

CONNECTICUT GAME CLUB THE GAMER'S 'ZINE

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THE GAMER'S 'ZINE is published monthly on the third Saturday of each month. Articles dealing with Play-by-Mail gaming topics are sought. Remuneration is limited to a free copy of the 'Zine in which the article appears. Current subscribers will receive a one-issue extension on their subscription.

Publisher, Editor, Typing and... DIPLOMACY (THE GAMEMASTER)...Earl E. Whiskeyman, Jr.
Editor, Typing and... EN GARDE! (THE KING).....Dave MacRae
Editor... SOURCE OF THE NILE (THE DIRECTOR)..Harrison S. Burke
Editor, Typing and... ENGLISH ACCENT! (LORD PRIVY SEAL)..Eric Olin

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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. ENGLISH ACCENT! moves must be submitted to LORD PRIVY SEAL, 30 LYNN COURT, 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
NWX - Norway TRL - Tyrolia TYN - Tyrrhenian Sea

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

DIPLOMACY GAME 5. GAME ENDS IN THREE WAY DRAW!

Ending positions:

(LEWIS)RUSSIA: 4th - Surviving.
(GOODWIN)TURKEY: tie for 6th - ELIMINATED, FALL 1903.
(BARTOL)ITALY: 3 way tie - Winner.
(ROSENSWEIG)AUS/HU: 3 way tie - Winner.
(BECK)FRANCE: 3 way tie - Winner.
(WHITNEY)GERMAN: 5th - ELIMINATED, FALL 1904
(CERRETA)ENGLAN: tie for 6th - ELIMINATED, FALL 1903

PER ITALY'S MOTION TO END THE GAME IN A THREE WAY TIE, THE GAMEMASTER DECLARES THE GAME ENDED ON AN UNANIMOUS VOTE FOR THE MOTION. (FAILURE TO VOTE WAS A VOTE FOR THE MOTION).

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 A \$4 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 ABOVE. FOUR PLAYERS HAVE SIGNED UP FOR THIS GAME: CARTIER(CA), BERNARD(CT), BAHL(WA), BECK(LA)

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 MAY HAVE THEIR NAME PLACED ON MY STANDBY LIST FOR THE ASKING AS LONG AS THEY ARE A SUBSCRIBER.

EIGHTH ANNUAL BANGOR AREA WARGAMER'S CONVENTION

Announcing the 8th annual Bangor Area Wargamer's Convention to be held July 21 and 22, 1984, at the Orono Recreation Center in the town of Orono, Maine. Arrangements have been made for

participants in the convention to sleep over, right in the Recreation Hall on the night of July 21st, so anyone planning to attend should bring along a sleeping bag or blanket and a sleeping pad of some sort. A fee of \$5.00 for the weekend will be collected at the door, only - not in advance. For more information, inquire either by telephone or by mail (include a stamped self-addressed envelope) at the following:

Edward F. Stevens, Jr.
32 Masonic Street
Rockland, Maine 04841
(207) 596-0338

THE PEOPLE'S DIPLOMACY ORGANIZATION'S RELIEF ACTION, SPRING '84 CATALOGUE IS AVAILABLE FROM: TOM SWIDER, PDORA, BUREAU OF THE TREASURY, 1183 ROBINSON HILL ROAD, ENDWELL, NY, 13760. DEADLINE FOR BIDS IS JULY 7, 1984.

EDITORIAL&c. No doubt you've noticed that I now have no DIPLOMACY games active. Given that I have a few extra minutes, I've decided to take this opportunity to discuss the several projects and options which I have for future 'zine efforts.

Among the various items, I have been working on and off (mostly off) for the last several years on a number of computer support programs which would help me to GM DIPLOMACY with fewer errors and which would permit me more time to devote to ramblings such as this. I hold no great hope that I will actually get around to completing this effort any time in the near future, but I thought I would take up a few lines of space and tell you about it anyway.

I have most recently decided that a series of programs, written in basic, would enable me to do the kind of computer-assisted adjudication that I wanted to do. The first effort, completed some time ago, was to carefully plan the programming effort by writing what are called specifications.

DIPLOMACY ADJUDICATION PROGRAM-

A series of programs, or phases of one program, will be used to handle all of the various aspects of a Diplomacy game adjudication.

The first phase is a set-up phase. Values are initialized, prior positions (for a game in progress) are re-established from the save file (see the last phase).

If the game is a new game, the province records are initialized and the disc file is established. If the game is a continuation, the previously established disc file is brought back and the province records reset to the prior situation. If the game is a test situation, the user may enter starting positions which may be saved and used as a continued game in future turns.

The second phase is the order input phase. The user is prompted to input orders for each country in turn. Each order entered is immediately reviewed and errors in syntax are displayed and the user (gamemaster) is given the opportunity to correct errors (e.g. typos). Once all orders are entered and reviewed, the computer matches all orders to existing units. If a unit exists with no order given, a default HOLD order is generated by the computer. If an order has been given for a unit which does not exist, the order is marked in error at this time. The user is now given a second chance to change orders. If any orders are changed, phase 2 is repeated.

The third phase is the adjudication phase. The computer makes a series of passes through the orders until all orders are resolved. During each pass, all orders marked as completed, or in error are ignored, until no unresolved orders are left. Each order is examined in turn.

If the order is a move (attack), the destination province is marked, and the order is marked in process.

If the order is a support order, the unit supported is marked and the order is marked in process. If the support order cannot be given, an appropriate error code is used in the error/result field of the supporting unit's order. Note that subsequent moves may disrupt support, even if initially marked as given. In such cases, the supported units' results must be adjusted for the support lost.

If the order is a hold order, the order is marked in process.

If the order is a convoy order, a search is made to locate the army unit being convoyed. A check is made to see if the unit is in a coastal province adjacent to the fleet which must be in a sea province (fleets in coastal provinces may not convoy) and checks to see if the fleet is also

(Continued on page 9)

EN GARDE...WITH AN ENGLISH ACCENT

NAME	SL	ST	CO	END	EXP	MA	REGT	MI	CL	E	FAV
HAMBONE EA	7*	10	8	80	12+.25s	3	Pvt/RSG	E	Bag	147	---
HENDON EA	7	11	13	143	9	3	Pvt/QOG	--	Tan*	882	---
HORNBLOWER EA	6*	13	8	104	9	3	Mid/Corv	N*	Bag*	28	2
McBURKE IC	2	7	15	105	12+2.25d	1	???	--	---	15	---
MORGAN WN	5*	12	11	132	7+.75c	5	---	F*	Non*	157	1
O'CONNOR IC	2	14	10	140	11	6	Pvt/RMF	--	---	413	---
PARKSBROW EA	7	10	9	90	10+1.5c	2	Mid/Flag	P*	Tan*	880	3,4
TAFFYWACKER EA	9*	13	5	65	11+2.25r	6	---	O	Tan*	1	1,4,5

MISTRESSES (SL, *=kept, B=beauty, I=influence, W=wealthy)

Alice	12IW	*Frances	6BI	Kate	8	*Patricia	10BIW
Barbara	9I	Grace	11	Loretta	10B	Rhonda	9BW
Charlotte	10I	Henrietta	18BIW	Mary	15W	Sarah	16
Delores	10W	Irene	9B	*Nell	9BI	Tess	15
*Emily	7	Joan	14BW	*Olivia	12BI	Violet	13

MENTION POINTS:

DEBTS:

Morgan (1,1,1)	Hornblower	110,	due	4/29
McBurke (-4,-2,-2)	McBurke	110,	"	4/29
	Taffywacker	220,	"	6/29
(Not permanent!)	Hornblower	110,	"	7/29
	O'Connor	165,	"	7/29
	Taffy.	660,	"	7/29

CLARIFICATION:

1. All characters joining the navy begin as mid-shipmen. There is no buying of ranks. (Unless, of course, you buy a whole ship, in which case you may start out as the Captain...)

BY ORDER OF THE KING IN COUNCIL:

His Majesty, having graciously offered the loan of HM Army to Frederick the Otiose, Hereditary Elector of Gross Waldenstein, the following brigades are to present themselves at the port of Dover the first week in April for transportation to the Continent:

Horse Guards, Horse Brigade, Artillery, 2nd Brigade, Irish Bde
-LORD PRIVY SEAL

OXFORD EXECUTED - SANGUINARY PEACE COMES TO IRELAND - "FELTON ACTED ALONE" ROYAL ASSASSINATION COMMISSION FINDS

The Lords condemned the Earl of Oxford to the block after he was caught with no less than four Jesuits at his East Grinstead mansion. In deference to the late Earl, the Lords postponed action on further anti-Papist measures. The Jesuits were flayed alive, which altered their appearance no end, many said, for the worse.

LONDON TATTLER

WINTER 1629

Lt. Gen. Paisley's Irish army had brought some semblance of peace to that troubled isle in a bloody battle near Kilcullen, which inflicted heavy losses on the army, but shattered the Irish peasant levies. #rd Brigade began the battle with an abortive attack on the rebel lines. But the inevitable Irish counter-attack was routed in fierce fighting in which the Buffs played a notable part. Then, the cavalry, reinforced by the late arrival of the Horse Guards, whose wild ride up from Wexford in time to join the fight will long be remembered, then mopped up the survivors.

Tragically, after the remaining peasant leaders had surrendered, a small Irish troop which had not been told, ambushed a number of officers in the Royal Dragoons, killing several. In the confusion, a notorious rogue named McBurke made off with the regimental standard. Rumour has it that rogue and flag have returned to London, their exact whereabouts unknown.

NAVAL NOTES: the RN has two new midshipmen, Reggie Parksbrow, who has been assigned to HMS Royal Sovereign, and young Horatio Hornblower, who has been assigned to the Corvette HMS Bounding Cad... RMLI's return parade will have a sad note, as it will be led by Col. Tracy's riderless horse. The Colonel fell at Kilcullen.

The Warren Commission investigating the death of Buckingham, despite rumours of French involvement, have found that "Naval Lt. John Felton acted alone, his mind deranged by Puritan preaching, in the murder of his late Grace, the Duke of Buckingham."

CRIME NOTED: Lord Quncannon's carriage was robbed near Aylesford by a masked gunman in late February...another new visitor to London a Welshman named Llewellyn ap Morgan was briefly hospitalized after being set upon by footpads near the Camden Hill red-light district. Ap Morgan gave a good account of himself, severing one robber's arm before being hit from behind.

Still, ap Morgan was not so deeply wounded that he was unable to stand for the Flewellyn constituency in the Commons. Unfortunately, ap Morgan, who advocates insurance deregulation was defeated, as the locals out there apparently still remember his grandfather, a notorious pirate and insurance salesman.

Late word has reached us from the Continent of the untimely demise of the Baroness DeWinter, who was travelling, for reasons unknown, under the name of Clarik. We extend our deepest sympathies to her undoubtedly bereaved family.

(Miles Headon is Rich Greenlach's character, bastard son of an incredibly wealthy Baron. Llewellyn ap Morgan is Steve Harris's character, first son of a wealthy merchant. John Reginald Parksbrow is Mark Marten's character, second son of a very wealthy bart.

Orders are due June 9, as per usual.

EN GAROE!

NAME	SL	STR	CON	END	EXPERTISE	MA.	REGIMENT	MIST	CLUB	CROWNS	FAVORS
Berukhov	13*	10	17	170	13+2.25*	2	Maj/RPG	E	BW	1641	3,6,7
Bic	19*	16	12	192	11+14.25*	10	General	G	BW	1849#	6,9
Frontenac	15	14	10	209	9+4*	8	Evt. Bde Gen	L	Hunt	2048*	4,9,9,8
Gerard	7	13	14	182	13+1a*	6	Sub/GDMD*	A*	EG*	297	4
Lafayette	22	10	11	110	5+15*	8*	Fld Mrl	K	MR	1790+	3,6
LaFleur	28	16	6	96	23.75a/x	6	Evt Lt. Gen	N	MR	48,822	9,4,4,9,9
LeMoyné	12	8	12	96	5+5c*	8	Maj/DG	H	BW	2386	3,5,2
Poisson	8*	12	15	170	11+1.5.2HS	3	-	J*	EG*	420	1,4
Santini	11*	16	9	144	11	2	Maj/DG	R	Hunt*	1060	2,3,4,7

w +11,25FR (footracing), 2H (horsemanship), 3M (marksmanship)

x +4H

TITLES:

Knight: Berukhov*

+ 1000 cr. investment in Commerce

Baron: Bic, Frontenac

* 2000 cr. investment in Commerce

Marquis: Lafayette*

1000 cr. in Arms

Earl:

Viscount: LaFleur*

Count:

Duch:

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

@ indicates a temporary change

MISTRESSSES SL (*=Rent, Deputy; #=Influential, W=wealthy)

*AnnaMarie	14	EW	*FBI	6	EW	*Katherine	15	Paullette	11		
Babbette	8	EW	*Ciselle	12	E	*Lucrece	18	EW	Quintina	10	IW
Celeste	8	I	Heloise	13	EW	Margueritte	14	EW	*Renee	10	EW
Desiree	10	IW	Isabelle	9	E	*Natacha	11	IW	Suzette	11	
Elise	15	I	*Josephine	11	E	Olivia	17	W	Therese	9	BW

MENTION POINTS:

Berukhov	14,4,4 (4)	Gerard	4,4,4 (-)	Le Moyné	9,7,7,8,8
Bic	-,-,- (0)	Lafayette	44,15,15(11)	Poisson	-,-,- (1)
Frontenac	6,4,4 (4)	LaFleur	10,8,8 (8)	Santini	-,-,- (-)

MILITARY APPOINTMENTS

Berukhov/Edel Major

Le Moyné/Edel Major

GOVERNMENT APPOINTMENTS

LaFleur/Minister of State (exc. 12/1617)

CURRENT DUES:

NAME	AMOUNT	DASH	SUE	CREATOR
Santini	770	July/1618	Shylack	
Lafayette	110	Aug/1618	Shylack	
Poisson	330	Sept/1618	Shylack	
Gerard	770	Dec/1618	Shylack	

*may be extended at the discretion of the creditor

Rich Greenalch's new character is Etienne Gerard.

Le Gossipe Parisienne

FRONTENAC ARRESTED! NEW FIELD MARSHALL AND TWO BRIGADE MAJORS. LEFLEUR PROMOTED TO LT. GENERAL. BIC AND LEMOYNE TAKE BATH IN INVESTMENTS. BIC FAILS IN ATTEMPT TO BECOME MINISTER OF WAR. BEZUCHOV LUCKY IN CASH, UNLUCKY IN LOVE AND WAR. ETIENNE GERARD NEW FACE IN TOWN(GP).

General Bic, whose tenure as Field Marshall has ended, passed on the reins to General Lafayette, who will be occupying the post for the second time. Also promoted was the new Lt. General LeFleur. Messrs. Bezukhov and LeMoyne received appointments to Brigade Major while the same appointment was denied Fr. Santini. M. Frontenac was arrested in the second week of June. He was released after one week incarceration with no charges pending, but his appointment to Brigade Commander was denied. M. Bic was also denied an appointment as Minister of War. Both Messrs. Bic and LeMoyne sustained heavy losses in their investments while M. LeFleur made out quite well with his. M. LeMoyne has apparently decided to get out of investments for a while as he liquidated what was left of his as the season began. M. Bezukhov won large amounts at the gaming tables in June, but was rejected by Mlle Lucrece in the same month. On the battlefield he was twice mentioned in dispatches for singlehandedly holding back an Italian company while his unit dissolved around him. He was finally forced to run for his life. M. Poisson, flaunting his Croix de Guerre about town gained a new club, a new mistress and a new social level. Etienne Gerard is the newest face in town and the newest subaltern in the Grand Duke Max Dragoons.

Note to LeMoyne! You only receive extra status for 1 set of finest tack (you were not charged for additional sets) and you are correct about the mention points - I am sorry about that oversight, but I don't think it has yet affected your SL.

Players are reminded to submit the Fall 1618 En Garde moves not later than June 9, 1984 to THE KING, 206 SCHOOL STREET, FAIRFIELD, CT. 06430 or at the June meeting of the Connecticut Game Club.

SOURCE OF THE NILE

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

Player Name	Syndicate Name	Explorer Name	Speciality	Disadvantages(d)	Nationality	V	F
Jeff Cornett	Viana-do-Castelo	Dr. Nots G. Nivil	Doctor	Directional Sense(d)	Portuguese	15	0
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) Leadership(a) Directional Sense(a) Physique(a)	Portuguese	61	4
Pam Holleman	The Molasses and Sorghum Pharmaceutical Institute	Dr. Hypo Guy Cemia	Physician	Physique(d) Survivality(a) Directional Sense(a) Double Leadership(a,+1)	French	32	1
Doug Ford	Dublin Ethnological Survey	Lady Caroline Nelson	Explorer	Diplomacy(d) Double Physique(d)	British	2	1
Lou Cerreta	La Explorazione del 'la Aqua Vitae	Guido Vittorio Sconzinese	Missionary	Survivality(a)	Italian	16	3
Steve Harris	Zuriches Geologisches Institut	Prof. Humbert Humber	Geology	Physique(d)	Swiss	0	0
David A. Wesley	Paris Academy of Military Science	Robert Fromage IV	Explorer	Diplomacy(d)		0	0

NOTES FROM THE JOURNAL OF THE ROYAL ZOOLOGICAL SOCIETY - Edited by LORD HARRISON BURKE, Fall, 1831

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

GUIDO VITTORIO SCONZINESE was last seen begging for large sums of hard cash in the streets of Rome. It is rumored that he plans to conduct a Mass in St. Peter's Square next, but this rumor is unconfirmed at this point. He did manage to raise \$100 toward another trip to Africa, this turn.

The Dublin Ethnological Survey has announced that they will sponsor the LADY CAROLINE NELSON'S expedition to Africa. The Survey denied the charges that the only reason they were sponsoring her expedition was that she planned to use her \$1000 inheritance to fund the expedition in Africa.

- IN AFRICA

DR. NOTS G. NIVIL decides that he should stay right where he is, so he moves into hex 342. He discovers that hex 342 is a desert hex. Hoping to discover an oasis, he moves, fearfully, on. Luck is not with him as his bearers attempt to convince him not to enter the desert. The bearers tell him that the chances of finding an oasis are slim. But, he moves on into the desert anyway, having 13 bearers each carrying water rations. He does not find an oasis, but does encounter a party of slavers heading to Kilwa. This time he does manage to figure out that he should give them gifts, which he does. If he does find an oasis next turn, or does not leave the desert, he will never be able to tell the natives about his discovery of Europe.

DR. HYPO GUY CEMIA remains in Brass this turn, attempting to find a horse trader to organize an expedition into the deserts of Africa. The good doctor is amazed that there are no horse traders in Brass. The people must know the great African desert is slowly encroaching on

them. He cannot believe that these people do not have horses or camels. The good doctor is also appalled that none of the natives have ever tasted a bon-bon. He is heard to have said "what desperation these people must live in." He now hopes to raise a foot expedition and move to an area with natives who have camels, so he can cross the great African desert.

ORTE'GO DE DAGO prepares to move on by obtaining 6 more Askaris and 30 rations from the Mashonda Tribe. Orte'go feels that it is best to never leave home without an Army. He moves farther up the Cuene river. He discovers that the river moves into hex 516, which is more swamp. The river then turns in direction 3 into hex 531, which is, again, swamp. The river turns in direction 4 into hex 546. Orte'go encounters 24 warriors from the Kora Tribe, but Dago is unable to make contact this turn.

ROBERT FROMAGE IV continues marching to Khartoum by following the Nile north. He turns into hex 251, which is jungle, with the river turning in direction 2. His hunters provide the expedition with 3 rations each.

MADemoiselle ROXY LARUE moves into hex 592 following the Vaal river, which turns in direction 3 into hex 607. Hex 592 is more desert. She is unable to obtain any rations by hunting and becomes sick from starvation. She will not be able to move next turn.

PROF. HUMBERT HUMBERT finds an unknown cache while looking for geological specimens. He finds a canoe, 10 gifts, and a musket. Almost all of his wild dreams are fulfilled when he discovers a small geological formation containing a large number of tourmalines. His hunters are not so lucky in providing the expedition with rations. He must use his last 3 rations to feed himself and two Askaris. Four Askaris desert. His bearers do not become sick from starvation this turn.

ALFRED H. McGUFFIN, discovering that his Askaris is sick, and cannot move, decides to move on without him. He has always disliked sickness, that "was the trouble with Harry," he says to himself as he walks away. He pauses and decides that without his Askaris he will not be able to hunt, so he returns to his Askaris. As he returns to his camp, his Askaris points out a small animal in the jungle, which provides enough to feed both of them.

SOTN - STATUS OF THE EXPEDITIONS:

Explorer	Askaris	Bearers	Guides	Canoes	Rations	Gifts	Muskets	Location	#turns ride	pack	Lost	Mount	Mount	Cmls
McGuffin	1	0	0	0	0	0	0	426	0	0	0	0	0	0
LaRue	0	0	0	0	0	0	0	592	0	0	0	0	0	0
Dago	30	41	1	5	471	167	1	531	0	0	0	0	0	0
Cemia	24	35	1	0	200	135	13	BRASS	0	0	0	0	0	0
Sconzinese	In Europe - \$1000													
Humbert	2	1	0	1	0	10	2	450	0	0	0	0	0	0
Fromage	9	17	1	0	112	20	1	251	0	0	0	0	0	0
Nivil	0	33	0	0	64	99	0	343	0	0	0	0	0	0
Nelson	In Europe - \$2000													

KNOWN CACHES:

#	OWNER	LOC	CONTENTS	#	OWNER	LOC	CONTENTS
1	Twombly	532	25 Gifts, 2 Muskets, 1 Canoe	8	Humbert	471	15 Gifts, 4 Rations
2	O'Foran	211	31 Rations	9	McGuffin	431	1 Canoe, 16 Gifts, 1 Musket
3	Dago	260	1 Canoe, 1 Gift	10	Humbert	470	26 Gifts
4	McBuns	182	1 Canoe	11	Humbert	410	17 Gifts
5	Twombly	523	2 Canoes, 17 Gifts				
6	Twombly	521	20 Rations				
7	Humbert	452	20 Gifts, 5 Rations, 2 Muskets				

Newly Published Hexes: None this turn

Hex # Features

Players are reminded to submit their next move by June 9, 1984, to THE ROYAL ZOOLOGICAL SOCIETY, PO BOX 2004, DARIEN, CT., 06820

(Continued from page 2) adjacent to the destination province. If all of the above, the convoy orders are marked as completed (subject to disruption by other moves). If not, but the order is still valid, the convoy order is placed in an order stack, awaiting additional convoy orders for a multi-fleet convoy.

At the end of the first pass, all orders will have been reviewed once. The convoy stack is now examined. If orders are in the stack, a second stack is built, selecting all convoy orders for one army unit. This convoy is resolved as valid or invalid. The next convoy group is then resolved in the same manner, etc., until all convoys are resolved for validity.

Next, each move is checked to see if the move is 1) unopposed, or 2) cuts another unit's support order. Unopposed moves are completed as successful and support orders cut are marked (removing support if previously given).

Now, opposed orders are resolved in a series of iterative reviews. Unsupported, opposed moves are marked as failing. Supported, opposed moves are resolved on a case-by-case basis. As each move is resolved, that order is removed from further processing and fewer and fewer orders are involved in the iterative process. After 20 iterations, any remaining moves are displayed and the user is asked to manually mark the move in error or successful. These remaining moves are checked for impossible combinations (two successful moves to the same province) and then, if acceptable, the final resolution is made.

At this point, all orders are marked either successful or in error. All orders are now printed in the output format, with notes printed for errors. The status is now printed from the province records. This entire print format is written out to a save file for reprinting and the province records are written out to disc and the control records are updated.

Certainly, it is easier to write the specs than to actually design the program when the specs are written in the above style. They were written for my own benefit to lay out a plan of action, not for another person to do the programming...for specifications to be useful when given to another person, they must contain a great deal more information answering many questions which come up as a byproduct of reviewing the above specs.

Next I developed a preliminary flowchart, following the above specs. That flowchart covered six pages of highlights showing the logical flow and decision points within the processing. Detailed flowcharts followed. These charts (as yet still incomplete) are intended to show every decision, every data element, every table, every value used within the processing, and the exact and complete step-by-step process necessary to complete the entire sequence of events.

If I get the opportunity, I will spend some time in a future issue discussing these detailed items and how they evolved, what problems I encountered and what I did to resolve them.

Hopefully, I will also, by this discourse, be encouraged to complete the efforts necessary to get the complete program working. As of this time, only the syntax analysis and preliminary adjudication procedures function satisfactorily. More about this later.

In the latest issue of DIPLOMACY WORLD, a demonstration game of a DIPLOMACY variant called FINAL CONFLICT III has been started. The rules seem sufficiently complete to enable me to run a variant game, and I am intrigued enough by this variant to offer the following:

FINAL CONFLICT III will be started in THE GAMER'S 'ZINE, provided that sufficient interest is indicated by my readership. If I get seven players I will start a game. For a copy of the rules, I suggest that you purchase a copy of the spring, 1984, issue of DIPLOMACY WORLD, available from Rod Walker, 1273 Crest Dr., Encinitas CA 92024, for the current issue price of \$2.50.

This variant is basically a seven player, world conflict game using DIPLOMACY type rules for conflict resolution, but taking place beginning in Spring 2101. Two additional units are included - planes, and "nukes". The powers include AUS (Commonwealth of Australia), BRA (United States of Brazil), CHI (People's Republic of China), PAL (Pan-Arab League), RUS (Soviet Union), SAF (South Africa), and USA (United States of America)

Any player who joins this game will be supplied with a copy of the rules and a copy of the map on 8-1/2 x 14. For this game only, send a \$4 game fee (includes \$2 NMR) along with your preference list to: EARL WHISKEYMAN, 27 MARK ST., MILFORD CT 06460.
