



**THE LAST HABSBURGS**

**Emperor Karl I (1887-1922)**  
**Empress Zita (1892- )**  
**Archduke Otto (1913- )**

OH GOODIE GUMDROPS

Here's another COSTA to wade through, bloated and disorganised as usual. Good luck finding anything!

This time, however, I offer the following partial (summary) index:

- H.M. KARL, ZITA and OTTO (photo taken 1916): Front cover
- COSTAGUANA FINANCIAL UPDATE: P.44
- 'BLIND' DIP UPDATE: Page 43
- THE "NINTH AND NEGRETE" AFFAIR: Page 2
- WOODEN ROADS: Page 42
- 'COSTAGUANA' HOUSE RULES FOR DIPLOMACY (at last!): Page 7
- PLAYLIST THISH: The Clash, 'Sandinista'; T-Pau; Scandal, 'Goodbye to You' (seen the video of this? Some lady, eh?); Bruckner, Symphony #8 (Knappertbusch/Munich Phil.); Mendelssohn, Symphonies 1 and 5 (of the mature ones) (Leipzig Gewandhaus, Sawallisch); Martinu, Harpichord concerto (Ruzickova/Sanderling); Rossini, Overture to "Semi-ramide" ("Whatever a 'ramide' is, this is half of one!" - Leonard Bernstein) (St.Caecelia Orch. of Naples/Previtali)
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THE DEADLINE for all games unless otherwise specified (meaning 'except for 'Rivals' speed games) is

FRIDAY -

8<sup>TH</sup> JAN. '88

HEY LOOK! UNCLE CONNIE BOUGHT A NEW RIBBON! NOW WE CAN READ SOMETHING!



( OH  
WELL...  
NOËL! )

Volume XI, Number 13

22d November 1987

I still haven't figured out what I like best about Fred Davis, his humanity or his intellect. Both are truly startling. To have shared our day, with my boys, at the zoo would have warmed anyone's heart; Fred has arthritis and does not walk exceptionally well, but he kept up with those two rambunctious little twerps better than I did. And for him to sit down with Eric and let Eric read him a book (Eric is just barely under way in the reading world) - Fred with his infinite patience and gentleness, Eric with his infinite concentration and pride - should have been the subject of a video tape to be shown to the world; How a Person of Warmth Can Relate To An Eager Child, and make it seem effortless.

And there's the matter of the intellect. We all know Fred is a member of Mensa, the high-I.Q. society, so obviously he's no fool. But there is a vast difference between 'pure' intellect and 'practical' intellect. A number of years ago, a wonderful cartoon in THE NEW YORKER summed it up for me; a father was saying to his son, "It's all well and good to be a genius, young man, but you have to be a genius at something." Fred is a genius at something, all right; intelligent, interwoven conversation. I spent my time listening, and had the extreme joy of hearing three very bright guys, Fred, Rod Walker and Larry Peery, treat me to a fireworks display of the meeting of minds; deep, appropriately laden with humor, wide-ranging, yet never pompous or competitive. I purposely stayed out a lot, because I'm in the midst of teaching myself the self-discipline known as 'listening.' And this time, I'm certainly glad I did.

In case you hadn't guessed, Fred Davis was in town for a week just recently. I wish my circumstances, and finances, had permitted me to be a better host. Still, I think he had some fun; and Lord knows, the boys and I did! Here's hoping our next meeting won't be another 14 years away!

No, I take it back. I do too know what I like best about Fred Davis. It is neither his humanity nor his intellect. What I like best about Fred, is Fred!



PLEASE NOTE that the last issue was mis-numbered. It was Vol. XI Number 12, not 11 as stated.

And speaking of the last issue (yellow cover reading 'Viva Mexico'), if anyone has not received their copy, please advise and I'll send another. For reasons to be discussed on the next page, I fully expected some problems, and ran off plenty of spares to allow for them.

Hmm. I note we're late again - not with the issue this time, but with the routine 'colophon' data....

This is COSTAGUANA, a journal of postal gaming and dodecaphonic diver-  
tissements (in other words, another of those 'Diversions' publications  
printed in 'Monochrome') which seeps from under the baseboards at the home  
of Conrad F. "Uncle Connie" von Metzke, 4374 Donald Avenue, San Diego, CA  
92117-3813, U.S. Home 'phone (619) 276-2937, please not after 9 p.m. if  
possible. (I'd prefer you call later than miss a move, however.) There  
is no currently viable work number. Or leave moves via EasyPlex on the  
CompuServe network, to No. 73270,2727.

KINDLY NOTE THE CHANGE OF ADDRESS (back home), and see P.21 for a  
mercifully-brief explanation.

Subscriptions: 10 issues for \$15. U.S. Outside North America, air  
postage is included free but copies will be posted from Mexico, so there  
may be a few days' delay - If you're a player, I'll make sure at least the  
moves are promptly transmitted. See P.20 for a short note on this change  
back to the standard American pricing scheme.

All funds are to be sent to my subscription agent, Doug Brown, P.O.  
Box 584, Penngrove, CA 94951-0584. No space to list the foreign agents  
this time....

GAME OPENINGS:

Standard Diplomacy. One game. No fee beyond the sub rate. So far,  
Melinda Holley is in; any others? (Note, players dumped from the inglorious  
demise of THE AUTISTIC AOUAD are invited to join for absolute free!)

Spy Diplomacy (1801), variant printed last issue. Seven wanted, none  
signed (except presumably the inventor, Doug Brown; either he'll GM and I'll  
play or vice-versa). No fee. Note, somewhere this issue, some rules up-  
dates.

Railway Rivals. The following official waiting lists are set; all  
will be standard speed:

- Ireland
- India
- South Wales

If anyone wishes to play a different map, please advise. Fee, \$2  
per gamestart plus cost of map (75c - \$2.50) plus sub. Also, you need  
to own the game itself (available from me for \$15. postpaid in N.A.).

Empire Builder. One game to start in Spring '88, when 'Grescendo'  
and 'Pimmalone' conclude. No fee. Again, you must own the game, which  
in this case I cannot supply - well, I guess I can go buy you one if you  
wish, but there won't be any discounts and you'll get to pay \$2.40 postage  
plus Calif. sales tax (6.5%) on top of the \$20 price tag.

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THE NINTH-AND-NEGRETE AFFAIR (dedicated to Mike Masten)

Assuming you received the last issue at all, you may have noticed some  
strange stamps on the envelope. Add them up; they total \$1100 in Mexican  
pesos. This may seem like a batch, but keep in mind that the exchange rate  
that day was \$1.625,00 pesos to U.S. \$1.00. (Note how we reverse the commas  
and periods in our monetary scrawlings?) The gist is that while, in U.S.  
terms, I spent about \$75.00 for stamps that day, in Mexican terms my bill  
was \$132.000,00!! I thus set two records: I was the very first ever to

have mailed a 'zine from Mexico; and, I achieved the highest total bill in terms of the country's monetary units in the history of Dip publishing. I mean, so what if Bruce Linsey racked up three or four hundred monetary units for 'The Cream Shall Rise?' I spent one hundred thirty-two THOUSAND units that day! Do you have any idea what it feels like to plop down a simple twenty-dollar bill (U.S.) and be handed a bright blue banknote worth twenty THOUSAND pesos? And to top it off, I also got one note worth 10,000, two at 1,000 and one at 500? My God, I felt like John D. Rockefeller (or is that Juan Rockefeller D.?)

The story of that postal adventure bears a few paragraphs worth of comment. My journey was planned for Wednesday, Oct. 28. Having not been in Tijuana for some years, I asked a friend (Mike Masten, who knows the city) where the main post office was. He replied, "Ninth and Negrete." Now, I know the main streets of Tijuana (I thought), and I was fully aware that the main intersection as one came across the border would be Third and Revolución, and that therefore Ninth and Negrete would be six blocks south and one block east.

WRONG! Both Mike and I blew it completely! My mistake was in placing Av. Negrete one block east of Av. Revolución; in fact it is two blocks east, with Av. Francisco Madero intervening. Mike's mistake was in locating the post office at Ninth and Negrete; in fact, it is at Eleventh and Negrete. These two errors were to cost me nearly an hour, as I cruised the town desperately looking for the Oficina Central de Correos (I'd been there before, so I knew I'd recognize it!), and coming up completely blank....

Finally, I decided it was hopeless. So I parked the car in a lot, went to the nearest money-changing office, converted my dollars to pesos, and - in my broken, horribly rusty Spanish - asked directions to the post office. "Dos bloques adelante, dos a la derecha - dos y dos!" and the man was pointing very carefully (no doubt aware of my halting ability with the language) to help me out. And so I took my box of 111 copies of COSTA and set out to walk the four blocks to the post office.

The post office in Tijuana is radically different than its counterpart here. We operate on the basis of 'all-services,' whereas Mexico is highly specialized. In addition to COSTA, I had an unrelated registered letter to mail; so, first I went to one window to get the items weighed and rated; then I went to another window to buy the stamps; and finally I went to a third window to have my registered letter entered into the mail. At each one, there was a line; it took about half an hour in aggregate.

Oh well. Finally, I had my stamps - four full sheets of 500 peso, two sheets of 100 peso, plus a few extras. And I went to a table and started licking. The Tijuana post office has no sponges; even if they'd had them, I wouldn't have used them; I do, after all, respect my health. And so I started licking. And the sun beat down on the unventilated west windows, and gradually it got to the point where more stamps were being wetted by dripping perspiration than by saliva.

Well, obviously, I survived. All issues were mailed, and I came home with a little bit of change from my money-conversion: One 5000-peso note and 400 pesos in coin. That's a bit over three dollars. Now...however am I to get rid of that money?

EASY! Look on the envelope of this issue....

THE (NEW) MAILBOX SUFFERETH INUNDATION

JOHN COLLEDGE You asked about our car treasure hunts ((about which John had previously written me a few mysterious lines)). No, this is not the way the Bank of Scotland gains funds! There are different ways of doing them. I have done a couple before, and so far I haven't lost anyone, but I am working on it. The idea is to send the participants out into the wilds looking for clues in the hope that they all arrive at the destination you have chosen by the set time. We normally meet at a hotel, or somewhere where supper is served, and I mark the papers, then everybody moans about it being too difficult or this was wrong or someone gave someone else wrong directions. We are lucky here in that it only takes a couple of minutes to drive onto fairly quiet roads, and because of the number of farms in the area there are usually plenty of signs or unusual things to get them to spot. An example of the type of question this year was related to a house called "Treetops." I asked what the house had on its signpost, then asked who had received important information at another "Treetops," and what year. (This was our present Queen being told that her father had died in 1952). There are all sorts of nasty things you can do, like asking what colour a certain landmark is some time after they'd passed it. Or, how far was A from B, but you make sure they are a few miles up the road. Then they have to decide whether they should guess and carry on, or whether it is worth going back to check. The easy way to do it is to read the clues before you go too far, but you would be surprised just how many people don't.

One thing I will not do again is to ask them to pick a number of flowers from the roadside. Some bright spark thought the "Give me your answer do" flower was a nettle. Every time I chucked the flower into a bag at the end, I was stung! Well...perhaps not every time, but enough to make me want to not do it again!

An easy thing to do is to partly hide something to do with work up trees or behind telegraph poles and that sort of thing. One I rather liked this year was to ask the name of a minister in one of the local churches, then ask for his telephone number. As there was a telephone box just down the road, this should have been easy, but very few thought of that. You have to make sure of course that the local people are not inconvenienced in any way. The minister, for example, would be far from pleased after the thirty-fifth car drew up to his manse and someone asked for his 'phone number.

((Regrettably, this is not the sort of activity that would lend itself to my environment, because I'd dearly love to try something of the sort. When I was a boy, I remember the urban American version; we called them "scavenger hunts." They were usually associated with parties or club meetings, or maybe fraternities and suchlike. Participants would be given a list of odd objects to collect, and a time limit, and would then strike out (on foot; this was San Francisco, where one drives as little as possible) in different directions, knocking on doors and asking for one or more of the objects. I never did one myself, but I understand that the best scavenger hunt lists were those that asked for common, inexpensive, expendable household items that almost everyone has but nobody can recall where they've put.

((I think if we were to try the automotive version, we'd probably be pegged as burglars and arrested. And going door-to-door in this day and age is quite possibly the most disheartening 'adventure' known to man. Now, maybe in more 'sensible' parts of the country - rural New Hampshire?))

QUOTE OF THE WEEK: "Live your life so that when you die, your talking parrot can safely be auctioned to the town gossip." (Heard the other night at one of my A.A. meetings.)

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Mr. John Black  
Ajax Insurance Co.

Dear Mr. Black,

I am writing to respond to your request for additional information in section three of the accident reporting form. I put "poor planning" as the cause of the accident. You said in your letter that I should explain more fully, and I trust that the following details will be sufficient. I am an amateur radio operator. On the day of the accident I was working alone on the top of my new 80-foot tower. When I had completed my work, I discovered that I had, over the course of several trips up the tower, brought up about 300 lbs. of tools and spare hardware. And, rather than carry the now-unneeded items down by hand, I decided to lower them down in a barrel by using a pulley, which was attached to a gin pole at the top of the tower.

Securing the rope at ground level, I went to the top of the tower and loaded the tools and material into the barrel. Then I went back to the ground and untied the rope, holding it tightly to ensure a slow descent of the 300 lbs. of tools. You will note in section 11 that I weigh only 155 lbs. Due to my surprise at being jerked off the ground so suddenly, I lost my presence of mind and forgot to let go of the rope. Needless to say, I proceeded at a rather rapid rate of speed up the side of the tower. In the vicinity of the 40-foot level, I met the barrel coming down. This explains my fractured skull and broken collar bone. Slowed only slightly, I continued my rapid ascent, not stopping until my hand was two knuckles deep into the pulley. Fortunately, by this time, I had regained my presence of mind and was able to hold onto the rope in spite of my pain. At approximately the same time, however, the barrel of tools hit the ground and the bottom fell out of the barrel. Devoid of the weight of the tools, the barrel now weighed approximately 20 lbs. I refer you again to my weight in section 11. As you might imagine, I began a rapid descent down the side of the tower. In the vicinity of the 40-foot level, I met the barrel coming up. This accounts for the two broken ankles and the lacerations of my legs and lower body. The encounter with the barrel slowed me enough to lessen my injuries when I fell onto the pile of tools, and, fortunately, only three vertebrae were cracked. I am sorry to report, however, that as I lay there on top of the tools, in pain, unable to move, and watching the barrel 80 feet above me, I again lost my presence of mind and let go of the rope....

Sincerely, John Q. Claimant

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IF YOU'RE OF A MIND to play Diplomacy, I do have one game open. If that's not your thing, however, may I suggest "Rebel?" Lots of games, lots of openings, superior game mastering, ultra-reliable, reasonable fees, and fascinating chat in the subzine "High Inertia" which always comes with it. I really doubt there's a better place to play these days. Interested parties please write to Melinda Holley, PO Box 2793, Huntington, WV 25727-2793.



Future triplets?

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TOM ENGELHARDT (254 Lang St., Fort Sam Houston, TX 78234-1128) is in the midst of a most interesting study. He's working on a comparison of the so-called 'American' and 'British' (the latter also called 'prophetic') system of postal Diplomacy play. (The 'American' is the three-season system: Spring; Fall, conditional on Spring retreats; and Winter, with adjustments conditional on Fall retreats. The 'British' is the two-season system: Spring, including conditional - 'prophetic' - Spring retreats; and Autumn, including conditional retreats and adjustments.) Tom is interested in discussion of the relative merits and/or practical effects of the two methods, and is in particular interested in comments in any depth from people who have tried both.

This could be one of the better efforts in game-study writing; it's certainly a worthy enough subject. I only wish I still had copies of the ancient COSTAs in which Lew Pulsipher and I hashed this one out about 15 years ago...but I don't. (Mark? Larry? Rod? Anybody?)

Anyway - it's a worthy comparative. If you've a thought on the matter, express it; Tom would love it, and so will the hobby when Tom is finished.

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THE FOLLOWING IS THE VERY LAST ITEM TYPED THIS ISSUE

Today (Nov. 28) I rang Richard Walkerdine, and in the course of our discussion I remarked that I'd just bought a new tropical fish aquarium. I got mine a week ago, on the 19th; and it seems Richard did exactly the same thing on the same day! Ghod, I knew we were in sync, but THAT MUCH???

Anyway - why did we buy these things? Well, Richard says it for me: "What it is, is moving wallpaper!" True enough, but I'll bet the kinship has one breach: I have three Badia badia - do you, Ricky?



COSTAGUANA HOUSE RULES for the play of Diplomacy

These house-rules supercede any prior editions and have effect as from the date of publication in all COSTAGUANA games, including ongoing and orphan games. These rules are loosely based on those of Alan Stewart (PRAXIS), which in turn are apparently based to some degree on Bruce Linsey's.

1. Except as hereinafter stated, the published commercial rulebook (Avalon-Hill, Inc., 1971 edition) shall govern.

2. In any situation not covered, or inadequately covered, by both the rulebook and these rules, the Gamesmaster shall rule on the matter. In such cases, the Gamesmaster reserves the right to make the best judgment of which is is capable, consistent with equity and common sense. He may (but is not required to) turn to others outside the game for counsel; he may (but is not required to) reveal the names of any such counsellors.

3. Any gamesmasterial decision in these pages may at any time be appealed by any player. Any such appeal shall be evaluated and ruled on as quickly as possible. If the appellant is dissatisfied with the ruling, further appeal to an ombudsman, or to a ruling panel, may be taken. If the appellant and the Gamesmaster cannot agree on a single acceptable person to decide, a panel may be convened, with each party naming one member and those two members selecting a third. The decision of any Ombudsman or panel is final.

4. A Gamesmasterial ruling in violation of the rulebook or these rules shall nevertheless stand in force - but shall not constitute precedent to modify anything - if it is not challenged by the deadline immediately following its commission.

5. In the instance of new games formed in these pages, the first seven applicants shall play, except that:

(a) No two players may be related, or share the same residence or address, or reside within 100 statute miles of one another, at the outset of a game.

(b) Any applicant may request to be excluded in the event that specified other persons are included.

(c) Any specified fees, including subscription, must be paid before the commencement of the game.

6. Players may (and are encouraged to) submit country preference lists, in descending order, in advance of gamestart. Every attempt will be made to give players their highest possible choices of country, with a coin-toss deciding ties. However, the Gamesmaster reserves the right to 'fiddle' the preference lists if doing so will prevent some player(s) from receiving extremely low choice(s). A player not submitting a list, or submitting only a partial list, is deemed to be agreeing in whole or in part to accept whatever is left over.

7. In general, the seasons of play shall be: Spring; Fall (with Summer retreats); and Winter (with Fall retreats). Where the Gamesmaster deems the Winter adjustments of sufficient simplicity to allow, he reserves the right to combine them with the subsequent Spring moves. In any case where two or more seasons are combined, the later may always be conditional on the earlier. Note, however, that Fall 1901 will never be combined with Spring 1902. Note further that any declared combination of Winter and Spring will be separated on request of 50% (even number of players) or one less than a majority (odd number of players) of surviving players. Such requests must be specific.

8. With each published adjudication the Gamesmaster will publish a deadline for the next orders. That deadline shall be understood to mean: The regular postal delivery for that date, or 9:00 p.m. Pacific time for any form of transmission other than normal letters.

9. Late moves may be accepted, at the Gamesmaster's discretion. On the other hand, they may not. Players are expected to time their orders submissions to arrive by deadline, and/or use whatever backup method they choose to ensure receipt; failure to do so is at the player's risk.

10. Players may authorize the Gamesmaster to telephone the night of deadline for orders if not otherwise received. Preferred times may be specified. The Gamesmaster will endeavor to call, and will subsequently request reimbursement for charges; failure to pay shall render this service unavailable in future to the offender. Note, however, that the Gamesmaster makes no guarantees under this rule; he promises doing his best, but cannot be responsible for personal inability, failure to make connection, etc. THIS RULE IS NULL AND VOID FOR ANY GAME IN WHICH ANY PLAYER RESIDES OUTSIDE THE U.S. AND CANADA, and it is further rendered null and void for the future if ever a standby so residing takes over a position.

11. The Gamesmaster will make every effort to be available by 'phone on both the evening before and the evening of deadline, but cannot make actual guarantees and accepts no responsibility under this rule. Orders may be given either to the GM or to anyone who answers his 'phone, but no responsibility is accepted for errors of transcription.

12. In COSTAGUANA, you may avail yourselves of the 'contingency' (or 'sealed') orders system. By these means, a player may provide the GM with a sealed envelope inside which have been enclosed instructions for the play of his position in the event of a missed move. These instructions may be as general or as specific as desired; experience has shown that being too specific (i.e. naming units) tends to render the sealed orders obsolete after a very short while, whereas being too general (discussing only very vague aims or strategy) makes it tough to fashion a useful set of orders.

Should a player who has contingency orders on file, miss a move and be unavailable by 'phone (which will be tried first if authorized), the GM will give the sealed envelope and the current positions to a local uninvolved friend familiar with the play of the game (in the past, such people as Rod Walker, Larry Peery, Hal Naus and Dan Barrows have been used) and request a set of moves. Those moves will be used for the season in question; the identity of the crafter will not be revealed, nor will an appeal be taken from either the system, the orders fashioned, or the revelation of the neutral player's identity.

It is worth remarking that, of all these house rules, this is the one and only one where no appeal to an Ombudsman will be supported.

Please keep in mind that whatever is in your envelope when it is used will be taken literally. Thus, if you have mis-stated your intentions, or allowed the contents to become obsolete owing to shifting game situations, that's tough. If you plan to avail yourself of this procedure, it is worth your while to remember what you've written and replace the envelope as needed.

Contingency orders may be revised or revoked at any time.

13. Orders should be dated. If they are not, the GM will do his best (in the event revisions have been sent) to ascertain the proper sequence and use only the last-sent version. To this end, postmarks,

marginal comments, or any other ancillary evidence may be employed. But the GM takes no responsibility for being wrong. And if it is simply not possible to assign a sequence, the GM reserves the right to randomly select one version and use it. In no event will a unit be left unordered, unless of course the player failed to order it in any version.

14. Perpetual orders are allowed. They may be revoked whenever desired. Perpetual orders, however, must be absolutely specific, and if at any time the game positions shift such that any portion of the perpetual orders is no longer germane, the entire set is void.

15. If an order is miswritten in any portion of its full form, it will nevertheless be used if at all possible. Only an order which is hopelessly impossible to understand, or which is blatantly illegal or impossible, will not be honored. A few examples: "Ank-Con" (no Fleet or Army designator, is nonetheless valid); "Ank S Sev-Bla" (where the unit in Sev is owned by another power, is still valid); "F Mar-Spa" (no coast, is valid because only s.o. is possible). Orders which will not be followed, in addition to those wholly impossible or illegal, would generally be confined to (a) those that are clearly ambiguous ("F Edi-Nor") and (b) those which are, despite the GM's best efforts, illegible. Note also that if, by subsidiary evidence, an otherwise unclear order can be understood, it will be taken as valid, e.g. "F Edi-Nor, F Lon S Edi-North." Note finally that if a player wishes to intentionally miswrite an order, it is advised that a note be appended so advising the GM, who will then make no effort to understand or interpret.

16. Joint orders are permitted provided that both powers either sign the orders or separately sign a note addressing their validity. Any joint orders are severable by subsequent action of either or both parties.

17. In addition to the conditional provision of Rule 7, orders may (if appropriate) be conditional on any matter pertinent to, and held in abeyance from, a previous season. Examples would be: In the event of a protest or an adjudication, whether or not the protest was upheld; in the event of a standby call, whether the standby or the original player was in control; on a request for a separation of seasons, whether or not one occurs. Under no circumstances may orders be conditional upon anything that first occurs in the same season, e.g. whether a given person misses a move, whether or not a player submits orders containing a code-word, whether or not joint orders are subsequently severed, whether or not the issue is posted late....

18. In the event a player finds it necessary to absent himself from a game on a temporary basis, i.e. with the intent to return (e.g. for a lengthy holiday, medical treatment, "until I find a new job"), a temporary substitute may be appointed to fill the position. Such person may be chosen by the absent player, or if possible the GM will try to find one. Such temporary players will have full powers of control over the position for the duration of service, save only that the original player may resume control at any time. A person serving as temporary on someone's behalf is automatically entitled to a free subscription for the duration of their service.

19. In the event a player of record misses a move in any game year EXCEPT 1901 (see on for this), his units will stand in place; if any is dislodged it may retreat if possible. At that time a standby player will be called to submit orders for the subsequent season. If the original player submits orders for that subsequent season, he shall retain control; if not, the substitute will take over control and the original player shall not have recourse.

20. In the event a player misses a move in 1901, a rather different system is enabled. It works thus:

- a. The original player is immediately removed, and a new player appointed;
- b. In lieu of the missing moves, "anonymous neutral moves" will be obtained for the country in question. The operation of this system will parallel the Contingency Orders system (Rule 12) save only that the anonymous player will be charged to provide ONLY moves/builds which are not aggressive in their thrust, but merely defensive and which serve only to maintain the viability of the position against the appointment of a new player.

21. Notwithstanding the provisions of any prior rules, a player will be removed from a game and replaced if he misses (without stated cause) any two consecutive, or any three overall, moves. The GM will interpret the 'stated cause' as liberally as possible, but it is incumbent upon the player to state the issue. In the event this rule is enforced, any subscription balance remaining to the player's credit will be honored.

22. Within the limits of the GM's current standby list, no player will be asked to stand by in a game in which he has previously (and unsuccessfully) submitted standby orders. However, this rule will be ignored if there are no other standby options available - the principle being, "some moves at ANY cost."

23. ABBREVIATIONS. Players may abbreviate anything in any form that will not lead to ambiguity or nonsense. The Gamesmaster will print game reports using normal abbreviations, but orders using different (but clear) foreshortening are still valid. The following abbreviations are standard in COSTAGUANA:

S = supports  
 H = holds (stands)  
 C = convoys  
 A = annihilated  
 R = retreats  
 /b/ (or +) = builds  
 /r/ (or -, or rev.) = removes

Provinces on the board will be abbreviated by their first three letters, except as follows (NOTE: Players are not required to use these specific abbreviations, as long as those actually used are clear):

LYO - Gulf of Lyons  
 BOT - Bulf of Bothnia  
 TYO - Tyrolia  
 TYN - Tyrrhenian  
 LVN - Livonia  
 LVP - Liverpool  
 NTH - North Sea  
 NWG - Norwegian Sea  
 NWY - Norway  
 NAT - North Atlantic

24. Any game may be concluded at any time by vote of the players. To conclude a game by vote, only two conditions are required: (a) No player may vote 'no,' (b) At least one player must vote 'yes.' In the event that two or more conclusions are simultaneously voted, the following order of precedence shall obtain:

- a. The proposal with the greatest total of supply centres owned;
- b. The proposal with the fewest participants;
- c. The proposal in which the smallest participant is larger than the smallest participant of conflicting proposals;
- d. The proposal in which the largest participant is larger than the largest participant of conflicting proposals;
- e. The proposal which received more specific 'yes' votes;
- f. The proposal which wins the toss of a coin.

25. If, in the progress of any game, the ownership of supply centers remains unchanged for three consecutive Winter seasons, the game shall end (in the absence of a player vote to the contrary) as a draw among all survivors.

26. The Gamesmaster will print any press releases submitted, in a liberal manner, subject to the following limitations:

- a. Where necessary for space considerations, press may be held by, but will not be cancelled;
- b. The GM reserves the right to edit/correct for grammar/spelling;
- c. The GM reserves the option to censor for reasons of taste, propensity for libel, or other offensive causes. Where this clause is invoked, the item in question will be returned to the player with an explanation. The player always has the right, of course, to submit the item directly to the players at his own expense.

27. Deception of the Gamesmaster will not be tolerated, and any player judged guilty of same, or attempt at same, will be expelled from participation in the magazine forthwith (save for completion of the then-current subscription).

28. It is a guiding principle, despite anything that may have gone before in these rules, that all COSTAGUANA games are the irrevocable and absolute property of the players involved. At any time, and for any reason, the players may vote to do anything they wish to/with the game, and no appeals from such action will have any force. Players may vote to transfer the game to another 'home'; end the game in any way they see fit NOTWITHSTANDING the limitations of Rule 24; abandon a game; or in any other way save two, revise the initial terms under which the game is run. There are two, and only two exceptions: (1) Players may not vote to expel a player of record except by unanimous consent (including the player proposed for expulsion); and (2) Players may not vote to change the provisions of the printed rulebook. Under this provision, a majority vote of those players actually casting a vote will rule.

29. MISCELLANEOUS TECHNICALITIES: (a) Support may not be conveyed; (b) A country may not in any way assist in the dislodgement of one of its own units, whether by convoy or otherwise; (c) Players may not void a support order issued by another power merely by declaring that they do not want it; (d) Regardless of which edition of the game one is using, Syria does not border Moscow; (e) Wherever in these rules a masculine pronoun is used, it is to be understood that the feminine has equal force.

30. Players are responsible for the reading and understanding of these rules. The Gamesmaster will gladly interpret, explicate, amplify, discuss, or otherwise assist in elucidation thereof, upon request. However, no private answers will be given; all requests are subject to publication such that the answers are equally available to all.

COSTAGUANA GOES TO THE LIBRARY

"The Last Habsburg." Gordon Brook-Shepherd. New York, Weybright & Talley, 1968.

He really deserves better, but the fact is that the last Emperor of the Austro-Hungarian Empire, Charles I (reigned 1916-1918) has become something of a sideline of history. When he was born in 1887, Charles (the grand-nephew of the then-Emperor Franz Josef) was seventh in the line of succession; by the time of Franz Josef's death twenty-nine years later, all the intervening successors had been eliminated, and the unlikely candidate suddenly found himself saddled with a sprawling domain and a very messy war.

A liberal (almost a radical) in a family of conservatives, Charles spent almost his entire reign (about two years) trying to close down the war and obtain self-determination for the various national states that existed under the Habsburg umbrella. He initiated several efforts to bring Austria's part in the war to a close, and he did so while affirming the right of Austria's national minorities to make their own way in the postwar world.

In the end, "The Peace Emperor" (as he came to be known) failed in his efforts, and the Empire dissolved around him; but not for want of trying. Mr. Brook-Shepherd cites a lengthy series of circumstances which, had any one of them tilted slightly in favor of Charles, would have made a massive difference in the fate of Austria and in the dénouement of the war. And the result, in an admirable study, is a portrait of a man of great nobility and humanity who was thrust into an impossible situation, and made his best of it.

Among other things, the book is notable for its extensive use of the personal recollections and diaries of the Empress Zita, Charles' widow, the sole survivor of the imperial houses of W.W.I. Though Charles died in 1922, Zita is alive to this day, and apparently her memory is unburdened by her age (she is now 95); the present study is now almost 20 years old, but the Empress is also the patroness of the Austrian Philatelic Society of Great Britain (of which I am a member), and she remains in that context an active and vital commentator on the period in which she participated.

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 "Tales of Unrest." Joseph Conrad. Reprinted London, Penguin, 1977. Original publication London, 1898.

Conrad's first short story collection - he was to produce six in his lifetime - remains to this day a complete anomaly. One of the five stories included - "The Lagoon" - has become a classic. Two others - "Karain: A Memory" and "An Outpost of Progress," have become major elements of the Conrad legacy. But the remaining pair, "The Idiots" and "The Return," are as close to forgotten as anything Conradesque can be; they rank on about the same level as the Ford collaborations, i.e. the ponderous "Romance," the vapid "The Inheritors," and the unintelligible "The Nature of a Crime." Too bad. Reputations and associations are not always valid. While it's true that "The Return" is one of Conrad's worst efforts, the neglect shown "The Idiots" is absolutely unjustified. This story suffers badly from its inclusion with the justifiably-touted "Lagoon," "Karain" and "Outpost." All that is 'wrong' with this neglected story is its setting; it does not take place in the jungle or the far oceans. Thus, it is not 'typical'

Conrad. The author himself recognized this unusualness rather obliquely, by virtue of his introduction to this collection of stories: He provides three pages of comment on the stories, but his remark on "The Idiots" is limited to this cryptic mention: "'The Idiots' is such an obviously derivative piece of work that it is impossible for me to say anything about it here. The suggestion of it was not mental but visual: the actual idiots."

In spite of its obscurity and oddity, it is a wonderful story - I have not the background to determine of what it is derivative, but whatever it is, it is superbly derived.

But of course nobody is going to buy this book just to read "The Idiots." (Although I did....) So maybe I ought to be reviewing "The Lagoon," Conrad's first and greatest short story; or "Karain," easily his most evocative of the Malay area he knew so well.

No. I should stick with my subject. "The Idiots" treats with a family in Brittany, an area Conrad knew only from books; and for once it is not the setting or the moods that triumph, rather it is the people. With the gleaming exception of "The Duel," this story is the closest Conrad ever came to a pure character study; he presents us with the several characters, discusses them in incessantly pejorative terms (they are all 'idiots'), and then guides us to an understanding that idiocy is after all a judgement of the beholder, and not necessarily an inherent condition. Short and rather gentle - but lingering.

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LAST ISSUE'S results of the quiz on Joseph Conrad novels/stories brought a second entry, from John College (who credits his wife Denny), and a claim on the cat food prize!

Well, I am impressed. But I suppose it is logical that a Brit (er, Scot...), they being the last bastion of favour for the Grand Old Writers, should claim 100%. John and/or Denny, I salute and admire you. (Have you ever read "The Idiots?")

The cat food is en route. And - oops, that's COLLEDGE! Sorry....

/ SA / SA / SA / SA / SA / SA / SA / SA / SA / SA / SA / SA / SA / SA /

I SUPPOSE I ought to apologize for last issue's sloppy printing, except that I am gradually learning not to say "I'm sorry" for things that aren't my fault. Fact is, the printer seems to have had a bad day, and I didn't call them on it. I truly hope you could read what you needed to read...but I'm not sorry....



SELF-INDULGENCE DEPARTMENT

"What you need to do once in a while is treat yourself to something special; something that will make you feel good about yourself!"

(Alice Fichandler, my psychotherapist)

"You know we all worry about you - at least I do. I get the impression that a lot of people care about you. I know we will all hear more from you in due time. In the meantime, keep your chin up.

"Don't publish this. You are sure to be disparaged for printing self-serving drivel if you do. You know you can't win either way. But the Runestone Poll speaks for itself.

"Best wishes and much love...."

(Doug Baker, friend)

"Most of us rated COSTA high in the Runestone; a few bad apples should not bring you to the point of defending COSTA. This worm shall dry up and blow away, whilst the rest of us enjoy your camping trips."

(Bob Greier, friend)

"I love you."

(Jean von Metzke, friend)

((Gosh! I sure have treated myself, haven't I?))

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A DRUNK'S GUIDE TO SCOTCH WHISKEY

I have heard it said - from many points of view - that alcohol is a vice, an evil, a tool of the Devil...but that is absolute rubbish. Alcohol is an inanimate liquid! If there is evil or vice, it is in what people do with this liquid, and the options are several: They can ignore it, or consume it in moderation, or guzzle it in quantities that will get them stinking bombed and just maybe kill somebody on the freeway....

But there is no inherent wrong in the snobbishly classy beverage of the Highlands, and therefore - as an expert on the subject, having craftily consumed roughly four hundred liters of the stuff in the last three years - I offer you this professional assessment of the product.

PASSPORT - Bitter, with a sharp and unpleasant aftertaste.

DAWSON'S - Dreadfully unrefined; needs more filtration.

SCORESBY - The classic proof (no pun intended) that 'you get what you pay for'; it's relatively cheap, and tastes like it.

CLUNY - The lowest-priced of the so-called 'premium' brands, it used to be better than it has become; excessively bitter.

OLD SMUGGLER - Easily the best, and closest to 'smooth,' of the low-priced brands. Given the cost, plus the frequent 'rebate' offers, this is probably your cheapest and most pleasant ticket to Skid Row.



BLACK & WHITE - An excellent, mid-priced blend. From long experience, this is the lowest-priced 'call brand' in bars.

BALLANTINE'S - My favorite way to get smashed; it features the low price of the crud brands, the moderate smoothness of the medium brands, and the compact rectangular bottle that is easy to hide from your wife.

J & B - Now we're talking quality! (and price); one of the best-filtered blends on the market, and priced accordingly.

CUTTY SARK - Not a bad batch of squeeze, but it's been hyped by Madison Avenue far beyond its true quality. You pay extra for all the full-page 'New Yorker' ads.

JOHNNIE WALKER - Among us cognoscenti, this is considered the Ultimate in Blends - the one that will, if served to your snooty guests, put you in direct line of succession to the English throne - and, if sucked up immoderately, land you simultaneously in the poorhouse and the Rescue Mission.

GLENLIVET - Now we're into straight malts, the REAL treats as espoused in Ian Fleming and Robert Ludlum novels. This one is bottom-of-the-line, at twenty bucks a fifth, and is the cheapest Scotch you can possibly stand to drink straight.

GLENFIDDICH - And God said, "Let there be hooch, and let you have twenty-five smackers to pay for the ecstacy thereof!"

LAPHROAG - And with this one, we ride the elevator all the way to the top floor. Generously, the makers have given us a choice: "Aged 12 years," and no classy white canister (the 'Bentley' of Scotches, at \$30 a fifth), or "aged 15 years" and a gem of a package (the 'Rolls Royce' at \$35). Not recommended for those who want to get ripped nightly; this stuff will exceed your Visa credit limit in less than a week!

This has been an informal, if highly informed, survey. But don't just take it on faith...TRY it. Shop around. Sample the bottom-line, and compare it to the top line. Decide for yourself which brand (there are, of course, many more in all price ranges) is best for you. And then, start in...you too can spend \$1800 per year for three years testing my theories.

.....

CURIOSLY ENOUGH, about two days after the above was typed, I walked into a liquor store! No, no, not for me: Jean likes wine coolers, and I have never had a problem being around her wine bottle (I'm a strange alkie; it's Scotch, or I stay sober). So I bought her wine, and was taken by the gent in front of me in line. He was buying Scotch! But he was buying the ULTIMATE in Scotch: Ballantine's Premium, aged THIRTY YEARS; price, \$90 a fifth! My Ghod! And I thought I was being extravagant once when I bought a fifth of Glenfiddich (\$25) just to see what all the fuss was about....

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READY? For the next four pages, let's turn it over to - MELINDA!

("Deck the halls with boughs of Holley....")

There have been several developments in Huntington recently. Some are terribly sad and violent while others are terribly funny and ridiculous.

First of all, I have to relate news that really shook Huntington. I can best do this in song. The chorus' lines are in parenthesis.

"Huntington has a red light district!  
 (Lord, have mercy on our souls!)  
 Huntington has a red light district!  
 (Lord, have mercy on our souls!)  
 The Dispatch will now tell you what it's all about.  
 It's being protected by malfeasance...and official clout.  
 (Protected by malfeasance and official clout!)"

"Cars pulling up in the alley;  
 Who knows what's goin' on?  
 Our cameras will report it for ya;  
 As it continues from dusk til dawn!  
 We supply the pictures; so judge what you can see,  
 And ask the ultimate question---what is their fee?  
 (Just what is their fee?)"

"Cars from neighboring states just driving through!  
 (Oh, NO!)  
 Committing sin and fornication in public view!  
 (Oh, NO!)  
 What are the reasons? This thinking is starting to get deep.  
 Are our women so much prettier? Our just plain cheap?  
 (Are they prettier or just cheap?)"

OK, I frankly stole the music from the movie, "The Best Little Whorehouse in Texas". But the lyrics are mine. In one scene in the movie, a so-called TV investigative journalist in Houston (played by Dom DeLuise) reveals the presence of a whorehouse in Landville County. In a later scene, the sheriff (played by Burt Reynolds) makes the statement "...there's only been one here for over 100 years!"

And so it is with Huntington's red light district. The citizens of Huntington awoke one morning to see the headlines of the local (and only) newspaper (The Herald-Dispatch). "Prostitution in Huntington!" Honest to God, that was the headline...in big bold black letters, no less. The prominently placed photo showed a girl getting in the car with some guy. From the background you could tell it was at the site of the so-called Red Light District.

The red light district currently runs in the alley between 4th and 5th Avenues from 11th to 13th Streets. Now, it's no big secret where Huntington's red light district is located. It used to be on 2nd Avenue between 6th & 8th Streets. But Urban Renewal eliminated 2nd Avenue and repaved it with Veterans Memorial Blvd. The red light district then moved to 9th St. between 3rd & 5th Avenues. But Urban Renewal eliminated that section of 9th St. by turning it into the Huntington Central Plaza (no traffic allowed). So it moved to 4-1/2 Alley where it's been for at least 10 years. The joke now being told is if a neighborhood wants to get the benefits of Urban Renewal, all they have to do is invite the "Ladies of the Evening" to move into the area. Urban Renewal surely follows.

Oh, I mentioned that this news "shock" Huntington. It did. Huntington shook with laughter at the newspaper. The editors and journalists (who did the story) were highly indignant that a red light district was located in Huntington. (They're far more lenient and open-minded if a house of prostitution is located outside the city limits. They jumped all over the county sheriff for closing down a house located 1/2 mile outside the city limits.) Of course, these were the same editors who thought it was okay to publicize the names of rape victims.

Which leads me to the Fast Food Rapist (so-named by the local newspaper) who was caught and convicted. He'll spend 15 to 20 years in the prison at Moundsville, WV. That's the maximum that Judge O'Hanlon was allowed to give him. (The word is that Judge O'Hanlon is rough if you're convicted. If the jury brings back a verdict with an inherent sentence, pack your bags. You're gone for the long trip.)

Up until this point, the names of the rape victims had not been published by the newspaper or publicized by the radio/TV media. This has always been SOP. Until now. The beloved Herald-Dispatch (as I said...the only newspaper in the city) decided to publish the names, addresses, etc. of all the victims. They said this was part of the court record; and they would be remiss if they did not report the entire story. (One of the editors who has continually defended that decision is a woman.)

And that's been the steady defense despite criticism from the public, law enforcement, and their fellow journalists in the TV/radio/newspaper fields. The newspapers in surrounding Charleston (WV), Ashland (KY), and Inronton (OH) have all deplored this action. And when asked about the possible effect upon the rape victims at having their names, etc. published, what was the reply of the editors (including a woman)? The reply was a condescending, "We have a responsibility to report the entire news story. We cannot allow our policy to be dictated by the needs of a few people."

Which is a line the mayor of Huntington has adopted upon a few occasions. The latest occasion was when Mayor Nelson decided to eliminate a street light on the corner of 3rd Ave. & 13th St. Now 3rd Avenue is a four-lane highway with all traffic heading west. There are no street lights on 3rd Ave. between 16th & 13th

Street. Located at the corner of 13th St. & 3rd Ave. is a senior citizen high rise. With the elimination of the light at this intersection, the next light after 16th St. is at 11th Street. Needless to say, 3rd Ave. between 16th & 11th Streets has become a speedway. The official speed limit is 35 MPH. The real speed limit is however fast you can drive.

The senior citizens went to the City Council to see if they could get the street light back. Mayor Nelson's reply? Well, it seems some people have complained about the difficulty in getting to downtown Huntington via 3rd Avenue. So he eliminated the one street light between the main access of 16th St. & downtown (which begins at 11th St.). In effect, he's saying that one particular light was making it difficult for shoppers to get to the downtown stores. The mayor's awfully sorry but "...the needs of the city cannot be voided by the needs of a few citizens."

Now if we were talking about people who have quick reflexes, there'd be no problems. But a lot of these senior citizens walk with the aid of canes, walkers, and crutches. And our "beloved" mayor expects them to agilely skip across 3rd Avenue.

An enterprising group of business people had built a small grocery store/pharmacy across from the senior citizens' home on 3rd Avenue. There's also a couple of restaurants located across the street. These business people have offered to pay the cost for replacing the street light at that intersection. But the mayor has declined their offer. Guess somebody will have to get killed first.

The murderer of a female night manager of a Wendy's restaurant was convicted in Judge O'Hanlon's court this past week. He was a probationer from the state penitentiary who was allegedly living at the Huntington Work Release Center. During the trial it came to light that he'd been released in his mother's custody under the provisions that he live with his mother. Guess what? He wasn't. He'd moved in with his girlfriend without notifying the Work Release Center or his probation officer.

This guy worked at this particular Wendy's as part of the nightly clean-up crew. He didn't call in to the Work Release Center the next morning and they sent a couple of police officers to his mother's to check up on him. His mother sent him to his girlfriend's apartment. When the police showed up, the guy ran. The police caught him a block away. In his possession was a lot of bloodstained money (in a Wendy's money wrapper). The body had been discovered just an hour before so these particular officers didn't know what they had until everybody started comparing notes.

According to the trial testimony, the girl had not been raped although her body was found nude along the riverbank behind the restaurant. According to the coroner's report, the deceased had been struck several times with a blunt heavy object. The blunt heavy object was determined to be a cinder block (found near the body).

When the jury brought in a guilty verdict, they recommended life with no mercy (that means no parole). This guy's mother started shouting how it was unfair the sentence was to her son. The girl's family was in the courtroom but didn't reply. Personally, I don't think the verdict was fair either. He gets to live. His victim doesn't.

Finally, just across the river in Chesapeake, Ohio, a 17-year old boy was murdered in his home. His mother and sister were not home (his sister spending the night with a friend and his mother working night shift as a nurse at a local hospital). The boy was shot three times in the head and stabbed a total of 18 times. His throat had also been cut.

The police arrested a 20-year old man (who'd been friends with the deceased for years) for the murder. At the time of his arrest, the man was driving the deceased's car. No motive has been made public for the murder. Already, however, people are talking about how the accused murderer had suffered a disadvantaged life, how envious he was of the deceased for being able to go to college next year, etc.

I'm a firm believer in the death penalty for murder. A murderer has forfeited his right to live. Perhaps violence does beget violence. But you have to wonder when a young girl is bludgeoned to death and the motive is money. You have to wonder when a 17-year old boy is murdered and the accused's defense looks to be "How disadvantaged I am". You have to wonder why victims have their "right to live" taken away and their assailants are allowed to live.

As for the so-called Fast Food Rapist, he was 22 years old. If he serves the full 20 years, he'll be 42 or 43 when he leaves prison. Maybe that's justice; maybe not. Maybe he'll be rehabilitated. If he repeats the offense, however, I vote to castrate him.

((Yup. That's the answer, Melinda. They kill, we kill. Details forthcoming, but for God's sake let's rip their guts out first and then ask....

((I know it's tough - it's REAL tough - to look at some of the vicious crimes that come down the pipe, and stand back long enough to ask if maybe there aren't some mitigating circumstances, or understandable psychological pressures - and also, to ask if maybe we, swayed as we are by the enormity of the moment, are able to be objective.

((But I suggest that, if we are to lay claim to being a bastion of enlightened human civilization, we must be swayed by these possibilities. In this society, sad though it may be, stress and environmental pressures bring on strange reactions. Some people, who for whatever reason are living on the mental high-wire anyway, are pushed over the edge. I set myself as an example. I've never killed, or physically injured, anyone; but I might have. I have driven a car while drunk. Fortunately (I guess), I'm the 'passive' kind of drunk, the one who drives slower instead of faster. And when you consider that I drive 50 on the freeway when sober, that's pretty slow! But that's because my temperament inclines to withdrawal, and liquor makes me withdraw even more. Had I been an 'assertive' type, liquor - or drugs - or stress - might as well have led me to drive 80, and plow into a family of four returning from the movies. Or invent some jealous fantasy and machine-gun my wife and kids.

((Emotionally, I too would like to adopt the simple answer: "This person deprived another unjustifiably of life, let him suffer the same." But that's knee-jerk, that's not enlightenment. Jesus took us from 'an eye for an eye' to 'turn the other cheek,' and even if you prefer not to drag Jesus into this directly, the point is still worth hearing: It is not for us, fallible, judgmental and prejudiced as we inevitably are, to do something ultimate. There are too many grey areas, too many openings for error.

((Incarcerate, yes. Get them out of the way of possible future harm, of course. But terminal action? No thanks....))

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DEAR SUBSCRIBERS:

Now that COSTA seems to have stabilized as to size and cost, it is probably a Good Idea to go back to the old American subscription system. 'Deduction from balance' is fine when things are highly variable, but they are ridiculously confusing when stability has been achieved.

Therefore, from the present issue forward, COSTA subs will revert to the standard method of computation: The price is 10/\$15. Overseas air postage extra. Okay? All balances suitably re-converted....

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HEARD LAST WEEK at an A.A. Meeting - The Four-Step Easy Way to Stop Drinking:

- 1. Relax
- 2. Breathe in
- 3. Breathe out
- 4. Don't drink between breaths

LETTERS FROM MARK BERCH:

Your readers have been getting such a huge dose of Christian theology recently, that I thought I'd balance it with something Jewish, and something shorter. It's an old, old Jewish legend, authorship unknown.

A farmer decreed that when he died, the family farm would be divided equally between his two sons; and so it was. One son had three sons of his own; the other did not marry.

When years of famine came, the married son fretted about his brother. "I have three sons to take care of me in my old age, and he has none. His needs are so much greater, yet he has the same amount of land. It's not fair." So he resolves to go out in the middle of the night to transfer some of his grain to his brother.

Meanwhile, the unmarried brother also frets: "I have only one mouth to feed. My brother has to feed five, using the same amount of land. It's not fair." And he also resolves to send grain to his brother.

The next morning, each is amazed to see that, in the light of day, his granary has the same amount as before. Unaware of what has happened, each sets out with a much larger load, thinking that he hasn't sent enough. But this time, in the middle of the night, the two brothers meet at the boundary of their fields.

Hundreds of years pass. On the site of the original farm arises the

city of Jerusalem. And King Solomon builds the Holy Temple, the most important building ever to exist in Judaism, right on the spot where the two brothers met.

This story exemplifies several major Jewish values. The first is the obvious one about family, friendship and charity. But the sequel is also important. Jews traditionally believe that holiness can reside in people, in place, and in time. But all three of these arise, to some degree, by essential input from humans. The location of the Temple was sanctified by the act of humans even if it would be hundreds of years before the Temple would itself arrive.

Incidentally, this story (or one form of it) appears as a children's book (minus the thorology, of course) called "Two Brothers."

((It also appears, transmogrified, in other forms. One very well known, albeit simplified, guise is in the famous Christmas story by "O. Henry," in which the husband sells his watch to buy a comb for his wife's long hair, while she simultaneously sells her hair for a chain for her husband's watch.

((In whatever guise, the story is one of those very poignant, albeit simple things that speaks to the root of humanity; the ability to look outside the self and develop empathy for another being. In this the Jews are hardly unique, but they are awfully good at it....))

/ /

RITORNA VINCITORI!

Melinda Holley is quite correct when she writes, "Sometimes stepping away helps, if for no other reason than to cool tempers." And of course the unspoken extension is, "...and permit rational thought for a change."

Doug Beyerlein, speaking to a different but related point, is just as emphatic when he states, "If I never saw another COSTA but heard that you and Jean were back together, I would be a happy man."

And on the 'phone the other day, Robin apCynan - by chance the first hobby member to hear the news - practically yelled in my ear with glee, despite his joking reminder that it meant a loss of revenue for one of his colleagues (Robin is a lawyer specialising in 'Domestic Relations').

Yup. I'm home. The separation is ended, and the family is restored. The fact is that, despite what anyone may have read into my admittedly defensive explanation last round, this was a very positive and beneficial experience. We desperately needed to stand back, take stock and start to rebuild. And a form of 'shock-therapy' - namely, breaking out of the old patterns PHYSICALLY in order to have the 'space' to form new ones - seemed very much called for.

AT NO TIME DURING THIS ENTIRE PERIOD was either of us prepared to give up. We just needed desperately to put our past difficulties in a new perspective, and then aim at a renewed life using new ground rules. We feel we've now made a solid start, and will continue the process from here on where we both belong: together.

COSTA was never really the problem; it's merely a symptom, a symbol. Doug's right; Family first, career and hobbies next. Despite my annoyance at Steve Clark for his vicious "Reality Check" (see last issue), it was the tone rather than the substance which most offended me. There is no question, to my mind, that some of his points are quite telling. Doug phrases it beautifully: "...too many people use the Diplomacy hobby to replace personal relationships with postal ones. Maybe they are safer. I don't know. But I do know that is an illusion to believe that your

postal relationships are more important than your personal ones. A letter can never replace a hug."

Stop reading for a moment and dwell on that last line.

Okay - you've done so? Good. Is there anything more resembling a Universal Truth than Doug's seven cliché-like words? It's so OBVIOUS... and yet, so often it's "safer" (= less threatening, less confrontational) to take the easy way out. Too bad, because you miss a whole batch of really joyous hugs that way....

The fact is that a number of my postal friendships are wonderful. Those of you whom I've come to know fairly well, know (I hope) that I wouldn't trade you for all the tea in China, and I hope we remain as warmly in touch (given the ups and downs of time commitments) as we have been. But, much though I may care about you, I promise you this: I will, if ever the need be, dump you all in the gutter in preference to Jean and the boys.

And somehow, I doubt that you will feel even the slightest offense....

Enough blabber. COSTA isn't folding up, or anything else. It can be done without strain. As I said, it was merely a symptom; there were dozens of others. But there is no reason I can't have a hobby and still maintain a healthy family life. The essence is prioritization, and a clear view of what must come first.

Which reminds me: Ross and Eric suddenly have their first pets! Two goldfish - both of which Ross won at his school's Halloween carnival. Twenty bucks later, we now have a very nice "environment" (as Ross puts it - I call it a goldfish bowl) for 'Checkers' and 'Fishie.' (Ross named 'Checkers' after his favourite game; he knows nothing of Richard Nixon, thank God. Eric named the other one, in his typically giggly way.)

And now for Christmas, Daddy has asked Santa for an aquarium so he can go back to yet another of his boyhood joys, tropical fish. What I want, however, will run about sixty bucks...is Santa rich this year? (Hey Jean - see that 15-gallon tank over there? Pretend it's a gold watch, and go sell your hair....)

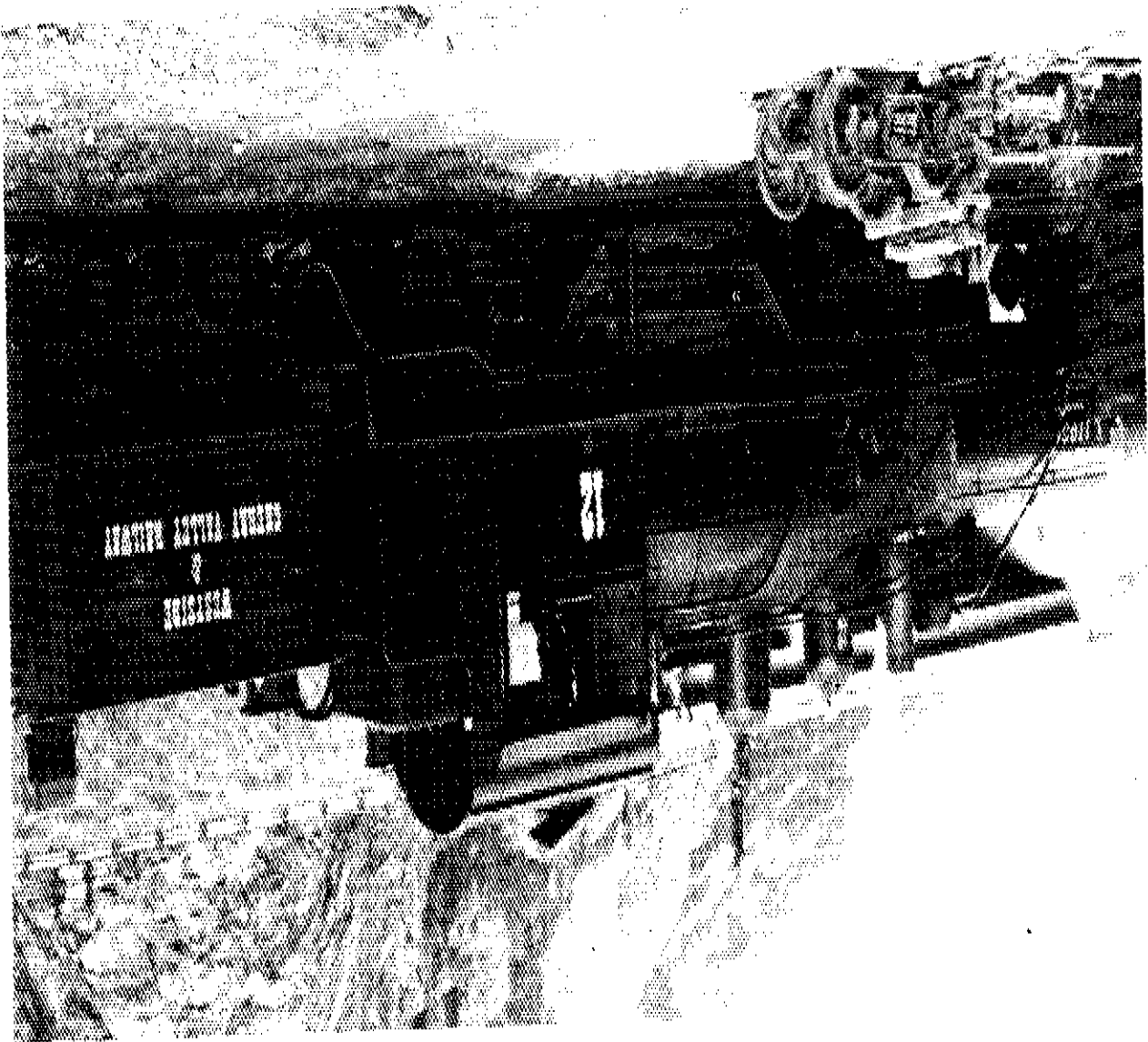
And with that, I'd like to put the subjects of alcoholism, family trauma, etc., behind us and shift into another gear in COSTA. I don't know about you, but I'm getting a little tired of writing these paragraphs. Time now for some action.

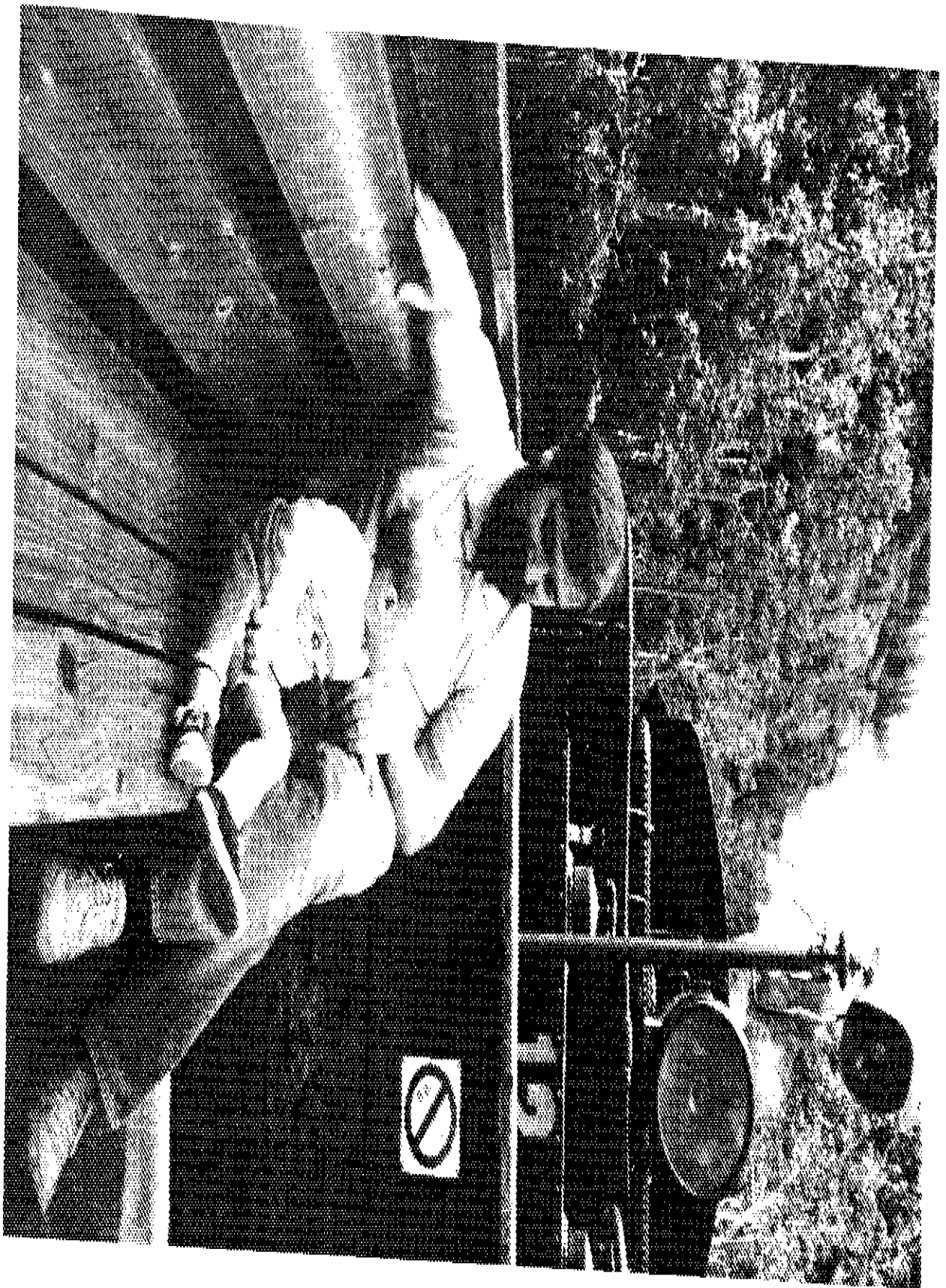
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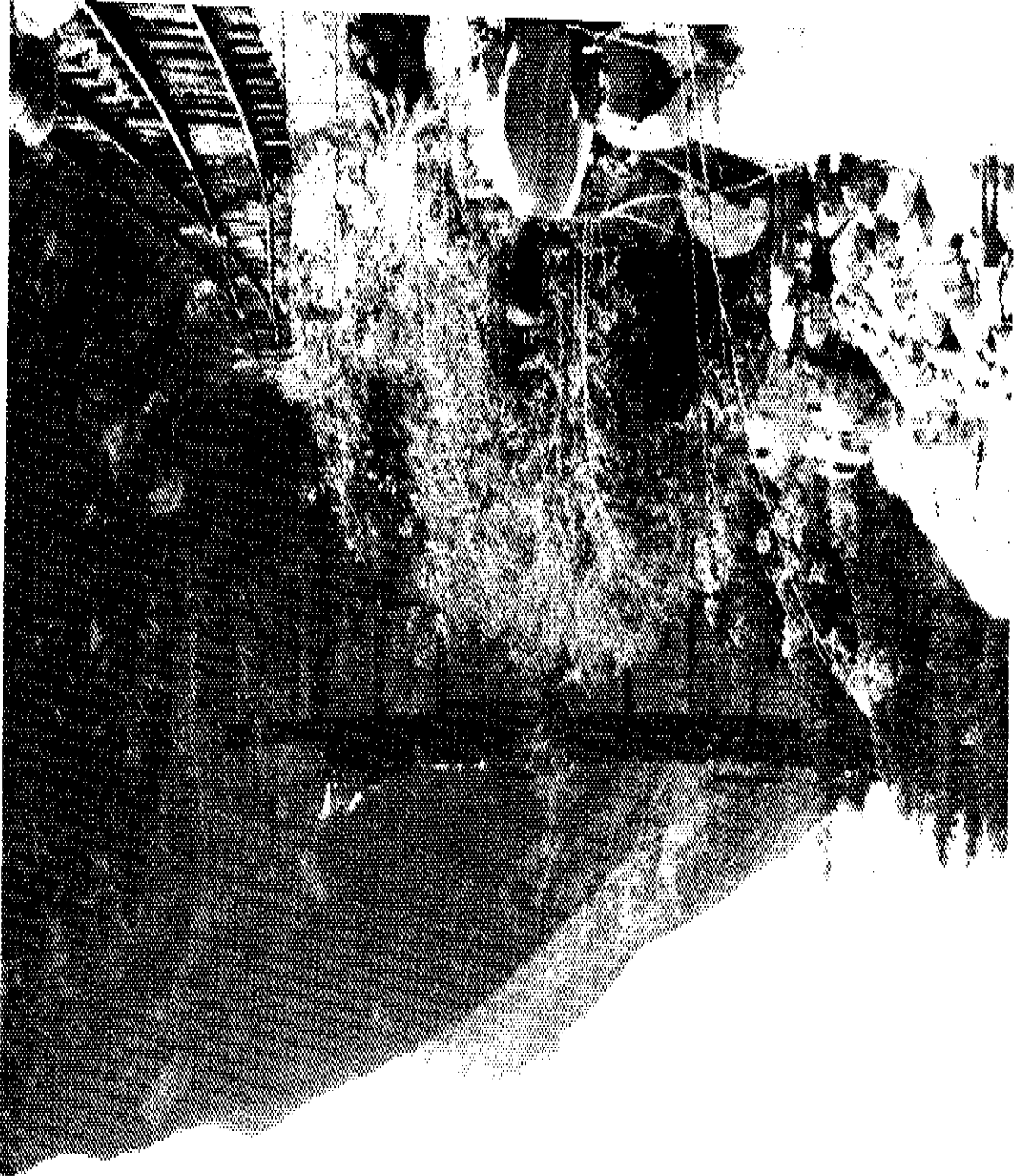
DURING THE SEPARATION (boy, we sure changed subjects, eh?) the boys and I discovered two wonderful resources for recreation - right in our own back yard. They are named Lake Murray and Chollas Lake; both are city reservoirs which have been developed into parks for picnics, duck-feeding, barbecuing and general recreation. Chollas, the smaller, has an 'exercise trail' (with a subsidiary 'nature' trail) about a mile long, for jogging, walking, or biking. Lake Murray's trail is similar, except it is six miles long if one wants to do the whole thing.

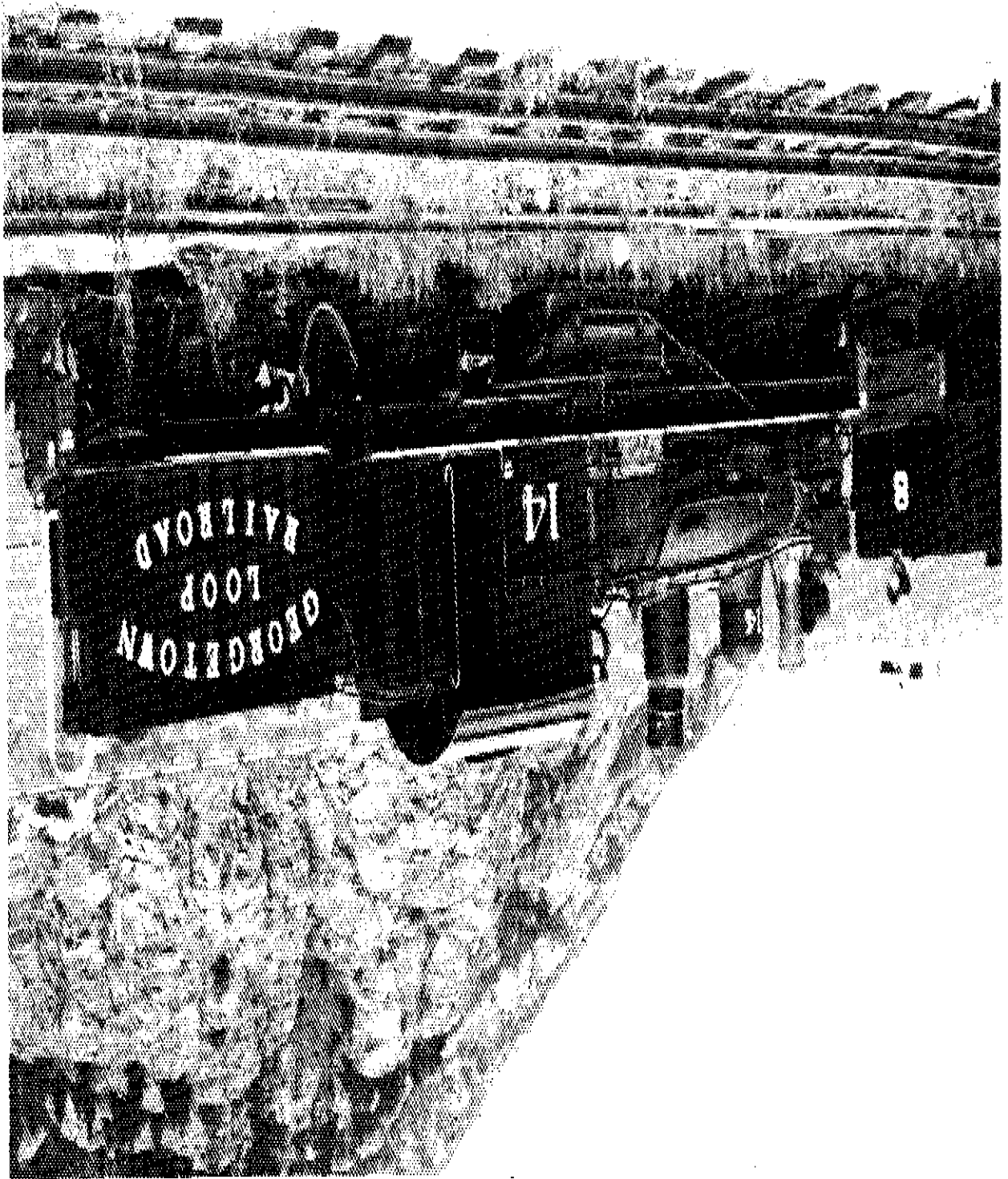
To have such things in urban Southern California (both are right in the middle of the city) is an amazement. That they are both so peaceful and beautiful is a miracle. ("Uh-oh," I hear you muttering, "I'll bet he's going to take his camera one of these days....")











## RAILWAY RIVALS

Since last report, we have upped our total of 'speed' games (ten-day deadlines), thus far all featuring the same three players: Melinda Holley, Doug Brown and Paul Gardner. A fourth, to be run by Paul with me playing and adding Tom Swider as a fourth, is about to get under way.

Let's see. Last issue we had gone through Move Three of 'Ali Baba.' Since then, that game has progressed three more turns (four, five and five-and-one-half owing to my chintzy throws); 'D&Mophon,' using the Swiss map, has started and seen one move; and 'Les deux Journées,' with the Isle of Wight map, is now getting under way.

Just imagine. Two more issues, and 'Ali Baba' will be finished - ahead of 'Crescendo' and 'Pimmalione,' which started about a year ago. Wouldn't you like to try a speed game of 'Rivals?' Write for details.

David has finally got me in touch with the new Custodian of the Watts Numbers (David modestly calls them "RR Numbers," but we Americans have a way of idolizing our inventors). He is Stuart Armstrong, 15 Park Lane, Beaconsfield, Bucks. HP9 2HR - hey!, that's where Hartley Patterson lives (or used to live); you know, the great Hartley who first produced the 'Lord of the Rings' Diplomacy variant. Not that this matters to the present case, but I thought I'd tout my memory.

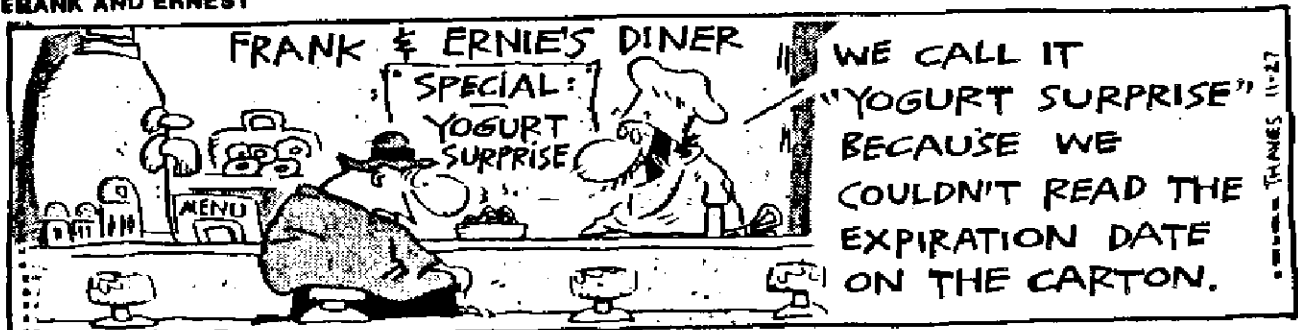
Also, I'm given to understand that the revision of the French map is complete, the new Spain map is only moments away from completion, and the improvement of the Swedish map is in progress. David also says that he may do a BENELUX and a S.E. USA....

For my part, I have nearly completed my own first two inventions; one is not terribly serious, let alone 'historical' (San Diego County, Calif.); the other is quite serious but dreadfully difficult to get balanced owing to a complete lack of east-west connections (Mexico). I also have in mind to try Australia, though again there's a dreadful imbalance owing to the complete lack of lines in the northwest quadrant. All three of these are intended as practice exercises against the one I really want to do: CANADA.

There was a time in these pages when I was touting a game called "Rails Through the Rockies," a rail simulation based on the mining tracks in Colorado at the end of the last century. (See photo centerpiece this issue for some photos Craig Mills sent me on a restored example of these lines.) The game itself is very convoluted, and only just barely playable, but the rails information from its inventor (John Luecke) is quite sufficient to allow the possibility of a Colorado 'Rivals' map.

FRANK AND ERNEST

Bob Thaves



GAME US-87-1 - "L'Hotellerie Portugaise" (Sweden) - Round 5

Robin asks about payments to rivals in excess of the limit stated in the rules - you know, where you pay it all but the rival only gets a maximum amount? I checked on it, and David's rules say 15.

I had to do a bit of work on a couple of the moves this time; Melinda and Brian both used last turn's throws, which means of course they overran this turn's and I've had to shorten a wee.

Throws for Round 5 were 6,2,3.

DIXIELAND (Melinda Holley, orange): 5a: (N23) - M23 - N45jB - M20; (E64) - E63 - D62. 5b: (B61) - C62; (D62) - C62. 5c: (D62) - D59.

SCHEISSEN (Brian Longstaff, red): 5a: (E63) - E57. 5b: (E57) - D56 - Norrköping. 5c: (Norrköping) - D54.

ES GUD RA-RODE (Doug Brown, brown): 5a: (K23) - H24 - H27. 5b: (H27) - H29. 5c: (H29) - E31.

FAUSTUS (Robin apCynan, green): 5a: (F18) - Uddevalla. 5b: (N12) - N14. 5c: (N14) - Motala.

Okay, let's get out the old revenue pen....hey, by the way, the disk on which the round three file was stored has been damaged or erased - so I do not have revenue totals. Doug's the closest - could you look up the totals, end of Round Three, and let me know them please? Ta....

ES GUD: +1 (Dixie, M20) -1 (Dixie, I24) -2 (Dixie and Faustus, G30).

FAUSTUS: +1 (Es Gud, G30).

DIXIE: +2 (Es Gud, G30 and I24) -1 (Es Gud N20) -5 (Scheissen, E64/E63).

SCHEISSEN: +5 (Dixie, E64/E63).

I made one slight adjustment in one of the moves to avert a rules question which I could not answer (and wasn't asked except by me), and I am simultaneously making a ruling on the point which I will extend to all games.

RULE: If two rivals have an existing junction in a given hex, and one of those rivals brings a second line into the same hex, no new junction is created and no payment is required.

This would have come up this turn in B61 except I fixed it.

ROUND 6 THROWS: 5-4-4. And that ought to pretty well fill the board.

Now for round 6 deadline. Normally, COSTA takes a holiday in December, so the next printed deadline is a long way off. However, for these Rivals games I will print and post results whenever I receive all moves; if prior to deadline, you'll just get a photocopy page. If you do not wish this to happen, send moves anyway but label them 'tentative,' and I'll know to hold back until either you write again or the deadline is reached.

/// //

GAME US-87-5 - "Anacrón" (Isle of Man II) - Hesitation

Start-up troubles; players will have been notified privately, and we shall be under way presently.

## RAILWAY RIVALS - "Ali Baba" - Round 4

Looks to be promising that we'll get a number for this game within two weeks or so of it having ended....

Dearest Melinda: I love you immensely, but you've got this problem with the river, and I once took a vow not to love anyone that had a problem with rivers. (Never mind that I have a problem with freeway bridges....) Anyway, I've short-changed your first build as from Selby to M19 is across a river and costs 3....otherwise, this is a clean turn.

WALLACE (Melinda Holley, bluish-mauve): 4a (5): (Selby) - K20. 4b (2): (G65) - G66 - Malton. 4c (4): (York) - I60 - I59 - J58.

YORKIE (Doug Brown, brownish-tan): 4a: (E17) - E20. 4b: (E20) - Scunthorpe; ((E19) - F19. 4c: (F19) - I21; (Scunthorpe) - E22.

OOF (Paul Gardner, algae green): 4a: (J13) - H12 - H12 - H11 - Mexborough. 4b: (Mexborough) - D9. 4c: (D9) - C9 - Rotherham; (J13) - J11.

RETREATS: English army Denmark to...oops, wait a moment....

REVENUE (yup, that's the word!)

OOF: 41 -2 (Wallace, I13/J12) -1 (Yorkie, H12) = 38.

YORKIE: 63 +6 (Scun) +1 (COF, H12) = 70.

WALLACE: 52 +6 (Malton) +2 (OOF, I13/J12) = 60.

I think it is obvious by now...if we have any plans to get across this board, we'd better have some larger throws, eh? Okay, let's bring out the eleven-sided die and toss it for a change....

ROUND FIVE THROWS: 3 - 9 - 7.

## ALI BABA (Rivals/Yorkshire) - Round Five

Well, this is ridiculous. In order to make the runs feasible, we have simply got to have some more track. It's my fault, really, I was too stingy on the throws early on. And it's not really good to try and make up for it now with great big huge throws, because then you don't get the flexibility to adjust to your rivals' plans. So my solution is this: We are going to have an extra build round before the runs. In a game this speedy, it won't add too much time; I can keep the throws normal so you get the flexibility; and we'll get enough track to be useful in the races.

OOF (Paul Gardner, green): 5a: (Selby) - N19. 5b: (N19) - N27 - Market Weighton. 5c: (N16) - G60.

WALLACE (Melinda Holley, blue): 5a: (J58) - K58 - K56. 5b: (K20) - K27 - Market Weighton. 5c: (I60) - N62 - Thirsk; (Malton) - H67.

YORKIE (Doug Brown, brown): 5a: (I21) - J21. 5b: (J21) - J23 - H24 - H25 - Hull; (H25) - I26. 5c: (E22) - D22 - D23 - A25 - A27.

Melinda, you ran afoul of that misnumbered hex I mentioned a while back, so you're one hex shy of Harrogate. Please remember to change the following hex numbers if you haven't yet done: F56 to F55; H57 to H56; J58 to J57. And Melinda, your track (after you've renumbered those hexes) extends from York to I60 to I59 to K58 to K56. Okay?

Absolutely no other problems this time - and, astoundingly, NO PAYMENTS MADE TO ANYONE!

REVENUE:

OOF: 38 +3 (Mkt.Weighton) = 41.

WAL: 60 +3 (Mkt.Weighton) +6 (Thirsk) = 69.

YOR: 70 +6 (Hull) = 76.

Okay. For round 5 1/2 (I guess we can call it that), the throws will be fairly normal: 5 - 6 - 4. After that, one more (extra) round of about the same thing, and then we can start chuggin' dem trains....

How about TUESDAY THE SEVENTEENTH, eh?

GAME U.S. ? - 'Démophon' (Switzerland) - Round One

Keep in mind in future that this one is Leapfrog....

Ah - just thought of another irrelevancy. I'm now almost through all the Cherubini operas as far as names; soon I'll be needing to think up another composer to use. (As for ol' Luigi, only two left; 'Madée' and 'Lodofska.' I never did plan to use his ten early Italian works, none of the names of which I remember anyway....

(Hey! I know! How about Schubert songs? Even after culling out a few duplicate titles - there are two 'Serenades,' three versions of 'Der Jüngling am Bache,' etc. - that's almost six hundred possibilities. Think how long that could go on! And I'll start every single one of them as a 'speed' game with you three playing, and we'll all go insane. Or we could all just quit our jobs, move in together, and do this 24 hours a day....)

Anyway - Démophon. First throws 6-4-4.

I see I forgot to make clear that each of you starts from Bern city and must start counting from there. Melinda started from the exit hex itself, so I've shorted her one hex from the end of her third throw. Doug sent conditional orders depending on which point the start occurred. Paul at least got it precisely....

FROGS (Doug Brown, brown): 1a: (Bern) - G55 - Olten. 1b: (Olten) - G57 - H57 - H59. 1c: (H59) - Zürich; (f54) - Solothurn - E53.

MOUNTAIN (Melinda Holley, purple): 1a: (Bern) - Thun - L13 - K14 - K15. 1b: (K15) - Interlaken; (A53) - A51 - N10. 1c: (N10) - Fribourg - M10 - K9.



FIDDLE (Paul Gardner, black): 1a: (Bern) - B56 - C57 - C58. 1b: (C58) - Luzern - F60. 1c: (F60) - Zürich - I62 - Winterthur.

## REVENUE:

FROGS 20 +6 +3 +6 = 35.  
MOUNTAIN 20 +6 +6 +6 = 38.  
FIDDLE 20 +6 +3 +6 = 35.

Arrival at Zürich being simultaneous, the bonus is equally divided, and that's what the broken underlining means.

NEXT THROWS: 4-6-3. And the deadline will be a squib longer to allow for Thanksgiving and the onslaught of the Christmas mails: MONDAY, Nov. 30. If all three sets are here before that date, I will print when they arrive.

I hope it is understood that, in these speed games at least, if we ever come to a deadline and someone's moves are missing, I will 'phone you. Please consider it understood that this will happen, and at my expense. Of course, if it does happen, you will instantly be indebted to me for one huge chocolate sundae whenever we meet (Toronto in August?).

This deadline also applies to ALI BABA (q.v.) and to the separately-mailed 'Les deux Journées.'

ALI BABA (US ? ) - Round 5.5

Throws 5-6-4.

Maybe my memory is faulty, but I think this is the first turn I've ever seen where everything was absolutely perfect - not the slightest error. And that applies as well to the games I'm playing in England, too! Whee....

WALLACE (Melinda Holley, blue?purple?): 5.5a: (H67) - H71 - G72. 5.5b: (G72) - G73 - F73 - Scarborough - E74 - D74 - C74. 5.5c: (C74) - B74 - Bridlington; (K56) - Harrogate - J55.

YORKIE (Doug Brown, brown): 5.5a: (H20 - I20; (B46)- D47. 5.5b: (I20) - M18. 5.5c: (D47) - E48; (M18) - Selby.

OOF (Paul Gardner, green): 5.5a: (I49) - K50 - Ilkley. 5.5b: (Shipley) - J46 - J45 - Keithley; (G60) - York. 5.5c: (G11) - E12 - Doncaster; (J11) - Elmsall.

## REVENUE:

YORKIE: 76 +1 (OOF, F11) -2 (OOF, C47 and E48) = 75.  
WALLACE: 69 +6 +6 +6 = 87.  
OOF: 41 +6 +6 -1 (YORKIE F11) +2 (YORKIE C47 and E48) = 54.

Throws for Round Six (and the end of pure builds): 5-5-6.

Doug suggested the other night a 'speed game' involving exactly one build round; instead of three throws for each of six turns, we try eighteen throws on one turn, with conditional builds allowed. I'm tempted to try it - once - mainly to see how many pages of conditionals are required....

GAME 1986Arb32 - Schuyler Colfax ('Gunboat') - Fall 1908

A player, whose name and country shall remain secret, wrote this time and asked why, on the last move, his order A Sex-Tri failed? The answer is simple: It didn't fail, I did goof, and consider it fixed. But for this smallish error I beg forgiveness. As I typed the last masters, I accidentally underlined this order. Immediately I realized that it was supposed to have been a different order underlined, so I reached for the white-out and - bam! Suddenly all the lights went out. Power failure. And as I groped out of the room to find a flashlight, I suddenly noted out of my window a small, bullet-shaped UFO off-loading six blue sheep-like aliens with clock radios for eyes, and carrying a large pup tent and briefcases marked "Intergalactic Avon Products." I had planned to look into this further, but by the time I found the flashlight and discovered Ross' suicide, I am afraid they'd already moved along. (Ross was so sweet; he left the nicest note: "Dear Daddy, I'm sorry, but your hamburgers are terrible. Love, Ross.")

As you can tell, it was just not a good day, and I'm sorry I forgot to fix things....

Okay. The truth is this: When I adjudicate, I copy all your orders onto a blank paper, set up the board, make all the moves, and circle the orders that fail. Unfortunately, I have the habit of doing this all in ink, so when I go back and double-check, I can't just erase any erroneous circles, I have to scribble them out. Sometimes the scribbles aren't too clear. At other times, I'll find an error involving a sequence of orders; then I've been known to fix the first in the sequence but neglect to back up to the rest of same. That last is the answer here.

Oh well. There goes my rise in the GM Poll next year. ('Crescendo' and 'Pisumalione' didn't give me much of a boost either.) Can we plead marital trauma as a distraction? Can we list that as a footnote on the poll ballot?

Enough silly. Here's them moves:

French f spa retreats to mar; Ita a ven retreats to rom.

ENGLAND: a ber s ruh-mun. a stp-mos. a ruh-mun. a bel-bur. f eng-bre. f nth taunts fading France. f wes-tyn. f mid s ITA spa. f kie s ber. f bal sticks tongue out at Turkey. f bre-gas.

FRANCE: a gas s mar-spa. a bur s mun-ruh. a mun-ruh. f mar-spa sc.

ITALY: a tyo-ven. a rom-apu. f tun s ENG wes-tyn. f nap-ion. f spa sc h.

RUSSIA: a mos s TUR sev. a war a mos.

TURKEY: a vie s tri-tyo. a tri-tyo. a ven s apu. a apu s ion-nap. a sev s RUS mos. a rum-gal. f aeg s gre-ion. f adr s ven. f gre-ion. f ion-nap. f bla studiously ignorea ineffectual yapping of English.

Retreats: FRE a mun-boh or ail; ITA a tyo-pie.

## CENTRES:

E: 13: lon, lvp, edi, nwy, den, swe, stp, ber, kie, mun, hol, bel, bre.  
Build two.

F: 2: par, mar. Remove two.

I: 5: rom, nap, tun, spa, por. Even.

R: 2: mos, war. Even.

T: 12: con, smy, ank, sev, rum, bul, gre, ser, bud, vie, tri, ven.  
Build one.

Knowing the French player, I'll have his orders almost immediately by return. When I get them I'll send the removals by postcard and that will save ungodly conditionals next round. It will also make possible the call for retreats, adjustments AND Spring 1909 by the next deadline.

Note that all proposals for a voted conclusion were defeated. For next round (votes will be needed with all those orders), I have proposals for

1. T Win
2. E Win
3. T/E draw.

If more than one passes, the voted conclusion involving the greatest total number of centers owned will take precedence.

RUSSIA TO TURKEY: Dear Santa, thank you for the support. Would you like some back? *Lolll, Rllll*. P.S.: Can I have a bicycle for Christmas?

JAMUL TO RUSSIA: No, Ross, Eric is the one who needs the bicycle! You asked for a thermonuclear kit....

PARIS TO THE WORLD: It was beautiful while it lasted!

TURKEY TO RUSSIA: Just note who supports you and who attacks you!

JAMUL: He did - but, about that bicycle....

ENGLAND TO ITALY: If I didn't get into Tyn, please support me in, in the Spring. We'll keep the damn Turk out!!! By the way, do you own as much of former France-holdings as France does?

TURKEY TO FRANCE: What valiant fighters you have! Never say die!

RUSSIA TO ENGLAND: You are a BAD MAN, and I don't love you any more.

JAMUL: Reminds me...once Ross wrote me a note to tell me he was angry. It went approximately like this: "Daddy, you are mean and I wish you'd go away and leave me alone. Love, Ross."

TURKEY TO ITALY: Again I pledge, minimal disruption of your cities as my troops momentarily pause there on their advance west.

ENGLAND TO TURKEY: I proposed E/T draw but voted no, as this year it became apparent I'd win outright with Italian help; so how about an E/I concession?

TURKEY TO ENGLAND: Why are you even trying? Go home, go away, leave the rest of us alone!

////////////////////

"God is in Heaven, Reagan is in the White House, and Pat Robertson is on his way!" (That's how they answer 'phones at Robertson headquarters.)

((What's the procedure for beginning a National Barf Contest?))

GAME 1985Mrb32 - Richard M. Johnson ('Gunboat') - Winter 1907/Spring 1908

I think it is obvious that we are in that curious pre-end-game stage known as 'dickering for the most advantageous voted conclusion.' All the draw proposals had at least some support, yet all were defeated - but some only by one vote. The only apparent consensus (or near-consensus) was that conversion to regular Dip was trounced.

Because of my "sense of the mood," I'm going to propose a rule. Now, when I do it, the procedure is a bit different; unanimous 'yes' is required; abstention equals 'no.' (In all other cases, abstention equals 'yes.')

I propose that, in future, I be empowered to list the total vote for each proposal, i.e. "defeated 4-2" or "defeated 3-1 with one abatement." I will not identify the countries doing the voting (if you want your vote known, the press page works just fine). My reasoning is that, if you really are scrabbling about to try and find a suitable conclusion, this procedure might help you assess the sorts of things that might stand a chance with a little more negotiating or persuasion.

Now. Two small matters have come up for the current turn, and I have adopted a rather curious method of dealing with them - my purpose being to avoid any more delays and get on with it.

First. Turkey's orders were 'phoned in at a time when one of my boys was shrieking like a banshee and the other was distracting me by claims of feeling ill. (A great deal of laundry was done when, for that and the following night, he spent a great deal of time proving that he was ill.) Anyway, I did my best to get all the orders straight, but one of them turns out to be wrong, and I cannot say for sure whether the player goofed or I mis-heard or mis-wrote. So I've printed the closest equivalent I can. (The order I wrote was 'A Ukr-Mos,' but there is no A Ukr; there is an A Gal for which I wrote down no order at all. So I've shoved in 'A Gal-Ukr.' I hope this is a satisfactory compromise.)

Second, and more touchy. I have two separate sets of Austrian orders, one before my correction, one after. Neither one takes into account the corrections! Thus, while I have legal orders for all Austrian units, one of those is for a unit that was supposed to have been removed. Dilemma - which unit gets cut? (IF only I were in a position to make long-distance calls, but just now I'm not....) Solution: Rod Walker was given a board of positions before builds/removals, and handed the Austrian orders. He made the removal, based on 'least likely to interfere with the apparent intent of the Austrian strategy.' Once that was settled, the rest of the Austrian orders were used exactly as submitted.

I hope this kind of 'monkeying' won't get anyone's dander up. I know better solutions exist, but all of them involve either another delay or expenditure of money I don't have. Discussion and complaint are welcome.

AUSTRIA removes a war. FRANCE removes a bre. GERMANY builds a ber. And TURKEY builds a con, a ank, f smy.

AUSTRIA: a vie-tyo. a ven s vie-tyo. a sil s tyo-mun. a pru-ber.  
a boh s tyo-mun. a tyo-mun.

ENGLAND: a nwy-swe. a stp-mos. f eng eyes Bel & Bre greedily. f den-bal.  
f lvn-pru. f tyn s FRE tus-rom. f wes s tyn. f tun s tyn.

FRANCE: a pie-ven. a mar-pie. a bur s GER mun. f lyo s tus. f tus s  
 ENG tyn-rom.  
 GERMANY: a kie s ber. a mun s ber. a bel-ruh. a ber s mun.  
 TURKEY: a ank-arm. a gal-ukr. a mos-lyv. a con-bul. f apu-ion.  
 f nap s rom. f gre s apu-ion. f ion-tyn. f rom s ion-tyn. f amy-  
 eas.

The German army Munich de-exists. No retreats.

The following voted conclusions are proposed for Fall 1908:

|           |       |
|-----------|-------|
| A-E-T     | E-F-G |
| A-E-F-G-T | E-T   |
| E-F-G-T   | A-T   |

Also, re-propose conversion to regular Dip, and please turn in a vote on the GM's vote-totals proposal.

Whew!

ENGLAND TO GERMANY: Around here it is a "little c."

JAMUL: Okay, everyone, go flip through last issue figuring out what is a little 'c'.....

AUSTRIA TO FRANCE: Time for you to bond with the winning team of Austria and Turkey, my felicitous friend. We can do miracles for you. Remember, it isn't us'uns who have been pilfering your centers!

FRANCE TO JAMUL: Boy, I love this position! Thanks! After taking the reins of France from you (about 27 years ago, wasn't it?) I've managed to convert one stalemated army into one stalemated fleet!

JAMUL: Hey, that's better than I was doing...I was on the verge of converting myself into being wiped out!

TURKEY TO AUSTRIA: The army in Bulgaria is not meant to threaten you.

VIENNA TO CONSTANTINOPLE: Keep your navies pressing hard against the barbarians from the west. The Turkish-Austrian alliance can take on the world and WIN!

FRANCE TO GER/ENG: Yes, I'm still with the triple in the west. I'll be supporting you both as often as possible. What else is there to do?

HQ AUSTRIAN SECRET SERVICE: Memo to the Turkish Foreign Office (Top Secret) for your eyes only - We have received a reliable message from a new government forming in Vichy, France, that they will surrender to our forces and support us as a puppet government against the crumbling English forces. Be prepared to be welcomed in France by a great cheering throng of people.

.. .. .

GAME 1987HL - The Lopsided Lion - Winter 1901

Notice how, up to this point in the issue, the game reports have all been starting with various notes about this quirky situation or that corrected error? Well, this one won't!

THE RETREAT IS: F NTH-EDI.

AUSTRIA (Melinda Holley): Builds a bud, a tri. HAS: a's gal, rum, bud, tri; f gre (5).  
 ENGLAND (David Pierce): Builds f lon. HAS: a yor; f's lon, edi, nwy (4).  
 FRANCE (Tom Engelhardt): Builds a par, f bre. HAS: a's bel, spa, par; f's bre, eng (5).  
 GERMANY (Ran Ben-Israel): Builds f ber. HAS: a's kie, hol; f's ber, nth (4).  
 ITALY (Robert Acheson): Builds f nap. HAS: a's apu, ser; f's nap, aeg (4).  
 RUSSIA (Doug Baker): Builds f stp nc. HAS: a's ukr, war; f's stp nc, sev, swe (5).  
 TURKEY (Dan Gorham): Builds f con. HAS: a's bul, arm; f's con, bla (4).

MOSCOW TO CONSTANTINOPLE: You are cutting your own throat by attacking me. Look at that solid line of Austrian and Italian forces knocking on your door.

JAMUL: Another rousing press game, eh?

Oh yes. It is worth mentioning that Ran is going to be on holiday in South Africa for most of December, so I wouldn't expect too many letters replied to. I tried to talk him into re-starting the South African hobby while he was there, but he seems to think he may not have time. I wonder though if maybe he isn't planning some little stunt, like an issue of his Hagalil Hamaarvi from Jo'berg?

////////////////////  
ADVERTISEMENT

For a time there, some of us were seriously worried about the future of the Canadian hobby. Leeder withdrew, Smyth and Carter cut way back, McIntyre went into eclipse....

But the tide has turned. First Alan Stewart comes up with PRAXIS, and almost simultaneously Bob Acheson starts the push that has brought CANADIAN DIPLOMAT from backwater newsletter to true gem. Then McIntyre gets his job back and EXCELSIOR returns. Then Ran starts HAGALIL HAMAARVI. And somewhere along in all this, Smyth has been moving back into some of the literary excellence he is famous for.

And now Francois Guerrier, who used to edit the well-thought-of PASSCHENDAELE and ran it for 46 issues from 1978 to 1983 (years when I was inactive, so I never saw one), is back with Issue 47. He offers game openings (five regular games), a dual letter column (one of which will earn you sub credit), and a whole batch of other possibilities. Frequency is to be monthly, size is to be held to ten pages max. (though this 'first' one is 12), and the costs are: 10 issues for \$7, game fee \$2, and for each game you must post a \$4 NMR deposit. I presume, though it isn't stated, that these are Canadian dollars; if so, the U.S. equivalents are roughly 70%.

It all looks very good - lovely printing, excellent literacy, an apparently healthy outlook on not overdoing it at first....

I certainly suggest you take a look. But Alan Stewart recently took me to task for saying only nice things, and while I want to keep saying nice things, Alan is right that honesty requires honesty. And I simply

have to tell you that something is gnawing at me about this PASSCHENDAELE. I can't quite put my finger on it, but let me describe the elements:

1. Quote from Issue 47: "In its heyday, PASSCH developed into quite a respectable publication...even...a hobby "institution" or "tradition." I do not know about this; it may be so. I wasn't there.

2. However, on Page 8, Francois prints a list of sixteen people to whom he states he still owes money from the last incarnation: \$120 in cash and well over \$300 in sub credit. He asks for current addresses (I've sent him half a dozen).

3. Throughout the issue are various plans whereby you can earn free sub credit, free games, free sub extensions....

Now maybe I'm full of wind, or maybe the vagaries of my own history have made me suspicious. I don't know. But I worry when somebody comes out announcing that he owes \$450 in back credits, and then proceeds to offer nearly a dozen ways to earn even more credit....

PLEASE DO NOT MISUNDERSTAND. This is not a warning-off. What I see, I like; the gent has style and grace, and there is absolutely nothing wrong with all the offers being poured our way...but I would have preferred a short comment on all these financial matters, just to set my mind at rest on why a former 'institution' needs so many gimmicks to resurface.

One more comment - this not a criticism so much as food for thought. Francois proposes, on P.4, to start a total of 26 games over the course of the next four years. When you consider that game 1983CL ('Suni') just ended a few months ago in COSTA, after about four years' activity, that makes it theoretically possible that Francois could have all 26 running at once! More likely, I think it's fair to look to maybe 15-18 at the peak. That is awfully ambitious, I'd say - and there's also a blurb offering to take on orphans. Why not start the five you've announced, and maybe take an orphan or two, and then start games as old ones finish? I got away from this system, but I sorely wish I'd stuck to it, and I'm on my way back to it now; Alan Stewart has never deviated from it, to his credit; John Boardman has handled things this way for nearly a quarter-century, and look where he's got to; and so on. I know you've been there before, Francois - but please, take it easy! Work into it slowly. If nothing else, you'll leave all the rest of us a lot less scared....

Okay, I've stuck my foot in it, and I truly hope it gets cut off and stuffed down my throat, because I'd like to be a false harbinger here. PASSCHENDAELE 47 is a thing of beauty, a strong bit of work (ah! the literacy fairly shimmers!), and very much worth your own investigation on a take-it-at-face-value basis. Write the gent! See what you think!

Having remarked so many excellent Canadian publishers in addition to this aforesaid Phoenix, let me commend to you (with addresses) all of them. Write for sub terms, etc. CAN.DIP., HAGALIL and of course PASSCHENDAELE have game openings; I am not aware that the others do at this time, but you can ask....

PASSCHENDAELE. Francois Guerrier, 2303 Eglinton Ave. East., #305, Scarborough, Ontario M1K 2N6 ((Note - the Canadian hobby started in Scarborough, in 1966 (?) with Derek Nelson's JUTLAND JOLLIES.))

PRAXIS. Alan Stewart, 702-25 St. Mary St., Toronto, Ontario M4Y 1R2. A few well-run games and SUPREME reading material from the best writer (especially on political and social issues) currently active.





ON REAGAN'S EFFORTS TO TILT THE COURT

First, he gave us Robert Bork - zealot, ideologue, rigid carver of legal gargoyles. The views are of no consequence. A liberal suffering from similar strictures would have been equally distasteful. It was evident many years ago: Tricky Dick, desperately in search of succour, ordered his judicial officials to pull him out of danger of exposure. But Elliot Richardson wouldn't bail Dick out of his own cauldron, nor would Donald Rumsfeld; both those gentlemen had class, and perception, and imagination. It was left to Robert Bork to serve as the knee-jerk executioner. And Bork's career ever since that closed-minded display of intellectual robotics hasn't wavered for one second. What we have in Robert Bork is a judicial laundromat. You pop your quarter in the slot and you get precisely what you expected: Sterile, puerile absolutism. Never mind for one minute the reason there is dirt on your sheets; for 25c, it is eradicated, and we can ask questions later....

And then there was the bearded Jew. Daniel Ginsburg was, for all his nine days' notoriety, a mystery to be unravelled. And as we unravelled, we saw flakes of marijuana scattered all over the carpet. No matter they were stale, no matter they had Joe McCarthy's cattle-brand affixed; they represent horrible, awful DRUGS, and let's face it, Nancy does have this 'Just-Say-No' business to answer for....

So now we have Tony Kennedy. Moderate conservative. Solid judicial record. Right-wing, but capable of rational thought. I strongly suspect that he will breeze through the various confirmation proceedings, and take his rightful seat on the High Court quite in time for the summer recess....

Let's face facts. Ronald Reagan is the most unimaginative, least-intelligent President this nation has had in the twentieth century. He has goals, but they are invariably short-sighted and ineffectual, and there is the strong suspicion that at least half of them were thought up for him while he was sleeping. He has purported values, but they are derived from the supposition that America is populated by millions of indistinguishable machines, all of which (not 'whom') need to be treated in black-and-white categorical equality. And on this basis, there was never a chance that we would be offered a liberal, or even true moderate, nominee for the Court. The tipoff came from Sandra O'Connor, the first female justice in history, and equally one of the dullest. Eisenhower, a President of limited gifts, nevertheless appointed Earl Warren; either Ike or his best advisors somehow recognized judicial strength when they saw it. Nixon, a President of paranoid criminality, nevertheless appointed John Paul Stevens, a "right-winger" who somehow turned out to be a human being of real warmth. And so, when Reagan did more appointing, most of us who have no respect for Reagan at all were prepared for poor choices. Rehnquist was already there, of course, and while some of us view him as potentially dangerous, his mere elevation was not going to change the Court one iota. Scalia is a fairly rigid Justice so far, but his law is sound and his views do not seem idiotic. He may turn out to be a real asset to a body that really does need to have a broad spectrum of views represented in order for there to be any real reasoning. So - score one for Ronnie.

Then, there's Bork - or rather, thank God, there isn't. With that humiliation out of the way, Daniel Ginsburg was put forward, and was quite quickly squelched. And so it's now probably Anthony Kennedy, with whom most of us - even though we might prefer a liberal - can live. But I am not happy. In fact, I am very UNhappy. I WANT GINSBURG BACK!

Now why on earth would I make such an outrageous statement? I, the flaming leftist, want a more conservative nominee instead of a less conservative one? No, of course not. What I do want is the selection and confirmation of Justices based on rational grounds. A few joints fifteen years ago is a ridiculous reason to badger a nominee out of the way; it smacks, in its own way, of McCarthyism. It would have been another thing if the cable TV business had in fact proved to be a conflict of interest, or a breach of judicial propriety, but that was never explored; the 'pot' thing squelched it.

I'm no big fan of marijuana, and I don't endorse its use; we've learned enough in recent years to know it belongs right up there with all the other dangerous drugs that infest our society. But this was not an accepted opinion when Ginsburg was doing his thing, and millions of the rest of us were doing it with him: Bruce Babbitt, Albert Gore, me, my first wife, most of my close friends, and a fair spectrum of the whole society. And this was nowhere more true than on some of the more liberal University campuses, such as Harvard.

My reply to this whole brouhaha is, so what! Whyever does this completely insignificant faux-pas of long ago (if in fact it was "wrong") disqualify a person for present-day public trust? Well, of course, it's because it flies in the face of Ronnie and Nancy's already-bollixed "Just Say No" campaign; it's not that Dan Ginsburg did anything so horrible, it's just that what he did, revealed under the present circumstances, made Reagan look at least twice as silly as he already did after Bork. Reagan needed to follow that catastrophe with a "perfect" nominee; failing to interest Jesus in the job, he was forced to pick a fallible human. And the one he picked just happened to have the wrong blemish. Almost any other minor blemish, maybe; but not that one.

That is really too bad. Mr. Ginsburg deserved a serious discussion of his qualifications, and an in-depth examination of his career and abilities as they are germane to the position in question. That he did not receive this treatment points up very clearly the adversary climate in Washington at this time. And that is exactly the wrong climate in which to be discussing the future of the Supreme Court.

Justice Kennedy will be more than welcome, and ideologically I will certainly prefer him to Ginsburg. But I resent, and reject, the manner in which this supersession has taken place; every person on the planet has historical peccadillos, 'skeletons in the closet,' which are of no significance whatsoever unless some ideologue or zealot dredges them up and twists their significance all out of proportion to reality. This is what Joe McCarthy was so famous for. Is Justice Ginsburg a fluke, or is McCarthy's ghost back to haunt us for a while?

/---/---/---/---/---/---/---/---/---/---/---/---/---/---/---/---/

#### POLITICAL PREDICTIONS DEPARTMENT:

I predict (a) that Babbitt, Gephardt, Haig and DuPont will be out of the Presidential race within 90 days; (b) that Sen. Gore will do strikingly well in the South but will be a disaster elsewhere and will be gone shortly thereafter; (c) that Pat Robertson has already peaked except in the Bible Belt, and will no longer be a major contender except as a delegate-broker to pull the platform to the right; (d) that for the Demos it's between Dukakis and Simon, and for the Reps it's Bush and Dole; and (e) that neither Republican can beat Dukakis, but both can beat Simon.

GAME 19860 - The Convoluted Cassowary - Winter 1907

No reply having been received from Peter Mateunas, he will sorrowfully be replaced by Stephen Wilcox, 5300 W. Gulf Bank, #103, Houston, TX 77088. Peter, I hope and pray you just got overwhelmed by the new job, and I wish you well. Please keep in touch when you can; I really do need a camping friend to turn to for advice as we get more adventurous. (A couple of weeks ago we did a "random camp" - at noon on a Saturday, Ross and Eric were bored, so I suddenly announced, "Let's go somewhere and camp!" Ross beamed; Eric threw a tantrum. But he finally was persuaded, so we quickly packed the car, left about 12:45, stopped only to buy some food to take with us, then drove 50 miles into the hills until I saw a fire road (a.k.a. 'truck trail') that looked promising. We drove up that for about seven miles, until the car could no longer take the ruts; then we parked, hiked until we found a decent spot, and camped. To this day I have no idea where we were, or whose property we usurped.)

Anyway: Here are the Winter adjustments, and while Stephen and Peter Sullivan ingratiate themselves with you, I'll hold Spring (which I have from the rest of you, of course) until next round.

AUSTRIA (Evans Givan, 8066 Camstock Ct., Citrus Heights, CA 95610):

Builds a vie. HAS: a's vie, war, bul, bud (4).

ENGLAND (Peter Sullivan, St.Chad's College, 18 North Bailey, Durham DH1 3RH, United Kingdom): Removes f bot, f bal. HAS: a's stp, lvn, swe; f's lon, nth (5).

FRANCE (Larry Botimer, 13833 11th St. N.E., #3, Bellevue, WA 98005):

Build a par. HAS: a's par, pic, bur; f's eng, mid, lvp (6).

GERMANY (Michael Pustilnik, 140 Cadman Plaza West, #13-J, Brooklyn, NY 11201): Builds a mun. HAS: a's mun, hol, bel, kie; f den (5).

ITALY (Robert Greier, Jr., 35171 Gromley Road, Salem, OH 44460): HAS: a ven; f's nap, apu, tun (4). ((The retreat was to Apulia!))

RUSSIA (Stephen Wilcox, address in blurb above): HAS: a's ber, mos; f pru (3).

TURKEY (Melinda Holley, PO Box 2793, Huntington, WV 25727): HAS: a's ser, bul; f's ion, tri, adr, gre, eas (7).

I will hold all press submissions until Spring, as a couple of them give away the Spring moves....

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THE FOLLOWING GAMES WILL BE HELD BACK AS INDICATED:

RETURN J. MEIGS, JR - To be sent by flyer in a few days.  
FANISKA - ditto.

Nothing really terrible. "FANISKA" awaits only an update on moves from one player. "MEIGS" awaits your editor settling down and processing all the moves submitted for this mess.  
Supplements will follow posthaste.

A BRIEF SURVEY OF CONRAD THE PRIMITIVE

In many ways Conrad is modern. We have two TVs, a VCR, a high-powered stereo, a home computer, a microwave, two cars, three psychoanalysts....

But in some ways Conrad remains a primitive, at least in the pre-electronic sense. When we go camping, we take sleeping bags and a pup tent; no motor homes for us. When we scramble eggs, we use a 50-year-old cast iron skillet; no Teflon for us. And when Uncle Connie wanders into the bathroom, to perform his daily ablutions, one finds the following unusually backward accoutrements:

1. A can of Pepsodent Tooth Powder - no tubes or pumps for me!
2. A shaving mug and disc of shaving soap, a shaving brush, a straight razor and a strop. When, pray tell, was the last time you saw a razor strop in use???

Just thought you'd like a peek into my private territory. (I do not, I might add, clean my glasses with 'Sight-Savers' - I dunk 'em under the tap and dry 'em with paper towels. They're scratched all to hell....)



GAME 1985HE - The Delirious Dik-Dik - Fall 1909

The Austrian army Smyrna retreated to Ankara.

- AUSTRIA (Fred Townsend): a bul s alb-gre. a gal s lvn-war. a sev-arm.  
 a mos s lvn-war. a lvn-war. a ank-smy. a alb-gre. a ser s alb-gre.  
 a tyo-ven. a tri-vie. f con s ank-smy.
- ENGLAND (Simon Billenness): a pru-lvn. a ber-pru. a hol h. a den-kie.  
 f bar s stp. f bot s pru-lvn. f nth h. f fin s stp. f stp no h.
- FRANCE (Robert Acheson): a mun-boh. a sil s mun-boh. a ruh-mun. a bur-mar.  
 f lyo-wes. f mid-naf. f war-lyo.
- ITALY (Pat Jensen?): NMR. a's ven, pie; f's ion, eas, gre, smy h.
- RUSSIA (Larry Botimer): a war-mos.

Retreats: RUS a war-ukr, though why bother? ITA f gre-aeg, o.t.b.  
 ITA f smy-syr, aeg, o.t.b.

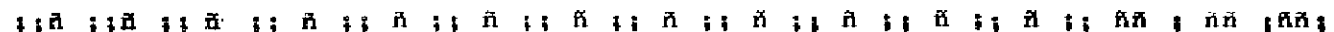
CENTRES:

- A: 13: vie, bud, tri, ser, rum, bul, gre, con, smy, ank, sev, mos, war.  
 Build two.
- E: 10: lon, lvp, edi, hol, kie, ber, den, nwy, swe, stp. Build one.
- F: 7: par, bre, mar, spa, por, bel, mun. Even.
- I: 4: ven, nap, rom, tun. Remove two.
- R: 0: OUT.

We had better hold this one to winter only. If Pat Jensen doesn't resurface, Italy will be the proud possession of Melinda Holley, P.O. Box 2793, Huntington, WV 25727.

Note: Of course, adjustments may be conditional on retreats, and also on the identity of the Italian player.

Gee whiz. I don't know how I'm going to handle all this press....



GAME US486B ("Il Crescendo") - Round 9

A few preliminary notes:

1. One slight additional correction to the revenues: Round 8, Race 7, DYFED earned only 3, not 4, so his total is 136....
2. David confirms that my computations in the Huddersfield mess were correct....
3. Doug has written that his Huddersfield line runs A44-I7 instead of what I gave (B43-J6). I guess I should have made a note that this is one of those things in these games that I routinely 'fiddle.' Doug could not have started a build at A44 as he had no track there; so, I backed up his spur the requisite hex to make it work at all. Just to be sure, I re-drew (well, overdrew) all the brown track from Round One forward, and I'm right and Doug's wrong, nyaah....
4. Dear Mr. Watts, I hope you had a lovely time in Vienna, and unto eternity I shall hate you! Don't you realize that is the one place on this earth that I would kill to be able to visit? (Second choice, Budapest; I suppose you hop over there every fifteen minutes too, wot?)

Okay, to the current turn. Some unusual results - shorter routes losing out to longer ones. Note especially Race 3, where I've made a ruling on a fluke situation....more on that later.

RACES:

1. (London to Hull). DEUTSCH WIN (only entrant).
2. (Shrewsbury to Birmingham). DYFED WIN (only entrant).
3. (Liverpool to Leicester). HO HO WIN (22); DYFED JOINT SECOND (25); PISTOL JOINT SECOND (23); PYTHON (25) sorry about that....
4. (Grimsby-Burnley). PISTOL WIN (34); DEUTSCH SECOND (37).
5. (Wolverhampton to Bolton). HO HO WIN (14); PISTOL SECOND (18); DYFED (16) no luck, surprisingly....
6. (London to the North). DEUTSCH WIN (41 to York; PYTHON SECOND (45 to Preston); DYFED (41 to Preston) is having a rotten day, eh?
7. (Bradford to the North). DEUTSCH WIN (6); PISTOL SECOND (6).

"Hey, buster," you are of course fuming, "What is this foolishness about a 'joint second place' in Race 3?" Well, folks, I am merely making an interpretation of the rules on a point that is not fully addressed.

In the paragraph headed, "Winning the Run," it states that the winner (or second) is the player "furthest past the post" if two or more arrive at the town together. It does not say what happens if two or more are EQUALLY past the post. So I applied logic.

Though the rules never specifically state such, the entire tenor of them is that a 'race' is based on economics: Players contract to deliver goods from point A to point B more quickly than any rival, and the one that follows through gets paid, etc. Now, if I were an engineer operating under such strictures, I would aim my train from (e.g.) Liverpool to Leicester and pull on the throttle; and when I got to Leicester I would stop my train and start looking for willing merchants. Now, if I noted that I had arrived simultaneously with a rival engineer, I might do one or more of several things: Yell louder at the merchants, run faster to their queue, sabotage the rival...but the one thing I would NOT do is

leap back aboard and speed on out of town, still fully laden, in an effort to race my rival further away from the merchants....

So my logic is that, once at least two rivals have reached the finish point after equal throws among all, the race is over. If there are ties, there are ties, and the money is divided accordingly.

#### ROUND 9 BUILDS:

PISTOL: (D44) - E44 - York - E41; (N2) - Bradford; (I2) - I3 - Burnley; (H17) - E16 - Shrewsbury - G16.

PYTHON: (A61) - N20 - M21 - L20 - Birmingham; (Coventry) - A63 - M24.

HO HO: (I70) - L71; (K19) - Birmingham; (Peterborough) - N58.

DYFED: (I7) - K8 - M7 - A48.

DEUTSCH: (K54) - N52 - N47 - Grimsby.

Hm. Nowhere have I noted colours. PIST green, DYFED blue, HO HO brown, PYTHON black, DEUTSCH red.

Python, you overbuilt by one (failed to note junction cost at A63) and so - for the very first time in either of these games - I had to adjust your orders. Pretty impressive, if you ask me....

#### REVENUE:

DEUTSCH 149 +20/1 +10/4 +20/6 +20/7 +9 -7 (Races) +1 -9 (Builds) = 213.

DYFED 136 +20/2 +5/3 +5 -6 (Races) +5 -12 (Builds) = 153.

PYTHON 80 +10/6 +2 (Races) +1 -12 (Builds) = 81.

HO HO 111 +20/3 +20/5 +6 -9 (Races) -9 (Builds) = 139.

PISTOL 70 +5/3 +20/4 +10/5 +10/7 +7 -7 (Races) +1 -12 (Builds) = 104.

#### RACES FOR ROUND 10:

1. Preston to Lincoln
2. Bradford to Bristol
3. Coventry to London
4. Newport to London
5. Grimsby to Liverpool
6. Bolton to the South (Special 1)
7. Hull to Wales (Special 5)

And builds this time up to eight hexes (NOT points) - in other words, you needn't figure rivals' payouts in determining your totals, though you will still pay them.

LINEARSEPARATORSARENOTMYINVENTIONBUTIWASQUITEINSTRUMENTALINPERFECTINGTHEART

#### GAME US487C - 'Pimmalione' - Round 9

Two quick notes: In moving through a hill hex, it takes two units of movement into the hill (only one going out, unless of course the next one is also a hill), but regardless, you only pay a rival one to run on the track.

Also, to David, you seem to have missed noting that HogWild has built track (Dal)-Hou direct. I've read your moves on the assumption you had accidentally rubbed part of that line off with your elbow. (Well, why not? I do it all the time, though generally I use the heel of my hand. See, I'm left-handed, and these markers aren't quick-dry....)

## RACES:

1. (S.L.C. to Phoenix). DOCTOR WIN (19); ACHTUNG SECOND (29).
2. (Sacto. to N.Orleans). HOG WILD WIN (49); ACHTUNG SECOND (51); HOBOKEN an astronomically distant third (78!!!).
3. (San Diego to Duluth.) DOCTOR WIN (only entrant).
4. (El Paso to Des Moines.) HOG WILD WIN (only entrant).
5. (K.C. to Houston). HOG WILD WIN (15); DGW SECOND (15).
6. (Milwaukee to a Pacific port). HOBOKEN WIN (44); DGW SECOND (46); DOCTOR (46) ran into a bad luck storm over the Rockies.... Oh by the way, DOCTOR went to L.A., the others to Portland.
7. (Spokane to the East). HOBOKEN (to Duluth) WIN (32). DOCTOR (to Saint Loee) SECOND (39). DGW (to St.Louis) valiant try (40). HOG WILD (to New Orleans) had got to have been kidding (67!!).

## BUILDS:

HOG: (X35) - X37 - W38; (X37) - Milwaukee; (W35) - A73; (T33) - Des Moines.  
 HOBOKEN: (Y31) - Des Moines - U33 - T32 - S32; (N33) - O33 - P33 - Q33.  
 ACHTUNG: None.  
 DOCTOR: (Ok.City) - K30 - E27; (H28) - G29 - Dallas.  
 D.G.W.: (L34) - F37; (O32) - L33; (P32) - Q33.

For the arrival at Q33, see my ruling this issue on Page 24, the game "L'Hotellerie Portugaise."

Drat. Omitted colours again. HOG green; HOBOKEN brown; ACH red; DOC ebon; DGW ultramarine-cum-aqua (bluish).

NEVER AGAIN will I use, in the same game, both the blue and the green markers supplied with the American 'Rivals' set. (Doug reports the same.) After a time, they fade to the point where they are almost indistinguishable. This seems more the case on laminated and heavy paper maps than on the regular paper ones; unfortunately, we aren't dealing with regular paper here.

## REVENUE:

DGW: 105 +10/5 +10/6 +10 (Races) -16 (Races) +8 (Builds) -14 (Builds) = 113.  
 DOCTOR: 91 +20/1 +20/3 +10/7 +2 (Races) -15 (Races) +1 (Builds) -14 (Builds) = 115.  
 HOBOKEN: 178 +20/6 +20/7 +9 (Races) +1 (Builds) -14 (Builds) = 214.  
 HOG WILD: 91 +20/2 +20/4 +20/5 +13 (Races) -2 (Races) +1 (Builds) -14 (Builds) = 149.  
 ACHTUNG: 81 +10/1 +10/2 +7 (Races) -8 (Races) +2 (Builds) = 102.

## RACES FOR ROUND 10:

1. Memphis to El Paso
2. Omaha to Los Angeles
3. Kansas City to Chicago
4. Milwaukee to Billings
5. Spokane to Fargo
6. San Diego to Canada (Special 2)
7. Dallas to Mexico (Special 3)

And - last but not least - next round will take builds up to ten. (That is in points, including known payments to rivals; unlike 'Crescendo' where it's hexes, disregarding payments).

! ! ! ! ! ! ! ! ; NOLINEARSEPARATORWILLBECOMLETEWITHOUTAHAYDNESQUESLOWINTRODUCTION

QUIZ: Give me a list of as many types of street surface materials as you can. (English only.) I've had occasion to think of this lately, and have come up with:

CEMENT CONCRETE MACADAM ASPHALT DIRT GRAVEL SAND STEEL  
WOOD (yes!) ALUMINUM (in Canada: ALUMINIUM) BRICK ROCK (STONE)

Can anyone think of any others. (Remind me to explain 'wood').

///// ///// ///// THEDIFFERENTSLOWINTRODUCTIONINTHISEEPARATORISMOZARTEAN!

Okay, I've a little extra space, I'll explain 'wood' right now. In the early part of this century, just as the automobile was beginning its rise to popularity, there was no possible way to drive a car directly from San Diego to Arizona. If one proceeded east out of San Diego, a narrow, winding earthen track crawled over the mountains, wound treacherously down the steep eastern slope, and crept hesitantly across the beginnings of the Imperial Desert to the tiny community of El Centro (in those days pop. c.2500; today, pop. 24,000). But from this point, no roads existed; the desert east of El Centro, through to the Arizona border at Yuma (approx. 60 miles) consists in loose sand dune terrain, which shifts capriciously with the winds; in those days there was no technology that permitted construction of a road through the tenuous conditions. Commerce, such as existed, had been - and well into this century remained - via animal-driven wagons (horses did not do well, but donkeys and oxen were fine, albeit slow; it took 2-3 days to get to Yuma fully laden).

But about the time the agricultural possibilities of the El Centro area began to (you'll pardon the pun) blossom, the need for more reliable transport to the nearest rail terminus (Yuma) became obvious. Also, the automobile was obviously beginning to take over as the transportation of the future. And so, in the early 'twenties, a road was finally built to supercede the oxen tracks that had been theretofore used. But, because of the shifting sands, a 'normal' road wasn't possible. The engineers therefore invented the "Wooden Road" - sixty miles of planks, tied together by steel bands, just flexible enough to shift with the sands, or - in the event of a major shift in the terrain - capable of being cleared quickly via, in effect, sweeping the sand off the planks.

The Plank Road was a single lane; every few miles, a turnout was carved for use by vehicles which met going in opposite directions. The route was frequently blocked by sandstorms, but it carried a good deal of traffic in the years of its currency, and was the beginning of the agricultural 'boom' in the Imperial Valley. And when the first real 'highway' finally superceded the Plank Road in the early 'thirties, many people continued to use the old road, and did so for years, until the thing finally started to fall apart for lack of maintenance.

There is very little left today of the Plank Road, but - if one knows where to look, or if one is directed by a local - pieces may still be seen intact. And, seeing a chunk, one can just imagine the effect of driving most modern cars over such a phenomenon: INSTANT JUNK-YARD!





period, and a bit of a bibliography. I've followed up on a couple of the given sources, and they in turn give additional bibliography. Whether or not you ever try the game (though you really should; it takes a bit of a learn, but is pretty good once you catch the hellish nuances), it's worth a look just for its unusual perspective on its subject.

(No, I don't intend to recommend anything from the bibliography; I'm trying to get you interested in the game, remember?)

Anyway - thanks, Craig; hope you thoroughly enjoyed your bit of history. (Oh, by the way; I think I mentioned that Matthew is the "spitting image" of Ross at the same age? Well, I was close, but the one he really looks like is me!)

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 COSTAGUANA FINANCIAL UPDATE (Doug Brown)

The positive first: Contributions came in this month from Dan Gorham. That's it as of Nov. 11.

This means that the subs of Pete Gaughan and Pierre Touchette have expired. If you know these people you may wish to remind them, but as of today they are gone to a world without COSTAGUANA.

This will be the last issue for Blair Cusack, Ron Brown, Keith Sherwood and Cal White. Peter Mateunas has credit for one and one-half issues, and the following have only two to go: Mark Larzelere, James O'Fee, Paul Kenny, Craig Arnold and Gary Coughlan.

About half the subbers are slated to expire in three more issues. Of course, they (or anyone) can send me (Doug Brown, PO Box 584, Panngrove, CA 94951) money at any time to top off your credit. Please note on Page Two that the sub price is now flat-rated at 10 issues for \$15; this includes first class postage in North America, surface postage elsewhere. (I will ship overseas copies by air if I am able to get to Mexico to do it.)

Agents outside the U.S.: Andrew England, 91 College Road, Somerton Park 5044, S.Australia; Robin apCynan, Pen Parc, Holyhead, Gwynedd, LL65 1PH, U.K.; Mark Weidmark, PO Box 310, Maitland, Ontario, Canada K0E 1P0.

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This issue is too large. And it isn't just the photo page that did it; the cause of all my overruns is variously known as "diarrhoea of the type-writer," "stream-of-consciousness editing," "enfatuuation with the 'sound' of one's own 'voice'," etc.

And with all that, you'll note how few letters got printed? Let's be honest, folks, the COSTA lettercol has seen better days - courtesy of your drivelling editor and chief writer.

Someone once suggested that what I really ought to do is put out COSTA with your letters, hobby news, and game moves, and reserve my own writing for PROFIT! The fact is that I believe myself to be an extremely poor writer to an assignment; no matter how much pruning I seem to do, I cannot escape the tendency to write too much; from me you inevitably get ten words for every one that's needed. So, I shan't be bothering the editors, I fear, not unless I somehow manage to learn the meaning of the word 'concise.'

(Once, in college, I was assigned a "minimum 25 page" term paper. The one I turned in was 246 pages....)

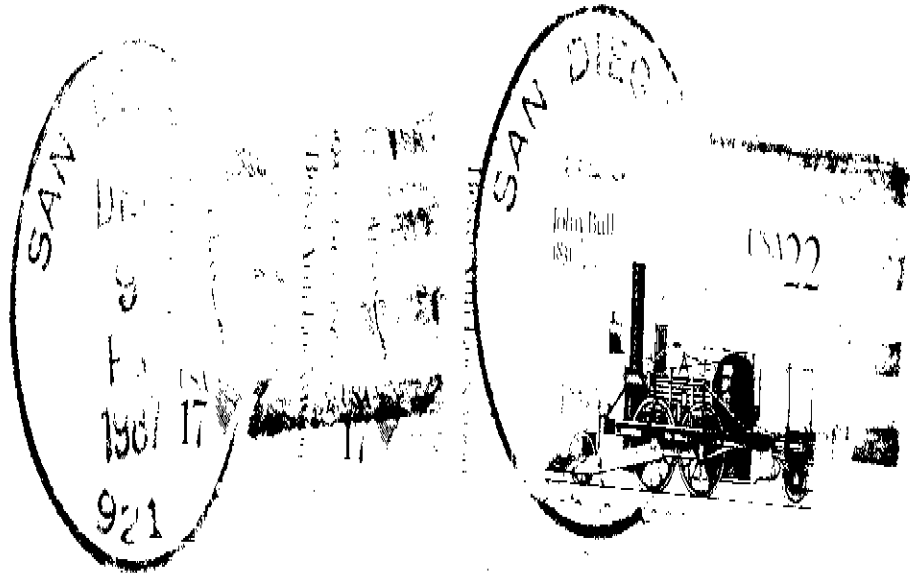
YOU'VE SEEN THOSE "CELEBRATION OF LIFE" POSTERS? You know, the ones that list as many reasons to be happy and/or good to yourself as they have room for (in small type) on the poster?

This page consists entirely in a list of conductors of recordings of symphonies of Joseph Haydn. Criterion for inclusion: I admire at least one recording by this conductor. In effect, this is a "celebration of Conrad" and his love of Haydn's incredible brilliance - and of the people who have made it possible for me to love every single one of the Master's 107....

|                        |                      |                        |                       |
|------------------------|----------------------|------------------------|-----------------------|
| HERMANN SCHERCHEN      | ERWIN BALZER         | LESLIE JONES           | THOMAS BEECHAM, Bart. |
| TATRAI VILMOS          | IONA BROWN           | LEONARD BERNSTEIN      | FRANZ LITSCHAUER      |
| JONATHAN STERNBERG     | ANTON HEILLER        | MOGENS WOELDIKE        | DAVID BLUM            |
| EUGENE ORMANDY         | HANS SWAROWSKY       | ERNST MAERZENDORFER    | MAX GOBERMAN          |
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| HANS ROSBAUD           | GEORG SZELL          | FRITZ REINER           | NEVILLE MARRINER      |
| FELIX WEINGARTNER      | GERARD SCHWARZ       | HENRY SWOBODA          | ANTAL DORATI          |
| DAVID ATHERTON         | CARLO MARIA GIULINI  | VITTORIO GUI           | SEIJI OZAWA           |
| CHARLES MUNCH          | KARL BOEHM           | HERBERT Von KARAJAN    | ARTUR RODZINSKI       |
| MEINHARD Von ZALLINGER | BERNHARD PAUMGARTNER | GENNADI ROZHDESTVENSKI |                       |
| EUGEN JOCHUM           | WILHELM FURTWÄENGLER | GUENTER WAND           | KURT REDEL            |
| HANS STADLMAIR         | PAUL ANGERER         | WALTER GOEHR           | PAUL SACHER           |
| HELMUT MUELLER-BRUEHL  | GARY LEMAIRE         | JOSEF KRIPS            | ISTVAN KERTESZ        |
| SZYMON GOLDBERG        | FRICSAY FERENC       | SOMOGYI LAZSLO         | WILLEM MENGELBERG     |
| HARRY NEWSTONE         | ARTHUR WINOGRAD      | JOSEF KEILBERTH        | EDO DE WAART          |
| ANTONIO JANIGRO        | BENJAMIN BRITTEN     | ANDRE PREVIN           | ZUBIN MEHTA           |
| THOMAS FUREY           | VICTOR DESARZENS     | ERNEST ANSERMET        | CARLOS KLEIBER        |
| KARL HAAS              | OTTO KLEMPERER       | ROBERT RUDOLF          | CARLOS CHAVEZ         |
| LORIN MAAZEL           | EDUARD VAN BEINUM    | ARTUR ROTHER           | MITCH MILLER          |
| ANDRE CLUYTENS         | SZEKERES FERENC      | CHARLES MACKERRAS      | ELIAHU INBAL          |
| KURT REDEL             | ROZSNYAI ZOLTAN      | JASCHA HORENSTEIN      | HAMILTON HARTY        |

is that enough?

C. von Metzke  
4374 Donald Avenue  
San Diego, CA 92117-3813



TELL MIKE!  
HE MUST  
READ THE ARTICLE  
AT BOTTOM P. 2

FIRST CLASS

two too

AN EXPERIMENT.

"To." "Too." "Two."  
All have the same sound in English, right? So - sound the word(s) and ask a child to write it. Which one will you get?

What I got appears to the right. The left-hand answer is Eric's; the other came from Ross.

Larry Peery  
Box 8416  
San Diego CA 92102