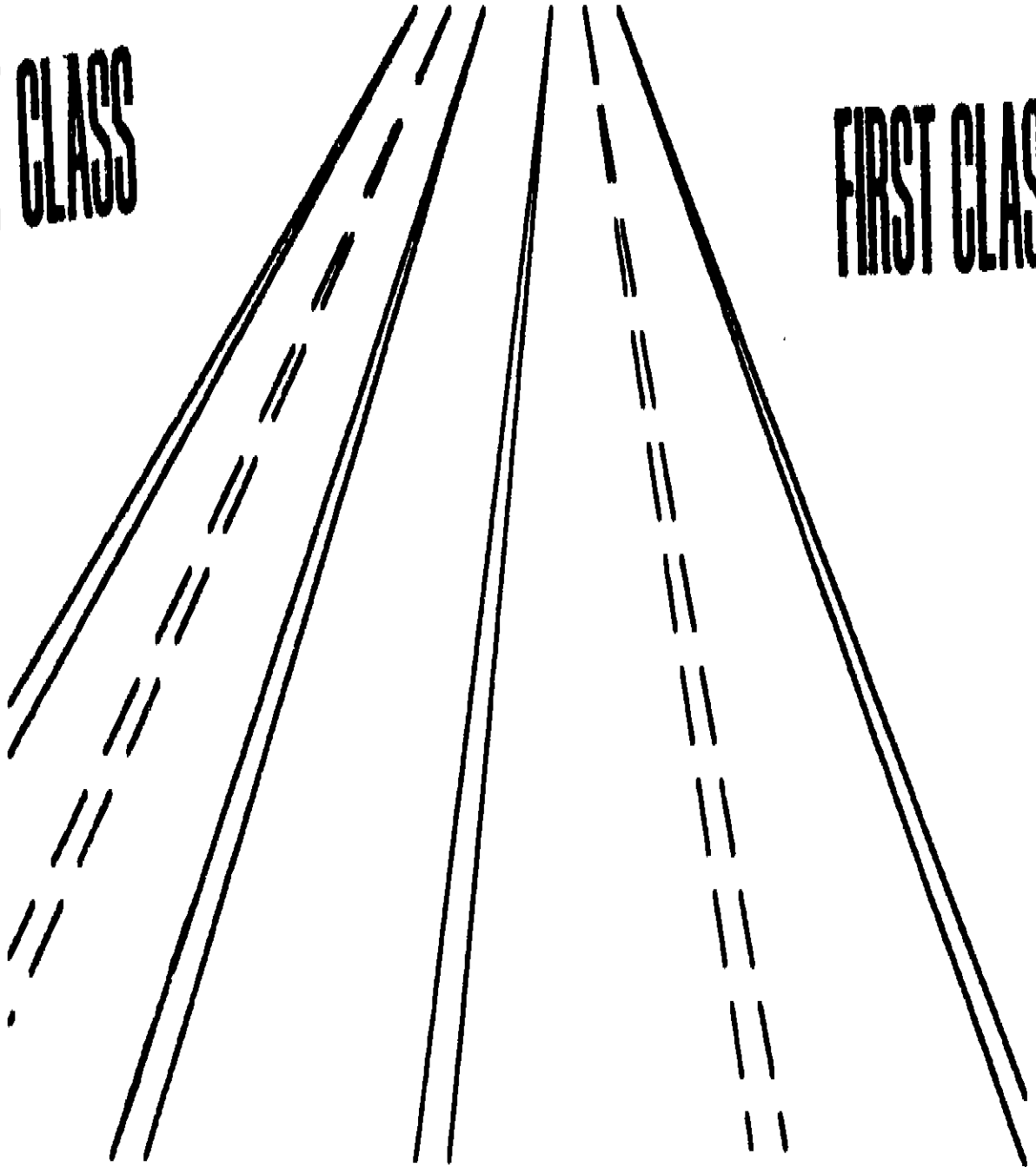


DOT HAPPY

FIRST CLASS

FIRST CLASS



DOT HAPPY - ISSUE #4 - 22MAY81

Dot Happy is a gamezine dedicated to the play of postal Diplomacy. Diplomacy is a war game invented by Allan Calhamer 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 \$.50 per issue. Game fees are \$5.00 with a \$5.00 refundable NMR deposit. There is presently one game opening in Regular Diplomacy and one game opening in Flexible Build Diplomacy. House rules are available on request, just send a SASE. 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. Advance warning will be given of any rate increase. You may cancel your subscription at any time for any reason and the balance of your sub will be refunded.

Hello!

This issue of Dot Happy will be a little more frazzled than I would like, because of my THESIS (sigh!). It is almost done, but I have been spending inordinate amounts of time writing it up recently. Luckily, my advisor is at a conference this week, so I have a little breather. However, I am not able to spend as much time on this as I would like. This is only temporary, though. By next issue I will be finished, and I can take things more leisurely.

This Issue:

This is the first issue to DH which has a letters column. Please tell me how you like it. In addition, I have a few articles and two nomination for the Hobby Queen, although I am not sure how seriously to take the second one. The format of this issue is:

- Articles
- Letters
- Games

I am leaving some things out of this issue which I would have liked to include, especially a number of plugs, but as I explained above, my time this month is limited rather severely, I will make this up next time.

ARTICLES

We only have three articles this issue (some of them not really articles), but I have been promised more, and as soon as I finish my thesis I will have a little more time to write again. For this month, we have:

- Priscilla Galore for Hobby Queen: A description of the officially endorsed Dot Happy candidate by Jeff Albrecht.

- Wanderer of the Wastelands: About a hobby personality I had the pleasure of meeting this month.

- The first 'Dot Happy Dipper' Award: This is a special, infrequent award that I will make to acknowledge truly outstanding service, dedication, or outright foolishness in the name of the hobby.

If you have any comments about these that you would like to make publicly, or if you have an article you would like to see published, send it in to me. I do extend sub credits for published material.

Priscilla Galore for Hobby Queen

by Jeff Albrecht

PRISCILLA YVONNE GALORE was born in Chamberlain, South Dakota, on September 7, 1957, to George G. and Yvonne J. Galore of Pukwana (pronounced PUCK-wa-na), Brule County, South Dakota. "Prissy", as she was nicknamed, is the second child and first daughter in a family of six children (two boys and four girls). George Galore is a small businessman selling mechanical accessories and parts to businesses and ranches in the Brule County area from his truck. "Von" Galore met and married George Galore in 1953 during her first year of teaching elementary school in Pukwana after graduating from Northern State Teacher's College at Aberdeen, South Dakota. Von had to give up her teaching career after the second baby, Prissy, was born.

Prissy led a normal small town childhood. Her father did quite a bit of travelling to sell his tools and parts and occasionally had to stay over night away from home and family. When her travelling tool salesman father was home, little Prissy enjoyed getting into the back of her father's tool truck to rearrange his tools and parts, as little children will do.

In early 1959, Prissy's first sister, Candace, was born. And, in late 1960, Prissy's second sister, Melinda, was born. As it happened, "Mendy" developed a speech impediment and really had a hard time pronouncing "Prissy" correctly -- Mendy did away with "Prissy" and dubbed her oldest sister "Pussy". It stuck.

Pussy entered high school and began dating. Having a protective mother, Pussy was most always required to double date and be home early. One Friday night early in the South Dakota winter, Pussy's boyfriend had taken the other couple home and took a "wrong" turn down a country road and put his car into a snow bank. Stuck. It took Pussy and her boyfriend a long time to free themselves of that snow bank -- such are the hazards of living on the northern plains during the winter. Pussy's mother was upset about the late hour when she finally did get home. But, this was just the beginning of a long, hard, South Dakota winter. Pussy was voted cheerleader at Pukwana High School. She graduated from PHS in 1975, magna cum laude.

Like her mother, Pussy went to Northern State at Aberdeen. Pussy majored in education, but didn't let college interfere with her education. She frequented the Depot Club and the Wolves' Den (appropriately in more ways than one as NSC's mascot is a wolf and . . .).

After graduating from NSC, Pussy is now engaged in teaching. One year at a time she is teaching and planning to teach in different parts of the country -- a one year teaching contract in Moscow, Idaho; a one teaching contract in New London, New Hampshire; a one year teaching contract in Paris, Texas; etc. And, she continues to bounce around the country, a free spirit.

GALORE, A PERFECT QUEEN.

Now that I have completed the personal sketch of Priscilla Galore, I would like to pass along my thoughts on who should be the hobby Queen -- Ms. Galore, naturally. A namesake for Galore was involved in the Mascot Poll but did not garner any votes. As Queen Ms. Galore would have all the qualities of the hobby itself and, therefore, should be proclaimed Queen. All of us have, at one time or another, taken out Ms. Galore and have waited for just the right moment to make a grab for her special piece of property -- as we have courted a Diplomacy ally only to grab at the ally's center. Ah, such ecstasy, to be successful in fondling the outstanding property of Ms. Galore -- Ah, such ecstasy, to get into that center and build. Ms. Galore is, indeed, very much like the hobby itself.



Then , on the other side of life, all of us have only been able to fantasize about Ms. Galore, have tried to take Ms. Galore on that long awaited date, have been led down the primrose path by Ms. Galore only to be rejected -- As we have coveted our neighbor's center, have written many letters, have been promised everything by an "ally" only to be crucified. Again, Ms. Galore is, indeed, very much like the hobby itself.

Ms. Galore, as we can see, is the very embodiment of the postal diplomacy hobby. Everbody in the hobby wants a center -- everybody wants Pussy. Pussy Galore for hobby Queen!!

Since most of you probably will not consider voting for or nominating a candidate for Queen that you have not seen, I am enclosing a picture of Pussy Galore. Won't you mount a campaign for Galore for Queen? Won't you help make this callipygian Galore our hobby queen?

Your support shall be very much appreciated.

! GALORE for QUEEN !

My Comments:

Here is the picture, and I think you can all see what her qualifications are indeed! I was thinking of sponsoring Jane Proskin for Queen, but she has not yet responded to the letters I have sent her, and someone that does not answer letters should NOT represent our hobby. Do you hear that Jane? In fact, I have been sending her samples of DH in return for Peek, but she has not only not responded, but she hasn't put out a Peek recently either. This is it, Jane, either write me or put out another Peek or this will be your last DH!!

Wanderer of the Wastelands

by Allen Wells

Some of you may have figured out the person this article refers to already, the publisher of Torpedo, Bernard "Bernie" "Bern" "Bum" Sampson. I had a chance to meet Bern this month when I went to Bell Labs in New Jersey for a plant trip. Since I was interviewing for two days, I had the night between them free. When I found out that Bern was a management type at Bell Labs (in finance, what else?) I called him and we arranged to meet.

The first thing I noted about Bern was his taste in meeting places. His voice was pretty non-descript. (That comment might not make sense to some of you, but Arye is kibitzing over my shoulder and said that you should notice a person's voice first.) His meeting place of choice was the bar in a Howard Johnsons. I knew then that the evening was going to be interesting. (Arye says that he would have just gone to sleep right away, but he doesn't understand the true significance of being asked to meet someone in a bar under a roof with gables.)

In any event, it was a fairly easy place to find, so I met him there and we had a few beers. Now, let me tell you how he described himself ... He elaborately described his appearance from the type of suit and shoes to the French Designer glasses, then he had me meet him in a place so dark that it took about 10 minutes for my eyes to adjust so I could see him!

In any event, after that we went to his place (via a liquor store) and I got to meet his wife and kids. Would you ever have guessed that Bern is a regular family type? It's true! I mean, she even cooks meals for him, and tries to get him to do the repair work, and things like that. And he tries to get his kids to eat their vegetables and not make slops on the floor. And he plays Chutes and Ladders with them continuously (something having to do with Kathy Byrne, his wife tells me).

In any event, the kids are a lot nicer than Bern is, and his wife is not only nicer, but she is a lot cuter as well.

And that brings me to another thing. You know how Bern is always talking about his Clark Gable mustache? Well, it's more like a Wally Cox mustache.

In any event, after reading some of his Diplomacy mail and snickering a lot he had his wife serve us a wonderful dinner (except for the asparagus, I can see how the kids didn't like that) and Bern got us out of the house as quickly as he could. Our first destination: the closest stag bar in the vicinity. Remember, Bern, you said your wife wouldn't be reading this issue, right?

New Jersey stag bars are kind of interesting. In the first place, they seem to have more blue laws than Massachusetts, I mean, they couldn't even get topless (although they came damn close). The second is the set up. There is a square stage with the bar around it. Around the edge of the room are lots of video-games. I mean, video games? In a strip joint??

Well, Bern showed me that he had a thorough knowledge of all the local 'hot spots' as he proceeded to show me 4 of these places and try his damnest to get me busted for DWI. When I finally got in, it was about 4AM, and I had a lot of fun interviewing and driving back to Boston the next day.

So, there you have it! The real story on Bernard Sampson, publisher of Torpedo. He has promised to write me an article on his night with Jane Proskin for next issue.

The Dot Happy Dipper Award

A Special Feature

The 'Dot Happy Dipper Award' is a special presentation that I will only make rarely. It is meant to be a recognition of some 'special' contribution to the Postal Diplomacy hobby. I have not decided what the actual award will be yet, but I will find something appropriate.

The first 'Dot Happy Dipper Award' goes to:

John ("Jack") H. Masters

I have always been convinced that Jack is something of a fanatic when it comes to putting out his zine Black Frog with its sister zines East of Eden and Roma, but his great enthusiasm was clearly demonstrated recently. I am an player in the 'VIP' game in East of Eden. This has been a rather lively game, and since I am inclined to write large volumes of press anyway, it was really getting somewhat out of hand. In addition, the other players were all writing in the press by the ton, some wrote more press than correspondence.

In the midst of this, Jack broke one of his fingers (on the right hand, I believe) and had his hand in a finger splint. He was reduced to typing with one finger. Despite this severe handicap, he did not delete a single line of press when he sent out the issue of East of Eden with our game adjudication!

Jack, that is a rather monumental effort, and I commend you for it! While your dedication may border on lunacy, we appreciate it.

LETTERS

I have received a number of letters this time, and I have discovered Gary's secret. To get letters, publish articles. People will be sure to violently disagree with something you write. Also, I have found that people do not tend to write 'you can publish this' in letters, even if they do want you to, so I am changing that policy and I will feel free to publish anything that you don't tell me not to publish. So, here are the letters:

From Mark Berch:

Dear Allen,

Ah, yes, "Flexible Build Diplomacy". I know it well. That one (except for your very minor third rule) gets re-invented every few years.

Its problem, which you don't seem to have anticipated, is that it greatly unbalances the board. Russia, already strongest, is enormously helped. Turkey is moderately helped, E and A are significantly harmed.

R gains in two ways. By avoiding F StP(SC), Nwy is guaranteed and he has a reasonable shot at both Nwy and Swe if things go well. Contrast this with regular, where he must strike a deal with G to get one, and getting 2 is nearly impossible. Further, R building in Nwy in W02 allows him to press E very rapid - while E has no forward position versus Russia.

In the south, Russia's position is helped even more. Calhamer deliberately gave T a "backward" fleet (in Ank) so that moving it west would be more time consuming, and therefore an attack on Russia more reasonable. Thus, there is a balance between the 2 strategies. But if T is not "stuck" with F Ank, the options shift away from attacking R, for several reasons. 1) T can no longer count on G denying R a northern build. This is often the controlling variable in deciding whether T will attack R. 2) Attacking A is now much more profitable. Previously, taking Gre required Austrian cooperation. But now, A Con-Bul, F Smy-Aeg means he can place 2 units on Greece. And there's more. If Russia opens A Sev-Rum, F01 can see F Aeg-Gre (to deny Gre to Aus) A Rum S T A Bul-Ser (or vice versa) + A/F Con-Bul. Attacking A is so profitable. 3) T no longer has the element of surprise. Once R sees Build F Ank, he knows he's going to be attacked.

Aus position is so weak as to be nearly unplayable. It used to be that if he opened to Alb, Ser, and no one touched his home centers, he could figure on +2 in W01. No more. R/T have the option of either supported attacks on Ser or Gre (if T does A Bus S F Aeg (or the convoy) - Gre, then Russia does A Rum-Ser to cut the support for A Ser S F/A Alb-Gre, and T takes Gre!) Also, even if Italy builds 2 fleets, one is still free to interfere as the other can take Tunis.

As for E, in a regular game, even if jumped by F, G, + R, he can still hang on for a build. Now his chances in Nwy are so poor it isn't even worth the bother. He has to go for Bel, Hol, or Den. Those are easily denied him. If France opens F Bre-Eng and Russia doesn't build F StPSC, Eng is finished. Who will ally with a doomed power?

RT can move on A so fast that by F02 he will be either 0 or 1. England will take longer, and Russia will be strong in the area too. Italy then gets mashec, and the only question is whether FG can create a line before RT overruns them all. The variant is too unbalanced to play.

Your "Preference List" article overlooks one odd fact: Austria generally runs second in wins!

If you want a milder variant, permit "guerilla builds" - you can build in anyone's open home center (or open center for that matter). If 2 order to same center, neither succeeds.

Mark

Well, where to start. First, your claim that Russia will be guaranteed Nor and that England has no chance at it is not true. England can get two fleets attacking Nor in F01, this means that Russia is required to move A Mos-StP in S01 if he wants Nor, and most Russias cannot do that. In addition, with Germany now able to move 2 fleets toward Swe (if he wishes), Russia has little chance at getting Swe or being able to retreat to Swe when England pushes him out of Nor.

In addition, note that a Russia that moves two units north is a VERY tempting target for Turkey. Also note that Turkey does not have to semaphore his intentions to

Russia before any move north. What Russia could complain of a build of F Con. Furthermore, if Turkey builds F Ank AND F Smy, he can tell Russia that the F Ank is to move through Con to the AegS and the F Smy will lend credence to this.

You claim that a RT alliance that plans to blitz Austria from the start can do quite a number on Austria, that is quite true, but so can an AT alliance bent on Russia (imagine F Ank-BlaS S By F Con, A Smy-Arm, A Vie-Gal, A Bud-Rum, A Tri-Ser. Austria now has three pieces on Rum and Turkey has two on Sev. Furthermore, Russia and Austria could make an excellent team in 02-03 against Turkey, especially if Austria is building fleets in the southern Balkans.

There is a definite lesson to be learned here, though. Pre W00 Diplomacy is critical since alliances can be much more effective if you plan your builds for them.

You are indeed right that Turkey is more powerful, but Turkey generally does very poorly in modern play. Perhaps this is not all bad.

One definite result of this variant is to make Turkey and Italy immediate enemies instead of eventual enemies. Their superior naval forces can strike each other much sooner. As to the fate of Italy in this, see the next letter by:

Fred Davis (custodian of the North American Variant Bank - East):

Dear Allen:

Re: Flexible Build Dip/Preference Lists: On the Regular board, instead of giving Italy an extra SC in Sicily, simply change the starting Italian unit Rome from an A to a F. This has a marvelous effect on increasing Italy's strength. This has been dubbed the "Brazilian Variant" since it's used in the pirated version of Dippy called "1914" and sold in Brazil (in Portugese). In the real Brazilian Variant, N. Africa is also a SC, which further converts Italy from a weak sister to a good country.

We used Flexible builds in the original version of Abstraction. It's also been used in some other variants, at least for initial builds. (Abstraction I permits the units to be located in any spaces within the Homeland before the first move). I like your version, and hope you're successful in getting a section started.

I do not like your omission of Boardman Nos., simply because it violates hobby tradition, but I'll say no more provided you give the Boardman Nos. with your game wrap-ups, so the BNC can make the proper statistical entries.

Regards, Fred Davis

Thanks for the history on this, perspective is always useful.

As to the Boardman Numbers, as you may have noticed, I have re-included them in this issue. After talks with Lee Kendter, I found out that Lee will actually search through zines to find games without numbers and try to assign a number to that game. I fully appreciate this service to the hobby, so I will keep the numbers around.

I do still hope the players will use the names in correspondence to me. I am terrible about numbers.

For another idea about preference lists, Donald Sigwalt:

Dear Allen,

But really a preference list depends on the player writing it -- people have different tastes. Player's like to try new things -- right now, on my own preference list, Germany and Turkey would be my last choices because in 5 of my 6 games I was on of these two countries. I'd like to try Russia or England so they'd be high on my list. Of course after I play them, France and Italy would probably be my first choices. Personally I don't believe in using a country's track record to determine its place in a preference list. I believe a player's diplomatic abilities can overcome any inherent tactical or strategic differences between the Great Powers.

Good Luck, Don

For a more offbeat note, from J. Lanning Myers:

Dear Publisher,

The following is my nomination for Hobby Queen, which you may print if you feel it appropriate:

The time has come to nominate a hobby queen. Therefore I am nominating the most appropriate choice, the Queen Banana.

The Bananas, though supposedly originating in Asia, have long since spread throughout the tropical world. They were discovered by explorers, both great and forgotten. Many explorers disappeared in the jungle due to capture by the Bananas.

The Queen Banana is the top Banana. She rules a society with no scruples which is based on sexual torture, domination, and humiliation. There are many explorers who have had their lives stretched out far past their natural span as punishment for their attempt to use the Queen Banana as toilet paper. Some of them have been slaves for 150 years.

In the Sixties, the rock star Donovan came under the malevolent influence of the Bananas. He wrote his hit, "Mellow Yellow", causing many of America's youth to smoke banana peels and lose their minds.

As the Queen Banana rules a society with absolutely no moral principles, she is the appropriate choice for Hobby Queen.

I will be quite happy to answer any further questions on this nominee or on the Bananas in general.

I would also appreciate it if you would print the following:

I am a collector and dealer in baseball cards, football and other sport and non-sport cards, and all types of sports memorabilia. This includes programs, yearbooks, autographs, pennants, equipment used by major leaguers, pocket schedules, statues, and just about anything else you can think of. I buy and sell these things, and would like to buy yours. I will also sell on consignment and take a percentage.

J. Lanning Myers
6609 Horseshoe Rd.
Clinton, MD 20735

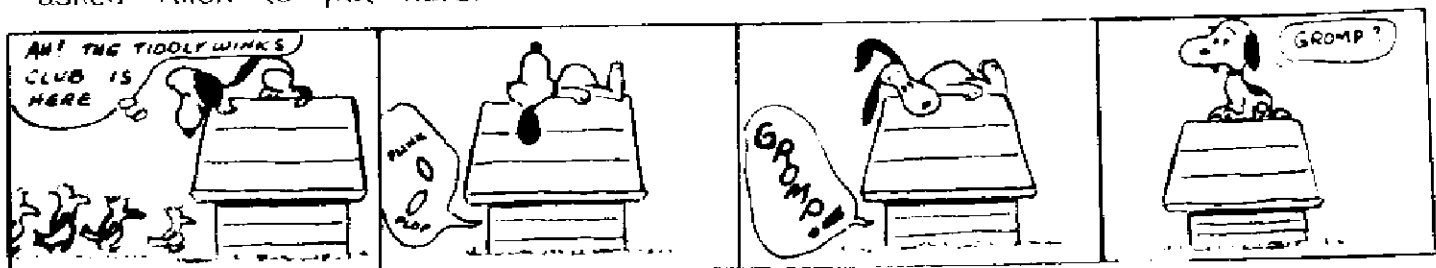
So, the 'Bananas', eh? I guess the commercial 'I'm a Chiquita Banana and I've come to say, I am a tall banana' with the devilishly cute woman in the banana peel suit had a more sinister significance than I had expected . . . and now, it is time for you to hear from:

Arye Gittelman:

Hmmmm... I was going to write a brilliant parody of the standard Diplomacy zine letter filled with subtle allusions to previous letters, canny double entendres (and some triptes for you real fans of the pun), but Allen has put me in a very bad mood. First by misspelling my name (*but I fixed it*) (only on pain of death) (*if you will start spelling Allen right, I will spell Gittelman right*) (that's correctly, not right), and then by butting in whenever I try to say something relevant. (*if you would have more respect, I would take it easier on you*) (there is nothing about you worth respecting, except possibly a penchant for being obnoxious) (*try again Arye, they know better*) (just because you get lucky in one lousy West Coast tournament...) So, I'll simply say what I have to say and get out of Allen's presence as quickly as possible.

First of all, you people could make my job a lot easier by proofreading your own letters before you send them in. I haven't seen so many errors in spelling and punctuation since I helped teach a third grade class. Actually, all your supposed errors might well be Allen's typos (he denies this) (*it's true, I do make typos, but I less up to them*) as I never read the original letters and articles (*partially because he can't read some of them*) (it's true, some of you also have sloppy handwriting), only Allen's already edited version.

Next, I would like to thank Jim Williams for his Tiddlywinks cartoon which I have asked Allen to put here:



Dot Happy Leeder Poll Voting Form:

It is time for the Leeder poll for this year, and as a public service, I am providing this handy form. All you need to do is to remove it from this zine, fill it in, and fold, staple, stamp and mail it. Sound tough? It is! But we have faith in you!!

Seriously, the Leeder Poll is probably the most important hobby wide event of the year and the information provided is of use to subscribers, novices, and publishers. While some people claim it nothing more than a popularity poll, most publishers view it as useful feedback.

All you have to do is to list the zines you subscribe to on the left page and the GM's you play under on the right page. To qualify to vote for a zine you must have received enough issues of that zine in the period since April 1980 so that you feel capable of evaluating the quality of that zine. To vote for a GM you must have played under GM at some point in the period since April 1980 and feel that you have played under him enough to be able to evaluate his performance as a GM.

Rate each GM and zine on a scale of 0-10 where 0 is the worst possible and 10 is best.

Please, for John Leeder's convenience, try to put the zines and GMs you vote for in alphabetical order. For his records, you must list what your activity in the hobby is and write your signature.

**POSTMAN:
ADDRESS ON REVERSE!!**

Return Address:

Please glue
an 18 cent
stamp here.
Do not use
"B" stamps.

John Leeder
121-19th Ave. NE
Calgary, Alberta
CANADA T2E 1N9

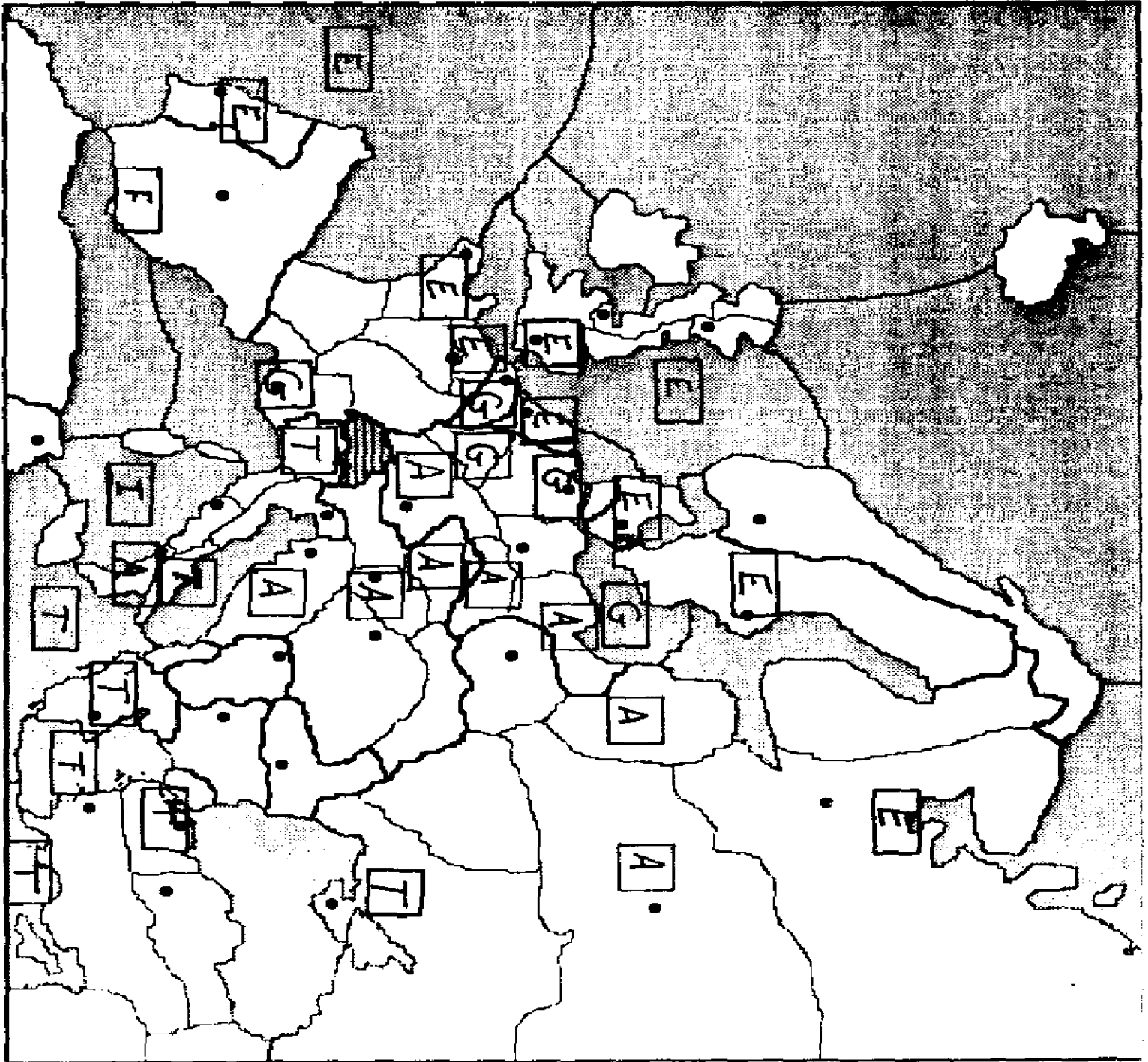
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Annie: 1980CU

Autumn/Winter 1904

Spring 05 Due on Thursday 18 June.



Europe is quiet as forces are built. Trench lines begin to form. All is ready as Europe prepares for a prolonged struggle.

I have spoken to the NATWA (North American Tiddlywinks Association) historian and he has agreed that the original should go to its rightful place amongst 'winks memorabilia, for some reason he was looking at the waste basket while he said this. I have also spoken to Larry Kahn, Secretary General of NATWA, and he has agreed that the name of Jim Williams should be emblazoned on a solid gold plaque to be hung on a wall of the Closet of Fame in the house of Bill Renke, and forgotten along with all other things therein. Unfortunately, ticket sales were a little off at NATWA tournaments this year and we really cannot afford the solid gold, I hope Jim will settle for papier-mache.

Allen is considering leaving the Boston area at the end of the summer (*true*), in fact he has estimated his chance of leaving at about 80%. If this does in fact occur, you will probably notice a drastic fall in the quality of the zine. I'm telling you this so you'll know why. Don't blame him. (*Yeah, it's not my fault Arye wants to stay around a place like this*) (It's improving, there were only 14 muggings in my neighborhood last week, and none of them involved me) He has a few talents, but doing the work of two people, particularly when one of them is someone like myself, is tough.

Arye Gittleman

PS: To Jeff Albrecht: What the hell does callipygian mean? (*Nice job Jeff, you got him!!*)

THE GAMES

Annie: 1980CU

Autumn/Winter 1904

Germany (Stark):	F Den [r-BalS*], A Mun [r-Rur*];	
Austria (McKnight):	Home, Mos, Rom, Ser, War, +Nap, +Mun, -Sev	(9) Builds: A Vie;
England (Swartz):	Home, Bre, Hol, Por, Nor, StP, +Den, +Swe, -Bel	(10) Builds: A Lon;
France (CD):	Spa, -Mar	(1) No Change;
Germany (Stark):	Ber, Kie, Par, +Bel, +Mar, -Den, -Mun	(5) Builds: F Kie;
Italy (Goodrich):	Tun, -Nap	(1) Disbands F Tun;
Russia (CD):	-Swe	(0) Out;
Turkey (JADunn):	Home, Bul, Gre, Run, Ven, +Sev	(8) Builds: F Con;
Austria (McKnight):	A Mos*, A Pru*, A Sil*, A Liv*, A Tri*, A Mun*, F Nap*, A Boh*, A Vie*;	
England (Swartz):	F StPNC*, A Swe*, F Den*, A Pic*, F Bre*, F Por*, F NSea*, F Matl*, A Hol*, A Lon*;	
France (CD):	F SpaSC*;	
Germany (Stark):	F BalS*, A Rur*, A Mar*, A Bel*, F Kie*;	
Italy (Goodrich):	F TyrS*;	
Turkey (JADunn):	A Sev*, F Gre*, F IonS*, A Apu*, A Pie*, F AegS*, F EMed*, F Con*;	

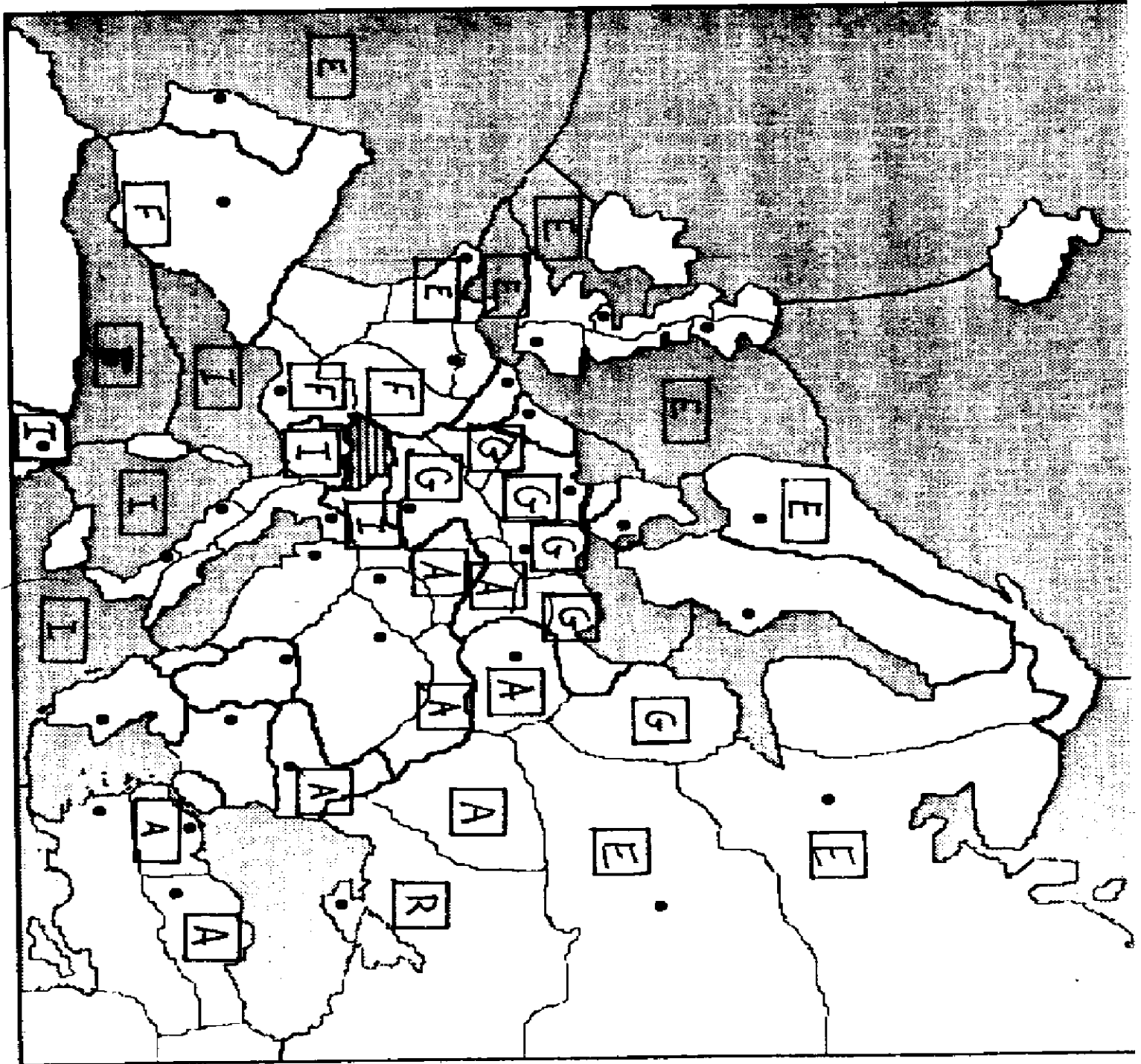
Deadline for Spring 05 is Thursday 18 June.

Vienna-Tibet: The Ides of March are past and my local charm maker has been working overtime on my retainer but I am always glad to get more good views. What model armored limosine should I invest in according to your crystal ball?

Trieste-Malta: What? Well just remember the Admiralty board sitting on this incident does not have access to the Star Chamber and the captain need not extent his thumbs for purposes of the investigation regardless of what Lloyd's wants before honoring their contract of insurance on the vessel and contents.

Sandy: 1980CT

Autumn/Winter 1904
Spring 05 Due on Thursday 18 June.



Germany abandons ghost fleets and disbands substantial one as he prepares his ground defense. Austria denies build. Is the Dual Monarch at home?

Sandy: 1980CT

Autumn/Winter 1904

DRAW DEFEATED: A-E-F-G-I
 STAND BY AUSTRIA: Mary Beck

Germany (Kelly): F Nor [r-OTB*];
 Austria (Ragsdale): Bud, Vie, Bul, Con, Gre, Rum, Ser, War, + Ank
 England (GCunningham): Home, Bel, Bre, Mos, Nor, StP (9) NBR!!! One short;
 France (JADunn): Mar, Par, Por, Spa (8) No Change;
 Germany (Kelly): Home, Swe, Hol, Den (4) No Change;
 Italy (Giddings): Home, Smy, Tun, Tri (6) Builds: F Kie;
 Russia (Lesch): Sev (6) No Change;
 Turkey (Brown): -Ank (1) No Change;
 (0) Out;

Austria (Ragsdale): A Ank*, F Con*, A Rum*, A War*, A Ukr*, A Sil*,
 A Boh*, A Gal*;
 England (GCunningham): F NSea*, A StP*, F Nor*, F MATI*, F Bre*, F EnCh*,
 A Mos*, F IriS*;
 France (JADunn): A Bur*, A Mar*, F SpaSC*, WMed*;
 Germany (Kelly): A Mun*, F Pru*, A Liv*, A Rur*, A Ber*, F Kie*;
 Italy (Giddings): A Tun*, F TyrS*, F GLyo*, A Tyr*, F IonS*, A Pie*;
 Russia (Lesch): A Sev*;

Deadline for Spring 05 is Thursday 18 June.

I sent cards to the players asking for the Spring orders along with the Winter, since the Winter was very simple. Unfortunately, I did not receive Spring orders from a few players, so I have kept the seasons separated.

London Times: A young female, age 12-14 years of age was pulled out of the Austrian (?) sub. She was immediately taken to the HMS Naval Hospital in Southeastern London. Though very emaciated and in a coma, doctors predicted she would pull through.

Buckingham Palace: The crew of the mystery sub is being kept on guard at an undisclosed location. The four men are similar in looks: short, dark-haired and rather swarthy-looking. They are all fluent in Slovoman, a language commonly spoken around Trieste. More on this later.

Daddy Warbucks: 1980AS

Fall 1905

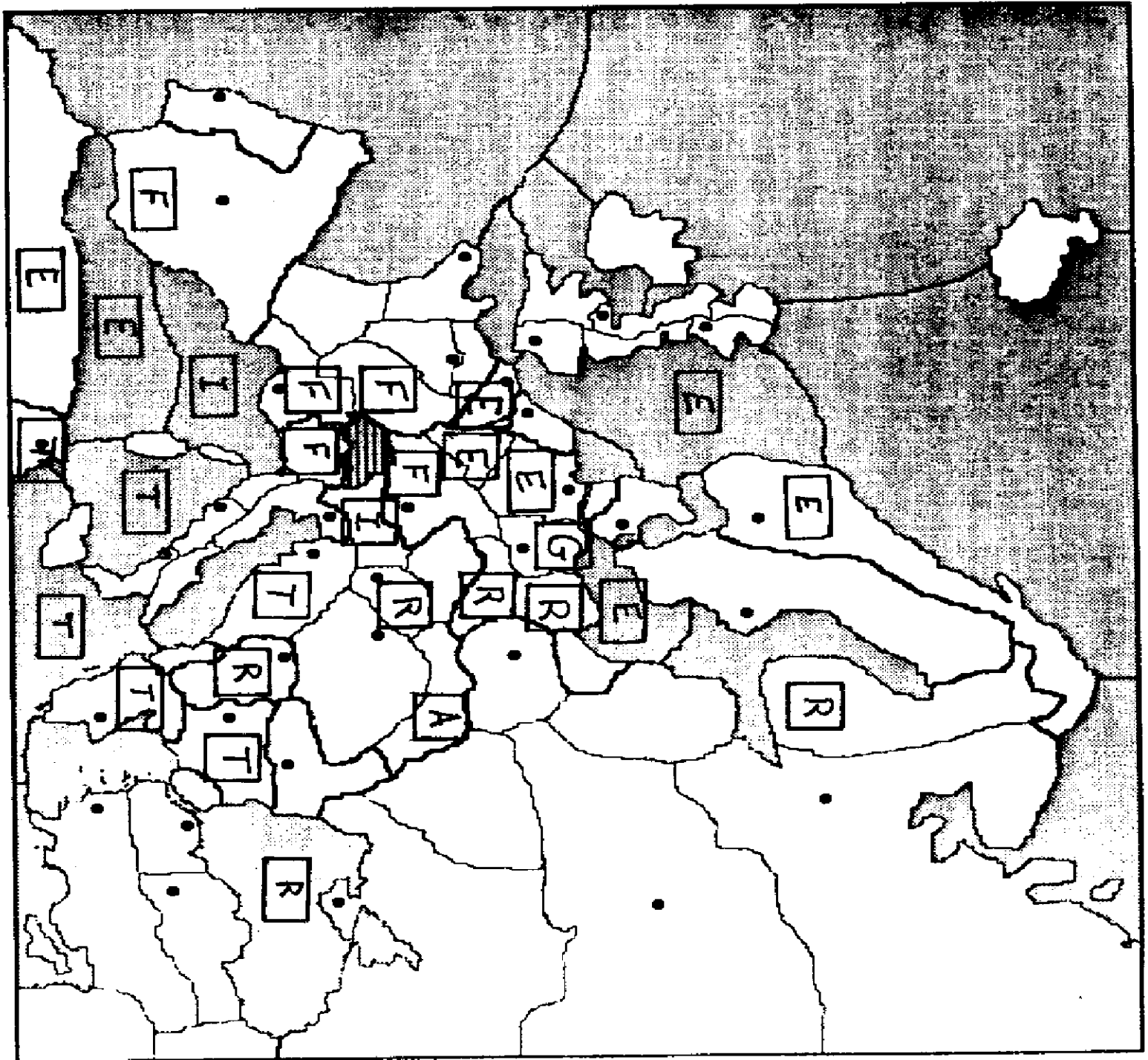
Austria (CD): A Gal*;
 England (Miller): F Nor* H, F NSea* S A Bel, F Kie*-Ber, F BalS* S F Kie-Ber,
 A Rur* S Fre A Bur-Mun, F MATI-NAI*, F WMed*-Tun,
 A Bel* H;
 France (Grabar): F SpaSC*-GLyo, A Pic-Bur*, A Mar*-Pie, A Bur-Mun*,
 A Pie*-Ven;
 Germany (CD): A Ber*, A Mun [d*];
 Italy (CD): F GLyo*, A Tyr*;
 Russia (Albrecht): A War-Pru*, A Sil* S Ger A Ber, F BlaS* H, A Bud-Vie*,
 A StP-Fin*, A Rum-Ser*;
 Turkey (JADunn): A Con-Bul*, A Tri*-Ven, F IonS Tun*, F TyrS* S F IonS-Tun,
 F AegS-Gre*, F EMed-IonS*;

Austria (CD): -Vie, -Tri (0) Out;
 England (Miller): home, Nor, Swe, Kie, Den, Hol, +Bel (9) Builds: 1;
 France (Grabar): home, Por, Spa, +Mun (6) Builds: 1;
 Germany (CD): Ber, -Mun, -Bel (1) No Change;
 Italy (CD): home, -Tun (3) One Short;

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Winter 05 Due on Thursday 18 June.



Minor powers fade, except for Italy who stubbornly holds onto his homeland. Cofrontations between major powers begin. All remaining players get a build.

•Russia (Albrecht): home, Rum, Bud, +Ser, +Vie (8) Builds: 2;
 Turkey (JADunn): Home, Bul, Gre, -Ser, +Tri, +Tun (7) Builds: 1;

Deadline for Winter 05 is Thursday 18 June.

Russia-France: I like your proposal, but you don't appear to be in any position to carry your part of the bargain. More French fleets are necessary to make it work. Let us see what Winter brings before I make a final decision. Good luck.

Russia-England: And, a similar proposal from you. You are in a much better position to carry your part of the bargain. As I said in my letter, we will wait to see what builds are made and where they are made.

Junipero Serra: 1981AT

Spring 1901

Austria (Eaton): A Bud-Ser*, F Tri*-Ven, A Vie* S Ger A Mun-Tyr[nsa];
 England (Hammer): F Lon-NSea*, A Lpl Edi*, F Edi-NorS*;
 France (Blant): F Bre-MAtI*, A Mar-Spa*, A Par*-Bur;
 Germany (Kozlowski): A Mun*-Bur, A Ber-Kie*, F Kie-Hol*;
 Italy (Sampson): A Ven-Tyr*, A Rom*-Ven, F Nap-IonS*;
 Russia (ACunningham): F Sev*-BlaS, A War-Gal*, A Mos-Ukr*, F StPSC-GBot*;
 Turkey (Noble): A Con-Bul*, A Smy-Con*, F Ank*-BlaS;

Deadline for Fall 01 is Thursday 18 June.

Paris: BLANTAPOLIAN, an obscure general in the Grand Army has effected a coup d'etat. "The French republic shall be restored to the grandeur she once knew" was his rallying cry.

Blantapolian-Players: Congratulations. First game I have ever been in where everyone wrote the first year. This should be a good game. Happy gaming and good luck.

France-World: An obscure captain in the Grand French Army has siezed control of the Government. Not much is known about Kerrie Blante but his call to arms has inspired millions of his countrymen. We shall restore La Grand Republique to the Napoleonic splendor she once knew. The hun shall be the first to fail.

England-World: Junipero Serra, eh, well please no jokes about this game being in the fast lane.

Germany-France: You insist on writing anti-German letters (I wrote enough of them already - ask Italy, Turkey, or Russia) and moving to Burgundy, and then expect me to ally with you? Forget it. If you want to support me into Belgium - fine, go ahead. However, I won't be going there.

Germany-England: Belgium is yours - I will support you there in F'01. You'll get Brest and Iberia later while I get Paris and Marseilles. Deaf? I apologize for considering anti-English moves - I'm in another game with Kerry (1980 IU), and he almost used that to forge an alliance with me in this game. However, reviewing the letters I've received from both of you implies that you would make a much better ally. I hope we can work together.

Germany-Austria: You're asking me to attack Russia at the same time that Italy and Russia tell me that you plan on organizing an attack on me? I hope we can make peace - I have my hands full with France.

Rome Daily News: WAR DECLARED ON GERMANY!!! Stating that several unreasonable and overbearing demands have been placed on Italy by the kraut dictator, Kaiser Putz Kozlowski, it was today announced by the First Emperor of the Holy Roman Empire, Emperor Guido Sardouchi Sampson I, that a state of war exists between Italy and Germany. Emperor Sampson stated that the full might of the magnificent Italian War Machine would be directed towards the complete and utter destruction of Germany!

Italy-Germany: Nobody, buta nobody, isa gonna tella me how to playa dis game, Putz.

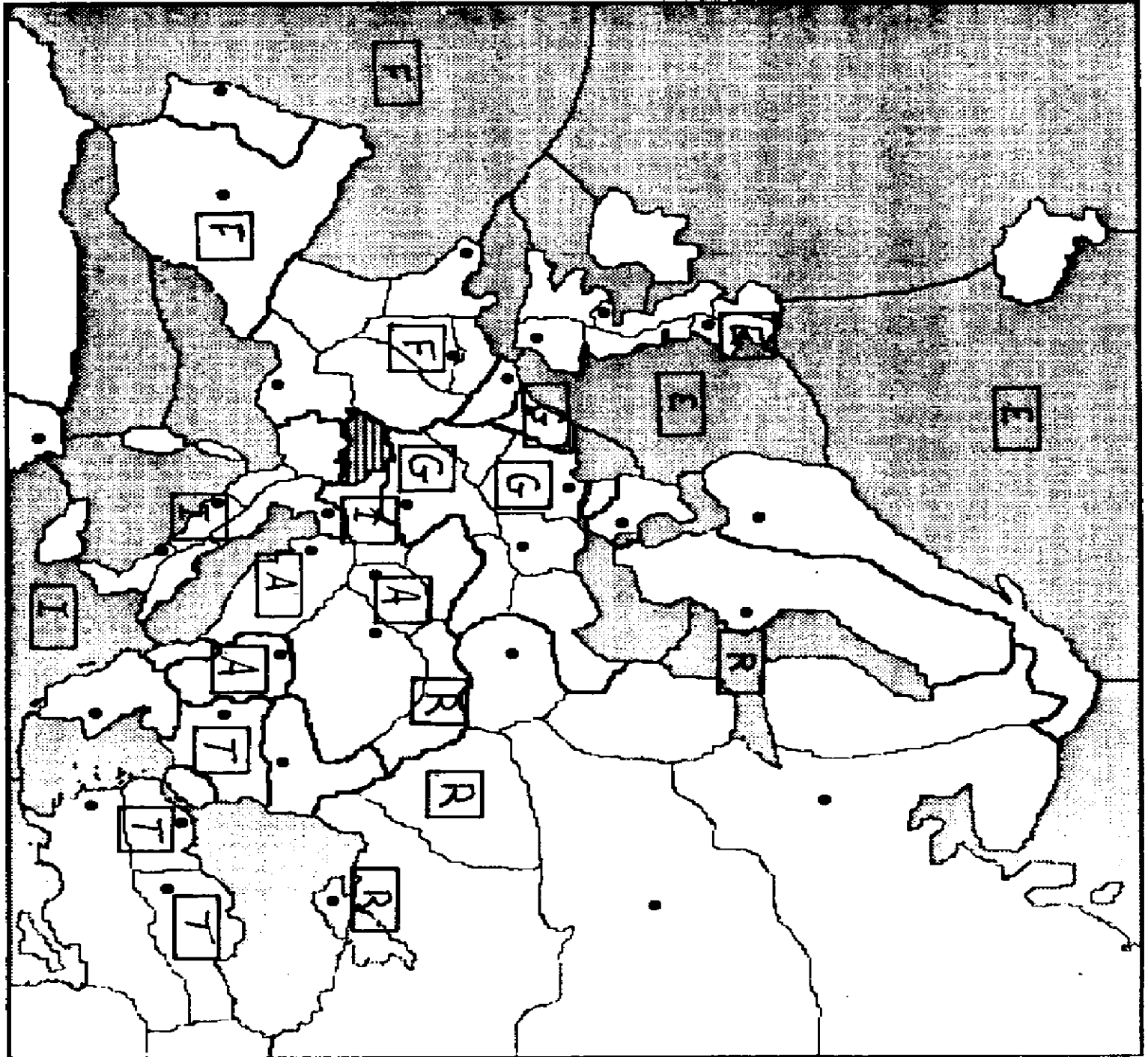
Venice (UPI): Elements of the First Italian Army, the Pasta Pastors, were today mobilized and sent north into the Tyrolian Alps. Amidst the battle cry of "Today Tyrolia, Tomorrow Munich", the Italian Generals stated that they were confident that they would arrive in time for the Fall 1901 Oktoberfest.

Luxembourg-London: Kaiser Kevin whores himself to the Austrian Eaton.

Junipero Serra: 1981AT

Spring 1901

Fall 01 Due on Thursday 18 June.



Europe is embroiled in war. The Black Sea, Burgundy, and Venice have immediate confrontations. Austria seems sorely beset. An apologetic Germany prepares to face the worst.

Eaton says of King Bruce "he uses a strange convoluted diplomacy he frequently f---ks up his alliances and his moves ... he is not to be trusted." This is a grudge he's carrying from another game. So Bruce, why are you sleeping with Kevin; he's waiting for you to turn your back so he can slip in a foot long shiv and shake it till your eyes pop out.

Smyrna Sentinel: TURKEY DECLARES PEACE! The sultan's Minister of the Exterior announced today that His Fullness wishes only to make friends with his neighbors. To further that goal a Turkish "Friendship" army has crossed the Bulgarian border. Further bulletins are expected soon.

Turkey-Everybody: See what happens when you don't make out a preference list!

Sweden-Denmark: Keep your fishing boats off my shores. I'm expecting some tourists from St. Petersburg, and I need to be free to greet them and make them at home.

Plugs and Public Services

I don't have the space to do any zine reviews this month (I WILL next month), but I would like to mention one zine. Donald Sigwalt had a sub-zine named Hoof and Mouth in the zine Claw and Fang. When C&F folded, he was put out on his own. He desperately needs subbers, and I hear that he is a very good GM. Write for a sample:

Donald Sigwalt
125 Hebard Street
Rochester, NY 14605

Jack Masters incorrectly reported that two zines had folded in a recent issue of Black Frog. Tetracuspids is a zine by Richard Kovalcik that has been traditionally plagued by delays. This issue was a little worse than most, but I just got a sample of it last week. When Jack reported that Bernie Oaklyn's Le Front de Liberation du Diplomacy had folded, it seemed that a good portion of the hobby started cheering. I hate to put a damper on the party, but I got the April 28 issue of Le Front just after Jack reported its death.

Game Openings and Standbys

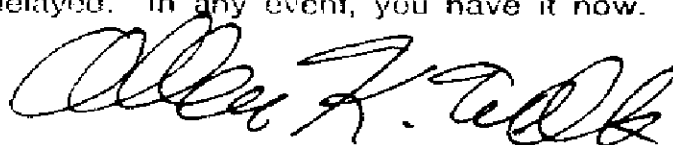
Both of the games I am starting are filling up fairly well. I hope to have one of them started by next issue.

The number of standbys in Dot Happy is now up to 17, though if Mary Beck does get used in Sandy that will be down to 16. The following people have all decided to be standbys:

Jeff Albrecht, Mary Beck, John Caruso, Charles Eaton, Jim Gray, Scott Haiber, Bruce Hammer, William Hugh, Ron Kelly, Kevin Kozlowski, Jack Masters, Keith Mercer, Robert Olsen, Steve Quarterman, Bernard Sampson, Craig Williams, James Williams.

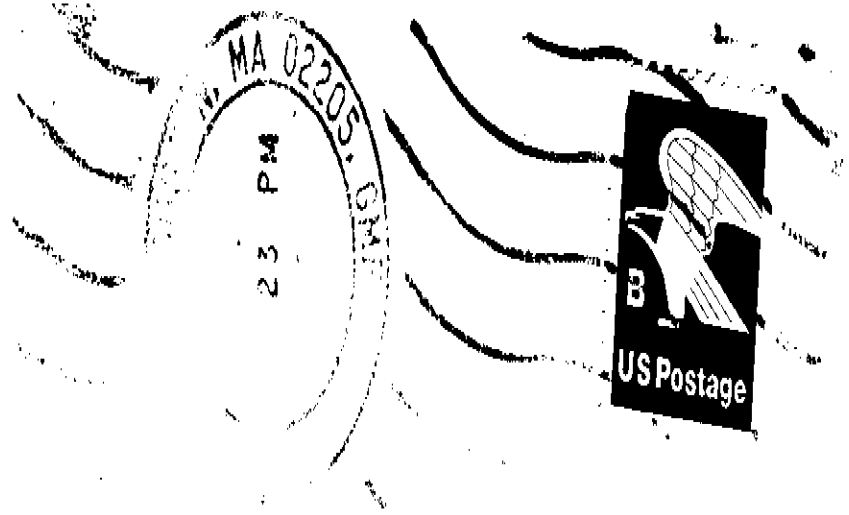
I have decided to reward these people and try to encourage others to add themselves to this list. If anyone gets called in as a standby and submits orders, that person will receive a free issue of Dot Happy. If a person actually gets called for that position, he or she will receive another free issue. Anyone else want to be added?

Well, that's about all for this issue. Right now my printer is dead, so I am not sure whether this will be out in time or somewhat delayed. In any event, you have it now. Until next time.



the Tank-Driver

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- This is a sample
- I solicit a trade
- I solicit a plug
- Time to renew
- See page _____
- Please stand by in game _____

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