

5/19

This is Everything You Always Wanted To Know About Diplomacy*, the official journal of the Boardman Number Custodian. The Boardman Number Custodian is Cal White 1 Turnberry Avenue, Toronto, Ontario M6N 1P6 CANADA. My phone number is (416) 654-3072. The editor and publisher of Everything is Cal White. The associate custodian for the United Kingdom is Mick Bullock 14 Nursery Avenue, Halifax, Yorkshire HX3 5SZ United Kingdom. The associate custodian for Central Europe is Roland Prevot 16 rue Descombes 75017 Paris France. The director of information retrieval is Walter Buchanan RR#3 Box 324 Lebanon, Indiana 46052. The Diplomacy record compiler is Russell Fox 5160 Donna Avenue, Tarzana, California 91356. The director of counter-espionage is Ronald M. Kelly 6038 Richmond Highway, #314, Alexandria, Virginia 22302. The Boardman Numbers are partially subsidized by the Gamesmasters Publishers Association c/o Elmer Hinton 20 Almont St, Nashua, New Hampshire 03060.

Minor mutterings

For those interested, I have back issues in stock for Everything from #19-39 except 33 (buncha gamestarts only). They're available for 25¢ each. Counter-spy Ron Kelly reports that Richard Kovalcik and Charlie Spiegel/Ferkin Doyle plan to restart their zines (Tetracuspid and Brotherhood of Thieves respectively) fairly soon. Ron also tells me that Emnie Demanelis has folded Austerlitz. This means that the only pubber that I know of who refuses to trade is Charlie Reinsel.

I have been extremely gratified by the response that my letter column is generating. A successful lettercol is about the only thing that I have never been able to start in Electra Glide Blue. The strange thing about the whole thing is the topic. How often do people get involved actively in apathy?

Current Traders. If DW would print a pubber list I'd chronologise these names.

- Boardman, Naus, Barents, Van De Graaf, Davis, Benes, Leeder, Bullock
 - Horton, Bumpas, Prevot, Reif, Truman, Kershaw, Watson, Kollmer, Head, Smyth,
 - Gillespie, Haas, Fox, Hartwig, Oliver, Hessel, Neiger, Goldman, Agosta,
 - Sergeant, Dunning, Rowland, Fong, Hinton, Costikyan, Greenwood, Beardsley,
 - McLandon, TrTek, Piggott, Winter, Mirassou, Palter, Liesnard, Parkanyi, Bunke,
 - Cook, Jones, Markham, Halfmeier, Gould, Boggess, Beyerlein, (Lipton)
 - Reges, Michalski, Sacks, Kadlecek, Heuer, Evans, Grabar, Oaklyn.
- Grabar and Oaklyn are new to the list. Apparently, Grabar has been pubbing for a while. For more about Oaklyn see Rod Walker's letter later thish.

- Some addresses. ** denotes COA.
- Bernie Oaklyn-13412 Brackley Terrace Silver Spring, MD 20904 (Mar 31)
- David Grabar 4346 E Armel, Las Vegas, NV 89110
- Dave Johnson 852 Forest Hills Dr, Nashville, TN 37220 **
- Eric Verheiden 200 S, Azusa Av, #2, Azusa, CA 91702 **
- Ron Kelly ** (See colphon)

Daniel Palter wants me to mention that he is still publishing Pink Dragon and hasn't folded as was previously announced in Evr. Daniel is looking for players in a new game. Box 72, Cedarhurst, NY 11516.

On the other hand, a sad note reached me the other day. Fred Davis is folding Bushwacker in four more issues after 6 years of publication and 82 issues. I have always found Bush to be a superior zine and I want to thank Fred for the enjoyment he has brought to many people. We'll miss Bushwacker.

* But Had Better Sense Than To Ask.

Everything #34, page 2.

From Russell Fox: IMPORTANT NEWS!!!!!!! DIPCON XI/GLASC III has been delayed one week. It will now be held on June 30, July 1 and July 2 in Sierra Hall South.

RATES: Preregistration is only \$2.00; Fees at the door are \$3.50. Mail all checks ((sic)) or money orders in AMERICAN \$ ONLY ((sniff)) to:

CSUN Simulation Gamers Association
PO Box 163
Northridge, CA 91328

All cheques and money orders should be made payable to "Fred Abrams". Do not send cash; the CSUN Simulation Gamers Association takes no responsibility for the loss of cash (or cheques or money orders) in the mail.

A flyer on GLASC III/DIPCON XI will be out shortly. The Diplomacy tournament (DIPCON XI) will be run by Conrad von Metzke; the assistants will most likely include myself. I will NOT be running the Nuclear War (Card Game) tournament as I did last year.

My first report on statistics will be published as soon as I receive a copy of EVERYTHING #34. If anybody has one can I please borrow it????

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Cal here; I recently talked with Doug Beyerlein re the Evr #34 situation. What it all boils down to is this: Although Cliff Mann cashed Doug's cheque for the postage, they were never mailed out ((Assuming, of course, that the post office didn't lose all 100+ copies. I can't see even the USPO doing that; the CPO, yes, but not the USPO). Therefore, I am now looking for somebody to help me print #34 again. I could conceivably do it myself by thermofax (the ditto equivalent of electrostencil) but it would take 200 masters and 200 years. Does anybody out there have access to reasonably cheap reprodux facilities? Full size, the issue is about 50 pages. If it were to be reduced (preferable) it would be ca 20pp. Please write me and let me know if you can help me.

DOYOURHOBBYAFAVOURSEARCHAROUNDYOUETOWNFORCHEAPREPROFACILITIESUNCLECALWANTSYOU!

From Walt Buchanan: I hope you will write Greenwood ((Don)) to tell him who you have to run the Origins tourney. AH is a business & he's not in the hobby as such. Part of the deal of the DW subsidy & BNC subsidy was that AH would only have to deal through me to contact the hobby. Since there are subsidies, I hope you'll agree with me that we're better off to cooperate with them as much as we can.

((If you say so, Walt. I was rather, how can I put this, peeved that Greenwood wrote to you about something I was doing. Unfortunately, nobody told me about that contract so I reacted rather angrily. Don, I am mildly sorry. Herb Barents is taking care of finding someone to run the tourney.

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Dammit, I knew something seemed wrong about P1. I didn't finish the traders list.

Questionable traders (no issue in two months): Buchanan, Loomis, Wileman, Heinowski, Harper, Jonckheere, Schleicher, Grossman, Apparently no longer publishing (no issue in four months) Sharp, Kniaz, Koval, Jonsson, Holmes, Phillies, Mann, Schwartz, Doyle, Callendar, Bingle, Also, DW reports that a guy named Kent Godwin has started pubbing, but he has never replied to my inquiries. Could somebody send me issues if they get his zine?

Also, just in 1/2 an hour ago. A new publisher by the name of Troy Snyder 1507 S 1st St, Kirksville, MO

From a circular letter sent out by Rod Walker.

I'm not much given to doing much in the hobby these days, due to lack of time. However, something has crossed my desk which looks bad. I felt the word should be spread, so here it is.

There has been a recent announcement in one zine, and perhaps more than one, that a postal Diplomacy zine named LA GUERRE was being started up by a Bernie Oaklyn, 781 Quince Orchard Blvd, #12, Gaithersburg, MD 20760. So far, so...

DIPLOMACY #22, however, states that LA GUERRE is being revived by its old editor/GM/publisher, Buddy Tretick. It also turns out that Tretick lives at 781 Quince Orchard Blvd, #12, Gaithersburg, MD 20760.

The conclusion is that "Bernie Oaklyn" either is Buddy Tretick or is a front for him.

For most of you I need say no more. For those of you who were not around in the period 1968-71, let me elucidate. Buddy Tretick was probably the least desirable GM ever to hit the hobby. As GM, he is known to have rewritten players orders, play in his own games (both under his own name and under a pseudonym) make rulings directly contrary to all of the Rulebooks and in other ways behave in an erratic and irrational manner towards his games and players.

It should also be noted that Tretick has abandoned a large number of games. That's nothing new, of course; but those of us who have dropped games at least had the decency not to start new ones at the same time. During 1969-71, even however, Buddy dropped his active games repeatedly, with no explanation or repayment and went on to start new ones...which were, in turn, abandoned.

I do not contend that it is impossible for Buddy to have changed his behaviour patterns. That would be uncharitable. However, I have it on good authority, from people who have played Diplomacy with him recently in the Baltimore area, that he has not changed one whit. We can therefore expect the same lunatic GMing in the "new" LA GUERRE that we had in the old one.

The postal Diplomacy public should be alerted to the risks involved in joining a LA GUERRE game. A short announcement is being planned. Your comments and assistance will be appreciated.

((La Guerre games will of course get Boardman Numbers as per official policy, but out of deference to Rod, I will watch them closely. Having never known BuddyBernie or BernieBuddy I should not do more.))

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From Alan Rowland: Where could I get #34? Without it, I cannot keep track of who has CP's and who does not. CP's ((Calhamer Points)) or lack thereof have been prerequisites for some of my games. This is my chief reason for trading with E. Without #34 it will make it difficult to maintain novice games with only novices. Any suggestions? ((Yeah, see page 2.))

Also, if the games I mentioned are finished, why aren't they reported? ((They were either in #34 or I haven't been sent the results. If you have them, I would be grateful if you'd send them to me.))

Finally, what about the situation in 78AD where J. Callahan is standby for Russia, as he is Wayne Callahan's brother ((The GM)). Players haven't bitched though most know about it, but would it be declared irregular anyway? ((If th have the same address, yes.))

From John Leeder: I didn't complain about your using spirit, just defined the issues and asked questions. I don't care what you use as long as its readable.

American Heritage Dictionary: professional adj. 1. Of, related to, engaged in, or suitable for a profession. 2. Engaged in a specific activity as a source of livelihood. 3. Performed by persons receiving pay. 4. Having great skill or experience in a particular field of activity.

Definitions 1 & 2 do not apply to any gamesmasters in the hobby. Definition 4, I hope, applies to most GMS (although I sometimes wonder). Definition 3 applies to all GMS charging a gamefee.

Applying the description "creeping professionalism" to the use of reciprocal subscriptions is meaningless unless you change the definition of professional to include anyone who doesn't lose money. Unfortunately, there are certain subgroups with a tendency to maintain that a publisher is obligate to lose money, that he's somehow impure if he breaks even or comes out a little bit ahead. That's bullshit. For my part, I use reciprocal subscriptions don't consider it immoral and if I were to feel obligated to lose money, I'd quit publishing and twenty-odd games would go down the tube. End of tirade.

((Not likely. You're much too responsible to let twenty games go down the tube I agree that a pubber isn't obligated to lose money. I suppose I shouldn't have used that reference to professionalism since my main argument against reciprosubs is basically a spiritual one. (Not spiritual/religious, but spiritual/team spirit.) I trade with people one-for-one because I want to read what they write (That was my reason before the BNC thing came along) I'm not worried if I come out, say, 1 or 2 or even as much as 5 dollars behind over a period of a year. Trading is a simple way for me to keep in touch with people I want to keep in touch with.

((I recently read in Runestone (if I didn't have to go downstairs to check, I'd quote the issue #) that your reason for reciprosubs was that you would have to cease publishing if you lost any more \$\$ on trades. This means that the above reasons wouldn't apply to you. Unfortunately, although it's not your fault, several zines have followed your lead, who do not have comparable reasons. Sigh.))

wellthat'stheendofthetiradesandannouncementsectionlet'sgoontotheapathyquestion

QUICK NEWS FLASH just in from Rod Walker. " Avalon Hill will publish, probably by this summer, "A Wargamer's Guide to Diplomacy". It will be 36 pp long and retail for \$3. It will be sold in North America; I don't know of any current plans to sell it elsewhere at this point. Within the space limitations this will be a complete guide although primarily aimed at someone just learning the game. It will cover the game in general, the strategy & tactics of play, variants, postal play, the rules and many other subjects... including cheating ((Goody!)) There is a complete catalogue of openings, a detailed consideration of stalemate lines, a sample game and many other features ((Rod doesn't mention that he did all the writing. The format will be much the same as in Avalon Hill's Guide to Panzerblitz, which is just like a regular issue of the General. Pretty classy.

((I have had advance knowledge of both Conrad's DJ takeover and Rod's handbook and I kept quiet about both of them. I am however going to blow the lid off something else that Rod told me which isn't quite as earth shattering. Again I quote from Rod's letter, "I have designed a new kind of tournament rating system which Conrad von Metzke will use (at least in modified form) for the next DipCon. Under this new system, the worst thing you could do in a game is come in second. In other words, if you don't win or draw, you won't come anywhere near a trophy. Hehehehehehe!"

As some of you may know, the Canadian post office has decided to raise rates for first class mail from 12¢ to 14¢. Third class will go from 10¢ to 12¢. The PO knows that the price is too damn high. They have a commercial on radio right now that say, "although it will cost you 14¢ to mail a first class letter, we're still the cheapest method of communication in Canada!" I underlined the "although".

Anyway, what it amounts to is this. My postage costs, which are already ridiculously sky high (as you can imagine, with two zines coming bi-weekly with nearly 200 recipients), are now increased by about 20%. While losing a hell of a lot of money in this hobby doesn't faze me, I don't have to lose as much. Here's what I'm gonna do.

Starting with this issue, publishers will find out about the number I have assigned their game in Everything. You will have to scan the "Assigned Numbers" column for your number.

Now even though Evr comes out monthly, this could result in a delay, for instance, number requests have, and usually do, come in the day after Evr gets mailed out. Therefore for number assignments which are delayed for more than a couple weeks, I will send the usual postal card.

Using this method saves me time, money, bookkeeping and it doesn't cut down my service/efficiency. Any complaints?

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Letters (What?!? Again? Yup!)

from Doug Beverlein: Everything #38 arrived yesterday while Marie and I were out bicycle riding 103 miles in the rain. California is not all sun and sun, you know.

You asked for the old fogies in the crowd to comment on Michalski's charges of hobby apathy compared to the good old days. Well, I am only 27, but since I got started in postal Diplomacy when I was 15, I might as well throw in my two cents.

As you might guess, the charges of apathy and things not being as good as they were in the gold days is purely relative. In the summer of 1974 when I joined the postal hobby, the old fogies of that day were moaning about the same things. At that time the hobby was getting so big that it was becoming impossible to play in every zine. Gamesmasters had to start adding player names with their countries because not everybody knew who was playing. And in John Koning's Tab. And, worst of all, John Boardman had to come up with a numbering system to keep track of all the postal games. Then when I started placing a flyer on the postal hobby in Diplomacy sets in 1977 the same cry went up as a new horde of players flooded the hobby. And it has been ever since. Just when a player has been around for a couple of years and finally learns the ropes, then he gets all upset with the changes he sees taking place in the hobby. About the only thing that I can suggest is to learn to live with it and accept it as a growing process.

I suggest that you think twice about trying to computerize the Assigned Numbers. I had the opportunity to do so on a HP3000 computer where I could store the information on the computer but decided that the work of transferring all of the information to data storage on the computer wasn't worth the gain. Think of all the typing it would take ((Oy gevalt, I am...)) About the only place where a computer would help (and this is assuming it has a high powered text editor and up to print) is in preparing finished game reports. As game finishes, you can type the game report into a data set. Then when it comes time to publish Everything, you can edit the data set so that all of the finished game reports are in order and ready for printing. Then your up-to-date printer types up the reports and you are ready to publish. If this mini-computer can't do that (and for \$1500, I doubt that it can) then I suggest you forget about that thing. Time for 60 Minutes. Bye.

((I very much doubt if I will bother getting that machine now. You are not the only person who didn't think it was such a great idea and I hadn't been sure in the first place. I do want to thank Gene Bogges for sending me a flyer on the PET mini-computer. To my amateur analysis it looked pretty good. He wouldn't let me print his very interesting accompanying letter. But: Another factor which pretty well precludes my getting a comp is the fact that I just quit my job. I am looking forward to at least five months of probably pleasurable summer idleness. I'll go back to work in September.))

((Several of your references in the first paragraph remind me of myself. I guess I am at that point where I know one hell of a lot about everything (no pun intended) and am getting dissatisfied when I start making comparisons. I suppose that it all boils down to the basic question, is growth desirable? Do we want our hobby to keep changing as an inevitable result of new blood and the equally inevitable new cult of subgroups which admittedly make our hobby interesting, but also quite unpredictable? Maybe a forum should be set up where we could all decide if we want to grow, if not how could we slow down avenues of new blood access? How do we keep from dying out? On the other hand if growth is desirable, can we increase new blood access? Can we predict where it will all lead? Possible answers to this are: national acceptance, hobby professionals (both players and officials like the BNC and archivist and maybe some ratings masters). It could also lead to massive fragmentation with little contact between groups. There is evidence of that fragmentation happening now. As evidence, I was fortunate to come into the hobby via John Leeder's Runestone which is basically "mainstream hobby" in that it keeps in touch with most major zines as well as the BNC and Archivist. This lead me to believe that these two people were pretty well universal known. I find now that there are many large sections of the hobby which are isolated from the rest of us. Walt has trouble keeping the Archivist complete and I don't get access to all game finishes.

((Comments?))

From Andy Cook: I know I am not an old fogie, but I thought you would wear comment on the apathy question anyway. Apathy in the hobby is present, it's caused by people being in too many games, not by too many people. As a publisher the toughest thing is to get your readers involved in the publication, but unless that is done it is always going to be somewhat dry reading. ((Question: if there were fewer people, wouldn't there be fewer zines and consequently fewer game openings? Also, if there were fewer people wouldn't people be more likely to get involved? I suppose though, that it is a matter of zine:game opening: people ratio))

It always is easy to sit back and think of the good old days, but when we were back in the good old days weren't they thinking about the previous good old days? People should concentrate on enjoying today. Times are changing and they always will be changing. ((Good advice.))

While I speak of changing times, just thought I would console you on your 20th birthday, a terrible experience, I'm sure, but think of your 30th birthday and you will feel better about being 20. ((Thanks, I needed that.))

Also, while my brain is tired, I just thought I might set you and Konrad ((Baumeister)) straight on Music. Queen is good, Kiss is far dog, but the best music to hear is Fleetwood Mac. This is real music. Listen to Rumours, it is untouched gold. Nothing today can touch it.

((Your brain IS tired. I have never been able to see why I out of every people in North America own a copy of Rumours. It does absolutely nothing for me. Although I think that Fleetwood Mac is totally boring, I should qualify it by saying that my preference is for hard, driving rock progress rock. By the way, has anybody else heard the Hawkwind album which has Michael McCroock doing some vocals on the best acid-rock cuts I have ever heard?))

From Bob Sergeant? "As for the impersonality of the hobby, unfortunately, most of my players want to talk about their games. I don't see how I can really answer them without violating GMs neutrality, so I simply don't. When I first joined the hobby I tried to discuss more than the immediate game. Such efforts usually came to nothing. Lately, as John Michalski commented, one is lucky to even get responses about the game, never mind life in general." ((You're lucky that your players put so much effort into their games! It's no fun GMing for a bunch of zombies, but at least they care about their games.)

From Fred O' Winter: You mean to say I owe you another letter again? Well, all I can give you is a short one together with the enclosed ((zine)) word. It looks likely that after next season, Russia will win 1977FB, thus freeing me from my obligation to publish any more foolish Diplomacy zines for some time, until I'm stupid enough to start one up again, anyway. Everything #30 arrived today, and I was most impressed with the zine. Monthly does seem best, but I don't see why you couldn't save up the issues to mail them quarterly to everyone, and institute a "first class subscription rate" of perhaps \$2.00 a year in addition to trade for those who wanted one. It'd save you money. Furthermore, I have no idea what it costs you to run the numbers, and even though there are subsidies available (I understand), I am enough of a reasonable person to feel that you should not have to lose money on the project, and that your capital equipment (wear and tear on your duplicating machines) should be compensated for, and even your time. Of course you aren't a professional, but then, no one said your time was worth \$5.50 an hour either, but a dollar an hour isn't unreasonable. I - How do you earn this money? Well, you could set up a two tire ((???) subscription system, announce in each issue that all games which apply for numbers are requested to make a \$1 donation, and perhaps even make a deal with Saltzman Buchanan or some other collector in which instead of the collector having to make costly trades for Diplomacy zines he wants, you send him yours after six months or whenever you don't need them anymore in return for part of the savings he realizes on not having to trade for so many other zines. Who knows?

As for being at DipCon, who knows? I don't know: a) when it is; b) where it is; c) what it costs; or d) all of the above. Let us say, though that unless it happens near the end of July in Milwaukee, Chicago or within a two hour drive off there, probably not. And unless it is either there or in California in late May/early June or in the South (of America, in Atlanta, perhaps) in late August/early September, definitely no. My last DipCon was Chicago in '72 and although I've been to a few wargaming conventions since, I probably wouldn't go out of my way to see anymore of them. I'm being exiled to Greece in November, by the way, but from mid-June until then, I'll be in a different place every month.

((Of course, the only time you didn't mention was the right one. See p2.

As far as the costs of the Boardman Numbers go, the major expense is postage. And with the latest increase in rates, I've had to make some cutbacks. Witness my new policy on p5. As for your \$\$ ideas: I guess I could hold issues back and mail in packages, but one of my goals as BNC has been to make Evr an interesting rag to read. This has been the responsibility so far of the letter column. Would many people write to me about something I wrote that was three months old?

I do want people to send in a dollar with their # requests, but I don't push. I don't know if I've made that clear, but the \$ is appreciated. With the numbers and EGB and various I expect to lose about \$400 before donations. Of course, there is no way I can come out ahead in this hobby, but every little bit helps.

That idea about selling back issues of all the zines I get wouldn't be too bad except I am almost as packratty a packrat as Walt Buchanan and you know how packratty that is. If you don't believe me write to Carol.

From Walter Luc Haas' Bumm: ((Er, you know what I mean...)) "Cal and one of his readers complain about the new trends in the hobby: "We are just churning out games with no personality involved" (FC Winter), or, as Cal states, there is too much "apathy in the hobby", "People are too lazy to write letters to publishers", and: "Until the hobby stops growing and shrinks to about one-third the size, we will not have the personability that used to abound in the early days"

I would say that this apathy has nothing to do with the "good ol' days" or the bad new days nor the size of the hobby. The size of the hobby means of course, that not everybody knows everybody as it was in the former days, but so what? It would still be possible that each reader of a zine would know a lot of other readers/players of this zine, personally, by letter, or by his comments in that zine.

The problem seems to be that after one or two years of being in the hobby, the original charm of it is lost and only a few of those people being in the hobby for three or even more years are able to keep up a steady and remarkable interest in the hobby, the zines or whatever (including the games they still might play as well); most of these people are the same ones who publish zines or who in former times, were involved in IDA politics.

I have a kind of proof for this: differently from most/all of us if you had the chance to start my zine, three years ago, with brand new players, who had never played postal (or even ftf) Dippy before; they were enthusiastic, wrote letters, discussed, took part (and were, by the way, asked to do so steadily - I doubt that there is any issue of Bumm, in which I didn't ask my readers to cooperate); but after about two years, a lot of this enthusiasm had gone and I was prepared to give up, more or less - but then we had a second chance; the German edition of Dippy was published, a flyer was (for some weeks only, unfortunately) included and quite a bunch of new players came and they are now the ones who are enthusiastic, write letters, fill pages and pages of Bumm with their questions, comments, ideas and press - generally good (this issue, for instance, has more than a dozen pages of press, most of it concerning only a few - the newer - games!)

Therefore, the problem seems to be, where to find a group of enthusiastic novices every two or so years (and maybe also: how to get rid of all those annoyed, dull, uninterested 'old' players who spoil games by not writing letters and who frustrate publishers by not reacting.)

((Maybe we could issue membership cards good for two years and only renew them after asking the member, "what have you done for a publisher lately?")

Your point is very well taken, Walter. I guess most of us have gone through phases where we just kind of let everything slide for a while. I wonder how many of those phases occur after two years in the hobby?

So Doug Beyerlein raised much the same idea in his letter when he said that after a person learns the ropes he becomes disappointed in the changes taking place. That seems to be a likely reason for a persons enthusiasm fading after a while.

I can't agree that the size of a hobby has nothing to do with the impersonability in it. Sure, a person can get involved in a particular zine and get to know everybody. But we have so many zines now. How can one get involved in all of them. If you say only one, then who's to choose?

If we all decided to get really involved with one zine, then maybe the top zines would start getting some antiapathy, but not until. The point I'm trying to make (and I'm not sure I'm succeeding) is that there are too many zines around and not enough of the type of person who writes lots of letters to everybody. Reduce the number of zines and you increase the interplay between activists and publishers.

To another point Cal: I like ditto, as long as it is readable. And your zines are readable ((I'll be that jinxes this page)) So what? It certainly is not necessary, that any of your zines is a prestige publication - a ridiculous idea considering that most zines don't reach more than a hundred, some maybe 150 and two or three with more readers, whose main concern anyway (in general, at least) is to get their zines as cheaply as possible... Of course, xeroxed or even offset printed zines look prettier; they also save time for the publisher, I suppose, but the only other advantage is that such zines could (but how often DO they) use these printing methods to publish material (maps, illustrations, cartoons, photos of players, etc) which we can't.

As far as Everything is concerned: it is, in my opinion, certainly of no importance how it looks (as long as it is readable...) but it is important that it is as complete as possible, and that the info is as correct as possible. (there I would have some small complaints concerning the spelling of some e.g. German names).

((I'm glad most of you have expressed an opinion which doesn't mind ditto. I had been slightly worried about an adverse reaction. Walter, I try to spell the names correctly, but it's hard to be perfect. If you see a mistake make a note of it in Bumm. I can correct it.))

From Bob Hartwgg: Read Everything #38 today and felt I should comment. The discussion of the bigness of the hobby interested me. John Michalski's letter got me thinking about the impersonalization which has steadily grown. I started out with long letters and all that, but by my third game was barely able to keep up with postcards.

My personal intentions are to drop my participation to about three games and to run another 3 or 4 in Podunk. That way I can handle everything with time to spare. Unfortunately, if everyone did this we'd have zines flooding and maybe less players, but we also might avoid the early burnouts which so often occur.

((I wonder if possibly limiting every player in the hobby to, say, four games at a time would help? Would it be practical?))

Everything is the zine for publishers. Perhaps another good place for a discussion of impersonalization would be in Diplomacy Review. We'd probably decide nothing, but it might get some more people thinking about it. Maybe you're right and people are just apathetic these days.

If you computerized the BN's, Flying Buffalo would be about the only ones who could take them if you gave them up, unless there is an easy way to 'decomputerize' them. ((I don't know enough about computers to say if you could or not. I just know how the last BNC transfer was done and it'd be quite different with mechanized #'s))

Ditto is best! I don't think AH is to blame (Konrad's letter) for impersonalization. As far as I can see, the hobby didn't "boom" as some say (maybe FTF but not PBL) although it has grown quite a bit. ((I agree. The decay was there before AH came into the picture.))

As for Queen, you just bring those tapes and see what happens. Jerry Jones and myself are Country/Western fans ((groan!)) and we'll see what we can do to drive you crazy at DipCon. (My water pistol is already loaded.) ((You're forgetting that I have an inherent advantage in that rock is intended to be played very loud. I can drown both of you out.))

Rather than seem like I'm writing a personal letter, I'll close while you still think that I'm as impersonal as everyone else!

From Bob Goldman: I'd like to compliment you on your management of Everything You've succeeded in making it interesting! It wasn't even worth filing. It used to be a chore, but I find your letters column interests me a great deal. ((Than you're gonna love this issue!))

Speaking of the good old days, I think you are wrong if you date their end in the sixties. I joined the hobby in 1972 with the Pouch which was a gem. Press and plenty af letters made it interesting. I think the end of the good old days was about the time Conrad gave the nos to Doug and DW was started. ((I assume you mean that those two events wwere coincidental as opposed to causitive. Actually, I kinda placed the date later than that. Remember in Walter Luo Haas letter he thought that the people who pulled out of the old IDA after IDANA came about, more or less signaled the end of the good old days? Well, that's what I think too. That would place the end of the GOD in August '76 at the General Meeting in Baltimore. Quite a lot of bitterness came out of that meeting.))

About music, I disagree with both you and Konrad. I tend to be more a record buyer than concert-goer (due to limited funds) thus I look for different things. I don't ~~xxx~~ particularly like Queen (due to an overdose of "Bohemian Rhapsody") or Kiss (due to repulsion). I like Kansas. I thought Point of Know Return was a very well assembled album. ((I like a few cuts off POKR, but seeing Kansas in concert last year just turned me off them, it was that bad. Also, I am not really a concert goer either having seen only Kansas, Queen and Crowbar ic))

For sheer craftsmanship, I find Yes unbeaten. Fragile was a beautiful album. However, that is classical rock. It uses the technical side of rock with the finesse of a classical composer and thus sacrifices much of its driving force and sheer impact. For that matter, I'm not sure if it is rock anymore. ((If you're not sure, just call it "progressive" rock.))

For excellent music combined with good showmanship I recommend Jethro Tull. Whenever I feel nasty I retire to my bedroom and slap Aqualung into my tape deck, or War Child. Songs of the Wood was an excellent album, but very strange. ((A CLASSIC.)) Very unlike Tull. Also like Lynyrd Skynyrd, at least Street Survivors. The tracks you hear on the radio are strong, with powerful beat, "That Smell" is an excellent picture of an addict/alcoholic (as Aqualung is a brilliant picture of old age.) Those you don't are an entirely new style. Jazz with rock instruments and a little...different. That accident was tragic. ((I think that SS was the album that would really have made it for them. Their earlier stuff lacked a little something. I wonder who'll write their material with Van Zant dead?? Do you know what name they are recording under now?))

Back to Tull; I feel that perhaps the reason they are disliked so much is that Anderson's lyrics are really abstract poetry, put to music. Like the Beatle's "I AM The Walrus" & "Lucy in the Sky With Diamonds", but with stronger electric guitar ((Not to mention electric flute)) Aqualung and War Child are excellent albums. I suggest you try one of them.

Well, I hope this helps you out of the apathy blues and I hope you can use it. Sorry about the length, I just sat down with a pen and spilled my guts out on paper.

((If more people would do that I'd have no apathy problem to discuss!))

XX
One of life's little moments: This morning a hydro inspector came to read the meter. When he came in my little poodle started jumping at him in a friendly way. So the gonzo asks me, "Oh, do you have a dog?" So naturally I had to say, "No, we have a chicken, but there's a zoning law against it so we teach him to bark."

Evr #39, P12.

1978AZ. Claw & Fang. Don Horton. A- Paul D. Funkenbusch. E- William E Young.
F- H.D.Bassett. G- John P Koenig. I- Steve Greenberg.
R- Walter Compton. T- David Mueth.

1978CA. Brouhaha. Bob Beardsley. A- Leland Harmon. E- John Sokol. F- John Caruso
G- Steve Heinowski. I- Bob Kerstetter. R- Matt Taylor. T- Mitch Bailes.

1978CB. Brouhaha. Alan R. Moon. A- Lee Kendter Jr. E- Lou Wojcik. F- R. Jake
Walters. G- Mike Hudec. I- Stan Johnson. R- Conrad Struckman. T- Bob Donaldson

1978CC. Terran. Steve Heinowski. A- Richard Hirschhorn. E- Cliff Hardosty.
F- Phil Gargano Jr. G- Paul Canniff. I- Patrick Flory. R- Dave White. T- Mark
Franceschini.

1978CD. Terran. Steve Heinowski. A- Rich Holton. E- Jeff Richmond. F- John
Strain. G- Richard Hirschhorn. I- John Caruso. R- Ken Peterson. T- Morgan
O'Brien.

1978CE. Lies, Deceit & Nefarious Schemes. Jerry Jones. A- Stan Johnson.
E- Cliff Hardisty. F- Lee Kendter Sr. G- Andy Meier. I- Ken Peterson.
R- Leland Harmon. T- Carl Eichelberger.

1978CF. Liberterrean. Jim Bumpas. A- Craig A. Reges. E- Dave Grabar. F- Randy
Christopher. G- August Wolf. I- Dennis Klein. R- Bill Bryg. T- Ron Brown.

1978CG. Claw & Fang. Paul D Funkenbusch. A- Sheldon Kahan. E- Craig Crossley.
F- Karl Schuetz. G- William H. Osmanson. I- Brian Edwards. R- Michael McMillie
T- Greg Nyers.

Don't forget, this is the first time most of these GMs are seeing their
assigned numbers. I'm saving myself some money to compensate for the rise
in Canadian postage costs

1978FM. Bumm. Walter Luc Haas. A- Matthias Rummler. E- Alexander Söll.
F- Robert A Spacek. G- Wolfgang Fach. I- Klaus Melcher. R- Harald Voigt.
T- Holgar Werner.

1978FN. Bumm. Walter Luc Haas. A- Ulrich Hausman. E- Karlheinz Müller.
F- Norbert Sonnenberg. G- Christoph Schunck. I- Martin Kastenholz. R- Hugo
Pacolet. T- Roland Sturm.

1978FO. Vortigern. Roland Prevot. A- Michel Liesnard. E- Pierre La Brèche
F- Jean-Pierre Lalo. G- Hugo Pacolet. I- Michel van Lede. R- Francis Bido.
T- Bernard Caleff.

1978FP. Bumm. Walter Luc Haas. A- Jurg Iseli. E- Friedhelm Keffel. F- Wolfgang
Fach. G- Hugo Pacolet. I- Dietmar Schmelzeisen. R- Martin Kastenholz. T- Rolf
Feilen.

XX

IMPORTANT NOTICE! While I hate to say it, this issue is going to be one
entire month late. This is due mostly to the fact that I am not running any
games and therefore have no bloody reason to get this thing out on time.
Also to blame was the large amount of typing to do on this. Electra Glide BL
is always 10 pp so I'm not used to doing this much work on a zine. Next
issue promises to be big as well because I have just received New Statsman
from Mick.

People please note that much of what I have typed previous to now
is probably outdated. Some other stuff is what people have been bugging to d
and I've been putting off because it was due to be printed in here such as
the letter to Don Greenwoof.

Patience please, it won't be this bad again.

1973IZ. Joul International (to S04), Runestone (to S11), Batoche, John Leeder (Doug Ronson GMed F12). A- Terry Knowles (Drop F15), Michel Jarraud (Drew F20) (Jim Lawson played S08-F08). E- Richard L. Sykes (Drop S10), Henry Kelley (Drew F20). F- Doug Ronson (Out F04). G- Arnold Proujansky (Res F03), Nicholas Palmer (Out F19). I- Roland Prevot (Drew F20). R- John Hultand (Drop F06), John Gross (Out F09), (Nicholas Ulanov played S08-W08). T- Michel Peron (Out W04). Note: First ever N.A. based French language game.

	01	02	03	04	05	06	07	08	09	10	11	12	13	14	15	16	17	18	19	20
A	5	6	8	10	12	14	16	15	13	12	11	14	13	12	13	15	15	17	17	
E	4	4	5	4	5	6	6	7	8	8	8	7	6	6	6	9	9	7	6	
F	5	5	5	6	3	2	2	2	2	2	2	2	2	1	2	1	1	1	1	
G	6	5	3	3	2	2	2	2	2	2	2	2	2	1	2	1	1	1	1	
I	4	4	5	6	8	10	9	9	9	11	12	13	11	13	15	13	9	10	10	
R	5	7	6	5	4	2	1	1	1	1	1	1	1	1	1	1	1	1	1	
T	4	3	2	2	2	2	2	2	2	2	2	2	2	2	2	2	2	2	2	

1974CW. Arrakis. John Leeder (ToF02), Rick Kitching (ToW07), Brian Johnston (S08-S15), Doug Hayward (ToW16). A- Randolph Smyth (Drew W16), Ron Kelly (Out F1) Cusack (Drew W16). F- David Head. G- David Truman (Res s06). R- John Gross (Out F16) (Howie Ray played W01-S02) T- Robert Fisher (Res W06), Cal White (Drew W16)

	01	02	03	04	05	06	07	08	09	10	11	12	13	14	15	16
A	5	6	7	6	5	7	8	8	7	8	8	7	6	7	9	9
E	5	5	7	9	10	9	10	11	9	11	11	13	13	14	14	13
F	4	4	3	2	3	4	6	6	8	7	6	5	5	3	1	1
G	4	5	4	5	5	5	4	3	2	-	-	-	-	-	-	-
I	4	4	5	4	3	3	1	-	-	-	-	-	-	-	-	-
R	5	4	3	3	2	2	2	3	5	4	4	3	3	2	1	-
T	4	3	5	5	6	4	3	3	3	4	5	6	7	8	9	11

1974GC. ADAG. Hal Naus. A- Steve Miner. E- Ted Holcombe (Win F12) F- David Truman (Drop S09), cd (Out F12). G- Steve Peluso (Drop F10), cd (Out F12). I- Warren Wyman (Res S04), Jim Cooper (Res F04), Edi Barsan (Res F08), Brad Payne. R- Steve Brooks. T- Steve Altman (Drop F06, cd F07)

	01	02	03	04	05	06	07	08	09	10	11	12
A	5	6	7	8	8	10	11	13	13	14	13	10
E	5	7	7	6	6	8	9	10	12	13	15	18
F	4	3	3	2	2	3*	3	4	3*	2*	1*	-
G	5	5	6	6	6	4	4	3	1	1	1	-
I	5	6	6	6	5	4	5	3	4	3	3	5*
R	6	3	3	4	5	4	2	1	1	1	1	1
T	4	4	2	2	2	1	-	-	-	-	-	-

1975GO. Bumm. Michel Liesnard. A- Karlheinz Muller. E- Thomas Scheben (Win F0) F- Stefan Huber. G- Wilfried Dingel. I- Michael Ernestus. R- Heike von Staden (Out F05). T- Hans-Werner Dorr (Drop W01), Stefan Dour.

	01	02	03	04	05	06	07	08	09
A	4	5	6	8*	4	3	2	2	2
E	5	6	7	7	9	13*	15	17	18*
F	4	4	2	2	2	2	2	2	1
G	5	6	7	8	9	7	4	2	1
I	4	4	4	3	4	3	4	3	4
R	7	5	3	2	-	-	-	-	-
T	4*	4	5	4	6	6	7	8	8

Wins: @=4* #=6* &=3*
 &=2* +=7* %=5*

1975GY. Libertesrean. Jim Bumpas. A- Doug Hollingsworth (Out F05). E-Margaret Gemignani (Out F04) F-David Tutacko. G- David Wildman (Drop F07). Bill Bryg. I- Richard P. Johnson (Out F07). R- William Clumm (Out F05). T- Gary Behnen (Drop #07). Dave Ditter (Win F12)

	01	02	03	04	05	06	07	08	09	10	11	12
A	4	4	1	1	-							
E	4	2	1	-								
F	4	6	7	8	8	8	11	12	11	12	9	6
G	6	7	7	9	11	11	11	10	11	10	11	11
I	4	4	6	6	4	4						
R	6	5	4	2	7	2	2	2	2	2	2	2
T	4	5	8	8	11	11	12	12	12	12	14	17 Wins by concession.

1975IV. Command. Dennis Agosta. A- James Marino (Out W06). E- David Kinsfather (Drop S08). Bill Stone (Draw W09). F- Robert Granville (Draw #09) G-Bill Young. I- David Emerick (Res S04). Dan Mathias (Draw W09). R- David Moyer (Res W02) Bud Hunter. T- Doug Happel (Drop W06). Ronald M Kelly (Draw #09)

	01	02	03	04	05	06	07	08	09
A	5	5	2	1	1				
E	5	6	7	9	11	11	11	9	9 Draw.
F	4	5	6	7	7	5	6	6	6 Draw.
G	4	3	1	-					
I	5	6	5	5	5	8	5	6	6 Draw.
R	6	5	8	4	-				
T	4	4	5	8	10	10	12	13	13 Draw.

1976BM. St George & The Dragon. Bob Sergeant. A- Michael Mochnik. E- Chuck Doehrer (Out F06). F- Bart Levy (Drop S06). John Michalski (Out F09) G- Margaret Gemignani (Out F04). I- Kathy Gordon Johnson (Res S02). Ron Kelly (Out F05). R- Larry Breslour (Wins F09). T- Charlee Spiegel (Drop S03). cd (Out F04)

	01	02	03	04	05	06	07	08	09
A	5	6	8	10	11	11	13	14	15
E	4	4	5	3	2				
F	6	6	7	8	9	10	6	3	-
G	5	5	2	-					
I	4	4	4	2	-				
R	4	3	1	-					
T	6	6	7	11	12	13	15	17	19 Wins!

See p 13 for legend.

Graustark. John Boardman. Thomas McNally. (Out F05). E- Michael Lariton. F- Lawrence Chafetz. G- Thomas W. Ripper. I- John Malay (Won F09). R- William Drakert. T- George Bakich (Out S08)

	01	02	03	04	05	06	07	08	09
A	4	3	2	1	-				
E	5	6	7	6	5	4	3	5	5
F	5	5	5	6	7	8	7	4	1
G	5	4	4	5	5	3	4	5	4
I	5	6	8	10	11	13	14	14	18
R	6	5	3	2	3	4	5	6	6
T	4	5	5	4	3	2	1	-	

1976DC

1976EC. Claw & Fang. John Weawig. A- Paul D. Funkenbusch. E- Jordan Pedder (Drop W01), Bob Wartenberg (Out F06). F- Roland Straten (Draw S07) G- H.D. Sasset (Draw S07). I- Mark Kimehelm (Drop F05), cd. R- Michael Willemsen T- Jim Diehl.

	01	02	03	04	05	06	
A	5	6	6	4	4	3	
E	4	3	1	1	1*	-	
F	5	6	7	10	9	12*	Drew.
G	5	6	7	7	8	11	Drew.
I	4	4	3	1	1	1	
R	6	4	4	5	5	3	
T	4	5	6	6	6	4	

(1977ID) Hanno Goes To War. Don Bingle. A- Chuck Michalski (Won F07) E- Jonathon Jacobs. F- Daniel J. Stewart (Drop F01), Hal Borkowski (Drop F06) cd. G- Richard Letterman (Out F07) I-Richard Bingle. R- Chris Shank (Drop W04) cd. T- William Bradford (Out S06)

	01	02	03	04	05	06	07	
A	5	6	8	10	13	16	18	Wins!
E	4	6	6	6	7	8	8	
F	5	5	6	8	8	7	7	
G	5	5	5	4	3	1	-	
I	5	5	3	1	1	2	1	
R	5	4	4	2	-	-	-	
T	3	3	2	3	2	-	-	

%& \$ % * # % # % & * (\$ % & * () _ ! % & * () % & * () _ ! # % & * U @ # % & * O T Y U I P # % & * S D F G H J K

In the last month that I have been putting off doing this zine several things have happened which bear mentioning:
 Lee Kendter has started a new zine called Why Me? (Good Name!) If memory serves me correctly (I'm not going downstairs for my mailing list) Lee's address is 4347 Benner St, Philly, PA.
 David Truman has folded G*S*S*S*E*D after 4 years of publishing. He dumped all his games on me and I'm going to dump them on Dpug Ronson.
 Richard Kovalcik has put out an issue of Tetracuspid with several game finishes which will appear next issue.
 Charlie Spiegel and Fernin Doyle have announced officially the termination of their zine, Brotherhood of Thieves.
 Donald G. Wileman has officially folded ~~Der Fliegende Hollander~~ ~~Der Fliegende Hollander~~ ~~Der Fliegende Hollander~~ ~~Der Fliegende Hollander~~ ~~Der Fliegende Hollander~~ Der Fliegende Hollander due to almost total lack of funds. His games (including the classic Scheisskopf Diplodocus) have been transferred to Roger Oliver's Diplomatic Journal which has recently taken the half million odd orphans from Quendi Khazad Dum. Congrats on you amish, Rog.
 Ben Grossman has announced the splitting up of Zirkast/Predawn Leftist into two parts. The games are now separate and Ben will try to keep them running regularly. The second part, which will contain Ben's creative efforts, will I assume, have less attention to regularity paid to it.
 John Leeder has put out his 200th issue joining only a few other publishers who have managed to do this. Gee, John. Seems like only 150 issues ago when you muttered the classic line "Gee, those numbers really pile up when you publish weekly"
 Randolph Smyth will put out issue #100 soon of the most underrated zine in the hobby, Fol Si Pie. (Forgive my impartiality)
 Does anybody have a valid address for Norm Mainstock. I had an issue of ECB returned to me. I didn't thank anything of it because the Post Office quite

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can't find anything, but Jerry Jones said he had an issue of DR returned.

I'm going to be going to Glasco this summer. How can I afford it? Simple. My plane ride is free due to the fact that a girl I know works in a travel agency and will get me a free ticket. I'll be staying at Jerry Jones place, so room and board is taken care of. Hell, even my admission is taken care of. George Phillis wants me to be on a panel discussion regarding the present and future state of the hobby. In return I get free admission to the Con. Expensive? Maybe for you suckers without connexions. Snicker.

By the way, the games reported in this issue are those that were scheduled to go in a month ago. Those received since then will go next issue.

Please expect two month issues occasionally in the future.

John Leeder is running the second annual (sort of) Zine Poll. Mick Bullock just finished doing the UK zine poll and they got 151 votes. I know John love to beat this total and it would give more meaning to the final stats. GET YOUR VOTES IN RIGHT THIS MINUTE! (Maybe using the imperative will work) Just rate every zine you get on the basis of 1 (a crime against humanity) to 10 (perfect). ((Remember to give EGB and EVR 10's))



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Sub Credit _____

See page _____