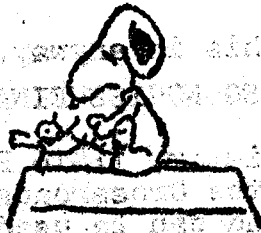
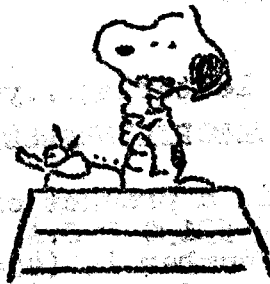


**Their Love Has Not
- in the Game**



"You've always ignored me," she said. "And now you say you want to marry me."



"Every night you play Diplomacy."



"I'm really afraid," she said, "that you love Diplomacy more than you love me."



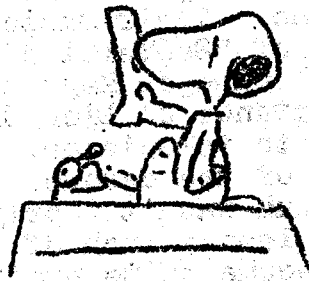
"If you could say something nice to me just once, perhaps I'd marry you."



"Army Munich to Burgundy."



"You blew it!" she said, and walked out of his life forever.



EGG NOG

VINCEBUS ERUPTUM...

Double-Issue #43-44
March 6, 1980

(Already did the lettering...you know what this is anyway.)

ANDNOWFORTHEDBLIGATORLINEARSEPARATORFOREACHEGGNOGISSUEINANEWANDUNPRECEDENTED

EGGNOG #43-44 is a product of Konrad Baumeister, 11416 Parkview Lane, Hale's Corners, WI 53130 U.S.A. and hence of the Crossroads Press International. Phone number is (414) 425-4631, and can be used between 7 and 11 pm weeknights, and around noon on weekends, though late on Sunday is okay, too. (Just not in the morning on Saturday and Sundays...groan.) EGGNOG is a semi-quadrweekly journal of postal Diplomacy which sells at the rate of 10 issues for \$3.50, and does not have any game openings at all. Standby positions are needed, though, and volunteers end up sometimes getting a free game. All articles printed get paid for at a set rate via subscription extensions. This is EGGNOG Enterprises Production Number One Hundred (#100). I put off the VANILLA FUDGE issue due about now so that EGGNOG could be the lucky one.

SOMUCHFORALONGOVERDRAWNINTRODUCTIONANDCOLOPHONBUTHADTOGETALLOFTHEINFORMATION!

THE OVERSTUFFED RECLINER

(THE EDITOR'S COL)

1) MUSICAL COMMENTARY ONCE AGAIN. I wonder if even some of the more refined rock critics getting EGGNOG (such as Mike Mills, et. al.) even know what the hell Vincebus Eruptum was. Actually, it was the first album put out by the group called Blue Cheer, in early 1968. Some words: Blue Cheer's original troupe, the ones that recorded Vincebus Eruptum, consisted of Leigh Stephens on guitar, Dickie Peterson on bass and vocals, and Paul Whaley on drums. (They changed later on, but so what?)

During mid-1968, when most of the "acid-rock" bands were getting deeper and deeper into controlled psychedelia, the three members of Blue Cheer stepped forward with a sound that resembled the final reel of Godzilla vs. The Thing. Backed by a wall of Marshall amps, the band offered the equivalent of a bad trip, a five-car collision and Excedrin headache #975 all rolled into one. Their music was hard, uncontrolled, and...loud. Their hit version of "Summertime Blues" catapulted them into the limelight, but early personnel changes kept their effectiveness to a minimum. (Although their appearance on Dick Clark's American Bandstand, one of their rare excursions into television, must be considered one of the major sociological events of the decade. Ever see Clearasil shatter?)

Their second album wasn't nearly so inspired as their first, and by their fourth or fifth releases much of the pizzazz was gone, although the new Blue Cheer band became quite proficient at easygoing, melodic rock. As the seventies spawned such bands as Dawn and Three Dog Night, the kinetic demon known as Blue Cheer found itself out of step with the times...and it faded away accordingly, leaving behind a legacy of frantic rhythms and thousands of nearly deaf fans. So much for that.

2) LOTS OF THINGS BEEN GOING ON. Much as I hate to do it, due to the back-breaking labor which accompanies every issue (and doubled for each double issue) of EGGNOG, here goes again. I think that this time we have a real show for you folks. It isn't always easy to fill 20 pages of material right after doing a between-deadlines issue like #42 was...

In any case, I hope you enjoy what you read, and go ahead and write a letter to tell me what you think. Might get printed in EGGNOG #45! And some of these notes will be published later this issue. Somewhat

Left unattended, things usually go from bad to worse.

Page 3

HURST TOURNAMENT MEAN SYSTEM (HTM)

By Tom Hurst

There has been much talk of late concerning what is the best possible rating system for Diplomacy. Not being one to keep from putting in his two cent's worth when everybody else is, I've decided to pass on a little system that I devised one night while in an alcoholic stupor which, for lack of a better name, I choose to call the Hurst Tournament Mean system, or HTM for short.

The basic premise behind the HTM system is the realization that no ranking system is adequate to compare the wide range of Diplomacy games played. To give just one example, how does one compare the results of a PEM game with one played PTF in a tournament setting? There are great differences just in the way the diplomacy is conducted, if in nothing else. I do not believe that such a comparison can be made. Games should be played under similar conditions in order to be ranked in a similar fashion. Since the most important need at the moment is for a rating system that will allow a tournament director to rank-order the players in that tournament for the purpose of distributing prizes and titles, I have decided to concentrate solely on that. At least, one can assume for working purposes that all the games played in any given tournament will be played in a similar setting. Thus, the HTM system is designed solely for tournament use. If anyone thinks that it can be used beyond that, they're welcome to try, but I give fair warning that I'll be the first one in line with the objection outlined above.

Another thing that a ranking system should address is the suggestion of what it is really trying to measure. Although others will perhaps debate the point, I believe that a ranking system should measure how a player does in relation to what all the other players do, given the same playing conditions and country. It would be nonsense to assume that a player who plays Italy can grow as fast as one playing France in the first few rounds of a given game, just to give an example. This does not mean that either country's overall chances of ultimately winning a game are greater or lesser -- it is just that the playing styles for each country perforce differ. Thus to compare the absolute scores of France and Italy after an arbitrary number of rounds without playing a game to its conclusion -- something rarely seen in tournaments -- would be akin to comparing apples to oranges. What the HTM system does is to compare the Italians to the other Italians in the tournament -- not to the French, or to the Italians in another tournament. The ultimate winner of the tournament will be he who does the best of all the players in similar conditions.

A third item that should be considered is the question of metagaming. ((See latest DW.)) Let's face it. Metagaming in tournaments is a fact of life, no matter how much we deplore the practice. It is foolish to assume that we can snap our fingers and make it go away. However, the ranking system in a tournament should take this into account, making it as difficult as possible to metagame. The HTM system makes it impossible to determine a player's final score until after the last game of the last round of the tournament is over. Until that time, a player can ascertain his and others' approximate score if he wishes to and can afford to take the time to do so, but he won't know for sure what anyone's final score will be until the tournament is over. However, scores can be calculated after each round by the Tournament Director (TD) for pairing purposes.

(Continued P. 4)

Nature always sides with
the hidden flaw.

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With these things in mind, let us look at the rules of the HTM system and then apply these rules to a small tournament to see how they work.

THE RULES OF THE HURST TOURNAMENT SYSTEM

- 1) A tournament in which this system is used must contain enough games for the average final score for each country to be representative. It is suggested that the tournament consist of at least three rounds or ten games at a minimum.
- 2) No player can play the same country twice in the same tournament unless he has played each country at least once.
- 3) At the conclusion of each game, the number of supply centers controlled by each player is recorded and given to the Tournament Director.
- 4) There will be no such thing as a "win" or a "draw". (Remember that this system is designed solely for tournament use. Since all games in a tournament have an arbitrary ending time, why penalize a player who is doing well by fixing an arbitrary stopping point?) Play continued until elimination or the expiration of the time limit set by the tournament authorities, no matter how many supply centers are owned by any given player at any given time.
- 5) If a player is eliminated, his supply center score for that game is zero. If he is not eliminated, his score is the number of SC's he controls at the end of play.
- 6) The average (mean) score for the tournament of the country a player played is subtracted from his SC score for the game he played that country to yield that player's finished country score.
- 7) The sum of all adjusted country scores for a player is divided by the number of rounds played to yield the player's final score.
- 8) For those mathematically inclined, the formula for calculating a player's final score is:

$$PS = \frac{\left[P_{c1} - \left(\frac{\sum c_1}{n} \right) \right] + \left[P_{c2} - \left(\frac{\sum c_2}{n} \right) \right] + \dots + \left[P_{cn} - \left(\frac{\sum c_n}{n} \right) \right]}{N}$$

Where:

- PS = player's score
- P_{c1} = player's SC score in the first round.
- P_{c2} = player's SC score in the second round.
- P_{cn} = player's SC score in the nth round
- $\sum c_1$ = the sum of all SC scores for the whole tournament of the country that player played in the first round.
- $\sum c_2$ = the sum of all SC scores for the whole tournament of a country that player played in the second round.
- $\sum c_n$ = the sum of all SC scores for the whole tournament of the country that player played in the nth round.

Nothing is impossible for the person who doesn't have to do it himself.

Page 5

n = the number of games played in the tournament.

N = the number of rounds played in the tournament.

Note:

$\frac{\sum c_n}{n}$ = yields average (mean) score for the given country in the tournament.

$P_{cn} - \left(\frac{\sum c_n}{n}\right)$ = yields the adjusted played score for the time the player played the country in question.

9) A score for pairing purposes can be calculated at any time. However, it must be realized that it is just an approximation for pairing purposes as all the game scores for any given country will not be in yet (obviously), which will be used to calculate final scores.

10) All scores will be rounded to four decimals or further if ties need to be broken. (In other words, TD's, get yourselves a calculator!)

AN APPLICATION OF THE HFM SYSTEM

Assume a 21 player tournament. Players are identified by P1, P2... P21. Countries played are identified by letter. Scores are identified by number.

Round 1 Results:

<u>Game 1</u>	<u>Game 2</u>	<u>Game 3</u>
P1--A--6	P8--A--10	P15--A--6
P2--E--5	P9--E--0	P16--E--6
P3--F--10	P10--F--8	P17--F--0
P4--G--0	P11--G--6	P18--G--5
P5--I--8	P12--I--5	P19--I--0
P6--R--6	P13--R--0	P20--R--10
P7--T--0	P14--T--6	P21--T--8

Let us follow player one (P1). His SC score for the round was 6, playing as Austria. Let's see how this plugs into the formula.

$$PS = \frac{P_{c1} - \left(\frac{\sum c_i}{n}\right)}{N}$$

PS = player's score in the tournament (one round)

P_{c1} = player's SC score in the first round (6)

$\sum c_i$ = sum of all Austrian game scores in all games played (6 + 10 + 6 = 22)

n = the number of games played (3)

N = the number of rounds played (1)

or:

$$\frac{6 - \left(\frac{22}{3}\right)}{1} = -1.3333$$

Any time things appear to be going better, you have overlooked something.

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Thus player one has a score of -1.3333 as of the end of the first round.

Round 2 Results:

Note: Since we are only following player one, I did not calculate pairings. It is not necessary to do so to explain the system. TD's can do so to their heart's content.

Game 4

P19--A--0
 P16--E--6
 P13--F--10
 P10--G--5
 P7--I--6
 P4--R--0
 P1--T--8

Game 5

P20--A--5
 P17--E--0
 P14--F--8
 P11--G--6
 P8--I--10
 P5--R--0
 P2--T--6

Game 6

P21--A--0
 P18--E--10
 P15--F--6
 P12--G--6
 P9--I--8
 P6--R--0
 P3--T--5

Here player one played Turkey, where he scored 8. Taking into account this score and his score of 6 as Austria the previous round, we extend the formula as follows:

$$PS = \frac{P_{c1} - \left(\frac{\sum c_1}{n}\right) + \left[P_{c2} - \left(\frac{\sum c_2}{n}\right)\right]}{N}$$

- PS = player's score in the tournament (two rounds)
- P_{c1} = player's SC score in the first round (6)
- P_{c2} = player's SC score in the second round (8)
- $\sum c_1$ = the sum of all Austrian game scores in all games played
(6 + 10 + 6 + 0 + 5 + 0 = 23)
- $\sum c_2$ = the sum of all Turkish game scores in all games played
(0 + 6 + 8 + 8 + 6 + 5 = 33)
- n = number of games played (6)
- N = number of rounds played (2)

or

$$\frac{\left[6 - \left(\frac{23}{6}\right)\right] + \left[8 - \left(\frac{33}{6}\right)\right]}{2} = 2.0000$$

Thus player one's score at the end of two rounds is 2.0000.

Note: Remember that a new average score for each country played is calculated after each round. Here the Austrian average score changed from 7.3333 to 4.5000 from the first to the second

(Continued P. 7)

Once a job is fouled up, anything done to improve it makes it worse.

Page 7

round because of the poor Austrian showing in round 2. The situation could just as easily have been the other way around. If this doesn't stop metagaming, I don't know what will.

For reasons of space I leave off the examples. Enough has been shown to demonstrate how the formula can be expanded to include any number of rounds and to give an idea of how the system works. Again I caution you that this is a closed system only suitable for tournament use. As such, however, I feel that it is fair and impartial, and stops metagaming in its tracks. If there are any questions or comments, please write to me at the address given below, and I will endeavor to answer them in a future article.

Tom Hurst, 4158 Manana Drive, Madison, Wisconsin 53716.

~~Kenrad~~ here. Ghod! That's the longest article I've ever printed, if my memory serves me! Well, Tom gets free issues of EGGNOG until his teeth fall out, in any case. (But don't chew the issues -- this is tough paper.)

To be completely honest, I don't know as much about tournament ranking systems as I should. (I do know more about postal Diplomacy rating systems, but that is something else again.) There were several of these bears published in Diplomacy World, which, I assume, prompted this article from Tom. From what I think, which might be worth what you're paying for it, I believe that Tom has hit upon an excellent system. Mathematically it isn't as difficult as it seems at first, and the premises that he bases his system on are valid, I think. I especially like the one comparing Austria to Austria, Turkey to Turkey, etc. I'm not so sure that I like the idea behind "keep playing until the time limit's up" and not stopping when a player has 18 centers (though I doubt that that will occur very often), but again, his reasons behind this rule are valid.

I'd like to think what Mark Berch, among others, thinks of this system Tom has developed. I'd also like to see it tried out in a real tournament, such as the one in Michigan this year. (My Ghod, if we can try out the Berch System, surely we can give the HIM system a shot! Okay, Mark, I apologize -- I know how sensitive you are about that thing.) If it works out as well as I think it might, then we might be able to use it until something even better turns up... Replies and letters concerning the Hurst Tournament Mean System will be printed in future EGGNOG issues. Thanks again for the article, Tom!

SOMETIMES I FEEL A LITTLE BIT STRANGE ABOUT TYPING THIS ALL THE WAY ACROSS THE PAGE IN EGGNOG

The Cover: Perhaps one or two real old timers recognize the cover used on Page 1 of this issue. I can't claim that I drew it, that's for sure (my drawing abilities are limited to the mathematical stuff on the previous pages). That thing originally appeared in an ancient issue of Doug Beyerlein's Washington Reports, and I decided to redraw the thing on a ditto master and see how it turned out. You like it? Liek some more? I have a few ideas myself, and there are tons of old zines around the house with good covers which haven't been reprinted in the last decade and which I could steal or copy. On the negative side, they do take a full page away from anything else I have planned for any given issue. Let me know what you think.

And while you're doing that: I hope that all of you fill out the questionnaire enclosed with this issue somewhere. I want to put out the kind of 'zine you want me to, but first I have to know what you like and dislike! Move on that somewhere else; out of space this page!

Work expands to fill the time (or space) available.

Page 8

THE FORGED LETTER

By Konrad-the-Stabber!!

As has been discussed ad infinitum in several Diplomacy "lines" for decades, the question of ethics plays a major role in the game and in the style of players. Opinions and standards range from the George Washington ("I cannot tell a lie") approach to the Machiavellian (i.e. do anything if it means a profit later on the end justifies the means) approach, while most players favor somewhere in between. (I prefer the Machiavellian myself, but that's another article.) Those players on the George Washington end of the spectrum have absolutely no methods of deception open to them for use in the game, and this is, of course, a direct result of their refusal to lie in a game specifically designed for lying. On the other hand, players that do fib a little bit when the situation favors said untruth have almost an infinite number of devices open to them for use towards their assumed and natural goal -- the winning of the game. One of these little tricks is the forged letter.

At this point any players that find that this practice is anathema can overlook this article and go on to some other section in EGGNOG. On the other hand, those that want to win the game and are not afraid to use simply another angle can go on. Good. Glad to have you with me, mon.

First of all, I should say that many players view a forged letter as underhanded play -- even some that view a stab as perfectly acceptable. Actually, these things have to be handled with the utmost care and discretion. I know of a player whose reputation has been completely ruined because of his indiscreet handling of the decision to forge a letter. (Reputation really matters little to me anyway -- it can't get much worse!)

Second, one shouldn't go around faking letters every season or two. Forging a letter is a pretty serious and drastic move, and should only be done once in a game (if it's needed at all), and then only if the situation is such that no other method of repairing the problem will do. (Now that's my opinion -- others say every season or two is OK!)

Third, consider the other players' reactions to finding out what a conniving little guy you really are; although usually these things can be kept secret, occasionally the word leaks out and you may wind up having egg on your face, with a lot of explaining to do. The chances are, in any case, fairly large that your country will need some help after enraging much of the board (should you get found out, you dirty forger!).

Fourth, luck plays a part: some people's letters are easy to fake, and some aren't. Typing the letter normally works as long as the typewriters math. Don't, for instance, use a typer with pica to math one with elite! Also, people that print are setting themselves up, since it's easy to copy print; on the other hand, someone with handwriting (?) such as mine is usually relatively safe. All of these things should be taken into account before making such a weighty and important decision.

So, The Whole Story: As we all know, passing letters is a common element of the game. Germany xeroxes a letter received from Austria suggesting hostile moves against Russia, and Germany sends it on to Russia, hoping to embroil the Balkans in bitter conflict while he moves on to control Scandinavia and the north. (Some people even frown on this -- Ghod, tell me what's wrong with it!) Obviously, the passing on of someone else's letters can be greatly beneficial to the passer's cause, and nobody is at a

There is no such thing as a free lunch.

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distinct disadvantage since it is fairly safe to say that everybody (except Dave Crockett) that communicates in the game does so primarily by mail. And so nobody is "safe" from having his communiques fall into the wrong hands. (Of course, should this practice get out of hand, one who does this won't be receiving too many letters anyway -- not after the rest of the board, infuriated, attacks him.)

Sometimes, however, two or three powers are very closely allied; more than likely against you. From your point of view this isn't always the best way of conquering the board, so you try to get them to separate and fight each other, leaving you with the balance of power. All attempts to convince them fail, and your only available option is to have them get mad at each other for what they once said about each other, or about possible future plans regarding their ally, and how his centers would look better under their column in the winter. Alas, as it happens, there are occasions when you can find nothing which even resembles a black mark on their records, as you peruse the past game correspondence. It is now left up to you to put one there.

Assuming that faking the typing or writing is no real problem, you now get to decide exactly what to say. Generally, insulting one or the other player outright is much too obvious to be effective. In fact, as an over-the-thumb rule, emotion should be kept to a minimum -- unless, of course, the person you are claiming the letter originated from is deemed by you to be a very emotional person. It would be best to use simple logic; something like "Ever since Spring 1901 I've wanted to attack Turkey, cus he's a dirty sonofabitch!" will not do. Rather, something the likes of "If I let Turkey grow too much longer, he may present a great threat to my back door, more so than you do now. If we were to both attack him now, we can eliminate this mutual threat while safely staying out of each other's hair," is more likely to succeed. Try to assume the sure that the person you are trying to imitate usually had in his letters to you.

After the letter is written/typed, xerox off a couple of copies, and make sure that you keep a copy of it yourself -- you may need it later, to refer back to. Send the letter to the person verbally attacked in the fake, and other appropriate person(s); never, ever, ever to the person from whom it was supposed to have come in the first place.

What happens after the stuff is out of the house? Sometimes nothing, sometimes too much, and every so often you get the desired result. If the countries fighting you fall out amongst themselves and you can pick up the pieces, great. However, there is a fair (?) chance that the person you send the fake to will eventually send it on to the person that allegedly wrote it in the first place, thus earning you first place on the latter's shit list, permanently. The problem is then to try to persuade the target that the letter is "real" while living down your newfound reputation and the enraged accusations of the person being framed. Sometimes it works, sometimes not.

So, while there are several distinct advantages to trying a forged letter in the correct situation, there are also risks one occasionally takes, and these must be taken into account. If the risks run too high against the possible gains, don't do it. On the other hand, if you feel that you can chance it, go ahead and try it sometimes.

Lastly, I'd like to show just one instance where I, humble Konrad, forged a letter in an unnamed game, and it backfired. Names were omitted to protect me -- there were no innocents. Countries are the same.

(Continued p. 10)

(On the other hand, let's change the countries, too. Who knows who'll read this article, anyway? So here goes.) I was Germany in a game, and was being attacked by Russia, England, and France, and even Austria was looking for a new victim to follow Turkey. (Don't laugh, I'm serious!!) Anyway, I believed that the situation was pretty critical. Russia was the only country of those named that showed any signs at all of wavering, and that was because he was justifiably worried by Austria's quick growth. I figured that Russia was thus weaker than the others, and he would be the one to receive the fake letter. I would try to persuade Russia to move against England with me, and take some of the pressure off of my rear. So, what did I do?

I took out all of the letters England had written me and looked for as many words in them that I wanted to use in my fake letter. In other places, I used individual letters. (He printed, the fool...) Then I traced them, and then copied that onto a piece of regular typing paper, the kind he used at the time. Then I xeroxed that and sent it on to Russia. In my cover letter I told Russia that I hadn't gotten back the letters from England which I had sent him previously, and in the meanwhile, here was England's latest letter. Now, in reality, I had never sent Russia any of England's letters, and he wrote back saying that they must have gotten lost in the mails; but this way I tried to give the impression that I had sent actual letters, and this would lessen suspicion of the xerox. (Sometimes the poor performance of the USP"S" really does have a silver lining.) Frankly, I don't know if Russia bought the story, but for a while he did help me against England. As it turned out Russia was allied with France all along and attacking England was the perfect plan for him, and I later fell prey to much stronger French and Russian players than I wanted to. Late in the game Russia mentioned the letter to an already-slim-lined English player, who went through the roof. And now the Englander insists on telling everyone in the game we're currently in about this dirty trick. While I deserve it and don't really care now that I'm not playing as much, it didn't make me a new friend in that case. Beware.

So, there's an example. Have any of my readers ever encountered such a happening? If so, care to write me about it? Also, any replies or articles stating I'm wrong here will be printed and given equal time! Don't be shy, now...

I've had this article sitting around for over 15 months, now. 'Bout time I finally got around to printing it, eh wot?

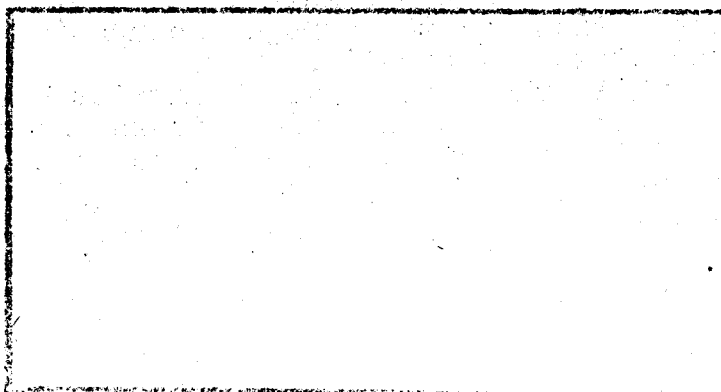
TALK ABOUT ALL OF THE POSSIBLE DIRTY LOWDOWN SCUMMY POTENTIAL TRICKS IN THE BOOK KNOW THIS IS ONE

PHOTOGRAPHY CORNER

By the up-and-coming Playboy photographer, Konrad Baumeister

Opposite you will find one of the latest successful experiments of this photographer. Throughout this issue are further such photos, lucky for you. Pictured here is The Turkish Army On Maneuvers In A Wheat Field.

This picture is copyrighted 1980 by Playboy.



A Rating System is like a jail; the more you put into it, the more you want to get out of it. -- Rod Walker

CALHAMER POINT COUNT -- February 23

Compiled By Doug Hollingsworth

Points	Player	
33	11/20	Ronald Kelly
17	7/30	Eli Birsan
14	29/60	Doug Beyerlein
14	1/4	Ady Phillips
10	37/60	Eric Varheiden
8	1/2	Brenton Var Ploeg
8	1/3	John Saythe
8	1/5	John Bashara
8	73/420	Joel Klein
8	1/12	Lee Kendter
7	5/6	Mike Rocamora
7	37/60	Walt Buchanan
7	1/5	Len Lakofka
7	1/60	Law Pulsipher
7		Steve Brooks
7		Dave Crockett
6	13/15	Randolph Sayth
6	47/60	Andy Davidson
6	37/60	Blair Cusack
6		Stvs McLendon
6	9/20	Gene Frosnitz
6	1/4	Dave Ditter
6		Arnold Vaggs
5	3/4	Richard Walkerdine
5	2/3	John Boyer
5	8/15	Tom Eller
5	1/2	Randy Eytwerk
5	5/12	Andy Waldie
5	1/4	Tony Ball
5	1/5	Mike Lariton
5	1/6	Hal Naus
5	1/15	Charles Turner
5		Tom Ripper
4	11/12	John Fleming
4	5/6	Jeff Power
4	3/4	Konrad Baumeister
4		Don Pitsch
4	5/12	John Weswig
4	1/3	Ray Evans
4		Jerry Pournelle
4	19/60	Doug Hollingsworth
4	1/4	John Stevens
4		Tim Tilson
4	1/5	Conrad von Metzke
4	1/6	Mike Goldstein
4		Tim Roberts
4		Pete Swanson
4		Buddy Tretick
4		Charles Wells
3	19/20	John McKeon

AN EXPLANATION

By Konnie-Poo

While Doug didn't submit any sort of explanation with his list, most everyone should understand how this rating list works. It's the simplest devised to date. (John McCallum was the one who hatched the idea, after an idea from Allan Calhamer, our Glorious Inventor.) Everyone who wins a game gets one point, and if there is a draw, the point gets divided up between the people drawing. This list is complete through all regular games completed up through Everything #43, the latest one. It thus rates every player since 1963. Indeed, of the top 15 players, only four actually play actively (RK, DB, EV, & LK). While some players might not approve of this, I kind of like being compared to the great players of old; anything else would be incomplete.

For his contribution, Doug Hollingsworth gets 2 free issues of EGGNOG.

By the bye, while it should be obvious, to some it might not be. The players listed here are the top fifty nothing more.

OTHER RATINGS SYSTEM NEWS...

...is carried in my journal VANILLA FUDGE, the official journal of the chairman of the Postal Diplomacy Rating Commission (which I am). Fellow fool...uh...custodians, are Doug who compiles the Calhamer Point Count Rating List (CPCRL), Steve McLendon and Bob Sergeant who keep the Dragon-Tooth Rating System (DTRS) up to date, John Leeder who is slowly getting his old system, ODIMOD, up to date, Rod Walker, for former Chairman who now acts in an advisory capacity, and a few interested subscribers. Ooops, the Boardman Number Custodian is also a member of the Commission, and that is Lee Kendter right now. Archivist, while not a member, gets the journal gratis. Subs to VP are 10/\$2 cheap.

When small men begin to cast big shadows, it means the sub is about to set.

Page 12

The Overstuffed Recliner Cont'd:

STATEMENT OF FINANCIAL SOLVENCY

About two weeks ago I went to the neighborhood McDonalds and ate the profits from the last year of publication of EGGNOG. While I was actually losing money in 1978-79, in the year 1979-80 I pulled in exactly \$5.23 on this 'zine, minus such things as samples, extra copies, print runs, wasted, promotion, but including back issue sales, game sales, and payment for articles. However, all of that is totally nullified when you consider how much a good duplicator such as the ones I have cost these days -- in the hundreds of dollars, my friends! In any case, I spent every penny of that profit and more on my usual meal at Mac's, though I must admit that I spent some on a guest, who only wanted a small shake. Thanks, guys!

AND NOW, TO KEEP THE MONEY ROLLING IN

Well, actually I'm pessimistic about the coming fiscal year, but who am I to say what will happen? In any case, I'm going to spare myself a couple of bucks which I'll probably need to make up for the losses on my other publications. Effective with this issue, I am cancelling 12 of my trades, leaving exactly 25. (I do have about 10 or 12 minimal subs going.) Also, for overseas subscriptions I haven't even charged enough to cover postage. About a year ago I could get 5 sheets and an envelope under the 1 ounce limits, or 31¢ for Air Mail. Today, it costs me 62¢ to mail the same amount. The price for subscriptions Air Mail overseas are now at 75¢ US per issue, much as I hate to say it. Domestic remains 10/\$3.50; my 'zine is one of very few that have not jacked prices in the last year and a half, you lucky kids. (If Carter continues to let inflation run rampant, this too will change!)

DOUBLE ISSUE TIME AGAIN, FOLKS

Yep, I did tell you last issue that I

had some leftover material to be used this issue. Then came Tom's stuff and later Doug's material, plus I had plenty of my own, so I decided to flesh this thing out to a double-issue sized 'zine. I also had the questionnaire, too, and that'll fit in nicely this time. I hope that you'll all fill it out; it was written up with you in mind.

ORPHAN GAMES BEWARE!

Three newer publishers, all putting out great 'zines, have stepped to the fore to declare war against orphan games. If you have a game which has been lost in the shuffle after a publisher defaulted, then contact any one of the following: Dick Martin (Retaliation), 26 Orchard Way N, Rockville, Md 20854; John Daly (Dogs of War), Rt. 2, Box 136-M5, Rockwell, NC 28138; or Jack Brawner (Flying Dutchman), 2745 58th Ave., #260, St. Petersburg, FL 33712. These guys should be very busy men before the month is out!

RETALIATION

While we're talking about him, I'd like to plug Dick Martin's 'zine, Retaliation. I've plugged the other two's 'zines in the past but guess that I still owe Dick one. This is a guy who works hard on his 'zine, and it shows. Sensible, smart, and a good gamesmaster...and has a fine taste for my kind of music! Seriously, at 10/\$3 his 'zine is a bargain. Print is by xerox, which must drive him broke soon...

FUN TIME (AND MEMORIZATION TIME)!

Heard on the radio that nine-digit ZIP codes will be coming out by this time next year. Each block in the U.S. will have a separate number. Fun, right?!

QUESTIONNAIRE

Please answer the below questions and return them to Konrad Baumeister, 11416 Parkview Lane, Hales Corners, WI 53130 USA as soon as possible. I try to produce I Diplomacy 'zine the way I think you enjoy it, but of course I can't know for sure what you like and what not. This questionnaire is an attempt to gauge reader opinion somewhat. If you don't respond, I can't accommodate you via interesting (to you) issues. Thanks. (The personal questions are optional, but I'd appreciate them being answered anyways. Filling out questionnaires is fun, isn't it?)

EGGNOG Content Section:

Games: EGGNOG currently has approximately 7 regular Diplomacy games running in its pages. This number is: too many _____; not enough _____; just right _____. Suggest ideal number of games considering space available in a 10-12 page issue, and remember press level _____. Should there be an absolute ceiling as for number of games played in EGGNOG? _____

Articles/Non-Game Material: Please rate the following types of articles on a scale of 0-10 with ten being best, in terms of what kind you'd like to see in future EGGNOG issues: Humor _____; Music (rock and blues is all that I'm qualified to write on) _____; "How to play" various nations _____; Dirty playing tricks (letter forging this issue, e.g.) _____;

Rating lists _____; Rating systems discussion _____; Tournament Rating Systems (MM, e.g.) _____; Hobby politics _____; Real politics _____; Book reviews _____; Trivia Quizzes (specialized or general -- circle one); Personalities _____; PTF encounters/DipCons/Happenings _____; Hobby history _____; Anything else (please specify) _____

Recurring Features: Miscellany (Overstuffed Recliner) _____; Press _____; Monthly Cover _____ (would you be willing to draw one? Y____, N____); Music _____; Lettercolumn _____.

What kind (to which subject they concern) of letters should be printed? _____

Game Management: Current four-week deadlines are: too short _____; too long _____; about right _____. Please suggest what you think would be the ideal deadline in days (current deadline is 28 days) _____. Would you prefer to combine: Winter & Spring or Fall & Winter or no preferences (choose one). No separations at all _____. If no separations desired, how would you suggest the Gamesmaster speeds up the game in its end stages without going broke on phone calls or extra mailings? _____

What do you like most about EGGNOG? _____

What do you dislike (or care for least) about EGGNOG? _____

On a scale of 0-10 (ten being best), please rate this issue of EGGNOG _____. On the same scale, please rate EGGNOG as a 'zine from all of the issues you've accumulated over your subscription _____. If you play in a game in EGGNOG, or have played in a game gamesmastered by Konrad Baumeister, please rate gamesmastering qualities _____ (N.A. _____). If you are playing in 1979Q, rate Dave White as a gamesmaster _____. (While you're at it, rate Cat-Tastrophe as a whole _____).

On a scale of 0-10, rate the concept of double-issues (double priced, for double sized) _____. Do you care at all _____?

Supplement Page 2

After your subscription expires, do you plan to renew _____? If not, why not?

I prefer this color paper: White ; Yellow ; Buff ; Green ; Pink ; Blue
Personal Section: (Everything here will be confidential if you so ask.)

My name is _____ My Age _____ I belong to IDA _____
How many years have you played Diplomacy? _____ How long do you think you'll remain interested in the game _____? How long have you played postal Diplomacy _____? Do you, or have you ever, published a Dipzine? Y___ N___ If so, name and dates of publication (when you started) _____
Does your wife/girl friend play Dippy _____? How many Dipzines do you read regularly, including EGGNOG _____? How many games are you currently in _____? Approximately how many hours each week do you spend in Diplomacy or other wargames _____? Are you nuts or something _____?

Philosophy of Play Section: (This should prove interesting.)

Assign numbers (1=very weak to 10=very strong, 5=average) showing your opinion of the strengths of the countries in standard Dip: Aus _____, Eng _____, Fra _____, Ger _____, Ita _____, Rus _____, Tur _____, GM _____

Assign numbers indicating relative value to you of the following game finishes from 0=insignificant, unimportant, and inconclusive, to 100=of the highest importance (assign '100' to at least one of the following): 7-way draw _____, 6-way _____, 5-way _____, 4-way draw _____, 4-way _____, 2-way _____, win _____, 2nd place _____, 3rd _____, 4th _____, 5th _____, 6th _____, 7th _____, survival _____ (I know that it "depends on that game", but try as best you can.)

The most powerful alliance on the board is: A-R, A-T, A-I, E-F, E-G, F-G, I-R, T-R, G-R, I-T, F-R (circle one; only one)

Humility time: Assign a value from 0-10 (ten best) to yourself, in terms of how good you think you are _____ (optional). Would you hesitate to stab a close friend with whom you have been allied through the entire game if it meant you would have a chance at winning _____? ...a guaranteed win _____? ...a good time doing it _____? What kind of a friend are you anyway _____?

Variant Section: (Answer only if you have experience with variants.)

Name your three favorite variants (answer only if you have played in five or more games, FTF or PBM): _____

Variants are better than standard Diplomacy, on the average _____ Standard Diplomacy kicks ass on any variant I can think of _____ What do you think is the percentage of standard Diplomacy players who later play variants _____? Have you designed a variant? Y___ N___ Games with the standard board but with new rules aren't "real" variants. Y___ N___

That's enough of that questionnaire. Wasn't as tough as you thought, eh? I'd like to have all (or as many as possible) of these back by the time I get back from Germany, so that I can start analyzing the results for next issue or more probably the one after that (#45 or 46).

Konrad Baumeister
11416 Parkview Lane
Hales Corners, WI 53130

FIRST CLASS MAIL

Konrad Baumeister
11416 Parkview Ln
Hales Corners, WI 53130
United States / America

DEUTSCH-SPRECHENDES SPIEL

1980I -- Spring 1901

(1980I ist der offizielle Designator fuer dieses Spiel, also benutzt den Namen in aller Korrespondenz, und auch zwischen Spielern und den GameMaster. Danke...)

AUSTRIA(Halfmaier): Bud-Ser, F Tri-Alb, A Vie-Fri

ENGLAND(Palmer): Lon-Nth, F Edi-Nwg, A Lvp-Yor

FRANCE(Davis): Par-Pis, F Bre-Mid, A Mar-Spa

GERMANY(Sommer): Kie-Hol, A Ber-Kie, A Mun-Bur

ITALY(Gautron): Van H, A Rom-Apu, F Nap-Ion

RUSSIA(Pfohl): Pet-Bot, A War-Ukr, F Sev-Rum, A Mos-Sev

TURKEY(Lake/Alk): Ank-Bla, A Con-Bul, A Say-Con

Es gibt dieses mal keine Presseschau. Leider muss der Tuerkische Spieler vom Spiel abtreten, wegen Zeitmangel. Gerard Van Alkemade, 110 Sheffield Dr, Racine, WI 53402 USA, uebernimmt die Tuerkei von Fall 1901. Eigentlich ist die Sache mir schade, kann aber nichts dafuer... Fall 1901 muss bei mir heir sein am 10 April 1980.

1979CU -- Fall 1903

AUSTRIA(White): No Moves Rec'd. A Fie R OTB, A Gal H

ENGLAND(Counselman): F Nwg S F Nth, F Nth S FRENCH A Bel-Hol, A Hol-Kie

FRANCE(Hollingsworth): A Ruh-Mun, A Bur S A Ruh-Mun, F Eng-Bre, A Bel-Hol

F Spa(ec) H, A Pic-Bel

GERMANY(Cooper): F Hol R Hel, A Ber S A Mun, A Mun S A Kie, A Kie S A

Den-Hol, A Den-Hol, F Hel C A Den-Hol

ITALY(Pfohl): A War R Ukr, A Ukr-Rum, F Ion S F Alb, F Alb S F Tri, F Tri S F Alb, A Tyl S A Vie, A Vie S TUR-

KISH A Ser-Bud

RUSSIA(Ozog): F Nwy-Ska, A StP-Nwy, F Swe S A StP-Nwy, A War-Pru, A Rum-

Bul/R Ser, OTB/, F Bla S A Rum-Bul, A Sev-Arm

TURKEY(Van Alkemade): A Ser-Bud, F Bul(ec) S ITALIAN A Ukr-Rum, F Gre

S F Bul(ec), A Con-Ank, A Arm-Ank

Notice that English A Hol is a beleaguered garrison, attacked by one support each from both sides, it holds. The A Kie support succeeds because it was supporting into the space the attack came from. Also, should Germany not have attacked Hol at all, or with only one unit, English A Hol would still not have been dislodged, because a country may not assist in the dislodging of its own unit! I hope that that explains that. Also, I have been asked how many people it takes to request a separation of seasons. I would say as a rule of thumb that if two of the active player request a separation, then I'll grant it. However, when the Witner situation is extremely obvious, I often will not grant a separation unless every person request one. In this case, I will need two people that want separated seasons to grant that request. All right with you? Here's the Supply Center Chart for 1903:

AUS: ~~Via~~, Ser: 0, Out. ENG: Lon, Lvp, Edi, Hol: 4, Bld 1. FRA: Par, Mar, Bre, Spa, Bel, Por: 6, Even. GER: Ber, Mun, Kie, ~~Hel~~, Den: 4, Rem 1. ITA: Van, Rom, Nap, Tun, Tri, War, Rum, Vie: 8, Bld 2. RUS: StP, Mas, Sev, Nwy, ~~Arm~~, ~~Arm~~, Ser: 6, Rem 1. TUR: Ank, Con, Say, Bul, Gre, Bud: 6, Bld 1.

Winter 1903 adjustments and Spring 1904 moves are due April 10, 1980. Separation request by two people and it will be granted. Now for some propaganda, or pressif you will!

THE SPENDTHRIFT: I hope that David White will take a moment and explain his original grand Strategy, how it worked elsewhere, and why it did not here.

CONSTANTINOPLE: Sultan Van Alkemade, apprehensive about the confused state of affairs in the Balkans, nevertheless rejoices in the abiding good faith and trust placed in him by the (ex?)Austro-Hungarian Monarch. Even so, taking to heart the recent Instruc-

tions he received at the Holy War College at Com, the Sultan ruthlessly decided to stab the most trusting heart for best results. To justify his coldblooded action, the Sultan recited the immortal words of the Prophet:

Whenever you find a King who is White
Don't give him an ounce of respite.

Belis and befuddle,

Then, out of the middle,

Give him the shaft without spite.

It can now also be revealed that, in recognition for his exemplary conduct of the Austrian Campaign, the Sultan has been invited to return to the War College as guest lecturer. Consequently, he will be away from his usual place of residence again from March 13 through April 3.

MORAL: Those that meddle in international affairs must travel.

ECCNOG: At the rate that you travel, I would not have guessed that Racine is your "usual place of residence!" Tja.

LEFTOVER SPACE, or...

THE OVERSTUFFED RECLINER, Part II

CAT-TASTROPHE

Dave White wrote some time ago that his 'zine sheet, or master to be more accurate, had actually be eaten by his cats!! He asked me what to do, and I suggested that he type it up quickly again and send it. He was going to send two pages of material this time; after all, this is a double issue, and it was his first anniversary, too. His pages were to be Pages 13 & 14 for this issue, but have failed to arrive by the deadline, and so this issue goes out without them. I hope that he'll be back for next issue, but who knows what new catastrophe will munch up his Cat-Tastrophe? (In any case, you aren't cheated out of two pages if you count the two-page questionnaire.)

ULI STEPS IN ONCE AGAIN

Many of you know about youngest

brother, Ulrich, or Uli for short. (He has this girl of his; her name's Angelica. Call her 'Angel' for short, but not for long!) Yeah, well considering that right after I finish typing these masters I am going to pack so that I can leave in the morning, he will have to take charge of running off the issue, collating it, and sending it out. J. Konrad, ran off pages 1 through 12, and 17, and 19-20. He will have to do pages 15 & 16, and page 18. I've shown him how to use the machine, but lately it's been giving me more troubles again, so there might be a little bit of bleedthrough. Hope not. But we shall see.

THANK YOU BOX

Uli will do the above running off of masters 15-16, and 18, will collate some of the rest with Alex (maybe) and might take over some of the stamping. Meanwhile, someone else typed the labels and is running out to get some stamps that will add up to 13¢ so that they can mate with the 15¢ stamps to go up to 28¢, to pay for the two ounce payload. I did do a lot of cashing checks lately, though...

OH, ABOUT THAT QUESTIONNAIRE

I do hope y'all fill out that questionnaire which comes as a supplement to this ECCNOG issue. It is important for all of you, and I only want to put out the 'zine you want me to. I'll list the results in a future issue (probably #46, but if we're lucky, #45) and will analyze same...and then will begin to make changes, if that is necessary.

What I forgot to put on the thing was one of relatively minor importance. In this issue, both one column and two column typing are represented. Which do you prefer? I would like to hear your opinion of that -- I used to do one-column, but found that 2 column looked better, when it was carefully done.

1980J -- Fall 1901

AUSTRIA IN DEEP TROUBLE

AUSTRIA (Rodriguez): A Tri-Bud, A Ser S P Alb-Gre, F Alb-Gre
 ENGLAND (Hurst): A Edi-Den, F Nth C A Edi-Den, F Nwg-Nwy
 FRANCE (Counselman): A Bur-Mar, A Mar-Spa, F Mid-Por
 GERMANY (Boudon): A Mun-Bur, A Ruh S A Mun-Bur, F Hol-Bel
 ITALY (Osuch): A Pie-Tyl, A Rom-Ven, F Tyn-Tun
 RUSSIA (Parker): A Gal-Bud, F Bot-Swe, A Ukr-Rum, F Rum-Sev
 TURKEY (Wakefield): A Bul-Gre, F Con-Aeg, A Smy-Con

Supply Center Chart for 1901: AUS: Vie, Bud, Tri, Ser, Gre: 5, Bld 2.
 ENG: Lvp, Lon, Edi, Nwy, Dan: 5, Bld 2. PRA: Par, Mar, Bre, Por, Spa: 5, Bld 2. GER: Ber, Mun, Kie, Hel: 4, Bld 1. ITAY: Ven, Rom, Nap, Tun: 4, Bld 1. RUS: Mos, StP, Sev, War, Swe, Rum: 6, Bld 2. TUR: Con, Ank, Smy, Bul: 4, Bld 1.

Alfred R. Rodriguez is now living at 2613 South Eye, Bakersfield, CA, 93304.

Scott Wakefield, does the name Bert Leighton mean anything to you? Just wondering...

Winter 1901 builds are due April 10, 1980, at the latest. And yes, we do have some propaganda right here:

LONDON: Lord Thomas today indicated his extreme annoyance about the Continental System inaugurated by the Kaiser's beer embargo. He indicated that the Kaiser's fate would be the same as that of the last tyrant to try such an act against the free peoples of the world, unless he desists from his pernicious course forthwith. God save the Queen!

LONDON: It was announced today that the armed forces of the Queen have been placed on a war alert. A formal declaration of war is assumed to be issued soon, as the German Ambassador has been handed his passport. It is rumored that the Italian Ambassador will soon receive similar treat-

ment. God save the Queen!

AUSTRIA TO ITALY: Who are you kidding?

AUSTRIAN IMPERIAL PALACE: Dr. Clawmate looked haggard as he opened the door from Emperor Franz-Alfredo's chamber. He had sat the night with the Emperor, ministering to the sick despot's every need. Dr. Clawmate's head drooped as if he wanted to fall asleep standing. He was tired.

"What is it Doctor?" Empress Natasha questioned.

The Doctor sat in a leather covered chair right outside the chamber that looked down the long, dark hall.

"Doctor! What's wrong with my husband?"

The doctor sat up quickly. "Sorry, your highness. The Emperor has some kind of ailment that I know not of. Since he has returned from his trip to the East he has been feeling below par, but what caused this dramatic turn...?" The doctor was shuffling and shrugged his shoulders with his last words.

The Empress was visibly nervous and turned quickly toward the steady footsteps she heard approaching down the hall. Prime Minister Wolfeclap and Secretary Nen Kiblett's boots echoed off the stony walls and floors.

"Empress!"

...to be continued.

ALL PLAYERS TAKE NOTE

Some of you are getting sloppier with your orders again. (This has to be repeated every so often.) Due to my filing system, you must indicate prominently your Boardman Number and season of play. Also, your orders must be signed! I will take no unsigned orders. I would also like to remind English players especially, and those having to do with that region, that the abbreviation "Nor" is under any cases not allowed. Thanks.

1979IL Propaganda Cont'd:

every ally, real and imagined, against each other. Speculation was rampant as to who would benefit the most from the confusion that these press releases were obviously designed to cause. The Sultan Abed, with tears of laughter in his eyes, expressed his desire to know who was the author of such witticisms, as he desired his services as Court jester. He willingly offered to pay fifty gold pieces, as well as a fresh slave girl, each year to him if he could be found. He also agreed to include a bowl of borscht every Christmas as an extra incentive. --T.R.T.

ISTANBUL(T.T.): It has been reported that the Turkish fertilizer industry has received its largest consignment from the Russian front. More is expected shortly. --T.N.E.

BOGNOG: Alas, I cannot divulge the identity of the mad press release writer of last issue. (Well, of #41.) Of course, if he were to spit it out, then OK, but the Gamesmaster cannot give out such information. All I do is cash the checks and type and type and type and...after all of this practice you'd think I get better! Oh well.

Austria has Fall 1902 orders on file, but these can be changed, as I expect they will be.

MYSTERIOUS FINANCIAL CAPER UNCOVERED

Since I typed that on Page 12 about the money in this "business," I have been frantically looking for the loophole in my books. Since what I have is a really big mess and little else, this was not easy. However, I should, by my own calculations, have been losing money, but a bit over \$5 was in the till after everything was worked out. Simple. I found it. In 1979 I started (besides 1979L, which was free) 1979CU, 1979IJ, 1979IK, 1979IL, and in the last two months in 1980, '80I and '80J. Everybody in all six games paid a gamefee of \$2 each -- \$64! So I actually didn't gain \$5, I lost \$79. I hope that you're all satisfied now... Good thing that I opened up those games.

1978 (make that '79) IJ -- Winter 1902 & Spring 1903

AUSTRIA(Buechs): Bld A Vie. A Tyl-Ven, A Vie-Tri, A Tri-Apu, F Adr C A Tri-Apu, A Bul-Gre, F Aeg-Ion

ENGLAND(Gemignani): F Nwg-Nth, A Lyp-Wal, F Ion-Eng

FRANCE(Collins): Bld F Bre. A Bel-Hol, A Bur-Ruh, A Gas-Bur, F Mid-Nat, F Wal S F Ere-Eng, F Bre-Eng

GERMANY(Sulsberger): Bld A Ber. A Kie-Hol, F Hel S A Kie-Hol, A Ber-Kie, A Ruh S A Mun, A Mun S A Ruh

ITALY(Kadpr): A Kie R OTB, A Ven-Tri, A Rom-Apu, F Ion-Alb, F Tun-Ion

RUSSIA(Lee): Bld A War. F Nwy-Swe, F Swe-Bal, A War-Sil, A Lvn-Pru, A Ukr-War, F Bla-Ank, A Con-Smy, A Arm S F Bla-Ank

TURKEY(Boudon): A Smy S F Ank, F Ank H/a/

ENGLAND: Russia was blind not approach the Australian Eagle. (sic) We of England do indeed appreciate Austria and want to make an alliance with them.

France, you are what is born every minute. You fell for Russia's tale and he took you for a ride. Welcome to the club and it is going to be a long swim back to France.

Bob submitted no press because he was short of time, and didn't always want to be the only one to work on press all the time. How about some of you others? Fall 1903 due Maril 10, 1980.

NEXT ISSUE'S DEADLINE

'Twill be April 10, 1980, for all games. I'll be gone before then, and won't be able to get anything out. So enjoy the extra week of negotiations! Next issue could be a bit rushed, too, since I'll have just gotten home from a trip to Germany, with three weeks' worth of mail to catch up on, so it could be late...

1976IH -- Fall 1910

OS 0000 Fall 1902 due ~~1910~~ April 10, 1980.

GAME CONTINUES FOR AT LEAST A YEAR

ENGLAND(Lischett): F Lon-Eng, F

Iri S F Lon-Eng

GERMANY(Cooper): F Bal S ENGLISH

F Lon-Eng, F Nth S F Bal, A Kis-
Ber, A Den-Kie, F Bal-Dan, A Yor-
Wal

RUSSIA(Kelly): A Ukr-Sov, A Ukr S

A Sev, A Sev N/un, A Gal-Rum, A
War-Gal, F Sva-Dan

TURKEY(Verheiden): F Aeg H, A Tri-

Yen, A Ser-Tri, A Bul-Ser, A Pie-
Mar, A Gas-Bur, A Par S A Gas-Bur

F Eng-Bal/R Bro, OEB/, F Pic S F
Eng-Bal, F Mid-Nat, F Por-Mid, F

Was S F Por-Mid, A Tyl S A Mun,
A Mun S RUSSIAN A Gal-Sil/nsoo/,
F Tyn H, F Ion H

BERLIN TO LONDON: We did our best.

BERLIN TO ANKARA: Congratulations!
I will no longer oppose your win.

Supply Centers for 1910: ENG: Lon

Lep: 2, Eyan, GER: Bdi, Bal, Hol,
Kis, Ber, ~~Par~~: 5, Rom 1, RUS: Home
Rum, Bud, Vie, Dan, Sve, Nwy: 10, Eld
& (only room for 3). TUR: Home, Bul
Gre, Ser, Tri, Ven, Rom, Nap, Tun, Mar
Spa, Por, Bro, Mun, Eaz: 17, Bld 1.

Thanks to Uli for gamemastering this
game this time. The concession vote
failed, and none has been repropoed.
Winter 1910 adjustments and Spring
1911 moves are due April 10, 1980.

1979II -- Spring 1902

AUSTRIA(Carter): A Bud S RUSSIAN A

Ukr-Rum, A Tri-Ser, A Ser-Bul, A
Vie H, F Gre S A Ser-Bul

ENGLAND(Martin): A Nwy-Yor, F Nth C

A Nwy-Yor, F Bar-StP(nc)

FRANCE(Lee): F Bre-Mid, A Mar H, A

Bal-Wal, F Eng C A Bal-Wal, A Spa H

GERMANY(Elliott): A Mun H, A Hol-

Bal, F Dan-Ska, A Kie-Den, A Ber-Kie

ITALY(Luckenbill): F Nap-Ion, F Ion-

Eas, A Tun-Mar/imp/, A Tyl-Pie

RUSSIA(Aucott): F Swe-Nwy, A StP S F

Swe-Nwy, F Sev-Blz, A Ukr-Rum, A
War-Mos

TURKEY(Hurst): A Arm-Sev, F Ank-Con,

A Bul-Rum/a/, F Sky-Aeg

RUSSIA TO TURKEY: Bye, Tom. It
was nice(sic)!

GRE TO BUL: How is that for get-
ting out of your way?

STP TO VEB: Let's get him!

ENGLAND TO FRANCE: Go bite a rock!

GERMANY TO EVERYBODY: I'd bet-
ter watch out, because as soon as
France sees England, I'll be next
in line! And France has to set
foot in the Med to win...

MOS TO ANK: Forgot to tell you.
The plot of land you were sold is
6 feet underground.

BUD TO ANK: Let's go!!!

ISTANBUL(T.T.): Sultan Abed-A-
Thomas declared today that the mere
notion of selling women as scrap
is repugnant to him. He said that
he had many, many favorable, uses
for them. He then retired to his
harem.--T.N.T.

ISTANBUL(T.T.): The staff mem-
bers of the Turkish News Troika
today demonstrated outside the Is-
tanbul offices of EGGNOG for three
hours to protest Herr Baumeister's
abominable typing. A spokesman
for the demonstrators stated that
they were outraged by the practice
of omitting words from the middle
of T.N.E. press releases--a re-
cent case in point being the omis-
sion of the words "...surfaced to-
day. The indisposition seems to
arise from the indignation..." from
T.N.T.'s last news bulletin from
Moskow. (The missing words were
supposed to precede the words "...
brought on by..." in the press re-
lease.) The demonstrators expres-
sed the fervent hope that such om-
issions will not be repeated.--TNT

EGGNOG: Oops! Well, it did
make the release shorter...and it
is true, when I'm hurried as I us-
ually am, my typing is abominable.
Like today. Sorry about that!

ISTANBUL(T.T.): Laughter rocked
the Porte today after the latest
issue of EGGNOG arrived. This
excitement was due to the cabinet
ministers reading the press re-
leases frantically trying to turn

(Continued P.18, column 1)

1979IK -- Fall 1902

BONANZA IN THE WEST AS FRANCE DIES

AUSTRIA (Bassett): A War S ENGLISH
A StP-Mos/R Pru, Lvn, Ukr, DTE/
A Vie-Bud, A Tri S A Bud-Ser, A
Bud-Ser, F Gre-Bul(w)/R Alb, OTE/

ENGLAND (Lackenbill): F Iri-Mid, F
Eng-Bre, F Nth-Eng, F Nwy-Sws, A
StP-A AUSTRIAN A War-Mos/mso/

FRANCE (Disorder): A Pic H
GERMANY (Palter): A Don S ENGLISH
F Nwy-Swe, A Bur-Par, A Mun-
Sil, F Bel H, A Bub-Bur

ITALY (Cifani): A Spa-Per, A Mar-Spa
A Pie-Mar, F Nap-Apu, F Tun-Ion

RUSSIA (Hurst): A Gal-War, A Mos S A
Gal-War, F Sev S TURKISH E Rum

TURKEY (Brawner): A Bul-Gre, F Aeg S
A Bul-Gre, A Rum-Bud, A Ser S A Rum-
Bud/R Alb, Bul, OTE/. F Bla-Sev

Jack Brawner is at 2745 58th Avenue S,
#260, St. Petersburg, FL 33712. I
forgot to mention this last time.

Supply Centers for 1902: AUS: Vie,
Tri, Bud, Ser, ~~Arg~~, Mar: 4, Rem 1.
ENG: Lon, Lvp, Edi, Nwy, ~~Bel~~, Bre,
StP, Swo: 7, Bld 2. FRA: ~~Par~~, ~~Arg~~:
0, Out. GER: Ber, Mun, Kis, Hol, Den,
Bel, Par: 7, Bld 2. ITA: Ven, Rom,
Nap, Tun, Mar, Spa, Por: 7, Bld 2.
RUS: ~~StP~~, Sev, Mos, ~~Mar~~: 3, Even. TUR:
Con, Smy, Ank, Bul, Rum, ~~Swa~~: 6, Bld 1.

Winter 1902 builds and Spring 1903
moves due here April 10, 1900. Separ-
ation granted if 2 or more ask for it.

EGGNOG #43-44
Konrad Baumeister
11416 Parkview Ln
Hales Corners, WI 53130
United States / America

And you thought that Kon-
rad was out of material!!
Your subscription is up.
I hope that you'll renew.

MOSCOW: The Rump Tsar today de-
clared that his heart bleeds for
his people during their trial and
tribulations currently being suf-
fered. He was indignant that first
Warsaw and then St. Petersburg
have been ripped from the womb of
Mother Russia. He vehemently stat-
ed that such outrages against the
territorial integrity of the Moth-
erland must stop immediately. He
went on to state that the rejuv-
enation of the army's equipment
was proceeding apace, and that some
surprises were in store for the
foreign ravishers.

ROME TO TRI: HI to the new Em-
peror, and keepa you hands offa
my chianti.

LON TO BER: Is anybddy home?

LON TO ANK: SHALL we meet at my
place or yours?

ANTWERP TO AMIENS: Chicken

ANTWERP TO BARCELONA: Apparent-
ly you know something I didn't. En-
joy Lisbon. It's lovely in the
autumn.

ANTWERP TO LINZ: Are you alive
or dead?

ANTWERP TO ALEXANDRIA: E tu Brute?

ANTWERP TO MURMANSK: I think we
blew our signals again.

NATWERP TO LWON: Galicia?

ANTWERP TO PLOESTI: May your
Russian puppet prove profitable.

Konrad here; end of this issue
approacheth rapidly. That's it!