

"I shall return." Gen. Douglas McArthur

Yes, I'm thinking that in a few (6-9) months I will return with another Emhain Macha, but then again nothing's definite. So, it's time to close the books on this venture and bid farewell.

First of all, I'd like to thank those of you who have contributed so much to EM over the months with input, letters, articles and subzines. Without your help nothing would've ever been accomplished. Trouble is that if I try to mention you all, I'll overlook someone, and of course, I couldn't hope to get it all down on this page one so I simply hope that you know who you are. (ok?)

This is the last issue of EM, #26. Inside we have a fairly representative showing of EMish stuff. From Ron Brown-MM and John Horn we have 2 Squad Leader scenarios, as well as Brown's discussion of the game and SL scenario-10. I wish that I had been able to find more pbm SLers and if I had/do I might be tempted to run a zine for SL-COI-COD-GI only. But that's neither here nor there right now.

Also inside Greg Russell has a play based on true-life experiences at GenCon. I must admit that some of the dialogue is factual, though heavily distorted by a twisted mind. But it's the type of thing that was in EM from time to time.

This may also be the Sherwood issue since Tro-Keith-The Walrus Sherwood has 2 articles and a letter in here. 'Tro's Travels' is a nice recount of his summer trip to CA and the pilgrimage to some Hobby notables. And Keith has a concert review of the Kinks: now all the good things in life have been in EM. Many thanks to Keith for such an outpouring of material.

Now, as mentioned before games in EM will be carried to completion via a newsletter, The Spectator, which only players will receive. Inside is a chart listing each subber/player and his status vis-a-vis EM sub refund/issues of The Spectator. If anything has been left out please tell me!

And I'm happy to say that The Snake Pit has found a new home and from now on will be found within Lee Kendter, Sr.'s 'Why Me?'. I heartily recommend that you check it out: two fine GMs under the same cover.

I have quite ambivalent feelings about folding up. On the one hand I'm looking forward to a break, but on the other I sort of enjoy this whole thing. Trouble is outside influences are deciding matters for me, and I'm taking the only reasonable course.

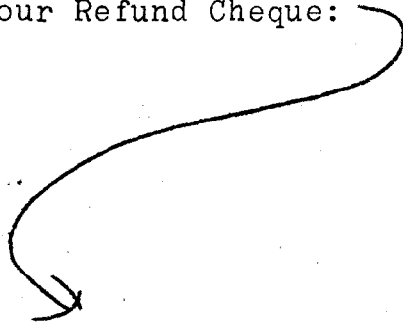
Then I read that The Brutus Bulletin is also going to fold in the very near future. I guess it's only natural: there are only two things for sure in this life---folds and taxes. But seriously, I'm going to miss BB and its letter column. Now, I'm going to have to find a zine that can come close to John's Notes and letter col. and that's not easy.

But everything else in the Hobby looks damn stable. Coat of Arms recently arrived (the vehicle for Bersaglieri and Diplomatic Immunity) and I really think that the co-subzine editor zines will go a long way in improving the overall quality of zines, in general. COA could very well be a trend setter, and it is rumored that some more subzine editors will be joining COA in the near future. Look for COA to be a great zines with a long life!

As for the ZINE DIRECTORY, all I can say is that the nitpicking work is over. I now have to get it typed and run-off. Time is precious and EM-26 had a higher priority than the ZD. With all the changes around the Hobby holding off with the ZD won't hurt, but it sure will help.

Oh, well. The end of page one. It's been a pleasure getting these EMs out for the last 2 years. The thing's in my blood, but if things go awry, I'll meet you on the next bardo. Chio, paisan.

Your Refund Cheque:



Messages, Notes, Taunts, Insults, Pleas and Random Things:

See
Sherwood's
article on his
visit to CALIF

UP The Irish!

Nihzna Kalinovski: A COI Scenario

by John Horn

Whatever the SL and COI scenarios represent, it is not armored combat on the Eastern Front in WW II. The Russians may have committed armour in dribs and drabs, but their armour was so plentiful that their dribs and drabs were platoons and companies not isolated vehicles. As for the Germans, their tank doctrine was summarized by a maxim---Nicht kleckern, sondern klotzen---translated both as "No stinting, no stunting" and as "Boo 'em, but don't spatter 'em".

In December 1942, the Russians crossed the Chir River against opposition by the 336th Infantry Div. The 11th Panzer Div. was withdrawn from the force attempting to relieve Stalingrad and ordered to annihilate the bridgehead. The 11th Panzer Div. had only 25 tanks, but when it attacked, it attacked with all of them.

*Victory Conditions: The Germans must eliminate all Russian forces south of the river, that means no unbroken squads and no leaders. Otherwise, the Russians win.

*Special Rules: In effect are the rules for Deep Snow (111.8) and Rivers (126). There is ice (126.7) which, however, will not bear the weight of vehicles. Any unit on a river hex from which the ice is removed is eliminated. German infantry may proceed no further north than the north bank of the river.

*There are Ten turns, Germans move first. Russians set up on Bds 4 and 7 south of the river. Russian leaders must set up on Bd 4 no further north than hex row 3. Germans set up on Bd 5.

German OOB:

4 PzkwIIIE	10-2 armour leader	2 SIG 38H	35 467s
5 PzkwIIIJ	9-2 " "	3 SPW 250/1	9 247s
4 PzkwIIIL	9-1 " "	3 SPW 250/3	2 10-3
4 Pzkw IVE	8-1 " "	6 SPW 251/1	2 10-2
4 Pzkw IVF1		4 SPW 251/2	3 9-2
4 Pzkw IVF2			3 9-1

*each type of tank forms a platoon to which only one leader may be assigned. No armour leaders may be assigned to infantry guns.

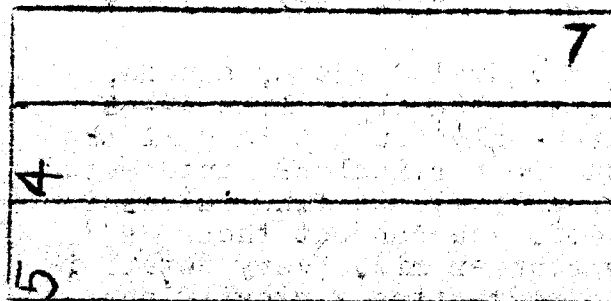
1 150mm art mod	5 8-1
1 105mm art mod	3 8-0
1 80mm art mod	19 LMGs
3 radios	6 MMGs
	3 HMGs

Russian OOB:

53 447s	12 LMGs	2 45L ATs	1 10-3	4 8-0
13 237s	6 MMGs	2 45LL ATs	2 10-2	1 7-0
12 Molotovs	2 HMGs	2 57LL ATs	2 9-2	
2 radios	2 HMGs/50cal	1 120mm art mod	3 9-1	
		1 70mm art mod	1 8-1	

Board Set-Up:

North



((This is a big scenario with about 3 German Infantry Companies. Definitely high density and plenty bloody. If you are interested in the experiences of the typical German combat soldier, I recommend you read "The Forgotten Soldier" by Guy Sajer. He served on the Eastern Front from Fall '42-Sp'45 with Das Grossdeutschland. Well written and gives a detailed look at the day-to-day facts of life on the Russian Front.))

Squad Leader: A Tactical Game OR How To Hit a Dork On The Rhine
by Ron Brown

Sweat. I've got to finish that SL article for Mike! It's been how long since I started writing it? My God! Let's see now, where was I? Oh yeah, "And the best way to win the 'Balta' scenario is to..." Oh shit. This sucks. I guess I'll try all over again.

You see, I have this problem. I want to write an article about Squad Leader, the first playable, fun and truly tactical WW II boardgame by Avalon Hill. I think I can write. (Well, this fact has been debated, but I'm entitled to my opinion). I know how to play SL. So why don't I just sit down and zip out an article? I guess the main obstacle is that I really don't consider myself an expert at this game by any stretch of the imagination. When I write articles about gaming or whatever, I like to think I at least know a bit about the subject. Since this is highly suspect regarding SL, I have decided not to write a "This is the best way to do this, etc." type of article and instead take a different track. I think I'll just ramble for a bit about why I enjoy this game so much and then give you a scenario variant that I think you will enjoy.

Basically, military simulation boardgames can be set at one of three different levels of scope: 1) strategic, 2) operational, 3) tactical. It took awhile for game designers to come up with games set in the 3d category, the one in which SL falls. The strategic game is one in which a large amount of territory is covered and it deals with long-range strategic concerns. These games are usually set up utilizing corps level or divisional units. RUSSIAN CAMPAIGN is a good example of this. The operational level games lowers the scope of the conflict. It uses a smaller amount of land for the playing area and utilizes smaller echelon units, perhaps on the battalion level. Tactical games use the smallest area and usually employs company-sized units on down. PANZERBLITZ was the first successful tactical level wargame, using mostly platoon sized units.

The difference between strategy and tactics is pretty simple. Strategy is defined as your long range planning and disposition of large major forces. THIRD REICH is another good example of this. "Should I invade France or Russia in 1940?" is a strategic question. Tactics are the means used to fight the individual battles. SL is the epitome of the tactical game. "Should I lay down a smokescreen and advance cautiously or should I charge the building en masse?" is a tactical question. In SL there is no true strategy involved. The 'brass' has already decided for you that you are to take "2 stone buildings", "eliminate 12 German squads", or whatever else the goal of any SL scenario is. Your decisions are tactical ones. You must decide how to order your troops so that the attack is a success. It is a tactical game, and I guess that's why I like it so much.

SL gives the player command of individual leaders, squads, tanks, trucks, artillery and so forth. Playing SL is like being in the middle of an Audie Murphy movie---only you get to call the shots. Is there any special battle you are particularly interested in? If so, do a little research at the library and find out what exactly what kind of units were involved. You can bet their SL equivalent is somewhere in that huge counter mix. Every detail is included in the game for you to use in recreating virtually any battle of WW II. What? You don't own an SL game? If you are interested at all in recreating the thrill of leading your troops
(continued)

in storming an enemy position, then do yourself a favor and buy one. In fact, if you have any problems in finding an SL where you live, just let me know (1528 El Sereno Pl., Bakersfield, CA, 93304) and I'll send you a brand new game for only \$15.00, which is less than the retail price.

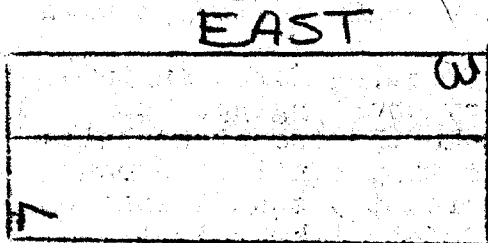
Besides, if you don't have an SL game, how are you gonna try the fabulous...

Scenario 10 "Hitdorf On The Rhine" (MM variant)

This scenario is great for when you want to play a smaller, quicker game that is balanced and included American troops. For those of you unfamiliar with scenario 10, it deals with a situation late in the war, 6 April 1945. Germany is on the verge of collapse as many American leaders become careless as they press on-ward into the German homeland. Sometimes these Americans ran into pockets of resistance where the Germans were not yet ready to surrender and bloody battles erupted. Such is the case with Sc. 10.

Co. A, 1st Bn., 504th Parachute Reg't crossed the Rhine and advanced toward the town of Hitdorf. Co. I is on the way behind them. The Germans, however, are in the process of rushing a company of their own into the town to meet the American advance. The MM variant changes the board set-up a bit and uses a few of the rules from CRESCENDO OF DOOM as follows:

Board Set-Up:



Rules addition: Use COD rules for river crossings. Unless otherwise noted all info pertaining to Sc. 10 on the Scenario card is in use. Note that victory conditions remain the same, EXCEPT the 9 US squads must remain on either Bd 3 or 7, but must be EAST of the Rhine to count.

American OOB:

(set-up any whole hex of Bd 7)
 2 9-2 1 Demo Charge
 9-1 1 radio
 9 847s 1 Bazooka
 2 MMGs

(set-up in river hex of Bd 7 adjacent to west bank)
 2 9-1 2 Bazookas
 5 666s 1 MMG
 4 847s 5 Inflat. Boats (movement 2)

German OOB:

(set-up on any whole hex of Bd 3 using hidden placement)
 8-1 247
 467 LMG

(enter Turn 1 east hex edge)
 SdKfz 251 8 467s
 Hvy Truck 2 247s
 10-2 4 LMGs
 8-1 HMG
 8-0 5 Pzrfsts
 radio

(enter east edge on Turn 6)
 PzKw IVH (3)
 PzKw VD

This variant does not change a whole lot from the original. It does add a bit more realism in the way of river crossings via the COD rules. It is a balanced scenario. The last time we played it at the end of the game the Germans had only 4 tanks, the halftrack, radio, 2 LMGs, a 4-6-7 and the 10-2 leader...yet still won!!! The Americans had 6 847s, 2 666s, 5 leaders, a bazooka, 3 MMGs, 3 captured German LMGs, and their HMG, but lost because of the victory criteria; 2 American squads left on Bds. 3 & 7 and occupy 2 stone buildings. They ended up occupying 3 stone buildings, but only had 8 squads left! What a close game!

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The American advantages in this scenario are their firepower and their excellent leadership. The US firepower is awesome. The Germans just can't afford to bunch up or even get too close; the American Paratroopers (847s) will blow them away. This is especially true when some of their leaders are directing the fire. A platoon of 847s with MMGs and Bazookas commanded by a 9-2 leader is a terrible foe!

One disadvantage for the Americans lies in the fact that the reinforcing Co. I has to endure the river crossing mechanics and may possibly arrive in some disarray. Since the opposite bank is secured by Co. A, the crossing shouldn't be too bad though. The biggest disadvantage is the weakness of the Americans vs the German armour. Their only way to harm the German tanks is to try and get close enough to use the bazookas effectively or to assault them in close combat.

The German advantage lies in several factors: 1) Their armour, but please keep a bit of distance from the US infantry!); 2) superior mobility tanks to those tanks, halftrack and truck; 3) their mines, which help if you place them where the Americans are sure to pass; 4) the hidden placement of the garrison, which is unnerving to US commanders who know that they're out there somewhere.

The German disadvantages are pretty obvious. First off, the leadership isn't what it used to be (Gee, remember the good old days, Hans, those 1942 scenarios when there were plenty of experienced officers?) They are outnumbered 14 squads to 9 (plus 3 crews); and they are outnumbered by better equipped troops with much more firepower.

The US player definitely has the best fighting force in this scenario but the victory conditions are very challenging. The Americans must be aggressive in order to take the two stone buildings on the one hand. But on the other hand they can't lose many guys, as they have to end the game with at least 9 squads east of the river. I think you will find that it doesn't take all day to play this scenario and that you will find it to be a nicely balanced with close decisions the rule rather than the exception. Now please excuse me. It's time to go help Lt. Hill get those boats into the water...

((Well, thank you very much for the piece. I agree with your Audie Murphy movie comparison: it is a much more emotional game than say Russian Campaign. There's nothing in cardboard that matches a lone squad, a leader and a HMG waiting for the enemy to close in on all sides and to blow them all away one by one. Then of course, there's the frightening things like your machine guns breaking down, your Captain routing, or getting hit with a 150mm artillery barrage in the open! According to the latest AH PR, GI: Anvil of Victory (the long awaited gamette---SL expansion kit---that does for US armour what COI did for the Germans and Russians) will be out in EARLY 1982. That's what they say, but don't hold your breath. With Allen Wells flooding them with hate mail about those cheap pieces of plastic in the Dip games they may take another year to get GI out. But, I've seen some of the counters---real US armor---and they're amazing. Watch out Germany! Now those Tigers and their 88LLs will have to deal with Shermans and their 90Ls! And wait till you see the array of trucks and halftracks! Definitely shows the power of GM in 1941-45!)))

Fast Fingers And The Bloodsucker Meet The Hick And The Mick In Joisey

by Greg Russell

Time: 5:30pm, Saturday, 26 July, 1981

Place: GenCon East at the Cherry Hill Inn, Cherry Hill, NJ

SCENE: 120 would-be diplomats jammed into a banquet-sized room with about 20 round-topped tables listening for their names being called out in a croaking voice by John Boardman. When this Old (and I mean OLD!) Man of Diplomacy called out your name, you were to go to the table to which he directed you and you'd join the 6 other people for your game to begin. This was the first tourney game although many pick-up dip games had been going on for two days.

I, Greg Russell, was there as an observer and this article is only a small part of what I saw as I watched one game on this Saturday night. All the names are real and there are elements of truth in whatever you will read here---contrary to what the participants may say after reading this report.

Two things you should know before we begin: 1) a big argument had ensued earlier between the smokers and the non-smokers. In a compromise (such a delightful little word) it was agreed that the tournament room itself would be non-smoking, while the hallway outside would be a smoking area.; 2) Steve 'Woody' Arnawoodian had been impersonating Keith Mercer, editor of The Snake Pit, all weekend. Keith did not attend GenCon (The Snake Pit is lying!) On to the story at hand:

My eyes beheld two pubbers: Mike Mills and Gary Coughlan sitting at a table. Mills, pubber of Emhain Macha and a newspaper reporter, advocates Irish hunger strikes and smokes Virginia Slims. He thinks he can speak German and likes to imitate Canadian accents like those on SCTV's The Great White North, but it all comes out like to New York City boy that he is.

Coughlan, a postal clerk, pubs Europa Express, a Southern zine. He's a non-smoker and is dressed in a bright yellow Plague Times t-shirt and speaks with a thick (and I mean THICK) Southern accent.

Both guys had ridden down to GenCon with Bruce Linsey with whom they stayed at a motel called the Track & Turk, a real classy joint. However, Gary had stayed the night before with John Caruso and Kathy Byrne at the Colonial Motel. And earlier in the week, Gary had stayed at John and Kathy's home in the Big Apple.

Mike: So, Gar, where were youse last night? Your rollaway was not slept in?

Gary: I stayed wid John and Kathy. They had a real bed and everything.

Mike: That musta been a nevel experience for ya.

Gary: Not really, they didn't have no book fer me ta read.

Boardman: The next table is right here next to the post (pointing very imperiously) wkich shall be herewith and forevrmore designated 'Table Number 7'. On Table 7 we shall have: Jon

Brachman...Tom Binder...Tim DeMarco...

Gary: Ah don't knows any ovem, but it sound like a real nerd game.

Boardman: ...Tom Mainardi...

Mike: Yep! It's really a nerds game now!!!

Boardman: ...Mike Mills...Gary Coughlan...Kathy Byrne...This is 7.

The seven gather together at table number 7. Tom Mainardi, a Sears whitewash/paint clerk, edits Bersaglieri, a former subzine in EM. He is an Italianophile (it's really not dirty) with an Pennsylvanian accent. He likes maps and dreams of being a geographer.

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Kathy Byrne, a secretary, edits a Whitestonia column called Kathy's Korner. She smokes Marlboros. Like Gary, she is wearing a bright yellow Plague Times t-shirt, but unlike him, she speaks with a thick New York accent.

Kathy: Imagine, duh four of us on duh same table!

Tom: Si! I canna see da alliances allready. I guess we canna use mio Dip set (sets up the board very quickly and puts all 22 units in place as the others gasp in amazement at his speed)

Gary: Ah nevah seen anyone move so fast!

Mike: They don't call him 'Fast Finger Benny' for nuthin.

Kathy: And Gahr-ry both of us wore our yellow Plague Times t-shirts and both of us are on the same table! Whaddaya know!

Tom: Si! Anna both Mike and I, pubber and subzine pubber are on the same board too. MamaMia! Gimme a canoli! I'll put the blocks in the game boxtop and whatever you draw isa yore country. Agreed?

ALL: Si! Signor Fingers.

(Tom Binder draws Italy, Tim DeMarco Russia, Jon Brachman Germany, Mike Mills France; It's Gary and Kathy's turn to draw.)

Gary: Aaaarrggghhh!!!! AUSTRIA!!!!

Kathy: Aaaarrggghhh!!!! TURKEY!!!!

Gary & Kathy: (looking at each other) AAAARRRGGGHHH!!!!

Tom: Si! And that fives mio Inghilterra, I meana England.

Hey Mikey, can I see you in the hallway. (they exit).

Mike: I hope we see eye-to-eye on an English-French alliance which will probably sweep the board.

Tom: Si! Gary and Kathy can't deny knowing each other with both of them sitting there in those yellow Plague Times t-shirts. That alone will make Italy and Russia suspicious. You and I can clobber Russia in the meantime.

Mike: Yeah, but I remember yesterday in that other game, you said you wouldn't take my Trieste and you did! What about that Benny!

Tom: Si! But that game didn't count. But this, this is a tournament game. Besides, I gave you a classy map of Ireland, didn't I?

Mike: Yeah, I guess so and I really liked all the leprechauns on it...and OK then! I'll talk to Bloodsucker Byrne and you talk to that ignorant Papa Shine.

(Mills and Byrne confer)

Kathy: I can't believe that I'm Turkey to Gahr-rey's Austria. He's so nervous already and keeps looking at me so pitifully.

Mike: Yeah, well he's been a while without the moonshine. Was he wid youse last night?

Kathy: Yeah, Tom, Gahr-rey, me and a lot of the others played gunboat diplomacy, Chutes 'n Ladders and Old Maid. Ya shudda come! Could I have one of yer Virginia Slims? I'm all outta Marlboross.

Mike: Why Shoe-er! Doncha think that Al Pearson, over there, looks like Hoss Cartwright with that cowboy hat?

Kathy: Yeah, for shoe-er! That Pearson passed out a buncha certificates which said "I was Byrned at GenCon East". The noive. But I gave him the 'Nixon Award'! That really spun his spurs, hahahahahahahahahahaha!!!!!!!

(back to Benny and Gary)

Gary: ...and Bloodsucker Byrne is Turkey! And Ah'm Austria! I feel like a piece of meat just waiting to be carved up! Who's Russia?

Tom: Si! It is Tim!

(continued)

Gary: Time? Well, who is Italy?
Tom: Si! That is Tom.
Gary: But I thought yall were Tom.
Tom: Si! But Italy is also Tom.
Gary: But I thought you were the Tom that was Italy in that
'Burp-sick-lies'.
Tom: Si! But Tom is also an Italian Tom.
Gary: Aaaaarrggghh!!!
Tim: Gahr-rey, may I see you?
Gary: Who are you?
Tim: Tim DeMarco, I'm Russia.
Gary: But 'DeMarco' is Italian and.....AAAARRGGGHHH!!!

(About ten minutes pass. Everyone but Germany has turned in their orders. The others wait around the tabel.)

Gary: Ah jest wonder where Al Pearson is with those certificates when Ah really need him. And everybody and his brother is named Tom, Tim and Tom. It's so confusing.

Kathy: Gahr-rey, trust me! I'm not gonna stab youse.

Gary: Shore! Y'all Yankees are all alike.

Tom: Si! I mean no! They're New Yorkers! I'm Pennsylvanian.

Mike: And what's wrong with New Yorkers, may I ask?

Kathy: Yeah!

Tom: Si! Nothing so long as they're not Irish like youse two!

Gary: Now wait a dog-gone minute! I'm Irish too!

Mike & Kathy: YAY!!! GAHR-REY!!!

Gary: Y'all Catholics are all alike!

Mike and Kathy: Hick! Hayseed! Plowboy! We're Catholic too!!!

Gary: Look I've about had it with the Southern jokes this whole week, Don't make me have to get up, come iver there and give you a piece of my mind!

Kathy: No, just gimme yer supply centers....Gahr-rey...I'm only kidding.

Gary! Aaaaarrggghh!!!

(The game goes on. It is about 1905 now. There are two alliances: England/France (Mills-Benny) and Austria/Turkey (Papa Shine/Byrne). Jon Brachman had to leave and a 14 year old Jan Bremer played Germany. At this point, everyone was tired, irritable and at each other's throat. Face-to-face Dip will do that to you. Kathy, Tim and one of the Tom's went to get some sodas.)

Mike: Who is that guy who keeps coming over and putting extra units on the board?

Tom: Si! That is Erm Sins. He is Italiano too, justa like-a Bobby Arnetto. Just like Bobby Bambini Arnetto. Si! Santa Lucia!

Mike: You know, I'm really getting sick of this stupid Italia thing of yours. Italy never was a great power, Benito was a real TURKEY! Italy never had the powrr that Ireland had in the middle ages.

Tom: Si! But at least Italy has a name on the Diplomacy board! Where is Ireland the great and mighty? HAH!

Mike: Fine! Good! Bersaglieri is definitely going now! Besides you loused up EM-24. You left one page BLANK! I know you're gonna stab me, you canoli eater! You've got that 'Trieste' look in your eyes again.

(Just then Kathy, Tim and Tom come back with the soads.)

Kathy: Well, here are the cokes. Who gets the Country-Time Lemonade?

Mike: Who smells like a barnyard?

(continued)

Gary: Ah, ordered the lemonade.

Jan; Hey...Gahr-rey, may I see you?

Gary: Which one are y'all? Lessee, Germany is Jon Brachman.

Jan; No, Jon is gone. I'm Jan, Jan Bremer.

Tom: Si! Ask him about those silver skates, Gahr-rey.

Gary: You into skating...aw, cut it out!! I'm getting sick and tired of Tim and Tom and Tom and Tim and now Jan and Jon.

(More time passes... Benny's England did indeed stab Mike's France. In revenge, Mike showed his upcoming orders to Kathy. At this point, virtually no one was talking to anyone. I Greg Russell, only caught snips of conversation.)

Kathy: Gahr-rey, Mills showed me his orders for the new season. We can really clean up!

Gary: We??? I haven't had a new supply centre in 3 years. Why would he show you his orders? Y'all going to stab me, aren't you??

Kathy: Aaaarrggghhh!!!! You're drivin' me up a wall! There's a very good reason why I have 8 supply centers and you have 5!

Gary: ...Well, what is it?

Kathy: I'm trying to think...

Gary: Aaaarrggghhh!!!!

(The focus switches to Mike and Fast Finger Benny)

Mike: You snivilling little scumbag! You're not a paisan! You traitor! You...you... 'Fast Fingered' thief! When you see the next EM, you'll, you'll!

Tom: Si! Well, what could I do? I had to go somewhere! What should I have done?

Mike: You lied and he lied.

Tom: Si! What are you talking about?

Mike: I heard that line on a Tarzan movie once. I use movie lines in my games. I call it 'Mike's Hollywood Dip'. How about this one, "I'll make you an offer you can't refuse!"

Tom: Si! That's from 'Il Padrino'. I meana 'The Godfather'. One of my favorite lines is, "You don't win a war dying for your country. You win by making some other dumb bastard die for his country."

(Kathy and Gary come up to Tom and Mike)

Kathy: What are youse guys doin'?

Mike: Ole Fast Fingers here is quoting philosophy from Patton.

Kathy: Oh! My favorite line is from All About Eve when Bette Davis says, "Better buckle up your seat belts it's going to be a bumpy night". I think I'll put that in my KK column in Whitestonia.

Gary: Ah didn't know y'all was in the KKK. Small world, me too! My favorite line is "Leoni e tigri e orsi! O mio!" from Il Mago di Ozzo.

Mike: What's that?

Gary: Remember, I'm the hick. You tell me.

Tom: Si! I know what it means.

Gary: Well do you know who does that 'Aunt Tillie' crap in "Burp-sick-lies"?

Tom: Si! But it's Bersaglieri! I get a paunchy little Armenian to write Aunt Tillie for me at midnight.

Kathy: He's not a paunchy LITTLE Armenian?!?! Hahahahaha!!!

Mike: And he writes like a 'simp'.

Gary: Oh, him. Ah don't think he even knows his own name either. He's been telling everyone he's Keith Mercer. Can you beat that one? I can easily tell the difference between an eastern and a western Pennsylvanian accent.

(continued)

Tom: Si! What's that supposed to mean?

Gary: Well, what's that Aunt Tillie crap supposed to mean?

Boardman: Time! Play your games for one more season, then disperse to your accommodations for the evening. Be off and be gone!

(Just as well that the game was to end. As you can tell, this little group, like all the other players at the other tables, was getting real flaky and and off-the-wall. Their nerves were frazzled.

The game ended in an EAT draw (Fingers-Papa-Byrne), none of whom was speaking to the other at the time. You've read about what happened at GenCon and all the repercussions. How Fingers got the boot and all that. This really happened. Unless, of course, Mike, who has to type this on the stencils, alters this in any way---which would bring down the wrath of Greg Russell!!)

((Whew! What a load of typing that was. This Russell sure is a long winded character. Too bad he's a real bad Dip player.)))

TRO'S TRAVELS
600-600-6A-1000.

Recently I took a trip out to California and met some well known hobby members. I was scheduled for my college orientation at the Univ. of California at San Diego (UCSD) on June 25 and 26, so I planned my trip to meet some Californians I knew through correspondence and reputation as well. If I was going out there anyway, why not meet some people face to gace. Much to my surprise, I didn't know that many southern Californian Diplomacy players. I thought of only three, and I set up meetings with Rod Walker, Jack Masters and Dave Manuel.

We (there were three of us) drove straight out to SD from Los Alamos. Somewhat under 1000 miles, it took up 15 hours to make the trip, switching drivers every 200 miles or so. By a slight miscalcuclation, we would up in San Diego at 4am on the 24th. We went to the beach and waded, waiting for stores to open and check out times to pass for motels. (We really needed naps!).

I quite excited--I was going to meet THE Rod Walker that evening, author of The Gmer's Guide. One problem: I don't have a copy of it! Sure, I had a friends' copy (I offered to get it autographed for him), but I just xeroxed his copy for my own. Now, I was meeting the author, and I didn't have my own copy for him to sign. So the first thing we did (after breakfast) was to find a phone book (not an easy thing to do) and look up all the nearby hobby stores. I mean, this is Rod Walkers' backyard, everybody should have his own copy, right? Wrong!

No one had it! Damn, how embarrassing. Oh well, as I had already resigned myself to looking foolish it didn't bother me.

I called Rod up at his work and got directiosn to 'alcala', his eatate. Meet him there are 7pm and go out to dinner. Fantastic. Then itwas off to the beach for 3 hours of swimming and body surfing in the warm Pacific Ocean until my mouth swelled up from the warm salt water and my eyes were shot. Back to the hotel at 3pm for a shower and a nap before dinner.

Sometime later I groggily wake up and check the clock. SHIT! It's 6:45---the alarm didn't go off---and it's a half hour drive to 'alcala'. Let's move it folks... (my friends came too, of course).

(continued)

Alcala is in Encinitas some 20 miles north of SD and right on the freeway. (Everything in CA is right on the freeway). We (I was driving as usual (it was my car)) found it no problem and were ushered into meet Rod Walker. I almost fainted from excitement.

And off to dinner we went. Rod is a very entertaining fellow. Of course, I wanted to hear stories as infinitum about his experiences in the bobby of long ago; but even when telling these stories, he kept my non-diplomatic friends interested. Rod's very knowledgeable and we four talked about many things that evening. But I wanted blood, so I asked Rod to describe Robert Sacks, John Boardman and Bernie Oaklyn (Bernard Tretick to me) to me. Oh the stories he told!

I should describe alcala, which we got a good look at when we returned there after dinner. It consists of Rod's house, dog kennel and land surrounding them. Rod's house is one of those that will slide down the hill in a mudslide. Indeed, most of alcala is the side of a cliff!

Back at Rod's house I convinced him to (reluctantly) let me in his study, the nerve center of Pandemonium Press. To think that this is the desk and typewriter where all those funny-named zines are so profusely produced made me swoon. And Rod kept pulling things out of piles of papers that amazed me: his extensive archives, his old zine EREWON, and a Dip board signed by Allan Calhamer! (It's spelled with two 'L's, by the way.)

But back to the kitchen for more discussion. What, Rod, you only have wine? Don't entertain young duffers too often, do you? Well, down to the 7-11 at the bottom of the hill for some COKE.

After several litres it really was getting late. And I had orientation in the morning. So we said our goodbyes, and I Promised Rod to hound him when I came back for school in the fall. I'm gonna spend some Saturdays holed up in that study, going over those hundreds of old zines.

After orientation, it was up to Los Angeles to pick up my Dad at LA International (that made 4 of us in our subcompact mini car), and to Dave Manuel's house for the night. It was here that I first experienced the thrill of driving into LA. It was 5pm on a Friday afternoon with traffic at 50mph bumper-to-bumper. Out of LA to Dave's house it was a dead-stop bumper-to-bumper. What a bummer.

Dave Manuel had hoped to set up a face to face game for me that evening (with Ron Brown coming down from Bakersfield), but it fell through, unfortunately. Maybe, they would have been more eager to meet me if I had admitted before my trip that I was the faker behind the WALRUS...then again maybe not.

Luckily, Jack Masters was able to make it down to Dave's. Unluckily, he was two hours late because of a bad accident on the freeway.

I must say that both Dave and Jack were very rude. No sooner had a shook Jack's hand, then he says, "So, Walrus, what's your next fake?" Dave quickly jumped me too. Remember at this time I was still putting on the facade of innocence. Well, I don't think I ever denied anything, but I wasn't going to admit to anything either.

Dave, Jack and I sat and talked till about midnight. It was a great discussion and I was having ball. But it was midnight and then I did something I'm very ashamed of: I fell asleep on Masters! He was talking and I went off to dreamland. Please forgive me Jack, but remember two nights earlier I was with Rod Walker and the previous night I was up till 2am at a beer blast at UCSD. (What! Is this the same weenie who . . . to have Coke

(continued)

instead of wine the night before?)

Dave Manuel at only 14 is quite the ladies' man, as it turns out. While I was there in his room some of his girlfriends egged his room! True! And then one of them came by to visit him. He introduced us, but no matter how hard I tried to impress this babe, she couldn't care less about this hick from New Mexico. I guess I'm no match for the ol' Manuel charm...

While Dave was exactly how I pictured and imagined him (typical 14 year old gigalo), Masters wasn't. He has a large, stocky build and wears glasses. He looks more like a rugby player than the ~~party~~ butterfly collector he claims to be. He's also quite young. (Well, for an adult.)

All in all, it was great and I enjoyed meeting the few dippers I did. I know if I can get a friend with a car I'll be up in LA once a month for a face-to-face game. Maybe I can force myself upon Rod and the Diplomacy World too. Hmmm.....

The Kinks In Koncert

A Review

By Tro Sherwood

When the Kinks went through New Mexico a couple of years ago on their "One For The Road" Tour, I missed them to my later regret. So when they were slated to play the Albuquerque Civic Auditorium Aug 11th, I made sure I would be there this time. Besides, I had to impress Mike Mills by seeing his favorite group live.

After a long but orderly line and being searched for bottles and cans, we made it in to see the unannounced warmup band already playing. They played a respectable if not inspiring 45 minute set that kept the audience happy.

The tickets were a medium \$9 with t-shirts going for as much. The Civic holds about 8000, I would guess, with very few bad seats. After standing on the floor for the warmup, we went up and sat through The Kinks on the stairs of the upper tier. Good news Mike: I saw some older (old-over 30) faces in the crowd; fans from way back I 'spose.

The lights dimmed, the crowd cheered and the Kinks came out. They alternated old favorites with songs from their new album "Give The People What They Want", and that's basically what they did. The crowd politely accepted the offerings from the new album, but everyone was really there to hear the hits. Favorites included "Low Budget", "Celluloid Heros" and "A Gallon Of Gas". The floor went crazy over those, but the upper tier remained relatively inert until "Lola", "You Really Got Me" and "All Day And All The Night", which knocked 'em all dead.

Make no mistake this was Ray Davies' show. He's quite a showman and really tried to whip up the crowd. He stopped 10 sec. into "LOW BUDGET", halting the whole band, because the response to his "Is anybody here on a low budget?" wasn't loud enough. Brother Dave's songs were probably the slowest part of the show. Audience response to "Lola" and "You Really Got Me" was so great that after they were over, the band played the last 30 sec. of melody over again.

The one encore was made up of "Give The People What They Want", "Pressure" and a blistering version of "Twist And Shout". The audience wanted another encore, but the houselights went up and killed the applause in seconds. Being only the fifth city on the tour helped, since their voices were strong, but hurt us since the Kinks weren't willing to give more encores.

(continued)

Two criticisms: It was an awfully short concert, clocking in at one hour and 15 minutes from lights down to lights on, and they have a "wealth of material to draw from. I missed "A Sunny afternoon" and "A Well Respected Man". Perhaps being early on the tour hurt us here too. The other thing that bothered me was that it was too predictable: From the false start on "Lola" to everything Ray had to say to the audience. It was exactly like their live album. I wish they had pulled a few punches.

Overall, a great concert and evening of entertainment. If they come to your town and you're the least bit into rock 'n roll Kink's style, go see them. You won't be disappointed.

((Keith's review sort of puts a cap on typical EM material, or things dear to me. This was the first and last Kinks article, though. Oh, Keith, I've seen the Kinks in concert 9 times since 1973 and ONE encore is all you'll ever get. Though there was one time at the Beacon Theatre in NYC. The Kinks were doing the 'Schoolboys In Disgrace' tour. The audience wouldn't leave when the lights came up, and after a good 10 minute wait, after all the band's equipment had been removed from the stage, Ray came out with a folk guitar. They set up two mics, and he sang "You Are My Sunshine/Day-0". He ended with... 'The daylight's come and I'm on my way home...' One encore. The band has 'moved up' in one sense and down in others recently. Before the live album came out the max. cap. auditorium that they would play in NYC was 8000. They're now booked for the Nassau Coliseum and Madison Square both with a max. cap. of 20,000. But, I bought the new album and they should have worked on something like "Give The People What You Know They OUGHT To Have". There's just too much teenage rock and roll on it. Ray's forsaking his Kinks-style for heavy metal/boogie...oh well. And! last but not least. It's official RCA replied to my letter about "Preservation Act II". It is out of print and there are no plans for it ever being re-released! But I got an owner of a rare record store looking for it for me.))

How To Play Diplomacy

- | | |
|---------------------------|------------------------------|
| 1: Buy the game. | 6: Write letters. |
| 2: Send for zine samples. | 7: Mail letters. |
| 3: Sub to Good Zines. | 8: Write orders. |
| 4: Sign up for games. | 9: Mail orders. |
| 5: Buy stamps. | 10: do numbers 5-10 monthly. |

Parting Word Or Snippets Of Advice To Future Pubbers.

This may be the largest space filler you ever saw, but eh again that's one thing a prospective pubber must know how to manipulate. But basically, in pubbing a zine TIME is your worst enemy. Forget about method of repro, game fees and standby lists for a moment. We must figure that a pubber is a human with a regular life consisting of school/work, family/friends, things to do around the house, in need of time JUST to relax. Now, if you can fit in the time to organize, type, collate, staple, address, stamp and attend to the little details like problems, sample requests and a slew of others, then you could probably handle it.

You can't borrow time. If your zine is constantly late, it won't be appreciated very much, and if you get behind, you'll have one hell of a time catching up!

Some of you out there might be thinking about your own zine. And I heartily encourage you to go to it, though I think you ought to call up some pubbers and get some advice first. And in truth the best way to start is to start a sub-zine with 1 game.

Ronald Reagan
The White House
Washington, DC

Meese just told me you were folding EM.
What a shame. Mommy and me always looked forward to getting it every month. I was particularly impressed with that bourse you had.

I even had that Regan guy test it out on the Treasury computer. Hey, if you'd ever like to visit Washington, just give a ring before you get to town. I might be busy, but I'm really not doing much these days. Good luck.

Margret Thatcher,
10 Downing St.
London UK

The Queen has asked me to convey her sadness over the impeding cessation of publication of your postal Diplomacy 'zine, Emhain Macha.

She was an avid reader and even gave Di and Chuck a sample when they went on honeymoon. You will be missed around the palace. But for me, I tend to regard it as a gift from God. I'm trying to keep the US quiet over the bloodbath in Ireland, but you stir up thought. Now, you're gone. Also enclosed is a HM Government order banning you from the UK.

((You can imagine my shock at finally getting letters from these guys, but sometimes you never know what the post office does with all those 'lost' copies.))

Martin Bormann
Lima, Peru

Ach du lieber! Folding! Run for das bunker!
Were you having trouble mit untermenschen?
Oh well, so glad you will attend Gerta's

birthday party in Rio de Janiero. Would you ask that Mr. Bruce Linsey to send me a sample. I like his style. Send it care of the Doctor.

((Can do, Marty! I'm looking forward to seeing how the PzKwD does in the jungle. Got plenty of petrol?))

The Italian Anti-Defamation League
124-67 Gravesend Avenue
c/o Benny's Pizzeria
Brooklyn, NY

Hey, wiseguy! I'm glad-a youse took our advise anda is gonna pack upa you bags. I guess-a Rocco anda Luigi made-a youse some-a real good offer, eh!

And-a I expects youse gonna be a sendin' Benny some-a bucks once a months, huh! And-a by the way, the dynamite wasa only fake, haha.

((no comment.))

Sean McGavin, C-of-C,
Co.H, 3rd Bn, 34th Regt.
75 Queen's Castle Road West
Belfast, NI

Enclosed please find 1 one way plane ticket to Belfast. Lawrence will meet you. Bring dark clothes your US passport and the tools.

Also, the long red boat is tied to the wharf. If the blue van runs, it dosen't need gas.

((I don't know why I'm now printing all the strange letters I used to get. They never said 'not for publication'.))

Ms Alice Stafford
IRS, Auditing Dept.
Andover, MA

Enclosed please find IRS form 9734190-456-23. Please respond in writing to me no loater than October 18, 1981 and provide suitable verification for items H-M as listed on

form 567349-867-012. Your case will go to preliminary hearing in Federal Court at Foley Square New York City on October 31, 1981. Please retain the services of an accredited tax attorney---you'll need it, sucker. In order to avoid the above, please remit immediately the sum of \$2.51 to this office.

Correspondence

Keith Sherwood Please note my COA. Send my last (sniff) EM
PO Box 6457 to college, please.
La Jolla, CA, 92037

While EM's folding is a sad occurrence, I tend to look on the bright side. Unlike most people who fold their zine, you're staying in the hobby. While we are losing EM, we're not losing Mike Mills. That's an important distinction in my mind. That means that I still get to read your fantastic press in GRAB DOTS.

Why don't you spill the beans in the final EM and tell us all just what exactly EMHAIN MACHA means!?

Well, I hope my few contributions will help make the last issue a little special.

((I just HAD to print this letter! If only to have my ego stroked. Suer I'm staying in the hobby, but what's the important distinction? And all I can say about Emhain Macha is that it's a place. I may as well leave a little mystery behind.)))

RL Morton These are just a few lines to say hello and
173 Irving Ave to register my dismay that you'll be closing
Ottawa, ONT, K1Z1Z6 down EM. You can't leave yet on the grounds
 that nobody's faked EM yet!

Seriously though, I can understand your reasons perfectly, and I lament the fact that 24 hours in a day compels us all to establish priorities.

((Yes, dem damn priorities! Oh well, somthing had to give. And regarding an EM fak., perhaps EM is unfakable?)))

John Michalski The last Whitestonia has a note in Kathy's
Rt 10 Box 526Q Korner that Mainardi's been kicked out of
Moore, OK EM. Does that, if true, mean we won't get
 a chance to see the response I sent to
him on his Mussolini stuff? I was hoping he'd print it--his
reply would be interesting...Oh well...

((Yes, Fast Fingers Benny was kicked out as you now know. But I heard from Woody that Benny is going to tear you to shreds in Bersaglieri (COA version). As a matter of fact, Benny called and asked me for ammo, but I wouldn't aid and abeit the damn Italians. Now, I read in the last BB that you, yourself, are going to fold. With all the time on your hands would you like to run for the Vice Presidency on my ticket in 1984? You are smarter than Reagan I suppose! (At least you understand Diplomacy.)))

Al Pearson I am sorry to see that you will be halting
The Ponderosa publication in the near future. You were one
West Virginia of the first two zines I subbed to, and
 you are still one of my favorites. Not too
many games and a lot of good reading, that's what I came to expect when EM came in the mail. Even though my game was going great, I always read EM before I looked for yhe game results, and I don't fo that with many zines.

If there is anything I can do to help you in the next several months, let me know.

((Can you get me a bookie who'll give me 5000-1 that the Dolphins will make it to the AFC Championship game?...Thank you for the offer, but I really think I've sorted out all the loose ends over here.)))

(continued)

Correspondence

John Caruso
160-02 43rd Avenue
Flushing, NY, 11358

What do you think you're doing? That public apology wasn't necessary. Thank you for the kind words about Whitestonia. I try to keep it friendly, loose, and just plain fun.

We are all really going to miss EM. Maybe if you find the time, you can write up a 1 or 2 page thing every other month, and I'll include it in W, as sort of a sub-zine.

Due to changes at work, at least I'm back at work, temporarily, that is, W's format is changing. It will mean a little more work for me, but will save me a little money. What I'll be doing is probably 2 zines, ala Jack Masters---1 for games, 1 for reading. In fact, I will have 3 zines, the third being for a single multi-player complex war game.

Glad you're going to do your own games to completion, even if in a warehouse. If you ever need to unload 1 or 2 games, let me know. I'm sure I can find some room and time to run them.

Guess that's all I have to say. I've really enjoyed getting EM. I'm gonna miss it. Like I say, if you want to put out an occasional page or two, just send it here.

Take care and good luck in your endeavors and don't be a stranger. We're only 1 hour away and we'll be having a FTF on Saturday Octo ber 3rd. You're invited, of course.

((I'll keep the 1 or 2 page thing in mind, though for the life of me I can't think what I could write about! And in regards to the fake-VOD thing, I would think that the more-novice of us might get a misimpression of Whitestonia, and I thought I should clear it up.))

John Marsden
The Heathrow Ambassador Hotel
London Road, Colnbrook
Slough, SL3 8QB

The current mood of opinion on NI is much the same as ever. I wish that a solution could be found, but a resigned acceptance that there is little chance of

it happening. The hunger strikes have had less effect than you might suppose; the British people (being mostly law-abiding) have little sympathy for people convicted of violent crime, and mostly take the view that if such people want to take their own lives, they don't really care. The Govt has, I suspect, found that the reaction in NI, itself, to be less serious than it had been feared and thus feels less urgency about trying to solve the 'crisis'.

Incidentally, here's a personal view that should annoy you. The Provisionals seek to have their prisoners regarded as POWs, and thereby recognition that they are at war with the British Govt. But since they are not an internationally-recognized state, it must be civil war. Anyone who wages civil war against the British Crown is committing high treason, the penalty for which is the firing squad. Frankly I'm quite happy to see them dead---I don't mind by what method.

ODE-24 will be mailed at the end of the week. This is probably the last issue that I shall send to you. Let me make my position clear---I trade only. Period. I do not sub to any zines, nor do I intend to. Period. So, if you cancel our trade you cannot expect to hear from me again. I'm sorry about that, but principles are principles. The British hobby exists as a unified whole because of general trading, and I am determined not to admit of any breaking down of the system from the outside.

(continued)

((Whether or not you or I are cutting trades is a moot point since EM is folding. What does "principles are principles" mean? Are you terribly upset over my views on Northern Ireland? If so, too damn bad! And you can have your unified whole British hobby! Your personal view while annoying is a wonderful piece of British rationalization enabling you to say my country right or wrong and another glimpse on how Britian waives the rules. (rules the waves). Well, when your stinking country leaves Northern Ireland, I sincerely hope it dosen't behave like some sort of peacemaker, after prolonging the bloodshed for so long.)))

'ELVISCON!!!

- *Convention Site just minutes from the airport.
- *Three full Diplomacy sets at the site.
- *Home cooking (corn bread, chitterlings, watermelon)
- *Great night life!
- *Yankees from the NY Metro and Philly Metro areas forming car pools!

NOVEMBER 26-27-28-29 (Th-Sun) Thanksgiving Weekend.

For full details call: Gary Coughlan, 901-362-7206 TODAY!!!

(Southerners and Hillbillies also invited)

WOODY SEZ: "C'MON DOWN!!!

Convention site: 4614 Martha Cole Ln., Memphis, Tennessee.

I Got Dem Post-Partum Paranoia Blues....

Well...not really, but it will be quite a change of pace not having to type, printe, et. al. for awhile. Some of you wrotw to say, 'goodbye'. Well, let me make one thing clear: I'm not leaving. If you get Saint George and The Dragon you'll even notice that I've started a new game---this time as (gulp) Russia. (I'm a lousey Russian Player---too many neighbors with big guns to contend with I guess.

Anyhow, I've given this all serious consideration and I think that from time-to-time you'll see my name in Whitestonia and Drill Instructor (DI). Never in Bersaglieri! And only if Gary allows me, maybe in EE:A Mouse.

I'm also thinking that when EM returns that I'll run 5 games of Dip and 2 variants and like Cheesecake only send it to players. That way the deadwood will sink.

In case you have't guessed already this is filler, a half page of it. I've got perhaps nothing to say, but I keep going trying to shed some light upon the demise of EM.

Let's see here...I will attend ElvisCon, that is if Woody wasn't pulling my leg. But I'm sure he wouldn't just call me up to pull a prank like that on me. Besides I really think Steve is a fairly honest up-front sort of person despite what Benny says about him. In fact, even though he allied with Brux at GenCon I'll go as far to say that I consider Mr. Arnawoodian a friend.

So, of course he wouldn't be so low as to leak false information to me. And remember he visited Gary for 10 days, so he must know that Gary'd flay his skin. And by now, he and Gary must be close buddies, even though Gary tortured Woody with all that ethnic Southern stuff, but afterall Woody's Armenian and we know what that means. If you haven't heard about Armenians before ask Tom

THE SNAKE PIT #11

THE SNAKE PIT #11

THE SNAKE PIT, was a subzine of EMHAIN MACHA but will be moving soon to WHY ME?. TSP is edited by Keith Mercer, RD#6, Old Ash Rd., Mercer, PA 16137. Phone (412) 748-3383. TSP can only be obtained through a subscription to WHY ME?. Gamefees are handled through Keith Mercer.

1981Q ROSALITA we're off and running.
Autumn 1901 German A Mun retreats to Ruh
Winter 1901

Austria(Schwartz) Builds A VIE-----has A BUD,A SER,F ALC
England(Kuszinski) Builds F LON,F EDI-----has A NWY,F NWG,F BEL
France(Byrne) Builds F BRE,A PAR-----has F POR,A SPA,A Bux
Germany(Jones) Builds A KIE-----has F DEN,A HOL,A Rok
Italy(Bumpas) Builds A VEN,A ROM-----has A MUN,A TUN,F Ioc
Russia(Martin) Builds F STP(nc),A WAR-----has A Gal,A RUM,F Swa
F Bia

Turkey(Mooney) Builds A CON-----has A BUL,F Aeg,A SHY

Spring 1902 Orders due wednesday, Oct.21,noon. Results will be sent out individually this season and will also appear in the Nov. issue of WHY ME? All press for Spring will be shown only in why Me?

Change of address:

Dan Kuszinski, 5100 Ming Ave.,Apt.B7, Bakersfield, CA 93309

Press:

France to all standbys: Thanks for helping us out, this may be a good sign after all it has taken us 9 mos. to reach winter'01. Help end this game-attack your neighbor. (How poetic)

France to Crud: Lucky us-you stayed! well at least your puppet in Turkey left & I bet the new Turk knows how to play. Tsk,Tsk!

France to Italy: If not for your letter I'd think this game was a figment of my imagination! (You have a lot of nightmares don't you?)
(Dateline Serbia):Italian troops writing home from this province seem confused. They report attending "Octoberfest" and drinking lots of Bavarian beer. Soldiers from alpine regions seem to be getting along fine with the Serbian peasants. It's surprising so many Serbians speak German. Letters to home indicate the troops feel they will soon depart for other Balkan parts.(note that this was not seen by Austria but by Italy)

The NORSEMEN BLIND DEADMAN DIPLOMACY

Powers do the waltz. Now I See You Now I Don't

Press:

Russia-Turkey: Thanks for the support into Austria.

France-England: How can you be Irish? You don't even have red hair!

England to Germany: "Let's 'ave some 'ole Frenchies for dinner,aye?"

Paris-England: Presence in the Channel?! what about the presence in Brest!??

Frogs-Turkeys: I get Rome, you get Naples?

Martin-Ern Syms: Enjoyed seeing you at Gencon, but where did you find that name?

Russia-Italy: Prepare for the onslaught! I need some fresh Italian women for my enjoyment!

Don't forget to use your PAS from now on.

NEW GAME START!!!

BN# 1981HU THE CONQUISTADOR

The cast of characters are:

Austria: Milford Jones, PO Box 468, New Mexico Military Institute,
Roswell, NM 88201

England: David Valentiner, 3434 31st Ave., So. Minneapolis, MN 55406

France: David Mandalis, 30043 Beechwood, Apt. 18, Garden City, MI 48135

Germany: Alain Martine, 47 Chartres Dollard-Des-Ormeaux, P.Q. CANADA
H9A 1J6Italy: Dan Palter, %Bucci Imports Ltd., 123 Grove Ave., Rm. 100,
Cedarhurst, NY 11516

Russia: Robert F. Jewett, Box 1651 WWMCCSDPCE, APO NY, NY 09403

Turkey: J.M. Jensen, 115 Albro Lake Rd., #3, Dartmouth, N.S. CANADA
B3A 3Y7Spring 1901 orders are due on Friday, Nov. 6, noon. This will be run
in zTSP in WHY ME? % Lee Kendter, 4347 Benner St., Philadelphia, PA
19135.

1981L THE ARENA FALL/WINTER ! (1902

Italy Keeps Rolling-Austria Resigns-What else will happen?

Fall 1902 Summer retreat-German A NWY

Austria (Arnett) A BUD S Russian A Gal-VIE(nso), A SER-Alb, F GRE S A
SER-Alb (dislodged retreat Aeg or OTB)England (Masters) F POR-SPA(nc), F Eng S French A Pic-BEL, F Nth S
French A Pic-BEL

France (Pearson) A Pic-BEL, A Bur-Ruh, F BRE H, A SPA H

Germany (Henricks) A SEN S A KIE, A KIE S A DEN, A Ruh S A BEL,

A MUN S A Ruh, F HOL-Nth, F BEL S F HOL-NTH (dislodged and anni.)

Italy (Mills) F Tyh-TUN, F Ion S A Alb-GRE, A Alb-GRE, A TRI S A VIE
A VIE S A TRI

Russia (Martin) A NWY S F SWE, F SWE S German A DEN, F Arm-Bla,

A RUN-BUL, A Gal S A Ukr-RUM, A Ukr-RUM

Turkey (@Verby) A BUL Hangs on for dear life (Holds), F CON S A BUL,
A Syr-SMY, F ANK-Bla

Fall 1902 Supply Chart

Austria-Bud, Ser, Alb	-----2,	remove 1
England-Home, NWY, POR	-----4,	build 1
France-Home, Spa, BEL	-----5,	build 1
Germany-Home, Den, Hol, Alb	-----5,	even
Italy-Home, Vie, Tri, GRE, TUN	-----7,	build 2
Russia-Home, Swe, Rum, NWY	-----7,	build 1
Turkey-Home, Bul	-----4,	even

Winter 1902

Austria -NBR- Has A BUD; A Alb

England-Builds F EDI-Has F POR, F Eng, F Nth

France-NBR!!! Plays One Short-Has A BEL, A Bur, F BRE, A SPA

Germany- EVEN-Has A DEN, A KIE, A Ruh, A MUN

Italy-NBR!!! Plays TWO SHORT-Has F TUN, F Ion, A GRE, A TRI, A VIE

Russia-Builds F SEV-Has A NWY, F SWE, F Arm, A RUM, A Gal, A Ukr

Turkey-Even-Has A BUL, F CON, A SMY, F ANK

No Standbys will be called. Please cease the NBR'ing.

Spring 1903 Orders due Wednesday Oct. 21, Noon. Results will be mail-
ed out to the players.

Press:

Paris: King Alphose the Infirm regretfully announces that he trusted
Black Jock (sic) this season. We shall see.Paris to Ankara: Hey Glenn, will you be my ally? I Haven't had much
luck with the guys on this side of the board, so I'm going to try a

1981 L Press cont!!
few of you guys over in the east.

TSP Page 3

Please note the following change of addresses:

David Valentiner, Apt. 1, 1310 E. 22nd St., Minneapolis, MN 55404
Dick Martin, 6103 Breezewood Court, Apt. 202, Greenbelt, MD 20770
Jim Bumpas, 1405 West 26th Ave., Eugene, OR 97405
Dan Kuszinski, 5100 Ming Ave., Apt. B7, Bakersfield, CA 93309

THE SNAKE PIT MOVES!!!

This shall mark the last issue of TSP in EM but for those of you that like to see TSP I'd suggest that you subscribe to WHY ME?. As of the Nov. issue of WHY ME? TSP will start being published there. Subs for WHY ME? are 10 issues for \$4.00 and send all sub. money to Lee A. Kendfer, 4347 Benner St., Philadelphia, PA 19135. I do hope that some of you decide to make the move with us and I will be in need of standbys since there is a very good chance that I will be gaining an additional orphan game in the very near future, plus the fact that I have four games running at present with a new one in the works.

I'd like to thank everyone which offered support to TSP and all the different homes which were given as possibilities for TSP's existence. My decision to move to WHY ME? was not an easy one but I felt it would best serve the game players by going there since all supplies necessary I already have plus the fact Lee needed new subbers since he's lost a great deal in the past few months. Thanks for all the support.

GAME OPENINGS:

THE LOMBARDS; This will be my last regular diplomacy start for a while. SGamefee is \$4. and I have one person signed up so far, Kathy Byrne. Six spots left.

TSP did rank in the Leader Poll but I feel that TSP should not have been voted on since TSP is not a zine it is a subzine, a part of another zine, and as a result when voting for the main zine you've cast a vote for anything which would be in it including a subzine. Thanks anyways but I don't think it's fair to some of the other zines in voting for TSP. Thanks for the GM portion on the poll. I was somewhat surprised to even appear since my going is new and I was most pleased in seeing where I was placed.

NMR Policy

As of this printing anyone who NMR's at the deadline stated in the game being played he will not be called on my part. If you can't get the moves in to me I will be forced to call for a standby player. I hope this doesn't upset any of you but it is the only fair thing I can do. If nothing else at least send in tentative orders so that the possibility of an NMR doesn't exist.

In regards to the above in case you try to call in orders I must forwarn you that half the time during the week at night I'm not at home and you're taking a chance if you let my wife write the orders down and I won't be responsible if she doesn't write them correctly. You also may want to know I won't be at home, as well as my wife, the entire week of Thanksgiving. It's vacation time and we're spending wa week in Florida and then come home so I can spend two more days deer hunting.

As you can see I'm running out of space so that means it's time for me to stop boring you.

Through my fault, through my most greivous faulty I deprived Aomori Samuri of his deserved 3 builds. I awarded the SC of Geta to Tokyo on the SC Chart, when it rightly belongs to Aomori. So, this game is delayed until SATURDAY OCTOBER 17th. Below is the corrected SC chart, for Winter 1187:

A: Aom Mor Sen Saki Nii Shi Toy Sap Geta	9 build 3
F: Fuk Kyo Ngy	3 even
H: Hak Got	2 even
K: Kob Tot Mta	3 even
N: Nsk Miy Smn Hir Mat	5 build 1
T: Shz Nag Tok	3 even

The mistake occured because I was using a Tokyo-colored block for Aomori's F Pacific.

The Emhania Bourse

	I	F	L	R	
In SEB	9700	2000	13300	1000	
pAV	1.62	3.28	2.03	3.16	
BtSell	6000	9000	00	13300	
BtBuy	7000	12000	3500	2200	
TREx	1.62	3.62	2.36	2.16	
SSales	2000	9000	00	1000	
SBuys	00	00	3500	2200	
CAV	1.41	2.26	2.36	3.79	
F'07					
InSEB	14000	12000	13800	00	Sf
EI	00	00	600	2000	201
FF\$	00	2000	1400	3500	155
Lex	00	2400	2000	3300	11238
PSBM	00	3600	00	2900	201
WC, Inc	1000	00	2200	11300	16

Speculation Notes Report for Fall 1906

Due	Acq	Amt	Company
SO7	FO5	800R	WC, Inc
SO7	FO5	1000L	WC, Inc
SO7	FO5	1400R	Lex
SO7	FO5	2000F	Lex
FO6	SO8	1800R	WC, Inc

-Cheaper By The Pound-
-commentary & opinion-

The Italian invasion of French territory signalled the rush on the Franc, driving it down considerably and boosting the Lira up in its biggest gain in many years. And the ruble, well what can we say about the ruble that hasn't been said before? Stable. Valuable and hard to get at a decent price. The big question now is with Russia laying off France and Italy, but with Italy and France embroiled in Spa/Mar would the Tsar be tempted to launch Drang Nach Westen? As for the pound, they're getting cheaper every season, but could turn around with a hint at Anglo-Franco peace. All-in-all with a plethora of draw proposals around the end is in sight, and it's time to bet the rent!

The Emhain Macha Business Column

All games carried in EM will be GMed to completion by me via a newsletter (games only) that I will call 'The Spectator'. Players will have to sub to it at the rate of 25¢/issue. Players have had their EM subscription balances converted to Spectator issues below.

Those currently on the EM standby list will be called upon in The Spectator if the need arises. Standby players will get the newsletter free.

Those of you not in any games have the following monies listed below due you. Your refund cheque will be attached within this issue.

Name	Games	Spec. Issues	EM Refund
Acheson	76BD/79KN	26	
Ajdaharian			1.00
Arnawoodian	79KN/80CN/800	6	
Arnott			2.50
Aucott	79KN/79HC/80F	0	
Austin	80F/80CN/80AP	8	
Beck			2.00
Carlson	80CN/81Kej01	22	
Carter	80F	6	
Carroll			5.00
Coughlan	76BD/79KN/80Bjf	19	
Ditter			2.50
DuPont			1.00
Fleming			2.00
Giddings	80AP/800	16	
Goodrich	80F/80CN	6	
Hart, P			4.00
Horn	79KN/79HC/80Bjf	16	
Jewett			2.50
Jones	76BD/80CN/81Kej01	12	
Kendter, Jr	80CN	8	
Kuzinski			0.00
Langley			3.00
Ledder	79KN/80Bjf	0	
Linsey			3.00
Mainardi			3.00
Mandalis			5.50
Mercer	800/79HC/81Kej01	10	
Michalski			2.00
Mooney	80Bjf	10	
Morton			0.00
Myers			2.00
Overby			0.00
Palter	81Kej01	6	
Pearson	80AP	0	
Ragsdale	80CN	8	
Schilling			2.00
Schwartz		2	
Sergeant			2.00
Sherwood			1.50
Swartz	800/79HC	14	
Valentiner			2.00
Walters	79HC/79IN/76BD/80F	0	
Woodson			2.50
Zipper			2.00

(continued)

Name	Games	Spec. Issues	EM Refund
Brown	80AP	0	
Arnett	80F	0	
Masters	81Kej01	0	
Conner	80Bjf	0	
Wells	game fee		23.00

If you are a player and a zero appears in the 'Spec. Issues' column you must (please, I have to cover these cheques) send me some money. NB: 1 Spec=25¢.

I don't pretend to have everything above 100% correct, so if there's something that I've overlooked, write to me, ok.

EN: 1979 KN

The Informer

Fall 1907

Summer 1907: A: A Gal r-Boh

Fall 1907:

A-Horn: A BOH-Mun

E-Arnawoodian: F Mao-POR/F Eng-MAO/A Yor-HOL/F NTH C A Yor-Hol

F-Ledder: A Pic-BEL/A Par-GAS

G-Coughlan: A Bud-GAL/A SIL S A Bud-Gal/A TYR S Austrian A Vie (otm)/
A MUN S A Tyr/F Nwy-STP(nc)/F Swe-DEN/A Bel-RUH/A LIV S F Nwy-StP(nc)

I-Walters: A SPA H/A Mar-PIE/A VEN S F Adr-Tri/A TRI-Vie/F ADR-Tri
F TUN-Ion/F NAP S F Tun-Ion

R-CD: A War H/A StP d&a!

I-Aucott: A Arm-SEV/F BLA H/F AEG-Ion/F GRE S F Aeg-Ion/A Ser-BUD/
A Bul-SER/A RUM S A Ser-BUD/A Gal-Vie (d&a!)/A UKR S Russian A War

Deadline for Winter'07/Sp'08: Saturday Nov. 7, 1981.

All proposals failed last time around, and there are none this time. With Acheson's NMR Russia is now in civil disorder.

Press: ****SC CHART FOLLOWS "The Assassin"****

- *Eng-Fra: Relax. If I took Portugal it's better than risking it going to the Italian.
- *Boh-Ber: To hell with you and your damn bullying. Remember the War-Wolf!
- *Paris-Berlin: Vengeance is mine, saith the Frenchie!
- *Germany-France and England: The Kaiser is a realist if nothing else. I make concessions to both of you in the west in return for aid against the Turks and their Italian Pinocchio!
- *Germany-Italy and Turkey: Well, you two don't write to me and haven't for some time. I trust my press from last season has inspired at least one of you to write something about something---anything to show that you are alive!
- *Germany-GM: If Italy and/or Turkey submitted any press, I hope it's printable!
- *GM-Germany: Well, yes it's printable. It's the length of it that worries me!
- *Rome - GM, Berlin and The World: One of the drawbacks to playing postal Diplomacy is the occasional personal attack, such as occurred in last season's 79KN press. Unfortunately, some of us forgot that this is only a game and take stabs, lies, NMRs and related failures of allies as a personal affront. If Gary Coughlan has simply blasted my logic, intelligence (like my wife does regularly) or playing style, I would not respond---after all we pay our sub and game fees and are free to order units as we see fit. If, in fact, I'm playing poorly in this game or another, no doubt I'll be eliminated and that will be that.

(continued)

Regretably, however, Gary saw fit to claim I've been cheating, and to set the record straight I plan to answer his charges just this once. I don't intend to engage in a press battle with anyone--- that isn't what makes dip enjoyable. Cheating wouldn't make Dip enjoyable either, and I've never cheated nor do I intend to. I'm quite sure Walt Aucott wouldn't cheat either: he's too good to rely on something like that.

To answer Gary's questions:

Walt and I are in five games together (we were in 6 but Walt helped eliminate me from R-4 in Retaliation). In one of those games we're allied and should achieve a 2 way draw (78CB). In another neither of us is a factor and we don't communicate (80F). In the remaining 3 games we are enemies in one (79IT), recent allies in another (79EC) and totally up in the air on the 3d (our own 79KN).

In 79KN logic dictates that we all join to stop Turkey--- except that I (& perhaps others) find you so impossible to deal with that I end up fighting you while Turkey steals the game.

You don't out-write everyone by any means, although you were a regular correspondent. For me, it isn't so much the frequency of letters as their content. I found your letters to be shrill, unfriendly and generally unconvincing. I always attributed that (charitably, I believe) to a difference in styles.

I never treated you as a fool, I simply refused to follow your dictates. It is frustrating not to be able to sway someone, and perhaps in future instances you'll be more friendly, instead of less. As for 76BD---the game had been delayed several times and I thought (in error) I had orders on file. I confess resentment to your charges that I don't formulate my own plans---I believe others who know me will confirm that I make my own moves, decisions and mistakes.

You don't have any of the facts right concerning 79IT, so I won't dignify your comments with a reply. Note, however, that when Brawner quit (after never writing) Thornsen and I were allied against he and Aucott.

Gary, I'm sad to say, you sound like a poor sport. It really doesn't become you so please get on to better things. If you think I'm a lousey player prove it by wiping me out (it's been done before) rather than sounding off. I suppose personality clashes are inevitable when one plays in several games, however, please have the good grace to refrain from making silly accusations in an attempt to "get even". Such conduct can only hurt all of us and the Hobby in General.

Jake.

GM: Most likely the longest press release in EM history and probably the one with the most to say.

BN: 1980 F

The Confederate

Winter 1906

Autumn 1906:

F: F Eng r-Bre

Winter 1906:

F: Builds A Mar

I: Builds A Ven

G: Builds A Ber

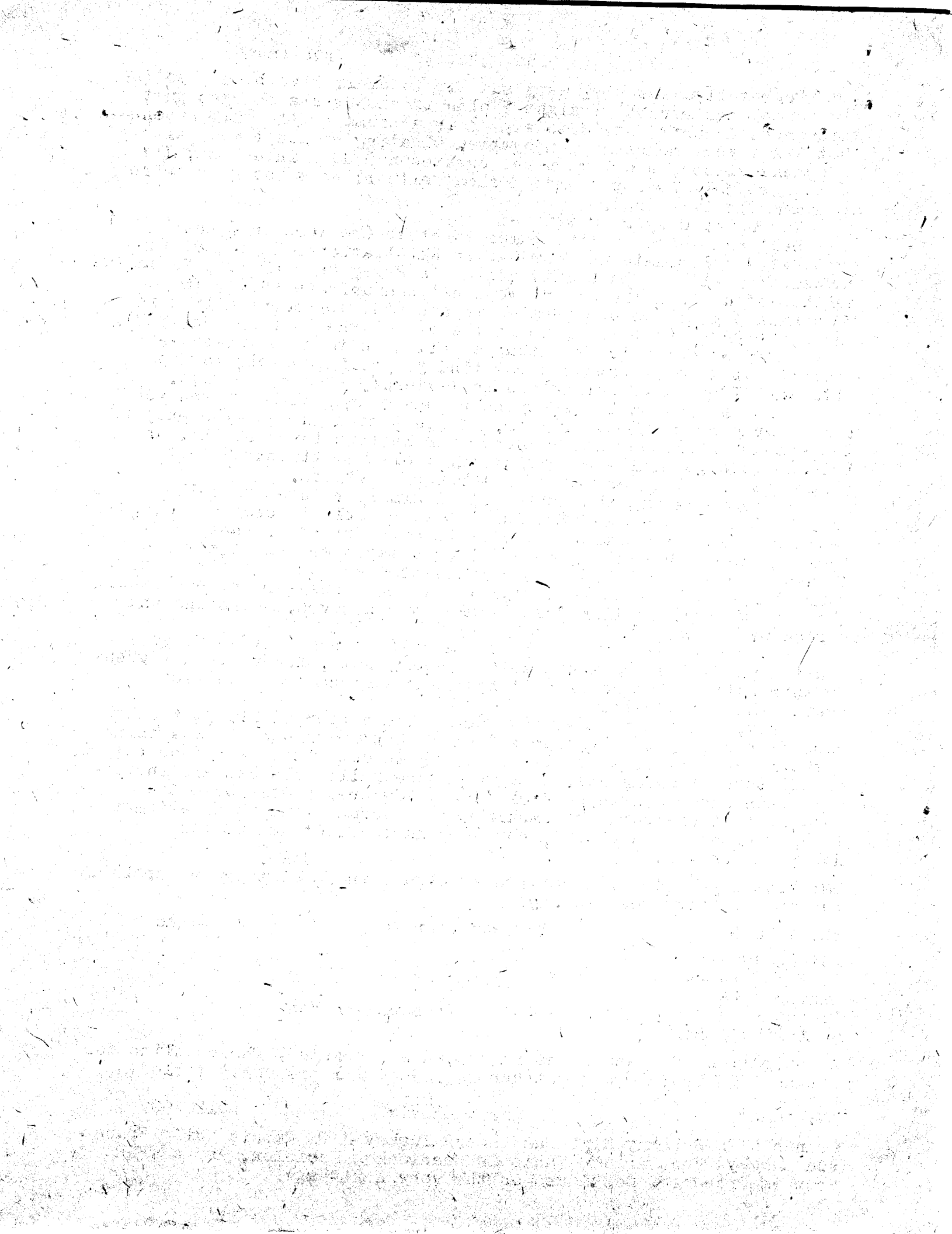
A separation of seasons was requested and granted. The deadline for Spring 1907 is Saturday October 24, 1981. All proposals failed.

BN: 1980 O

The Assassin

Fall 1907

France HITS Germany HITS Russia And Turkey HITS Russia While France And Turkey Dance Around Tunis is Deadlocked Decision. And a TFRG Draw is Proposed. Continued on the very next page.



Der V-Mann (continued)

SC Chart for Winter 1906:

E: Edi Lpl Hol Den	4	even
F: Fan Bre Spa Por Mun Ber Kie Lon Bel	9	remove 1
I: Home Tun Gre Bul Ser Tri Mar	9	build 2
H: Home Swe Nwy Rum Bud Vie Con Ank		
	Smy 12	even

*King Al-Tsar Al: Suer I trust my brother-in-law. He promised he wouldn't take Holland, that's why I dismissed the troops there. Besides, I need all the Navy I can muster to keep thr big bad bear in check!!!

BN: 1980 CN

Der Meuchelmirder

W'05/Sp'06

Winter 1905:

R: builds A Sev

G: builds A Mun, A Kie

T: builds A Smy

Spring 1906:

A-Jones: F GRE H.

F-Ragsdale: A PIC S A Bur/A BUR S A Pic/F Eng-LON/F MAO H/F Pas-TUN/
F TYR S F Wes-Tun/A VEN H.

G-Kendter, Jr: A YOR H/F NTH S A Bel/A Bel H/F DEN S F Nth/A TRI-ALB/
A TYR-Tri/A VIE S A Tyr-Tri/A Mun-BOH/A Kie-MUN

I-CD: F Adreatic, Ionian and A Albania all Hold.

R: Austin: F Bla-BUL(ec)/A SER S F Bla-Bul(ec)/A BUD S A Ser/A GAL
S A Bud/A UKR S A Sev-Rum/A Sev-RUM/A Nwy-SWE/F EDI S F Nwg/
F NWG S F Edi/F ARM-Bla (d&must, r)

T: Arnawoodian: F CON-Bla/A ANK S A Smy-Arm/A Bul-Rum (d&a!)/
A Smy-ARM

Deadline for Fall 1906: Saturday November 7th, 1981.

Press:

*PARIS: The government in Paris is still active at 1009 Grazing Ln, Arkansas. The USPS lost 2 (count them, two) copies of my orders for last season...one mailed 30 July and the other 1 or 2 August. Or, I addressed them to Mike's old address and they weren't forwarded. (I don't keep copies of the envelopes I address, so I am unable to confirm or deny this!) A golden opportunity to grab Italian centers lost, and no address for the Italian standby was printed so that I could offer my condolences/assistance.

*GM-World: Yes, it's true. Neither copy of Rick's orders made it here, and I always get the original and carbon set from him. Why now? ... Anyway, we need not worry about who the Italian standby was since he didn't send it in anyway. He was Carlson on John Daky in Inksetr, MI. Paul G. sent in his standby orders, though.

BN: 1976 BD

Gallowglas II

W'17/Sp'18

Winter 1917:

T; builds F Ank, F Smy

A-Coughlan: A Kie-HOL/A BEL S A Kie-Hol/A Ber-KIE/A VEN S A Tri/
A TYR S A Ven/A Gre-SER/A BUD S A Gre-Ser/A TRI S A Gre-Ser/
A Sev-Ukr (d&a!)/A VIE S A Tri

E-Acheson: NMR...Fs Wes, Mao, Spa(sc), Bre, Lon, Nth; As StP, Fin,
Gas all Hold still.

I-Kelly: F Apu-ION/F ADR-ALB/A ROM-Ven/A Par-BUR

T-Walters: A Ser-RUM/F Rum-SEV/A UKR S F Rum-Sev/A MOS S F Rom-Sev/
A War-SIL/F Ank-ARM/F Con-BUL(sc)/F Smy-AEG

Deadline for Fall 1918: SATURDAY 7 NOVEMBER 1981.

The 4-way draw was defeated. It is re-proposed. The standby for England is Paul Goodrich, 301 Crestmont Dr, SF, CA, 94131.

BN: 1979 HC

Gallowglas V

W'10/Sp'11

Autumn 1910:

E: F Lpl r-Wal

R: A Rum r-Ukr

T: F Ank r-Con

F Gre r-Aeg

Winter 1920:

F: builds A Bre

I: NBR! plays 1 short

Spring 1911:

E-Swartz: F WAL-Lon/F NWY S F Swe/F NTH S F Nwy/F SWE S F Den/
F DEN S F Swe

F-Horn: F Nao-Nwg/A Cly-EDI/A LpL S A Cly-Edi/F MAO S F Eng/F ENG
C A Bre-Lon/A BRE-Lon/A HOL-Bel/A BUR-Bel

G-Aucott: NMR, As Ven, Tri, Alb, Fs Gre, Ion all Hold

H-Mercer: A Smy-CON/A ANK S A Smy-Con/A GAL-Rum/A BUD S A Gal-Rum/
A VIE S A Bud/A KIE-Den/A STP-Nwy/A FIN S A Stp-Nwy/A UKR,U,H.

T-Walters: A Rum-Ukr /A SER-Rum/F SEV S A Ser-Rum/F Con H
(d&must r)/F Aeg-BUL(sc)

Deadline for Fall 1911: Saturday November 7, 1981

Also, with your next orders vote on the following; 1) a concession to the Tsar, 2) a R-F draw, 3) a RIF draw. The standby for Italy is Steven Arnawoodian, 602 Hemlock Cr, Lansdale, PA, 19446.

Press: COA: Don Swartz, 701 E Chestnut

*Liverpool-Edinburgh: Your Majesty, St., Louisville, KY, 40202
The Pope and the Sultan are doing 502-589-6215.

such an admirable job of disputing the Tsars win that the President thinks it scarcely necessary that he divert French Forces from occupying your real estate.

MN: 1980Bjf

The War-Wolf

W'73/Sp'74

Autumn 1173:

T: removes A Antrim

Winter 1173:

E: builds A England

L: builds F Wexford

Spring 1174:

Connacht-Mooney: A SLI-Lei

England-Ledder: A Lou-ARM/A ANT S A Lou-Arm/A Eng-LOU/F IRI C A
Eng-Lou/F DOW S A Ant/F NTH S A Ant

Leiyrim-Conner: F WEX-Wic/A Wicklow Mts-Dub (nso)/A WIC, U, H/
A DUB-Mea/A MEA-Lon/A LON-Fgh

Munster-Coughlan: A Tir-BOY/F DoNeGal Bay C Connacht A Sli-Tir
(nso)/A LEI S Leinster A Lon-Fgh/A ROS-Sli/F STG S Leinster
A Wic

Tirconnell-Horn: F Aon-RAP/A DER S A Arm-Fgh/A Arm-FGH

Deadline for Summer 1174: Saturday 7th November, 1981.

The CELMU draw was defeated, but is repropesed. Please vote with your next orders.

*Tirconnell to The Irish Kings: May ye all be waked in Orange shrouds! Ye bootlickers of the heretic monarch of perfidious Albion! Better death than a dishonorable draw.



92024

Bob Walker
1273 Coast Dr
Brentwood, CA

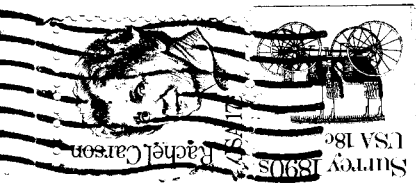
FIRST CLASS



TO:

Michael Mills
47 East Mayer Drive
Suffern, NY, 10901

1ST



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THE
LAST
LEMI
OCT 3
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