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DEADLINES

Diplomacy and Gunboat:

MONDAY, 28 MARCH 1988

Railway Rivals:

As stated on the flyers you received.
(Note: 'Eliza,' 'Pimmalione' and 'Crescendo'
deadlines are "as soon as you can.")



COSTAGUANA

Volume XI, Number 15

March 1, 1988

WANNA READ ANOTHER ESSAY?



Are you getting sick and tired of my incessant essays about personal matters and other things having nothing to do with games. Well, read this one anyway; it too has nothing to do with games per se, but you really ought to read it.

Never mind the date up there; today is Feb. 24 and I am sitting at my desk typing yet another issue. I was, in fact, in the middle of page 13. And suddenly a thought, which has been brewing consciously for two weeks or so, finally gelled. Specifically, I said to myself, "What in the hell am I doing???"

It is warm and sunny outside. The lawn needs mowing. The house needs painting. I haven't seen my mother in two weeks. Jean has a migraine and could use a friend. And what am I doing? Well, of course! I'm typing another big fat issue of COSTAGUANA, a journal of postal Diplomacy and increasing impositions upon its editor's time....

Over the course of the past week or so, I've written to several people, and was in process of writing to several more, suggesting that maybe it's about time I phased this thing out, or at least reduced it to small-time the way it started. To at least one of them, I even wrote that the reason for a gradual process (with no public disclosure at first) was because, despite all my protestations, I really did want to do decently on the Runestone Poll this year.

In retrospect, I believe that to be one of the most idiotic lines I have ever written. What possible purpose can be served by continuing with what has become drudgery, merely to score a few points higher in the Poll, thereby knocking someone else out of a higher place that he/she really cares about? No thanks. With this issue, COSTA as we have all come to know it has just ended. 'Bye.

But of course there is a catch. You must understand that what I am sick of, and am therefore chucking, is COSTAGUANA as we understood it. Now, if you want to talk about the hobby as such, the games, the people...hey, that stuff remains very special to me, and I'm not giving those up. COSTAGUANA - a very small COSTAGUANA - will continue to run its games to conclusion, and start new ones as the space and interest allow. Knowing me, I'm sure I'll succumb to the urge to do a bit of chat here and there, print and respond to the odd letter, tell a few sleazes what I really think of them...but only a couple of pages or so. And as for subs and trades, well, you're more than welcome to sub or trade if you so desire, but I rather doubt that most of you will want to, and so I fully expect a much-reduced mailing list almost immediately.

But just in case, here are the terms: Game fees, \$2 for 'Rivals,' nothing for other games. Currently open: One section of 'Empire Builder' (four signed, two to four more needed); up to three more 'Rivals' sections, you pick the map. Dip will open again when we're down to two or three games (incl. Gunboat), and I anticipate eventually levelling off at about six 'Rivals' at a time.

Trades are welcome, though I think you'd be foolish. My suggestion is, keep the trade going until you see my first "new" issue; then decide. If at that point you want to maintain our trade (all-for-all basis only), let me know; if I do not hear positively from you at that point, I will assume the trade is cancelled. (I guess this means money to Simon, Richard, Paul, Anne and Don, eh?)

Subs will run you three issues for a dollar. Overseas, that's by surface. If you wish for some reason to continue subscribing, your credits will be fixed to allow for this - and I will be taking my sub list back from Doug Brown (I no longer have any reason to bother him for a small no-frills operation). Refunds will be made, if you prefer, though I don't promise instant payment for everyone. But fairly quick, with regular reports - I can't really discuss this until I get the lists from Doug and find out who gets how much.

Current players: Don't worry about it. You'll get your game reports.

Overseas players: Game reports (one page) by air, the whole "zine" by boat. If for some reason you want the whole thing by air, my guess is the cost will be roughly treble.

A lot of this is rough at this time, for two reasons - no, three: (1) I have no way of knowing yet who wants what, (2) I won't know until I hear from Doug how much I owe, and (3) I won't know until I type the next issue just what it will cost (especially overseas).

Oh - on subscription balances. I think the fairest course is this: I will assume that you DO want a refund unless and until you advise me otherwise. Active players will be treated in reverse; if you want a refund you will have to ask, and such requests will be assumed to amount to a resignation from the game(s).

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There now; that wasn't so bad, was it? Hell, if this had been DIPLOMACY WORLD and Larry were saying goodbye, you'd have time between the introduction and exposition to take an Alaskan cruise....

But enough of trips. Let's talk about the next President of the U.S. for a moment - or, better yet, let's not. I'm sorry, but the field we have running these days is getting sorrier by the minute. Gary Hart has become just plain pathetic, and it's actually painful to watch him get laughed at and ignored. If Pat Robertson weren't actually dangerous - in precisely the same way that Josef Goebbels was dangerous - he'd be funnier still. Well, with luck maybe the Bakker/Swaggert scandals will help underline the difference between a Man of God and a Man of Television Sponsored by God. And then there's pallid, prematurely puerile Jack Kemp, the only candidate whose firm command of a popular issue (freedom to own a gun) caused him to sink in the polls. These clowns aspire to the Presidency? Yup...and if we were to elect one of them, we would be aspiring to the international status of Chad. (The rest of the major candidates, to one degree or the other, aren't so horrible; we may not have a great leader here, but neither do we have anyone whose State of the Union addresses would be billed as comedy specials. For my money, though, I'm still writing in Jimmy Carter.)



L'HOTELLERIE PORTUGAISE - Railway Rivals, South Sweden - Round 6

You are about to see a slightly overbuilt board....

Note that Robin apCynan has moved and is now at 'The Store Barn,' Church Street, Madeley, Telford, Shrops. TF7 5BU, U.K.

One set of builds this time bore very little resemblance to reality; I did my best, and came out close to apparent intent. However, please see my note further along on the future of fiddling moves in this journal.

As to revenue in 'Hotellerie,' Doug has kindly compiled the totals all the way along, and I've (nothing personal, Doug) checked them and he's quite correct. Good. I have no patience with games where I don't know where I stand....and, the totals before this round are: DIXIELAND 40, SCHEISSEN 61, FAUSTUS 62, ES GUD 70.

Round 6 throws were 5-4-4.

ES GUD RA-RODE (Doug Brown, brown): 6a: (F30) - F32; (E31) - Helsingborg; (H24) - H22. 6b: (H22) - E21; (H22) - I22. 6c: (Stockholm S.) - Stockholm N.; (F32) - Malmø.

FAUSTUS (Robin apCynan, green): 6a: (Stockholm N.) - Stockholm S.; (Boras) - H19. 6b: (H19) - Jönköping - L21. 6c: (L21) - L22 - M23 - M24; (N11) - Örebro.

DIXIELAND (Melinda Holley, orange) 6a: (K12) - Kristinehamn; (K13) - M12 - M10. 6b: (M10) - M9 - B47. 6c: (B47) - D46 - Avesta; (M12) - N11.

SCHEISSEN (Brian Longstaff, red): 6a: (D54) - E54 - E53 - G52 - H52. 6b: (H52) - Södertälje - K52 - L51. 6c: (L51) - Stockholm S. - Stockholm N.

Revenue: FAUSTUS 62 -1 (DIX J20) -3 (DIX L21) +4 = 62. ES GUD 70 -3 (SCH F32) -1 (FAU F21) -2 (DIX I22, E21) = 64. SCHEISSEN 61 +3 = 64. DIXIELAND 40 -2 (FAU K12) -1 (FAU N11) +6 = 43.

RUNS FOR ROUND SEVEN (enter up to four, your choice):

1. 41-23 - Skövde to Växjö
2. 22-32 - Kalmar to Gästeborg
3. 34-52 - Uddevalla to Västerås
4. 44-51 - Norrköping to Eskilstuna
5. 14-63 - Kristianstad to Stockholm N.
6. 13- - Lund to North Sweden (Special 3)
7. 62- - Stockholm N. to Denmark (Special 6)

And builds to a maximum of five hexes....

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SPECIAL NOTICE TO ALL RAILWAY RIVALS PLAYERS

Up until now I've been treating these games more as a learning experience than anything else, and as a result I've been extremely liberal with the way I handle miswritten orders. But it has gotten to the point that some of the 'fixing' I'm doing extends well beyond the bounds of fair game mastering. (And I might note that no particular person is the cause of this; I've done it for quite a few of you.) Sooner or later, I'm going to get caught in the trap of doing too much, and someone is going to suffer. So I think I had better serve notice right now, and knock this crap off.

Therefore: Effective immediately and with all Rivals games, Conrad's "fiddling" is over. I will of course continue to be rational when it comes to technical problems, e.g. misprinted maps or game reports, or my bad answers to your good questions; but under normal conditions, what you write will be what you get, and if you mess up, the only bonus you'll get is a moment of sympathy.

So much for Mr. Nice Guy....

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 ANACREON - Railway Rivals, Isle of Man - Round 2

Now this gets complicated, so please pay attention. In the last COSTA, which had not yet been mailed when this was typed, an error and correction were remarked. A different player made a similar error in the current builds, and I have of course (and for the last time, see previous notice) made an adjustment. However, this leaves us with the following sequence of events for players: First, they got photocopies of this, correcting the second error; then, they got the issue explaining the correction of the first error; and somewhere in between they will presumably have got themselves analysts....

Anyway. On this map it seems that rivers are marked with darker black lines, which fact I hadn't caught or been told. Last move TBNS exceeded the limit by the cost of a river, and I let him do it. So of course I had to revoke the extra lines, and even downgrade the revenue. Official result, after Round One TBNS' line stopped at Q17 (which in itself is a correction to the correction in the previous COSTA that hasn't come out yet) and the revenues are: DUCATI 32, everyone else 26.

And finally (pant pant), Robin apCynan has moved house:

'The Store Barn,' Church Street, Madeley, Telford, Shrops. TF7 5BU.

No - one more item. To be safe, let's clarify the map. I interpret rivers existing (in addition to the obvious) at: Sulby - J 63 and I 63; Ramsey - K70; Glenmoor - B62, G63 and F62; Peel - Y8; Union Mills - Q19; Douglas - N21; Ballasalla - H12; and Castletown - E12. I do not interpret rivers exiting Colby, Ballabeg or St.Johns. Any disagreement?

ROUND TWO - Throws 4,5,5

DUCATI (Robin apCynan, green): 2a: (W27) - Laxey - Y27 - A66. 2b: (A66) - Bungalow - B63; (Laxey) - X28. 2c: (B63) - Snaefall; (X28) - Z29.
 TBNS (John Colledge, blue): 2a: (Q17) - Crosby - S15 - T14. 2b: (Union Mills) - Q20 - R19 - S20. 2c: (T14) - T13; (S15) - R14; (S20) - U19 - V19.
 DRAGON (Brian Longstaff, red): 2a: (Ramsey) - J66. 2b: (J66) - Sulby. 2c: (Sulby) - J59 - Ballaugh.
 MAD POLICY (Richard Walkerdine, black): 2a: (R11) - Foxdale - P12. 2b: (P12) - P13 - N14. 2c: (N14) - St.Marks - L14; (W11) - X11 - Y11 - Z11.

Note please that in adjusting the moves (three of the four sets!) to allow for various things, I ran across a problem in Brian's case; his orders cannot be adjusted to read exactly 4-5-5 for the throws, so instead they are done 4-6-4.

REVENUE: DUCATI 32 +18 = 50. TBNS 26 +6 = 32. DRAGON 26 +12 = 38.
 MAD POLICY 26 +12 = 38.

And for round 3, throws will be 6-4-3.

THE WORLD'S SIMPLEST QUIZ

1. How long did the Hundred Years' War last?
2. In which month do Russians celebrate the October Revolution?
3. Where are Panama hats made?
4. From which country do we get Peruvian Balsam?
5. Which seabird has the zoölogical name Puffinus Puffin?
6. From which animal do we get catgut?
7. From what material are moleskin trousers made?
8. Where do Chinese gooseberries come from?
9. Louis XVIII was the last, but how many previous kings of France were called Louis?
10. What kind of creatures were the Canary Islands named after?
11. What was King George VI's first name?
12. What color is a purple finch?
13. In what season of the year does Shakespeare's "A Midsummer Night's Dream" take place?
14. What is a camel's hair brush made of?
15. How long did the Thirty Years' War last?

THE MAILBOX FILLETH, AND STIMULATETH US ALL

MARK BERCH: "In your December issue ((1986!!!)), you say, "Christmas is love. Chanukah is love also....May all of you be blessed in this season of love." The general idea here is that Christmas and Chanukah have a significant common theme. They do not, not 'love' or anything else. Attempts to equate, in any significant way, Christmas and Chanukah act to the detriment of both holidays. What they have in common is just a matter of timing - they both appear around the Winter Solstice. Visually, they will both rely to some degree on 'lights,' as do most religious holidays around the Winter Solstice.

"Christmas deals with events that are Cosmic, and world-shaping. Chanukah celebrates a much more mundane matter; a military revolt, probably with some civil war mixed in. In a nutshell, a neighboring king had installed the Green pantheon of gods and goddesses in the Hebrew Temple in Jerusalem. The Jews organized armed resistance, and eventually prevailed. The point here isn't which is a better religion; the Jews had monotheism of course, but they also employed animal sacrifice as part of their Temple practice. The point was their right to practice their religion as they saw fit, rather than as their neighbors saw fit.

"Quite a while later a legend was added to the story, viz. when the Temple was retaken, only a small amount of sacred oil was found, enough for just one day, yet it lasted eight days. This was an odd and rather inconsequential miracle.

"Chanukah has some links to some other Jewish practices. The willingness of the Jews to relight their oil lamp even though there was not enough oil, is mirrored later in the struggle of some Jews in the USSR to practice their beliefs even though it 'seems impossible.' There is also the Maccabean Games, a comprehensive sports competition held in Israel. The accent here is on physical prowess - which is how the Jews prevailed in the original Chanukah event.

"But this has nothing to do with Christmas. Christmas celebrates peace, and Chanukah a military rebellion. Christmas celebrates the birth of a child, and hence of a religion; Chanukah celebrates the regaining

of that which was lost. Christmas is a day of great importance, Chanukah is a minor festival. It is not a Holy Day.

"If you must make a thematic link for Chanukah (and I don't concede that you do), make it with Thanksgiving. The Pilgrims came here largely because they were not free to practice religion as they saw fit. They moved themselves, while the ancient Hebrews moves the oppressors, but the principle is the same: Direct and drastic action is sometimes needed to gain religious freedom.

"The linking of Christmas with Chanukah serves the interests of the purveyors of cards and gifts. They need to secularize these events, so as to better commercialize them. By linking together holidays that do not have an authentic religious link, they de-emphasize the religious component of Christmas and thereby help to secularize it. Don't go along with this. Don't send me a Christmas card, for I celebrate Chanukah, which is not the same thing. Christmas is unique, a special time of wonderment, when people can be open to the world-shattering possibilities of change. Don't muddle it with a spurious link to Chanukah. The distinctive qualities of these two holidays will be lost if you try to mix them together."

((Being unqualified to comment on your historical survey - I confess that I hadn't the slightest idea what Chanukah celebrated - I can only deal with the intent of my spurious linking and the possible effects thereof. Granted your technical points, I still don't concede an error other than in a phraseology which made one seem equivalent to the other.

((The United States is ostensibly a Christian nation, and Christmas is one of the high points of Christian celebration. Nevertheless, Christmas has long since ceased to be a religious holiday in this country. That may be the fault of vendors of toys and versifiers of cards, or it may reflect a gradual drift away from the deeper meanings, or it may represent an erosion of spiritual principles...who knows? It is still a season of the expression of love and warmth, however spuriously manifested; the intent seems almost universal even if the expression is flawed. Children are given heaps of toys; maybe an extra few hours of quality parenting would be better, but then again - given reality and peer-pressure - maybe not. Cards are sent to people with whom one has no other annual contact; maybe you really can't stand old great-aunt Mabel, but for once - gnashing teeth and all - you make the effort to express at least a limited feeling. And it goes on like this. For all the chaos and sundry annoyances, it remains a time when Americans, however callous, spend some time doing something for someone else.

((I have no idea when, or why, the two holidays first came to be equated, but I'd be willing to bet that Chanukah just got sucked in. Non-Christians are literally forced into at least a form of participation; they may not intend to, but the lights are on whether desired or not, and lines at checkstands are absolutely equal-opportunity.

((I seriously doubt that either holiday is in danger of losing its individuality by association with the other. From the standpoint of their religious meanings, they remain separate to those who think of them in those ways; and to those who don't, the meanings are probably not much understood or cared about in the first place. Now, if we were talking in terms of getting back to Original Meanings, sweeping away the glitter, etc., then I'd agree with you. But the reality of it is that we are dealing not with a day, but with a 'season,' an amalgamation of quite a lot of things into a celebratory year-end social clearance sale. If lumping Chanukah in there is unfair to the original holiday, it at least has the virtue of including a group of people in well-intentioned activities

to Issue 29 - let's see, that's over seven years, eh? Brian also included copies of his much smaller related commentary, "The Nit-Picker's Bit."

I'm not about to suggest you all run out and subscribe; if you want a 'Trek' fanzine, let me know and we'll both go find an American one together. The ones in question here are extremely British, both in tone and in the nature of the news they report; unless one is a fanatic, they would do us very little good over here beyond their curiosity value.

But this is not to say that they are poor; "The New Enterprise" is in fact a superb fanzine of its type (and I used to be very much into SF fanzines). Issue 28 (Nov. '87), which I take to be representative, is 35 pages, open A4 photo, and contains Con listings, a WorldCon report, some quite fine cartoons, club and pen-pal lists, various Trek-related news blurbs (including a riotous photo-spread, unfortunately poorly reproduced in spots, involving the Star Trek cast and the rock group 'The Firm'), a synopsis (studio-generated) of Episode I of 'The Next Generation' (which is arriving on British TV only this month), and sundry other items. It's obvious that a lot of this would have little appeal over here - listings of British regional Cons, pen-pals, etc. - but a certain amount of it has no national barriers at all. The WorldCon report is a true gem. About the only real lack I would remark is the absence of any longer, serious article - American fanzines are famous for this sort of thing, as well as for new 'amateur' fiction, and these are the items that make fanzines exciting for me. And there is no reason that, in spite of its theme orientation, "The New Enterprise" couldn't venture into such areas. Shy of that, however, it's a good bit of work, well and gladly enjoyed. Interested readers may enquire of Mich Clarke, 12 Jessop Close, Leasingham, Sleaford, Lincs. NG34 8LJ, U.K. "Dues" are U.S. \$7., presumably per annum.

Brian's "Nit-Picker's Bit" is a chat 'zine, mostly Brian's own fine writing on a variety of topics, but mainly SF or science-oriented. 'Star Trek' takes up a great part of the material (seems to be 4 pages a crack), and to a fan the tidbits can be priceless. I chuckled mightily when I learned that British TV proscribes four of the original episodes (for excessive violence, I gather), versus only one not shown over here (owing to Leonard Nimoy having gotten an injunction against it). Brian isn't perfect, however, he does repeat the misinformation that the original cast get no royalties from reruns. (James Doohan has said that royalties formed the majority of his income in the years between the TV series and the films.) Unlike "The New Enterprise," this one isn't as overwhelmingly British, and if one has an interest in the general subject areas, it will prove a fine perspective. Write to Brian Longstaff, 13 Woodfarm Drive, Sheffield, S.Yorks. S6 5LW. No price given, but I'd venture that a dollar bill would get you the next two.



RAILWAY RIVALS MAPS

For the benefit of any interested parties, the following is a list of Rivals maps known to me to exist. Nearly all are available from me; though a few are briefly out of stock at this moment. To my knowledge, only map 'G' is wholly out of print.

If interested in any, write. Prices range from 50c to \$2.00.

| <u>LETTER</u> | <u>SCENARIO</u> |
|---------------|-------------------------|
| A | South Wales (west) |
| AU | Austria |
| B | London and Liverpool |
| BE | Belgium |
| BN | Benelux |
| BU | Bulgaria |
| C | Western U.S. |
| CH/1 | China, Version I |
| CH/2 | China, Version II |
| D | New York and Chicago |
| E | Atlantic and Lake Erie |
| F | South Scotland |
| G | Central Scotland |
| HU | Hungary |
| I | Ireland |
| IM/1 | Isle of Man, Version I |
| IM/2 | Isle of Man, Version II |
| IN | India |
| IV | Isle of Wight |
| J | Mersey and Humber |
| K | London and Southeast |
| L | France |
| M | London and Midlands |
| N | New England |
| NE | Netherlands |
| O | South Wales (east) |
| P | Northern Italy |
| Q | Southern Italy |
| SP/1 | Spain, Version I |
| SP/2 | Spain, Version II |
| SW | Switzerland |
| T | Middle Earth |
| WC | West Cumberland |
| X | South Sweden |
| Y | Yorkshire |
| YU | Yugoslavia |

I understand that Sweden and France are being prepared in revised versions. Mexico is also on the drawing board (mine). There may be more, but when David sees this I'm sure he'll fill any gaps.

I might note also that some of the designator letters may be wrong; if nothing else, I presume there must be maps H, R, S, U, V, W and Z. Again, when David fixes my errors I'll fix my list.

The U.S. game sets contain maps B and C.

GAME 1985D - 'The Narcoleptic Nilgai' - Final report

This game ended some while ago, and it's high time I reported the result. Another game, 1986AC, will get its sendoff next page.

'Nilgai' was an orphan which I picked up from Keith Sherwood. He turned his files over to me, but I did not keep them - or if I did, I don't know where they are - and so the early data on this game are missing. It doesn't really matter except to perfectionists, save only that if anyone can supply the original Russian player's name, I suspect it really should be passed on to Steve Heinowski for ratings purposes.

MAGAZINE: The Inner Light (to S.04), COSTAGUANA

GAMESMASTERS: Keith Sherwood (to S.04), Conrad von Metzke

PLAYERS: A: Dick Martin (out W.06)
 E: Dan Stafford (res F.04), Robert Greier
 F: Kevin Tighe
 G: Paul Gardner
 I: Pat Jensen (DREW W.10)
 R: ? (dro S.04), Conrad Minshall
 T: Terry Tallman (dro S.04), Michael Pustilnik (DREW W.10)

| | 01 | 02 | 03 | 04 | 05 | 06 | 07 | 08 | 09 | 10 |
|---|----|----|----|----|----|----|----|----|----|----|
| A | | | | 3 | 1 | - | | | | |
| E | | | | 5 | 4 | 5 | 6 | 6 | 5 | 2 |
| F | | | | 5 | 4 | 4 | 2 | 1 | 1 | 1 |
| G | | | | 8 | 9 | 9 | 7 | 6 | 6 | 5 |
| I | | | | 5 | 6 | 7 | 7 | 9 | 10 | 12 |
| R | | | | 1 | 1 | 1 | 1 | 1 | 1 | 1 |
| T | | | | 7 | 9 | 8 | 11 | 11 | 11 | 13 |

Beginning middle P.14 is the only end-game statement sent; it's out of place because it was misfiled. Following here are my own comments. (Well of course I have comments; it's my 'sine, ain't it?')

I had a great deal of fun watching this game spin itself out, but from my point of view the real pleasure was in the peripheral activity - the lengthy discussions of rock music that went on in the 'press,' and the education I gained from that series of exchanges. As a game, and from an ostensibly neutral observer's vantage, I saw a fairly straightforward pair of alliances try to get their respective acts together, with the stronger (E-G) having more trouble both in terms of acting in concert and of dealing with a troublesome opponent in their midst (F). The southeastern pair seemed to have fewer difficulties coordinating, and had already smashed Austria and southern Russia by the time I came along. Still, what appears from the centre chart to be a fairly open-and-shut situation really was in some doubt for a long while. Conclusion proposals came up routinely, and were just as routinely vetoed, until finally it apparently became obvious that I-T were going to plug away at their draw until doomsday if need be.

My congrats to Pat and Michael, condolences to Paul and Bob and Kevin, and my particular appreciation to Dick and Conrad for playing out hopeless positions rather than snarl the game. But mainly, thanks to all of you for a great deal of pleasure. (Slightly sad note: Since this game ended, three of the seven players have left the mailing list. Oh well - that's the hobby.....)

GAME 1986AC - 'The Bisexual Bear' - Final Report

There are some things in life that are just destined, I guess, to be Great Mysteries forever. This game is one such. Never in my wildest dreams did I suspect it would end as quickly and abruptly as it did. In fact, I simply cannot escape the notion that it ended mainly because the players had just lost interest....

MAGAZINE: Costaguana

GAMESMASTER: Conrad von Metske

PLAYERS: A: Nelson T. Heintzman (DREW W.05)
 E: Bart Denny
 F: David Anderson
 G: John Crosby
 I: Robert Greier
 R: Blair Cusack (out F.04)
 T: Stephen Wilcox (DREW W.05)

| | 01 | 02 | 03 | 04 | 05 |
|---|----|----|----|----|----|
| A | 4 | 5 | 4 | 5 | 7 |
| E | 4 | 6 | 5 | 5 | 4 |
| F | 4 | 4 | 3 | 2 | 1 |
| G | 5 | 7 | 8 | 8 | 8 |
| I | 4 | 4 | 5 | 6 | 5 |
| R | 5 | 2 | 1 | - | |
| T | 4 | 6 | 8 | 8 | 9 |

End-game Statement from Robert Greier:

The best way to describe this game is - interesting! The board shaped up as a loose A/T alliance, a loose I/G alliance, and England as a silent force. Nelson proved why he is revered highly as a good player; his letters were prompt and influencing. I semi-stabbed Germany, and we (I/A) got an Austrian fleet into the Mid. At the same time Turkey (Wilcox) was making "I gotta stab Austria" noises, which I took seriously, not seeing through the T/A hard line alliance. Turkey took an Austrian center attempting to influence Germany (Crosby) that the T/A was crumbling. In the process the Austrian F Mid was removed, and my plans got flushed.

From that point it was toady to T/A or die. I toadied well, and died as a survivor anyway.

Congrats to Nelson and Stephen, the devious little shits played me like a fiddle. John saw the A/T for what it was early, and deserved a more experienced ally that myself. Thanks Conrad!

From Conrad:

I hadn't read that until I sat to type it, but it goes a long way to explaining my mystery. However, I am still left with a sense of too-early resolution (with the understanding, of course, that it's none of my business since the players own the game). I think almost in terms of a SuperBowl which is 28-24 at the half and two-thirds of the audience get up and leave. Well, whatever...I certainly enjoyed what little there was of it, and my thanks to all and kudos to the two 'top dogs.'

And now it's off to the record books with you, Bear....

FANISKA - Railway Rivals, Middle-Earth - Round Two

Sorry for the long layover, but we're on schedule again now.

Tony Sait has moved; if you care to write to him, he's now at 15 Alphington Green, Frimley, Surrey, U.K. GU16 5LQ. Of course, considering what he's just done to me in MAD POLICY, I wouldn't write to him on a dare!

Round Two throws were 10-5-7. (But remember my strange ruling that gave Tony an eleven....)

G.I.T. (Tony Sait): 2a: (F94) - F93 - E93; (I96) - Gwaithlo; (C101) - C100 - Moria; (Tharbad) - J98. 2b: (J98) - M100. 2c: (M100) - A141 - Hobbiton; (Moria) - A99.
 MULTI-RING (Melinda Holley): 2a: (E50) - E51 - J53 - J55 - K56; (G44) - Pelargir. 2b: (Pelargir) - I44; (K56) - Dol Guldur. 2c: (I44) - J44 - K43 - Linhir; (C48) - A47.
 OESTERREICH (Brian Longstaff): 2a: (Baranduin) - C137 - C136 - Gwaithlo. 2b: (Gwaithlo) - M93 - K92. 2c: (K92) - F89.
 MERTON (Robin apCynan): 2a: (G92) - G94 - G97 - H97. 2b: (H97) - K99. 2c: (K99) - A141 - A142.
 TOOKISH LINES (Doug Brown): 2a: (H107) - E109 - B107 - A107; (E109) - F109. 2b: (A107) - N67 - M67. 2c: (M67) - L66 - L65 - K65 - Beorn - K62.

REVENUE:

GIT (goblin green): 32 +12 +15 (MERTON) = 59.
 MULTI (purple): 32 +18 = 50.
 OESTERREICH (red): 21.
 MERTON (orange): 32 -25 (GIT) = 7.
 TOOKISH (brown): 55 +6 = 61.

Note the rule that when payments to a rival exceed 15, the losing player pays all but the gaining player gets only the 15.

Some more fiddling required here, and I've done it, but please take note of the injunction on Page 3 against this sort of thing in future. In the present case the adjustments required that Tookish' moves went 10-4-8; not much else I could do. (See Carn Dum? That's a hill hex.)

Ham. I note that I haven't reported that Robin apCynan has also moved, to 'The Store Barn,' Church Street, Madeley, Telford, Shrops., U.K. TF7 5BU. You may write to this man; he hasn't demolished me in any games yet. But the true question: Does he like the symphonies of George Lloyd?

Throws for Round Three - 7-5-6.

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

Well, I'm out one presidential candidate. Bruce Babbitt has withdrawn, and now I'll have to angle about for someone else to be enthused about. In the meanwhile, there is a fascinating essay by Gov. Babbitt discussing the campaign and his experiences in it, in the Feb. 29 issue of 'Newsweek.' It's brief, but quite a bit more than the usual apologist tripe ("the people just didn't understand me....") that losing candidates produce. If you can, snare a copy; even if you have no use for Babbitt's ideas, I think you'll find a refreshing gleam about his unpretentious candor.

GAME 1985Mrb32 - Davy Crockett (formerly Richard Johnson) - Spring 1909

Inasmuch as one player had resigned last time for lousy GMing, it gives me great satisfaction to mention that the statement of error in the last issue (COSTA CANADA) was an error. If a support order is given which is legal, and uncot, it is not underlined (by me, anyway).

Anyway - all draws were defeated, and Austria built A Vie.

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

ENGLAND: a swe-lvn. a stp s swe-lvn. f tyn s tun. f wes s tyn. f tun
s tyn. f bal s GER ber. f bot c swe-lvn. f eng-nth.

FRANCE: a pie-tyo. a nar s bur. a bur s GER kie-mun. f lyo s ENG tyn.
f tus-rom.

GERMANY: a kie s ber. a ruh-mun. a ber s ruh-mun.

TURKEY: a sev-moa. a lvn-stp. a ukr s sev-moa. a gre-alb. f apu-adr.
f eas-ion. f nap s rom. f aeg s eas-ion. f ion-tyn. f rom s ion-tyn.

See? There's another example of my 'error.' The French order for A Bur would have been underlined by Bruce, but is not by me; neither of us is wrong, it's just a question of mechanics and personal taste.

The Turkish A Lvn must retreat to War or o.t.b.; Fall orders may be conditional. And there are also the following draw proposals are on the board this time: (1) A/T, (2) A/F/T, (3) all survivors. As usual, one 'nay' kills, one 'yea' in the absence of a 'nay' passes.

FRANCE TO OLDE ENGLAND: In a Gunboat game, if you can't stand the GMing, you bitch. Backing out just screws up the game for everyone. Will the new England know that the English, French and Germans have been working together for about a year of real-life play? A faulty Gunboat GM can be annoying. I haven't noticed a problem. A faulty player can totally screw up many months of a game - and you're the problem. I can only hope the GM can save this one by giving the new England the background of England's past play.

JAMUL: No, actually, no background was provided, except that Bruce Liney chose his replacement wisely and picked a serious person who has all the old issues to research. Forgive me, but I really don't think I should be filling anybody in on this type of background; I have no business showing such bias. I mean, technically, I am not supposed to care one way or the other if your alliance structure suddenly collapses, right?

TURKEY TO ALL (f eas-ion): I voted for the A/T and A/F/T, no on all others. I rather like the GMing - I've personally played under much worse. (Is this a compliment or a put-down?)

JAMUL: Oh, a compliment, of course! If it were a put-down, I'd have tossed it away!

JAMUL AGAIN: For the record, you may love or hate the GMing in this game. I leave it to you to decide. For my part, my response to the resignation was to write to the departing player apologizing for whatever part I may have had in screwing up his game for him.

GERMANY TO ENGLAND: I hope you stay with the E/F/G. If not, A/T automatically win.

TURKEY TO AUSTRIA (f eas-ion): We're not stalemated if France decides to play to win with us.

ENGLAND TO WORLD: All policies of the previous government will be honored and actively pursued.

FRANCE TO NEW ENGLAND: No, I don't mean Boston, I mean Merrie Olde.... Anyhow, we are in a stop the Turkey/Austria alliance. Things have been stalemated and are near a draw. If you give an inch in a movement against Germany or myself, they will get their two-way. You can't stop them alone. By the way, welcome to the fray.

ENGLAND TO FRANCE: I may be new, but I'm not stupid. A French stab won't succeed, so don't try it!

GERMANY TO WORLD: Vote A/E/F/G/T!

ENGLAND TO FRANCE: Fleet English Channel is off to where it might do some good.

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A SHORT TRIBUTE

One player in one of the games that ended this issue sent his current moves to Bruce Linsey, who forwarded them on. Appended to those moves was this note:

*****PRIVATE*****

I don't think Conrad could have found a better stand-by GM.

Obviously I couldn't agree more, that's why I asked Bruce in the first place. And it's nice to see that my confidence was appropriate.

%% %%

GAME 1986Arb32 - Schuyler Colfax - Fall 1909

The E/T draw was vetoed. Also, let it be said that Russia did not miss his moves last time after all; for some reason Jean didn't include his letter in the packet of stuff she sent to Bruce. Simple oversight, I imagine. Well, no adjustment was needed, thank God; and in any case, my thanks to the (un-needed) standby for covering just in case.

ENGLAND: a pic s bur-par. a bur-par. a hol-ruh. a sil-boh. a sun s sil-boh. a stp-lvn. f eng-mid. f bre dances on last French s.c. f nth-bel. f bot-stp sc. f kie swears olive oil on bodies to acquire Turkish disguise. f wes-lyo. f tyn s ITA nap.

FRANCE: a par s ruh-bur. a ruh-bur.

ITALY: a pie-tyo. a rom s nap. f nap s rom. f tun-ion. f mar h.

RUSSIA: a mos s war. a war s mos.

TURKEY: a sev s RUS mos. a tri-ven. a apu-rom. a ven-tus. a boh s gal-sil. a gal-sil. a tyo-mun. f aeg s gre-ion. f ion-tyn. f adr s tri-ven. f gre-ion. f bla chants 'Fe Fi Fo Fun, I smell the blood of an Englishman!'

Retreats: Eng a sil to ber, pru, o.t.b.; Fre a par to...oh, never mind.

ITALY (Robert Acheson): a ven-tyo. a bul s aeg-con. f aeg-con. f ion-tun.
 RUSSIA (Doug Baker): a ukr s war-gal. a war-gal. f sev s TUR bla-rum.
 f nwy s swe. f swe s nwy.
 TURKEY (Daniel Gorham): a arm-swy. f bla-rum. f con-bul ((SIC - no coast))

Retreats: Tur f con to ank, o.t.b.; Fre f eng to wal, mid, bre, o.t.b.;
 adjustments may be conditional.

CENTRES:

A: 6: vie, bud, tri, ser, rum, gre. Build one.
 E: 3: lon, lvp, edi. Remove one.
 F: 5: par, bre, mar, spa, bel. Even.
 G: 5: kie, mun, ber, hol, den. Build one.
 I: 6: rom, nap, ven, tun, bul, con. Build two.
 R: 6: mos, war, sev, stp, nwy, swe. Build one.
 T: 2: ank, say. Remove one.

Retreats and adjustments only next time, please. I'm asking for stand-
 by orders for France from Michael Pustilnik, 140 Cadman Plaza West, #13-J,
 Brooklyn, NY 11201.

TURKEY TO AUSTRIA: Dear Melinda, I always play the way I say, that is, I
 don't lie and mislead...please remember that all trust is now lost...never
 again will the trust be restored!

BOB TO DAVE: So, I'm a slow reader, send another.

BUDAPEST TO CONSTANTINOPLE: Terribly sorry. But Acheson promised me he'd
 support the E.R.A. and root for the Edmonton Oilers if I would ally with
 him.

RAN TO DAVE: I can't reply to a letter I've never received.

ROME TO VIENNA: Hope that you didn't get too ambitious!

~~###~~

GAME NA-88-03-AU - Railway Rivals (Austria) - start

This will be a 'speed' game (10-14 day deadlines) using the Leapfrog
 rules. Maps are enclosed for all four of you.

All players start at Wien, which makes for obvious and instant clogging
 as you exit. Owing to this, generally this map is played postally by only
 three, but I think I have a solution and would like to try it: For Round
 One only, you may exit at any hex at all, and there will be no payments to
 rivals assessed. (The start throws will also be quite small, so as not to
 give undue effect to this.)

Note a few misspellings, in the interests of perfection: Town 56 is
 Braunau, Town 15 is St.Pölten (with the Umlaut) and Town 44 is Kitzbühel
 (ditto).

At this stage, what I need from each of you is choice of color (give
 2-3 alternates) and company name - as much as anything, these will serve as
 confirmation of intent to play.

You will all find enclosed my postal rules and the 'Leapfrog' rules,
 which will be used here (as they should be on most of the mountainous maps).
 If anything is unclear, please ask before you screw it up.

This game will be named "Eliza" after the opera of that name by Luigi Cherubini (all 'Rivals' games here are given names of Cherubini operas, just because I'm nuts) and will be carried in these pages or by flyer as needed. However, the usual fees/subs, etc. do not apply here, as this game was put together apart from the 'zine and I'm only including it for my convenience. Do not send anybody any money, in other words.

Do, however, send color choices and company names as quickly as you can, and we'll start as soon as I have all of those. And then, Doug suggests that after this one goes for a while and we all get comfortable with it, we do a second (different map) with Doug as GM and me playing. (Do you realize that I have never played 'Rivals' against a U.S. player? All my games - fourteen at the moment - have been in England.) Interested?

Here's who we are:

Conrad von Metzke, 4374 Donald Ave., San Diego, CA 92117.

Doug Brown, P.O. Box 584, Penngrave, CA 94951

Mark Stegeman, 89-B Laurel Ridge Apts., Hwy. 54 Bypass, Chapel Hill, NC 27514

Dennis Jones, 313 Sylvia Way, San Rafael, CA 94903

Bob Bates, 4200 Grange Rd., Santa Rosa, CA 95404

(My God, it's old home week. Dennis lives somewhere close to where I once did; I was on Washington Ave. in Santa Venetia. Bob resides somewhere close to my first wife and her mother; I always felt that the worst part of being married to her was having to go to Santa Rosa and visit. And Mark - well, nothing that personal, but I do spend a lot of money on my stamp collection with an auctioneer in Chapel Hill. Pretty tenuous, especially since he moved to Raleigh last year, but I had to work you in somehow.)

ALL SET? ROLL 'EM!!!

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MICHAEL KELLER has supplied a set of answers to my Geography Anagram quiz that appeared in the infamous 'Mexican COSTA' - this was the quiz where I offered anagrams of the names of towns in Australia and Brunei, and asked you to unscramble them. Well, Michael got seven of eight - how many hours were you at it, did you say?

The anagrams, and their answers, are:

AUSTRALIA

1. Sin Car - Cairns
2. Dog Be In - Bendigo
3. Hay Wall - Whyalla
4. Not Proved - Devonport
5. Dire Map - Dampier

BRUNEI

1. Burton Gem - Temburong
2. A Rise - Seria
3. Tug Not - Tutong

(Note - I can't seem to find the issue of BEOWULF in which the Aussie stuff originally appeared, so can't verify #4; I think it was actually Port Devon, though Michael says he tried for that and couldn't find one. The only one Michael got wrong was Temburong.)

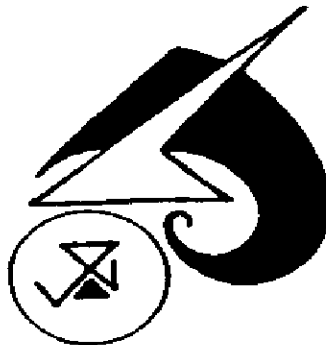
Finally, I also asked for an anagram for Brunei's capital, Bandar Seri Begawan - and Michael did it with "Rise and ban a Reb wag."

You do get Jeff Richmond's FROBOZZ, don't you, Michael?



I haven't the faintest idea how to go about ending this issue. Maybe a simple photo of the real essence of this hobby, above? (Fred Davis, me, and Eric; Ross took the picture, and Doug Brown processed it.) People. Friendship. And being happy in a world where it ain't always easy.

Or maybe pure beauty, as in one of Bob O'Donnell's striking designs:

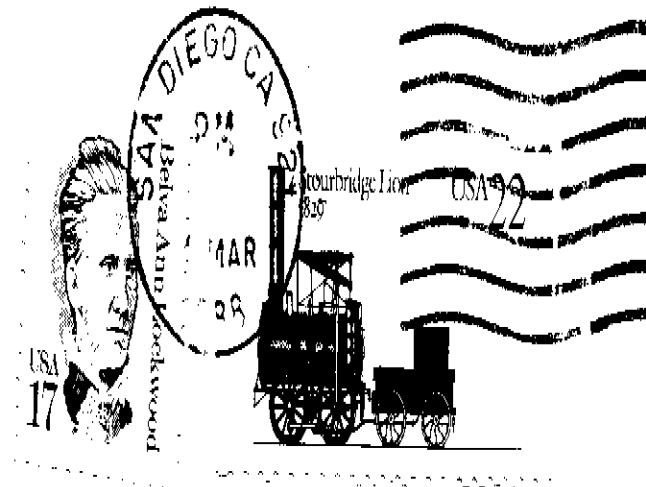


Or maybe, just maybe, I'll let you figure it out yourselves. 'Bye.

(This page left blank in error; please complain.)

FROM

Conrad von Metzke
4374 Donald Ave.
San Diego, CA 92117
U.S.A.



YOU ARE RECEIVING THIS BECAUSE:

- The postman delivered it.
- You have resigned in protest.
- Money is no object.
- Better late than never.
- This is easier than a letter.
- The usual reason.

First
Class

Larry Peery
PO Box 8416
San Diego, CA 92102

