

# EGG NOG

AS FOR LINE AN SEPARATORS WHAT GOOD ARE THEY WHEN YOU DON'T HAVE A MAGAZINE TO USE THEM IN?

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In any case, Back Door Men could be a pretty accurate nickname for the average Diplomacy fanatic, what with his total lack of concern for morals of any kind, eh wot?

## CIRCULATION TIME

I have recently been asked what the circulation of EGGNOG is, and which 'zine in the US has the highest circulation. EGGNOG now goes out to 125+ people all over the world, which is no small feat for a ditto machine, my friend! It passed the 100 mark with issue #32. I believe that Claw & Fang has the highest circulation in the hobby other than Diplomacy World; I would hazard a guess and say that C&F goes out to between 250 and 300 people monthly.

## SHORTEST RUN OF A MAGAZINE:?

EGGNOG Exclusive!! Robert Francis, who would have put out Verratspiel, has suddenly found out, much to his chagrin, that he is no longer allowed free access to his office Xerox machine, and putting the 'zine out via a store would be prohibitably expensive, so... Verratspiel ends after one issue. This just goes to show you, gents, and I have said this many many times before, that nobody should ever rely on unlimited access to the office machines. It killed St George & The Dragon, one of the hobby's best 'zines; it has caused Brutus Bull-egan to raise its rates; and has killed a long list of old publications. I never really got to know Bob, but his 'zine looked good.

## THE OVERSTUFFED RECLINER

This is the Editor's Column, and I have no idea how much space it will take up this time; it's very late at night on the deadline...

## HEADING

'Back Door Men' comes from the Shadows Of Knight, and it appeared in 1966. The Shadows were one of the giants back then, and this album shows why! Good guitar, and all cuts are fine ones, especially the interpretation of Dixon's tune Spoonful, which Cream later redid that year in a totally different way. Spoonful went on to be a hit for both groups, and Dixon made his share of royalties off of it.

## EGGNOG ENTERPRISES HOUSERULES

These Houserules apply to all games gamesmastered by Konrad Baumeister, as of October 18, 1979. I will assume that all players have read these Houserules upon receipt (and questions will be answered). This set of Houserules was modelled (with some important changes) after the Alcalá HRs of 1 May, 1976 (by Rod Walker).

1) **RULINGS.** The published Rules of Diplomacy (1971, GRI) will be followed (except where changes are made, for a variant). Decisions of the Gamesmaster are quite final, unless there has been an obvious and demonstrable error. Errors which are not detected by the GM must be called to his attention prior to the next seasons's deadline. A player who detects an error is asked to contact the GM immediately. If the order(s) involved would effect his orders for the upcoming season, he must submit two sets of orders: one based on the position as reported and one based on the situation as it would be if there were an error and it will be corrected by the GM. (Failure to do this, if there is in fact no error, will result in a NMR for that player in the next season.)

2) **CONTRACT.** A game constitutes a contract between the player and GM. The GM agrees to manage the game accurately and expeditiously, and to insure the transfer of the game to a new GM if he is unable to continue. The player agrees to play in the game throughout, and to comply with the Houserules. Failure of one to comply with these terms will result in the forfeiture of all rights to the other.

3) **PLAYERS.** Only one person may play a given Power in a given game at any one time. A player may assign temporary or permanent control of his position

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to another person (who is not an active player in the same game) with the GM's permission. A player must play under his own name. However, the GM may allow the use of a pseudonym if he is satisfied that there is a good and sufficient reason for doing so. (Thus, Bernie Oaklyn is not allowed to play, though Buddy Tretick is. Curtis Gibson is the only person barred totally from an EGGNOG game.)

4) **ASSIGNMENT.** Positions are assigned by preference. Each player must send the GM a list of the Great Powers in order of preference. These lists will be used by the GM in assigning positions. Unique first choices will be assigned automatically. The rest, well...

5) **FEES.** The GM will set a fee to be paid before the game starts, by all of the players. This will usually be (read currently is) \$2 per position. In order to play, receipt of the EGGNOG Enterprises Publication in question is also required, and the subscription price will be announced. This subscription price (currently 10/\$3.50) can and will be changed if absolutely necessary. However, I do not foresee such a change for a while, and this price has remained constant for 15 months.

6) **SEASONS.** There are 5 game seasons (otherwise in variant situations): Spring movement, Summer retreats, Fall movement, Autumn retreats, and Winter adjustments. Ordinarily, Summer is taken with Fall and Autumn with Winter. In this event, players may write conditional orders (see HR 9). The GM will also call for combined Winter with Spring orders, where he feels it is uncomplicated enough.

7) **ORDERS.** Orders must be typed or printed, on one side of paper only, and must be stated clearly. Each season must be on a separate sheet of paper, preferably no smaller than 5" x 8". Orders must be signed. Players may change orders already submitted, and the latest

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EGGNOE Enterprises HAS Cont'd:

set or correction (as determined by date on orders) will be used. If orders for two different games are submitted on a single sheet, one on the front and one on the back, the GM will use only the orders which are, in his best estimation, on the front side.

7a. Joint orders may not be submitted. No ifs, ands, or buts.

7b. Support and Convoy Orders involving foreign units must specify the nation being supported or convoyed, when different from the party doing the action. Otherwise, such an order will be treated as involving one of the player's own units (i.e. nonexistent) units, and the order would automatically fail.

7c. Perpetual Orders (i.e. "A PaR Holds until otherwise ordered") are not accepted. Orders may be submitted for only one season at a time (although a player can specify that: S01: A Lvp H, then, on a separate piece of paper, give the orders for Fall, which could also have A Lvp H).

8) CODEWORDS. The use of "codewords" is not allowed. A "codeword" is a procedure whereby a player submits two or more simultaneous sets of orders, the use of which depends upon a "codeword" or other signal submitted by another player.

9) CONDITIONAL ORDERS. If two seasons are taken together, players may write conditional orders; that is, they may make orders in the later season conditional upon results in the earlier. If a player submits conditional orders and the conditions they are based upon do not occur, the units which are dependent on the earlier result will hold. Under no circumstances may a player make his orders conditional upon events of the same season. (However, see the section on Replacement players.)

10) PROPAGANDA (PRESS RELEASES). Players may submit material for publication with any season's orders. While the Editor technical-

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ly has the right to edit or delete what he wishes, that right will only in extremely rare instances be exercised, and the players are pretty well free to submit anything (including Black Press, which is Propaganda datelined from within another country or its dominions).

11) DATELINES. As stated above, Black Press is allowed and, frankly, encouraged. Anonymous and non-player PRs are allowed, too. Releases which are datelined "Eggnog," "Strange Brew," "Swlabr," "Politician," "Beer Town," and "S.T.A.B." are reserved for the Editor. (However, "STAB -- without periods -- is open for use by others.)

12) PLAYER PROTECTION. A player may protect himself against missing the deadline in three ways. They are encouraged, of course.

12a. Multiple Orders. A player may send 2 or more copies of his orders at different times, separately.

12b. The Lakoška System. A Player may enclose with his orders a stamped, self addressed postcard (the GM will not address it for you) with the game number and season on it. The GM will initial it and write some tripe or other on it and will send it back within 48 hours; it is then proof that the orders were received. If the player doesn't see his postcard back within a reasonable amount of time (the USP"S" being what it is), he should submit another set of orders to the GM.

12c. Collect Phone Calls. If the player wants to be absolutely sure that he will not NMR, and has some excess cash to spend on the game, he can instruct the GM to call him collect on the deadline night, in the absence of mailed orders. This will only be done if numbers, preferable hours, and permission is given. It is normally smarter to deny the charges and then call back immediately via direct dialing.

12c. General Orders will not be accepted at any time. Sorry, but I will not have one of my brothers play your country for you.

12d. Neutral Orders will also not

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EGGNOG ENTERPRISES HRs Cont'd:

be used. That is because there are no such things as actually "neutral orders". All unordered units will hold, as a rule. Dislodged units will be annihilated, if not retreated formally.

13) TELEPHONE CALLS. The GM will accept orders by telephone; however, the GM accepts no responsibility to be available at any given time. Players using the telephone take their chances. Additionally, no telephoned orders will be accepted on the mail deadline day, at all. Generally it is best to call between 7 and 11 p.m. on weeknights. Weekends normally find me out, and I leave the home at 6:30 a.m., so no phoning in orders then. My phone number is listed every issue.

14) SPECIAL DELIVERY. Orders submitted by this method are never accepted; too much hassle.

15) STAND-BY PLAYERS. The GM will maintain a list of stand-by players for all games in a given 'zine. If and when a s/b player becomes a replacement player in a game, his name is rotated from front to back of the list. Standbys must subscribe to the 'zine in order to be such a player.

16) REMOVAL AND REPLACEMENT OF PLAYERS. If a player leaves the game, he will be replaced by the designated s/b player. A player has "left the game" if he (a) resigns, (b) is removed for failure to meet two consecutive deadlines, or (c) is removed for any other reason (see HR 18, e.g.).

If a player misses a deadline, the GM will ask the first stand-by player to submit orders for the next season. If the player misses that second deadline, then the stand-by has become his replacement. In more complex situations, the GM reserves the right to take whatever action is necessary to keep the game moving in an orderly fashion.

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17) DEADLINES. The GM will set a reasonable deadline for the receipt of moves every season, generally between 3 weeks and one month from the date of the publication of the previous season. Deadlines are as of the time mail is delivered to the GM's home on the deadline date. Deadline dates are always receipt dates. (How can people run postmark deadlines?)

18) DECEPTION. Deception of the GM is impermissible. Such maneuvers as submission of another player's orders without his consent, violation of HR 3 or HR 19, will result in expulsion from the game, and will forfeit all monies on account at that time. This list is not exhaustive. The players may deceive each other all they like; but fooling the GM is no fair.

19) ADVISORS. No player may use an advisor (or consultant) assigned by any organization or individual without prior permission of the GM. (This includes Gibsonian topics.) If permission is given, the use of the advisor and his identity will be published. His role must not be in violation of HR 3.

20) IMPOSSIBLE ORDERS. A unit ordered to a location not on the board, or to take some action other than a legal order, will be considered as having been ordered to hold for the purposes of support (e.g. F Hell-Hell, A Baghdad-Berlin, etc). However, a unit giving an impossible but otherwise probable order will not be eligible to receive support in holding (A Rom-Rum, etc).

21) BADLY-WRITTEN ORDERS. Badly-written orders will be followed, whenever they are unequivocal, and legal meanings, regardless of the intent of the player. Badly-written orders will be printed as received, of course.

22) RETREATS. Dislodged units for which a specific retreat order is not written will be disbanded. In some variants, this is not the case, however; but that's a variant.

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EGGNOG Enterprises HRs Cont'd:

23) **DISBANDMENTS.** Rule VII.7 will be strictly enforced. Alphabetical order will be per 3 letter abbreviations (on which see HR 26).

24) **RESIGNATIONS.** A player/who resigns from a game must include a set of orders for the upcoming season. If he does not, his resignation is not valid, and the GM will continue to regard him as the player of record. If he continues to fail to submit orders, he will be "dropped" (see HR 16).

25) **NOTATION.** In the reporting of orders and adjudications (in the regular game and Youngstown), the following notation will be used:

25a. Underlined orders fail.

25b. Order notation:

A = army F = Fleet - = attacks  
 C = convoy S = support H = Holds  
 R or Rem = remove R or Ret = retreats (to) B or Bld = Builds  
 /h/ = unordered (hold) /d/ = dislodged, must retreat (with available spaces given in parens)  
 /a/ = annihilated for one reason or another

25c. Explanatory notation:

/nso/ = no such order /nsu/ = no such unit /ota/ = ordered to move  
 /img/ = impossible move CD = Civil Disorder NMR = No orders received (occasionally NER, no builds rec'd, and NRR, no retreats or removals rec'd will be used, though I tend to write "No Moves Rec'd" more often than not). **KNOW THESE ABBREVIATIONS!**

26) **ABBREVIATIONS.** In addition to the standard 3 letter rule, the following will be used regularly:

Lvp = Liverpool Lvn = Livonia  
 Bot = G of Bothnia Lyo = G of Lyon  
 Tyl = Tyrolia Tyn = Tyrreha S

27) **SUPPLY CENTER (SC) CHARTS.** At the end of every Fall season, the GM will list who owns which Supply Centers, and will then advise the players about whether they must remove a unit or may build one. Of course, builds may be refused. In this listing, the following code

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will apply (choosing Xyz as a typical supply center):

Xyz = a center already owned

Xyz = a center gained this year

~~Xyz~~ = a center lost this year

Bld = nation may build # of units

Rem = nation must remove units

Even = nation must make no adjustment

Supply Centers are not listed in any particular order, but I generally tack on newly acquired centers on the end, with home centers first.

28) **ENDING THE GAME.** The game may end by victory or draw.

28a. **Victory.** In addition to the 18 center criterion, a player may win by unanimous concession vote by the players. If a concession is proposed, a vote will be run. It is possible to concede games to players not in the game, the GM, the GM's psychiatrist, etc. Have fun!

28b. **Draw.** All players may vote on a draw any time one is proposed. Not all players on the board must be included in the draw, but all surviving players must agree to whatever conclusion is proposed.

28c. **Stalemates.** If there has been no significant S.C. change in three game years, then the GM has the right to declare a draw with all survivors sharing in that draw. The exception to this is if one of the players submits to the GM a game strategy which may be reasonably expected to break the deadlock.

29) **VOTES.** Matters submitted by a player for vote (such as concessions or draws) must be presented to the GM. The GM will place the matter before the players, and will set a deadline for receipt of these votes (normally the next deadline). No votes rec'd count as an automatic "yes". Under no circumstances will the GM publish the name of the proposing party, nor the results of the tally other than saying whether or not it passed. If it passed, the game is over. If not...

30) **FLEET MOVEMENT.** Such movement is the toughest part of Diplomacy. The 1971 Rulebook cleared up almost all possible problems, but not all. In all EGGNOG Enterprises games.

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EGGNOG Enterprises HRS Cont'd:

Verheiden's Rule will be employed in these situations. Verheiden's Rule states that if a convoyed attack would lead to the dislodgement of the convoying fleets or would prevent that dislodgement, the army's attack fails. (The convoyed attack may not effect the convoying fleets.) This will eliminate most every convoy problem that will come up in the future.

31) SCREWING UP CONVOYS. It is, of course, permissible to submit a set of orders which would make another player's or the submitting player's convoy order ambiguous, thereby resulting in no movement of the army in question. Same goes for unwanted supports. Deception of the players, as frequently stated by the GM, is encouraged.

32) PRECEDENTS. In situations not covered by the Rulebook or these HRS, the GM will make the most reasonable and equitable rulings possible. Any such decision constitutes a precedent, and will be automatically incorporated into these HRS.

33) CHANGES. The GM will give careful consideration to all requests and suggestions for additions to these HRS. He will reject anything that flies in the face of the Rulebook. Minor changes (normally just clarifying matters) will be made, but major changes will be submitted for vote. However, I will pretty much leave these HRS the way they are and I can see no possible changes that I would agree to (of a major sort). Never hurts to ask.

34) QUESTIONS. The GM will be most happy to answer questions pertaining to these HRS. Such answers will usually be sent along with the next issue of his magazine. Should an answer be wished right away, and the GM has nothing else to do but answer it, a stamped, self addressed envelope (or, internationally, an International Reply Coupon (IRC)) is requested. That does it.

## BRIEF NOTE CONCERNING HOUSE RULES

Like I said, I used Rod Walker's Alcalá HRS as a guideline. This does not mean that they are his HRS. While in places I copied virtually verbatim (because I couldn't have worded it better), in others I changed everything to my own liking. That's because I used Rod's stuff primarily to organize my own, i.e. so that I wouldn't forget anything. OK? (If you don't believe they are different, just ask him for a set of his, and refer to the neutral orders section, among others...)

## EGGNOG DEMONSTRATION GAME -- 1979L

Fall 1904 EVERYTHING HAPPENS!

AUSTRIA (McLendon): A Tyl R Boh.  
A Boh S RUS A Sil-Mun, A Ser-Tri

ENGLAND (Kendter): F Nat-Nwg, F Eng-Bel, F Mid-Nat, A Bel-Hol, F Nwy-Swe

FRANCE (Bunke): F Por-Spa(sc), F Ere-Mid, A Mar-Bur, A Gas & A Par & A Mar-Bur

GERMANY (Schuetz): A Sil R Pru. A Pru-War, A Mun S A Bur/d/, A Bur S ENG A Bel-Pic/d/, A Swe-Fin, F Kie S A Pru-Ber/nso/, F Den-Eal

ITALY (Harmon): A Tyl-Vie, A Tri S A Tyl-Vie, F Adr-Ion, A Gre-Ser, F Tyn-Wes, F Tun-Naf

RUSSIA (Hyatt): F Con R Ank. A StP N, F Bal-Ber, A Sil-Mun, A Gal-War, A Vie-Bud, A Bul & A Smy S F Ank-Con, F Ank-Con

TURKEY (Jones): A Con H/a/, F Aeg S A Con

Germany resigns, leaving it in Civil Disorder. Supply Center Charts:

Aus: ~~1/2~~, Ser: 1, R 1. Eng: Home.  
Nwy, Bel, Hol, Swe: 7, B 2. Fra: Home, Spa, Por: 5, Even. Ger: ~~1/2~~.  
Kie, ~~1/2~~, Den, ~~1/2~~, ~~1/2~~: 2, R 4.  
Ita: Home, Tun, Tri, Gre, Vie: 7 R1.  
Rus: Home, Rum, Eud, Con, Ank, Smy  
Mun, Ber, Bul: 12, B 3. Tur: ~~1/2~~  
~~1/2~~: 0, Out! No propaganda.

Eric Verheiden's commentary begins itself on Page 7, Column 1.



1979L ANALYSIS FALL 1904

By Eric Verheiden

Two of the reasons for Lee Kander's success in postal Diplomacy are his persuasive abilities and his willingness to take decisive action when the situation requires it. Here, he switched alliances from Germany to France and quite possibly convinced Germany to go along with it, wittingly or unwittingly.

With the new arrangement, the pressure is off Bunke's France from the north and the southern threat from Italy can be handled. Germany should be partitioned along current lines, with Kiel and Denmark eventually going to England. Russia is unable to bring compensating pressure in the north and he has yet to build any additional fleets. It was remarked upon last time when Russia did not build a northern fleet; by failing to vacate St. Petersburg once again, the "oversight" may now be too late to correct.

Based upon the foregoing, Hyatt's Russia and Harmon's Italy may have nearly reached a combined high-water mark. This is not certain, but by no means unlikely, either. If so, the game could be headed towards a four-way draw in fairly short order. Both the alliances E/F and R/I seem fairly solid, given the high risks involved in a breakup in both cases and the difficulties involved in Russia pursuing an attack by sea, or Italy by land.

Thanks to Eric for this monthly column. He does a great job and I know that a lot of people appreciate it greatly.

## LETTERCOLUMN

From Eric Ozog (October 2): I appreciate your unbiased point of view referring to the letter printed last time, from Eric. Now will you please print one more thing for me?

To all involved, including Berch, Walker, and Michalski and all newcomers to postal Diplomacy,

There is no doubt in my mind that Bernie Oaklyn is all together (sic) honest and produces his magazine Le Front efficiently, and with integrity.

Telling newcomers to the hobby of what Bernie might have done and what he might do is all together (sic) wrong. Bernie's games are run well, and he has some fantastic variants, but he cannot get anyone to play or subscribe because of all the poison you all are whispering in people's ears.

It is no secret that Le Front has some flaws, but that is to be expected from ANY publisher, no matter how long they have been in the business, so everybody should subscribe to Le Front.

All the hate mail and the sending of "evidence" to newcomers MUST come to an end! That goes for you too, Mr. Michalski. So now I will make all of you an offer you cannot refuse.

As I said before, I have much faith in Bernie Oaklyn. He is one of the best. To prove that, I will personally reimburse (sic) anyone who gets cheated from (sic) Bernie, and that will be money out of my own pocket.

Now Mr. Berch, Walker, Michalski, and everyone else, get a sub and play in his magazine DAMMIT! And let's SHUT UP about all this and start playing Diplomacy!

(Copies to publishers everywhere.)

From Peggy Gemignani (September 25): I don't see why this silly business about assumed names, disappearing people, incompetency can't be phased out. If Bernie was so bad, the games would be gone and moved to other 'zines and he would have to close his doors. I get criticized for playing in his 'zine. I know Bernie talks silly but he is a good player and he does know Diplomacy.

My answer to all this Oaklyn/Tretick stuff after Rod's letter on Page 8.

Lettercolumn Cont'd:

From Rod Walker (October 10):

[This was heavily edited, as it took up almost 2 pages originally. It is in answer to Eric Ozog's letter, on Page 7, and was sent to Ozog, John Michalski, and myself.]

Your circulat letter arrived yesterday. I must confess that I am impressed with your positive attitude. I frankly feel you are going to get stung, but we can always hope for the best, can't we?

The problem is that there are four issues involved here. They are:

1. Is Oaklyn really Tretick? Of course he is.
2. Does Tretick intend to defraud anyone through the use of the "Oaklyn" pseudonym? I doubt it. There's not much money involved. However, it must be admitted that some very peculiar things are going on. ... It looks suspicious...can you blame some people for being more than a little uneasy?
3. Will Tretick repeat his past performance? Maybe he will and maybe he won't. I see no reason why he shouldn't be given a second chance... if he owns up to it and stops operating under false pretences. Unfortunately, he is already reverting to type. It appears he may have abandoned one of his games already (1978 AY). Tretick is almost a compulsive liar. I recall one occasion in 1971 when he claimed to have resigned from 45 postal games. I was BNC then, and it was a simple matter for me to demonstrate that at the time he was only playing in 23! Only recently he claimed that his 'zine has a circulation of 344. Anybody conversant with the hobby knows this claim is inconsistent with the number of games and players in the 'zine...not to mention that it's inconsistent with his constant complaints that he can't find anybody who wants the thing. I have a letter on file to a novice in which Tretick exaggerates the number of postal player in 1970

by a factor of 10, exaggerates the number of female postal players by a factor of 500, and claims La Guerre had the largest circulation in the hobby at that time (when in fact Graustark, Erehwon, Hoosier Archives, Xenogogic, ADAF, Costaguana, Liaisons Dangereuses and several other 'zines had larger circulations...some of them more than double La Guerre's.) And so on and on. Frankly, I'd watch out for this guy.

4. Is Le Front worth getting? Not really. Even if "Oaklyn" were real, I would not recommend his zine to a novice, nor to anyone else. Physically it is a good product, yes; the mimeo work is well done. But the content is all but unreadable. Tretick's writing style has always labored ((been labored -- sorry)) and hyperbolic to the point of silliness. He is like a little boy who has just discovered big words but hasn't the slightest idea how to use them. The result is virtually unreadable... As a professional writer, I always become slightly nauseated after the first paragraph. Nor is the content any better. I do not see how the constant belaboring of the obvious can be of any help to anybody. I see no reason why any player should have to put up with the sort of drivel Tretick writes when he can be assured of a well-run game and something half-way intelligent to read elsewhere.

Final note: Back to Tretick's love of the lie. One of his best is how "Oaklyn" met Tretick, which he has just perpetrated again in Diplomacy World. I have in my possession a card from Don Miller in which Don states (a) he never heard of "Oaklyn" and (b) in any event would never have introduced him to Tretick. If "oaklyn" is the real thing, and if there is no hex going on, why is it necessary for him to lie about how he met Tretick? Answer that one, Eric, before you pledge any money to his support.



Lettercolumn Cont'd:

Konrad's Comments On All This Oaklyn/Tretick Stuff: Well, I'm not going to say too much, since most valid points were already raised by this issue's writers. However I will say that Bernie/Buddy apparently is up to old tricks, unless I've been out of touch with the hobby for the last few months. Heard of Robert Olsen (Wichita, KS), Michael Kotin (Chicago, IL), Richard Tamblin (Bowmanville, Ont), Gregory Dick (Potsdam, NY), Scott Lawryn (Chicago, IL), Curtis Herbert (Houston, TX), Neil Lehto (Rochester, MI) before? I've only heard of two of 'em, and know virtually nothing about them. Those 7 are the lineup for Bernie's newest Front game, begun Oct 6. Now, either Bernie has access to a gold mine of novices, or...

As for Bernie actually ripping people off, why would he? H.D. Bassett has \$50 from Bernie as a sort of security fund, and I know for a fact that Bassett is for real. (He's a Pan-Am pilot from CT.) So Bernie couldn't really rip people off, especially if, as he says, only very few people can be enticed to sub to his 'zine anyway! So why the big charade? Any explanations? Also, he seems to be going to some expense alone in sending me everything he publishes constantly (I have tripled most everything) even though I never asked for anything. Hardly the work of someone wanting to make, not lose, money.

From Dick Martin (September 25): How will Retaliation expand? By starting a second game, naturally! All I need is one more player (hint!). Actually, my alternate expansion plans include one word per page format or/and never exhaling.

Steve Howe is a member of Yes. Not a bad group, if I say so myself. Ever heard of Mark Knopfler? He is lead guitarist for Dire Straits and the best in existence at the moment. Nice vocalist, too. I ag-

ree about In Through The Out Door; not Led Zeppelin's best, but passable. (Try Physical Graffiti.)

✓Yes! No, not bad, but nothing extraordinary. What turns me off is that once you've heard one of their tunes, you've heard them all. Same guitar lines. Almost always. (Roundabout is great, though, and other tunes hold their own, but...) Yes does have an excellent drummer in Alan White, former member of the Plastic Ono Band (remember them? Eric Clapton = lead guitar, John Lennon = rhythm guitar, Yoko Ono = "vocals", Klaus Voorman = bass, and Alan White = drums). Just take a listen to P.O.B.'s Live Peace In Toronto 1969 to hear what I mean. Don't play Side 2. Yoko "sings."

Knopfler. I'd rather not talk about it. I detest Dire Straits, for more or less personal reasons. They tend to be very big in Europe, but less so here. I don't like the guitar, and I'm nothot for the vocals, either. Sorry.

Physical Graffiti was indeed the best, but all albums have their brilliant spots. My favorite Led Zeppelin tune of all time has to be Dazed and Confused (story of my life) followed by In My Time Of Dying and Trampled Under Foot. Thanks for the letter, Dick. Sorry that I can't play another game right now, Dick's address appeared last issue. /

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1977KQ REVIEW BY JAN LUCKENBILL  
(Germany from W09 to F10 (end)):

I really don't have a lot to say. I only submitted two German moves. My only hope (hah!) would have been a Russian NMR and Turkish stab.

My Fall diplomacy was aimed at trying to convince Russia of the hopelessness of his position, wishing Pete and Eric good luck, and getting Pete to stab. Fat chance.

Since Russia had given German such a raw deal, I voted "no" on the concession. Since I didn't object to

1977KU Comments Cont'd:

a draw, I told Pete that I'd voge no only if he wanted me to. Why should I make this game go on until I would have been eliminated? No fair to the rest of the guys.

**KONRAD'S KOMMENTS:** The Rasso-Turk alliance formed in Spring 1901 and was never broken; it was this and the many drop-outs, primarily in France, which allowed Turkey and Russia to dominate the board by 1906. From then on it was mostly a matter of mopping up the situation.

Austria dropped out early, and the standby did likewise. In any case the early elimination never hurt the R-T pair. England and Russia had on-and-off relations throughout the game. One stabbed, they made up, and the otherone stabbed. In the end Russia crussed England. But without England's help, Germany would not have been decimated in 1904. The French players were pretty weak until the end, and even Eric Verheiden couldn't do anything with the hopeless position he had been handed at the very end of the game. If Bales had stayed on, then France could have been instrumental in the construction of the only hope the west had: a stalemate line, or something approaching it. This was tried, but failed to come together when various people missed; Bales then throwing in the towel. His miss gave Russia a superb position in the west. Germany fought hard all the way, under both leaders, but was in a bind between England and Russia. England was undependable, allying with Germany one moment against Russia, and then turning around. After 1903, the writing was on the wall. At least it was a fight to the end. (Incidentally, it was Germany that started the R-G fight, not Russia.) The first Italy dropped out, leaving Bob Sergeant with a difficult situation: early confrontation with the strong R-T alliance. Bob's tactics were great, and without his infiltrations behind the R-T lines, the game would have been a few years shorter. Failure to brack down his armies on the part of R-T was a bad mistake. Jim McManus as the Russian player deserves a good bit of congratulations for sound strategic and tactical moves, and the perseverance which was finally regarded. He and Turkey (Pete Pariseau) were the only players to stay through until the end (two years after the game started in The Podunk News). Turkey played well, also. I enjoyed the many conversations over the phone with Pete on the evening of the deadline (sometimes he even got his orders in the day before). It got to the point where the phane would have a certain rig to it, and I'd peik it up and say "Pete?" whereupon Pete would run up his phone bill by laughing for five minutes uninterruptedly over my ESP. Great bunch of guys, all of you, and I thank you for playing and making this game a joy to run (despite the many dropouts). Congratulations to all, and especially to Pete and Jim (who got Russia despite having somewhat bad feelings about it in 1977M -- I knew he'd pull through all right).

**Game Stats: THE WRAP-UP OF GAME 1977KU**

	01	02	03	04	05	06	07	08	09	10	
Austria	3	1	-								Game 1977KU. Konrad Baummeister. <u>The Podunk News</u> (to W02), EGGNOG. Aus: Paul Clement (drop F01), Ron Kelly (drop W02), CD (out F03). Eng: Jerry Jones (res W02), Vincent Lien (out F08). Fra: Dave
England	4	5	5	6	5	3	2	-			
France	4*	4	4	5*	5	6	6	6	4	3	
Germany	5	7	7	5	3	3	2	2	2	1	
Italy	3	4	4	4	5	4	2	2	1	-	
Russia	6	7	8	8	10	10	12	15*	15*	17	
Turkey	4	5	6	6	6	8	10	9	12	12	

Day (drop W01), Craig Reges (drop F00), Mitch Bales (drop F09), Eric Verheiden. Ger: Steve Shields (drop F09), Jan Luckenbill. Ita: Jim Williams (drop S03), Bob Sergeant (out F10). RUS: Jim McManus + P.P. Pariseau (drew F10).

ARE YOU A MASOCHIST?

By Dave White

The following quiz is designed to determine just how much of a masochistic Diplomacy player you really are (realizing, of course, that anyone who plays Diplomacy in the first place is definitely screwed up in the head!). Answer the questions yes/no, true/false, or choose the multiple choice as indicated and check your score at the bottom.

- 1. (Y/N) Do you volunteer for 2 and 5 center standby positions?
- 2. (T/F) It doesn't bother me being somebody's puppet.
- 3. (T/F) I will launch a kamikaze attack for revenge.
- 4. I am currently playing
  - (a.) 5 or less games
  - (b.) 6-12 games
  - (c.) 13-20 games
  - (d.) 21 or more games
- 5. My favorite country is
  - (a.) Austria
  - (b.) England
  - (c.) France
  - (d.) Germany
  - (e.) Italy
  - (f.) Russia
  - (g.) Turkey
- 6. Choose among the following a description of your ftf play.
  - (a.) I'll play at every available opportunity, even if it's only a two-man game.
  - (b.) I'll play as long as there are more than 2 people.
  - (c.) I'll play only if it's a 7 player game.
  - (d.) I'll actively recruit 6 other idiots for a 7 man game.
- 7. After winning a game with a certain country.
  - (a.) I will play only that country
  - (b.) I will play any position, regardless of previous successes.
  - (c.) I will play any position, except the one I won at.

8. (Y/N) More often than not, do you find yourself fighting two-front wars?

9. (Y/N) Are you usually the first player eliminated?

10. (T/F) I have the urge to publish my own 'zine.

Scoring: 1. 5 for yes, but 2 for a no, also -- anyone who volunteers for any standby position is a masochist!

2. 5 points for true.

3. 10 for false, 5 for true.

4. a-1, b-3, c-5, d-10.

5. France-1, Turkey-2, Italy-3, England-3, Russia-5, Germany-7, Austria-10 points, for obvious reasons!!

6. a-5, b-3, c-1, d-10.

7. a-7, b-1, c-1.

8. yes-5, no-0.

9. 3 points if it's only happened a couple of times, but 10 points if it happens on a regular basis and you continue to play anyway!

10. Yes-25 points! The ultimate in masochism! ((Konrad agrees...))

Judging your scores:

0-15: Mostly sadistic with a few masochistic tendencies to offset the sadistic ones.

16-30: Plays second fiddle in most alliances.

31-50: Your extremely/<sup>in</sup> frequent successes are the only thing keeping you playing.

51+: Probably let dogs piss on you constantly stabbed; a real loser!

Thanks to Dave for the above interesting article! I (naturally -- what did you expect?) tested myself and here are my results:

1-yes, 2-false, 3-true, 4-d, 5-d, 6-c, 7-b, 8-yes, 9-no, 10-yes (duh!).

Total score for me is 59 (damn that publishing question!), which means that I'm in pretty bad shape! Thanks!

## TRIVIA TIME ANSWER WINNERS

Or all in one. Let's take last month's winners, first. Andy Lischoett got 7 points, John Michalski a big 4, Dick Martin a while 10, Dave White also 10 correct, Randolph Smyth accidentally guessed correctly on one of them, but the winner was Fred Davis with 16½ points out of 25. Never ceases to amaze me how much you guys know. It's even more astounding to know just how many funky answers you guys can come up with. (Particularly on #19; everybody but one person said "a lot of Indians" or something like that. Keep up!) I owe Fred so much that he merely has to ask for what he wants. (He already has it, anyway, so no harm done in offering...)

## THE ACTUAL ANSWERS THEMSELVES

So you want them, too? Not satisfied, knowing who won? OK, here the answers go, then:

1. Dodge Aspen. 2. Bigger, squarer ears. 3. John Hancock. 4. Theda Bara. 5. Dirty Moore's Tavern. 6. Georgia. 7. Callander, Ont (you should be ashamed of yourself, Randolph!). 8. Washington and Baltimore. 9. Germaine, a mule. 10. Capt. Flint. 11. Sequoya. 12. Mary Pickford. 13. "Ham," a chimp. 14. Gertrude Ederle (Aug 6, 1926). 15. "Nevermore." 16. In a shoe. 17. Regret (1915). 18. It helped save the "Lost Battalion" in the Argonne (Oct. 1918). 19. Curley, a Crow scout, and Comanche, a horse. 20. Frank Buck. 21. Marshall Island. 22. Vanessa Redgrave. 23. Jip Clark (Belgium, France, Italy, Great Britain, Holland, S. Africa, Mexico). 24. Robert Ripley, of course. 25. Queensland, Australia (as protection against poisonous jellyfish, believe it or not).

So there you have it. Some of those were apparently tougher than I thought when I wrote them up!

## TRIVIA QUESTIONS FOR THIS MONTH

So, here they are. Whoever wins each month gets either a free game or 5 free issues of EGSDOC (his choice). Many of these I think up by myself, but most of the sports questions are taken out of a sports trivia book I have laying around here someplace...

1. How many keys (both black and white) has a piano?
2. What pinup was glued to the side of the atomic bomb dropped over Bikini atoll, June 30, 1946?
3. Do you know John Wayne's real name? (One "No" and...)
4. Where was Arizona's only Civil War battle?
5. For whom was the candy bar "Bake Ruth" named? (Trick question!)
6. How many of the first 5 members elected to the Baseball Hall of Fame do you know?
7. What showman composed the novelty tune, "Barney Google," and recorded it in 1923?
8. Which 1959 movie won the most (11) Oscars?
9. Who conducted radio's Longines Symphonette?
10. Samuel Longhorne Clemens was the real name of what famous writer?
11. What 4 year old character was played on stage and radio by Fannie Brice?
12. Who first broke the 4 minute mile?
13. What breed of dog was used by Swiss monks to save people lost in Alpine snows?
14. The father of a well-known TV and screen actor coined the Schlitz slogan, "The Beer That Made Milwaukee Famous." Whose father?
15. In the comic strip "Mutt and Jeff" what is Mutt's full name?
16. Who is Batman's sidekick?
17. How many strings on a ukulele?
18. What airplane and pilot first flew faster than sound officially?

Trivia Time Questions Cont'd:

- 19. Who was the "Happy Warrior" of U.S. politics?
- 20. What was the America's Cup called in the yacht race of 1851?
- 21. What was the nickname of the silent henchman of "Daddy Warbucks" in the "Little Orphan Annie" comic strip?
- 22. What town was named by Judge Roy Bean ("Law west of the Pecos")?
- 23. What pro boxer held featherweight, welterweight, and lightweight crowns simultaneously in 1938?
- 24. In the A.A. Fair mystery novels, who is the woman detective?
- 25. What TV actress played "Happy Hotpoint," 3 inch pixie, on the "Ozzie and Harriet" show?

Deadline for answers is November 11. This gives me time to type up the kind of stuff you are now reading.

-----  
MORE LETTERCOLYMN

From John Zipper: Hard rock is dull. True test is to listen with volume down. At this point jazz and classical win hands down.

[Rock is meant to be played loudly, John! Besides, who said that I have anything against jazz and classical? There are lots of good styles of music around, and all of them are even better when done correctly. Ravel's Bolero, for instance, is what I'd consider excellent classical music (but you can't play that with the volume down and enjoy it). I will gladly listen to good blues; it's the best music written, but, alas, it's not always written well. Jazz has its plusses, too. Rock, however, was never meant to be played silently -- most music was not. Your "test" is like saying that Operation Olympic is a great solitaire game, but Diplomacy isn't and therefore Olympic is the better

game. It isn't. But it is the better solitaire game. You see?

John, as for the stuff you wouldn't let me print, too bad. I do know a lot of people that would take you to task for that. Even I say that it's sour grapes. Now why do you think what you think? Explain yourself.]

From Andy Lischett: ...I was never big on Quicksilver Messenger Service, but I think that Nicky Hopkins was with them for a while...

[Nicky Hopkins was a first class pianist/keyboardist. I don't know as much about him as I should, but I do know that he was with Harrison for several albums and, most importantly, the Concert for Bangla Desh. Nicky also played keyboards for the Plastic Ono Band during Lennon's White Period (see the Imagine album) and, as a close friend of Ringo Starr (Richard Starkey, of course) and Paul McCartney, was heard on some of their albums, too, most notably the Ringo album in '73. As for Quicksilver, I'll avoid the topic, since I know nothing about the group. Really.]

From Dick Martin's Retaliation: (Dick discusses the Buddy Tretick-Bernie Oaklyn-James Alan-Becky Cofman idea, which he labels "T\*O\*A\*C" when he brings up...): ...in the T\*O\*A\*C Affair (sounds like Mission: Impossible)...

[You were not thinking of Mission: Impossible, but rather of the Man From U.N.C.L.E. series, which ran a few years earlier. Unless I am mistaken, the MI show never gave individual names for their shows, but The Man From U.N.C.L.E. did, and named them "The xxx Affair," invariably, sort of the way The Wild Wild West labelled every show "The Night of the...". Why point it out? Because all three series were among my favorites. These days, we have the shittiest series possible. Instead of something innovative or/and interesting, we have the same damned plot over and over again.

## Lettercolumn Cont'd.

as for the "adventure" plots, with the so-called action, there's almost too much! Good are the days of straight violence and shooting (I really do miss it -- a little violence is good for anybody); here are the days of people getting garrotted, mangled, violated, etc. A product for and by sick minds, if you want my opinion (and even if you don't). Almost got carried away there.

Stars of M:I were many and various but the stars in The Man From U.N.C.L.E. were Robert Vaughn as Napoleon Solo and I Forgot as Ilya Kuryakin. Wild Wild West had the excellent Robert Conrad as James West, and Ross Martin as Artemus Gordon, man of 1000 faces.

1976IH -- W07/S08

ENGLAND(Lischett): F Lon-Nth, F Wal-Lvp, F Mid-Nat  
 FRANCE(~~Adison~~ CD): F Nat Rem, A Gas H  
 GERMANY(Cooper): A Edi-Yor, F Nth S A Edi-Yor, F Den-Hel, F Bal-Den A Bel S A Mun-Bur, A War-Sil, A Sil-Mun, A Mun-Bur  
 RUSSIA(Kelly): F Bal R Bot, F Bot-Bal, F Yor S ENGLISH F Lon-Nth, A Nwy-Swe, A Swa-Der, A Tyl-Mun, A Vie-Bol, A Rum-Ukr, A Gal-War  
 TURKEY(Verheiden): Bld A Smy, F Con A Ser S A Tri, A Tri S A Ser, A Smy H, F Ion-Tyn, F Aeg-Ion, F Con-Aeg, A Bul S A Ser, A Mar-Bur, F Bre-Pic, F Eng S F Pre-Pic, F Spa (sc)-Mid, A Tun-Spa, F Wes C A Tun-Spa, F Lyo S A Tun-Spa

BERLIN TO MOSCOW/LONDON: It's him or us, boys!

Paulson has dropped the game. He has been replaced, if that is the word, by Civil Disorder. This game appears to be getting close to its conclusion (like '77KG). The games-master proposes a concession to Turkey and also a draw including all nations. Please vote on each, and also have your Fall 1908 orders to me by November 15, 1972.

Reprinted from STRANGE BREW #16

1977KG -- Fall 1906

AUSTRIA(Laxton): A Boh-Mun, A Tyl S A Boh-Mun, A Rum-Ukr, A Sev S A Rum-Ukr, A Gal-War, F Gre H, A Bul H  
 ENGLAND(Hollingsworth): A Lvp H, F Nat & F Iri S GERMAN F Bre-Mid /nso/, F Nwg S GERMAN F Swe-Nwy  
 GERMANY(Verheiden): F Swe-Nwy, A Sil S RUSSIAN A War, A Pru & A Mun S A Sil, A Ber S A Mun, A Gas-Mar, A Bur S A Gas-Mar, F Mid-Spa(sc)/R Eng, Naf, OTR/, A Par-Gas, F Bre S ENGLISH F Nat-Mid/nso/  
 ITALY(Schilling): F Mid R Por, A Pie S R Mar, A Ven S AUSTRIAN A Tyl, A Spa S F Wes-Mid/imp/, F Wes-Mid, F Aeg-Ion, F Con-Aeg, F Mar S A Spa, F Por S F Wes-Mid, F Tyn-Wes  
 RUSSIA(Cooper)L A StP S A Mos, A Mos S A War, A War S GERMAN & Sil

Supply Center Chart: Aug: Vie, Bud, Tri, Gre, Ser, Bul, Rum, Sev, 8, Bld 1, Eng: Edi, Lvp, Lon, 8, 3, Rem 1, Ger: Ber, Mun, Kie, Den, Hol, Bal, Par, Swe, Bre, Nwy, 10, Even. Ita: Rom, Ven, Nap, Tun, Spa, Por, Mar, Con, Ank, Smy, 10, Bld 1 (1 annihilated last time), Rus: War, Mos, Sev, StP, 3, Even.

Draws proposed have been AGI and AGIRE. Please vote on both. No vote = yes, as always. Winter 1906 & Spring 1907 due October 20, 1972. (That's right, folks; this game is being speeded up slightly -- results were sent out a week ago -- in hopes of finishing this game before Christmas. I have a feeling that one of these draws will pass...)

There was no propaganda. While this game position isn't exactly a stalemate line yet, one can be constructed with minimum effort by both sides. Judging by the solidity of both the R-G-E alliance and that composed of I-A, nothing will change strategically (unless something totally unforeseen comes along, and then I look stupid, naturally). So have fun in this game, it's almost over!



1979?? -- Fall 1907

AUSTRIA(Hyatt): A Tyl-Mun, A Tus-Rom, A Apu S A Tus-Rom, F Adr-Ion  
 A War-Mos, A Bal-Sil, A Sev S A War-Mos, A Rum-Ukr, A Gre-Smy, F Con H, F Aeg C A Gre-Smy  
 ENGLAND(Zipper): F Por S F Mid-Spa(sc), F Mid-Spa(sc), A Gas-Mar, A Bur S A Gas-Mar, A Par S A Bur, F Naf-Tun, A Mos H/R StP, OTB/, F Eng-Bel, A Bel-Hol, A Hol-Kie, F Nth H, F Bot-Bal, F Lvn H  
 FRANCE(Kelly): No Move Rec'd. A Ruhr Holds  
 TURKEY(Lipscomb): F Spa(nc) S FRENCH A Ruh-Kie/imp/, F Wes S F Spa(nc), F Lyo S F Spa(nc), F Tun S F Rom, F Rom S F Lyo-Tus/nso/

Supply Center Chart for 1907: Aus, Vie, Bud, Tri, Ser, Ven, Gre, Rum, War, Ber, Mun, Bul, Sev, Mos, Con, Smy: 15, Pld 4 (room for 3), Eng, Lvp, Lon, Edi, Bel, Nwy, Hol, Swa, Den, StP, Kie, Ber, Por, Par, Mar, Tun: 15, Bld 2, Fra, Mos: 0, Out, Tur: Bot, Bel, Ank, Bot, Nap, Rom, Spa: 4, Rem 1.

John: See HRs on why the Turkish units were eliminated. It's also in the Rulebook under Civil Disorder. That's why.

John L: OK, mutual sub is fine, though I tend to find it troublesome. With 124 readers, I'm not in the habit of sending checks any more. So far, with this issue, you owe me \$1.40 US. Use that and change to Canadians, and send me the next few issues of your 'zine. Plus send more money. You can only trade for one 'zine!

This game is getting more and more interesting every turn! I can see that this will be a classic race to the win. I'm already waiting for the next deadline to roll around...

That deadline will roll around on November 15, 1979, November 14 for telephone calls.

MORE TRIVIA ANSWERS

Since deadline time for the quiz, 2 more entries have come in. Dennis Sulsberger, 13. Dietmar Pfohl, 3.

1979?? -- EGGNOG #9 -- Spring 1901

AUSTRIA(Buechs): A Vie-Tri, A Sud-Ser, F Tri-Alb  
 ENGLAND(Gemignani): F Edi-Nwy, F Lon-Nth, A Lvp-Yor  
 FRANCE(Colling): F Bre-Mid, A Par-Pic, A Mar-Spa  
 GERMANY(Sulsberger): A Mun-Ruh, F Kie-Den, A Ber-Kie  
 ITALY(Kador): A Ven-Tyl, A Rom-Ven, F Nap-Ion  
 RUSSIA(Lee): F Sev-Bla, F StP(sc)-Bot, A Mos-Sev, A War-Ukr  
 TURKEY(Boudon?): No Moves Rec'd!! A Con H, A Smy H, F Ank H

No press. Disaster strikes in the south! I can hardly believe that Larry Didn't get his orders in, but that's the way it goes. As per Rulebook and Houserules, all units hold; no "neutral moves." Asked to stand by for this Turkish position is Walter Aucott, 2428 S. Conway Rd, #281, Orlando, FL 32806. Thanks!

Fall 1901 due November 15, 1979. I'm told that the Boardman Number Custodian will get back on the ball shortly.

1979?? -- EGGNOG #10 -- SO1 Delayed

As announced in the STRANGE BREW issue sent out, if one person asked for an extension, they got it. The deadline was too short for some of you, and extensions were asked, so they are granted. Spring 1901 is now due November 15, 1979, November 14 by telephone. Playing are (and those with asterisks have SO1 moves on file):

AUSTRIA: H.D. Bassett\*  
 ENGLAND: Chris Luckertill\*  
 FRANCE: Pete Pariseau\*  
 GERMANY: Dan Palter  
 ITALY: Ray Cifani\*  
 RUSSIA: Nick Russon  
 TURKEY: Jack Brawner\* (tentative)

Nick and Dan are urged to send in a set of moves right this minute, so that they won't be caught like Turkey was in EGGNOG #9, above! Heed that lesson well; all too many people fall into the trap at one time or another.

1979CU -- Winter 1901

AUSTRIA(White): Blds A Vie, A Bud.  
 Also has A Tri, A Ser, F Gre  
 ENGLAND(Counselman): Blds F Edi.  
 Also has A Yor, F Nth, F Nwy  
 FRANCE(Hollingsworth): Blds A Par  
 F Bra. Also has A Spa, A Bar,  
 F Por  
 GERMANY(Cooper): Blds A Ber. Also  
 has A Ruh, F Hol, A Den  
 ITALY(Pfohl): Blds A Ven, F Nap.  
 Also has A Mun, A Tyl, F Tun  
 RUSSIA(Harding): Blds A Mos, F StP  
 (nc). Also has F Sev, A Gal, A  
 Rum, F Swe  
 TURKEY(Van Alkemade): Blds F Smy.  
 Also has A Bul, F Aeg, A Con

## AUSTRIA TO EGGNOG:

Your attempted poem was full of wit  
 I got quite a kick out of it.  
 But please try to be clean,  
 Instead of obscene;  
 I won't put up with that crap!

## AUSRRRIA TO RUSSIA:

There once was a Russian Czar,  
 With talents quite up to par.  
 But try as I might,  
 To get him to write,  
 I've no clue what his intentions are

## AUSTRIA TO GERMANY:

There once was a fellow named Cooper  
 Who fancied himself a storm trooper,  
 While he marched north,  
 Italy came forth!  
 Leaving Munich open was a blopper!

## EUGNOG TO AUSTRIA:

A Prurient parson from Dallas  
 Mixed gin and vermouth in his chalice  
 He worked night and day  
 For martinis flanked  
 Never failed to put fire in his phallos,  
 (Any more, Dave?)

THE SPENDTHRIFT: Thanks for  
 warning me that my ally is a blab-  
 berrmouth. The only questionis,  
 "which ally?"

BERLIN: Something tells me this  
 an't gonna be easy! Maybe the old  
 Statue of Liberty play...hmm.

(Owner press reserved for Spring.)  
 Spring1982 due November 15, 1979.  
 November 14 for phone calls, of  
 course. Anything else?

1977KG -- IMPORTANT NOTICE

Typically enough, the moment that  
 I try to speed something up, a snag  
 has to develop somewhere. On the  
 deadline day, one week after I sent  
 out the earlier results, changes  
 of orders came in for England and  
 a duplicate set for Italy (which will  
 change nothing). Doug's new orders  
 were:

F Nat-Mid, F Iri S F Nat-Mid, A Lvp  
 E, F Nwg S GERMAN F Swe-Nwg.

The letter from Doug was postmarked  
 two days after I sent out the sheet;  
 obviously, he had not seen said  
 sheet yet. Thus, we will have to  
 keep the game to its old pace, I  
 guess.

Changes: England F Nat-Mid succe-  
 eds, German supports succeed, and  
 the Italian attempts for Mid fail,  
 as does F Tyn-Wes. Otherwise, no  
 change.

Draw votes remain unchanged. It  
 serves me right, I guess. If all  
 players get in their orders by the  
 previously set deadline of October  
30, then I'll EM, but if orders  
 are missing, then I'll wait until  
November 15, 1979. OK?

Very sorry for this mess.

-----  
 1979Q -- Winter 1901 -- (Dave White)

AUSTRIA(Rubinstein): Blds A Vie, A Trim,  
 A Bud. Also has A Rum, F Gre, A  
 Ser (Rubinstein)  
 ENGLAND(Dupont): Bld F Lon, F Lvp.  
 Also has F Nwy, A Hol, F Nth  
 FRANCE(Fleishauer): Blds nothing  
 (No Moves Rec'd). Plays Gac shorts.  
 //Has A Por, A Mar, F Spa(sc)  
 GERMANY(Aucott): Bld A Mun, A Kie,  
 A Ber. Also has A Bel, F Dea, AWar  
 ITALY(Coan): Bld A Ven. Also has  
 A Tyl, A Tun, F Ion  
 RUSSIA(Tucker?): No Removal Rec'd.  
 K.B. Removes A Boh. Has A Gal,  
 F Sev, F Bot  
 TURKEY(Elliott): Bld A Con. Also  
 has A Bul, A Aza, F Ela

K.B. Here. No standby for Russia.  
 For France: Ron Kelly, 6038 Rich-  
 mond Hwy, #314, Alexandria, VA 22305.  
 CW: Dave White, 560 S. 11th St. Beaumont,  
 TX 77701. 302 due Nov 10, 1979

Resuscitated Revliner Cont'd:

## ON DOUBLE ISSUES

Yep, this is the second in a row. You know that I like to write, and yet this has very little of my own writing. I am happy to say that there have been several contributions of late, and I have enough to fill up another two ounces, or 20 pages. However, this time I do not (a) have the masters for it (seems I only had 18 around for this issue, or I would have printed more this issue), (b) the time to print them (more on that in a moment), and (c) the inclination to put out yet more pages this time. I will not have another double issue in quite a while, I hope, and I'm sorry for those of you who like game-only 'zines and had to pay double. I can't say that it won't happen again, because I love to write, and publish EGGNOG primarily as a vehicle for my writing, but I can say that I won't have the time to put out another one until summer. OK? And for those who like them (yes, there are some people) just wait for the summer...

## ON MY TIME AND THE LACK OF IT

It's true that several circumstances have combined to make this year an intensely busy one. I am applying Early Decision to a college and have to write out all kinds of essays; have the toughest school load most anyone has taken out at my school; work part-time; have a rather active social life (yuk, yuk!) and, on top of all that, I just so happen to publish Diplomacy mags. What a fool I must be. In any case, if several of you have not heard from me for a long time, there's the reason. Anything that required actual work (like Lew Pul-sipher's stuff) has been put off from one month till the next, and never seems to get done. This issue was thrown together in three days, which is extremely fast for me, and consequently, there may be a few errors.

I hope that I'll have more time again in November (although I know that there's one thing around here that will take more and more time as it goes on -- we're keeping it, Fred) and so maybe I'll be a little more verbose then. If you like it or not... And maybe you'll see some of my own writing in EGGNOG again, for a change.

## GERMAN SPEAKING GAME

Has five entries, two of which come from Germany. Hartmut Halfmeier's the Stabsanzeiger has printed a plug in the latest issue, and I am praying that at least one more German player signs on to the game. If you speak German -- you don't have to be fluent -- then give this game a try. Everything will be in that language. Everything.

## "NORMAL" GAMES OPEN

They always are. Game #11 is almost full (needs two more), and the fee is a modest \$2 plus subscription fee. Preference lists accepted.

## POLITICIAN

It's the name of my variant 'zine, which appears monthly. Subs are 10/\$3.50, same as EGGNOG, and it looks although there might be a Youngstown game opening there in the next issue. Fee would be \$2 per person, and ten would be needed, though I already have five definite possible maybes. Sign up now for this most popular of all Diplomacy variants!

## NEXT ISSUE

I mentioned above that I had an incredible amount of material? I do. The next issue is already almost full of stuff, which included the triavia quiz, 1979L and Analysis, an article by Eric Verheiden, a 1977KU game-end statement by Turkish player Pete Pariseau (which got in too late to print), Dave White's stuff (see later on that), possibly the opening suggested by me for England (I know I want to get that in soon...) and much more!

Overstuffed Recliner Cont'd:

DAVE WHITE AND CAT-CATASTROPHE

Dave White submitted two pages of material this time, but, as he said, the masters he sent didn't come out good enough to print (to say nothing of his material -- oh!). Next time he will be back with stuff for you to read! But this time I had to ~~take~~ the game he runs out of it in order to have it printed.

Dave also wants to run a Mastermind game by mail. Details next issue, in his stuff. However, anyone familiar with the game that would like to play should drop either me or Dave White a line. This has potential. There would probably be no game fee for at least the first game of Mastermind.

## MORE NEW 'ZINES

The Voice of Doom is a new and nice looking 'zine put out by Bruce Linsey 71 Hudson Terrace Apts, Newburgh, NY 12550. It does merit a look-see, so send him an SASE if you're interested

## LAST ISSUE

Caught me in a bad mood towards the end of the issue. When I reviewed LDNS's death, I have to admit that I came down a bit hard on poor Jerry. LDNS was indeed a fine 'zine while it ran, and was always very timely. Jerry just didn't want to put up with me any more and folded it. (Don't say anything...just think for a moment!) Seriously, it is indeed a shame that it is leaving, and I will miss seeing some of those articles in my mailbox every month. However, it was no

means perfect, and one begins to wonder why other people start to idolize it after its untimely death. At least Jerry will continue to do the super job that he is doing with Diplomacy World. DW has come back from the depths under his guidance. Perhaps the most important part about how he runs things is that he cares. He gets out there and works. And that is, perhaps, the most admirable thing possible. Good luck in future endeavors!

## PHONE CALLERS ATTENTION

I used to write down that I could only take your calls between 7 and 10 p.m. on weeknights, and that weekends (especially at night) was never good. Due to my increased workload, I've found myself hitting the sack at the ungodly hour of about 2 a.m. most of the time. If I start cutting z's by midnight I feel lucky. So I'm much more lax now about weeknights, and much more strict on weekends -- that's when I work off everything that's gotten on my nerves over the last week, and get incredibly drunk. So, I would say that you can call any time between 7 and 11 p.m. (though I am rarely home by 7 anymore -- too many things to attend to in and around Hartland and Delafield and Oconomowoc -- and rarely comprehensible by 11) and, if it's really serious, you can call at 6-6:15 a.m. here, too. But don't expect politeness at that hour! (814-425-4631) I should also mention that I sometimes will not even come home, but will eat at MacD's and sleep elsewhere.

EGGNOG #35-36  
Konrad Baumeister  
11416 Pakrview Ln  
Hales Corner, WI 53130  
United States/America

Why don't I feel like typing anything here tonight?

Ron Kelly standby for 1979Q  
Walt Ascott standby for 1979???

If your sub has expired, this space is marked \_\_\_\_ Hope you'll re-up it.

*SB goes to Marby.*

Jerry Jones TR  
1854 Wagner St.  
Pasadena, CA 91107

FIRST CLASS MAIL

