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Pat Hart does a DIPSRIPTION of an EE subber in each issue based on what he has read about you in either this zine or the other zines that he receives. This time, he turns his eyes to the cold North and beyond to Canada to look at Dave Carter, who is the pubber of Sleepless Knights. Dave's joy is such these days(he and his wife Julie are expecting a baby--see page 38) and he has lived to see the end of that great enemy zine of Canadians, Just Among Friends(see page 50). Take it away, Pat...

NAME: Dave Carter	SEX: Anytime, Anywhere, Anybody
NICKNAME: Token	EYES: Lusting
HOME: Canadian Rockies	HAIR: Not Required
BIRTHDATE: In back of family Bible	LOOKS: Doesn't matter to him
NOTED FOR: Only one not stabbed by Kathy Byrne	AMBITION: To get stabbed by her
TURN-ON: Top Player in Canada	TURN-OFF: Subscriber to <u>Just Among Friends</u>
FAVORITE SONG: "Thank Heaven For Little Girls"	FAVORITE MOVIE: "Le Sex Shop"
FAVORITE PHRASE: "Want to See My Etchings?"	FAVORITE PLAYER: Al Pearson
HOBBIES: Wine, women and song	PROFESSION: Women and Sex

FAVORITE POEM: Dave Carter has a one track mind,
Wherever women can be found,
Playing Dip gets in his way,
But now and then, he goes astray.



BE A SWASHBUCKLER!! And jump into a dangerous position!! You can do that, and help EE's games run smoothly by joining these daring 28 as a Maloberger (what other zines call "standbys"). If you become a Maloberger, you get 2 EEs added to your sub now and 4 more when you complete an assignment. You are called only once and your name is taken off the list, so there is no "overuse" or "overkill" here. Malobergers are: Ieapo Stabo, Peter Ansoff, Steve Arnawoodian, Mike Barno, Doug Beyerlein, James Briggs, Jim Burgess, Don Del Grande, Jim Finley, Al Giddings, Scott Hanson, Steve Heinowski, Bill Highfield, Rick Holman, Mark Keller, Rob Landeros, Mark Larzelere, Mark Luedi, John MacFarlane, Tom Mainardi, Jack Masters, Larry Neubauer, Jane Proskin, Kevin Stone, Terry Tallan, Earl Wiggers, Dan Wilson and James Woodson. Thank all of you for volunteering! The games in EE are on two different deadlines. Three games are on 5-week deadlines and three games are on 10-week deadlines. And two are the European method.

1983 Is The
20th Year of Postal Diplomacy!

Yes, this year the postal hobby of Diplomacy is 20 years old. For a score of years now, people have been playing this game and making friends through the mail. That's a generation and the ages and lifestyles in this hobby cross all boundaries, including international, age and sex boundaries. Let's make 1983 the best year yet!

This issue of EE has two articles and a play to begin its celebration of the 20th anniversary. John MacFarlane will tell us of the origins of Dip, the real origins and its terrifying success of today; Patrick Conlon is back with his "Cultural Flushing" series and he looks at Britain this time which stresses the international emphasis that EE likes to see although the subject matter could be, well..... Then Pat Hart brings his play about people in the postal hobby to EE. But first up is John MacFarlane.

John lives in Los Alamos, New Mexico and does a high school zine for 10-12 of his classmates called Negotiate. Requirements of the high school prevent the zine from being sent to non-school people but John sent me a copy in which this article appeared. (With a circulation of 10-12, Negotiate is the second most exclusive zine that I know of!). He is currently planning a Los Alamos Con which would be conducted over the phone with 1-2-3 deadlines. But his most recent success has been to show how Diplomacy is a Commie plot! Read it and weep!

The REAL Reason Behind Diplomacy

---by John MacFarlane

Those of us who occasionally make the mistake of slipping back into the real world sometimes find occasion to wonder, "Why was Diplomacy invented?" Yes, that is a monumental question, and though we would like to find the answers, until now no one has gone through enough research and support to actually answer such a monumental question.

But now, yes, now, I have the answer. You ask, "But how?" How could you, a mere John MacFarlane, succeed when so many greats failed?" The answer is through a lot (emphasize the "lot") of reading and research. On a tip from one of Grimm's fairy tales, I tapped the InfoNet Datafiles with our Modem and found the address of the secret Soviet Research Library in Moscow.

Not having the funds nor the desire to go to Moscow just to find some information which might turn out to be unnecessary, I quickly broke the computer code for even that top-secret installation. Although I had to import a Russian translator for much of my research, I actually did find the answer through this prestigious Russian library.

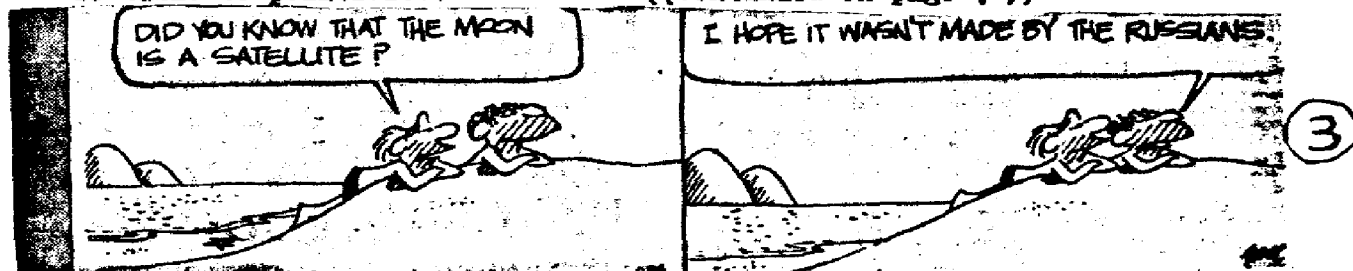
Allow me to quote from a book written by Krushchev in the 1950s:

"The Americans have gotten far too strong. An end must be put to this capitalistic expansionism. Their best diplomats are miraculously finding their ways to the White House despite our most able assassins. Another way must be found. If American diplomacy can, for once, surpass ours, all will be lost..."

And quoting from a later paper by Yuri Gamov, leading political and military scientist:

"The Americans' interest in wargames has been thoroughly documented elsewhere, and by now we are aware that only the best-educated and most intelligent Americans indulge in such things. It is these that need to stay away from the White House; but even more so the diplomats. And although some good games testing strategic skill has been devised, none yet test the powers of persuasion so basic to politics..."

((Continued on page 4))



Gary: Nope, I have my own brand.

.....fifteen minutes later.....

Gary: Here comes two more.

Steven: Which ones?

Al: Hic!

Gary: None other than the guru himself--Mark "Faz" Fassio and that Southern Girl--
--Karen Blant.

Faz: Peace through strength.

Karen: Like, charmed.

Al: Hic!

Gary: Y'all have any trouble getting here?

Karen: Like, I'd stick out a leg, ya know, and like, all traffic stopped.

Faz: It is the will of Allah.

Gary: I'd like for y'all to meet Steven "Boss" Duke and Uncle Al Pearson.

Al: Howwwwwwwdy!

Steven: Here's my card.

Karen: Like, if I wasn't ringed...

Gary: Speaking of married, where's Kerry?

Karen: Like, I needed the rest so, he's waiting in bed.

Al: I'm surprised he let you out of his sight.

Karen: Like, he had no choice, honeychild.

Al: What does that mean?

Karen: Like I have the keys.

Al: That's kinky!

Karen: Fer sure!

Faz: She is woman, hear her roar.

Al: Is anyone else hungry?

Steven: Shouldn't we wait for the others?

Gary: Well, the sun's not up yet. I doubt if any Yankee is either.

Faz: Food is power.

Steven: He's kinda militaristic for a priest, isn't he?

Gary: Well, he is a captain in the South Carolina National Guard.

Karen: Like, a man in uniform, so together!

Gary: Let's go. I'm starved. Ham and grits, no better way to start off the day.

Al: Yum, Yum!

Al: Hic! I got to eat something.

.....later in the lounge, two guests arrive.....

Bob Olsen: Is Gary Coughlan here?

Gary: That be me.

Bob: Hi, Bob Olsen, all the way from Wichita!

Gary: It's not the South, but you gotta come from somewhere.

Bob: This is Guy Hall, all the way from Texas.

Gary: Another Southerner! Glad to know ya!

Guy Hall: You call this an International Airport?

Gary: Yep.

Guy: Back home we have ant hills with more activity.

Gary: Are you from Northern Texas?

Bob: You were right Gary, Memphis is a booming metropolis.

Guy: Back home I have a house bigger than this town.

Steven: Is everything bigger back in Texas?

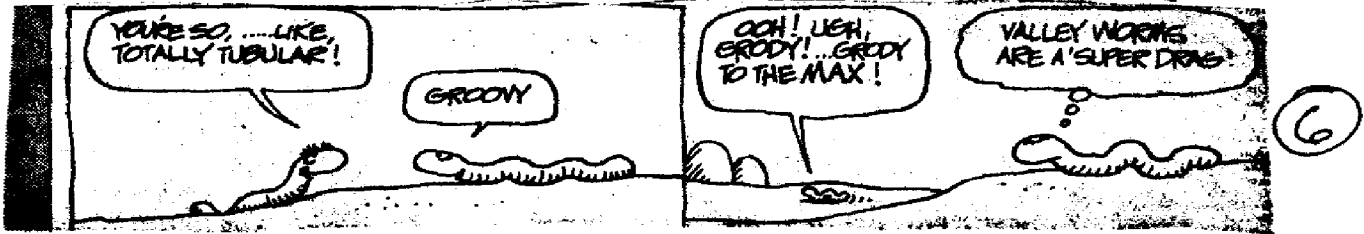
Guy: You got it.

Karen: Like, can you prove it?

Faz: Hook'em horns.

Bob: What are they talking about?

Al: What do you do with your best girl on a Saturday night? ((Continued on page 7))



Dips in Dipland (Continued from page 6)

Bob: I get it. They like square dancing too.

Karen: Like, you for real?

Bob: Yeah, you want to touch me?

Karen: Gross me out!

Bob: What did she mean by that?

Gary: So, let me introduce you to the others.

Al: Howwwwwwwdy!

Steven: Have one of my cards.

Faz: Seeing is believing.

Karen: I'm sure, honeychild.

.....everyone gets acquainted.....around 8:00 AM.....

Mike Mazzer: Pardon me. I'm looking for a Mister Gary Coughlan.

Gary: Mazzerman, is that you?

Mike: It is I. Permit me to introduce Mister Mark Lew. We were on the same flight.

Mark: Hello Gary.

Gary: Glad to know ya.

Mike: I hope we're not late.

Gary: Right on time, as usual.

.....
Mike: Would you do the honor, Mister Coughlan?

Gary: Call me Gary!

Mike: If you insist.

Al: Howwwwwdy!

Mike: No, the name is Mike Mazzer.

Al: Hic!

Steven: Here, have one of my cards.

Mike: How gauche.

Steven: Fine, how goes it with you?

Mike: Was that a joke?

Faz: A mind is a terrible thing to waste.

Mike: Ah, someone on my level I can converse with.

Bob: Hi, I'm Bob Olsen from Wichita.

Mike: Mister Olsen.

Guy: You sure are a biggin. Are you from Texas originally?

Mike: One's size doesn't make the man.

Karen: Like, that totals me.

Mike: Are you from the Valley?

Karen: No way I'm sure! They're so, ya know, boring to the max.

Mike: How do you mean?

Karen: Like, in everything.

Mike: For instance?

Karen: Like, sex.

Mike: The fulfillment of physical satisfaction isn't important to me.

Gary: What do you call Amanda?

Mike: Adopted.

Karen: Like, I'm sorry.

Mike: Do you have any other instances?

Karen: Barf me out! Like, isn't that enough?

Mike: Man does not live by sex alone.

Faz: Mind reader.

Bob: This is great. We never discuss this back in Kansas.

Mike: Please continue Ms. Blant.

Karen: Like, they're all so selfish. Ya know like, turned off on leather and stuff.

Nothing radical, absolutely never.

Mike: I don't see how that accomplishes anything.

Karen: Like, you ever, sugar?

Mike: I've read about it.

Karen: Like, don't knock it.

Bob: Tell me more.

Al: Hic!

Mike: Let's discuss it more later.

Karen: Like, can't wait.

Mark: Gary, it sure gets hot around here.

((Continued on page 8

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Dips In Dipland (Continued from page 7)

Gary: Hot? It's only sixty degrees outside and the sun is just coming out.
 Mark: That high already?! I better take off my coat.
 Mike: I sure get thirsty after a debate.
 Mark: I thought it was a fight.
 Gary: Here, take a swig of this.
 Mike: I've always wanted to try Amaretto & Cognac.
 Gary: That's not.....
 Mike: Arrrrrgggggghhhh!!!! #!*%!!()?\$#@#&!@&?.
 Gary: I wonder what book he got that language out of?
 Mike: Please excuse my language. That doesn't taste like any cognac I've ever tasted.
 Gary: It wasn't. That was Memphis Magic.

Al: Gimme a swig.
 Karen: Like, on the moon!
 Faz: Far out!
 Mike: Grody!
 Karen: Like, I finally understood you.

.....about two hours later.....
 RumbleRumbleRumbleRumbleRumbleRumbleRumbleRumbleRumbleRumbleRumbleRumbleRumbleRumbleRumbleRumble

Bob: What's that?
 Guy: Sounds like a big plane.
 Faz: It's a great way of life.
 Mike: Earthquake!
 Gary: Keep your shirt on, it's only Pearson snoring.
 Karen: Totally!
 Mark: I think I should take off my sweater. This heat.
 Gary: Well, it's gonna get warmer.
 Bob: Does anyone in Texas snore like that?
 Guy: Only the bulls.
 Steven: I got some cows.
 Guy: It wouldn't work.
 Steven: Why not?
 Mike: It's a known fact mixed marriages don't work.
 Gary: Hey look! Here comes them Yankees.
 Steven: They're just like us except they talk funny.
 Al: How do you know it's them?
 Gary: I was told to look for a baglady with a trained bear and a guy who walks like a frog.

Al: Yep, that's them alright. Open the door.

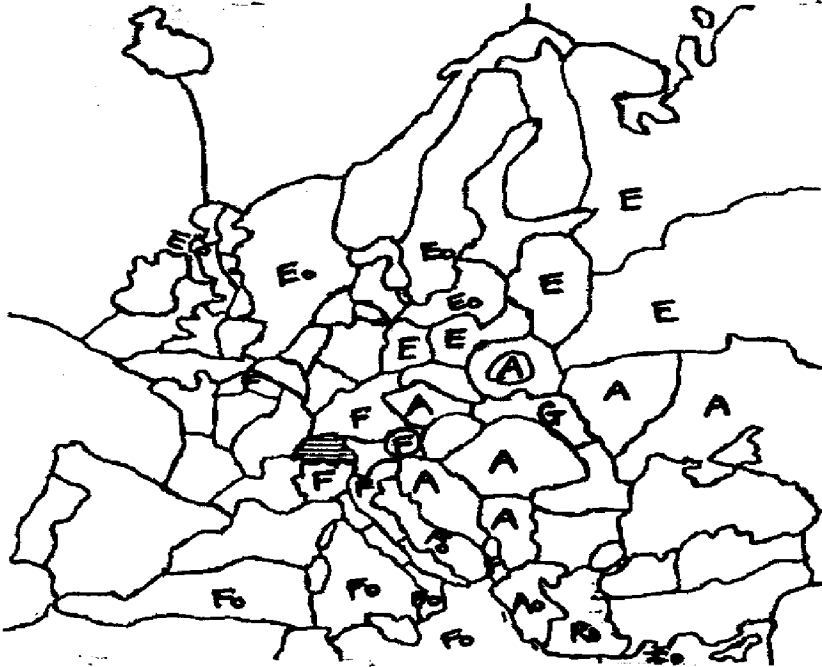
Mike: Permit me to introduce myself. I'm Mike Mazzer.
 Kathy Byrne: I'm Kathy Byrne. This is my roomie John Caruso and Steve Arnawoodian.
 Faz: Ribbit!
 Woody: Kathy, you promised there would be no frog jokes!
 Kathy: Youse guys, knock it off.
 John: Can I laugh too, Kathy?
 Kathy: Forgive Woody, it's his first trip to the South.
 Karen: Like, chill out.
 Woody: Why are they carrying shotguns?
 Kathy: I don't know. Why is that?
 Gary: It's sorta like all New Yorkers carrying knives.
 Faz: Tradition.
 Kathy: You must be Gary Coughlan.
 Faz: Moi?

Gary: I'm Gary. You already know some people here, just mingle.
 John: Can I mingle too, Kathy?
 Woody: Don't leave me alone!
 Kathy: Has anyone got a smoke? I'm out.
 Al: Try one of these.
 Kathy: Yech! That's awful. What brand is that?
 Al: Virginia weed.
 Kathy: Like what comes out of the ground?
 Karen: Like, what else?
 (Like, go to page 40)



AUSTRIA AND FRANCE LOCK HORNS IN FIGHTS RANGING FROM TYROLIA
TO GREECE!! ENGLISH STRENGTHEN THEIR RUSSIAN POSITIONS!!
HAPSBURGS MARCH INTO WARSAW AND SEAL GERMANY'S DOOM!!!

Ω POSITIONS IN FALL 1906 Ω



§ GAME: "Swedish Roundabout"
1981 AM

§ GM: Monsieur Gâreaux L.
Çoughlânniqué

§ NEXT SEASON IS: Spring 1907

§ ZAT: Friday, March 4, 1983

§ GAME COLOR: Jaune

§ GAME NOTES: You guys blew it this time! Kicked Randolph out, after knocking him down, and just when he is set to go on a long company trip to Europe! No postcards for y'all! Thanks Randolph for sticking it out.

The A-F-E draw fails. England wants it made public that he had "no vote" for this A-F-E draw.

England wants it also made public that he is proposing two proposals: (1) an E-F draw; and (2) a concession to Russia. Please vote with your next orders. "NVR" (No Vote Received) is considered a "yes" vote.

§ Dislodgements This Time:
Austria's Army Tyrolia and Germany's

Army Warsaw. Germany is out anyway. Austria, is he retreats to Vienna, plays one short. If he retreats OTB, and doesn't build in Vienna, he plays two short. Your supply center chart is on page 10.

The last known address I have for Bob Osuch is: 19609 South Poplar, Mokena, Illinois 60448. He is in the process of moving to Arizona and I will let you know his new address as soon as I do.

Tiny Spaces: There is a French army in Albania, a French fleet in Naples and an English fleet in Liverpool. Your cartoon is by EE subber, Dan Wilson.

§ ORDERS OF BATTLE FOR FALL 1906 §

ALLEMAGNE: A Sil-(GAL), A (WAR) ~~SEE S~~ A Sil-Gal(r-Sil-OTB)
(Monsieur Randolph Smyth)

ANGLETERRE: A Den-(LVN), F (BAL) C A Den-Lvn, F (NTH) Holds
(Monsieur Garry Hamlin) A (PRU) S A Den-Lvn, F (SWE) Holds
A (MOS) S A Den-Lvn, A (STP) S A Mos, F Cly-(LPL)
A (BER) S French A Bur-Mun

AUTRICHE-HONGRIE: A (SER)-Alb, F (GRE) S A Ser-Alb
(Monsieur Dick Martin) A (BUD) S A Tri, A Gal-(WAR)
A (TYO) ~~SEE~~ Ven(r-Vie-OTB), A (TRI) S A Tyo-Ven
A (UKR) S A Gal-Ukr, A (BOH)-Mun, A (SEV)-Mos

FRANCE: A Mun-(TYO), A (PIE) S A Mun-Tyo, A Bur-(MUN)
(Monsieur Bruce Linsey) F (ION)-Gre, A (ALB) S F Ion-Gre
F (ADR)-Tri, A (VEN) S F ADR-Tri, A Par-(PIC), F Mao-(WES)
F (TYS)-Ion, F (NAP) S F Tys-Ion,

ITALIE: F (EAS)-Ion
(Monsieur Bob Osuch)

RUSSIE: F (AEG) S Austrian F Gre
(Monsieur Bob Olsen)



BYE, BYE GERMANY!!

(Your Supply Center Chart and press are on page 10)

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§ 1906 Supply Center Chart §

	<u>Gains</u>	<u>Loses</u>	<u>Retains</u>	<u>Has</u>	<u>Builds/Removes,</u>
ALLEMAGNE:		Bel, Spa, Tun		0	0-U-T
ANGLETERRE:	BEE, SWE		Home, Den, Hol, Kie, Mos, Nwy, Stp	11	+2
AUTRICHE-HONGRIE:	WAR		Home, Bul, Con, Gre, Rum, Ser, Sev	10	Plays one short (See game notes)
FRANCE:			Home, Bel, Mun, Nap Por, Spa, Tun, Ven, Rom	11	No Change
ITALIE:			Smy	1	No Change
RUSSIE:			Ank	1	No Change

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[GERMANY]- You know you're in trouble when....you have more enemies than units.

Memphis to Germany: This....is the Twilight of the Gods!

OSUCH to Coughlan: How come you called Dick's orders "joke" orders? Could you explain the jokes to me? I didn't get them.

Coughlan to Osuch: Well, move to Arizona and maybe it will Dawn on you....

Any orders outside of movement, support or hold or which are longer than regular orders I call "joke" orders and put them in the press. How come....

[OSUCH]- How come Bruce Linsey likes to play PAC-MAN so much?.....It's the only way he can get eaten three times for a quarter.

Memphis to Osuch: What does it cost you?

Russia to Italy: As Carol Burnett said in "The Four Seasons", "Is this fun? Are we having fun now? "

Memphis to Russia: You have to ask? (PS I don't have slaves, I have toadies I'm told)

[RUSSIA]- Those of you who received Voice of Doom #69 and read Brux's opinions on certain matters of ethics and the handling of "off the record" material may be interested to know that due to lack of space he did not have room to outline some of the other things he considers to be valid ploys in a game. Here are just a few:

1. Leaving the severed head of a horse in his opponent's bed.
2. Kidnapping his opponent's children and selling them into slavery in Memphis.
3. Giving his opponent a gift subscription to "The Modern Patriot."
4. Putting dirty socks in his opponent's Diplomacy set.
5. Signing up his opponent for seven games in "Le Front" using John Michalski's address.
6. Putting his opponent into a game with Terry Tallman, Tom Hurst, Stephen Lee and Mark Lew and then stealing his opponent's glasses.
7. Making his opponent memorize every word in "Diplomacy Digest" #64/65/66.
8. Embarrassing his opponent by telling anybody the guy believed something Gary said about Bob Olsen in "Murdering Ministers".
9. Making his opponent try to talk Randolph Smyth into doing something in his own interest.
10. Writing his opponent hundreds of letters to make him think they are actually negotiating.

There are many more but they are so sickening I can't stand to write them down. Beware all Dippers--this man will do anything to win a game! And what's even more disgusting, sometimes it works!

Memphis to Russia: Speaking of Murd'ring Minsters, I'm not even going to tell Ron Brown that you misspelled his zine's name. (Don't worry--I corrected it for you!)

Russia to England: Keep your powder dry. Study Voice of Doom #69 very carefully. And watch out for dead skunks.

Memphis to Russia: Are dead skunks a weapon of some sort?

Russia to England and France: I have sent Austria the ultimate weapon. You two are dead men!

Russia to Serbia: Thank you for your support. And here's my tribute to you--Dick Martin, the only man who ever sent in orders and still NMR'd.

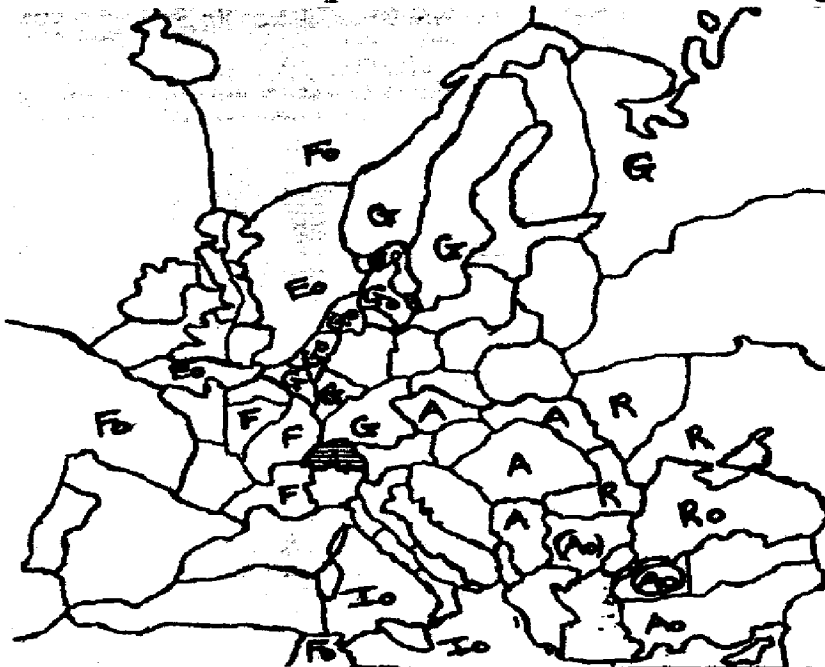
RUSSIA to ALL: Someday, I would like to see a return to an era of good feelings. Let's all work to that end.

Memphis to Swedish Roundabout: And then there were five.....

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**AUSTRIA AND RUSSIA TRADE BLOWS IN WORDS AND DEEDS!!
ITALY POISED TO RECOVER AFRICAN EMPIRE!!
STALEMATE IN THE WEST CONTINUES!!!**

Ω POSITIONS IN SPRING 1907 Ω



§ GAME: Saxe-Coburg-Gotha
1981 AN

§ GM: Herr GErren L. Kaufland

§ NEXT SEASON IS: Fall 1907

§ ZAT: Friday, March 4, 1983

§ GAME COLOR: GrIn

§ GAME NOTES: Surprise! Your game's name is back to S-C-G; it changes every 3 game years.

You all have Jack's Mexico address. Thanks to Mark Larzelere for unused Malaberger orders.

The A-R and the E-G draws' proposals both failed. Russia wants it made public that he voted "no" to both draws.

A concession to Austria has been proposed. Please vote with your next orders. A NVR (No Vote Received) is considered a "yes" vote.

§ Annihilations This Time:
Austria's Army Rumania.

§ Dialodgements This Time:
Russia's Fleet Constantinople.

There is an English fleet in the Skaggerak.

Cartoon is from World Press Review.

§ ORDERS OF BATTLE FOR SPRING 1907 §

DEUTSCHLAND: A (SWE) S A Nwy, A (NWY) S A Swe
(Herr Jack Fleming) A (STP) S A Nwy, F (HEL) S F Den
A (MUN)-Bur, A (RUH)-Bel, F (HOL) S A Ruh-Bel
A (BEL)-Pic, F (DEN) S A Nwy(Im)

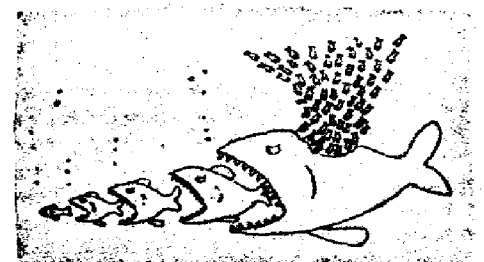
ENGLAND: F (NTH) Holds, F (SKA) S F Nth
(Herr Mark Passio) F (ENG) S F Nth

FRANKREICH: A (PAR)-Pic, A (BUR) S A Par-Pic
(Herr John Marsden) A (MAR) S A Bur, F Wes-(MAO)
F (TUN)-Ion, F (NWG) S English F Nth

ITALIEN: F (ION)-Gre, F Nap-(TYS)
(Herr Allen Pearson)

RUSSLAND: A Gal-(RUM), A (SEV) S A Gal-Rum, A (UKR) S A Gal-Rum
(Herr Patrick Conlon) F (BLA) S A Gal-Rum, F (CON) Holds(r-Ank-OTB)

ÖSTERREICH UNGARN: A Vie-(GAL), A (BUD) S A Vie-Gal, A (BOH) S A Vie-Gal
(Herr Kerry Blant) A (SER)-Gre, F Aeg-(CON), F (BUL-sc) S F Aeg-Con
F Eas-(SNY), A (RUM) S S F Bul(sc)



An Artist's Composite
Sketch Of Who Is Winning
S-C-G Based On This Season's
Press!

England to All: Happy 1983, scumbags! May the New Year bring all of you peace and prosperity, and may it bring me my wish for a 5' inflatable Susan Anton doll (with moving parts).

Russia to England: Merry Xmas and an even better New Year's. Will you be working then? I hope not.

England to Russia: Many wishes for Happy College times for you, and that certain sechko of yours. Hope the Holiday was Happy, and that you can spare a renegade or so and move north, pal. If you play games with Austria, and don't expand north, the Empire will disappear just as easily than if you "go for broke".

((Press continues on page 12))

[LONDON]- This war has hit new heights! Trench warfare at sea. Thrilling moves, huh gang?

Oaxaca(Germany) to Wedgefield: OK, Faz, I lived up to my part of the bargain and passed up the build---now will you attack France?

Memphis to Oaxaca: I think Faz views the French as friends.....

[EDINBURGH]- The local populace here are reporting that "The French are coming, the French are coming." Let us hope they hurry up and get here, for the Hun schemes to sail the North Sea.

Memphis to England:.....Closer come the French....closer.....

England to France: Well, John, it's up to you to play Mr. Maneuver for awhile, I guess. Press on, pal.

Memphis to England:.....Closer.....closer.....

England to France: Hqw's about we try and have your fleets support me, but perhaps not so close to the English nerve centers? At this point, I can do you no harm. We need to get crackin', and to get you some centers, else the Central Goombahs will run rampant this game.

England to Germany: I hope Montezuma's Revenge strikes you and renders you incapable of coherent moves for awhile; you're too powerful anyway. How is it down there, Jack?

Oaxaca to World: Mezcal is an ugly, ugly drink.

Russia to Mexico: Looking forward to another travelogue. Enjoy that sun!

[OAXACA]- The Kaiser(or more exactly his voice as His Eminence had slipped deep into his banquet chair) announced today that he has seen a vision of the Austrian-Hungarian Lion devouring the lambs of Europe. He further stated that in order to save Europe from this fate, he is proposing to all heads of state that they concede the victory to the Austrian ruler now. "The blood we save will be our own," he screamed.

Memphis to Oaxaca: I think you still have some hearts and minds to win....

Russia to World: The Tsar votes no to any concession involving the amoral red slime that has slithered out of its cave in Transylvania to infect the world.

Memphis to Russia: You mean you didn't ask that amoral red slime to help you?....

Austria-Hungary to World: The Tsar has made secret requests to our government seeking aid. The workers of Russia have revolted. The Tsar has asked that Austria-Hungary come to his aid. "The monarchy must be saved," Franz-Blant has declared.

Memphis to Russia: So he's coming to help you. What do you say to that?

Russia to France: Dear John, I'm too cheap to pay for the excessive postage from here to there, so I'll let Gary pay the bill. How 'bout giving me a hand here. Start working with Liar Al on an elongated Lepanto. By the time y'all get to Turkey, it will be in Franz-Blant's hot little hands. Do you think he will really take Constantinople and Smyrna and then lay off?

Memphis to Russia: But Franz-Blant sounds sincere in what he's doing....

Austria-Hungary to Russia: Franz-Blant thanks you for sending all your troops south to aid in the defense of the failing Ottoman-Turk Empire. We shall land our fleets in the ports in order to supply you with the necessary weapons, i.e. competent leadership.

Russia to Austria: God, you're such a despicable excuse for a human being. Do you really expect me to believe you're going to take Constantinople and Smyrna and then attack someone else? And I'm supposed to believe that you'll give me Rumania back too?

Memphis to Russia: Now, you've made him mad!

Austria-Hungary to Russia: The Hapsburgs find the continuing presence of Russian troops in Turkey as a threat to world peace. Franz-Blant hereby demands the immediate removal of Slavic peasants from foreign lands.

Memphis to Austria-Hungary: Is this "footsie"?

England to Austria: Every day you play footsie with Russia just allows Germany to grow that much stronger. I can't see why you two don't reach some sort of agreement, head north and northwest, take Warsaw and Moscow, and make Jack sweat. I can only assume that Austria is lying in bed with the Huns, and that Russia has no desire to hurt the Kaiser. Alas, the West is in need of pals.

Memphis to England: Numero Uno...

Austria-Hungary to World: The Russian has stated he will suicide against the Hapsburg monarch. The suicide has begun.

England to Italy and Russia: No one likes my Southern Strategy proposal, and my 3 Home Defense Units can do naught, so I have to give you a belated "Good Luck." Don't

((DO! Go to page 4 for the rest of the press.)) (12)

GENERAL PATTON, COUNT VLAD AND 1,000 SWANS JOIN THE APIS MENAGERIE!!
 VIENNA FALLS TO THE TURKS WHILE ENGLISH SECURE BORDER REGIONS!!!

Ω POSITIONS IN SPRING 1908 Ω



§ GAME: "apis" 1981 A0
 § GM: 71102111
 § NEXT SEASON IS: Fall 1908
 § ZAT: Friday, March 4, 1983
 § GAME COLOR: P'urun

¶ GAME NOTES: "Apis" goes back to Korean which is the language used for ties between two or more great powers.

The E-T draw failed and is repropesed. Please remember to vote with your next orders. A "NVR" (No Vote Received) is considered a yes vote.

Russia and Turkey want it made known publicly that they voted "yes" to the E-T draw.

§ Dislodgements This Time:
 Austria's Army Vienna.

Your cartoon this time is from Cartoon-Style Illustrations.

§ ORDERS OF BATTLE FOR WINTER 1908 §

Osut'ria-Hanggari: Remove Army Tyrolia
 P'rangsu: O-U-T
 Tokil: O-U-T
 T'ok'i: Build Army Constantinople, Army Smyrna
 and Army Ankara
 Yongguk: Build Fleet Liverpool, Army London
 and Fleet Edinburgh

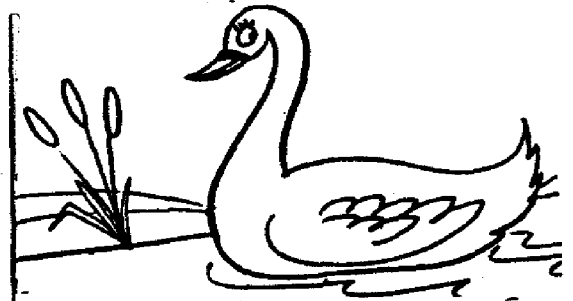
§ ORDERS OF BATTLE FOR SPRING 1908 §

OSUT'RIA-HANGGARI: A (VIE) ~~NO~~ Bids Auf Wiedersehen
 (Mike Mazzer-ssi) (r-Boh-Tyo-OTB)

ROSIA: F (SWE) Holds, A (MUN) S A Ber, A (BER) S A Mun
 (Don Swartz-ssi)

T'OK'I: A Con-(BUL), A Smy-(CON), A Ank-(ARM), A Tri-(VEN), F (ADR) S A Tri-Ven
 (Dave Carter-ssi) A Gal-(VIE), A (BUD) S A Gal-Vie, A War-(SIL), A Rum-(GAL)
 A Ser-(TRI), F (ALB) S A Ser-Tri, F Ven-(APU), A Sev-(UKR), F (ROM) Holds

YONGGUK: F ~~EM~~-(NWG), F Lpl-(IRI), A Lon-(DEN), F (NTH) C A Lon-Den, F Den-(BAL)
 (Jim Williams-ssi) A (BUR)-Mun, A (KIE) S A Bur-Mun, F (HOL) S A Kie, A Bal-(RUH)
 F (STP-nc) Holds, F (NWY) Holds, A Mar-(PIE), F Spa(sc)-(LYO)
 F Naf-(WES), F (TUN) Holds



This Swan Is Believed To Have
 Been One of the 1,000 Sighted
 Over Vienna Recently!

London to Ankara: Fear not my Canadian friend, if the draw didn't pass yet, I will not carry the battle any further. A 2-way draw is still all I'm after.

London to Moscow: Please don't misunderstand my actions. I won't eliminate you, but I didn't want any hanky-panky going on at this late date either.

London to World: Her Majesty the Queen would like it known that she voted a resounding YES to the proposed draw, with the full backing of Parliament. Although this vote does not seem appropriate next to the appointment of General Patton as Commander-in-Chief of the Armed Forces, it was nonetheless a sincere offer of peace. The naming of Patton to such a post should be viewed as part of a contingency ((Press continues on page 14)) (13)

plan in the event of a negative response to the peace accord by unhappy factions in the European struggle. If this indeed happened, it bodes ill for Europe. Her Royal Highness, and all of the people of England, hope and pray for an early peace.
London Enquirer: AMERICAN GENERAL TAKES COMMAND OF BRITISH ARMED FORCES!! Last night in a move that has left the entire United Kingdom stunned, the British Parliament has named General George C. Patton, a young American lad, as the new Commander-in-Chief of our English fighting units. Patton replaces Mary Scott Dumpling who Parliament members claim was "too bloody soft."

Miss Dumpling had been under fire from the hawkish Parliament for months, mostly in regard to her lack of aggressiveness in the early campaign against Russia. She was wooed by the Tsar during the early negotiations, and soon agreed to assist the Russian monarch in maintaining a viable military force of his own. This was accomplished by allowing Russian units to occupy captured German territory, while Turkish National Forces swept through the Russian homeland, and as British troops moved out of the east.

At war's end, the Tsar planned on returning to Moscow with his expatriate forces and re-establishing himself as ruler of all the Russia. In going along with this Tsar-orchestrated scenario, Mary Scott Dumpling set in motion the course of events that have now led to General Patton's installation as our new military leader.

Patton, who reportedly despises Russians, has promised to restore to our fighting men, their reputation as ruthless fighting machines, relentless in their quest to make the world safe from "subversive eastern influences."

The Russians, to whom General Patton refers to as "White Sons of Bitches", are unaware thus far of this change in leadership. They will undoubtedly be surprised and disappointed when they see their erstwhile allies closing in around them. Patton, however, claims that the Russians have a few tricks up their sleeve, and that his newly aggressive stance against the Tsar will thwart attempts to "even the score."

"Those Sons of Bitches", the General continued, "remember our early treachery. They remember how we deceived them and even though an alliance was eventually forged between us, they'll jump at the chance to get back at us. I don't aim to let that happen."

When asked if the Russians will be completely routed, the General replied, "I don't think we need to completely eliminate the white scum, but we do need to make damn sure that they will never again be in a position to do us harm."

There is no question that Patton will accomplish that, but one must wonder how far this perhaps overzealous leader will carry the battle. All of Europe watches, and waits....

[SWITZERLAND] - (France, Italy and Germany in Exile): C'mon, Mike! We're waiting for you!

Memphis to Switzerland: Ah, but the Emperor Mazzer hears another voice....

[VIENNA] - The last of the Austrian Imperial Guard retreated to the Throne Room as the Turks forced open the gates to the old Palace of the Hapsburgs. The Emperor hung his head, in a brief moment of despair as, one by one, his Guardsmen fell around him. Then, slowly, the Guard began to treble, gently at first, but soon with great violence. The roof of the palace collapsed on the on-rushing Turkish army, revealing the sky bathed in wondrous light. The Emperor looked up in wonder. Was it possible?

He had heard tales from ancestral folklore, but never did he believe....but yes! The air was filled with the roar of beating wings. The clouds parted, and swooping out of the northeast, came a golden-and-emerald coach pulled by a thousand white swans. The face and frame of the coach-driver was unmistakable. The Emperor had seen that face on thousands of icons. It was his long departed ancestor, Count Vlad.

The coach pulled up alongside, and Vlad swang the door open. "Hop in, old chum. I've been waiting for you for a long time."

"I'll bet you have, Hippo-Hips," the Emperor replied, climbing into the coach. The Turks gaped in astonishment as the coach and swans sprang into the air with dizzying speed and, with a crack of thunder, was gone.

"I've made some modifications to this buggy," said Vlad, and he flipped a switch from "Swan Power" to "Hyperdrive." The coach and the swans were racing through another dimension. "Take a look at that," said Vlad, pointing to starboard.

"What in the world?"

"That's what it is. The world. The universe, viewed from an extra-dimensional vantage point. You can see it all from here," said Vlad.

((Well, not really "all". For that go to page 39))

(14)

§ ORDERS OF BATTLE FOR WINTER 1903 §

ET'ALLI: (Horst John-ssi)	Gains: GRE Loses: Retains: Home, Tun Status: +1 --Build Army Rome
OSUT'RIA-HANGGARI: (Brian Flowers-ssi??)	Gains: Loses: STP Retains: Home, Bul, Rum, Ser Status: No Change due to annihilation.
P'RANGSU: (Mark Willsie-ssi??)	Gains: Loses: STP Retains: Mar, Spa, Por Status: NER! GM removes Fleet Irish Sea
ROSIA: (Dave Carter-ssi)	Gains: Loses: STP , STP Retains: Mos, War Status: -2 Remove Fleet Finland GM removes Army Silesia
TOKIL: (Sallick Davies-ssi)	Gains: STP Loses: STP Retains: Home, Den, Hol, Par Status: No Change
T'OK'I: (Peter McDonald-ssi)	Gains: SEV Loses: Retains: Home Status: +1 --Build Fleet Ankara
YONGGUK: (Fred Winter-ssi)	Gains: BRE, SWE Loses: Retains: Home, Bel, Nwy Status: +2 --Build Army Edinburgh, Fleet London

§ TOTAL NUMBER OF SUPPLY CENTERS HELD IN WINTER 1912 §

Et'alli: 5
Osut-ria-Hanggari: 6
P'rangsu: 3
Rosia: 2
Tokil: 7
T'ok'i: 4
Yongguk: 7

COA for Michel Liesnard (on Feb 15)
Rue Albert de Latour, 59 (Bte 10)
1030 Brussels
BELGIUM

VOTE! VOTE!! VOTE!!! Don't forget to vote for the New Zines of 1982. The deadline is February 19, 1983 and all the details are on page 51. Here is a listing of the eligible zines and subzines: (You rate them from "0" to "10") Alex's Column, Brain Tumor, Caradhras, Daf's Place, Daan the Torpedos, Expletive Deleted, Festungs Hof, Fiat Bellum, Grapes of Wraith, Hai! Jikai!, Lost Cause, Macrabre, Modern Patriot, Magus, No Fixed Address, North Sealth West George, Perelandra, The Prince, Thirty Miles of Bad Road, Winsome Losesome and You Know My Name.

This is all the names I know but please vote on any that you receive. These pubbers would like feedback. Zines and subzines will be put on separate lists. (16)



PLAYERS' RIGHTS: THE RESPONSES

Don Ditter(New York, USA): "I enjoyed EE #20; I hope you continue to publish this type of zine. If you print letters in #21 about R-3 and Dick Martin, I see no need for you to respond. Just print the letters and let them speak for themselves. Free advice...for what it's worth."

John MacFarlane(New Mexico, USA): "If you expect this issue to be confined to #18 and #19, you are very naive. It will be reflected in your letter column for as long as you continue to print responses, which in all fairness, you should(after all, you promised everyone the right to rebuttal). The only way to end this vicious cycle is to say "Okay, the issue's closed, and you've all heard both sides of the argument. I will not continue to print letters/articles on this subject, no matter what."

I said the subbers, who were shut out to a great extent in EE #18 and #19, would have their chance to respond. Twenty wrote in and the breakdown of this twenty was: 10 pubbers, 8 non-pubbers and 2 semi-pubbers(John MacFarlane and Porter Wightman). The letters are printed in alphabetical order with a break in between ever so often to identify them. There will be no cartoons just straight reading. No response by me.

For a background, I will quote from EE #19 which quoted from EE #18 to give you a view of what happened. All of you have seen #19 but some have not seen #18.

"From EE #18, p.16: "Essentials: R-3, or 1979 KG is a game carried in Retaliation and GMed by Dick Martin. I am Turkey, Jack Masters came in as a standby for Austria (and was replaced by Steve Langley), Scott Jones is England, Stephen Lee is France and Bob Olsen was Germany. This game has been plagued with GMing errors by Dick Martin...."

"From EE #18, p.15: "Briefly the game that I was in, R-3, went first to John Michalski as ombudsman and then to Don Ditter as ombudsman/BNC. (It should have gone to Ditter at the very first but that was the GM's fault and my ignorance. I wanted an irregular ruling from the first). Don Ditter did not tell me why he ruled as he did. He ignored me for 3 months. I became angry and then had Rod Walker and Mark Berch review this case. They essentially held up Don Ditter's position. I was determined that no player would be ignored in this fashion without some public notice. It was wrong."

In EE #19, Don Ditter, Mark Berch and Rod Walker presented their views of this situation. I view R-3 as an example to study for ways that players and GMs can get along better. And there are many views of how that can be done. Don Ditter and Mark Berch had responses to each other's comments in EE #19 and those two letters are first. Then the alphabetical letters begin.

□□□

Don Ditter(New York, USA): "I'd like to answer one comment from Mark Berch's letter on R-3. Mark stated: "I think however, that he(Don Ditter) should return to the former practice of making such evaluation of irregular status only after a game is completed." (Page 27).

I disagree with Mark on this point. If there indeed was the "former practice"--it was a poor practice in my opinion. There are four ways of handling an irregular situation as I see it:

- (1) Accept no complaint that a game is irregular until the game has ended.
- (2) Accept the complaint, but do not investigate it until the game has ended.
- (3) Accept the complaint, investigate it, make a decision, but don't tell the players.
- (4) Accept the complaint, investigate and inform players of the decision immediately.

Option (1) is unacceptable to me as a player could wait and see how he finishes in a game before deciding whether he wants it declared irregular. You get the "sour grapes" case where a player loses in 1912 and then complains about poor GMing in 1904 hoping to get the game declared irregular.

In my opinion, if a player thinks a GM has done something that grossly violates the rulebook, HRs[House rules] or accepted GMing practice--the issue of game regularity should be raised immediately, no matter what the year or your position in the game. Of course in many cases it's not one thing, but a number of errors that may build

((Continued on page 18)) (17)

Don Ditter's Letter(Continued from page 17)

"up to a breaking point. I believe the time to complain about a GM is as soon as possible after the wrong has been done. If an ombudsman is used, the error may be able to be corrected before damage is done.

Option (2) is also unacceptable----- the complaint should be investigated when received, while it is fresh on the players' and GM's minds. Why wait one or more calendar years before investigating when many of the principals may have left the scene?

Option (3) is probably the one that Mark is advocating. I believe the players deserve to know what your decision was as soon as you have made it. I see little difference between declaring a game irregular at the start as local, GM in the game, etc. and declaring one irregular in the middle of it. The only argument to hold back a decision would be to keep player interest alive or not affect the game.(though the complaint itself may affect the game).

I think Option (4) is the way an irregular game complaint should be handled. The problem should be resolved and the players informed of the game's status as soon as possible.

As for his point that I have deviated from "former practice", I'm not aware of it. I've never heard of a BNC [Boardman Number Custodian--Don is the current one] holding back a decision from the players until the game has finished. When I took over the BNC from Lee Kendter, there were several games that he had declared irregular that were still in progress. I'm sure it has always been common practice to declare a game irregular at the start if it violates certain accepted practices.

In conclusion, I believe the proper way to handle an irregular game complaint is to file the complaint, investigate it, decide and tell the players as soon as possible. There should be no holding back of complaints, information or decision by the players, GM or BNC. Comments Gary? Or Mark?"

□ Don Ditter is the current Boardman Number Custodian(BNC) who assigns numbers to all Diplomacy games, publishes gaming information in the zine, Everything.TM BNC is the only one who can declare a game irregular.

Update from page 17 : There were 23 respondents and the additional 3 were all pubbers.

□□□

Mark Berch(Virginia, USA): "Don Ditter has kindly provided me with a copy of his comments. I hope my response can appear alongside his, so that readers can see both points of view, Don has presented a good analysis of some of the issues involved, but I am not persuaded.

We must keep foremost in mind the purpose of labeling a game as irregular. It is there as a warning to ratingsmasters that, in the opinion of the BNC, the game should not be rated. But games are not normally rated until they are over, so there is no legitimate need for this information before the game is over. Release of this information before then would only allow it to be used for other purposes.

Gary raises the possibility that a player might wait till the end of the game before deciding whether he wants to have the game called irregular.[I am sure that Mark means "Don" and not "Gary" in the above sentence--GC] This, he says, could be sour grapes---the issue should be raised immediately. I disagree 100%. In many cases, the player ought to wait to see how it turns out, altho he should gather his information before then, while memories are still fresh. I know this sounds absurd, but hold on a minute.

Suppose a GM says, "If any player dies, the game will come to an immediate halt and the deceased will be called the winner." This could be part of the HRs or imposed during the game. Is the game irregular? Let's assume no one actually dies. The answer, I should think, is no. If the GM's actions did not have at least a reasonable chance of affecting the outcome, why should those actions cause the game to be called irregular? We shouldn't be getting involved in a bunch of theoretics. If there's little or no chance that the GM's decision affected the outcome, there's no justification to calling it irregular. And yes, "affected the outcome" is a legitimate touchstone for this determination. Keep in mind that "irregular" speaks to the ratingsmaster, and he rates the outcome of the game.

OK, suppose a GM throws out a player's orders, NMRs him, and there is no replay. But the victim goes on to win the game. But if he complains at the time it occurs, the game will be called irregular. Then, when it's all over, the irregular label will turn out to be wrong because it didn't harm him, it didn't affect the outcome

((Continued on page 19))

18

of the game. If a player thinks he can recover from what the GM has done to him, he should be encouraged to let things lie and see whether the GM's error really affected the outcome of the game or not. And this can't be determined until the outcome of the game is known. As for the "sour grapes" argument, well, the BNC should not be concerned about the player's motives. It's not important. What is important is how serious the GMing error was, and whether it had a reasonable chance of affecting the outcome of the game. A player should not feel that he must press his case right away or be accused of sour grapes. He may hope to be able to recover from the GM's error. Then comes the second error, and he decides that the cumulative effect of the two errors is enough to harm. If he had protested early, then he'd have to start all over again with the second error. In short, I see nothing to be gained by pressing players to present their protests as soon as possible.

Finally, one must consider the game itself. If a decision is released before the game is over, it could affect the game, and that would be a shame, a real case of the tail wagging the dog. A ratings-conscious player might lose interest in the game, or the GM might decide the game is doomed anyhow, so why bother. A decision, once announced, could affect the negotiations. If the decision is unknown, or hasn't been made, it can't affect the game.

I would favor Ditter's options #2 or #3. The label is there only as an indication of what to do with the game's conclusion, and so that is the proper time to reveal it."

□ Mark Berch is the pubber of Diplomacy Digest. Next are the alphabetical letters.

□□□

Bill Becker (Michigan, USA): "Thanks for fighting for players' rights. I can't see how some people can treat it with a big "so what"? Or father I wish I didn't have to deal with them.....Something that is sadly lacking in this hobby though is good standards. I understand a lot of the problems of pubbing knowledgeable and on time, and thus accept the fact that everyone isn't going to live up to what I consider standard. I find that as a player I don't live up to my own standards sometimes.

The real crime of not living up to any standard is the loss of new players who don't understand that there are several zines that are superior to play in when it comes to time or GM error. I don't have any real solutions to game problems. I accept that they exist, that a larger share of games are actually irregular than so declared, and that I myself am merely a flawed correspondent and statistic within the hobby."

□ Bill Becker organizes the Kalamazoo Cons each year and has a column in the British zine, Bohemian Rhapsody, explaining North American hobby to the British.

□□□

Ron Brown (Ontario, Canada): "I'm afraid you don't have my support, though I still sympathize, in the ombudsman case.

I was somewhat bewildered by your assertion that you were "screwed". Where? As I read it, you disagreed with your GM, appealed to a mutually agreeable ombudsman who found, with some qualification, in the GM's favour. A lot of people are now going to be second-guessing Michalski on it and I don't think he should be subjected to that. In any case, I can't see that he did anything wrong and his decision seems reasonable to me.

Then you take on Don Ditter. Why? You wanted a game declared irregular and he didn't see that there was grounds for it. You give the impression in your article that Ditter is supposed to be a demigod who dispenses "irregular" labels whenever a player disagrees with a GM. There are very few and quite clearly spelled out cases where a BNC will declare a game irregular. They all involve gross violations and do not require judgement calls. That, I believe, is how it should be. The BNC has a tremendously time-consuming job and to ask him to rule on every GM-player dispute is unfair to him and to the hobby. His rules have to be simple and clear-cut, and they are.

I've seen this before where a player becomes bitter because he wanted a game declared irregular because of a GM violation and his request was turned down. I think this is because there's a confusion of terms. A GM may act in an "irregular" manner, but the BNC's definition of "irregular games" is rather technical. I think the confusion boils down to that.

((Continued on page 20))

"Anyhow, Ditter didn't have to contact Martin in your case to see that the game did not fall into the "irregular" category. You may disagree with the grounds for declaring the game irregular, but that's another subject altogether. I don't see where Ditter "failed" except in his tardiness in responding to you--and that's hardly grounds for saying he's "abused" his power. I think you owe him an apology.

Now, you seem to feel, and I've seen others who are trying to articulate the same thing, that there should be a regulatory body of some sort presiding over GMs--and that this body should have some clout. I tend to agree. You became bitter when you discovered that the current system, of finding a mutually agreeable ombudsman on an ad hoc basis and a BNC with very limited powers, did not have the power you thought it should. But where is this governing body to come from? In my experience, as an outside observer of the American hobby scene, every U.S. hobby organization is doomed to fail from the start. As soon as a group is set up everyone and his sister starts taking pot-shots at it and searching for flaws. If it fails to live up to their ideals, then active acts of sabotage occur. You have the experiences of the IDA [International Diplomacy Association] and NADF [North American Diplomacy Federation] as examples.

I can't see how [John] Caruso's plan, of establishing a pool of ombudsmen [Page 35] is going to make any difference. If a GM chooses to ignore them, what can they do? And believe me, there will be groups who ignore or persistently attack them.

I think the problem in the States is that you're a huge country with a great number of active people all with their own ideas of how things should be run. And, because it's so large, splinter groups can find a considerable following. Contrast that with Canada where we have only four active zines at the moment. Because we're so few, we can influence each other, and do. The four pubbers realize they need each other and are willing to accommodate and help out the others. (The fact that we're all personal friends helps too.) In the States, four pubbers mean virtually nothing--and they can go on their own merry way, flagrantly violating, not only the rules and conventions of postal Dip, but the rules of common sense and courtesy as well.

All you can really do about people like Martin is present your case publicly, as you did in "Poor Richard's Almanac", and let players decide for themselves whether or not they'd like to play under a GM like that. Some will choose him as a GM no matter what he's done. (After all, people are still playing under Buddy Tretick). But that's not your problem. You've done your bit by "exposing" him. I'm tempted to say the whole R-3 mess is partly your fault, as you should have never gotten involved with people like Masters and Martin to begin with. But then, how were you, when you began your game, to know that they'd turn out to be, if not insane, at least stubborn, careless, and irresponsible? No one, no matter how much power you give him, is going to be able to predict that two years down the road, a GM will experience a change of personality and abuse his players. And, even then, who's to say when the abuse begins? If a GM gets pissed off with a player (it happens, I know) and pats him down, is that abuse? If he interprets orders a different way than the player intended, is that abuse? I really don't know the answers. I have a player now who every season claims I did not copy his orders as written and I have to go to the trouble of photocopying his original orders and mailing them to him. Seems to me that's a case of a player abusing a GM. I wouldn't throw him out of his game, but damned if I'm going to let him sign up for another. Do his player rights over-ride my GM rights?

There aren't any easy answers. You were badly treated by Martin, but I can't see where Ditter let you down. Nor do I see any viable way to settle player-GM disputes other than the process of referring to a third party, agreeable to both, to settle it. And if one side or the other refuses to accept the ombudsman's decision, then there is really nothing anyone can do about it, unless you want to get into blacklisting which, in the end, will not have much effect on someone determined to go his own way.

Sorry to learn that your game was messed up. It's painful when something you've put so much effort into is screwed up by someone else. All you can do in the future is adopt Randolph Smyth's approach: and that is, to play only under the best GMs with proven tract records. Even that's not perfect as Randolph discovered when Guerrier screwed up [A messy, rare Canadian fold], but I honestly think it's the best we can do in this anarchist, catch-as-catch-can hobby.

By the way, don't take me wrong: I am not against Caruso's plan. I hope it works out and I'll support it, as I do any hobby group that's performing a service.

John Caruso's Letter (Continued from page 21)

"like to work closely on this. I find you to be one of the more rational and fairer people in the hobby. You care about people, and you are tired of seeing the players shafted. So am I. So let's get something in black and white (or blue and beige) started."

□ John Caruso is the pubber of Whitestonia and runs the Whitestonia Players Poll each year. He is also starting the OSS, see page 33. As for ethics, Larry Peery, pubber of Xenogogic, is seeking comments and ideas from both GMs and players for what should be contained in a "Hobby Code of Ethics". If you have ideas, send them to Larry at P.O. Box 8416, San Diego, California 92102 USA.

□□□

Dave Carter (Ontario, USA): "WOW! EE was something else (#18). I'll hold back comment until I see the rebuttals but I think the most telling part is how does a player handle a GM's irresponsibilities after that player has invested time and energy into a game. My own response, where I felt that I was treated unfairly, was simply to resign. Of course this is not so easy when you are doing well or have been playing the game for some time.

[From a later letter]... "I read your 'feud' issues from cover to cover because I wanted to know exactly what occurred between you and Martin. I still don't understand how a GM can change a game from non-DIAS [Draws Include All Survivors] to DIAS without a 100% yes vote from all the players. I can't comment on Dick Martin as a GM from great personal experience but to me, it's the players who control the game."

□ Dave Carter is the pubber of Sleepless Knights and runs the Best Canadian Players Poll.

□□□

Patrick Conlon (Louisiana, USA): "You made an accusation against your GM, Dick Martin. To use a courtroom analogy, he became the defendant and you the plaintiff. This meant that the burden of proof rested with you and that he was innocent until proven guilty beyond a reasonable shadow of a doubt.

Consequently, Dick didn't have to say anything to Don and Don wasn't required to seek out info from Dick. If you couldn't make a strong enough case, the matter would simply be dropped, and the defendant freed of any guilt. I know that doesn't always seem fair--just look at all the crooks who "beat the system". But the reason our system of justice is set up that way is to protect everyone from random accusations.

Therefore, although the way in which you were treated by GM and ombudsman (Ditter) was less than what it should have been, neither of them can be found guilty in this matter.

I think you have over-reacted to all of this, most likely due to the acrimonious attacks that eventually ensued during the course of this "search for justice." I hate to see this sort of thing happen. I don't like reading it. I don't think it belongs in the hobby, but most importantly because I hate to see a good friend get hurt. So let's put aside the nonsense and stick to the valid questions at hand.

One: GMs accused of misconduct should be innocent until proven guilty. The burden of proof lies with the accuser, not the ombudsman.

Two: If any ombudsman is capable of declaring a game irregular, it should still be reviewed by the BNC. I personally feel the BNC has a responsibility to the hobby as a whole on this matter.

Three: What makes a game irregular anyway? [John] Michalski says the "GM must violate the rules of play and/or principles of fairness." But this answer is too vague to be of much use. It is only good as a guideline and offers no certainties. So, to protect the players' rights, as was your stated purpose behind much of issues number #18 and #19, we need to shed a little more light on this point.

Both [Mark] Berch and [Rod] Walker make a great deal of sense in all the issues. But they differ slightly in their opinion on whether R-3 should have been declared irregular. This only emphasizes the fact that there is no clear-cut, generally accepted definition of an irregular game. Furthermore, the responsibilities of an ombudsman/BNC in such a situation are not as permanently fixed as they should be.

So let me take a stab at offering a solution: A game is irregular if (1) the original balance between the seven players, as defined by the rulebook, is altered or (2) the "divine right" of the player-rulers to control the destiny of their nation is abrogated by means other than the natural conquest of one player by another.

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(22)

Patrick Conlon's Letter (Continued from page 22)

"Under this definition, a game with two players in the same area code would be irregular because the balance of play would be tilted in their favor by affording them essentially more time for negotiations than the other players had. However, in a seven man phone game, the balance of play would remain intact and thus the game would be regular.

I'm sure this rule has flaws--someone out there will find some. But hopefully, it will be a step in the right direction."

□ Patrick Conlon does a subzine, Free Speech Alley, in The Modern Patriot and also writes many articles around the hobby, including the "Cultural Flushing" series in EE.

□□

Thomas Franke(West Germany): "Ombudsmen and EE's Policy" opened the eyes for me on how problems could lead to a nasty feud in the hobby. It began with some minor details, and in the end, it's a very big "balloon", which causes a great deal of trouble. I would never give any of my games, which I'm GMing, in case of an error over to the decision of an ombudsman. Everybody, who also tries to adjudicate the error properly, always has a new opinion and the more you have of these opinions, the more you'll find it harder to do it right.....I think it's nearly impossible to get things right in this nasty game--you are "only" in the position of a player and such a position is always weaker than the GM's."

□ Thomas Franke is the pubber of the subzine, Genesis, in Sauri's Allstar Unlimited.

□□

Pete Gaughan(California, USA): "Players' Rights: By far the best part is your quote, "Please don't underestimate my bitterness or my capacity for getting my point across on a hobby-wide basis." Go back and count the number of times you used 'bitter', Gary. Here again we may differ philosophically, but I hate bitterness. No, I'm not completely free of it either.

But that quote sums up what you tried to do with #18--show all concerned that you are concerned. To some it will come off as wimpy tears; to others, as unrighteous indignation; to some(and to me) as legitimate frustration. I do hope that, having made your point(s), you will (a) expect backlash, and (b) ignore backlash....

Bear in mind that you are generalizing from a specific. I have only been in one ombudsman situation, and that as an adversely affected bystander. But I don't think that either of us knows enough to say that a player always starts out at a disadvantage with a GM or ombudsman.

My opinion: the burden of proof is on the player. The ombudsman has no responsibility to seek input, and the GM has no duty to produce incriminating evidence. Extending the "court-of-law" analogy, if the ombudsman hears only the player's side (assuming the player has a solid case) he darn well better rule in favor of the player--because the GM either doesn't care or is incompetent. That's pretty strong English for me.

According to my system, then, John Michalski and Don Ditter did less than mediocre jobs in your case--but you blew it by your pursuit of the issue. Even as bad as R-3 was, hounding Dick for proof of his position was silly, and hounding Don Ditter for an explanation bordered on childish.

[From a later letter] I didn't go into the ombudsman dispute last month, but I should let you know that there I don't agree. I still back up my comments from last month about our respective ignorance(gee, you'll have to edit these two letters as one at this rate); however, seeing Mark's and Rod's analyses confirms my original opinion: aside from being a careless GM, Dick Martin was not in the wrong in his conduct of your game at the time you appealed. Now, his "ultimatum" was "irregular" and probably cause for removal to a new GM (IF you could convince the other players), but everything previous was by the book, especially DIAS. No, I don't GM by the book (IF one of my players wants to be a real stickler, he could force a DIAS declaration--but I'm revising my houserules). But Dick is allowed to.

[From a later letter] Okay, maybe I'll never be convinced that you didn't go after a python with an elephant gun. But I liked the overall tone and effect. The ombudsman section, still, has not revealed anything new to me; I would still agree with Rod. Incidentally, it appears that you do too(i.e., Dick was right in action but not in principle). Issat so?

□ Pete Gaughan is the pubber of Perelandra.

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23

Players' Rights Responses (Continued from page 23)

Guy Hail(Texas, USA): "Dick Martin screwed you around to be sure, but it is only a hobby, Gary."

□ Guy Hail pubbed, and just folded, The Great War In Modern Memory.

□□

Scott Hanson(Minnesota, USA): "Now that the two issues are out, maybe we can forget about all this. But, kids, we can all learn from this unpleasant experience. This whole thing between Dick and Gary goes beyond just R-3--it was a clash between personalities and attitudes about the hobby, and it could probably have been avoided (Not that I mean to place blame on either Gary or Dick). Allow me to generalize (quite badly). Gary, being a very careful and thorough player, got upset with the inconsistent GMing. Dick, being fun-loving, got peeved when Gary got picky. Being a bit on the crazy side myself, I perhaps sympathize a little more with Dick, but I can understand where both of them are coming from."

□ Scott Hanson is the pubber of Irkome and he runs the poll for new zines(see page 5)

□□

Pat Hart(South Carolina, USA): "I am very surprised about the ombudsman role in disputes. What's his use if GM doesn't have to abide by his decision?"

□ Pat Hart writes articles for various zines, including EE (see page 5) and also does the DIPSCRIPTIONS in each EE.

□□

Steve Langley(California, USA): "I don't think you had a case for GM interference re the Austrian build--nor for Dick's arbitrary removal. The business of DIAS certainly could have been handled better but still wasn't reason for declaring the game irregular. So, OK you have long since accepted that.

Martin's handling of the ombudsman selection was way out of line. Michalski did fine. Ditter should have done something. And since that was your point, well taken."

□ Steve Langley is the pubber of Magus.

□□

Mark Larzelere(Maryland, USA): "It looks like you are just disgusted with the way your protest and game were handled and are appealing to the hobby at large for some sympathy. I can sympathize with you to a point because I once had a legitimate complaint that nobody took seriously either. I think all this shows is that the hobby could use a better way of handling disputes. Even if the mediator thinks one side is clearly wrong, he should give him FULL "due course" in hearing his complaint. Failing to do this risks him having bad feelings later on."

□ Mark Larzelere is the pubber of Appalling Greed and he runs the Marco Poll.

□□

Bruce Linsey(New York, USA): "I believe that Dick is a sloppy, poor GM and that R-3 was not well-run. I do not, however, believe that the game should have been declared irregular. As Berch has already done, I'll go over your complaints point by point and give my opinions on each. [Bruce then did this and concluded the following]....
.....I conclude then that none of these points is strong enough to make the game irregular, although several of them are very indicative of lousy GMing.

On to other matters: Ditter, in my opinion, should have questioned Dick concerning the removal of Jack[Masters]. This is too major a point not to be studied and all the facts should have been known before he made a decision concerning the regularity of the game. In the end, I believe his ruling would have been the same as it was---
--but I agree that he should have investigated the matter more thoroughly than he did.

I do not think that this omission makes him unfit for the job of BNC."

□ Bruce Linsey is the pubber of Voice of Doom.

□□

Mark Luedi(Indiana, USA): "In that ombudsman thing, I would be inclined to agree with Walker and Berch....(while reading both Walker's and Berch's opinions, I tended to agree with most of the points they were making). I do think the matter(s) should have been investigated further by somebody. Apparently, you have delegated yourself to

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Mark Luedi's Letter (Continued from page 24)

"doing that. Perhaps some good will indeed come of it. Perhaps an ombudsman could recommend to the BNC that a game be declared irregular. The BNC could then still have the final decision, but wouldn't have to do the casework; and could also act as a "court of appeals" should anyone disagree with the findings of the first ombudsman.

Few games run smoothly enough to be declared "regular" it seems. It's all a pretty subjective thing. Anyways, I haven't really the in-depth experience to delve deeply into the matter. But boy, were EE's 18 and 19 most interesting. Not to mention FREE!!"

□ Mark Luedi currently does a subzine, Thirty Miles of Bad Road, in The Shogun's Sword.

□□

Randolph Smyth(Alberta, Canada): "This letter is provoked more by your other comments in the issue which don't relate directly to your disagreements with Dick Martin. Most critically, it worries me that you seem disillusioned with the existing ombudsman system, at least as it applies to defining games as "irregular". As an occasional ombudsman myself, and after our telephone conversation a couple of months ago on the subject, I'll throw my two cents in that things aren't as bad as they seem. As far as I know, all your facts are right(e.g. only the BNC can call the game "irregular"), but I think you're attaching undue importance to this. (I may be repeating some of what I said on the phone, but...).

I mean, what does "irregular" mean, anyhow? What is the point and effect of calling a game irregular? The term seems to have developed a life of its own, approximately synonymous with "damned". But damned by whom? Players go on the warpath and reputable GMs quake in their boots at the threat that their games might be "irregularized". Rather like keeping records of the incidence of leprosy..everyone runs screaming, turning only to hurl a few stones.

As near as I can figure from early issues of Terminus and Everything, the BNCs of the time made little notes with the game write-ups, whenever anything seemed not quite kosher. The criteria were never hard and fast: I seem to remember for instance, that one BNC made no special mention of allowing a single player to command two positions(at different times) while his predecessor made a big deal out of it. Only in later years were the occasional games stuck with the formal label "irregular".... ...without changing the ad hoc nature of the decision-making process at all! (My involvement in the hobby only goes back to 1973, so I'm making deductions about the earlier years by inspection of the records. A real old-timer like Rod Walker may have some corrections to make on this). Anyhow, calling a game "irregular" seems to be only a warning from the BNC to various ratings masters to take an extra-hard look at a game, to see if it meets their criteria for inclusion in a ratings list. In compiling the GPCRL[Calhamer Point Count Revised List] this summer, I left out a few wacky-looking games that were not commented on by the BNC of the time, and included a few that were condemned by the BNC. So there is even a large grey area in the practical application of an "irregular" label.

I understand from the zine that you are no longer particularly interested in having your game in Retaliation declared irregular. Still, I think the history of the term(if I have it right) goes a long way to explaining Don Ditter's apparent disinterest in the affair, and perhaps even Dick Martin's choice of John Michalski as an ombudsman. Your specific request that irregularity should be addressed may have been largely ignored because "irregularity" per se has very little meaning in the formal sense. Your question may have been skimmed in the same way that you might skim over a novice's request to have one of his games declared "friendly". What does that mean, and how does one act on it?

Certainly Don [Ditter] and Dick [Martin] were both remiss in not explaining this to you when you first went to them with the problem, if your description of events is correct. But I wouldn't say they were grossly negligent. Hell, if I was getting married, I would have better things to do for six months than answer odd requests from relative novices. I'd be letting people down during that period, not fulfilling my commitments, but that's the way it is sometimes--none of us are professionals. I can't comment further without seeing Don's justification("not for print"), but for the moment I'm still willing to give him the benefit of the doubt. (Three months must seem a lot longer to you than it does to me. The speed of normal first-class mail to and from Medicine Hat[Randolph's home], and all that.)

There is also the wider question of whether GMs and ombudsmen are in some kind of

((Continued on page 31)) (25)

ADVANTAGE: RUSSIA!

AUSTRIA (Olsen): F GRE S TURKISH F Aeg-Ion; A TRI-Ven; A TYO S A Tri-Ven;
A MUN H; A SIL & A KIE S A Mun

FRANCE (Sherwood): A VEN H; A PIE & A TUS S A Ven; F TYN S F Tun; F TUN
S F Tyn; F Mid-ENG; F BEL S F Nth; F EDI S F Nth; A HOL-Den;
F Nth C A Hol-Den/d/r to Hel, Yor, Lon, Otb; A RUH H; A BUR S A Ruh

ITALY (Martin): A APU xeroxes itself infinitely(H); A NAP S A Apu

RUSSIA (Larzelere): A War-MOS; A Swe-NWY; F Nwy-NTH; F SKA & F DEN S F
Nwy-Nth; F NWG-Edi

TURKEY (Byrne): F ION-Adr; F AEG-Ion; A BUL-Rum; A SEV-Rum; A BER S
AUSTRIAN A Kie; A BOH S AUSTRIAN A Tyo; F ADR U

Hello again. In keeping with my fine job of GMing here, I listed the Turkish A Bohemia twice last time and omitted the F Adriatic. That nobody caught this error indicates an alarming lack of interest in the game. Gee Lousy, I thought for sure you'd catch it.

Draw votes:

FAR: Byrne no, Olsen yes, Larzelere "Why not?" (failed)
FART: Byrne no, Olsen yes, Larzelere "Hey, sounds cool." (failed)
FRT: Byrne no, Olsen yes, Larzelere "To the max." (failed)
ART: Byrne no, Olsen yes, Larzelere "Per sure." (failed)
FR: Byrne no, Olsen yes, Larzelere "Gag me with a fleet!" (failed)
FRTI: Byrne no, Olsen yes, Larzelere "Like, wow." (failed)
FARTI: Byrne yes, Olsen yes, Larzelere "Totally!" (passed) (HUH?)

I just noticed. The game is over. WHOOPEEE! Love it. You can disregard the FO9 adjudications, as they never happened. The draw is effective post SO9. At this time, I would like to apologize for the errors I made. I think I made three or four in the last eight seasons. My only defense is that I had more important things on my mind when adjudicating these seasons, which is really no defense at all. Also, I would like you all to know that I hold no animosity toward any of you. You are all my friends, and I can only hope that the feeling is mutual. I now have about fifteen people signed up for my next game. Anybody feel like running a game?

I would like endgame statements from all of you. Please get them to me as soon as possible, as I have no idea how long I'll be living at this address, or in Chicago for that matter.

PRESS

E/T: Own Home! Own Home!

TURKEY-ITALY: I agree to DIAS, so I voted yes, even I'm not stupid. At this point, it's been proven that your units are more important than France's! He can't hold his stalemate line up north, but you sure can (in the south)! Therefore, I concede doll, you deserve the draw... France is another matter! I hope you let this end.

AUS-ITA: Sometimes, when a person gets annoyed with another person for doing a dumb thing, he goes ahead and "helps" the situation by doing something even stupider. You've done it, now I've done it. Over the last couple of weeks it's dawned on me, belatedly, that this is after all just a game. I'll try to remember that in the future.

AUS-GM: God, I hate being humble like that. Oh, by the way, are you cleaning a bank in Mesa? Sorry to say it, but our bank in Wichita is dirty again.

GM-AUS: No, Bob, I was cleaning my brain in Mesa. The bank's dirty again? Shhhh.

WICHITA-RIGHTEOUS DUDE: So you're just like the King, hmmm? Yeah, I've read about him in that cute book by Goldman--the weird sex, the drugs, the fast women, the big cars, the fast cars, the big women. Far out. (26)

"You will never find a more wretched hive of scum and ~~EuropeanSpecialists~~ villany"

—Obie-Wan Kenobe



MOS EISLEY is a newsletter printed every now and then for sub credit to the account of John Michalski, Rt 10, Box 526-Q, Moore, OK 73165. Especially now that I am out of a job again. Ah, well. Pretty soon the wealth will trickle down to us all, hey? Just stay the course...

HOBBY NEWS: Mercifully, there is none to speak of. Oh, Allen Pearson suddenly folded the nicely titled JUST AMONG FRIENDS a while back, and there were the New Years Day cons—ByrneCon in New York, DafCon in Sacramento—but I only had calls to or from them, not attendance, so others will have to provide that story. "No news is good news" I hope, since that's all there is. Too bad that's not the case when you deal with employment agencies who also have no news of any jobs of any kind.

Just to keep us happy and content at home, Claudine went into the hospital the week I got laid off, for tests. Then the doctor called in a specialist, who called in another specialist, who decided they should take out her gall bladder now, while we still had insurance. I appreciate their practicality. Glad to see things aren't bad in ALL professions at once! Just to frost the cake, her absence from the nice little parttime tutoring job she had has now cost her that, so we float on last year's Christmas bonus and decent unemployment until something breaks loose. Too bad I wasn't at least able to run off one last IRKSOME for Scott Hansen, which I'll try to do on Fluff Shaffer's machine, but he's in the middle of a divorce and job change too, as if Scott didn't have enough to think about. On to fun stuff.

The MARK BERCH DEPT.: This is a standard feature in all topnotch American dipzines. It describes the local weather to all those captive in the audience who are just dying to know what is going on outside where the author lives. And also describes it to those who don't. So: here in Oklahoma City, we're having a good old winter like we had when I first moved here: 60 degree days, high 30 nights, one day of snow for the season. A good mild winter, just like, as the Europeans must know, all their pals and idols in Moscow are also enjoying. Muscovites are upset that they can't use their sleds to get around, as the streets are clear, dry, and nice. Russians don't know what to do in times like these. But I'm sure the commisars will have it figured out for them by spring. If it turns out good, it is the new premier's doing, they'll say; if it is harmful, then Moscow, Stockholm, Brussels, Rotterdam, etc. will blame it on the United States! Things are so much simpler over there than here.

For a change of pace, here's a pleasant letter from --uh oh, better wait till next page.

Letters
DAPHNE(FRITZ) (excerpts)

I'm sorry you couldn't make it to my party. Yes, my party. It was dubbed DafCon I because Byrne never called. I decided if she wouldn't sanction it, we wouldn't honor the name. So DafCon I it was! And what a party it was. It was fantastic. Everyone had a good time and the gaming was great. I really enjoyed having everyone in my home. We are planning DafCon II in late May. I'd love it if you'd try to make it. Pencil it in on your calendar. I'll be expecting you. Thanks for calling. It really lifted my spirits. Steve had just brutally, viciously, ruthlessly stabbed me and I was feeling low. Your voice (and your marvelous giggle) was exactly what I needed. It reminded me that, despite everything, Dip is just a game. I had forgotten that. Anyway, I hope your New Years was fun. Next year you'll be here, deal?

No, no more "Daf's Place". My new niche will be called "A World of Six". I think that says it all. I am very happy here. Things are working out great. I've never been happier.

((It is heartening to see that's true somewhere! I had planned to do some traveling this summer, with vacation and bonus money, but now all that's gone. By summer, if something doesn't turn up, I'll be managing a Col Saunders or something, but the Cons will have to wait. Of course maybe things will suddenly improve, like we've been hearing for a year. And maybe the budget will be balanced too.

Good to hear that you will be writing SOMETHING; we need some feminine hands in there, not just all this gross stuff that some fool keeps publishing and blaming on me. (I'll send you an F-STONES requested as soon as Fluff returns his). Julie Glass wrote to say that she thought they were in poor taste; I'd meant to run her letter, but it and a bunch of other stuff were lost with my last job. Anyhow, I'm glad to honor such requests. Leaves more for the rest of us! I take it that the "world of six" refers to the six of you in your new family there, rather than the notorious "In-6" of WHITESTONIA infamy, right? Or does Steve live on six-packs? No, he'd have to be an Oklahoma cowboy to be like that. He stabbed you, huh?—well, I think you will find it easier to remember it is only a game if you tromp your foot on his toes when he does that—afterwards, "it's only a game"! Personally I think that "DafCon" is better for the long run, since you plan more. I'm hoping that Olsen can be talked into a PudgeCon II this summer or fall—hmm, make that, "spring" or fall, as summer will be when I run out of money and unemployment benefits. In spring I'll still have money left; by fall, I'll either be working (even if only at McDonald's) or on welfare, so anytime except summer sounds fine.))

I've been reading a book a friend sent me called "The Road to Serfdom" which is written by a British socialist who realized fifty years ago that "planned" economies always lead to enslavement, since no "plan" short of free capitalism alone can succeed without some machinery to enforce its plan. All those who disagree with the master plan are obstructions, so once a plan is decided upon—or even if the government decides to start on an undefined "plan"—out must go all those who think differently. "The Plan"s must always fail, for if any one or any group could know enough to properly plan all things at all times, those persons or groups would already control things even in free societies. However, since everyone would like to see "their" ideas forced on all, there is a lot of support for "planning", and once you begin, it gets harder and harder to stop. We can see that plainly enough here. Of course the "plan" will work only (indeed, CAN work only) when strictly enforced, so the "successful" planned economies—those that avoid total economic collapse, that is—are those whose leaders are the most ruthless in stomping all opposition. The author was looking at Hitler, while we today see even worse types, all touted by the same lamebrain types of Socialists, here and abroad. I guess socialism looks best from the wealth of a capitalist society, just like anarchy seems nice as long as you have a strong government to protect your right to believe in anarchy... (29)

MES cont'd

Other fun things in the news:

I am astounded at the amount of bullshit in the papers lately against Watt for criticising the atrocious state of affairs on the indian reservations. I can only hope that perhaps it hasn't received this much attention in areas blessed with fewer welfare leeches living on reservations than Oklahoma! Every word he spoke was the literal truth; if anything, he could only be criticised for saying what he did too mildly. The reservations themselves are only the result; the Bureau of Indian Affairs, and the federal control of indian life through it, are the real problem, and that's what Watt said. Of course all the indian "officials" who are paid salaries for being Chief, or third Under-chief, or PR Secretary for the Yerkinoff Tribe through the BIA are upset at criticism, for it's their paycheck at stake if thinking Americans ever asked themselves why on earth anyone even needs a "Bureau of Indian Affairs". But really, Watt is to be commended for his honesty and courage in the midst of a bureaucracy that is anything but that. The incredible thing is how anyone who tells the truth is ridiculed and hounded like this. If I had any faith left in this form of government, this sort of thing would really make me doubt it. But I've seen all of this before. Too often.

How about something more hobbyish?

I am glad to announce that Bob Howerton, a former GGM in the late JUST AMONG FRIENDS, has announced that he will turn out his subzine FESTUNGS HQF as a full-if-fledgling independent zeen now. He was offered a home in SHOGUN'S SWORD, but there was little interest in TSS by most of us players (only one already subbed to it), so Bob is going it alone. Now, I know that new zeens come along pretty often, and silently sink (or splash) into oblivion just about as fast, so this may not be all that big a thing on the surface. However, what makes it a news-worthy item to me is the wording he used in his flyer/explanation of his decision. You see, Bob acknowledges that he sees an obligation to his players to carry through with the commitment he made when he opened the game. He asks for material contributions to spruce up FH now that it is on its own, but little other than that. He will take it from there, and go with what(ever) he has, whether convenient for him or not. This strikes quite a chord in me. You see, a few years back, I wrote in the late BRUTUS BULLETIN, in either an attack on some GM or in answer to some letter, that I viewed GMing as a matter of honor. Once you agree to take on and run a game, whether for a fee for free, you assume an obligation, and one which you are honor-bound to carry out. That obligation is not a function of how much free time your current girlfriend allows you, or whether you have visited your folks often enough, or whether your dog needs to be walked or not. You are obligated to carry out the duties you pledged people you would when you said "I'll be the GM.....", both when it is convenient for you and when it is not. Too many assholes in this hobby always whine about how it is "just a hobby" and that for the few bucks gamefees they take in vs. their greater costs, they will do their duties when-and-if they feel in a hobbyish mood. Bullshit. PLAYING Dip is a hobby; GMing is a job. Players can do as they wish; a GM has to perform, for his pledge is not variable on the varying moods and conveniences of his time the way a "hobby" is. If it will just be a hobby to you, fine, play. Just don't GM. There are too many assholes out there already who GM when-and-if there is nothing better to do, and the image the hobby presents suffers badly for it. And rightly so. I remember to this day what Lee Kendter (Sr) wrote to me after my statement about honor appeared; paraphrasing, he expressed agreement and support and said, 'not many GMs view it that way'. Ain't it the truth?

That is why this little notice is hobby news to me, and I'm spending half a page on what would otherwise be a paragraph announcement used as a linear separator in most zines. When someone comes along and says, 'this is my duty as I see it', and he sees it the way I do, well by God, that is news! So if you, (unlike me!), have a few spare bucks, why not try it on this fledgling zine? I'd say its chances look better than most. Bob is retired from the Army as I recall (ours), and turns FESTUNGS out from 4510 Treeline Drive, Pensacola, FL 32504. Tell him I sent you.

(30)

"of collusion against the players. You went through a rough and finally unsuccessful appeal process against a GM who has implied himself that his zine and GMing could be a lot better than it is (e.g. your quote that he publishes as he pleases for a select few subscribers). But the fact that the decision went against you doesn't mean that GMs hold all the aces in the hobby.

The court system is a pretty good analogy. In this "case", you are the aggressor, the "prosecutor", attempting to push through an unusual and drastic measure, having a GM's game declared irregular. Dick Martin stands white-faced in the docket, on trial for the murder of a perfectly good game. I say, darn right you should have to prove your case beyond any shadow of a doubt--you are taking action against him, and he is innocent until proven guilty.

But ~~on~~ the other side of the coin works just as well. At one point in the issue, you implied that Dick might try to throw you out of your Retaliation game. In fact, as long as you follow all the rules as a player, I doubt he will try, no matter how much he may dislike you. Then, should the case be appealed, the onus is on him to justify taking such an action against one of his players. If he chooses to make light of that case, then the game would almost certainly be declared irregular: you (the player) are then innocent until proven guilty.

So, the cards are usually stacked against someone--but it's not always the player that bears the burden of proof.

Finally, you seem to be searching for an institution that can make an incompetent/unethical GM adhere to higher standards to avoid punishments severe enough to drive enough to drive him from the hobby. (You don't actually say anything like this, but it appears to be the only real thrust of your proposed Irregular Games Certification Board). Sadly, it's simply impossible. It's incongruous to hold Bernie Oaklyn up as an example, but the guy has been publishing FLD [Front du Liberation de Diplomacy] for years, successfully, despite the odium of virtually the entire hobby. The publisher is king, as long as he remains within the laws of the land, because no hobby organization can possibly stop him from using a typewriter and duplicating facilities to put out a zine. No hobby organization can prevent readers from reading or subscribers from subscribing to this material either. "Public opinion" is all we have--but as many Canadians have found out over the past year, a zine on the way out has a strange kind of power, since the publisher doesn't give a damn about public opinion either. You say that Mark Berch asked you to re-direct your energies into something constructive. I think it's up to you to decide what is most important for you in the long term, but you should establish whether the output of your project can live up to your intentions for it--otherwise you will end up being frustrated by your own creation. Do what you want, as long as you can do what you think.

I hope you have not been reading this so far in a negative way. It's a reaction to your own comments, remember, and I've picked out the ones that I feel need more information and evaluation. Without having heard the other side, it certainly appears that, in general, you're being treated rather shabbily."

□ Randolph Smyth is the pubber of Fol Si Fie and the CDO [Canadian Diplomacy Organization] Ombudsman.

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Kevin Stone (Pennsylvania, USA): "As to the major topic in #18, let me say that I am sorry the whole situation came up. I realize that both issues are free (you told us about 69 times!), but I'd rather have paid for them both and read some of your typical outstanding material.

First off, I don't side with you on this issue. I agree that you have been mistreated. Had I been the ombudsman or BNC, I might have declared the game irregular.

The best way to illustrate my reasoning is to relate the case of Grove City College vs. Department of Education [Kevin attends Grove City College]. Several years ago, the Department of Education (Health, Education and Welfare at the time) wanted the college to sign some papers concerning discrimination and our compliance to Title IX. This entailed a great deal of paperwork, so the college didn't sign, citing our rights as a private school. The penalty for not signing is the cessation of federal funds. The only problem was that Grove City accepts no federal aid. So the Department of Education attempted to cut off direct student loans to our students. The college then sued on behalf of these students. At the ~~court~~^{trial}, the government admitted that no discrimination takes place at Grove City College, but still insisted

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Kevin Stone's Letter (Continued from page 31)

"that we sign the papers. Even though millions of people support our position, we lost our first two decisions and are now taking the case to the United States Supreme Court.

I know in my heart that the college is right as I'm sure you know you are right in your dispute with Dick. However, if we lose in the Supreme Court, it won't matter that I or anyone else knows we are right. So it is with you--you lost your case with an ombudsman and took it to the "Supreme Court" of irregular games, the BNC. If we lose our case with the Supreme Court, we will have two choices: sign the papers or close the school. When you lost your case, you had two choices: accept the decision and continue play or resign from the game.

As for Dick's actions, I question whether or not he actually imposed DIAS. If he specifically states in his house rules that DIAS is not in effect and switches in mid-game, he is wrong. If his house rules made no mention of this however, he is not "imposing" anything--he is merely repeating Part II of The Rules of Diplomacy: "Players may terminate the game by mutual agreement before a winner is determined, in which case all players who still have pieces on the board share equally in a draw."

As I said before, I am truly sorry about the whole situation. I only hope that after these issues are run through the mill, we will see no more of it. I plan to volunteer for John Caruso's Ombudsman Service Pool [See page 33] to help prevent something like this from ever being blown out of proportion again. Keep up the ~~good~~ great work."

□ Kevin Stone shows how subbers, i.e. non-pubbers, can participate meaningfully in the hobby by volunteering for various committees and providing feedback.

□□

Porter Wightman(New York, USA): "I decided I'd wait until I'd seen both issues before commenting on the topic....As far as Dick Martin is concerned I only have sympathy for you....On the other hand I believe the ombudsman ruled as he should have--I have on more than half a dozen occasions sent in orders conditional on who's orders get used for various countries.

Apart from this, my philosophy is that a resignation is a resignation. Once submitted it's irrevocable--after all the GM notifies all players immediately and appoints a replacement--it would be too easy for abuses to occur were resignations able to be rescinded at the drop of a hat.

The question of Martin promising to accept Masters' orders if they arrived, however, does complicate the story. I believe conditional orders were called for and, if I had been a player NOT allied with Masters, I would have been upset because I wouldn't have known with as much certainty as his allies whether he was in the game or not!!

In summary--though Martin was revealing the breakdown of his interest in his games--I don't believe his missteps were severe enough that appropriate measures couldn't have been undertaken by you to insure some semblance of continuity given Masters' participation or not.

Maybe you find my logic lacking or my heart hard--but I've even played in games where the GM has supplied standby orders when he's not been able to dig up a standby!! This insures no NMRs but it requires great trust that the GM is writing up a set of orders before the other orders come in and sticks by them. Generally I find it an entirely unacceptable practice--but I continue in these games to their conclusion because the other players deserve no less a consideration. They, also, may get burned by GM standby orders. Examples like this are all the more reason zines like EE should stay around and occasionally run issues like #18 and #19 to get the Dip community to come to some sort of consensus on when a resignation is a resignation. Most of mainstream Dip would never consider GM standby orders proper. Maybe now they will come to accept resignations as final.

□ Porter Wightman contributes a lot of time and effort (and his machine!) in helping the pubbers of The Modern Patriot, Hoof and Mouth and lately The Shogun's Sword.

□□

Jim Williams(Iowa, USA): "The Players' Rights article was interesting. Up until I read it, I had no idea what your complaints were with R-3 (specifically). If I were the ombudsman in that matter, I believe I would have ruled the same way [John] Michalski did, though. As far as your fleet removal goes, as John says, the GM could do

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Jim Williams' Letter(Continued from page 32)

"practically anything, as long as he had a half reasonable explanation and did not contradict his own house rules.

As for the removal of Masters from the game, again, any half-assed explanation would be enough to justify that move. Suppose Dick said that he accepted Jack's initial resignation, and did not want to go through the trouble of informing his replacement that he was not needed when Jack offered to continue. Therefore he simply left matters as they were.

As GM, he could even say that didn't like Jack's policies[Jack Masters is the pubber of Black Frog] and decided not to renew his sub. Subs are needed to play, so... At any rate, Dick made his decisions in R-3 based on his judgment as a fair GM, or in order to screw you, but only he knows for sure. You think that he was out to get you and I'm inclined to agree with you...but...

While you're treating Dick with kid gloves, instead of giving it to him with both barrels, your patience wears thin with Ditter and he gets the brunt of it. Oh, maybe, he didn't work his butt off trying to uncover every scrap of evidence in the case, and sure, your side was very well prepared, and presented, and you went out of your way to do the whole thing utterly by the book, but the bottom line is, that you had no case. (Even though you'd been screwed).

I think that Ditter realized this, and although he was remiss in his communications with you, he had done all he could as far as the end result. (He may have been able to garner more facts, but not enough to warrant declaring the game irregular).

In other words, my dear friend, in my humble opinion, you were way too hard on Don. I'm not going to belabor the point or even bring it up again. I just felt that since I stand behind you when I think you're right, I should tell you when I don't agree.

Don said that he would have resigned the R-3 position early on, if he were you. I would have too."

Jim Williams is an active hobby member, contributing articles to many zines and is now doing a survey of games you like to play postally and face-to-face(see page 51)

□□

James Woodson(Minnesota, USA): "After reading EE #19, it seems that Martin's GMing was very sloppy. Sloppy enough that I would complain. I guess I was spoiled by the first GM I played for, Andy Lischett. You know what a thorough and accurate GM he is.

On the other hand your moves were ambiguous and you could have prevented it. I also have to admit that you overreacted to the situation. It is only a game."

James Woodson is active in the hobby and writes articles, including one on his naval career which appeared in EE #20.

□□

Those were the responses to EE# 18 and #19, a good cross-section of response which shows concern about relations between GMs and players. As mentioned several times above, John Caruso has launched the Ombudsman Service System(OSS) to help guarantee that the rights of both players and GMs are looked after. The following is written by John Caruso, the pubber of Whitestonia:

OMBUDSMAN SERVICE SYSTEM (OSS)

"This is an active, current list of those who have volunteered their services to be an ombudsman for disputes. The list is held and distributed on request by John Caruso, 160-02 43 Ave, 2nd Floor, Flushing, New York 11358 USA.(212)-353-9695.

There are a few things you should know before you jump into this.

(1) Both parties[The GM and the player] must agree upon the use of an ombudsman, and on who is chosen.

(2) An ombudsman can't declare a game irregular. Only the BNC can do that. However, the ombudsman can recommend irregularity to the BNC, and in 95% of the cases, the BNC upholds the ombudsman's decision.

(3) Be absolutely sure that both of you have tried to work out the problem before you have approached the OSS. You'd be surprised, with a little effort, that the 2 parties may be able to resolve the difference without the need of an ombudsman.

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- (4) Take the time to write out specifically what the problem is, why you feel you were screwed, dates, names, etc. If your complaint is not worth the time to detail out, then your complaint cannot be all that valid. Remember, you'll be asked to supply a copy to the ombudsman, so present your argument straight-forwardly and to the point. Refrain from emotional comments and name-calling. Stick to the facts, as that is all the ombudsman is interested in. Also include the names and addresses of all the parties that may be involved, or that can shed any light on the dispute.
- (5) Be prepared to accept any decision the ombudsman makes, whether it is favorable to you, or unfavorable to you.

Below is the list of available persons that have volunteered to serve as ombudsmen for disputes. There is also a little bit of information next to some of the names, information like hobby position, experience, etc....

- (1) Mark Berch, 492 Naylor Place, Alexandria, Virginia 22304: Publisher of Diplomacy Digest and an experienced ombudsman.
- (2) Ron Brown, 1200 Summerville, Ottawa, Ontario, CANADA K1Z 8G4: Publisher of Snafu!, director of the Canadian Diplomacy Organization, player and all around involved Dipdom member.
- (3) John Caruso, 160-02 43 Ave, 2nd Floor, Flushing, New York 11358: Publisher of Whitestonia, player, ombudsman experience, and director of this listing with deep hobby involvement.
- (4) John Daly, Rt. 2, Box 136-M5, Rockwell, North Carolina 28138: Publisher of Dogs of War and Orphan Games Custodian.
- (5) Mark Keller, 9536 Shumway Drive, Orangevale, California 95662: Publisher of Hail Jikai!, player and hobby member.
- (6) Steve Langley, 4112 Boone Lane, Sacramento, California 95821: Publisher of Magus and player.
- (7) Mark Luedi, 730 Atwater, #15, Bloomington, Indiana 47401: Mark is a player.
- (8) John Michalski, Rt. 10, Box 526-Q, Moore, Oklahoma 73165: Publisher of roving subzine, Mos Eisley Spaceport, player and experienced ombudsman.
- (9) Al Pearson, PO Box 898, Charles Town, West Virginia 25414: Publisher of Just Among Friends, chairman of the DipCon Administrative Committee and a well-respected player.
- (10) Robert Sacks, 4861 Broadway 5-V, New York, New York 10034: Known Games Openings publisher and a longtime hobby member.
- (11) Jim Williams, 2500 6th St. SW, Altoona, Iowa 50009: Jim is a player.
- (12) Brad Wilson, 134 Gauss, Princeton, New Jersey 08544: former publisher and player.

§ §

THE CDO CODE OF ETHICS

While the U.S. does not have a generally recognized code of ethics for GMs, Canada does. It is the Canadian Diplomacy Organization's Code of Ethics. Until such time as the U.S. has a code of ethics for GMs, I as the GM of EE's games will abide by the CDO Code of Ethics to guarantee players in this zine full protection. The CDO Ombudsman is currently Randolph Smyth, 212 Aberdeen St., S.E., Medicine Hat, Alberta, CANADA T1A 0R1.

Larry Peery, pubber of Xenogogic, is asking for input from pubbers, subbers, players and GMs for what you think should be included in a U.S. code of hobby ethics. Write Larry at P.O. Box 8416, San Diego, California 92102. (The CDO Code of Ethics follows below):

- (1) I will try to adjudicate my games in an error-free manner. If an error occurs, I will correct it as quickly as possible and with as little disruption to the game as possible. I will try to use good judgment in weighing the harm done to the individual player against the harm done to the game as a whole.
- (2) If a difference of opinion between a player and myself is not solvable by discussion between us, I will submit the matter to the CDO Ombudsman rather than arbitrarily deciding in my own favour.

AND AFTER THAT.....THE LETTER COLUMN!



Thanks to Simon Billeness for sending in this cartoon from Punch magazine. There should be a lot in the letter column this time on several different subjects. I have not yet gotten a response from Thomas Franke on his reaction to your guesses about his pic which appeared in EE #19 but two comments about his picture did appear and I'll print those. Right after that will be your guesses for the pic that appeared in EE #20. Be sure and send in your guesses for the new contest pic on page 39!

Kevin Stone(Pennsylvania, USA): "I was crushed to read Judy Winsome's response to the picture contest. If I have to look like that to get women, I'll be a bachelor all my life. And he likes Genesis on top of that--yuck!"

Helmut Schmidt(West Germany): "With the picture-contest I have now seen Thomas Franke for the first time good. I have never met him and the only photo of him, that I had seen, was in a zine and was of a bad quality. I know that Thomas looks like

an angel, talks like an angel, writes like an angel but he is a devil in disguise! (I was stabbed by him...). Perhaps, if I know more names and a little more about them I will start to guess too.

☐ Most don't know the names of the people in the pictures--they just tell what the person in the picture seems like. Like these people for the guy in EE #20.....

☐☐

Bob Osuch(Arizona, USA): "I know that guy---it's Adolf Hitler Junior. Works with retarded Jews here in the city."

Michel Liesnard(Belgium): "What I have suspected for long is clearly proven by the picture of this man: Paul McCartney's mother was on friendly terms with Adolf Hitler's younger brother. Thus this man is either a painter or a musician, more probably a musician because he has big ears. Of course, when he emigrated to the U.S. after World War II, he had to change names, and he chose one in relation with his art. This is John Caruso, for sure!"

Steve Langley(California, USA): "The strength of feature and wide brow suggest character and intelligence. I'd probably ally with this person and we'd play to a two way draw. For no reason at all, I'll guess that he's not American. I have no idea who he is, but I rather like the face."

Mark Fassio(South Carolina, USA): "This guy has all the originality of an 11th grade student, what with his posing for this photo in front of a wagon wheel. If the picture was a little clearer, we'd probably see the fake horizon-blue background, no doubt. All in all, a real zero. His glasses seem to reinforce the fact that his face is chiseled out of ~~stupid~~ silly putty, and the dorky smile is half-sincere, half-malevolent ("Sure, I'm your ally, buddy; trust me."). It looks like he's wearing one of those sport-coats that went out in 1970(I still have my K-Mart sport coat, thank you), and his overall appearance is that of a 6-center France, for some reason. The Moe haircut(of 3 Stooges fame) really "dots the i" on this fellow. I say he's either Pat Conlon(sorry, Pat) or Pat Hart. He's definitely not "good Northern material"; he must be one of yours! (His job: counter-boy at an Orange Julius--at age 37).

Jim Williams(Iowa, USA): "This man is not from Europe.(That would be two in a row!) He could be from Canada though. Actually he looks like a cross between Dave Carter and Pat Conlon, but I'll take a stab at it being Ron(Canadian) Brown. From what I hear he seems like the type that would pose with a wagon wheel."

Ron Brown(Ontario, Canada): "The man in EE #20 must be a Canadian, judging by the RCMP [Royal Canadian Mounted Police] moustache--very macho and all, as we Canucks are quite naturally. Judging by the weird hairdo in that picture, he must be a pubber of a Dip zine. After all, all pubbers are kinda weird, you know eh? However, the lantern jaw gives him away: he looks like a man of great determination--the kind of man who could win postal Dip with every country on the board.

That narrows it down somewhat, eh? A Canadian pubber who's won with every country? Let's see, there are so many of us. Can't be me, Hutton, or Carter as we

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"haven't been in the hobby long enough to rack up that many wins. Must be that other one--you know, that guy from Medicine Hat--whatsisname? Randolph Smyth.
Keith Sherwood(California, USA): "This guy looks like the quintessential northern European. I can almost picture his Swedish accent. But the posing is purely American. I'd say Arnawoodian, except I've met him and know that's not him. God, what a geek. I'd say Del Grande, but no one who looks like that picture would be allowed in California.

I've got it--it just flashed on me, that's Randolph Smyth. Let's see if Olsen picks this up! Smyth wrote me once that he had wire rim glasses, a moustache, wore cardigan sweaters and always balanced himself on wagon wheels after drinking!

Don Del Grande(California, USA): "As to your latest picture contest--the obvious guess would be somebody from Europe, but I'll go just the opposite and say--Mark Lew.

Kathy Byrne(New York, USA): "What have you got against Americans? Foreigners are so easy to spot. You really weren't serious when you asked is he American? If he was an American, they'd deport him to a potato field in Ireland where he belonged. He looks like a real sap to me! He also looks like he'd have a wierd name to match his wierd looks, so I'll go with Simon Billenness!

Yes, I'd say Ron Brown of California could communicate with him, Simon loves to talk to fish. Also I wouldn't ally with him--I'm allied with the last picture contest guy. I bet Turkey is his favorite country--cause he looks like a Jerky Turkey. My second choice would be Jaap Jacobs!"

John Marsden(United Kingdom): "Your latest picture contest...no idea. He doesn't look like an American(too trim), so I probably should know. A Dutchman, maybe. Jaap Jacobs?"

Hauke Jansen(The Netherlands): "Only one word comes into my mind: Toady! This man(?) can't think for himself. It could be Woody, but I know what he looks like. It could well be the Toady of the Year: Jim Burgess."

Steve Arnawoodian(Pennsylvania, USA): "This is one photo I'd like to pass on sending in a guess. You see this man(thing?) looks evil. I really do not want to insult anyone by guessing them, but if I was going to guess I would say it's Simon Billenness. Why Simon? Well, his name sounds nasty and evil. Also Hauke Jansen once told me that Simon is not someone you would want as a friend."

James Woodson(Minnesota, USA): "My first inclination is that this looks like Larry Peery might have looked twenty years ago, but I don't think that's it. In any case, I don't trust this guy! Look at that stupid smile. He's saying "You help me and I'll certainly help you next year." No thank you, brother! He's definitely American and probably the Midwest. How about Russ Rusnak? I'm probably wrong but that's my guess."

Larry Peery(California, USA): "Isn't that a picture of Fred Davis? I have never seen him but it seems to fit."

Kevin Stone(Pennsylvania, USA): "I think this guy was forced to have his picture taken, so he ruined it on purpose with that smile. He writes most of the material for SC-TV. Trust him? Hell, I wouldn't even let him walk my dog! It can't be Dick Martin, so I don't have to worry about insulting a good ally. I don't have the foggiest idea who it is."

Ralph Morton(Ontario, Canada): "After careful study of the picture of one who is obviously a fiend, I've narrowed my choices down to one of two individuals. It's either Larry Borden or Randolph Smyth. Larry Borden is Canada's most infamous axe murderer who, after his escape from the institution for the criminally insane, left a trail of chopped-up victims from coast to coast. A dippy player who has graduated to bigger things, you might say. Did you ever hear of the jingle?:

Lizzie Borden took an axe,
And gave her mother forty whacks,
When she saw what she had done,
She gave her father forty-one.

Well, Lizzie never existed. The legend really comes from "Larry" Borden. Parenthetically, he was educated at the University of Ottawa, and even to this day, is known to haunt the Smith Falls(Ontario) area, usually in dead of night during bleak and eerie late December. On the other hand, the beady eyes tends to make me believe the picture is of an even more notorious individual: Randolph Smyth!.....
....Arch-fiend of the CDO, assassin of the innocent, and the guy who almost sank my fleets in a Midway game. I note the cruel, beady eyes that are set too close together.

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He rests on a wheel which, after the rack, is Randolph's favourite instrument of torture. Notice the closed hands...I'll bet he's got a dagger hidden in each one of them...he used to have an arm growing out of his left ear but, in one of his rare moments of sanity, he had it removed. Through force of habit though, he still deodorizes his left ear.

The moustache is a DEAD GIVE AWAY. Nobody in his right mind sports a moustache like that!...and look at the cruel, twisted smile(not to mention the extended incisors. Are they really dripping blood, or is that just a defect caused by printing the photo?), he must have just stabbed a long-standing ally. The glasses are a puzzle, but thank heavens he's got those elephant ears to hang them on. Randolph normally wears smaller glasses, something like we've come to expect Igor(Frankenstein's perverted man-servant) would wear...while pulling the legs off of cockroaches and eating them(also, a favourite sport of Randolph's by the way).

The hair, too, is a puzzle...it's too neat. Randolph usually looks as if he just had his hair cut by a lawn-mower. The open-necked shirt indicates a distain for the conventional, something for which Randolph has long been noted. It's difficult to tell from the photo if there's a steel bolt through his neck. If there is, then there's no doubt the photo is of Randolph. He also has a curious effect on people. I once saw a monk break a 20-year silence just so he could heckle Randolph. The right hand with extended thumb resting on the upper left arm is the clincher(It symbolizes a depravity which Freud only whispered about, and even then, only to his parrot. I have no doubt. The photo is(gasp) Randolph Smyth!

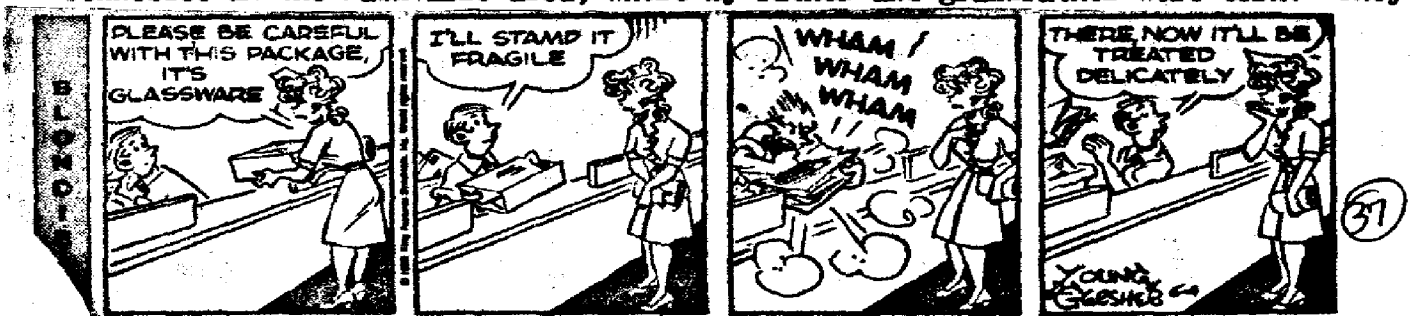
□ The man in the pic in EE #20 was.....Randolph Smyth, who lives in Medicine Hat, Alberta, Canada and publishes Fol Si Fle. He is also the ombudsman for the CDO, the Canadian Diplomacy Organization, works for the Canadian government and is an actor in his spare time. That picture was from one of his plays and of this pic, Randolph said: "This one might fool the largest number of people, though, including the ones that have seen me before. Ralph Morton(oh, and Ron Brown) are the only two Diplotypes who have seen me in the last several years, and since then I've switched glasses from a pair of horn-rimmed things that made me look totally different. Even Ralph and Ron may not be sure of me, since this was a publicity photo taken last year for Oklahoma! My hair is combed abnormally forward, the moustache comes and goes, and the clothes are from the show. It should be interesting to see what your subbers make of the wagon wheel, if they can recognize it."

I'm sure Randolph will have something to say about your guesses next time!

□□□

Jim Bumpas(Oregon, USA): "BUMPAS is an anglicized French name, originally Bon Passe. It's roughly equivalent to "Good foot" or "Light foot". Family tradition has it that during a battle in the south of France in the wars against the Albigenians, a messenger was awarded the surname for his swiftness in delivering the message at a crucial point. I suspect we must have been on the winning, orthodox side for the name-award to survive. A couple hundred years later, the family must've been on the losing side, when, as Huguenots, they were chased to Holland. Later they went to England and then New England. Our earliest family in America was in New England in the mid-17th century. A Bumpas reached the rank of sergeant in the Continental Army during the Revolution. The family moved to the Carolinas, where there is a Bumpas Plantation(now a museum) in Greensboro.

During the Civil War, several family members reached ranks of captain and lieutenant in the Confederate Army. We probably had relatives in the Union Army, but our branch of the family knows nothing about it.....A branch pioneered to Tennessee in the Nashville area, where my father and grandfather were born. They



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"moved to Texas where I was born. Since coming to America, the Bumpas name has been married to mostly Scots-Irish, so there is probably very little French left with me, except the name."

John Marsden(United Kingdom): "Further to my item in your "roots" feature: I was mentioning it to my father over Christmas, and he says there is evidence that Marsdens were farming the family land at the time of the Domesday Book----1086! No one can go further back than that....It doesn't surprise me that German is the dominant origin of Americans; there is a lot of the German way in much that is American. How about adopting German as the principal language--it would stop the mutilation of English!!! (joke...)"

Ruth Glaspey(Michigan, USA): "I do know that the name itself....is a variant of the Scottish name Gillespie. Presumably it got mangled in passing through Ireland sometime during the last couple of centuries."

□ Thanks for more on family names origin whether they are English, German, French, Dutch etc. Next issue for sure, I'll reveal the "secret project". I don't have enough room this time.

□□

Dave Carter(Ontario, Canada): "The baby boom is entirely due to the NFL [National Football League] strike! Either that or it's a virus that is transmitted by paper.... Julie is only 13 weeks pregnant and she has already "blossomed" out in a humongous way. It's either gonna be twins or the kid will grow up to be a lineman in the NFL (Why not? That's what started it anyway)."

Julie Carter(Ontario, Canada): "Dave showed me his letter you had printed in your zine. I was really surprised he wrote that. He never shows me anything that he writes to his friends but he lets me read the zines that have articles of interest to me. As you have gathered, Dave and I are very happy and excited about the baby to be. I have been feeling fine but a little tired."

□ Keep me posted on little Gary! Actually EE likes to provide conversational topics for couples("You wrote this!? You actually wrote this!?) not only for married but also those who just might run into each other.....

□□

Keith Sherwood(California, USA): "Who is this Cathy Cunning?(Best last name since "Winsome"). I'm trying to meet her on my way home to New Mexico."

Cathy Cuning(Arizona, USA): "I'm really not real you know. Sherwood,(or is it John Denver?) did stop by. So he thinks I'm real. But I'm safe because no one will believe Sherwood!"

Keith Sherwood(California, USA): "Hey, I always "knew" Cathy was real. Only the first time I saw her name in print did I doubt her. But then she was in all the zines I got. Anyway, I did meet her for an all-too-brief 10 minutes, qualifying me as the only North American hobby member that has met her. Rare indeed. Watch for the full story in North Sealth West George."

Cathy Cuning(Arizona, USA): "Oh, I still think Sherwood looks like John Denver, but I'm sure his new punk image will change that."

□ The latest I've heard is that Cathy is now moving to Seattle late this month and that's where NSWG is published. Hmmm. Oh, and Cathy will be helping Roy Henricks on the Zine Directory by doing the European zines. She gets every British zine, it seems to me plus a few continental ones. (The Blondie on this page is the same as the one on page 37). This Swedish version was sent in by Anders Strigén.

□□

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Hauke Jansen(The Netherlands): "E.T. has reached Europe! Around Christmas time, at least in England and Holland. I don't know about Germany. I've seen it twice already, and will probably go a third time. I don't think I've seen any other film three times, but E.T. is special. The cinemas in Holland were a bit disappointed. It's doing very well, but they expected more. However in England, I think it broke all records."

Frauke Petersen(West Germany): "E.T. made its first appearance in the German movie theaters on Dec. 10th and I was one of the 700,000 Germans who saw it in the first 3 days. That movie is coming on so strong, it's unbelievable. Just here in Eckernförde, which is a city of only 23,000 pitiful souls, it's in its 4th week, and there are more to come. I can kind of see why it's such a great success here and all those other countries which are shaken by depression--it's a perfect distraction from the worries about finding jobs that are not there anymore. Yeah, and it's damn funny. As for my part, I really enjoyed it. E.T. even gives away a clear message on the doubtful way our world is run by a bunch of technocrats."

C-G Spare(Finland): "Do you know what I mean with 'green' people? Perhaps you do not (yet) have them there. No, I am not referring to E.T."

□ I have heard of the "Green" movement in West Germany yes. I hope they do not get into a position where they can paralyze the government there. As for E.T., I've heard it was banned completely in Norway because it teaches (supposedly) children to distrust adults! Frauke sent me a clipping about E.T., called "Der Ausserirdische" in German which also said of E.T.: 'Er hat Angst. Er ist allein. Er is 3 Millionen Lichtjahre von zu Hause entfernt....E.T."

□□

Bob Osuch(Arizona, USA): "A friend and I made the 1760 mile trip from Chicago to Mesa in 32 hours. Not bad, eh? Was going to stop and see Toots [John Michalski] in OKC [Oklahoma City], but I was really wired and anxious to get here. It's beautiful here in the "dead of winter"--70 degrees in the day, 40 degrees at night. Plus you get to see the sun for 12 plus hours a day, which is a nice change from Chicago, where you're lucky to see it once a week in the winter."

□ Bob does the Mass Murders game which appears in EE and which just ended (See page 26) His next game will begin as soon as he is settled in his new home. I've been shivering in Memphis now for weeks with highs in the low 40s. Tonight it's in the mid-20s. But someone else really has me drooling for the warmer climes and that is Jack Fleming who is now in Old Mexico.....

□□

Jack Fleming(Oaxaca, Mexico): "I got your letter today. Thanks. It took a week to get here which is about average--some take 4 days, some 2 weeks. I'm in a restaurant and splurging on a comida corrida (daily special) for 160 pesos (148 to the dollar so it's about a buck ten or so). I just had a noodle soup and now a fried egg has arrived (she said something about being out of rice listed on the menu--this must be the substitute). I have been spending only 90 or 100 pesos for the comida corrida in some other restaurants so this is a step up.

It's good to hear that my orders are there--since I apparently am without allies in the Windsor game, the least I can do for myself is move the pieces. It looks like a sure win for Austria. Oh, well, it's just a game....

The next course has arrived--the tortillas and beans I recognize, but this main dish has me stumped--I think it's "Bocadillos de Califlor." Maybe some sort of vegetable combination (heavy on the califlor as they spell it) that has been baked and now covered with a hot sauce of tomatoes, chilis and onions. It's pretty good.

I haven't had any tequila yet, but plan to buy a small bottle tonight (250 ml for about 50 cents) in your honor. I'm also going to try to get an article together for you tonight. If it's enclosed I did and if it isn't then the tequila won out.....

Now I've got your letter open so I'll get at some of the things you asked about. No, it isn't like Berlin in the 20s (Not if Liza Minnelli told the truth in "Cabaret") It's a lot dirtier and the average people are a lot poorer. Comparisons do pop up for me quite often. In some ways it seems the entire "Third World" functions in the same manner [Jack traveled in Asia and Africa in the early 1970s]. Take a farmer or a street kid from here and put him in Egypt, India, Laos or just about anywhere and if he knew the language, he'd adapt quickly. The same piles of paperwork for anything halfway official, pompous self-worshipping officials, endless waits, delays, loud

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"cheap buses, machismo and festivals. It's great!

There are some incredibly severe problems in Mexico now--the huge foreign debt and the population increasing at a reckless rate are the two top ones. Sometimes I read where statements are made about not knuckling under to American pressure on the debt--most of which is owed to American banks. But personally I see no anti-American sentiments. The people continue(after a month and a half) to be incredibly friendly, open and courteous. The population problem is probably the most serious Mexico faces (or rather ignores). Every woman over 16 seems to be carrying a baby and often young couples go by with 3,4 or 5 kids. Children are everywhere. If Mexico continues to ignore their population growth(and traditions, the Church and machismo all call for large families), there are some very dark times ahead south of the border.

Dessert has arrived--bananas covered with cream. Yeah, my room costs a dollar a night. And it's no dive--a 9 X 11 foot room, clean, with a single bed, desk, mirror and chest for clothes(the bathroom is down the hall). The window opens on a great view of the Santo Domingo church and the landlady is old and absent-minded. It's great. There are cheaper rooms in town(I heard of some for 50¢)--but for my money, the Posada Margarita is home.

As for my Spanish---I have a fine time when I go into a restaurant or a hotel--I know what questions to ask and what sort of answers I'll receive. But when a shoeshine ~~kid~~ comes up(they're everywhere) and starts into some questions I'm often lost. Though for the last week I've been taking some tutoring at a library, so I think I'm getting better. I'm sure I'm doing much better than when I crossed the border--then I spoke practically no Spanish.

How about the prices? With the new exchange rate(148 pesos to the dollar) I haven't paid more than \$3.50 for a hotel(and that was \$3.50 for a dive in Mexico City) Other than that, tops have been \$2.50. Food is reasonable--this morning bacon, eggs, and coffee cost me 45 cents. Lunch of beef stew(caldo de res) was 40 cents--including the 10 cent bottle of Pepsi and tonight's dinner is 160 pesos(including the coffee that just arrived) or a dollar and ten cents. Reasonable. Handicrafts are very cheap and the biggest problem is deciding which you can possibly not buy. It's the Golden Age for traveling down here.

For those interested in a bit less hardship and more Regular American Comfort, the prices are still reasonable. Some of the best hotels in Oaxaca charge about seven dollars a night(for 2!) and the best restaurants offer steak dinners for little more than 2 dollars! This place is the deal of a lifetime!

A few last things. Before I left on this trip a few people warned me that I'd never return. The Mexican Menace. Violence, knives, gangs, etc. It isn't true. The Mexican people I've met have been without exception friendly, and non-belligerent. The American Racist stereotype certainly doesn't fit the Mexico I've seen.

Let's forget the article and you can just print this. Right now I'm over in the Zócalo(town square)sitting on a park bench under a street lamp. In the bandstand located right in the center of the block, the brass band is playing some music I half recognize. The families are strolling around the block, kids running right and left. On the next bench to my right a drunk is solemnly directing the music with one hand, his head resting on the other. The fountains are bubbling, shoe shiners shining, and chiclets saleskids pushing their gum. This is the life!

Most Mexicans think I'm French! Apparently red hair is "French"!

□ Thanks for the view of "Life South of the Border Down Mexico Way". Jack travels around the country but his "main base" is in Oaxaca which is about 240 miles southeast of Mexico City. What about siestas--does the whole country shut down? Smash our stereotypes! Let's hear the true story. Meanwhile, back in the states.....

Bill Becker(Michigan, USA): "How's life in the frying pan? I've seen a few jibes at you position on what I call hobby standards."

Al Pearson(West Virginia, USA): "You think most of the criticisms in most of the zines is unfair and one-sided; well, it probably is, but now no one ever told you the world was going to be fair. There is very little you can do about it....So, what is there to do at this stage? Nothing, just let it blow over; and it will in a few months. Yes, it will probably be rough for a while, but if the hobby is worth it, you will stick it out."

Bob Osuch(Arizona, USA): "A bit of advice--you may take it with a grain of salt. I believe it would be in everyone's best interests if all the recent hassles were buried

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"as of now. Start the new year off on the right foot--ignore ignorance....if you keep retaliating in print against all your detractors you may find little sympathy left in the hobby. You've probably already thought over this very thing, but in case you hadn't it's something to consider."

Steve Langley(California, USA): "Hang in there, Gary. You are a fine writer and are very funny. All you have to do to weather this is wait. I know it hurts. I know it is hard, but you have the advantage of being in the right in so far as there is nothing ~~wrong~~ ^{with} refusing to reply to or dignify [Steve names a zine] and the like. I know who you are enough to know that you do care for other people. Not everyone does. I think you did 'overreact' a while back--I know you are not alone in 'overreacting.'"

Steve Hutton(Ontario, Canada): "EE #20 was very good. It's good to see a return to the old EE! After #18 and #19, I was worried that the old EE might be dead."

Mary Beck (California, USA): "The hobby really is very disappointing in so many ways, and I feel very bad when I see the people who keep it together and alive and put such excellent efforts into it(namely yourself and a few others) wind up defending themselves--or should I say having to defend themselves from petty innuendoes and bickering, etc... The surprise of my life from the beginning introduction to Dip was that "a game" based correspondence could get so out of hand. I certainly don't blame you for getting so upset. with what has happened---I hope it has calmed down somewhat by now."

Daphne Fritz(California, USA): "It really saddens me that you're being attacked from certain elements in the hobby. I think sometimes you see attacks where there aren't any, but some are bona-fide attacks. It always seemed to me that this hobby was friendly. I didn't think things could escalate and become as serious as this whole feud has. Please Gary, take it easy. I know you're hurting, but lashing out won't help....How old are you? (I've heard 26-35)."

□ That does it! WHO told you I was 35?! Thirty-Five?! Arrrgggghhh!!! I am actually 31 and while I'm at it, I may as well make some other comments. I said in EE #20 that "acid tongues" and "acid pens" could do what they liked in the other zines that I wouldn't be participating in that element of our hobby. And I'm not. But in the meantime, let me allay all of your fears or most of them. To wit....~~I am~~ I am not an alcoholic.....I am not a "closet fascist".....I am not mounting any letter or phone campaigns against anyone.....I do have a sense of humor. I also know what is not humor.....I am not a "monster"(I may not be "God's Gift to Women"---or Men depending on your type of "humor"---but I do have at least average looks)..... ..it is "news" to most of the people listed that I have "attacked" them. Why not write to them as I did?....I do not print letters which say on them, or within them that they are "not for print". Every letter which is printed in EE is saved by me, letter and envelope. If anyone has doubts, please write to me and I will send you a copy of any letter that is disputed. (In fact I save every letter that is sent to me whether it is printed or not). I think that EE #20 and this EE show that I mean what I say about making EE as it was from EE 1-17. Readers looking for smears and controversy will have to go elsewhere.

□□□

Mark Berch(Virginia, USA): "I was surprised and disappointed at your statement on page 15 [In EE #19] that, "Mark Berch completely backed Dick's GMing in R-3 every step of the way", for several reasons:

A. You said you weren't going to do this. In your July 21 letter to us, you said specifically(and repeated later in your zine) that while #18 would be just your viewpoint, with no comments by us, #19 would be just ours, and you would not be commenting on our analysis of the R-3 GMing.

B. Your description of my position is totally inaccurate. I used the phrase "poor GM" to describe his GMing of that particular game. I made numerous criticisms of his GMing, such as saying on page 26 that he took a "tremendous risk" at one point. I called two actions of his "inexcusable." At a number of points, I noted that if I were a GM, I'd do things differently.

C. You inserted that summary of my actions into a place where it was of no relevance , and potentially misleading. The topic there was not Dick's handling of R-3, but your handling of 81 AM [Swedish Roundabout]. The quote that you gave from my letter concerned the 81 AM situation. So why did you preface my quote with my

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"supposed opinion in the R-3 matter? They may be connected in your mind, they may be connected in Dick's mind, but they are not in mine. If you believe that my opinion of "Dick's GMing in R-3" is in any way related to my comments on 81AM, you are mistaken, and I hope your readers have not drawn any such connection.

Also in #19, you say that you are "fair". But that is an evaluation to be made by others, not by you. At best you can say that you try to be fair. I personally do not think you have been at all fair to Dan Stafford. You have unfairly assumed that he was being malicious. You refer to his use of the word "homosexual" in describing you as a vicious lie, as character assassination, and as name calling. But you have no evidence of any malicious intent on his part--indeed, you have his explicit statement that he is not anti-homosexual. That is important if you are going around saying he was trying to harm you.

In this regard, I draw your attention to the Gregory Stewart piece in EE #17, the same issue in which you complained about DD [Diplomacy Digest, Mark's zine]. This piece began with some snide implications that I am not, shall we say, sexually satisfying to my wife. Did I respond by savage denunciations? No. There was no evidence from the context of an attempt to hurt me. I see no evidence from the context of the Diplomacy By Moonlight article that he was intending to hurt you. My assumption, and apparently that of some of your readers, was that it wasn't intended to be taken totally seriously. He did preface it, after all, with a comment about how he used to think the Jews ran the hobby.

As for your comments about DD, until such time as you are willing to give me specifics of your criticism, there is no way I can either defend myself, or print a retraction/apology. That seems to be the way you want to leave things: Vague Charges and Nasty Comments, With No Real Possibility of Resolution."

□ You charged me with "boycotting" the Leeder Poll. I think John Caruso in Whitestonia #60/61, page 14 (November 9, 1982) expressed the point very well. I did not ever "boycott" the Leeder Poll.

EE #19 was yours. I did not comment in any way on your comments on R-3. And if you reread that July 21 letter, you will see I expected you to type your own comments--that's what all that talk about margins and 65% reduction meant. Yet, you said in EE #19 to me: "Please feel free to correct all errors of spelling and punctuation. I know how you despise such things." I went ahead and typed all 5½ pages of your comments.

While you called Dick Martin a "poor GM", you also upheld his decisions in every case because I, as the player, did not "win" on a single point. So when Dick was accusing me of being improper in my own GMing actions to him as a player, I printed your remarks. He knew you had backed him so there would be no reason for him to disagree with your assessment in 81 AM. I had not acted improperly as a GM and your comments on that showed that clearly to Dick Martin, whose GMing you had previously backed up in the essentials.

I am not "going around" anywhere saying that Stafford harmed me. I made my comments on that in this zine and Diplomacy By Moonlight. In fact, I have not written any letters or made any comments anywhere on any "controversies" since late November. You will have to look elsewhere for people who are making comments. Yes, I do try to be fair and I do a damn better job of it than my current detractors.

There was no Gregory Stewart piece in EE #17; there was a Gregory Russell piece however if accuracy means anything. These pieces have been written for over 2 years and have appeared in many zines and are well-known to be fiction. Obviously everyone knew that it was not you, Mark Berch yourself talking in that play. It was obviously not real. And Gregory Russell is well-known to you.

By contrast, I do not know Dan Stafford. I met him at ORIGINS this past summer and said, "Hello? You're Uncle Dan? You look too young to be anyone's uncle." That was it. He said nothing to me. Then I see his comments, not in an article, but in a letter to a zine whose pubber had tried to get Stafford to not print it. Stafford insisted that it be printed. My "assumption, and apparently that of some of" my "readers" was that it was not a joke. Just because you don't consider it to have been "totally serious..."; don't try to force your view on me. I was hurt. I don't like opening up a zine and reading that someone that I don't even know has called me a homosexual, for who knows what reasons. Stafford's letters to Voice of Doom, again to Diplomacy By Moonlight, Expletive Deleted, Xenogogic and at least twice to Murd'ring Ministers have done nothing to shake my view that what he originally did was not humor. I have replied to none of these letters and I won't.

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Ron Brown(Ontario, Canada): "Re. the Leeder Poll, I don't see why you're being so stubborn about that. What happened was a bunch of goons got together and decided to cast "10" votes for a non-existent zine. I'm surprised that John [Leeder] simply didn't throw all those votes out. The end result is that the Poll results are virtually meaningless. I think Mark Berch's "solution" of simply separating subzine from main zine results is the only reasonable way to trying to correct the damage these idiots have caused.

The Poll sure has had its problems. Last year the results were distorted by "hate" votes. A solution was found to prevent that from re-occurring (by allowing pubbers to send in their mailing lists to ensure that only those who received the zine voted for it). Now there has to be a way to prevent fantasy zines from taking over. Is it worth it all? There seems to be a small group in the hobby determined to make a mockery of the hard work of others."

EE is number #3. Dipimaster was number #1 and it does exist. It is an irregular one-page subzine appearing in Coat of Arms supposedly written by Mark Berch. It and a fake from either 1980 or 1981 were the #1 and #4 choices for this year. What makes me hate this so much is that decent zines with hard-working pubbers like Al Pearson and his Just Among Friends and Eric Ozog and his Diplomacy By Moonlight will never achieve the places that should have been theirs because of this "joke" votes. Both JAF and DBM have now folded and so will never be fairly rated. I hope the "idiots" as you have called them, and I agree, don't mess up the poll for the new zines of 1982(See page 51).

□□□

Gregory Russell(Ontario, Canada): "You are no longer eligible to subscribe to my zine and your name has been dropped from consideration to permanently join my subber list. I think your recent actions have been despicable."

I guess you would if you believed everything that you've read about me lately. I've been blamed lately for everything but the folds of Just Among Friends and Diplomacy By Moonlight and the mess in Phyllis's room. I don't think I fitted in with your subbers anyway; much too exclusive for me. S'long.

□□□

Larry Peery(California, USA): "Oh yeah, what kind of trailer do you live in?"

Michel Liesnard(Belgium): "I noticed you live in a trailer. This you wouldn't be authorized to do in Belgium, my friend. Let me explain. Every Belgian over 12 must always be in possession of his identity card (delivered by the municipalities), which mentions his name, birthdate, civil status, etc. It also mentions his domicile (legal place of residence). And being with no fixed abode is reason for imprisonment here! When you choose to move, the first thing to do is to go to your municipality to tell them where you're going, then to your new municipality, to get a new identity card. Thus "they" always know where you are, and can check if you've voted or not, if you pay your taxes, etc. Obviously, a trailer, with its wheels, is not a fixed abode...Anyway, if you really want to live in a trailer, you may, provided you remove the wheels and cement it to the ground. It then becomes a "house"...Please note there are special laws for "nomads" (mainly Gypsies), who may move from one police-watched ground to another. And other special laws for holiday-makers, of course."

Well, I live in a 12' by 60' trailer which has the wheels removed. It is "tied down" by steel cables dug deep into the ground and has an underpinning of vinyl all around the trailer. And many of my neighbors here in the park are Gypsies!

□□□

Porter Wightman(New York, USA): "Thanks alot for Je Maintiendrai. It certainly has been a long time since I had to read Dutch and I was rusty. At first I thought I'd sub but after it took me two hours to just skim the thing, I thought better of it. Maybe I'll send for two issues per year. That way I can get one issue translated before the other arrives. In any case the title, as you probably know, isn't Dutch but French. My wife and I believe it is a future participle and thus means "I will hold." Is this correct?"

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□ My foreign phrase dictionary says it means "I shall maintain". It is the national motto of The Netherlands. When Hauke Jansen, one of JM's three pubbers, sent it to me he sent along two extra copies and I sent one to Porter. JM now has an English section with a good letter column. They translated one of Mr. Calhamer's articles into Dutch so I sent the other extra copy to him and.....

□□

Allan B. Calhamer(Illinois, USA): "Thanks for the copy of Je Maintiendrai. It was a boot to see my article in Dutch. I have never done anything with Dutch, since I haven't had any postal chess opponents from Holland, but it is obviously a lot like English and German. Tack igen."

Hauke Jansen(The Netherlands): "Thanks for your last letter! We were very excited about the postcard of Allan B. Calhamer. Thanks for sending it, it made our day!"

□ Well it sounds like y'all both pleased each other!

□□

Jaap Jacobs(The Netherlands): "I'm living in the future and you're living in the past at the moment. As we just discussed.[Jaap called me on the phone and it was Saturday to me and Sunday to him] But what's more important, I've just finished my second glass of whisky, and I suppose my head feels like it. A little er...shaky.

Nevertheless, and in spite of all typing errors, I should write you. It's been a very long time since I last wrote you, I think it must be something like two months ago. (You know, I even hear the sound of my typewriter through a kind of mist, because of the whisky now).

As I just told you, I'm reading EE #19 now. In some ways, Mark Berch and Rod Walker seem more reasonable and correct than you did in EE #18, which I lended to Frank[who helps Jaap with his zine, Oxymoron], because he was interested. Though I can very well imagine that you were rather upset by some of the insults that were made. I don't know how I would react in such a situation, but then again, such a situation has not yet occurred in the Dutch hobby.

Indeed, Je Maintiendrai is published by three people: Ivo Bouwman, Roland Bakker and Hauke Jansen. All of them I know personally. They seem to be concentrating on the Dutch hobby, their zine being solely in Dutch[JM now has a large English section] but they have already many trades with English zines. Has the English hobby become less insular when compared to a year ago? I think the good result of Chantecler and the activity of Thomas[Franke who does West Germany's Genesis], and perhaps also of me, have changed their attitude towards European zines a little. Nevertheless, they still seem to regard the Europeans as continentals, and I doubt if they'll ever get over it.

I'll be going to England next month. I'll be once again staying in Amersham, with my aunt and uncle. I think I'll pay a visit to Tom Tweedy when I'm there. I did send you a copy of his zine Dib Dib Dib, didn't I? A very friendly zine, usually a good read, though my Diplomacy game in it is not quite going well.

What is there to write about except the fact that I now feel I need a piece of bread with peanut butter? I've heard, I don't know who told me, that Americans mix their peanut butter with jam. Sounds awful! Nevertheless, I suppose that's what Americans are like.....

I just told you something about Newsweek, didn't I? Well, it's really very American. And what surprises me is the journalistic tricks it tries to play on the Russians. Especially now that Andropov has become the new Soviet leader. I'll quote Newsweek when I'm sober again. I think I'll go down now, have a slice of bread, and afterwards try to get some sleep. It may be ten past six over there but it's ten past one over here, and that's more important to me.

Well, here I'm back with peanut butter on bread, and does one need a reason to get well, let's say, a little happier than usual? Yes, I suppose the reason for consuming too large quantities of whisky is that this very night I went to a theatre play with a girl I think I'm in love with (there were some others as well, but who cares about others?) and she hardly seemed to notice me at all. But it doesn't matter that I'm not quite telling the whole and true story, but what I'm writing is much more interesting than reality anyway.

When will you be coming to Europe?

Yes, I am glad you decided not to fold. Though EE is always a hard read because of all these Americanisms, I enjoy it anyway.

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"I feel that if I now undress, and jump into bed I would sleep within two minutes. That sounds encouraging, doesn't it? So I'm off. Hey, will you print this letter (so far) in full? Seems fun. We'll see. Good night.

[Next Day] And as it is now Sunday, I'm going to dress and have breakfast.

Tomorrow I have a tentamen[Dutch for exam] about economic history. It concerns the economic situations after World War I and up to World War II. We have also read something about the famous Stock Market crash in 1929. This tentamen will be in the Pieterskerk, one of the oldest churches of Leiden. History tests in historic places!

I received a copy of Anduin yesterday. It seems rather nice, and I think I'll offer Eric Kane a trade. Next OXY will be very large, to my standards, some 28 pages.

I can hear my father preparing breakfast now, and as I still have the teapot in my room upstairs, I'd better take it down.

I remember telling you something about Newsweek. Well, I'll quote: "The grave lay open beside the Kremlin wall, and from atop Lenin's Tomb, Yuri Andropov said a reverent goodbye to the man he had succeeded as leader of the Soviet Union. "Farewell, dear Leonid Ilyich," he intoned. "Your cause will be continued in the deeds of our party and people." Then, with Leonid Ilyich Brezhnev safely in the ground, Andropov began to act like a man with some changes in his mind."

After reading this as the beginning of an article, I was baffled. This may well be the worst piece of journalistic indoctrinating garbage I have ever read. What is implied is that Andropov just doesn't care two hoots about continuing a cause, and that he is betraying Brezhnev while he isn't cold yet! It is a very clear attempt to picture Andropov as an unsympathetic person, to say the least. And this is printed in a magazine which comes from the country of the champion of free speech and liberty! This is the kind of thing that sometimes makes me feel anti-American. The Russians may be just as bad, but they are not so hypocritical.

Oh well, it's time for me to start preparing my tentamen, so I'll remove the typewriter from my desk now.

Very strange thing just happened. I was working up here, and I hear someone calling at the door. My brother calls me, and when I get down someone says: "I'm Roland Prevôt".[called the "Father of French Diplomacy" and assigns Boardman Numbers in Europe]. I was rather surprised. We had some nice talks, and I asked Frank and Rian to come over as well. But nevertheless, it took me all afternoon, so I'll have to get back to work. Greetings."

[X] I dislike the subjective reporting in Newsweek and especially Time myself. As a journalism major, I like to read objective non-emotional reports with the reporter's bias as concealed as possible. U.S. News and World Report is good that way most of the time.....As of now I am planning on coming to Europe in September. I want to go to England, Holland, Belgium and West Germany. Steve Arnawoodian is coming too so we'll look forward to meeting a lot of you guys. I'm saving my money!

□□□

C-G Spare(Finland): "Thank you for EE #20 with my article. Let us see if this elicits some responses; I certainly hope so. I also hope that your intelligent--oops, I meant different--readership won't take offense, that they will be inclined to answer in the same vein(e.g. jugular).

□ Well, C-G I did get some responses although I may have to hold over some....

□□□

Scott Hanson(Minnesota, USA): "I can excuse C-G confusing Minneapolis as a suburb--after all, he is just a stupid foreigner. But he is right, there is nothing of interest in all of Minnesota--except a statute of St. Urho, the patron saint of Finland. He chased the grasshoppers away, kind of the same trick that St. Patrick pulled. So we Finns and you Irish have something in common."

Kevin Stone(Pennsylvania, USA): "Since C-G Spare wants comments on his Americans Are Different article, I guess I'll throw in my two cents. I think it's hardly fair that he criticizes our lack of culture and interest in history on the basis of talks with a limousine(cab?) driver and a tour guide. I suspect that Europeans with similiar jobs dan't have any more culture.

C-G, if you're ever in Big Flats, New York[Kevin's home when not in college], look me up. I'll be glad to show you some interesting sights. Like the Corning Museum of Glass, Rockwell-Corning Art Museum, National Soaring Museum, and the

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"Glenn Curtis Museum in Hammondsport. Curtis flew the first airplane, before the Wright Brothers. While we're in Hammondsport, you'd probably enjoy tours of the many wineries. We could go to Cooperstown to see the Baseball Hall of Fame, Old Farmers Museum and the James Fenimore Cooper House.

I'm not saying that every American is interested in stuff like this, because a lot aren't. There will always be people who buy the National Enquirer, but also many who buy National Geographic. That is one of the great things about the United States, the cultural diversity. After all, if everyone liked the same things, this would be a pretty dull world, wouldn't it?"

Mike Mills(New York, USA): "In response to Spare's article "Americans are Different" all I can say is that he's right: I have witnessed several such embarrassing moments. I guess, since I'm American by birth that I should be more upset with this view of the US, but I do think that most Americans are crass, brazen, chauvinistic and inconsiderate when either overseas or as witnessed by what passes for "popular culture" in the States.

Here's an eyewitness example: While in Paris in 1977, I made it a habit to visit the Louvre every morning from 8:30, when it opened till around 11 AM. After 2 days, I found out that the rush at the door didn't allow the ticket takers to really watch everyone, so I decided to try my luck and walk in for free(geez, I'd save 2.50 francs!). Anyhow, this young woman at the door pulled me aside and with the language barrier, I just stood there while she continued to take tickets, etc. Then I hear in a Texas accent, "Young lady, where's your bathrooms?" Of course, the young lady had no idea. Yet the Texas lady kept asking the same thing and making no progress. Then she says to me, I guess thinking I was an employee, the same thing. I said, "I don't know." She says, "Oh, you speak English!" I told her I was from New York. Anyhow, I asked the young lady in French where the "toilettes" were, as this was one phrase I thought would be important to know in Paris. She rambled on, thinking I knew French well, which I didn't. I caught the words "hall" "to the left" and "gallery of sculpture." I said thank you. And told the Texans where to go. To which they said, "You know they really ought to speak English."

I wonder if French tourists say the same thing in the USA.

Face it. US culture is money, power, fame, celebrity status with the emphasis on the cheap and easy fix full of substitute values. US culture is the disposable culture.

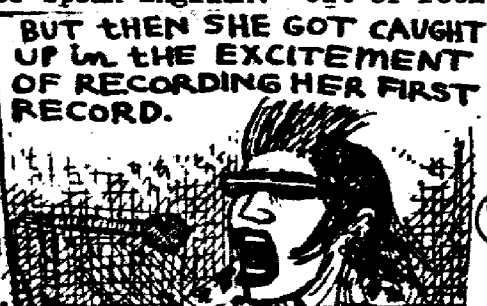
If you ever make it to Europe, just watch the American tourists taking their tours. They ride around the cities and countryside in air-conditioned buses and are taken to first the popular attraction and then the rip-off gift shops for Americans. You won't find them in twos and threes travelling by train, poring over train schedules and sharing food with some locals and trying to communicate with them. It's sad: they spend big bucks for the trip and don't get a shot at getting eye-to-eye with the people of the country they're at, who are the "country". Buildings, rivers, and Rembrandts are the artifacts of the country; the people are the real thing. And it's not so hard to get to know them, a lot of them speak English and if you can manage a few words of their lingo, you're in business.

I once had a wonderful talk about Burgundy, fishing and wines with a Frenchman in Ireland using our mutual understanding of Spanish and a few words of French and German."

□ All nationalities have boors and louts without exception but I don't think most Americans are like that. And there is much in our own country that is historical, as Kevin pointed out. Scott was being facetious because he has told me before of the famous Guthrie Theatre in Minneapolis. And it's a two-edged sword about Americans only knowing English---foreigners also urge us to speak English. Out of room! Bye!



IN THE
DAYS THAT
FOLLOWED,
SHE FOUND
HERSELF
thinking
RECURRINGLY
ABOUT THE
CONVERSATION
WITH THE
CAB DRIVER.





¶ **Folds!!!!!!**
 Three zines have folded or are in the process of folding recently. Just Among Friends, by "Big Al" Pearson, put out final issue #28 in December. Al is changing jobs and would not have been able to do the job he wished on keeping JAF where he wanted it. JAF's fold has dispersed a lot of talent all over the hobby. Thirty Miles

of Bad Road and Brain Tumor, JAF subzines have moved to The Shogun's Sword. The 3rd subzine, Festungs Hof, is becoming independent (see Mos Eisley Spaceport, page 30). Al named his games after Perry Mason novels, one of them being "Howling Dog" hence the cartoon and he did provide good homes for them! JAF games have now been placed with Hai! Jikai!, Perelandra, North Sealth West George, Murd'ring Ministers, Debbie Osborne's subzine in Envoy and Diplomatic Immunity. We'll miss JAF but we still have Al!

Guy and Libby Hail's Great War In Modern Memory ended in January when Guy got a promotion at work which involved more of his time. GWNM's best feature for me was the capsule movie reviews it printed. My favorite was: "Katzelmacher: Time-passing, love-making, card-playing, woman-beating, pub-lounging and ass-kicking as practiced by the youth of a provincial German town invaded by a befuddled Greek immigrant." Libby does artwork which has appeared in several zines. She and Guy will still be around.

An upcoming fold is Eric Ozog's Diplomacy By Moonlight, one of my very favorite zines. Eric has said that he will put out one last issue, probably in February or early March and probably a blockbuster. This means good articles, a great letter column and the always "unexpected" touches which make DBM what someone called the hobby's only "conceptual" zine. See this zine if you can. Eric will be around too.

¶ **Returns:** Mike Conner's Lone Star Diplomat returned to publishing around Christmas, a nice present for the hobby. Mike has been ill and LSD will now be on 6-weeks schedule. Welcome back, Mike!

¶ **Two New Zines** (at least to me): DIJAGH* (Diplomacy Is Just A Goddamn Hobby) comes from Glen Taylor, 3007 Hewitt Avenue, #428, Silver Spring, Maryland 20906 USA, for 55¢ an issue with several contests to win free issues. He has openings in regular Diplomacy and several variants and shows promise of a lively letter column.

The Buzzard's Breath, from Mark Matuschak, 742 Johnson Hall, Columbia University, New York, New York 10027 USA, is at #58 so it's not new, except to me I guess. Just shows that it's a big hobby with room for all! Mark has Diplomacy games but the emphasis is clearly on postal Third Reich. TBB also has a letter column, contests and articles (#58 had a funny one called Saga of Siegfried by Ralph Morton).

¶ Lee Kendter, Sr. is the new Miller Number Custodian who assigns game numbers to all variants. His address is: 4347 Benner St., Philadelphia, Pennsylvania 19135 USA.

¶ **Subzine Stuff:** Rochester, New York zines are getting new subzines! Cathy Cunning's Cathy's Ramblings joins The Shogun's Sword where she pledges to make Glover Rogerson a household name in North America!....Free Speech Alley is Patrick J. Conlon's new subzine in The Modern Patriot and will offer gunboat Diplomacy. The Schemer, former parent of, then subzine of, Damn the Torpedoes, has folded due to Steven Duke's school requirements. Hai! Jikai!, formerly a subzine in Magus, has now become a zine on its own. Its first issue had many pictures from the Langley DipCon in Sacramento, showing me hobby members I had never seen before. HJ comes from Mark Keller, 9536 Shumway Drive, Orangevale, California 95662 USA.

¶ Vortigern, a French zine, and Plié en Deux, the first French-speaking Swiss zine, have merged into one zine. Is this an international first?

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¶ Do you want some Diplomacy openings with your choice of GMs? How about a game of Origins of World War II or Slapshot? Well, would you want to be a GM for any non-Diplomacy game and thereby get a lifetime sub to a zine once the game fills and begins? If you are interested in any of the above, write to Don Del Grande, 142 Eliseo Dr., Greenbrae, California 94904 USA. His zine is Life of Monty, a good 'un.

¶ There are at least two St. Valentine's Day Massacres planned for Dip addicts! Larry Peery is running one(See address in next paragraph) in San Diego and Clark Reynolds has another on tap in Sacramento. Clark writes: "Saint Valentine's Day Massacre II is to be held February 12th and 13th in Sacramento at Games Central Station(located at 2630A Fulton Ave.). This Diplomacy tournament is to be an unlimited number of rounds; the tournament will end at 6PM Sunday. The scoring system will not be publicized, nor will participants' standings be posted until the end of the tournament. Cash prizes for the top three places and Best Country awards will be given out. The total value of the prizes will amount to \$87.50(based on 28 entries). Registration before February 4th will be \$5.00; thereafter, it will be \$10.00. For more information, contact Clark Reynolds at P.O. Box 160300 Sacramento, California 95816 or call him at (415)-322-9894(days) or at (415)-381-3044(nights)."

¶ Larry Peery, P.O. Box 8416, San Diego, California 92102 USA, is at the forefront of several important hobby projects. He is asking for nominations for the Don Miller Memorial Award, similiar to Britain's Les Pinley Award, which is awarded to someone for hobby service. A panel makes the final decision....His zine Xenogogic will be discussing a code of ethics for players and GMs and seeks your input. Xeno comes out 4 times a year and is massive, no other word for it. Yearly sub is \$6.00, well-worth it....He's made a proposal to have an "official hobby pollster" to streamline the numerous polls we have so it won't seem there is a poll every week. Let him know your ideas.....Larry proposes a "Sister Zine" idea whereby each zine will "adopt" one foreign zine and so increase our contacts with others. I particularly like this idea since I'm on overload with foreign zines. Pick up one foreign zine and you'll no doubt get a pen pal which will put you in contact with items of interest to you. To wit./...

¶ What do you know about a science-Fiction series called Perry Rhodan? It was published in the US from No. 1 to 137 but has now ceased. Is it being published in Belgium, France, Japan and any other countries? Has it ever been published in Great Britain? If you have any information at all, please send it to Thomas Franke, Rosenstrasse 11, D-4220 Dinslaken, West Germany. One of his German subbers asked.

¶ Don't forget to vote for the new zines of 1982(I'll try to list them on page 16). Send your ballots to Scott Hanson, 939 18th Ave SE, Minneapolis, Minnesota 55414 USA. The deadline is February 19, 1983. The new pubbers want very much to know what you think of their zines. Scott may be printing some comments about them too as Glenn Overby once did. Pubbers need encouragement, believe me!....Also last call for the games you'd like to see in zines. Here is a cut-out ballot. Use it!!

GAMES PEOPLE PLAY POLL.

Send to: Jim Williams
2500 6th St. SW
Altoona, Iowa 50009 USA

Deadline: March 1,
1983

A. List the 5 games you most like to play face-to-face.

- 1.
- 2.
- 3.
- 4.
- 5.

B. List the 5 games you most like to play by mail.

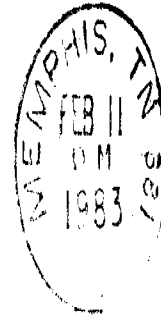
- 1.
- 2.
- 3.
- 4.
- 5.

List any games you would like to see available in a zine for play by mail _____

YOUR SIGNATURE _____

(51)

GARY L. COUGHLAN
4614 Martha Cole Lane
Memphis, Tennessee 38118
UNITED STATES OF AMERICA



Robert Millikan



Larry Peery (T)
P.O. Box 8416
San Diego, California 92102

CS

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Your sub expires with issue (see label)