

CONNECTICUT GAME CLUB THE GAMER'S 'ZINE

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

Publisher, Editor, Typing and
NO EN GARDE THIS TIME
DIPLOMACY (THE GAMEMASTER).....Earl E. Whiskeyman, Jr.
EN GARDE! (THE KING).....Dave MacRae
SOURCE OF THE NILE (THE DIRECTOR)..Harrison S. Burke

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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 3. 1910 SPRING MOVES:

LAST ISSUE'S ERRORS: NONE REPORTED.

RETREATS: N/A

RUSSIA: A STP-LIV, A MOS S A WAR¹, A WAR S A UKR², A UKR S A WAR, F NWY S F DEN-NTH, F DEN-NTH, A HOL S A KIE, A KIE S A HOL

TURKEY: ELIMINATED, FALL 1903

ITALY: A SEV-MOS³, F BLA-SEV⁴, F GAS-MID, F NAF S F GAS-MID, F WES-SPA⁵, A PIE-MAR, F LYO S A PIE-MAR, A TRL-PIE, F TYN HOLDS

AUS/HU: A GAL-WAR, A SIL S A GAL-WAR, A BUD-GAL, A RUM S A BUD-GAL, A MUN-BER, A BOH-MUN, A PRU S A GAL-WAR

FRANCE: A FOR S A SPA, A SPA S A BRE-GAS⁶, A BRE-GAS, A PAR S A BRE-GAS, F MAR-PIE⁷, A BEL-BUR

GERMAN: ELIMINATED, FALL 1907

ENGLAN: F ENG-MID⁸, F CLY-NRG, F NRG-BAR, F NTH-SKA

NOTES: *=DEFAULT ORDERS, NO ORDERS SUBMITTED,

- 1)Standoff one-to-one. Unit does not move, and support is cut.
- 2)Destroyed two-to-three. Unit is destroyed because it has no valid retreats.
- 3)Standoff one-to-one. Unit does not move, but support is cut.
- 4)Illegal order. Target province is not vacant.
- 5)Defeated one-to-two. Unit does not move.
- 6)Standoff one-to-one. Unit does not move, and support is cut.
- 7)Destroyed one-to-two. Unit is destroyed because it has no valid retreats.
- 8)Defeated one-to-two. Unit does not move.

SPECIAL MESSAGE FROM THE GAMEMASTER: Alex Whitney has submitted moves for this turn and his moves are the ones shown above. My thanks to DAVE KLEIMAN for his cooperation in sending in standby orders. ALEX, please allow 3 DAYS (at least) for your orders to arrive.

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 DEPENDENT ON RETREATS(FALL ONLY)

(GALLOGLY)RUSSIA(8/7): V SWE, V STP, A MOS, O WAR, F NWY, V DEN, A UKR, A KIE, A HOL, A LIV, F NTH

(McCARROLL)TURKEY(0/0): ELIMINATED, FALL 1903

(CUNNINGHAM)ITALY(9/9): V TUN, V ROM, V VEN, V NAP, V CON, V SMY, V GRE, V ANP, V WES, F BLA, F TYN, A SEV, A PIE, F MID, F LYO, F NAF, *A MAR

(WHITNEY)AUS/HU(7/7): V VIE, V BUL, V BUD, A RUM, V TRI, A MUN, V SER, A GAL, A SIL, F PRU, *A BER, *A WAR

(BAHL)FRANCE(6/5): O MAR, A PAR, A SPA, V BEL, A FOR, V BRE, A GAS, A BUR

(BERNARD)GERMAN(0/0): ELIMINATED, FALL 1907
(RICHARDS)ENGLAN(4/4): V EDI, V LON, F NRG, O BER, V LPL, F ENG, F SKA, F BAR
FALL 1910 MOVES ARE DUE NOVEMBER 19, 1983

DIPLOMACY GAME 4. 1907 WINTER BUILDS:

LAST ISSUE'S ERRORS: NONE REPORTED.

RETREATS: N/A

RUSSIA: ELIMINATED, FALL 1904

TURKEY: BUILD A CON

ITALY: NONE

AUS/HU: NONE

FRANCE: ELIMINATED, FALL 1904

GERMAN: NONE SUBMITTED!

ENGLAN: BUILD F LON, A EDI

NOTES: *=NO ORDERS SUBMITTED, DEFAULT ORDERS

SPECIAL MESSAGE FROM THE GAMEMASTER: Alex Whitney has responded. My thanks to BARRY HAMMONS.

SPECIAL PROPOSAL: E/G DRAW.

Press: Since the outcome of this ... game is quite obvious...I have proposed a draw for England and Germany. I will be voting in favor of the draw, and I will be requestin the th GM publish my vote next issue. I would like to see the proposal pass, since that is the outcome that Mr. Lewis and Mr. Ceretta wish. I would like to congradulate Mr. Lewis and Mr. Ceretta...(unfortunately)...We cannot attribute any of their success to DIPLOMACY as neither write letters. Based on those reasons, particularly since no one writes letters, I will be resigning as Sultan of Turkey next issue. (signed) TURKEY

(The above press was edited in favor of reduced tensions in the Middle East-ed.)

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

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

(KLEIMAN)TURKEY(8/8): A CON, V ANK, V SMY, F BLA, F GRE, V BUL, A RUM, A SEV, F ION, F AEG, A SER

(GOODWIN)ITALY(2/2): V VEN, A APU, F TUN

(WHITNEY)AUS/HU(1/1): A BUD

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

(CERETTA)GERMAN(11/10): V DEN, F SWE, V HOL, A MAR, V KIE, V BER, V MUN, A MOS, A WAR, A BUR, A UKR, A TRL, A GAL, A TRI, A VIE

(LEWIS)ENGLAN(12/12): F NWY, A BEL, F LON, V LPL, A EDI, A STP, A PAR, F SPA(SC), F NTH, V BRE, A ROM, V POR, F TYN, F LYO, F NAP

SEE ABOVE. The GM calls for a vote for a drawn game for England and Germany. Votes against by Italy and Austria-Hungary will not count as their forces are no longer sufficient to affect the outcome of the game. Turkey has issued the proposal and votes for it. A failure to vote will be taken as a YES vote. (If Germany of England intend to stab one-another, they'll have to announce same by voting against the tie themselves.) If either Germany or England votes against the tie, the GM will assign a standby to replace TURKEY, following his resignation.

SPRING 1908 MOVES ARE DUE NOVEMBER 19, 1983.

DIPLOMACY GAME 5. 1901 WINTER BUILDS:

LAST ISSUES ERRORS: NONE REPORTED.

RETREATS: N/A

RUSSIA: BUILD F STP(NC), A WAR

TURKEY: BUILD F SMY

ITALY: BUILD F NAP

AUS/HU: BUILD A BUD

FRANCE: BUILD F BRE, A PAR, A MAR

GERMAN: NONE

ENGLAN: NONE SUBMITTED!

*NOTE: DEFAULT ORDERS; NO ORDERS SUBMITTED.

Illegal order. Build province is not vacant,

SPECIAL MESSAGE FROM THE GAMEMASTER: Alex Whitney has responded, My Thanks to DAVE MacRAE.

STATUS: (PLAYER NAME)COUNTRY(SUPPLY CENTERS/UNITS), SEE ABOVE FOR CODES.
(LEWIS)RUSSIA(6/6): F STP(NC), F BOT, A WAR, A SWE, V MOS, A UKR, V SEV, F RUM
(GOODWIN)TURKEY(4/3): F CON, V ANK, A SMY, A BUL
(BARTOL)ITALY(4/4): V VEN, V ROM, F NAP, A TRL, F AEG, A VIE
(ROSENZWEIG)AUS/HU(4/4): A BUD, V TRI, A SER, F GRE, A ALB
(BECK)FRANCE(6/6): F BRE, A PAR, A MAR, F SPA(SC), A POR, A BEL
(WHITNEY)GERMAN(3/3): A BER, A MUN, F KIE
(CERRETA)ENGLAN(5/3): V EDI, V LON, V LPL, A HOL, F NTH, F NWY
SPRING 1902 MOVES ARE DUE NOVEMBER 19, 1983.

DIPLOMACY GAME 6 IS OPENED AND RESERVED FOR NGAP (NORTHEAST GAMING ASSOCIATION PLAYOFF CLUBS). WRITE FOR DETAILS. One club has signed up for this game so far: MHV GAMES CLUB (Wappingers Falls, NY)

DIPLOMACY GAME NUMBER 7 IS NOW OPEN. THIS GAME IS RESERVED AS A NATIONAL PLAYER'S GAME. NO MORE THAN TWO PLAYERS FROM THE SAME TELEPHONE AREA CODE WILL BE PERMITTED INTO THIS GAME. INDIVIDUALS INTERESTED IN SIGNING UP FOR THIS GAME SHOULD SUBMIT AN \$8 ENTRY FEE TO THE GAMER'S 'ZINE, 27 MARK STREET, MILFORD, CT, 06460. A SUBSCRIPTION IS NECESSARY TO RECEIVE THE ZINE, BUT NOT OTHERWISE REQUIRED. SEE THE SUBSCRIPTION RATES ON PAGE ONE. THREE PLAYERS HAVE SIGNED UP FOR THIS GAME: CARTIER(CA), BERNARD(CT), BAHL(WA)

DIPLOMACY GAME NUMBER 8 IS NOW OPEN. THIS GAME IS RESERVED AS A LOCAL GAME AND IS OPEN TO ALL PLAYERS IN AREA CODE 203(CONNECTICUT). WHILE NON-CONNECTICUT PLAYERS MAY JOIN THIS GAME, THEY ARE ENCOURAGE TO JOIN GAME # 7 INSTEAD AS THIS GAME WILL INVOLVE PERSONAL AND TELEPHONE CONTACT AMONG CONNECTICUT GAME CLUB MEMBERS AND INDIVIDUALS UNABLE TO MAINTAIN CLOSE PERSONAL CONTACT MAY FIND THEMSELVES AT A DISADVANTAGE. INDIVIDUALS INTERESTED IN SIGNING UP FOR THIS GAME SHOULD SUBMIT AN \$8 ENTRY FEE TO THE GAMER'S 'ZINE, 27 MARK STREET, MILFORD, CT, 06460. A SUBSCRIPTION IS NECESSARY TO RECEIVE THE ZINE, BUT NOT OTHERWISE REQUIRED. SEE THE SUBSCRIPTION RATES ON PAGE ONE. NO PLAYERS HAVE SIGNED UP FOR THIS GAME.

REFUND POLICY - THE GAMER'S 'ZINE will refund the prorata unused portion of any subscription upon request. Note that refunds apply to subscriptions only. Games fees are not refundable unless the player withdraws from the game prior to the assignment of countries.

STANDBYS ARE WANTED - ANY PLAYER CURRENTLY INVOLVED IN A DIPLOMACY GAME IN THE GAMER'S 'ZINE MAY HAVE THEIR NAME PLACED ON MY STANDBY LIST FOR THE ASKING. ANY NONE PLAYER MAY HAVE THEIR NAME ADDED TO MY STANDBY LIST FOR AS LONG AS THEY ARE A SUBSCRIBER.

POLITICAL GAME: Let's continue to look at some more decisions:

DOMESTIC POLICY FUNDING, VALUE 0-99, THE NUMBER = PERCENT OF THE BUDGET FOR HEALTH AND WELFARE(I.E. THE GENERAL DOMESTIC TRANQUILITY). (THE TOTAL BUDGET MAY EXCEED 100%).

- GENERAL EFFECTS: The greater the expenditures;
- the less vigorous your own economic development(domestic policy),
 - the less effective your own economic influence(foreign policy)
 - the lower the crime rate,
 - the lower the probability of civil riots and civil wars,
 - the less effective foreign political influence and economic influence is on you,
 - the more effective your own political influence(domestic policy),

the more effective foreign military influence is on you,
the less effective your own military influence (foreign policy).
CHANGE LIMIT: 10 factors once per year during the annual budget cycle, except during WAR, then 10/turn. Each year = 4 turns.

MILITARY POLICY FUNDING, VALUE 0-99, THE NUMBER = PERCENT OF THE BUDGET FOR MILITARY PURPOSES (I.E. NATIONAL SECURITY). (THE TOTAL BUDGET MAY EXCEED 100%).

GENERAL EFFECTS: The greater the expenditures;
the less vigorous your own economic development (domestic policy),
the less effective your own economic influence (foreign policy)
the lower the crime rate,
the higher the probability of civil riots and civil wars,
the less effective foreign political influence is on you,
the more effective foreign economic influence is on you,
the more effective your own political influence (domestic policy),
the less effective foreign military influence is on you,
the more effective your own military influence (foreign policy).

CHANGE LIMIT: 10 factors once per year during the annual budget cycle, except during WAR, then 10/turn. Each year = 4 turns.

EDUCATIONAL POLICY FUNDING, VALUE 0-99, THE NUMBER = PERCENT OF THE BUDGET FOR EDUCATIONAL PURPOSES (I.E. LITERACY AND TECHNOLOGICAL DEVELOPMENT). (THE TOTAL BUDGET MAY EXCEED 100%).

GENERAL EFFECTS: The greater the expenditures;
the more vigorous your own economic development (domestic policy),
the more effective your own economic influence (foreign policy)
the lower the crime rate,
the higher the probability of civil riots and civil wars,
the more effective foreign political influence is on you,
the more effective foreign economic influence is on you,
the more effective your own political influence (domestic policy),
the less effective foreign military influence is on you,
the more effective your own military influence (foreign policy).

CHANGE LIMIT: 10 factors once per year during the annual budget cycle, except during WAR, then 10/turn. Each year = 4 turns.

FOREIGN POLICY re each other nation. VALUE 0-99. THE NUMBER REPRESENTS YOUR DEGREE OF POLITICAL, ECONOMIC AND MILITARY AGGRESSION toward each other nation!

- 0-9 Peace; no border guards or aggression of any kind.
- 10-39 Peace; borders guarded, reserves assigned, but no active forces
- 40-60 Cold War; active forces, no overt combat
- 61-89 Cold War; active forces, limited overt combat (border clashes or limited foreign intervention)
- 90-98 Hot War; Full scale war, all active conventional forces involved
- 99 HOT WAR; FULL SCALE WAR, ALL ACTIVE FORCES (INCLUDING NUCLEAR) INVOLVED

SPECIAL NOTE ON FOREIGN POLICY: You may have a DIFFERENT policy for each other nation (player). Going to WAR may bring in nations other than the one you attack (or which attacks you as alliances and treaties may come into play. BE CAREFUL!

OBJECTIVE OF THE GAME: EACH PLAYER HAS HIS OWN OBJECTIVE. IT IS WRITTEN BY THE PLAYER AND MAY BE CHANGED BY THE PLAYER AT ANY TIME. THE GAME ENDS ONLY ON TWO CONDITIONS: ONE, ALL NATIONS ARE AT TOTAL PEACE WITH ALL OTHER NATIONS AND, TWO, ONLY ONE NATION (OR NO NATIONS) SURVIVE.

Players will only submit changes in policy by indicating an increase or decrease in the relative value of the policy vis a vis the previous level. More about how to play later.

SOURCE OF THE NILE

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

Player Name	Syndicate Name	Explorer Name	Speciality	Disadvantages(d) Advantages(a)	Nationlty	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	14	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 Sconzines	Missionary	Survivality(d)	Italian	0	0
Steve Harris	Zuriches Geologisches Institut	Prof. Humbert Humber	Geology	Physique(d)	Swiss	0	0

NOTES FROM THE JOURNAL OF THE ROYAL ZOOLOGICAL SOCIETY - Edited by LORD HARRISON BURKE, Winter, 1829.

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

It is rumored that Robert Fromage IV, heir to the once-great Slave Trading Family of the Reign of Louis XVII, is looking for a syndicate to sponsor an expedition to Africa. Robert apparently hopes to re-establish the family fortunes in the "old neighborhood" of Brass and Calabar, although he is not saying now.

- IN AFRICA

MADemoiselle ROXY LARUE, having camped just south of the junctions of the Vaal and Orange Rivers, hex 643, moves up the Vaal river into hex 633, the last published hex of the Vaal river. She did indeed visit a Boer village before moving on, to interview a guide. It is rumored that several of the applicants died of exhaustion after the physical. She decided to move on into the African wilderness at that point. She follows the Vaal river north, out of the Cape colony, into hex 620, which is desert hex and the Vaal river turns in direction 5 into hex 619. Roxy is confronted by 24 warriors of the Kham Tribe. They attack from ambush, shouting "kill the white she-devil". Roxy does manage to escape alone, on foot, without food or weapons. Despite the close call, she manages to provide herself with food this turn.

Dr. CORNELLIUS COX, having reached the mouth of the Limpopo river last turn, is inspired to push on into the African wilderness. His canges move up the Limpopo to discover that hex 598 is indeed veldt, as rumored, but contains no cataract and the river turns in direction 3 into hex 597. As his crews are taking a break, after a practice race one morning, his expedition is attacked by 12 fierce warriors of the Makonde Tribe. His Askaris withstood the charge and defeated the Makonde warriors. he takes 3 prisoners and convinces them to reveal the location of their village. Dr. Cox may treat natives of the village next turn. His Askaris provide the expedition with 3 rations each this turn.

Prof. HUMBERT, with dreams of interesting rock formations, moves on into hex 470, which is veldt, with the river Rufiji turning in direction 6 into hex 451. The Professor encounters

a party of slavers, consisting of 1 scout and 4 men in the main party heading inland. Humbert approaches them in the hope that he may be able to obtain a young...er...information from them, but they manage to avoid any contact with him. His hunter's provide the expedition with 3 rations each. He begins to look for geological specimens.

DOCTOR HYPO GUY CEMIA prepares to move on, after a short but friendly stay with the Fulah tribe. The good doctor dismisses his guide and hires a new guide for 3 gifts and buys 10 rations for 10 gifts. He then heads back toward civilization and more chocolate. He moves into hex 96, which is a veldt hex. His Askaris provide the expedition with 1 ration each. Visions of rivers of caramel and mountains of chocolate covered cherries fill his mind as he longs to return to civilization.

DAGO LIVES! ORTE'GO DE DAGO wandered out of the jungle into Calabar this turn. His return to Europe promises a new wealth of published material next turn.

ALFRED H. MCGUFFIN, following his river in direction 5 into hex 446, is amazed to discover that Africa is not one large mountain range. Hex 446 is jungle, with the river continuing in direction 5 into hex 445. Finding nothing of value, MCGUFFIN prepares to move on, following the river across Africa. He seems to be less concerned about the strange behavior of the Askaris, Roerorere, who is still dragging a large coffin shaped box. His Askaris each provide 3 rations for the expedition. No one starves this turn and the search for the Great White Ape continues.

Prof. O'FORAN continues to move west across Africa, after a sandstorm kills half his camels. He moves from hex 168 into hex 167, which is a veldt hex, without natives. He is forced to stop in hex 167 because he discovers that hex 166 is a jungle hex with river crossing it, flowing from direction 6 to direction 3. He pauses to consider what to do next.

GUIDO VITTORIO SCONZINESE continues along the river which he believes to be the source of the Nile, into hex 250, which is a jungle hex with the river flowing in direction 6 into hex 227. He is confronted by 96! warriors of the Suk tribe. In an act of divine faith, Guido approaches the chief and offers him all of his worldly goods. The chief is so impressed with such an act of courage, that he gives Guido 8 gifts in return. Guido has permission to preach to the tribe next turn. He also may trade with the members of the Suk tribe. Bearers hire on for 3 gifts, Askaris for 2 gifts, and guides for 5 gifts. He may also buy a canoe for 4 gifts. One gift will acquire 5 rations.

SOTN - STATUS OF THE EXPEDITIONS:

Explorer	Askaris	Bearers	Guides	Canoes	Rations	Gifts	Muskets	Location	#turns ride	pack	Lost Mount	Mount	Cmls
Cox	6	16	1	2	90	50	4	598	0	0	0	0	0
McGuffin	13	0	0	0	6	0	0	446	0	0	0	0	0
LaRue	0	0	0	0	0	0	3	620	0	10	4	0	0
O'Foran	0	2	0	0	0	0	0	167	1	0	0	0	4
Dago	arrives Calabar												
Cemia	2	1	1	0	8	2	0	95	0	0	0	0	0
Sconzinese	0	0	0	0	0	8	0	250	0	0	0	0	0
Humbert	6	5	0	0	2	27	1	470	1	0	0	0	0

KNOWN CACHES:

#	OWNER	LOC	CONTENTS	#	OWNER	LOC	CONTENTS
1	Twombly	503	10 Gifts, 2 Muskets, 1 Canoe	7	Humbert	452	20 Gifts, 5 Rations, 2 Muskets
2	O'Foran	211	31 Rations	8	Humbert	471	15 Gifts, 4 Rations
3	Dago	260	1 Canoe, 1 Gift	9	McGuffin	431	1 Canoe, 16 Gifts, 1 Musket
4	McBuns	182	1 Canoe				
5	Twombly	523	2 Canoes, 17 Gifts				
6	Twombly	521	20 Rations				

Newly Published Hexes

Hex	Terrain	Features	river direction	Publisher
None this turn				

Players are reminded to submit their next move by November 16, 1983, to THE ROYAL ZOOLOGICAL SOCIETY, PO BOX 2004, DARIEN, CT., 06820