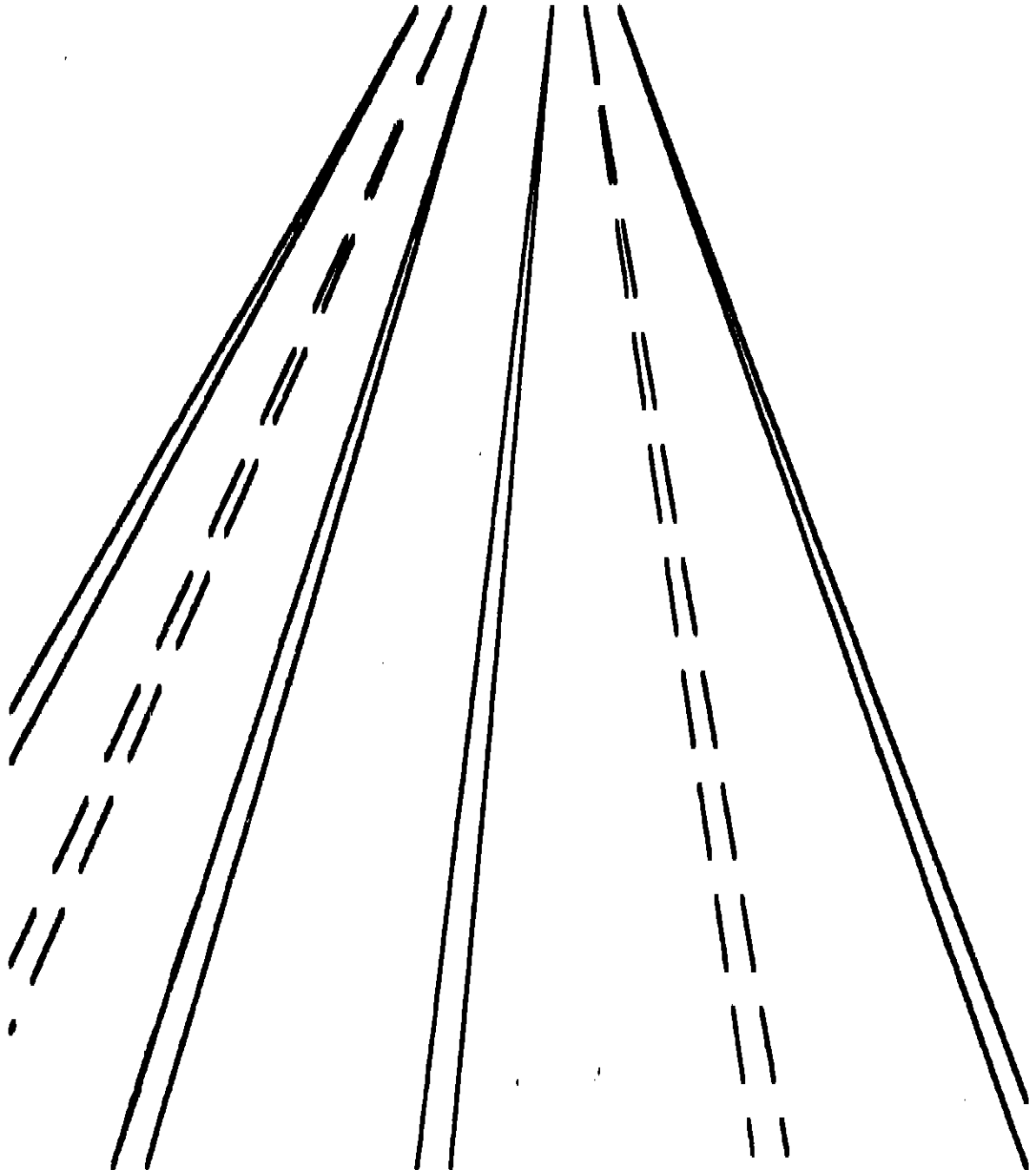


FIRST CLASS

FIRST CLASS

DOT HAPPY



AMBY,
I AM SENDING THESE TWO SAMPLES
OF DOT HAPPY TO YOU BECAUSE I HAVE
SAID SOME FAIRLY HARSH WORDS
ABOUT YOU, AND I FEEL YOU SHOULD
KNOW.

I HAVE SEEN REPEATED HOBBY
WARNINGS WITH REQUESTS TO PASS
THEM ON AND ENOUGH EVIDENCE THAT
I THOUGHT THE WARNINGS WERE
JUSTIFIED.

I AM SENDING YOU THE \$2 BECAUSE
I FEEL THAT IT IS ONLY FAIR THAT
AFTER SAYING THESE THINGS THAT I
SHOULD CHECK THEM OUT. PLEASE SIGN
ME UP FOR \$2 WORTH OF XENODOCK,
IF I FIND THAT YOU ARE SINCERE
AND THAT YOU WILL BE RUNNING
XENODOCK, THEN I WILL RETRACT
MY STATEMENTS AND I WILL
REVIEW YOUR ZINE IN MY
"PLUGS & PUBLIC SERVICES" COLUMN.

I SINCERELY HOPE THAT YOU
WILL BECOME AN ACTIVE, RESPECTABLE
HOBBY MEMBER, WE CAN ALWAYS
USE ANOTHER GOOD ZINE.



DOT HAPPY - ISSUE # 1 - 27FEB81.

Dot Happy is a gamezine dedicated to the play of postal Diplomacy. Diplomacy is a war game invented by Allan Calhmer and presently owned by the Avalon Hill Game Company.

Dot Happy is published monthly by Allen Wells (phone: (617) 494-9147) for the subscription rate of \$5.00 per issue. Game fees are \$5.00 with a \$5.00 refundable NMR deposit. There is presently one game opening. Subscriptions are regarded as a lump sum out of which issue cost is taken, so if rates do go up present subscriptions will be affected. You may cancel your subscription at any time for any reason and the balance of your sub will be refunded.

Hello!

I am Allen Wells and this is Dot Happy. I am going to start this first issue out with a little bit about myself.

I am a male caucasian, 22, 5'10", 160 lbs, rather long red hair and eyes that are brown on the inside and green around the edge. I am a graduate student at MIT working on my Master's degree in Computer Science and I should be finished in late May, then I either turn honest and go get a job, or I stay around here for a PhD. Until last month I was in California doing my thesis at Xerox.

I have loved games since I was a baby, and my present flame is Diplomacy. I also play D&D fairly regularly, and I play go, chess, wargames, and mastermind occasionally when I get a chance.

I am relatively new to Diplomacy, but I am told that I have learned fast and hit in a fairly big way. Ever since my win at Pacificon, I have had trouble trying to convince people that I am a beginner (Sigh!).

This is not my first experience GM'ing Diplomacy. I was the GM of 1980 KR & KS until last month. These were considered 'irregular' by the boardman people because of the clumping of people, but that is not the interesting thing about these games. The interesting thing is that these were games played across a computer not using electronic mail (more on that in a future issue, if you are interested) at Xerox. Well, after leaving Xerox last month, I had to give the games away, but this was a change that we planned for 4 months, so it went even smoother than I hope this change goes. Don Woods (hopefully a subscriber) now has 'my babies'.

I have started to go into withdrawl, which is one of the reasons that I decided to start my own zine. I thoroughly enjoy both Diplomacy and GM'ing, and expect to be at both of them for a long time.

As the time for me to leave 'my babies' in the capable hands of Don approached, I started looking for ways to find something to replace them. The idea of trying to start a computer Diplomacy game at MIT was obviously bad (imaging playing a game where the US Post office wasn't secure from your opponents!). Worse yet, all of the 'postal' games I was playing on the computer net were ending in fast succession and that left me doing nothing but playing 3 postal games, so I started looking into the possibility of running my own zine. The more I looked into it, the more I liked the idea, until now ... well, you can see the result.

After a lot of thinking and talks I decided that the best thing to do would be to find some 'orphaned' games to start the zine, and then expand from that. Well, I found the orphans a little before I expected, but I had a chance to take them in without them even missing a deadline, so here it is.

This Issue:

This issue is being sent to the people in the three 'orphaned' games from what was the 'Twilight Zine' run by Al Rodriguez. Al, unfortunately, is facing pressures that are making him cut back on the hobby and had to stop publication of the 'Twilight Zine'. I will do my best to give these games a home. I hope you will all sub and I especially hope that you will all stay in the games till the end. There will be no additional game-fee charged. Since I much prefer names to numbers, I have named these three games after major characters from Little Orphan Annie (see the games section).

This issue is also being sent out as a sample to a number of people that I would like to have become standby's and subbers (mostly because I have been impressed with their play), some people who I would like to see sub so they can 'kibitz' and tell me how I am doing (like Jack Masters and Ron Brown), and some people who I just want to show my zine to (like some of the people back at Xerox). I highly encourage people getting this as a sample to sub and become a standby. I will open a fourth game in a few issues and I will give precedence to people on my standby list.

In this issue, you will find:

- the Dot Happy house rules,
- a little talk on the philosophy of Dot Happy (as I see it now),
- an explanation of the notation I use,
- the game adjudications,
- a reader poll that I would like you to all answer and send to me.

I would like all of you to read this issue thoroughly first, and then answer the questions in the reader poll at the back. I am just starting and I will appreciate all the feedback (both good and bad) that I can get.

Just a few more things before I get started. The first is an explanation of the name, since no-one over 30 that I have talked to seems to have heard of the phrase. Being 'dot happy' is form of highway hypnosis peculiar to Interstates. When you drive along long portions of deserted interstate when you are tired, sometimes the regular passing of the dashed line can become hypnotic and you can mesmerize yourself by watching them, with the obvious danger of losing sight of reality and running off the road. The relation of the phrase to Diplomacy is obvious (I think).

I would like to solicit things to print from you. Everything from press to letters to articles. A zine can be very good with just carrying games, but an excellent zine needs input from the readers, and I would like to run an excellent zine, so I would like to print things from you. Also, if you could send me a note telling a little about yourself, I would appreciate it.

Lastly, I would like to thank Jack Masters and Ron Brown especially for the help that they have given to me.

Welcome to Dot Happy. I hope that together we can have some fun.

DOT HAPPY HOUSE RULES

1 Standard rules of Diplomacy will be used, except as changed or amended by these house rules, or by the 'special rules' for variant games. Any 'special rules' for a variant game will be listed in the game-start for the variant. These house rules may be changed or amended at any time by publication in Dot Happy.

2 You must maintain a current subscription or current trade to play in Dot Happy

games. Costs are presently (Feb 81):

- Subscription Rate: \$50/issue
- Game Fee: \$5.00/game
- Refundable NMR Deposit: \$5.00/game

These fees are subject to change.

3 Country assignments for games will be made by preference lists or by random draw. Preference lists will normally be used, but if 1/2 of the players request it, a random draw will be substituted.

4 Deadlines will be strictly enforced. Orders, press, votes, and concession proposals must be received in the mail by the day of the deadline. Phoned in orders, press, votes, and concession proposals must be received by 10PM the day before the deadline.

5 Orders, press, votes, and concession proposals must have:

- the name or boardman number of the game,
- the date, and
- your signature.

Failure to give these will not result in your going NMR, but may result in your orders being messed up. Phoned in orders need not be signed or dated, but be prepared to provide means of positive identification.

6 In the case of a support or convoy order for a unit of a foreign nationality, the nationality of that foreign power must be specified.

7 Winter seasons, except in the simplest of circumstances, will be separate from Spring seasons. In very complicated situations, Summer seasons might be separated from fall seasons. Autumn seasons will always be combined with Winter seasons. In any situation where seasons are combined, orders for the later season can be made conditional on the moves of the earlier season.

8 With regard to adjudications, the game-master's decision is final. The only valid argument is a direct contradiction of the written rules of Diplomacy or these house rules. However, the game-master may make mistakes. Any mistake brought to the attention of the game-master before the next deadline will be promptly corrected.

9 Deception of the game-master is forbidden. Should you be caught deceiving the game-master, you will be subject to whatever disciplinary action is deemed necessary, up to your removal from the game. A portion of the game might be replayed to compensate for this deception and to set the game straight. It is suggested that if you plan any extraordinary tricks to deceive another player(s) that the game master be informed.

10 Games in Dot Happy are played for enjoyment. The game-master has a responsibility to seven players to see that they do enjoy the game. The game-master reserves the right to remove a player from the game if his actions are creating a serious problem for the other players in the enjoyment of the game. The removal of a player from a game is, however, a serious situation and will be used only as a last resort.

11 A game will end when either:

- one player gains 18 supply centers, or
- a concession proposal is agreed upon.

12 A concession proposal is a proposal to end the game with an given order established for the players. A concession proposal can have any player(s) remaining in the game listed for any position or drawn for any position, but a player that has been eliminated from the game cannot have his position changed by a concession. For example, the following are possible concession proposals:

- | | |
|------------|-----------------------------|
| 1 - Russia | 1 - France, England, Turkey |
| 2 - France | 4 - Italy, Germany |
| 3 - Italy | 6 - Austria |
| ... | ... |

- 13 Concession proposals received by the deadline for a move will be published with the game results for that move. Players have until the deadline for the next move to vote on these proposals.
- 14 The vote must be unanimous for a concession proposal to pass. If I receive no vote from you, you are assumed to have voted favorably on the proposal, but if I get no vote from 1/2 of the players, the concession fails. Voting is done by secret ballot. If multiple proposals pass, the play of the game is suspended and a vote is taken among the passing proposals. If a majority of the voting players vote for the same concession, that proposal passes. Otherwise all concessions have failed and the game resumes.
- 15 Press is highly encouraged. Any Dot Happy subscriber can enter press in any Dot Happy game. White, grey and yellow press are allowed. Black and blue press are prohibited. Press can be made conditional on the moves of the turn for which it is submitted.
- 16 White press is defined to be normal press from a player with a date-line of a city or province under the control of the person writing the press, or a date-line of the name, nick-name or title (eg: Tsar) of that person.
- 17 Grey press is defined to be anonymous press from a player with a date-line of a presently neutral european city or territory. For instance, Ireland, Sardinia, and Malta are all valid datelines, while Rumania, and Bruxelles are valid datelines in spring 01.
- 18 Yellow press is defined to be press from a subscriber not in the game. Any Dot Happy subscriber can put press into any Dot Happy game. He can use any date-line not useable by the players for White or Grey press. Possibilities are your home city, a non-european city, the name of a sister game that you are in, your own name, or a fictitious name.
- 19 Black press is defined to be press that would use another player's date-line to hide its true authorship. Black press is not allowed.
- 20 Blue press is defined to be obscene press. The game-master reserves the right to edit or censure any blue press.
- 21 The date-lines of GM, Tank-Driver, Frog-Killer, Switzerland, Zurich, and Cambridge are reserved for the use of the game master. Use of an innapropriate date-line will result in a change of the date-line by the game-master.
- 22 The game-master reserves the right to limit press by a player, but press is highly encouraged and limits will be imposed only in extreme circumstances.
- 23 A standby list will be maintained for Dot Happy games. The standby list will be made public, and if you would object to someone on the standby list being called into your game (due to the possibility of cross-game Diplomacy) then a message to me will remove that person from the list for your game.
- 24 If a player NMR's, a standby will be called for that player and asked to submit a set of moves for the upcoming turn. No standby will be called for a country with less than 3 centers. All players in the game will be told the name and address of the standby. If the player then NMR's a second time, the standby will take over the position. Orders conditional on who is playing the position will be accepted.
- 25 NMR insurance is available if requested and highly recommended. Send me your phone number and what times I can call you. If I have received no orders by the evening prior to the deadline, I will call you collect for your moves. It is cheapest to refuse the charges and call me back immediately at (617) 494 9147. If I cannot reach you, an NMR will result, so this is not foolproof.

Philosophy and some Suggestions

* Please, I would appreciate it if you all send me a one page letter just telling me a little bit about yourself. Include on it any nick-names that you might use in press messages and add some piece of information that I can ask you about to make sure it really is you when I get a phone call (this is for your protection).

* Postal Diplomacy is for fun, and it is more fun when people write. I highly encourage people to write early and write often, then everyone has a better time. This is the reason that I am enclosing address labels for all your fellow players (and me) in each issue that has a game adjudication. I don't expect you to use them all, but you should use at least one of every player most times.

* I don't know if any of you are paranoid, but if you are, then this is the zine for you. Your address will never be printed in Dot Happy. When a game starts, I will send you a special game-start packet with the addresses of your opponents. If you assume a standby position, only your name will be given out through the zine, your address will be given to the other players through the address labels. I will, however, give address lists to other GM's who want to send you samples of new zines.

* I feel that Diplomacy games are best when everyone plays through and NMR's are infrequent. For this reason, I highly suggest that you all sign up for NMR insurance (It doesn't cost you anything if you don't NMR!) and that you all get into a practice of sending in default moves to the game-master as soon as you get the adjudications. This is also the reason for the rather high NMR deposit. (For those of you who do not know, an NMR deposit is a refundable deposit that gets returned to you if you finish the game. If you do not, then you forfeit the NMR deposit.) In case a player does drop out, I have standby players, but I make the standby list public and give the players the ability to object to a standby to try to prevent people from using standby positions for vendettas.

* Lively press can make a game more fun, both to the players and to anyone else following the game. I HIGHLY encourage press, that is the reason for the very liberal press rules that I am using.

* A Diplomacy zine should be for all the subscribers, not just the players. This is one of the reasons that I have included maps of all the game positions, this makes it easier for a non-player to quickly look at the position so he can appreciate the game moves (and the press). I suspect that the players will like this as well. I also encourage 'yellow press'. This is your chance to kibitz!

* There should be as much reader input as possible into the zine. Again, I push for press, but not only that. I would like to publish letters, articles, humor, you name it. As editor and publisher I will try to direct it in some ways (and put in lots of my own stuff), but I very much want this to be a 'community' zine. I also plan to conduct frequent reader polls, and I always solicit any comments you might have.

* With the price of postage (soon to go up to \$.19 I hear), it makes no sense to skimp for every penny, you might as well try to get a quality product out. If I can improve the quality without spending too much, I will probably do it. Expect to see some experimentation from me.

* However, I do not think that paying for zines should financially cripple the players. I have scoured the Boston area to try to provide the highest quality at the lowest price. I use a text-editor to give quality print in a readable font that has about 3 times as many words per page as a standard type-writer to keep the page-count down. I hope to hold the cost to \$.50 per issue as long as possible (although an increase in postage might do that in).

* A game is more fun when the time between deadlines is spent with the players communicating, not the GM getting the zine ready. I will try for as prompt publication as I can manage.

Notation

The following is the set of abbreviations that I will use in Dot Happy. For most land provinces, these are the same as the 'standard' abbreviations. The main difference is that I use more mnemonic 4 letter codes for the sea provinces. I think that you will find them quite obvious, but for your reference, here they are. Note that these abbreviations also appear on the map following. Feel free to use any abbreviations that you wish in sending orders to me (as long as I can tell what they mean).

AdrS: Adriatic Sea	AegS: Aegean Sea	Alb: Albania
Ank: Ankara	Apu: Apulia	Arm: Armenia
BalS: Baltic Sea	BarS: Barents Sea	Bel: Belgium
Ber: Berlin	BlaS: Black Sea	Boh: Bohemia
Bre: Brest	Bud: Budapest	Bul: Bulgaria
BulSC: Bulgaria SC	BulEC: Bulgaria EC	Bur: Burgundy
Cly: Clyde	Con: Constantinople	Den: Denmark
Edi: Edinburgh	EMed: Eastern Med.	EnCh: English Channel
Fin: Finland	HelB: Helgoland Bight	Gal: Galicia
Gas: Gascony	GBot: Gulf of Bothnia	GLyo: Gulf of Lyon
Gre: Greece	Hol: Holland	Kie: Kiel
IonS: Ionian Sea	IriS: Irish Sea	Liv: Livonia
Lon: London	Lpl: Liverpool	Mar: Marseilles
MAtl: Mid Atlantic	Mos: Moscow	Mun: Munich
NAf: North Africa	Nap: Naples	NAtl: North Atlantic
Nor: Norway	NorS: Norwegian Sea	NSea: North Sea
Par: Paris	Pic: Picardy	Pie: Piedmont
Por: Portugal	Pru: Prussia	Rom: Rome
Rum: Rumania	Rur: Ruhr	Ser: Serbia
Sev: Sevastopol	Sil: Silesia	Skag: Skagerrak
Smy: Smyrnia	Spa: Spain	SpaSC: Spain SC
SpaNC: Spain NC	StP: St. Petersburg	StPSC: St. Pete. SC
StPNC: St. Pete. NC	Swed: Sweden	Syr: Syria
Tri: Trieste	Tus: Tuscany	Tun: Tunis
Tyr: Tryolia	TyrS: Tyrrhenian Sea	Ukr: Ukraine
Ven: Venice	Vie: Vienna	Wal: Wales
War: Warsaw	WMed: Western Med.	Yor: Yorkshire

Other useful notation that is used in the game results:

A	Army	[NMR!!!]	No Move Received
F	Fleet	[NBR!!!]	No Build Received
C	Convoys	[NRR!!!]	No Retreat Received
S	Supports	[imp]	Impossible Order
H	Holds	[amb]	Ambiguous Order
CD	Civil Disorder	[nsu]	No Such Unit
OTB	Off The Board	[nso]	No Such Order
GM	Game Master	{otm}	Ordered To Move
[r-Nor*]	Retreats to Nor	[d*]	Disbanded

Move adjudications will be in the following format:

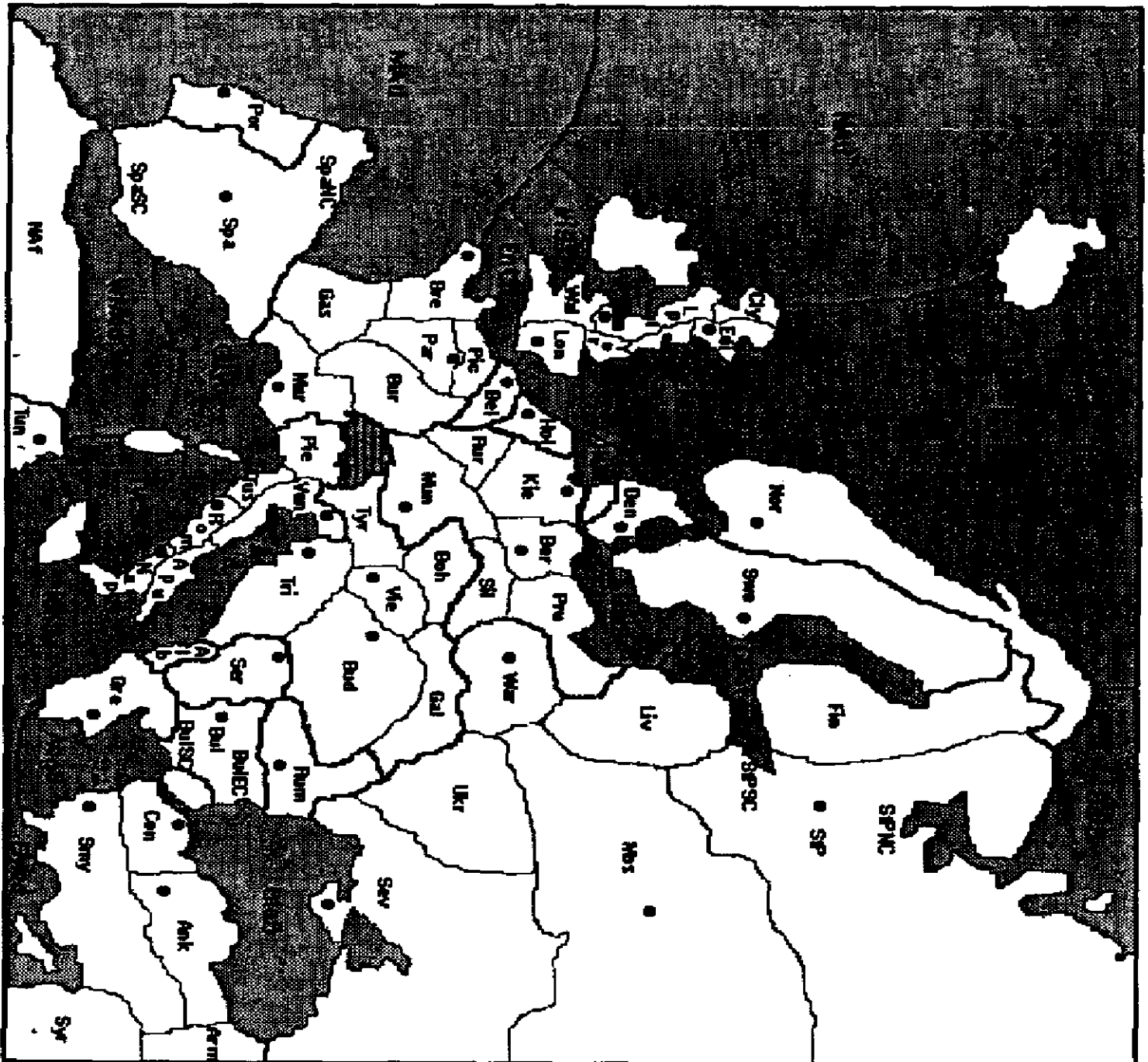
England: F Nor-StP*, F Fin* S F Nor-StP, A Pru*-War, ...;
 Turkey: A Rum*-Gal, F BlaS-Sev*, A Arm* S F BlaS-Sev, ...;
 Russia: A Ukr-Gal*, A War* S A Ukr-Gal, A Mos*-Ukr,
F Sev-BlaS [d*], A StP-Nor [r-???*], A Pru*;

Let us take a look at the Russian moves here. The * designates where the unit ended up. An underline shows that the attempted order failed. Thus, the A War* S A Ukr-Gal shows that the A War had it's support cut, but it did not have to retreat. The order A Ukr-Gal* shows A Ukr made it to Galicia. Likewise, A Mos did not make it to Ukr, the F Sev was disbanded (no place to retreat), and the A StP has to retreat somewhere (either Liv or OTB). The A Pru was unordered. The meaning of the English and Turkish orders should now be clear.

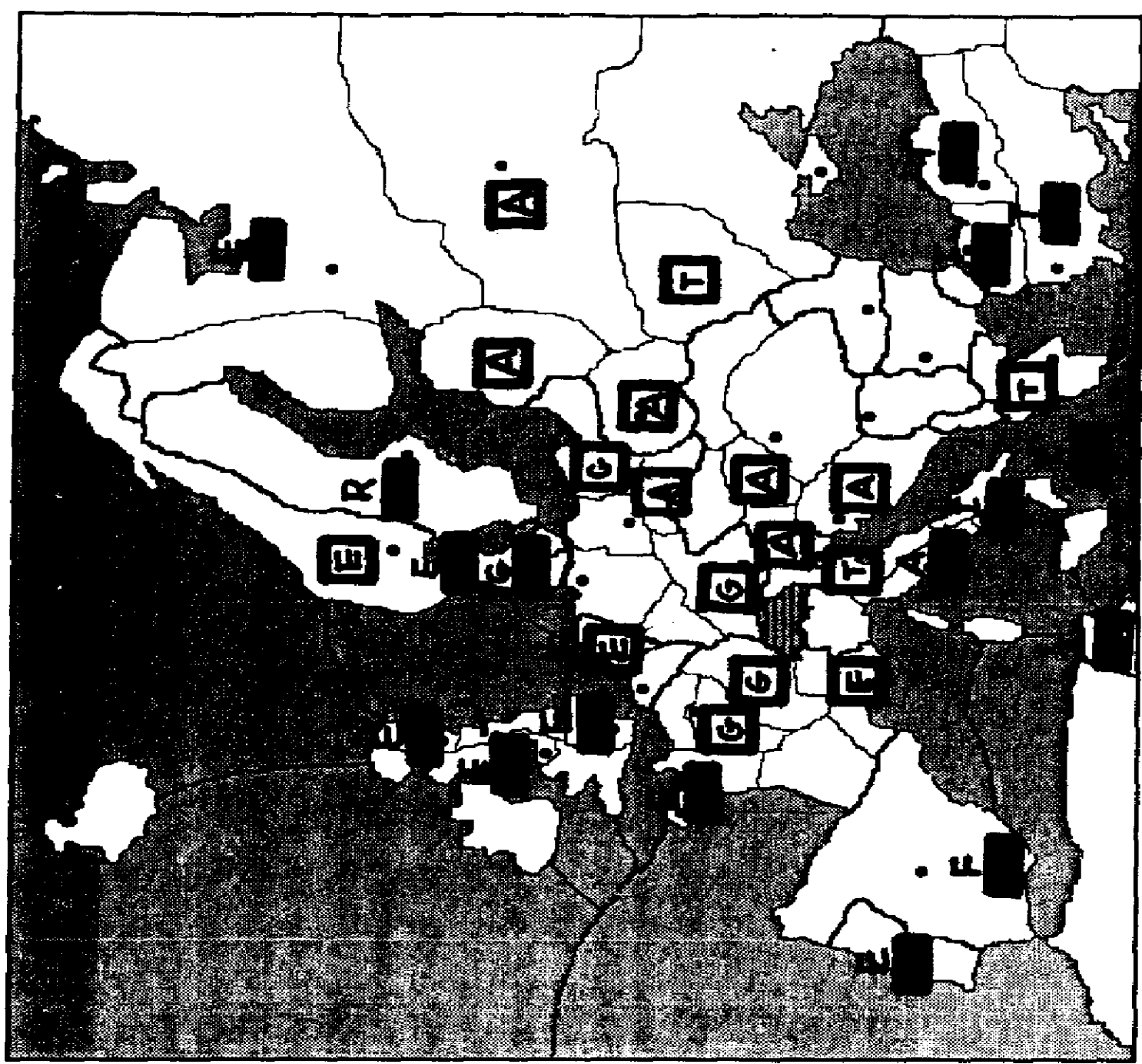
Builds will be in the following format:

England:	home, Nor, + Swe, + StP	(6) builds 2
Turkey:	home, + Rum, + Sev	(5) builds 2
Russia:	Mos, War, -StP, -Sev, -Rum, -Swe	(2) disbands 3

This shows that England in addition to having all his home centers and Norway, has gained Swe and StP and now has 6 centers for a build of 2. Russia has lost StP, Sev, Rum, and Swe for a loss of 4, but only has to disband 3 (F Sev was disbanded).



Annie (1980 CU): Autumn/Winter 1903
Spring 1904 Due on Thursday 26 March



All is quiet in Europe as their factories produce the implements of war. Working overtime at slave hours are the ship-builders of England and Turkey as their ports are filled to overflowing. All lies ready ...

THE GAMES

Annie (1980 CU): Autumn/Winter 1903

A note to observers. Annie and Daddy Warbucks were both started as 'no-standby' games, thus you will see positions in both games that are in Civil Disorder. In Sandy and in all games to be started in the future in DH, standby's will be used (See House Rules).

France (Kuszynski): [NRR!!!] A Par-Bur [r-OTB*];

Austria (McKnight): (8) Builds: A Vie;
England (Swartz): (9) Builds: F Edi, F Lon, A Lpl;
France (Kuszynski): (2) No Adjustments;
Germany (Stark): (5) No Adjustments;
Italy (Goodrich): (2) Removes: A Pie, A Apu;
Russia (CD): (1) No Adjustments;
Turkey (JDunn): (7) Builds: F Ank, F Smy;

Austria (McKnight): A Mos*, A Liv*, A Sil*, A War*, A Tri*, A Tyr*, F Rom*,
A Vie*;
England (Swartz): F StPNC*, A Nor*, F Skag*, A Hol*, F Bre*, F Por*, F Edi*,
F Lon*, A Lpl*;
France (Kuszynski): A Mar*, F SpaSC*;
Germany (Stark): F Den*, A Pru*, A Mun*, A Par*, A Bur*;
Italy (Goodrich): F Nap*, F Tun*;
Russia (CD): F Swe*;
Turkey (JDunn): A Ukr*, F Con*, F IonS*, A Gre*, A Ven*, F Ank*, F Smy*;

Deadline for Spring 04 is Thursday 26 March.

Tunis-The Former Western Alliance: The Italian fleet, now consisting of three canoes armed with slinkies, would like to thank his northern neighbors for their help and also in closing ... glub, glub, glub ... (Goodrich last seen with three fingers held out and sinking in the Ionian).

Vienna-London: Austria has no intention of disrupting the vital interests or territorial claims of England. However as regards the thinly protected northern border of Austrian held territory a purely defensive maneuver appeared necessary to assure that no land armies were brought within striking distance. This was necessary due to the escalated presence of English forces in Scandinavia.

Vienna-Constantinople: As the landlord of my client state of Greece, I am giving you 30 days notice to vacate my premises. Your lease was up Fall 1903 and I have new tenants ready to occupy the premises next Fall. No more excesses will be accepted in view of my concessions to you in Russia.

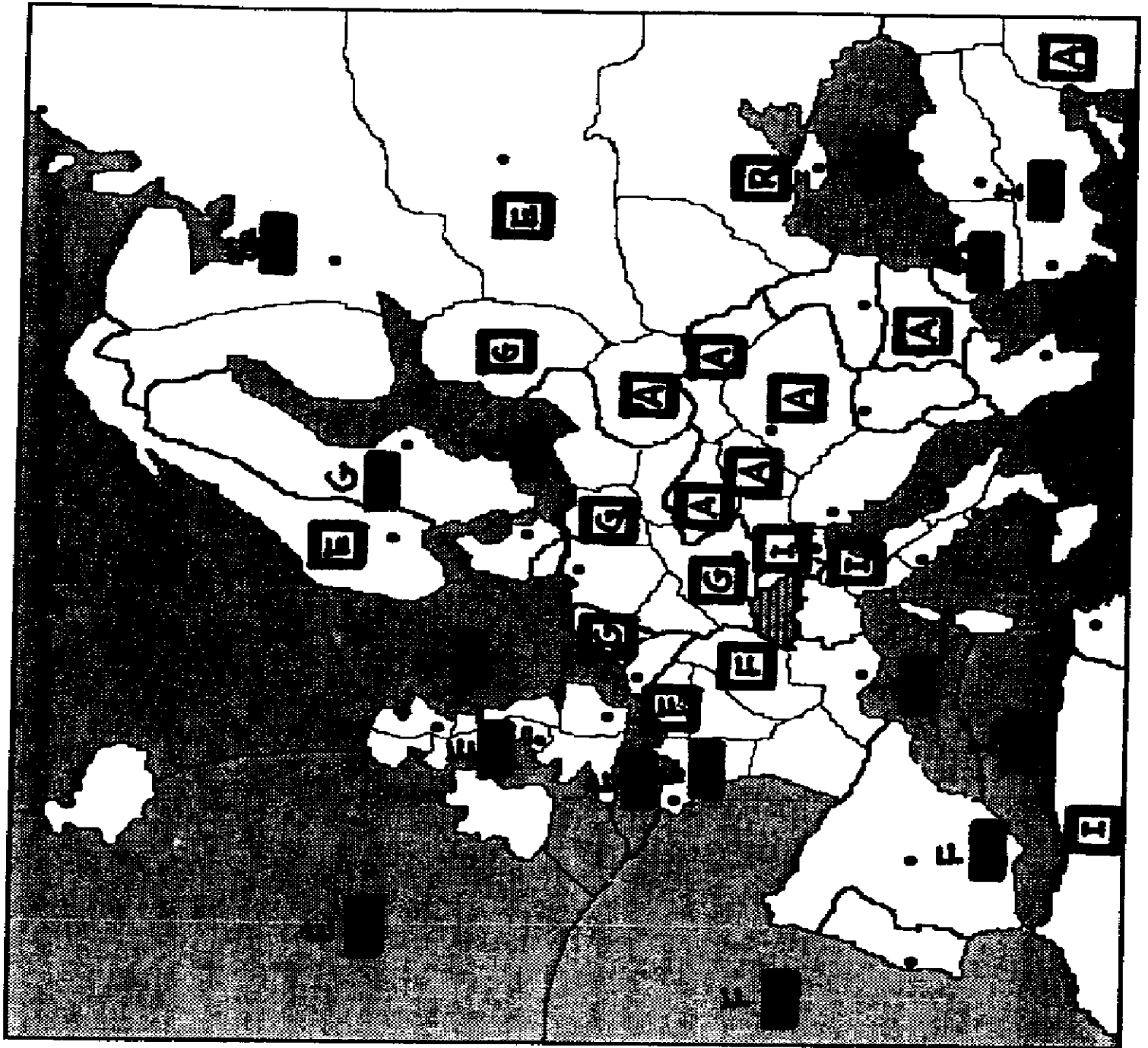
Sandy (1980 CT): Autumn/Winter 1903

ALL CONCESSION PROPOSALS VETOED (See House Rules)!!!

Germany (Kelly): A War S Eng A Mos [r-Liv*];
Turkey (Brown): F Con H [r-OTB*];

Austria (Ragsdale): (8) Builds: A Vie, A Bud;
England (Cunningham): (8) Builds: F Lpl;
France (Dunn): (4) Disbands: A Mar;
Germany (Kelly): (6) Builds: A Ber;
Italy (Giddings): (6) Builds: A Ven;
Russia (Lesch): (1) Disbands: A Fin;
Turkey (Brown): (1) Disbands: A Arm;

Sandy (1980 CT): Autumn/Winter 1903
Spring 1904 Due on Thursday 26 March



An especially active winter as every country either builds or disbands. It has been a very good year for the central powers as Russia and Turkey continue to fade. Can it continue?

Austria (Ragsdale): A Syr*, F Con*, A Bul*, A War*, A Gal*, A Boh*, A Vie*,
A Bud*;
England (Cunningham): A Nor*, F NSea*, F StPNC*, F NATl*, F Bre*, F EnCh*,
A Mos*, F Lpl*;
France (Dunn): A Pic*, A Bur*, F SpaSC*, F MATl*;
Germany (Kelly): A Mun*, F BalS*, A Liv*, F Swe*, A Hol*, A Ber*;
Italy (Giddings): A Naf*, F WMed*, F GLyo*, A Tyr*, F Smy*, A Ven*;
Russia (Lesch): A Sev*;
Turkey (Brown): F BlaS*;

Deadline for Spring 04 is Thursday 26 March.

Somewhere in the Black Sea aboard the flagship "Ben Al Abdul":
Where are we? Who are we? WHY are we? Can anyone tell us?
Tank Driver-Sandy: What's this? No press?? You can do better than this!

Daddy Warbucks (1980 AS): Fall 1904

ALL CONCESSION PROPOSALS VETOED (See House Rules)!!!

Wildman and McKibbin have again not sent in moves, and I have placed them both in CD and I am only sending them copies of DH as samples. Since these are no-standby games, they will stay in CD unless one of them returns. I hope they do return, but the prospects look bleak.

For now, I am leaving Kraft in the game since he seems to be alive even if he doesn't send moves.

Austria (CD): A Gal*, A Tri*;
England (Miller): F NorS-Nor*, F NSea* S A Kie-Hol, F HelB* S A Kie-Hol,
F Swe-Den*, A Kie-Hol*, F EnCh*-Bel, F MATl*-SpaSC*;
France (Grabar): F SpaSC* S Eng F MATl-WMed [nso], A Bre*, A Par-Gas*,
A Bur*-Rur*;
Germany (Kraft): [NMR!!!] A Liv*, A Ber*, A Mun*, A Rur*, F Bel*, A Hol [d*];
Italy (CD): F WMed*, F GLyo*, A Tyr*;
Russia (Albrecht): A Mos* S A Ukr-War, A Ukr-War*, F Rum* H, A Ser-Bud*;
Turkey (Dunn): A Ank* H, A Bul-Ser*, F Gre* H, F AegS-IonS*;

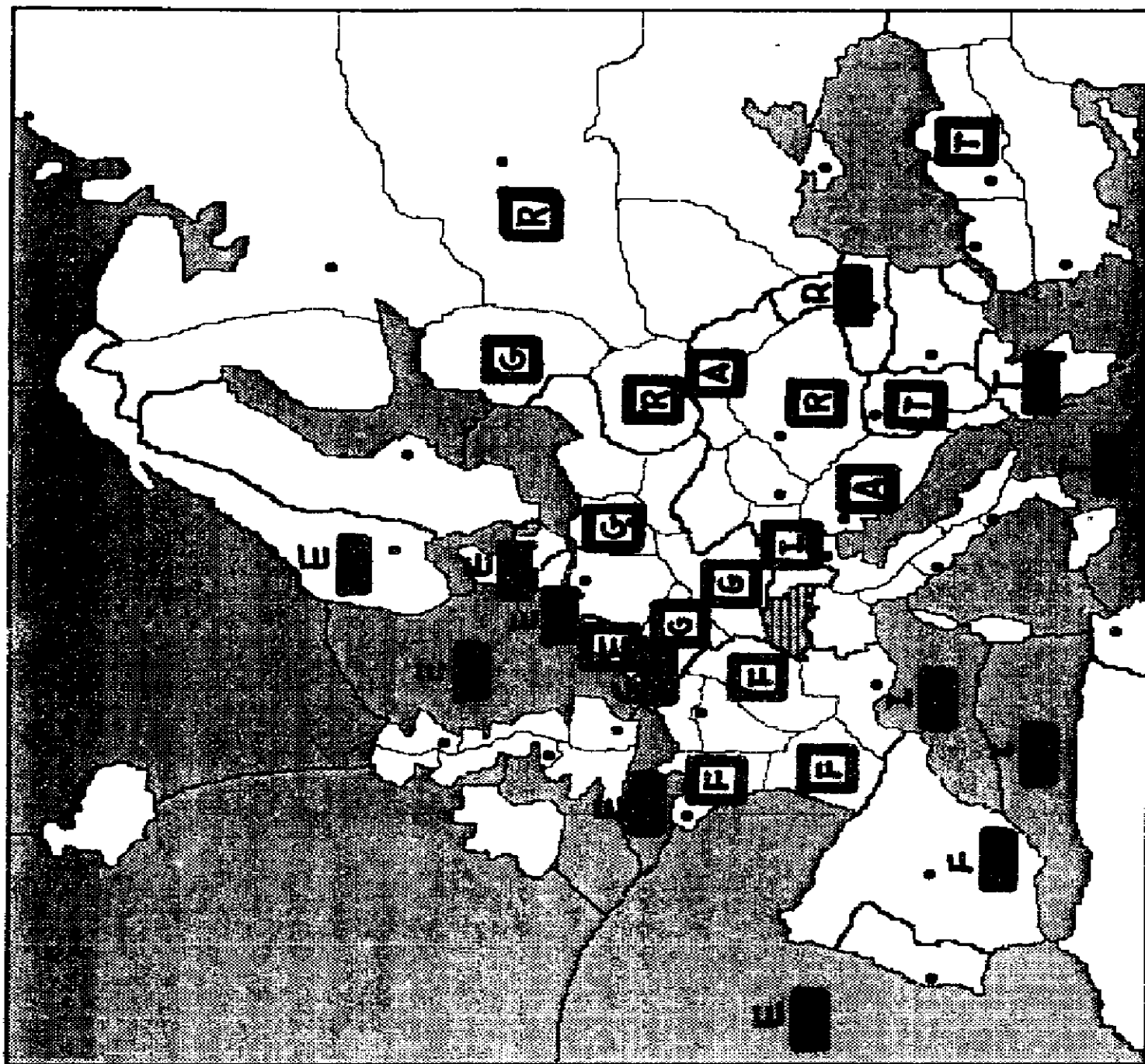
Austria (CD):	Vie, Tri, -Bud, -Ser	(2) No Change;
England (Miller):	home, Nor, Swe, Kie, -Bre, +Den, +Hol	(8) Builds: 1;
France (Grabar):	Par, Por, Mar, Spa, +Bre	(5) Builds: 1;
Germany (Kraft):	Ber, Mun, Bel, -Den, -Hol, -War	(3) Disbands: 2;
Italy (CD):	home, Tun	(4) Builds: 1;
Russia (Albrecht):	StP, Mos, Sev, Rum, -Gre, +Bud, +War	(6) Builds: 2;
Turkey (Dunn):	Home, Bul, +Ser, +Gre	(6) Builds: 2;

Deadline for Autumn/Winter 04 is Thursday 26 March.

Paris: The plight of the French people has been one of constant warfare. We hope and pray that our newly aquired English ally will play honest with me.
England-Germany: Better your moves than your quotes.
Switzerland-England: Don't hurt his feelings! This time we didnt' get either!!
England-France: Your third stab should be the charm.

This is dead space at the bottom of the page. I am going to copy a practice of Jack Masters' and blame this dead space on Kraft for not only not sending in his moves, but not sending in any press this time either!

Daily Warbucks (1980 AS): Fall 1904
Winter 1904 Due on Thursday 26 March



Supply centers are intended as Italy and Austria go DC and Germany threatens to follow them! Turkey is threatened with unlimited Italian builds! This is almost as much fun as 1901 as everyone scrabbles for the freebies!

Plugs and Public Services

I am going to take this opportunity to let the readers (you) know how I feel about zines I have seen and to provide public service announcements. If you have a zine that you want plugged, send a sample to me with a note to that effect. A warning, I plan to say what I really think about it and I plan to point out bad points as well as good.

The 'public services' will mostly be announcements of things of interest (like conventions and tournaments) and hobby warnings that I pick up from other zines.

In this issue (since it is a little early for me to have gotten requests for plugs), I will review the zines that I presently subscribe to.

Black Frog:

Format: Digest, Hard cover, Xerographic.
Publication: Irregular, but frequent. Typically 2-3 times per month.
Schedule: One month moves with one week builds.
Fees: Sub = \$.50/issue (10 issue minimum), no Diplomacy openings.
GM: Jack Masters, 25711 No Vista Fwys Dr, Valencia, CA 91355
Games: Diplomacy and Cosmic Encounters.
Sub-Zines: 'East of Eden' contains game results.

Black Frog was rated #2 in the 'freshman class' zine poll, and it is easy to see why. BF is my favorite zine and features high quality print, frequent graphics, good articles, and some of the best humor to be found in the hobby. In addition, being on his mailing list entitles you to receive the many fakes that Jack puts out. Jack is about the biggest perpetrator of fake zines in the hobby, and his work is always worth reading.

Diplomacy game adjudications are now mailed out in the sister zine East of Eden, allowing Jack to send out his adjudications within 24 hours of the deadline without having to scamper around like I do. Game adjudications are always prompt and very accurate.

Jack presently has no openings in Diplomacy, but he has developed a way to play 'Cosmic Encounters' postally and presently has game openings. No game fee will be charged for these.

The general quality of the articles in the zine is excellent. Jack received a hobby-wide award for 'best article writer', and it is easy to see why. Send for a sample.

Liberterranean:

Format: Non-Digest, Soft-cover, Mimeographic.
Publication: Twice monthly.
Schedule: Bi-monthly with winters and springs combined unless separation requested.
Fees: Sub = \$5/12 issues, presently no Diplomacy openings
GM: Jim Bumpas, 2375 Chambers St, Eugene, OR 97405
Games: Diplomacy and Diagonal Reality Armored Barbarism (DRAB)

The Liberterranean is probably one of the best zines going if you want to play in a fast game. This is a good way to get quick experience, although it can also be a little frazzeling. Jim has a long history of running the Lib (up to issue 150) and is a very capable GM. Many of you may know him as the person who runs the annual Diplomacy tournament at Pacificon (this year had 100 people entered). The Lib is mostly dedicated to game results, press, letters, and cipher contests.

The worst point about the Lib is that the printing quality is not the best (although it is far from the worst), but the turn around time on games tends to be very good as he owns his own mimeograph machine and you can be sure that your games in the Lib will be seen through the end.

Murderin' Ministers:

Format: Non-Digest, Soft-cover, Mimeographic.
Publication: Monthly with occasional mid-month reading issues.
Schedule: Monthly with winters and springs combined unless separation requested.
Fees: Sub = \$5.50/12 issues. \$3 game-fee, \$3 NMR deposit.
GM: Ron Brown, 1528 El Sereno Place, Bakersfield, CA 93304
Games: Diplomacy and Machiavelli.
Sub-Zines: Big Timer Magazine featuring 'Vacation Diplomacy'.

Murderin' Ministers was rated as one of the top zines in the recent 'Leader Poll'. Reproduction is done by a mimeo machine, but Ron has just bought a new machine so the quality is quite respectable. MM is also one of the older zines in the hobby, but Ron is showing no indication of running down. He still shows quite a bit of enthusiasm for his GM'ing.

One reason might be the large use of guest GM's and subzines in MM. While this does add quite a bit of flavor to the zine, it does, unfortunately, slow the turn-around down to about a week.

MM features frequent articles, and sometimes Ron puts out a separate 'reading issue' containing only articles and letters between normal issues. Usually interesting stuff.

MM currently has openings in Diplomacy and Machiavelli (to be GM'd by Jim Broshot).

Torpedo:

Format: Non-Digest, Soft-cover, Xerographic.
Publication: Monthly.
Schedule: Monthly with winters and springs combined unless separation requested.
Fees: Sub = \$5.00/12 issues. \$4 game-fee, \$2 NMR deposit.
GM: Bernard Sampson, 123 Sixth Street, Middlesex, NJ 08846
Games: Diplomacy.
Sub-Zines: None yet, but he is thinking about it.

Torpedo is a new zine (having been around a scant 6 months to my 1!), but it has had a little time to settle in and it looks like it will be around for a good while yet. This is a very clean, well formatted zine and it abounds with lots of hobby news and gossip. It is lots of fun for that. Bern is slowly expanding his zine, and is now up to three games. He plans to start one more soon, then level off for a while.

This was not one of the biggest hits of last year when it came out, but one of the reasons for this was the conservative way that Bern has been approaching it. He has been expanding slowly and only recently is the zine coming into it's own. Bern is quite dedicated and I expect to see Torpedo flourish and stay around for a long time.

Public Service Warning:

This is from a recent issue of Whitestonia. While I have no information myself about Xenogogic, I do have reason to trust Caruso (editor of Whitestonia).

"Lately a number of zines are publicizing Larry Peery's announcement of a revival of Xenogogic. Be warned.

... Larry Peery ... was offering a full-scale book ... He delivered the first chapter on Austria, then declined to provide anything further. He also did not refund any money...

About two years ago, I received the mailing that seems to have gone to all publishers lately announcing the 'forth-coming' publication of Xenogogic. No issues ever came out although Peery asked people to send in their game fees.

Last month I received the same mailing I received 2 years ago ... I recommend that no one send Peery any money until they have an actual issue of Xenogogic in their hands and they have reason to believe that it won't be the only one ..."

Reader Poll

I would appreciate it if you would pull out a pen and paper and write down your answers to these. Feel free to answer with a multiple response if you feel that way (eg: #3: a&c). Feel free to enter answers of your own. Thank you.

- 1) I think the house rules in DH where:
a) too long b) too incomplete c) just right
- 2) I think the concession proposal scheme described in the house rules:
a) provide better flexibility b) are not practical c) are not much different
- 3) I think the press scheme described in the house rules was:
a) too complicated b) not too complicated
c) will foster better press d) will not foster better press
- 4) I think NMR insurance is:
a) a good idea b) a bad idea c) I don't really care
- 5) I think the address labels for players in my game is:
a) a good idea b) a bad idea c) I don't really care
- 6) I think the maps with the games are:
a) a good idea b) a bad idea c) I don't really care
- 7) I think DH notation is:
a) good b) bad c) clearer than other zines
d) more confusing than other zines e) I don't really care
- 8) I prefer in my zines:
a) digest format (folded with firm cover like DH)
b) non-digest format (like MM) c) I don't really care

It turns out that the printing process I am using for this issue is offset printing and the break-even point for the printing vs xerographic copying is at a sub level of 50. By 100 it becomes considerably cheaper. For this issue, I don't mind doing 50 because I want to send some samples out, and in addition this will leave me with some extras to send to people writing for a sample. However, if I were to try to keep this up in future issues, I would have to expand the subscription list to 50 or more, naturally adding more games to go with them. The next issue, I suspect, will be xerographic, so you will get a comparison of the quality. I suspect that the maps especially will not come out as well. Note that if I do leave offsetting, there are various qualities of xerography, and for 2 extra cents per two sided page (4 DH pages) I can get high quality print that is almost as good as offsetting.

- 9) I think that quality of print in a zine is:
a) very important b) important c) not important
- 10) I think that quality of print in DH is:
a) very important b) important c) not important
- 11) I would like to see DH try to:
a) stay offset b) use high quality xerography
c) use low quality xerography

(Note that 9) and 10) might have different answers since DH tries to do some things that other zines do not, like the maps.)

I eventually plan to do this expansion and fill out DH to 3 orphan games, 4 regulars, and 1 variant, but there is a matter of timing here. Whenever I decide to expand, I will run a massive distribution issue (blowing my own bucks) and send samples to all the GM's listed in the 'zine directory' and maybe to the entire mailing lists of a few zines (I don't do things in a small way). I suspect that this would get the distribution up to over 50. The question is, when.

- 12) I would like to see DH expand to:
a) over 50 b) 50 c) not at all
- 13) I would like to see DH expand:
a) quickly b) moderately c) not at all

If DH did expand and the page-count went up as well so that it would not be mailable with one stamp (keep in mind that with the text-editor I am using, 1 small page of DH

is about equivalent to 1 large page of MM), consider the following (note that I do not approve of them all, but I want to see what you think):

- 14) I think that the idea of the zine price going up due to a much larger zine is:
a) all right b) all right if it isn't by much c) not all right
- 15) I think that the idea of sending zines by lower class postage to save money is:
a) all right b) not all right
- 16) I think that the idea of splitting the zine up into a bi-monthly zine is:
a) all right b) not all right

(Note that the latter would also speed up games somewhat since separate retreats or builds could be done on a 1/2 month rather than 1 month deadline.)

The size of the characters I use in the zine helps determine how many words I can get on a page. I could either raise or lower that size, but to lower it I would have to stick with a high-quality print. Also note that to some extent I 'waste' space by using large letters to mark off sections and games and spacing in some places, but I think that this adds to readability and clarity.

- 17) I would like to see the print size get:
a) bigger, it is unreadable now b) smaller c) it is good now
- 18) I would like to see the large print banners and spacing:
a) stay b) get smaller

Finally, I would like some general comments about the first issue.

- 19) I thought DfI #1 was:
a) good b) bad c) moderate d) too 'glossy' e) classy
- 20) Please write here any general comments about the zine or any comments you have on things I didn't bring up with these questions.

Thank you much for answering these questions.

Parting Shots

Here is my chance to wrap it all up. I think that at this point you have as good an idea of where I want to take this zine as I do. I have enjoyed doing this, and I naturally hope that you all enjoy the zine.

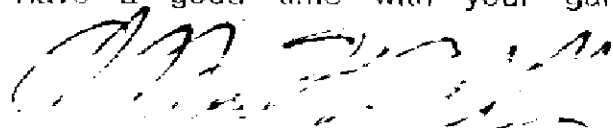
A comment about trying to reach me by phone. I don't encourage use of the phone, but it is accepted. My number is (617) 494-9147, and I am hard to reach sometimes. If you try to call me and reach one of my roommates, please do the following:

- Make sure they have a pen and paper for a note.
- Tell them your name, country and game.
- Tell them the unique information that you gave me to identify you.
- Give them the message.
- Have them read it back to you.

This is for your protection!

A final comment about sub rates. The price listed (\$50/issue) is the current price. When you pay for a subscription, I will regard that as sending me a lump-sum out of which I will take the price of each issue, thus if the price does go up, your sub will run out sooner. At any time, if you decide that any price increase is too high or you just don't like the zine, then I will refund in full the unused amount of your sub.

Well, let me know what you think, and have a good time with your games.





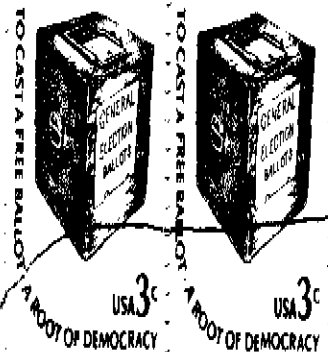
MAY 30
1981

Allen K. Wells
550 Memorial Drive, # 2E3
Cambridge, MA 02139



Christmas USA 15c - Christmas USA 15c

- This is a sample - COURTESY COPY
- I solicit a trade
- I solicit a plug
- Time to renew
- See page 14, INNER COVER
- Please stand by in game _____



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