

THE END JUSTIFIES THE MEANS

NUMBER 2, VOLUME 1

September 9, 1983

This is The End Justifies the Means. It is brought to you by the magic fingers of: James M. Briggs; PO Box 6243; El Paso, TX 79906; USofA. However, please see page 2 for further details.

Circulation for this rag is 55 for the first issue, of which 14 have subscribed. TEJTM is dedicated to the play of Postal Games. It is published every 5 weeks, or 10 times a year. Subscription fees are \$4.00 for 10 issues to North Americans, Price of postage for Overseas subs.

Current games available are:

DIPLOMACY - Arnawoodian, Highfield, Sandelin, Tallman, ???. 3 needed MACHIAVELLI - D. Brown, Ron (Can.) Brown, Highfield, ???. 5 needed DER FUHRER - Coughlan, Whalley. 4 needed C'mon guys, try it!! RAIL BARON - Sherwood, Sandelin? 4-5 needed EN GARDE! - Due to Popular demand; Knight, Meinel, Woodson, Highfield? 4-17 needed

Future games considered are Alaric the Goth and Junta. A few people have signed up for Junta, but take note: It may be a while for this, what with the six games already offered and the bourse. If anyone would like to guest-CM for any games, contact me and we'll work something out.

Game fees are zip except for hin Garde! En Garde! fee will be \$1 per game year. No NMR fees whatsoever. In fact, the only fee is your subscription fee.

Also note that I am offering 2 games of Diplomacy. Steve Arnawoodian has informed me that if a game starts before his trip to Europe that he would like to start in the 2 game offered. Otherwise all mentioned personell will be in the first game unless further requests are received. Don't forget to submit your preference lists!

I'm going to call my Standby list 'The Reception Depot.' All you military types should know what that means, the rest of you gotta guess! Currently I need standby players in Diplomacy, and Machiavelli.

DIPLOMACY, MACHIAVELLI, and RAIL BARON are registered trademarks for games that are currently copyrighted by The Avalon Hill Came Company. EN GARDE! is the registered trademark for the game copyrighted by Came Designers Workshop. DER FUHRER is the registered trademark for the game by The Little Soldier. BOURSE is an unregistered name, so there!

A little bit of wisdom - You can always make something fool-proof, but you can't make it damn-fool-proof (As evident by my error on the above line!!!!)

NEWS

First off, issue #3 will be late. I know that does'nt mean much right now because I neglected to tell you the frequency of publication last issue, which is every 5 weeks, or 10 issues a year.

The reason I'll be late is because I'm going on Temporaty Duty (TDY) to Ft. Riley Kansas 'around' the 27 of September for 6 weeks. I do not know if I'll be receiving any mail, not receiving any on my last two TDYs. Those were of a shorter duration though, so there is a possibility that my mail will be forwarded. If so my address will be: PFC James M. Briggs; 546-23-3253; HHB S+F bn TSB; Ft. Bliss, TX 79916. I'm due for promotion on 21SEP83, but the way the Army is you'ld better address it as PFC. I am due to return on 12NOV83, but I've never hit the right dates yet. When I get to Kansas I will send my hotel address to GMs of games I am in, and will have all mail sent to my PO Box forwarded to my Ft. Bliss address. Because of all this the next deadline will be Saturday 12th of November. If I get any game starts before I leave, I'll mail all pertainent information to the Participents so that we can start in issue #3.

Next issue will contain a historical comentary for Der Fuhrer, Bourse rules, and house rules for Diplomacy and Der Fuhrer. A larger letter column will be presented, unless you guys don't like TEJTM, in which case what's the point!

Time again for the third annual Marco Poll. You can vote for your 7 favorite zines; 5 best GMs; and 3 best sub-zines. Deadline is 22NOV83 and send your ballot to: Mark Larzelere; 7607 Fontainebleau, #2352; New Caroliton, MD 20784 USofA

Also up is the Whitestonia Player Poll. Select the 5 people you believe are the best players, and 5 who are the best writers. Deadline is 22NOV83 and ballot should be sent to: John Caruso; 160-02 43rd Ave.; Flushing, NY 11358 USofA

Kieth Sessler; PO Box 158; Fraser, MI 48026 USofA publishes a new zine called 'MANIFEST DESTINY.' Sub fees are \$3 per 10 issues, but he has a \$1 game fee and a \$2 NMR deposit. He has game openings in Diplomacy, Woolworth II-d and Blowup. Overall a good deal. If you want a sample, send Kieth 37¢ postage.

Another new zine is WHO CARES? published by Russ Rusnak; 8002 S. Nagle St.; Burbank, IL 60459 USofA. Russ has openings in Diplomacy and Cosmic Diplomacy, although the regular Dip game is probably filled by now. Who Cares? is a very well dom publication, but you need references to state that you write regulary and don't NMR! This mine is strictly for the serious gamer, but it is a fun one to read for non-players too.

SPACE MINER is a computer moderated Play By Mail game put out by Blue Rhino. In this game you are in charge of an expanding interstellar mining conglomerate. You travel through space looking for planets worth mining, then sell your ore at the Brokerage. Then you buy more supplies and set out again. But other players will be looking for a quick profit by taking your mines away from you! You must arm your mines for protection. This is a game for 10-15 players. If interested contact Blue Rhino at 15010 Yorkie; La Pine, OR 97739 USofA and send \$1 for the rules.

Quiz Answers

The quiz listed several de_tectives and the films in which they appeared. Your job was to Identify the stars who played the detectives.

	DEFECTIVE	FILM	STAR	
1.	Nick Charles	The Thin Man	William Powell	
2.	Philip Marlowe	Murder, My Sweet	Dick Powell	
3.	Philip Marlowe	Farewell, My Lovely	Robert Mitchum	
	Philip Marlowe	The Long Goodbye	메liot Gould	
5.	Philip Marlowe	The Big Sleep	Humphrey Bogart/Robert Mitchum	
6.	Philip Marlowe	Lady in the Lake Robert Montgomery		
7.	Philip Marlowe	The Prasher Doubloon George Montgomery		
8.	Philip Marlowe	Marlowe	James Garner	
9.	Mrs. North	Mr. and Mrs. North	Cracie Allen	
10.	Tony Rome	Lady in Cement Frank Sinatra		
11.	Cam Cpade	The Maltese Falcon	Humphrey Bogart	
12.	Cam Cpade, Jr.	The Black Fird	George Segal	
13.	91 int	Our Man Flint	James Coburn	
14.	Matt Holm	Murderers Row	Dean Martin	
15.	James Pond You Only Live Twice S		Sean Connery	
16.	5. Tames Bond The Spy Who Loved Me Roger Moore		Roger Moore	
17.	, James Rond Casino Royale Da		David Nivan	
18.	, Inspector Clouseau The Pink Panther Peter Sellers		Peter Sellers	
19.	Reroule Poirot	Murder on the Orient Express	Albert Finney	
20.	Mercule Poirot	The Alphabet Murders	Tony Randall	
#4 the Big Sleep was made twice. Mither answer sufficed.				

#17 Casino Royal included '7 Ja mes Bonds.' Only one of these was the detective. (spy)

Next Quiz: MORE Dectectives!

1.	Sherlock Holmes	The Seven-Per-Cent Solution	
2.	Sherlock Holmes	The Hound of the Paskervilles (1939)	
3.	Sherlock Holmes	The Hound of the Baskervilles (1959)	
4.	Harper	The Drowning Pool	
5.	Nancy Trew	Nancy Drew, Detective	
6.	Charlie Chan-	Charlie Chan at the Opera	
7.	Charlie Chan	Charlie Chan in Fanama	
8.	Charlie Chan	Chinese Ring	
9.	Mr. Moto	Think Fast, Mr. Moto	
10.	Bulldog Frummond	Bulldog Drummond Strikes Pack	
11.	Bulldog Drummond	Bulldog Orummond Escapes	
12.	Bulldog Prummond	Bulldog Drummond Comes Pack	
13.	Perry Mason	The Case of the Velvet "laws	
11.	Perry Muson	The Case of the Black Cat	
15.	Perry Mason	The Case of the Stuttering Pishop	
16.	Philo Vance	The Canary Murder Case	
17.	Philo Vance	The Garden Murder Case	
18.	Philo Vance	The Dragon Murder Case	
19.	Ellery Queen	Ellery Queen's Penthouse Mystery	
20.	Fllery Queen	A Desperate Chance for Ellery Queen	
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++++++++++++++++++++++ I received 2 answer sheets from you guys. The first one that arrived was from Gary Coughlan, who admitted to using a book! Now really Gary, ANYBODY can use a BOOK! It did'nt help him anyway. He missed #6 saying 'The Camera itself' and #9 and #17. The second sheet was from James Woodson. He said in his latest issue of RAGING MAIN that he was going to win this thing. Congratulations James, you answered every one of them correctly (Which book did YOU use?).

Primes for these things are now 3 issues for 1st place, 2 for 2nd and 1 for 3rd. Deadline will be 12th of October, unless I can't get your mail, in which case it will be the 12th of November.

LEXTCAL PILLAR (Letter Column)

<u>Cteve Knight (Minnisota) Ah, comics!</u> I haven't collected for years, but my brother and I were fortunate enough to be living in one of the few areas where <u>Howard the Duck</u> #1 got distributed, so we have a complete run. Brings back lots o' memories...

Cary Coughlan (Tennessee) 'Do you collect any of the "Classic" comic books - you know the ones where a classic like <u>Tvanhoe</u> or <u>Tchabod Crane</u> are illustrated? I'd like to get a hold of some of those now. They were always enjoyable.

)Steve, if you were a true collector you'ld know that Howard the Duck is still in print, therefore you cannot possibly have a complete run! However I know what you mean, and even I am not a 'true' collector by that definition. HtD now is in a magazine formet, like "donan the Barbarian" and 'Vampirella.' Unfortunatly Gary, Classic comics are no longer in print. Your local Comic Store (Store specializing in buying, selling and trading comics) will most definately have some, but at over-inflated prices. They definately were enjoyable, I first aquired my tast for Science Fiction by reading Jules Verne's From the Earth to the Moon in a Classic Comic.

Bill Highfield (New York) What the HEII is En Carde? I've heard of it but never seen it. Can you explain?

James Woodson(Florida)'I'll play on Garde! I recently plan to enter the PSYCHO ((Psychopath, a British (well actually Scottish) zine published by Mike Dean))) game.

Steve Knight (Minnisota) *I*d ... be interested (very!) in En Carde! if you get enough interest.

)Well I guess there IS some interest out there! You mean to tell me Bill that you 'Swabbie' types don't stick together? A quote from the rules tells us Engarde! is "Being in the Main a Came of the Life and Times of a Centleman Adventurer and his Several Companions." This is a role-playing game set in Paris prior to the French Revolution (16th-17th centuries). It was originally designed as a fencing system, with background added in order to allow players to set up duels. It was later found that the background was more fun than the duels, and hence En Carde! was born. It looks like people are interested, so If I can get 7 to 10 players we'll start this up.

Steve Arnawoodian(Pennsylvania) "That's a pretty good issue, in fact if you take in to account it's your 1st, it's terrific."

Cary Courtlan (Tennessee) Yours will be a very good zine I redict. I really enjoyed this first issue.



DER FUHRER, Suggested Strategies:

These strategies were outlined in the original Der Fuhrer rules.

THE CHANCELLOR:

The Chancellor is in a unique position. First, he has immense power, being endowed with 5 extras that none of his opponents have: He has extra government propagamda, can call the sequence of play, use the Army to protect himself against Street Mobs, ban other players in select provinces, and seek to obtain extra delegates through use of Action.

On the other hand, he is also potentially the weakest player. That's because his opponents, while seeking to further their own causes, will all be trying to undercut him at every turn. In essence, the Charcellor is a hot seat.

The best strategy for a Chancellor is to try to obtain the biggest possible Folitical Fund, meaning he will probably have to go with a Conservative or Law & Order platform.

Then, he should try to keep the other players off balance, hopping from the less important provinces to the more important without falling into a pattern. He should take every opportunity to use action, checking to see how many players have the capability to catch him on it and, for the most part, using it on non-provincial issues. Though the use of Action means the Chancellor gets only 1 extra delegate in each province (providing he is nt caught), that additional delegate can usually place him among the 3 provincial leaders.

He should conserve his Political Fund for what he considers key provinces and use it then to attempt Rally Bans on those players who represent the greatest threat to his office. The Army should be used only when the threat of Street Mobs appears imminent. One or two successful Rally Bans on the same player will usually ruin his election campaign.

NAZI PARTY:

The Nazi Party player's clearest road to the Chancellor's office is via the Demagoguery Platform. Successful use of this can gain him immense numbers of delegates. However, it takes paitience, planning and luck.

The Demagoguery Platform is one of extremes. If a player rolls consistently low on the die, his campaign will founder. If he rolls high most of the time, he should have little trouble outdistancing his opponents.

This means a Nazi Party player should use most, if not all, of his Political Fund on Propaganda points. Then, he should pour most of these into his beg votegetting issues: The New Order and the Big lie.

Use of Nazi S.A. points (Street Mobs) should be judicious. A Nazi Party player who throws them around with seeming abandon will make enemies quickly and invite retaliation. S.A. points should be used only against the chief opponents and in retaliation.

If elected Chancellor, the Nazi Party player is extremely difficult to unseat. In fact, just about the only way to do it is through joint action by all the other players. The Army and Rally Ban rules work best for the Nazi Party. A Nazi Party Chancellor can best keep his job—and win the game—by running his next election campaign on a Conservative or Demagoguery Platform.

COMMUNIST PARTY:

The Communist Party player can generally expect to be the bridesmaid, but rarely the bride. Unless he mishandles his election campaign, he stands a better chance than anyone of being among the top 3 finishers (usually second or third) in any election campaign. There are reasons for this:

1. Players familiar with Der Fuhrer tend to gang up on the Chancellor. The Chancellor tends to be preoccupied with the Nazi Party player. The Nazi Party player, feared by most of the others, usually has his hands full with everyone. Thus players tend to overlook the Communist Party.

DER PUBRIR. Suggested Stratogies (Cont.):

COMMUNICIP PARTY:

- 2. Recause he receives Worker points, the Communist Party player does not have to spend much of his Political Fund, if any, on Street Mob points.
- 3. The Communist Party player generally is poorer in campaign funds in comparison with his opponents because political considerations limit his choice of Political Platforms. He does'nt have much money to spend, so he is generally not freaed.

On the other hand, point 3 tends to work against the Communist Party player. He is impoversed and must spend his Political Fund more wisely than most players. Therefore, his basic strategy, more than anyone, is not to alienate his opponents, with the possible exception of the Chancellor, who has his hands full with everyone else anyway.

Should be be elected Chancellor, the Communist Party player is likely to just barely sneak in. Holding onto the office is more difficult for him than anyone and to keep his grip on it be must take risks at every turn: Mide use of Action, Rally Bans and Street Mobs--the latter as offensive and defensive weapons.

THE OTHERS:

The road to the top is very difficult for the Centre, Nationalist and Coallition players—and the Social Democrat after they are ousted from office.

Their weakness is a lack of extras: The benefits of being Chancellor, the Automatic Street Mob points allocated to the Nazi and Communist Party players.

However, this weakness can be converted to an extent into strength: These parties have a wide range of Political Platforms from which to choose. Also, they are far less likely to be targeted by players gunning for the Chancellor, and the Nazi and Communist Party players.

In essence, they are shrouded with a sort of anonymity that can work in their favor.

Generally, Centre, Nationalist, Coallition and Social Democrat players who are not incumbent Chancellors should choose a good mix of Propaganda and Street Mob points, with an emphasis on the former.

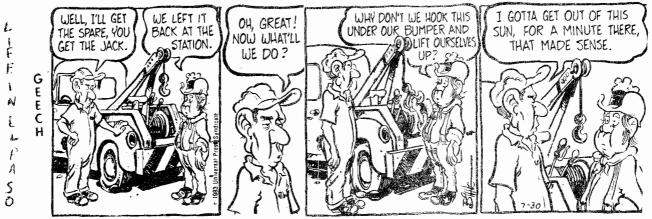
The Nazi player, the Chancellor and their wealthier opponents seek to win in the smaller provinces while trying to finish second or third in the larger ones.



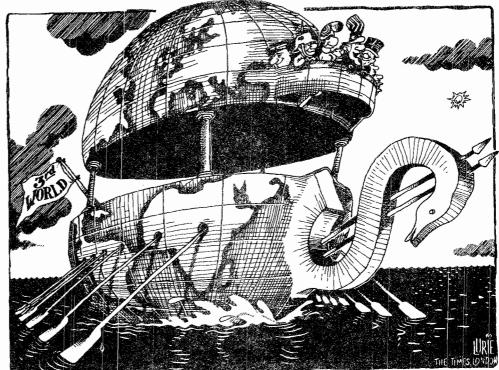
1. Chic gyrn bag 2. Laundry bags 3. Wrapping for packages 4. Hallowein mask 5. Noise maker 6. Book cover 7. Hiccup cure 8. Bacon drainer 9. Casket for a dead per 10. Pornography wrapper

By Julie Stacey, USA TODAY WRAP: Pleated brown paper bag is 100 years old this year.

Well, well, what have we here: You see, it's this way ... a slight miscalculation of space required left me with the decision of stuffing envelopes or giving a page of Cartoons. Therefore, enjoy ...

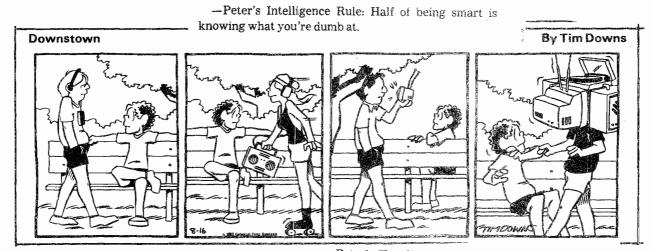


-Peter's Humility Principle: It is wise to remember that you are one of those who can be fooled some of the time.



—Peter's Agreement Principle: I'm not always right, but those who disagree with me are always wrong.

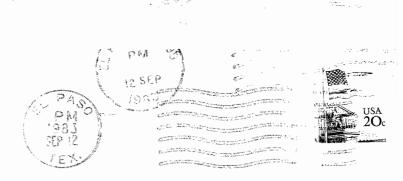
"After all, we're all in the same boat!"



—Peter's Equalization Theory: The only place here you can be on dead level with others is in a cemetery.

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