 26. I have orders  
 on file from everyone except  
 France and Russia. Feel free  
 to change your orders if you  
 wish.

- AUSTRIA (L. Henry): Build A Vie, Abud; also has F Tri, A Ser, A Rum.
- ENGLAND (C. Lee): Build F Edi; also has A Wal, F Lon, F Rwy.
- FRANCE (Kozlowski): Build A Par; also has F Bre, A Spa, A Bur.
- GERMANY (Clough): Retreat A Mun to Ber; build A Kie; also has F Bel, A Den.
- ITALY (Latteri): Even; has A Ven, A Apu, F Ion.
- RUSSIA (Villanueva): Build A Mos, F StP(sc); also has F Swe, A Mun, A War,
- TURKEY (Aikens): Build F Con, F Smy; also has F Bla, A Bul, A Gre. //F Sev.

PRESS:  
TURKEY to ITALY: Belated but sincere congratulations on your first progeny!  
TURKEY to RUSSIA: Belated but sincere congratulations on your new teaching  
 job!  
TURKEY to GM: Belated but sincere congratulations on your new phone number!  
PRIMUS ILLUMINATUS: Why thank you! It's such a beautiful phone number; it  
 has its grandfather's area code and its mother's prefix, but we're not  
 quite sure where those last four digits came from, but we're so happy that  
 it doesn't matter, since it's perfect just the way it is!  
VIE to ROM: Hope I didn't contribute to post-parsum depression.  
GERMANY to AUSTRIA, ENGLAND & TURKEY: How long will it take for us Anti-  
 Commies to destroy those white units?  
TURKEY to AUSTRIA: We're takin' care o' business, neighbor.  
PRIMUS ILLUMINATUS: Come on, gang, is that all the press you can come up  
 with?

OKAYMICHAELHERESSONEWHITES PACEFORYOUTOFILLIFTHEPLAYERSCAVTCOO PERATEWHYNOTYOU

I don't know if this stain will xerox but Terry had better look out.  
 You see, Mike tells me that this stain is the product of a  
 clumsy cheerleader who spilled her Jack Daniels while attending  
 one of Nabe's swinging collegiate debauches. The man is  
 a genuine live-wire.



As I mentioned last month, this issue I'm printing another Diplomacy variant. It's called Stonehenge Diplomacy. The game requires ten players and is intended to be nothing more than a change of venue for diplomacy. In other words the names, locations, and details of geography have changed but not the rules. All diplomacy rules apply. The board is presented on the next page but first...

BOARD CLARIFICATIONS: The space marked I.O.M. is the Isle of Man, the space marked Car. is Cornearvon, and the space marked C.I. are the Channel Islands. The areas marked with criss-cross slashes are impassible and have no province name. Like Bulgaria, Spain, and St. Petersburg the provinces South Jutland and Saxony have two coasts (east and west).

THE SUPPLY CENTERS: There are 45 supply centers and it takes 23 to win. On the board home supply centers are represented by a dot. Open supply centers are represented by a dot with a circle around it. The following provinces are neutral supply centers.

Iceland, Zetland, Uist, Sperrin, Isle of Man, Channel Isles, Wight, Franconia, Saxony, Cheviots, Marches, Northumbria, Chester, Essex, and Wessel.

THE POWERS: There are ten players in Stonehenge Diplomacy. Here is a list of the powers they represent and the supply centers that each power starts the game with...

ANGLES- York (fleet), Mercia (army), Middlesex (army)

CELTS- Galway (army), Kerry (fleet), Baile Atha Cleath (army)

DANES- Odensland (fleet), North Jutland (fleet), South Jutland (army)

FRISIANS- Frisian Isles (fleet), Friesland (army), Flanders (army)

NORMANS- Normandee (fleet), Brittanee (army), Ile de Grande (army)

NORSE- Ostfold (fleet), Hordaland Fylke (army), Fjordane Fylke (fleet)

PICTS- Mull-Jura (fleet), Strath Clyde (fleet), Killoway (army)

SAXONS- London (army), Sussex (fleet), Kent (army)

SCOTS- Lowlands (fleet), Highlands (army), Hebrides (fleet)

WELSH- North Wales (fleet), South Wales (army), Devon (army)

ISLANDS- The following spaces are islands, which can contain armies or fleets. Fleets can convoy through island provinces however, armies can not move from island to island even though the two islands may be adjacent. Here is the list of islands--Pharoe Islands, Zetland, Orkneys, Hebrides, Uist, Skye, Mull-Jura, Isle of Man, Anglesey, Wight, Channel Isles, Frisian Isles, Mann, and Odensland.

You'll find a reasonably legible copy of the map on the next page. The game begins with the year 1001.

So far I've taken part in four test games. What we learned from these games is that Stonehenge<sup>N</sup> surprisingly well balanced. At first I thought it was hopelessly imbalanced as two of the powers never seemed to get anywhere (Picts and Frisians) in the first two games but then went on to win in the ~~second~~ third and fourth games respectively. Because of the cozy nature of the board one power was invariably placed in hot water during 1001 and never recovered and two more powers were usually eliminated during the next three or four years, this could be attributed to unusually blood thirsty play. However, these early eliminations make negotiations during the first few turns extremely critical. In the first four games only the Norse and Normans could afford to play a waiting game of any length. We also learned that in-fighting among the Welsh-Angles-Saxons was verging on suicide. Anyway, there are a very few general hints on how the game has played so far.

I would very much like to house one PBH game of Stonehenge Diplomacy in TGOE if you are interested please send a preference list. I would also like to encourage readers to go games themselves. Anyone who is interested in going this variant please let me know as I am interested in playing it myself. If you are interested in face-to-face play the only thing I can recommend is making a board yourself and coming up with make shift pieces. I drew a large board free-hand and made pieces by buying Gamescience large blank counters and putting different colored slashes on the fleets and crosses on the armies.





Next up are four entries from Mike Ehli.

BIOLOGY 381-INTRODUCTION TO EXISTENTIAL PATHOLOGY: First course in "Premed Humanities Cluster". Much of the classes time will be spent in the dissection of philosophy majors, and similar activities. 4 credits

ENGLISH 001- THE ALPHABET- Fundamentals of the English alphabet for those who are incapable of spelling the name of the university. Prerequisite: A Football scholarship. 1 g credit

Geography 167- EUROPE: A FIGMENT OF THE IMAGINATION?: Professor Holbert will present numerous arguments for and against the existance of the European continent. Students must be prepared for lively discussions with a professor who is too senile to teach but has too much tenure to fire. 2 credits.

MUSIC 234- THE STRING BASS AS A PERCUSSION INSTRUMENT: Professor Glockenspiel will demonstrate that the String Bass' best sound comes not from playing it with the bow but from striking it. 3 credits.

Your treading on thin ice with that last one Ehli! It tempts me to prove that Mike Ehli does not make his best sound when speaking but when struck.

Anyway, that was a fairly spare turn out for a very simple contest. Don't you people want free issues . You'd better not answer that. How about if I knock issues off your subscription for sending in print-worthy entries? Then my mailbox would probably swell with ingenious material.

Next issue's contest is back on one of your favorite subjects...t.v.. But this time it encompasses movies and books as well. The contest is this, send in descriptions of how various fictional heroes and heroines would cope with the problems in stories other than their own. For example an entry might look like this...

SUDDEN IMPACT: A gang of vicious rapists are hunted down and shot to death by super human ex-cop Dirty Harry (played by Clint Eastwood).

SUDDEN IMPACT: Scooby, Shaggy, Velma, Freddie, and Val drive through the streets of San Fransisco hunting down a vicious w gang of rapists. In the film's climactic scene Velma uses Scooby snacks to get Shag and Scooby to act as human bait. In a fit of stupid bravery they provoke the villains into chasing them around the corner where Val and Freddie throw a net over them. After being caught the gang admits that they are not a gang of punks at all but the six sons of a mysterious sea captain who is trying to scare everyone out of San Fransisco so he can have the city to himself.

TO KILL A MOCKINGBIRD: In this famous Harper Lee novel Atticus Finch, a small-town lawyer during the depression, defends a black man who is wrongly accused of rape. During the legal battle and the ugly events that surround the controversial trial Atticus proves that justice must defy convention and teaches his children the beauty of living a life of integrity.

TO KILL A MOCKINGBIRD: In this famous Harper Lee novel Dirty Hary, a former cop turned small town lawyer, shoots a black man accused of rape then procedes to hunt down and kill every criminal (both real or supposed) in the entire county. In the climactic scene Harry shoots and kills his own son after the town sherrif suggests that the son might have killed Bob Ewell.

THE WIZARD OF OZ: A little girl is struck in the head during a toroade and dreams that she is lost in the land of Oz.

THE WIZARD OF OZ: During a tornado a small town lawyer--Atticus Finch--is struck in the head and dreams that he is lost in the land of Oz. Along the way he encounters many unusual friends who help to teach the maxim that there is no place like home. In one of the many climaxes Atticus battles to maintain his dignity while wicked flying monkeys tap all over him before dragging him to the witch's evil palace.

I think you more than get the idea (I sort of got buried myself.) Send in your entries before December 26th.

Well, I'm running out of things to say...

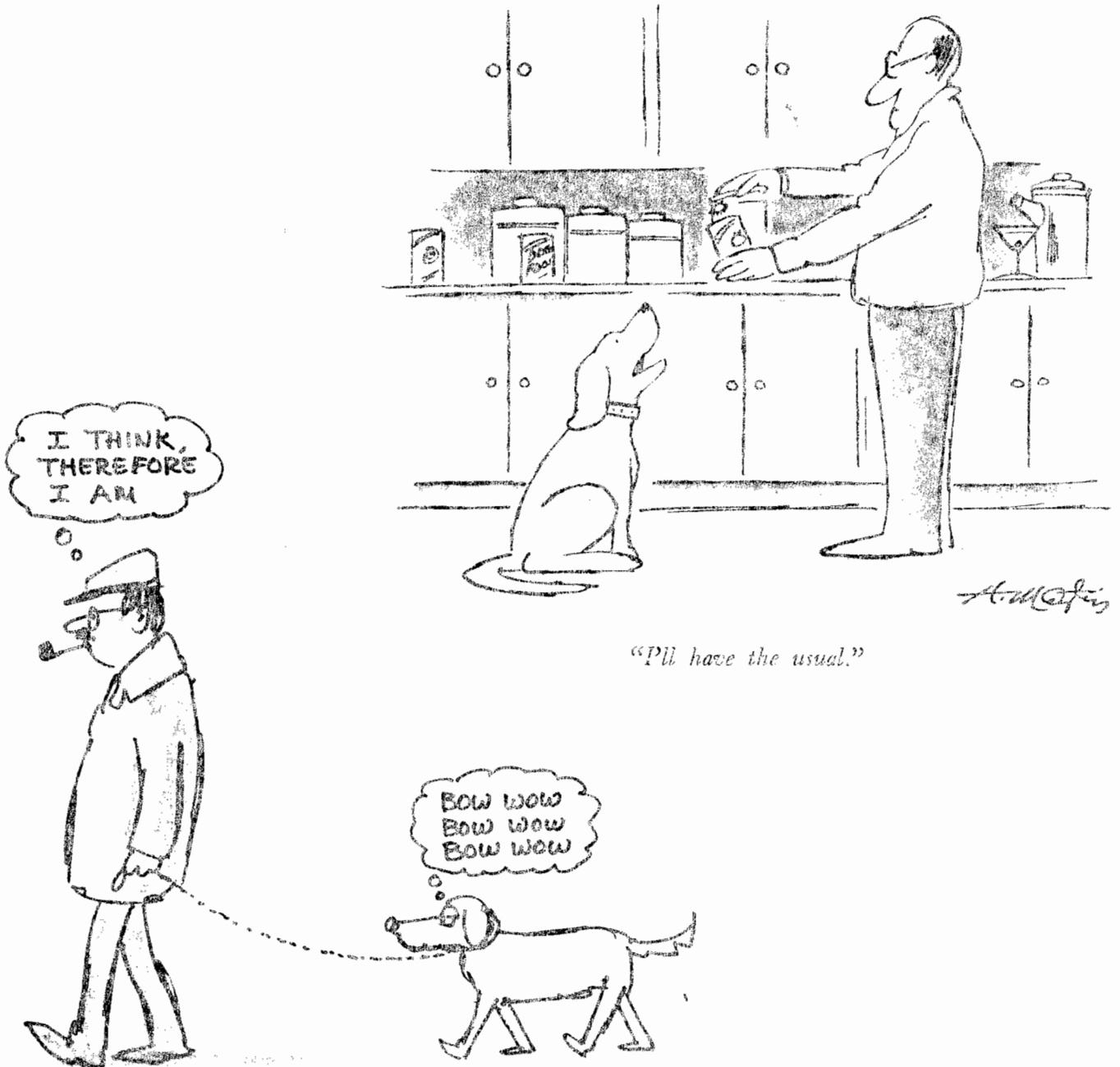
-Don't forget to vote for TCOE champion!

-Don't forget to send in your moves!

-Don't forget to enter the contest!

-Don't forget to fasten your seat belts!

-And for crying out loud, don't forget to have a happy holiday! (or two)



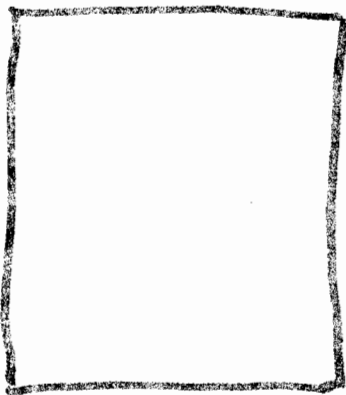
W Miller

FIRST CLASS MAIL

LARRY PEERY  
P.O. Box 8416  
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MICHAEL LEE  
3480 DANNA CT.  
EUGENE, OR 97405  
1-(503)-485-3044



THE BLANK WHERE  
SPARKY SHOULD BE.