

ISSUE 7

February 12, 1985

Game openings: Gunboat, Snowball Fighting.

SNOW, SNOW, SNOW !!!! I love it here in Texas, but these people down here do not know how to react to a little snow! The mail has apparently stopped for the last four days; most major thoroughfares have been closed; businesses haven't opened; classes have been cancelled; and all because of two or three inches of snow. I am still hoping to get this out on time, but the weather still looks threatening. I promise to do my part, but no promises about the weather.

This issue is jam packed full of good stuff. First and foremost are the results of the Presidential Politics game. Although as I am typing this I do not know the final results in Florida, I can say that it should tighten up the race a bit, in both parties. In addition I hope to get a new subzine started which will carry another game of PP and will be a combination of the GONZO and POLITESSE gamestarts. BUTTER BATTLES will be here (eight or nine pages; teach him to say "house rules" and ask for comments!) and it contains a gamestart. I have a clever little column written by Russell Baker of the New York Times, and a few letters. So all in all this looks like it will be the prototype issue of my fledgling zine. I may even send out a few extra issues to get the votes in the Freshman Zine Poll!

As the other games go, it is starting to look good for a GUNBOAT gamestart. I will be contacting the proper custodians to get an actual copy of the rules for Gunboat, if such a thing exists. I may even set up a house rule or two. If you are at all interested in either playing or acting as a stand-by, please let me know. Remember, the Gunboat will be a no press game.

Snowball Fighting was the other game I mentioned, but not much interest has peaked. Maybe if I print the rules I can get a few more. If I have room, I will do that this issue. Game fee will be free for SF and \$5 for Gunboat. DO NOT SEND ME ANY MONEY FOR THESE YET! I will let you know.

HOBBY NEWS

One quick reminder that the The Freshman Zine Poll needs your votes. Deadline is February 22, 1984. Send the Ballots to Steve Langely at 2296 Eden Roc Lane #1, Sacramento, CA 95825.

In other hobby news, The Feud goes on as the one year anniversary quickly approaches. I think fewer people care now than a year ago, but I have isolated myself from it somewhat. As for the various "boycott BRUX" movements that have popped up, we discussed the Runestone issue here and generally discovered that some people have personal reasons to hold back ballots, but no one could answer why others should. On the other hand, the new zine register being put together by Robert Sacks, and the Novice Packet being compiled by Bob Olsen (please understand that this is all second hand info), are both probably excellent ideas. Both of these endeavors can only be improved upon if approached in a competitive arena. By having an alternative available to the buying public, we the discriminating consumers can choose the better of the two products and advise our friends and acquaintances accordingly. The participants should realize, however, that negative campaigns, whether in politics or in advertising, leads to lower sales. The idea should be, "Buy my product because it is better!" Not, "Buy my product because the other publisher is a scuzzball!"

In the good news department, most of you know by now that Bill Quinn has become the new BNC, and now the search for an

This will be the last issue under the old postal rates, thanks to efforts by the Hobby Small Fry Protection League. There will be no price increase, but watch for some of the bigger zines to get hurt in the crunch, at least if things go according to plan. A large scale feud (I am talking BIG! Not the little Byrne/Linsey stuff.) has been narrowly avoided. At least I think it has. Ken Peel, of WARTHOG fame, has been tentatively admitted to the HSFPL contingent upon his getting a game open in the restart of POLITESSE. Had the leaders of both organizations not managed to agree to this compromise, a WARTHOG vs. HSFPL war may have broken out. Although HSFPL member Evans Givan voted against creating any sort of meaningful dialogue with Peel or the others, the motion to negotiate carried, and the results were viewed as favorable. Personally, I think it is a good idea to leave the WARTHOGs alone. The Easterners still need to hold onto some image of power if for no other reason than to keep them quiet. The current motion before the HSFPL council is to change Conrad's status from associate member to full voting member, due to his game opening, and his taking over EVERYTHING.

Speaking of issue covers, the latest issue of PERELANDRA is Pink. I got a note on the front from Editor-in-Chief P. Gaughan asking if that made him a "pinko." No Pete, I think you have had a pink tinge long before this issue! Another interesting note that I can't help pointing out: I have run across two publishers in the hobby who called themselves either "Christian-Socialist" or "Social-Democrat." The latter is now out of business because of, you guessed it, economic pressures! The former is Mr. Gaughan, who recently raised his rates to 75¢ per copy. Now don't misunderstand me. The zine is definitely worth it, or I wouldn't be subbing. I just find it interesting that the socialists do indeed understand the personal dynamics of Capitalism. Of course, should the HSFPL really take hold, don't be surprised if we start getting requests for grants and subsidies! I can assure you all that as long as Evans and I are members none of these giveaway programs will have a chance.

[illegible]

7

Texas Senator Stephen Wilcox took his first primary win in the southern state of Florida today. The Texan took nearly 40% of the vote in a contest that was marked by extensive travel, but only 80% of the available media was bought. In an effort to prove himself more than a single issue candidate, the Senator pushed his strong anti-busing stance and his vote for the anti-busing amendment. His campaign was also given a boost by his recent vote against the Windfall II proposal and his 40% monopolization of the available media.

Colorado Governor Jake Halverstadt came in a distant second after his last minute decision to emphasize the Windfall Profits issue backfired on him. "We had hoped to catch a few people off guard with that maneuver; it didn't work" Soon after challenging the other candidates on the issue, Senator Larzelere of Maryland announced his vote for the proposal, and the voters reacted unfavorably to both candidates. "Had we had a better budget here, we probably could have made this a lot closer," the Halverstadt Florida campaign manager said. "We did great in the fund raising department."

Senator Larzelere tried to use the Aid to Chrysler issue to his advantage, but in an excellent strategy move the Halverstadt campaign pointed out to voters that the Maryland Senator had yet to visit the southern state. Larzelere has not done well in any of the southern states to date, and is concentrating his travel and organizational funds in the north. Even though he had a strong momentum advantage after his win in Massachusetts, the Senator couldn't translate that advantage into anything better than fourth place in a four man race.

The most disappointed camp was that of Former California Governor Pete Gaughan. Although he hadn't travelled the state much, and limited his visits mostly to college campuses, he did make a stronger than average media push. The high cost of Florida advertising pushed his net campaign expenditure higher than any other candidates. "We understand that when a youth oriented campaign is run, the donations don't flow quite as freely. But we intend to make up what we lose in money by out spending the others in energy!", the candidate announced during a rally in New York City. The Governor did have one of the stronger Florida organizations.

Although previously the front runner, Rhode Island Governor Jim Burgess' campaign had faltered, and he chose not to compete in the Florida primary. Still, his campaign rhetoric sounded optimistic. "We are going to do very well in my neighboring states in the North East Caucuses, and we are going to do very well in New York! And with your help, we are going to win in Illinois!", the candidate announced to a Chicago throng estimated to be 5,000 people. A small setback for the Burgess campaign occurred when a near riot was reported at the grand opening celebration of the Wisconsin State Headquarters in Madison. A group of young men known only as the "MadLads" successfully turned the Grand Opening into a beer bust. Order was restored several hours later, but only after the police had been summoned on two separate occasions for reported stabbings. No real violence was discovered.

CANDIDATES	JIM	PETE	JAKE	MARK	STEPHEN
BALANCE	1157	1065	1229	1108	1138
This week					
SPENT	<85>	<183>	<130>	<114>	<272>
GAINED	-0-	-0-	50	-0-	125
BALANCE	1072	882	1149	994	981

FLORIDA

WILCOX TAKES FLORIDA BY 15 POINTS
HALVERSTADT BRIDESMAID AGAIN

CANDIDATE	JIM	PETE	JAKE	MARK	STEPHEN
ISSUES:					
Draft	*	-172	-172	+155	+155
Busing	*	-103	-103	-103	+375
Chrysler	*	+136	-237	+136	+136
Windfall II	*	+ 90	+ 90	+ 90	-408
SPOTLIGHT ISSUE		Draft	Wind II	Chrysler	Busing
VISITS:days/votes					
Miami	*	.9/ 23	2.8/ 71		2/ 51
Tampa	*		2.8/119		.5/ 21
Ft. Lauderdale	*		.5/ 29		1/ 59
Jackson	*	.5/ 11	2.3/ 59		
Orlando	*		.5/ 18		1.2/ 43
Palm Beach	*		.5/ 22		.6/ 27
Lakeland	*	.5/ 28			
Pensacola	*		.5/ 28		
Daytona	*		.5/ 22		
ORGANIZATION:					
weeks/votes	*	3/180	2/147	2/147	3/180
MOMENTUM BONUS:				163	
MEDIA:					
Votes	*	326	163	163	652
number/cost	*	2/109	1/48	1/ 48	4/231
bids		1/ 48	1/48	1/ 48	1/ 48
		1/ 61			3/ 61
TOTAL VOTES:	*	1069	1280	957	2107
PERCENTAGE:	*	19.75	23.65	17.68	38.93
DELEGATES:	*	20	24	18	39
CFP GAINED:	*		50		125
TRAVEL:					
DAY 1	Chicago	Chicago	Miami	NYC	NYC
DAY 2	"	"	Tampa	"	"
DAY 3	"	Deca/Peo	Jck/PtL	"	"
DAY 4	"	Urb/Spfd	Orl/WPa	"	"
DAY 5	"	Springfld	Pen/Day	"	"
DAY 6	"	Nassau	Nassau	"	"
DAY 7	"	"	NYC	"	"
Organizations:					
Illinois	3	3	N	2	3
Alabama	N	N	3	2	3
New York	2	3	2	2	3
New England	2	1	1	1	1
Wisconsin	2	N	N	N	N
Pennsylvania	1	N	N	N	N
Indiana	1	N	N	N	N
Texas	1	N	N	N	N
DECLARED FOR:					
Illinois	Y	Y	N	Y	Y
Alabama	N	N	Y	Y	Y
New York	Y	Y	Y	Y	Y
Wisconsin	Y	Y	Y	Y	N
TOTAL DELEGATES:	77	98	94	104	82

FLORIDA

JAMES WALL IN A LANDSLIDE! OTHER CANDIDATES DROP IN OBVIOUS WALL TERRITORY

CANDIDATE	DAVE	TY	DICK	JAMES	DAN
ISSUES:					
Nuke	-114	+180	-114	-114	-114
Draft	+ 67	+ 67	+ 67	-359	+ 67
Alaska	-180	+ 89	+ 89	+ 89	-180
Windfall II	-	-	?	+	-
SPOTLIGHT ISSUE	----	Nuke	----	Draft	Alaska
VISITS: days/votes					
Miami	-0-	-0-	-0-	1.7/145	-0-
Tampa		.8/ 45		1.7/ 95	
Ft. Laud	.9/ 47			.8/ 41	
Jackson				.8/ 70	
Orlando				.9/ 61	
Palm Beach	.7/ 21			.9/ 28	
ORGANIZATION:					
weeks/votes	4/200	1/ 37	-0-	3/180	3/120
MOMENTUM BONUS:		163			
MEDIA:					
votes				978	
Number/cost				6/345	
bids				1/ 48	
				1/ 50	
				1/ 56	
				1/ 60	
				1/ 65	
				1/ 66	
TOTAL VOTES:	629	581	270	2160	481
PERCENTAGE:	15.26	14.09	6.55	52.41	11.67
DELEGATES:	-0-	-0-	-0-	51	-0-
CFP GAINED:				175	
TRAVEL:					
DAY 1	*	Chicago		Chicago	Chicago
DAY 2	*	"		"	"
DAY 3	*	"		"	"
DAY 4	*	"		Birmingham	"
DAY 5	*	Birmingham		NYC	"
DAY 6	*	"		"	"
DAY 7	*	"		Nassau	"
ORGANIZATIONS:					
Illinois	4	3	N	3	2
Alabama	4	2	N	3	2
New York	3	2	N	2	2
Louisiana	N	1	N	2	1
Indiana	N	1	N	2	1
Wisconsin	N	1	N	N	N
New England	N	N	N	N	1
DECLARED FOR:					
Illinois	Y	Y	N	Y	Y
Alabama	Y	Y	N	Y	Y
New York	Y	Y	N	Y	Y
Wisconsin	Y	Y	N	Y	Y
TOTAL DELEGATES:	55	59	33	103	51

After a terrible defeat in the Massachusetts primary last week, Wisconsin Senator James Wall coasted to the first 50% plus victory in either party. The key issue was clearly the candidates opposition to the Draft Registration, but Senator Wall also beat all other candidates in travel and media. Although the campaign was an expensive one, especially in light of the lack of opposition, Wall campaign workers were jubilant. "Not only have we proven that we can win, we have proven that we can win big," the Florida campaign manager said. Turnout in the race was lower than expected, probably due to the reduced media time as compared to other states. The best news for the Wall campaign is that Florida sends 51 delegates to the national convention, and the winner gets all the delegates. That left Wall with almost twice as many delegates as any other single candidate. In addition, he also took all of the states available donations worth 175 CFP.

Second place went to the Congressman from Texas, Dave Frick. Although Frick did take the week off from campaigning, he managed to take second place with 15% of the vote. Clearly Frick had the best organization in the state, and with some additional travel and a strong media campaign, he may have made this a much closer race. The head of the Frick Florida campaign said, "We didn't think we could win outright, and in a winner-take-all, that's all that counts. It wouldn't have been cost effective to try any harder for the additional CFP donations."

The other two candidates, Hare and Young, took 14% and 11% respectively. Hare, last weeks winner, had all but taken his name off the ballot by closing down his organizational offices here two weeks ago. Earlier this week Dan Young followed suit. In a press conference earlier today, the candidate was asked why he decided to essentially give up in Florida. "After what California did to Florida in the Fiesta Bowl and the Super Bowl, I didn't think I had a chance.", he replied. Public opinion polls showed that neither candidate had much of a chance here, and both have vowed to start a floor fight at the convention over the winner-take-all system of choosing delegates, should the nomination look close.

CANDIDATES	DAVE	TY	JAMES	DAN
BALANCE	935	1191	1109	1103
This Week				
SPENT	<41>	<70>	<411>	<68>
GAINED	-0-	-0-	175	-0-
BALANCE	894	1121	873	1035

NEW POLL OF NREC GIVES YOUNG BIG BOOST

In a new EF poll of the National Republican Executive Committee delegates who were formally favoring Governor Dick Martin, Californian Dan Young took almost 40% of the delegates. In addition to the immediate delegate boost, the candidate also now stands alone on several key issues, including Panama, Anti-Busing, and Aid to Chrysler. The new delegate count is:

DAVE	TY	JAMES	DAN
62	68	111	64

The new count leaves Congressman Frick, the early front runner, in last place. Wall retains the lead because of his smashing win in Florida, but the cost of campaigning is beginning to take its toll. With many of the expensive states left yet, the leading candidate has the least amount of money. Illinois looks like it will be won with media, but how much can the candidates afford with the New York election just two weeks away?

VOTES VOTES VOTES

1) The first proposal concerning the publication of losing media bids (what is a losing media bid?) failed miserably: 2 ayes, 6 nays, 1 absent. It also didn't matter how I figured this, either straight vote or by delegates, the results would have been the same.

2) The second proposal concerning the inclusion of all open primary issue spotlights in both parties passed, also by a wide margin: 6 ayes, 1 nay, 2 present, 1 absent. In addition I should clarify that I will be combining all aspects of the orders. Travel, issues, and media will all be split as though there is only one party. The vote totals available for each city will be doubled. It WILL BE POSSIBLE for one party to win all the available media shares, of which there are 20 available. The equal time provision will apply, of course. 3) There wasn't a three but it passed: 3 ayes, 5 present, 1 absent.

You people are really paying attention here, aren't you?!?!!

On to discussion of the General Election:

First item: percentage that VP is worth compared to President. We have several proposals. Original: 50%; we also have 75%, 25%, 15%, and 10%. Here's what we will do: Preferential ballot. Rank the above percentages from 1 through 5, 1 being best. Lowest score wins; GM breaks ties. VOTE NEXT ISSUE!

Second item: Travel. Again we have several ideas here. I have condensed them down to two, so VOTE on your preference NEXT ISSUE!

Proposal 1 Proposal 2

Travel during primaries:	60%	35%
Weeks one through five:	80%	50%
Weeks six through nine:	90%	75%
Weeks ten through twelve:	100%	100%

Third item: Spotlight issues. Original proposal: President gets two spotlight issues per state or region, VP gets one. Presidents stand is worth twice that of VP. Amendment 1: In addition declare three national issues to be figured in every race, President only. Amendment 2: VP is only worth 10% of Presidential candidates on spotlight issues. Please vote on each amendment separately. If the amendment does not pass, the original wording will be used. VOTE NEXT ISSUE!

Fourth item: Media bids. Original Proposal: media bids made in final turn, five per state or region, preferential list so party cannot overspend. Amendment 1: Purchase as many media shares as you want in each state or region at the minimum purchase price. Amendment 2: Purchase media shares during each turn of the general election, with the effect of media diminishing along the same percentage as the travel. Please vote on each amendment separately. If the amendment does not pass, the original wording will be used. VOTE NEXT ISSUE!

Fifth item: Timing of election.

Proposal 1	Proposal 2	Proposal 3
Weeks 1-5	Weeks 1-4	Weeks 1-3
Weeks 6-9	Weeks 5-7	Weeks 4-5
Weeks 10-12	Weeks 8-10	Weeks 6-7
	Weeks 11 & 12	Weeks 8-9
		Weeks 10-11
		Weeks 12

Obviously the first and third proposal would adapt to the travel percentages better than the second, but I will use whatever combination of systems you all come up with. Please note that the timing of due dates for orders does NOT have to match the travel percentage, although it would be nice. Again we will use a preferential ballot, rank your favorites one, two, three, and low score wins. VOTE NEXT ISSUE!

TIME FACTOR NOW STANDS AT: 22
NEXT DATE TO CHECK THE DJIA: 21 February 1985
DEADLINE FOR WEEK THREE: 7 March 1985

DUE NEXT TURN:

Declare candidacy in Louisiana, Indiana, and Pennsylvania. Media bids and Spotlight issues in Alabama and Illinois; maintain whatever organizations that you have already set up; seven days travel. Please vote on the above issues.

HIGH PLAINS CONZO PLAYERS: please use the same Dow Jones date, and have your orders to Jake by March 2, 1985. HPG appears later in the issue, and I won't have time to add these dates to it before I print.

LETTERS LETTERS LETTERS

From the Official Freshman Zine Pollster, Steve Langely: The official pollster position on EREWON, ELECTRIC PENGUIN, and COSTAGUANA is that they are 1984 freshmen, despite the fact that their editors have all published before. I think the BEHOLDER may also belong to this list, but am not certain that John Kelley has published prior to 1984. I suppose ECHO OF DOOM could be added, since Bruce certainly has published before 1984. Come to think of it, Daf published a column in the now defunct DAMN THE TORPEDOES, and so it goes.

If a zine exists and takes a short break, a hiatus is the word Rod likes, then it should not be eligible. None of the zines/subzines mentioned took a short break. They each started new, attracting a new group of subbers, and share only that somewhere in the dim past a similar event occurred to their pubber. A hiatus implies some sort of break in continuity, not a complete fold and a later restart under a completely different set of circumstances. I hope that clears it up for you.

((Thanks for the response Steve. I still have to disagree that the veterans should be ranked against the newcomers. I would not, however, want to try and set the guidelines for making that determination, and I do think that you are presently handling it the most sensible way. One argument that you could have brought up is the intangible effect of comparisons to previous performance. Rod and the others will probably be judged with a harsher eye, since the public already knows what they can expect out of them. They will rate the newcomers with a blank slate. Please send me the results, or let me know how to get them. This was the only letter that I got that dealt with the current issues. I did get an NFP letter from Nick Pelella that I intended to print anyway, but I have put it off for so long the issues mentioned are cold. For next time, how about some comments on the President's State of the Union address?))

Next we have the second feuilletonist to appear in these pages, Mr. Russell Baker of the New York Times. He has also written a book, the title of which is Growing Up. He is generally very funny, and one of the few columnists that I actually miss now that I no longer get the Houston Chronicle. Since taxes are of issue right now, I thought this article was more than appropriate. Please feel free to send me your comments next issue, and watch for Mr. Baker in your local daily.

THE AMERICAN WAY OF TAX

The Tax Man was very cross about Figg. Figg's way of life did not conform to the way of life several governments wanted Figg to pursue.

"What's the idea of living in a rental apartment over a delicatessen in the city, Figg?" he inquired.

Figg explained that he liked urban life. In that case, said the Tax Man, he was raising Figg's city sales and income taxes. "If you want them cut, you'll have to move out to the suburbs," he said.

Figg gave up the city and rented a suburban house but the Tax Man was not satisfied. He squeezed Figg until beads of blood popped out along the seams of Figg's wallet.

"Mercy good Tax Man," Figg gasped. "Tell me how to live so that I may please my government, and I shall obey."

The Tax Man told Figg to quit renting and buy a house. The government wanted everyone to accept large mortgage loans from bankers. If Figg complied, it would cut his taxes.

Figg bought a house, which he did not want, in a suburb where he did not want to live, and he invited his friends and relatives to attend a party celebrating his surrender to a way of life that pleased his governments.

"I have had enough of this Figg," the Tax Man declared. "Your government doesn't want you entertaining friends and relatives. This will cost you plenty."

Figg immediately threw out all his friends and relatives, then asked the tax man what sort of people his government wished him to entertain. "Business associates," said the Tax Man. "Entertain plenty of business associates, and I will cut your taxes."

To make the Tax Man and his government happy, Figg began entertaining people he didn't like in a house he didn't want in a suburb where he didn't want to live.

Then the Tax Man was enraged indeed. "Figg!" he thundered, "I will not cut your taxes for entertaining straw bosses, truck drivers and pothole fillers."

"Why not?" said Figg. "These are the people I associate with in my business."

"Which is what?" asked the Tax Man.

"Earning my pay by the sweat of my brow," said Figg.

"Your government is not going to bribe you for performing salaried labor," said the Tax Man. "Don't you know, you imbecile, that tax rates on salaried income are higher than on any other kind?"

And he taxed the sweat of Figg's brow at a ferocious rate.

"Get into business, or minerals, or international oil," warned the Tax Man, "or I shall make your taxes the taxes of ten."

Figg went into business, which he hated, and and entertained people he didn't like in the house he didn't want in the suburb where he did not want to live, and the Tax Man and all the governments and the nation were happy, except for a rising incidence of divorce, tax forms, madness, fatuity, loneliness and suicide.

At length the Tax Man summoned Figg for an angry lecture. He demanded to know why Figg had not bought a new plastic factory to replace his old metal and wooden plant. "I hate plastic," said Figg.

"Your government is sick and tired of metal, wood, and everything else that smacks of the real stuff, Figg!" roared the Tax Man, seizing Figg's purse. "Your depreciation is all used up."

There was nothing for Figg to do but go plastic, and the Tax Man rewarded him with a brand new depreciation schedule plus an investment credit deduction from the bottom line.

Thanks to the money the Tax Man had granted him for living in a suburb where he didn't want to live and for entertaining people he didn't like in a house he didn't want while engaging in work he wasn't interested in with plastic equipment he hated, Figg then began to make a profit. The Tax Man was outraged.

"What's the idea of making a profit, Figg?" he demanded, placing his iron grip on Figg's bank account.

"Spare me," Figg pleaded.

"Only if you sell your business!" roared the Tax Man.

"After forcing me to get into business, the Government now wants me out of business?" asked Figg.

"Exactly," said the Tax Man. "Sell, and I'll tax the profit from the sale at a delightfully low capital-gain rate of only 25%. Otherwise, I'll take the meat axe to those profits."

Figg sold. Having nothing left to do with his time, he decided to die. The Tax Man was furious. "Just try it," he said, "and I'll strip your estate down to the stalk." So Figg changed his mind.

This is why people are living do much longer nowadays. The government needs a large supply of people over 65 to keep the Social Security tax rising.

That is it for my part of this issue. Conrad informs me that he has nine pages, and Jake has six. So there should be plenty of reading left. I may have to slip a cartoon or two in here, but you all should be used to that by now. If the pages don't work out right I may insert Pete's copy of the Snowball Fighting rules and/or map. If not, we will get it in next time for sure. OH yeah, my phone number is 512/926-5255. Be reasonable with it.

Have a good February, and I'll see you in March!

High Plains Gonzo

C A N D I D A T E S T A N D S

	Wnf	Nuc	pan	Drf	AK	ant	Chr	Nic	Wnf	
	I	Mor	rel	I	Ln	bus	aid	aid	II	CFP
Ellis	a	a	a	a	a	a	f	a	f	866
Tighe	f	f	f	a	f	f	a	a	f	897
Wall	a	a	a	f	?	f	a	a	a	809
Woodson	?	?	a	f	a	f	f	?	?	960
Becker	a	f	f	f	f	a	f	f	f	886
Brown	f	f	a	a	f	a	f	a	f	766
Larzelere	a	a	f	f	f	a	f	f	?	900
Anderson	f	a	f	a	f	f	f	f	f	584
Felella	a	f	a	a	a	f	a	a	f	940

RECAP OF PAST ELECTIONS

David Anderson and Kevin Tighe rolled to victory in the five-state round of opening caucus and primary elections. Anderson, with 23.4 percent of the Democratic vote, topped Doug Brown, who scored 21.7 percent. James Wall took the place position in the GOP race with 25.1 percent.

	Pct.	Dele.		Pct.	Dele.
Anderson	23.4	60	Tighe	28.8	33
Brown	21.7	55	Wall	25.1	29
Becker	21.3	54	Ellis	23.4	27
Larzelere	20.1	51	Woodson	22.7	26
Felella	13.5	34			

* * * * *

Massachusetts brought results that spread out the fields in both parties. Doug Brown collected 25.6 percent of the Bay State vote, winning 29 Dem delegates. Greg Ellis won a narrow victory on the Republican side, besting Kevin Tighe by half a percentage point.

Brown	25.6	29	Ellis	32.2	14
Becker	23.8	26	Tighe	31.7	13
Larzelere	18.6	21	Wall	19.3	8
Anderson	16.6	18	Woodson	16.8	7
Felella	15.3	17			

* * * * *

David Anderson and Greg Ellis picked up their second wins of the 1980 campaign as they took solid wins in Florida. Ellis did it the easy way, running unopposed in the Republican primary. Anderson took 46.6 percent of the vote in a three-man contest.

Anderson	46.6	46	Ellis	100.0	51
Becker	29.6	30			
Larzelere	23.8	24			

* * * * *

more recap

Democrat Nick Felella leapt into the spotlight with a solid three-point win over Anderson in Alabama. In the Republican contest, Kevin Tighe ran away with 44.7 percent of the vote in a three-man field. James Wall turned in his best showing to date with 28.7 percent of the GOP vote.

Felella	33.1	19	Tighe	44.7	12
Anderson	30.1	17	Wall	28.7	8
Brown	18.9	11	Ellis	26.6	7
Becker	17.9	9			

* * * * *

James Wall won an important victory as he dominated the Illinois primary with a 69-31 percent victory over Ellis. David Anderson won yet another Democratic race, topping a five-man field with 30.1 percent of the vote.

Anderson	30.1	54	Wall	68.9	70
Brown	26.5	47	Ellis	31.1	32
Becker	18.2	33			
Larzelere	13.5	24			
Felella	11.9	21			

* * * * *

DEMOCRATIC OUTLOOK: We see the Democratic nominee being selected as part of a two-stage process. The first round will pit Becker versus Larzelere, Brown versus Felella, and Anderson against his free-spending impulses. The two or three winners from those matchups will decide the race over the last four to six weeks of the campaign. If Anderson can stay afloat financially, he may well be the nominee or the kingmaker who trades the nomination for a role as vice-president. Felella benefits from his two solo stands on Alaska Lands and Chrysler Aid, but he can only use one at a time. Larzelere owns the Windfall II issue, but a dozen new issues await the field.

WEEK ONE ACTION

Anderson, D. No media NY, but enters and organizes there. Visits New York City (2), Nassau, Binghamton, St. Louis (2), Kansas City. He is a candidate in all states possible.

Larzelere, D. Buys the equal time media share in NY. Is running everywhere, organizing everywhere. His travel consisted of one week in New York City.

Becker, D. Buys the equal-time share in NY. Enters and organizes in New York, Border States, Wisconsin and Indiana. Travels 4 days NYC, two in Buffalo and one in Nassau/Suffolk.

Felella, D. Went for the equal-time media share in New York, enters and organizes NY, BS, Wisc., La. and Ind. Travel is 4 days NYC, one in Nassau/Suffolk, two in St. Louis.

Brown, D. Is bypassing the New York primary. Visits St. Louis (5 days), Nashville and Kansas City. Enters Border States, Louisiana and Indiana.

Ellis, R. Takes equal-time share in New York. Travels New York City (3), St. Louis (2), Kansas City and Milwaukee. Enters and organizes NY, BS, Wisc., La. and Ind. Organizes Penna. and SAtlantic.

Tighe, R. Enters the New York, Border States, Wisconsin, Louisiana and Indiana primaries, buys New York media shares at 138 and 145. Spends no money on organization.

Wall, R. Bypasses New York, runs in BS, Wisc, La. and Ind. Buys no media in New York. Organizes Louisiana, Indiana, Border States and Wisconsin. Travels St. Louis (2), Kansas City (2), New Orleans, Indianapolis and Gary.

WOOPS: Tighe travelled to NYC (2), Nassau (2), Rochester and St. Louis (2).

Woodson, R. Bought three New York media shares at the minimum. Entered and organized NY, Wisc., BS, La., and Indiana. Spent the entire week in New York City. Declared in favor of Windfall I, Nuke Moratorium and Aid to Nicaragua, against Windfall II.

THE PERSONALITIES

Sen. Greg Ellis (R-Tex.) leads the GOP field with 131 delegates, half of which were picked up with wins in Florida and Massachusetts. Gonzo Poll rates him second choice in New York. Second lowest CFP total, with 866.

Sen. Kevin Tighe, (R-Calif.) scored wins in Alabama and the five-state opener, but has only 58 delegates to show for it. Polls show him likely to be a big winner in New York. Tighe is in good financial shape, with 897 CFP, and may be able to launch a come-from-behind drive toward the nomination.

Gov. James Wall (R-Wisc.) has a win and two second-place showings, and is second in the GOP delegate hunt with 115. Wall is bypassing the New York primary, saving cash for later battles. His 809 CFP is the lowest of the four Republican contenders.

Adm. James Woodson (Ret.) trailed the field in two early primaries, and took his campaign plans back to the drawing board. Expected to run third in the New York primary, Woodson, too, will have a great sum of cash--960 CFP, more than any other candidate--with which to do battle in later campaigns.

REPUBLICAN OUTLOOK: With Woodson taking up a more active role in the campaign, he will be forced to make clear his stands on a number of issues. As that happens, Wall and especially Tighe will be most likely to be hurt. Ellis has a lock on the Anti-busing vote; Tighe stands alone in favor of relations with Panama, but may soon lose his uniqueness in his stands in favor of the nuclear moratorium and the Windfall Profits Tax. Woodson will probably come out in favor of aid to Nicaragua, opposing all his foes. Wall appears to be in the biggest trouble if Woodson joins him in coming out against windfall profits.

Sen. David Anderson (D-Mich.) has spent a lot of money in picking up 195 delegates, 30 percent more than any other delegate. He needs a win soon to get cash and develop momentum to bring future success. But Anderson appears to be doomed to run fourth in New York, and has the lowest cash balance of any Democrat.

Gov. Bill Becker (D-Mich.) hasn't won yet, but was buried only once in five elections, in Alabama. His only other big loss was in Florida. If Becker stays out of the South he may do better, but that rules out delegates from the Border States, the South Atlantic, Louisiana, Virginia, Kentucky, Maryland and Texas. In fairly good financial shape, Becker could pile the cash into states he's more likely to win, as he is supposed to do in New York.

Gov. Douglas Brown (D-Calif.) won Massachusetts and has gathered 142 delegates, good for third place. Brown has not entered New York, and will also bypass Wisconsin. With 766 CFP, Brown is under a bit of financial stress.

Mayor Nick Fellella (D-New York City) could run third in his home state and still win the nomination. The Gonzo Poll predicts his third-place finish, his pile of campaign cash could keep him alive as other challengers fall to the wayside. Hizzoner's conservative stands against the Alaska lands and Chrysler aid package earn him votes on the right side of the party's spectrum. He has 91 delegates.

Sen. Mark Larzelere (D-Md.) has picked up 120 delegates without finishing as close as second in any election. He should remedy this in New York, as he trails the leader there, Becker, by just half a percentage point. With 900 CFP, Larzelere is sure to be a persistent problem to his fellow Democrats.

THE DELEGATE COUNT

DEMOCRATS

Anderson	195
Becker	152
Brown	142
Larzelere	120
Felella	91

REPUBLICANS

Ellis	131
Wall	115
Tighe	58
Woodson	33

* * * * *

NEXT TIME

Your next copy of High Plains Gonzo/Feuilletonist's Forum will bring you the results of the New York Primary, the first election in our restarted game. Toward that end, you have several things to send me, including:

1) Your intention whether or not to run in Pennsylvania, Virginia and the South Atlantic primaries.

2) Orders to add one week's organization to any or all the following states: New York, the Border States, Wisconsin, Louisiana, Indiana, Pennsylvania and the South Atlantic. Remember that all players were given some weeks of organization at no cost at the restart, in the states of NY, WI, LA, IN and the Border States Regional.

3) You may travel in the following states and regions: New York, Border States, Wisconsin, Louisiana and Indiana.

4) Media bids are due for Wisconsin and the Border States.

5) Spotlight issues for New York and the Border States,

Butter Battles

"In Diplomacy there are neither rewards
nor punishments; there are only
consequences." - Rad

Hey! This is numero uno, ish 1.0 of Butter Battles, a sub-zine to FF
published by Conrad Minshall at 3702 Tarragona Lane, Austin Texas 78727.
And that means we finally have a game start.

"Zwiniks" (1985A)

- Austria - Nick Fellala, 17 Brokaw Ave., Floral Park NY 11001
- England - Stephen Wilcox, 5300 W. Gulf Bank #103, Houston TX 77088
- France - Larry Poery, Box 8418, San Diego CA 92102
- Germany - Melinda Ann Holley, Box 2793, Huntington WV 25727
- Italy - Steve Arnewoodian, 802 Hamlock Cr., Lansdale PA 19446
- Russia - Ronald Spitzer, 761 N. Dundy Dr., Los Angeles CA 90049
- Turkey - Tom Doyd, 17018 Via Tomar, San Lorenzo CA 94580

Players: please notify me promptly of any address changes. And tell me if
you'd like phone number(s) listed with your address.

Spring 1991 deadline is still 3/1/85. (Players were notified 1/13.)
Standbys are D. Beyerlein, K. Byrne, Gaughan, Given, Kohn, and S. Langley.

This paragraph will strike some as a non-acquiler. But that's not my
problem. Were any player to ask me to print a sub-sub-zine I would do
so. However, I would consider it press. Like any press release. If it were
too long for me to want to type it, or if it contained material my computer
could not reproduce, I would probably just photoreduce (64%) what was sent
to me and paste it onto the master I give Greg.

The volume of mail concerning my draft house rules really surprised me.
Players with questions have received individual responses by now; questions
from others, and all comments, are answered here.

Before diving into the comments I'd like to express my gratitude to Mark
Berch, Kathy Byrne, Fred Davis, Bruce Linsey, Pete Gaughan, Evans Given, Ken
Hager, Steve Langley, Paul Milewski, and Stephen Wilcox for taking the time
to critique the draft HRs. I wanted and certainly needed the help. Thanks
folks!

First we have some miscellaneous comments not attached to any specific
rule:

- Berch: Your HRs look generally good, except... ((Uh-oh.))
- Byrne: Now for my comments on your houserules, maybe I can win
everything - 1st in, most obnoxious & longest - so sit back & turn
the page. ((Win? Win? Everything? Watch it m'lady, you might just
develop a reputation!))
- Davis: Your House Rules are very concise. ((As was your response!))
- Gaughan: Nothing involving Jim-Bob Burgess could be educational.
((Say what?))
- Given: Your houserules. I can think of a few comments. In a strictly
constructive vein, of course. ((Of course!)) I don't see anything
seriously wrong with them as they stand. ((A true diplomat!))
- Langley: Which brings me to your HRs. I hope this will be not so
long nor obnoxious as to win a prize. ((Seriously now Steve, do you
think I'd ever accuse you of trying to win something?)) If I'd had the
Voice of Doom HRs to hand I could have asked lots more questions.
((which segues so nicely to...))

not going to comment on the HRs you don't want to
((Close call!)) I think you're missing a number of important areas that

need to be covered - but to find them, I'll let you know my Hts...
 ((Guess what? I started with your Hts. (And a lot of typing that was
 slash.) But you see, my computer has this delete key and, well, I
 ended up dropping one or two items here and there that maybe I
 shouldn't have. And then the rest, it just sort of mutated all on its
 own somehow and...))

- Wilcox: Houserules look fine except... ((Hmm. A conspiracy here.))

Nuff said. Rules in effect for "Zwinkts" are enclosed in boxes. Note:
 There is a small (very small) possibility that these are not the final Hts for
 Zwinkts. Messrs. Langley and Linsey both mentioned "GM interference" in their
 comments. I take no offence, but since one or more players might be upset
 to have their game declared irregular, I'm going to pass these rules by Bill
 Q., our BNC. Stay tuned for further announcements.

1. Games follow the 1971/1976 rulebook, as
 modified by these houserules and further
 changes agreed to by GM and all players.

- Byrne: I lost my rulebook. Besides it was from the 60's, so can I
 play by ear? ((Mmm... Eeny, meeny, miney, moe... Woody's gets it.
 Kathy's gotta go!))
- Linsey: OK.

2. Prior to gamestart any player may indic-
 ate player(s) with whom he/she does not
 wish to play.

- Byrne: I do not wish to play with Boyd, Fellela, Peery, Spitzer,
 Wilcox, Beyerlein, Gaughan, Given or Kolm. ((Don't worry, I won't tell
 a soul -- I promise!)) As you can see this houserule is just opening
 yourself up to trouble! It is only a game & if someone is going to be
 a 2yr. old about who he won't play with - then that guy is not worth
 having as a player. ((My players don't have to write press. "My"
 players don't have to conform to anyone's ideas of what is adult. All
 they have to do to be worth having as a player is get their moves in
 on time - and that only every other season!))
- Given: I really like [this] and think it should become the hobby
 standard. ((Ditto.))
- Langley: [This] is more a zine rule than a rule of play and need not
 clutter Hts. ((I appoint thee hobby "zine rule custodian"!))
- Linsey: Will such requests be honored? kept confidential? ((Such
 requests reduce one's chance of actually getting into a game. Once
 in, such requests, which must have been made before gamestart, will
 be honored throughout the game. As to their confidentiality, well, I
 don't think a GM should be divulging anything unless the players have
 been explicitly warned that the GM might so do. I'll strive for
 perfection as a GM -- but we're all human.))

3. Preference lists will be accepted. Partial preference lists will be
 randomly completed. Players not submitting preference lists have one chance
 in seven of receiving each country.

- Byrne: Okay. ((I didn't confuse you? Hts.))
- Given: I think I know what you mean [...] but, if some players submit
 preference lists, then the ones who don't do not have a one-chan-
 ce-in-seven.
- Langley: Second sentence is superfluous and probably not even accurate
 for the most part. In my experience, players who do not send in
 preference lists play Italy & Austria a lot.
- Linsey: Wrong! The probabilities will be affected by the other players'
 lists!
- Milenaki: Does [this] imply that players not submitting preference
 lists will be assigned countries first (i.e., "one chance in seven")?
 ((Nor don't beat me up Scotty! There [s] intelligent life here!)) It so,
 clearly stated. ((Yeah, yeah, yeah. I know when I've

screwed up.))

NEW 3. Players who don't submit a preference list will have a country randomly assigned to them i.e. before any preference lists are processed. Partial preference lists will be randomly completed.

4. Players must not deceive the GM, interfere with mail to/from GM, raid GM's files, etc.

- Byrne: Boy, you don't let us have any fun! ((Yup.))
- Gaughan: (this should include a note that players may not assign agents either - I had a non-player try to phone in fake orders for a game once, trying to help another player in the same game.
- Linsey: Define "etc." more clearly. (Just kidding...) ((Sure you are.))

5. GM may provide mess. underline failed orders, list supply center counts, etc. Players are responsible for detecting errors in these superfluous GM functions. GM is responsible for correctly and promptly distributing the moves of all players.

- Byrne: What do I look like your slave? ((Ham. If SL can have one...)) How am I supposed to find your error when all I am is a poor novice without a rulebook? ((Perhaps I could make an exception for this sweet little thing? Whaddya say folks?))
- Gaughan: I like (this) a lot. It puts the responsibility on the GM (to provide these things) but puts the pressure on the players (to use them correctly). ((No comment.))
- Linsey: (first sentence is) vague. ((It's supposed to be.))

6. Problems and suspected GM errors may be submitted up until the next deadline.

- Byrne: okay.
- Langley: Try to ~~provide~~ correction to get to you prior to the next deadline. ((That's the whole point!))
- Linsey: And how will they be dealt with? ((That depends. Sadly I must admit that I lack the requisite experience to feel certain that I can precisely cover all possible eventualities in advance. Maybe for my 2nd game. More likely never.))

7. General orders, total order, "codeword" orders, and parapsychic orders are not accepted.

- Byrne: okay.
- Linsey: Why not? (codeword orders) ((just to reduce the chance of GM errors a bit. Sadly I must admit that I lack...))

8. Phoned orders are taken 6AM-11PM (my time) by me only at my home phone only. Phone deadline is the day before the mail deadline.

- Byrne: What is 6AM-11PM my time? ((Depends. Where are you?)) And why can't I call you at the pay phone in the pool hall that you spend all your time at? ((sniff) What a gee-nig.))
- Linsey: too many "only"s. ((%&~\$*%&!!))

NEW 8. Phoned orders are taken 7AM-10PM (time) by me only at my home phone only. I tend to work long hours and travel frequently without warning - plan on 1 hr or more (I'm serious) calls before reaching me. Deadline for telephone and all other orders-USPS orders is the day before the deadline.

9. Orders should include the date that they were written and the player's signature.

- Byrne: I don't know how to spell "should", so will Kathi surr... ((Odd, you seem to be having trouble with some of them.))
- Given: [...] you might want to include the game name/number.
- Hager: You should rewrite this to read "Orders must include..." rather than "Orders should include...". I'm in a game in IMODR ((Poor Luedt!)) ((But wasn't that in his sub-2? O.B.Chy?)) that recently was delayed and went to an ombudsman for exactly that reason. The ruling was that "should" does not mean "must" so the GM was overruled. ((("Must" means notifying a player when you have figured out the orders. I simply can't agree with that.))
- Langley: Orders should also include the game id (unless you plan to only GM one game at a time, forever ((or plan to let individual players play in at most one of my games))), the season and the country being ordered - makes it far easier on the GM. I accept orders with less than these - I've even accepted undated unsigned orders from Woody. ((Horror? I couldn't accept any orders from someone with a name like "Woody"!)) who is a terrible slouch at making his orders clear for the GM - and I go to a lot of extra work because of it.
- Linsey: How about country, BTW...
- Milawski: [...] "should" or "must" stick with "should". But if I screw up as a result of your orders the player may regret it - I don't expect to change my initial interpretation if the fault lies partly with the player.))

NEW 9. Orders should include: (in descending order of importance

1. Date they were written.
2. Player's signature and/or "password."
3. Game name and/or Fieldman number.
4. Season.
5. Country.

10. These houserules incorporate the "1983" rulebook: D. Dodged conveying fleets don't stop a convey as long as one or more convey routes still exist. In the case of both an overland and a convey route, the convey route is used only if one of the conveying fleets is of the same country as the army, or if the player states that his army is moving via convey.

- Byrne: I'll ignore this one as I don't even understand what you are trying to say.
- Gaughan: Which houserule will you use, #1 or #10? I prefer #10. ((Tut-tut, note the clause "as modified by these houserules" in #1.))
- Given: I'll take #1 and some of #10. Does anybody have all these different rulebooks? I have only one. I never look at it. There are more or less established Postal rules. Are they the same as these?

the 1971/1976 rulebook different from some other rulebook(s)? Is it mostly the same? Why not just set out the differences? Maybe Larry Peery can work on a "hobby rule book", financed by the Dip Tax, for all of us. ((Oh, these idealistic young novices! (Sigh.)))

- Givan: ((Again!)) I guess (this) is trying to unravel the "unwanted convoy" predicament which everyone likes to worry about. Perhaps a solution could be for the order to be written like A YOR-NIH-MWY, in case of possible misinterpretation. I think your approach to the problem is correct. I would sure hate for my A PIC-BEL to be disrupted by an unwanted convoy. With your rule, I could prevent that.
- Langley: You state in #1 that you will use the 1971/1976 rulebook and in #10 that you will also use the 1983 rulebook. ((Have you been around Gaughan too long?))
- Milewski: The wording of (this) leaves me wondering why you don't simply adopt the '83 book with the specification that new rule XII.5 is the same as old XII.5, since the '83 book differs from the previous one only in convays XII.4 (which you implicitly adopt verbalizing), XII.6 (which you evidently adopt with an a priori test of intent), and XII.6 (which you do not mention, but which some commentators construe as a sloppy rewrite of old XII.5 with no intended change of result). Or do you consider new XII.5 to differ from old XII.5 in result? ((Whew! See if you get by with acting dumb in our game again!)) ((But seriously, my intent was to make it easy for the players, no matter which rulebook they might have. Thus 71/76 as the base and the 83 mods incorporated via a rule.))

11. Season separations are granted upon one request. The GM announces who requested a separation.

- Byrne: Boy, you sure do have a big mouth! Bet you kiss & tell too!
- Hager: By allowing season separation based on one request, you run the risk of one jerk ((but I have seven jerks!)) getting mad at somebody and ruining the game by requesting a separation after every season. I'd protect myself and say something like season separations will automatically be granted if requested by two players. A single player may request a separation, however it will be up to the discretion of the GM to grant it rather than being automatic. That leaves you a little latitude.
- Langley: Announcing who requests a separation [...] adds a touch of GM interference ((!)) to the game. Sometimes one really doesn't trust one's ally and wants to see his build and one don't want him to know it was one. ((Sometimes one would like to see one's ally's moves before making one's own moves too. And sometimes one would like to know if an enemy is NMing. And sometimes one can gain a great deal through intelligent use of "grey" press. Clearly, not all tactics a player might find useful are allowed by all GMs. Note also that the rule is non-discriminatory. More on this below.))
- Langley: ((Again!)) What is your normal seasonal structure? You say seasons may be separated in #11 but not what they are. Two methods are commonly used. Autumn retreats. Winter adjustments + Spring moves and Summer retreats + Fall moves OR Spring moves + conditional Summer retreats and Fall moves + conditional Autumn retreats + conditional Winter Adj. ((The former. Do I sound like a Brit?)) The latter is less common but is played. And) when you say separation do you mean Autumn from Winter/Spring or Autumn/Winter from Spring? ((Either. (As requested by player.))
- Lindsey: Even for retreat seasons? ((Yes.))
- Milewski: (This) is asking for trouble. ((We'll see.)) Personally, I think we should simply grant everyone a chance to call a time out, but limit the number of T.O.'s. ((Develop this idea!))
- Wilcox: Please change to at least 2 requests for season separation. The game is long enough as it is!! ((Sorry. I see "2 requests" as effectively equivalent to "no separations" -- with "2 requests" one has the comprehensive conditionals in all cases because, quite

...one else will request a separation. But to try one's patience. Note that requests will be public - thus the pace of the game can easily be negotiated between players instead of arbitrarily being set to what the GM prefers when he is a player.))

12. The order of events in an adjudication is of interest to those who choose to write conditionals.

1. Determination of whether or not there will be a separation.
2. Voting on proposals from previous adjudication.
3. Retreats from previous adjudication.
4. Builds and removals.
5. Moves.
6. Voting on proposals from previous adjudication.
7. Proposals.
8. Press.

The game can end right after 2, 3, 5, or 6. Notice the two voting events? Proposals may specify whether a vote occurs before or after the moves. If not specified it happens before. Announcements by the GM, of errors in the previous adjudication, of votes and proposals made publicly, etc. happen at their logical times.

- Berch: (...? 8) and 2) are the same, probably a typo. ((Sigh.))
- Byrne: I'm lost - do you mean if someone proposes an E/F draw that I have to vote no before my moves & then again after I write them. Give me a break, it is hard enough trying to remember to vote once a turn. ((Jeez. You and Berch. Guys, look again. Notice the "Notice the..." Good. Now read the next two sentences, slowly.))
- Given: I think the two voting events will cause confusion. ((So I see. That wasn't the intent. All I'm trying to do is to give the players control over the situation where someone reaches a rulebook win in the same adjudication that a draw passes. Most GMs arbitrarily say that votes occur before the moves, or vice-versa. With my rule this is left up the player making the proposal. This reflects my general desire of giving the players as much control over the game as seems practical.))
- Langley: If you call standby players, that too is an important condition ((Damn right. Thank you!)) - so, what is your standby policy? ((Later. Y'know, I oughta give you an award or something - your letter was definitely the hardest to edit.))
- Linsey: This is very well thought out! A+! ((For the idea, maybe. For the execution, no way.))

NEW 12. The order of events in an adjudication is of interest to those who choose to write conditionals.

- 1) Decision on whether or not a standby takes over.
- 2) Separation requests.
- 3) Voting on proposals made last adjudication.
- 4) Retreats from previous adjudication.
- 5) Builds and removals.
- 6) Moves.
- 7) Voting on proposals made last adjudication.
- 8) Proposals.
- 9) Press.

The game can end right after 2, 3, 5, or 6. Notice the two voting events? Proposals may specify whether a vote occurs before or after the moves. If not specified it happens before. Announcements by the GM, of errors in the previous adjudication, of votes and proposals made publicly, etc.

happen at their logical times.

13. No datelines are reserved. Press is divided into 2 sections, a "white" section, wherein the GM identifies who submitted what, and an anonymous section. If a player does not indicate which section to put an item in, it goes in the "white" section.

- Byrne: I'm glad no datelines are reserved, I'll be happy to write press from the GM. is. GM-Gar: You always were stupid! ((No, no Melinda! She said it, I swear!))
- Given: I think you should reserve a dateline for your own use. ((It won't be possible to impersonate the GM in the press. I do control press format y'know.))
- Langley: Is your anon press gray or black? Gray is just anon, black allows using of another person's dateline. ((No datelines are reserved in either press section.))
- Linsey: OK.

NEW 13. No datelines are reserved. Press is divided into 2 sections, a "white" section, wherein the GM identifies who submitted what, and an anonymous section. If a player does not indicate which section to put an item in, it goes in the "white" section. The GM may contribute to the "white" section but will avoid writing press for the anon section. The GM will identify "guest press" submitted for the anonymous section as having come from a non-player. The GM prefers to avoid editing player press in any way - please don't send me a pocket bible or other massive material. Also please don't send anything containing a copyright or threats of bodily injury.

14. Starting players make an NMR deposit. It is forfeited upon an NMR and must be renewed to continue play. Deposits not forfeited are returned 100% at elimination or, for survivors, at game end. They're returned 50% for resignations received at least one deadline in advance, the other 50% being forfeited. Forfeited deposits form a prize pool. The entire pool is won by the player(s) having the lowest percentage of NMRs. Only starting players who survive past 1904 are eligible for the prize.

- Berch: You should give some thought to [this]. Someone who was eliminated in say 1905 would find it fairly easy to have a perfect no-NMR record. If the game ran beyond 1912 or so, it becomes harder and harder to have such a record. ((True!))
- Byrne: I really take exception to the fact that I must pay an NMR deposit. Why should I have to pay because others are incompetent. I don't NMR, never have, never will. Check out my track record over the past 6 years. I NMR'd once due to a postal screw up. Are you telling me that I would've lost my deposit ((Yes.)) because some incompetent postal worker didn't know where Tenn. was? Took over 10 days to get to Gary. ((Happens all the time.)) Or what about the time that Lee Kendler was GMing a game & a player who never NMR'd did. Do you know why, Lee found out a month later when he finally got the guys moves - some idiot in the post office directed the letter to the Phillipines instead of Philadelphia which assured that it took Lee 28 days to get the moves! Why should the player lose his deposit when it is not his fault? ((Fate? Um, I've only been playing 1 year. I've NMR'd twice but both were intentional ("General Orders" applied nicely.) I send at least 2 sets of orders, one right after receiving an adjudication & one after some negotiation. But my luck too will run out eventually - there's the breaks.))

...know, of course, how I feel about [this].
to Evans' responses to my extensive arm-twisting when I was invited to

announce no votes, just the lack of a vote. ((Voting is a part of submitting orders. I think players should be good order-submitters. This is just another way I "help" them achieve that.))

- Langley: ((again!)) rather than reject two draw proposals (TAT & FAT when all four players have voted yes to both draws, why not combine the draws? ((interesting.)) The players clearly want the game to end. ((You're right.))
- Linsey: Good... ((Oh yeah?))
- Wilcox: If E/F and A/H/I both pass unanimously this HR says we keep playing! I recommend "if several game-ending proposals pass simultaneously, that which includes the most players will pass. In the event of a tie in this area, the proposal whose countries control the most # of supply centers will pass." That could also be changed to the draw with the fewest players will pass, but your current HR seems to lead me to believe you would prefer most as stated above. ((Since NVT counts as "no," this situation occurs only when all surviving players vote yes to more than one proposal. Since all players really don't care...))

NEW 15. Proposals must be unanimous to pass. Failure to vote counts as a "no" but the GM announces who failed to vote. If several game-ending proposals pass simultaneously, the GM randomly declares which one of them is the final result.

16. GM can call a draw between the survivors if center counts don't change for 3 game years. Whether GM does so may be influenced by arguments from the players.

- Byrne: Okay.
- Gaughan: "the" GM, please. ((Ain't tak'n no tip offs no standbys 'round here sonny!))
- Linsey: ((Last sentence is) too close to GM interference ((!)) for my tastes. ((Said arguments won't influence me much if they aren't discussing a "stalemate line." Said arguments will not be responded to. What's this "too close to" GM interference" stuff? Either it is, or it isn't, right?))

17. The GM doesn't interpret rulebook to require that draws MUST include all surviving players.

- Byrne: I bet no dead players get in the draw! ((Probably not. But have you been following Lew's "Quonset Hut"? Terrible IT might just pull it off there!))
- Gaughan: There is no interpretation involved in saying that the 1976 Rulebook is DIAS. It does not mention draws that exclude one or more players, so they must be considered INHERENTLY prohibited. By comparison, the Rules do not forbid movement to non-adjacent provinces, but they are forbidden by that very omission. Like the federal constitution, anything not expressly allowed is prohibited. If the 1983 Rules change this, I'd like to know. I still haven't seen them. I suppose you're going to be a contentious iconoclast ((I'm always a contentious iconoclast!)) on this point, but everybody has their own mt to pick. ((And I'm the worst mt-picker of them all!))
- Milawski: I don't care for the wording of [this]. ((El tu?)) The practice is to ignore it, which is so plainly written it is not susceptible to more than one interpretation, but is wholly unsuited to postal play. ((An EFGI draw while T still has dots is to me just shorthand for: T "leaves the game" and thus goes into "Civil Disorder"; EFGI decide to "share equally in a draw." This is certainly legit since there is no longer a Turkish player to "still have pieces on

the board." Your interpretation is at least as reasonable, I admit.)

- Langley: Does this mean absolutely no DIAS games? ((I'd delete this rule for a DIAS game, of course.))
- Linsey: OK.

18. (Miscellaneous stuff not covered in draft IIRs.)

- Byrne: You forgot to list the houserule that players should be aware that they are playing with a brain damaged GM! ((How true! But irrelevant. These seven are far too dumb to read the IIRs anyways!))
- Hager: There is no mention in the houserules of how you handle my pet peeve - the NMR:

1. What happens if a player NMR's in spring 1901? Do you use "neutral" orders or do the units hold? ((I planned to do the former but ran into difficulties and couldn't get them into the draft.)) What are the "neutral" orders you plan to use?
2. Can a player be removed from the game for repeated NMR's? How many and over what period of time, etc?
3. What is the policy concerning standby and replacement players? Under what conditions will they be used?

NEW 18. Standbys are called in the adjudication containing the NMR. The standby will take over the country next adjudication if the NMRing player then fails to submit orders and a new NMR deposit. An exception to the rulebook's all units hold is made for Spring 1901 NMRs - in this case the GM will randomly choose a set of orders according to the percentages in the following chart:

Austria	%	BUD	TRI	VEN
	37	Ser	Alb	Tri
	26	Ser	Alb	Gai
	17	Ser	Alb	Bud
	12	Ser	Ven	Gai
	8	Ser	Alb	Tyr
England	%	EDI	LIV	LON
	40	Nwg	Yor	Nth
	28	Nwg	Edi	Nth
	22	Nth	Yor	Eng
	10	Nth	Wal	Eng
France	%	BIE	MAN	PAR
	33	Mid	S	Bur
	19	Mid	Spa	Bur
	19	Mid	Spa	Pic
	9	Mid	Bur	Pic
	8	Eng	Spa	Pic
	8	Eng	S	Bur
	8	Eng	Spa	Gai
Germany	%	BER	KIE	MUN
	48	Kie	Den	Ruh
	23	Kie	Hol	Ruh
	15	Kie	Den	Bur
	13	Kie	Hol	Bur
	3	Kie	Den	Tyr
Italy	%	NAP	ROM	VEN
	36	Fon	Ven	Tyr

	22	Ion	Apu	Il	
	18	Ion	Van	Ple	
	14	Ion	Van	Tri	
	10	Ion	Apu	Tri	
Russia	%	MOS	SEV	STP	WAR
	34	Ukr	Bla	Bel	Gai
	23	Ukr	Rum	Bot	Gai
	12	Sip	Bla	Bot	Ukr
	9	Sev	Rum	Bot	Ukr
	9	Sev	Bla	Bel	Ukr
	8	Sip	Rum	Bel	Ukr
	5	Sip	Rum	Bel	Gai
Turkey	%	ANK	CDN	SMY	
	39	Bla	Bul	Can	
	33	Bla	Bul	Arm	
	18	Con	Bul	ANK	
	12	Con	Bul	H	

Thanks to Mark B., who gave me numbers from which I developed these percentages.

Kathy B. will surely raise holy hell if I don't call her most obnoxious. OK Kath, you won it fair and square. Longest? Hmm. I hate to do it but Kathy seems to be the most long winded rules-lawyer amongst y'all. That's two lady! But just for a change, Kathy doesn't come in first. First comments received were from Paul M. Thanks Paul --- now can I have Munich?

Oh yeah, I did say something about prizes didn't I? I didn't have anything in mind really. How about futures on issues of my 'zine? When I can't find a local pubber capable of tolerating BB as is I'm bound to go independent - heres Ethel

The standings:

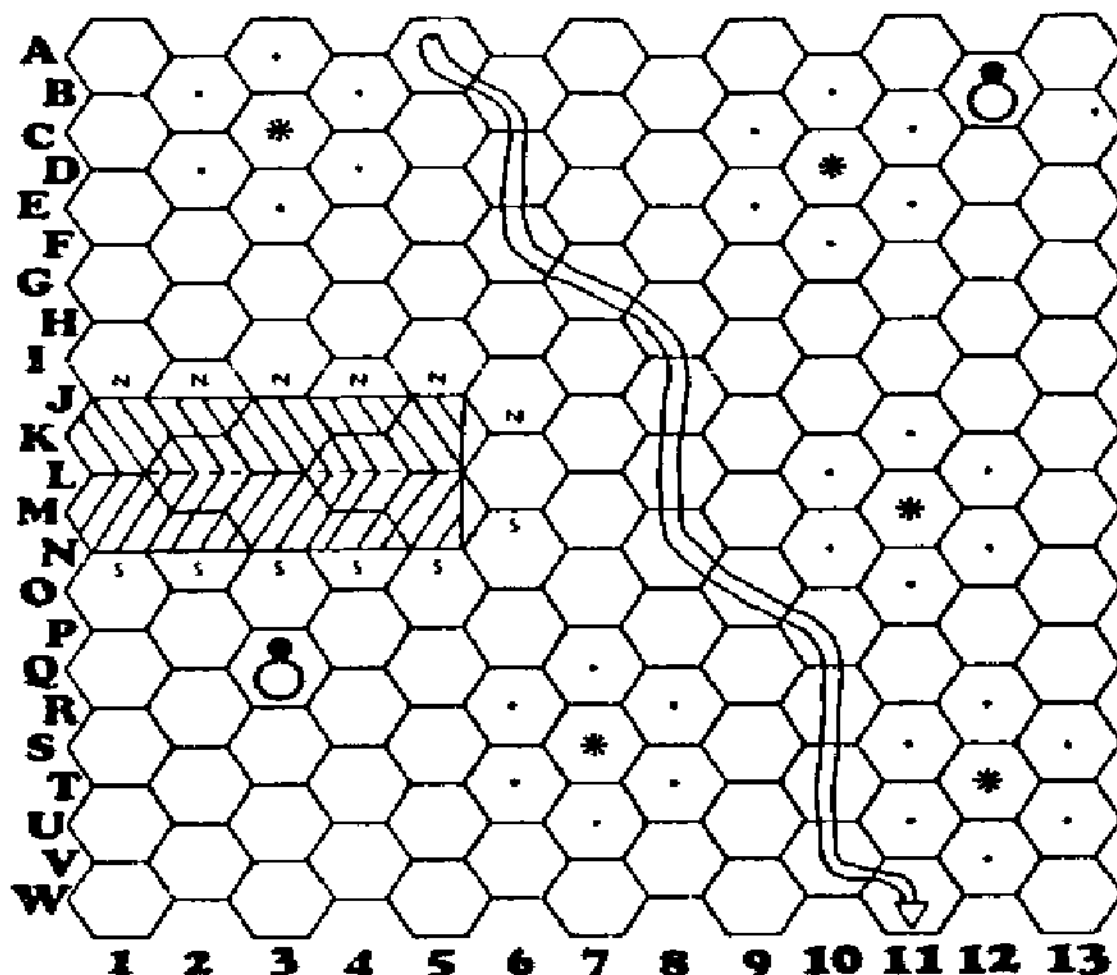
- Byrne ---- 2 free BBs
- Milewski - 1 free BB

New contests:

- Explain the game name "Zwitsniks." (1BB)
- Name two GMs who started a regular Dip game as a GM before starting one as a player? (1/2BB for one, 2BB for two)
- A famous singer (and one of my favorites) regularly performed at Threadgills restaurant here in Austin when she was still a nobody. Who? (1BB)
- Assume someone NMits in Spring 1991 so I have to randomly pick orders for them according to percentages like those shown in the chart above. Further assume that my only source of randomness is an old silver quarter I can flip. So how will I pick the orders? (1/2BB)

My mistake. Langley's
comments were slightly longer
than Byrne's.
Conrad 2/12/85

Herelandra



Thanks Pete! (This is a blatant ripoff.) *PE*

Initials will mark players' hexes. Asterisks mark large conifers, branches thickly laden with snow. These offer protection, but are liable to Conifer Storm. Dotted areas surrounding offer less protection but less risk from Storm.

Shed is marked by diagonal lines. Hexes K5 and M5 count as shed and may not be occupied. Hexes J2, J4, N2, and N4 may be occupied but count as possible damage areas. L6, notice, is safe because of the inverted 'V' shape of the roof.

Snowmen (at Q3 and B12) also give protection. If desired, head may be thrown as if it were a Dolton Dirigible (only once per snowman!) without using a segment to collect. Heads may not be carried.

The garden path, marked by a double line, is assumed to have been cleared. Players move at double speed but cannot collect snowballs. Hex W11 contains the kitchen door. Note--unless running for safety, players may not stop on the door hex.

Any number of players may pass through a hex during a segment, but only one may occupy it at the end. If two or more try to finish segment on the same hex, the "faster" player takes it and the others end up one short. Ties are broken at random.

Note the adjustments (next page) for such things as physical state of target, position on protection hex, or distance within/outside of range.