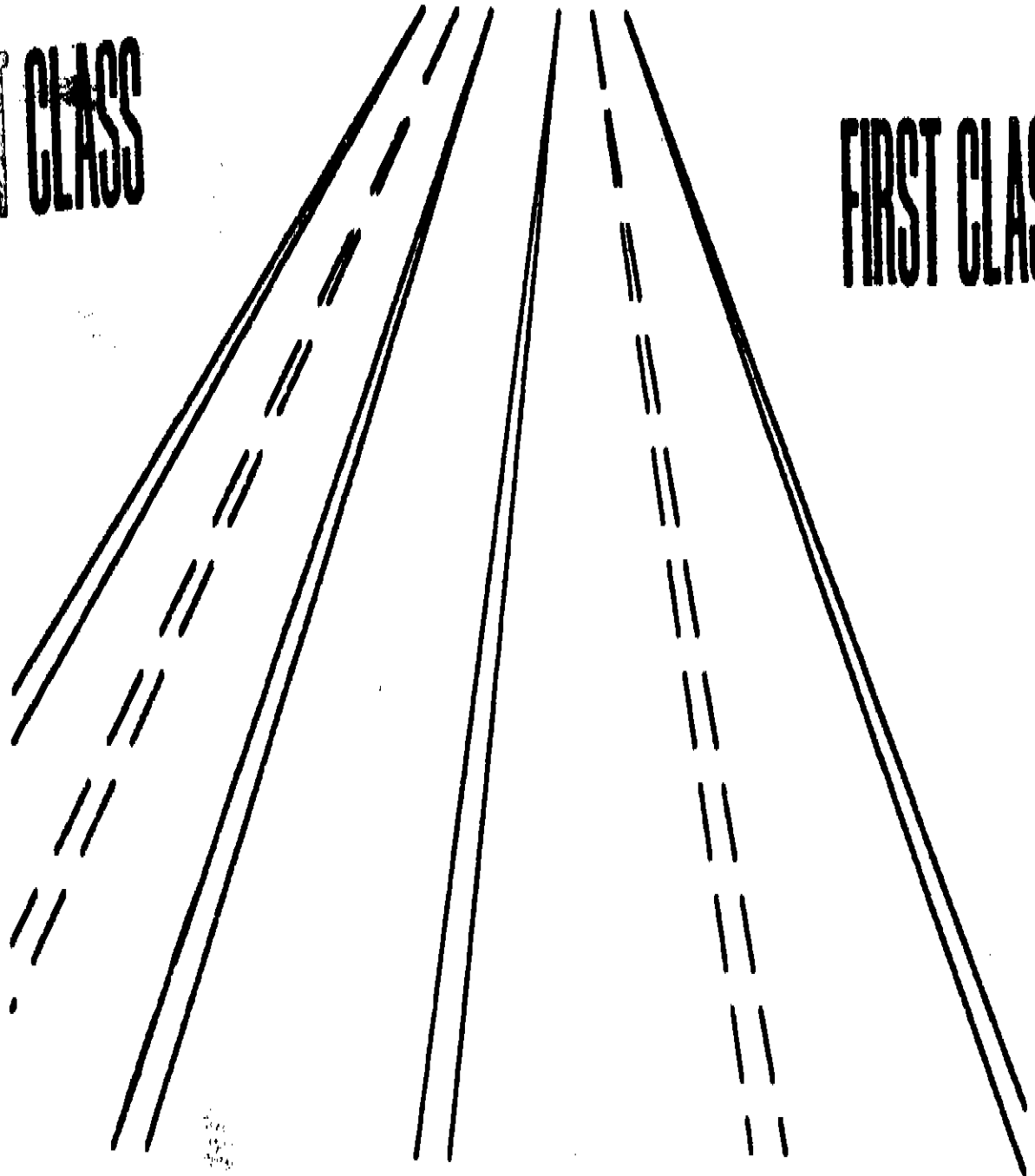


# DOT HAPPY

FIRST CLASS

FIRST CLASS



# DOT HAPPY - ISSUE # 5 - 19JUN81

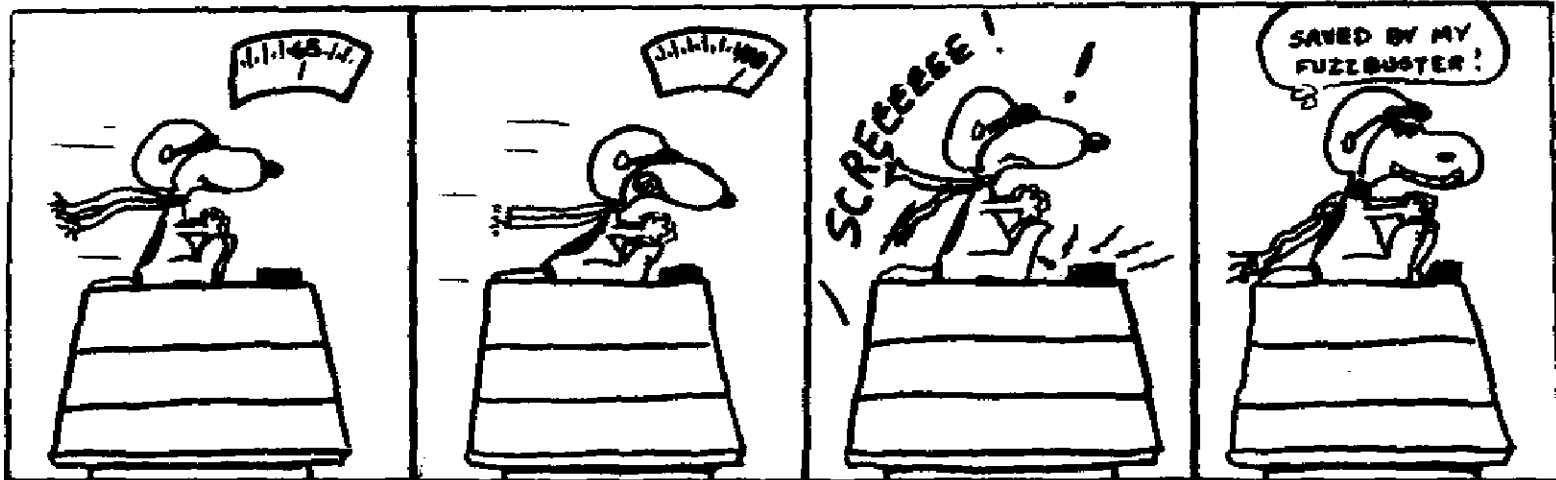
Dot Happy is a gamezine dedicated to the play of postal Diplomacy. Diplomacy is a war game invented by Allan Calhamer and presently owned by the Avalon Hill Game Company.

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 (see later section on Game Openings). 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 probably be late. This is something that I do not like at all, but unfortunately I have little control over it. I write Dot Happy on a word processor that is connected to an electronic printer called a Dover. The Dover is presently down, dead, broken and I am not sure when it will be back up. Rest assured that I will get this out as soon as the printer is back up. Hopefully the games will not be delayed. Sometimes I regret losing the reliability of a simple typewriter, though if what Dave Carter recounts is true, perhaps I am not so bad off **after all**.

I have below another of the inspired creations of Jim Williams! Thank you much Jim, and add another free issue to your sub. I think that everyone will agree that this is most appropriate to Dot Happy, especially players in the Junipero Serra game!



This is the first issue to DH which has a page numbers! (Providing that I remember them.) Please tell me how you like it. It has gotten to the point where I need them. I have also added a new section which I will call 'Ramblings' which will contain any words of wisdom from me that I can't fit anywhere else. Players please take note, because there will be things there that relate to changes in house rules and related topics. The format of this issue is:

- 2 - Ramblings
- 3 - Articles
- 6 - Letters
- 8 - Games
- 15 - Plugs
- Zine Reviews
- 19 - Marco Poll ballot and Player Information form



# Ramblings

And here we are, you will now be objected to my first set of ramblings. Lets start with some actually relevant topics.

**DOT HAPPY SIZE:** The first topic has to do with the length of Dot Happy. As you all have no doubt noticed, I am using a lighter cover for the new issues of DH. This has enabled me to add an extra sheet of paper to DH without a second stamp. This means that I can, and have, increased the size of Dot Happy to 20 pages. And with the reduced and typeset print, 1 Dot Happy page has as many letters as a full-sized typed page, as Mark Berch found out to his apparent surprise. I find the increase to 20 pages quite pleasant, since I can no longer fit in 16 pages.

**NOTATION:** On another topic, I am finally backing down in notation. No, I am not giving up the 4 letter sea codes, but I am going to change the notations for Norway, North Sea, and the Norwegian Sea. The changes are:

- Norway:           Nor => Nwy
- North Sea:       NSea => NthS
- Norwegian Sea:  NorS => NwgS

I think that everyone will be pleased with this. Why did I take so long, you ask? First, I wanted to make sure people were objecting on the basis of a real dislike, not just a first reaction. Secondly, I finally decided that I like these better in terms of clarity, which is, after all, the most important criterion.

**PHONE MESSAGES:** Another, more serious, comment. I have been having trouble getting messages from my roommates. The main problem is that I have 3, none of which play Diplomacy, and only one of which I see with any regularity (more than once a week). Unfortunately, this means that when you get someone, he will most likely know nothing about my scedule or where to reach me. Furthermore, two of the three are very bad at taking messages for me. Therefore, I will reiterate my advice from Dot Happy #1. If you have to leave a message with one of my roommates, do the following:

- Make sure they have pen and paper before beginning message.
- Tell them your name, country and game.
- Tell them the unique trivia that you game me to identify you.
- Give them the message.
- Have them repeat the message.

If you do this and they repeat your message, you can be fairly confident that it will reach me. Otherwise your chances are not good. Luckily, when I take my job in the Fall, these problems should go away. My future roommate is a very responsible person who appreciates games, and I should be on more regular hours as well. Until then, try to use the mail when possible and be cautious dealing with anyone but me!

**PLAYER INFORMATION FORM, NMR INSURANCE:** In a related matter, I still do not have things like phone numbers and trivia information to identify you on the phone for most players. I also think that I may have misplaced a few phone numbers that I had. So, I would like all players to fill out the form in the back of hte zine and include it in your next set of orders you send me. From now on, NMR insurance will be 'automatic'. Any player who does not have orders in will be called collect the evening before the deadline. If you do NOT want the insurance, then don't accept the charges. This is not only the simplest method for me, but I think it is the best. If there are any strong objections, I will accomodate them.



**MARCO POLL AND LEEDER POLL:** Along with the player information form is a ballot for the Marco "favorite zine" Poll by Mark Lazerle. Please read the information on the back and send your vote in. A large turnout is needed to make these polls significant. Also please note that time is running out for the Leeder Poll for those who have not yet sent in a ballot!

**BOARDMAN NUMBER CUSTODIAN:** As you all by now know, we have a new one by the name of Don Ditter. Don, I welcome you to the Dot Happy sub list. One thing I can say for sure is that you have one hell of a tough act to follow! I have yet to find someone who will say anything negative about Lee Kendter's stint with the exception of Bernie Oaklyn, and he's an exception to almost everything. While I am sorry to see someone as capable and efficient as Lee leave the office, especially when one of his reasons was the abuse he received, yet I am sure that you will give it your best. Good luck!

**COMMENTARY ON JUNIPERO SERRA:** Jack Masters is the Godfather of JS. He has offered to do a running commentary on the game, delayed by one year. My initial reaction is that ~~it would be~~ quite interesting. What do you think, especially the players in JS?



## ARTICLES

We have two articles this issue, and neither of them have been written by me! In fact, I have two articles that I am planning on writing, but if I keep getting articles from others then I will just submit them elsewhere. (Hear that? If you want them for your zine, just write me an article! Heh, heh.) For this month, we have:

- **Pity the Poor Standby:** An article by Steve Langly about the ignominious perils of our misnamed Malmbergers.

- **In the Wink of an Eye:** A description of the final rounds of the North American Tiddlywinks singles championship.

As usual, 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.

### Pity the Poor Standby

by Steve Langly

Ron Kelly is my hero! I don't even know him. I've received one piece of mail from him in my life, he returned a letter I sent him with "What zine is this game in?" printed, boldly across the top. So why is he my gero? Ron Kelly is the world's champion standby player. He picks up more dropped positions than most of us will play in a lifetime. "So?" You ask.

I've been asked to send in standby orders for six games. One of the GM's sent me a list of the players in the game, and the current position of each unit. He kept secret only one thing: Which S.C.s were owned by whom. That was the best situation by far.

My first request was following an NBR. All I knew was the name of the game, the name of the country I was being asked to order, and the last names of my fellow players. But that wasn't the record. One G.M. wrote a note on the outside of his zine requesting me to standby in a game. On the inside of the zine he had a small paragraph stating that the game was being mailed separately to the players and was not included in the zine.

Most requests come following a full season of play, which leave me enough information to order, but rarely enough to negotiate. One G.M. included a personal note on the zine cover: "You have all the player's addresses, right?" Wrong!

I, at first, felt frustration, but then I became blase, sending in moves as if I knew what I was about.

With all that to work with, is it any wonder that I admire Ron Kelly? He must pick up a new game or two each week, some of which must have names in them that he's never before encountered, many of which are positions that he has to dig into his file of zines to recover, and all for what? So that the game will have a bit of continuity and better balance.

All G.M.s. except Gary Coughlin, want more standby players (Gary wants Malmbergers) in their zines. All you have to do is ask them. They will tell you. Yet none of them seem to give much thought to what a standby is being asked to do. The standby is really being asked to come into a game, pick up the dropped reins of a government, make as smooth a transition as possible for the other players sakes, and do it all by the next deadline. (I just love the one where I was asked to standby and read: "... you all know the deadline.")

The standby, as managed currently, is better than civil disorder, but only marginally so. The situation could be vastly improved by including a slip of paper with the names and addresses of the players in the game, a list of current unit positions, and current S.C.s, the deadline date, and the address of the G.M., along with the standby request. But then, if you all did that, I'd have to get myself another hero.

#### **My Comments:**

*First, thanks for a well-written article, and have an extra issue on me! As to the points you raise in your article, they are quite valid indeed, and I will explain how Dot Happy deals with them. Whenever a standby is called in Dot Happy (not a common occurrence) the standby's address is given to all the other players and the other players' addresses are given to the standbys through the address labels that I include as a service for players. The deadline and positions are always in the zine, and the standby is directed to check the game in question out. The only possible complaint mentioned in your article that I would be guilty of would be the supply center count not being included in the game results of Spring moves, however, they are included for both winter builds and fall moves, so the most a standby would have to check back is one issue. Perhaps this treatment of standbys is one of the reasons that 1/3 of my subbers are standbys?*

*In any event, if your article stimulates some thought about standbys among publishers, it would be well worth it. I agree that standbys are usually underrated and ignored.*

## **In the Wink of an Eye**

**by Arye Gittelman**

Memorial Day weekend, the best winkers from all over the country meet in Cambridge, Massachusetts to play for the North American Singles Title, the chance to challenge Dave Lockwood for the World title, and, above all, a chance to play the highest quality winx in the world.

Returning from England to defend her title was Pam Knowles, the surprise winner of last year's tournament, and the best woman in the game today. Dave Lockwood (referred to hereafter as Weed), the World title holder was there looking for his first North American Championship in years; Severin Drix was there, the man who two years before had stunned the winking world by winning the American Triple Crown, the first to do so since Renke in '73; yours truly was there, participating in my first Singles tournament since High School (I don't like playing singles as much as pairs, because playing both colors means that you have to walk around the table a lot, and my feet start to hurt after a while) determined to prove that I could play well by

myself, and didn't need Larry's help; yes, Larry was there. Most of the players at the tournament had already conceded the tournament to him. He had been awesome at the pairs just three weeks previously, and in fact at all the tournaments that year. Weed was the only one that felt he had a fighting chance against the high powered offense of the man generally conceded to be the best shooter in the world by a factor of four; Ferd was there, the venerable founder of the MIT team was not considered a serious contender, but he was definitely capable of killing others off; other winkers of only slightly smaller stature rounded off the field.

Here, a word about the format of tournaments is in order. A round robin is played, to determine the top five players, and then these play a final round robin, with both scores being added together to determine the winner. The five expected winkers made the cut, that is: myself, Larry, Weed, Severin, and Pam. Larry was in first by so large a margin that Weed, in second, could only beat him by stomping all over his competition in his last four games. One of those games was against Larry though so that wasn't likely. I was in third place, only a point or so behind Weed, and in a similar position as far as winning went. Severin was four points behind me, and only a drastic rules revision could allow him to win. Pam was in fifth. One of the players had discovered her Achilles's Heel early in the round robin and had passed the word: She could not handle boondocks. When I played her I boondocked everything I could, and won easily, others reported similar games.

I started out the day by choking in a nice close game to Severin whom I had beaten easily the day before. The 6-1 loss that resulted virtually eliminated me from the running. Weed, following the guidelines of the previous day, beat Pam 6-1. Larry had a bye in the first round. I drew the second round bye, and got to seethe for the next hour about my first game while watching Larry make horsemeat out of poor Pam 6-1 while Weed kept up the pace by beating Severin 6-1. In the third round Pam got the bye, while Larry easily decimated Severin 6-1, and Arye, playing magnificently (even if I do have to say it myself), got a 5-2 win over Weed. This means that Larry had won the tournament, but the final rounds had to be completed to determine other places. I got to play Larry next, and beat him handily 6-1. I'm still not really sure how it happened, but it made me the only player to beat him in the tournament, and, as I had beaten him the day before 6-1 as well, I had a 12-2 record against him for the weekend. More important, I was now only a point and a half behind Weed. In the other game that round Severin easily beat Pam, 6-1. Weed got the bye.

In the final round, I needed to get two points more than Weed to move into second place. Normally this would be very difficult, but he was playing Larry, and I was playing Pam. Larry came through for his previous Pairs partner (me) by beating Weed easily in a powerful blitz game. (On the off chance that your interested Weed and Larry often play blitz strategies against one another.) The score was 6-1. I came through for me too, I beat Pam 6-1, and edged into second place.

Just to give you some idea of the relative scoring power of the players, Larry averaged well over five points per game for the tournament. In fact, if he hadn't lost those two games to me, he would have averaged just over six points per game. In second place I averaged just over four points per game (4.005 to be more precise.) Weed averaged around 3.95 or so, and Severin around 3.7.

By the way, Larry's last name is Kahn, and he lives in the Baltimore/Washington area in case any of you meet him some day.

#### My Comments:

*So, there you have it! Our own Arye got second!! If only there was a Winx event at GenCon East! In any event, one thing that Arye didn't mention is how he got his third place going into the top game. It turns out that he beat all the good players he played and lost against most of the worse players he played (although he did beat the very worst). Had he even done as well against the marginal players as he had done against the good players then he would have won the tournament! An obvious case of a time where one should NOT give a novice an even break!*

By the way, it has come to my attention that Kathy Byrne thinks that this attempt

*Winks is as a satire of her pbm Chutes and Ladders games. While I must admit that I do think pbm C&L is rather ridiculous. I must defer the credit to where it is due. These articles are meant to prove to you that Arye is real (as well his articles being amusing in their own right). Besides, consider this a cultural edification! (MIT culture that is!)*



## LETTERS

From Jim Williams:

Allen,

Please do me a favor, and thank Arye for me for the honor bestowed on me by the NATWA. I am embarrassed to say that I did not know that such an organization existed.

Had I known about the NATWA years ago, rest assured that I would certainly have forgotten about it by now.

Tell Arye also, that papier-mache is just fine for my plaque. When it comes to the Closet of Fame, I'm sure papier-mache would be more appropriate anyway.

By the way, Arye, as much as I would like to, I won't be able to be the guest of honor at the annual NATWA banquet in New Buffalo, Mich. Please accept any other awards I might receive for me. You can even eat my hamburger if you're still hungry after dinner.

Jim Williams

PS: Have any of you guys ever played bathtub winx? You need 2 uninhibited people (preferably 1 of each sex) and a quart of Mayola. Then .... oh well, it has to be seen to be believed.

*Well, where to start. Unfortunately, or maybe fortunately, Arye just knocked off for the night, so he is not here to comment, so I guess I will just leave it at that. Arye can write a rebuttal if he wishes in the next issue. Here we have another followup letter about Priscilla Galore from:*

Jeff Albrecht:

### GALORE for QUEEN

I just had a note from Ms. Galore. As you know, she is a teacher. This summer, she is going back to South Dakota for her summer job. She will be the Summer Recreational Director at Xexauer (pronounced SEX-hour) Park in Brookings which is in the southeastern part of South Dakota.

If any of you want to meet Ms. Galore personally, stop in and see her in Brookings.

The enclosed photo copy of Ms. Galore was shot last summer when she was working in Florida.

How can you resist Ms. galore for Queen? Really, now, wouldn't you like to have Pussy Galore direct your summer recreation at Sexauer Park?

I GALORE for QUEEN!

Jeff Albrecht

*Ah, thank you much for this follow-up to your article. I must agree with you that Ms. Galore, the official Dot Happy candidate, has all that is needed in terms of qualifications. Despite the attempts of various hobby members to stuff the ballot for Jack Masters, I must stand firm. I have seen Jack, and believe me, he has none of the qualifications needed for queen.*



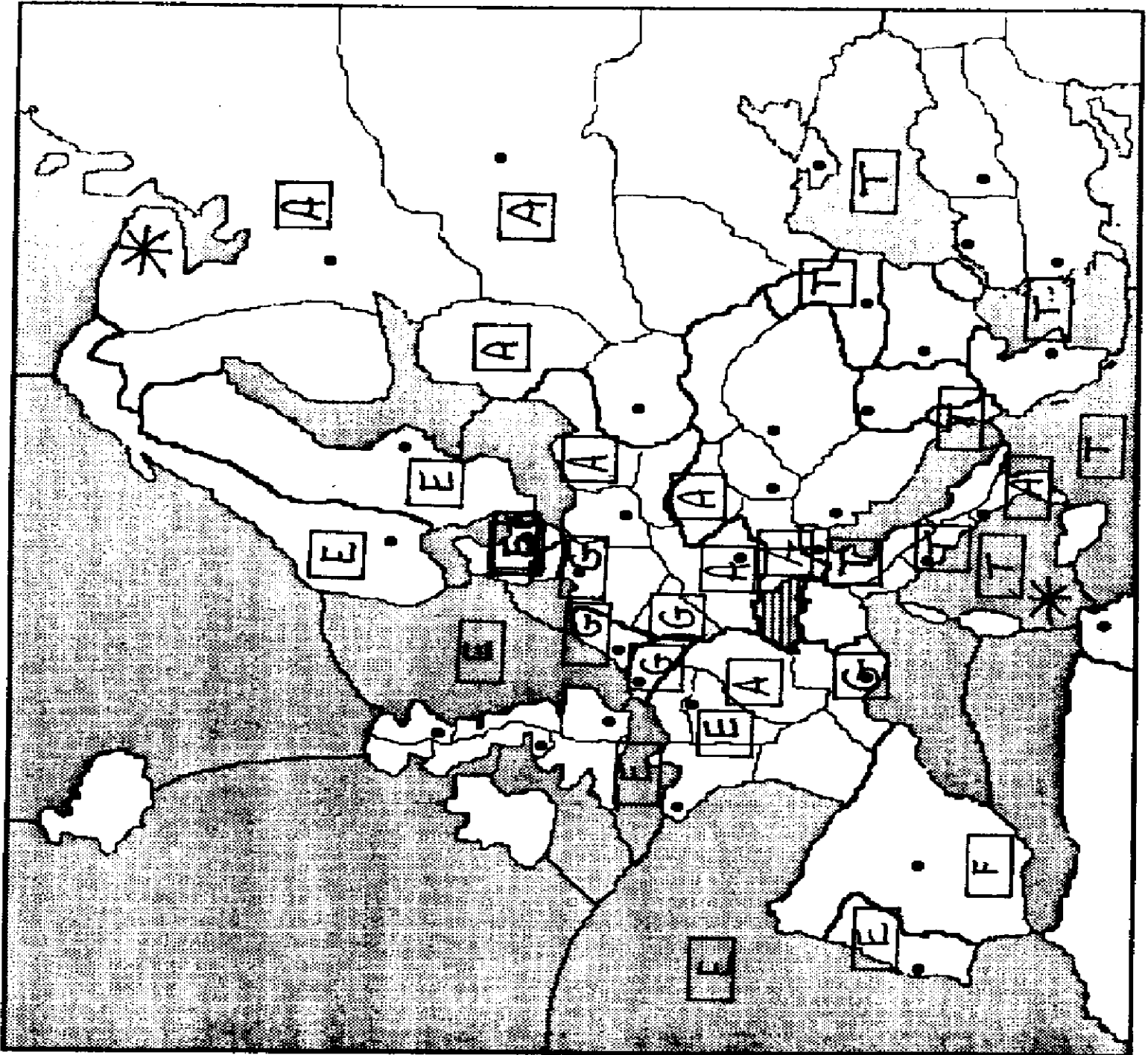
GALORE FOR QUEEN



**Annie:** 1980CU

Deadline for Autumn/Fall 05 is Thursday 16 July.

Spring 1905



The English Northern fleet prays for peace, and gets the same answer as the Pope's Medeterranean force. Germany joins the fight against England, and France is even suported in the resistance.

# THE GAMES

9

**Annie:** 1980CU**Spring 1905**

PLEASE FILL OUT FORM ON LAST PAGE AND INCLUDE WITH ORDERS!!

**Austria (McKnight):** A Mos\* S A Liv-StP, A Pru-Liv\*, A Sil-Pru\*, A Liv-StP\*,  
A Tri-Tyr\*, A Mun-Bur\*, F Nap\* S Tur F IonS-TyrS,  
A Boh-Mun\*, A Vie-Boh\*;  
**England (Swartz):** F StPNC H (& prays) [r-???\*], A Swe\* S F Den, F Den\* H,  
A Pic-Par\*, F Bre-EnCh\*, F Por\* S F MATl-SpaNC,  
F NthS\* C A Lon-Nwy, F MATl\*-SpaNC, A Hol H [d\*],  
A Lon-Nwy\*;  
**France (CD):** F SpaSC\*;  
**Germany (Stark):** F BalS-Kie\*, A Rur\* S F Kie-Hol, A Mar\* S Fre F SpaSC,  
A Bel\* S F Kie-Hol, F Kie-Hol\*;  
**Italy (Goodrich):** F TyrS-IonS [r-???\*];  
**Turkey (JFDunn):** A Sev-Rum\*, F Gre-Alb\*, F IonS-TyrS\*, A Apu-Rom\*,  
A Pie-Ven\*, F AegS\* S F EMed-IonS, F EMed-IonS\*,  
F Con-BlaS\*;

Deadline for Autumn/Fall 05 is Thursday 16 July. 

Switzerland: What's this, no press?? Does no-one have anything to say??

**Sandy:** 1980CT**Spring 1905**

PLEASE FILL OUT FORM ON LAST PAGE AND INCLUDE WITH ORDERS!!

**Austria (Ragsdale):** A Ank-Arm\*, F Con-AegS\*, A Rum-Sev\*, A War\* S A Sil-Pru,  
A Ukr\* S A Rum-Sev, A Sil\*-Pru, A Boh\*-Sil, A Gal-Vie\*,  
A Vie-???????????? [nsu];  
**England (GCunningham):** F NthS-Bel\*, A StP\* S A Mos, F Nwy-NwgS\*, F MATl-NAI\*,  
F Bre\* H, F EnCh\* H, A Mos\* S Ger A Liv, F IriS-MATl\*;  
**France (JADunn):** A Bur\* S A Mar, A Mar\* S F SpaSC,  
F SpaSC\* S F WMed-GLyo, WMed\*-GLyo;  
**Germany (Kelly):** A Mun\* S A Ber, F Pru\* S A Ber, A Liv\* S Eng A Mos,  
A Rur\* S A Mun, A Ber\* S F Pru, A Kie\* S A Mun;  
**Italy (Giddings):** A Tun\* H, F TyrS\* S F GLyo, F GLyo\* S A Pie-Mar,  
A Tyr\*-Mun, F IonS\* S A Tun, A Pie\*-Mar;  
**Russia (Lesch):** A Sev-Mos [d\*];

Deadline for Fall 05 is Thursday 16 July. 

It seems that the Austrian tried to leave his last move with one of my roommates (see press below). I received no message. Please BEWARE of my roommates, make SURE they are writing the message down. See earlier in the zine for more details. Observers please note that the German build was A Kie as reported in the map, not F Kie as reported in the adjudications. The players were informed.

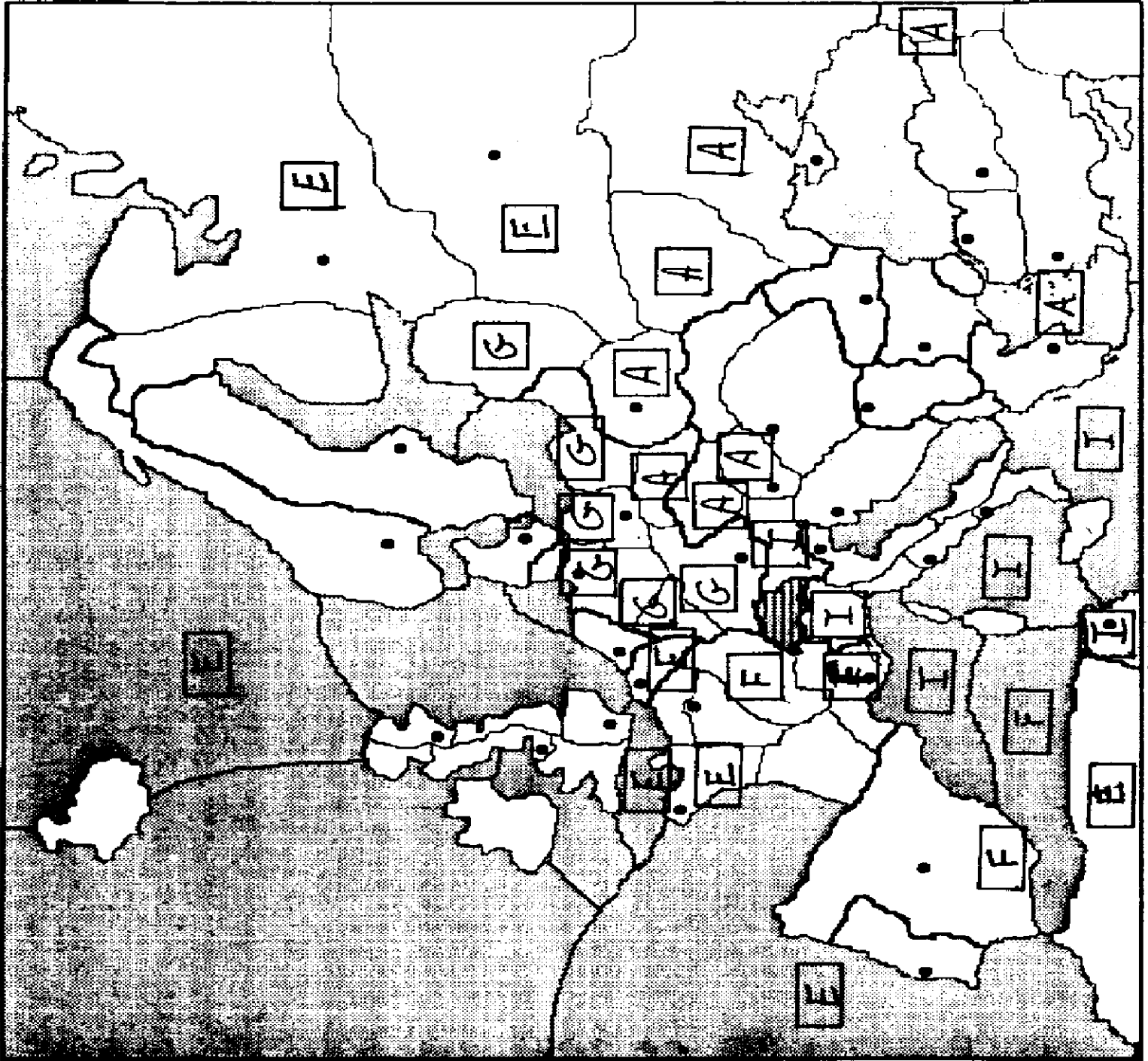
Vienna: The orders for A Vie are for the army which would have been built had my phoned in orders for Winter '04 and Spring '05 been passed on to Allen. Beware of GMs not available by phone on the evening prior to the deadline, and especially their well intentioned (seemingly) roommates! Speak only to the HMFWAIC (head 'mifwick' what am in charge) or curse yourself for relying on the phone.

Geneva: My apologies to you Rick, other players please take heed! Some of my roommates are not very reliable with respect to messages (see notes at the start of this issue). I am not reachable by phone on the eve of the deadline because I am

# Sandy: 1980CT

Deadline for Fall 05 is Thursday 16 July.

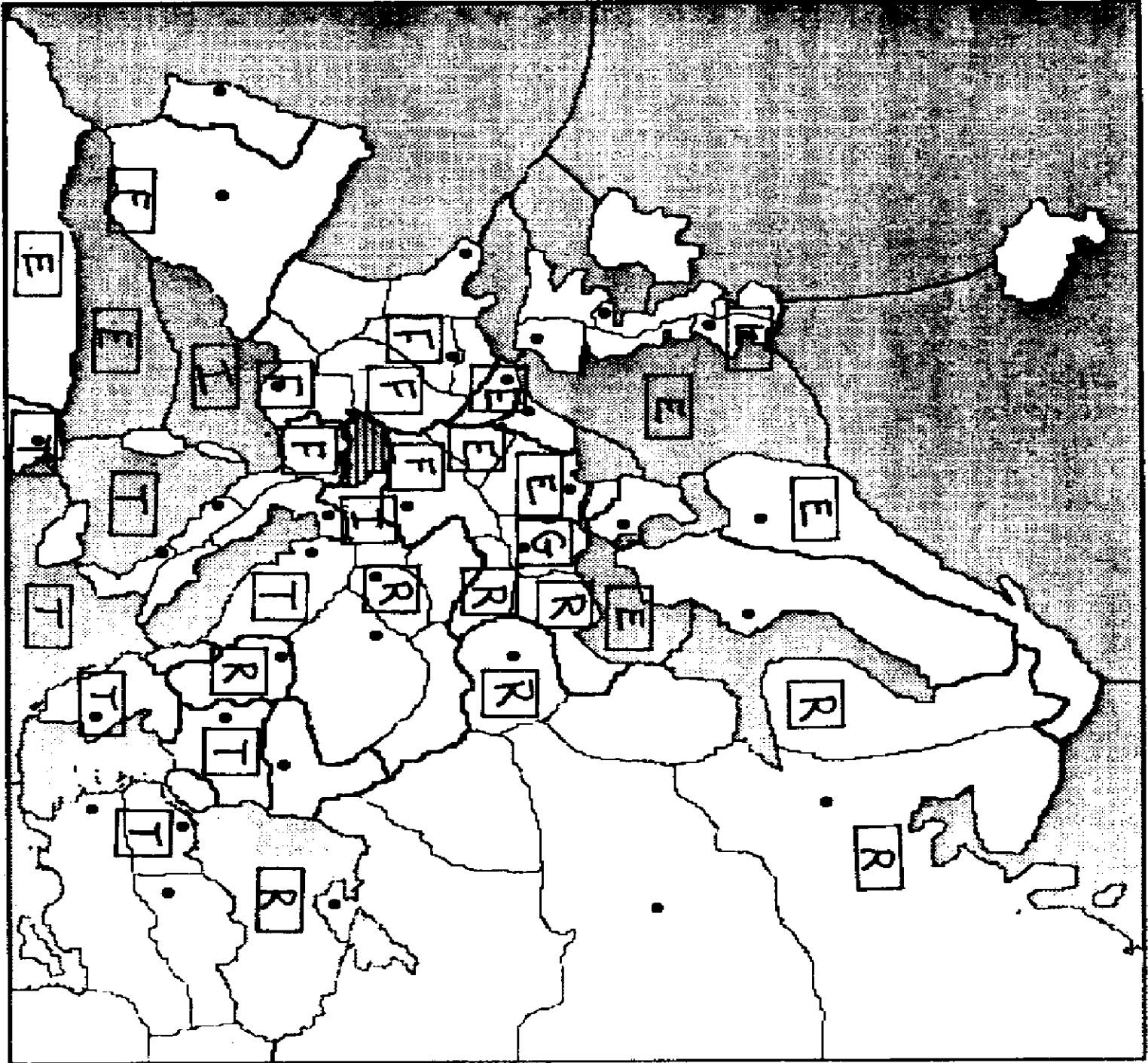
# Spring 1905



The stalemate continues, E-F-G against A-T. The stalemate continues, but without the Russian! Will the Italian hold? Will the English hold?? Will the alliance structure hold??? Will Russia get Sev back and stay in the game despite losing all pieces????

**Daddy Warbucks: 1980AS**  
Deadline for Spring 06 is Thursday 16 July.

**Winter 1905**



The situation solidifies. Austria is gone, and only token remnants of the German and Italian forces remain, but the token Italy guards three centers. Players are in position to fight over the last 'freebies', then it will be for blood!

usually at my office getting Dot Happy ready. Unfortunately, there are many places that I could be, so I cannot leave a phone number for my office.

**London:** The London Times Printers Union went on strike this month. Negotiations are being made at a furious pace, so press should be resumed next month.

**Geneva:** I should hope so, you are the only one writing any, even during your strike!! Besides, we still have not heard about the girl or the Slobovians!!

## Daddy Warbucks: 1980AS

## Winter 1905

PLEASE FILL OUT FORM ON LAST PAGE AND INCLUDE WITH ORDERS!!

NOTE COA FOR GEORGE CUNNINGHAM!!

England (Miller):	home, Nwy, Swe, Kie, Den, Hol, +Bel	(9) Builds: F Edi*;
France (Grabar):	home, Por, Spa, +Mun	(6) Builds: A Par*;
Germany (CD):	Ber, -Mun, -Bel	(1) No Change;
Italy (CD):	home, -Tun	(3) One Short;
Russia (Albrecht):	home, Rum, Bud, +Ser, +Vie	(8) Builds: A War*; F StPNC*;
Turkey (JADunn):	Home, Bul, Gre, -Ser, +Tri, +Tun	(7) Builds: A Con*;
England (Miller):	F Nwy*, F NthS*, F Kie*, F BalS*, A Rur*, F Naf*, F WMed*, A Bel*, F Edi*;	
France (Grabar):	F SpaSC*, A Bur*, A Mar*, A Mun*, A Pie*, A Par*;	
Germany (CD):	A Ber*;	
Italy (CD):	F GLyo*, A Tyr*;	
Russia (Albrecht):	A Pru*, A Sil*, F BlaS*, A Vie*, A Fin*, A Ser*, A War*, F StPNC*;	
Turkey (JADunn):	A Bul*, A Tri*, F Tun*, F TyrS*, F Gre*, F IonS*, A Con*;	

Deadline for Spring 06 is Thursday 16 July. 🕒

**France-Russia:** Too bad you stated England and France last turn in your press. Had you been sneaky, you might have caused some trouble.

**Russia-Switzerland:** Thanks very much, Allen, for the printing of my GALORE for QUEEN nominating letter, and a special THANK YOU for officially endorsing Ms. Galore as the DH queen candidate. I appreciate your help very much. Indeed, GALORE for QUEEN!!

**Switzerland-Russia:** Thank YOU for the article, but don't tell me it was a letter or I might revoke the sub credits I gave you for it!

## Junipero Serra: 1981AT

## Fall 1901

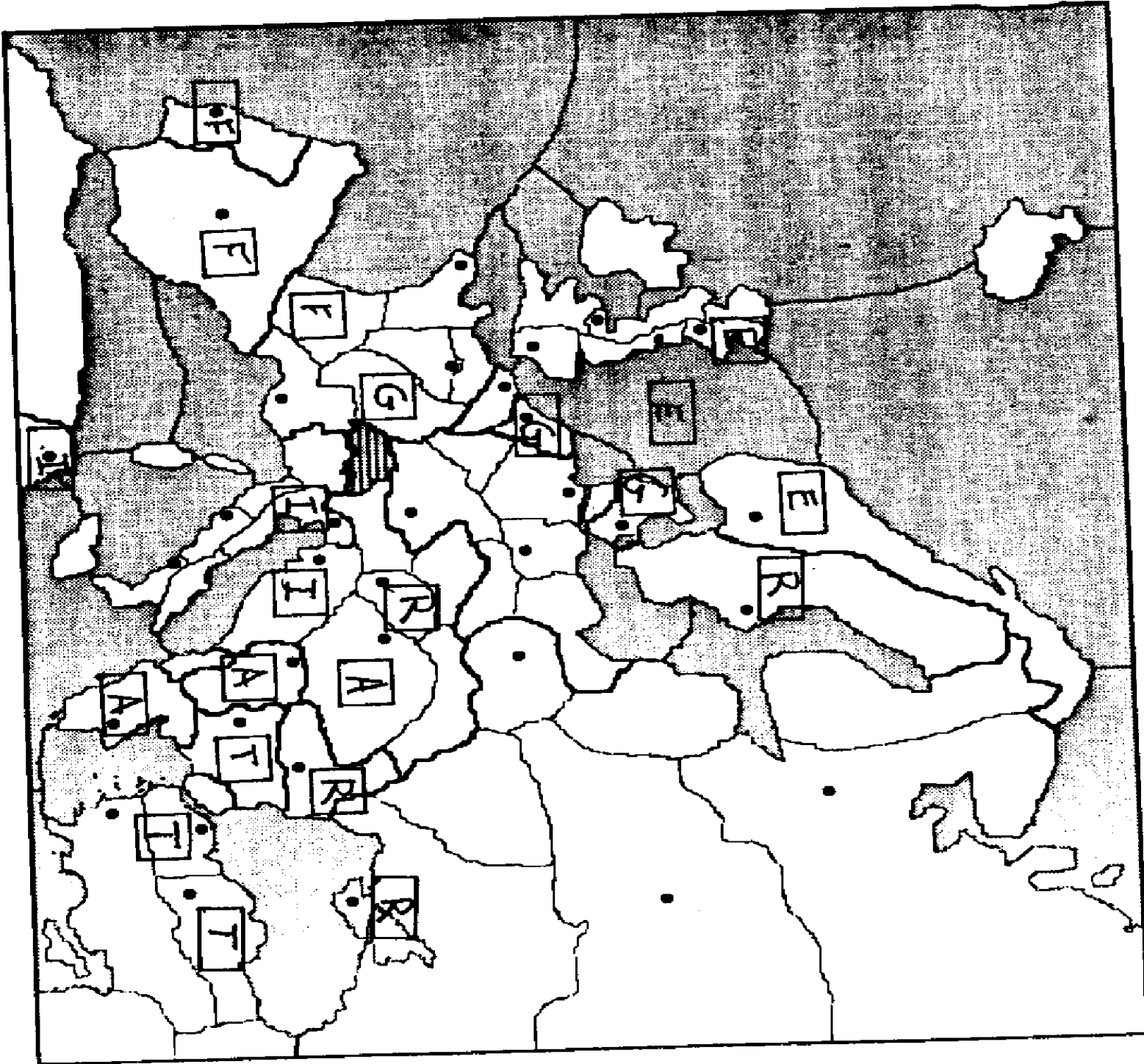
PLEASE FILL OUT FORM ON LAST PAGE AND INCLUDE WITH ORDERS!!

NOTE COA FOR BRUCE HAMMER!!

Austria (Eaton):	A Tri-Bud*, A Ser* S F Alb-Gre, F Alb-Gre*;	
England (Hammer):	F NwgS-Nwy*, A Edi*-Bel, F NthS* C A Edi-Bel;	
France (Blant):	F MATI-Por*, A Spa* subdues the Moores [imp], A Par-Gas*;	
Germany (Kozlowski):	A Mun-Bur*, A Kie-Den*, F Hol*-Bel;	
Italy (Sampson):	A Tyr-Tri*, A Ven* S A Tyr-Tri, F IonS-Tun*;	
Russia (ACunningham):	F Sev*-BlaS, A Gal-Vie*, A Ukr-Rum*, F GBot-Swe*;	
Turkey (Noble):	A Bul*-Gre, A Con*-Bul, F Ank*-BlaS;	
Austria (Eaton):	Bud, -Vie, -Tri, +Ser, +Gre	(3) Even;
England (Hammer):	home, +Nwy	(4) Builds: 1;

**Junipero Serra: 1981AT**  
 Deadline for Winter 01 is Thursday 18 July.

**Fall 1901**



Both peace and war declared on Germany. Austrian monarch takes it on the chin. Russia leads the pack with three new additions pending. French-German hate club established, which way will England swing?

France (Blant):	home, + Spa, + Por	(5) Builds:	2;
Germany (Kozlowski):	home, + Den, + Hol	(5) Builds:	2;
Italy (Sampson):	home, + Tun, + Tri	(5) Builds:	2;
Russia (ACunningham):	home, + Rum, + Swe, + Vie	(7) Builds:	3;
Turkey (Noble)	home, + Bul	(4) Builds:	1;
Unclaimed:	Bel	(1):	

Deadline for Winter 01 is Thursday 16 July. (6)

A note to observers: I mistakenly used the wrong set of orders for the Austrian in S'01. I did not find the error until the day after I mailed out the adjudications. The players were notified immediately. His actual orders were "F Tri-Alb", A Bud-Ser", A Vie-Tri". This means that the Italian move "A Rom-Ven\*" succeeded.

England-World: The Queen sends Sir Bruce to Norway as emissary in search of breadfruit. Sir Bruce hopes that the natives are friendly in and around Norway.

France-World: CAPITAN BLANTE has thrown his populist army behind the "Le Grand French Army" headed by Blantpolian. BLANTE himself placed the crown upon Blantpolian's head that made him the first emperor of the land in many years. The first aim of the "Le Grand Republic" will be to rid the land of the blundering bull headed Hun.

France-Germany: Stating the fact that I know from a previous game you were reliable and wrote letters, got your moves in on time, ect, therefore I'd like to be your ally is hardly cross-gaming. It's odd that you now would support England to Belgium when your insistence on getting Belgium destroyed a possibility of a three way alliance. Well, England can have Belgium with or without your support. I guess this proves reasonableness and clear headed thinking in one game does not necessarily follow into the next. So much for even that small bit of "cross-gaming".

France-Italy: Long live the Holy Roman Empire "My armies are yours, my fleets are at your service." declared Blantpolian in a message to Emperor Sardauchi Sampson.

France-England: I guess you get Belgium. Do you want Holland, Kiel, and Denmark next? It can easily be arranged.

Germany-England: Your correspondence has been highly unconvincing. Furthermore, I've been hearing too much news of an E-G war to remain allied with you. If you moved to Holland, congratulations on a brilliant move.

Germany-France: I'll build two fleets if you'll build two fleets.

Rome Daily News: PEACE DECLARED ON GERMANY!!! An abrupt end of Italo-Hun hostilities was announced today. Stating that their previous differences had been satisfactorily resolved, Emperor Guido Sardauchi Sampson I announced that a state of peace now exists between Italy and Germany.

Venice Times: WAR DECLARED ON AUSTRIA!!! Amidst the battle cry of "Yesterday Munich, today Trieste, tomorrow ... who knows!", the famed Pasta Pastors today invaded the quiet Austrian fishing village of Trieste. Count Cacciatore, the Italian Secretary of Defense, defended the attack, saying "What good is an army without a war. And since we were already in Austria, it seemed like the logical thing to do." In any event, he was unable to hide the bitter disappointment of the Pasta Pastors, who have publicly stated that Austrian women are a poor substitute for German beer.

Russia: Moscow Times released today a story of the terrible injustices suffered by Russian tourists in Viennese torture chambers. Austria will stop at nothing to get information. These reports led the prudent Czar to undergo a campaign of liberation. God save the good people.

The Rumania Rumor recieved rumors of unrest betwixt Turkey and Russia, something about "Turkish ferfidity".

Bulgarian Bungler (via Turkey): CHEERING CROWDS GREET TURKS! In the sounds of clashing cymbals and the erie wailing of the traditional flatulance flutes the Bulgarian people greeted the first of many Turkish "Good Humor" men sent to bring freedom and organized labor to this once belicose Turkish province. New worker units (commonly referred to as "chain gangs") are being set up all over the countryside ...

Ankara: The Foreign Ministry Reporter - The Sultan has announced extreme displeasure with Russia and Italy over their uninvited presence in the Black and Mediterreanean Seas. It is long been government policy to allow no strangers in the Sultan's water playgrounds.  
Smyrna Sentinal (Via Turkey): DRAFT REINSTITUTED!! Upset by Russian

and Italian moves against Turkey's "Balkan Buddy", Austria, local brewers are producing condensed beer to send to our Austrian Allies. The Kegs are round with numerous glass knobs and will be floated to selected Austrian ports. It is expected that Italian & Russian ships that attempt to stop these shipments by ramming will ...



## Plugs and Public Services

This is my chance to let the readers (you) know how I feel about zines I have seen and to provide public service announcements. If you run 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.

This is the first chance I have had to do plugs for a few issues, so I have a number of them. They may not all make it into this issue, if not you will see them later.

### Zimiamvia:

**Format:** Open-Face, Soft-cover, Xerographic, 1 double sided page.

**Publication:** Occasional.

**Fees:** Sub = \$.25/issue.

**Pubber:** Rod Walker, "Alcala", 1273 Crest Drive, Encinitas, CA 92024

**Games:** None.

Zimiamvia is a service zine put out by Rod Walker for the North American Diplomacy Federation devoted to hobby-wide service projects. It has such information as the names and addresses of hobby services and notable publications. I will not reprint the information it contains since it is rather lengthy and some other zines print it, but if you are interested in keeping in touch with hobby services, send Rod a few dollars.

Rod is also starting a new publication called Pellennorath which will deal with the geography of created worlds in fantasy and science fiction literature. It will feature maps, articles, letters, and other materials related to this topic. Rod is actively looking for reader input, so if this sounds interesting, ask him for more details.

### Paranoics' Monthly:

**Format:** Open-Faced, Soft-Cover, Xerographic, 2 pages.

**Publication:** Unclear as yet, monthly perhaps?

**Schedule:** No games started yet.

**Fees:** Sub = \$.25/issue or 1 SASE per issue, no game-fee, \$5.00 NMR deposit.

**Pubber:** Jack Fleming, 5000 22nd NE #211, Seattle, WA 98105

**Games:** Diplomacy.

This has to be one of the more off-beat zines that has crossed my door in recent months. It is the "longest running monthly devoted exclusively to the paranoid Diplomacy player". One has to admit that his prices are quite reasonable, and it looks like it could be quite a bit of fun. A few examples. His house rules read:

The 1976 edition of the rulebook will be used.

Deception of the GM will be marveled at.

And the games that he is offering:

The Red Headed League: Only non-tint redheads need apply.

For Women Only: As the name implies.

Novice Night Out: First timers only!

I am looking forward to the redheaded one myself!

Issues 1 and 2 were a single page each, but he is risking burn-out by increasing the size of #3 to 2 whole pages! He thinks that he can handle the additional load, we shall see.



**The Schemer:**

Format: Digest, Soft-cover, Xerographic, 16 digest pages, non-reduced.  
 Publication: Monthly.  
 Schedule: Monthly.  
 Fees: Sub = \$4.50/12 issues, no game-fee, no NMR deposit.  
 Pubber: Steven Duke, Rt 3 Fairfiels Pike, Shelbyville, TN 37160  
 Games: Diplomacy, Origins, Machiavelli, and Bismark.

The Schemer is being put out by Steven Duke who acted as a writer for Steve Shaddux of The White Duke when it was more regular. He is now out on his own with the second (yes?) zine from Tennessee. I just got issue #2 and it was a big improvement from #1.

The Schemer does have a little problem with it's printing, the margins are wide and the print shows through, but he is still experimenting, so I expect to see some improvements there.

Steve is starting with quite a bit of enthusiasm and has definitely stated the goals of his zine. He wants to have a very prompt zine with a GM quality unsurpassed in the hobby. While I think that this is a rather high goal for a beginning GM (I would not rate myself with Kendter, et al), it certainly is an admirable aspiration.

Steve has gone to length to fill his zine with everything from letters, strategy articles, reviews, and fiction to gossip, game reviews, and the Joke of the Month. While it does give a good diversity, it tends to make the issue seem to meander a bit, and he does have a tendency of rambling at times (as in his tirade about TWD).

The main reservation I have with TS now is that he plans to ignore the Boardman Numbers and not get any for his games, but he has said that if the players request them (and I have no doubt that they will) he will get them.

**Lone Star Diplomat:**

Format: Open-Faced, Soft-cover, Xerographic, 10 reduced print, full size pages.  
 Publication: Monthly.  
 Schedule: Monthly with Winter and Spring combined unless separation requested.  
 Fees: Sub = \$6/10 issues, \$10.00 game-fee, no NMR deposit.  
 Pubber: Mike Conner, 3214 Beverly Road, Austin, TX 78703  
 Games: Diplomacy.

LSD is one of the best, in my opinion, zines to have emerged in recent times. Now at issue #9, it has consistently been excellent. This starts with the print quality, but continues to the clear formatting, illustrations, headers, and cartoons.

Articles in LSD tend to be somewhat infrequent, but the ones I have seen have been offbeat, but interesting. A regular feature is his 'The Puzzler' column which has puzzles, brain teasers, murder mysteries, quizzes, and the 'star of the month'.

The games, however, are the focus of this zine and occupy most of the space. They seem well cared for, and games proceed without delay, though there seem to have been an above average number of GM errors (promptly corrected) recently. Another interesting aspect to his games is that competition is rewarded by giving some of the sub money back (in the form of sub credits) to the people who do well in a game (the better you do, the more you get).

This is a zine that I HIGHLY recommend, I hope he has game openings when it comes time for me to start another game!

**The Voice of Doom:**

Format: Open-Faced, Soft-cover, Xerographic, 12 full size pages.

Publication: Bi-weekly.  
 Schedule: Monthly with Winter and Spring combined unless separation requested.  
 Fees: Sub = \$5.50/10 issues, no games presently open.  
 Pubber: Bruce (Brux) Linsey, 24A Quarry Drive, Albany, NY 12205  
 Games: Diplomacy.

VOD, or VD as it is often called, is certainly one of the best known zines in the hobby, mostly due to the self-acclaimed (and well deserved) title of the publisher as Mr. Controversy. VOD will not try to sweep anything under the table on you, of that you can be assured. To the contrary he will bring it out into the limelight, hoping to get people to comment on it!

The most recent example of this is the 'Tro debate' where he managed to start one of the fiercest debates in the hobby based on the definition of unambiguous orders (something which is hardly well agreed upon). His present tirade is a feud with John Boardman. It seems that Boardman thinks publishers of fake zines are very bad for the hobby, to the extent that he will cancel subs to his zine and write nasty letters to anyone that he thinks has faked a zine. Linsey thinks that fakes are fine and objects to these tactics. Both think that their views are endorsed by the majority of the hobby, so Linsey placed the following bet:

"I publicly bet you, John Boardman, \$100 that most of the active publishers in the hobby think that fake zines are fun, rather than dishonest. If you accept my bet, we will find a neutral party and each send him \$100. ... After that, we will then pose the following question to all Dip publishers on this continent: 'Do you feel that fake zines and other hobby hoaxes are good, bad, or indifferent?' My bet is that there will be more 'goods' than 'bads'. The winner collects the money, and the loser must publicly admit (in his own zine) that his views on fakes are not those espoused by most of the hobby."

That is a poll that I would like to see.

But don't think that controversy is all there is to VOD. His very active letter column is composed of some interesting non-controversial letters as well, and he often has interesting articles. He often has interesting side activities. Recently he started a 'Krazy Envelope' contest and has been printing some of the ones he has gotten. Some have been very funny, but I can't wait to see the winner! All in all, it makes a good reading zine.

And while you may complain about his very long house-rules and his rather rigorous interpretation of them, his games tend to run reliably and the players, for the most part, seem to appreciate his GMing (although we will be able to tell more about this in the Leeder poll, of course). Press is emphasized.

### The Vice of Doom:

Format: Open-Faced, Soft-cover, Xerographic, 24 full size pages.  
 Publication: Unregular, one would think.  
 Schedule: Unregular, one would think, based on the above.  
 Fees: Don't bother.  
 Pubber: Puce (Stux) Linsey, 24A Quarry Drive, Albany, NY 12205  
 Games: Diplomacy.

No, I have not lost my mind, but I am reporting on the fake VOD which contained the sub-zine Vice of Doom (VD). In addition to a gamestart (called Anomaly) in which John Caruso was not notified of his game-start, there was an article on record breaking (how to win as Italy after losing all of your pieces and all but one center), a comprehensive list of waiter jokes, and an article on how Columbus introduced VD to Europe from the Americas. Actually, the truth is that Columbus's sailors and the Americans traded Gonorhea for Syphilis (which before then were isolated by the ocean), but I'll forgive that slight oversight. In addition, it is reported that Columbus was the first Diplomacy Zine publisher, but that is in direct contradiction to Jack Master's article "The Zine Collector", so it would seem that someone has their facts screwed up!

The rest of the zine is just as amusing. Tro Sherwood writes an article discussing technical mistakes in Star Trek (sort of like shooting frogs with a Schmeiser), Don Del Grande writes an article "Reflections on an Assassination", Tro Sherwood has a nomination for Hobby Queen, and there are some really crazy letters.

One of the best parts of the fake is where everyone in the Galaxy game orders all their units to 'agree with Brux' (ie: hold) except for Sherwood who arranges the whole thing then stabs them all. An obvious fake, but very enjoyable! As yet, I have no idea who the culprit is, except that it was not Jack Masters.



## Game Openings and Standbys

I am having a slight problem in filling the two games (regular dip and flexible build) at the same time. Filling a single game would have been fairly easy, but it seems with the present 'game glut' that trying to start two at once was a mistake. Presently I have 6 people signed up for regular Dip and 4 for flexible build. I will try to fill one of them up by next issue, but if I do not, then I will cancel the Flexible Dip and just start a regular game. In any event, something will be starting up in the next month.

The number of standbys in Dot Happy is now up to 20, which is excellent considering that I have never had to use one. While I hope that this admirable trend continues (and with the players I have, it very well may), nevertheless I appreciate the Dot Happy standbys. The following people have all decided to be on the list:

Jeff Albrecht, Mary Beck, John Caruso, Patrick Conlon, Charles Eaton, Jim Gray (-S), Scott Haiber, Bruce Hammer, William Hugh, Ron Keliy, Kevin Kozlowski, Steve Langley, Jack Masters, Keith Mercer, Robert Olsen, Steve Quarterman, Bill Radonich, Bernard Sampson, Craig Williams, James Williams.

Note the (-S) beside the name of Jim Gray. This means that there has been a request that he not stand by in the Sandy game. This is the first such request that I have had. I can assure Jim that there is nothing personal involved, just a player being cautious. Note that a standby can also request NOT to be called for a certain game if he so wishes (but only one, this is NOT a way to get called as a standby in a given game).

I reward standbys 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 want to be added or deleted?

## Parting Shots

Well, that's about it for this one. I would like to remind all subbers to send in the Marco Poll form to Lazerle. Remember, turnout is very important in this one if the result is to mean anything.

I would also like to ask all players to fill out the player information form. This would consolidate and update the information I need (some of which I never got from a lot of you), so it would be a big help to me. Humor your humble GM!

Until next time, good bye, and do yourself a favor and see 'Raiders of the Lost Ark'!

the Tank-Driver

Mark Lazerle is running yet another hobby poll. This one, like the feeder poll, is for zines, but his method is a little different. What he wants is your votes for your 5 favorite zines, in order, to determine the most popular zines in the hobby. Votes are due by August 31, and he will tabulate then and normalize the votes for the size of the subscription list of the zine. Publishers cannot vote for their own zine.

The present subscription to Dot Happy is 59.

On the reverse side of this is a voting form that you can use to send Mark your vote. Mail this to:

Mark Lazelere  
522 W Grand River  
Howell, MI 48843

The scoring will be as follows:

- 5 points per first place vote
- 4 points per second place vote
- 3 points per third place vote
- 2 points per fourth place vote
- 1 points per fifth place vote

The votes will be tabulated, both with and without normalization for the size of the subscription list of the zine.

Obviously, with either kind of tabulation, the turnout factor is very important. The more people that sub to a zine vote, the better that zine will do (assuming that SOME of the subbers think the zine is good), so I encourage you all to get out and vote!

---

I would appreciate you all filling out the form on the reverse if you play in a Dot Happy game. This is all information that can be useful to me. Please include it in your next orders. Here is an example of it filled out.

### Dot Happy Player Information Form:

Player Name: Allen Wells Signature: 

Game: Nautilus Country: Italy

Phone #: (617) 494-9147 Trivia: middle name = Kendall

Address: 550 Memorial Drive #2E3

Cambridge, MA 02139

Press Bylines: Tank-Driver, Frog-Killer, Pasta-Paster

Notes: I cannot be reached by phone before 11 AM

# Marco Poll Voting Form:

Deadline: August 31

## Notes:

Vote for your 5 favorite zines in order.  
Publishers cannot vote for their own zine.  
Give your name and signature.

Rating:      Zine:

1: \_\_\_\_\_

2: \_\_\_\_\_

3: \_\_\_\_\_

4: \_\_\_\_\_

5: \_\_\_\_\_

Name: \_\_\_\_\_ Signature: \_\_\_\_\_

\_\_\_\_\_ separate here \_\_\_\_\_

## Dot Happy Player Information Form:

Player Name: \_\_\_\_\_ Signature: \_\_\_\_\_

Game: \_\_\_\_\_ Country: \_\_\_\_\_

Phone #: \_\_\_\_\_ Trivia: \_\_\_\_\_

Address: \_\_\_\_\_

Press Bylines: \_\_\_\_\_

Notes: \_\_\_\_\_

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



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

Larry Peery  
PO Box 8416  
San Diego, CA 92102

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