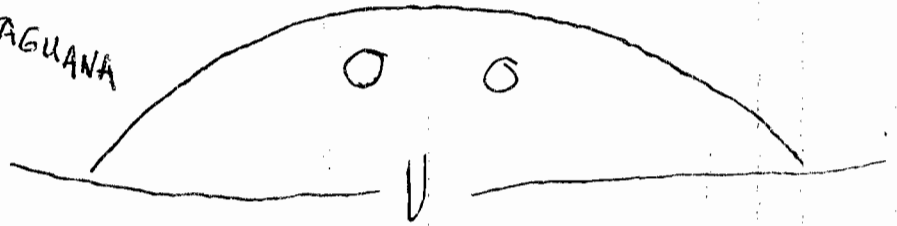




COSTAGUANA



Volume 10, Number 6

29th June 1985

High their. Summer is a 'comin' in, lewdly sing cucu, and this is actually COSTAGUANA (including EFGIART), a journal of postal Diplomacy and impecunious imbecility published by Conrad von Metzke, 4374 Donald Ave., San Diego, CA 92117-3813. Game fees: New players \$7, current players \$3. (Fees include sub for the duration of the game.) Trades: All-for-all or by arrangement. Subs: 22c per copy in units of ten.

Oh, did I forget the 'phones? Home, (619) 276-2937. Work, (619) 566-2170 or 566-2190. Prefer calls at home, but do whatever you must.

ROSS DEPARTMENT: Ross is two things this week that he wasn't last week: (1) Six, and (2) Safer. He celebrated his birthday with great glee and festivity on the 17th, and three days later a notice came from his school that the person who made those death threats last winter had finally been apprehended. It was an adolescent, and he or she is currently undergoing observation to determine whether the events constitute a mere sick prank or a real psychiatric disturbance.

CLARIFICATION: At least one of the EFGIART players is operating under the misapprehension that money is required of you to pay for a subscription, or postage, or whatever. You do not need to send me anything except moves! In fact, though I sincerely appreciate your thoughtfulness, I specifically do not want money or stamps. It's important to me; it represents a way of repaying approximately twelve billion favors which Doug Beyerlein has done for me over the years. If you feel you must donate, please send contributions to one of the hobby service people for their work; they need it more than I. For example: The COSTAGUANA mailing list contains the name of Bill Quinn. He is the current Boardman Number Custodian. A few clams sent his way would be a great benefit to a major hobby service.

IN FACT: I just made a Big Decision. From this point on, all COSTAGUANA game fees and subscription moneys will be donated to hobby services. Each time I start a game, I will announce the distribution plan for the fees, and once all the checks are in, I'll distribute the money as stated. As for sub fees, that money will automatically and regularly be sent along to the Orphan Games Project. (I don't get many subs, but every little dribble helps, I suppose.)

A NEW GAME! Not only that,

A NEW MAGAZINE!

I've decided to make my dream come true. I do hereby announce that a new game is now open. Regular Diplomacy, four-week deadlines using the British two-season system (1st, Spring + conditional retreats; 2d, Autumn + conditional retreats + prospective builds/removals).

The catch is: This game will not run in COSTAGUANA, but rather in a revival of another old journal of mine: SAGUENAY. And the other catch is that players must be citizens or residents of Canada.

Game fees will also be different: \$5 Canadian for new players, \$2 for current players in, or recipients of, COSTA. (This means you, Morton, Touchette and Carter.) All game fees will be donated, through Dave Carter, to specifically Canadian hobby service projects.

Why the interest in Canadian-only games? Because my paternal grandparents were from Yarmouth, and my wife's godmother lives in Vancouver. So there!

JUST IN CASE anybody cares, which I doubt, and also as an exercise in ~~utility~~ testing my own memory, I offer herewith a list of Diplomacy journals which I remember having published at one time or another.

COSTAGUANA. STAB. SAGUENAY. RENAME. DIPLOMACY WORLD. EVERYTHING YOU ALWAYS WANTED TO KNOW ABOUT DIPLOMACY (BUT HAD BETTER SENSE THAN TO ASK). THE GRAND CLIMACTERIC GREETERPILLAR. FIGGLEQBOTCH. THE CONNUBIAL CHILD MOLESTER. DIE SCHULDIGKEIT DES ERSTEN UND VORNEHMSTEN GEBOTES (K.35). THE PROFOUND CLAM. DIES IRAE.

There were probably more (mainly one-shots) which I've forgotten. I have no files of old issues, after all. And this list does not count fakes of other publishers' magazines (MOESHOESHOE, MARSOVIA); issues published for another person because of problems they were having (MARSOVIA, A.D.A.G., EREHWON, NAME), or magazines which I supposedly published but which were in fact fakes (MONGO, ICARAMBA!).

Of all these journals, some are of no consequence to me any more, but a few bring back memories. (I wish to hell I had a source for back issues of my work, so I could give you new guys - and me - a taste of the fun.) COSTA you know about. SAGUENAY, the Canadians-only journal, is possibly the most pleasurable thing I've ever done, mainly because of the warmth of its readership; the likes of Ralph Morton, John Coleman, John Leeder, Bob Correll, Peter Walker, Blair Cusack, Randolph Smyth, Mark Kindrachuk, etc., etc.: these were real friends. (Ralph still is, thank God for one survivor.) RENAME, in which I ran variant games, is notable for its cartoon headlines parodying the name. K.35, the huge magazine containing but one game and reams of press, provided me the greatest inspiration for my own silly writing, and also provided a pipeline to several wonderful people whom I remember dearly (Anita Hughes and John Piggott stand out). EVERYTHING was the one I hated. FIGGLEQBOTCH was the only thing I've ever published in which my wife got involved; specifically, Kathy thought up the name (the 'Q' was, of course, silent). For THE PROFOUND CLAM was drawn what I still think is my cutest cartoon-figure:



And so on. In retrospect, this hobby has been fun. I hope it stays that way. And I hope I find a source of back issues some day, so you new guys can have the benefit of my 'golden age' articles. (The recipe for crottled greeps; the one-page sentence; my music articles; the analysis of Diplomacy in terms of Freudian symbolism; and whatever else was there.)

As a final note, COSTAGUANA has, I believe, the distinction of having been published by more different duplication media than any other journal. At one time or another I have used ditto, mimeo, carbon copy, photocopy, individual handwriting, and so-called 'instant print' (photo-offset). Oops - forgot the strangest of all: hectograph!

KATHYO'CONNELLJEANKARLANJUDYBOLESJOANNEDAYTONFEROLDIXONKARENSMITHLINDASMITH

Which of you likes variant games? To my way of thinking, they are a hell of a lot of fun. A good variant takes the basic idea of DIPLOMACY and expands it into a new scenario; usually, the arena is expanded (e.g. to encompass the world), but variants can range from the extremely simple (regular 'Dip' with just a single rule change) to the moderate (regular Dip with several major rule changes, or the rules of regular Dip transferred to a new game board) to the major (rule changes and a large new board) to the overwhelming (massive reams of derivative rules and huge piles of players).

Some variants are sensible; others are idiotic. Some work nicely; others are utter chaos. Some variants are...well, hell, we could go on like this for hours. I've played variants, I've run variants, and I've analyzed variants. Some I've loved; some I've hated.

For nearly twenty years, one gentleman has stood out in the field of Diplomacy variants. His games are sensible, well-planned, and fascinating. He invents his own, and play-tests them in person and by mail. When they work well, he keeps them. When they have problems, he fixes them and tries again. And over the years, his work in the field has proved consistently popular and overwhelmingly respected.

The man is Fred C. Davis, Jr. He publishes BUSHWACKER. He lives at 1427 Clairidge Lane, Baltimore, MD 21207. If any reader has the slightest interest in variations on the Diplomacy theme, with particular emphasis on proven quality, send Fred a buck and ask for a couple of sample issues.

LIZEASTMANLINDADURHAMLINDABRAHE-PEDERSENPENNYDUTCHERSUSANCOHENLINDAWALLS

These linear separators are made up of all the names of my ex-girlfriends, to the extent that I remember them. I always thought of myself as the shy, retiring, unpopular sort of person. Making this list has forced me to admit that I've been far more social than even I realized. Things like this do wonders for one's ego when one passes forty and is feeling a bit over the hill....

KATHYHILLKATHLEENWOLSIFFERANITAHUGHESJOANTAYLORPATPRICKETTJANETHANDCAROLTASHIRO

1983CA - THE OLFACTORY OKAPI - Winter 1908

Ah, the perils of trying to get a head start....three days before deadline, having had no moves come in for a week, I decided most people had probably lost interest, decided to let the draw proposals go through, and saved the postage. No problem; makes sense, actually. So I typed up the game-end statistics and moved along.

Then...PLOP. Into the mailbox comes one more letter, which resulted in vetoing the game end. Okay, I mumbled, we go on, and I gotta type the whole thing over...so I did, with one move still missing; I marked that one NMR, called for a standby, and moved along again.

Then the 'phone rang....

AUSTRIA (Quinn): Removes a sil. Has: a's gal, vie, con; f bul sc (4).

FRANCE (Bakken): Builds a mar, a bre. Has: a's bel, par, pic, mar, bre; f's nth, lon, eng, spa sc (9).

GERMANY (Menders): a bel /r/ hol. Removes a ber. Has: a's ruh, hol, mun; f nwg (4).

ITALY (Caruso): Builds a ven. Has: a's tri, apu, ven; f's adr, gre, bla, ion (7).

RUSSIA (Gorham): Builds a sev. Has: a's ser, rum, war, bud, den, nwy, arm, pru, sev; f ska (10).

You did understand, from the above, that both draw proposals were voted down, didn't you?

Game Three is now known as

1985AJ - THE TERGIVERSATORY TAPIR - Fall 1902

My thanks to Bill Quinn for making us legal.

No word from Ken Peel, much to my regret. He is replaced in the less-than-joyous English position by Matt Fleming.

The last word I had was that Ken Peel was about to take over, in part, the production of DIPLOMACY WORLD. If so, and if the present game is any indication of Ken's commitment to the hobby, I I would have great fears for the future of that auspicious publication. I haven't mentioned it until now, but COSTA has had a flat policy for many years: If you drop from a game without the courtesy of telling someone, you have worn out your welcome. Once that happens, I will not allow you into another game here, and will not support or otherwise involve myself in any hobby project you are connected with. I will, in fact, 'blacklist' you and actively urge a boycott of your participation in any and all facets of this hobby.

Under those circumstances, I must inform my readership that DIPLOMACY WORLD is off limits to me. I suggest you do not subscribe. If you already do, I recommend you cancel. The latter may be lousy advice, because if Ken pays refunds the way he honors his game commitments, you ain't never gonna see no refunds....

AUSTRIA (Walters): a alb-gre. a ser (s) alb-gre. a bud-tri. vie (s) bud-tri.

ENGLAND (Fleming): a bel (s) nth-hol. f lon-nth. f nth-hol. f mid-wes.

FRANCE (Walker): a par-bre. a gas-bre. a mar-spa. f pic (s) GER bur-bel.
f por-spa sc.

GERMANY (Caruso): a den-swe. a bur-bel. a mun-sil. a sil-pru. f kie-hol.

ITALY (Pustilnik): a ven (s) tyo-tri. a tyo-tri. f ion-adr. f tun-ion.

RUSSIA (Brown): a bul (s) AUS alb-gre. a run (s) bul. a sev-arm. a gal-war.
f bla (s) con. f con (s) bul. f swe (s) ENG nth-den.

TURKEY (Cartier): a ank-con. a gre (s) RUS rum-ser. f aeg (s) gre.

Turkish a gre annihilated. English a bel may retreat to Ruhr or off the bloody board, and Winter adjustments may be conditional on this retreat.

Winter 1902 adjustments are due Saturday, July 27, 1985.

Hey Steve: I just read Jerry's anthology 'There Will Be War,' and learned about Dave McDaniel. Can you enlighten me on the current status-condition of Alderson, Castora and/or Pelz?

CENTRES:

A: vie, bud, tri, gre, ser (5). Build one.

E: lon, lvp, edi (3). Remove one.

F: par, bre, mar, spa, por (5). Even.

G: ber, kie, mun, den, hol, bel (6). Build one.

I: ven, rom, nap, tun (4). Even.

R: mos, war, sev, stp, bul, rum, con, swe (8). Build one.

T: ank, smy (2). Even.

Still neutral: Norway (1).

MOSCOW TO LIVERPOOL: Your Liverpoolian futbol fans are barbaric! I see why you NMRed, Mr. Peel.

WARSAW TO BERLIN: You've broken two promises with me and gained nothing. Hope the world is watching.

JAMUL: Funny, the world is usually pretty efficient in that respect....

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Game 1983AC - THE WISTFUL WOMBAT - Fall 1908

Well, in practical terms, it's all over but the shouting....

- AUSTRIA (Robson): NMR. a's gal, bud, pie, sil, tyo, boh; f tus (h).
- ENGLAND (Pustilnik): a stp (h). a ber-mun, a kie (s) ber-mun. a pru-ber. f eng (s) nth-bel. f bal (s) kie. f nth-bel. f nwg-nat. f hol (s) nth-bel.
- FRANCE (Johnston): NMR. a's ruh, bur, mun, mar; f's lyo, wes, mid, spa sc (h).
- ITALY (nobody): f tun (h).
- TURKEY (Walters): a ser-bud. a war (s) ENG pru-sil. a ukr-rum. a mos (s) war. f rom (s) nap-tyn. f bla (s) ukr-rum. f nap-ion. f aeg-ion.

The French army Munich is annihilated (per rulebook); no retreats.

Centres:

- A: bud, tri, vie, ven (4). Remove three.
- E: lon, lvp, edi, nwy, swe, den, stp, ber, kie, mun, hol, bel (12). Build 3.
- F: par, bre, mar, spa, por (5). Remove two.
- I: tun (1). Even.
- T: con, smy, ank, sev, mos, war, rum, bul, ser, gre, nap, rom (12). Build 4 (Room for only three, of course).

My first inclination was to let the two NMR people have another shot, without bothering with standbys; both have been generally reliable. But in considering this, I realize that if I don't ask for sub moves, and if both NMR again, the rulebook-mandated removals will create an automatic tilt on the board. Therefore: I ask John Walker (see address list thish) for French standby orders, and Lu Henry (ditto) to kick in some Austrian ones. Please?

Winter 1908 adjustments are due Saturday, July 27, 1985.

According to my move sheet, there is press on file from 'zilch,' but I regret I cannot find it.

ASIWASGOINGTOST.IVESIMETAMANWITHSEVENWIVESICANONLYPRESUMEHEWASAMORMONORMOSLEM

Game 1984HI - THE EXTROVERTED EMU - Spring 1904

- AUSTRIA (Pierce): a ank (s) bul-con. a gre-smy. a tyo-mun. a tri-vie. a rum-sev. a gal-war. a bul-con. f aeg (c) gre-smy.
- ENGLAND (Johnston): f iri-eng. f lon-nth. f bar-nwg.

LETTERS: From Matt Fleming: "I have to agree with you in your assessment of the Absurd influence on Dürrenmatt. Compare your example of the bells in Ionesco with the Glockentone in Der Besuch. I have very little respect for the Absurd (I called it the "Destructionist School" in a class). I think Dürrenmatt has too many things he wants to say to allow the Absurd notion of theatre to take over the stage.

"...you mentioned that at times he moves toward Absurd notions; I've always thought that this has more to do with comedy than anything else - Toby, Roby, Boby, etc. But perhaps this is just my point of view."

((No, not entirely. In Der Besuch it is comedy; in Play Strindberg it is parody; in Romulus, it is the magnificent stroke of using absurdity to define itself. Because the subject of the play can be held to be absurdity itself, Dürrenmatt shows us that the concept of the absurdity of life is itself absurd. He also shows us that absurdity can also be poignant; in this respect he comes his very closest to Goethe and Novalis. For the first three acts we have comedy with a bite; in Act IV, we suddenly switch to one of the most intense moments the man ever wrote. The interchange between Romulus and Odoaker tells us, like a slap in the face, that the concept of the absurdity of life and human action is not only funny, silly, even idiotic; it is also devastating and destructive.

((Matt, have you read Romulus and Mr. Mississippi? I'd be glad to lend you my (superb) English versions if you wish....))

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I've carried this issue on so long that I've run out of space to print a superb letter from John Caruso on the 'general orders' issue. It will appear next time, along with my partial defense and partial agreement. I will tell you this much now: John has taken such persuasive exception to the element of my system that states that I will enforce adherence to the spirit of the sealed orders (e.g. if the orders say 'Austria is an ally' and the substitute attacks Austria, I will in effect veto that action) that I've changed my policy at least to this extent: If general orders are ever used, whatever the anonymous player does will stand uninfluenced by me.

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And, for now, that's it. Sorry that we're a week late again; still up against duplicating problems. I regret that I don't see an immediate end to this; the copier at work is suffering from difficulties, and I really don't have time to use private copy services except on Saturday. I could, I suppose, make the deadline on Friday, type all night, and run and mail the next day; but you must understand that I know my own limits. I just can't do that kind of intense production job any more.

For the nonce, adieu...and note an updated mailing list (intended to incorporate the EFGIART people) is on Page 10.

The great and glorious COSTAGUANA/EFGIART MAILING LIST - July 1985

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