

This issue is dedicated to the bottlers of Chévas Regal, our saviours indeed!

THE URBAN SPACEMAN...

Double-Issue #52-53
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EGG NOG

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THE OVERSTUFFED RECLINER (THE EDITOR'S COLUMN)

Can you guess what this column is, and whom it belongs to? No?

MUSICAL COMMENTARY

Not only was the Bonzo Dog Band ahead of its time, it was ahead of everyone else's time as well. Begun as a college haven for strange artists in 1966, the group originally brandished the name Bonzo Dog Da Da Band with great élan. The Da Da was later changed to Do-dah in an attempt to make the band a bit more, ah, accessible. Accessible they were never destined to be, with various members playing electronic legs, stuffed boards, and tubas. So the Do-dah was dispensed with as well. The Bonzos lampooned everything that vaguely resembled anything... often with brilliant results. They meshed rock with twenties ragtime and black humor-vaudeville, producing such winning propositions as "Can Blue Len Sing The Whites," "My Pink Half Of The Brain-pipe," and the bona-fide UK single "I'm The Urban Spaceman" (produced by Paul McCartney under the subtle pseudonym of Apollo G. Yarnmouth... the Bonzos just seemed to bring out the best in people).

The hapless haplings were grossly

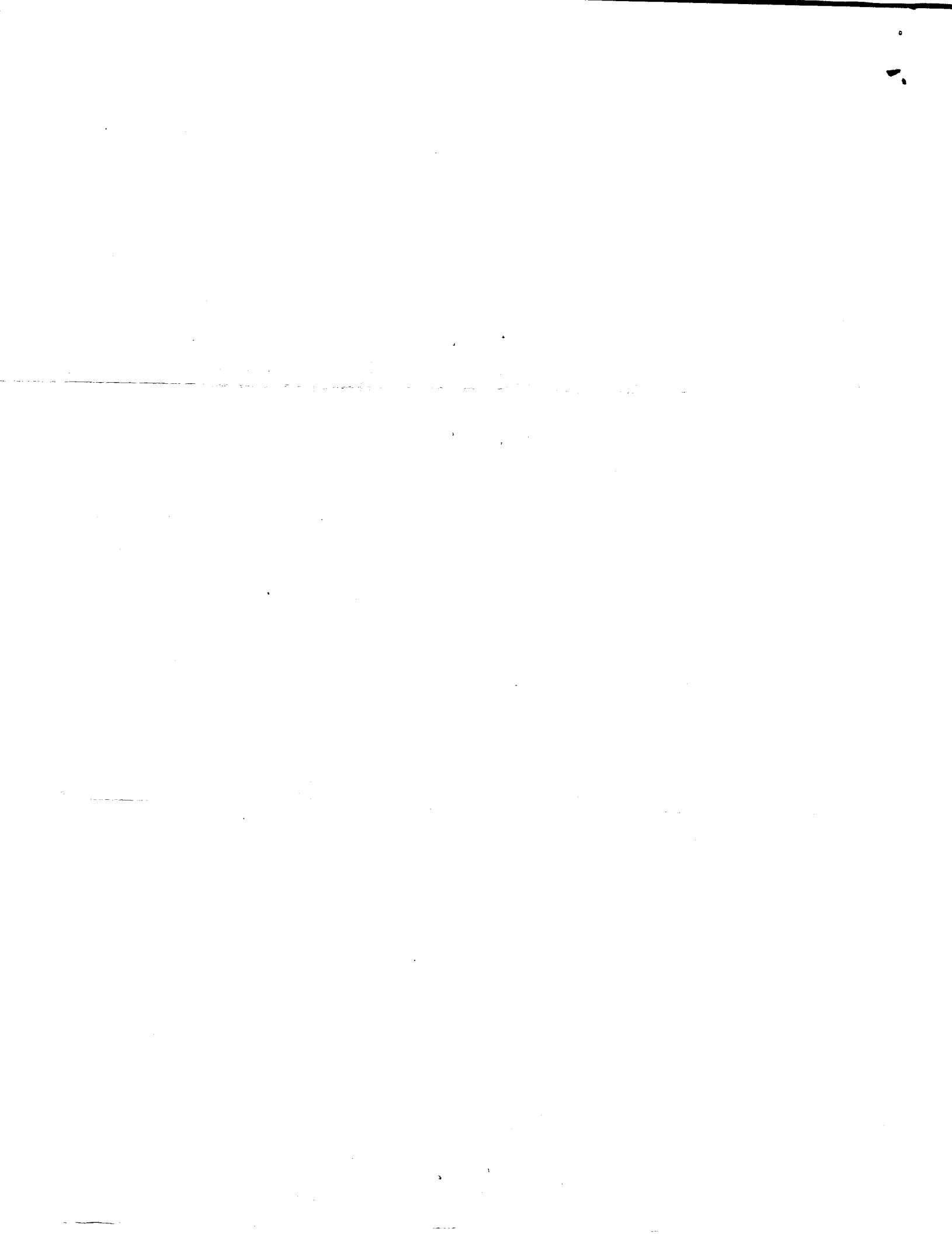
misunderstood most of the time and the band dissolved amid a sea of sour grapes. Neil Innes later went on to solo LPs before becoming Monty Python's resident musical maniac, with such fun projects as The Rutles. Roger Ruskin Spear attempted a career with little or no financial reward. Viv Stan-shall, after completing a successful nervous breakdown, rebounded with the truly classic Men Opening Umbrellas Ahead album, and Legs Larry Smith carved a niche for himself in rock history as the tap-dancing ballerina on the 1974 Elton John World Tour.

And who said there was no creativity in rock music?

Next time I'll get back to serious rock bands, OK?

(By the way, thanks to the great response to the Yardbirds' review from EGGNOG #40. I was extremely gratified to hear from so many of you that you liked it. Wish I could do something that size on that kind of a band, but (1) there isn't room, and (2) there aren't that many bands around as good as the Yardbirds were. Thanks again.)

This is the first time in ages that the musical commentary hasn't killed the whole first page.



1978T END-GAME COMMENTARY

BOB KLUGE (France): This game was well fought from the beginning. Hard to believe my initial target was Germany. England (Conrad Struckman) and I were going to blitz Germany. But when no English support came in Fall 1901, I was convinced this was going to be a long battle for survival. Lucky Italy (Tom) and I were allied. In Winter 1902 when Conrad Struckman resigned from the hobby and Cliff Mann took over England, I was in effect given two English centers. So after taking these two centers and deciding to turn on Italy as Germany's border was crowded and Italy's was not, I built fleets and moved on Italy. I figured if Turkey staying in the game long enough, I would be on Italy and his centers before he and Russia would get any builds from Turkey. However, when Turkey dropped in Winter 1905, these centers reached Italian hands one game year earlier than my expectations. This allowed Italy to build the crucial fleet necessary for a stalemate line in the Med. As Germany and I had basically a line in the north as long as I was making progress in the Med, I would veto the draw. Congratulations Tom & Uli on a game well played & thanks Phil for the most trustworthy ally I have had yet!

ULI RAUMEXSTER (Russia): The game started in a relatively normal fashion: E-F vs. G, I-R vs. A. At least, that's what it originally was. My relations with Turkey (Machir) were good and the I-R plans ignored Turkey. So, I decided to ally with him while I fed Austria (Housen) Italy's plans. In the north, I tried to stop a possible G-E alliance. Things were relatively quiet up there the first turn. In S'01, Austria bounced me in Gal even though he had given me permission to enter. He had heard about my "stabbing plans." Turkey and I decided that it was time to move, and so we set up the convoy to Bul. I made up with Aus-

tria and he promised to support me into Rum since I had heard bad things about my Turkish ally. I told him what to do against Italy, who was in Tyl. Because of Struckman's (England) orders, I suspected a G-E alliance. I began to negotiate heavily with France (Klu-ge), and he promised to move to Mun, after a bit of discussion. I threatened Germany (Cooper) with war if he were to bounce me out of Swe. I also told England that a convoy to Nwy would force me to build an A StP in W'01. I continued to be allied with Italy (Fag-edes), even though I had no intention of keeping it. Fall brought me a successful attack against Austria with him supporting me into Rum, and me slipping into Gal. Turkey cooperated completely, as did Italy. The north brought disaster. England convoyed to Nwy, took Bre, and convinced Germany to bounce me in Swe. Things looked bad. After many long discussions, I finally convinced Germany to ally with me against England, who had enraged the entire west. Turkey and I planned our attack, while I had Italy cut a valuable Austrian support allowing me into Bud. Again, disaster struck. While the north went perfectly (R-G-F vs. E), Turkey and Austria coordinated and took Bla and Rum. Luckily, I had stayed allied with Italy, and we were able to destroy Austria. Turkey sent in bad orders and took Sev with a fleet, and thus had no penetration chances, putting him on the defense right away. Germany and I worked well together, and in P'02 we had gained Nwy, Swe, and Nth. It was now when the game drastically changed. Turkey resigned, and was replaced by Oamanson, a total conservative. England resigned and was replaced by Mann, who seemed willing to give his three centers away. That was the reason why this game was a four-way draw. France grew to 7 centers, and Germany was too scared to attack him. He also didn't attack

him because, if he did, I would have won. After I had pushed Germany for a year to move on France, I finally received a "yes" answer. Instead, Cooper attacked me in the strangest attack I've ever seen. He caught me off guard, but since we had agreed to bounce in Sil, and he moved to Pru, I was in Sil. This mistake assured me that the battle could be fought in Germany. I was worried about myself once they took Nwy and Swe in 1906. Meanwhile, in the Balkans, Italy and I had an easy time getting Turkey out of the Balkans, but to crack the Turkish position was something else. Italian front was weak and we made a few critical blunders which lost us Ven. Luckily, we had just cracked Turkey, and he got another build. I had also just taken Ber, and could have taken Mun the next year. But since my northern front consisted of A Fin and A StP, I voted "yes" again. Who kept vetoing?

This game should not have ended the way it did. In 1904, France could have possibly gained a two-way draw had he attacked Germany, who was spread all over the place. There were a number of mistakes which changed the outcome of the game. Among them was my complete trust of Machir (stabbed me in 1902) and my trust of Cooper (stabbed me in 1904). The only reason why I'm in this draw is because the many stabs aimed at me were all very weak. (Phil, did you really expect to gain from A Ber-Pru, A Mun-Boh?)

Thanks, Dave, for a flawless GM job. Thanks, Tom, you've got to be the perfect ally. The best part about this entire game was the friendship between Phil and myself. If I'd find another friend like him, I'd play this game again.

If more statements come in, I'll print them elsewhere in the 'zine.

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THIRD BOGNOG DEMONSTRATION GAME

1980J -- Winter 1902/Spring 1903

From STRANGE BREW #31:

ITALY GOES SLIGHTLY NUTS

AUSTRIA(Rodriguez): Ram A Gal. A Ser S RUSSIAN A Rum-Bul, A Bud S A Ser, A Vie H, F Alb S ITALIAN F Ion

ENGLAND(Hurst): Bld A Edi. F Nth S FRENCH A Bur-Bel, F Hol-Kie, A Den S F Hol-Kie, A Edi-Nwy, F Nwg C & FSwe S A Edi-Nwy

FRANCE(Counselman): F Mid H, F Pic S A Bur-Bel, A Spa-Mar, A Gas-Bur A Bur-Bel

GERMANY(Boudon): Bld A Mun. A Bel-Hol, A Ruh S A Bel-Hol, A Kie S A Bel-Hol/R Ber, OTB/, A Mun-Bur

ITALY(Osuch): F Ion S TURKISH F Eas, A Pie-Tyl, A Boh-Vie, F Tyn S F Ion

RUSSIA(Schilling): A Gal R Ukr, F Swe R OTB, Bld A StP. ANwy S A StP, A Rum-Bul, A Ukr-Rum, A War H, F Sev-Bla, A stP S A Nwy

TURKEY(Wakefield): Bld A Cen. A Gre S A Bul-Ser, A Bul-Ser/a, A Cen-Bul, F Aeg S F Eas-Ion, F Eas-Ion

Fall 1903 to be carried in STRANGE BREW #35, published today.

1980J ANALYSIS: W'02/S'03

By Eric P. Verheiden, Jr.

Some action at last! Germany, despite a valiant effort, is finally being crushed under the weight of superior Anglo-French forces. Belgium has fallen and Holland or Kiel probably will be next.

On other fronts, Russia and Italy have both pulled back from England and France (probably sealing Germany's fate). England is going to a great deal of trouble to get an army in Norway. It's a slow road to St. Petersburg. France has defused the south end and is biding his time.

The Italian moves are curious. My guess is an unexpected Austrian renewal and they may or may not mean anything. More significant is the Russian switch. Russia has captured Bulgaria and is now in good position vs. Turkey. Russian

F Bla makes all the difference in that regard.

As Turkey falls, the thing to watch will be the relationship between Italy, Austria, and Russia. The temptation for the outer members of the triumvirate to dispose of the inner is very strong. Austria must capitalize by persuading both Italy and Russia to move forces west to avoid being squeezed.

A clever Turk can hold some home centers for quite a while and play a spoiling role. However, recovery from such a disaster is rare due to sharply limited offensive potential.

A LETTER

From D S Palter: You still missed the point. WWII in Europe was not just an exercise in national differences. It was also an intra-European civil war between left & right. It was thus possible for someone to both despise Germany & wear an SS uniform when the uniform provided a vehicle to sheet Stalin's hordes. Anticommunism was the key to many "Quislings" in Europe, who felt the real enemy was in Moscow, not Berlin.

We are agreed, then. Looking over my replies to your earlier letters I see that I have overreacted in some cases, as I sometimes do, and for that I apologize. As mentioned frequently in past EGGNOG issues, the 'zine is not here to talk politics, and I will keep them out of its pages again, from now on. Oh, by the way, Against Stalin & Hitler (or v.v.) by Wilhelm Strik-Strikfeld is an excellent account of the Russian Liberation Army (headed by General Vlasov) which was in the same situation in the war as Mr Palter describes above.

FOURTH EGGNOG DEMONSTRATION GAME

Back in EGGNOG #14 I began the continuing series of installations of a regular Diplomacy game played by

seven of the eight Baumeister Brothers. Since the eldest, Eric, didn't want to play then, I did, and added some instant analysis of the moves while I was at it. The whole thing (printed year by year in EGGNOG) went over very well with the subscribers. The continuing series stopped continuing after Tim won in 1912 (as Italy, no less!). For a one-shot, I thought it might be fun to do it all again, new game and all.

Uli served as our Gamesmaster, and ~~all of the remaining brothers played.~~ The first few years were played face-to-face and rest was played by mail, as most of my brothers live in different parts of the country...very few still live in the Milwaukee area. (We started at a family gathering.) The game began in February 1980 and ended in late July 1980. The players and their positions were:

- AUSTRIA: Bruce
- ENGLAND: Eric
- FRANCE: Tim (won last time)
- GERMANY: Konrad
- ITALY: Joe
- RUSSIA: Arn
- TURKEY: Alex

I have added some short commentary to the moves. Let's get started:

Spring 1901

- AUSTRIA: A Vie-Tri, F Tri-Alb, A Bud-Ser
- ENGLAND: F Lon-Nth, F Edi-Nwg, A Lvp-Edi
- FRANCE: A Mar-Pic, A Par-Pic, F Bre-Mid
- GERMANY: A Mun-Ruh, FKie-Den, A Ber-Kie
- ITALY: A Ven H, A Rom H, F Nap-Tyn
- RUSSIA: A War-Ukr, F Sav-Ela, A Mos-StP, F StP(sc)-Bot
- TURKEY: A Con-Bul, F Ank-Ela, A Smy-Con

Commentary: Initially, the extremely powerful PEG alliance was formed. First enemies of this alliance are Russia and Italy, the latter being a weak player. Austria and France had already worked out an alliance, while Turkey and Russia

were nominally allied. The Russian move north was because he didn't trust England one whit.

Fall 1901

AUSTRIA: F Alb-Gre, A Ser S F Alb-Gre, A Tri-Ven; 5, Bld A Vie A Bud
ENGLAND: A Edi-Nwy, F Nth C A Edi-Nwy, F Nwg S A Edi-Nwy; 4, Bld F Edi
FRANCE: F Mid-Spa(sc), A Pie S AUS A Tri-Ven, A Pic-Bal; 5, Bld F Mar, F Bre
GERMANY: A Kie-Den, F Den-Bal, A RuhHol; 5, Bld A Ber, A Mun
ITALY: A Ven H, A Rom S A Ven, F Tyn-Tun; 4, Bld F Nap
RUSSIA: A Ukr-Rum, F Sev S A Ukr-Rum, F Bot-Swe, A StP Fin; 6, Bld F StP(nc), A War
TURKEY: A Bul-Gre, A Con-Bul, F Ank-Bla; 4, Bld F Smy

Commentary: The FEG alliance continues smoothly. Italy has no allies and Russia's ally is too far away for him to do any good, so FEG has everything its own way. The pressure is on in Scandinavia. Germany's moves and builds spell doom for Russia...and opportunity for Turkey. Will he go for it?

Spring 1902

AUSTRIA: A Vie-Tyl, A Tri S A Vie-Tyl, A Ser-Rum, A Bud S A Ser-Rum, F Gre-Ion
ENGLAND: F Nwg-Bar, F Edi-Nwg, F Nth-Den, A Nwg S GER A Den-Swe/a/
FRANCE: F Spa(sc)-Wes, F Mar-Lyo, A Pie-Tus, A Bel-Bur, F Bre-Mid
GERMANY: A Mun-Sil, A Ber-Pru, A Den-Lvn, F Bal C A Den-Lvn, A Hol-Kie
ITALY: A Ven H, A Rom S A Ven, F Tun-Tyn, F Nap-Ion
RUSSIA: A Rum-Gal/R Ukr/, A War-Gal F Ser-Flg, A Fin S F Swen F Swe S F StP(nc)-Nwy, F StP(nc)-Nwy
TURKEY: A Bul S AUS A Ser-Rum, A Con S A Bul, F Bla-Sev, F Smy-Aeg

Commentary: The attack on Italy is in full swing now, and he will not last long with that kind of pressure on him. England gambles over the Russian intentions and loses. Note the extremely deadly German A Den-Lvn, which has done in many a Russian, due to its unexpected nature.

Poor tactics on Russia's part, and Turkey could also have moved better (F Bla C A Con-Arm sets up a strong attack on Sev). Austria is in a dangerous position, especially with ex-enemy Turkey at his back door.

Fall 1902

AUSTRIA: A Tyl-Ven, A Tri S A Tyl-Ven, A Bud S A Rum, A Rum H, F Gre-Ion; 6, Bld A Vie
ENGLAND: F Den-Swe, F Nwg-Nwy, F Bar-StP(nc); 5, Bld F Lon, A Edi
FRANCE: A Bur-Gas, F Mid-Por, F Lyo-Tyn, F Wes S F Lyo-Tyn, A Tus-Rom; 6, Bld F Mar
GERMANY: F Bal S ENG F Den-Swe, A Kie-Mun, A Pru-War, A Sil S A Pru-War, A Lvn-Mos; 6, Bld A Kie
ITALY: A Rom S A Ven, A Ven H/a/ F Nap-Ion, F Tyn-Tun; 3, Even
RUSSIA: F Sev S TUR F Bla-Rum, A War H, F Nwy S F Swe, F Swe S F Nwy/R Bot/, A Fin S F Nwy, A Ukr S A War; 3, Rem A War, F Bot A Fin
TURKEY: A Bul-Ser, A Con-Bul, F Aeg-Gre, F Bla-Rum; 5, Bld A Con

Commentary: Turkey guessed that Russia would take anyone for an ally and thereby took advantage of the exposed Austrian position. Germany's position is excellent, but note how the English are already cut off from the action -- this is typical of FEG alliances, and usually means trouble later in the game for either France or Germany. Also, France is coming right at Austria...for Austria to continue supporting that move is shortsighted, to say the least.

Spring 1903

AUSTRIA: A Ven S FRE A Tus-Rom, A Bud-Ser, A Tri S A Bud-Ser, A Rum-Bul/R Bud/, F Gre S A Rum-Bul/R Alb - a/
ENGLAND: F Ion-Nth, A Edi-Nwy, F Nwg C A Edi-Nwy, F StP(nc) & F Swe S A Edi-Nwy
FRANCE: F Por-Mid, F Wes-Tun, F Tyn S F Wes-Tun, A Tus-Rom, F Mar-Lyo, A Gas-Bur
GERMANY: A Mos-Sev, A Sil-Gal, A Pru-War, F Bal-Den, A Kie-Hol, A Mun-Tyl
ITALY: F Nap S A Rom, A Rom H, F

Turn H/R Ion/

RUSSIA: F Nwy-Nth/R Ska/, F Sev-Rum,
A Ukr-War

TURKEY: F Bla S RUSS F Sev-Rum, A
Bul-Gre, F Aeg S A Bul-Gre, A Con-
Bul, A Ser-Bud/R Alb - a/

Commentary: The T-A fighting is to set the pace in that area for several years. France is advancing on schedule. Germany's movement of units is entirely strategic, and not tactical. From this point on, his units will directly influence events on over half the board. But the move to Tyl was premature -- to antagonize Austria this early is a bad mistake. A Mos-Sev was unexpected, but certainly doesn't hurt the already powerful German position.

Fall 1903

AUSTRIA: A Bud-Rum, A Ser S A Bud-
Rum, A Tri S A Vie, A Vie S A Tri,
A Ven S FRE A Rom-Rom: 6, B A Bud

ENGLAND: F Swe-Ska, A Nwy-StP, F
StP(bc)-Bar, F Nwg-Nwy, F Lon-Nth
6, Bld A Edi

FRANCE: A Bur-Pic, A Tus-Rom, F Tyn-
Nap, F Lyo-Tyn, F Tun S F Lyo-Tyn,
F Mid-Wes: 7, Bld A Mar

GERMANY: A Hol-Bal, A Tyl-Boh, A
Gal-Rum, A Sev S A Gal-Rum/R Arn/
A Pru-War, F Den S ENG F Swe-Ska
7, Bld A Kie

ITALY: F Nap S A Rom, A Rom H/a/,
F Ion-Tyn: 2, Rem F Nap

RUSSIA: F Rum-Sev, A Ukr-Mos, F Ska-
Nth/a/ 2, Even

TURKEY: A Con-Bul, A Gre S A Con-Bul
F Bla S RUS F Rum-Sev, F Aeg-Ion:
5, Bld A Ank

Commentary: Russia and Turkey cooperate to weaken Germany's position, but the strategic retreat to Arn is important and dangerous to Turkey. It will not be the last time Turkey is in such trouble. Italy is near dead, and can only hope to bother the Austrians a little with his last unit. Note the tactical play to annihilate R F Ska and still bring the English army into Russia. Also, the G A Kie build is earmarked for Balkan duty, believe it or not. But England is still in the corner, unable to expend.

Spring 1904

AUSTRIA: A Bud-Rum, A Rum-Sev, A
Ser S A Bud-Rum/R Bud/, A Tri S

A Vie, A Vie S A Tri, A Ven-Apu

ENGLAND: F Ska-Nth, F Nwg-Nwg, F
Bar H, A Edi H, F Lon-Eng, A StP
Mps

FRANCE: A Pic-Bre, F Wes-Mid, F
Lyo-Wes, F Tun-Ion, F Tyn S F Tun-
Ion, A Rom-Nap, A Mar-Pie

GERMANY: A Bel H, A Kie H, F Den-
Hel, A War S ENG A StP-Mos, A Boh-
Gal, A Gal-Ukr, A Arm S AUS A Rum-
Sev

ITALY: F Ion-Nap/R Adr/

RUSSIA: A Mos H/R Lvn/, F Sev H/a/

TURKEY: A Gre-Ser, A Bul S A Gre-
Ser, F Bla S A Bul, A Ank-Smy, F
Aeg-Smy

Commentary: Germany is about to stab Austria in his attempt to dominate the Balkans, and the FEG fleets are ready to place a unit strategically behind Austria's lines. This unit, perhaps more than any other, will determine the face of the endgame. Germany and Turkey begin to work together again.

Fall 1904

AUSTRIA: A Apu-Nap, A Bud-Ser, A
Tri S A Bud-Ser, A Vei S A Tri,
A Rom-Bul/R Bud/, A Sev H/R Ukr/
5, Rem A Ukr

ENGLAND: A Mos S GER A Arn-Sevm A
Edu-StP, F Nwg & F Bar C A Edi-
StP, F Nth & F Eng C GER A Kie-Alb
7, Bld A Lon

FRANCE: F Mid & F Wes & F Tyn & F
Ion C GER A Kie-Alb, A Rom-Nap,
A Pie-Ven, A Bre H: 7, Even

GERMANY: A Bel H, A Kie-Alb, F Hel
C A Kie-Alb, A War S ENG A Mos, A
Arm-Sev, A Ukr-Rum, A Gal S A Ukr-
Rum: 9, Bld A Mun & A Ber

ITALY: F Adr-Ven: 1, Even

RUSSIA: A Lvn-StP: 0, Out

TURKEY: A Ank-Arn, F Bla S GER A
Arm-Sev, F Aeg-Gre, A Ser S GER
A Ukr-Rum/a/, A Bul S A Ser: 5,
Bld F Smy

Commentary: While all of FEG turns on Austria, Turkey loses whatever momentum it once had. France's tactics in Italy were sloppy, and England would have done much better

to support himself into StP rather than help Germany, who didn't need it. However, overall things still look rosy indeed for the Alliance; all enemies are nearing extinction while Turkey is bottled up. Only England is not content; he is bottled up in the north, and this is dangerous. Meanwhile, Germany is clearly setting his sights for victory.

Spring 1905

AUSTRIA: A Apu-Ven, A Tri S A Ser, A Vie S A Bud, A Bud S A Ser, A Ser S A Bud/a/

ENGLAND: A Lon-Nwy, F Nth C A Lon-Nwy, A Edi-StP, F Bar & F Neg C A Edi-StP, A Mos S GER A Sev, F Eng H

FRANCE: A Bre-Par, F Mid-Wes, F Ion-Aeg, F Wes-Tyn, F Tyn-Nap, A Rom S F Tyn-Nap, A Pie-Ven

GERMANY: A Alb S TUR A Bul-Ser, A Rum S A Gal-Bud, A Gal-Bud, A Sev S A Rum, A War-Ukr, A Ber-Sil, A Mun-Tyl, A Bel H, F Hel-Den

ITALY: F Adr-Tri

TURKEY: F Gre S GER A Alb, F Smy-Aeg, A Bul-Ser, A Arm-Bul, F Bla C A Arm-Bul

Commentary: England makes use of her convoy routes and is now in a commanding position in the north. Germany and his Turkey ally move on...and Austria is doomed. France makes an attempt for Turkish waters, which he will have to take sooner or later, and this understandably makes Turkey somewhat mad, as Germany is playing both ends against the middle here...but who else could Turkey ally with?

Fall 1905

AUSTRIA: A Apu-Ven/a/, A Tri S A Bld /a/, A Vie S A Bud, A Bud S A Vie/s/ 1, Even

ENGLAND: A Mos-Werm A StP-Mos, A Nwy-Swe, F Bar-Nwg, F Nwg-Nth, F Nth-Bel, F Eng S F Nth-Bel: 9, Eld A Edi, F Lon

FRANCE: A Par-Pic, A Pie-Ven, A Rom S A Pie-Ven, F Ion-Apu, F Nap S F Ion-Apu, F Tyn-Ion, F Wes-Tyn: 9, Eld F Bre, A Mar

GERMANY: A Bel H/R Hol/, F Den H,

A Alb S A Tyl-Tri, A Tyl-Tri, A Gal-Vie, A Rum-Bud, A Sev-Arm, A Ukr-Rum, A Sil-Boh: 9, Even

ITALY: F Adr-Tri: 0, Out

TURKEY: F Smy-Aeg, A Bul S A Ser, F Gre H, A Ser S GER A Rum-Bud, F Bla-Rum: 6, Bld A Ank

Commentary: England stabs Germany at a very embarrassing time -- just as Germany inserts the knife into Turkey's back (the move to Arm, and not handing over Rum as promised). England is now totally in control of events in his sector, but France is fated to win the game given the new state of affairs. ('Course, had the stab not occurred, Germany would have been guaranteed the win. This is what England had sought to avoid.) France has his choice of allies now, and his builds are quasi-neutral, i.e. A Mar can go either way, and F Bre would be needed anyway to balance out England's threat. The game depends on France.

Spring 1906

AUSTRIA: A Vie-Bud

ENGLAND: F EngONth, F Bel-Hol/a/ F Lon S F EngONth, F Nth-Den, A Swe S F Nth-Den, A Edi-Nwy, F Nwg C A Edi-Nwy, A War H A Mos S A War

FRANCE: F Bre-Eng, A Pic-Bel, A Mar-Bur, F Tyn-Wes, A Ven-Tyl, F Ion-Gre, F Nap-Ion, F Apu S F Nap-Ion, A Rom-Nap

GERMANY: A Arm-Sev, A Alb S FRE F Ion-Gre, A Boh-Sil, A Tri-Ser, A Bld S A Tri-Ser, A Gal-War, A Ukr S A Arm-Sev, A Hol S FRE A Pic-Bel, F Den-Swe/R Kie/

TURKEY: F Aeg-Smy, A Ank-Arm, A Bul-Rum, A Ser & F Bla S A Bul-Rum, F Gre H/R Bul(sc)/

Commentary: France's choice is Germany for an ally, due to the many immediate gains to be had that way (Bel, Gre, Vie plus aid vs Turkey which England could not supply). Germany moves out of Turkey to recapture lost Russian centers. England, of course, gambled and lost badly...he cannot hope to hold off the P-G pair for long, and has already lost the critical Channel.

Fall 1906

AUSTRIA: A Vid-Bud/a/; 0, Out
 ENGLAND: F Lon-Eng, A Nwy-Den, F Nth C & A Swe S A Nwy-Den, F Den-Hel, F NwgONat, A War S A Mos/R Lvn/, A Mos S A War/R StP/; 7, Rem A Lvn
 FRANCE: A Bel-Wal, F Eng C A Bel-Wal A Bur-Bel, A Tyl-Vie, R Ion-Eas, F Gre H, F Apu-Ion, A Nap H, F Wess Mid; 12, Bld A Par, F Bre, F Mar
 GERMANY: A Hol S FRE A Bur-Bel, F Kie-Den, A Gal-War, A Sil S A Gal-War, A Sev-Mos, A Ukr S A Sev-Mos, A Bud S FRE A Tyl-Vie, A Tri-Ser, A Alb S FRE F Gre; 8, Rem A Tri
 TURKEY: A Arm-Sev, F Bla S A Arm-Sev, A Rum S A Ser, A Ser S A Rum, F Bul(sc)-Gre, F Smy-Eeg; 7, B F Smy

Commentary: French and German forces work hand in glove against England & Turkey. Overextension is hurting Germany at this point. France's convoy to England seals England's fate. There will be no comeback.

Spring 1907

ENGLAND: F Nat-Lvp, F Lon-Eng, F Hel-Kie, A Den S F Hel-Kie, F Nth-Hol; A Swe-Fin, A StP H
 FRANCE: A Wal-Yor, F Eng-Wal, F Bre-Eng, A Bel S GER A Hol, A Par-Pic, F Md-Nat, F Mar-Spa(sc), A Nap H, F Eas-Aeg, F Gre S F Eas-Aeg; F Ion S F Gre, A Vie-Tri
 GERMANY: A Bud S A Alb-Ser, A Alb-Ser, A Ukr-Rum, A Mos-Sev, A War-Lvn, A Sil-Ber, F Kie S A Hol/R Bal/ A Hol SF Kie
 TURKEY: A Ser-Gre/a/, F Bul(sc) & F Aeg S A Ser-Gre, F Smy-Eas, A Rum S A Ser, F Bla S A Rum, A Sev S ARum

Commentary: England is up feces estuary without a means of locomotion. Even for Turkey, the fecal matter has hit the cooling equipment. There is no way they can resist the force of the F-G alliance anymore.

Fall 1907

ENGLAND: F Lvp-Wal, F Lon S F Lvp-Wal, F Nth C A Den-Edi, A DampEdi, F Kie-Den/R Hel/, A Fin S A StP, A StP H; 6, Rem F Wal
 FRANCE: A Yor-Lvp, F Nat S A Yor-Lvp, F Wal S F Bre-Eng/R Iri/, F

Bre-Eng, A Bel S GER A Hol, A Pic S A Bel, F Spa(sc)-Mid, A Tri-Alb, A Nap H, F Ion S A Nap, F Eas-Aeg, F Gre S F Eas-Aeg; 13, Bld A Mar

GERMANY: A Bud-Rum, A Ser S A Bud-Rum, A Mos-Sev, A Ukr S A Mos-Sev, A Lvn-Mos, F Bal-Den, A Ber-Kie, A Hol S A Ber-Kie; 10, Bld A Mun, F Ber

TURKEY: F Bla S A Rum, A Rum S A Sev, A Sev S A Rum/R Arm/, F Aeg S F Bul(sc), F Bul(sc) & F Smy S F Aeg; 5, Rem A Rum

Commentary: England's convoy back home came too late. It might have helped to slow things down in P06, but now the game is clearly lost. Meanwhile, Germany is back on the offensive in the south, and makes himself ready for Scandinavia. Also Germany has plans for being back on the road it was on before the stab, and to do that, must do some stabbing itself. France?

Spring 1908

ENGLAND: A StP H, A Fan-Swe, F Hel-Den, F Nth-Eng, F Lon S F Nth-Eng, A Edi-Lvp,
 FRANCE: A Mar-Gas, F Mid S F Eng, R Pic-Cly, F Eng & F Iri & F Nat C A Pic-Cly, A Bel S GER A Hol, A Lvp S A Pic-Cly, F Gre-Aeg, F Ion S F Gre-Aeg, FEas-Smy; A Alb-Gre
 GERMANY: A Ser-Bul, A Ukr-Rum, A Bud & A Sev S A Ukr-Rum, A Mos S A Sev, A Mun-Tyl, F Ber-Bal, F Bal-Den, A Kie SF Bal-Den, A Hol H
 TURKEY: A Arm-Syr, F Aeg H/R Con/ F Smy & F Bul S F Aeg, F Bla-Arm

Commentary: Everything is set for the Fall. The French convoy, otherwise brilliant, is about to weaken his center against Germany. Turkey is in dire straits indeed.

Fall 1908

ENGLAND: F Lon S F Nth, F Hel S A Swe-Den, F Nth S A Edi, A Edi H/R Yor/, A Swe-Den, A StP H; 6, Rem F Hel & F Lon
 FRANCE: F Nat-Nwg, A Cly-Edi, A Lvp S A Cly-Edi, R EngONth, F

Tri-Wal, F Mid-Nat, A Gas H, A Nap H, A Gre-Bul, F Aeg-Con, F Ion-Aeg, F Eas S F Ion-Aeg, A Bel S
GER A Hol/nso/; 12, Rem F Nat

GERMANY: A Tyl-Ven, A Bud-Vie, A Ser-Bul, A Rum S A Ser-Bul, A Sev H, A Mos-StP, F Den-Swe, F Bal S F Den-Swe, A Kie-Ruh, A Hol-Bel; 15, Bld A Mun, F Kie, A Ber

TURKEY: F Con S F Bul/sc/, F Bul(sc) H/a/, F Smy & F Arm H, A Syr S F Smy; 3, Rem F Arm

Commentary: The Stab. Germany has picked up 5 centers in one year (2 from Turkey, 2 from France, 1 from England) and needs only three more. However, the south is weak. A concession proposal is defeated.

Spring 1909

ENGLAND: A Yor-Nwy, F Nth C A Yor-Nwy; A Swe S A Yor-Nwy, A StP-Mog

FRANCE: A Lvp-Yor, A Edi S A Lvp-Yor, F Wal-Lon, F Eng S A Bel, A Bel S A Gas-Bur, A Gas-Bur, F Nwg-Nth, A Nap-Rom, F Ion-Adr, F Aeg-Bul(sc), A Gre S F Aeg-Bul, F Eas-Ion

GERMANY: A Bul S A Rum-Ser/R Rum/, A Rum-Ser, A Vie-Tri, A Ven-Rom, A Sev-Arm, A Mps S A Ber-Lvn, F Bal C A Ber-Lvn, A Ber-Lvn, F Den-Ska, F Kie-Den, A Mun-Bur, A Ruh S A Mun-Bur, A Hol-Bel

TURKEY: A Syr & F Con S F Smy, F Smy H

Commentary: Back in Arm, but French pressure on the Balkans is hurting. The offensive against England goes much better. Note another convoy to Lvn... this game would be a good example of how convoys can be extremely deadly.

Fall 1909

ENGLAND: A Nwy-S A StP, F Nth-Den, A Swe S F Nth-Den/a/, A StP S A Nwy /R Fin/; 2, Rem A Fin

FRANCE: F Lon-Nth, F Nwg S F Lon-Nth, A Yor-Lon, F Eng S A Bel, A Bel H/R Pic/, A Gas-Mar, A Nap-Rom F Bul(sc) H, A Gre S F Bul(sc), F Ion-Alb, F Adr S F Ion-Alb; 12, Bld A Par (13)

GERMANY: A Rum-Bul, A Ser S A Rum-Bul, A Arm-Ank, A Tri-Ven, A Ven-Rom, A Lvn-StP, A Mos S A Ion-StP, F Swe-Nwy

F Den-Swe, F Bal S F Den-Swe, A Ruh-Bel, A Hol & A Bur S ARuh-Bel; 16, Bld F Kie, A Mun, A Ber
 TURKEY: F Con-Ank, F Smy-Con, A Syr-Smy; 3, Even

Commentary: Bel, Swe & StP are gained, but Bul & Den lost, for net of 16 centers. However, the French position is excellent and basically unassailable, especially now that the North Sea is in French hands. France and England combine forces again in a last ditch effort to stop Germany from the win. It might be remembered that both England and France had previously gone for the win themselves, but each was stopped by Germany. The French F Alb is excellently placed, and stands to gain from it.

Spring 1910

ENGLAND: F Den-Swe, A Nwy S F Den-Swe/R Fin/

FRANCE: A Gre-Ser, F Bul(sc) H, F Alb-Tri, F Adr S F Alb-Tri, A Nap-Rom, A Par-Gas, A Mar S A Par-Gas, A Lon-Bre, F Eng C A Lon-Mre, A Pic-Bel/R Par/, F Nth S A Pic-Bel, A Edi-Yor, F Nwg S ENG A Nwy

GERMANY: F Swe-Nwy, A StP & F Ska S F Swe-Nwy, F Bal-Den, F Kie S F Bal-Den, A Ber-Mun, A Mun-Tyl, A Bur-Pic, A Bel S A Bur-Pic, A Hol S A Bel, A Ven-Rom, A Tri-Alb /R Bud/, A Rum-Bul, A Ser S A Rum-Bul, A Arm-Ank, A Mos-Sev

TURKEY: F Con-Hia, F Smg-Con, A Syr-Smy

Commentary: French moves on the continent assure that Germany will make no more gains there. However, England is near dead, even with French aid. Also, Turkey has gained nothing by fighting Germany and would stand to gain some centers if in alliance with Germany. Germany is pushing possibilities to the limit with Turkey.

Fall 1910

ENGLAND: A Fin-StP, F Swe-Nwy; 1, Rem A Fin

FRANCE: F Nth & F Nwg S ENG F Swe-Nwy, A Yor-Lon, F Eng-Bel, A Bre-Pic, A Par S A Bre-Pic, A Gas-Bur

A Mar S A Gas-Bur, A Nap-Rom, F
Tri-Ven, F Adr S F Tri-Ven, A Gre
S F Bul, F Bul(ec) H/R Aeg/, 13m
Even

GERMANY: A Pic-Bur/a/, A Bel & A Mun
S A Pic-Bur, A Hol S A Bel, F Kie-
Hel, F SkaaSwe, F Den S FSKa-Swe,
F Nwy S F Ska-Swe/R Bar/, A StP S
F Nwy, A Bud-Tri, A Tyl S A Bud-
Tri, A Ven S A Bud-Tri/R App/, A
Ser-Gre, A Rum S TUR F Baa-Bul(ec),
A Sev H, A Ank-Arm; 16, Eld A Kie
TURKEY: F Kla-Bul(ec), F Con S A
Smy-Ank, A Smy-Ank; 4, Eld F Smg

Concession to Germany succeeds.

Commentary: The Turks and Germans ally again with immediate gains. And of course France has also gained by throwing the Germans out of France proper, for good. At this point the concession passed. While Belgium will go to France in 1911, Gre & Nwy & one Italian center may or will fall next year, totalling 18. Failing the gain of an Italian center next year, the North Sea will soon fall, and a stab of Turkey would always be another possibility. (Q: Why did Turkey ally with Germany in the end, when victory could have conceivably been kept away from Germany? A: Turkey said since 1908 that he was getting bored with the game, and that he wanted to get it over with.)

And so that's it. Konrad's swan-song. Thanks, guys, and better luck next time!

Supply Center Chart

	01	02	03	04	05	06	07	08	09	10
A	5	6	6	5	1	-				
E	4	5	6	7	9	7	6	4	2	1
F	5	6	7	7	9	12	13	12	13	13
G	5	6	7	9	9	8	10	15	16	16 WINS
I	4	3	2	1	-					
R	6	3	2	-						
T	4	5	5	5	6	7	5	3	3	4

Players listed earlier. Gamesmaster was Uli Kammelster. This game is, of course, irregular and we don't exactly need a Boardman Number, so...

THE GREAT EGGNOG FAKE ISSUE

Tony Watson has Fleetwood Mac's Task on the stereo and a glass of ice tea beside him when he starts his miscellany column Ruritania; none of that forms. On the stereo right now is Queen's classic A Night At The Opera album, and by my side is a stiff Brandy Manhattan, which is the only way I can get myself to work on Dippy... This has nothing to do with what follows, of course, but Tony did bring up the EGGNOG fake in his latest issue, so... (Get Ruritania from Tony Watson, 1481 S. Palm, # 207, Las Vegas, NEV 89104; last issue had great review on Empire Strikes Back, and Spacelanes column... a great issue overall.)

Bruce Linsey sent me his copy of the EGGNOG fake (you know, the quintuple issue!), so I have something to look over here. Thanks, Bruce! It used to be traditional for the faker to also send the publisher a copy, but no more I guess...

I loved the fake myself. I thought that parts of it were hilarious, some outrageous... the only (perhaps) objectionable bits may have been the first linear separator, (tasteless) and the new game, a cheap shot, but otherwise...

The perpetrator could be one of several people. For various reasons I suspect David Perlmutter; the somewhat derogatory way he handles my being German is certainly one reason, and some of the "photos" point his way as well. However, David can't type (nor construct sentences nor spell, nor...) nearly good enough to pull off the virtually perfect typing (and good grammar) job in the fake.

Next up might be John Michalski. Some of the humor is reminiscent of his style, and furthermore he is occasionally given to making comments to me about Germany, etc. Also, he is a long-time receiver of EGGNOG, and that would help in the comments on how I allegedly rarely travel (in actuality, as he well knows, I do it all the time)

David, for instance, hasn't been around long enough to make that quip...whereas long-timers know that the years when I don't leave the country at least twice are few and far between (with the USA THE WAY IT IS, who can blame me?). Also, the address labels look suspiciously as if they came from John; even the Milwaukee postmark is easily accomplished, as John still has several Milwaukee-area friends in the non-Dip world.

Well, what of Francois Cooyay, also known as Guerrier? Well, I haven't seen an issue of his 'zine in ages, as I no longer trade with him. He couldn't be responsible for the writing part of the fake, because of this lack of contact. However, when I first saw the fake, the typewriter reminded me distinctly of the typing of Passchendaele, or however he spells it. The way the ZIP codes and state abbrevs are run together is his style (noone else I know does that) and the squiggle for the 'c' in his name in the P review obviously came from a Canadian typewriter. It is also probably that if he typed it up, he also ran it off on his ditto machine, though the typing quality (far better than mine by the way) and repro is not something I used to think was within Francois' range. See his early issues on why I think that way.

Interestingly enough, of the 10 'zines reviewed in the fake, I only get 5 of them (FSF, Volk, VOD, EM, & C&F). The others have all been off of my trade list for some time. What that means I do not know.

Overall, though, I thought the fake issue was a great idea. I would have hated to end EGGNOG before it had ever been faked. I thank the person responsible for a great job! I s'pose one possibility is that several people worked on the fake together, or one got the necessary resources (addresses, Postmark, repro, typing, etc) from some others. If this is the case, then David Perlmutter is a reasonable guess. But who really did it? Ideas?

SPEAKING OF FAKE 'ZINES

There are other fakes around these days, too. Recently, I'm informed, a new Passchendaele fake has come out. The first one was done by Guerrier himself, and his totally immature and schizoid approach to the fake in the months that followed were the driving force behind my cutting trades with him. Chances are that he will go animal for a few months again and then will later own up to doing it again.

Also a Bruxus Bulletin fake has appeared, and here I know exactly who the perpetrator is, because I was somewhat "in on it". The Head Man sent out xeroxed letters to the usual prominent BB letterwriters asking for some submissions. I was asked also, but at the time had no time, and so had to pass up being directly involved in the fake. The Head Faker then gathered together the letters and put out the issue. The Head Faker is represented by a letter in the main body of the fake (Big Hint). A look at the type face which supposedly belongs to Michalski and one other hint (which screams out to the reader on Page 1) give away the perpetrator. I can't say more than that until the H.F. tells me I can spill the beans, but that ought to be enough! High points of the issue were the Gibson letters...which made more sense than usual. (You had to be there.) Gibby went out of his way to warn Michalski that a terrible fake was coming out! A lot of fun, that fake...and good job, my friend!

REFERENCE BACK TO THE EGGNOG FAKE

Did you notice that the single most prominent thing mentioned time and again about me in the fake was me, girls, dates, sex, my intentions on dates (the box wasn't black enough), etc. Someone out there knows more about me than I usually give away in EGGNOG... Hilarious. It might be nice to see an article in EGGNOG by the faker on exactly how he did it.

I'd pay for it, of course...

STANDBY LIST

As of now, the people on the list are (in no particular order) Bob Kluge, Eric Verheiden, Phil Cooper, Ron Kelly, Larry Boudon, Ray Gifani, Bob Cheek, Walt Aucott, Tom Hurst, John Zipper, Eric Ozog, Bob Osuch, Scott Hansen, Keith Kendall, Ken Iverson. Anybody want on or off, just tell me. This is the only way you're going to get into an EGGNOG game.

BACK ISSUES FOR SALE

Most of the available back issues have already been sold, but some do remain. If anybody is interested in reading their way through the early (or earlier) days of EGGNOG's history, it's the only way. Issues still on file are:

ECCNOG: #21, 30, 41, 43-50

POLITICIAN: #10-11

And some of those are in short supply. Each issue costs \$20¢. Oh, I guess that I have a spare of POLITICIAN #12, too. Get 'em off of my cabinet! (No spares at all left of VANILLA FUDGE, SWLABRUM STRANGE BREW, or MOBY GRAPE. Sold out.)

NEXT ISSUE

...or maybe even this one, if there is room, I'll be starting a series of reviews of the 'zines I receive. Since almost all trades are out this month, the stuff will depend on what I have been getting up until now, i.e. will not include my ideas of most 'zines coming out since this issue. But I've got some of it written already...I've never done anything of this sort seriously, so I think it's of interest...oh well, I can't talk start it right now. Time to mix me another one and get a little less coherent, i.e. back to normal.

More Overstuffed Reoliner later in the 'zine. And what's wrong with beerhalls and the Krupp Works, anyways? That's culture!

Will this column never end?

ANOTHER LETTER

(I'm scattering them all over the 'zine this time, since I keep getting them at the wierdest intervals. Scottt and I have obviously been talking about the Stones's new album, ER):

From Scott Hansen (7-31): Was it the quintuple issue that was the fake? I thought it was the other one...

Emotional Rescue may not be as good as Some Girls as a whole, but I think it's a little more consistent. It has nothing to measure up to "Shattered" or "Miss You", but has no real losers like "Far Away Eyes" ["I thought she'd be off with the nearest truck driver she could find..."]. But you also have to remember that Some Girls came right after the Stones' mediocre period in the mid-70's, messing with the horns and all that, and you almost expected and hoped that ER would be that much better. Q: Why does the title track sound like the Bee Gees? A: I don't know. Q: Are the Stones as good now as they were in the '60's? A: I don't know.

[The title track really does grow on me...the first few times I heard it I hated it, mainly because of Jagger's voice...at times it does come close to Bee Gees raunchiness. Now I love it. The Stones now are quite different from the Stones of the 60's. Since then they have lost Jones, then Taylor, added Wood, and even Nicky Hopkins worked with them on this latest effort. They are different. But still good.]

Have you heard that Alvin and the Chipmunks have a new record out? It's called Chipmunk Punk and they sing top 40 stuff like the Knack, Tom Petty, and Billy Joel. The FM rock station in the Cities have been playing it, and some of them sound better than the originals. And I always thought the Chipmunks grew up into the Bee Gees...

[Stations should have play the

original version and then back it up with the Chipmunk version sort of as a joke...but then around here everybody makes fun of the Knack, and fewer people like Billy Joel than before...even though I don't see anything wrong with Glass Houses .../

ON THROWING IN THE TOWEL

(An article endorsing bad sportsmanship, meant in seriousness.)

BY Konrado El Baumeistero

It's happened to me several times, and has probably also occurred to you in at least one game -- extreme and total frustration. Nothing goes right, but absolutely nothing. Every ally stabs you, the first in season X, the second in season X+1, the next in season X+2, etc. Each will make the stab totally unproductive for themselves, and will wonder why you will not promptly really with them after you regain the initiative. Due to these petty annoyances they call stabs (a real stab is where you are out of the game before you knew who hit you, not a 1-center grab without follow-up), you are chronically two units short, and continue to hold your own, no matter who stabs you and when. Finally, when you have found a new ally and a fair position, you miss your moves -- they get lost in the mails. Your ally will stab you next turn, naturally. Now, at a loss for ideas, you wonder what the hell you can do with your four or five units which are soon to be eliminated. Let me supply you with a few ideas.

1. Fight it out until the Bitter End. This is, of course, a noble goal, and if you fight to the last center you might get an ounce or two of respect in the end-game statements. However, it's no fun, unless you meet with at least occasional tactical success and we're dealing with a situation where any really brilliant move will be thwarted or lost in the mail.

2. Tell the power that screwed you the least that you're willing to obey its every demand in exchange for survival. I have done this a few times on both ends of the strings. However, if you're really pissed, then you'll want more than just survival -- at least I would (and do). My goals in such situations have always been to die after having taught somebody a lesson rather than humbly survive and leave the other players gloating over what a fool they made of me. So here the only real advantage of playing puppet is to gain the trust of your master, and then give him a left hook below the belt when the time is right. (Not so that you can necessarily win, but so that you can watch him suffer.) And then there is always the chance that you can get eliminated before you see that glorious season of revenge; I myself have executed more puppets in the line of duty than I've let see the end of the tunnel, because I was afraid of their possibly taking the situation into their own hands. So beware.

3. Open Door/Brick Wall Policy is really very satisfying if done correctly. Here you are trying to give all of your centers to the one person on the board who has not screwed you while holding off the rest. This may or may not be possible depending on the current position. In any case, what you like to see is the biggest enemy of your enemy (the enemy of my enemy is my friend) get your centers, assuming that it's of no use to try to hold onto them for long by yourself. This will frustrate the hell out of your enemy, who sits and watches you give, willingly, your centers to anyone but him.

4. "Now You See Him, Now You Don't" Approach is something of small effectiveness, but nevertheless worthwhile in the right situation. Here the aim is just to confuse the board as much as possible, and keep them guessing as to what you're up to. It's also a great

way to turn off the Gamesmaster, and anybody who does it for long in this 'zine is not going to be help in best esteem. The trick is to claim you're allied with someone and then, when you've promised him support, miss your move on purpose. Don't stab him -- maybe you can do it twice this way! Also, Black Press can be loads of fun as long as it's done in good taste. It's really cute to submit press and no moves, or "All units hold" once, then move aggressively the next turn. The idea is to prove ridiculously unpredictable until elimination. Make them wonder about your next set of moves. (Of course chances are you'll be blown off the board pretty quickly this way!)

5. The Suicide tactic is my own favorite. It is (a) the most fun, and (b) the most effective way of telling your victim that they shouldn't mess with you in the future. It is also quite simple in principle. Basically all you do is, once offended, turn every single one of your units around and attack the offender with them, no matter what the cost. In fact, the higher the cost to you, the more impressive it is; the person taking the full brunt of your attack will see how single-minded you are and how little you care about anything but him. If you can set him back just a little bit while anybody else gobbles up your centers, it will be well worth it. Next game you two are together in, he will remember this little episode and will be much more careful about how he deals with you.

Keep firmly in mind that in all of these cases, you are killing yourself in the game for all practical purposes, just to prove a point to somebody. If it's not all that important to you, perhaps you shouldn't get excited about it. Also, these are basically tactics of the volume Diplomacy player, somebody who plays in so many games that one more or less doesn't make any difference. (That's why I could do it.) For somebody who's only playing one game at a time, I would not recommend that he throw it away

for something so whimsical or for lack of anything else to do.

Also, don't be dumb enough to carry a grudge beyond the game. Cross-gaming is for babies. Always remember not to take the game too seriously.

Lastly, I am not suggesting that anybody drop out or resign in frustration. That is immature. It's also impolite, so don't do it. While the ideas I brought up in this article may be those of a "spoil-sport," they are not those of someone who can't take the heat. In fact, anybody who uses them is taking the chance that he will be getting burnt quite badly. And there is a big difference between dropping out of a game and just having some fun at the expense of the other players, who'd do the same to you. After all, it is only a game.

P.S. I know that some people will disagree violently with every word in this article; and that's too bad. This stuff isn't for everyday general use anyway...it is for after all hope for a balance-of-power game has vanished anyway. You might as well have a little fun while you're still on the board...

Late notes: There is only one more spare issue left of the infamous "Playboy Issue" of POLITICALIAN. // Why wasn't Christ born in Poland? They didn't have three wise men. // As far as I know, David Perlmutter is not running for congress in Pennsylvania... I doubt that he legally could at age 17. However, I heard that he was running for dogcatcher on a platform of circumcising newborn dogs and breaking their noses in order that a breed of super-dog evolves. These super-dogs could then make good pets for the master race David thinks himself a part of. See the Fake Bronx Bulletin for information on that.

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AUSTRIA(Buechs): A Vie-Tyl, A Tri S
A Vie-Tyl, F Adr S A Ven-Apu, F Ion
C A Alb-~~Map~~, A Ven-~~Nea~~

ENGLAND(CD): F Nth H, F Lon H

FRANCE(Collins): A Bur-Ruh, A Hol S
A Bur-Ruh, A Par-Bur, A Pie-Ven, F
Nwg-Nwy, F Cly-Edi, A Lvp-Yor, F
Eng S ENGLISH F Nth

GERMANY(Sulsberger): A Mun H, A Tyl
S FRENCH A Pie-Ven/a/

ITALY(Kador): F Eas-Aeg, A Rom &
A Apul/ S FRENCH A Pie-
Ven

RUSSIA(Lee): F StP(no)-Nwy, A War-
Sil, F Den S F Bal-Kie, F Bal-Kie,
A Ber-Lun, A Sil-Boh, A Pru S A
War-Sil, B Ska S ENGLISH F Nth, A
Nwy-Swe, A Mos-StP, A Sev-Rum, F
Sny H

ITALY TO AUSTRIA: Knife and fork!

Dennis Sulberger must resign because of school pressures. He is replaced by Phil Cooper, 19 Dahlgren Place, Brooklyn, N.Y. 11228. (Believe me, the German unit is important. If you don't, ask Russia!) Bill Collins' subscription ran out with EGGNOG # 49, and he has not renewed. He got up to #51 through the goodness of my heart, but won't get this issue. If his money comes in before the next deadline, then he can keep the position. But for now I am asking Walt Aucott, 614 Wessinger St., #3, West Columbia, S.C. 29169 to send in Fall orders for France. Other addresses are: Robert Quechs, 4660 N. 84th St., Milwaukee, WI 53225; John Kador, 20 Hilltop Rd., Silver Spring, Md 20910; Kai-Fu Lee, 46 Mitchell Ave., Piscataway, NJ 08884. Fall 1905 due September 10, 1980 in Hales Corners.

1979IL -- Fall 1904

AUSTRIA(Carter): A Tri-Wen, A Ser-
Tri, A Bul S A Rum, A Rum S A Ukr-
Sev, A Ukr0Sev, F Aeg-Ion, A Gal S
A Rum

ENGLAND(Martin): F Cly H

FRANCE(Lee): A Gas-Mar, A Spa-Mar,
F Wes0Lyo, A Tun S RUSSIAN A StP-Nwy
/Good Try But No Cigar/, F Nth-Edi,

A Nwy S F Nth-Edi, F Eng-Mid
GERMANY(Elliott): A Nwy-StP, F
Bot S A Nwy-StP, A Hol & F Ska H,
A Pru-War, A Mos S A Pru-War, A
Mun-Tyl, A Sil-Boh

ITALY(Kelly): F Lyo-Tyn, F Eas-Ion
A Syr-Arn

RUSSIA(Aucott): A StP-Mos/R Fin,
Lvn, OTB/, A Sev-Arn/a/, F Hla-Ank

TURKEY(Hurst): A Arm S F Smy, F
Con S F Smy, F Smy S F Con

Mark Elliott is now back at 19 Cold Spring Street, Providence, RI 02906. Supply Center Chart and then press:

AUS: Home, Ser, Gre, Bul, Rum, Sev
Ven: 9, Hld 2. ENG: ~~All~~: 0, Out.
PRA: Home, Spa, Por, Lvp, Lon, Edi,
Tun: 9, Build 2. GER: Home, Hol,
Den, Bel, Swa, War, Mos, StP: 10,
Hld 2. ITA: ~~1/4~~, Rom, Nap, ~~Tyn~~: 2,
Rem 1. RUS: Nwy, ~~1/4~~, ~~1/4~~, ~~1/4~~,
Ank: 2, Even. TUR: Con, Smy, ~~1/4~~:
2, Rem 1.

Winter 1904/Spring 1905 due September 10, 1980 at Hales Corners.

TURKEY TO ENGLAND: Still have not gotten that letter from Sue/I'm pining away! Can't she help me out?

SHANGRI-LA: Sultan Abed-A-Thomas today announced that it seemed to him that interest was waning in this game, as he has received no definite replies to his overtures. "Ah well," He said, "Perhaps I shouldn't have written them in Arabic." He promised to get his translators working on it soon.

CONSTANTINOPLE: It was noted here that the only press written last turn was by the GM, England, and Turkey -- comprising a grand total of four units and arbitration rights. As this is the case, it is no wonder that Konrad gets discouraged about the quality of the press! Apologies are offered to our illustrious GM for previous comments about press made from this source. Anyone would get discouraged! --P.N.E.

RUS TO ST: Let's call it a parting gesture, after all we've went to each other.

RUS TO GM: Looks like a three player game to me.

RUS TO DICK: I tried to beat you out!

TUNIS TO ST. PETERSBURG: As a token of appreciation (the continuous Russian F Nvy S FRENCH F Eng-Nth), the French army stationed in Tunis received orders from Paris to help the desperate Russian army retake Norway.

EGGNOG: A proposal had been made for a three-way draw between France, Germany, and Austria. Vote must be unanimous to pass; no vote is a yes vote. Have them in with your W04/S05 orders. Thankyaw...

MORE OVERSTUFFED RECLINER

STATUS, I.E. SHAPE OF THINGS TO COME

I don't know my exact address at Georgetown at this time, so we'll do it this way: Everybody will send their orders and such to me at my Hales Corners address. Either Uli will gamesmaster the games at home and send them to me to type up into the issue, or I will take along what orders are here by 30 August, and direct the rest to my college address, which of course I'll know by that time, Uli forwarding what mistakenly gets sent there. And the EGGNOG issue may be a little late the first time. (I also have to locate printing facilities there.) I'll figure it out somehow. Once I'm there, things will go smoother.

SPEAKING OF THE NEAR FUTURE...

I will actually know my address in about a week. At that time, EGGNOG #54 will come out with a long editorial on just the way I see the hobby and my involvement in it, and exactly what is going to happen to that involvement. It's doubtless the most important article I'll have ever written. Also will be a letter from John Michalski defending the ridiculous practices he practices as outlined in EGGNOG #51 ("A Growing Trend"), plus some in-depth

'zine reviews, etc. Not to mention the musical commentary... Dennis Sulzberger recently wrote that, with his resignation, he'd miss the only rock-oriented Dippy 'zine in the hobby. So will I!! At that time I'll give out my exact habitat at Georgetown so that y'all can contact me there, etc. It'll also be the last non-game EGGNOG you'll ever see, so savor it! So expect im in a week or two from now.

NO MORE MISTERNICE GUY

Whenever someone's subscription has run out, and he doesn't renew, I usually send him an extra "grace" issue...because the fact is that many people just forget to resub, or send that cheque along with their orders. Well, no more. Some people are abusing this practice of mine; like Bill Collins, e.g., who has always let me send him three issues beyond his subscription and then eventually sends in his cheque. No more. You get the issue that your sub ends on, and no more. This is money out the window for me, and I need my money lately. So look at that address label. And remember that people really will be dropped for not keeping up a sub; it's in the Houserules -- see EGGNOG #35-36.

PHONE CONTACT WITH KONRAD

August is a hell of a busy month. On the 10th & 11th I was in Cleveland, on Thursday (14th) I'll be in Chicago, on the 15th and 16th I'm incommunicado all day, on the 17th and 18th in Iowa I will be, and after the 22nd I will be unavailable totally. On September 1 I will be in Washington D.C. for college. I don't think that I have a phone there. We'll see. Keep these days in mind when you call. It's not easy to contact me these days. (Letters sent to me after 8-23 but before 9-1 will reach me, but don't expect a quick reply.)

1979CU -- Fall 1905
 ENGLAND(Counselman): F Eng S FRENCH
 F Mid, A Nwy-Fin, F Nth-Nwy, F
 Swe S F Nth-Nwy
 FRANCE(Kendall): F Por-Spa(sc), F
 Mid S F Por-Spa(sc), A Mar S F Por-
 Spa(sc), A Gas S A Mar, A Bel S
 GERMAN A Hol
 GERMANY(Cooper): A Den H, A Kie-Mun,
 A Sil-Boh, A Hol S FRENCH A Bel, A
 Tyl S ITALIAN A Vie-Tri
 ITALY(Pfohl)L F Spa(sc) H, F Wes &
 F Lyo S F Spa(sc), A Pie-Mar, A
 Ven-Tri, A Vie-Tri, A Ser-Rum, A
 Bud S A Ser-Rum, F Gre-Bul(sc), F
 Aeg S F Gre-Bul(sc), F Tyn-Ion
 RUSSIA(ozog): A War-Gal, A Ukr-Sev
 A StP H
 TURKEY(Van Alkenade): A Gal-Vie, A
 Sev-Rum, F Bla S A Sev-Rum, F Bul
 (sc)-Con, A Smy S F Bul(sc)-Con

Yes, the German support of Italian units (even against Italian wishes) is perfectly legal. While this way Italy loses Vie, it also manages to keep War by virtue of this rule... Thanks to Keith Kendall for taking over France. The supply centers for 1905 are as follows:

S.C.Chart: ENG: Home, ~~Mid~~, Nwy, Swe: 5, ~~Even~~ Bld 1. FRA: Home, ~~Bel~~, Por, ~~Bel~~: 5, Even. GER: Home, Hol, Den: 5, Even. ITA: Home, Tun, Trim War, Rum, ~~Gre~~, Gre, Ser, Bud, ~~Spe~~, Bul: 12, Bld 1. RUS: Mos, StP, ~~StP~~: 2, Rem 1. TUR: Home, ~~Sev~~, Sev, Vie: 5, Even.

There are not enough Winter adjustments to be made to make it worth separating Winter and Spring, so they will be combined unless two players ask for a separation. Winter 1905/Spring 1906 due September 10, 1980. Propaganda this month:

THE OZOG CONSPIRACY: Mr. Spendthrift, I will now explain why I play Diplomacy. You must understand that I don't take this game very seriously, which means I like to do strange things which upset people. I'm glad that you are upset, but don't worry, once I start phasing out gaming altogether, I'm sure I won't ruin any game you might be in.

MOSCOW TO WORLD: Attention! Keith Kendall wins the Waste of a Stamp award for submitting one of the worst letters ever received. Why, Keith, this is no small achievement! You have even outwritten Mr. Ben Schilling, whose famous line "Not a whole lot to say from this end" (a classic milestone) has caused many a yawn throughout the hobby. Here is part of that wonderful letter:

"...may be able to help you against England (provided he attacks you) but don't count on it. If he ((England)) so much as writes me I'll ally withhim."

Now you can see, Spendthrift, why I'm so enthusiastic.

CONSTANTINOPLE: Death to the infidels! Allah Akhbar!

1980I -- Das Deutsche Spiel
 Spring 1902

AUSTRIA(Halfmeier): A Vie-Tyl, A Tri S A Vie-Tyl, A Bud S A Ser, A Ser S RUSSIAN A Rum-Bul, F Gre-Aeg

ENGLAND(Palter): F Lon-Eng, A Nwy H, F Nth S F Lon-Eng, F Nwg S A Nwy

FRANCE(Davis): F Por-Mid, A Spa-Mar, F Mar-Lyo, F Bre-Eng, A Pic H

GERMANY(Sommer): A Bel H, F Hol-Nth, F Kie-Hel, A Den H, F Ber-Bal, A Mun-Rhh

ITALY(Gautron): NMR! A Ven & A Tun & F Ion & F Nap H

RUSSIA(Pfohl): A Rum-Bul, F Bla S A Rum-Bul, A Ukr-Rum, F Sve-Nwy, F StP(nc)-Bar, E Mos-StP

TURKEY(Van Alkenade): A Bul-Ser /R Gre, OTB/, A Ank-Bul/unmöglich/ F Con S A Ank-Bul, F Smy-Eas

KONSTANTINOPLE: Kann niemand hier deutsch schreiben? Dann, warum versucht Ihr nicht Türkisch? Kann jemand ja überhaupt schreiben?

Fall 1902 ZAT FWilt am 8.10.80

Plummers do it without leaks.

1979IK -- Spring 1904

The Turkish Winter build was actually F Smy, not A Smy. The error was not influential enough to delay progress of the game, especially considering who missed moves this time around...

AUSTRIA(Bassett): A Bud S GERMAN
A Sil-Gal, A Tri S A Bud, F Alb-Adr

ENGLAND(Hansen): A StP-Mos, F Bal-Lvn, F Nth-Nrvy, F Eng-Bra, F Bre-Gas, F Mid-Spa/no coast designated/
F Wes-Lyo/R NAF, Tyn, OTB/

GERMANY(Verheiden): A Gas-Mar, A Bur S A Gas-Mar, A Tyl-Pie, A Dan K, A Sil-Gal, A War S ENGLISH A StP-Mos, F Bel-Hol

ITALY(Cifani)k A Mar-Spa/a/, A Por. S A Mar-Spa, A Spa-Gas, F Lyo-Wes, F Tun S F Lyo-Wes, F Pie H, F Adr-Ven

RUSSIA(Hurst): A Lvn-StP, A Mos S
A Lvn-StP/R Sev, Ukr, OTB/

TURKEY(Brawner?): No Moves Rec'd.
F Ion H, A Ser H, A Rum H, A Bul H, F Bla H, A Con H, F Smy H

I am asking Bill Sparks, 18403 Flymouth Drive., Castro Valley, CA 94546, to send in standby orders for Turkey. Fall 1904 due September 10, 1030.

MOSCOW: The Rump Tsar Thomas I today announced that his two drunken cossacks have started their spring migration north. He expressed the desire to see Scandinavia himself, and would do so as soon as his slit trench outside Moscow had been extended that far. Unfortunately, this would require leaving the vodka salesman behind, as his stocks have been depleted of late. He wondered what kind of drink was brewed up north. He expects an answer shortly.

AND NOW...If other publishers can reprint from newspapers, I can do it from a professional magazine, especially since I happen to have permission in this case...from Tennis magazine comes the following (8-75 issue):

AND IF YOU'RE REALLY DESPARATE...

By Parry Tanshis

Now that John Alexander has given you

his advice on how to break a slump, let me give you mine. I don't mean to be disrespectful, but I consider myself a much better authority on slumps than Alexander, or, for that matter, than just about anybody playing tennis today. The reason, quite simply, is that I don't remember a time in my career when I have not been trying to break out of a slump. So, in the hope that you can benefit from my experience, I offer the following tips:

1. Change racquets. Most of the big time pros insist that the racket you use isn't going to make all that much difference in your game, but that, of course, is nothing but propaganda. I know for a fact for example, that an English-made racket I was playing with harbored anti-American feelings which led it to twist in my hand every time I went to hit a low backhand.

If you're going to change racquets I suggest you make a ceremony out of destroying your old one. Some slumping players prefer to chop their wooden racquets to bits with an ax, but I find a bonfire to be more cathartic -- particularly if you invite some friends over to witness the blaze. Metal racquets, however, do not lend themselves as easily to destruction. All an ax will do is make dents and all a fire will do is bend the thing out of shape.

Not that this is all bad. I know a man who, in the course of putting his metal racket to the torch, found that the misshapen remains had an interesting surrealist look, and he has taken to marketing them in select sculpture galleries across the country. He currently plays tennis only now and then, and usually when he is vacationing at his newly-purchased second home in Nice.

2. Change your playing partner. It is generally accepted in tennis that the worse your opponent is, the worse you'll play. Therefore, it stands to reason that if you're playing badly, it's not your

current playing partners are simply not up to your level. Dump them. Granted, some of your opponents may find it curious that you are seeking "better" competition when, in fact, they have been beating you badly with monotonous consistency, but this just goes to show how uninformed they are about the game. Disregard their sneers. Seek higher ground.

3. Get rid of your doubles partner. I don't know about you, but I have yet to meet a doubles partner who brings out the best in me. The reason I play badly with some players is that they don't cover enough of the court. The reason I play badly with other players is that they cover too much of the court. The worst part is that most of the people I play doubles with are too insensitive to realize how much their own ineptitude is affecting my game. If you feel the same way, take heart and keep looking. The perfect doubles partner is out there. Somewhere.

4. Look for a new teaching pro. When a pro basketball or baseball team is doing poorly, the management usually starts looking around for a new manager or coach. Why should tennis be any different? Some teaching pros will undoubtedly say to you that you should be taking more lessons from them in an effort to improve your play, but don't be taken in by this pathetically obvious attempt to avoid the assumption of the blame. If a teaching pro can't do anything for you during the half-hour you spend with him every three months, it's obvious that he does

not deserve to be in the business.

5. Buy some new tennis clothes. How can you expect to play your best if you are not wearing an \$85 Oleg Cassini outfit, or not wearing the latest tennis sneaker with platinum laces and hand embroidered emblems? Take a loan, if necessary, but be prepared to spend at least \$800 on a new tennis wardrobe. If your wife or husband complains, sue for divorce.

6. Cheat. Contrary to what most people think, there is nothing at all wrong with cheating provided you do it for the right reasons. To cheat only to win a match is as reprehensible as not returning a dime that has been mistakenly returned to you in a pay phone. To cheat for the purpose of getting your game back into the groove, however, is a different story. Unfortunately, you may be playing against a man or woman who is too dense to recognize this distinction, in which case it is pointless to try to explain. Just be careful. Cheat only on selected points and do not play with players who have the capacity to harm you physically.

...UNTIL THE END

...or however else Jim Morrison would have it. You'll have to excuse my typing...it's been a long day. Hope you enjoyed the issue... and the next one will be heading for you before you know it. Bye.

EGGNOG #52-53
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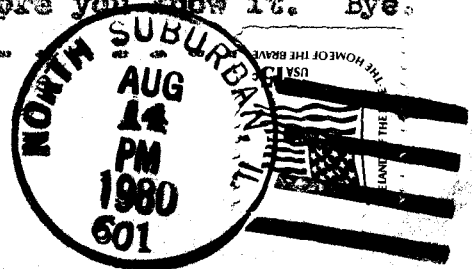
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