

DIPLOMACY DIGEST

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Press

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Mona (my wife) is, to use her preferred phraseology, "great with child" (or just plain "great"). August 18th is the "due date", a term which turns out to be an utter misnomer. Only 5% of the babies hit that date. About 2/3 of them come later; you'd think by now they'd fine tune the formula to "center" the date better, but no.....

Anyhow, we are very excited about all this. In fact, in early March we went to Philadelphia to take an "Infant Stimulation" course taught by Glenn Doman's "Institute for the Achievement of Human Potential". I don't know if you saw the Newsweek cover a few weeks back on "Superbaby"; we were two of the 96 parents they referred to taking the Better Baby Institute course, and saw a couple of the kids in that article. More about them in, say, 2 years. However, if any of you have had personal experience with either the Institute, or with any of Glen Doman's books, please drop me a line.

Anyhow, child-raising is time consuming, and that means that pretty much all of my free time activities, including Diplomacy, will be contracted. I can't predict exactly how this will work out. I have gradually reduced the number of postal games that I'm in, to the point that I'm down to one, and that's where things will stay. One area of cut-backs will be major projects. In 1981-2, I was involved in planning DipCon XV, which of course took a great deal of time. I have since that time undertaken another project, editing a Book on the game and hobby (more on that later), which should come to fruition some time early in 1984. When that is done, I won't replace it with another project. I will also be cutting back some on contributions (articles & letters) to other people's zines, with the exception, most likely, of Diplomacy World and Voice of Doom. I also anticipate that my general level of hobby correspondence will decline and I may use the phone for some of that, since that's obviously less time-consuming than a letter. I still plan to do a little ombudsmaning from time to time because I enjoy that. That leaves, then, the zine. I have two basic strategies which could be used. One is to pay someone to do part of the typing (some of the reprinted articles, for example). This would save me time, kick up the price a little, and give you better typing and spelling, assuming that I could find someone to do it. The other choice would be to put out 9 or 10 issues a year, instead of the present 12. I might land up doing a little of each option, we'll see. One thing that won't change is the size and nature of the zine. That, for better or worse, will stay exactly the way it is now. Also, this means that DipCon XVI convention, on July 15th, is a little dicey at this point.

Anyhow, Mona is feeling quite well. Her only complaint seems to be, as she puts it, "Everybody else seems to be getting smaller."

You'll notice that sub rates have gone up a nickel, due to an increase in my printing rates. It's the first rise in over 2 years, so I don't feel bad about it. Next issue will be a somewhat motley affair. I'll have the results of the contest. I'm (turn to page 8)

((The opening item comes from Greatest Hits #36, April 1977. The CvM piece originally appeared in 1973-4 in Fifth Column))

THE PRESS WAR AS A STEPPING STONE TO NIRVANA (Or Perhaps To The Pretoria City Gaol)
by Conrad von Metzke

The reader who takes it upon himself to study the history of the press release will quickly discover a fairly steady pattern: An early volume surge in the opening years, quickly tapering off to nearly nothing in mid-game, with a slight upswing near the end as the victors bleat their triumphs. There are a few minor variations, but they do not in any way change the prime pattern.

More important than volume, however, is the general thrust or intent, of the press that is written. With rare exceptions, press is not used as a serious vehicle for interchange between authors. Thus, the early year press-volume consists almost exclusively in "dead end" one-shots, whereby the author makes a statement, or a rapid sequence of statements, and then ends the matter without a followup by anyone. These statements may be formal or fantasy, serious or funny, but are little else than declarations, usually of country policy, player intent, or what I call, "Alliance Wanted" notices. Because such announcements are in essence purely declarative, no interchange is usually possible, except perhaps a quick one-line ripost contradicting the point, --- the most superficial of interactions, where A says to B, "Get Stuffed!" and B replies, "No, thank you." Such press efforts do not last long principally because they are so closely allied to the short term game objectives which, when either accomplished, found not viable, or substituted for, need no longer be trumpeted. Mid-game is the period where alliances are stable, player relationships are comparatively smooth, and strategic objectives have been decided upon and are being worked for; press associated with this period is commonly quite shallow in both quantity and content, and it is not uncommon to find no press at all between, say, 1904 and the year before the end of the game.

At game end, and particularly with single-victor games, there is sometimes a brief flurry of "hindsight fanfares", depending of course on the whim of the victor. Seldom do losers write end-game press, unless the game has been held forth as a tactical showcase, and most winner's statements are mere recitations of the tactical high-points coupled with courtesy thank-yous to contributing allies ((I think he is referring here to end-game statements.))

In all of this, which I submit is representative in general terms of 90% of all postal diplomacy games, the missing link is the single word, "interaction". Since most press follows the game quite closely, most press therefore follows the interaction in the game as well. In the opening seasons, where alliances are malleable, objectives are fluid, and players are jockeying for position, the press is normally classifiable in 3 easily defined categories: "Alliance Wanted", where a country is not on sure footing and is looking for an offer; "Decision Made", where a country has solved its initial ally scramble and is "strutting its colours"; and "Sorry about that knife, Sam" which is a simple public admission that what looks like an attack on paper is, in fact, an attack.

This stage of the game commonly flows into a period of great stability along about 1904. By this time, 2 or maybe 3 countries have been eliminated or reduced to rubble, and the powers that are left are generally formed into clearly-delineated camps. There may be a swift and massive alliance upheaval, where to one extent or another, the supposed camps change partners; but with or without the eruption, the midgame patterns are in full evidence by about 1905. The game then begins the march to denouement, with severe alliance shifts quite rare and minor troubles confined to letters. The press dies with the fluidity and for all intensive and purposes is at an end.

Just as there are games which do not follow this 1-2-3 pattern, of course, so there are press wars that vary. The most obvious variant is not really a variant at all, but an amplification of the pattern: when a game takes a freakish turn at any point, the press often "kicks up" to reflect that fact. Thus, if, for any reason the

the early fluidity persists into, say, 1905, the early press may struggle along with it. If what appears to be a stock parade to inevitability suffers a sudden wind change in 1909, the press may suddenly blow hot for a few moments. If a particular alliance suffers from continuing instability, there may be "desparation press" to quell this, or "rip-asunder" press to widen the breach. Any significant change of player may spark a press binge (almost always by the new player or by his country's allies). In all these cases, however, we are speaking of short-term sparklers, not of longer lasting blazes

Part II

Having made the assertion that game-related press activity is doomed from the onset to a severely limited life and interest, I should now admit that the point does involve some controversy. There are some who would respond to me that there are many worthy press release efforts closely related to the conduct of the game for which they were created, and they can even cite examples aplenty to underscore their case. I would reply that this is technically correct but badly misleading. In purest semantics, all press derives from the game, because the game is more than a board and little blocks and rules; it also requires 7 people. In that rather obscure sense, game related press is unavoidable. Less absurdly, a goodly chunk of press initiates within the framework of the game situation and proceeds to radiate from there, and the threads of relationship usually grow more distant as the game grows old. This is game-related press, in the same way that man is related to fish.

But it remains that the source of most good, long lasting press in the hobby is imagination. There are obvious reasons for this, no one of which is entirely applicable, but all of which are worthy of consideration.

On the one hand, postal Diplomacy is made up of relatively intellegent people. It is perhaps not essentially so, but it is operatively true. This provides an uncommonly fertile field for imaginative flights of fancy, and in general a level of education communsurate with such flights. Further, the hobby originates with science-fiction fandom ((historically)), an area of endeavor in which the imagination is carried to every extreme possible. Regardless of whether an individual player has links with this corner of the world, he is quite likely to be influenced by its prescence around him, and perhaps inspired to try his own version of their products. (I think it is fair to assert that, for every SF fan who has moved into Diplomacy, there has been one non-fan who has moved thru Diplomacy into SF) ((no longer true, I'm sure)). And finally, everyone who plays Diplomacy by post is going to have to do some writing, at the very least to the extent of writing moves, adressng envelopes, and composing letters of negotiati~~on~~. Presumably, therefore, such people are not only capable of writing, they are also willing to write. It is really not as great a step as you might think from here to the creation of something a little more verbose.

....I have fairly well established that my point about game derived press versus independent press. It is therefore time that we started discussing the variety that does work; and in this context I must remark first off the mark that there is absolutely no way to teach people to write press releases, any more than it is possible to teach the writing of poetry or stories or anything else creative. Guidelines can be shown, ideas can be offered, past experiences can be shared: but beyond that, you'll need to do your own thinking and imagining. ((You don't need to go much beyond that and you are teaching)) It's just as well, really; if I taught you how to write press, I might as well write the stuff myself, and after a while, we'd get royally sick of reading only my tripe.

Creative press is virtually unlimited in possibility and scope. There is almost nothing that cannot be reasonably done with it. Each individual GM may set a few technical limits to accord with his own needs and values, but these will not normally be found to be hinderences. (I prepfer to limits of length per issue, and to such things as exclusion of obscenity or racial slur. Anyone put off by these types of limits is absolutely hidebound, as much so as the person writing only about the game situation.)

traption where it is. Place that part against your ear and you will hear a monotonous rattling sound. If you do not hear this sound, you are probably deaf, in which case forget it. But before you do, try the other end just in case you were holding the thing upside down. (If you still hear nothing in the phone but you do hear other sounds it probably means you should pay the phone bill) ((He then gives an excruciating detailed description of dialing)) You will now hear either urgent broken bleeps (in which case replace the removable part on its cradle and try again later) or you will hear a series of double sounds separated by short intervals. When a human voice answers you say, "May I speak to Tadek Jarski please," and after that you are on your own since there are countless possibilities for further development ((He then gives his hours, and says if calling between midnight and 7 PM, use a procedure, which amounts to calling the GM collect)) You will not be speaking to me personally, but even so, I am sure you will find it an interesting experience. Try it tonite. ((Well, I like some sarcasm in a press release, and mock instructions on how to do some game-related activity is a fairly easy sort of press release to construct))((Now, to Mad Policy #63 and the W01 season in 1976ARbb, a game of Multiplicity))

Ravenna: Well, chaps, I'd just like to point out that altho I've only written one letter for this game, it isn't because of sloth. You see, when I write to people I seem to alienate them somehow (there, I've probably put you off already) and people seem to be nicer to me when I don't actually talk to them. This applies to builds as well; to avoid alienating the GM I refrained from sending in 1900 builds((Press is a very traditional place to make excuses.))((Next, we turn to Grafeti #18, and the variant game, "Third Age", a game based on the Tolkein books. In #17, the two substitute GMs announced that the II Narquelie 3018 season would have to be replayed due a supposed massive GM screwup arising from failure to submit retreat/removal orders. In #18, Richard Sharp had the following press:))

South Milkwood "Really," grumbled Dilan, his head buried deep in the Gazette, "This is the worst managed war I've ever been in! Listen to this. "During the bitterly fought campaign of II Narquelie 3018 both of the substitute umpires, bored by the endless bloodshed, fell asleep. On being awakened by the sudden silence that marked the close of hostilities, they fell upon and massacred a party of schooldwarves ... and the annual outing of the Rohan Pony Club.. Informed by the outraged governments that this was a flagrant violation of the Imladris Convention, they asked for the campaign to be re-fought. As I write, heads are being stiched back onto slain orcs, hobbit militiamen are being disenterred and dusted up, bowels are being stuffed back into the split victims of Gondor atrocities, and a ship has been dispatched to bring back the so-called Last of the Corsairs from beyond the sundering sea." Its a disgrace."

Bedbug looked worried. "Er .. they're going to find it a bit difficult restoring all the orcs, aren't they", he said apprehensively. "I'm a fraid I made a bit of a pig of myself after the Great Victory. But the Imladris Convention doesn't say anything about packed lunches, does it? Perhaps if we phone up the MCC (Master of Catastrophic Campaigns) at Lords, they'll change their minds again." ((Which is what did happen. In that same issue, the original GM took over again, and announced that the game would not be readjudicated after all. Richard was then, back with:))

South Milkwood "The War Correspondent has a hard time nowadays," said Dilan wearily. "I don't think the Gazette is the Paper You can Trust anymore. Listen to this: "After the campaign of II Narquelie 3018, the ensuing chaos was so great that the calendar had to be stopped. Just as the massive programme of reanimation ordained by the substitute umpires was nearing its climax, the original umpire returned from his Gollum's Tours Sun Packages in Far Narad. In a celebrated 5-hour speech from the Pinnacle of Elsmore he told the substitute umpires, "You silly sods, you've cocked it up again."

The weary populace set to work again. Gandalf, whose skill at jigsaw puzzles had made him an obvious choice to reassemble the Rhovanion schooldwarves, put the pieces back in a box. At the Rohan Pony Club the bugler, who had just learned "Rexielle" had to forget it and remember, "Last Post" again. Newly stiched-on orc heads were ripped off, hobbit militiamen were flung back into their mass grave, bowels

players must be classified as variants.

Hucknall: Right, let's get one thing straight shall we. The only press I accept is from players in a game or from players who have previously been knocked out of the game. Richard Sharp did not write the "L.O.N.A." press in 1978BY last issue -- but I'm not saying who did of course! (Sharp was not in the game, but the press bore his name. The press made several predictions as to what would happen that very season, all of which were correct, and was critical of Taylor's play in the previous season. The following then appeared in #20:))

John Sandell: Do we have yet another new, intricate way of Diplomacy? Roy Taylor wrote a letter about the L.O.N.A. press in 78BY which you printed. If the letter is to be believed then we know that Roy did not write the press. If, therefore, the 5 other players write a similar letter, we'll find out who really wrote the press, won't we? However, if Roy wrote the press himself then he has involved you in the game by getting you to print his letter away from the game! Since I'm certain you would not have printed it if Roy had written the press I'm certain Roy is innocent. Question. If the other 5 write similar letters to clear themselves, will you print them?

Richard Hucknall: All is revealed about the L.O.N.A. press in the 78BY game report this issue ((This was as follows: "...Roy Taylor has asked me to confirm that he did write the L.O.N.A. press! This I can confirm. He also asks me to write an article on press writing and how to influence the game by it! My reaction is to ask him to write the article himself")) I see no reason why I should not have printed it as it was penned by a player on the game. It's up to the other players what interpretation they place on it. Roy then asked me (in a letter) whether I accepted press from players outside the game to which I replied. Nothing wrong in this surely? OK, so the two were almost surely connected and can be termed an intricate way of diplomacy - but certainly not new. Many players are continually looking for different ways in which to bolster their game positions and I certainly don't see anything wrong in what Roy or I have done. ((Nor do I. On a somewhat unrelated topic, I wonder whether a GM who would not reveal a press release's author (and most wouldn't) would print 6 denials, and thus revealing who wrote it indirectly. I don't think the problem has ever arisen))

From The Pouch #53, March, 1974, and the typewriter of Robert Lipton comes

The Psychology of the Press Release & Equal Idiocies

After having sniped at Penelope Dickens for her suggestion that press releases be edited, I sat down and calmly tried to figure out why I had done it (especially after Duncan Smith said that he agreed with Penelope). Unaccustomed as I am to this sort of activity, I nevertheless came up with some conclusions.

First of all, there are a number of people in postal Diplomacy who have no use at all for press releases. They feel that press takes up space that could more constructively be used for articles arguing over whether Edi Birsan could beat Rod Walker or some such.

Secondly, there's a second group, who write two or three short notices during the course of a game. In general, these people feel that press supplants or substitutes for a letter to an ally. These people don't mind a large number of good releases, as long as such leaves room for other items.

Thirdly, there is a group that loves press releases, that writes 3 pages of it per move and loves to get into press wars. These people consider press's purpose merely to entertain. Some of them go so far as to state that the game is merely an excuse for the releases. Such people play in Conrad von Metzke's K.35 and miss their moves ---but never their press.

I suppose that I am in the third class. That is why, in my magazine, The Mixumaxu Gazette, I may refuse to print a release, but never edit it.

You still don't follow my reasoning?

In 1971EC I had a long press series going. At one point, I tossed in the stereotype ending, consisting of "What will Margaret say to Stephen? Will Walt marry Lil?" I typed it up and looked it over, then scribbled in: "And what about Naomi?" It was just an afterthought; I had caught a few minutes of The Electric Company on TV, and they had a fake soap opera ending with those words and.....

The point is that I later built on those words, plus a press release in another game, a long series of press that a lot of people seemed to enjoy. Yet the line in itself was not that funny. I doubt if it meant anything at all to anyone except myself. If the editor had excised it due to lack of space I would not have noticed.

The point is that anything can be the basis for a long successful release. To fail to edit allows a lot of chaff in with the grain, it is true, but editing, or even censorship of offensive words may take a great deal of the grain along with the chaff.

You may hate press releases, but to like them at all seems to preclude the liking of only a little of them. Claiming that censorship is to avoid offending people seems a little ridiculous. Does Birsan object to being called a "fucking wop"? If he was a press writer, he would probably write another calling Conrad von Metzke something worse. If not, he probably didn't even read it.

I don't believe that there are any little old ladies who are really offended. Even Penelope Dickens was probably just trying to curb a tendency she thought might harm The Pouch. If so, it is merely wasted effort. Press will be written, and only a person who thought he could command the tides would seriously believe that press should be edited.

Ms. Dickens replies:

There appears to be a basic misunderstanding here. I would not edit press according to the whims of taste (mine or others), but according to those of necessary good taste. Accordingly, I would not edit the worst, most trashy press ever turned out (tho I might return it as Bob Lipton does), but I would edit, or, if you prefer, censor, press that would be very damaging to a person's reputation, or cause him a severe hurt.

Such editing would not be done lightly, but only under the most extreme circumstances. Let Conrad von Metzke call Edi Birsan anything he wants. Neither are going to be in the least bit fazed no matter what the other says. (The referred to press, by the way, in the context of the original release was obviously humorous and not meant.) But if something in a release is going to injure someone I see no excuse that will justify the editor's not censoring the release.

I would not mutilate someone's press by cutting it right and left. The writer of even the most offensive material deserves to have his writing intact. If a large part of the press is unpublishable, it should be returned to the author with an explanation. If only a very small proportion is unacceptable, and the meaning and content of the press can be virtually completely preserved it should be edited out.

Of course, what is and isn't offensive must be determined by the editor. Something offensive might be passed, something inoffensive censored, but there is no remedy for this; it is a fact of life. The good judgement of the editor must be relied upon. We are talking about very unusual cases. And I am not talking about the indiscriminate butchering of someone's press. I am talking about the responsibility that is his upon first publication of the first issue of his zine. ((Sounds good, but how can you know what will "injure" someone? People are less predictable than we'd like to think))

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(from page 1)

also getting some interesting letters in response to the GMing in Great Britian issue (#69), and I'll be running those. If you'd like to get in your comments, please do so! And if you type them with a good ribbon with lines no longer than about 7 1/2" long, I can perhaps copy them direct, saving you from the horror of Berch's typing....

A final reminder for MaryCon, June 4-5 \$4 for the tourney, or \$23 for everything, write Jeff Breidenstein P.O. Box 4791 College Station Fredericksburg VA 22402

THE 1983 DIPLOMACY DIGEST HOBBY HISTORY, TRIVIA, AND GENERAL TOMFOOLERY QUIZ

The Rules are simple. One point for each right answer, no penalties for wrong answers. If no one gets it right, the point will go to the person who is closest. And if no one is even close --- and there should be a lot of those --- the point will go to the most entertaining or imaginative answer. So if you don't know, guess, and if you can't guess, make something up! Faking it is a fine American tradition. Keep in mind that there are some trick questions --- just answer no body or no one to those. a 12-issue sub extension will go to the winner, 6 issues to the runner up, and 5 issues to the single most amusing or imaginative answer presented to any question. Deadline: 5-21

1. What pubber as of Spring 1982 lived across the street from a convent?
2. Who invented "NFR" --- no fakes received?
3. What do Diplomacy Games and comets have in common?
4. What publisher is associated with the word "Andersonville"?
5. What is unique about Oxymoron? 6. Who ate Phyllis' chocolate bar?
7. Aside from the Lexicon of Diplomacy, which issue of DD got the most compliments?
8. What one person can be described as the first of 4, LIKES ME MOST of all, and thinks DD is the best?
9. Who referred to himself as "Dick Martin's designated standby"?
10. What GM during the last year NMRed his wife in a postal Diplomacy game?
11. What worked on Steve Langely but not on Kathy Byrne?
12. What former publisher is now living with a high school student to whom he is not related by blood?
13. What did Kieth Sherwood accuse Walker, Woody, Berch, Olsen, Linsey and Martin of doing?
14. Who singlehandedly delayed the takeoff of an airplane?
15. How did Frauke Peterson try to justify an inland fleet?
16. About whom was it said he "keeps his dirty socks in his Diplomacy set"?
17. What was the largest number of votes ever cast in a zine poll?
18. Who is Ardyce? 19. Who has the most postal wins with Turkey?
20. What country has had the most play-of-the-game articles written about it?
21. What country has had the fewest play-of-the-country articles written about it?
22. Who's the one person who takes only O's and S's?
23. What presetn pubber spent ~20 years in the US Army as an intellegence agent?
24. What zine published a paen to the sexual usefulness of a cucumber?
25. What did I say I liked which was sweet and cracked?
26. Who first reported the official Leeder Poll results in a catagory like subzines?
27. At what occasion did "Dan Palter stabbed me more times than I have knives in the kitchen" (be specific).
28. What dipzine was published in Turkey? 29. Who supposedly has a 55-gallon aquarium?
- 29 1/2. What ^{city} supposedly has unusually good mail service to and from SE Canada
30. Who was described as "Liberace after a three-week drunk"?
31. What zine began as a propaganda/press zine by one player in a postal game and eventually became a full sized dipzine?
32. What two players in two different postal Diplomacy games played England under their own name, Turkey under a pseudonym, won as E, and revealed this fact after game's end?
33. Who "can't stand cold water"? 34. Who was called "The perfect Bavarian"?
35. What result in the Leeder Poll did I call "ludicrously high"?
36. What does or did Just Among Friends, Magus, Irksome, Europa Express all have that Apalling Greed, DD, St Geo and the Dragon, Fol Si Fie, Runestone and LSD all lack?
37. In what 1982 game did Italy take Tri and Vie, but lose Ven, in 1901?
38. What did Kathy and Al do together without realizing who they were doing it to and with?
39. A _____ is named after _____ whose action later required the use of a _____ (same word must fit into all three slots).
What do the following groups have in common? It must be something distinctive to every-one or thing in the group, yet there are few if any others who ~~can't~~ share what they have in common?
40. JP, EB, JW, BO, RA 41. Woody, Coughlan, Hansen, Langley, Ozog, Pearson, Sherwood.

42. Peery, Walker, Mills, Walkerdine, Baumeister 43. Edi Birsan, Herb Barents
 44. Walker, Strom 45. Wells, Lew, Linsey, Shapley 46. Dragon & Lamb, Diplomacy World
 47. Doug Beyerlein, Don Del Grande, Kieth Sherwood.
 48. Diplomacy by Moonlight, Greatest War in Modern Memory, Libertarrian, Lone Star Dip
 49. Byrne, Michalski, Baumeister, Linsey, Martin, Woody, Osuch, Langeley.
 50. Byrne and Burgess.

Who wrote or said the following. If you can't make a guess, and you can't think of any humorous choices for who might have said it, make up a context for, or reason why, the statement was made, or what happened as a result of it.

51. "Why argue face to face for 10 minutes when you can argue a year by post?"
 52. "I can't handle more than 3 feuds at once, so I will have to consolidate several."
 53. "Nothing is wrong with being average." 54. "I enjoy feuds myself...."
 55. "I'm not nearly as good a player as I once was. I've become too fair and trustworthy"
 56. "I am altering your orders. Pray that I don't alter them further - Darth Tretick"
 57. "Let us jump into the scandal pit together and drag one another thru the mud."
 58. "... those stamps taste awful after a while"(said in listing the reasons he was quitting publishing).
 59. "Snatch up Serb, Herb" 60. "There are no friends at the Diplomacy Table"
 61. "I am having a rather hard time trying to figure out how to jerk off."
 62. "At once the Russian and Turk Had started creeping west
 While due to Italian work I lost my poor Trieste"
 63. Who was accused of making his laundry list out in triplicate?
 64. What was the first variant played postally on a modified board?
 65. Who eats "Green Grits" and is "porch trained"?
 66. Who lost an election for dogcatcher by 1600 votes?
 67. What do DD, Whitestonia, Anduin, Libertarrian, Europa Express and Envoy all have that Greatest Hits, Voice of Doom, Bushwacker, Murdrin' Ministers and Dogs of War don't.
 68. Who was described as a cross between John Denver and Mark Berch?
 69. Who called Randolph Smyth's Fol Si Fie "a dinosaur"
 70. In what postal game was a 16 center leader knocked down to 1 center in a game which did use standbys.
 71. Who referred to another player as being similar to himself: "A nice guy but fundamentally luckless."
 72. Who gives blood plasma twice a week for money to "blow on subs and gamestarts"?
 73. What zine published a recipe for stuffed Camel?
 74. Who coined the phrase "gossipy silliness" to describe Kathy's Korner?
 75. What pps (i.e. the plural of pp) were heavily criticized during the last two years?
 76. Who had a cat named Caruso?
 77. What did Ozog, Kelley, Pearson have that Jones, Guerrier and Lakofka didn't?
 78. What pubber attended DipCon XV but was unexpectedly unable to play?
 79. Why is Shawneetown, Ill not the Diplomacy population center of North America?
 80. The HRs of what US zine require 4 consecutive NMRs before expelling a player?
 81. What did Boardman say, "sounds like the name of an evil Martian High Priest from a bad SF pulp story of 40 years ago."

That should do it. Please do this by yourself. Only subbers are eligible to win the prizes (such as they are). I do ask that you put your answers on a sheet separate from anything else you are sending me.

The Zine Column #62

Berch Decides Not To Use Headline

Its time for the 1983 Runestone Zine and GM poll. This is the most established of all North American polls, and is now being run by Randolph Smyth 212 Aberdeen St SE Medicine Hat Alta Canada T1A 0R1. Rate any zine substantially devoted to dippy which has published 3 or more issues since April 1, 1982. Base your assesment on the quality of the publication taken as a whole, not individual issues or what you think of the pubber or his opinions. 0 is the lowest possible rating, 10 the highest, no fractions, and no votes for one's own zine. Subzines should be rated separately from the parent

zine, as they will be reported in a separate list. List zines alfabetically. For this you must have seen enought issues to be able to form an objective assesment. In the GM poll, rate him by name, not zine, and you must have been an active player in his game during the period of the poll to vote for him, and again, long enuf to have gained an objective assesment. Sign your ballot, and indicate one way in which you participate in the hobby. Votes will be kept confidential but must be received by July 4, 1983. I strongly urge you to vote, even if you only get a few zines. This can be an important form of feedback for publishers and GMs, who may need to know they are doing well --- or poorly, in the eyes of their readers/players.

Lets see here...EastCon will be June 24-26 at Glassboro State College in, you guessed it, Glassboro N.J., with the outfit that ran Origins '82 apparently at it again. For further information, write Allen Barwick #T2, 7808 Hanover Parkway, Greenbelt MD 20770....Bernie Oaklyn/Buddy Tretick has finally thrown in the towel, and has just announced that he is folding Le Front. But he adds, ominously, "I don't truly beleive you have seen the last of me."....Jim Willimas' Games People Play poll showed Dippy the easy winner, followed by a Machiavelli-Kingmaker tie ---in North America. For Europe, United edged out dippy, followed by Railway Rivals....Those were the postal resultsI should add....Europa Express #23 has an astounding 12 pages (and EE pages are unusually large) of endgame statements for 81AM, "Swedish Roundabout", a game in which personalities played an unusually large roll. Gary also came up with the clever idea of reprinting all the "headlines"(and cartoon captions) for the game, giving a kind of summary. Strongly recommended (Gary Coughlan 4614 Martha Cole Lane, Memphis, TN 38118) Subs are hmmm, I'm not sure, I think its 10/\$6, can't seem to find it; its worth more!

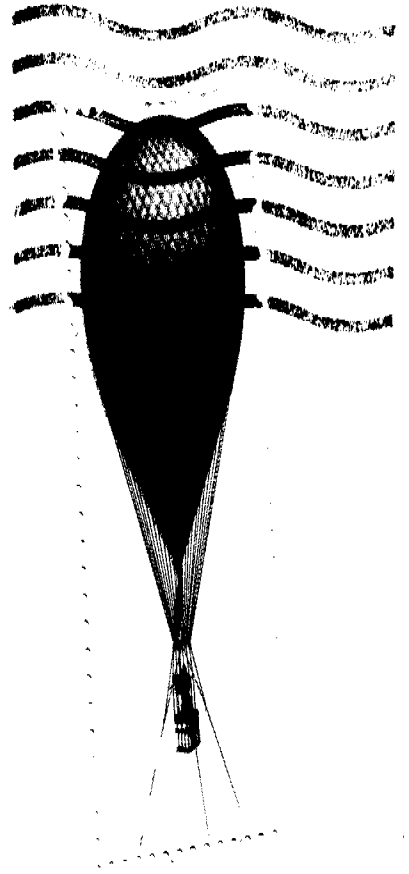
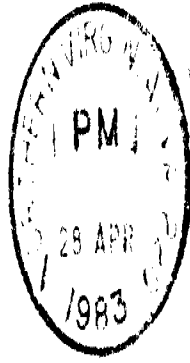
Some comments have been made about treatment of confidential material, so I thought I'd get my 2¢ in before the topic grows stale. My views have not changed on this since I began publishing nearly 6 years ago. If a letter is marked "Do Not Quote" or "Off the Record" or "Confidential" (or some abbreviation thereof), then I will honor it; it won't be quoted directly or indirectly, and that information will not be passed on in any form to anyone. If someone says "Not for Printing" or Not for Print then it will not be printed, tho it could be quoted. If someone says, "No Names" or some such, then I will not use their name. That how it works. I may add some requirements, tho. I will not print a personal criticism of someone (other than of myself) on a "No Names" (anonymously) basis. And I will not hesitate to edit if circumstancs so require. The problem comes, tho, with the question: What is "printing"? If I get an NFP letter, and I quote it to someone else in my own letter (adding the proviso that it must in turn be treated NFP), that obviously not printing it, but what if I Xerox a copy of it rather than just writing it all out in longhand? A close question, but I tend to think that's not printing, as what can the difference be between xeroxing and writing something out by hand. Printing, I should think, means putting it in a printed publication, a zine. Thus, I treat NFP as meaning it can't go in a zine, but I can use the material there in general hobby correspondences. This isn't the only version of what NFP means, it may not even be the majority view, but its mine, and I haven't gotten into trouble with it (yet!). But someone who might see trouble is one Steve Langely. He doesn't want to get confidential material, DNQ, etc, and to emphasize his point, he's announced that he will not honor such a request, and he cites John Michalski's long held views on the subject as support. So consider yourself warned, everybody! I shudder to think what will happen if someone who "didn't know" writes him, but then, that's not my problem.

For the record: In the April Whitestonia, a letter is introduced as being from "God,himself Mark Berch" (dots are W's; I didn't delete anything) I wrote that letter. Elsewhere a second letter occurs, also introduced as by "God himself", the opening sentence of which also appears in the first letter. That second letter I did NOT write. There appears to be some confusion ab out this, and I even got an anonymous letter (!---only the third I've ever gotten) telling me that I have "zero sense of humor". That may be true, of course my most recent attempt at humor is the "Return of the Pilgram" in Voice of Doom #76one last reminder to get in letters for the next issue.

Mark L Berch
492 Naylor Place
Alexandria VA 22304

Is Berch really in "Apis" Before you
Say "No", check out page 1.

If (70) appears after your name,
your sub has definately expired,
and its time to renew.



Larry-

yes
you will enter the contest

Mark

Larry Peery (76)
Box 8416
San Diego CA92102