



# Dipadeedoodah! (#23)

A play-by-mail Diplomacy zine that is better late than never . . . wouldn't you agree?  
 adayinthelifeofaholsteinproductions © 1992 by Phil Reynolds All Rights Reserved April 22, 1992  
 USF #4286, 4202 Fowler Av., Tampa, FL 33620 USA Phone #813-972-2433 (answering machine)  
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 Subscriptions are postage + 3.5¢/page for each issue—send some money and I'll keep a running balance

## \*\*\* NOTE MY MANY UPCOMING ADDRESS CHANGES! \*\*\*

- *Now through about May 2:* USF #4286, 4202 Fowler Av., Tampa, FL 33620, #813-972-2433.  
 (If you mail something to this box after May 2, it should be put in my new box . . . hopefully.  
 I might know my new phone number before moving—you can call me to find out if you want.)
- *May 2 through July 17:* USF #4270, 4202 Fowler Av., Tampa, FL 33620, #???-???-???.  
 (During the first two weekends of May, you should be able to reach me in Sarasota at #813-953-6952.  
 Call me there on the weekend of May 9-10 if you want to phone in orders or talk to me.)
- *July 18 through August 15:* 2896 Oak St., Sarasota, FL 34237, #813-953-6952.
- *August 16 through Decemberish:* USF #4286, 4202 Fowler Av., Tampa, FL 33620, #813-972-2433.  
 (Right now that's true. If it changes, I'll let you know soon enough.)

### Opening Howdy

How-DEE! How's it goin', kids? I've been under a lot of pressure lately—pressure to write class papers, pressure to find a part-time job, sinus pressure, . . . Ugh! Instead, I put my little ol' Dip zine at the top of my priority list and worked on it fanatically! Am I screwed up or what?

### School Is Hell

Sorry about all the confusion with my mailing address and phone number. It seems I didn't turn in my housing contract in time to guarantee use of my current room for the summer, so I'll have to move across the compound into another room at the end of this month. I don't know what

\*\*\* Deadline for the next issue: May 16 \*\*\*



my phone number will be, or even if I'll have a phone! If you recall, I'm not being billed for my current phone because of a phone company screw-up. I'm hoping the same will be true for my new room, but I can't count on it. I will, however, warn the new tenants not to kill the golden goose by charging calls to my line (which my roommate and I have been avoiding all semester), since I'll be expecting to move to my current abode in the fall (unless I can find a roommate more willing to pay for my liking).

**IF YOU REALLY NEED TO CANCEL YOUR ORDER AFTER MAY 2, THEN CALL #813-974-3645, BUT ONLY LEAVE YOUR NAME AND NUMBER—DO NOT LEAVE ORDERS! I WILL CALL YOU BACK.**

You can forget those straight A's I was trying to get! I bombed my midterm in State and Local Government and I was careless enough in some of my other classes so that I'll probably wind up with 2 A's, 3 B's, and 1 C. (The C in Freshman English, of all courses, because I turned in late all of my piddly homeworks and rarely attended class, though the instructor was somewhat sympathetic to my situation—a senior in Freshman English.) Oh well, I've always had the potential to be an A student, but generally I wind up settling for B's. The only reason I care about a GPA is for scholarship purposes. Once I start taking gobs of mass communications courses, however, I think my otherwise short attention span will grow.

I'm on a waiting list to take Intro to Advertising this summer. If I don't get it, I'll take Feminism in Science Fiction instead. (What a substitute, huh?!) The other courses I'm taking are Writing for Mass Communications, Macroeconomics, and American National Government (uh-oh!). I'm taking only four classes because it's the summer, meaning that there isn't much being offered in the first place, and because I need to get a part-time job.

My first choice would be some kind of paying internship at a local newspaper or magazine doing whatever. I'll probably wind up with a sales job somewhere, like a printshop. I plan on finally doing some reporting for *The Oracle*, the university's newspaper. I need to get the experience as well as getting into position to become a staff writer or editor.

As far as clubs go, I might become president of the Society of Professional Journalists' USF Chapter. That means I get to run around lining up guest speakers to come eat pizza with us and chat. The College Democrats are holding some kind of state conference in May. The other group with which I've become involved is the Writer's Guild. We are working on a student literary magazine called *Alchemy* with a mix of fiction, poetry, science fiction, and horror. Soon we'll split them into separate publications. I'm an editor for the science fiction and horror stories, wielding my red pen at all submissions (a rather sorry lot). That's part of the reason for my new interest in publishing hobbyists' writings.

### Cough, Sniffle, Sneeze

I've been having a hell of a time with allergies the past few months. Has anyone else? The trees are in bloom, flooding the air with an unusually high amount of pollen this year, experts say. Besides the usual reactions, I've had a couple of long bouts with conjunctivitis, which can be caused by bacteria or, in my case, allergic reactions. Keep taking that antihistamine, folks. The trees should stop soon . . . and then the grasses will start pollinating for the summer. Yay.

### Orphans Need Homes

Hey you pubbers out there, do a bunch of people a favor and rehouse an orphaned game sometime. You will become instantly popular. Contact Eric Ozog and the U.S. Orphan Service at 9509 209th Av. E., Bonney Lake, WA 98390.

### Diplomacy Downs Downed

Word finally arrived from Bruce Reiff, who has been laying low for the past six months. *DD* is folding, much to the disappointment of its subbers, I'm sure. It was voted Favorite New Zine last year, and tied for Favorite Zine Not Being Published this year, in the Hobby Favorite Awards. Bruce claims burnout and the realization that he's a player, not a GM, per se, as reasons for packing it in. *DD*'s games are being rehouse through Eric Ozog. Apparently, Bruce is refunding all subbers' balances, since I got a check. He plans to cut back his involvement in the hobby, play in just a few zines, and start enjoying life again. I wish Bruce all the best.

### ISE Changes Hands

Pete Gaughan is taking over the International Subscription Exchange service from Bruce Reiff. This service is useful for getting foreign zines. The idea is that you send some money to the American ISE, he contacts the foreign ISE, and they handle the currency exchange without you having to worry about it. For more information, write to Pete at 1521 S. Novato Blvd., #46, Novato, CA 94947.

### NCM / Niccolo Changes Hands, Too

George Mann is stepping down as the Number Custodian for Machiavelli and publisher of *Niccolo*, the NCM's zine. For the new custodian, George has tagged Chris Hassler, 285 N. Holliston Av., #2, Pasadena, CA 91106. The NCM keeps track of Machiavelli games, helps find standbys, and provides rules clarifications and interpretations (which are badly needed).

### Doug Kent Makes Yet Another Power Grab

Yes, folks, just when you thought Doug was doing too much already for the hobby, along comes *Painful Rectal Itch*, a big multi-topic letter column patterned after *House of Lords*, a hobby favorite a few years back. In fact, the premiere issue of *PRI* contained the last letters received for *HoL* which weren't published when it folded. Doug will charge \$1.00 per issue and publish every 2-3 months. *PRI* should be a consistently interesting and informative read. The deadline for the next issue is June 15. Send your thoughts on anything hobby-related to Doug Kent, 54 W. Cherry St., #211, Rahway, NJ 07065, and wait anxiously for *PRI* #2.

### Martha a Prisoner Due to Events Beyond Her Control

John Schultz has been experiencing a delay in publishing *Well Martha*, . . . due to a 17-day lockdown at the prison. I just got some individual fliers with game results from John, who seems to suggest that he will produce an actual issue very soon.

### The Return of the Hobby Flagship

After a short delay, *Diplomacy World* #65 is out. It features Randy Davis' Eurasian Diplomacy, an ongoing demonstration game with commentary, and numerous articles on strategy, designing variants, GM ethics, tournament scoring systems, and the first postal Dip game ever. Not a bad read. To get a copy, send \$2.50 to David Hood, 2905 20th St. NE, Hickory, NC 28601.

### Sacks Just Won't Go Away

*Diplomacy World* reports that Robert Sacks is looking for volunteers to run two of his projects, *Known Game Openings* and the Orphan Games Project. I recall that several years ago Robert published *KGO* about once a year, and it included mini-reviews of zines by a small panel of hobbyists, too. Since then, I have been publishing *Pontevedria* every month for almost two years running, Garret Schenck has the *Zine Register* under control, and Eric Ozog is very active as the U.S. Orphan Custodian. I see no reason to perpetuate (resuscitate?) Sacks' projects. He's a hobby dinosaur which time has passed by, and it seems he needs to feel needed when he isn't (in this case). Some guys never learn. . . .

### Benzene's Back

Mark Lew is publishing again, about six months since his last issue.

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He expects to have more time to do *Benzene* in the months to come, so former fans should get in touch with Mark again at 5390 Broadway, #2, Oakland, CA 94618. By the way, *Benzene* focuses on real world politics and other related issues. Don't look for Diplomacy here.

### Carlberg One-Ups the Rest of Us; New Diplomacy Version Due Soon

Stven Carlberg wrote a very nice piece on Diplomacy for *Game Shop News*, published in part by Ward Batty, whose name I've seen in a few zines. The article is an introduction to the wonderful world of Diplomacy, the game. Stven notes that Avalon Hill will market in August a new and deluxe edition of Diplomacy, featuring the original wooden pieces and a revised *Gamers' Guide to Diplomacy*. The entire package will retail around \$50.

### PDORA Needs Items to Auction

It's time once again to start raising some money to help fund our important hobby services. Hobbyists are asked to state what items they are willing to donate for the auction, but not to send them just yet. These can include zine subs, game openings, actual games, old zines, memorabilia, coins, stamps, photographs . . . whatever could attract a bid. This is also the time for hobby services to request funding for the next year. Please contact Doug Kent, 54 W. Cherry St., #211, Rahway, NJ 07065.

### Encyclopedia of Zines Project Ongoing

Jim Meinel is putting together a reference guide describing all of the zines the hobby has witnessed over the years. He is in particular need of descriptions for many of the older zines, ones which don't ring a bell with me. If you would like to help or get more information, contact Jim at 2801 Pelican Dr., Anchorage, AK 99515-1364.

### Sticks and Stones Can Break My Bones, . . .

Garret Schenck is starting work on the new *Zine Register*, due out this summer. Publishers are being asked to provide updated information sheets about their zines. Hobbyists can help by submitting brief reviews of the zines which they see regularly, or information on zines of questionable status.

The *Zine Register* features information and reviews for all of the active zines in the hobby. It's a valuable reference guide for the newcomer not knowing where to start, as well as for the veteran who is looking for something new. Send \$2.50 to Garret Schenck, 40 Third Pl., Basement Apt., Brooklyn, NY 11231-3302.

### Did You Know?

There are more sweat glands in your feet than in any other part of your body. So, please, change those socks more often!

### Marco Poll Results

Here are the results of the 1992 Marco Poll, where voters listed the five best zines and players. With a 3-vote minimum, the final results for zines are (summed points in parentheses): *Maniac's Paradise* (63), *Upstart* (56), *Kathy's Korror* (33), *Diplomacy World* (29), *Northern Flame* (29), *Cheesecake* (28), *Your Zine of Zines* (23), *The Home Office* (22), *Hoodwink* (21), *Ramblings by Moonlight* (18), *Crimson Sky* (15), *Carolina Command & Commentary* (14), *D.O.G.S. of War* (14), *Rebel* (14), *Well Martha, . . .* (14), *The Canadian Diplomat* (13), *Dipadeedoodah!* (13), *Vertigo* (12), *Eyewitness News* (10), *The Abyssinian Prince* (8), *Canyon* (8), *The Prince* (8), *Ter-ran* (6), *Excelsior* (6), and *Acropolis* (5).

For players, the final results are: Gary Behnen (35), Mike Gonsalves (24), Kathy Caruso (22), Fred Hyatt (18), Jim Diehl (15), James Goode (14), James Wall (13), Mark Fassio (12), Doug Acheson (10), John Schultz (9), Melinda Holley (8), Chris Hurley (8), Ed Avila (7), Jason Bergmann (5), Eric Klien (5), Don Williams (5), and Doug Kent (4).

Now I wish I had voted, but instead I kept putting it off until the deadline passed. If I had, *Dipadeedoodah!*, *Vertigo*, *The Abyssinian Prince*, *Northern Flame*, and *Diplomacy World* all would have finished a bit higher. Unlike in presidential elections, since so few hobbyists vote in things like the Marco Poll or The Annual Hobby Favorites Awards, every vote *does* make a difference.

### Get a Bunch of Zines for \$3.00

The North American Zine Bank has a bunch of current zine samples from hobby publishers, ready and waiting for you. Get a large manila envelope full of a few dozen zines (you can specify which ones) from Garret Schenck, 40 Third Pl., Basement Apt., Brooklyn, NY 11231-3302.

### Fred Davis Still Suffering After-Effects from Auto Accident

This is probably news to some of you. In the March-April 1992 issue of *Diplomag*, Fred tells his readers that he still has double-vision stemming from a car crash in December. He is trying to get special glasses which will help solve this. In the meantime, he's looking into starting a club with Bruce McIntyre called, "Postal Diplomacy Publishers Who Ought to Have Been Killed in an Auto Accident." (Contact him if you meet the entry requirements.) I'm sure everyone joins me in wishing the best for Fred.

### Hitch a Ride

Speaking of driving, I'm trying to find out if I can give someone a lift to Kansas City for DipCon, or, possibly, Chapel Hill for DixieCon. Pass the word along for me, okay? Even if you're not on my route, please tell me if you plan on attending either con. I'd like to know who I can expect to see.

### Upcoming Conventions

DixieCon VI: May 22-24 at the University of North Carolina, Chapel Hill. Contact David Hood, 2905 20th St. NE, Hickory, NC 28601.

MichCon: June 19-21 in Detroit. Contact Herb Barents, 17187 Wildemere, Detroit, MI 48221, #313-861-6565.

AtlantiCon: July 3-5 at the University of Maryland, College Park. Write to AtlantiCon/ADF, P.O. Box 91, Beltsville, MD 20704.

DipCon XXV: July 3-5 in Kansas City. Contact Gary Behnen, 13101 S. Trenton, Olathe, KS 66062, #913-829-1474.

PoolCon IV: July 6-12 in Marshall, Missouri. Contact Vince Lutterbie, 1021 Stonehaven, Marshall, MO 65340, #816-886-7354.

CanCon V: July 30-August 2 at the University of Toronto, Scarborough. Contact Cal White, 1 Turnberry Av., Toronto, ONT M6N-1P6 CANADA.

GenCon/Origins: August 20-23 in Milwaukee. Contact Mark Olson, TSR, Inc., Box 756, Lake Geneva, WI 53147, #414-248-3625.

PacifiCon: September 5-7 in San Mateo, California. Contact Don Del Grande, 142 Eliseo Dr., Greenbrae, CA 94904, #415-461-2692.

### How to Find Game Openings

*Ponteviedria* is a listing of North American zines with openings for Diplomacy, its variants, and other games. The most comprehensive and up-to-date source in the hobby for current game openings, it is published at the end of each month. Over fifty zines are listed. Send an SASE for a sample, or \$3.50 for a year's subscription, to Phil Reynolds, USF #4286, 4202 Fowler Av., Tampa, FL 33620.

### Tired of the Same Old Diplomacy?

Looking for a different game to play? Try a Diplomacy variant! Some have similar rules, but are played on a different map. Some use the regular map, but have different rules. Some are *really* different! All require diplomacy, however, to win the game. You'll never look at Diplomacy quite the same way again!

### Where Do They Find All Those Wacky Variants?

The North American Variant Bank has a ton of variant rules and maps on file. These can be obtained for a dime per page. The new 1992 catalog costs \$5.00. For more information, write to Lee Kendter, Jr., 376A Willowbrook Dr., Jeffersonville, PA 19403.

### My Cosmic Encounter

Recently, I bought Mayfair Games' version of the popular Cosmic Encounter. The original version was by some now defunct company, and it published several expansion sets. Mayfair bought the rights, edited the rules, and produced a good compromise. (A deluxe version with additional rules should be available sometime in the near future.) The game involves trying to establish home bases in other players' home systems. Each player

has a unique alien power which allows it to break one rule in the game consistently. I've thought of trying to run it by mail, but I don't know if it would work out very well. However, I did do *Illuminati* by mail, and that wasn't so bad. If any of you have ideas on how to run *Cosmic Encounter* by mail, or if you are interested in playing, let me know.

### Won't *Somebody* Play Machiavelli, Please?

I've been waiting for a game of Machiavelli to start in *The Gamer's Zine* for what seems to be a year now. The game started filling quite quickly, but we can't seem to find an eighth player. I've never played in *The Gamer's Zine* before, but I know Andy York is real enamored of it. It's very warehousy, but I think we could turn this into a good press game with the right attitude. Subs are \$11 for 12 issues (the zine is published every month like clockwork) and there is a \$3 game fee. If interested, contact Earl Whiskeyman, 27 Mark St., Milford, CT 06460.

### I Know Where You Live. . .

The 1992 *PDO Census* contains the names and addresses of 777 hobbyists. If you would like a copy, send \$1.00 (I think that's the right amount) to Doug Kent, 54 W. Cherry St., #211, Rahway, NJ 07065.

### Don't Suspect a Friend, Report Him

I'm always trying to get some new blood into this zine, just to keep things interesting and to let more people share our fun. Since I'm not into heavy advertising, people are recruited usually by word of mouth. If you know of someone who might enjoy this zine, or there was a player you really enjoyed in one of your other games, tell them about *Dipadeedoodah!*. Games are so much more interesting and fun when there are people playing that you know and like.

### Subbers' Mini-Biographies Solicited!

Well, my call last issue went pretty much unanswered. I did get a couple of mini-bios, and a few people told me they would send one shortly. The idea is to send me some brief description of yourself—everything from age and occupation to other hobbies or interesting facts. Soon, I'll publish what people have given me. My reason for doing this simply is for us to get to know each other better (more than just, "He's a dirty, rotten stabber!").

**SEND ME YOUR ORIGINAL  
FICTION OR POETRY NOW!!**

### Subbers' Original Fiction and Poetry Solicited!!

This one was a dud, too, though a couple of brave souls said they would send me something soon. Perhaps I'm under the wrong impression. I thought that some of you might have dabbled in writing some short stories or poetry, maybe just the beginnings of something, maybe a great piece of work that nobody would see otherwise. If so, I'd like for you to send them to me. Every issue I would like to be able to publish at least one original piece of writing, be it from me or someone else, be it an excerpt, a serial, or an entire piece. Anything that is interesting and, more importantly, yours, is welcome for submission. I'm not going to be a real snob when it comes to selecting what to publish; I'll work with what I've got. I would like to see this get a favorable response. It should be fun. I'm going to start heavily promoting this, especially once I can start publishing something as evidence. I think there's an untapped wealth of creative effort out there among hobbyists, and if this catches on, it could breathe a little more life, or fandom, into this hobby. If not, then I'll think of something else!

### Articles and Columns Solicited!!!

*I really* would like to get some of my readers more involved by having them write for the zine. You can make it a one-shot deal or an ongoing contribution. I'm open to any ideas, such as a humorous piece, a strategy

column, or whatever. This is your chance to see your name in print!

### Get Free Issues of *Dipadeedoodah!*

A new policy I'm instituting, in order to increase subber participation in this zine, is to give a free issue to anyone contributing an original article, a column, fiction or poetry which I publish. *So start writing!*

### Reach Out and Touch Someone

Next time you get a chance, tell the publisher/GM of a zine which you get—and like—that you appreciate and enjoy his work. Such compliments cost you nothing, but they mean a lot to those of us doing the work.

### And Now for Something Completely Different. . .

No, not Monty Python, but Ren & Stimpy!!! Have any of you seen their cartoons on Nickelodeon, MTV, or elsewhere? They're a *riot!* By far the funniest cartoons I've seen in a while. The animation is great, with lots of odd expressions by Ren, a high-strung chihuahua that's the brains of the



duo, and Stimpy, a dopey lovable cat with no tail, but with a wide-eyed tongue-hanging grin that always sets me laughing. The two get into all kinds of misadventures, as you might imagine. Some of my favorites are when Stimpy begs a bloodshot and sleepy Ren to read him a bedtime story,

only to read it himself . . . kind of. Stimpy isn't the best reader (holding a book upside-down is a key), so the familiar tales become strangely warped as Ren dreams them up for us. Real funny stuff! I urge all of you with an off-beat sense of humor to check out this great cartoon—Saturday mornings on Nickelodeon and Sunday nights on MTV, if I'm not mistaken.

### Voter's Blues

The democratic and republican conventions are coming soon, and is there any doubt that Bill Clinton and George Bush will be the nominees? Bush is a gimme. Clinton has a good chunk of delegates already. Only if there is some kind of *major* scandal will Clinton blow it. Jerry Brown says he'll campaign all the way to the convention, but everyone knows it's just for show. Give him credit for hanging in there and continuing to fight for what he believes in (this year). I got to vote for Paul Tsongas before he dropped out of the race; many democrats yet to vote won't have that chance.

If Florida held its primary at this time, I'd vote for Jerry Brown without hesitation. I *really* don't like Bill Clinton, and I wish any one of a number of other prominent democrats would get the nomination instead of him. It's not going to happen, though. Still, I would be able to make my "protest vote," which seems to be the popular thing to do these days.

Make no mistake, though—I *will* vote for Bill Clinton in November's general election. There is *NO WAY* I would vote for George Bush! At least Clinton shares a lot of my political beliefs, though I don't care for him personally. I can't say either applies to Bush for me. And while H. Ross Perot is a refreshing smack in the face (punch in the gut?), I'm not convinced he's sympathetic enough to run the country. Then again, Bush isn't either, but it's time to end the republican grip on the presidency in this country.

*Top 10 Reasons Bill Clinton didn't enjoy smoking marijuana as a student at Oxford University (from Mike Billips, Macon, GA., Telegraph):*

10. Difficult to inhale with a stiff upper lip.
9. Phrase: "maintain my political viability" kept interrupting his thoughts.
8. Too drunk on warm beer to know the difference.
7. Considering success with babes without pot, what was the point?
6. Smoking buddies kept yelling, "Slick Willie is wasted!"
5. Actually enjoyed it, smoked a lot, and is now lying his head off to please voters—no, sorry, that's Quayle's reason.
4. Dropped joints kept burning holes in his draft card.
3. Altered perception of reality reminded him of eventual return to Arkansas.
2. Seeds, seeds, seeds.
1. Damn Cambridge oregano salesman!

# The Second Annual Hobby Favorites Awards (for 1991)

<u>Category</u>	<u>1991 Winner (# of votes)</u>	<u>1990 Winner (# of votes)</u>
Favorite Diplomacy Variant	Colonia Diplomacy (3)	Gunboat Diplomacy (4)
Favorite Player	Tie: Chuck Hanna (2), Jack McHugh (2), John Schultz (2), Andy York (2)	Tie: Kathy Caruso (3), John Schultz (3)
Most Feared Player	Gary Behnen (5)	Tie: Kathy Caruso (3), Tom Nash (3)
Favorite Press Writer	Tie: Mike Barno (2), Paul Bolduc (2), Melody Lutterbie (2), Jack McHugh (2), Phil Reynolds (2)	Tie: Kathy Caruso (2), Phil Reynolds (2)
Favorite GM	Andy Lischett (5)	Fred Hyatt (5)
Favorite Hobby Personality	Jack McHugh (6)	Jack McHugh (3)
Outstanding Hobby Service	Tie: Doug Kent (4), Eric Ozog (4)	David Hood (7)
Favorite Feature Writer	Tie: Larry Botimer (2), Eric Brosius (2), David Hood (2), Phil Reynolds (2)	_____
Favorite Subzine	<i>DIDOES</i> (3)	<i>One Regular Guy</i> (5)
Favorite Zine Not Being Published	Tie: <i>Been There, Done That</i> (4), <i>Diplomacy Downs</i> (4)	<i>Retaliation</i> (3)
Favorite "Playing Zine"	<i>Cheesecake</i> (6)	<i>The Home Office</i> (6)
Favorite "Reading Zine"	<i>Northern Flame</i> (4)	<i>Kathy's Kornor</i> (6)
Favorite New Zine	<i>Eyewitness News</i> (8)	<i>Diplomacy Downs</i> (4)
Favorite Overall Zine	<i>Perelandra</i> (5)	<i>Upstart</i> (4)

## Hobby Favorites Awards Survey Results (for 1991)

Number of Ballots Received 30

Age of Voters -20: 0 20's: 6 30's: 17 40's: 3 50's: 1 60+: 2

Years Playing Diplomacy -2: 1 2-5: 3 5-10: 8 10-20: 11 20+: 5

Years in PBM Dip Hobby -2: 2 2-5: 7 5-10: 10 10-20: 7 20+: 3

Most Favorite Country to Play A: 1 E: 6 F: 5 G: 2 I: 2 R: 4 T: 5

Least Favorite Country to Play A: 7 E: 2 F: 1 G: 3 I: 7 R: 4 T: 2

General Playing Style Keep allies to the end of game (i.e., will never stab an ally): 8  
Prefer to keep allies to end, but will stab for the win: 13  
Won't hesitate to stab an ally at any time to better position: 3  
Act independently without actively pursuing alliances: 0

State / Province / Country  
of Residence

ALB: 1 CA: 7  
CO: 1 FL: 1  
IN: 1 IL: 1  
MD: 1 MI: 1  
MO: 1 NC: 2  
NJ: 2 PA: 3  
SC: 1 TN: 1  
TX: 1 VA: 3  
UK: 1 WI: 1

Watch for the Third Annual  
Hobby Favorites Awards  
Ballot Next Winter!

Voters: Bob Acheson, Chris Brandt, Bob Brill, Doug Brown, Ron Cameron, Roger Cox, Fred Davis, Randy Davis, Pete Fuchs, John Galt, Pete Gaughan, James Goode, Bob Hartwig, David Hood, Stan Johnson, Doug Kent, Kevin Kinsel, Jim Lewis, Vince Lutterbie, George Mann, David McCrumb, Jack McHugh, Mark Nelson, Phil Reynolds, John Schultz, James Wall, Richard Weiss, Brad Wilson, Andy York, Bill Young.

## The Main Event—Doug Kent and PDORA vs. Garret Schenck and the *Zine Register*

Okay, I've heard from both sides of the hobby's latest (and, perhaps, greatest, at least in recent times) feud over the lack of PDORA funding for the *Zine Register*. What follows is all of the information I have regarding this, and the views of the two principals involved, which come from a March 31 phone call by Doug Kent, a *Zine Register* flier from Garret Schenck received several days later, and Doug Kent's "An Open Letter to Garret Schenck" received shortly thereafter.

The purpose of the People's Diplomacy Organization Relief Auction is to raise and award funds for hobby services. Hobbyists donate various items to the auction, which takes bids from other hobbyists and collects the money. The auction occurs once every year during the fall.

For the past several years (I'm not exactly sure how long it's been), John Caruso was the PDORA chairman. Recently, he decided that it was time to call it quits and turn over administration of PDORA to another hobbyist. John Fisher, publisher of *California Acres* (a subzine which turned into a short-lived zine), was chosen. It didn't quite work out when Fisher suddenly dropped out of the hobby, however. John Caruso then chose Doug Kent to be his successor and the current PDORA chairman.

Doug's responsibility as chairman is to oversee the operation of PDORA and a five-man committee deciding which services should get how much money. The committee consists of one representative for each of the north, east, south, west, and central regions of the U.S.A. designated by PDORA. The five current members of the PDORA committee are Bob Acheson, Steve Arnawoodian, Bill Quinn, Don Del Grande, and Steve Heinowski. Each member serves a lifetime term unless he resigns, in which case the chairman appoints a new representative for the given region. (Bill Quinn is resigning, and after some consideration, Doug has chosen Michael Lowrey to replace Bill Quinn this year.)

When the call goes out for donatable goods, hobbyists are asked to submit requests for PDORA funding, too. Anyone except those people serving PDORA can request funding, but generally only those projects known as hobby services are actually awarded money. This is due to two reasons: first, hobby services make most, if not all, of the requests; second, the award resolution system is weighted in favor of hobby services and against more private efforts.

Once the deadline has passed, and after money has been raised from the auction—sometime during the winter—the PDORA committee considers the funding requests forwarded to them by the chairman, who, under the rules, is allowed to express his personal views on any of the requests. (According to Doug, neither he nor John Caruso did this.) Each committee member reviews the requests by himself—obviously, in an extended hobby such as ours, an actual meeting of members is not feasible. He considers the amount of funding requested and any justification provided by the requestor.

The committee member has two decisions to make: first, whether or not to award money to the requestor; second, if so, how much money to award (this can be the amount requested or a lesser amount). Clearly, each member exercises his own judgement to make these decisions. Once they have been made for all of the requests, the committee member forwards his recommendations to the PDORA chairman, who tabulates the results.

Requests are funded according to the following scheme. A project is categorized as having favorable, neutral, or unfavorable status. It is given favorable status if there is no outside source of income (e.g., the BNC and the U.S. Orphan Service). It is given neutral status if there is some outside source of income (e.g., the *Zine Register*, *Pontevodria*, and *Masters of Deceit*). All other requests are given unfavorable status (e.g., most zines, awards, and polls). For a request to be awarded funds, a favorable project must get at least two (out of five) positive votes from the PDORA committee; a neutral project must get at least three positive votes; an unfavorable project must get at least four positive votes.

If it is determined that funds are to be awarded to a request, then the chairman takes the five recommended awards (obviously, those members denying funds will recommend that nothing be given), throws out the highest and lowest amounts, and averages the remaining three

recommendations to determine the actual award.

Last year, Garret Schenck requested \$400 for the *Zine Register*. John Caruso was the PDORA chairman at that time. He passed on the request, along with all others, to the committee members. Doug took over PDORA while the committee was deliberating. After he received their recommendations, Doug announced the awards for this year. The *Zine Register* received no funding.

There is much speculation (and accusation) about why this happened. Garret thought that he would wind up getting \$50. In his request, he told PDORA that he figured to lose \$250, mainly due to trades with other publishers. \$150 of Garret's \$400 request was for advertising, something which historically hasn't been utilized much in this hobby. His reasoning was that advertising is exactly what the hobby needs to draw in new members. For example, Garret has placed a \$34.50 ad in *Fantasy & Science Fiction Magazine*. This only adds to the financial burden he voluntarily chose to shoulder. Garret says that he "knew losing money was part of the deal" when he took over the *Zine Register* from Tom Nash, but that he can afford it.

Still, Garret has taken some shots at Doug and PDORA, accusing the "faceless committee" of being dictated by "cheap hobby politics" in making their decisions. That PDORA used the *Zine Register's* name to promote the auction, when it turns out the *Zine Register* was not awarded any funding, smacks of "cruel dishonesty" to Garret. He says that he will withdraw future support and withhold funding requests to "wash [his] hands of PDORA," and instead provide help directly to needy hobby services.

Not surprisingly, Doug refutes Garret's remarks. He argues that the PDORA committee members are well known, have been in the hobby for a while, and have been service directors and zine publishers at various times. Doug believes "these five individuals are just the type of hobby members who do *not* play hobby politics." He also states that, "Nowhere . . . does it say that the *Zine Register* was guaranteed to be approved for funding," disputing Garret's claim of "cruel dishonesty." According to Doug, PDORA will continue to entertain funding requests for the *Zine Register* if Garret provides them.

Doug has speculated as to why the *Zine Register* received no funding. He gives several possible reasons which, altogether, might have produced the ultimate result. First, Doug states that Tom Nash never requested PDORA funding, though it was certainly within his rights to do so. This despite that Ken Peel, Tom's predecessor, requested and possibly received PDORA funding. Second, Garret's request of \$400 was seen as too high by committee members, Doug guesses, causing them to reject the request outright rather than approve some lesser amount, which could be seen as more of an insult than nothing. This might have been because, third, Garret unnecessarily increased the costs of managing the *Zine Register*. That Garret used a personal laser printer and recycled paper to produce the *Zine Register* "is far from an economical way to do things," and an expensive ad in *Fantasy & Science Fiction Magazine* "is not a cost-effective way of expanding the hobby," according to Doug. Finally, the committee members might have decided that the *Zine Register* was a disservice to the hobby "because it was filled with a lot of snotty remarks, plenty of inaccurate data, some clearly slanted reviews, and overall a decidedly negative tone." If his memory is correct, Doug believes that Garret's request received only one positive vote out of five, two votes shy of the necessary three required of projects with neutral status to receive PDORA funding.

The debate is far from over, in all likelihood. The hobby should see it continue in Doug Kent's new *Painful Rectal Itch* (I wonder if this whole episode had anything to do with the name selection. . . ) and elsewhere. Some hobbyists will side against Garret Schenck because of the *Zine Register's* reviews. Some hobbyists will wonder how hobby politics fits into all of this. It seems this might be yet another in the hobby's long run of full-fledged feuds. I hope this can be avoided, not only because it causes strife within what should be a fun hobby for all, but also because I very much like both Doug Kent and Garret Schenck.

# The Briar Patch

Pete Gaughan (Novato, CA):

On PDORA, I talked with Doug Kent, and while I *still* think the ZR deserved some help, I can't think of a single objection to the committee that made the call. When I thought it was just John Caruso, I was worried, but the folks who made the votes are the most apolitical people in Dipdom! I believe PDO now needs to re-examine the rules so they are not stacked so heavily against the ZR. Also, I *do* believe an apology is in order for the use of the ZR's name.

The whole hobby needs to recruit harder than we have. The next ZR should help, and I'm paying more attention to other people's sublists and new blood notices than I used to do.

BP:

I know I would have voted to give Garret some help if I was on the committee, although I think I would have awarded less than the \$400 he requested. To my knowledge, you're right about the committee's character; if anything, some of its members aren't that active in the hobby (though at some other time they were). I disagree that the rules are stacked against the ZR. (See my ramblings elsewhere.) I'm guessing the biggest problem with the ZR bid was the impression that Garret was trying to do too much. In light of PDORA's use of the ZR's name to justify its service, it does seem ironic, at the very least, that Garret received no funding whatsoever.

Yes, recruitment is a problem. I've done my bit for the past couple of years with a small ad in the "Opponents Wanted" section of *The General*, mentioning *Pontevedria* and trying to get people into the hobby through that. (Every issue of *Pontevedria* has a blurb about the *Zine Register*, by the way, as well as informing readers of the wonderful world of variants.) I get somewhere between 5 and 10 responses per month. However, I haven't kept a list of names, though perhaps I should have. It isn't the few seconds of record-keeping that I mind, it's just that I figure if a person is *really* interested in our hobby, he'll start asking for zine samples, get into a game, and so on. I don't want to waste time pestering people who aren't interested.

Jack McHugh (Upper Darby, PA):

I see you're learning that journalists who cover big-time sports don't do a damn thing. Come to a hockey game or a football game where I'm running up and down the sidelines, keeping my own stats. Dick Vitale (*oh, baby!*) & Jim Valvano (when I was at N.C.) are okay. I like when they disagree. Vitale does get annoying at times. Sort of like Willard Scott doing BB.

The reason why Garret got no money (and these are my guesses): 1) bad publicity; 2) raising the price to \$2.50—"If he charges all that, what does he need more for?" the committee thought; 3) said money was going mostly for advertising; 4) Garret really did attempt to cut all costs. By the way, Doug Kent has nothing to do with the money. It is given out by a committee of five which decides whether to: 1) give any money at all; 2) how much. Garret's insinuation (by asking for *all* bids) that PDORA isn't on the up & up didn't help either.

BP:

Did you ever stop to consider that maybe the promoters don't know you're a journalist? (That's a dig, Jack!)

I have a burning question—how many copies of the *Zine Register* did Garret actually sell? I'll bet he raised the price to cover his trades, but if hardly anybody bought the issue anyway—I mean, how many of the average otherwise-uninvolved-in-the-hobby game-players would consider such a purchase?—then the price increase is irrelevant (unless the price directly contributed to poor sales). Of course, Garret was solely responsible for the *Zine Register's* production, so I think there is a legitimate issue about lowering his costs (with cheaper paper, less verbosity, decreased postage, etc.) If I had done the *Zine Register*, I would have produced something similar to *Dipadedoodah!* in terms of cost, resulting in a price tag of no more than \$1.50 on that basis alone. If I had petitioned PDORA and later discovered that I wouldn't be receiving the reasonable amount of money that I requested, however, then I would have to mark up copies of my *Zine Register* to produce more revenue (hopefully). In conclusion, I think there is a better way of getting the *Zine Register* done that will make it's publisher, PDORA, and the hobby at-large happier.

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## Readers' Picks for the 1992 Major League Baseball Season (rah)

<u>NLE</u>	<u>BP</u>	<u>CE</u>	<u>RE</u>	<u>JM</u>	<u>DO</u>	<u>RW</u>	<u>NLW</u>	<u>BP</u>	<u>CE</u>	<u>RE</u>	<u>JM</u>	<u>DO</u>	<u>RW</u>
Pittsburgh	3	3	1	1	2	2	Cincinnati	2	1	3	2	1	1
New York	1	6	4	4	1	1	Atlanta	1	2	2	1	3	2
Chicago	4	1	2	5	3	6	Los Angeles	3	3	1	4	2	3
St. Louis	2	5	3	2	4	5	San Diego	4	5	6	3	5	4
Philadelphia	5	2	6	3	5	3	San Francisco	5	4	5	5	4	5
Montreal	6	4	5	6	6	4	Houston	6	6	4	6	6	6

<u>ALE</u>	<u>BP</u>	<u>CE</u>	<u>RE</u>	<u>JM</u>	<u>DO</u>	<u>RW</u>	<u>ALW</u>	<u>BP</u>	<u>CE</u>	<u>RE</u>	<u>JM</u>	<u>DO</u>	<u>RW</u>
Toronto	1	1	3	1	1	1	Chicago	1	1	2	1	2	5
Boston	2	2	2	4	2	5	Minnesota	4	3	3	5	1	3
Detroit	4	4	1	3	4	3	Oakland	3	6	1	3	3	4
Baltimore	3	3	5	6	3	6	Texas	2	5	5	2	6	1
Milwaukee	5	5	4	2	6	7	Seattle	5	7	7	4	4	2
New York	6	7	6	5	5	4	Kansas City	6	2	6	6	5	7
Cleveland	7	6	7	7	7	2	California	7	4	4	7	7	6

*The Participants: BP = Brer Phil, CE = Carl Eichelberger, RE = Randy Estep, JM = Jack McHugh, DO = David Orne, RW = Richard Weiss.*

*(If I win these, y'all aren't gonna live it down! Cross your fingers!)*

### World Series Winner and Loser

BP: Toronto Blue Jays over Atlanta Braves (in 6 games)

CE: Chicago Cubs over Chicago White Sox (in 7 games)

DO: Cincinnati Reds over Toronto Blue Jays (in 4 games)

RW: Toronto Blue Jays over New York Mets (in 6 games)

Remember, the person with the best Spearman rank-order correlation coefficient wins the rankings contest and a free gamestart. If someone correctly picked the World Series, then another free gamestart is awarded.

Some quick thought. . . . Generally there's lots of disagreement, though the NL West has the least variation. Toronto is the closest thing to a consensus pick. The Cubs run the gamut of rankings. Houston has little support. The Mets—love 'em or hate 'em. Well, I doubt we'll have a tie!

# Brer Phil's Top Ten Dip Tips for Playing Well in Diplomacy

by Phil Reynolds

## 1) Be flexible and creative.

Avoid entering a game with a set strategy in mind. Every game is different because of the players involved. A given player could be unresponsive and uncooperative, whereas another player could be willing to try something other than one of the usual openings. Once the game is under way, continue to explore other strategies. Sticking with an alliance until the very end is not always the most advantageous method for winning in Diplomacy.

## 2) Tell other players what they want to hear.

This seems obvious, but you would be surprised how some players set a totally egocentric tone in their negotiations, flirting with disaster. They demand this and that, offending others' sensibilities. Instead, a player would do better to deduce the concerns of others and use his silver tongue (or pen) to assuage their fears, whether justified or not. However, you must be convincing and appear both reasonable and sincere when you use your charm, otherwise you won't be believed. Saying the right thing at the right time could save you from a lot of hassle later on. Lying is a necessary part of Diplomacy.

## 3) Try to make at least one alliance when the game starts, and keep an alliance as long as it is beneficial to you and there is no better alternative.

It's easier to do well with the help of an ally than by fighting your battles alone. Everyone is looking for an ally at the beginning of the game; sooner or later, someone is going to suffer. Keeping Tip #2 in mind, do whatever it takes to get your neighbors thinking of you as a willing and active ally. An alliance requires a lot of communication and coordination among its members. If you are accommodating, other players will look elsewhere for a target. Do not hesitate to enter new alliances if they prove more beneficial than existing alliances. Obviously, this will require some slick diplomacy, but the effort will be well worth it if your former ally is kept under control while you consider just how to stab him and improve your position.

## 4) Make as few enemies as possible.

Don't get too big for your britches. If you attack more than two players in the early going, you could find it very difficult to survive later on. First, you probably won't be very efficient or successful on all fronts unless you have significant help from other players. Second, players have a funny way of remembering the wrongs done against them, and if your many foes are ever able to turn the tables, you could be gone quicker than you can say, "Dead meat!" Generally, it is easier to concentrate on one enemy along one front, with the help of at least one ally. Once that war is won, you can turn your attention towards another foe very simply, and so on.

## 5) Be as vague and secretive with details as you can.

In some situations you will need to be specific in order to accomplish a task. However, there will come a point when you need to restrict knowledge of your intentions. A good insurance for survival is to keep your plans to yourself, leaving others uncertain as to actually what you'll do, though you could give them some idea of the possibilities. When coordinating a joint attack with an ally, don't say specifically what your other nonparticipating units will do. For example, "I will order FNth S FRENCH A Bur-Bel, while continuing my efforts to control Scandanavia" is all England's French ally really needs to know. The less you talk about tactics, the less likely some important piece of information will fall into the wrong hands and sabotage your efforts.

## 6) Don't leave yourself in an undefendable position.

Don't have your forces spread-out all over the board. Besides not having an efficient offense, you will have a poor defense if somebody decides to break through your line. On many occasions I have made the excuse, "Oh, you were just *asking* for it!" after stabbing an ally that unconsciously has made such an invitation. If you think this is the turn another player could move to threaten you, play conservatively and move the necessary units into positions which will put you at less risk. A strong offense, a few units kept back for defense, and constant communication with allies is the best formula for survival.

## 7) Be aggressive and make the most of your units.

If you allow other players to dictate events by playing passively, you probably won't win in Diplomacy. It's a bad sign if you have units holding repeatedly for lack of making a decision and committing yourself to a campaign. This is a loss of opportunity, surprise, and momentum. Alternatively, you could be missing the chance to better protect yourself. If a unit isn't on the move, at least have it support one of your other units, or create a bounce to protect more territory. You never know when somebody else might make a surprise attack on you!

## 8) Keep in contact with other players, especially your allies, and watch the whole board.

Often a lapse in communication creates distrust among allies. Even a short postcard saying, "We're okay" will do wonders for maintaining an active alliance if more detailed planning isn't necessary. Don't be concerned with just your immediate neighbors—events elsewhere will affect you, directly or indirectly. Contact should be kept with non-adjacent neighbors and enemies, too. Keeping Tip #1 in mind, a change in strategy could be required if a powerful force develops on the other side of the board. You never know when you'll need new help, only to have somebody say, "Oh, *now* you want to talk!" Diplomacy is the name of the game.

## 9) Don't stab too soon.

Many times a potential win has slipped away by an overeager and greedy player. Rarely should a stab be spontaneous. More often than not you will regret what you got yourself into and the trashing of a good alliance. Don't stab for just a single dot or two. It's a sure way to get stopped dead in your tracks if you don't have the strength, position, and planning to follow through with a stab and eliminate your former ally. Take your time and plan well.

## 10) Don't expect other players to act reasonably.

You can make great arguments and figure out all the right moves, but sometimes players will do *really* dumb things in this game. They will refuse to see the obvious; they will be unable to anticipate others' actions; they will be set on some harebrained strategy. . . . There isn't much you can do to prevent such stupidity if it's going to happen, being so unexpected, but adhering to Tips #2, #6, and #8 is your best insurance. However, if a player insists on being a real bonehead (let's hope he hasn't become your ally), he'll do whatever he wants—probably to your detriment. Such is the risk in Diplomacy.



## Bush wins battles, but may lose war

**MIKE ROYKO**

It's unlikely that the thought has even crossed George Bush's mind. He's one of those positive thinkers.

But with recession gloom spreading and national grumbling growing to a roar, he might consider quitting before he's fired.

Yes, he's marching along winning all of the Republican primaries. As an incumbent president, he's supposed to win the primaries. But as an incumbent president, he's not supposed to be embarrassed by someone like Pat Buchanan.

Winning those primaries doesn't mean much if he's losing the working-class votes that put Ronald Reagan and him in office. Which he's doing.

These are the people who were fooled by what Bush called "voodoo economics." They were so charmed by Reagan's feel-good presidency and delighted by Bush's Willie Horton racial symbolism that they didn't notice the Incredible Shrinking Paycheck.

Now they are noticing. And in many cases, it's the Incredible Disappearing Paycheck.

Reagan is no longer available to snap off salutes at airports. And Willie Horton will be of no use to Bush this time around.

So unless the economy leaps out of the intensive-care ward in full health, which it isn't going to do, Bush is going to find himself in — what was the preppy phrase he used? — ah, yes, deep doo-doo.

But you ask, who is capable of beating Bush? Surely not Gov. Bill Clinton of Arkansas, who seems to be on his way to winning the Democratic nomination.

A few months ago, even a matter of weeks, that did seem like the unlikely of possibilities. Clinton had been given the Gary Hart treatment by a blond floozie and was labeled as little more than a regional candidate. Then came the story of how he tried to stay out of Vietnam.

Well, it didn't seem to hurt Clinton in the South, including Texas, where people are said to take patriotism and morality more seriously than those of us in the big, sinful Northern cities. In fact, his strongest support came from those who wouldn't have received college deferments and who are more likely to frown at husbands suspected of playing around.

And it hasn't hurt him in Illinois. This was written before the polls closed, but it's a clinch that he will get the biggest share of the white factory-gate vote in the cities and the working-class suburbs. That's the vote that put Reagan and Bush in office.

Clinton is proving that when the going gets tough on the wallet or purse, the voters aren't going to be diverted by character judgments. They're going to listen to the candidate who talks about how to put meat on the table. And so far, Clinton has done a better job of talking kitchen-table basics than anyone else in the race, including Bush. Especially Bush.

Bush could get away with zooming across the TV screen in a golf cart when most of the country was putting up yellow ribbons and cheering on the troops to get the evil Saddam.

But a golf-cart presidency doesn't play well when Saddam is a distant memory and there is this nagging feeling that the country is going to hell and you'll need a \$100,000 annuity to pay for the kid's first year of college.

Clinton is proving that when the going gets tough on the wallet or purse, the voters aren't going to be diverted by character judgments.

Nor will the cheap tricks that were used on Michael Dukakis work on Clinton.

For one thing, Clinton is a slicker politician than Dukakis, a better campaigner, a stronger speaker, and he and his election crew think faster on their feet. If the dirt flies, they'll be ready. And it may be that the voting public is fed up with dirt. If so, it will get the thrower muddier than the target.

And if he can't throw mud at Clinton, just what kind of campaign does Bush plan to run?

Is he going to remind the nation that he vanquished the evil Saddam and made Kuwait safe for decent, honest, super-rich emirs?

If so, how does he explain that Saddam is alive, dapper and chipper as ever, still in power and is once again suspected of trying to build his very own bomb? If anything, the less said about Saddam, the better for Bush.

Is he going to tell paycheck America not to worry, the economic doo-doo isn't really that deep, and just wait, we're going to have one heck of a Christmas, you know, the retail shopping thing. Just watch the Dow Jones.

Sure. Then GM or Chrysler or some other corporate giant announces another plant closing, another 10 percent round of head-chopping, and where are Dow and Jones when you need them?

He can run against Congress and maybe milk the check-kiting issue. Unfortunately, several of his top people used to be congressmen and some kited checks in their day. So will he fire them for being irresponsible?

Besides, Clinton isn't a congressman. And he can run against Congress, too, then make friends with it later.

### What's the platform?

What is Bush's platform going to be? I suppose he could call upon Americans to remember the glory days of Reagan-Bush, when they were getting 9.5 percent on their CDs from Charles Keating's S&L. But that just opens another can of worms.

So to spare himself possible embarrassment, Bush might give some thought to doing a Lyndon Johnson. Johnson could have won the primaries in 1968 and had the Democratic nomination. But he knew there would be a lot of angry people out there in November, so he took a walk.

It isn't too late. And Vice President J. Danforth Quayle is available. Republicans keep saying that Quayle has really grown and grown and grown soooo big, he's just about ready.

And since J. Danforth's job in this campaign is to play tough guy for Bush, why not let him play tough guy for himself?

All they'd have to do is make sure he stays out of the golf carts, too.

## Is This Slate the Best We Can Do?

Events of the last week make it about as certain as anything can be in the realm of politics that when the 1992 presidential race officially kicks off on Labor Day, it will be George Bush against Bill Clinton.

It is still more than four months to the national conventions of the major parties, but not much will be left for the delegates to do except whoop it up for the benefit of the television audience and go through the ritual of coronation for nominees already pre-determined by a thoroughly skewed primary election process.

The latest public opinion poll results I have seen show that half the nation's voters do not believe any presidential candidate offers the leadership the country needs, more than half think the campaign has not been dealing with issues that really matter. The surveys to produce these results were taken before Paul Tsongas and Pat Buchanan put their campaigns on ice.

Jerry Brown is still campaigning, but, count on it, he is not going to get the Democratic nomination, or even come close.

Republicans really have no choice except to nominate President Bush for a second term. They would have no choice even if he had a respectable opponent. Any party with a sitting president who is eligible for another term cannot dump him, repudiate his administration and hope to have any chance of winning the White House with another candidate.

Democrats had a choice, but Clinton, with perseverance and remarkable ability to take a punch and keep boring in, has eliminated the competition. The only thing that can now deny him the nomination is a really devastating revelation about his personal life. That, of course, is what Democrats fear and what Republicans are hoping for. They would prefer, though, for such revelations to come in September or October.

I am confident the republic will survive four years with either Bush or Clinton in the White House, although the prospect does not make the heart sing or the eyes lift joyously toward the heavens.

Is this the best we can do? If not,



Waldo Proffitt  
the presidential campaign

what's wrong? Are we just having a run of bad luck? I think not. I think the presidential primary system is seriously flawed. Among other things, it starts too soon, lasts too long and costs too much.

We generally consider that the primaries begin with New Hampshire, but most of the serious candidates have been running for more than a year by then. In order to win a major party nomination, it is almost essential to have several million dollars in the bank by Jan. 1 of election year, a pretty good organization in place in all the major primary states, a campaign manager, official or unofficial, a staff of campaign professionals and a cohesive set of policies on what are expected to be the major issues of the campaign.

A year ago, when several of the Democrats best qualified to be president had to make a go-no go decision, George Bush, coming off the Gulf War, had a popularity rating of about 90 percent and was widely perceived by the "experts" to be a shoo-in for re-election.

Several attractive Democratic politicians decided they did not want to spend the next year in pursuit of a nomination that would entitle them then to embark on a hopeless general election campaign. It was a decision which does them credit. There is nothing wrong with ambition, but reckless ambition is not a characteristic to be desired in a president. If the primary campaign were shorter and less expensive, we would have a larger, certainly, and better, probably, field of candidates from which to choose.

The most serious flaw in the primary nomination system is that the candidates are self-selected. The two parties play a major role in the presidential election process. They have very little to do in the process by which the party candidate is selected.

In the nominating process, all

that is required to be a candidate is to decide to run. Unless the campaign can be carried into the convention, which rarely happens, the national leaders of the party, the people who probably know the candidates best, do not have an active role in making the selection.

The winner is most likely the person who can raise the most money to pay for (mostly television) advertising, honest or misleading, and hire good pollsters, professional strategists, speech writers and media specialists.

If there happens to be real debate on real issues during a primary campaign, it is more a matter of luck than of design.

The press, print and electronic, has a window of opportunity, roughly from New Year's Day to late March, to do its best to inform the public of the merits of the candidates. Most of us do not pay close attention to the imminence of the election season until the first of the year, and the campaign is likely to be over for all practical purposes by the end of March, as is the case this year.

So, while the campaign stretches on and on, it is heavily front-loaded. In recent campaigns, the candidates of both parties have been picked by about this time of year — before voters in New York, California, Ohio and several other large states have been able to express their preference.

The prospect is that the Bush-Clinton campaign will last for the next seven months. Perhaps we may be excused if we do not pay close attention all the time.

Our "British cousins" are also in the midst of a campaign which will result in the selection of their prime minister. Their campaign lasts three weeks. It will end April 9 when British voters will go to the polls, where they will receive a short ballot, containing only one race, the race for member of Parliament from their district. Voters will make one mark on the ballot and stuff it in the box.

About 85 percent of adult British citizens are registered voters, and about 75 percent of them will vote on April 9. Is there a lesson for us somewhere in there?

# Simon's character, politics add up in his favor to be running mate

By THOMAS HARDY

Bill Clinton should pick Sen. Paul Simon, D-Ill., as his running mate if he wants to be elected president. Whoa, you say, what have I smoked and inhaled? Clinton has not even sewn up the Democratic nomination, and here I am promoting Simon's dream of running on a national ticket.

**Sure enough, as the two men stood together for a news conference, a vision of the Democratic national ticket took shape.**

But the fact of the matter is this: Clinton will be the nominee, his flaws notwithstanding. Simon embodies the character attributes that Democrats carp about Clinton lacking, and the Illinois senator is the one party figure who can deliver a swing state.

Moreover, Simon, an experienced national campaigner from his own quest for the presidential nomination four years ago, is one of the leading liberals in the party, an unabashed New Deal Democrat, who can secure the left and free Clinton, former head of the moderate Democratic Leadership Council, to roam the middle ground in the general election campaign.

Simon has a loyal following among organized labor and women, two important Democratic groups that have been cool toward Clinton.

While Clinton runs as the Washington outsider, Simon's vice presidential candidacy would balance the ticket with an acceptable capital insider, a member of the Foreign Relations Committee who could offset the nominee's inexperience in foreign affairs.

Finally, the U.S. Senate candidacy of Cook County, Ill., Recorder of Deeds Carol Moseley Braun is expected to result in a higher black Democratic turnout that would favor a Clinton-Simon ticket.

This is not an original idea. One of those Washington-based political strategists who lie awake spinning scenarios mentioned it last week as Clinton and Simon appeared together at the Caterpillar Inc. strike in Peoria, Ill.

Sure enough, as the two men stood together for a news conference, a vision of the Democratic national ticket took shape.

There was Clinton, 45, a Democrat who recognizes that the party's yesteryear ways don't work and that a vast number of Americans weren't around when they did. And there was Simon, 63, the institutional memory for a Democratic era when big government worked.

Clinton's five-term tenure as governor of Arkansas has earned him the professional respect of his fellow governors, and his entire political career has been in the executive branch. Except for four years as lieutenant governor, Simon's 37-year lawmaking career has included turns in every chamber of the federal and state capitols.

So much for resumes. The key aspect of this tandem is in character perceptions and political reality.

Clinton hasn't been dubbed "Elvis" just because of a resemblance and his drop-dead impression of "The King."

The insouciant bad boy of the presidential campaign displays the same fascination with risk as did Elvis, cutting corners or candor when it comes to matters that would doom lesser candidates: marital infidelity, draft-dodging, marijuana use and his record as governor.

Simon, on the other hand, comes across as the dignified, level-headed but understanding uncle. Jug-eared,



Bill Clinton

Paul Simon

bow-tied, horn-rimmed and Midwestern-twanged, the son of a Lutheran minister has never had a whiff of corruption and remains, for the most part, unpretentious.

"Paul Simon is the absolute antithesis of the negative public perception about Bill Clinton," the spinmeister whispered.

Finally, Simon can deliver Illinois and its 22 electoral votes.

Clinton has recognized the importance of the state by coming here early, devoting huge amounts of time and money to the March campaign and assembling the Democratic establishment in his corner.

Bush barely carried the state in 1988 with 50.7 percent of the vote. Clinton could use Arkansas and Illinois as the anchors for a sort of north-south Magnolia line up the Mississippi River.

The native Southerner expects to make inroads in the GOP's base in the South, starting with his neighbor states. Missouri is a cliffhanger for Bush in 1988 that could go for a Democrat this time; Iowa, Minnesota and Wisconsin all went for Michael Dukakis, according to form.

Simon remains popular in Illinois four years after his failed bid for the presidency.

Who besides Simon could deliver a swing state? Possibly Gov. Lawton Chiles of Florida, a former 17-year member of the Senate.

Clinton will have to carry California or Texas to win but will have to do it on his own. Sen. Lloyd Bentsen couldn't deliver Texas in 1988, and Texas Gov. Ann Richards carries almost as much personal baggage as Clinton.

California barely went for Bush (51 percent), but leading Democrats there are running for the two Senate seats and Gov. Pete Wilson is a Republican. It would be lunacy to tap a California member of Congress as a running mate in a year like this.

New York and Massachusetts (sorry, Paul Tsongas) are Democratic gimmes. Sen. John Glenn of Ohio, a quadrennial fixture on the party's list of veep possibilities, is running for re-election; and he wouldn't moderate Clinton's conservatism the way Simon can. Gov. Robert Casey of Pennsylvania doesn't like Clinton. Sen. Tom Harkin of Iowa is Paul Simon with a sneer.

So what does Simon think about it? "I think that Bill Clinton has to look for the person who would do the best job as president if something happened," Simon said. "I obviously have confidence in my own abilities, but I'll leave that judgment up to him. That's very much a long shot."

Thomas Hardy writes about political issues for the Chicago Tribune.

# Is Jerry Brown provoking America into a move to the right?

WASHINGTON — It is exquisite burlesque. Jerry Brown leading tattered remnants of America's hapless left into supporting conservatism's agenda.

Conservatism has rhetorical and fiscal strategies for diminishing government power. One strategy is to peel away government's authority by flaying it rhetorically as an incestuous jumble of corrupt elites incapable of empathy with ordinary people and incompetent at government's basic tasks — budgeting, educating, maintaining public works. Brown's rhetoric abets this strategy.

Brown's flat-tax proposal serves the conservative fiscal goals of reducing government power three ways — by shrinking its revenue base, curtailing its ability to fine-tune society's "fairness," and augmenting the private sector's countervailing power.

For example, Brown would end the deductibility of state and local taxes. This would ignite state tax revolts, particularly in high-tax states such as New York, which have become liberalism's last redoubts.

Brown is not an economic man, he is a moralist, and his tax plan is a measure for political hygiene. He believes, plausibly, that radical simplification of the code would put out of business Washington's swarm of complicators who gain advantages from generally unnoticed nuances in legislation and regulations.

Brown is extreme but not nutty when depicting Washington as a mare's-nest of interests bending public power for private advantages. But Brown's moralism stops short of acknowledging this: Today's Washington is what you get when you have a hyperactive modern state using its myriad subsidizing and regulating activities to allocate wealth and opportunity in the name of "fairness" and for the ultimate benefit of elected officials.

Brown disdains his party's recent obsession with the tax code's "fairness." But the correct implication of his critique of Washington is that the modern state is inherently unfair because it is so susceptible to manipulation by well-heeled and well-connected interests. It is axiomatic: He who wills the end, wills the means to that end. If Brown wants the modern state that liberalism has rationalized, he should not be shocked that he gets modern Washington too.

To be on the left is to believe this: The goal of politics is to capture state power to force egalitarian social change. Brown's platform makes this problematic. The left's agenda presupposes a government strong in fiscal resources and moral authority. Brown's rhetoric — the most acid anti-Washington rhetoric since George Wallace's (which prepared the ground for Reaganism) — and Brown's tax plan subvert both strengths.

Most arguments for progressive taxation are implausible or empirically unsupported. The arguments include: Progressivity is economically efficient because it stimulates rapid expansion of society's aggregate product; in a middle-class society government will not be generous to the poor unless the wealthy are thought to be paying disproportionately; the existence of the poor is caused by the existence of the wealthy.

Belief in progressivity has weakened because of the belief that progressivity is usually vitiated by arcane tax code provisions accessible to the wealthy who can hire experts who understand them. Thus when *The New York Times* asked one unemployed person if Brown's flat tax would "let the rich off the hook," the person replied, "What hook?"

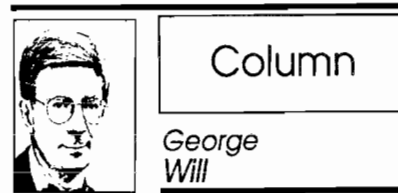
Other reasons for today's weak commitment to progressivity are given by Walter Blum of the University of Chicago Law School. He asks: Why does the middle class — a whopping majority which could act imperiously — not favor more confiscatory taxation of the wealthy? Blum locates the answer in America's faith in energizing society with private property and private initiative:

"Members of the middle class may believe that their own self-interests will be served better by a system which radiates the assumption that individuals are entitled to what they own rather than a system which radiates the assumption that the individuals are entitled only to what the government decrees they can keep."

Furthermore, economic distress moves America to the right, not the left. As America's economy falters, many Americans become more wary of the economic effects of progressivity on savings, investment, entrepreneurship and industriousness generally. Also, the commitment to progressivity weakens as people become concerned that the existence of large pools of private wealth — a prerequisite for private hospitals, universities, research centers, publications and much more — is necessary to counteract the encroachment of government on society.

Brown and the ragtag of the left sharing his raft are riding on a wave of revulsion against the modern state that liberalism has made. And Brown is making the wave larger. In this, as in his self-congratulatory moralism, he is a reprise of the 1960s, when the campus left played a large part in provoking the nation's move to the right.

• George F. Will is a member of the Washington Post Writers Group.



# The Briar Patch

Randy Estep (Oklahoma City, OK):

What an issue last time! I must admit, I waited impatiently for it.

BP:

As you probably did for this one, too, right! I'm still trying to make the zine better with more varied content, but this takes time (and some much-needed contributions from readers).

David Farris (Reston, VA):

The delay in last issue was unnoticed by this subscriber, but would you consider giving us an extra week for Diplomacy?

BP:

I don't think so. First, it was intentional on my part to speed things along. I wanted the games to move along quicker, besides having the opportunity to put out an issue every month (though it hasn't quite worked out that way lately). Second, I'm not very strict on my deadlines. I don't recall ever being ready to go to print when the deadline rolled around. More often than not, I start doing the bulk of an issue's work *after* the deadline, and with everything I have to do, it usually takes me at least a week to finish, so I have no problem accepting orders up to a week after the deadline. (I say this knowing that a lot of my players aren't reading this.) I have to give some due date, otherwise a few players would never turn in orders, but if I extended the deadline an extra week, I'd still take another week to get the zine done, and then we're looking at something like 6 weeks between issues as a median frequency. Finally, David, and perhaps most importantly, I think you're the only person who has complained about the accelerated schedule. Not to put you down, but everyone else seems okay with it.

Tim Ayars (Bridgeton, NJ):

I like everything in *Dipadeedoodah!*. Keep the "MR. MOON & Nub-Nub" strips a-comin'!

BP:

Thanks, and don't worry about Mr. Guthrie's strip—I just might run the series from the beginning after it ends later this year (if the readers want me to do so).

John Schultz (Michigan City, IN):

*Dipadeedoodah!* looks better than ever, but I wish it wasn't so *thick!* I see I already owe you more money.

BP:

Ge, give the people what they want, and a lot of it, and they *still* complain! Maybe you have a bellyache from overindulging yourself, John! I don't recommend that you go cold turkey—some addictions can be good! (For the addict or the addictee? Hmmm. . . .)

Randy Davis (Concord, CA):

I'm still highly enjoying *Dipadeedoodah!*. In fact, it was one of my choices in the Marco Poll. Just thought I'd let you know I appreciate you doing the zine.

Re: Problem #6 of last issue's "Puzzle Page." It is not possible to add an even number of odd numbers and get an odd numbered sum, therefore the problem is impossible.

BP:

Thanks! See, folks, another addicted subscriber getting high off my zine! (Better for you than most drugs, right?)

Ever heard of a "trick question," Randy?

Eric Young (Armstrong, BC):

I really enjoyed the last issue of *Dipadeedoodah!*.

A belated reply to, "If you could live anywhere in the world, where would you choose?" Wherever your mind is most at ease. Given the fact that any new place will always stimulate the mind; that doesn't work, you can't pick Tahiti unless you have lived there for a while. [Huh?] Most people went for climactic conditions which were optimal. Again, that's



okay, but the real thing which sets us apart from other animals is our reasoning ability and the fact that we are very societal. We should really pick places where the people are the kind with which we will get along. Randy went for the deserted isle. Most interesting—I presume he doesn't find a large segment of the population to his liking.

Personally, I'm right where I want to be. Good enough climate, with four real seasons (as long as you're a winter sports type—e.g., a skier). A small city of 40,000 where people are friendly. The type of people who want outdoor recreation and yet want to think about bigger issues that concern the world (environmental, societal, etc.). A few too many right-wingers for my taste, but then you can't have everything. [I'll say!] I should mention that due to political boundaries I am now, for the first time in my life, represented both federally and provincially by the NDP (democratic socialists). Vernon, the major town where I work, is still provincially represented by the conservatives.

David Orne (Newport, KY):

I'll bet you've found the time to see some spring training games between studying, haven't you? I've already made plans for a few trips to Riverfront Stadium, so I don't miss Plant City too much.

Your endorsement of Tsongas was a bit ill-timed, wasn't it? Now that it's down to Brown vs. Clinton, who do you back? I do agree with you—Bush has gotta go!

I found Jim Meinel's "Some Thoughts on a Barbarian Civilization" to be both pompous and naive—a tough trick, actually. Mankind has believed in higher beings and has eaten meat for thousands of years; there is no reason to think that will change in a mere few hundred years. The statement about all food being completely safe is incredibly naive. People are imperfect, therefore no human activity can ever be completely safe. Further, removing society's "requirement" that people carry their own weight eliminates the incentive to succeed. Who does Jim propose to pay for the food, housing, and medical care when people realize it will be given to them for the asking? Who will decide just which people are "derelicts" and as such may not raise children? And he accuses society of lacking compassion? His prediction that the governments of the U.S.A., China, and India will fall withing 150 years is pretty safe, though—none of us will be around to remind him of it!

BP:

Me go to a baseball game? Ha! Actually, though, I have caught bits of a few televised games. No, instead I found the time to watch plenty of the  
(*continued on the next page*)

# The Briar Patch

NCAA basketball tournament. I loved it!

My family has a long tradition of not voting for the eventual president. I've voted for Walter Mondale, Michael Dukakis, Jesse Jackson (once in a primary), and Paul Tsongas. I will vote faithfully for the democratic nominee come November, but I have a feeling the family streak will continue. See my thoughts on Brown vs. Clinton elsewhere.

Upon reading Jim's article, the first thing you have to notice is that he seems to be envisioning some kind of storybook utopia for Earth's future. That in itself is very revealing. A lot of people are convinced we'll have entered a new dark age by then, with society collapsing under tremendous pressures, technology being lost, and so on. Who knows what will happen? Under Jim's assumptions, I think he makes a lot of good points. However, his assumptions are a bit unrealistic to me, too, so while in theory I would agree with Jim, in reality I agree with you, David.

Carl Eichelberger (Sarasota, FL):

Just looked over *Dipadeedoodah!* #22. Looks great.

On the Turbofreak issue, I think that's a problem with society as a whole, not just the hobby.

I grew up in NE Indiana, so I am a Cubs fan. I saw WGN then on broadcast TV. Now I get it on cable. A fan who only cheers for a team when they are winning is not a fan.

BP:

Glad to have a fellow Sarasotan on board! Though now, of course, I'm living in Tampa! Sheesh! What timing!

Perhaps. I'm not convinced, though. In what sense society?

I hope you're not talking about me. I made it clear that my lack of enthusiasm for baseball is not because the Cubs have had their ups and downs, but because baseball was never a part of my life before cable TV, and that's not enough to keep one's enthusiasm going. (Although, in 1985 I did attend the Cubs' 3-game series with the Braves in Atlanta. My heart skipped a beat in the first game, when Rick Sutcliffe tried to beat the throw at first base and pulled a hamstring, knocking him out for the season, if I recall correctly.)

Stven Carlberg (Atlanta, GA):

*Dipadeedoodah!* makes a very nice impression, being friendly to look at with all those Brer Rabbits, and fun to flip through with all of those cartoons. Why, even your spelling is good! What are you, some kind of Verbofreak?

I disagree with you on some Dipzine politics stuff. "The growing conformity among zines becoming personality-less computer-designed warehouses"?!? Who? Where? Name two! I thought this imaginary banishment from the Good Old Days was all in Tim Nash's mind, but apparently it's in your, too.

Nevertheless, I don't get a single zine that qualifies for the term "personality-less," and I want you to tell us who you're talking about or to sit down and stop trying to cause trouble! That's my opinion, anyway.

BP:

Thanks for the complements! So why don't you sub, hmm? Yes, I guess I am a "verbofreak!" Spelling was one of my best subjects in grade school, and I'm a former English major turned computer science major turned journalism major—which is what I wanted to do all along. Of course, a lot of journalists (especially reporters) are known for being poor spellers, but I'm interested in being an editor for a magazine, newspaper, or book publisher. I think the position of copy editor at a newspaper would be a good post-graduation first step for me—don't you?

Guess what, Stven? You made a typical reporting error! You took the quote out of context! I wrote that it is "seen as [one of the] disturbing symptoms of a sick hobby by [Nash, Wilson, White and Gaughan]." When I agreed with them, I was agreeing with the gist of their arguments, not that one statement in particular. You'll note that in the rest of my essay I elaborated on many things, but *not* what you mention.

The point is, the crux of my argument was not that we have a bunch of personality-less zines, but that the hobby doesn't seem to be as fun as it could be. Not to say that it isn't fun now, but it could be more fun. The best way to do this, I feel, is to get more people involved and to learn more about each other, to better personalize our hobby. Oh, sure, there are a bunch of us that know each other fairly well, but we're a relatively small self-selected group of exhibitionists. A lot of people playing games in our zines could care less about DipCon, the Runestone Poll, The Great Kent-Schenck Feud, what Melinda Holley looks like, and so on. For some of us, though, this hobby is more than just playing a simple wargame.

That having been said, I'll go ahead and pick up the gauntlet you cast at my feet for the sake of argument. You want some "personality-less computer-designed warehouses?" How about (in alphabetical order—there's that many, Stven!): *ark*, *The Assassin's Blade*, *The Continual Crisis*, *Crimson Sky* (I'm guessing—I haven't seen it for a while), *The Gamer's Zine*, *Get Them Dots Now!*, *The Home Office*, *Hoodwink* (on rare occasions, I'll admit), *Orphan Son*, *Perestroika* (it used to have a personality), *The Prince*, and *Protocol* (if it's still being published).

Okay, so I probably went overboard—a little. I guess it all depends on what you think it takes to give a zine personality. For one thing, I think it means you learn something about the publisher—but that isn't enough. So Eric Brosius makes occasional Bible references. So Lee Kendter, Jr. reprints variants. So Fred Hyatt prints historical mini-bios and numerous aphorisms. Does this endow these zines with "personality?" If so, barely so. Certainly not when compared to the likes of *Absolute!*, *Acropolis*, *Canyon*, *Dipadeedoodah!*, *Diplomag*, *Excelsior*, *Kathy's Kornor*, *Maniac's Paradise*, *Northern Flame*, *Penguin Dip*, *Perelandra*, *Upstart*, and *Vertigo*, just to name a bunch. These zines *reek* with personality! (By the way, it's no coincidence that publishers like Nash, Wilson, White, Gaughan, and myself fall into the latter group. It's funny, though, that Kent and Schenck appear here, too, though they are considered principle Turbofreaks! It just goes to show you how dangerous generalizations are, right?)

Now I'm not putting any of the warehouse zines down—really. Most of them are very good places to play a game, and that's it (and that's all they want to be). Nothing wrong with that. Every publisher has a different idea of what he wants his zine to be. But I would hazard to guess that many hobbyists prefer subscribing to a zine with a bit of character, a bit of personality, something that distinguishes it from other zines, something that makes it special . . . or maybe it's just me.

(Well, that *really* went on longer than I intended! *Whew!*)

Mike Barno (Endwell, NY):

Yay for 3.5¢ copying!

Good editorial on Turbofreakism and the hobby.

On the idea of subsidizing the *Zine Register's* costs because Garret Schenck trades for most zines—well, doesn't he get the other zines? Aren't they worth fifty cents or a buck to him? When I published, I always accounted for traded copies as the equivalent of being paid for.

BP:

I'm happy, too. I don't like the distinction of having one of the most expensive zines in the hobby, though I'm trying to give people their money's worth with a variety of interesting subjects. I can't afford to subsidize my own zine much, being a college student living on the financial edge, so I pass on copying and postage costs straight to the subscriber. If you want *Dipadeedoodah!* that bad, you'll pay the price, just like anything else in our free market economy.

I understand and agree with your last statement. Still, the *Zine Register* takes a big bite out of Garret's wallet, whether or not he gets compensation in the form of traded zines. That is one reason why I don't trade very much. In fact, of my two trades for *Dipadeedoodah!*, one is with Garret and the other is with one of the few zines which costs more than mine does! (However, I do trade *Pontevedria* for a number of other zines, but this is done intentionally to provide for a better hobby service. In any event, I'm still getting a bargain! I'm sure Garret enjoys seeing a lot of zines, like I do (and I would like to see more), but let's not forget or ignore the substantial financial burden involved with producing the *Zine Register*.

(continued on the next page)

# "Crazed Institution"— Gunboat Diplomacy — Fall 1912

\* Germany goes for the win, comes up one dot short while taking something from everyone.

FRANCE (Skyler): Retreat A Tus-Pie; A Yor-Edi, A Por-Spa, A Mar-Gas,  
A Pic-Mar, F Eng-Nth, F Spa(sc)-Mid, F Lyo-Pie, F Wes-Tun,  
F Naf S F Wes-Tun

GERMANY (Roadrunner): Retreat A Vie-Boh; A Boh S A Tyr-Vie, A Tyr-Vie,  
A Ven-Tri, A Rum-Bud, A Sev-Rum, A Ukr-Gal, A Arm-Smy, A Bur-Par,  
A Mun-Bur, A Hol-Bel, F Nth S A Hol-Bel, F Nws-Edi

ITALY (Betty Boop): Retreat A Ven-Tri, F Con-Smy; A Vie S A Tri [d],  
A Tri S A Vie, A Ser-Gre, A Bud-Ser, F Smy-Con, F Ion S F Tun,  
F Tun S F Rom-Tys, F Nap S F Rom-Tys, F Tus S F Rom-Tys, F Rom-Tys

TURKEY (Dr. Fate): *NMR!* Has A Bul, A Con, F Bla—*Standby is ?????*

Adjustments:

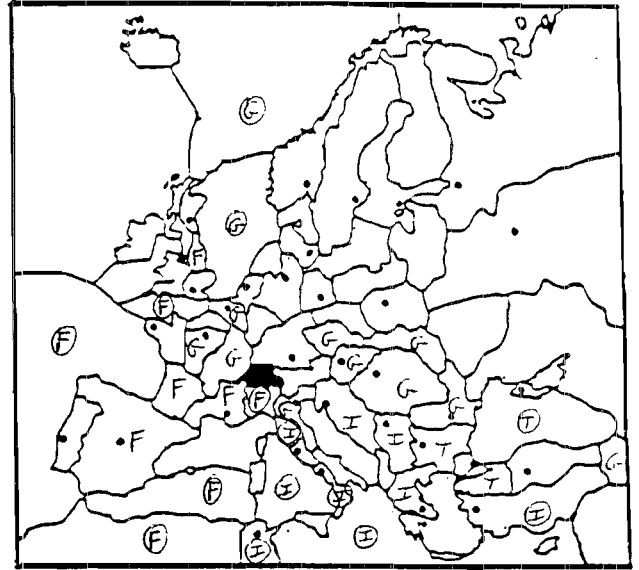
FRANCE (7): Bre, Mar, England, Por, Spa, Bel, Par ...-2

GERMANY (17): Home, Russia, Den, Hol, Nwy, Swe, Vie, BEL, BUD, PAR,  
RUM, VEN ...+3

ITALY (7): Nap, Rom, Gre, Ser, Smy, Tri, Tun, Bud, Con, Ven ...-2

TURKEY (3): Ank, Bul, CON, Rum ...0

\*\* Winter 1912 and Spring 1913 orders are due for next time.



BOOPSTER TO ROADRUNNER: You seem like a gentleman, I'd love to make a date. If you are in Pied then we should be able to meet in Mar for dinner some time soon. If you aren't, then Tus will support Ven-Pie next time.

ROADRUNNER TO BETTY: If you're not attacking me I'll clear out of Venice and keep the division of Austria where it is. I didn't like losing Vienna!

BETTY TO DR.: You weren't very nice last time I was in your office. I would still rather be friends.

ROADRUNNER TO FATE: Are you back on track? If your moves are making sense I'll support you to Smyrna next season.

MORE BOOP TO RUNNER: How do I know you're sincere? You talk nice to the Dr., too.

SKYLER TO MS. BOOP: At least in me you have an honest enemy. 'Runner takes your center and then asks for help, a tactic I have never stooped to use.

The "hints" 'Runner feared are pure fabrication; he decided I was an easier target, that's all.

BOOP TO SKYLER: Have you talked to Roadrunner about this power-sharing arrangement?

SKYLER TO ROADRUNNER: Cut the bull! You got bored, so you stabbed me—end of story. I don't mind the stab, but you insult me with your press.

BRER PHIL TO SKYLER: Hell, I'd mind the stab!

## HAGAR THE HORRIBLE

By Chris Browne



## Shoe



## "European Legacy" — Asian Diplomacy II — Summer 1909

\* *Ceasefire declared with surrender to Indochina and Russia!*

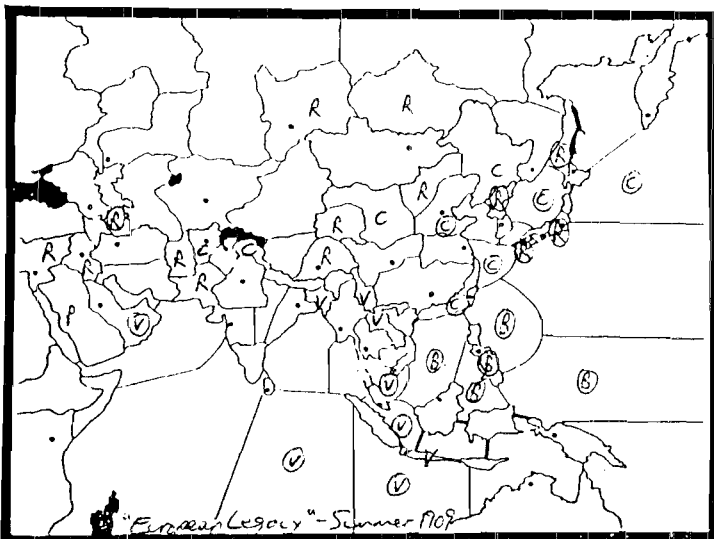
\*\* Yes, folks, this one's finally history! The two-way draw has passed unanimously! Congratulations to John Schultz and Randy Davis on a hard-fought struggle. We'll never know if one of them could have pulled off a win. . . . Thanks to all who played in this game, the first playtest of my variant. End-game statements from all players in "European Legacy" are due for next time.

CHINA: Kevin Kinsel, 21561 Oakbrook, Mission Viejo, CA 92692  
INDOCHINA: John Schultz, P.O. Box 41-19390, ICH 308, Michigan City, IN 46360

INDONESIA: Eric Young, 4784 Stepney Rd., RR #2, Armstrong, BC V0E-1B0 CANADA

PERSIA: Jack McHugh, 280 Sanford Rd., Upper Darby, PA 19082

RUSSIA: Randy Davis, 3019 Bertram Ct., Concord, CA 94520



## "Flying Colours" — Diplomacy — Winter 1907 / Spring 1908

\* *Narcoleptic England has another seizure, allowing Austria to reclaim Belgium with a little help from Germany, who crushes a limey battalion into dust.*

AUSTRIA (Young): Retreat A Hol-Ruh; Build A Vie; A Ruh-Bel, A Vie-Boh, A Bud-Gal, A Ser-Tri, A Gal-Ukr, A Bul-Rum, A Rum-Sev, A Con-Ank, F Smy H

ENGLAND (Quigley): *NMR!* A Pic [d]; Retreat F Bel to Eng, OTB? Also has A Den, A Fin, A Lon, A War, F Bre, F Lvp, F Nth, F Swe; *Standby is Andy York*

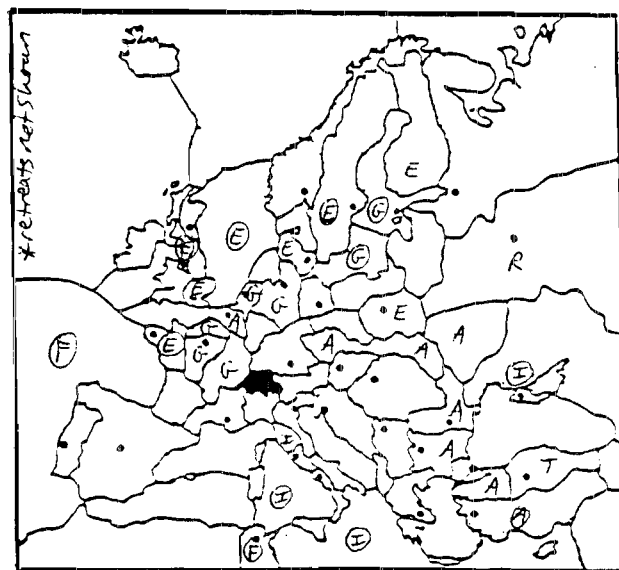
FRANCE (Farris): F Mid-Bre, F Tun-Tys

GERMANY (Kinsel): Build F Ber; A Hol S AUSTRIAN A Ruh-Bel, A Bur-Pic, A Par S A Bur-Pic, A Kie S A Hol, A Mun-Bur, F Bal-Bot, F Ber-Bal

ITALY (Milewski): Build F Nap; A Rom-Tus, F Nap-Ion, F Tys S F Nap-Ion, F Sev [u]

RUSSIA (Robles): A Mos-Sev

TURKEY (McHugh): A Ank-Con



\*\* That Austrian army in Hol that I killed last time . . . Well, it seems they're feeling better (to borrow a notion from Monty Python). Sorry about that.

\*\* The Austria/Germany/Italy draw failed (2/7). The following draws have been proposed: Austria/England, Austria/England/Germany, and Austria/France/Germany/Italy. Please submit your votes (NVR = "no," NMR = "yes"), as well as Fall 1908 orders, for next time.

WIEN TO FRA/RUS: I suppose you two can work together—in heaven.

PRAVDA—DATELINE MOSCOW: Valiant cossacks attack the complacent Eye-Ties. *"Mother Russia Forever!"*

WIEN TO ROM: Nice work in Sev. Now let's attend to the last gibble.

BRER PHIL TO WIEN: Last gibble . . . Lets nibble . . . Left nipple . . . Say, Eric, did you make a Freudian slip after reading my "European Legacy" press last issue? Hmmm, maybe you like Madonna more than you want to admit! (That's okay—don't be ashamed. I'm not!)

WIEN TO ENG: Methinks you would be better off Down Under.

BRER PHIL TO WIEN: Well, he's certainly no better off when he kee,s going under!

AUSTRIA: Eric Young, 4784 Stepney Rd., RR #2, Armstrong, BC V0E-1B0 CANADA

ENGLAND: John Quigley, Breathigrend Manor, Zionsville, PA 18092

*Standby: Andy York, P.O. Box 2307, Universal City, TX 78148*

FRANCE: David Farris, 2340 Bedfordshire Crc., Reston, VA 22091

GERMANY: Kevin Kinsel, 21561 Oakbrook, Mission Viejo, CA 92692

ITALY: Paul Milewski, 4380 Eastwood Dr., #2101, Batavia, OH 45103

RUSSIA: Bob Robles, 1155 Everett Ct., Concord, CA 94518

TURKEY: Jack McHugh, 280 Sanford Rd., Upper Darby, PA 19082

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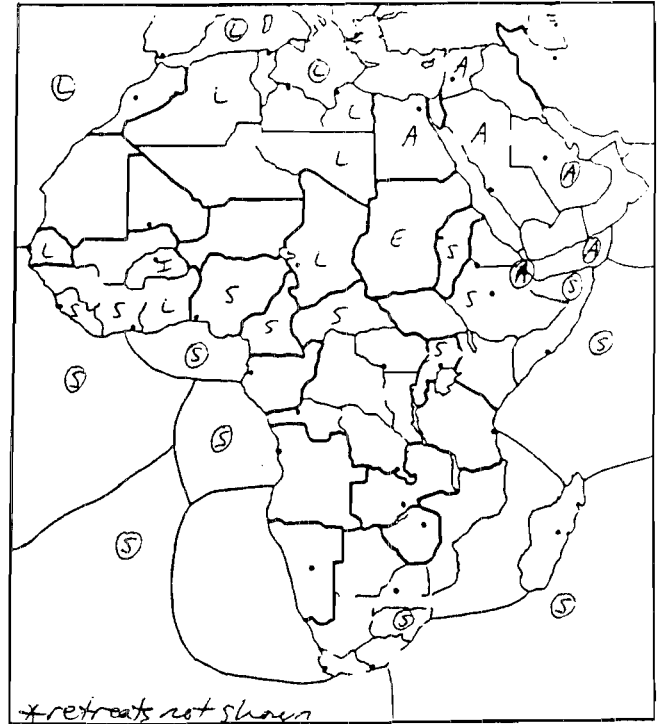
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# "Under Wraps" — African Diplomacy — Winter 2006 / Spring 2007

\* Almost there, folks!

**ETHIOPIA** (McHugh): Disband F Red, F Som; A Kor S LIBYAN  
 A Ben-Egy, F Goa-Oma (retreat to Eri, Red, Yem, OTB?)  
**IVORY COAST** (Wilson): NMR! F Nga [d]; Has A Oua  
**LIBYA** (York): A Ben-Egy, A Esd S A Ben-Egy, A Cha S ETHIOPIAN  
 A Kor, A Gha-Nig [amb], A Sen H, A Mor-Alg, F Wms S A Mor-Alg,  
 F Nao-Mao, F Ems-Ion  
**SAUDI ARABIA** (Barno): Build F Riy; A Egy hopes to be here at game's  
 end, A Dam S A Egy, A Mec S A Egy, F Riy-Oma, F Ara-Goa,  
 F Dji S F Ara-Goa  
**SOUTH AFRICA** (Weiss): Build A Cap, F Por; A Cap-Fre, A Cen-Cha,  
 A Cam-Nga, A Gab-Cam, A Abi-Gha, A Add S F Ken-Som,  
 A Tan-Uga, A Sud-Kha, F Por-Ora, F Sio S F Nio, F Nio S F Ken-Som,  
 F Ken-Som, F Gog S A Cam-Nga, F Goc [u], F Sao C A Cap-Fre,  
 F Mao C A Cap-Fre, F Alg-Wms (retreat to Tun, OTB?)

\*\* Andy York is the new Libyan player. Thanks, Andy, for helping out.  
 \*\* Fall 2007 orders are due for next time.



**BARNO TO LORD:** Don't drop out. You and Jack earned this loss.

**BRER PHIL TO BARNO:** Too late—for both of them.

**SAU TO SOU:** Send Graham a note, will ya?

**ANONYMOUS:** No "one citizen one vote" policy for this African nation baby.

Nor will there be democracy under my continental domination. The heck with burning necklaces.

**MIKE TO RICHARD** [F Abs-Goa]: I see four centers you're likely to get this year. Have a psychotronic ride.

**BRER PHIL TO MIKE** [I'm the GM, dammit!]: Oh, so you're one of those guys who puts his moves in brackets to let others know it's really you, huh?

Gee, where have I seen that before? I bet Richard has seen that before, too! Maybe we've seen it in the same Gunboat game in another zine. In fact, I'd bet the three of us are in that game! Hmmm . . . Let's see if I can figure out more. . . .

**BLARFO TO FLAPJACK:** Kathy's known my appearance since you were in diapers. (Have you switched to cloth disposables yet?)

**BRER PHIL TO BLARFO:** Has he even switched? *Yuk!*

**VENZULA VERDAD:** As the Big Pig of Ethiopia said, "No thought. Give them bullsh\*t."

**MPB TO ORIGINAL PLAYERS:** Sorry you guys have to listen to Jack and to what his (lifelong?) incessant flapful bozodom provokes from others like Phil and me.

**BRER PHIL TO MPB:** Hey, it's the only thing that's made this game interesting for the last few turns, wouldn't you say?

**ETHIOPIA:** Jack McHugh, 280 Sanford Rd., Upper Darby, PA 19082

**IVORY COAST:** Graham Wilson, 22 Magwood Ct., Toronto, ONT M6S-2M5 CANADA

**LIBYA:** Andy York, P.O. Box 2307, Universal City, TX 78148

**SAUDI ARABIA:** Mike Barno, 2811 Robins St., Endwell, NY 13760-3314

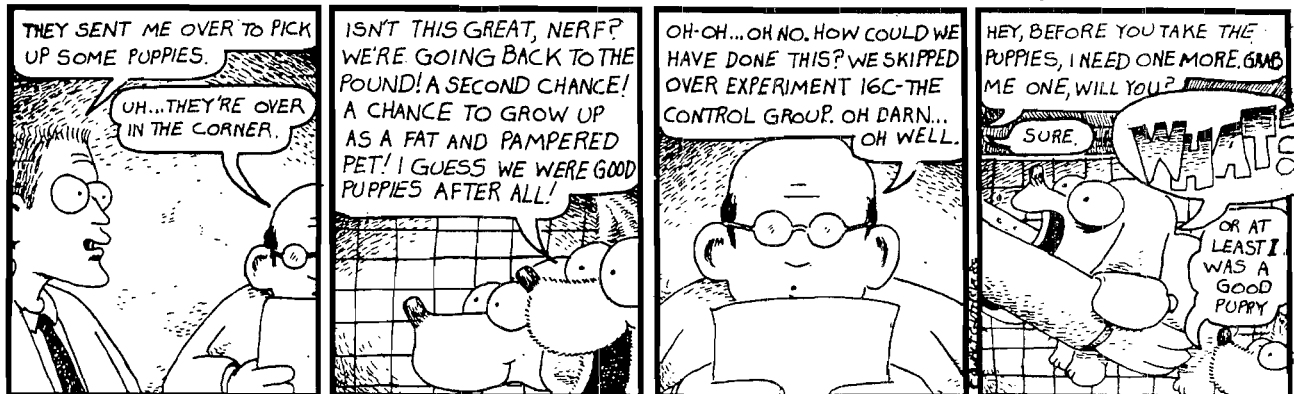
**SOUTH AFRICA:** Richard Weiss, 2 Bayside Village Pl., #409, San Francisco, CA 94107

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## MR. MOON & Nub-Nub

-1958-

By Walt Guthrie

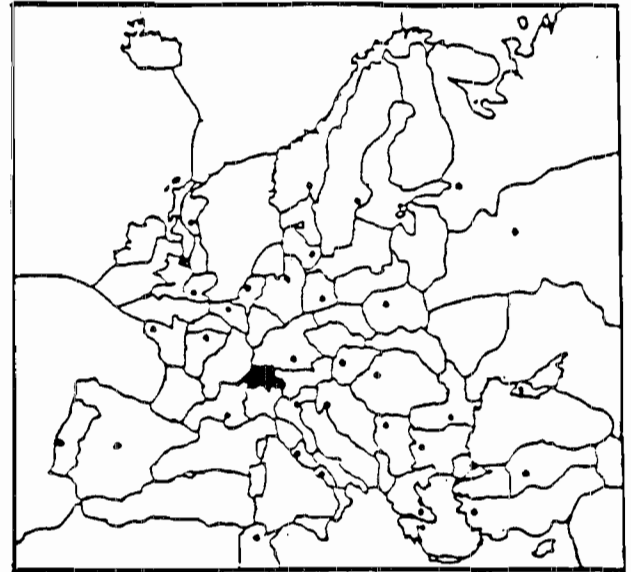


# "Strange Avenues" — Fog of War Diplomacy — Fall 1906

\* *Is somebody telling lies about what he sees? Tsk, tsk . . .*

- \*\* Units you must retreat:
- \*\* Units you see retreating:
- \*\* Your supply center status:
- \*\* Other notes:

\*\* Apologies to all (especially a couple of players in particular) for my rash of errors in reporting what you see when retreating, or seeing a retreating unit, etc. That's the easiest part of the adjudication for me to miss. I'll try to be better.  
 \*\* A France/Italy/Russia draw has been proposed. Please submit your vote (NVR = "no," NMR = "yes"), as well as Winter 1906 / Spring 1907 orders, for next time.



GERMANY TO FRANCE: Stay out of Burgundy and we can return to status quo.

FRANCE TO GERMANY: Why did you attack me?!?! Of course you know, this means war.

GERMANY TO RUSSIA: If we're stalemated—everywhere—again . . . Let's renegotiate.

MIKE TO JOHN: 3-way expansion? What do you think this is, Empire? (Oh, sorry, you're probably not familiar with semi-modern computer games.)

WORLD TO GERMANY: "Doom. Doom. Doom. Doom. Doom. Doom. Doom. . . I'm so depressed. We're going to die and we're powerless to stop it."

RUSSIA TO TURKEY: Grab your ankles and say "ah."

TURKEY TO RUSSIA: So now you want to make a deal, huh?! Someone must be kicking your butt somewhere. You've given me no quarter, so don't expect any in return!

ITALY TO EUROPE: All is dark within the Fog. The sunlight has been blocked by something. Advance scouts / sonar believe the blocking agent to be a clothlike substance on either side of a body. Oh . . . Positive I.D. is that the blocking agent is a huge turkey with its wings open wide. . . . Gulp. As the Mamacita used to say, "If it had talons it would bite."

RUSSIA TO ITALY: Don't sweat, I've got him (and his daughter) licked.

BRER PHIL TO RUSSIA: Your tongue should be registered as a lethal weapon!

AUSTRIA: David Orne, 27 W. 11th St., 2nd Floor, Newport, KY 41071

ENGLAND: Paul Milewski, 4380 Eastwood Dr., #2101, Batavia, OH 45103

FRANCE: Tim Ayars, 84 Westwood Av., Bridgeton, NJ 08302

GERMANY: John Schultz, P.O. Box 41-19390, ICH 308, Michigan City, IN 46360

ITALY: Richard Weiss, 2 Bayside Village Pl., #409, San Francisco, CA 94107

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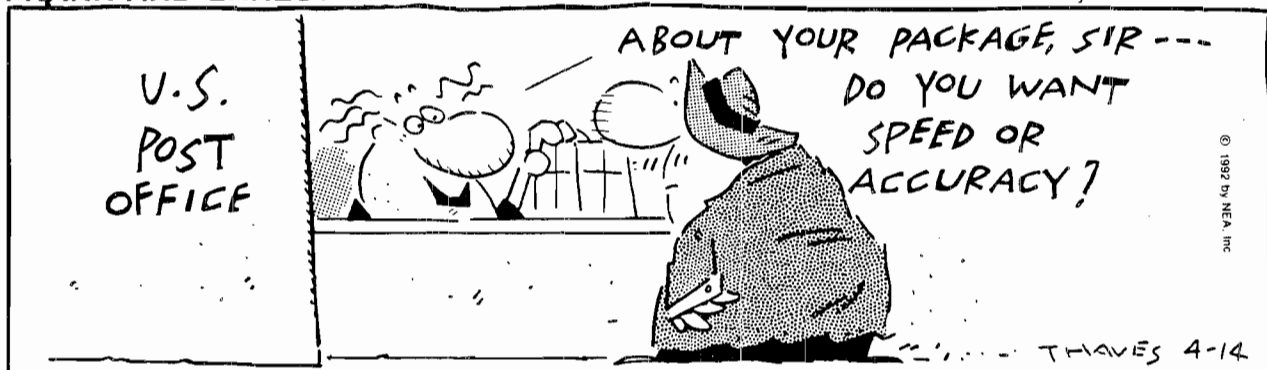
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## FRANK AND ERNEST

By Bob Thaves





# "Bungle in the Jungle" — African Diplomacy — Fall 2006

- \* South Africa supports Libyan attack on Ivory Coast capital. Zaire grabs part of the crumbling empire for itself.
- \* Saudi Arabia sacks Djibouti, but protects Ethiopian fleet stranded in Madagascar from South African assault.

**ETHIOPIA** (Acheson): F Dji-Goa [d], F Mad S SOUTH AFRICAN F Sio-Nio [nso]

**IVORY COAST** (Young): Retreat A Cha-Nga; A Wsd S A Nga-Cha, A Nga-Cha, A Mal-Tim, A Sen H, A Gui-Fre, F Abi S A Gui-Fre (retreat to Gha, OTB?), F Cam-Nga

**LIBYA** (Farris): A Cha moons the Coasters, A Esd S A Cha, A Mau-Mal, A Fre S F Mao-Abi, F Mao-Abi, F Tri prasiess our Arabian neighbor

**SAUDI ARABIA** (R. Davis): A Kor-Sud, A Som-Dji, A Eri S A Som-Dji, F Egy H, F Yem-Goa, F Red S F Yem-Goa, F Oma-Ara, F Ken S F Nio, F Nio S ETHIOPIAN F Mad

**SOUTH AFRICA** (Scharf): A Bot H, A Zam S A Tan, A Tan H, F Por-Sio, F Sio-Mad, F Mch S F Sio-Mad, F Swo S F Por-Sio, F Gog S LIBYAN F Mao-Abi

**ZAIRE** (Schultz): A Sud-Uga, A Kis-Uga, A Con-Cen, A Gab S A Con-Cen

Adjustments:

**ETHIOPIA** (1): Mad, Dji ...0

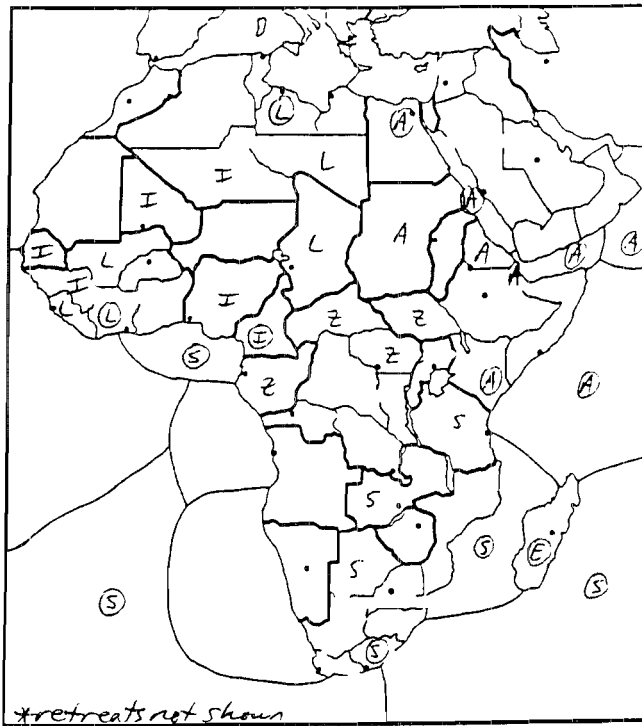
**IVORY COAST** (4): Oua, Nga, Sen, Tim, Abi, Cha, Gab ...-3

**LIBYA** (8): Home, Fre, Mor, Spa, ABI, CHA ...+2

**SAUDI ARABIA** (10): Home, Add, Egy, Gre, Irn, Kha, Som, DJI ...+1

**SOUTH AFRICA** (8): Home, Ang, Nam, Tan, Zam, Zim ...0

**ZAIRE** (5): Home, Uga, GAB ...+1



\*\* The Libya/Saudi Arabia/South Africa draw failed (4/6). There is now a proposal for a Libya/Saudi Arabia/ South Africa/Zaire draw. Please submit your vote (NVR = "no," NMR = "yes), as well as Winter 2006 / Spring 2007 orders, for next time.

ICEY TO SOAF: This turn tells all, don't it.

BRER PHIL TO ICEY: Yup!

KHADAFY TO SOUTH AFRICA: I hope you took a center from those evil Coasters. Next season let's plan together. I'll write as soon as I get the zine.

ICEY TO SLOBBY ARABIANS: Thanks. Now I know why you guys are sometimes called the Oil S--ts: you ooze all over the place.

KHADAFY TO THE SHEIK: I owe you a large favor. Please write and request one of your choosing.

BRER PHIL TO KHADAFY: Uh-oh, now you've *really* asked for it!

ZAIRE TO SHEIK: Spending your billion in Vegas while your subjects shovel camel shit!! For shame, for shame.

KHADAFY TO ZAIRE: Maybe we can coordinate some moves next year. Have your people call my people.

KHADAFY TO THE COASTERS: I hope you enjoyed round 3 about as much as I enjoyed round 2.

ICEY TO KHADAFY: This chunk of this continent sure is set up weird. Can't seem to get a corner on anything.

BRER PHIL TO ICEY: Is that a dig at me, Eric? Let's see you design a variant sometime!

ICEY TO BORE PHIL: Since when have you been that close to Madonna's left nipple?

BRER PHIL TO ICEY: Hey, I've seen enough photos and videos of her to substantiate my claim. Her talent is well known, just as Guns and Roses' lack of talent is well known, too.

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**ETHIOPIA:** Bob Acheson, 1510-10833 Saskatchewan Dr., Edmonton, ALB T6E-4S6 CANADA

**IVORY COAST:** Eric Young, 4784 Stepney Rd., RR #2, Armstrong, BC V0E-1B0 CANADA

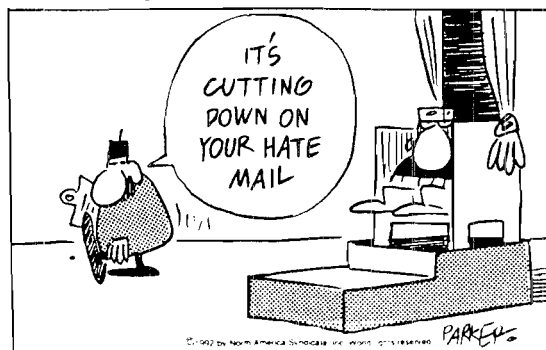
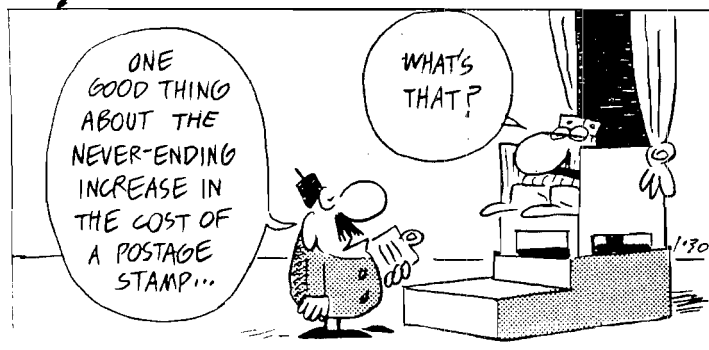
**LIBYA:** David Farris, 2340 Bedfordshire Crc., Reston, VA 22091

**SAUDI ARABIA:** Randy Davis, 3019 Bertram Ct., Concord, CA 94520

**SOUTH AFRICA:** Bill Scharf, 111 S. Barranca, #24, West Covina, CA 91791

**ZAIRE:** John Schultz, P.O. Box 41-19390, ICH 308, Michigna City, IN 46360

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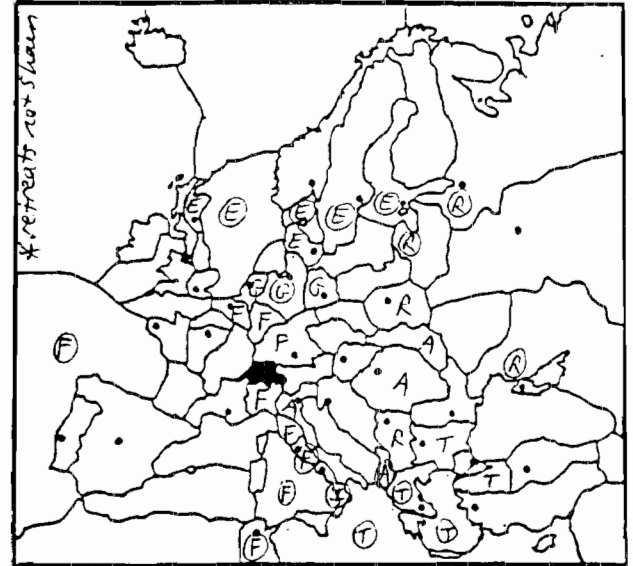
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# "Black Sunday" — Diplomacy (with black press) — Winter 1904 / Spring 1905

- \* Turkey stops French progress in war over Ionian.
- \* England, Germany, and Russia keep playing musical chairs.

**AUSTRIA** (Farris): Retreat A Ser-Bud; Disband A Rom; A Rum-Ser, A Bud S  
 A Rum-Ser, A Vie-Gal, A Ven-Tri, F Alb-Tri  
**ENGLAND** (Hodel): Retreat A Kie-Hol, A Stp-Lvn; Build A Edi; A Edi H,  
A Lvn-Stp (retreat to Mos, Pru, OTB?), A Hol-Den, F Nth C A Hol-Den,  
 F Nwy-Ska, F Bal-Bot, F Swe S F Bal-Bot  
**FRANCE** (Lord): Build A Mar, F Bre; A Mar-Pie, A Tus S A Mar-Pie,  
 A Bur-Ruh, A Bel S A Bur-Ruh, A Mun S A Bur-Ruh, F Bre-Mid,  
 F Wes-Tys, F Rom S F Wes-Tys, F Tun-Ion  
**GERMANY** (Ried): Retreat A Mun-Ber; A Ber-Mun, A Ruh-Hol, F Kie S  
 A Ruh-Hol  
**ITALY** (Acheson): Disband A Boh; F Nap S FRENCH F Tun-Ion  
**RUSSIA** (Hecker): A Ser H, A Mos-War, F Bla-Sev, F Bot-Lvn, F Stp(sc) S  
 F Bot-Lvn  
**TURKEY** (Estep): Build A Con; A Con S A Bul, A Bul S RUSSIAN A Ser,  
 F Eas-Ion, F Aeg S F Eas-Ion, F Gre S F Eas-Ion



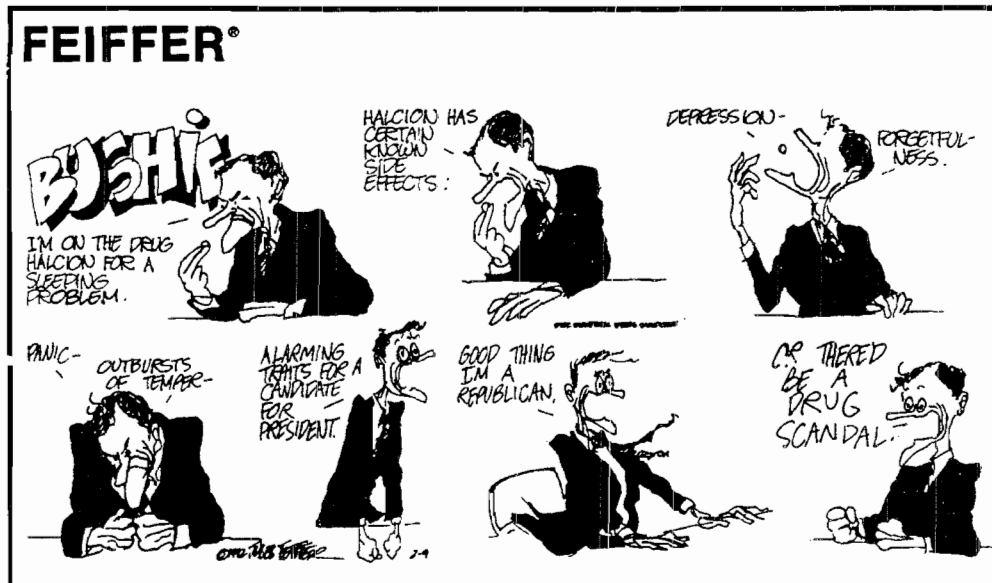
\*\* Fall 1905 orders are due for next time.

## CONSTANTINOPLE CRESCENT HEADLINES: World Press Silenced—Grand Plot of Illuminati?

**AUSTRIA TO FRANCE:** You have Rome. Can we still make a deal? If we work together against Turkey it will go much faster. I've already written once, so if you're interested, please write me.  
**ENGLAND TO FRANCE:** Congratulations on the stab of Austria. I hope I'm not next.  
**ITA TO FRA:** You forgot to say thanks for my incredible tactics.  
**AUSTRIA TO TURKEY:** If you'd like to make a deal, please write me. As you can see, I don't have many friends. You can get Rumania and Sev. I get Serbia and a stable southern border. Write with your ideas if you are interested. P.S.—France is coming.  
**TURKEY TO ALL:** Oakland in '92—let's go A's!

**AUSTRIA:** David Farris, 2340 Bedfordshire Crc., Reston, VA 22091  
**ENGLAND:** Dan Hodel, 123 Porsche Ln. W., Apt. H, Lafayette, IN 47905  
**FRANCE:** Mike Lord, 4027 Baker Rd., Minnetonka, MN 55343  
**GERMANY:** John Ried, Drew University, P.O. Box 1489, Madison, NJ 07940  
**ITALY:** Bob Acheson, 1510-10833 Saskatchewan Dr., Edmonton, ALB T6E-4S6 CANADA  
**RUSSIA:** Bill Hecker, 144 Washington St., Leominster, MA 01453  
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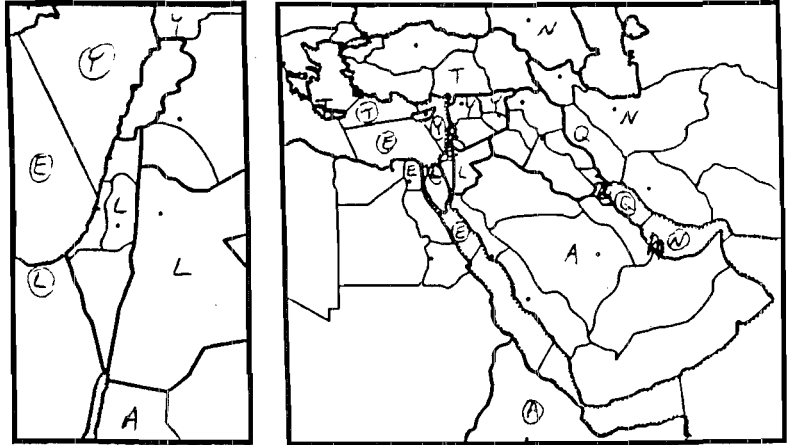
# "Living in the Past" — Middle Eastern Diplomacy — Fall 1991

- \* No home centers lost as Iran and Saudi Arabia guard against Iraqi incursion, Syria and Turkey bounce on the border.
- \* Saudi Arabia gains big, Egypt and Syria shut out from building more units.

EGYPT (Ried): A Gss-Cai, F Eas-Cyp, F Red-Sue  
 IRAN (Robles): A Arm-Tab, A Shi-Teh, F Spg-Shi  
 IRAQ (Estep): A Has-Kuw, A Khu-Tab, F Npg-Shi  
 ISRAEL (Davis): A Jor H, A Jer-Tel, F Sin(nc)-Tel  
 SAUDI ARABIA (Cronin): A Yen-Riy, A Rub-Qat, F Ade-Eth  
 SYRIA (Ayars): A Jaz-Tau, A Leb-Ale, F Isk-Cyp  
 TURKEY (Wilson): A Tau-Jaz, A Izm-Cre, F Ana C A Izm-Cre

Adjustments:

EGYPT (3): Home ...0  
 IRAN (4): Home, ARM ...+1  
 IRAQ (4): Home, KUW ...+1  
 ISRAEL (4): Home, JOR ...+1  
 SAUDI ARABIA (5): Home, ETH, QAT ...+2  
 SYRIA (3): Home ...0  
 TURKEY (4): Home, CRE ...+1  
 NEUTRAL (2): Cyp, Leb



\*\* Hmm ... Isn't it more interesting when you feel great just to have gotten one build? Saudi Arabia must be in ecstasy! Egypt and Syria must be bummed out. In a variant like this, anything can happen! Don't be alarmed and don't get screwed-up—I've changed my rules to start this variant in 1991, rather than in 1990, since it's always nice to have the first year of a Dip variant be "01," and so on. Winter 1991 orders are due for next time.

LA WRENCE OF ARABIA: Wise leaders and Muslim Brethren, I have advised King Saudi that modern diplomacy requires a modicum of honesty and so with this idea he carried forth Spring manouvers as he said he would. Jewish leaders have for millenia known that honesty can be a source of strength, not weakness. So the King asks *why* are there armies in Hasa and fleets in the South Persian Gulf? Is truth as ephemeral as a camel's tracks in the dunes? Why have you men not only offended the King, but also Allah! If your tongue shames you, cut it out! It is not shameful to take up the sword. Nay, the Koran compels us to do so. But to choose words foolishly and falsely . . . this is the work of Satan.

IRAQ TO U.N.: Pardon our forays, we have been exercising our troops and they will soon be moving on.

BRER PHIL TO IRAQ: To new stomping grounds, I suppose?

TEHRAN TO BAGHDAD: I shall unfurl your flag over your grave!

BRER PHIL TO TEHRAN: Hey, be nice! It's because of Iraq that you control Armenia!

AYATOLLAH BOB TO ARAB WORLD: A *jihad* is declared against the blasphemers of Iraq for defiling the sacred territory of the true believers. (Israelis also welcome.)

EGYPT TO WORLD: After the treacherously vile backstab by Israel, Egypt has no choice but to vow death to the Hebrews! All Arab brothers are asked to help the cause.

BRER PHIL TO ALL: Now that's a twist—Egypt wants Israel defeated, but Iran wants Israel as an ally! Hey, that's the fun of these games—you can rewrite history!

SYRIA TO TURKEY: No further south, please, or I will shoot.

BRER PHIL TO SYRIA: That's nice to know.

SYRIA TO EGYPT: Why are you encouraging the Turks to war upon me?

BRER PHIL TO SYRIA: I don't know . . . "Better you than me," perhaps?

EGYPT: John Ried, Drew University, P.O. Box 1489, Madison, NJ 07940

IRAN: Bob Robles, 1155 Everett Ct., Concord, CA 94518

IRAQ: Randy Estep, 2609 Featherstone Rd., #185, Oklahoma City, OK 73120

ISRAEL: Randy Davis, 3019 Bertram Ct., Concord, CA 94520

SAUDI ARABIA: Larry Cronin, P.O. Box 40090, Tucson, AZ 85717

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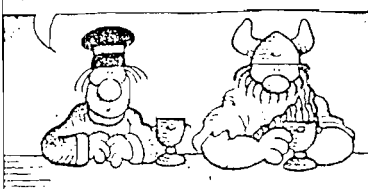
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AND BELIEVE ME, THE AMOUNT OF BACKSTABBING IS UNBELIEVABLE!



I WOULDN'T THINK THE OTHERS WOULD BELIEVE LIES AND RUMORS



WHO'S TALKING ABOUT LIES AND RUMORS?



I'M TALKING ABOUT BACKSTABBING!



# "Cold Wind to Valhalla" — Gunboat Snowball Fighting — Turn 1

\* On your marks . . . get set . . . SNOW!!!!

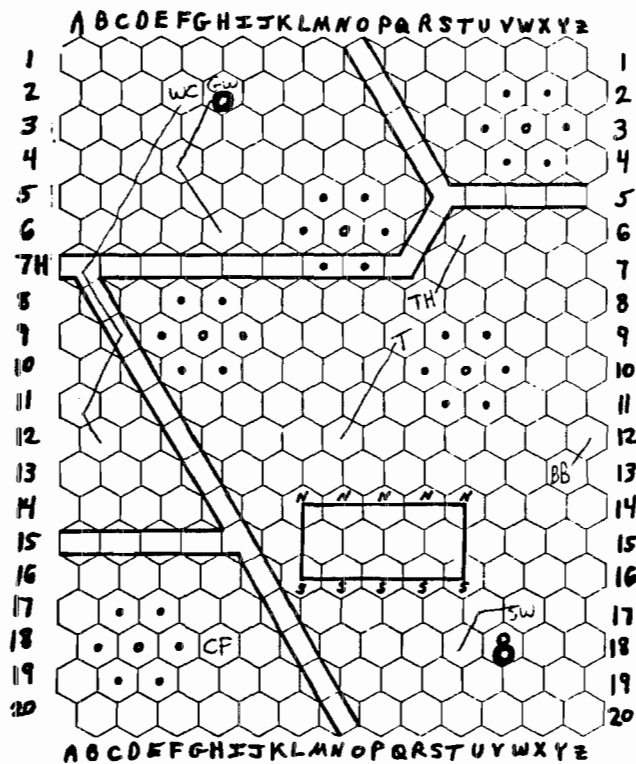
Snowballer	Begin	Segment 1 • Segment 2 • Segment 3	End	HP	VP	SB-DI
Bluster Breath (BB)	Z12	Move (Z12)-Y13 • Build Snow Fort (1) • Build Snow Fort (2)	Y13	8	0	2-0
Cold Feet (CF)	H18	RR @ SW (.65, .34) • Collect 2 SB • °RR @ SW (.75, .50)	H18	10	2	2-0
General Winter (GW)	H6	Move (H6)-G5-F4-G3-H2 (.10 to slip, .01) • Get to Feet • Grab Snowman's Head (DI)	H2	8	0	0-1
Snow Wonder (SW)	T18	Move (T18)-U17-W17 • RR @ °BB (.85, .57) • Collect 2 SB	W17	8	1	3-0
Thermite (T)	N12	Move (N12)-O11-P10-Q9 • DD @ TH (.75, .56), Dodge • DD @ TH (.80, .59), Dodge	Q9	10	2	0-0
Thor (TH)	T6	RR @ BB (.70, .13) • Move (T6)-S7-R8, Collect SB • °RR @ °T (.65, .81)	R8	8	1	1-0
Wind Chill Will (WC)	B12	Move (B12)-A11-B10-C9-B8-A7 • Move (A7)-B6-C5-D4-E3 (.10 to slip, .69) • Move (E3)-F2-J12, Make SB	F2	10	0	3-0

\*\* ° = Nearest, °° = Conditional Order.

**Segment 1:** The battle begins with Thermite wondering why he got stuck in the middle, so he scampers towards Thor, who is preoccupied with pegging the slow-moving Bluster Breath in the back. Cold Feet gets hot with his snowball, nailing Snow Wonder as he passes up the southern snowman to get a little closer to Bluster Breath. Hightailing it for the northern snowman, General Winter lands on his tail when his feet go out from under him, spilling his two snowballs as well. Unwittingly taking a page out of the General's war plans, Wind Chill Will makes a beeline for the snowman, too.

**Segment 2:** Bluster Breath senses his enemies closing in, so he begins working on a snow fort. Unfortunately, this makes a nice target for Snow Wonder, who has been preparing for his shot. Feeling that one snowball just isn't enough, Cold Feet packs together a couple more. General Winter picks himself up, wondering where is the truck that hit him. Wind Chill Will has the petal to the metal, driving unskiddingly towards the General. Meanwhile, Thor decides it's time to move a little closer to the battleground's center, only to get a face full of snow as Thermite unloads at point blank, doing a little hop to the side just so he doesn't get run over. Thor reloads in anticipation of revenge.

**Segment 3:** It dawns on Thor that perhaps he had better stick to Plan A— Attack! Wiping the slush from his own face, Thor tries to shove a snowball into Thermite's face. (Let's see how *he* likes it!) Thermite is still hopping around, though, so Thor does a whirlybird and misses, only to get plunked again by the dancing dervish. Bluster Breath keeps working on his fort, glad for the respite as Snow Wonder bends down for some more ammo. This gives Cold Feet the target he's been waiting for, and he spansks Snow Wonder with a snowball from across the yard. Wind Chill Will, huffing and puffing, finally makes it to the snowman—only to discover General Winter beat him to it! Out of weapons, the General grabs the snowman's head with both hands, raising it up high.



\*\* Most of you did fine enough relaying your orders to me, but now that you have a better idea of the format (see above), try following it in the future. Please list the hexes you travel through, since you could get stopped in your tracks while moving. Turn 2 orders (all 3 segments) are due for next time.

THERMITE TO ALL: *Aaiee!!* Brer Phil must hate me for sticking me in the middle! What have I done?!!

BRER PHIL TO THERMITE: You were the last one to join the game, and I had spread everyone out in a hexagon already, so naturally you got the center!

THERMITE TO BRER PHIL: Is it my breath? Come on, B.P., give me a *decent* gamestart position *some* time!! Please?

BRER PHIL TO THERMITE: Oh stop your whining, you sissy! You're tied for the lead! (Lucky skunk!)

THOR TO BOARD: Thor *rules* in Valhalla!! And don't ever forget it!

BRER PHIL TO THOR: You ain't in Valhalla *yet!* By the way, thanks a million for choosing a name which begins with "Th" after I had already published

"Thermite." Now all of us can be just a little more confused than we are already!

## Calvin & Hobbes®

By BILL WATTERSON



# "Aqualung" — Deviant Diplomacy — Initial Set-Up

\* *Gamestart!*

\*\* The rules for Deviant Diplomacy are given below. Please read them carefully. Also be sure to take a look at the Houserules on the next page. Each player needs to submit a proposed Spring rule for next time—no orders just yet. Put on your thinking caps! Be creative! Let's make this a fun game for everyone.

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**RUSSIA:** Roger Cox, 57 Coastline Dr., Inman, SC 29349  
**TURKEY:** Shane Hedegard, 613 Central Av., Salinas, CA 93901

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## Deviant Diplomacy

(Revised 3-29-92)

© 1992 by Phil Reynolds for play in *Dipadeedoodah!*, 2896 Oak St., Sarasota, FL 34237.

(Original idea by Mark Lew.)

- 1) Unless stated otherwise, the 1976 Rules for Diplomacy are in effect.
- 2) Abstract: The basic idea of Deviant Diplomacy is that players can propose and vote into effect both new rules and rule changes.
- 3) Seasons: The game will be run using three separate seasons: Winter, Spring, and Fall.
  - For Winter seasons, players will submit Winter orders and proposed Spring rules.
  - For Spring seasons, players will submit Spring orders, votes on the proposed Spring rules, and proposed Fall rules.
  - For Fall seasons, players will submit Fall orders and votes on the proposed Fall rules.
- 4) Beginning the Game: Players will be asked to submit only proposed Spring rules. In the subsequent game report, the GM will publish the proposed Spring rules and request the things needed for the first Spring season, and so the process begins.
- 5) Proposing Rules: Every Winter and Spring season, a player may propose a single rule change or new rule. If a player fails to propose a rule, then his last proposed rule will be repropose, unless it has been voted into effect, in which case the rule's negation is proposed.
- 6) Restrictions on Proposed Rules: The rules for Deviant Diplomacy and the GM's houserules cannot be altered or amended to change the essential management of the game. *Note, however, that the Rules for Diplomacy are not so protected.* The map cannot be extended, but it can be altered within reason. (For example, a proposed rule eliminating all borders would not be allowed.) Proposed rules can have nothing to do with other games in progress. The GM reserves the right to edit or withhold proposed rules, but this should be done only in the most extreme cases which render the game too complex, unplayable, or pointless.
- 7) Voting on Proposed Rules: Every Spring and Fall season, a player is given a number of votes equal to the number of supply centers he controlled at the end of the previous Fall season. A player specifies for which of the proposed rules he wishes to cast all of his votes. If a player fails to vote, then all of his votes are cast for his proposed rule. *A player's vote is published along with his other orders.*
- 8) Resolving Votes: The rule receiving the most votes in a given season will go into effect beginning the next season. If there is a tie, then all tied rules will go into effect beginning the next season.
- 9) Victory Condition: To control a majority of the existing supply centers.
- 10) Notes to GM: When running this variant, the GM will need to make a special effort to keep notes carefully, provide correct information in a clear manner, and so on. It is recommended that the GM prefix proposed rules with the first letter of the proposing power. For example, "A: Fleets may not convoy." To vote, players would order, for example, "Cast 3 votes for Rule A." Vote totals can be reported like so: "A = 9, E = 3, F = 0, G = 0, I = 3, R = 7, T = 0." A list of rules voted into acceptance will need to be kept and published. These rules can be prefixed by a brief headline. For example, "No Convoy Rule: Fleets may not convoy." Using these methods will result in easier reference for players and GM alike.

# "Conundrum" — Character Diplomacy IR — Initial Set-Up

\* *Gamestart!*

\*\* Your units: \_\_\_\_\_  
\_\_\_\_\_  
\_\_\_\_\_  
\_\_\_\_\_

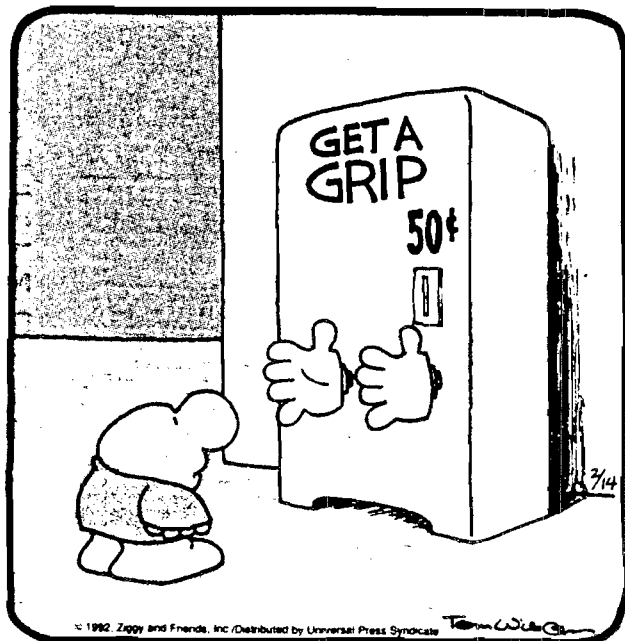
\*\* Players should have received the rules for Character Dip IR with this issue. Also be sure to take a look at the Houserules on this page. We will be using the Diplomacy map with the standard set-up. Note that special abilities cannot be used until 1902. I will tell you what types of units you have when built initially, but thereafter it's your responsibility to keep track of them. However, once units reveal themselves for what they truly are during play, they will be denoted as such in all future game reports.

Spring 1901 orders are due for next time, but I will delay the game one issue if I get a single request to do so (allowing more time for initial negotiations). When writing orders, please remember to refer to your units as "1A," "2F," etc. for easier adjudication. Good luck! (You'll need it in this variant!)

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## ZIGGY

By Tom Wilson



# Dipadeedoodah! Houserules (4-4-92)

1) We are here to have fun. If you can't have fun, then you have no business with this zine.

2) You must maintain a subscription to receive the zine and game results. You must pay the appropriate game fee (if any) to start a game. *NO PAY, NO PLAY!* Subscribers will be notified of their balances. I reserve the right to change any fee at any time.

3) The deadline for games will be listed clearly on the front page of every issue. This is the date by which I must receive orders to prevent NMR's (No Moves Received). I do not phone players who NMR.

4) Players can submit orders by mail, or by phone between the hours of 9 a.m. and 11 p.m. Eastern time. You may leave orders and other messages on my answering machine if I do not answer.

5) If a player NMR's once, a standby is notified, and he submits provisional orders by the next deadline. If the original player NMR's again, the standby's orders are used, and he takes over play of the position.

6) It is the player's responsibility to make orders legible and clear on intent. Otherwise, I'll use my best judgement, if possible. Always state your name, the game's name, your position, and the season.

7) Unless stated otherwise, the 1976 Rules for Diplomacy will be used to adjudicate Diplomacy games.

8) The typical game runs on two seasons per game year: Winter/Spring and Fall. Usually, the first Winter phase (i.e., Unit Adjustment phase) will be run as a separate season. There will be no other season separations. Conditional orders based on retreats and adjustments are permitted.

9) Players in a game can propose draws and concessions to end it prematurely. All active players must vote "yes" explicitly for a proposal to pass. NVR (No Vote Received) = "no," NMR = "yes."

10) Unless stated otherwise, games feature gray press, but not black press. This means controlled home centers are reserved datelines for use by the original owner, but anything else may be used by anyone. I reserve the right to edit press.

11) Results from games will not be given over the phone until the current issue has been mailed.

12) Cheating or deception of the GM by a player will result in the player's immediate, permanent, and non-refundable excommunication from the zine.

13) If you have a question regarding my policy, ask it. Otherwise, I will assume you know what you are getting yourself into when you pay or play a game.

14) I have the final say.

*Brer Phil*

# Puzzle Page

## \*\*\* MASTERMIND CONTEST \*\*\* (Mastermind is copyrighted by Pressman)

### Answers to last issue's problems

- To double the eight pennies in a row into four stacks of two coins each, number them from one to eight and move 4 to 7, 6 to 2, 1 to 3, and 5 to 8.
- For ten pennies, simply double the pennies at one end (for example, move 7 to 10), to leave a row of eight pennies that can be solved as before.
- The nuts and bolts inside the toy ship displace an amount of water equal to their weight. When they sink to the bottom of the tub, they displace an amount equal to their volume. Since each piece weighs considerably more than the same volume of water, the water level in the tub is lowered after the cargo is dumped.
- Start at the left and spell "zero," counting one digit for each letter. The spelling ends on 0. Cross it out. Continue with "one." Cross out 1. Proceed in this manner, spelling the digits in order from 0 to 9, counting only the digits that have not already been crossed out. The series is circular; if a count is uncompleted at the end of the line of digits, go back to the beginning. The arrangement makes it possible for all ten digits to be spelled in numerical order.
- The first two statements can be satisfied only by two arrangements of Kings and Queens: KQQ and QKQ. The last two statements are met only by two arrangements of Hearts and Spades: SSH and SHS. The two sets combine in four possible ways: KS, QS, QH; KS, QH, QS; QS, KS, QH; QS, KH, QS. The last set is ruled out because it contains two Queens of Spades. Since each of the other three sets consists of the King of Spades, Queen of Spades, and Queen of Hearts, we can be sure that those are the three cards on the table. We cannot know the position of any one card, but we can say that the first must be a Spade and the third a Queen.

6)

9	9	9
5	5	5
3	3	3
1	1	1

$3 + 3 + 3 + 1 + 11 = 21$  (!)

- The sum of the numbers from 1 to 14 is 105. Each vertex is common to two lines, so the sum of the vertices is 210. Since there are seven lines, each line must sum to 30. One of the 72 possible solutions is given on the following page.

### Problems for this issue

Imagine an anagram dictionary, in which every word (but not proper nouns) in English is first converted to its "alphabetical anagram," an arrangement of its letters in alphabetical order. Thus, *dictionary* becomes *acdiinorty*. These alphabetical anagrams are then arranged in alphabetical sequence to form the dictionary. Based on this premise,

- What will be the first and second entries?
- What will be the last entry?
- What will be the last entry starting with A?
- What will be the first entry starting with B?
- What English word has its entry begin with the first six letters of the alphabet?
- What will be the longest entry that is itself an English word?
- What will be the longest entry that does not repeat any letter?

(Problems taken from *Mathematical Carnival* by Martin Gardner.)

ANSWER	?	?	?	?	?	
10	—	—	—	—	—	
9	—	—	—	—	—	
8	—	—	—	—	—	
7	—	—	—	—	—	
6	—	—	—	—	—	
5	—	—	—	—	—	
4	—	—	—	—	—	
3	—	—	—	—	—	(Ayars)
2	—	—	—	—	—	(Schultz)
1	—	—	—	—	—	(Hecker)

COLORS: Blue, Green, Orange, Purple, Red, Yellow

- = Right Color, Right Place
- = Right Color, Wrong Place

### Playing the Game

There is a secret code of 5 colors which must be guessed using deduction from previous guesses. Every turn the player submits a guess of 5 colors. The player is informed of the accuracy of his guess according to the number of solid/empty/non- marks made by the GM to the left of each guess. For example, if the answer was "B G O P B" and the player guessed "Y B O R G", then the GM would mark "●○○", but this in no way explicitly notes which parts of the guess merited the marks. The player gets 10 guesses before the game is over.

### Playing in the Contest

Anyone can submit 1 guess per turn (issue). I will randomly select 1 guess from all those submitted, and I will publish it in the following issue, along with the appropriate marks. If anyone guesses correctly by turn 10, then the game is over and a free gamestart is awarded. (In the event of a tie, one person will be selected randomly for the free gamestart.)

# Game Openings

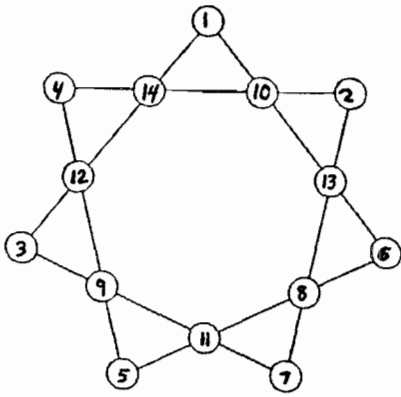
(Rules provided at no extra cost to paid players once game begins.)

\* **Toxic Diplomacy** (\$5) -- 4 positions available.

(Signed up: Ayars, Estep, Kendter, Jr.)

The playtest of a new variant designed by yours truly. Played on the regular map, supply centers create hazardous toxins which need to be transported and dumped (possibly in another player's centers!), ultimately neutralizing spaces. A new dimension enters the negotiation process!

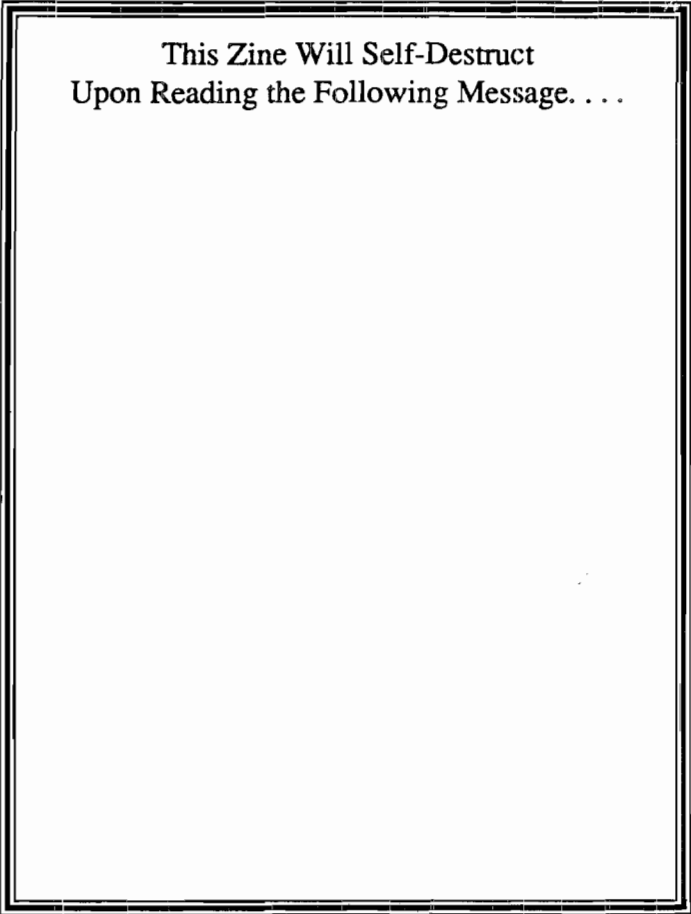
(This will be the last game opening in *Dipadeedoodah!* for a while, at least until about four games end. The next two games I'm thinking of offering are Junta and Mitotic Diplomacy, another new variant designed by yours truly. A few of the games currently running are about to end, so perhaps the wait won't be too long.)



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## Dipadeedoodah!



**First Class! First Class! First Class! First Class!**

