

ISSUE 10

May 6, 1985

Game openings: Gunboat, Snowball Fighting.

(512) 343-8202

Gunboat is now open, and I may have one gamestart in here by the time I get done printing this up. I only need a few more (for to be exact) to get the second game open, so stop putting it off!!! Deadline will be two weeks, no press, and I will have maps. Game fee is \$5 per game plus a sub to FF which is presently \$5/10 issues. Please send your fee along with your request; I will only cash the checks of the people I actually let in the game, leftovers will be returned.

Also now open is SNOWBALL FIGHTING. No gamefee, but a sub is required. We will be using the new map and there are openings for 6 or 7 players. As reigning SF champion, I want to give a few of you lesser talents a chance to sharpen your skills before I start taking on challengers to my title. How magnanimous of me!

PRESIDENTIAL POLITICS NOTES

There were recounts in all the elections from last time, and at least one drastic change (Dan Young won New England), and one semi-dramatic change (Jim Burgess didn't get twenty per cent in New England) almost caused a delay. But instead I invested heavily in ATT and saved you all from two months of the same results. I have reprinted a recap of each with the recounts and corrected results followed by this weeks election in Wisconsin. I haven't figured the exact results yet, but it looks like Mr. Political Scientist Wall has blown it in his home state again! Of course, we should also note that Mr. almost-has-his-PhD-in-Economics Burgess is broke. Ah, the irony of it all. There has been a suggested rule change that I don't think we need to vote on. It has been suggested that Wilcox cannot win the nomination unless he registers to vote. Sounds good to me.

You will notice one additional change to the format here; I have added an "Available Funds" row to the CFP figures. This will list exactly how much each candidate can spend in the upcoming race. As your orders come in I will check to see how much you have spent assuming you win all the media bids. If it exceeds the Available Funds amount, you get a very terse post card. Should you fail to answer in time, I will knock off a few items at random until you get below the line. Any questions?

DUE NEXT TURN: (FF only!)

Declare candidacy in Virginia; Media bids and Spotlight issues in Louisiana and Indiana; maintain whatever organizations that you have already set up; seven days travel. Please note that Food Stamps will come into play next issue. The only other possibility is MX Missile (9 or 10).

TIME FACTOR NOW STANDS AT: 36 (FF) and 41 (HPG)

NEXT DATE TO CHECK THE DJIA: May 16 (FF and HPG)

DEADLINE: May 2 (FF) and April 26 (HPG)

See Page 8 NOW!

DEMOCRATS					
CANDIDATE	JIM	PETE	JAKE	MARK	STEPHEN
BALANCE	29	<42>	814	781	808
This week					
SPENT	<119>	-0-	<90>	<98>	<81>
GAINED	18	-0-	16	51	-0-
BALANCE	<72>	<42>	740	734	727
Available Funds	-0-	-0-	898	892	885
TRAVEL:					
DAY 1	Milwke	*	Indnpls	Milwke	L.C./Alex
DAY 2	Madison	*	"	"	Lafy/Monr
DAY 3	Appletn	*	Gary	"	Shreveprt
DAY 4	Grn Bay	*	FtWayne	"	Baton Rge
DAY 5	Racine	*	StLouis	"	N. Orlean
DAY 6	J'sville	*	"	Racine	"
DAY 7	Eau Clr	*	"	Grn Bay	"
ORGANIZATIONS:					
Louisiana	N	N	N	2	4
Indiana	4	1(-1)	3	N	N
South Atlantic	N	1(-1)	N	2	1
Border States	3	2(-1)	1	2	1
Pennsylvania	4	N	1(-1)	2	1
Texas	4	N	N	N	N
Virginia	2	N	N	N	N
Michigan	2	N	N	N	N
North Plains	N	N	1	N	N
DECLARED FOR:					
Louisiana	N	Y	N	Y	Y
Indiana	Y	Y	Y	N	N
South Atlantic	Y	Y	Y	Y	Y
Border States	Y	Y	Y	Y	Y
Pennsylvania	Y	Y	Y	Y	Y
Texas	Y	N	Y	Y	Y
TOTAL DELEGATES:	231	257	196	285	215

REPUBLICANS				
CANDIDATES	DAVE	TY	JAMES	DAN
BALANCE	316	644	511	758
This Week				
SPENT	<58>	<77>	<126>	<102>
GAINED	-0-	-0-	45	65
BALANCE	258	567	430	721
Available Funds	416	725	588	879
TRAVEL:				
DAY 1	Madison	Indnpls	Mlwkee	Mlwkee
DAY 2	"	"	Madison	"
DAY 3	"	"	Applton	"
DAY 4	"	"	N.Orleans	"
DAY 5	"	Gary	"	N. Orlean
DAY 6	"	FtWayne	Indnapls	"
DAY 7	"	Evnsville	Gary/Hmnd	"
ORGANIZATIONS:				
Louisiana	2	4	5	4
Indiana	2	4	5	4
South Atlantic	N	2	1	1
Border States	N	2	1	1
Pennsylvania	2	1	3	2
Texas	1	N	1	N
DECLARED FOR:				
Louisiana	Y	Y	Y	Y
Indiana	Y	Y	Y	Y
South Atlantic	Y	Y	Y	Y
Border States	Y	Y	Y	Y
Pennsylvania	Y	Y	Y	Y
Texas	Y	Y	Y	Y
TOTAL DELEGATES:	112	157	200	173

NEW YORK -- RECOUNT!

DEMOCRATS

CANDIDATE	JIM	PETE	JAKE	MARK	STEPHEN
ISSUES:					
Nuke	-209	-209	+572	+572	-209
Panama	+355	+355	+355	+355	-428
Chrysler	-163	+507	-163	+507	+507
Windfall II	-225	+466	+466	+466	-225
IDB	+344	2248	+344	-784	+344
Decision bonus	344		344	344	344
SPOTLIGHT ISSUE	IDB	Wind II	Nuke	Chrysler	Panama
VISITS: days/votes					
NYC	2/ 46	3/ 68	4.6/105	9.2/209	21.7/494
Nassau	1/ 33	1.6/ 53	2.8/ 93	2.7/ 90	
Buffalo		.5/ 18	1 / 37	1 / 37	1.1/ 38
Rochester			.5/ 19	1 / 41	.9/ 37
Albany		.5/ 20	.45/ 18	1 / 41	
Syracuse			.5/ 14	1 / 30	.7/ 21
Utica			.5/ 10	1 / 23	
Binghamton				1 / 23	.3/ 7
Poughkeepsie				1 / 23	
ORGANIZATION:					
weeks/votes	4/522	5/553	4/522	4/522	5/553
MOMENTUM BONUS:	412				412
MEDIA:					
Votes	1236	1648	412	412	412
number/cost	3/418	4/613	1/138	1/138	1/138
bids	1/138	1/138	1/138	1/138	1/138
	2/140	2/150			
		1/175			
TOTAL VOTES:	3889	4145	3474	4479	4031
PERCENTAGE:	19.43	20.71	17.35	22.37	20.13
DELEGATES:	55	58	49	63	57
CFP GAINED:	-0-	74	-0-	155	72

REPUBLICANS

CANDIDATE	DAVE	TY	JAMES	DAN
ISSUES:				
Nuke	-213	+1053	-213	-213
Chrysler	-289	-289	-289	+949
Windfall II	-316	-316	+867	-316
SPOTLIGHT ISSUE		Nuke	Wind II	Chrysler
VISITS: days/votes				
NYC	1.8/ 77	4.3/183	10.4/447	5/215
Nassau	7 /160	2 / 46	.8/ 18	2/ 46
Buffalo		1 /130		
ORGANIZATION:				
weeks/votes	5/553	4/522	4/522	4/522
MOMENTUM BONUS:	412	412	412	
MEDIA:				
votes	-0-	-0-	412	412
Number/cost	-0-	-0-	1/138	1/138
bids			1/138	1/138
TOTAL VOTES:	2020	2951	3180	2673
PERCENTAGE:	18.66	27.26	29.38	24.70
DELEGATES:	23	34	36	30
CFP GAINED:	-0-	75	157	68

NEW ENGLAND -- RECOUNT

DEMOCRATS

CANDIDATE	JIM	PETE	JAKE	MARK	STEPHEN
ISSUES:					
Nuke	- 42	- 42	+142	+142	- 42
Panama	+ 71	+ 71	+ 71	+ 71	-126
Chrysler	- 63	+ 84	- 63	+ 84	+ 84
Draft II	- 63	- 63	- 63	- 63	+126
SPOTLIGHT ISSUE	DraftII	Chrysler	Nuke	Nuke	Panama

VISITS: days/votes

Hartford	1/ 27	1.9/ 51	1/ 27
Providence	1/ 22	1.8/ 40	1/ 22
Bridgeport	1/ 55	.5/ 25	
New Haven	1/ 52	.5/ 23	
New London		.5/ 24	
Portland		.9/ 23	
Lewiston		.5/ 10	

ORGANIZATION:

weeks/votes	4/165	3/149	3/149	3/149	1/ 18 (closed 2)
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MOMENTUM BONUS:

100

100

MEDIA:

Votes	100	600	200	100	-0-
number/cost	1/ 33	6/278	2/ 74	1/ 33	-0-
bids	1/ 33	1/ 33	1/ 33	1/ 33	-0-
		1/ 45	1/ 41		
		4/ 50			

TOTAL VOTES:	763	1205	740	609	496
PERCENTAGE:	19.96	31.65	19.35	15.99	13.02
DELEGATES:	20	42	20	16	13
CFP GAINED:	-0-	120	-0-	-0-	-0-

REPUBLICANS

CANDIDATE	DAVE	TY	JAMES	DAN
ISSUES:				
Nuke	- 72	+216	- 72	- 72
Busing	+ 24	+ 24	+ 24	-288
Windfall II	- 24	- 24	+360	- 24
SPOTLIGHT ISSUE	----	Nuke	Wind II	Busing

VISITS: days/votes

Hartford		.5/55		.45/50
Providence		.5/45		.45/40
Bridgeport		.5/42		.45/38
New Haven		.5/39		.45/36

ORGANIZATION:

weeks/votes			1/ 76	3/149
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MOMENTUM BONUS:

100

100

100

MEDIA:

votes		200	100	100
Number/cost		2/ 66	1/ 33	1/ 33
bids		2/ 33	1/ 33	1/ 33

TOTAL VOTES:	220	745	732	797
PERCENTAGE:	8.82	29.87	29.35	31.96
DELEGATES:	-0-	29	28	31
CFP GAINED:	-0-	29	29	62

WISCONSIN

LARZELERE WINS IN LOW VOTER TURNOUT

Staving off terrible weather and a last ditch effort by the bankrupt Burgess campaign, Senator Larzelere was able to grab a 187 vote victory in today's Wisconsin primary. Very little money was spent by either party, and the poor weather hurt the turnout even more. What little advertising the Larzelere used created an issues identification that couldn't be overcome by Burgess' superior organization and last minute whistlestop tour of the state.

This was the last campaigning for Burgess, who has now gone completely broke. Governor Gaughan of California has also run out of money, but promises to be a force to be reckoned with at the convention just a few weeks away. In spite of his lack of money, the Governor picked up an additional 15 delegates. Some of his followers advocated that he bolt the party and run an independent race for President.

Colorado Governor Halverstadt took third, just ahead of the defunct campaign of Gaughan. He had spent very little money in the state, and didn't travel there at all. Senator Wilcox of Texas was not entered in the Wisconsin Primary.

CANDIDATE	JIM	PETE	JAKE	MARK	STEPHEN
ISSUES:					
Nuke	- 48	- 48	+ 90	+ 90	-
Busing	+ 64	- 77	- 77	- 77	+
Chrysler	- 55	+ 99	- 55	+ 99	+
Windfall II	- 59	+ 82	+ 82	+ 82	-
IDB	+	+	+	-	+
Dom Spending	+	+	?	+	?
SPOTLIGHT ISSUE	Wind II	----	Nuke	Chrysler	
VISITS:days/votes					
Milwaukee	1/26			5/128	
Madison	1/ 6	.9/ 6			
Appleton	1/20	.9/18			
Green Bay	1/18			1/ 18	
Racine	1/18			1/ 18	
Janesville	1/26				
Eau Claire	1/26				
ORGANIZATION:					
Weeks/votes	5/83	2/35	3/71	2/58	
MOMENTUM BONUS:		66		66	
MEDIA:					
Votes	66	-0-	66	66	
number/cost	1/22	-0-	1/22	1/22	
TOTAL VOTES:	515	431	441	702	
PERCENTAGE:	24.65	20.63	21.11	33.60	
DELEGATES:	18	15	16	25	
CPP GAINED:	18	15	16	51	

WISCONSIN

YOUNG TRIUMPHS -- SECOND WIN IN A ROW!

The California Senator used the momentum from the controversy plagued New England regional caucuses and a strong week of campaigning in Milwaukee to snatch the Wisconsin primary out from under the nose of Wisconsin Senator James Wall. The battle here sets the stage for a fierce battle in Young's home state, since common etiquette precludes a strong campaign push in a fellow senators home state. Analysts are sure the breach here by Young will force retaliation in the last weeks biggest primary. Young's campaign manager said, "All this did was give Wall an excuse. Had we given him his winner take all here, he still would have fought us in California."

Congressman Frick of Texas became engrossed in a gaming tournament in Madison, and turned what was supposed to be a two day visit into a seven day stay. Party watchers say that the Frick campaign is about to fold, and his efforts may be directed toward the second spot on the ticket from this point on. He did, however, enter the primary in his home state.

The third candidate, Ty Hare, was rather despondent after having lost the New England election in a recount. In an economizing move he closed his Wisconsin campaign completely, and spent the week working in Indiana.

Indiana looks to be a battle between Wall and Hare, although after two come from behind surprise wins Young can't be counted out.

CANDIDATE	DAVE	TY	JAMES	DAN
ISSUES:				
Nuke	- 48	+ 90	- 48	- 48
Busing	+ 64	+ 64	+ 64	- 77
Chrysler	- 55	- 55	- 55	+ 99
Windfall II	- 59	- 59	+ 82	- 59
IDB	?	+	+	+
Draft II	?	-	+	+
Dom Spending	?	+	-	+
SPOTLIGHT ISSUE		Nuke	Wind II	Busing
VISITS: days/votes				
Milwaukee			1/ 26	4/103
Madison	7/ 45		1/ 6	
Appleton			1/ 20	
ORGANIZATION:				
weeks/votes	3/ 71	3/ 43(-1)	3/ 71	3/ 71
MOMENTUM BONUS:			66	66
MEDIA:				
votes	-0-	-0-	66	66
Number/cost	-0-	-0-	1/ 22	1/ 22
TOTAL VOTES:	342	311	526	589
PERCENTAGE:	19.34	17.59	29.75	33.31
DELEGATES:	-0-	-0-	-0-	34
CFP GAINED:	-0-	-0-	45	65

FEUILLETONIST OF THE MONTH

This month's feuilletonist is a columnist for the Daily Texan which is the UT newspaper. His name is Brian Jacobsmeier, and he usually does movie reviews. This issue, however, he treats us all with:

THE INS AND OUTS OF MOVIEGOING

or 'What to do to bratty little kids sitting in front of you'

As a movie reviewer for this paper, I naturally see a lot of movies. And over the past few months, I've made a few observations about the Austin movie scene that I'd like to pass on to you, the reader, in the hope that you will spend your entertainment dollar more wisely.

First, get rid of your television set. There is nothing entertaining on television anymore except reruns of old shows, and you shouldn't watch all those brainwashing advertisements if the networks can't provide you with anything the quality of "Green Acres." Besides, television is evil.

By the way, don't get pissed at the theaters for charging so much. The vast majority of that five bucks -- as much as 90% -- goes to the film distributor, not the theater. Most theaters wouldn't make the rent without their concession sales.

Concessions: Don't ask for butter on your popcorn. Ask for either "buttery flavored" popcorn or "golden flavored" popcorn, whichever is offered at the theater. It is an insult to a theater to ask for butter when they have gone to the trouble and expense to obtain "golden flavor," a chemically superior product developed originally for the space program. Also, theaters that truly care about their customers will offer nachos, hot dogs and Chilly Dilllys (in season, of course).

Where to sit: For optimum film experience, sit in the middle, about one and one-half screen lengths back. This is recommended by Siskel and Ebert, and it seems to work fine.

Dealing with (jerks): If you sit next to annoying talkers, first note their size, age, and distinguishing marks ("Biker's Rule" tattoos, eyepatches, etc.). If you feel you can take them on, say "I have a 16-ounce coke here, and I'm going to put it on your pimply head if you don't shut up." This has worked several times for me. And if they don't shut up, DO IT. Anybody who reads the titles out loud as they appear on the screen should be dealt with more harshly -- wait until they leave the theater, and run over them with your car. Babies and crying bratty little kids are another matter. You can smack the little kids, but tell the manager about the crying baby. He'll forcibly eject said baby into the parking lot, where it can just sit and wait until the movie is over.

Good luck, and happy film going!

Squib. by Miles Mathis



ANNOUNCING CHEAP AIR FARE TO SEATTLE!!!

DipCon August 23-26, 1985

If you are interested in attending DipCon in Seattle and have been held back by the exorbitant cost of travel, fear not, for we have come to your salvation!

\$196.00 from each of the cities below, and
\$98.00 from Houston, Texas

The above fares from the following locations have these restrictions.

1) If you change your reservation or cancel the ticket, you lose \$25.00.

2) Payment must be made with a money order or cashier's check made payable to:

PACE CONSOLIDATED TRAVEL
700 Rio Grande
Austin, Texas 78701

3) The fares go up by either \$80 or \$160, depending on where you are flying from, on May 24, 1985. We have to have the ticket paid for by that date to get the old fare. That means money in our hands by the 23rd.

The dates that I recommend are the 22nd and 26th, first come, first served. All the dates in between have only five or six seats left as of today. Don't count on them being there by the time you get this. If you can only fly on a certain date then tell me and I will either get you the date you want or send back your money. It would be nice if everybody flew on the same date, so we could all go up on the same plane.

5) Only two pieces of carry on luggage are allowed; no checked baggage of any kind.

6) You may purchase a meal on board, but no regular meal will be served.

All the flights will land in Houston about an hour before the flight to Seattle leaves. As far as I know everyone will have to change planes. Here are the schedules:

City	To Houston		From Houston	
	Departs	Arrives	Departs	Arrives
Atlanta	1:45am	2:34am	3:45am	6:25am
Philadelphia	12:40am	2:45am	3:52am	7:53am
Newark	12:40am	3:00am	3:30pm	7:37am
Chicago	12:25am	2:51am	4:05am	6:28am
Los Angeles	9:20pm	2:15am	4:15am	5:25am
Boston	10:40pm	2:51am	3:30am	9:31am
San Francisco	6:55pm	2:33am	4:00am	5:39am

Houston	To Seattle		From Seattle	
	Departs	Arrives	Departs	Arrives
Houston	4:05am	8:15am	6:35pm	2:31am

The tickets from every city except Houston are \$196.00 each round trip. For those of us lucky enough to live in or near Houston, the tickets are \$98.00 each round trip. If you want us to send the ticket back by Certified Mail, please add three dollars to the price of the ticket. If the ticket is otherwise lost or stolen there is very little we can do to replace it. In fact, there is nothing we can do to replace it.

Unless you work in the travel industry, you can't get a better price from these cities. The deadline is midnight on the 23rd, so don't delay in getting the money orders in!

I am sending out 100 of these letters. Please pass the word along to people who you think might benefit. Reprint any or all of this, please include the restrictions on refunds especially.

THE GONZO

Maybe it's the April rain, the clammy chill that bites to the bone.

Perhaps the spotty participation has something to do with it, the three or four players who chose not to even go through the motions of submitting orders this turn.

I guess it just might be the wrong time of the month, for that matter.

But today is the day I should be sending Greg the results for the Presidential Politics game, and all I have is a stack of blank sheets of paper.

Many of you have been kind enough to write and say how much you enjoy the game. But, sadly, I'm beginning to think the game isn't very good.

As you've heard, I'm working on the second version of Presidential Politics. For that matter, it's ready to go on paper and off to the printer. I want to take a shot at selling it to a real game publisher, and I might even get lucky and do it.

Thing is, I really liked the first version of the game. Now, after GMing the game, and getting the chance to play it, I see lots of problems with it.

So, that's why there is no report here. I think it's far more important--now that I'm on the verge of putting in the time to write, print and try to market the thing--to go back to you, the people who have made the game an important part of my life, and let you tell me what I've done right and wrong.

If you'll bear with me, I'd like to go step by step with the game process, offer my opinions and try to learn from you if I might be heading in the right direction with the next game.

ISSUES: I think the issues are the best part of the game. For one thing, they offer a sort of history lesson, and even serve to remind us that some issues take a long time to resolve. MX Missile and Aid to Nicaragua will be included in the new game, as well as a couple others you'll recognize from the current game.

But, in the current game, all the issues are of equal value, and I don't think that's right. My greatest fear is that one of these games will be decided on the strength of the Energy Mobilization Board or Indian Nuclear Fuel issue. Let's get serious! These came out four years ago, and I barely remember them.

Should all the issues be worth the same number of voter points? I think not. Should an issue be worth X points in Week One, and still worth X points in Week Twelve? Again, I think not.

I have a list of 84 issues for the new game, and hope to use the vast majority of them. As I see it, most of those issues will be worth a lot of points as they enter the game, and fade away (for the most part) within a few game turns. They will leave a sort of residue, however, as the new game will offer players the opportunity to establish a "rating" with eight different special interest groups. These groups, which will include the elderly, the poor, farmers, urban dwellers, the conservative faction and others, will yield voter points much in the same fashion that the issues alone do now.

DECISION BONUS: A bunch of crap. This was my attempt to make candidates immediately decide how they stood on an issue. As we all know, real politicians are able to do quite well while giving the public the impression they are "weighing the issues." I intend to eliminate this from the new game, players will be able to declare (and probably stay) undecided.

TRAVEL: As each of the fifty states will be contested separately (no more regionals in the nomination scenario, but that will be the opposite in the general election) travel will be contested for on a state, not city basis. I may make exceptions in the larger states. I favor the continuation of the three-week limitation on advance travel. Greg's use of a ten-week limit is very good, in that early visits are of measurable value, but I think it puts unnecessary strain on the GM. And I'm trying to make the game easier to manage.

MOMENTUM: I intend to make momentum a much more important part of the new game. As the game now stands, momentum is of almost no value at all, and then for only the following week. In the new game, I expect to make a win carry momentum--of decreasing value--forward for three weeks after a win. And some states will provide more momentum than others, with the bigger states adding a bigger boost.

MEDIA: Another part of the current game that really makes me cringe. Imagine not being able to buy media because you are outbid! There is always space for one more commercial. In the new game, you will budget a specific amount of cash for media. The candidate spending the most on media will get a bonus, but, generally, your percentage of the total spent on media in a state will equal your share of that state's media votes.

ORGANIZATION: One aspect of the game that should remain about as it is.

FINANCES: Players are going to begin the game with 500 CFP. The higher cash totals permit unsuccessful players to stay in the game too long. I expect to use the matching-fund rules, and make campaign contributions a bit easier to get for candidates who do well.

So, please tell me what you think I should do with the new game. I'm still at a point at which I can incorporate new things. Anyone who reads this is welcome to comment, and those of you who send along comments and suggestions will be rewarded, probably with a copy of the new game at a considerable discount.

If your name is Wall, Tighe or Woodson, you might check to see if you have orders you forgot to send me. Perhaps your orders were mailed, and blew out of the box, quite possible as it's been rather windy as of late. I know I saw some of my neighbor's mail fly into her back yard (airmail?) and I suppose the same may have happened here.

And, I suppose that any of the rest of you may re-submit orders should you so desire. I don't want to get mean about NMRs, I know there are times when you've got more important things to do. At least I hope so!

One last thing I might add: I just might wind up making the new PP a package of several scenarios, including presidential primaries and general elections, a campaign for a US Senate, one for the House of Representatives and perhaps elections from 1960 and 1968.

I appreciate your interest in the game, and will be glad to learn what you'd like to see done with the new version.

High Plains Gonzo is the product of many frenzied hours before the typewriter of Jake Halverstadt. He lives in exile at 1106 Castle-rock Drive, in the glamorous city of Fort Collins, Colorado. Zipcode there is 80521. The phone responds to your dialing (303) 482-4058.

We are urging you not to vote for HPG in any of the several 'zine polls now cruising the hobby. Indeed, we'd prefer you not to participate in the polls at all, unless you possess a degree in journalism.

Butter Battles

This is BB 4.0, a sub-zine of FF, a 'zine from TX. It's from me, Conrad Minshall. 'Zine trades are for suckers. Are you a sucker? If so, you can reach me at 3702 Tarragona Lane, Austin, Texas 78727, and if you're very lucky, at (512) 837-4039.

We have a sub-subzine - sniff around, it's the one with the greasy paper.

"Zwlniks" (1985A) Winter 1901

A couple of NEW game notes: Some press arrived after the deadline. I'll include it next season. This season I spent the time it would've taken to do a game map writing an 85A diary entry. The diary isn't entirely just for fun - if any predictions in it come true you'll hear about in my endgame statement! Now players, there's nothing new for you below here - flip the page!

Austria (Nick Fellela, 17 Brokaw Ave., Floral Park NY 11001)
No adjustments. Has A SER, F TRI, A VIE.
England (Stephen Wilcox, 5300 W. Gulf Bank #103, Houston TX 77088)
Build F EDI. Also has F NTH, F NWY, A YOR.
France (Larry Peery, Box 8416, San Diego CA 92102)
Build F BRE, A PAR. Also has A BUR, F POR, A SPA.
Germany (Melinda Ann Holley, Box 2793, Huntington WV 25727)
Build A BER, F KIE. Also has A DEN, F HOL, A MUN.
Italy (Steve Arnawoodian, 602 Hemlock Cr., Lansdale PA 19446)
Build F NAP. Also has F TUN, A TYR, A VEN.
Russia (Ronald Spitzer, 761 N. Bundy Dr., Los Angeles CA 90049)
A MOS, F STP(sc), A WAR. Also has A BUD, A RUM, F SEV, F SWE.
Turkey (Tom Boyd, 17018 Via Tomar, San Lorenzo CA 94580)
Build F SMY. Also has F AEG, A BUL, A CON.

GAME NOTES:

- Deadline is Monday, **May 20th** for Spring 1902 orders. (The 23rd we're leaving for a long weekend on the Colorado River.)
- The separation of seasons is at the request of Italy.
- I'm experimenting with a change in press format this issue. Press is no longer separated by submitter; it's all scrambled up. Immediately after each dateline is a "\" (known as a backslash to computer freaks). Right after the "\" is, for player white press submissions, a single letter denoting the country of origin - A, E, F, G, I, R, or T. For anonymous player press a single "?" follows the backslash. White guest press will have the submitter's initials after the "\" and anonymous guest press will have "???" put after it.
- Standby list is D. Beyerlein, K. Byrne(AUSTRIA), G. Ellis(GM), Givan, Kohn, S. Langley, Luedi(GM), and P. Milewski. **More standbys appreciated and needed.** (I think perhaps as many as 4 of the standbys live too close to players to be legit - the BNC talks about a 50 mile limit. I guess I'll check out a CA map before next season.)

PRESS:

Note to All:\T My letters & cards are always in pencil. If you get a copy from a "friend" how can you be sure it is unchanged?

\T Given France's underground (undertable?) press is it better to be his friend or foe?

GM-T: Despite my very best tricks I've yet to wangle my way into a game with him. So don't ask me!

Sorcerer's Apprentice to Sorcerer Peery:\PJG Hang in there, chief!

GM-All: "PJG" are the initials of one Pete Gaughan. I'd give you his address but he says he gets enough junk mail as it is.

Gaughan to GM:\PJG A March 29th deadline for a flyer I received on April 4th? You're an April Fool.

GM to PJ: Mea culpa. Naturally I noticed this just after the mailperson left with the adjudications. Seven patient players should have received seven impersonal postcards before 4/7.

ENG-GER:\E Real sharp! In spring '01 move against France. Then in fall '01 move against England and Italy. Look out Ronald, you're next.

Gaughan to Holley:\PJG All the best luck to you, but with Wilcox and Spitzer - two of the hobby's alltime fanatics - on your borders you're in big trouble. Wilcox makes Genghis Kahn look like Little Orphan Annie, and Spitzer would stab Bernhard Goetz!

GM to Wilzer and Spitcox: Them sound like fighting words to me! Y'all aren't going to let him get away with this now are you?

\T Friends may come and friends may go but Byrne will die as Austria.

ENG-AUS:\E The reason my line of play doesn't show up in any books is because I don't use any books. I don't own any and the library is too far away. Thanks for the compliment though.

GM-AUS&ENG: AHA! Finally the light dawneth. Told you - I'm just a little slow sometimes. Feel free to share the game with all of us.

\T Is Woody a nickname for head or leg?

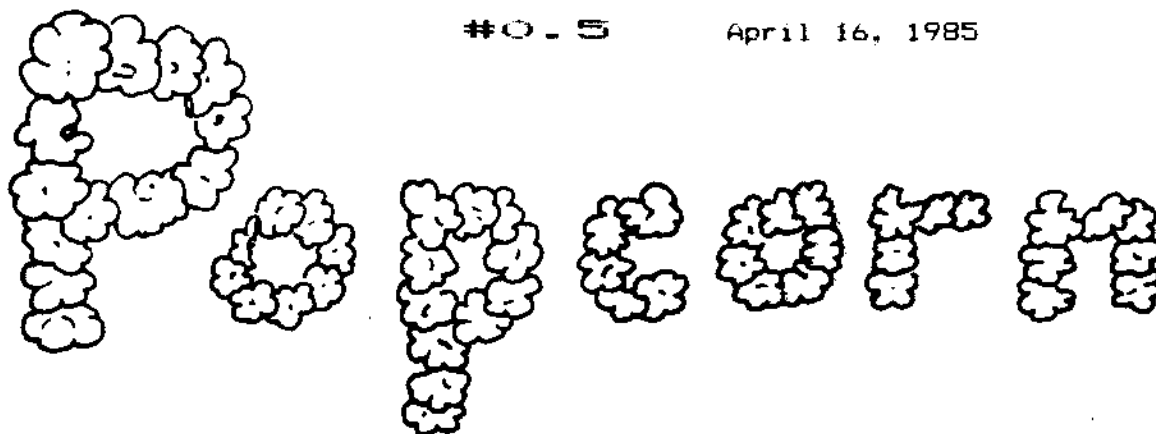
GM-Tom comma: Maybe something in between, maybe something which rhymes with "exchequer"? "Observer" to Fellela:\??? How could you ever let a numbskull like Spitzer build three in '01!?

Hey, GM, is Woody playing two countries in this game??

GM-"Observer": Not to worry. Looks to me like he can't even handle one!

\T Will France please build a fleet in Marseilles? (P.S. Please don't tell anyone.)

April 16, 1985



POPCORN 0.5 is a Deviant game opening announcement. This all comes about through a trap Conrad Minshall laid in a Butter Battles contest. POPCORN will not be a part of MAGUS (if you don't know what that means, don't let it bother you). It will either stand on its own or be a sub-subzine in Butter Battles, if Conrad (the original mover in this case) faces up to his responsibilities. In any case, the game fee will be \$10.00. That buys you a position in the game and copies of POPCORN until the end of the game.

There are already three signed up to play. They are Ig Lew, Conrad Minshall and James Early. Ig has even paid. *Also Pete Gaughan and Bob Olsen!*
 If ~~more~~ more of you sign up and all of you pay the fee, a gamestart announcement will wend its way ASAP. I will take you first come first served.

The rules (until you modify them) are the 1976 Diplomacy Rules as modified for play by mail. Seasons or groups of seasons will be played on monthly deadlines. Before Spring 1901 and with every spring or fall turn, each player may propose a variant rule. GM will print proposals and indicate who the proponants are. With each spring or fall turn, the players will vote for one or two of the rules in the previous season's set of proposals. The rule (or rules if there is a tie) with the most votes becomes a rule of the game. The GM will list the player's votes. If a player does not propose a new rule, his most recent proposal will remain in effect. If that was passed into a rule, its negation will be proposed. If a player does not vote, he will be considered to have voted yes for his own proposal. Because the number of supply centers may vary, a simple majority rather than a fixed 18 will be the victory criteria for the game. In addition to the new proposals, the GM will also list all the variant rules that have become rules of the game, even if they have been negated by another rule. The later rules in the list take precedence.

This is going to a select few that Conrad suggested and a couple others I've thought of. Feel free to pass the info along to other interested parties. If we don't fill the game by mid July, I'll return any collected game fees and bag it.

If you are interested and have \$10.00, send me your name and address. I am Steve Langley and you can reach me through the mails at 2296 Eden Roc Lane #1, Sacramento, CA 95825 or by phone (916) 927 4077 (If I'm home, if not, Daf likes people).

I will need to know the name and address of the MNC. Anyone?