

THE GRAPEVINE

The grapevine is 'an informal channel of communication used to disseminate information,' so I've named the NEWS section after it.

Well, I'm back from TDY. 61 days of work, dirt, boredom, dirt, free time and dirt. Actually it was more like Mud, Mud, Mud. Thankfully I'll not have to go back to Ft Riley Kansas in the near future. The most fun I had on the trip was after ABC showed 'The Day After' on television. It was very poorly made, but I won't go into all that. What I did do was say 'Hello, this is Lawrence, Kansas. Is any one there ... Anyone at all?' over the radio several times. Boy did those guys freak out! Especially since we were about 85 miles from Lawrence. It was great fun! Also I got to see Styx and Heart in concert at Bicentennial Center (a sports arena) in Salina. The former was fantastic, but the latter has got to be the worst show I've ever seen. Anyway I've got 3 new t-shirts, so my wardrobe is now complete for the next year.

Lets see ... Oh yes, Mark A. Fassio; 145 Rhodes Ave; Shaw AFB, SC 29152, pubber of ESAD has started the James Briggs Lobotomy Fund. All I can say is I'd rather have a frontal lobotomy than a bottle in front of me (or is it the other way around?). Whatever, send him the contributions, and he says I'll get it in the end!

Lets look at all the conventions I have to miss because I'm working over the holidays: BEETHOVENCON II at Larry Peery's house: PO Box 8416; San Diego, CA 92102 (no, not in the box!) December 9th weekend. Pete Gaughan's tet-a-tet 509 Sandpiper Dr; Arlington, TX 76013; January 13-4 (Oops! Apt #130). Then there's the Langley thing over New Years at 4112 Boone Ln; Sacramento, CA 95821, but why am I going over these if none of them are subbers?

PLUG

RENAISSANCE is a game based in the late 15th century in which players control families and seek to build the family fortune better than their historical counter parts. Each family is based upon an actual family from the 1490s, each person having similar skills to the original. This is a very complicated PBM game which includes: Travel, Commerce, Pestilence and the Sword. Write to Constantine Xanthos; 120 MacDougal St; New York, NY 10012

GAME START!!!!

GAME: HAWK

GM: James M. Briggs; PO Box 6243; El Paso, TX 79906

BOARDMAN NUMBER: 1983HU

TURN: Pre-Spring 1901

Players:

AUSTRIA: Bill Highfield; 2012 E. Ridge Rd; Rochester, NY 14622

ENGLAND: Terry Tallman; 802 W. Armour St; Seattle, WA 98119

FRANCE: Brad Wilson; 302 Friendship Dr; Paoli, PA 19301

GERMANY: Steve Arnawoodian; 602 Hemlock Cir; Lansdale, PA 19446

ITALY: Roy Matheson; PO Box 24; Byers, CO 80103

RUSSIA: Jeff Sandelin; 417 Edwards St; Ft Collins, CO 80524

TURKEY: Kenneth Peel; 8708 First Ave #T-2; Silver Spring, MD 20910

Deadline: 12DEC83

AND ITALY, ENGLAND, RUSSIA.

I've already received orders from France, Germany and Turkey. Please note Ken Peel's COA. Remember, anyone not playing in HAWK can play in the Bourse, rules on page 7.

LEXICAL PILLAR:

Keith Sealer(Fraser, Michigan) Regarding the plug you made for MD ((Manifest Destiny)) in #2, I appreciate it even though you botched my name. At least you got the address right; that's more than Woodson + Kane can say; both printed my wrong address. Thus, anyone who sent for a sample sent their letter elsewhere, and they probably think I'm an unreliable fellow who steams off the stamps from their SASEs and keeps them for myself! That'll be the day. Perhaps the issue that you thought you sent me was sent to the erroneous address listed in Raging Main. That would explain things.

It's amazing how many people transpose the e & i in Keith. Even Mark Berch does it in the address labels on his DD ((Dipolmacy Digest)). I guess even God is less than perfect sometimes.

((I'm really sorry I botched your name. At least it is right now. I never thought of Mark Berch as God!))

Steve Knight(Northfield, Minnesota) (from an old letter) Programming for the Army? you doing work in (or on) ADA, then, or has that not filtered through the upper level bureacracy yet?

((Actually I'm a Computer Programmer by profession, not in the Army. I am, however connected with ADA, not the language, but Air Defence Artillery. I used to work for the Government as a civil servant, and they distributed an ADA programming manual to all the programmers. We had such a great time reading it as it was the most hilarious language we ever set eyes on. Most of the manuals were immediatly sent to the 'Circular File' ((Translate: Trash can)) and we continued our programming in 'C'.))

James Woodson (San Diego, California) Yes, I used a book. I don't have it with me, but it's some "Super Trivia Encyclopaedia" or such. In all fairness I could have answered #'s 5, 11, 12, 13, 15, 16, 17, 18, & 19 without it.

For the next set, even my book does'nt have all the information and #2 is the only one I can answer myself with certainty.

((If that's the case, I could have beat you on the first one, and tied for the second. I could only guess who played 'Mr. Moto.'))

Ja mes Woodson (again!) Next bit of news: I was at Ft. Eliss on the 8th ((October? November?)) looking for you. I learned that you were still on TDY (and might be for a while yet) and that you did make E-4. Congratulations!

((Well it seems you knew I've been promoted before I found out! I did'nt see my orders until this week, on the 29th of November! What's this Army coming to when Navy people find out things before us dogfaces do?))

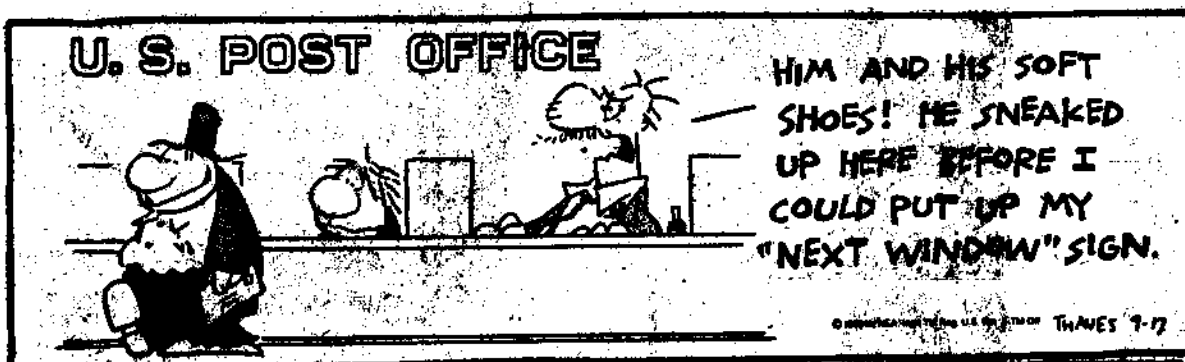
James Woodson (yet again!!!) Will you be in San Diego for Christmas leave?

((Doubtful, our new 1st Sergeant won't approve advance leave, and since I've only got two days accrewed it looks like guard duty for the Holidays to me! There is a chance, however, I'll be there some time, if only for a weekend (it's only \$60 by air).))

Matt Whalley(San Diego, California) How do you like Kansas? Lovely state, what?

((It ranks just above Long Beach and just below Rangoon))

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QUIZ RESULTS:

In the quiz you were given the names of several detectives and the movies that featured them. Your job was to identify the actors/actresses who portrayed them.

DETECTIVE	FILM	STAR
1. Sherlock Holmes	The Seven Percent Solution	Nichol Williamson
2. Sherlock Holmes	The Hound of the Baskervilles(1939)	Basil Rathbone
3. Sherlock Holmes	The Hound of the Baskervilles(1959)	Peter Cushing
4. Harper	The Drowning Pool	Paul Newman
5. Nancy Drew	Nancy Drew, Detective	Bonita Granville
6. Charlie Chan	Charlie Chan at the Opera	Warner Oland
7. Charlie Chan	Charlie Chan in Panama	Sidney Toler
8. Charlie Chan	Chinese Ring	Roland Winters
9. Mr. Moto	Think Fast, Mr. Moto	Peter Lorre
10. Bulldog Drummond	Bulldog Drummond Strikes Back	Ronald Coleman
11. Bulldog Drummond	Bulldog Drummond Escapes	Ray Milland
12. Bulldog Drummond	Bulldog Drummond Comes Back	John Howard
13. Perry Mason	The Case of the Velvet Claws	Warren William
14. Perry Mason	The Case of the Black Cat	Ricardo Cortez
15. Perry Mason	The Case of the Stuttering Bishop	Donald Wood
16. Philo Vance	The Canary Murder Case	William Powell
17. Philo Vance	The Garden Murder Case	Edmund Lowe
18. Philo Vance	The Dragon Murder Case	Warren William
19. Ellery Queen	Ellery Queen's Penthouse Mystery	Ralph Bellamy
20. Ellery Queen	A Desperate Chance for Ellery Queen	William Gargan

I only received one answer sheet this time, from James Woodson. He only guessed at 12^A but he got every one of those right. 3 issues added to your sub, James.

Next up is something different, 'cause I think your tired of Detectives (plus I'm fresh out of detective quizzes!). Each of the following sentences can be translated into a rather shopworn expression. For example "An eruption in the cook pot" would be "A flash in the pan." See how many you can get!

1. Veracity ascertains emancipation.
 2. A pulchritudinous entity pleasures eternally.
 3. Mandate establishing orb and bicuspid exchange.
 4. Don't inquire and you won't be treated to deceit.
 5. That which encompasses everything that possesses gleaming, glistening, splendorous sparkle is not automatically anatomically atomic number seventy-nine.
 7. New York is New York and California is California but an encounter between them cannot ever exist.
 8. A singular measure of 28.3 grams used to anticipate, interrupt, and forestall an impending event has a value equivalent to sixteen times that amount applied later as a restorative remedy.
 9. It is common for mankind to be amiss in the commission of an omission, but permission for remission is the mission of providence.
 10. Fair damsel's drudgery doth drag on forever.
 11. In scant cognition there's a precarious condition.
 12. Total time in toil with fun and frolic forbidden will just turn Jacques into a flatfinish fellow.
- Oops!!!
6. Four farthing coins for confessed fancies.

Dead line for this quiz is 17 January, so results will be in issue #5. First place receives 3 free issues, 2nd gets 2 and 3rd gets 1.

DER FUHRER HISTORICAL NOTES

Pre- World War II Nazi propaganda--and a few post-war histories--helped create a legend around Adolf Hitler's coming to power. His rise, the story went, was the culmination of a great revival of Nationalism in Germany. This was only partial truth, heavily tinted.

True, the Nazi Party received massive public support at the polls during the series of elections pressed on the German people in 1932. Though this support was enough to enable the party to have the loudest voice in the Reichstag, it was never a majority. It never even reached 40 percent.

It happened this way:

In March 1932, much of the Nazi Party leadership was in despair. Hitler had gambled on a head-to-head challenge against President Von Hindenburg and lost despite a Nazi election campaign that had been the greatest single party effort ever produced in Germany.

There was some success. The vote for the Nazis was nearly 11.5 million, far beyond the 6.5 million the party had obtained two years earlier. It gave Hitler nearly one-third the votes cast. However, it was 7 million behind Von Hindenburg's tally. And, in Berlin, all Hitler could poll was 23 percent, trailing even the Communist Party.

But, Von Hindenburg was to be denied outright victory--his vote total was less than one-half of 1 percent shy of what he needed to achieve a majority. Another election had to be called.

That was what Hitler wanted. He announced he would run again even it meant pushing a nearly broken party in front of him. And, though the massive Nazi rallies were once again a feature of the new presidential election, party propaganda chief Josef Goebbels produced a new election device that was to foreshadow the future: Hitler would cover Germany by plane.

The tactic worked--to a point. It did not give Hitler the victory that continued to elude him. In fact, Von Hindenburg received well beyond 19 million votes, 53 percent, and re-election. But, the April election returned an additional 2 million votes to the Nazis--raising their share to 36.7 percent, with nearly 13.5 million.

The party had come a long way from the September 1930 Reichstag elections, when it pulled in 18 percent of the ballots, a performance its enemies at the time thought all but impossible.

Of course the dilemma of how to solve Hitler's all-or-nothing electoral problem remained unsolved. The Nazi Party was just about at its peak.

Meanwhile, considerable political maneuvering was taking place behind closed political doors in Berlin. It was the old Weimar Republic story of musical chairs at the chancery. The old Chancellor was out, the new was in.

Germany's new Chancellor was Franz von Papen, a nominal member of the Centre Party who was to prove his ability to survive long after Hitler came to power. Von Papen's stock in trade was the political cloak and dagger.

A political deadlock ensued in Prussia, governed by a Social Democrat-Centre Party coalition. Riots became common. The Reichstag was dissolved, and new elections were set for July 1932. Even more violence erupted, greater than ever--more than 450 political riots in Prussia alone in a 7-week period. Much of it was between the Nazis and the Communists.

Despite the hard months of unsuccessful campaigning, somehow Hitler and Goebbels had whipped the Nazi Party into top shape for the new elections. The party theme was one often heard in democratic elections before and since: Things must change. It had its appeal in the political climate of the day.

DER FUHRER HISTORICAL NOTES(Cont.):

The results were astounding to some: The Nazis received 13.7 million votes, 37.3 percent of those cast. It gave them 230 Reichstag seats, far more than their nearest competitor--the Social Democrats, whose vote was nearly 6 million less than that of the Nazis.

But it was still short of the clear majority Hitler had sought. And, his enemies and many foreign observers believed the Nazi Party had used up its last reserves.

However, they had not counted on the coming duel of intrigue between Von Papen and Hitler. It was not much of a duel.

The elections had left the Nazis and Communists--the two extremist parties--with more than half the Reichstag seats. Parliamentary government was not possible unless the Nazis could be coerced into cooperating with the government. There was also the threat posed by 400,000 S. A. members looking for an excuse to rampage unchecked.

Hitler--despite Von Hindenburg's objections--had to become Chancellor. Von Papen realized it too, but believed--and convinced the President--that Hitler and the Nazis could be boxed in and controlled.

It did not happen. Germany was about to surrender its long-tortured Weimar Republic for Der Fuhrer.

+++++
And with that, introducing PATRIOT:

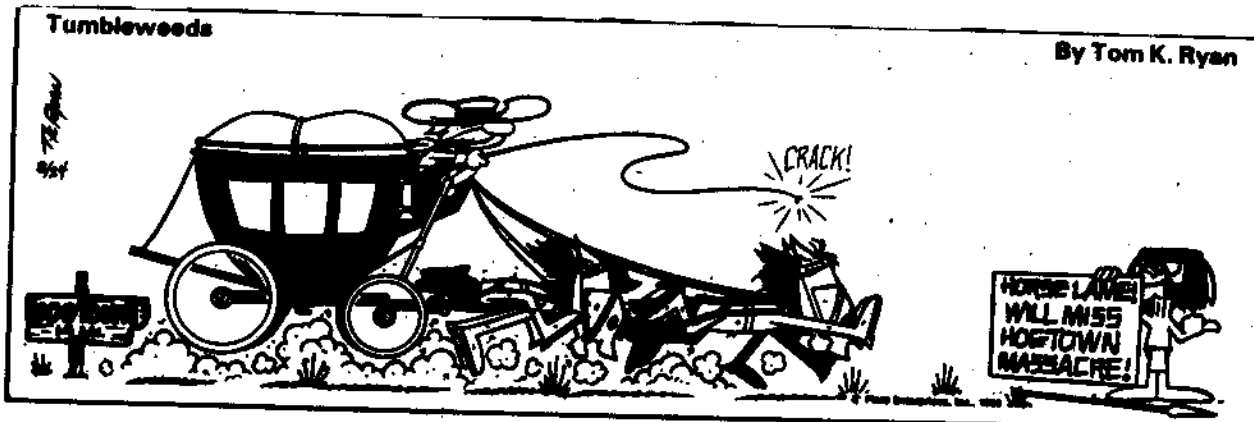
Players:	Party	PLATFORM	Pol.	Fund	Govt.	Prop.	SA/WK
Gary Coughlan	SDEM	Liberal	30		8		-
Mike mills	NAZI	Demagoguery	12		-		27
Keith Sesler	CRNT	Conservative	42		-		-
Matt Whalley	COAL	Pro-Labor	20		-		-
James Woodson	NATL	Pro-Labor	18		-		-
Nelson Heintzman	COMM	Socialism	20		-		9

Players have each others addresses: please note James Woodson's COA until New Years is 5680 Dorothy Way; San Diego, CA 92115. After 4JAN84 he'll be at: PO Box 18645; Corpus Christi, TX 78418.

Lee Kendter informs me that he only gives Miller numbers for Diplomacy variants, so I'm giving this game the code DF-1983A. Because James Woodson has not yet received the game announcement (he moved twice, and it has'nt caught up with him yet) I'm extending the deadline to December 30th, 1983. I know it's right in the middle of the Holiday season, but I'm going TDY (again!) on January 2nd and I'm going to do issue 4 in Barstow, CA.

All right, were all set. The first provincial election is in East Prussia. Issues are Versailles, Anti-Red and Justice; Extra delegates are: 4-2-1.

Don't forget to name the next province to hold elections, Gary. Also, SEND # OF STREETMBS PURCHASED!



1. Bourse is a companion game played in conjunction with a regular game of Diplomacy. Any person regularly receiving TEJTM may play merely by sending in orders. The exception is that anyone playing in the game of Diplomacy is not eligible to play Bourse. 1.2. No player may play in both the Diplomacy game and it's attached Bourse.
2. The objective of Bourse is to accumulate the most Victory Points by buying and selling currencies of the 7 Diplomacy countries, so as, to amass the largest holdings of the countries that finish strongest in the Diplomacy game.
3. Each player starts with 1000 units of each country's currency - Crowns, Pounds, Francs, Marks, Lira, Rubles and Piastres. At gamestart 1 unit of any currency equals one Dollar.
4. The play of the game consists of buying and selling currencies of the various countries. During each season (Spring and Fall) Players may:
 - A. Sell currencies of any number of nations at the Current Market Price (CMP), receiving Dollars for the transaction.
 - B. Buy currencies of any number of nations at the CMP, paying for them with Dollars received from sales during the turn.
5. Restrictions on Buying and Selling:
 - A. Players may not Sell more than 500 units of any currency in a single turn.
 - B. Players may not Buy currencies unless they have enough Dollars to pay the Price.
 - C. Players may not deal in fractional amounts of any currency except Dollars.Note: Dollars are exempt from A. Leftover Dollars are lost.
6. At the end of each season the GM will calculate a new CMP for each national currency. The CMP will rise 1¢ for each 100 units of Net Purchases in a currency that season and drop 1¢ for each 100 units of Net Sales of a currency that season. Fractions of 100 units are ignored in these adjustments...Examples:
 - A. Players bought 1500 Lira and sold 700 Lira, making Net Purchases of 800 Lira. The Lira's CMP goes up 8¢ for the next season.
 - B. Players bought no Crowns, but sold 1999, making Net Sales of 1999 Crowns. The Crown's CMP drops 19¢ for the next season.
7. Before each Winter season, the CMP of all currencies is further adjusted according to the net supply center change by that country from the preceeding Winter. Countries that gain SCs have their currencies rise and those that lose SCs have currencies drop. The amounts of change are:
1 Center = 1¢; 2 Centers = 2¢; 3 or more centers = 3¢. These are based upon SC situation before builds, but after retreats.
8. There is no maximum of CMP. The minimum CMP for a currency is 1¢ as long as the country survives. When a country is eliminated all trading on it's currency ceases and the currency becomes valueless.
9. Victory is determined at the end of the Diplomacy game by totaling each player's victory points as follows: The number of centers held by a country is multiplied by the number of units of currency held by a player, then is divided by 100. The total of all victory points held by a player determines the player's placement for victory.
Note: The value of currency at the end of the game has no bearing on victory.
10. There are no NMRs in Bourse, nor standbys. Players who do not submit orders are assumed to be standing pat on their investments.
11. Players may join the Bourse at any time by sending in orders. Entries after Spring 1901 begin the game with 1000 units of currency for each country still in the game.

I've seen several versions of these rules, each one attributing a different person as the author. Therefore I've not named an author, but make no claims to authorship myself.

THE END JUSTIFIES THE MEANS * * * DER FUHRER, HOUSERULES 2ND EDITION

1. The GM will make sure that each player has a complete copy of the rules. The GM retains the right to alter these house rules but must give notice to the players prior to the change. Legal GM rulings are final. Errors will be corrected ASAP if brought to the GMs attention prior to the next deadline.
2. In order to play the game it is necessary to maintain a subscription to The End Justifies the Means. At times this rule will be waived at GM discession.
3. Party assignments will be determined by the use of preference lists. If you do not submit a preference list you get what is left over.
4. Each turn players will determine which issue they will speak on, any Propaganda and/or Street Mob points they will use and if they will implement any special rules. I.E. Action, Army, etc.
5. Orders should include: Game ID, Party Name, Province, Date, Signature, Player Code.
 - A. Street mobs not assigned to attack another party but used in a turn will automatically be used for defence.
 - B. The Chancellor must name the next province to hold elections at the end of each turn.
6. Perpetual orders or General orders are not allowed. Undated and/or unsigned orders may not be used.
7. Der Fuhrer will played with 5 weeks between deadlines.
8. There will be no votes for draws or concessions. The game will be played to its conclusion.
9. In the event of an NMR (No Move Received) the party will suffer the effects of Rally Ban in that provincial election. Standby players will not be called unless the player NMRs during both of the last two provincial elections during any one campaign. In this case a standby player will be called to take over the party for the next campaign.
10. Deception of the GM is allowed, so I therefore suggest you use your player codes.
11. Press is allowed. It must be obvious as to who submitted the press. The GM reserves the right to edit or withhold press.
12. The following abbreviations will be used:

E.P. - East Prussia	POM - Pomerania
MECK - Mecklenburg	THUR - Thuringen
S-H - Schleswig-Holstein	BAD - Baden
OLD - Oldenburg	SIL - Silesia
HAN - Hanover	WURT - Wurtemberg
SAX - Saxony	H-N - Hesse-Nassau
RHIN - Rhineland	BAV - Bavaria
BRAN - Brandenburg	NAZI - National Socialist Party
COMM - Communist Party	SDEM - Social Democrat Party
NATL - National Party	CENT - Centre Party
COAL - Coalition of small parties	SM - Street Mobs
RB - Rally Ban	GM - Game Master
PF - Political Fund	PP - Propaganda Points
CON - Conservative	L&O - Law & Order
LIB - Liberal	PRO - Pro Labor
SOC - Socialist	DEM - Demogoguery
V - Versailles	J - Jobs
AR - Anti-Red	FA - Fiscal Austerity
LR - Labor Reform	SW - Social Welfare
JU - Justice	SM - Smear
NO - New Order	BL - Big Lie

THE END JUSTIFIES THE MEANS * * * HOUSERULES, DIPLOMACY 2ND EDITION

- 1. The 1976 rulebook will be used. The GM retains the right to alter these houserules but must make a statement that he is doing so in advance. Legal GM rulings are final. Errors will be corrected ASAP if brought to the GMs attention prior to the next deadline.
- 2. In order to play the game it is necessary to maintain a subscription to The End Justifies the Means. At times this rule may be waived at GM discession.
- 3. Country assignments will be determined by the use of preference lists. If you do not submit a preference list you will get what is left over.
- 4. Diplomacy has 5 seasons: Spring moves; Summer retreats; Fall moves; Autumn retreats; Winter adjustments. In all years except 1901 the seasons will be combined thusly:

Summer retreats/Fall moves;
Autumn retreats/Winter adjustments/Spring moves.

In 1901 the Winter adjustments will be a separate season. Seasons will be separated if two players request it, or if one player has a very good reason. GM discession will be used.

- 5. Orders should include the following: Game ID, Country, Season, Date, Signature, Player Code (Optional).
 - A. Correctly lable Armies and Fleets. Fleets moving to provinces with two separate coastlines must be ordered to a specific coast. I.E. N/S/E
 - B. Ambiguous orders may not succeed. I.E. in the case of multiple routes for a convoy, not specifying which fleets the army uses for the convoy operation.
- 6. Orders may be made conditional on previous seasons. Orders may be made conditional upon who is playing a country (as in the case of a standby possibly taking over a country).
 - A. Perpetual or General orders are not allowed.
 - B. Undated or unsigned orders may not be used.
 - C. The last set of dated, signed orders to arrive prior to deadline will be used.
- 7. Unless otherwise specified, the deadlines will be at 5 week intervals. The deadline will fall on a Monday, or in the event of a holiday, the first day following on which mail is delivered. The game may be delayed during a period of postal problems. I.E. Christmas season, strikes, etc.
- 8. Draw or concession votes must be unanimous to pass. Any country with at least 1 supply center or more may vote. If a country fails to vote, it has voted YES. The outcome of the vote will be implemented before the next move.
- 9. At all times a (NMR) will result in all of that country's units executing the Hold order. At any time that a player NMRs, a standby player will be called to submit orders for the country. If a player NMRs twice in a row he will be replaced by the standby.
- 10. Deception of the GM is not prohibited in the rules so is allowed. I therefore strongly suggest you use your player code.
- 11. Press is allowed. It must be datelined from a space under your control or from somewhere where it is obvious as to who submitted it. The GM reserves the right to edit or withhold press.

12. The following abbreviations will be used:

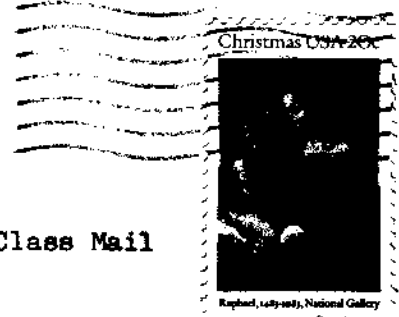
- | | |
|--------------------------|----------------------------|
| BOT - Gulf of Bothnia | LYO - Gulf of Lyon |
| MAO - Mid Atlantic Ocean | NAO - North Atlantic Ocean |
| NWG - Norwegian Sea | NAF - North Africa |
| NWY - Norway | NTH - North Sea |
| LPL - Liverpool | LVA - Livonia |
| TYL - Tyrolia | TYR - Tyrrhenian Sea |
| STP - St. Petersburg | A - Army |
| F - Fleet | H - Hold |

THE END JUSTIFIES THE MEANS * * * HOUSERULES, DIPLOMACY, 2ND EDITION

12. Abbreviations: (Cont.)

- | | |
|------------------------------|-----------------------------------|
| C - Convoy | S - Support |
| D/A - Dislodged, Annihilated | D/R - Dislodged, Retreat possible |
| IMP - Impossible | NSO - No Such Order |
| NMR - No Moves Received | NVR - No Vote Received |
| GM - Game Master | OTB - Off The Board |
| OTM - Ordered to Move | U - Unordered |
| NSU - No Such Unit | |

The End Justifies the Means
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First Class Mail

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YOUR SUB GOOD TIL 4/2

SEE BOURSE RULES ON PAGES 7:
 HOW THE NEW DIGS?
 gm