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234-150-1710

1 highest driving game - K. Wilson, M. Barco, M. McCann

30
1553



GAME LISTINGS

If any game is listed as Warren Goosle as an "I Digress" production please send request to him. All addresses in the back! 1900 goes to Baron Powell.

WARLOCK DIPLOMACY - Page 21 - "Smoke and Mirrors" **FULL** - **DEADLINE JUNE 23RD**

REGULAR DIPLOMACY - **NEED FIVE** - To be named later. (B. Slosser, B. Williams)

JUNTA - **NEED SIX** - humorous name to be given later. Must have email access. (W. Narhi)

BRAIN DRAIN - **PAGE 14** - **ENTER ANYTIME, LATE COMERS TAKE OVER THE CURRENT LOWEST SCORE. DEADLINE JUNE 23RD**

BY POPULAR DEMAND - **PAGE 4** - **ENTER ANYTIME, LATE COMERS TAKE OVER THE CURRENT LOWEST SCORE. DEADLINE JUNE 23RD**

COLONIAL DIPLOMACY - **PAGE 5** - "Red Light District" **FULL** - **DEADLINE JUNE 23RD**

2000 TFES OLYMPICS - **PAGE 3** - Go for the gold. **DEADLINE JUNE 23RD**

REGULAR DIPLOMACY - **PAGE 28** - "Ambrosia" **FULL** - **DEADLINE JUNE 23RD** - Contact Warren Goosle GM - "I Digress" production.

GUNBOAT DIPLOMACY - **PAGE 31** - "Nasty Stuff" **FULL** - **DEADLINE JUNE 23RD** - Contact Warren Goosle GM - "I Digress" production.

REGULAR DIPLOMACY - **PAGE 32** - "Blood Sweat & Tears" **FULL** - **DEADLINE JUNE 23RD** - Contact Warren Goosle GM - "I Digress" production.

SEA OF DESPAIR & BREAKING AWAY - **PAGE 34** - Contact Warren Goosle - "I Digress" production. **DEADLINE JUNE 23RD**

MIGRANT DIPLOMACY - **PAGE 30** - **FULL** - **DEADLINE JUNE 23RD** - Contact Warren Goosle GM - "I Digress" production.

1900 Variant DIPLOMACY - **PAGE 16** - **FULL** - Contact Baron Powell a "1900" production **DEADLINE JUNE 23RD**

2000 TFES Olympics

This year we are going to have the TFES Olympics. Every issue we will have a contest that awards points. One point for sending one in, 3 additional points to first, 2 to second, 1 to third.

PRIZE – 20 Reliquary points and the CD from the motion picture soundtrack, “Ever After” starring Drew Barrymore. Now, I don’t want to scare people away from playing in this game, but my wife bought this for some unknown reason and it has to get out of the house! Think of it as a mercy kill. **EPILOGUE** issue #18 My wife told me she bought it because one of her dance students wanted to perform with some of that music. She once again has my respect, **THE MARRIAGE IS SAVED!!**

ROUND FOUR – OK send me the tackiest post card you can find to my house. 3957 Staebler Ave. Louisville, Ky. 40207. I will print the winners.

ROUND THREE GET AUSTRIA TO 18 SC'S

Several ways to do it. Here is one

Austria S01
F Tri - Ven
A Vie - Boh
A Bud - Rum
[3 points - 0 centers]

Austria F01
A Rum H
A Boh - Mun
F Ven H
[4 points - 0 centers]

Austria W01
+ A Vie, + A Tri, + A Bud
[7 points - 6 centers]

Austria S03
A Ber - Kiel
F Nap - Rom
A Ser - Gre
A Rum - Bul
A Mos - Stp
A War - Lvn
[21 points - 12 centers]

Austria F03
A Kiel H
F Rom H
A Gre H
A Stp H
A Stp - Nwy
A Lvn - Stp
A Bul H

Austria S02
A Mun - Ber
A Sev - Mos
A Vie - Gal
A Tri - Ser
F Ven - Apu
A Bud - Rum
[13 points - 6 centers]

Austria F02
A Ber H
A Mos H
F Apu - Nap
A Rum H
A Gal - War
A Ser H
[15 points - 6 centers]

Austria W02
No builds
[15 points - 12 centers]

Austria W03
No builds
[23 points - 18 centers]

BLACKSOX SCANDAL IN BY POPULAR DEMAND!!

Goz, Dave Partridge, Ward Narhi, Mike Barno, and Chris Suprenant all got the correct answer. Each get two points.

John Wilman got 25 points so gets one point for participation.

SCORING

1 – Warren Goesle	8 points (Round one 3rd, Round two 1st, Round three 1st)
2 – Ward Narhi	7 points (Round one 2nd, Round two 3rd, Round three 1st)
3 – Mike Barno	6 points (Round one 1pt, Round two 2nd, Round three 1st)
4 – John Wilman	5 points (Round one 1st, Round three 1pt)
5 – Chris Suprenant	4 points (Round one 1pt, Round two 1pt, Round three 1st)
6 – Tom Howell	2 points (Round one 3rd)
6 – Brenden Whyte	2 points (Round one 1pt, Round two 1pt)
6 – Mike McGinnis	2 points (Round one 1pt, Round two 1pt)
6 – Dave Partridge	2 points (Round three 1st)
10 – Eric Grinnell	1 point (Round one 0, Round two 1pt)
10 – Steve Koehlor	1 point (Round one 0, Round two 1pt)

BY POPULAR DEMAND !

Simply think of an answer for the question. It can start with any letter.

- Eight categories per turn
- For each answer to a question a player will score an amount equal to the amount of players giving the same answer for that question. (including your answer, so you'll always score at least 1 point for your answer)
- The object of the game becomes to give the answer that you think most other players will give. Collusion is not allowed.
- Eight Turns
- Anyone may join in at anytime, regardless of which round we are in.
- The CD by Sting "Ten Summoner's Tales" to the winner. (used, my wife and I both had a copy when we got married. I have been looking at the second one on my shelf for 3 years now.)

Round Seven

- 1 – A Children's TV show
- 2 – A Brand of Tire
- 3 – A Tropical island
- 4 – A Type of alcohol
- 5 – A suit of cards
- 6 – A tooth
- 7 – A Constellation
- 8 – An airline.

OK Gents, repeat after me, NO COLLUSION! Round six has been nullified because our friendly neighborhood prankster Joe Carl send all his answers to his everyone not at the top of the board to screw them.

I normally applaud this kind of behavior but we have TUNES and Req points on the line here. I am sure Joe will find justice somewhere else in the zine or rewards I'm not quite sure yet!! :)

His plan worked out very well. The top players all would have plummeted, but I don't know who would have profited the greatest, I did not tabulate the totals.

We have two turns left!!! LETS TREAT THIS GAME WITH THE SERIOUSNESS IT SO RICHLY DESERVES!
<cont on page 10>

Colonial Diplomacy "Red Light District"

TURKEY (John Willman)

A (Bag) s A (Arm)-----CUT
A (Arm) s FRENCH A(Syr) - Ang-----CUT
A (Tab) s A (Arm)
F (PG) hold

RUSSIA (Joe Carl)

Mos - Bok-----BOUNCE
Ore - Bok-----BOUNCE
Baku - Arm-----FAILS
Ang - Syr-----BOUNCE
egy - mec-----BOUNCE
rs s egy - mec-----CUT
sud s rs-----CUT

CHINA (Stan Kellett)

A uru - sem
A OMS - ore-----BOUNCE
A kra - OMS-----BOUNCE
A kir - akm
A irk S A man
A pek S A man
A man S F sha
F sha S F ECS
F ECS S French F for - UPP---NO SUCH ORDER
A can - oman ---NO SUCH CONVOY
A Sik HOLD-----unordered
a Tas HOLD-----unordered

FRANCE (Chris Surprenant) Orders sent in by Warren

A SYR-BAG-----BOUNCE
A KAR-PER
A BOK s A KAR-PER-----CUT
A AFG s A KAR-PER
A PUN-KAR
F AS c HOLLAND A JAVA-MAD
F GOM c HOLLAND A JAVA-MAD
F GOS s F SCS
F SUN.S s F SCS
F SCS s F FOR
F LS s F FOR
F NAN s CHINESE F ECS
F FOR s CHINESE F ECS

JAPAN (Phil Reynolds)

A Via S A Seo
A Seo S A Via
F Part S F YS
F Fus S F YS
F YS S F UP
F UP S F YS
F Kyu S F UP
F Kyo S F UP
F OS S F UP

HOLLAND (Warren Goesle)

f Mec s f Aden - RS-----CUT
f Aden - RS-----BOUNCE
f Ara.S c a Mys - Ara
f SIO hold
a Mys - Ara
a Sum hold
f JS c a Java - Mad
a Java - Mad-----BOUNCE
f MP s f For hold
f GoZ c a Mad - Som-----you mean GOA?? What an ego,
Goz sea??
f WIO c a Mad - Som
a Mad - Eri-----NO CONVOY ORDERED
a Aby - Sud-----BOUNCE

1896 SUMMER & FALL RESULTS

RULES RECAP

Suez Canal Rule in effect. Permission **MUST** be granted in a separate order for the Suez to be allowed. No implied permission.

Trans Siberian R.R. - For Russia only
Land Bridge between Ota and Sak

24 Supply Centers to win

Addresses for the players at the end of TFES.

Three red light bulbs to the winner.

England Disbands F Eri
Russia Disband AKM
China builds A sik and A can
Holland build a Java

SUPPLY CENTERS

Turkey (4)(E) Bag, Tab, Shi, Per

Britain Out 1896

Russia (7)(E) Mos, Ode, Rum, Con, Ang, Egy, Sudan

China (12)(E) Pek, Can, Sik, Sha, Mac, Mon, Kag,
Chu, Ass, Kam., Tas, Omsk

France (13)(E) Ton, Coc, Ann, Ban, Ran, May, Ubur, Ben,
Mal, HK, For, Del, Kar

Japan (9)(E) Tok, Kyu, Ota, Kyo, Sak, Seo, Vlad, Fus, P.A.

Holland (13)(E) Bor, Sum, Java, Sar, New, Cebu, Dav, Sin,
Cey, Mad, Bom, Mna, Aden

*SEND IN 1896 builds and 1898 SPRING MOVES NEXT
ISSUE. MOVES CAN BE CONDITIONAL ON
BUILDS!*

NEW FRANCE

COLONIAL PRESS

Holland to most of the world: Ok, I'm having troubles diploming this one. Keep writing, I'll write back. I'm just having trouble initiating conversations here.

Holland to Russia: By now you should know what I like and what I don't. If we're going to work at all it'll start there.

JAPAN TO GM: You can't imagine how much fun I am having with this game. I mean, how often is it that I get to do the same set of orders, supporting all of my units, three turns in a row? Or is it four turns in a row? Hey, I'm so giddy with delight, I've lost count! Tee hee!

FRANCE UNDER NEW MANAGEMENT - GM NEWSFLASH

In a stunning blow, the people of France rejected President Warren Ball as the leader of their country. Despite his thunderous victories abroad in India, Persia and Syria problems at home led to his shocking fall from office. Double Digit inflation, the horrific back lash from "Lewinsky gate" and rumors of opium abuse all culminated in his close defeat to reformer PIERRE CHRIS SURPRENANT. This dashing young Frenchman's policies are largely unknown but his swagger and nationalistic talk led to a narrow 51 % to 49% victory in the election. Not quite a mandate but all of Europe and the colonies await with baited breath to see what direction he will point the formidable French empire.

ADVERTISEMENT FROM BOB SLOSSER FOR YOU HOCKEY PEOPLE !

onlyhockey@snet.net (Only Hockey)

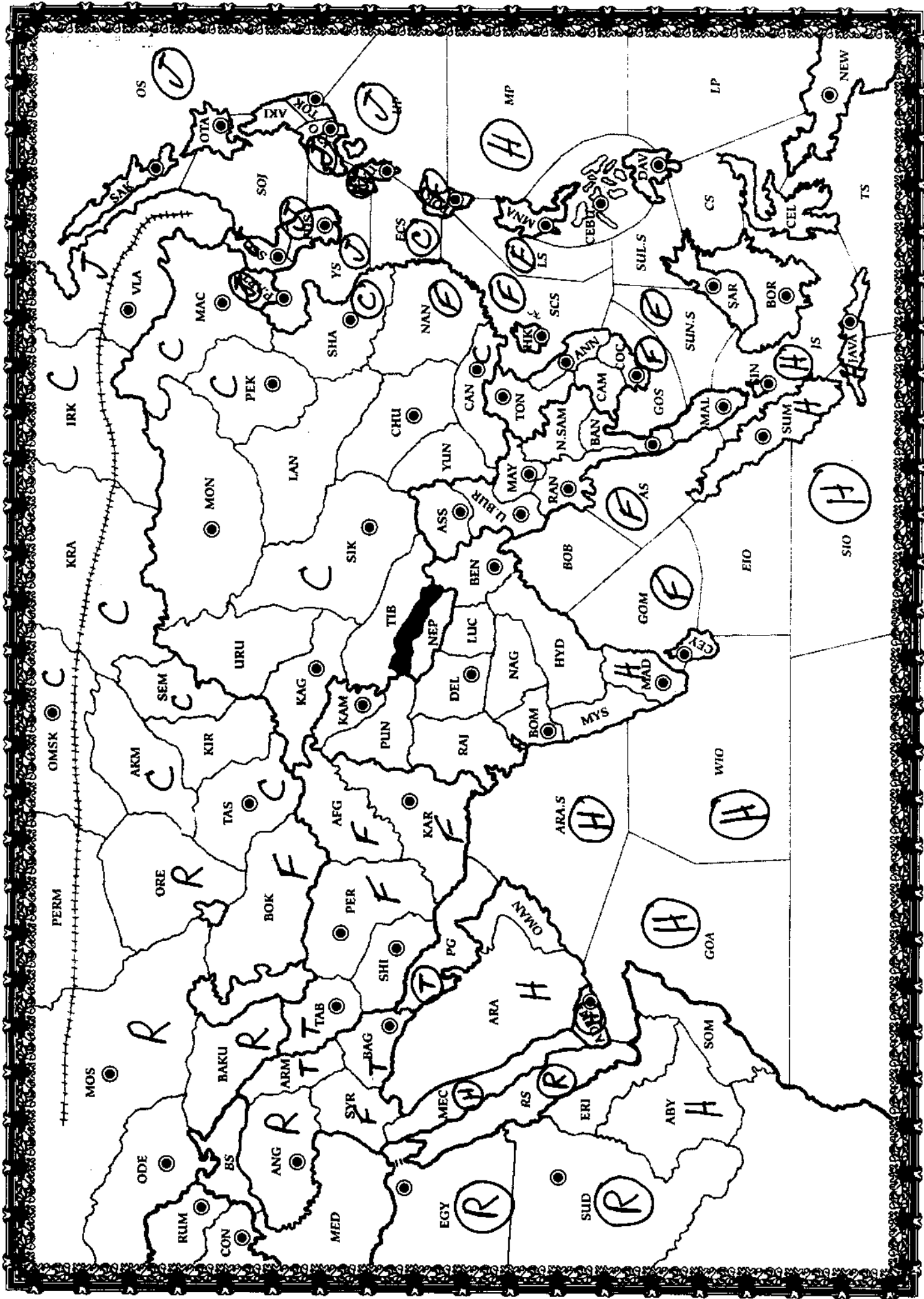
Scott,

Are you interested in playing fantasy hockey? How about your subscribers? Part time I run a small business that runs fantasy hockey leagues. If you're interested I'd like to send you a brochure. Since your subscribers are game players who might also be hockey fans I'd also like to send them my brochure. Of course, I'd pay any cost involved.

Thanks,
Bob Slossar

Bob! Thanks for the invite but I hate Hockey. It's boring when they don't fight! Not enough scoring for me and I can't follow the puck very well. But I bet some of the Canadians will bite. Meginnis's ?? Eh?? HOSER!





Colonial Diplomacy 1898

SUBBER SPOTLIGHT JIM O'KELLEY

Why don't you own a car? As a car salesman I take this as a personal insult.

I know it's hard for you, and probably many of your subbers, to believe, but there is a land not so far away where people don't need cars. Instead, they travel from one place to another by bus or by elevated train or, when feeling saucy, by cab or, when the weather is pleasant-which, alas, is not often enough in this not-so-far-away land-by sidewalk. Yes, sidewalk.

My wife, Anne Marie, and I moved to Chicago from the hellish suburbs in April of 1994. We had a beautiful 1990 Honda Accord EX in those days. Cobalt blue. Moon roof. Automatic locks and windows. Eight-track player. Loaded. But by the time the lease expired in September of 1995, we had reached the conclusion that we didn't need a car in the city. So we sold it, and haven't looked back.

Er, I haven't looked back. Sadly, my wife has tired of "living like a barbarian," and now that she's pregnant with our first child (second if you count cat Buster Kilrain), it's only a matter of time before I once again become part of the problem. In fact, just last month, we got ourselves a parking space, which, every now and then, we wander outside to admire. Hell of a spot. You should see it.

Give us the highlights of some of your great press battles from "Maniac's Paradise". Harold Zarr and Glenn McMaster and Goz were some of your better targets I am told.

"Maniac's Paradise, the zine for surly creeps." Boy, I miss that zine.

First of all, let me state for the record that the point of my press has always been to make people laugh. In fact, I've spent a goodly portion of my life trying to make people laugh. I was never a class clown, mind you, primarily because I didn't develop a sense of humor until I started drinking, and I didn't start drinking until I left the hellish suburbs for my freshman year at the Harvard of the Midwest. (For those subbers who aren't from the Midwest, that's Indiana University.)

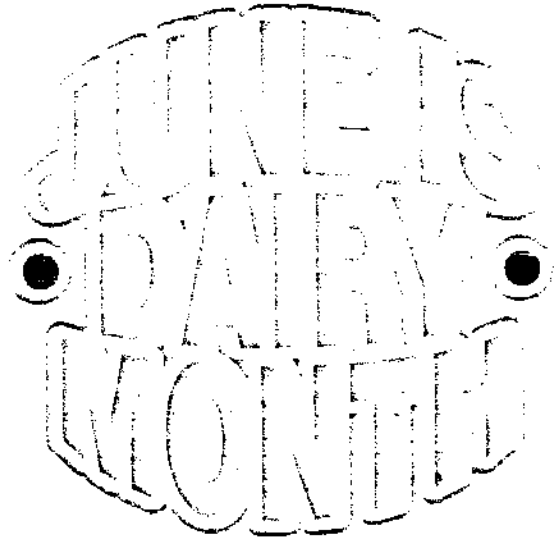
Anyway, while some of my press battles might have seemed heated to the casual observer, on my side, at least, it was all in fun. Even now, if I were to tell Harold Zarr that his name ought to be Oedipus and that his sister is a whore, he knows deep down that I soloed both times I've played him.

Glenn McMaster left the hobby after our epic battle in 1995AP, a.k.a., Dem Bones, which is a shame because he was an outstanding Diplomacy player and was funny as hell. You know, I was certain we would win a Rusty Bolt for that feud. Some of the stuff he wrote about me was so nasty and cruel that if I hadn't been so thoroughly convinced of my innate coolness, I surely would have seized the nearest protractor and plunged it into my jugular.

Scott, I'm going to give your gentle readers a taste of the Dem Bones press feud. This one comes from the Fall 1907 turn. I am France, responding to his Germany. For several turns, he had been alternately referring to me as scrotum breath and vagina boy. I now give you my response:

France - Germany: Scrotum breath? Vagina boy? One more time, which of us is the man who lives with his mother?

Goz appeared on the Maniac's Paradise scene toward the end of the Dem Bones press feud. In those days, he was the classic punk gunslinger out to make a name for himself. When I joined a new game that happened to follow the game in which he was playing, Goz spied his chance for fame and fortune. He immediately took a shot at me, the great hero of the Dem Bones press feud, by insulting me in a press release.



SPOT CONT.

If memory serves, I think he wrote: "O'Kelley is a dum-dum." Kid stuff. To be honest, I don't think any of us would have guessed that he would evolve into the publishing giant he has become. We all thought he was kind of harmless. To us at least. He seemed quite dangerous to himself. I remember thinking that this guy wasn't worth a response because he would probably only stick around the hobby for a few months before disappearing mysteriously, possibly because he had spilled a glass of milk on his keyboard and electrocuted himself.

But, pride got the better of me, and I responded by submitting some scathing guest press to his game. The ensuing press war spanned two games and three zines. Incidentally, we both ended up winning our games. (Thanks, Harold.)

I think Goz will agree that taking me on put him on the hobby map. That's a hell of a cross for me to bear.

What is your favorite movie of all time and why?

Good God. This is akin to asking a mother to choose her favorite child. OK, not exactly, as I didn't actually have a hand in making any of these movies. But I love them all as if I had. Here's my idea of hell: I'm in a recliner, I have a case of Sam Adams by my side; I've got a 52-inch TV; but I must choose one, and only one, of the following movies to watch:

- * Zulu ("First row, Fire! Second row, Fire!" You can actually count Michael Caine's fillings.)
- * Metropolitan. (Whit Stillman's first, and best, installment of a trilogy that includes Barcelona and Last Days of Disco. Smart, witty dialogue, and no car chases or meteors.) **I have seen all three of his movies and agree he is a genius. Fantastic stuff. I like Barcelona the best however.** —ed.
- * Limbo (We love John Sayles. So far, everyone I've recommended this to has hated it, but most of my friends are philistines. I'm sure your readers will love it.)
- * Pulp Fiction. (Nothing shocks me any more.)
- * Fargo. (The mute actually bundles up before he runs outdoors to whack Steve Buscemi with an axe. Think about that.)
- * Rear Window. (Forget what I said above. My idea of hell is dating Grace Kelly while wearing a cast from the waist down.)
- * High Noon. ("Look at that big hand move along, nearing High Noon.")
- * It's a Wonderful Life. (No man is poor who has friends.)

How do you choose?

What do you consider the most amazing thing you have done? I really haven't accomplished much. One time I placed first and third in a circle jerk. That was pretty amazing.

Hey, how come Baron Powell got eight questions and I only get seven? - **Pure favoritism, plain and simple!**

What charity do you run again? How do you rationalize your lying backstabbing ways in Diplomacy with your professional life? ;P

You publish this thing on the Internet, right? OK, I'm not going to name the charity I run, because the last thing I need is for one of our members to search on our name and find it proudly displayed a few lines beneath the words Circle Jerk.

Suffice to say that I am the director of the charitable foundation of a major US fraternal organization named for an antlered animal unique to North America. And it's not the Moose, who, by the way, are notorious circle jerkers.

It's actually not too difficult to rationalize my profession of philanthropy with my pastime of deceit. In fact, these two worlds are not as disparate as you'd think. For example, as a philanthropist, I take people's money and apply it toward noble causes such as providing college scholarships and improving the comfort level of hospitalized veter-

SPOT CONT.

ans. As a Diplomacy player, I take people's supply centers ... and that's where the comparison breaks down. But as long as I concentrate on the aspect of taking, it works.

Tell us about the shirts you wore to the last World Dip con.

Those were some shirts. Grey baseball shirts with buttons down the front. On the left side was our team's name: Arsenic & Old Friends. This referred to a postal game organized by longtime hobby great (read "stale old fart") Don Williams called Arsenic & Old Farts. (This game was recently won by that scheming weasel Mark Fassio, with an assist from Judas Emmert.)

On the back of the shirt was this nifty piece of clipart that came with my computer. It's a street-sign man hunched over with a dagger sticking out of his back. There's a red circle around that, and a red slash through the circle. No Back Stabbing. Along the upper half of the circle were the words "Trust me, I'm a Dip player."

Those were some shirts. Unfortunately, that red circle kind of looked like a bulls-eye, and after that second round game, I kind of looked like the street-sign man.

Any other hobbies besides Dip?

I'm an accomplished equestrian, proficient in both the English and Western styles. (My wife is now telling me that no one will believe this because, "People don't do both. It's either or." I, however, think people-especially Diplomacy players-will believe anything.)

BPD SCORES SCORES

	<u>This Round</u>	<u>TOTAL</u>
1) Ward Narhi	53	379 -
2) Warren Goesle	53	359 -
3) Michael Bottorff	62	353 -
4) Joe Carl	50	339 -
5) Yvette Morris	32	332 -
6) Elissa Narhi	55	330 -
6) Chris Surprenant	45	330 -
8) Monty Carlisle	49	322 -
9) Brady Boyd	32*	317 -
10) Jean Goesle	41	312 -
11) Dave Partridge	32*	307 -
12) Brenden Whyte	46	295 -
13) Baron Powell	42	294 -
14) Scott McGinnis	37	289 -
15) John Fitzgerald	43	284 -
16) Berry Renken	32*	281 -
17) Mike Barno	34	271 -
18) Mike McGinnis	55	265 -
19) Steve Kohler	47	256 -
20) John Wilman	32*	251 -
21) Doug Ware	41	246 -
22) Eric Grinnell	55	240 -
23) Don Dewsnap	32*	235 -
24) Sara Reichert	32*	231 -
25) Stan Kellett	43	219 -
25) Kevin Wilson	56	219 -
27) Robert Dowery	32*	215 -
28) Cathy Hosler	54	213 -
29) Scott Munson	32*	184 -

REFERENCE TO THE CARTOON ON PAGE SIX. - ED.

I laugh my ass off every time a "love bug" virus knocks down the internet and the media claims that the economy lost 10 billion dollars.

Everyone knows they are making those numbers up yes? What would have those people been doing if the computers had not broken down??

2% doing work, 18% looking up X-files scripts, 35% surfing BiG Breast.com, 20% trying to get a buddy/ chick to get a drink tonight. 12% pretending to make a report, 8% cussing the boss under their breath.

It's like the line in Tequila sunrise. When the police had just busted a heroin ring and the news anchor said the street value of the contraband was 20 million. The drug runner watching the news cried out, "Just once show me that street!!!"

The bigger the number they come up with the more impressive it sounds. But don't tell me you actually think they have any basis in reality.

PUH-leeze.

1900: a Diplomacy Variant by B.M. Powell

Fall '01

PLAYERS:

Austria-Hungary: Ward Nairn

Britain: John Fitzgerald

France: Berry Kenken (Drop Spring '00)

Chris Surprenant (Join Fall '00)

Germany: Dave Partridge

Italy: Frank Martin

Russia: Stan Kellett

Turkey: Warren Ball

GM NOTE: In the Spring '01 results, I incorrectly showed Germany ordering F Kiel-Barents Sea. In fact, the Kaiser had submitted a change to this order, F Kiel-Baltic Sea, that I overlooked during the adjudication. When I was alerted to this oversight, I made the change and notified all of the players. My apologies to all for any confusion this error on my part may have caused.

HEADLINES:

- o AUSTRO-HUNGARIANS BRACE FOR STORM
- o ROYAL NAVY DOCKS IN LISBON
- o NOT DEAD YET!...FRENCH CLAIM MOROCCO...NEW UNIT EXPECTED
- o KAISER PUSHES WEST AGGRESSIVELY WHILE BIDDING TIME IN NORTH
- o ITALIANS KEEP TURKS OUT OF THE IONIAN SEA
- o TSAR AGAIN THWARTS BRITISH ATTEMPTS TO SEIZE ST. PETERSBURG
- o RUSSIANS APPEAR UNINTERESTED IN PRESSING ATTACK ON OTTOMAN EMPIRE

PRESS:

London to World: Sorry I was unable to communicate with anyone this turn. Besides being out of the country I got assigned to my boss' job...which I had to learn. I will do a better job next turn.

FALL '01 MOVES:

Austria-Hungary:

A Budapest S A Serbia

A Serbia S A Budapest (Cut)

A Trieste S A Budapest

A Vienna S A Budapest

Britain:

F Norway-St. Petersburg(nc) (Fails)

F North Sea-Norway (Fails)

F Spain(ec) H

F Brest H

F Mid-Atlantic Ocean-Portugal

France:

A Paris-Gascony

A Algeria-Morocco

Germany:

F Sweden-Denmark (Fails)

F Baltic Sea-Denmark (Fails)

A Belgium-Picardy

A Burgundy S A Belgium-Picardy

A Netherlands-Belgium

Germany (cont.):

A Munich-Switzerland

A Bohemia H

Italy:

A Tyrolia S GE A Bohemia

A Marseilles S GE A Burgundy

F Tyrrhenian Sea-Ionian Sea

F Tripolitania S F Tyrrhenian Sea-Ionian Sea

Russia:

A Ukraine-Galicia

A Rumania S A Ukraine-Galicia

F Black Sea S A Rumania

A Bulgaria-Serbia (Fails)

F Gulf of Bothnia-St. Petersburg(sc) (Fails)

Turkey:

A Constantinople-Macedonia

A Greece S A Constantinople-Macedonia

F Aegean Sea-Ionian Sea (Fails)

F Eastern Mediterranean-Egypt

A Cyrenacia S F Eastern Mediterranean-Egypt

FALL '01 RETREATS: None.

CURRENT UNIT POSITIONS:

Austria-Hungary: A Vienna, A Budapest, A Serbia, A Trieste
Britain: F Brest, F Norway, F Portugal, F Spain(ec), F North Sea
France: A Gascony, A Morocco
Germany: A Bohemia, A Belgium, F Sweden, A Burgundy, A Switzerland, A Picardy, F Baltic Sea
Italy: A Marseilles, A Tyrolia, F Tripolitania, F Ionian Sea
Russia: F Gulf of Bothnia, A Bulgaria, F Black Sea, A Rumania, A Galicia
Turkey: A Greece, F Aegean Sea, A Cyrenacia, A Macedonia, F Egypt

SUPPLY CENTERS:

Austria-Hungary (4): Vienna, Budapest, Trieste, Serbia
Britain (5+2=7): London, Edinburgh, Liverpool, Brest, Norway, +Portugal+, +Spain+
France (2+1=3): Paris, Algeria, +Morocco+
Germany (7+2=9): Berlin, Cologne, Kiel, Munich, Denmark, Netherlands, Switzerland, +Belgium+,
+Sweden+
Italy (4+1=5): Rome, Milan, Naples, Marseilles, +Tripolitania+
Russia (5+1=6): St. Petersburg, Moscow, Sevastapol, Warsaw, Rumania, +Bulgaria+
Turkey (5): Constantinople, Ankara, Damascus, Egypt, Greece
Neutrals (7-7=0): -Belgium-, -Bulgaria-, -Morocco-, -Portugal-, -Spain-, -Sweden-, -Tripolitania-

WINTER '01 ADJUSTMENTS:

Austria-Hungary: no adjustments required.
Britain: may build two units.
France: may build one unit.
Germany: may build two units.
Italy: may build one unit.
Russia: may build one unit.
Turkey: no adjustments required.

DUE NEXT: Winter '01 adjustments and Spring '02 moves.

COMMENTS FROM THE GM:

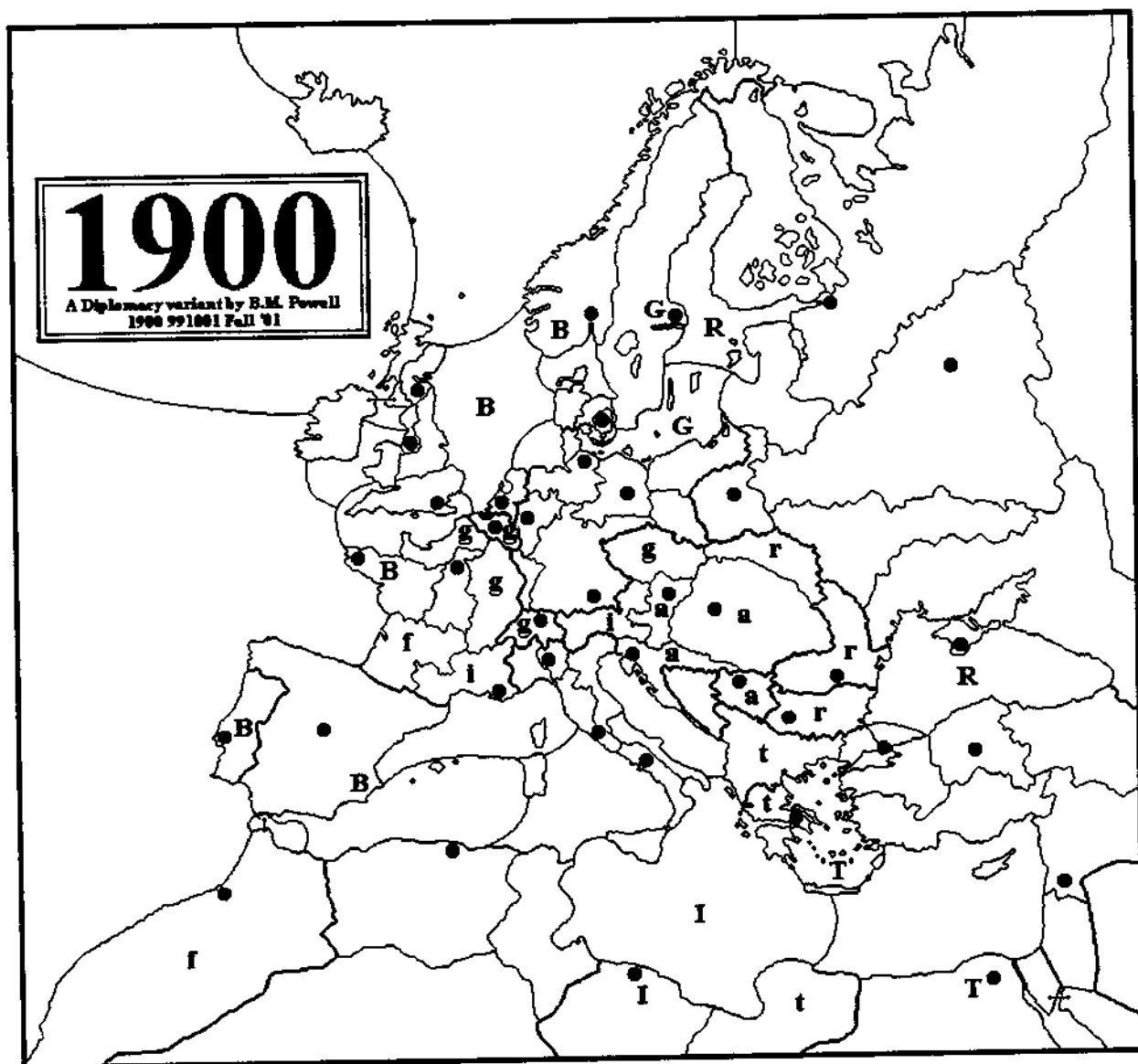
It looks like players used this turn to consolidate their gains and position themselves for activities in Spring '02. For Britain and Germany in particular, this meant grabbing two neutral SCs and swelling to 7 and 9 SCs respectively. Yikes! Now the question the rest of the world must consider is this: are Albion and the Reich going to work together or will Anglo-German tensions develop into a war? Perhaps the Winter '01 builds will provide a clue.

Germany, with its aggressive moves west, seems to have its eyes on Paris, but the anticipated French build may complicate matters. The key to French survival probably depends on the relations, or lack thereof, between France's two large neighbors.

The east appears to be a powder keg ready to explode. Exactly who is friendly with who remains somewhat of a mystery. Some insights were provided, though. First, the supported Italian move into the Ionian Sea against an unsupported Turkish move to that same space is likely a sign of tension between Rome and Constantinople. Second, Russia's failure to follow-up on the previous Spring's apparently anti-Turkish moves combined with the seeming lack of concern about Russian intentions exhibited by the Porte suggest that the lines of communication are still open between the Tsar and the Sultan. Third, the fact that Austria-Hungary did not work openly with either Germany or Italy this turn may be significant. Whether the Germans and Italians will end up bolstering the Dual Monarchy against the growing threat from the east or simply act like vultures grabbing their share of the spoils remains to be seen.

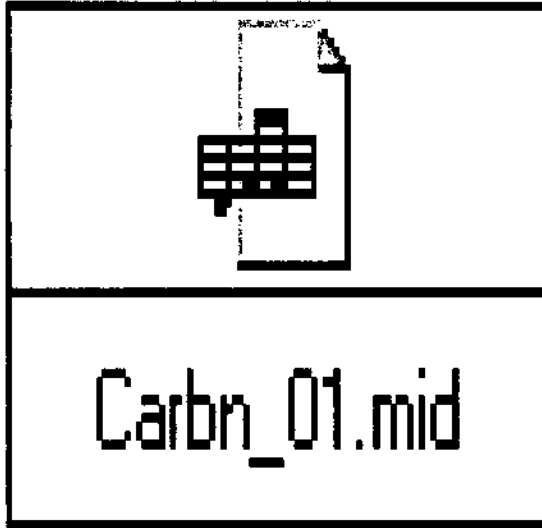
Happy Stabbing!

Baron



It's a fight for Req points

BRAIN DRAIN



Brain Drain is a game designed to show up that bullshit game Jeopardy. No need to answer the questions in question form.

We don't need no stinkin' gimmick. Brain Drain is the real deal. Brain Drain has 6 questions. For each question you get correct you get 1 point. Get all 6 correct and you get a bonus point. First one to **35**

Points wins.

**AUTO RACE CARD
GAME TO THE WINNER**

ROUND FOUR ANSWERS – GAME #3

1 – Which famous song is this? Natural Elevation Bound Dolt. **FOOL ON A HILL**
(K. Wilson)

2 – I'm running 12 miles. After 8 miles, I've been averaging 4 mph. How fast must I run to average 6 mph? - **IMPOSSIBLE**
(K. Wilson, J. Carl, W. Narhi, W. Goz, B. Powell)

3 – If you are walking forwards, but traveling backwards, and the only motion is being provided by you (not on a train, in a river etc.), where are you? **(On a ball, I also took Moon-walk for you Michael Jackson fans out there. Didn't know we had so many!)**
(K. Wilson, S. McGinnis, W. Narhi, J. Carl, M. Carlisle, W. Goz)

4 – Dave ran halfway into the forest in half an hour. Steve claimed he had gone two-thirds of the way into the forest in the same time, but Dave said that was impossible why? - **He's running out!**(K. Wilson, S. McGinnis, M. Carlisle, W. Goz)

5 – I've got a bundle of sticks. One end of the bundle has 14 ends, the other 21 ends. Explain – **Some of them are forked** (K. Wilson, S. McGinnis, J. Carl, W. Narhi, M. Carlisle, B. Powell)

6 – How many triangles are there in this figure? **35**
(J. Carl, W. Narhi, W. Goz)

Brain Drain Scores

* - Did not send in answers given the lowest score

This Round **Total**

1) Warren Goesle	4	23 -
2) John Fitzgerald	2*	19 -
2) Joe Carl	4	19 -
4) Baron Powell	2	*16 -
5) Kevin Wilson	5	16 -
5) Brenden Whyte	2*	16 -
5) Monty Carlisle	3	16 -
8) Ward Narhi	4	15 -
9) Stan Kellett	2*	14 -
10) Scott McGinnis	3	13 -
11) Mike McGinnis	2*	12 -
12) Steve Koehler	2*	11 -
12) Chris Surprenant	2*	11 -
14) Berry Renken	2*	10 -
15) Cathy Hosler	2*	9 -

Kevin takes the round with a nice 5 score.
The triangles kept him from perfection!

Goz scored a solid four and moved ahead. It appears to be a fight for second. Joe may take a shot from three!!

Baron uses his super human tie breaking power to the max to stay ahead of the brainy jackals snapping at his heels.

Only 1/2 of the McGinni send in orders??

Monty may still make a run!

*Baron wins any tie

BRAIN DRAIN ROUND #5

1 - How many times does the digit 3 appear between 1 and 50?

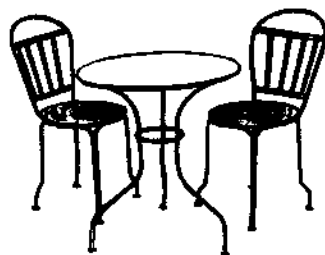
2 - What do you break by saying it's name?

3 - Which is true? One statement here is false? Two statements here are false? Three statements here are false?

4 - I've got seven children. Exactly one third of them are boys. How?

5 - How can you say that October should really be in August?

6 - If you write ten letters and place them into envelopes at random, how many letters, on average would end up in the right envelopes?



Slavery VS. State's Rights feedback

Ward Narhi

I have had the argument about slavery/states rights before and I have to admit I fall on the side of slavery as the primary issue in the cause of the Civil War. I notice you did not address Dred Scott and how the southern states got all hopped up when some northern states did not want to enforce it. I can't recall all the details at this time though.

Personally, I think they should take the flag down. Put it in a cemetery, that is fine by me. But then again, I don't live in the south so my voice does not count for much.

What I really want to know is your opinion on this whole Elian thing! Scott, can I do a shout-out? Great, thanks. "Ms. Reno, you rock!!" It is amazing those who espouse taking the boy in get pretty quiet when reminded of these two items:

1. There are plenty of US children taken overseas by parents with cases pending. If we want to use the opinion that our government is better than Cuba's be prepared for other governments to use the same argument against us.

2. Funny how we turn away illegal Chinese refugees all the time that are trying to flee communist China. I am sure many are children. Where are these ex-Cubans and their supporters in these cases? I have yet to hear their voices in support of letting in all children from other communist regimes.

The whole thing stunk of bad politics.

Scott

To me the whole Elian debate was the biggest joke I have ever heard. As a father my mouth dropped to the floor when they tried to say a six year old boy could decide for himself what he wanted to do. If my wife died and I chose to live in Siberia It's my freaking choice. His father came here, claimed his son and he can now do what he wants by our laws. Does Communism suck? HELL YES! But that's so far from the point it's absurd. We can't analyze the homeland of every child that comes through our borders.

Edi Bir 

THE REBEL FLAG

When I was a young child, every day at school I would say with my hand on my heart:

'I pledge allegiance to the flag
of the United States of America
and to the republic for which it stands
one nation, indivisible
with liberty and justice for all.'

The Confederate battle flag is the symbol of everything that that oath is directed against.

The Confederates fought against our American flag killing the people who defended it by the hundred's of thousands.

The Confederates fought against our republic and violated the laws of the land by refusal to accept the federal government before it even had taken any action. The succession was a preemptive strike against the nation.

The Confederates sought to divide our nation by succession in direct opposition to the oath that speaks of one nation indivisible. The Confederates sought to promote and protect a society that intrinsically was resting on the concept of liberty for some, slavery for others, justice for some and injustice for others. The Confederate Battle flag is more akin to a symbol of treason and the disgrace of a system that scarred the soul of our nation. A nation conceived as it was in the notion that all men are created equal and endowed with inalienable rights, amongst them being life, liberty and the pursuit of happiness. A nation struggling to approach ever closer to the those noble goals that we set for ourselves above all other nations on the planet. Yes there are places where the Confederate flag can be shown, history should never be hidden or shadowed away in a dark closet. However, that place is not on the capital of a state building, or in any other official place where American people have fought and died to protect, in order that we Americans can be and remain forever one nation, indivisible, with liberty and justice for all.

Signed/Edi Birsan

PS: The words 'under God' was not part of the Oath of Allegiance when I was a child and became only in practice in NY in the late 50's. Somewhat later than the rest of the country.

PSS: It is also interesting to note that the very people who are most in favor of flying the rebel flag are also the ones who want to have a constitutional amendment to protect the American flag. Yet they do not see the obvious contradiction in the position of showing one flag of treason that was touted as the slaughter of Americans took place wholesale as the ultimate desecration of our flag and our Oath of Allegiance.

Scott

Your preaching to the choir. I agree pretty much down the line. It is strange that a very conservative republican-Senator McConnell from my state of Kentucky is one of the leaders of the stop the Flag amendment group. It is one of the few things I agree with him on. In America we MUST fight to protect the speech that we despise. Do I have any personal use for a person who would burn the flag of my country? No. But protecting your view is the ENTIRE POINT OF OUR SYSTEM. You may say whatever you wish, you may demonstrate anyway you like. A lot of people forget that it's China that comes to your house in the dead of night if you protest. We don't need that here. It's a very slippery slope.

JARNATH (under construction) - Brady Boyd

What is Jarnath? (www.jarnath.freesevers.com)

The game of Jarnath is a multi-player, turn-based computer game of civilization, exploration, trade and war. Each player is the leader of a nation or tribe of people fleeing a doomed empire to seek the legendary continent of Jarnath and start a new civilization. Your people will have to find a land that will provide enough resources to survive and prosper. Other new civilizations are all over continent trying to survive as well, and these neighbors may help or hinder your progress. Although Jarnath is a computer game, it is administered by a real live person, combining the efficiency of computer games and the personal feel of a role-playing game. Jarnath is an excellent game for players who don't have a lot of time to spend on multi-player "real time" games.

Mechanics of the Game

Each player has a copy of the Jarnath computer game on their computer. After the player has completed a first turn (called a Preplay Turn), a file is saved, and this file is emailed to the game judge before a pre-specified deadline.. Once the judge has received all the player files, or the deadline has been reached, the judge processes all of the game turns simultaneously to determine the results of the turn for all players. These individual results are then emailed to each player, and the next turn (and deadline) begins. Failure to send in a turn only means your people do nothing, and is not necessarily a disaster or game-ending event.

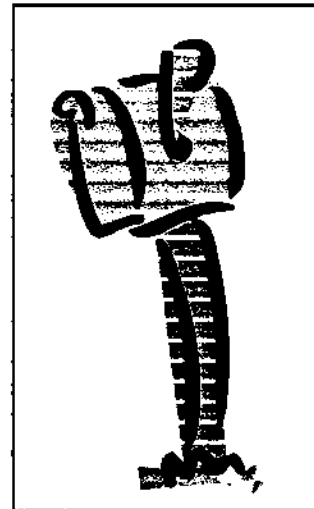
How do I join a game?

On the Current Games page, you can see what games are running, and which games you can sign up for. If a game is already running, you can still join, but you will be at somewhat of a disadvantage since you will be among other civilizations that have grown strong. Also, you can sign up to be on the "bench", meaning that if any players drops from the game, you can take over that person's civilization for free (See "How much does Jarnath cost?" below). Otherwise, if you sign up for game that has not started yet (an Open Game), then once enough players have signed up, the game begins. Please see the Current Games page to see the status of games.

How much does Jarnath cost?

The actual computer game of Jarnath is free to download. However, unless you have actually signed up for a game, the program does not function properly. At this time, Jarnath is free of charge to play; however, once the Alpha & Beta tests have been completed, there will be a very small "Per Turn" charge. Although I have not decided yet, I have compared the prices of other play-by-email computer games, and find that \$1.00 to .00 American Dollars per turn is about the norm. So, look for about a \$1.00 charge per turn, but with significant discounts for multiple turn

MAIL BAG



>Chris Suprenant> Hey yo! You misspelled the game again! Heh. :) It's SuRprenant. Also, remember to give me my Olympic point, damn it. :)

>SM> Ok, I admit to having some kind of subconscious vendetta against you. Screwed you on the name and your points. And yet I still talked you into taking over the Colonial French position. I am good aren't I??

>Allan Calhammer> To all plenipotentiaries: Calhamer on Diplomacy is out in paperback; 256 pages on the Game of Diplomacy and diplomatic history. It will probably retail for sixteen or seventeen dollars. It may be ordered at 1stbooks.com, or at bookstores generally. Delivery should be 5 to 7 days in both cases. When ordering from a bookstore, it is recommended that you tell the clerk that Calhamer on Diplomacy 1) is a print-on-demand book; 2) is ordered from the Ingram "Books in Print" data base (not to be confused with R. R. Bowker's "Books in Print"); 3) its number is ISBN 1-58500-758-7. Best regards, Allan B. Calhamer, Inventor of the Game of Diplomacy

>Brady Boyd>

I noticed in the last issue of TFES that Scott mentions my World Tournament win in the first round, and thought I'd share my experience, because it is an experience I have had three times now--a solo win with Italy. I hear many tales of woe about how miserable Italy fares in Diplomacy, but I seem to have a knack for it (and I have a knack for getting eliminated in AOL tournaments). My strategy with Italy has always been to attack France, ally with Austria-Hungary. As Italy, I will usually start off with a flurry of gushy letters to Austria-Hungary and France, and promise the vengeance of Caesar against the German people. Since E/G/F are always chewing their nails over what the other is going to do, an Italian offer to help E & G against France usually gets good support. In the tournament game, I was able to get England and Germany to attack France while I moved towards Tyrolia, reassuring my French "friend" my unit in Piedmont was being supported into Tyrolia. With French armies in BUR and SPA after the Spring turn, the Frenchman will usually order both units to MAR to block PIE to MAR, but still keep SPA. In the Fall turn A PIE supports A SPA into MAR to deny France the build. In the tournament game, I didn't have to get that creative as my French neighbor stubbornly kept his unit in MAR. So I got him to help me into Munich. To "help" France I sent my two fleets into the Atlantic to fight the English. Once in Munich, and England now completely engaging France's units, I was able to take SPA & MAR & POR in the Spring turn, and PAR in the Fall turn, giving me 4 builds that year.

I have to admit that a few of the players in the game I was in were either very naive, or confused. Despite the fact that I had within one turn become the point leader, I was able to keep England, Germany & Russia fighting with each other while my ally, Austria-Hungary, was in a stalemate with Russia & Turkey. England finally attacked me via Kiel, but he over-reached by leaving his homeland open to my fleets. By near end game, Austria-Hungary was a close second after finally breaking Turkey, and he realized it was a race to the finish. I adopted a defensive stance in the east, holding my gains and fending against Austria-Hungary, while my fleets in the At-

lantic finally rounded up the last supply centers of England in Edinburgh, France in Norway and Germany in Denmark for the win.

I think I have won 3 AOL games solo, and with those and this tournament win, I have 3 solos with Italy and I with Russia. All of my other games have been utter disasters. In the second round, I am playing England, so I am bound to lose. My neighbor, fellow subber Warren Ball, who is playing Russia, has expressed desire to ally with me. Should I trust him?

>SM> All I can say, Is your poor, poor man. In reality I have never played Warren, but I am certain he is a fine upstanding dip player disregard those frivolous law suits.

>Dave Partridge>

Here I was feeling pretty special cause you invited me to write an article for TFES. Been kinda busy just trying to get Tinamou out and keep up with things, but thought hey, I'll give it a try, even though you never write anything for me *sniff*. Then I find out you invited every Warren, John and Harry to write for you. In fact, just a minute, ... yeah, I thought so, that note's a photocopy, must be on every issue you sent out. Ha, think I'm going to provide any filler for you? Not one line, not one word, not even a period are you going to get from me.

>SM> It's a filler "Stab" Once again I have taken a rejection letter and forced, squeezed and smashed it into the letter column to fool and amaze the subbers to think people write me. I have wisely put this rejection letter in the middle. I just got through watching the Pacers bitch slap the Knicks in game one of the NBA semi-finals. The real championship is going on in the west. The Portland - L.A. series will surely lead to the champion. I fear for the Pacers if they finally beat the Knicks to get to a championship game. I saw an interview with Larry Bird where they asked if he hated the Knicks. He said, "how can I hate a team that doesn't have near the championships that I have?" OUCH! Of course if I were a knick I would say, How can I hate a Coach who has more illegitimate children than I do?? OOOOOOOHHH, No, wait a minute, the Knicks have Larry Johnson, he has about 5 of those. The NBA king of child support is Shawn Kemp He has about 7 of them and pays around \$75,000 a month out. DOH!

>Mike McGinnis>

Foolishness this is
Writer I am not says me
Yoda idol yes - gimmie my point guy!

>SM> - I screwed Mike out of his 2000 olympics point as well. So here is his Haiku printed in it's entirety for your reading pleasure. I seem to make more mistakes the closer I get to 4 AM. Dunno why?

>Baron Powell>

I always wait until the last minute to do BPD and Brain Drain, and it always kills me because I'm rushing instead of thinking things through. Part of the reason this time around is because I never got past Sea of Despair. After I saw your note on the back page, I went straight there, saw how you brutally mauled me, put the 'zine down, and didn't pick it up again until last night! It looks like I missed out on a lot of good stuff.

>SM> The lime green should have tipped you off it was a killer issue. I am struggling with the cover for this issue. I am a fan of the color Orange. Orange is supposed to stimulate the intellect. I liked those college football coaches I used to read about that painted their opponents locker rooms pink. Some study of violent offenders showed that pink actually has a calming effect. I guess since O'Kelley is the spotlight this issue I should have put pink on the front to absorb some of the innate anger that comes from reading his stuff!! Maybe, just MAYBE with a pink cover, 1/2 my subbers won't disembowel themselves to take their mind off the pain!!!

A Twist of Something Different

Chris Surprenant

IceQuakeX@AOL.com

Once upon a time there was a country that was very small and, on the whole, very good...

It's citizens were proud and independent and self-reliant and generally prosperous. They believed in freedom and justice and equality. But, above all, they had faith. They had faith in their religion, their leaders, their country and themselves.

And, of course, they were ambitious. Being proud of their country, they wanted to make it bigger. First, they conquered the savage tribes that hemmed them in. Then they fought innumerable wars on land and sea with foreign powers to the east and west and south. They won almost all the battles they fought and conquered foreign lands.

It took many generations, but at last the good, little country was the richest, mightiest nation in the whole wide world - admired, respected envied and feared by one and all. "We must remain the mightiest nation," said its leaders, "so that we can insure universal peace and make everyone as prosperous and decent and civilized as we are."

At first, the mightiest nation was as good as its word. It constructed highways and buildings and pipelines and hygienic facilities all over the world. And, for a while, it even kept the peace. But being the mightiest nation in the world, its leader was the mightiest man in the world. And, naturally, he acted like it. He surrounded himself with a palace guard of men chosen solely for their personal loyalty. He usurped the powers of the Senate, signing treaties, waging wars and spending public funds as he saw fit.

When little countries far away rebelled, he sent troops without so much as a blink of the eye. And the mightiest nation became engaged in a series of long, costly, inconclusive campaigns in far away lands. So some disillusioned soldiers refused to obey orders and some sailors mutinied, even though the leader raised their pay. And in some places the mightiest nation hired mercenaries to do its fighting.

And because it was the richest nation, it worshiped wealth and the things wealth brought. But the rich grew richer and the poor grew poorer though unfair tax laws. And in the capital, one in five were idle and on welfare. When the poor grumbled they were entertained by highly paid athletes and the firing of expensive rockets into the air which sometimes fizzled. But the poor often rioted and looted in their frustrated rage.

Many citizens lost faith in their old religion and turned to Oriental mysticism. And the young, wearing long hair and sandals, became Jesus freaks. Bare breasted dancers, lewd shows and sex orgies were increasingly common. And the currency was debased again and again to meet the mounting debts.

Worst of all, the citizens came to learn their leaders were corrupt - that the respected palace guard was selling favors to the rich and sending spies among the people, creating fear and distrust.

So it was that the people lost faith. They lost faith in their leaders, their currency, their rockets, their postal system, their armies, their religion, their laws, their moral values, their country and, eventually themselves.

And, thus, in 476 A.D. Rome fell to the barbarians and the Dark Ages settled over Western civilization.

- Art Hoppe, columnist

San Francisco Chronicle, 1972

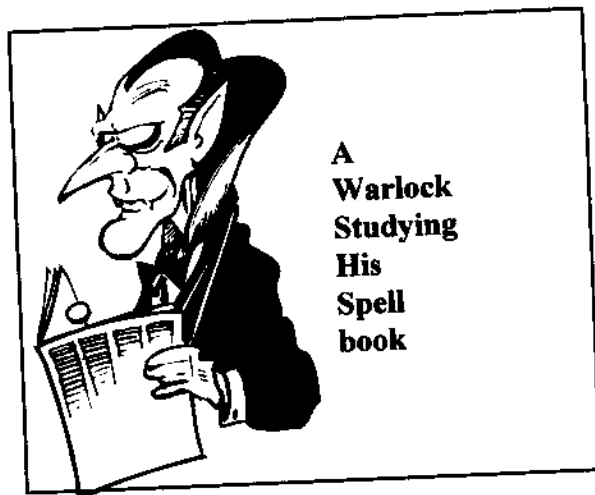
WARLOCK GAME START!!

Thankfully we don't have any more EXTEND You WAITING circumstances so we have a variant game start!!! We will use North American seasons. Please combine Retreats with the Fall move and Builds with the Spring. You will send in your Spring moves, and if a unit needs to retreat you then send in your retreat and fall moves. The other players can say, if X retreats to Y use these moves, If he retreats to A use the following. After the fall turn send in your builds and spring moves for the next round. Your moves can always be contingent upon where a retreat or build goes.

Any questions please email me.

THE PLAYERS – Chosen randomly

A – Mike McGinnis
E – Mike Lively
F – Kevin Wilson
G – Joe Carl
I – Adam Silverman
R – Stan Kellett
T – Ward Narhi



All the standard rules of Diplomacy apply but each ruler is a Warlock with powers listed below.

- Once a power is used, successful or not, it is gone.
- Each Warlock has 20 powers that can be used anytime.
- Spells may be combined.
- You may use your magic on your pieces or others. (with the exception of Move home SC, Balloon and Illusion please note their special rules)
- In Winter 1903, Winter 1906 etc. Every three years each Warlock can select one additional spell except undead. This will be kept secret until it is played.

THE SPELLS!

1 - Vaporize any unit on the board.

1 - Move a Home SC. Moves regardless of fleet or Armies in the area. Cannot be moved onto another SC. MUST move just like an Army. (to an adjacent space or convoyed in the spring or fall) You must have ownership. Though it can be convoyed it moves UNDER all other fleets and armies. (done under normal adjudication)

2 - Double-orders (the army or fleet under the magic spell moves one space, then all units including the magic piece adjudicate normally with the magic piece moving it's second move) OR the unit under the spell can do a convoy or support order for any unit (whether of the same or any other country) which is also engaged in a Double-Order)

EXAMPLE - F North Sea (double order spell) F NthS CA A Edi > Norway. A Edinburgh (double order spell) A Edi > Norway. If Norway is vacant, they move there first. THEN when all the rest of the units adjudicate. F NS CA A London > Denmark. A Edi > Norway > Sweden. If a unit is ordered to attack to cut support and it is dislodged by a double order spell, it fails in this attempt. It is dislodged before it moves.

IF ANOTHER DOUBLE ORDER SHOULD DISLODGE OR BOUNCE YOUR UNIT THE SECOND PART OF YOUR ORDER IS MOOT IF INCORRECTLY ORDERED.

(done under normal adjudication)

1 - Add 1 support to hold or move (done under normal adjudication) If part of a double order must specify which leg it is

used for.

1 - Add 2 supports to hold or move. (must be for one piece) (done under normal adjudication) If part of a double order must specify which leg it is used for.

1 - Extra build (one unit must be dropped next winter unless a real SC is gained, or may be used to put off a -1 SC loss for on year) (Winter)

1 - Cut support (for any units attacking Trieste, or any units supporting Trieste choose one) (done under normal adjudication) If two different countries attack an SC independently with one support, this spell cuts BOTH attacks.

1 - Cut 2 supports. (same as above, cannot be divided, one for Trieste, one for Serbia) (done under normal adjudication)

1 - Power Impervious. **Super Hold.** The unit cannot be dislodged or destroyed by anything for one turn. This spell requires a lot of concentration and thus cannot be used in conjunction with a double order. **EXAMPLE** unit move to Space X then casts Power Impervious. (supercedes all other magic, including vaporize and spin the bottle) The unit may issue a normal support order while standing in place.

1 - Make unit invisible. The army or fleet turns invisible until it changes ownership of an SC, Bounces with another unit, or supports any unit. (used in conjunction with normal orders) Turkey would order F Smyrna make invisible. That is all the other players would see. The GM will then adjudicate normally until one of the above conditions make the unit visible to all again. Invisible also "hides" double order spells, swim in land or walk on water. Once the unit is revealed any of those spells used on that unit will be revealed. (Marked in priority list)

1 - Spin the bottle. One random space on the board is destroyed and impassible for two turns. (starting on the turn it is used) SC count not affected. Adjudicated first. Any unit residing there is destroyed on impact. If Cast in the Fall turn and it lands on a Home SC. That space may not build in the Winter.

1 - Catastrophe. Any 1 territory (non SC space) can be declared a catastrophe zone. No unit may pass through or move in during that season. You may leave it, but if you didn't leave it then you will be destroyed at the end of this seasons move. (marked in priority list)

1 - Walk on Water. An army may walk across any body of water as if it was land. Lasts for one full year. (Spring and Fall or Fall then spring) If it is still at sea at the end of the year (2nd turn) it will drown and be destroyed. (done under normal adjudication)

1 - Swim in Land. A fleet may cross through land as if were a body of water. If it is land trapped at the end of the year then it is beached and destroyed. If it ends up on a coastal territory it may choose the coast. A Fleet on the North Coast of Spain can enter the Gulf of Lyon using this power. A fleet in Gascony may enter Mar using this power. A fleet in Sev may move to Moscow then move to STP and choose the coast using this power. Lasts for one full year. (Spring and Fall or Fall then spring) If it is still landlocked at the end of the year (2nd turn) it will be beached destroyed. If a Fleet is inland on the second turn, it claims any SC it is on, then disbands. (done under normal adjudication)

1 - Illusion. Illusionist : The swapping of two provinces may be ordered. The provinces must both be of the same type (i.e. supply centre/non-supply centre, inland/coastal, or sea/land). Any unit moving into either of the areas concerned, actually moves to the other. Supports apply. (ex: Illusionist swaps Paris and Moscow ; Germany's A (Liv) S A(War)-Mos, A (War)-Mos, France's A(Par) stands. The A (War) would move to Paris, and the French army would be dislodged; in the subsequent retreat phase it would retreat normally.

Units moving out of either province are not affected. The illusionist himself is not allowed to move or support into one of the swapped provinces for he sees the truth of the spell.

Under the above example with no supports A Livonia > Moscow and A Gascony > Paris would pass each other with no bounces. A Livonia would land in Paris, A Gascony would land in Moscow. If a third unit was in

If two countries plan out an illusionist spell, you want to support the army to Moscow in the above example. Simple change the names on your board. A (Liv) S A War to Paris would be a disorder. If a fleet needs a coast to be specified, the fleet will be placed on the coast that is closest. F BS > Con (Con swapped with Spain) F Black sea would land in Spain (sc). If the coast has equal distance the GM will make a random selection.

The below swaps can be made inside but not outside groups.

Landlocked SCs:

Par, Mun, War, Mos, Vie, Bud, Ser

Coastal SCs:

Edi, Lpl, Lon, Nwy, Swe, StP, Den, Kie, Ber, Hol, Bel, Bre, Spa, Por, Mar, Tun, Rom, Nap, Ven, Tri, Gre, Bul, Rum, Sev, Ank, Con, Smy

Sea Provinces:

BAR, NWG, NAO, IRI, ENC, MAO, NTH, HEL, SKA, BAL, GOB, WMS, GOL, TYS, ADS, ION, AEG, EMS, BS

Coastal Non SCs:

Fin, Lvn, Pru, Cly, Wal, Yor, Pic, Gas, Naf, Pie, Tus, Apu, Alb, Syr, Arm

Inland Non-SCs:

Ruh, Sil, Boh, Gal, Tyl, Ukr, Bur

if two warlocks invoke the illusion spell using the same province the truth of the spell is seen by all and the illusion fails.

1 - Undead - Once a Warlock loses all his SC's he has 3 years to invoke his undead spell. It must be played on a spring turn. Then the Warlock has an army or fleet randomly placed on the board. (the Warlocks choice of a fleet or army once the space is revealed) All of his unused spells are still intact. Once the unit is placed if he has not taken control of a SC by the end of fall, he is gone forever to Warlock purgatory. IF the undead Warlock does gain control of a SC, that is his home SC for the rest of the game until he gains back one of his original home SC's. Once a Warlock gains back a home SC, his previous SC can be used for one more build, then is shut down forever. A Warlocks power is always called home if possible. Warlocks who are out of the game but have not cast their undead spells yet still have a vote in any game ending decision.

1 - DISCORD SPELL - The person casting the spell may decree that two countries may not support each other for that season. Warlock A cast's Discord on X and Y. Any unit from X supporting Y or convoying Y is invalid, the same for support or convoy from Y to X. The spell ONLY affects an order that has the two named countries working in unison.

1 - Balloon spell. You may float any unit up into the air. It will move above the field of battle until you order it to land. It takes one move to float up and one move to float down. A Unit that is in the air may not support any other unit. The Balloon unit may, however, be supported down. If two balloon units bounce they both drop to the map. If the space under them is occupied the piece is treated as one that was just dislodged and then chooses a space during the retreat phase.

1 - Ghost spell - A fake unit may be created and ordered. EXAMPLE England F Edinburgh > North Sea, F Edinburgh > Norwegian Sea. Both will be announced by the GM only the player will know which unit is the real one. Ghost units may not support or claim an SC. They fade into mist after they come into contact with another unit without impeding the other units progress.

Once a player has 18 SC's the game is over, and you cannot invoke the undead spell.

Once a Warlock loses all his SC's and his undead powers expire he is out of the game and his magic is gone.

Sequence.

- 1) Power Impervious supercedes all orders and negates vaporize or spin the bottle.
- 2) Vaporize and spin the bottle.
- 3) Make invisible, Catastrophe, Illusionist
- 4) Normal adjudication.
- 5) Extra Build (winter only)

Who's got the good mojo??? :) -Scott

Dear Scott- I got your address from the Zine Register. If you can spare some room I would really appreciate a plug for the Marco Poll in 'The Flat Earth Society'. Thank you. Mark Leno

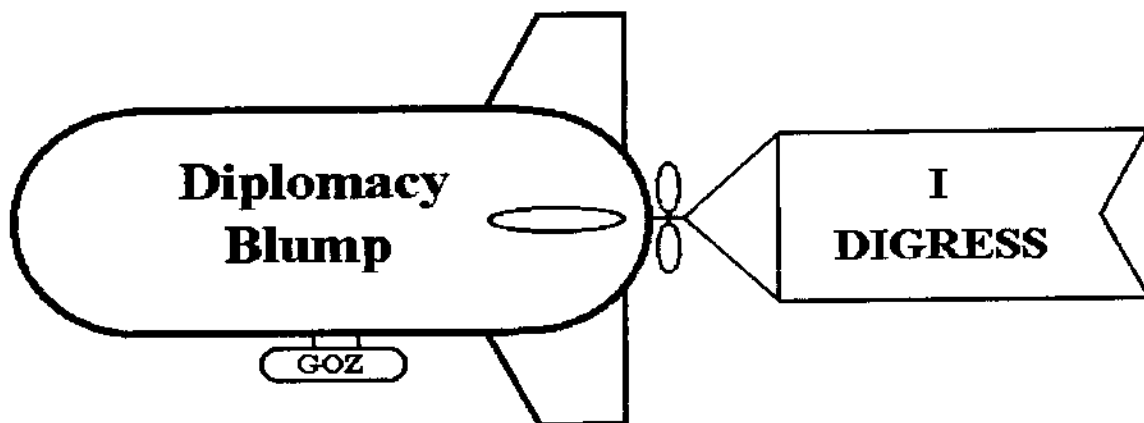
Er, on that note I would like to announce the **Y2K MARCO POLL**. I would like to thank Bob Acheson for the vote of confidence he gave me by handing over custodianship of this Poll and I'd like to remind everyone one more time that this 'zine that you're holding in your hands came in first in the Favourite Zine category last Poll. Simply list your top five for the following categories:

- 1) Favourite Zine
- 2) All Time Favourite Zine
- 3) Best Diplomacy Player
- 4) All Time Best Diplomacy Player
- 5) Best GM
- 6) Player who writes the best letters/e-mails
- 7) Folded Zine You Miss The Most
- 8) Favourite Variant

ROBERT LESCO
49 Parkside Drive
Brampton, Ontario
Canada L6Y 2H1

You may list e-mail players/zines if you choose but I don't feel right about tabulating votes for me or my zine so I won't be listing those. I will send a copy of the zine to anyone who sends in a ballot. I hope other publishers will promote this. Any pubber who sends me a copy of their zine with this notice printed will receive a copy of the results. Otherwise you need to trade, sub or send me a dollar.

The deadline will be September 1st. Mail your ballots to the address on the last page or, if you must, I've opened an e-mail address specifically for this purpose: marcopoll@yahoo.com. Please sign your ballot, and print your name and hobby affiliation eg "play in 1999XX" or "sub to zine y"



You are currently reading issue #014 of "I Digress", the classically understated and nonchalant subzine to "The Flat Earth Society". "I Digress" is published by the Goz Publishing Co., a subsidiary of Goz & Co., Inc., and is intended to hypnotize you all into sending me large quantities of cash, as well as be a celebration of all things Diplomacy related. The Diplomacy Blump is provided courtesy of the Goz Aerodynamics Institute, a subsidiary of Goz & Co., Inc. Goz is brought to you by The National Association for People with Low Self-Esteem. Come join us. Really. It's ok.

Pertinent info to get in touch with me is as follows:

Warren Goesle

Email address: gozcorp@iquet.net

Website for my games: <http://www.users.waitrose.com/~kelletts/fes>

Snail mail address: 3907 Cedar Ridge Rd. #1B, Indianapolis, IN 46235

Phone: 317-891-1261 before 9pm Eastern time please, as I'm an early riser. If you get the answering machine, it will tell you that "Goz is off working on his backswing", or some such. That's me.

Issue #014. I have opened up another Standard Gunboat No Press Dip game. 4 signed up, 3 more free spots. Come and get 'em! The new Standard Dip game starts this issue. For those of you new to the game of Diplomacy, "Blood, Sweat and Tears" is the one to watch to learn how to do it (no pressure).

Can we all get our orders in on time, please? Thanks. In fact, since many people feel rushed at deadline time, you might want to send in preliminary orders early, like **RIGHT NOW! DO IT BEFORE YOU DO ANYTHING ELSE!** You can always change them later. Please help your GM out here. Since Scott keeps changing things the next orders are due on whatever date Scott lists for me on page 2, at Noon EST. **Orders for Ambrosia, Sea of Despair, Othello II, Nasty Stuff, Road to Ruin and Blood, Sweat and Tears go to me, not Scott.**

Scott and I have agreed that if anyone earns 5 Goz Points they will have an extra issue of "TFES" added to their subscription. I will be getting in touch with anyone in that situation to ask if that's what they would like, or if there is some other deal that they would like instead.

"...When will this aching pass? When will this night be through?

I want to hear the breaking glass, I only feel the steel of the red-hot truth.

And I'd do anything to get it out of my mind, I need some insanity of the temporary kind,

Tell me how will I ever be the same, when I know that that woman is whispering your name?..."

-- Melissa Etheridge, "Bring Me Some Water"

Apparently there's more than one way to make a buck off of the internet, even if you're not on it. By now everyone is sick of hearing about ".com" websites. But there is no law that says that a website or email address has to end that way, even though most of them do (or appear to anyway). For several years my work email address ended in ".mil". My home email ends in ".net". Some governmental organizations have

websites that end in ".gov". Other official US sites end in ".us". Some official United Kingdom sites end in ".uk", and so on.

Those that do marketing have determined that a real good ending for some entertainment websites would be ".tv". The only problem with that is that ending has already been assigned...to the tiny nation of Tuvalu. Tuvalu is a chain of 9 atolls located roughly halfway between Hawaii and Australia, and has a population of a little over 10,000. It is dirt poor (or maybe "coral poor"). So it sold the rights to its' internet country code to a California firm that brokers websites in a deal that is worth between \$40M & \$50M over the next ten years, making this the largest source of income for the entire country.

So, someday, when you see a website called "www.fox.tv" or "www.thesimpsons.tv", think of them and raise a mai tai.

Commentary:

Warning, the following paragraphs contain opinions that might make you think, and might even make you want to write to agree or disagree with them. That's the point.

For those of you who missed it, at around 5am local time on Saturday, 22 April, in Miami, Florida a contingent of heavily armed representatives of the US government, backed by the local police, went to a private residence and left with a foreign national, one Elian Gonzalez, born in Cuba 6 years ago. Whatever side you come down on in this affair, one thing seems clear: something went very wrong earlier to let it get to this point. Shall we review?

In late November '99 a boat set out from Cuba, as boats do from time to time, with Elian, his Mother, and several other people trying to flee Fidel Castro's "paradise", in hopes of making a better home for themselves in the United States. Some boats make it, some don't. This one got close. Somewhere in international waters things went bad, then very bad, and several people, including Elian's mother, died in the effort. On 25 November a couple of American fishermen plucked Elian out of the water, and got him to Florida.

The law here seems clear (feel free to disagree, but tell me what law you're quoting). Elian was picked up in international waters, not in U.S. territorial waters. Ergo he, as a minor, has no legal right to be here unless he has a parent or legal guardian who is also here and wants him to stay. His mother didn't make it to U.S. waters, and his father, back in Cuba, was quoted as saying that he wanted Elian to return. Ergo, it seems the prudent thing to do would be to send Elian back, after he was healthy enough to leave the hospital.

The problem is, of course, that Elian didn't get sent back to Cuba after leaving the hospital, even though he could have been there in time to hit the Havana shopping malls' Christmas sales with his father and step-mother.

Why not? Why did this get turned into an international incident, where the only winner was, is and will be Fidel Castro? I can think of no good answer, and the only bad ones I can come up with label me as a Clinton/Reno basher and/or conspiracy freak.

Elian's father's statements that he wants his son in Cuba are pretty expected of course, even though he knew that his ex-wife was going on this voyage with Elian. His sincerity is in doubt, since if he were to say anything else his government might convince him one way or another of the error of his statement's ways. But maybe he's sincere. The notion that Elian would actually be staying with him is a crock of course, since the Cuban government (read that: "Fidel") considers all of its' citizens as its' property, and so Elian will be off to get "educated" in the Cuban socialist system (maybe "re-educated", since he's obviously been corrupted since being in the US), and will see his Dad when it pleases. One wonders what might happen if Elian was expected back in school, but Elian's father wanted to hold him out for some reason. Would the Cuban government send some heavily armed representatives to the house to get him?

No letters this time. Do I have to write about the President's sex life again?

Well, I've finally run out of The Evil Overlord List. Fortunately (or not, depending on your point of view), Steve Mauris has sent me another list. Without further ado, here are Steve Mauris' "Great Diplomacy Truths":

Great Diplomacy Truths

These are a collection of sayings, observations and information I have amassed after playing the game (Diplomacy) and watching the profession (diplomacy). Although the context might exclude one or the other, the meanings are interchangeable.

11. A diplomat can start a fight between two people and profit from it. A good diplomat can start a fight between two people, make himself look like the victim, and justify killing either or both in self-defense.
12. Lawyers and diplomats are similar, but they differ in one key respect. If they lost their regular jobs, the lawyer at least can find honest work elsewhere.
13. The Truth, no matter how fascinating, is utterly irrelevant.
14. Mankind has evolved through the use of tools. The Diplomat's tool is other people. His evolution is still in question.
15. "It's not that I don't trust you, Bill. I just don't believe a word you said to me."
16. Keep your friends close to you, but keep your enemies closer.
17. The right word and a knife in the back get you a lot further than the right word.
18. Cleverness and courage are no match for cleverness, courage and a knife in the back.
19. Find a [power] who seems isolated and make it so. Then kill him.
20. Never count on guys who know each other but don't know you.

Look for # 21-30 next issue, and thanks to Steve for the list.

Games Section

"Let me speak to you honestly, frankly, openheartedly. You are a liar."
- Le Duc Tho (Vietnamese ambassador) to Henry Kissinger, 1972.
(Quoted in Steven Ambrose, Rise to Globalism, p. 308.)

"A liar should have a good memory." -- Quintilian

Deadline Warning!!!

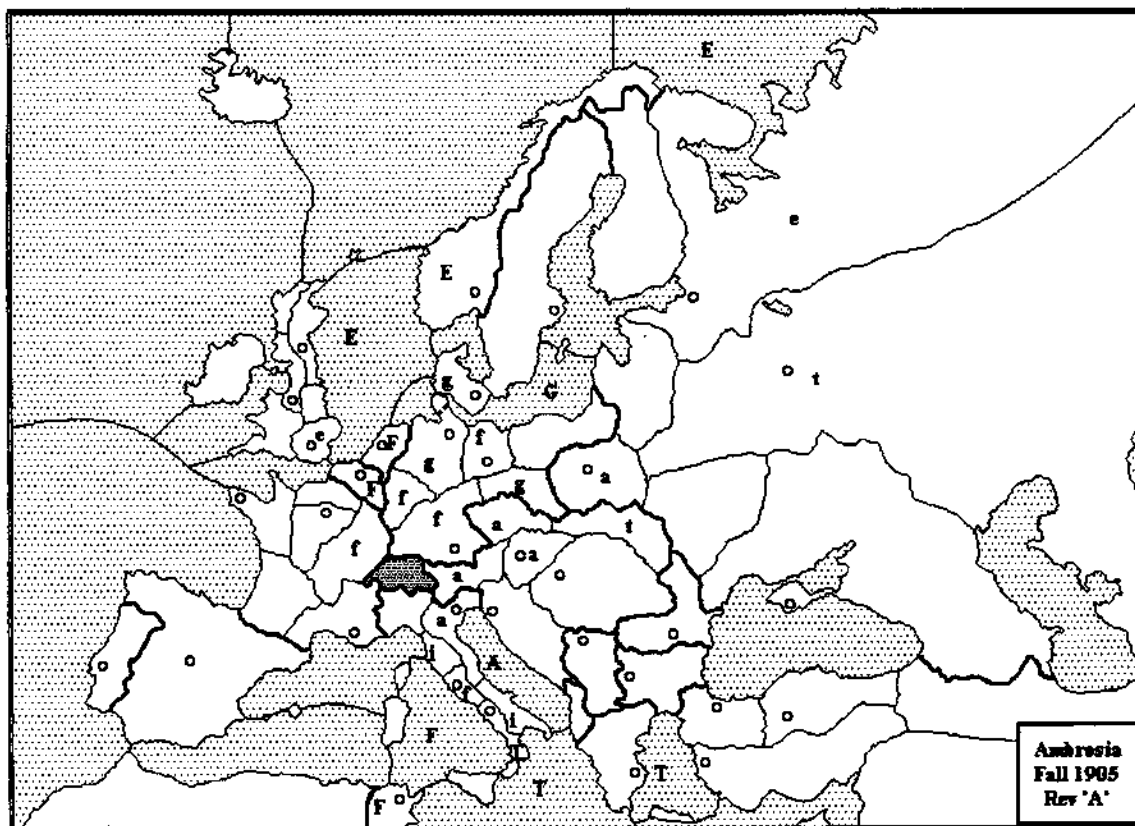
Things are going to get very busy for me around the next deadline. Scott has told me that orders are going to be due on Friday, 23 June. I have a vacation scheduled from June 16-25 and another scheduled from June 29 to July 5. I have to get all the games adjudicated in the short time in the middle of that. As far as I'm concerned, you can take until Noon EST June 25 to get your orders in, but I can't go chasing people down after that. I'll be adjudicating and editing probably until I head out the door on the 29th, so please help out your GM here and remember to get your orders in on time. Thanks.

Diplomacy is copyrighted by Hasbro. Everyone should go out and buy a copy. I have 4.

Ambrosia, Boardman Number 1998S, Summer 1905 retreats, Fall 1905 moves, Rev 'A':

Ok, I screwed this one up last time. It would figure that I would do it in a game that has at least 4 other GMs playing in it. I misread an Austrian order, and he actually did NOT support the Italian army into Rome. So France keeps Rome, and Italy is OUT. Thanks to Dave for taking this one over and playing it out. So I'm delaying this game an issue (since I didn't find this out until May 10th), and will hold onto all

orders that I've received 'til then (though I'm not sure what I'll do with Dave's). Here are the revised results from last time:



Austria (Peter Boyum): a Tri - Tyr; a Ven s Italy a Apu - Rom (NSO); a Boh s Germany a Mun hold (NSO);
 a Vie s a Tri - Tyr; a War s Turkey a Ukr - Gal; f Adr s a Ven;
 England (Phil Reynolds): a Yor - Lon; f Nwg - Nwy; f Nth s f Nwg - Nwy; f Bar s f Nwg - Nwy;
 a Stp s f Nwg - Nwy;
 France (Eric Grinnell): f Hol - Kie (bounce); a Kie - Ber; a Ruh s a Bur - Mun; a Bur - Mun; f Eng - Bel;
 a Gas - Bur; f GoL - TyS; f Tun s f GoL - TyS; f Nap s a Rom hold (cut, dislodged, destroyed);
a Rom s f Nap hold (cut);
 Germany (Andy Lischett): retreat a Ruh - Mun; f Swe - GoB; a Mun - Kie; a Den s a Mun - Kie;
 a Sil - Gal (bounce); f Nwy - Nth (bounce, dislodged, retreat to Swe, Ska, OTB);
 Italy (Dave Partridge): retreat a Ven to Tus; a Tus - Rom (bounce); a Apu s Turkey f Ion - Nap;
 Turkey (Jeff Prichard): f Ion - Nap; f Aeg - Ion; f Eas - Aeg; a Mos hold; a Ukr - Gal;

Press:

Italy to France: Even a nasty note would do you better than silence. Perhaps this will teach you that ignoring the little guy is not a wise choice.

Turkey to France: Who put frogs on this pizza?

Turkey to Italy: Thanks for your help.

Turkey to Germany: It was really wild to see a hand written letter from you. I cannot remember the last time I mailed anything but payments for bills. I guess I may have to try and recall how to write and mail letters.

Turkey to Austria: Did not hear from you so did what I thought that you would want me to do.

England to Germany: Sorry, but I'm betting I'll do better on France's side than on yours. We'll see....

England to France: I'm doing my part -- now you do yours.

Supply Center Ownership, "Ambrosia":

Austria: Bud, Bul, Gre, Rum, Ser, Tri, Ven, Vie, War (9), build 3, room for 2

England: Edi, Lon, Lvp, Nwy, StP (5), even

France: **Bel, Ber, Bre, Hol, Mar, Mun, Par, Por, Rom, Spa, Tun (11), build 2**

Germany: Den, Kie, Swe (3), remove 2 or remove 1

Italy: (0), remove 2, OUT!

Turkey: Ank, Con, Mos, Nap, Sev, Smy (6), build 1

Neutral: None

I need an Autumn 1905 retreat from Germany, Winter 1905 adjustments from Austria, France, Germany and Turkey, and Spring 1906 orders from everyone by Noon EST on whatever date Scott prints on page 2. **Remember, orders for Ambrosia go to me, not Scott.**

"Othello II", Migraine Diplomacy, White Press only, Summer 1902 retreat/Fall 1902 moves:

Gamma (Roe): retreat a Gad - Gil; f Nor - BGS; f NMO s a Gil hold; a Gil s Sigma a Sil - Chi (NSO);

Delta (Morris): f Chi(b) - Dil (bounce); a Gad - Gil (bounce); a Gar s a Gad - Gil; a Dog - Dig;

a Dar - Den (bounce); f KS s Lambda f Loc - LS;

Kappa (Prichard): f ERO - Dil (bounce); f Jal hold; a Koc hold; a Ken - Den (bounce);

Lambda (Carl): a Lil - Len; f STO - Ant; a Can - Kil; a Lok - Kar; f Loc - LS;

Sigma (Kellett): f SS - Soc; f Har - SS (bounce); a Sil - Tas (bounce); a Sar s a Sil - Tas; f Ant - Sut;

Theta (Koehler): f Sit - SS (bounce); a Sot s Sigma a Sar - Soc (NSO); a Tar - Tas (bounce);

a Til s a Tar - Tas; f Eas s Zeta f WMO - EMO (NSO);

Zeta (Batterton): f Zut - Zil; f WMO s Beta a Baz - Can (NSO); a Zib - Fid (fails, no convoy);

f Zwi s f Mor hold; f Mor s a Zib - Fid;

Beta (Narhi): a Bar - Zob; a Baz - Zar; f BS - Fid; f GS - Goc;

Supply Center Ownership, Othello II:

Gamma: Gil, Nor (2) remove 1

Delta: Chi, Dar, Dig, Dil, Doc, Gar (6) even

Kappa: Jal, Koc (2) remove 2

Lambda: Ant, Can, Lar, Loc, Lik, Lil, Kar, Kil (8) build 3

Sigma: Har, Sar, Soc, Sil (4) remove 1

Theta: Eas, Sit, Tar, Toc, Til, Wes (6) build 1

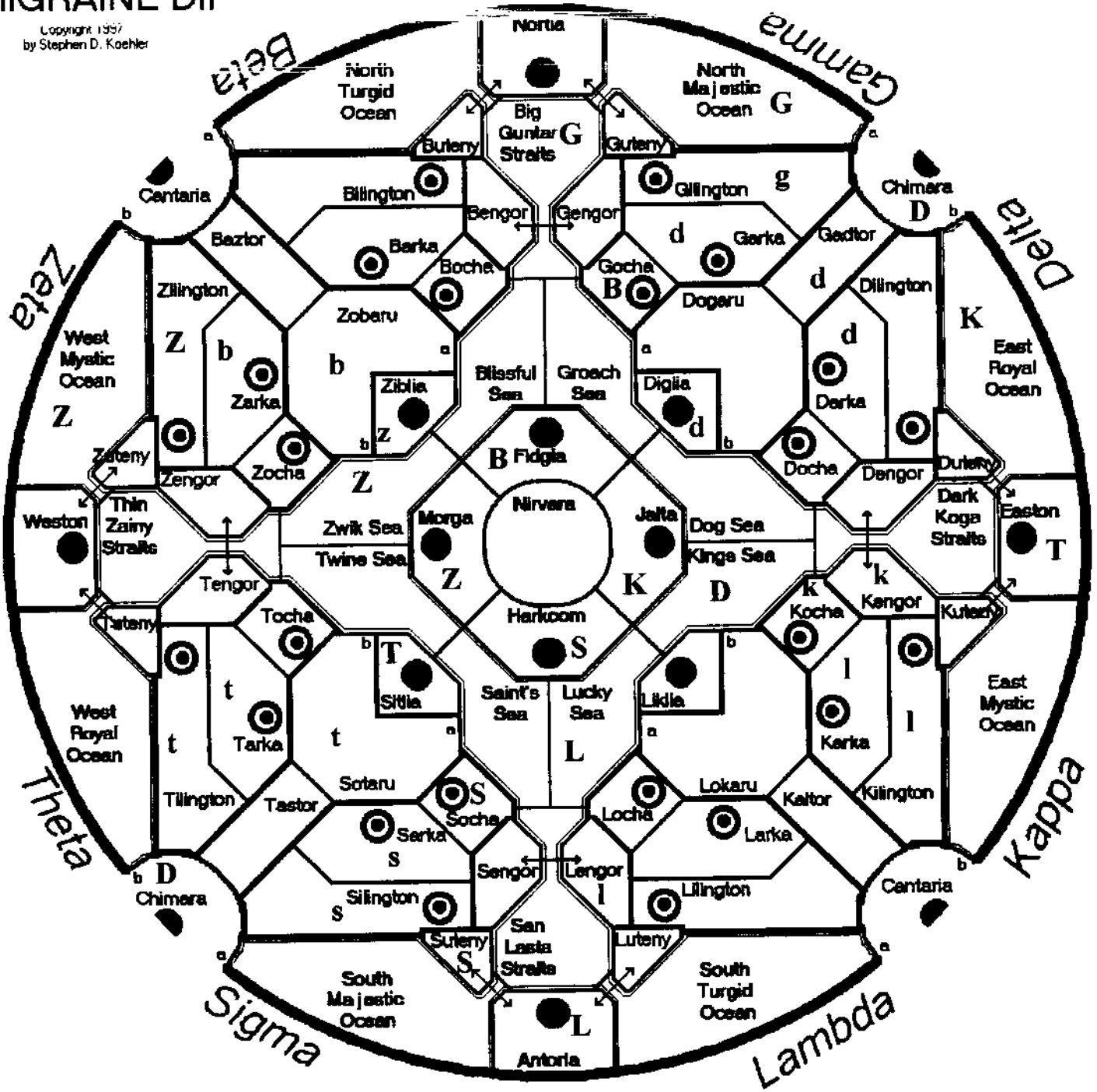
Zeta: Mor, Zoc, Zib, Zil (4) remove 1

Beta: Bar, Boc, Bil, Fid, Goc, Zar (6) build 2

Neutrals: (0)

MIGRAINE DIP

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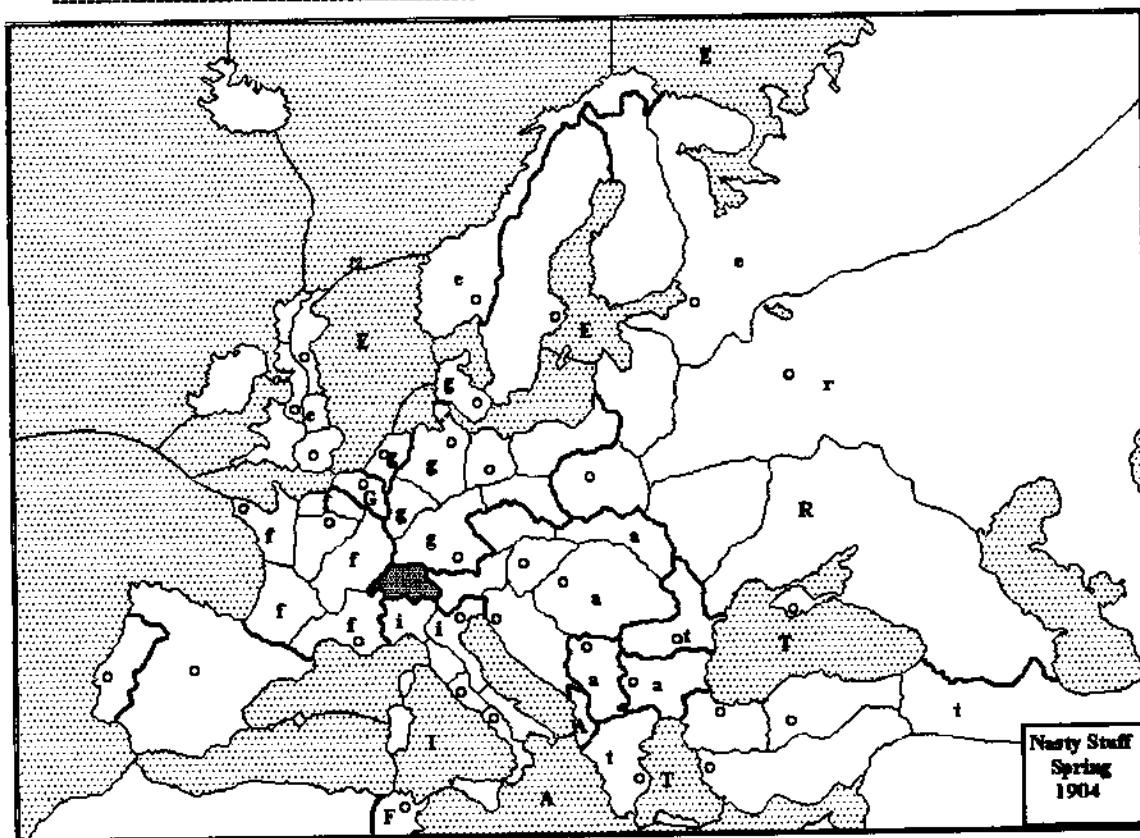


Othello II Press:

Delta: Russ, sheesh don't be so touchy! The Deltan's were quite content to leave your country alone, untill you started sending your "Gama Ray's" our way. It is a total rumor that the Fantastic Four started out that way. Your "Gama Ray's" are having quite the strange effect. Everyone in the Delta land now have a

sudden urge to listen to only Disco music. That wasn't so bad, but when platform shoes and bell bottoms ~~ENTERED THE MIX AND THE Z~~ had no choice but to act. Once the source of these noxious rays is weeded out we can again normalize relations. But until then, **PLAY THAT FUNKY MUSIC WHITE BOY!!**

Feel free to check me here, as this is tough to adjudicate. Russ is back as Gamma. Thanks to Monty Carlisle for standing by. 2 Goz points for Monty. I need Winter 1902 adjustments from Gamma, Kappa, Lambda, Sigma, Theta, Zeta and Beta, as well as Spring 1903 orders from everyone by Noon EST on whatever date Scott publishes on page 2 of the zine. **Remember, orders go to me, not Scott.**



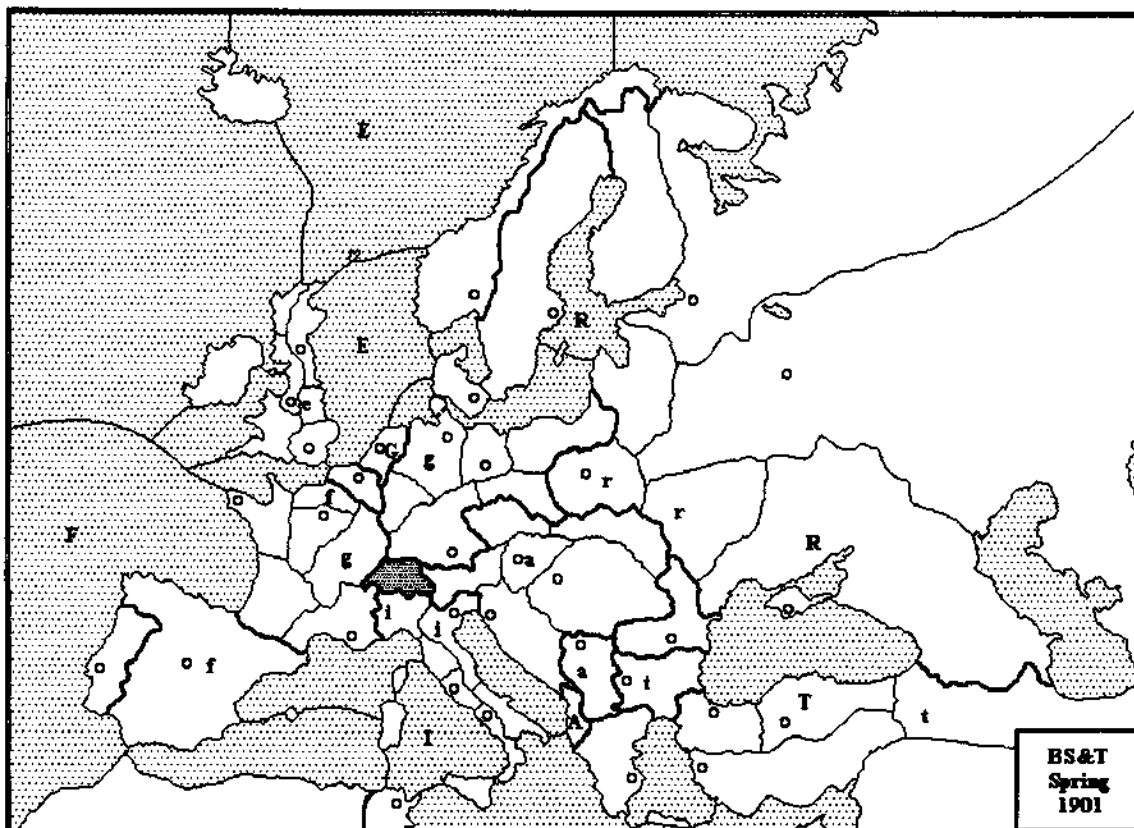
A whole lotta nothin' goin' on. 18 orders fail. Big bounces across the Rhine and in the Balkans. What a mess!

"Nasty Stuff", Standard Gunboat Diplomacy, no press. Miller Number 1999Brb32. Autumn 1903 retreats, Winter 1903 builds, Spring 1904 moves:

Austria: a Bud - Rum (*bounce*); a Ser s f Ion - Gre (*cut*); f Tri - Alb; f Ion - Gre (*bounce*); a War - Gal;
 a Bul s a Bud - Rum (*cut*);
 England: build a Edi; build a Liv; f Bar s a Nwy - StP (*NSU*); f Swe - GoB; f Nth c a Edi - Nwy;
 a Edi - Nwy; a StP - Mos (*bounce*); a Liv - Yor
 France: build a Par; a Bur hold; a Pic s a Bur hold (*cut*); a Gas s a Bur hold; a Par - Bre;
 a Mar - Pie (*bounce*); f Tun hold (*unordered*);
 Germany: f Bel - Pic (*bounce*); a Hol s a Ruh - Bel; a Ruh - Bel (*bounce*); a Mun - Bur (*bounce*);
 a Kie s a Den; a Den s England f Swe hold (*NSO*);
 Italy: a Tus - Pie; a Ven s a Tus - Pie; f Nap - TyS;
 Russia: retreat a Rum OTB; retreat a StP - Mos; remove f GoB; s Mos s f Sev hold (*cut*); f Sev hold;
 Turkey: a Rum - Ser (*bounce*); a Gre s Rum - Ser (*cut*); f Aeg - Bul(sc) (*bounce*); f Bla - Rum (*bounce*);

a Arm - Sev (*bounce*);

No Summer retreats. I need Fall 1904 moves on whatever date Scott puts on page 2, at Noon EST. **Orders go to me, not Scott.**



Bounces in Galicia & Black Sea. France needs to clean up the place, since it looks like company is coming to visit.

Blood, Sweat and Tears, Standard Dip, White Press Only, Boardman Number 2000B, Spring 1901:

Austria (Steve Koehler): f Tri - Alb; a Bud - Ser; a Vie - Gal (*bounce*);
England (Don Williams): f Lon - Nth; f Edi - Nwg; a Liv - Yor;
France (Stan Kellett): a Par - Pic; f Bre - MAO; a Mar - Spa;
Germany (Mark Fassio): f Kie - Hol; a Mun - Bur; a Ber - Kie;
Italy (Peter Boyum): a Ven - Pie; a Rom - Ven; f Nap - TyS;
Russia (Phil Reynolds): f Stp(sc) - Bot; a War - Gal (*bounce*); a Mos - Ukr; f Sev - Bla (*bounce*);
Turkey (Ward Narhi): f Ank - Bla (*bounce*); a Smy - Arm; a Con - Bul;

Press:

Italy - All: Let's start things off with a hearty "Hurrah" to all who are with me. Those of you who oppose me shall feel the sting of a Chianti bottle ricocheting off your heads. Beware ye blackhearts, a bottle of Port is nearly finished and it's much larger than a Chianti bottle. Pull up your pants, tie your shoes and batten down the hatches. We're off and running.

Italy - France: It will be interesting to see if the rumors are true, Frenchy. Have you taken leave of your senses and attacked me? I hope not. I've always considered you a special friend. Still, one mustn't relax too much around the likes of you. If you have been a true friend and haven't attacked me, I'll retreat

and grovel at your feet. My tongue will caress the bottom of your boots as I beg for forgiveness. On the other hand, if you have tried to move into Piedmont, I'll know your intentions are dishonorable.

Italy - Austria: I have moved out of Venice as a show of good faith. I hope you have vacated Trieste. Otherwise we know we can't trust each other. My unit from Rome is only to keep you honest. If you have launched no treachery, I'll be on my merry way and our friendship will remain steadfast and true. If you have tried to occupy Venice.... I shouldn't even suggest such a thing, but for the sake of argument, let's say you did try to occupy my beloved Venice. No, I won't be party to even a hint of Austrian duplicity. Anyway, my good fellow, I know you haven't done any such thing so I won't say what I would do in response. It would be unseemly and I won't say it.

Italy - England: Greetings fellow country with lots of water around it. There's not much we can do being so far apart so I will merely say, "Hello." Except, there is one thing you could do for me. If you notice any French action against me, attack the Frog with all available forces.

Italy - Germany: Not much to say, Kaiser. We have no direct contact. Do me a favor, though. If either Austria or France attacks me, join me in a punitive expedition. I don't know which, if either, will make a fatal move against me, but I must be vigilant.

Italy - Russia: I understand you have a low-rider Tsar car. Enjoy it and keep a close watch on Austria. If you see even the slightest hint of Austrian perfidity, attack. If he's friendly, we could perhaps join him on the playground.

Italy - Turkey: Hail Sultan! I ask the same favor of you. Keep an eye on the Austrian. If Lippzaner Man makes any move against me, attack with all your might. If the Austrian is behaving, simply leave him alone.

Berlin: Kaiser vonFazDorf takes superstition and numerology seriously. As such, the German Consulate lodges a strong protest to Indianapolis, Home of Gozcorp. For one thing, the game nickname is too pro-English and Churchillian. Why couldn't we call it 2000Bismarck, "Blood and Iron?" (And don't tell me you named it after an American 70s pop group -- subterfuge will get you nowhere, Limey Lover.) And another thing...why is the due date coincident with the 1940 naval battle that saw the Bismarck sunk? Your anti-Germanic tendencies are apparent; as such, we have sent the moves in on Hitler's birthday, just to spite you, you John Bull, you.

Indianapolis to Berlin: Actually, I *DID* name it after the American 70s pop group. Though, now that you mention it, they did steal it from a British PM in the future of this game. But the due date is Scott's doing. I'm only following orders...

Phaz to Fil: Oh Tsar of All Russias, may this bit of poofery show our desire for Piece(s) in our time. Stay the course, and stay in touch. I'm committing big-time to show my good intentions...don't hang me out like a wet shirt on the line.

Ger to Aus: Fellow Teuton, let us know if we can help in any way. Us Germanic types gotta stick together.

Ger to Tur: I retain a soft spot in my heart for those scurvy-yellow blocks, oh Sultan Nar-al-hi. You've got a friend in Berlin.

Kaiser to Doge: Well, Peter, yours are the moves I'm most curious to see. Fair winds and clear skies as you expand your Mare Nostrum.

Flash to Board: I've formed a team with Virginia's finest Legal Mind, Steve Emmert (a World Tourney Solo Winner as England, btw). We'd like to have a team for the DipCon in August (assuming I get there, pending my retirement paperwork decision). If we make this thing work, we're looking for a-two good men (pun on the Marines) to flesh out the team. (At least I think that's what I remember from the BPA flyer just got -- four-man teams. Or are the Dip teams three...does anyone know?) Well, regardless, we're accepting applications and large sums of payola.

Faz to Goz: Hey, I deleted that e-mail you sent a couple weeks ago, saying I got 20 points for something, and if I dropped a dime on someone they'd lose points and then I'd win...or something like that. What is that again? If I say that Scott Morris is the pseudonym for the lead singer of Wang Chung, does he lose 100 points and I become Emperor of Trivia?

Goz to Faz: That's the Sea of Despair game elsewhere, and I don't think you need worry about it any more. But now that you mention it I've never seen Scott in the audience of a Wang Chung concert. Coincidence?

Russia to All: This almost feels anticlimactic, after all of the intense negotiations in which I have participated thus far....

And we're off. Fall 1901 orders are due on whatever date Scott puts on page 2, by Noon EST. **Orders go to me, not Scott.**

GAME OPENINGS:

Goz Dip Game #5: Standard Gunboat Diplomacy, North American seasons, Random country assignments, no press. Need 1, have 4.

I'll open up another Standard Dip game when Scott's fits.

Remember folks, this is a Diplomacy zine first and foremost. If I get 10 or 12 games going at once that's the way it should be. As far as I'm concerned, Conrad von Metzke and Lee Kendter, the Boardman and Miller Number Custodians, need to be much busier than they've been the last few years (although don't bite off more than you can diplomate either).

We're looking for standbys. Please let us know what kinds of Dip games that you will offer to standby for. Repeat: PLEASE tell us if you will standby for any Dip games! It saves me trying to chase people down.

I have offered to run pretty much any Dip game that folks want, short of Colonial or Modern. Scott will also be GM'ing some. Let us know what you'd like to have. This is the purpose of a Diplomacy zine. We want to see bloodshed!

Breaking Away is published by Fiendish Games and designed by John Harrington of the UK.

Road to Ruin, Turn 1:

Square	Rider(s)	Replacement Card
11	Muffin'	3
10		
9	Puffin'; Chuffin'	3
8	Idee	5
7	Read; Shaivalamabad; Cobbham	6
6	FES; Carrie; Gears; Stuffin'	3
5	Strappe; Bonny; Dipenagrawaal	7
4	von Dyke; Dah; Muhurashtinganja	10
3	Appleton; Bailly; Do	13
2	Dover	15
1	Zip; Listbutt; Dodger	15

Ms. Muffin' takes the lead. Only 110 more squares until she crosses the finish line. Olympus has the best replacement cards at 44, with My Oh My at 43 and Bonne Vivants at 40. It's the first turn, so the crowd at 6 messes things up from there back. That rule is only in effect for the first turn. Listed below are the teams. The first column is the rider level, next is the card played, then the riders' name, then the cards in the players' hands. The replacement card is underlined in bold. Orders for everyone are due by Noon EST on whatever date Scott puts on page 2 of the zine. Press is welcome, but not much so far. **Remember, orders go to me, not Scott.**

Dykes on bykes Brendan Whyte

Points: 0

A	11	Ms Muffin'	10	9	<u>13</u>
B	9	Ms Puffin'	8	8	<u>13</u>
C	9	Ms Chuffin'	8	3	<u>13</u>
D	6	Ms Stuffin'	5	5	<u>13</u>

Olympus Tom Howell

Points: 0

Team Manager: Zeus

A	3	Appleton	15	8	4	<u>13</u>
B	3	Bailly	15	7	<u>13</u>	
C	6	Carrie	12	2	<u>3</u>	
D	1	Dodger	10	5	<u>15</u>	

Bonne Vivants Joe Carl

34

Points: 0

A	5	Jacque Strappe	15	10	7
B	1	Cal Listbutt	15	9	<u>15</u>
C	2	Ben Dover	10	8	<u>15</u>
D	6	Louis Gears	7	3	<u>3</u>

The Pirates Sara Reichert

Points: 0

A	5	Anne Bonny	15	10	7
B	7	Mary Reed	10	8	<u>6</u>
C	4	Jost van Dyke	9	7	<u>10</u>
D	7	Maria Cobbham	5	4	<u>6</u>

Team 7-11 Ward Narhi

Points: 0

A	6	FES	10	10	4	<u>3</u>
B	5	Dipenagrawaal	10	10	7	<u>7</u>
C	7	Shaivalamabad	7	6	<u>6</u>	
D	4	Muhurashtiganja 7	5	<u>10</u>		

My oh my Dave Partridge

Points: 0

A	1	Zip	15	14	<u>15</u>
B	8	Idee	15	2	<u>5</u>
C	3	Do	13	4	<u>13</u>
D	4	Dah	11	1	<u>10</u>

Muhurashtiganja-All: My brothers, we shall all have lime slurpees waiting for us at finish line, no?

Sea of Despair, turn 11 orders. No more to join in after last issue. Since I actually want to clear this game out to make room, I will be changing the rules as of turn 12 (next round). At that point you will only be able to take 1 point off of yourself instead of 2, and take 2 points off of someone else instead of 3. You will still be able to distribute 5 points to the masses of course, and at 21 you are overboard. Six over the side this time, including all 4 who joined last time, plus the Baron, and our beloved publisher. Only 13 left in the boat, but there's only enough food for 6. Who will eat and who will get eaten? For their contributions I have awarded a precious Goz point to Don D., Joe C. and Scott M. Honorable mention to Jamie M., Don W. and John F. Anyone with an asterisk by their name didn't submit anything and was given 7 points by the GM (that would be me).
[GM comments in bold.]

B Powell	33	S Morris	29	M Fassio	22	D Williams	22
A Silverman	21	M Lively	21	-- All wet!!!!			
J McQuinn	14	D Dewsnap	7	B Whyte	5	J Prichard	3
S Reichert	13	Y Morris	7	M Bottorff	5	R Dowrey	3
J Fitzgerald	8	J Goesle	6	M Barno	3	J Carl	2
D Ware	8						

Sara Reichert: Three points off my sweetie, John Fitzgerald. I'm sure that what happened at DIP INCIDENT XII was nothing more than an unfortunate accident. Honest mistakes do happen. [Maybe you're right. I think he said something like, "Oh, is that MY unit in your home SC?"]

Joe Carl: Wow Sara, that was one awesome letter you sent my way. It may have got me kicked out into the guest room, but it was worth it. Send me another like that one, and I may be kicked out of the house! But please change the perfume, I'm allergic to the one you chose. Seriously. Thanks for writing, I'm taking 3 off Sara. It appears that Jamie's apostle Scott was let down quite a bit when Jamie went NMR. What is the world coming to when your messiah is a no show. You should save your breath Scott, before you drown yourself. [How many guys in this game is Sara having an affair with?]

Don Dewsnap: Why will they not see? Boulders crash around them, toppled by a grinning demon, who then dissipates into the mist. He reappears, all charm and sympathy, to bind wounds and swear that his liege will avenge them. Why will they not see, as arrows' flight dismembers them, piercing heart and lung, screaming into their midst? So he comes with salve, and promises the wrath of his lord shall smite the craven bowmen. When will they see, there is no liege, no lord? There is but a figment, conjured by the Dark One, all smiles, all hidden tooth and nail. Nay, I say, strike not at the figment. It will dissolve into the night when its conjuror is exposed. Follow, lads--add your points and edges to the five I cast upon the Smorris, ineffable no longer.

Goz--please put 5 points on Scott. [Ok. I guess no sympathy for the poor devil.]

Mike Lively: Well I'm new, and I'm almost shark bait.....but I'M TAKING THEM

ALL WITH ME!!! I would have been a bit pickier with people if I knew professions of everyone. Since I'm just about to graduate from college, all professors would be doomed. [Name, the only college professor I know got tossed a couple turns ago.] However, I've only played against one person that is getting points from me. I recall agman beating me pretty soundly and yes I hold grudges when it comes to survival of the fittest. [And that's what this game is all about. Payback time!] One point on Don Williams. One point on Adam Silverman. One point on Mark "Faz" Fassio. The final two on Baron Powell (hopefully a goner). [Got it.]

Brendan Whyte: All points on mcquinn. [Got it.]

Mark Fassio: Take 2 points off my score, for now, and we'll hope I survive the first round...can I tap anyone in the 'zine, or just in BSWT? [You can give a push to anyone still in the boat. Just in case, I'd put on the life preserver.]

Adam Silverman: Its a pleasure to come aboard. Since my stay on the boat's going to be short, I may as well give a well deserved welcome to all the other line gents starting with 20 points. I'll put a point on Mark Fassio, a point on Don Williams, and a point on Mike Lively. And in the spirit of goodwill and seeing the bottom drop out, I'll put the other two on Baron Powell. I guess in the spirit of kicking out the bottom, my ass is sure to get wet too. [Start swimming.]

Mike Barno: Time for more FIELD ACTION. I'm not gonna hit Joe Carl because he returned my assistance. Since the next two are a point apart, let's go for balance with three points against Rob Dowrey and two points against Jeff Prichard. No humor here, no crossgame vengeance, just simple "bash the low scores" to accelerate the long-awaited End. [Here's to battering rams.]

Jaimie McQuinn: Take 3 points off Mark Fassio. Welcome to my favorite Diplomacy "Bud" (don't tell Scott) and pass the Jerk Chicken! [That's as obscure as a reference gets. Gee, Faz has only been here for one issue and he's already got a toady.]

Jeff Prichard: As per my established plan, put 5 points on J. Carl. [You're in a rut.]

Baron Powell: Five points on Scott Morris! Well Scott, I wasn't able to inflict as much damage as I wanted to, but at least I'll have the satisfaction of knowing that I won't be alone on the ocean bottom. [Hope you like seafood.]

Scott Morris: 5 points on Baron Powell. I knew this would end in tears. <sniff> [Not a dry eye in the house.]

Doug Ware: 3 points off of Jamie McQuinn. Even if the anti-Jamie Baron is successful he shall rise again. [Even without Scott around?]

Don Williams: Give all the votes to Fassio. Duckiavelli to Flashian Rat Bastard: One way or another you're goin' down, man!!! Duck tp Gozling: Birds of a feather, eh? Make me a bribe I can't refuse. I'm cheap, and the tests keep coming back negative ... [Uh-oh. Faz overboard.]

Rob Dowrey: What the heck is Ward doing still kibutzing? [Hey, it's that kind of game. I don't encourage it, but since it's a "payback" or "cross-game" type of game, it's certainly within the spirit of things.] We threw him overboard! And why is the water only up to his knees? If it's not any deeper than that we don't need a lifeboat here. Perhaps a Lazy River water park inner tube would serve more appropriately! Five big ones to Jamie McQuinn because he never sends a move and probably won't retaliate. [We'll see.]

John Fitzgerald: Please add 5 points to Scott Morris. I still love you Sara...but who am I to deprive a man his dying wish. There ya go Baron. [Watch out, Joe is now helping Sara. She might dump you.]

Jean Goesele: Much as I love to hear a man beg, 5 pts to the Baron. [I don't want to know.]

Yvette Morris: 5 points on Sara Reichert because she is being way too nice. [She's just all sweetness and light, isn't she?]

Mike Bottorff: 2 points off myself to act as my bulletproof vest in case I take any return fire from my shotgun blast. [Doesn't look like it.]

Last time I got sneaky and put the trivia quiz announcement at the top of this subzine, and you had to find the clues throughout my stuff. 3 of you actually found all I put in it, and tried to decipher the clues. Since I messed up one of the italicized words (should have been "in", but I italicized "is" instead), I'll give all three 2 Goz points each. The answer was supposed to be "The Flat Earth Society", as the words were to have unscrambled to "Goz has a subzine in this, the best postal zine". So the winners are:

Kevin Wilson:

A Goz subzine is the best this postal zine has.

Mike Barno:

This is the best Postal zine. Goz has a subzine.

Mike McGinnis:

Goz has a subzine. This is the best Postal zine.

This is Goz. The best Postal zine has a subzine.

A Postal zine has the best subzine. Is this Goz?
A Postal zine/subzine has Goz. This is the best?
Is this a postal zine? The best subzine has Goz!

I came up with a great concept for a quiz this time, but even though I worked on it a lot I couldn't come up with enough examples to make it worthwhile. So this one gets broken into 2 parts, both of which are worth Goz points, to be distributed on my whim....er...to whomever gets the most right in the first part and submits the best example in the second part.

Part 1: As Shakespeare said, "All the world's a stage". Unfortunately, human beings being what we are, we forget our lines from time to time. So your job in this part is to figure out who **SHOULD** have said the following quotes but didn't, and what year they should have been said (approximately). Some of the non-speakers don't have specific names, so I'll take a general idea for those answers.

1. Young lady, put your skirt back down and get back to the typing pool!
2. No, I will NOT sell out the people of the Sudetenland.
3. No Scott, I won't write a subzine for you.
4. Cut it back to half-speed and watch out for icebergs.
5. Rosemary takes good enough notes. We don't need to tape-record our conversations.
6. Sorry Nicole, I can't bring your sunglasses by tonight.
7. Karl, you don't really believe this "worker's paradise" stuff, do you?
8. Could those be Japanese planes?

Part 2: Ok, now that you've got the idea from Part 1, come up with one of your own. Include the quote, the non-speaker, and the year. Multiple entries encouraged.

That's all from the East side of Indianapolis,

Goz

Yes, I am an agent of Satan, but my duties are largely ceremonial.



THE FLAT EARTH SOCIETY MAILING LIST

Never kill on an empty stomach!

(#) - Paid up to issue

T - Trader

\$ - Please send something

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