

ISSUE 9

April 8, 1985

Game openings: Gunboat, Snowball Fighting.

Welcome to the April issue. No feuilletonist for you this month, but we do have a few other things. First off, we have the PP game, with the results from New York and New England. Then we have some opinion type stuff, and as I type this I am intending to give you all my editorial opinion on editorial opinions. That should be fun. Also, I will have a comment or two regarding irregular games. So if either of those two things interests you, please feel free to read through them and then send me your comments.

The other fun thing is that I just got done moving. My address for the zine has not changed, but my phone number has. You may now reach me at:

(512) 343-8202

Again, please be sensible with that number. Polly is as supportive of my hobby endeavors as can be expected, but let's not provoke her more than is absolutely necessary.

GAME OPENINGS!!!

OK. Gunboat is now open, as many games as I get applicants to fill. I am expecting to fill two games based on the letters of interest I get. Game fee is \$5 per game plus a sub to PP 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. There will be no press games with the moves and a map printed every issue. The house rules are nothing like Conrad's, and if you want to know what they are before you sign up, let me know and I will type something up. Really it's fairly simple: Make your orders as clear as possible; I may try to call on NMRs, but don't count on it; two NMRs and you're out; Spring '01 NMRs and you are out immediately (I will call a standby on the phone and ask him to submit S'01 orders over the phone); players are to remain anonymous, though this is almost impossible to enforce; on all questionable matters I will use the 'reasonable man' rule. If you have a specific question let me know.

I also need standbys, who will play free of course. Let me know ASAP. As soon as I get seven I will send out a gamestart; hopefully S'01 will be in the next issue (I mean what do you need to think about in '01 anyway?). NO PREFERENCE LISTS.

I had a great time at GreenCon on St. Patrick's day in Houston. I drove down with Pete G., and started getting horse from trying to converse over the engine and wind noise from his truck. Is there a rule that college dip players have to have old cars? I drove back alone in my old car, which looks a lot better now that it has been painted, but still feels old. At the con I met James Early and several of his high school gaming friends. Most of them seemed more interested in some world war two simulation game than dip, but we did get one good dip game in. Stephen Wilcox (who gets very little gaming time in between his six day job, family, and church activities) somehow managed to play a regular dip game, gunboat, and Rail Baron all simultaneously. A habit can be an ugly thing.

(Cont. page 8)

# GAUGHAN GRABS DELEGATE LEAD GOES BROKE DOING IT

A new campaign issue was apparently raised last week as the Democrats responded to the challenge to see which party could spend the most money in the least amount of time. As should be the case, the democrats won hands down.

Former California Governor Pete Gaughan found himself unable to pay his campaign debts after a successful attempt to take the delegate lead this week. After a strong media push the candidate won the New England Caucus and took second in New York, but the youth oriented campaign failed again to generate much revenue. Both races netted 158 CFP in contributions, short of the 236 CFP deficit. Gaughan ends the campaign 78 CFP in debt, though his name is still on the ballot in several upcoming contests.

The Governor on Rhode Island, Jim Burgess, also picked up the gauntlet and came within 65 CFPs of bankruptcy. With a 418 CFP investment in media for New York he only managed a fourth place finish. Adding insult to injury, he fell just six-tenths of a percentage point below the twenty per cent needed for contributions.

The other candidates spent relatively little money on the two races, with Senator Larzelere winning New York with a minimal effort. Halverstadt was the only candidate not to cross the 20% threshold in either contest, and has effectively lost his monetary advantage.

CANDIDATES	JIM	PETE	JAKE	MARK	STEPHEN
BALANCE	578	725	1057	882	890
This week					
SPENT	<549>	<961>	<243>	<256>	<154>
GAINED	36	158	-0-	155	72
BALANCE	65	<78>	814	781	808
TRAVEL:					
DAY 1	NYC	Hartford	NYC	Buffalo	NYC
DAY 2	"	NYC	"	Rochestr	"
DAY 3	Nassau	"	Nassau	Albany	"
DAY 4	New Hvn	"	"	Syracuse	"
DAY 5	Brdgprt	Alb/Buff	Buffalo	Utica	"
DAY 6	Hartford	Madison	Hartford	Bnghmptn	"
DAY 7	Providence	Appleton	Providence	Po-kski	"
ORGANIZATIONS:					
Wisconsin	4	2	2	1	N
Louisiana	N	N	N	1	2
Indiana	3	1	2	N	N
South Atlantic	N	1	N	1	N
Border States	2	2	N	1	N
Pennsylvania	3	N	1	1	N
Texas	3	N	N	N	N
Virginia	1	N	N	N	N
Michigan	1	N	N	N	N
DECLARED FOR:					
Wisconsin	Y	Y	Y	Y	N
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
TOTAL DELEGATES:	213	241	181	234	215

# REPUBLICANS SHUN MEDIA; SAVE MONEY

Only six media shares out of twenty were bought by Republicans campaigning in the Northeast this week. After spending huge amounts last week, all the candidates cut back, mostly from the media budgets. James Wall, the Senator from Wisconsin, maintained his lead in the delegate race and California Senator Dan Young maintained his monetary lead. Congressman Frick of Texas fell even further behind, though he spent very little money doing it, and missed votes on Capitol Hill on the International Development Banks and Military Draft issues while campaigning in the suburbs of New York. Frick was the only Republican that failed to pick up donations in both New York and New England.

The next Republican showdown appears to be set for Pennsylvania, with all the candidates but Hare having already set up organizations there. Hare is apparently gearing up for the Caucuses in the Border States and South Atlantic Regions.

Although the lack of media expenditures in the northeast may have helped out the Republicans who are still in the race, it does not bode well for the party come November. Traditionally a Democrat stronghold anyway, the little attention being paid to this area by Republicans during the primaries may become an issue during the General Election. By the same token, the GOP may have taken a big step toward winning in Illinois last week, having bought up 60% of the air time available for political campaigns. Illinois is also considered a Democratic stronghold.

CANDIDATES	DAVE	TY	JAMES	DAN
BALANCE	367	684	545	851
This Week				
SPENT	<51>	<144>	<220>	<223>
GAINED	-0-	141	186	93
BALANCE	316	681	511	721

TRAVEL:				
DAY 1	Nassau	NYC	NYC	NYC
DAY 2	"	"	"	"
DAY 3	"	Nassau	"	"
DAY 4	"	"	"	"
DAY 5	"	Buffalo	"	"
DAY 6	"	Hart/NHav	"	Nassau
DAY 7	"	Prov/Brdg	"	"

ORGANIZATIONS:				
Wisconsin	2	3	2	2
Louisiana	2	3	4	3
Indiana	2	3	4	3
South Atlantic	N	1	N	N
Border States	N	1	N	N
Pennsylvania	2	N	2	1

DECLARED FOR:				
Wisconsin	Y	Y	Y	Y
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

TOTAL DELEGATES:	112	164	200	132
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# NEW YORK

## LARSELERE WINS ON SURPRISE ISSUE FIVE POINTS SEPARATE FIRST AND LAST

Riding a last minute swing through upstate New York and a strong anti-International Development Bank issue stance, Senator Mark Larselere edged out a one and a half point victory over Pete Gaughan. The issue, which was recently voted on in the Congress, was spotlighted by Jim Burgess of Rhode Island. At first the issue worked for Burgess against his chief rival in New York: Gaughan. The former California Governor had refused to take a stance on the issue, and Burgess attempted to parlay that into some votes in the home city of the United Nations. But Larselere was able to use it to his advantage in the more conservative upstate New York. The no vote by the liberal Senator was a surprise to many political analysts. Another Senator had also surprised the politicians, and that was Texas conservative Stephen Wilcox who came out in favor of the funding. Some said that the month he spent campaigning and fund raising in New York City may have forced him into making this concession. Wilcox barely made the 20% necessary for contributions.

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
Draft II	-	-	-	-	+
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	
Binghampton				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

# NEW YORK

## WALL WINS IN LACKLUSTER TURNOUT ONLY TWO MEDIA SHARES SOLD

The almost total lack of media and only three spotlight issues led to very low voter turnout in today's New York primary. Wisconsin Senator James Wall, looking for a victory to carry some momentum into his home state primary next week, finished two points ahead of former Senator Ty Hare. Wall had advantages over the other candidates in almost none of the areas of campaigning. Slightly behind Senator Young of California in the issues, and tied with him for media purchases, Wall came out ahead only in travel. Wall's organization was only a few points behind that of Congressman Frick of Texas, who has the reputation of the best organization man in the party. Wall took almost half the boxes in New York City; all the candidates did almost equally well in upstate New York. None of the candidates visited the smaller towns of the state, including state capitol Albany.

The election could have swung any direction, as there wasn't a clear cut leader right up until the election day. Political analysts think that had Hare purchased even one media share, he would have won the election. Others pointed out that half a day in each of the upstate cities would have given Hare enough votes to win. Congressman Frick spent the entire week working the suburbs of the City in search of conservative votes and donations. Unfortunately for his economically ailing campaign, he found few votes, and no money.

Money may well turn out to be the deciding factor in several of the upcoming elections. Entering each of the remaining primaries will cost 160 CFPs, and a single media share at minimum adds up to 772 CFP. There are a maximum of 1225 contributions still available. The reduced availability of funds may also help the democrats in the General election, since the primary media helps to build name identification.

CANDIDATE	DAVE	TY	JAMES	DAN
ISSUES:				
Nuke	-213	+1053	-213	-213
Chrysler	-289	-289	-289	+949
Windfall II	-316	-316	+867	-316
IDB	?	?	+	+
Draft II	?	?	+	+
SPOTLIGHT ISSUE	_____	Nuke	Wind II	Chrysler
VISITS: days/votes				
NYC	1.8/ 77	4.3/183	10.4/227	5/215
Nassau	7 /160	2 / 46	.8/ 18	2/ 46
Buffalo		1 /130		
ORGANIZATION:				
weeks/votes	5/553	4/522	4/552	4/552
MOMENTUM BONUS:	412	412	412	
MEDIA:				
votes	-0-	-0-	412	412
Number/cost	-0-	-0-	1/130	1/130
bids			1/130	1/130
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

## GAUGHAN IN LANDSLIDE BURGESS ONLY OTHER CANDIDATE ABOVE 20%

With a combination of a lot of media and a lot of travel, former California Governor Pete Gaughan won the New England Caucus states in a landslide. Had he pulled in an additional 70 votes, he would have been able to shut all the other candidates out of the race for donations as well. As it turned out Jim Burgess, the Governor of Rhode Island, broke the 20% threshold by .35%. It was an expensive victory for Gaughan, who paid out 278 CFP for 60% of the media air time. In fact, as the election day came to a close some reports began to suggest that the candidate had over spent his treasury and had taken out loans to pay for his advertising. Burgess did very well in his home state, as expected. Original reports had Burgess ahead in the tiny state by almost three to one, but a recount was ordered when it was discovered that the Governor had received more votes than there were living voters in Rhode Island. His New England campaign manager, Don Vito Pelella, claimed it was an error in the new computer system. The Burgess campaign was further set back when his spotlight of the Military Draft issue gave Wilcox twice the votes that Burgess received.

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
IDB	+	?	+	-	+
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/ 47	1.8/ 40	1/ 47		
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)
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:	785	1205	762	609	496
PERCENTAGE:	20.35	31.24	19.75	15.79	12.86
DELEGATES:	20	42	20	16	13
CFP GAINED:	36	84	-0-	-0-	-0-

# NEW ENGLAND

## HARE WINS BY SEVEN POINTS WALL TAKES SECOND

Fighting back from a strong deficit in the issue stands, Ty Hare of California managed a seven percentage point victory over his nemesis James Wall. Analysts say the key to the victory was the extensive travel by Hare during the week of the primary. Even though he spent only a half day in each of the cities he visited, as the only candidate to travel the area he got all the exposure votes. The other half of the victory margin could be attributed to the media: Hare had two media shares compared to one for Wall. Senator Young had all but given up despite his powerful organization in the area. It became apparent that his issue stands were just not likely to excite the typical New Englander.

Conservative Congressman Prick of Texas didn't campaign in the area at all.

At this point it appears that Hare is going to break tradition and go head to head against Wall in his home state of Wisconsin. Wall, who had pretty much taken his home state for granted was shocked when Hare set up an organization in Madison three weeks ago. Since that time Wall has opened his own campaign headquarters. Neither candidate has started to travel in the state. Although the state only carries 34 Republican delegates, under present party rules it is a winner take all. At the moment exactly 36 delegates separate the leader, Wall, from second place Hare. The main advantage, money, has to go to Wall who can better afford media time.

CANDIDATE	DAVE	TY	JAMES	DAN
ISSUES:				
Nuke	- 72	+216	- 72	- 72
Busing	+ 24	+ 24	+ 24	-288
Windfall II	- 24	- 24	+360	- 24
IDB	?	?	+	+
Draft II	?	?	+	+
SPOTLIGHT ISSUE	----	Nuke	Wind II	Busing
VISITS: days/votes				
Hartford		.5/105		
Providence		.5/ 85		
Bridgeport		.5/ 80		
New Haven		.5/ 75		
ORGANIZATION:				
weeks/votes			1/ 76	3/149
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	909	732	633
PERCENTAGE:	8.82	36.45	29.35	25.38
DELEGATES:	-0-	36	28	24
CPP GAINED:	-0-	66	29	25

The dip game had Stephen as Italy, Pete as Austria, J.R. Baker as Russia, Don Baker as Germany, James Early as France, one of James' friends (read toady) as England, and I played Turkey. The natural relationships formed quickly, and the early game was RF v RG v ATI. By mid game the Englishman had been dispatched, mostly because of his reluctance to negotiate with anybody, and it became a North-South battle. As it turned out the South won the battle, but lost the war when James and the Bakers set up a stalemate line and refused to vote in the three way draw. It was an unusual line, featuring French fleets in POR, MID, & NAT, Russian armies in STP & NWY, and a German army in Denmark. From those positions they could hold out forever and wait for one of the triple to stab. Rather than waste the day the TAI alliance capitulated to a six way. An excellent victory for James, Don, and J.R.

Also while on the trip I heard some news about DipCon coming up in Seattle. Those of you who are interested in attending, or want more info, can write Pete Gaughan, Chairman, at 3121 E. Park Row #171a Arlington, TX 76010. He is publishing a newsletter called Ectopia and subs are one stamp each for an expected three more issues.

As many of you know, Polly is a Travel Consultant here in Austin. She is working on a way to get discount airline tickets for Dipcon attendees. As an example, we can probably get \$98 tickets round trip from Houston. I will let you know what we come up with. Just to keep things straight from the beginning, tickets will have to be paid for in advance with either credit cards or money orders; we (Polly and I) may make a small commission off these ticket sales, though that will in no way affect the price of the ticket to you; all funds will go to the company that Polly works for, which is Pace Consolidated Travel (I will accept no money for this purpose from anyone!). If you are interested in more information, let me know.

#### EDITORIAL

Who do these people think they are? What gives them the right to take up space in the daily papers telling us what they think about the world? Every single day thousands of editors spout off their opinions in thousands of newspapers, and for some reason they are given more weight than the letter to the editor columns, and that's wrong.

Where does the typical editor come from? In most cases they are ex-reporters who have worked their way up through the ranks from copy boy to journalist to investigative reporter to editor. The educational background is gradually moving from the school of hard knocks to the four year Bachelor's of Journalism. Somewhere in this process they gain enough knowledge about every subject that they feel qualified to comment on it as though they were experts. After the recent elections the Daily Texan lamented the fact that they knew what was going on and apparently nobody else did. They had endorsed Mondale, by the way. I couldn't believe the audacity and condescension! They knew what was going on, they said, because they were close to it; they dealt with the principles on a daily basis. I assume it was by osmosis that they learned enough to comment on the effect the deficit would have on our economy, and whether or not the MX was necessary for the defense of the nation. These men and women, who have done nothing more than watch others live life, tell millions of readers the 'real' story through editorials. How pompous! How ridiculous!



The solution: move the editorials to the same column as the rest of the opinions in the letters section. If they truly want to give an informed opinion on a certain subject, they should hire an expert in the field to write an article, and if necessary edit that article for clarity and to make sure the lay public can understand it. At least television is leaning more in that direction with shows like Nightline and to a much lesser degree This Week With David Brinkley. Still I wonder what qualifications George Will and Sam Donaldson have other than having been around for 15 years. If any of you know, please tell me.

In hobby matters, as long as I am on a soap box here, what's all this fuss over whether Conrad's game is regular or not? The key question is "Does the GM interfere and affect the outcome of the game?" In Conrad's case, I would personally have to say yes, because the GM made a random set of moves for Austria in spring '01. But that hasn't even been questioned by anyone else, and at this point I doubt that anyone would even question regularity. I would also have questioned any game that Bruce Linsey GM'd where he had to make a removal for a player. His house rules completely changed the rule book because he felt the book was vague. In one of the top publications that I have seen in the hobby, Supernova, that same Mr. Linsey says to stay away from GMs who change the rules. At least I think he says that. Hey Wilcox, where's my Supernova?

The whole point about regularity is should the game be rated, and do we want to play in non-rated games. So why are we asking BWC's to declare regularity? If I was a ratingsmaster, I would decide on my own whether to rate a game or not, regardless of Bill Quinn or Kathy Byrne's opinion. That should get some mail. And remember, I print NFF stuff!

For those of you who aren't getting IMPERIALIST MARGINS it is pretty entertaining. He has started a running game commentary, all from his point of view, of course. It may turn out to be an interesting dissection of a postal Dip game, something like the endgame statements should be. For Larry: I may print some of it when you send me something I can reproduce! I refuse to retype all that stuff!

Speaking of endgame statements, In The Prince Charles endgame statement I made the comment that I couldn't say Dick Martin had played a brilliant game. A few people have misunderstood the intent of that comment. I meant to say that he hadn't made any brilliant tactical or Diplomatic maneuvers to get into the position he had. He did play a brilliant waiting game. For those of you who didn't watch, he took a three center Austria (GNE, BUL, SER) to an 10 center win. OK, so he was a little brilliant.

#### PRESIDENTIAL POLITICS NOTES

DUE NEXT TURN: (FF only!)

Declare candidacy in Texas; Media bids and Spotlight issues in Wisconsin; maintain whatever organizations that you have already set up; seven days travel. Please note that Domestic Spending will come into play next issue. Other possibilities include Food Stamps (4 or higher), and MX missile (on a 10 only). Draft I is now a dead issue.

TIME FACTOR NOW STANDS AT: 33 (FF) and 39 (HPG)  
NEXT DATE TO CHECK THE DJIA: April 18 (FF and HPG)  
DEADLINE: May 2 (FF) and April 26 (HPG)

# High Plains

## Gonzo

BECKER OWNS WISCONSIN,  
ANDERSON COPS REGIONAL

Tuesday was a great day for Michiganders as Bill Becker and David Anderson rocked their Democratic party rivals in a pair of primary elections.

Becker swamped two rivals in the Wisconsin race, grabbing 44.3 percent of the vote, and 44 delegates.

"I realize being undecided about the draft may have hurt me in Milwaukee," Becker joked with reporters after claiming the win, "but I haven't heard any of my colleagues come out in favor of more beer, either."

Anderson had a bit more trouble in the Border States regional, leading second-place Doug Brown by four percentage points. The Michigan senator, hurt by a lack of cash in recent days, reported a turnaround in his cash flow after the win.

"I think we've got Nieman-Marcus ideas, but we're living on a K-Mart budget," Anderson was heard to mutter, upon leaving a campaign rally. "It's time for a Blue Light Special."

Maryland's Mark Larzelere remains the candidate to watch, according to many political observers. Second place in the Dem delegate hunt and by far the richest of the candidates, Larzelere will be a potent force in the later primaries.

**WISCONSIN: DEM**

	Becker	Felella	Larzelere
Domestic Sp	103	103	103
Anti-Busing	103	64	103
Aid to Nic	99	69	99
Alaska Lands	103	54	103
Decision	56	56	56
Milwaukee	47	94	
Madison	32		
Appleton	29		
Green Bay	18		
Racine	18		
Eau Claire		13	
Organisation	90	90	90
Momentum			66
Media	330	66	66
TOTAL VOTE	1028	609	686
Percentage	44.3	26.2	29.5
Delegates Won	44	11	20
CFP Won	114	31	55

CFP Balance: A-310, Be-670, Br-325, F-620, L-864

**BORDER STATES: DEM**

	AND	BEC	BRO	FEL	LAR
Wind I	138	138	138	138	138
Nuc Mora	242	58	58	58	242
Panama Rel	115	115	156	156	115
Draft I	115	173	115	115	173
Wind II	138	138	138	138	173
St. Louis	110		92	37	
Kansas City	66		44	22	
Nashville	26		53		
Memphis	30		60		
Wilmington	26		26		
Knoxville	23		23		
Chattanooga	20		20		
Organisation	310	310	310	310	310
Momentum					169
Media	676	169	507	169	169
TOTAL VOTE	2035	1101	1740	1143	1489
Percentage	27.1	14.7	23.2	15.2	19.8
Delegates	97		82		
CFP Won	140	26	71	27	36

## WALL JUST MISSES PAIR, ELLIS OPENS BIG LEAD

Wisconsin Gov. James Wall will have to plead guilty to taking his home state for granted.

An odds-on favorite to win the Wisconsin primary, Wall took his campaign south and let his advertising do his talking at home.

Texas Sen. Greg Ellis relied on his pollsters, and got exactly what they predicted he would get--a one-point win in the Badger State.

Both Wall and the Ellis pollsters were right on one other count: that Wall would win the Border States, and Ellis would come in last. Wall grabbed an impressive four-and-a-half percentage point win there.

Ellis did manage to take a big step toward the Republican nomination, as he opens a huge lead in the delegate race. Over the past two weeks, Ellis has won nearly 45 percent of the delegates available. The Texan--as well as Wall--will take the momentum into next week's Louisiana and Indiana elections, which set up the critical Pennsylvania primary two weeks hence.

Admiral James Woodson (Ret.) put up a pair of lackluster performances, running third in the Border States and fourth in Wisconsin. Woodson still has the greatest amount of cash of all the Republican contenders, and can be expected to put on a charge soon.

California Sen. Kevin Tighe ran second in the Border States, and raked in big money by taking a week off from the campaign.

**WISCONSIN: GOP**

	ELL	TIG	WAL	WOO
Dom Spend	118	64	118	64
Anti-Busing	103	64	64	64
Aid Nicaragua	69	69	69	99
Alaska Lands	54	103	103	54
Decision Bonus	56	0	56	0
Milwaukee	47		47	47
Madison	32			
Appleton	29			
Green Bay	18			
Racine	18			
Organization	90	81	90	90
Momentum				66
Media	132	264	198	66
TOTAL VOTES	766	645	745	550
Percentage	28.3	23.8	27.5	20.3
Delegates Won	34			
CFP Won	95	28	53	24

**BORDER STATES: GOP**

Aid Nicaragua	158	158	158	237
Alaska Lands	89	266	266	89
Windfall I	59	296	59	296
Nuclear Moratorium	207	119	207	119
St. Louis	53	53	133	
Kansas City	22	44	66	
Nashville		79		
Memphis		45	45	
Organization	310	279	310	310
Momentum				169
Media		169	507	
TOTAL VOTES	898	1508	1751	1220
Percentage	16.7	28.0	32.6	22.7
Delegates Won	10	17	59	14
CFP Won	30	80	150	40
 TOTAL DELEGATES	 281	 182	 174	 111
CFP BALANCE	606	667	510	738

I S S U E S	S T A N D S									
	<u>GE</u>	<u>KT</u>	<u>JWa</u>	<u>JWo</u>	<u>BB</u>	<u>DB</u>	<u>ML</u>	<u>DA</u>	<u>NF</u>	
Nuclear Mora	A	F	A	F	F	F	A	A	F	
Panama Rel	A	F	A	A	F	A	F	F	A	
Alaska Lands	A	F	F	A	F	F	F	F	A	
Anti-Busing	A	F	F	F	A	A	A	F	F	
Chrysler Aid	F	A	A	F	F	F	F	F	A	
Aid Nicaragua	A	A	A	F	F	A	F	F	A	
Windfall II	F	F	A		F	F	A	F	F	
Intl Dev Bank	A	F	F			A	A		F	
Draft II	A					F	F		F	
Domestic Spen	A		A		F	F	F		F	
Food Stamps	F		F			A	A		A	

The Time Factor now stands at 39, check Greg's part of the 'zine for the next check date. MX Missile comes active at TF 45.

Since I neglected to list your CFP totals last time, I have put down gas money for all your travel last time. Sorry!

## Y O U R   M A I L I N G   C H E C K L I S T

1. Declare your candidacy for Maryland, Michigan and Mountain States.
2. Pay one week's organization for PA, SATL, VA, TX, NPlains, LA, IND.
3. You may visit cities in LA, IND, PA, VA, SATL.
4. Make your media bids for Pennsylvania and the South Atlantic.
5. Declare Spotlight Issues for Louisiana and Indiana.
6. Check the Issues Stands listings for any issue you haven't declared on, and watch for a possible MX Missile issue.



FROM THE COMMANDER  
OF THE REVOLUTION

As always, the address is: Jake Halverstadt,  
1106 Castlerock Drive, Fort Collins CO 80521  
Phone: (303) 482-4058.

The official baseball team of the HPG is the  
defending NL East champion Chicago Cubs. Sue  
and I will see them play Seattle on Easter Sun-  
day in Denver's Mile High Stadium.

Hope you like this month's format, I believe  
it provides you all the facts you need to play.

Guess I may show up next time in a smaller  
typeface, so as to offer more information in  
a bit less space. I'd like to editorialize and  
propagandize you, but I don't want to give Greg  
more than he can afford to print.

Nobody's jumping out to GM (or even play) the  
Flashpoint game, so I'm working on the second  
Prespol game, based on the 1984 elections. It  
will be quite a different game from the one you  
play now. You will have perhaps three times as  
many issues to make stands on, but most of them  
will be of lesser importance. Media will be  
bid as a percentage of the market, instead of  
in ten equal shares. Momentum will carry forth  
for three moves, instead of one. Sound good?

I have long been a fan of the TV game show  
Jeopardy, and just sent in my application to be  
a contestant. I asked for a date in mid-May,  
cross your fingers for me.

My second-favorite game right now is United,  
play-by-mail soccer GMed by our own Bill Becker.  
Four Gonzoids are involved, and Season Two will  
begin this Summer. You needn't know anything  
about soccer to play, write Bill for a copy of  
the rules at 810 Turwill, Kalamazoo MI 49007.

And James Woodson's now at 3425 Waring Road,  
San Diego, CA 92120. Phone (619) 583-5254.



# Snowball Fighting

SNOWBALL FIGHTING is a game for two to six players, playable either postally or face-to-face. It recreates a hectic snowball fight in a suburban backyard, with each player a combatant in the "Snow Wars", starting the game with a name, two Simple Snowballs, and ten Hit Points.

These rules are copyrighted by Trevor Medham and Dom Elias of England. Some changes in the rules, and the enlarged map, have been written by P.J. Gaughan. Rules may be copied but credit must be given to the British copyright holders.

1. Names. Players may invent a nom de guerre under which to play. Some appropriate, though unoriginal, choices are: Jack Frost, Snow Queen, Winter Wolf. Postally, the game may be anonymous, but need not be.

2. Objective. To win, by inflicting a total of 15 points of damage on any combination of foes. 1 VP (Victory Point) is awarded for each point of damage (Hit Points) except for Mendham Maniac attacks. The amount of damage a player absorbs is irrelevant, except in that it may doom him to spend valuable time indoors recuperating. If two or more players reach or exceed 15 VP on the same segment and tie, there is a joint victory.

3. Play. Each Turn (postally, one month) consists of three Segments; players write orders for all three Segments of one Turn at a time. Players may make the orders of the third Segment only, conditional on the results of the first two. (However, if a throw of any sort is made conditional its hit probability is reduced by 10%.)

4. Actions. Players may perform one of the following four actions per Segment.

4.1. Move. A player may move up to four hexes from where he starts if he states the reference number of all the hexes he passes through. When moving onto or along the path, all movement is doubled (two hexes count as one). When moving, a maximum of two Simple Snowballs or one Dolton Dirigible may be carried. Players must specify what they are carrying, or lose all their ammunition.

Any player moving at full speed (i.e., four hexes per Segment) has a 10% chance of slipping and falling over. If this happens, he takes two HP of damage, loses all his ammo, and misses the next Segment. Also, two players may not end a Segment on the same hex.

4.2. Collect Ammo. A player may collect one or two Simple Snowballs, or one Dolton Dirigible (a massive ball of snow the size of a football). Ammunition may not be collected on the path.

4.3. Collect and Move. This combines the first two actions. A player may collect one Snowball and move one or two hexes, in any order, during one Segment.

4.4. Attack. An attack requires the whole segment. There are seven different types of attacks.

RAVENS-CROFT RATTLESNAKE. The basic combat throw, a straight, fast, and fairly certain throw of a ball to the jaw of a foe. Assailant may name a particular target or throw at the nearest person (though the hit prob for the latter is reduced).

DOLTON DEMON. A more defensive maneuver, combining a less accurate but still effective attack with mobility. Player states a specific target, then either "Move" (moves one hex in snow, two on path) or "Dodge" (takes 25% off the hit prob of any direct attack against the assailant).

BARNARD BOLERO. A characteristically sneaky move, attempting to hit two people at once. The player names two different targets and throws a Simple Snowball at each. In two-player games the Bolero may not be used. However, while doing this an assailant is more open to attack; any direct shots at him are at +10%.

**MENDHAM MANIAC.** The desperate, last-ditch defense of an unarmed snow warrior, who scoops up handfuls of unmolded snow and hurls them wildly at his enemies. This action incorporates an element of dodging and 5% is deducted from direct attacks against the Maniac. This attack is not targetted; any player within 2 hexes has a 25% chance of being hit, but no VP are awarded when using this shot.

**DOLTON DIRIGIBLE.** The lobbing of a wholly gross, excessive, football-sized snowball up, up, and away, and then down, down out of the sun and down the neck of the unfortunate victim. The Dirigible target must be named.

**CONIFER STORM.** An indirect attack. This is an attempt to hit a tree with a Snowball and thus cause it to drop snow on its own and surrounding hexes. Following a successful hit (prob 90%), there is a 70% chance of a Storm, doing two points of damage to anyone in the main hex and one point in surrounding hexes. The attacking player must state the grid reference of the conifer aimed at.

**SHED AVALANCHE.** Another indirect attack. Drop a big enough Snowball on the shed roof and watch the avalanche. Player states whether he wishes to avalanche the north or south side. If Snowball or Dirigible hits (80% chance) there is an 80% possibility of an avalanche, with a further 80% prob of it being on the correct side. Everyone in the marked hexes takes two HP, and thrower receives two VP for each.

**Note:** In indirect attacks it is possible for a player to catch himself. In this case he takes the relevant damage but does not get VP for hitting himself!

**5. Weapons.** Once collected, Snowballs and Dirigibles last indefinitely (the weather's very cold). Players may collect as many as they wish as long as they remain stationary; when moving they must state what they are carrying. Abandoned or thrown ammo is destroyed.

Snowmen's heads may be used as Dirigibles (once each, obviously) without using a Segment to collect them. The supplies of snow on the ground, trees, and shed are unlimited.

**6. Hit Points.** When a player is reduced to zero HP, he loses all ammo and must move as quickly as possible to the nearest door. While thus 'running for cover', attacks on him score no VP. After spending three Segments inside drying his socks, the player may return to the fray (possibly in the middle of a Turn). His HP are restored to ten, and he may take two Snowballs from the window sill on his way out. A player's HP may not go below zero or above ten.

**7. Alternative Buildings.** If a map contains a building with more than one door, then player may choose to run into that building at any time. On entering the building, all ammo melts; on leaving, a player may collect one or two Snowballs from the sill. A player need not exit through the same door he entered. For each Segment spent inside voluntarily, a player recovers two HP. Once inside the player must stay there at least one Segment. A player may not end a Segment on a door hex unless he is running for cover.

**8. Optional Weather.** A light snow is falling continuously. However, on any Turn there is a 8% chance of Heavy Snow, which reduces the hit prob of any direct attack by 10%. Also, on any Turn there is a 3% chance of a Blizzard--hit probs of direct attacks are cut by 20%, and each player who is out of doors two or three Segments takes one HP of damage. Blizzard replaces Heavy Snow.

**9. Odds and Ends.** Starting positions are allocated randomly.

If a player fails to send in orders, he is assumed to be standing around staring at the sky. Any attacks on him hit at +10%. Two NMRs in succession and he will apparently have chickened out of the fight and gone to sulk in the kitchen...out of the game.

Movement is adjudicated before attacks. If two or more players try to end a Segment on the same hex, the fastest player (covering the most hexes that Segment) reaches it and the other(s) fall one short. Ties are broken at random.

Range is calculated as a base, not a maximum (you may attack "out of range" targets).

Shouting across the yard (press) is encouraged.

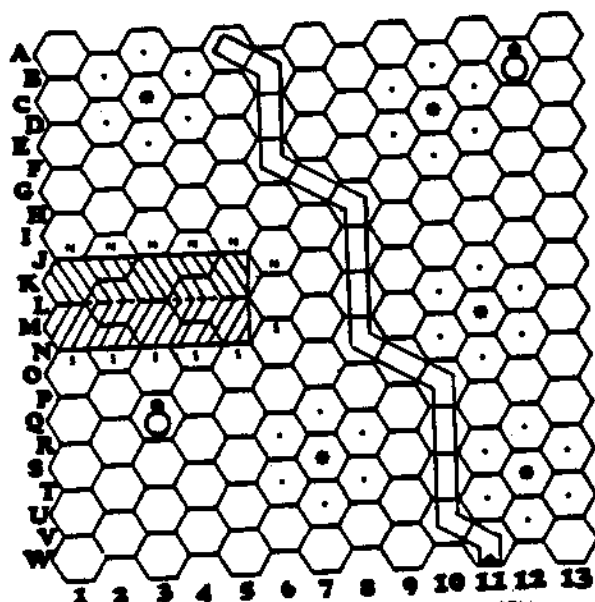
Attack	range	damage	ammo required	base hit prob
Rattlesnake	6	1	1 sb	80% (70% if 'nearest player')
Demon	4	1	1 sb	60%
Bolero	4	1 ea	2 sb	50% each target
Maniac	2	1 ea	none	25%
Dirigible	3	3	1 di	55%
Conifer Storm	4*	2 or 1	1 sb	90%, then 70% for storm
Shed Avalanche	2*	2 ea	1 sb or di	80%, 80%, 80%

\*for throw, not for damage

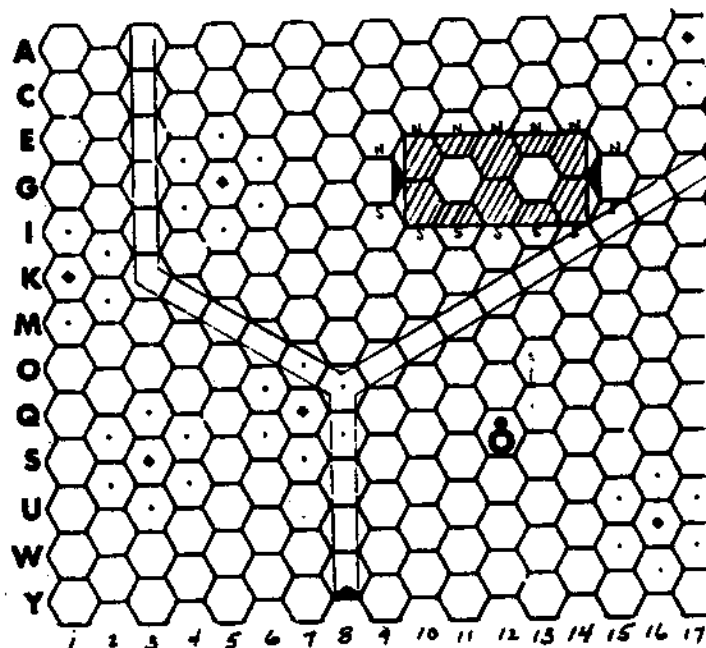
#### Hit Prob Adjustment Chart

target within normal range. . . . .	+5% per hex
" outside normal range. . . . .	-5% per hex
" collected 2 sb or 1 di this Segment. . . . .	+10%
" " 1 sb this Segment. . . . .	+ 5%
" stationery this Segment. . . . .	+ 5%
" moved up to 2 hexes. . . . .	- 5%
" moved more than 2 hexes. . . . .	-10%
" hit by Avalanche or Dirigible <u>last</u> Segment. . . . .	+10%
assailant hit by Avalanche or Dirigible <u>last</u> Segment. . . . .	-10%
target on conifer hex. . . . .	-25%
" adjacent to conifer hex. . . . .	-10%
" on snowman hex. . . . .	-10%
" mired this Segment. . . . .	+10%
" did Mandham Maniac this Segment. . . . .	- 5%
" did Dolton Demon and 'Dodge' this Segment. . . . .	-25%
" did Barnard Bolero this Segment. . . . .	+10%
attack is conditional. . . . .	-10%
Heavy Snow this Turn. . . . .	-10%
Blizzard this Turn. . . . .	-20%

After all of these, the hit prob is halved if the shot must pass over the shed. For this calculation: if a line can be drawn connecting any part of the assailant's hex with any part of the target's hex, which does not cross the shed, then the shot may go without the one-half adjustment.



Original map, with door at W11



Second map, doors at G9, G15,

## ANNOUNCING THE 1985 BLACK AND BLUE BOOK

Three years ago we compiled the first BLACK AND BLUE BOOK (BBB), a directory of California Dippy players of all types (play by mail, face to face, tournament, convention, play by electronic mail, etc.) which listed names, addresses, and telephone numbers; as well as some information on publications by state pubbers; and services or organizations of interest to Dippy players in California. The next edition was twice as big and even better with more info to help players find each other. And then last year the BBB grew to include some 450 names from all over California, more than 20 pubbers, and pages of services and organizational support groups; all using a unique computerized format with cross indices by alphabetical listing, telephone area codes, or postal ZIP codes. In affect, California's Dippy hobby had its own telephone book, complete with Yellow Pages.

Many times over the last two years I've been asked why I didn't do a BBB for the entire North American hobby. I told people, "Not now. Later." There was no pressing need for such a service at that time and we lacked the computer software and interest to do the kind of job such a project demanded. Well, later is now and we are ready.

To make the BBB a truly hobby-wide service we need input from the entire hobby, regardless of your particular area of interest, location, or level of activity. Whether you are a pubber with two hundred subbers, a gamesmaster with only one game in a brand new zine, or a PBM player in only one game; we need your input. I realize such a project will not be an overnight success. The project will take time. It will have to over-come the opposition of some in the hobby. It will have to demonstrate its worth. The last three editions of the BBB have been dress rehearsals for this year's effort and I am sure it will take a couple of more years to get all the information we need and you want into a form we can work with. But this is the year we begin.

The 1985 BBB will include the names, addresses, and telephone numbers (optional, except for area codes) of all kinds of Dippy players in North America. All means play by mail, face to face, tournament, convention, play by electronic mail, etc. If you have been part of the hobby in the last year you should be listed in the BBB. We'll have special categories for general wargamers and variant players; for pubbers, gamesmasters, and project workers; so you can readily find people with similar areas of interest. We'll also include a variety of specialized "sorts" based on Area Code and ZIP code information so you can find hobby members in your area. Available by special order will be computer print outs based on the different categories. For instance, if you want a list of PBEM players, or a list of FTF players in the 9000 ZIP code area, or a list of PBM players in the 212 area code you can get it for a nominal charge. And, of course, it will be possible to get a completely up-to-date printout of the latest information stored in the computer.

In addition to the alphabetical list which includes names, addresses, and telephone numbers of individuals we'll also be including a "Yellow Pages" for the BBB which will list zines, other publications, services, organizations of interest to the Dippy player, a con/tournament calender, locations of frequent FTF games, and PBEM "addresses." Almost anything which might be of interest to a Dippy hobby member will be included in brief, objective digest form **BUT ONLY IF YOU PROVIDE THE NEEDED INFORMATION**. Ultimately you will determine how good the BBB will be by the amount and kind of information you provide. We've enclosed a form for you to use in sending us information. Please use it. For information on publications, services, projects, etc. a copy of whatever you provided to the ZINE REGISTER will do just fine, although we won't attempt to be as inclusive or extensive as that publication. If you are a pubber please reprint the form in your zine or pass a copy around at your next FTF gathering. We're particularly interested in getting listings for FTF players in the midwest and east. Dippy pubbers often don't realize that FTF players or tournament/convention players make excellent prospects for PBM Dippy. One reason the PBM hobby has remained so static the last few years is that few people have really actively tried to recruit players into the hobby. Now you'll have a tool for doing so. You'll have something to show people when you say, "I belong to a real international hobby with members all over North America."

I estimate the cost for the 1985 edition of the BBB will be \$4.00 but you can get a copy for free. We'll credit you at the rate of 10¢ per name for up to 40 names when you send us your mailing list, FTF players roster, or whatever; if you use the form; even if someone else has sent in the same name. The average Dippy pubber has a circulation of around 40 so most of you can get a copy for free with a bit of effort.

And, of course, if anyone wants their name, address, or phone number left out of the BBB all they have to do is send us a postcard to that effect. We'll comply.

# 1985 BLACK AND BLUE BOOK FORM

## Instructions

1. Please fill out the first part of the form for yourself.
2. Then fill out the second part of the form for all the people you know who play Diplomacy or are involved in the hobby. Remember: FTF players as well as PBM players!!
3. Please list by LAST, FIRST, MIDDLE INITIAL (if known) in alphabetical order.
4. Include permanent and temporary (school, APO, etc.) addresses if applicable.
5. Please type or print/write clearly (especially numbers).
6. Include telephone area codes, especially for small towns.
7. Telephone numbers are optional. If you don't want yours (or theirs) published please indicate so. But if you can please provide the number so we can use it to sort by.
8. Use the space provided to list publications, projects, services, etc. by title and attach additional info as needed. The more complete info you provide the better the end product will be.

9. The Categories are the heart of the BBB. They include 10 listings (each represented by a letter) for various types of Dippy related activities. If you are using the form put a line through each applicable activity letter. If you are using your own form you may simply list the applicable letters before the name. (Don't ask why, just do it that way!). The criterion for deciding whether to use a given letter or not is this: Are you (or is this person) now, or have you been, or will you be in the next 12 months engaged in this type of activity? (Thank you, J. Edgar Hoover.) If the answer is yes, include that letter. If the answer is no, do not. Note: If you are filling out the portion of the form that applies to yourself and there is an activity listed which you are interested in, even if not actively involved in, please put a circle around the appropriate letter. We'll try to put you in touch with someone actively involved in that activity.

Here are the ten activities/letters:

- A-Face to face Diplomacy player
- B-Convention/Tournament player
- C-Play by mail player
- D-Play by electronic mail player
- E-Publisher/Editor/Sub-zine editor
- F-Gamesmaster
- G-Variant Diplomacy game player/gamesmaster/designer
- H-General wargamer/boardgame player
- I-Dippy hobby project worker/custodian (e.g. Orphans Game Project, Archives, etc.)
- J-Dippy hobby service provider (e.g. BNC, MNC, Ombudsman, etc.)

Remember: Draw a single line through the letter(s) of any activity you participate in.

## Example

A B C D E F G H I J NAME PEERY, LARRY W. TEL 619-280-2239  
ADDRESS Box 8416, San Diego, CA 92102  
PUBS &/or PROJECTS XENOGOGIC, etc., IDHOF, DMMA, RWA

\*\*\*\*\*

## I. RESPONDENT'S INFORMATION

A B C D E F G H I J NAME \_\_\_\_\_ TEL \_\_\_\_\_  
ADDRESS \_\_\_\_\_  
PUBS &/or PROJECTS \_\_\_\_\_

1. Do you wish a copy of the 1985 BBB? YES NO (Enclose check for \$4.00)
2. How many names are you submitting for the BBB? \_\_\_\_\_ (Deduct 10¢ per name for up to 40 names toward the cost of a BBB if ordered now.)

\* Return the completed form to: 1985 BBB, Box 8416, San Diego, CA 92102, by 1 June 1985.

1985 BBB INFORMATION FORM

1.	NAME	TEL
A B C D E F G H I J	ADDRESS	
	PUBS &/OR PROJECTS	
2.	NAME	TEL
A B C D E F G H I J	ADDRESS	
	PUBS &/OR PROJECTS	
3.	NAME	TEL
A B C D E F G H I J	ADDRESS	
	PUBS &/OR PROJECTS	
4.	NAME	TEL
A B C D E F G H I J	ADDRESS	
	PUBS &/OR PROJECTS	
5.	NAME	TEL
A B C D E F G H I J	ADDRESS	
	PUBS &/OR PROJECTS	
6.	NAME	TEL
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	PUBS &/OR PROJECTS	
7.	NAME	TEL
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	PUBS &/OR PROJECTS	
8.	NAME	TEL
A B C D E F G H I J	ADDRESS	
	PUBS &/OR PROJECTS	
9.	NAME	TEL
A B C D E F G H I J	ADDRESS	
	PUBS &/OR PROJECTS	
10.	NAME	TEL
A B C D E F G H I J	ADDRESS	

# Butter Battles

This is **BB 3.0**, a sub-zine. It's edited, published, and otherwise slavered all over by Conrad Minshall. I can be reached at 3702 Tarragona Lane, Austin, Texas 78727, and if you're very lucky, at (512) 837-4039. **BB** is dedicated to the play of postal Diplomacy, and bastardizations thereof. There will be no further game openings here before March of '88.

"Zwiilnka" (1985A) Fall 1901

Your game map is on the back of the last page, following the three pages (count 'em!) of French press.

Players will kindly bear in mind the immortal words of P.J. Gaughan, "but, but... but nice folks don't take dots!"

Those who received the flyer might ignore the rest of this issue, excepting perhaps the contest section on page four. Those who didn't get the flyer may be confused by some of the press. For your info, the flyer has several color inks. The bold faced Italian press is really sort of a puke yellow.

Austria (Nick Fellela, 17 Brokaw Ave., Floral Park NY 11001)

F alb-TRI, A SER S F alb-TRI, A bud-VIE.

England (Stephen Wilcox, 5300 W. Gulf Bank #103, Houston TX 77088)

A YOR-bel, F NTH C A YOR-bel, F nwg-NWY.

France (Larry Peery, Box 8416, San Diego CA 92102)

F mid-POR, A MAR-spa, A BUR S Eng F NTH-bel\NSO\.

Sanitation Corps St. Peerigad-Flushing, N.Y.\Joke\.

Germany (Melinda Ann Holley, Box 2793, Huntington WV 25727)

A kie-DEN, A MUN-tyr, F HOL-bel.

Italy (Steve Arnewoodian, 602 Hemlock Cr., Lanedale PA 19446)

A TYR-mun, A VEN-tyr, F ion-TUN.

Russia (Ronald Spitzer, 761 N. Bundy Dr., Los Angeles CA 90049)

F gul-SWE, F SEV S ukr-RUM, A ukr-RUM, A gal-BUD.

Turkey (Tom Boyd, 17018 Via Tomar, San Lorenzo CA 94580)

A BUL-ser, F con-AEG, A ank-CON.

Supply center chart:

Austria: SER, vie, tri - 3/3 - no adjustments.

England: edi, liv, lon, NWY - 3/4 - may build 1.

France: bre, mar, par, POR, SPA - 3/5 - may build 2.

Germany: ber, DEN, HOL, kie, mun - 3/5 - may build 2.

Italy: nap, rom, TUN, ven - 3/4 - may build 1.

Russia: BUD, mos, RUM, sev, stp, SWE, war - 4/7 - may build 3.

Turkey: ank, BUL, con, smy - 3/4 - may build 1.

Neutral: bel, gre - 0/2.

GAME NOTES:

- Deadline is still **April 26th** for Winter 1901 and Spring 1902 orders.
- "\NSO\" stands for "No Such Order" and "\Joke\" should be obvious. They are both merely GM comments on why the immediately preceding order failed.
- The "GM" who contributes to the press may be considered a separate person from the GM who adjudicates, writes the game notes, etc. The latter GM will not take any action based on press items - you could say that he doesn't even read the stuff.
- I'll list a phone number or two with your address if you so request. I may have mentioned this one before (?) but twice can't hurt.
- A clarification of my note that standby calls are random is in order. All I meant was that the first such call for any given country would be random. If the NMRing player returns to play, then the standby will either be dropped from the standby list (if they fail to submit orders) or will become the "designated standby" for the country. A "designated standby" for a country will be the standby called if the NMRing player ever does it again but is NOT eligible to be a standby for any other country.
- Standby list is D. Beyerlein, K. Byrne(AUSTRIA), G. Ellis(GM), Gaughan, Givan, Kohn, S. Langley, Luedi(GM), and P. Milewski. More standbys appreciated, although not desperately needed.

WHITE PRESS:

GM-All: Why did the Aggie salute the refrigerator? Because it was General Electric!

K?B: (Austrian designated standby)

Austria-GM: Don't laugh if Russia can go from St. Pete-GUL (whatever the hell that is), then I figure my order has to work too!

GM-Kibbles 'n Bits: Guess we'll never know, will we?

Austria-Turkey: Listen lunkhead, I wouldn't be in this stupid game if the GM could read. He specifically says who don't you want to play with - I list everyone signed up for the game & all the standbys - and he calls me anyway!

Austria-Germany: I'd suggest we form a new variant - girls against Woody, but he'd probably figure he was on our side. Pity the poor hamsters.

Byrne-Woody: Give it up, you're outclassed, even Fellela makes better moves than you - you'll see he'll probably even get in one of those flip of the coin "random draws" after he

has long since expired.

Aust-Russia: Come on, take your best shot - just don't expect to keep GUL, that is Austrian turf - pal. By the way, why should I care if you call Woody a jerk - everyone knows that. If you can't come up with better news than that, then why waste a stamp.

Aust-France: Well, at least this time, I won't inherit one of your garbage positions.

Aust-Lunkhead: Is San Lorenzo the Calif. ghetto? Or is it just a coincidence you live there?

Aust-England: Did Russia move in with you - I see he went to GUL and I see you live at GUL's bank?

Aust-GM: What's a Kohn? Animal (a hamster? Woody will be delighted), vegetable (brussels sprouts? Spitzer will be thrilled) or mineral (as in steel screw, lunkhead will go out of his mind). Well actually he would go out of his mind if he had one!

Aust-GM: I see your standby list goes in alphabetical order, I'm sure that explains why Byrne was called before Beyerlein. Or is Beyerlein afraid of Woody?!!

GM-Byrne: Why were you spelling it "Bernie" before? Guess all those famous name changes got me confused.

Aust-Pope: At least with you around, I'll know where to find a good GM when Minshall starts making the bumbling idiot look like a brilliant GM!

Aust-GM: If you had half a brain, you'd know Melinda's new zine is REBEL!

GM-Australian impersonator: If WHO had half a brain??? The question, I do believe, requested the name of "Melinda's new subzine," no?

Byrne-Fellela: If I take over this position, I'd suggest you don't walk down the street without looking over your shoulder!

Byrne-Langley: Did you tell Conrad about Bengasi & pay him to do this to me? (Hyork, hyork)

GM-Bengasi Bumlbers: Bengasi! Nothing like seeing true experts in action. Now that was really a hyork and a half!

AUS-GM: You're simple alright - at least we agree on that.

#### ENGLAND:

Eng-Aus: Butter Battles is going all right. I wish I could say the same for Zwiiniks. Thanks for the offer to change my moves.

GM-Eng: I am dumb or omething.

#### FRANCE

GM-Fra: Your press is like, outasight, mon.

#### GERMANY

Ger-Aus: Listen, Woody, you better hope Nick comes back. Otherwise, you're dead meat!

Melinda-Woody: I keep telling you. I humiliate you enough in postal games. I'd be really rotten to do it to you in person.

WVa-Pa: Nerd, my outhouse is classier than your entire house!

Ger-Eng: Something a little more aggressive would have been nice.

Ger-R/T: If you guys aren't busy, I have this proposition for you....

Ger-Pope: Do I look stupid? Just watch!

Ger-Ita: Conrad's codeword fits me perfectly. What's yours? Nerdhead?

GM-Ita: Don't look at me; perhaps you let it slip?

#### ITALY:

Woody-GM: Foul, foul! No FAIR putting 2 old senile wenches on my borders.

Ita-Ger: Yup, this is the payback.

Woody-Byrne: I know if you get the position you'll try to needlessly ruin another of my games.

Woody-Spitzer: Remember the only good Byrne is a dead Byrne.

Woody-Fellela: I hope you come back, you were playing such a good game!

Italy-GM: If Byrne gets the position you'll have to use maps as she does not own a Dip board.

Ita-GM: I don't like gerbils. So my knew code name is to be Shirley Temple.

Aus-Eng: Sorry, but I didn't understand your press to me last turn. If I was near you I'd attack you.

Woody-GM: NMR the English. He's very strange!

GM-Woodness Gracious: But if that mattered wouldn't Italy be in Civil Disorder by now?

Woody-GM: Red type! Get rid of it I hate it! Those maps better get here fast.

GM-Pope Pestiferous: OK, the Italian section will be in your color henceforth. And maps? What maps?

Woody-GM: Take langley off the stand-by list he & Byrne always cross game against me! Besides he's a troublemaker!

GM-Woody: Right. Say, we're planning a big trip for when Leslie gets her MBA - do you know any dippers in Australia?

#### RUSSIA:

Russia-You Know Who: I don't know who. My phone bill was \$250.00 last month. I feel I have called every dippy player in the country at least twice. Sorry I forgot you. Who ever you are.

Russia-England: I'll trade you, Caviar and Vodka for Kidney pie and Gin. Well, maybe not.

Russia-Austria: I wish you would let me know the next time your Parliament rebels.

Russia-Germany: Our Ambassador in Venice is at this moment, delivering a letter of protest to the Italian foreign minister, over his use of slanderous language toward the great German people.

Russia-Italy: The Russian people wish to protest the use of language, such as used in the last season to describe the German people. We hope in the future, attacks on Germany in the press, will be done with the dignity and grace Italians are known for.

Russia-Turkey: Thanks.

Russia-France: I don't see the N.Y. triple. Sorry.

Russia-France: Conrad is not nearly as bad as you make him out to be.



**GM-All:** Don't believe this bootlicker! I'm awful and mean and terrible and you'd sure better stay in line!

**Dateline Moscow:** The continuing lack of ammunition for civilian use in PEASANT hunting, highlights the possibility of an offensive by the army in the Fall. The Foreign Ministry Spokesman still insists we are at peace with all our neighbors. "Even Austria. However, we seem to have lost the location of their government."

**Russia-GM:** When do I get to play you in a real game. Dipcon?

**GM-Rus:** What was so unreal about "Con the Barbarian"? And 84P is real enough to me even if we are both standbys. I'm now less certain of attending DipCon this year - my chances of getting into a ten week SRI program starting 7/29 have gone up recently. SRI takes some explanation. It's a research institute internal to IBM. Getting into it is a recognition of outstanding achievement as a Big Blue engineer/programmer/scientist which is a major boost throughout one's career. It's also in N.Y. We'll see what happens. Meanwhile, how about joining me in a truly unreal game, "Deviant Dip" - details after press.

**Russia-GM:** I like your house rules. It reminds me of the Soviet constitution of 1936.

**GM-Rus:** Thanks, I guess.

**Dateline Moscow:** The run on Caviar and Vodka was stopped today, when a government spokesman denied the possibility of a trade with England for Kidney pie and Gin. The spokesman stated we already have dog food and gun cleaner.

#### **TURKEY:**

OK guys, it's Tom COMMA Turkey not Tom Turkey. Turkey teeth to those who forget.

**GM-Tom, Turkey:** Now who could forget something like that?

How long can Woody trust Larry? Longer than last time?

Will the real Austria bite wood? Will Woody fall in love with Melinda? Will GM?

Is Peery press a pretty press?

Will Turkey get answers to questions?

**GM:** Hey! That's my line!

Will the real Austria drop dead?

Can this game handle two "ladies" and only one gentleman?

**GM:** No handling of Ger or Ita here sir! After all, this is a family game y'know. Why else would the adjudications follow a 28 day period?

Does Russia own the phone company?

**GM-standbys:** What's Irish and sits by the pool? Paddy O'Furniture!

**ANONYMOUS PLAYER PRESS:** (none)

**ANONYMOUS GUEST PRESS:** (none)

#### **DEVIANT:**

Steve Langley has agreed to (attempt to) GM a game of "Deviant Dip." This is the variant lover's variant you've heard so much about. I suggest you contact him quickly if you're interested as the seven slots will go fast once word spreads of the game opening. His address is 2296 Eden Roc Lane #1, Sacramento, CA 95825.

Here are the rules for the deviant lg Lew is running, as given in Thirty Miles of Bad Road #17:

- 1) Before Spring 1901 and with every spring or fall turn, each player will propose a variant rule. GM will print proposals and indicate who proposed each.
- 2) With each spring or fall turn each player will vote for one or two of the rules in the most recently proposed set. GM will print players' votes with orders.
- 3) If a player does not propose a rule, his last proposed rule is repropose, unless it has passed, in which case its negation is proposed.
- 4) If a player does not vote, his vote is cast for his own rule.
- 5) The rule with the most votes is put into effect for the game (insofar as it is relevant) immediately following the season in which it was elected. If more than one rule ties for the most votes, all tying rules go into effect (in randomly determined order).
- 6) Victory criterion is a majority of centers, not 18.

What, precisely, the rules are at gamestart isn't terribly important since you can change 'em all around anyway.

I came in as a standby in lg's game, "Quonset Hut." I've enjoyed it more than any other postal game yet, despite the infrequency of letters from the other players.

There is naturally a great deal of GM interpretation required in this game - few players are great rule writers. But that's the GM's problem. I love the game because it's always full of surprises. And perhaps because it's the lazy man's way of designing a variant.

To give you a feel for what can happen, here are the rules, condensed somewhat, currently in effect in Quonset Hut:

- 1) Bombs - placeable in non-supply centers. Annihilate units and make province impassable for two game years.
- 2) Implementation of supply center affecting rules delayed until Fall of the year following passage.
- 3) GM randomly & secretly makes one of each country's units a double unit.
- 4) Rule proposals are anonymous.
- 5) Limit of three bombs per country & they're anonymous.
- 6) Everyone who voted for this rule gets to build one free unit each year. Named TUs (Tailman/Toady Units) for the rule's proposer.
- 7) Each player may make one unit amphibious.
- 8) Bob Olsen is named Deviant of the Year, or some such.
- 9) Parallel board, connected at each country's capitol.

10) Caused all currently placed bombs to explode.

11) One negative vote allowed, in addition to the two positive ones. Another clause caused any rule which had a net vote result of plus or minus half the number of players, or more, to pass - in addition to the normally passing rules.

12) All draws must include Austria. (Tailman)

13) A country may "paratroop" one army per year - up to four spaces away.

14) GM is required to list his address in each adjudication.

15) Austria is kicked out of the game, units and all.

16) Countrys which fail to vote for this one, or who vote against it, lose half their units.

Joke orders cause randomly selected deviant units to revert to ordinary. Also, "obnoxious" rules were banned - 6, and 16 itself, are two examples of "obnoxious" rules - they directly discriminate on the basis of one's vote. (Four countrys lost half their units.)

17) Draws no longer have to include Austria.

Some of the goofiest rules are the ones that didn't pass. Like the one that was supposed to reverse all other rules. Or the one that tried to make all supply centers non-supply centers and vice-versa. The random & secret reassignment of countries was another lead balloon.

I don't know if Steve will charge a game fee - doesn't matter to me but ask him if it concerns you.

#### CONTESTS:

New ones will appear when I feel like it, i.e. not now.

Last issue's questions weren't too bad - two hard, two easy. Only Langley made an attempt, and even he only attempted two questions.

#### The answers:

5) "96 Tears" has only three chords. An oldie, but quite a hit back in the 60s.

6) \$5,764,609,563,143,700.48 is the size of a lawsuit against the state of Pennsylvania. The subject of the suit is - get this - an erroneously revoked driver's license! This will probably make Guinness.

7) 4,480,314 is the number on my wife Leslie's recent patent. Our neighbourhood gossip gave this one away on page one last month. The title is "Method for optimizing printer response time for a key to print operation." Don't let the apparent simplicity fool you though - the abstract is half computerese, half legalese, and guaranteed incomprehensible to all. Patents are supposed to be like that!

8) This was a gimme - and gimme Langley did - just what I was looking for. Free BBs, or whatever, go to him for as long as he is GMing a game of Deviant.

# Peerilandra

SPECIAL ST. PATRICK'S DAY ISSUE

17 March 1985

Box 8416, San Diego, Calif. 92102

## INTRODUCTION

PEERILANDRA is an occasional zine devoted to the glorification of Pete Gaughan, and the beautification of Larry Peery; and the furtherization of the understanding of all things great and small that are Irish. This issue is devoted to information designed to promote your understanding of and enjoyment of St. Patrick's Day.

### SHAMROCKS TO SHILLELAGHS (by Liz Brody)

It must be the luck of the Irish---Or maybe the native gift of gab---which accounts for the universal celebration of Ireland's national holiday, St. Patrick's Day. Unmistakably, the lure of the lore is strong for Irish and non-Irish alike. From shamrocks to shillelaghs, Irish traditions come alive every March 17th amidst city-wide parades, packed pubs, and gallons of green beer. Here are a few landmarks in Irish folklore.

Patrick, the patron saint of Ireland,  
was actually not Irish himself.

Born about 390 A.D. in the British Isles, he was captured by Irish raiders and sold into slavery at age 16. For six years he herded cattle on the lonely Slemish Mountain where he found solace in prayer. After escaping to the Continent, he was eventually appointed Bishop of Ireland and sent back to spread Christianity. There are many tales of his miraculous missionary activities and since his death he has been regarded as the spiritual father of his country.

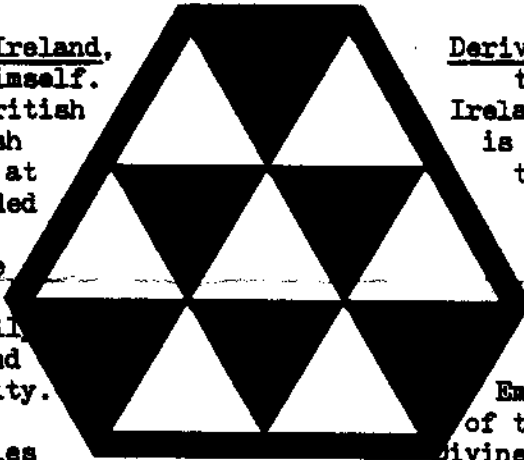
A cudgel, or thick stick, the shillelagh

was originally used for fighting between feuding families. Later it became the trademark of the dancing Irish stageman. The name comes from the Shillelagh Forest in Wicklow which at one time was full of magnificent Irish Oaks from which the cudgels were originally cut.

The leprechaun is the best known

of the Irish fairies (others include the fairy-woman banshee, the drinking cluricaune, the joking fir darrig, and the Sandy Ego Dippy player). He is typically a small old man who lives alone making shoes. He possesses a hidden crock of gold. Should you run into a leprechaun, capture him immediately and ask where the treasure lies. Keep your eyes on him until the secret is told. Most leprechauns will trick you into glancing away at which point they vanish forever.

Until you find a lucky shamrock or happen to catch a leprechaun, sip an Irish coffee, toast to St. Patrick's Day, and enjoy the rich flavor of Ireland.



Derived from the Gaelic word "seamrog"  
the three-leaved shamrock is  
Ireland's national plant. St. Patrick  
is said to have used it to illustrate  
the doctrine of Holy Trinity.

Four leaved shamrocks are very  
rare and give luck to anyone  
who finds one.

The harp was Ireland's emblem  
even before the shamrock.

Embedded in the Irish mythology  
of the "Tuatha de Danann," the  
Divine Fairy People, the harp had  
magical powers that could cause joy, sorrow, and  
sleep. In human hands the harp has been a  
principal instrument for the Irish, bestowing a  
very real musical magic.

**If <sup>PEERY</sup> be for us, who can be against us?**

ST. PADDY DAY'S CON (SANDY EGO DIPPY PLAYERS CON), March 17th, 1985

0600-0700	Registration	St. Patrick's Church, 3585 30th St., North Park, San Diego. Located in the Kathy O'Byrne Convent
0800-0900	Mass Confusion	Cathedral of the Immaculate Misconception, Old Town and Twiggs, Old Town, San Diego (one block east of GAME TOWNE) Celebrated by Rev. Brian Bailey (Fiscanian Rite)
1000-1200	Breakfast	O'Hungry (right across the street from the Cathedral) Restaurant
1300-1700	Happy Hour	McDini's Irish Pub, 7th and Market, Downtown San Diego.
1300-1700	Unhappy Hour	McDini's South, 8th and National, National City, San Diego.
1300-1700	Introverts Ann.	P.J.'s Bar, Mira Mesa Blvd. San Diego.
1700-0000	Postmortem	Blarney Stone I, 5617 Balboa Ave., San Diego
0000-0000	Woody's Hour	Camel Breath's Inn, Rancho Mission and San Diego Mission, San Die

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IN THE SPIRIT OF ST. PATRICK'S DAY (Francine Buschel)

The art of distilling malt grain originated in Ireland some seven hundred years ago, and Irish whiskey has been slaking thirsts ever since. As the Irish like to say, making whiskey, takes seven days of man's time and seven years of the whiskey's time, for even the youngest of Irish whiskeys are aged for seven years in used sherry casks. But the results of a special three-fold distillation process plus this long maturation period make Irish whiskey the unique spirit it is.

To add an authentic Irish note to this year's Saint Patrick's Day celebrations we've collected some recipes for Irish cheer:

Irish Shillelagh

- 1½ oz. Irish whiskey
- 1 oz. sweet and sour mix
- ¼ oz. sloe gin
- ½ oz. light rum

Combine all the ingredients, blend with ice and strain. Serve in a punch glass and garnish with a cherry. Serves one.

Irish Rickey

- 1½ oz. Irish whiskey
- Juice from ½ lime
- Ice cubes
- Soda water
- Twist of lime

Shake well with ice and strain into a glass. Add soda water. Garnish with lime. Serves one.

Irish Coffee

- 1½ oz. Irish whiskey
- 1 teaspoon sugar
- 5 oz. or ¾ cup of best coffee
- 1 tablespoon of whipped cream

Combine whiskey, sugar and coffee in a heated long stem goblet. Top with whipped cream. Serves one.

Irish Shamrock

- 1 oz. Irish whiskey
- 1 oz. dry vermouth
- 3 dashes green chartreuse
- 3 dashes green menthe
- 3 or 4 ice cubes

Combine all ingredients in a mixing glass. Strain into a cocktail glass. Add an olive. Serves one.

## THE LUCK OF THE IRISH

1947 was a very good year. On January 10, 1947 New York first nighters took their seats in the 46th Street Theater and at 8:47, to be precise, were transported from the hurly-burly of Times Square by the overture of a new show called FINIAN'S RAINBOW. This was the first of 725 trips to Rainbow Valley, Missitucky. It was SRO for over 600 performances and the top price for a seat was \$5.00.

On March 13, 1947 a new musical opened on the stage of the Ziegfeld Theater in New York which took the big town by storm. It was BRIGADOON with book and lyrics by Alan Jay Lerner and music by Frederick Loewe. Top seat, \$5.50.

And on July 29, 1947 the first of the last Peeris was born in Sandy Ego, California, in Mercy Hospital's lobby. The bill for the only seat in town, \$35.00.

Time passed.

FINIAN'S RAINBOW and BRIGADOON became hit movies. Peeri went on to become one of the world's leading Shakespearian actors, starring in such roles as Giulietta in Zandonai's Giulietta e Romeo, the ghoul in The Ballad of Sleeping Ghoul by Allen Ginzburg, the watermelon in B.V.D. Bach's The Fruits, and The Rise and Fall of Imperialist Rome by Richard Warner, in which he plays the entire Coliseum.

Now the magic continues, as

## SIN 2 THE MAX PRODUCTIONS PRESENTS

B.V.D. BACH'S

### CUGEL, THE SUPERCOMPUTER

Date: Then

Locations: New York, Fire Island, Austin, Hollywood, Monterrey, Chicago, Sandy Ego, Waterford, Bethlehem...

CUGEL, THE SUPERCOMPUTER is the story of Cugel the computer whiz, the illegitimate result of a late night rerun on an independent station between HAL 9000 and Dr. Forbin. Cugel is raised in New York by his foster parents, never knowing who his real parents are. His foster parents, Kathy O'Byrne and Woody Hamster, at the first sign of senility (theirs, not his), when Cugel is only 4, load him into an EXPRESS MALE's bag and drop him into the Post Office Dead Letter box at Fire Island. From there he finds his way to Austin, TX, where he is cared for by a discount computer merchant who specializes in year end sales, discontinued models, and random fruitless searches. After a very short career as a model in BOY'S LIFE, PLAY GIRL, and PLAY BOY, Cugel signs a contract with a big producer in Hollywood. He goes west and makes his first dirty movie, when he appears as a dusty book in Barbara Wa-Wa's biography, LENTILS. Later he appears as Divine's hairdresser in LUST IN THE DUST. He loses the big roles, however, as MAC, the Russian transsexual computer in WAR GAMES; as Fred Davis Jr.'s, PCjr in IRS; and as Papa Bell in THE DON AMECHE STORY. One small part in, as CHARLES CHAMPLIN in the Los Angeles Times movie by the same critic, lands him a job as a sales rep for IBM.

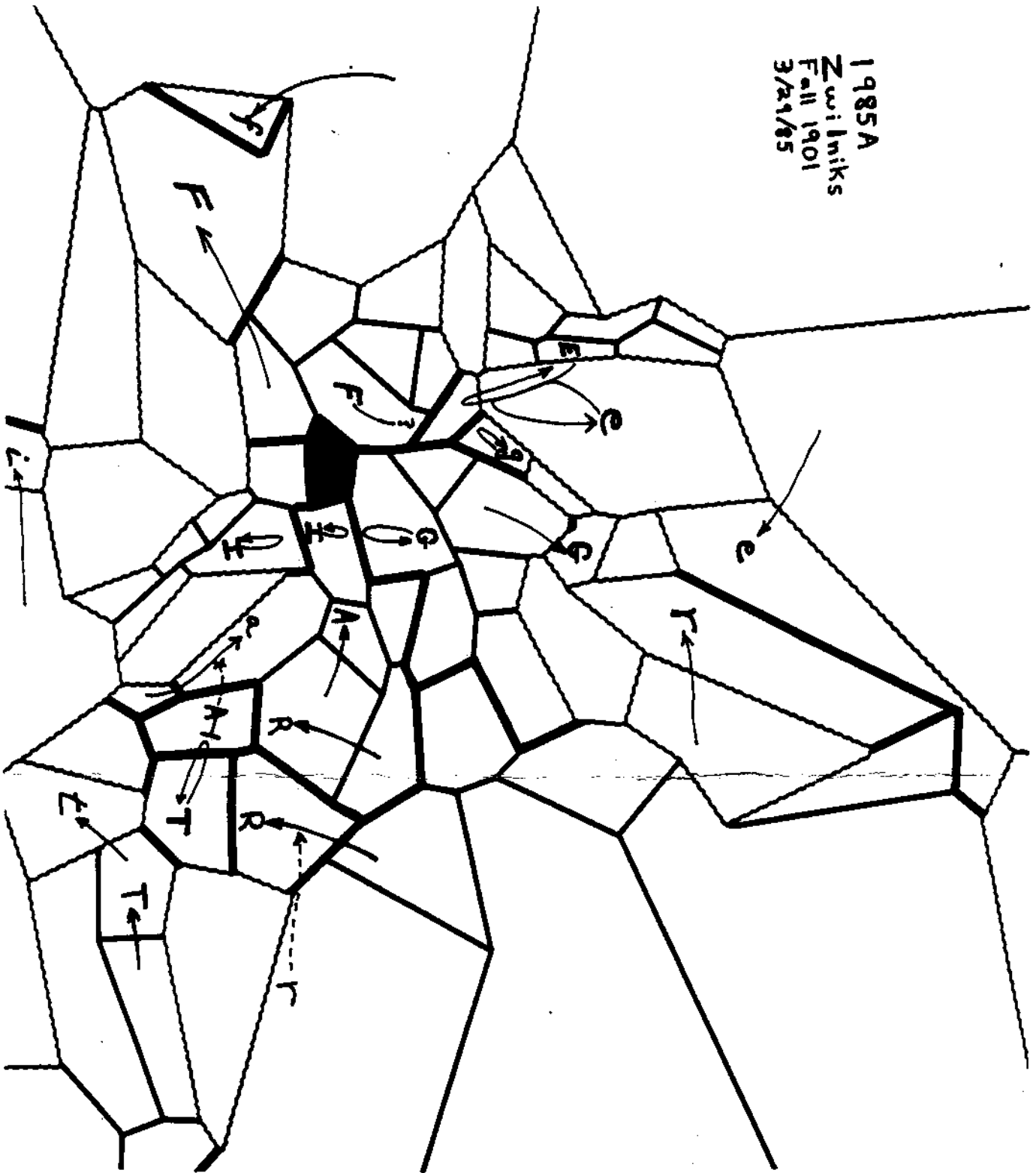
Finally, however, our hero, wins one. He lands a big role. That of the SUPERCOMPUTER in GA Technologies' new film starring Dick & Julie Martin, Eric Ozog and Cathy Cunning, and Shamau. SUPERCOMPUTER is the first computer disaster flick. We don't want to give away the plot but it will be at least four parts bored, 1 part plastic production, and 1 part pursuit of trivials. Still, the music is superb.

B.V.D. Bach's original score will do for SUPERCOMPUTER what Aaron Copeland's THE RED PONY Suite did for breeder farms in Mongolia during Stalin's hay days.

Casting is super as well: Casting Conrad von Metzke and Pete Gaughan as the chips was a great idea; Greg Ellis displays all his software; and Mike Conner sells all his hardware; Terry Tallman as Jabba the Hut; and Conrad Minshall as Dame Judith Anderson are also great. Pete Gaughan makes a really neat Waterford vase and Melinda Holley's voice shatters glass the way it should be.

A great movie, at a great price, for a great cause.

1985A  
Zwiliuks  
Fall 1901  
3/21/85



ACTIVITY DATES

August 10 & 11th, 1985  
PEERCON V

An exclusively DIPLOMACY event with tournament, prizes, and special events for the serious DIPLOMACY hobbyist.  
For information: Larry Peery, c/o Institute for Diplomatic Studies, Box 8416, San Diego, CA 92102 (619-280-2239)

December 7 & 8th, 1985

BEETHOVENCON III

An informal weekend of DIPLOMACY, and other games; all accompanied by the music of Beethoven. For beginners and serious players.  
For information: Larry Peery, c/o Institute for Diplomatic Studies, Box 8416, San Diego, CA 92102 (619-280-2239)

*Peery  
PLEASE*