

CONNECTICUT GAME CLUB THE GAMER'S 'ZINE

27 Mark Street
Milford, Ct. 06460

Trade ERE ISSUE #72
Rod Walker #
Alcala
1273 Crest Dr.
Encinitas CA. 92024



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.

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|----------------------------------|---|
| Publisher, Editor, Typing and... | DIPLOMACY (THE GAMEMASTER)....Earl E. Whiskeyman, Jr. FINAL CONFLICT III MILAN (None of the above games are running, but opening exist and players are actively sought). |
| 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 |

Single Issue \$0.60. YOUR EXPIRIATION ISSUE NUMBER APPEARS(IF APPROPRIATE) ON YOUR LABEL JUST ABOVE YOUR NAME (e.g, x80 expires with issue number 80). RESUBSCRIBE OR EXTEND YOUR SUBSCRIPTION NOW! 6 ISSUES - \$3.00, 12 ISSUES \$5.00. Make Checks payable to Earl E. Whiskeyman, Jr. Game fees: \$4.00 each game entered. DIPLOMACY and variants include a \$2.00 NMR fee as part of the game fee. A sub is not required to play. If you can obtain a copy of THE GAMER'S 'ZINE on a regular basis from a friend, trade or other means, you are welcome to enter any game. This practice is most useful to spouses, POSSLO's, NDN's and others who share strange hobbies as well as geographic locations.

Hidden Contest #1...The first subscriber..no..better make that reader.. who successfully guesses what an NDN is, and submits same on POSTCARD (a letter will not be acceptable for this contest) will receive a 3 month extension to their sub or \$1.00 (US CURRENCY only) in cash, check, stamps or money-order sent to any.. that's ANY LEGAL.. address in THE WORLD! ... certain addresses and any message contained therein will contain YOUR return address.

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 |
| NWY - Norway | TRL - Tyrolia | TYN - Tyrrhenian Sea | |

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

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 (INCLUDES A \$2 NMR 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. FIVE PLAYERS HAVE SIGNED UP FOR THIS GAME: CARTIER(CA), BERNARD(CT), BAHL(WA), BECK(LA), CUNNINGHAM(CT)

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 - ANYONE MAY HAVE THEIR NAME PLACED ON MY STANDBY LIS: FOR THE ASKING AS LONG AS THEY ARE A SUBSCRIBER. NOTE: A REGULAR PLAYER DOES NOT HAVE TO SUB, BUT A STANDBY DOES. ON THE OTHER HAND, A STANDBY PAYS NO GAMF FEE.

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 AUCTION, 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. HURRY!

Rod Walker, publisher of DIPLOMACY WORLD, has had to slip the publication date of DW38 owing to the death of his father last month. Our sympathy and condolences, Rod. He does also wish to let his readership know that the schedule of DW has permanently moved, however, to Jan-Apr-Jul-Oct so that the publication will not run afoul of his annual May vacation and the Xmas mail rush each year. He expects that that should improve service and regularity.

MILAN - Milan is a DIPLOMACY variant which introduces a change in the map for Italy only. Instead of having a supply center in VENICE, the map is redrawn to remove TUSCANY entirely, and place a province called MILAN between VENICE, PIEDMONT, TRYOLIA and ROME. The name of VENICE is changed to VENEZIA and is NOT a supply center. MILAN IS a supply center. A rough sketch is included elsewhere in this 'zine. This variant is an English idea and they want to run lots of playtest sections to see if it improves the play of Italy as much as we all believe it will. This is exactly the same as a regular game except that Italy opens with A MIL and there is no A VEN. Another version includes opening F ROM instead of A ROM in addition, providing Italy with some very interesting options.

EDITORIAL&c. On the back page of this zine is a copy of a letter received by Jeff Cornett from one Gavor Szaksz, Hungary. If any of my readers choose to engage Mr. Szaksz in correspondence and receive a reply, please let me know. It seems to me that any correspondence with another hobbyist who is constrained by a less liberal government should be encouraged. I must admire the courage of this individual (or perhaps am awed by his audacity...or his foolhardyness). Anyway, my best wishes for success to Mr. Szaksz.

In the previous issue, I discussed some program specs which I wrote for the purpose of developing a computer adjudicated DIPLOMACY program written to assist the GM. After I developed the general specs as shown in the previous issue, I wrote a detailed flowchart for the the system. I had not, at that time, decided whether or not all of the processing could be included in one program or whether several programs would be necessary. As of the present time, I have decided that several program will be necessary, and have, in fact, completed two of the programs, one is used to set up a new game, and a second is used to enter all of the orders. This second program is useful even if one doesn't use the computer to adjudicate the game, because it can be used to store any order or parts of orders received. If you run a game, you may find, as I did, that just keeping all the orders for each game together was a pain, and if any orders got misplaced or mishandled, you really had a mess on your hands. It was necessary to use only one table (Country codes) for this program, written in basic. If I receive enough requests, I will print the listing of this program in a future issue. It is designed specifically for my TRS-80, Model III, and, as such, will not necessarily run on any other computer, but any moderately determined hacker could easily modify it to run on whatever machine was available, provided they used a disc and had a Basic Interpreter. (If you have Basic on your machine, you have Basic Interpreter...)

(Continued on page 6)

EN GARDE!

| NAME | SL | STR | CON | END | EXPERTISE | MA | REGIMENT | MIST | CLUB | CROWNS | FAVORS |
|-----------|-----|-----|-----|------|-------------|----|--------------|------|-------|--------|-----------|
| Bezukhov | 14* | 10 | 17 | 170 | 13+3.25r | 2 | Maj/RFG | E | BW | 291 | 4,1 |
| Bic | 19 | 16 | 12 | 192 | 11+14.75r | 10 | General | G | BW | 2912# | 6,9 |
| | | | | | 1c/w | | | | | | |
| Frontenac | 15 | 16 | 13 | 208 | 9+4r | 8 | Bvt. Bde Gen | L | Hunt | 2093# | 4,7,9,9,8 |
| Gerard | 8* | 13 | 14 | 182 | 13+1.25s | 7* | Sub/GDMD | A | BG | 173 | 1,4 |
| Lafayette | 23* | 11* | 11 | 121* | 17.5r | 8 | Fld Mrs1 | K | MR | 1664+ | 8,6 |
| LeFleur | 28 | 16 | 6 | 96 | 23.75s/x | 6 | Bvt Lt. Gen | N | MR | 52,124 | 9,4,4,9,9 |
| LeMoyné | 14* | 8 | 12 | 96 | 5+6.5s | 9* | Lt Col*/DG | O* | BW | 3882 | 4,8,1 |
| Poisson | 10* | 12 | 15 | 170 | 11+1.75 2HS | 3 | Capt/KM* | J | Hunt* | 854 | 2,4 |
| Santini | 11 | 16 | 9 | 144 | 14 | 2 | Maj/DG | E* | Hunt | 2188 | 2,3,4 |

w +11.25FR(footracing),2H(horsemanship),3M(marksmanship)

x +4H

+ 1000 cr. investment in Commerce

\$ 2000 cr. investment in Commerce

1000 cr. in Arms

TITLES:

Knight: Bezukhov

Baron: Bic, Frontenac

Marquis: Lafayette

Earl:

Viscount: LeFleur

Count:

Duc:

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

@ indicates a temporary change

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

| | | | | | | | | | |
|------------|----|-----|------------|----|----|-------------|----|----------|----------------|
| *AnneMarie | 11 | BW | Fifi | 6 | BI | *Katherine | 15 | Paulette | 11 |
| Babbete | 8 | BIW | *Giselle | 18 | B | *Lucrece | 18 | BIW | Quintina 10 IW |
| Celeste | 8 | I | Heloise | 13 | BW | Margueritte | 14 | BW | Renee 10 BIW |
| Desiree | 10 | IW | Isabelle | 9 | B | *Natasha | 11 | IW | Susette 11 |
| *Elise | 15 | I | *Josephine | 11 | B | *Olivia | 17 | W | Therese 8 BW |

MENTION POINTS:

| | | | | | |
|-----------|-----------|-----------|------------|----------|--------------|
| Bezukhov | -,-,- (4) | Gerard | -,-,- (-) | Le Moyné | 10,10,10 (6) |
| Bic | -,-,- (8) | Lafayette | -,-,- (11) | Poisson | -,-,- (1) |
| Frontenac | -,-,- (4) | LeFleur | -,-,- (8) | Santini | 6,6,6 (1) |

MILITARY APPOINTMENTS

Bezukhov/Bde. Major

Le Moyné/Bde. Major

GOVERNMENT APPOINTMENTS

LeFleur: Minister of State (exp. 12/1617)

Frontenac: CoPS (exp. 8/1617)

CURRENT DEBTS:

| NAME | AMOUNT | DATE DUE | CREDITOR |
|----------|--------|------------|----------|
| Santini | 330 | March/1618 | Shylock |
| Poisson | 660 | March/1618 | Shylock |
| Poisson | 220 | April/1618 | Shylock |
| Bezukhov | 1430 | March/1618 | Shylock |
| Gerard | 770 | Dec/1617 | Shylock |

*may be extended at the discretion of the creditor

The following correspondence has recently come into the hands of the Editor. I thought my readers would be interested in these:

TO: M. LeFleur, Min St.
FR: M. Frontenac, CoPS.

Per your request of August 31, I have placed the traitor Bezukhov under arrest. Would an early December trial date be convenient? - F

and the following:

EXTREMELY CONFIDENTIAL EYES ONLY

TO: Brig. Gen. G. Marnier, Gds Bde
FR: Brig. Gen. B. Frontenac, CoPS

It has come to the attention of this office that a Maj. Bezukhov of your command is plotting, at the behest of a foreign government, the assassination of one of the highest Personages in France.

It is vital to the interest of the State that the traitor Bezukhov be removed from the environs of Paris where he can do mischief. It is therefore urgently requested that the RFG be volunteered for campaign immediately.

DESTROY AFTER READING

and the following:

M. LeFleur --

Mon Dieu! This has gone on long enough. Twice you have had me thrown in the Bastille without the slightest cause. Furthermore, you have sullied the good name of my father. However, as His Eminence bids us show Christian charity, I forgive you your sins against me and mine.

But your sins against France I cannot forgive!

- You have conspired to place His Majesty's government in the hands of an incompetent and corrupt homosexual Dutch Protestant, who thereupon used his ill-gotten office to bleed the Royal Treasury dry;
- Now, having occupied that position yourself (although you are not fit to black the boots of a subaltern in the Gascon Regiment) and prostrated a once great and prosperous nation, you, yourself now grow fat on her carcass;
- You have thwarted the careers of able and dedicated officers to the detriment of His Majesty's Army and the manifest advantage of the King's enemies;
- You have awarded titles to the indistinguished and offices to the incompetent; and
- Although His Majesty has seen fit to exalt you far above your station, you persist in comporting with an uncivilized Russian strumpet.

You are a disgrace to Paris, a disgrace to France, and a disgrace to His Most Christian Majesty. France can stand you no more. I can stand you no more.

I shall meet you at the Convent of St. Genevieve at dawn on the First September. Rest assured that one of us will not leave the Field of Honor alive.

My second, M. Bic will attend you.

Beauregard
Chaulmoogra
Frontenac
Baron de Montmingle
Chevalier Bugleboy

Now, it should be noted, that the editor has no way of knowing which of the above letters were written first, nor of the order in which the events noted above occurred, nor indeed if any of the above events even happened.

Le Gossipe Parisienne

CALENDER INCORRECT. FRONTENAC APPOINTED COMMISSIONER OF PUBLIC SAFETY. BEZUKHOV ARRESTED. FRONTENAC PARTY A BUST. ARMY ON THE MOVE, SEIGES ITALIAN STRONGHOLD, LE MOYNE, DRAGGED RELUCTANTLY TO FRONT DISTINGUISHES SELF. (GP): The Pope has announced that the calender is incorrect and the year is actually 1617 rather than 1618. He further noted that the Vatican astromomers have been excommunicated and subsequently burned as heretics. Locally, Messrs. Frontenac and LeFleur, between whom there appeared to have been a good deal of bad blood lately, met at Le Bois de Bologne recently for what most people had assumed to be a conclusive duel. It is reported that upon arrival however M. LeFleur turned to M. Frontenac saying, "Can we talk." Apparently the Viscount had discovered a certain intrigue perpetrated upon the two of them and promptly appointed M. Frontenac Commissioner of Public Safety to deal with the problem. It may be a telling point that shortly thereafter M. Frontenac had M. Bezukhov arrested for treason. The Bezukhov trial will be held during the first week of December. Bezukhov, who had applied to the Minister of State for a government appointment as Minister without Portfolio found his application rejected despite a sizable donation to an organization said to be the favorite charity of the Viscount LeFleur.

M. Frontenac should have known that his party was going to go badly when his mistress said she had a headache and left early. As it turned out the party which was intended to be a surprise party for his Eminence the Cardinal was a total disaster as the guest of honor could not be persuaded to attend and not one dignitary other than the Minister of State attended. Viscount LeFleur, arriving fashionably late, looked around the empty club and reportedly said, "My but one becomes unpopular when one becomes Commissioner of Public Safety". M. Le Moyne was the shining light of Paris this season raising his social standing twice. He had anticipated even greater glory but was unexpectedly called away to campaign when his fellow Major, Fr. Santini managed to convince the Lt. Colonel of the Dragoon Guards to volunteer the regiment for campaign during the month of November. As it turns out however, M. Le Moyne devised a brilliant seige strategy and as a result not only received mention in dispatches but was promoted over his compatriot, Fr. Santini. The latter did, however, manage to be the first into the fallen city and emerged with a great deal of Italian gold. "It's only my birthright" said the heavily burdened Santini. M. Poisson also managed to see action this season when he joined the King's Musketeers as a captain. He had hoped to be admitted as a major but it was discovered that he had not the Social Level for such an exalted rank.

The unfortunate Bezukhov lost not only his freedom, but his mistress as well and was unable to win another. The fair Elise, won by Fr. Santini in the first week of the season rejected M. Bezukhov on his future visits and, to add insult to injury the Chevalier lost three duels to Fr. Santini over the lady. When M. Bezukhov tried to recoup by courting Olivia, he found that she had given her heart to M. Le Moyne the week before and was not about to change her affections at that time.

His Majesty is pleased to announce that Mardi Gras will be held this year. During the third week of February, the King will be accepting toady's at the Red Mill for those of SL 10 or greater.

For those of lesser standing, the Prince will accept toady's at Bothwells during that same week. Various contests will be held also during that week - Horsemanship, Marksmanship, and The Footrace! Contest are not actions and may be entered freely without constraint.

During the fourth week of February (Shrove Tuesday) the Masked Ball will be held at the Grand Ballroom, to be refurbished for this event. Prizes will be awarded for the best costumes, etc.

Note to All Players! Please note in your rules that a party must be announced before it is given. It is the fault of the King that the Poisson party was not properly announced and I have attempted to make ammends by informing most of the invited guests in person and I presume Mark was contacted by Steve. I'm sorry about the problem and hope it has been satisfactorily resolved.

Players are reminded to submit the Winter 1617/18 En Garde moves not later than July 14, 1984 to THE KING, 206 SCHOOL STREET, FAIRFIELD, CT. 06430 or at the July meeting of the Connecticut Game Club.

(Continued from page 2)

because Basic is not compiled, but Interpreted one command at a time as the program runs; that is why Basic is so much slower than a compiled program which run in object code, such as Assembler.

Anyway, one of the first problems I encountered was the standard human error problem. Any programmer soon finds out that the users of the programs (including oneself) are prone to keying errors. This problem was anticipated by me because I have a lot of experience in the field, and I therefore wrote the program to accept corrections as well as new entries. Not only did I permit corrections, but I also permitted a review of all entries for any one country. This brings me to my next problem, which is not so readily apparent if you are not looking for it. Each order must carry with it the Country of Origin. That is, who wrote the order. Of course, you say, but, when entering orders, it is easy to overlook the fact that you must retain this information in order to carry out the adjudication, to print the orders by country and to determine if the orders are valid for the unit receiving them. But all of this is not that big a deal. The first really big problem I encountered was when I started the basic syntax analysis program. The first thing I wanted to do in the syntax analyzer was to determine if the order, as input, was valid. This was not nearly as easy as it seems. Certainly, I, as a GM, could take one look at an order and immediately tell you if it was valid; at worse, I had only to glance at the map to check for certain conditions. Alas, the computer is not so smart. It cannot read a map. More, in a future issue, about how I solved the pernicious problem of getting my computer to understand a map...hint...I never did get it to read, but tables can be a great help.

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. One individual has expressed interest so far: OLIN (CT)

EN GARDE...WITH AN ENGLISH ACCENT

| NAME | SL | S _T | EN | CON | EXP | MA | REGT | Mis | Club | L | Fav |
|-------------|----|----------------|----|-----|----------|----|------------|-----|------|------|-------|
| HAMBONE | 7 | 10 | 8 | 80 | 12+1s | 3 | Sub/RSG* | E | Bag | 269 | --- |
| HENDON | 8* | 11 | 13 | 143 | 9 | 3 | Lt Col/QD* | L* | Tan | 530 | 1,3 |
| HORNBLOWER | 6 | 13 | 8 | 104 | 9 | 3 | Mid/Corv | N | Bag | 0 | 2 |
| McBURKE | 1* | 7 | 15 | 105 | 12+2.25d | 1 | Sea/Line | - | Bag | 18 | --- |
| MORGAN | 6* | 12 | 11 | 132 | 7+1.75c | 5 | --- | G* | Bag* | 67 | 4 |
| O'CONNOR | 2 | 14 | 10 | 140 | 11+.25r | 7* | Maj/RMF* | - | --- | 44 | --- |
| PARKSBROW | 8* | 10 | 9 | 90 | 10+1.75c | 2 | Mid/Flag | P | Tan | 1017 | 1,3,4 |
| TAFFYWACKER | 9 | 13 | 5 | 65 | 11+2.25r | 6 | Sub/RD* | O | Tan | 311 | 1,4 |

* indicates a change

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 |

DEBTS: McBurke, 110, OD; Taffywacker, 220, OD; Hornblower, 110, 7/29
O'Connor, 165, 7/29; Taffywacker, 660, 7/29; Hornblower, 330, 9/29;
Morgan, 110, 11/29.

RULES:

1. All military and naval appointments are applied for upon the return of the army in October. If no army is sent, appointments come at the end of Summer.

2. Beginning next season, medicine rears its ugly head. The disease system in TSR's Dungeon Master's Guide will be used, and there are, of course, new risks to having a mistress or visiting a bawdyhouse. Fortunately, doctors will now be available as characters. Rules are available on request, but there are not enough copies for all. I would appreciate stand-by orders from everyone regarding the use of medical care: it is expensive and takes a week's time.

BY ORDER OF THE KING IN COUNCIL:

- Two battalions of infantry are requested to volunteer to suppress rioting in Invesness and Aberdeen (June-Aug, +3).
- An official amnesty and pardon is granted to all surviving Irish rebels, contingent upon good behaviour.

-LORD PRIVY SEAL

LONDON TATTLER

KING OPENS PARLIAMENT, REBUKES COMMONS IN ADVANCE - NEW MEMBER FOR PRIVY COUNCIL - ARMY DRIVEN FROM FIELD AT REISSVERSCHLUSS

Our dashing young monarch, looking, as observer Llewellyn ap Morgan said, "every inch a King", opened the new session of Parliament. But if the Commons were looking for conciliatory words, they were to be disappointed, as His Majesty spoke sternly to them: "If you do not

LONDON TATTLER

SPRING 1629

your duty, mine would then order me to use those other means which God has put into my hand." His majesty did not specify what those "other means" would be.

Meanwhile, in a surprise announcement, army commander Gen. J. Conan Cunningham abruptly resigned his commission to take a seat on the Privy Council as the Marquess of Cunningham. He was replaced as commander of the continental force by Gen. Hugo Walrustitty. One cynical Royal Commissioner said, "What's the difference? They're both idiots."

A number of volunteers swelled the ranks of HM armed forces this Spring. Percy Taffywacker saw the purchase of a subalterncy in the Royal Dragoons as a chance to "show off these demmed fine horsies". Another volunteer was Miles Hendon, who left the Queen's Guards for a majority in the Queen's Dragoons. Unfortunately, Maj. Hendon forgot his regiment was assigned to campaign, and an embarrassed subaltern had to summon him away from the gaming tables at Tankerville's. Hendon was last seen galloping madly down the Dover Road. Apparently he made it, because his name appeared on the promotions list.

NAVAL NOTES: Volunteerism is becoming rife. Even erstwhile Irish rebel Paddy McBurke has joined the RN aboard HMS Fighting Duke... The sloop HMS Hawsepipe has been reported lost with all hands in a North Sea squall.

When the army finally arrived in Germany, the disappointment of the Waldensteiner officers at the absence of the Life Guards was obvious. "Where's the Beefeaters?" was the cry. The effect upon morale was contagious, and the combined force was badly beaten at the Battle of Reissverschluss. The Horse Guards and Munster Fusiliers were particularly ill-used. Mentioned in dispatches were: Lt. Gen Gordon, Horse Gds; Col Bogey, RD; Col McCarthy, RMF; Lt Col MacNiel, IR; Maj Cooke, HA; Maj Flynn, OH; Maj Robinson, IR; Maj Burke, RMF; Capt Cullen, RMF; Capt Kirk, RSG; Capt Williams, HA.

Among the promotions was a battlefield commission for Scots Greys Private Herbert Hambone. Colonel (now Brigadier) Campbell was reportedly impressed by a recruiting speech Hambone delivered in late March, as well as his personal bravery

Orders are due July 14 at:

LORD PRIVY SEAL
30 Lynn Court
Darien, CT 06820

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. 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 Cerrreta | 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, Winter, 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 reports that a most marvelous miracle has come to pass. He claims that the \$400 donation to fund his holy mission to Africa was given to him by a statue of the Blessed Virgin in a small church on the outskirts of Rome, itself. There has been no comment by the Vatican, but Fr. Sconzinese sees such an event as a favorable sign to continue his holy work to explore the African Continent and bring The Word to natives of Africa.

- IN AFRICA

LADY CAROLINE NELSON arrives in Capetown. There is little or no reports as to what type of expedition she plans on organizing. Rumor has it that she will take a mounted expedition into the wilds of Africa.

DR. NOTS G. NIVIL, believing that there is a Tribe of very powerful natives to the East of him, decides to go that way. He continues in direction 5 into hex 341, which is a mountain hex. The highest peak is a little over 14,500 ft. He sights two groups of scouts from slaver parties, which he avoids by attempting to make contact with them. His bearers are very happy to make it out of the desert.

DR. HYPO GUY CEMIA leaves Brass and heads East. He plans to cross the great desert which he knows all of Africa to be, but first must penetrate the layer of Jungle which hides the True Nature of Africa. He marches his army into hex 185, which is jungle, and then into hex 160, also jungle, to avoid the port of Calabar. His hunters each provide the expedition with 2 rations apiece. The good doctor seems pleased as the great trek begins. The bon-bons seem to be faring the journey well as he prepares to enter the desert just the other side of this next jungle hex.

ORTE'GO DE DAGO advances his army slowly up the Cueva river. A minor accident with one of the canoes, which overturns on him, causes him to lose 62 rations and 61 gifts, but he continues on, undisturbed by the turn of events. He follows the river into hex 546, which is more swamp, with nothing of interest. The river then continues in direction 4 into hex 560, which is a veldt hex, with the river flowing out in direction 3 into hex 574. While hunting, his Askaris see 4 warriors in the brush, but they are unable to catch them. The hunters provide the expedition with 3 rations each.

ROBERT FROMAGE IV continues to follow the Nile to Khartoum. He moves into hex 250, which is a jungle hex with the Nile continuing in direction 2 into hex 252. He encounters 96 warriors of the Suk Tribe. He approaches them in an open friendly manner, remembering the maxim that his great grandfather had taught him "victory belongs to the brave, and the one with the superior firepower." Having only 20 gifts, Fromage offers the chief everything which he has. The chief gives him 17 gifts in return. After hearing stories of a white missionary, who passed this way and preached to the tribe on his way to Mombasa, Fromage finds that he can trade with the tribe if he wishes. Bearers want 3 gifts to hire on, as do Askaris, a guide offers to work for 2 gifts. A canoe cost 3 gifts, 1 gift buys 6 rations. His hunters obtain 2 rations each.

MADEMOISELLE ROXY LARUE wakes from a dream of an elephant's graveyard to the West, feeling better and attempts to move on, but is still starving, becomes lost and does not get out of the hex.

ALFRED H. MCGUFFIN decides that he is not traveling with the wrong man when he finds that his Askaris is well enough to travel this turn. He heads into hex 425, which is a jungle hex and finds that the river turns in direction 3 into hex 443. Upon encountering 75 warriors of the Hei-omri tribe, he goes into a frenzy and dumps everything he owns at the Chief's feet. The Chief rewards his deference with 11 gifts. He may buy bearers for 6 gifts each, Askaris for 2 gifts each, and canoes sell for 5 gifts each. He and his Askaris each obtain one ration this turn by hunting.

SOTN - STATUS OF THE EXPEDITIONS:

#turns ride pack

| Explorer | Askaris | Bearers | Guides | Canoes | Rations | Gifts | Muskets | Location | Lost | Mount | Mount | Cmls |
|------------|--------------------|---------|--------|--------|---------|-------|---------|----------|------|-------|-------|------|
| McGuffin | 1 | 0 | 0 | 0 | 0 | 11 | 0 | 425 | 0 | 0 | 0 | 0 |
| LaRue | 0 | 0 | 0 | 0 | 0 | 0 | 0 | 592 | 1 | 0 | 0 | 0 |
| Dago | 30 | 41 | 1 | 5 | 409 | 106 | 1 | 560 | 0 | 0 | 0 | 0 |
| Cemia | 24 | 35 | 1 | 0 | 189 | 135 | 13 | 160 | 0 | 0 | 0 | 0 |
| Sconzinese | In Europe - \$1400 | | | | | | | | | | | |
| Humbert | 2 | 1 | 0 | 0 | 0 | 0 | 0 | 470 | 0 | 0 | 0 | 0 |
| Fromage | 9 | 17 | 1 | 0 | 105 | 17 | 0 | 251 | 0 | 0 | 0 | 0 |
| Nivil | 0 | 33 | 0 | 0 | 30 | 99 | 0 | 341 | 0 | 0 | 0 | 0 |
| Nelson | Arrives Capetown. | | | | | | | | | | | |

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 | 451 | 17 Gifts |
| 5 | Twombly | 523 | 2 Canoes, 17 Gifts | 12 | Humbert | 450 | 1 Canoe, 10 Gifts, 1 Musket |
| 6 | Twombly | 521 | 20 Rations | | | | |
| 7 | Humbert | 452 | 20 Gifts, 5 Rations, 2 Muskets | | | | |

Newly Published Hexes: None this turn

Hex # Features

LOVE AND TREASURE IN THE JUNGLE

The continuing story of the most recent expedition of Orte'go de Dago - famed African Explorer.

Orte'go was last left with his expedition having been thrown into the dungeon of a lost Greek civilization in the heart of Africa.

"Sitting on my dirty straw, watching the rats scamper up to my swill bowl - and then running away in disgust from the food I was supposed to eat, I was sure I was done for.

At that moment, a shard of pottery was tossed into my cell. I assumed it was the guards tormenting me, but it looked as if writing were on it. The inscription in Greek said 'choose the ordeal.' That evening, I thought nothing of it.

The next day, I was again hauled before the queen. 'Your crime, barbarian,' she intoned imperiously, 'is finding us. If we allow you to stay, your ways may contaminate us. If we allow you to go, it may lead the outside world to contaminate us. You are therefore sentenced to face the creature of the lake,' and then, like the day before, she winked at me again. I took a desperate chance.

'Wait!' I said, 'I choose the ordeal.'

She seemed perfectly calm, but the rest of her court seemed stunned. 'He is a barbarian!'

'Are you afraid to face him in the ordeal?' she said questioningly to the figure who had spoken.

'A high priest of Zeus fears nothing,' he replied, 'let us to the arena - Now!'

With that, I soon found myself standing shoulder to shoulder with this figure in a Grecian style amphitheater. I expected to see a ring of blood and sand before us, but our surroundings were more like a stage. A master of ceremonies soon came forward and turned to an elegantly attired Grecian crowd still filling the theater.

'Let us now test the power of Zeus versus the primitive magic of the barbarian.'

Now was the time to think fast. Searching my pockets I felt: one powder cartridge (my musket was long since gone), the lens from the front of my smashed pocket watch, and my African almanac that I brought to help predict the weather. I dropped the cartridge to the ground, focused the sun's rays on it with the lens and quickly thumbed through the almanac. It just so happened I soon found there was to be a total solar eclipse here in about 45 seconds. Armed with this knowledge I shouted 'If I am not released this moment, I shall blot out the sun, that is what a barbarian may do!' With that the cartridge went off with a crack in front of me knocking me down.

The laughter of the crowd soon turned to panic as they experienced darkness at noon. There were cries pleading for me to bring back the sun. 'Very well, I shall show mercy,' I intoned after exactly 1 minute 32 seconds. The sun returned right on cue.

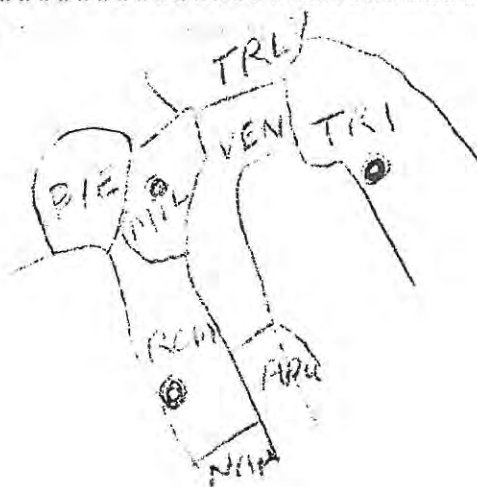
As the crowd calmed I saw my adversary, the priest, has not moved from his spot and was smiling at me, 'Not bad,' he said, 'now, watch this!'

NEXT IN THE STRAND MAGAZINE - ESCAPE TO THE JUNGLE OF DEATH
or "The road back to Europe"

Players are reminded to submit their next move by July 14, 1984, to THE ROYAL ZOOLOGICAL SOCIETY, PO BOX 2004, DARIEN, CT., 06820

MILAN VARIANT MAP

See Page 2



Mr. Gabor Szaksz,
Tancsics u 18,
SIKLOS
H-7800, Hungary

May 16, 1984

Dear Sir,

I apologize for my letter, I found your name mentioning as leader of a gaming association in the magazine General. I am one of the gaming enthusiasts in Hungary, our group/the GAMES/ is the one of the firsts here/probably the only one/.

I write you for help, asking this as personal help for our group. This is due this kind of movement is not yet officially accepted in my country. We hope this hobby will be widespread more. We also hope there will be more published games -some were made as versions of simpler western games -also that we can make more performances and show-gaming to let know more of the hobby.

I ask for help from your members. We lack the possibility to access here to games, magazines and games of adventure gaming. Here I mention some areas, also some specific objects I think we need, but we thank any form of the help.

Of magazines, we could thank any magazine of the hobby, old or new ones. We have of General the first No. of Vol. 20. , but also found useful Wargamer , F&M, S & T , or any SF mag , but have no copy of these.

Of games I think we would need air war games, naval ones/like Ironclad system/, Mayfair's on Falkland War /I think this topic is interesting here too/. I would be thankful for any book on historic themes. Also I thank for any non war-game -like auto-race game, or card-war-game , these would bring more interested peoples too.

Thanks for any help. I ask these as a personal request, because of the already mentioned reasons.

Thanks for your reply

yours

Gabor Szaksz

HOUSE RULES

for postal DIPLOMACY™ games in THE GAMER'S 'ZINE or GMed by Earl Whiskeyman, 27 Mark St., Milford CT 06460, First Edition, 25 August 1984.

1. RULINGS. The published Rules of Diplomacy, 1983 ("1982") edition, will be strictly followed. Decisions of the GM are final, unless there has been an obvious and demonstrable error. Errors not detected by the GM must be called to his attention prior to the next season's deadline. Any error not so reported will be allowed to stand unless (in the opinion of the GM) it can be corrected without unduly disrupting the game. A player who detects a possible error is ethically obligated to notify the GM. If the error would affect that player's orders for the upcoming season, he/she must submit 2 sets of orders; one based on the position as originally reported and one based on the situation as it would be if the error is bona fide and the GM corrects it. Failure to do so will result in the GM using whatever orders are submitted, regardless of what action he may take on the player's notification of a possible error.

2. CONTRACT. A game constitutes a contract between player and GM. The GM agrees to manage the game accurately and expeditiously as possible. The GM agrees to insure the transfer of the game to a new GM if he is unable to continue. The player agrees to play the game to completion (or to his/her elimination), and to comply in good faith with these House Rules. Failure of one to comply with these terms will result in forfeiture of all rights and cancellation of obligations.

3. ASSIGNMENT. Players are assigned Great Powers on the basis of preference lists submitted in advance. Only one player may play a Great Power at any one time. A player may assign temporary or permanent control of her/his Great Power to another person (not already playing in the same game) with the consent of the GM. Using preference lists, the GM will assign all unique first choices. Otherwise he will endeavor to insure that no player receives worse than her/his 4th choice unless this result proves impossible. No player may play under a pseudonym without the GM's advance permission (which will rarely, if ever, be given.) Assignment in a game will be upon payment of fees as set by the GM.

4. PLAYER OBJECTIONS. The GM recognizes that players will occasionally have legitimate reasons for not wanting to be in the same game with other particular players. The GM will allow a player to withdraw from a game without penalty (i.e. while the game is forming) provided the the player withdrawing submits a statement of the reason(s) satisfactory to the GM. A refund or placement in an alternate game will be permitted in such an event. Once formed, no player may withdraw except as provided under HR19 (RESIGNATIONS).

5. SEASONS. There are 5 game seasons: Spring, Summer (retreats), Fall, Autumn (retreats), and Winter (adjustments). Ordinarily, the GM will ask for Summer with Fall and Autumn with Winter. In this event, players may write conditional orders. The GM will also request Winter with Spring only in uncomplicated situations; player requests for separation in that instance will be considered, but granted only at the GM's discretion. The GM will not request so-called "Prophetic Orders" (e.g., Summer with Spring or Autumn/Winter with Fall).

6. ORDERS. Orders must be typed or printed, on one side of the paper only, and must be stated clearly. I prefer post cards, but will accept any reasonably sized paper or letter. Orders should be signed for your own protection (codeword is optional). If a player submits changes to his/her order, the set with the latest postmark will be used; orders mailed on or after the date of telephoned orders will take precedence. Orders must be separate from all other correspondence (but may include press releases for the game). The GM is absolutely not responsible for the consequences of a player's putting her/his orders in with (on the same sheet as) a letter or other material not related to the game.

6a. Changes. A player submitting changes to his/her orders is requested to submit a full set of orders for her/his units, with changes checked or underlined. If this not done the GM is not responsible for his failure to note changes correctly (but he will try).

6b. Joint Orders. These may be submitted if signed by both (or all) parties, but any signatory may subsequently and unilaterally change his/her orders. A player may also specify in advance that her/his portion of a set of joint orders is to be ignored, and this is an exception to the "latest postmark" rule.

6c. Support and Convoy Orders involving foreign units must specify the owning power (e.g., FRANCE: F BRE S ENGLISH F IRI-MID; TURKEY: F ION C RUSSIAN A GRE-APU). Otherwise a support or convoy order will be treated as involving one of the ordering player's own (and therefore nonexistent) units. The Rulebook does not require this, but the GM does. The foreign power name may be abbreviated to three characters: RUS, TUR, ITA, AUS, FRA, GER, ENG. These abbreviations will be used when the orders are printed.

6d. Perpetual Orders. A single order designed to be valid for more than one season is forbidden. Thus, "A PAR H until dislodged" is not a valid order. A separate set of orders must be submitted for each season.

6e. Advance Orders. The GM will accept orders for future seasons, however, he will not accept responsibility for orders which are more than one game-year in advance of the current season. Contingency advance orders will not be accepted. Advance orders, if submitted, must be unconditional (exception: See HRS).

7. CODEWORDS. The GM will assign a codeword to each player for use in authenticating that player's orders to the GM. Use is optional in written orders, but mandatory for telephone, telegraph, and other non-manuscript submissions. Use of codewords for other purposes (e.g., to allow player A to select 1 or 2 or more alternative orders sent in by player B) is prohibited.

8. CONDITIONAL ORDERS. If 2 seasons are taken together, players may write conditional orders; that is, they may make orders in the later season conditional upon results in the earlier season. If a result occurs which does not appear as an alternative in a player's orders, individual unit orders which do depend upon alternatives will be rendered ambiguous. Except in the case of possible replacement of player(s), no player may make her/his orders conditional upon the results in the same season. Players may not list NBR, NMR, NRR as alternatives; that is, he/she may not make her/his orders conditional on the failure of another player to submit orders (however, refusal to build, refusal to retreat, &c. are legitimate alternatives).

9. PROPAGANDA (PRESS RELEASES). The GM requires that some measure of literary effort and merit attach to PRs. Corny one-liners and negotiation by PR will be ruthlessly blue-pencilled.

9a. Black Press is strictly forbidden. You may not dateline your press in a territory held by another player. You may, however, use that dateline if it is labelled as coming from your own territory.

9b. Grey Press is allowable. Grey press is datelined anywhere not on the board or a place on the board which cannot be owned (Switzerland, Ireland, &c.). Any press whose authorship is not clearly stated is "grey".

9c. Datelines within the territory owned by a player at the beginning of a season signify that the player in question wrote the press. Players may also signify authorship by adopting a unique Press Bureau name. reprints from a known player's Press Bureau may bear any dateline, since the Press Bureau name signifies authorship. "GM" and "TGZ" are datelines of the GM and may not be used except by the GM.

9d. "Today" in the text of a PR must refer to a specific date which is part of the dateline. If the PR is undated, references to "today" will be deleted. The GM normally requires that the date be within the season and game-year currently being played.

9e. Editing. The GM will edit press for correct grammar, usage, punctuation, &c. ... if the author intends that something incorrect should stand as is, and this is not immediately obvious, she/he should so inform the GM. The GM may edit for length if space restrictions so

dictate, however, character stories, particularly if well-written, are ususally warmly received.

10. PLAYER PROTECTION. A player should protect him/herself against missing deadlines by one or more of the voluntary methods listed below. They are strongly recommended.

10a. Multiple Orders. Send 2 or more copies of your orders, at different times and mailed at different locations.

10b. Lakofka System. Enclose a SASP (self-addressed stamped postcard) with your orders, with game number & season on it. The GM will countersign and return-mail the SASP to you. This will confirm receipt. Send a new set of orders if you do not receive the SASP back within a reasonable time (7-10) days.

10c. General Orders. Submit GOs for your game. A set of GOs must be on a separate sheet of paper; must indicate date sent, game number, and Great Power; and must be signed. Each set must, as a minimum, specify (a) allies, (b) enemies, and (c) policy objectives. GOs not meeting these requirements will not be used. Indicate any other information, including expiration date (real or game time), which may be helpful. GOs may be changed or replaced at any time. The GM will indicate from time to time which players have valid GOs on file. If a player misses a deadline, the GM will ask a person not playing in the game to construct a set of orders on the basis of the GOs and the current game situation. The GOs thus used automatically expire. (This still counts as a NMR in terms of possible replacement.)

10d. Von Metzke System. This isn't voluntary. If a player misses the Spring, 1901 deadline, the GM will use the following predetermined orders:

RUS: a mos-war, a war-ukr, a stp(sc)-bot, f sev-rum.

TUR: a con-bul, f ank-con, a smy h.

AUS: f tri-alb, a bud-ser, a vie-tri.

GER: a ber-kie, a mun-ruh, f kie-hol.

ITA: a ven h, a rom h, f nap-ion.

FRA: f bre-mid, a mar-spa, a par-bur.

ENG: f edi-nrg, f lon-nth, a lpl-edi.

11. TELEPHONE CALLS. The GM will (grudgingly) accept orders by phone; however, he accepts no responsibility for being available at any specific date or time. Orders will not be accepted by phone on the date of the deadline. Orders must be submitted only by the player for the Great Power in question, and he must verify him/herself via his/her codeword (HR 7), **DO NOT CALL COLLECT; I WILL NOT ACCEPT THE CHARGE.** Players should be advised that the GM's other half will not take orders and has a tendency to garble things (and the young ones are even worse). Please be advised that the GM's office is not near the phone and the GM resents being disturbed, and will, if alone in the house, not necessarily even bother to answer. The GM does not guarantee to return calls when requested, and will not do so at all unless authorized to call collect. **CALL AT YOUR OWN RISK ...** better you should stick to the mails.

12. REMOVAL AND REPLACEMENT OF PLAYERS. If a player leaves the game, she/he will be replaced by a stand-by player. No replacement will be made without a minimum of 3 weeks (21 days) notice to the other players. A player has "left the game" if he/she (a) resigns (see HR 19), (b) is removed for failure to meet any two deadlines (i.e. NMRs twice). Failure to build or failure to retreat or failure to disband (NBR or NRR or NDR) shall not be deamed as missing deadlines for this purpose, (c) is removed for any other reason (see HR 14, e.g.). The GM reserved the right to take whatever action is necessary to keep the game proceeding smoothly with a full complement of active players.

13. DEADLINES. The GM undertakes to set reasonable deadlines and not to rush the game unduly. Normal deadlines will be the third Saturday of each month, co-inciding with the publication date of THE GAMER'S 'ZINE. All deadlines are for receipt of orders, not postmark. Whenever a player NMR's, he/she forfeits \$1 of the \$2 NMR fee. On a second missed deadline, the second \$1 is forfeited and the player removed from the game. A player may not buy back in by replacing the NMR fee. If a player NMR's, but his/her orders are received after the deadline, but postmarked prior to the deadline, this player may be given one additional extention, provided all other players in the game agree. A player who faithfully completes the game, or resigns in accordance with HR 19, will receive a refund or credit of unused NMR fees.

14. DECEPTION of the GM is not permissible. This includes submissions of orders for another player without his/her consent, violation of HR 3, and so on. The players may, of course, deceive each other all they like ... please ... but the GM must in no instance be involved in such deception. (This includes the creation of any document which purports to come from the GM and which discusses, alters, or in any way affects the game.)

15. IMPOSSIBLE ORDERS. A unit ordered to a location not on the board or to take some action other than a legal order, will be considered as holding for the purpose of receiving support in place. (E.g.; a bur-hell, a bur-Switzerland, a bur whistles "Dixie", &c.). However, a unit given an order which is impossible but involves a space on the board, will not be eligible to receive support in holding. (E.g., a par-tun, f tus-ven, a stp-bar, f bre-par, &c.).

16. BADLY WRITTEN ORDERS will be followed, whenever they have unequivocal, and legal, meanings, regardless of the original intent of the player. This includes

(1) Unit wrongly designated (A for F, F for A)

(2) Unit listed in the wrong location but still able to move where it was ordered.

(3) Unit ordered to ambiguously abbreviated space, but only one space which can be so abbreviated is adjacent (e.g. a swe-nor, f lon-nor, f mar-gul).

(4) Unit ordered both H and to S (or C) another unit (the H order is redundant,...see Rule IX.6) and the S (or C) order is therefore valid (even if badly-written) and will be followed.

Badly written orders which cannot be followed will be printed exactly as received. Players planning to use a "badly written order" as a deception ploy should be very careful not to run afoul of the HR. If in doubt, ask with SASP for reply, however, the GM will not delay a game to waffle out problems of this sort.

17. RETREATS. If a player has not submitted orders for his units in a given season, any of his units which is dislodged may not retreat, but is automatically disbanded; see Rule XIV.3.

18. DISBANDMENTS. Rule VII.7 will be strictly enforced. The term "available" will in no way be interpreted to mean that existing units on the board block or make "unavailable" any route to the nearest home supply center.

19. RESIGNATIONS. A player who resigns from the game must include a set of orders for the upcoming season. If she/he does not do so, the GM will not accept his/her resignation and will continue to regard her/him as the player of record until he/she resigns properly or is dropped & replaced under the provisions of HR12. Since each player is obligated to play the game through (HR2) the GM expects that a good and sufficient reason will be given for the resignation. Withdrawing from the hobby is OK, or cutting back on hobby involvement, or even general multi-faceted dissatisfaction with the GM or the 'zine. Not OK would be such excuses as not doing well in the game, or dissatisfaction with some particular GM decision, &c. The GM cannot condon nor accept resignations as acts of pique.

20. NOTATION. The following notations will be used:

20a. Underlined orders fail.

20b. Order notations: a, army; f, fleet; -, to (attacks); c, convoy(ed); s, support(ed); h, hold (stand); d, disband (remove); r-, retreats to; b, build; /h/, unordered -- hold; /r/, dislodged & must retreat (followed by a list of retreat options); otb, off the board, /d/, dislodged & has no available retreat option (annihilated). Orders will be shown using the modified Von Metzke System: all in lower case except that final locations of units will be in CAPS. Thus: a bur-MUN (successful); a BUR-mun (fails); a bur-mun (fails and is dislodged). Each unit must be shown separately, orders will not be shown as combined, even if submitted that way.

20c. Explanatory notations: /nso/, not so ordered; /otm/, ordered to move; /nsu/, no such unit; /imp/, impossible (illegal); /cd/ convoy disrupted; CD, civil disorder; NMR, no

orders (moves) received; NRR, no retreat received; NBR, no build(s) received; NDR, no disbandment(s) received.

20d. Abbreviations of spaces specified in Rule VII.7 will be used. In addition: lpl, Liverpool; lvn, Livonia; bot, Gulf of Bothnia; lyo, Gulf of Lyon; trl, Tyrolia; tyn, Tyrhennian Sea. It is recommended that players use these abbreviations in their orders, or spell names out; other non-ambiguous abbreviations are OK, but use at your own risk. Orders will be displayed in the 'zine using these abbreviations, no matter how submitted.

20e. Supply Center Lists appearing at the end of each Fall will use the following (1) Supply Center notation (using Denmark as an example); den (already owned), den (gained during current game-year), [den] (lost during current game-year). (2) Other abbreviations; NC, no change--no build or disbandment needed; nb, # of units not built during previous game-year); /d/, number of units annihilated during current game-year.

21. ENDING THE GAME. The game may end by victory or draw.

21a. Victory. In addition to the criterion of Rule II, a player may win by concession. If this is proposed, the GM will conduct a vote (see HR 22); the concession is defeated if any player owning 3 or more centers votes against it. Only the largest player on the board may be conceded a victory.

21b. Draw. A draw includes the players named. If a draw is proposed, the proposer must name the Great Powers to be included. No player with as many centers as, or more centers than, one of the drawing players may be excluded from the draw. A unanimous vote is required to accept the proposed draw.

21c. Declared Draw. The GM may declare the game drawn. He will do so if, for 3 consecutive game-years, the number of supply centers owned by each Great Power does not change. He will also do so if, in his opinion, a stalemate exists. In each case, the GM will continue the game if any player submits to him a plan of campaign which will guarantee a significant change in the status quo ... or if the players unanimously wish to continue. Declared draws invariably include all survivors.

22. VOTES. When votes are conducted, the GM will announce how NVR(no vote received) is to be counted(=no, =yes, =no effect). The GM will not announce who proposed the vote (unless this is in the press), nor who voted how. However, he will announce the final tabulation (numbers of votes, Y, N, and NVR).

23. PRECEDENTS, CHANGES, QUESTIONS. The GM reserves the right to make firm decisions in situations not covered by the Rulebook or these House Rules. Such decisions constitute precedents which will thus be added to these HRs. Players are always welcome to suggest changes; if they are minor, and the GM agrees, they will be adopted. No major changes will be made without the unanimous consent of all players in the game. The GM will answer HR or Rulebook questions with the current game report; if an immediate reply is needed, send SASP(or SASE if you expect the reply to be lengthy ... a good precaution with me).

24. FLEET MOVEMENT. This is still a problem. Our rulings:

24a. The Coastal Crawl is not allowed (see Rules VI.1 and VIII). That is, the orders f spa(sc)-mid, f mid-spa(nc), and similar pairs involving Spa/For, Spa/Mid, and Bul/Con fail.

24b. Brannan's Rule. A convoyed attack comes from the direction of the last convoying fleet. This ruling is implied (but not directly adopted) by the 1983 Rulebook--see Rule 1.5 and example 13, along with Rule XIV.5 (last paragraph); see also HR 24c and HRd.

24c. Disrupted Convoy. A convoy always fails if disrupted. If attacked from the which is the target of the convoyed army, the convoyed army and its support are not considered in determining if the convoy is disrupted (Walker's Rule is not used).

24d. Phillips Dilemma, Walker Solution. An attack on the space occupied by the convoying fleet may stand off an equally well supported attack on the same space by the attacking fleet, even though the attacking unit is dislodged by the convoyed army.

HR Example! ENG: a lon-DEN c by f Nth and s by a SWE and f BAL. FRA: f BEL-nth s by f HOL. GER: f den-nth s by f SKA (f den r-KIE). Koning's Rule (now Rule IX.7) does not apply to a convoying fleet, since it is not actually moving.

24e. Pandin's Paradox. Rules XIII.3 and XII.5, taken together, lead to a logical inconsistency in some cases. Consider:

HR Example! ENG: a wal-bel c by f eng, f lon s f eng. FRA: f bre-eng s by f mid. GER: f hol-nth s by f bel. RUS: f nwy-lon c by f nth. This situation has no solution since the success of each convoy in turn causes its own disruption; that is, if the convoy succeeds, it fails. In this example, and in other situations like it, all movement orders fail.

24f. Simultaneity of Orders. All orders are executed simultaneously, and all ambiguous, paradox or unsolvable order sequences fail.

24g. Alternate Convoy Routes. Rule XII.4 will be enforced. If an unbroken convoy chain of fleets exists between the army and its destination, and each such fleet is correctly ordered to convoy the army, then the convoy is not disrupted even though some other fleet (also ordered to convoy the army) is dislodged.

24h. Alberic of Turin's Rule. A fleet may not retreat to one coast of a double-coasted province if there has been a stand-off on the other coast.

HR Example! FRA: f POR-spa(sc). ITA: f WES-spa(sc). RUS: f nat-MID s by f IRI. TUR: f mid h /r//eng, bre, gas, naf, otb/. F MID may not retreat to Spa(nc).

24i. The New Walker Dilemma. Rule XII.5 applies only, as it states, to "certain supports", and which supports may be seen in example 13. This is a Brannan's Rule situation (see HR24b). For all other purposes...that is, in situations not involving this sort of situation, convoyed attacks (where not disrupted) do cut supports.

HR Example! ENG: a LON-bel c by f NTH, a wal-BRE c by f ENG. FRA: f MID-eng s by f BEL. Englands a lon-bel cuts the support of France's f bel. The vague wording of XII.5 might lead to the erroneous conclusion that f bel's support is not cut.

24j. Totality of Orders. Rule XII.6 is interpreted to mean that if a player orders his/her army to an adjacent province, and orders one of her/his own fleets to convoy it, the convoy is disrupted, and the ordered movement fails, if the fleet is dislodged. If the fleet ordered to convoy belongs to another Great Power, its dislodgement has no effect on the army's movement to the aforementioned adjacent province.

25. OTHER RULINGS. Many rulings and dilemmas of pre-1971 vintage may sometimes be mentioned by name. They include:

25a. The Merry-Go-Round; now Rule XIV.5, 2nd paragraph.

25b. Walker's Dilemma I; now resolved by Rule IX.3.

25c. Walker's Dilemma II; now resolved by Rule X.

25d. Kabasta's Rule. Only supports may be cut. Convoys cannot be cut (only disrupted by dislodgement). The cutting of a support cannot be cut. An attack cannot be cut. So cut it out.

25e. The Spring Raid. Occupation of a supply center in the Spring has no effect on its ownership.

25f. Swenson's Rule (or the Key Rule). It requires support to (Rule VIII), including one which has been ordered to move but failed (or Key) Rule would have allowed such a unit to be dislodged clearly contrary to the Rules.

26. RULINGS IN GENERAL. The GM considers the Rules final, save in the rare and unlikely instances of various debate situations. The Rules will be observed in a strict but reasonable manner (HR23).

27. GAME ADMINISTRATION. In the course of the game the GM makes decisions regarding the administration & progress of the game, responding to player requests. The GM will endeavor to use good judgment, and the GM's intent that the game will progress smoothly and expeditiously. In all questions of game administration the GM acts as a neutral arbiter. Great Powers. It is bad form, to say the least, to attempt to compromise the Rules, and any such attempt will be considered a violation of HR14.

XII
space
reference
to
convoy
and
other
fleet