

CONNECTICUT GAME CLUB

THE GAMER'S 'ZINE

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ISSUE #51
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SPECIAL NOTICE:

THE GAMER'S 'ZINE will publish next on the fourth Saturday of July, 1983, a one week delay because the publisher will attend ORIGINS in Detroit. THE GAMER'S 'ZINE will return to its normal schedule beginning with the first Saturday in August.

THE GAMER'S 'ZINE is published on the first and third Saturday of each month.

Publisher...Earl E. Whiskeyman, Jr. DIPLOMACY (THE GAMEMASTER)...Earl E. Whiskeyman, Jr.
Editor.....Earl E. Whiskeyman, Jr. EN GARDE! (THE KING).....Dave MacRae
Typing.....Earl E. Whiskeyman, Jr. SOURCE OF THE NILE (THE DIRECTOR), Harrison S. Burke
and.....Alex Whitney

YOUR EXPIRATION ISSUE NUMBER APPEARS(IF APPROPRIATE) ON YOUR LABEL JUST ABOVE YOUR NAME (e.g, x39 expires with issue number 39, xD1 expires when you are eliminated from the Diplomacy game #1). RESUBSCRIBE OR EXTEND YOUR SUBSCRIPTION NOW! 6 ISSUES - \$3.00, 12 ISSUES \$5.00, 24 ISSUES - \$7.25

REMINDER! Players must submit DIPLOMACY moves to THE GAMEMASTER, 27 MARK STREET, MILFORD, CT., 06460. EN GARDE! moves must be submitted to THE KING, 206 SCHOOL STREET, FAIRFIELD, CT., 06430. SOURCE OF THE NILE moves must be submitted to THE ROYAL ZOOLOGICAL SOCIETY, PO BOX 2004, DARIEN, CT., 06820

DIPLOMACY STANDARD ABBREVIATIONS:

BOT - Gulf of Bothnia LPL - Liverpool LYO - Gulf of Lyon LVN - Livonia
NAF - North Africa NAT - North Atlantic NRG - Norwegian Sea NTH - North Sea
NWY - Norway TRL - Tyrolia TYN - Tyrrhenian Sea

All others use the first three letters of their province name.

DIPLOMACY GAME 1 1917 WINTER BUILDS:

LAST ISSUE'S ERRORS: NONE REPORTED

RETREATS: N/A

RUSSIA: ELIMINATED, FALL 1906

TURKEY: NONE!

ITALY: ELIMINATED, FALL 1909

AUS/HU: ELIMINATED, FALL 1914

FRANCE: NONE SUBMITTED!

GERMAN: ELIMINATED, FALL 1906

ENGLAN: NONE SUBMITTED!

NOTE: *= NO ORDERS SUBMITTED, DEFAULT ORDERS

STATUS: (PLAYER NAME)COUNTRY(SUPPLY CENTERS/UNITS);, V=OWNED, BUT VACANT;
O=OWNED, BUT OCCUPIED BY ANOTHER NATION; *=OCCUPIED, BUT NOT YET OWNED(*,O -
SPRING ONLY); #=UNIT DISLODGED, MUST RETREAT OR DISBAND; ?=OWNERSHIP DEPENDS
ON RETREATS(FALL ONLY)

(McCARROLL)RUSSIA(0/0): ELIMINATED, FALL 1906

(BURKE)TURKEY(4/4): F BUL(EC), A ANK, A CON, F SMY

(LEWIS)ITALY(0/0): ELIMINATED, FALL 1909

(GOODWIN)AUS/HU(0/0): ELIMINATED, FALL 1914

(ZARTOLAS)FRANCE(15/13): A VEN, V NAP, V TUN, V BEL, V POR, F BRE, V PAR, V MAR, F
SPA(SC), A MUN, F MID, V ROM, F ION, F EAS, F AEG, A VIE, V TRI, F SYR, A SER, A BUR, A
GRE

(BILSKI)GERMAN(0/0): ELIMINATED, FALL 1906

(HAMMONS)ENGLAN(15/13): V HOL, F KIE, V STP, F NTH, V MOS, V SWE, V LON, V EDI, V LPL,
F BER, F NAT, V DEN, V NWY, F IRI, A RUM, V WAR, F BAL, A SIL, A BUD, A SEV, A GAL, A
ARM, A LVN

What is this? Doesn't anybody want to WIN this game?

SPRING 1918 MOVES ARE DUE JULY 23, 1983

DIPLOMACY GAME 2 1915 SPRING MOVES:

LAST ISSUE'S ERRORS: NONE REPORTED

RETREATS: N/A

RUSSIA: ELIMINATED, FALL 1905
TURKEY: ELIMINATED, FALL 1911
ITALY: F CON HOLDS, F VEN-ADR, A ROM-VEN, A PIE-MAR, F MAR-LYO, A GAS-PAR, A BRE S A GAS-PAR, F ENG-PIC, F WAL-ENG, F LON-NTH¹, A LPL-CLY, F NAT-NRG, F EDI S F NAT-NRG
AUS/HU: F BUL(SC)-AEG, F TRI-ALB, A GAL-SIL, A ANK HOLDS, A GRE HOLDS, A TRL S A SIL-MUN, A LVN-STP, A MOS S A LVN-STP, A SIL-MUN, A WAR-LVN, A BER-KIE², A BOH S A SIL-MUN
FRANCE: *A PAR HOLDS³
GERMAN: ELIMINATED, FALL 1907
ENGLAN: *A MUN HOLDS⁴, *A BEL HOLDS, *A KIE HOLDS, *A STP HOLDS⁵, *A NWY HOLDS, *F NTH HOLDS, *F NWG HOLDS⁶
NOTES: *=NO ORDERS SUBMITTED, DEFAULT ORDERS

- 1) Standoff one-to-one. Unit does not move.
- 2) Standoff one-to-one. Unit does not move.
- 3) Defeated one-to-two. Unit must DISBAND or RETREAT. Valid retreats include GAS, BUR.
- 4) Defeated one-to-three. Unit must DISBAND or RETREAT. Valid retreats include RUH, BUR.
- 5) Defeated one-to-two. Unit must DISBAND or RETREAT. The only valid retreat is to FIN.
- 6) Defeated one-to-two. Unit must DISBAND or RETREAT. The only valid retreat is to BAR.

STATUS: (PLAYER NAME)COUNTRY(SUPPLY CENTERS/UNITS), SEE ABOVE FOR CODES.

(FORD)RUSSIA(0/0): ELIMINATED, FALL 1905

(McCARROLL)TURKEY(0/0): ELIMINATED, FALL 1911

(CORNETT)ITALY(13/13): A MAR, V SPA, V ROM, V TUN, V NAP, V POR, V SMY, F NWG, F CON, F ADR, F ENG, A BRE, V LPL, A VEN, F EDI, F LON, *A PAR, F PIC, F LYO, A CLY

(MacRAE)AUS/HU(12/12): V RUM, V BUL(SC), V BUD, V VIE, V TRI, V SER, F AEG, V SEV, A ANK, A GRE, A TRL, A LVN, A MOS, A SIL, V WAR, A BOH, A BER, F ALB, *A MUN, *A STP

(LEWIS)FRANCE(1/1): #A PAR

(ELIAS)GERMAN(0/0): ELIMINATED, FALL 1907

(ZARTOLAS)ENGLAN(8/7): V DEN, #A MUN, A KIE, V SWE, #A STP, V HOL, A BEL, A NWY, #F NRG, F NTH

FALL 1915 MOVES ARE DUE JULY 23, 1983

DIPLOMACY GAME 3. 1907 FALL MOVES:

LAST ISSUE'S ERRORS: NONE REPORTED.

RETREATS: RUSSIA - A ARM DISBANDS!

RUSSIA: F NWY-STP(NC)¹, F SKA-NWY², A DEN-KIE³, F BAL-BER⁴, A UKR S A

SEV, A KIE-MUN⁵, A SEV S A UKR

TURKEY: ELIMINATED, FALL 1903

ITALY: F MID-NAT, F SPA(SC)-MID, F LYO-WES, A ROM-VEN, F ION-TYN, F AEG-CON, F CON-BLA, A ANK HOLDS

AUS/HU: A VEN-TRL, A VIE-BOH, A TRI-VIE, A RUM-GAL, A SER-BUD, A BUL-RUM, F ARM HOLDS

FRANCE: A PIC-PAR, A BRE S A PIC-PAR, F TYN-TUN, *A MAR HOLDS

GERMAN: A BUR-MUN⁶

ENGLAN: F LON-NTH, F BEL S F LON-NTH, F NWG S F LON-NTH, F BAR-STP(NC)⁷, F

HEL-HOL, F BER HOLDS

NOTES: *=DEFAULT ORDERS, NO ORDERS SUBMITTED.

- 1) Standoff one-to-one. Unit does not move.
- 2) Illegal order. Target province not vacant. Unit does not move.
- 3) Illegal order. Target province not vacant. Unit does not move.
- 4) Standoff one-to-one. Unit does not move.
- 5) Standoff one-to-one. Unit does not move.
- 6) Standoff one-to-one. Unit does not move.
- 7) Standoff one-to-one. Unit does not move.

Messages: France - "The wine wasnt as good as our beer" - Germany

STATUS: (PLAYER NAME)COUNTRY(SUPPLY CENTERS/UNITS), SEE ABOVE FOR CODES.

(GALLOGLY)RUSSIA(9/7): V SWE, V STP, V MOS, V WAR, F NWY, A DEN, A SEV, A UKR, F BAL, V MUN, A KIE, F SKA
(McCARROLL)TURKEY(0/0): ELIMINATED, FALL 1903
(CUNNINGHAM)ITALY(9/8): F TYN, V ROM, A VEN, V NAP, F CON, V SMY, V GRE, A ANK, F WES, F MID, V SPA(SC), F NAT, V POR, F BLA
(WHITNEY)AUS/HU(6/7): A VIE, V BUL, A BUD, A RUM, V TRI, A TRL, F ARM, V SER, A GAL, A BOH
(BAHL)FRANCE(4/4): A MAR, F TUN, A BRE, A PAR
(BERNARD)GERMAN(0/0): ELIMINATED, FALL 1907
(RICHARDS)ENGLAN(6/6): V EDI, V LON, F HOL, F NRG, F BAR, F BER, V LPL, F BEL, F NTH
RUSSIA BUILDS TWO, ITALY BUILDS ONE AND AUS/HU MUST DISBAND ONE.
WINTER 1907 MOVES ARE DUE JULY 23, 1983

DIPLOMACY GAME 4. 1905 SPRING MOVES:

LAST ISSUE'S ERRORS: NONE REPORTED.

RETREATS: N/A

RUSSIA: ELIMINATED, FALL 1904

TURKEY: F ION HOLDS¹, F AEG-CON², F BLA-CON³, A RUM-BUL, A GRE S A RUM-BUL

ITALY: A MAR S F LYO⁴, F LYO S A MAR, F TUN S F NAP-ION, F NAP-ION, F BUL⁵, A APU-VEN

AUS/HU: *A BUD HOLDS, *A SER HOLDS, *A VIE HOLDS

FRANCE: ELIMINATED, FALL 1904

GERMAN: *A SEV HOLDS, *A UKR HOLDS, *A WAR HOLDS, *A TRL HOLDS, *A SWE HOLDS, *A BUR HOLDS, *A GAS HOLDS

ENGLAN: *F SPA(SC) HOLDS, *A POR HOLDS, *F MID HOLDS, *A PAR HOLDS, *F ENG HOLDS,

*A LON HOLDS, *F NTH HOLDS, *A EDI HOLDS, *F NWY HOLDS, *F STP(NC) HOLDS

NOTES: *=NO ORDERS SUBMITTED, DEFAULT ORDERS

1)Defeated one-to-two. Unit must DISBAND or RETREAT. Valid retreats include TYN, APU, ADR, ALB, EAS

2)Standoff one-to-one. Unit does not move.

3)Standoff one-to-one. Unit does not move.

4)Illegal order. An army may not support a fleet in a sea province. In general, no unit may give support into a province into which it cannot move.

5)Illegal order. Order is incomplete and therefore invalid. Also, Destroyed one-to-two. Unit is destroyed because it has no valid retreat.

STATUS: (PLAYER NAME)COUNTRY(SUPPLY CENTERS/UNITS), SEE ABOVE FOR CODES.

(BERKOWITZ)RUSSIA(0/0): ELIMINATED, FALL 1904

(KLEIMAN)TURKEY(5/5): V CON, F AEG, V ANK, V SMY, #F ION, F BLA, V RUM, A GRE, *A BUL

(GOODWIN)ITALY(6/5): A VEN, V ROM, V NAP, F TUN, O BUL, A MAR, F LYO, F ION

(MUSLER)AUS/HU(4/3): V TRI, A BUD, A VIE, A SER

(DOYLE)FRANCE(0/0): ELIMINATED, FALL 1904

(CERETTA)GERMAN(9/7): V DEN, F SWE, V HOL, A GAS, V KIE, V BER, V MUN, V MOS, A WAR, A BUR, A UKR, A TRL, A SEV

(LEWIS)ENGLAN(10/10): F NWY, V BEL, A LON, V LPL, A EDI, F MID, F STP(NC), A PAR, F ENG, F NTH, V BRE, F SPA(SC), A POR

What's going on here? For the second turn in a row, the same two players have failed to submit a move! And this turn, only two of the five players submitted moves. This game is beginning to fall apart. A request has been made to include standby players for this game. I am inclined to agree that something has to be done.

The gamemaster calls for a player vote on the following questions:

A) Do you wish to use standbys (i.e. a substitute) in this game?

B) How do you want to handle standbys (order of priority) - 1) Any player who misses three turns (1 full year) in a row is considered to have left the game and a standby will be appointed. -

2) Same but two turns. 3) Same but one turn.

C) When a standby is required - 1) Stop the game until a standby is found, 2) Continue the game while the Gamemaster attempts to locate a standby with 2a) substitute moves picked at random from the other players "standby" orders, or 2b) no orders used for the country in civil disorder.

FALL 1905 MOVES ARE DUE JULY 23, 1983.

DIPLOMACY GAME 5 IS NOW OPEN. INDIVIDUALS INTERESTED IN SIGNING UP FOR THIS GAME MAY DO SO BY REMITTING THE \$8 FEE, plus Subscription fee(as desired) TO: THE GAMEMASTER, 27 MARK STREET, MILFORD, CT., 06460. SIX PLAYERS HAVE SIGNED UP FOR THIS GAME SO FAR. NOTE: THIS WILL BE AN "IRREGULAR" OR LOCAL GAME WITH MOST PLAYERS FROM CONNECTICUT.

DIPLOMACY GAME 6 WILL BE OPENED AND RESERVED FOR NGAP(NORTHEAST GAMING ASSOCIATION PLAYOFF CLUBS. THIS WILL BE AN INTERCLUB EVENT DESIGNED TO STIMULATE AND DEVELOP MORE INTERCLUB GAMING. SPECIAL RULES WILL APPLY. THIS GAME, UNLIKE OTHER PBM GAMES RUN IN THIS ZINE WILL HAVE A MONTHLY TURN, NOT A TWICE A MONTH TURN TO PERMIT CLUB MEETINGS TO BE USED TO DETERMINE THE MOVES TO BE SUBMITTED. EACH CLUB MUST DESIGNATE ONE CORRESPONDING SECRETARY TO SUBMIT MOVES ON BEHALF OF THE CLUB, ONLY THAT PERSON MAY SUBMIT MOVES, BUT MULTIPLE SIGNATURES OF CLUB OFFICERS IS ENCOURAGED TO AUTHENTICATE THE MOVES. EACH CLUB IS ENCOURAGE TO DESIGNATE ONE DIPLOMAT TO CORRESPOND WITH EACH OTHER CLUB, FOR EXAMPLE, IF A CLUB IS PLAYING RUSSIA, SIX PERSONS SHOULD BE APPOINTED AS DIPLOMATS, ONE TO ENGLAND, ONE TO TURKEY, ONE TO GERMANY, ONE TO AUSTRIA-HUNGARY, ONE TO FRANCE AND ONE TO ITALY. ALL MANNER OF INTRIGUE IS ENCOURAGED AS WELL AS FACE-TO-FACE MEETINGS BETWEEN DIPLOMATS AND EVEN ENTIRE ENVOYS (WITH OTHER FTF GAMES BEING PLAYED DURING THE NEGOTIATIONS NO DOUBT - WHY WASTE A GOOD MEETING?)

IN ALL OTHER RESPECTS, THE GAME WILL BE RUN THE SAME AS ANY OTHER PBM DIPLOMACY GAME WITH RESULTS PUBLISHED MONTHLY IN THE GAMER'S 'ZINE.

THE FEE FOR THE GAME IS \$8 PER CLUB. ALSO, AT LEAST ONE MEMBER OF THE CLUB SHOULD SUBSCRIBE TO THE ZINE(SEE THE RATES ON PAGE ONE), BUT MULTIPLE SUBSCRIPTIONS ARE ENCOURAGED - EACH DIPLOMAT MAY WANT HIS OWN COPY.

REFUND POLICY - THE GAMER'S 'ZINE will refund the prorata unused portion of any subscription upon request. If you are dissatisfied for any reason, or if you find that a subscription is not in your best interest, you may discontinue your subscription and receive a refund for the asking. A written request is required, a postcard will do. Note that refunds apply to subscriptions only. Games fees are not refundable.

MORE MAIL! The following excerpts are taken from a letter just received...

"...I am absolutely amazed and delighted by your response to a player's criticism & suggestions in TGZ #50, p. 4. It is wonderful to see a Gamesmaster take such a positive and constructive attitude toward his job and his players. A good many GMs of my acquaintance would respond to such things very negatively and unconstructively..."

...There are all sorts of 'zines in the hobby, and there always have been. Yours is not the first game-club newsletter which also ran games and did so for players nation-wide. I can think of the NICOLET, DIPLOMACY BULLETIN, the RAMSEY DIPLOMAT, and several others. The writer should not assume, however, that any given player is going to play in only one 'zine; most play in more than one. Your is what we often refer to as a "warehouse 'zine"...that is, a 'zine which is mostly (or only) games, with little or none of the chit-chat and whatever that goes on in most of the hobby's gamezines. I prefer the chit-chat myself, but then I don't play games. In point of fact, one of the most popular 'zines of all time in the hobby was Hal Naus' ADAG. It was never anything by a warehouse and people knew they could get a good, dependable, consistent game from Hal, with no chit-chat. There were people who would play in virtually no other 'zine. To say that you are not a postal gaming 'zine(such as, presumably, VOICE OF DOOM, WHITESTONIA, COAT OF ARMS, &c.) is no criticism at all.

(continued on page 11)

EN GARDE!

NAME	SL	STR	CON	END	EXPERTISE	MA REGIMENT	MIST	CLUB	CROWNS	FAVORS
Bic	14*	16	12	192	11+2.25r/lc/w	8 Bvt Bde Gen	J	BW*	5299\$	4,3
deLampalle	18	16	8	128	16+6r	10 Maj/KM	O	MR	499	6,8
deSod	25*	13	8	60@	15+13.25r/x	9 Col/CG	R*	MR	17186	8,9,9
Diderot	15*	16	9	144	13+5.5r	10 Lt Col/GR	E	BW*	8464\$	2,4,6,7
Dolokhov	18	10	7	70	15+4.5s/y	5 Bvt Bde Gen	G*	MR	9772	4,6,7,9
Dubois	8	14	11	154	10+21.5s/.5r	3 Col/GMD	D	BG	567	1,3,4
Frontenac	11	16	13	208	8+1.5r	4 Maj/CG*	B*	HUNT*	134	1,2,3
Jardin	14*	14	10	70@	3+5s	*3 Lt Col/CPC	A*	HUNT	1264	4,4
Lafayette	15*	9	11	99	10+8.5r	6 Bvt Gen	K	BW	3656+	4,5,6
LaVache	Killed in a duel with deSod.....									R.I.P.
LeFleur	21*	14	6	84	7+17.25s	6 Col/DG	N	MR	13011	4,4,7,7
Matusse	12*	10	15	150	14+3s	3 Maj/KM	M	HUNT	1612	3,6
Petitpois	16*	16	10	160	6+7.25r	10 Col/KM	H	BW	1888\$	3,5,5
Terrault	9*	12	13	156	13+6s	2 Maj/CPC	I*	RP	854	1,2,3
Van Rijn	27	13	9	117	17+11.25s/z	6 Col/CPC*	-*	MR	55807	9,9,9

w +11.25 FR(foot racing), +2H(Horsemanship), +3M(marksmanship)

x +7FR,+1M

y +7M,+1OH

z +1OM,+1OH

\$ +1000 cr each in Arms & Finance

+ +1000 cr in Commerce

* indicates a change (Expertise,Crowns,Mention Points and Favors change frequently and thus are not marked).

@ indicates a temporary change

TITLES:

Knight: Jardin, Matusse, Petitpois

Baron: Dolokhov*

Marquis: LeFleur

Count: deSod, Van Rijn

MISTRESSES SL (* kept, B=Beauty, I=Influence, W=Wealthy)

*Anne-Marie	11	BW	Fifi	6	B	*Katherine	15	Paulette	11
*Babette	8	BIW	*Giselle	18	B	Linette	13	Quintina	10
Celeste	8	I	*Heloise	13	BW	*Margueritte	14	*Roxanne	18
*Desiree	10	IW	*Isabelle	9	B	*Natasha	11	Susette	11
*Elise	15	I	*Josephine	11	B	*Olivia	17	Theresa	8

MENTION POINTS

Bic	(5)	Dolokhov	14,4,4(4)	LeFleur	(7)	Van Rijn	(4)
deLampalle	(16)	Dubois	(1)	Matusse	(4)		
deSod	(12)	Jardin	9,9,9(7)	Petitpois	(8)		
Diderot	(8)	Lafayette	(3)	Terrault	(1)		

MILITARY APPTS.

Bic: Bde Comm. (1st Ft.)	Lafayette: Army CO (1st)	deSod: Minister of War(exp.10/15)
Diderot: Div. Adj. (1st)	Petitpois: Army Adj(1st)	Dolokhov: Comm. of P.S(exp.11/15)
Dolokhov: QM Gen (1st A.)	Terrault: Aide to Gen	Le Fleur: Min. of Just(exp.12/15)
		Van Rijn: Min. of St. (exp. 7/15)

GOVERNMENT APPOINTMENTS

Rules Additions, Deletions, Clarifications and Modifications:

1. Characters MAY hold both a military & government appointment simultaneously.
2. A character will lose his Brevet rank if that rank is not needed to obtain or keep an appointment. If the character has a title that would allow him to obtain or keep an appointment then the rank is unnecessary.
3. If a character visits a mistress who has been taken by another character earlier in the season then he will be turned away unless the King is informed that he wishes to again court her. A duel could result whether or not he courts her.

NOTE: All orders for the Winter 1614/15 season must reach the King no later than July 20, 1983. Hope to see you all at Origins.

Le Gossipe Parisienne

The highlight of the season was the month-long binge at the moulin rouge, where M. de Lampalle to all who wished to join him. Unfortunately for him, the attendance of such low lifes as M. Terrault kept him from any status he might otherwise have enjoyed. He was also rejected as minister w/o portfolio, as (it is rumored) he failed to fill a commitment to the Minister of State.

M. Van Rijn had a bad season, losing both his commission and his mistress and his commission. It is rumored that he also failed to block M. de Sod's appointment to Minister of War, and did not receive some expected income. It is said he is also being questioned by the King about his foreign policy, after allegations by M. de Sod that the war against the Italians had drained the treasury completely. His one bright spot was to defeat M. de Sod in a duel over Mlle. Roxanne. It was a Pyrrhic victory at best, as M. de Sod was weak from wounds received earlier in the season (q.v.); at the duel's conclusion, Mlle. Roxanne ran to comfort M. de Sod, calling M. Van Rijn "a Beast and a Filly."

M. de Sod gained some respect for dueling 3 (three) members of the King's Musketeers Simultaneously (that is, all at once, better known as all at the same time, in concert etc.) At that time he lost but the following week killed La Vache (who?), one of his former antagonists. He also wounded Dolokhov twice in duels over Gislle. He was appointed Minister of War but failed to be titled for the appointment.

Rumored to be under suspicion when the treasury was found to contain 500 cr., M. de Sod managed to turn the attention of the new Commissioner of Public Safety away from himself by explaining that the treasury had been ravaged by the Minister of State's war against the Italians. The large envelope that exchanged hands was, according to Dolokhov and de Sod, merely jammed full of ... documents.

As a result of the condition of the treasury, no one will be paid for either government or military positions. Even soldiers will go unpaid, and taxes for everyone will be doubled.

M. Dolokhov became a Baron after being named Commissioner of Public Safety. Rumor has it that he was appalled at the files and ledgers, and one of the clerks was fired for, it is said, consuming several files. This was discovered when he was unable to find files charging de Sod with treason for inconsistencies in the treasury records. M. Dolokhov declared: "arrest Well then, arrest Diderot. As a member of the Gascon Reg't, he must be plotting treason!" The trial will be held in the first week of Dec. Newcomer M. Frontenac, refused entrance to the RFG, joined the Cardinal's Guard as a major. He immediately announced a New Year's party for all of the Cardinal's Guard and the Commissioner of Public Safety.

M. Le Duc d'Avignon-- shortly after my arrival in Paris, I was chagrined to see my name misspelled in Le Gossipe Parisienne, particularly in light of the devoted service of my father, Henri ~~Montmagnie~~ Chaulmoogra Frontenac de Montmagnie Dugleboy, in the wars under his late Majesty, Henry IV. I believe you owe me a drink, sir. [signed] Beauregard Chaulmoogra Frontenac de Montmagnie Dugleboy, Maj/CG 3rd Lt.

Reply: My apologies, sir, I remember your father well, the gentleman and I fought side by side against the Hugenaughts. Please join me at the MR for a drink the the second week of december. [signed] Le Duc d'Avignon, Editor.

Further investigation by Le Gossipe has fleshed out the tale of how the Earl de Sod lost a duel but won the prize:

Further investigation by Le Gossipe has fleshed out the tale of how the count de Sod lost the duel but won the prize!

On the day in question the count de Sod and the Count Van Rijn were surprised to find each other on the doorstep of the fair Roxanne. Van Rijn spoke first.

"By damn, vas ist youm here diong, eh? Der no goot up to no doubt, maybe! "

The Count shuddered at the butchering of the glorious French language and responded,

"What does it look like I'm up to," As he held forth chocolates, flowers, and nodded in the direction of a long train of servants bearing rich gifts, "I assure you I'm not on my way to visit mother. Besides, you told me you were retiring to the country this month."

"Dummkoph! Said not dieses month! "

"Dummkoph did say this month. Furthermore, you should learn our language; people would be able to understand you better."

"Ich goot language speak! You no goot listen!"

"Is that so," replied de Sod as he threw aside flowers and chocolates and drew his rapier.

"Let's see how we understand each other via steel. I dislike carving up friends, but for you I'll make an exception. Which of your internal organs would you like to view first, or shall we just go until first blood for friendship's sake?"

"First blood hokay mit me," responded Count Van Rijn, "Und vas udder rules do us observe?"

"Rules? " Said de Sod as he warmed up by beating a passing peasant with the flat of his blade.

"There are no other rules."

"Gut," said Van Rijn as he kicked the other Count in the right knee.

De Sod's reply was unsuitable for print, but he indicated surprise, pain, and the firm belief that he had been unfairly treated.

After his outpouring had abated, Count Van Rijn stated, "No rules ist der no rules. I first blood got, und so I duel winning."

"No you haven't, I'm not bleeding!"

"You continue the duel to wish?"

"I can't duel with a bum knee!"

"Den you surrender, ja?"

De Sod, after much chewing of lip, muttered, "Ja, er, yes, I suppose. Remember, though, you only won through duplicity."

"Aber no hart feelings, eh! Here ist ein crown, you in the street go to play, hokay."

De Sod appeared once again to give thought to his rapier, but was interrupted by Roxanne, coming out of her house. Count Van Rijn smiled and began to speak, only to be cut off by Roxanne's outburst.

"You ought to be ashamed! The way you treated that poor man was disgraceful! I shall be mortified to appear in public with you!"

Turning to de Sod, she exclaimed "Are you all right?"

De Sod stood silently for a moment, then he clutched his stomach, emitted a bloodcurdling scream, and sagged to one knee. Roxanne paled and rushed to his side crying, "What's wrong!"

He threw his arms about her waist and between gasps of pain muttered, "Ah sweet Jesu, I feel death's icy grip upon me...my vision dims...I grow faint...ease me gently to the ground so that I may die at rest." This was soon accomplished with his head coming to rest on Roxanne's bosom, which seemed to ease his plight considerably.

Is our hero done for; will nothing save the voluptuous but chaste (pulleeease, ed dL) Roxanne from the learing Hun; and who is the sinister figure lurking in the shadows? Find out in the next installment of The Adventures of a Real Hero, The Count de Sod, as told by himself.

I hereby challenge the noble Count Van rijn to a friendly drinking contest, the first week of next season at the RM.

--J. de Lampalle

De Lampalle, notorious (?) founder of the month at the Red Mill, called a halt to the festivities to make a toast:

I would like us all to honor this day a true crook, coward, a convicted traitor (which is not so important), a whiner, one who has violated the streets of Paris wandering down them unclothed, a ludicrous panderer to protestant wenches, a defiler of noble French ladies, and one who has offered himself to be the butt of half of Paris's humor. This "man" is best described in the words of the immortal swordsman Flambeau ,(at this there was a great deal of muttering, and a shout of "Swordswoman, you mean!" several blades were drawn, but eventually all removed their hats for a moment of respectful silence) de Lampalle continued:"You sir are a whimp, and there is no excuse for it," Congratulations on making a grand hash of your life; I drink to the hope that there be none other like you.

Louis Dubois.

There was a cheer, and de Lampalle was showered with beer nuts and champagne from freshly opened bottles.

From the garden was heard a shout, from a drunken Terrault: "Come out here, you missbegotten offspring of questionable parents! Petitpois! c'mere, or d'you wanna me to come in there and kick you loose from your illegitimate spine?!"

Petitpois breathed a heavy sigh, and then went out and thrashed Terrault.

The rumors are true! Reynold Matusse now rides into battle with blue woad all over his body and wearing only a two handed sword and a haircut he calls a "Mohawk".

SOURCE OF THE NILE

PLAYER'S LIST; INCLUDES ADDITIONS, DELETIONS AND CORRECTIONS.

Player Name	Syndicate Name	Explorer Name	Speciality	Disadvantages(d) Advantages(a)	Nationalty	V P	F P
Jeff Cornett	Viana-do-Castelo Coptic Church of Astrology	Dr. Cornellius Cox	Doctor	Survivality(d)	Portuguese	15	4
David MacRae	The Church of the Water(Unblended) of Life	Alfred H. McGuffin	Journalist	Survivality(d)	Scottish	3	0
Sue Cornett	Paris Museum of Interesting Specimens	Mademoiselle Roxy LaRue	Zoologist	Double Physique(d) Survivality(a) Health(a)	French	4	2
Chuck Holleman	Societe Des Pierres et Choses Neat de Geneva	Orte'go de Dago	Ethnology	Health(d)	Portuguese	0	0
Pam Holleman	The Molasses and Sorghum Pharmaceutical Institute	Dr. Hypo Guy Cemia	Physician	Physique(d) Survivality(a)	French	13	5
Doug Ford	Dublin Ethnological Survey	Prof. Patric William O'Foran	Ethnology	Survivality(d)	Irish	2	1
Lou Cerreta	La Explorazione del 'la Aqua Vitae	Guido Vittorio Sconzinese	Missionary	Survivality(d)	Italian	0	0
Steve Harris	Zuriches Geologisches Institut	Prof. Humbert Humbert	Geology	Physique(d)	Swiss	0	0

NOTES FROM THE JOURNAL OF THE ROYAL ZOOLOGICAL SOCIETY - Edited by LORD HARRISON BURKE, Winter, 1828.

NOTE: ALL items in this column are RUMOR, therefore they are subject to error. No piece of information may be considered accurate until published by the explorer upon return to Europe

- IN EUROPE

Life in Paris is becoming very difficult for M. ROXY LaRUE and very few people believe that she is ever going to return to Africa. She only managed to raise \$50 in donations this turn.

- IN AFRICA

The Portuguese explorer, Dr. CORNELLIUS COX, arrived in Port Elizabeth this turn. It should be noted that although Dr. Cox is portuguese, he is of British ancestry. It is rumored that his father rowed at Cambridge. In Port Elizabeth the doctor is raising a canoe expedition, but instead of canoes, Dr. Cox is reported to be bringing fancy European racing shells to row in.

Upon arrival in Kilwa, Prof. HUMBERT procedes as quickly as possible on foot in direction 4 to the recently published turning point of the Rufiji river. At this point he camps and caches 20 gifts, 5 rations and 2 muskets. Noting that Hex 452 is veldt with the Rufiji turning in direction 3 into hex 471, Humbert prepares to move on next turn and look for nymphets...er, rock strata, next turn. Hunting in the veldt provide 2 rations per hunter.

DOCTOR HYPO GUY CEMIA decides to go northwest around the lake in hex 118. The good doctor wonders how bad things will get as one of his camels dies. He vows to get that miserable outfitter who sold him these camels. he discovers that hex 91 is swamp and the good doctor is forced to retreat back to hex 118, after finding no natives. Attempting to move northeast into hex 92, Dr. Cemia discovers more desert, without an oasis. Hunting is not

necessary; his dead camel feeds the expedition, but the good doctor may starve soon, due to the lack of Bon-Bons.

Rumors persist that ORTEGO DE DAGO is alive and wandering down the Ogove river. He reported to be in hex 214, but this has not been confirmed.

In search of the great white ape, ALFRED H. MCGUFFIN heads northwest towards hex 395, which he discovers is swamp and impassible. He discovers no natives. He is forced to return to hex 414 and stay in the mountains. He finds that game is still plentiful and manages to feed the entire expedition again this turn.

Prof. O'FORAN is struck by disaster before moving on, as a rare thunderstorm causes a flash flood washing half his expedition, but he has plenty of water. He moves south, away from Dr. Hypo Guy Cemia, in direction 4 into hex 145, which is veldt with no river source and no natives. Therefore, he moves in direction 5 into hex 144, which is again veldt, but with a river source flowing in direction 6 into the lake in hex 145. He does not discover any natives.

GUIDO VITTORIO SCONZINESE continues to wander the river he has discovered. He moves into hex 251. While climbing down the mountain side, he slips and tumbles down to the foot of the mountain. After saying a short prayer to thank God that he was unhurt, he gets up, only to fall into the river! Seeing his life flash before him, he feels an arm grasp his robe and pull him out of the water. After thanking the gray clad figure, Guido watches him ride off on a white horse, followed by a wolf-like dog; Guido falls to his knees in prayer. He discovers that hex 251 is jungle, with the river flowing in direction 2, into hex 252. Guido finds no natives or slavers in this hex.

SOTN - STATUS OF THE EXPEDITIONS:

Explorer	Askaris	Bearers	Guides	Canoes	Rations	Gifts	Muskets	Location	#turns	ride	pack	
Cox	arrives in Port Elizabeth								Lost	Mount	Mount	Cmls
McGuffin	13	0	0	0	0	0	1	414	0	0	0	0
LaRue	- In Europe - \$1600 in donations											
O'Foran	0	2	0	0	10	0	0	144	0	0	0	7
Dago	0	0	0	0	0	0	1	214	0	0	0	0
Cemia	2	1	1	0	15	0	0	92	0	0	0	7
Sconzinese	0	0	0	0	7	0	1	251	0	0	0	0
Humbert	6	9	0	0	16	42	3	452	0	0	0	0

KNOWN CACHES:

#	OWNER	LOC	CONTENTS
1	Twombly	532	25 Gifts, 2 Muskets, 1 Canoe
2	O'Foran	211	31 Rations
3	Dago	260	1 Canoe, 1 Gift
4	McBuns	182	1 Canoe
5	Twombly	523	2 Canoes, 17 Gifts
6	Twombly	521	20 Rations
7	Humbert	452	20 Gifts, 5 Rations, 2 Muskets

Newly Published Hexes

Hex	Terrain	Features	river direction	Publisher
None this turn				

Players are reminded to submit their next move by July 20, 1983, to THE ROYAL ZOOLOGICAL SOCIETY, PO BOX 2004, DARIEN, CT, 06820

(continued from page 4)

If your correspondent means that some of your games have an awful lot of local players...well, your response to that was commendable and appropriate. However, I'd like to point out that many 'zines have had their starts as mostly local efforts and gradually expanded their coverage. Sometimes in the interim phase you might get a game with 3-5 "local" players in it, and sometimes that doesn't work too well. But I don't see how that would turn off a player unless his interest in the game was not too great to start with.

If you want players nation-wide, there is no reason for you not to advertise for them. I certainly will continue to list you in PONTEVEDRIA and to wish you well in getting games started. Your commitment to differentiating between local and non-local games is excellent and takes into account the valid implications of your correspondent's criticism, if not is preemptory and unreasonable tone. He may have a legitimate complaint that you erred in putting other players into a game with a pocket of locals...so he's never made a mistake? You have acted promptly and appropriately to correct any such problem.

I'm very glad you will use stand-by players; I believe this will greatly improve the games. Your response here is wonderful. How many GMs would respond to criticism that way?...by saying, "Oh, gee, I guess you're right; let's do it that way." That sort of flexibility and reasonableness is the hallmark of a good GM...even if he makes mistakes now and then.

May I make a suggestion? Some suggestions?

First, it might be a good idea to send your game stats to the new Boardman Number Custodian, and get her to assign Boardman Numbers. She'd need original players' names & any player changes in the course of each game thus far. If you've had any games finish, also a supply center chart. This way the results of the games will be registered. Games which are local, or mostly so, will be counted as "irregular"...but at least one rating system(mine) includes "local" games. The BNC requests (but does not require) a \$1 donation per BN assigned.

Secondly, it might help all concerned if you were to print the player's name next to his orders for each season. Your players will find it a big help.

Third, as to errors! Some GMs are just better at avoiding them than others. There is one thing I find helpful as a GM. After I print a season's orders, I write down the final position of each Great Power's units. Then when the next season's orders come in, I write each unit's order on the pre-prepared list. This helps prevent skipping unordered units, or forgetting units in Winter position lists. With each Fall list(that is, post-Spring list), I also write the supply center list from the previous Fall. I also make sure that the number of units listed for each Power matches its supply center count from the previous game-year...or know why there is a shortage(unbuilt units, annihilations, &c.). This again helps prevent unreported units and also Flying Dutchmen. I dunno...it might help.

My hat is off to a GM whose heart is in the right place. Keep it up.

- Best,
(signed) Rod

THE GM RESPONDS! After a letter like that, its hard to say no to any suggestions offered. I will try them all. Readers will notice with this issue, the surname of each player is listed for the country played. I will prepare a list of games, players, supply centers, etc. and mail same off to the BNC in the near future. I had not done so previously because I was under that impression that "irregular" games were not rated by any system. And, I will review my adjudication procedures and see how I can fit your very specific and helpful hints on how to minimize errors into my process.

One last thing. To all the readers and players! Among Rod Walker's many credits belong two publications in particular which I recommend for every Diplomacy player-DIPLOMACY WORLD, a quarterly publication available from Rod Walker, 1273 Crest Dr., Encinitas CA 92024, @\$8 per year (4 issues), \$10 if sent by first class mail and make your check or money order (U. S. funds only) to R. C. Walker (US subs only - outside US, write to Rod for prices); and, a second publications written by Rod for Avalon Hill, The Gamer's Guide to Diplomacy, available from Avalon Hill Game Company, 4517 Harford Rd., Baltimore MD 21214, for \$4.50 plus 10% postage/handling.