

CONNECTICUT GAME CLUB THE GAMER'S 'ZINE

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Rod Walker #
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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.
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 Issues are \$0.60 and are generally available at the monthly CGC meeting. A free sample is available upon request(an SASE is appreciated). No more than one free sample will be issued per person. Duplicate copies and additional requests may be obtained at the single issue price or by subscription. YOUR EXPIRATION 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.

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. SIX PLAYERS HAVE SIGNED UP FOR THIS GAME: CARTIER(CA), BERNARD(CT), BAHL(WA), BECK(LA), CUNNINGHAM(CT), SAFIRSTEIN(NY)

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 LIST 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 GAME FEE. INDIVIDUALS RECEIVING A TRADE FOR ZINE OR SERVICES ARE CONSIDERED TO HAVE PAID SUB AND ARE ENTITLED TO ANY OF THE PRIVILEGES OF A REGULAR SUBSCRIBER.

MILAN - Milan is a DIPLOMACY variant which introduces a change in the map for Italy on

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, TYROLIA and ROME. The name of VENICE is changed to VENEZIA and is NOT a supply center, MILAN IS a supply center. 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.

GAME #9 WILL BE A GAME OF MILAN, provide I receive sufficient interest from my readers. No player has expressed interest in this game, so far.

FINAL CONFLICT III will be run as game #10, provided sufficient interest in this game is shown by the readership. 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:

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)

DIPLOMACY TOURNAMENT to be held August 11, 1984, at the next CGC monthly meeting, at the WESTPORT(CT) Community Youth Center, 4 WESTPORT(CT) Community Youth Center, 45 Jesup Road, Westport, Ct 06880. Entry fee will be \$2.00. A \$25 batik Diplomacy Map will be given out as first prize. Additional prizes will be awarded if the number of entrants permits. The first round of the two round event will start at 2pm and last until 6pm. The second round will start at 7pm and last until 11pm, but may be extended if all active players agree. Additional tables of Diplomacy variants(including at least one table of FINAL CONFLICT III) are expected in the evening round. If you happen to be in the area, drop by. This tourney should draw mostly from local players, but is expected to include a number of NY players who have become regular visitors to the CGC monthly meetings.

EDITORIAL&c. THE WINNER OF HIDDEN CONTEST#1...what? You didn't even know that we were running the contest?...tsk! tsk!...maybe next time you'll read this rag,.. you never can tell,.. anyway, the winner is ERIC OLIN, who correctly followed the contest rules, and submitted a post card with the winning answer to the question... what does NDN stand for in the sentence on page one which reads..."This practice is most useful to spouses, POSSLQ's, NDN's and others who share strange hobbies as well as geographic locations." His correct answer, if you don't already know, is that NDN stands for Next Door Neighbor. I would have asked what POSSLQ stands for, but everyone already knows that...but see hidden contest #2 just in case. However, there where some interesting submissions which deserve horrible mention and which I will share with you!

Non-Denominational Nuns
North Dakota Nudists
New Delhi Necromancers
Nuclear Deterrant Nuts
Nicely Dressed Nebishes
Narrowly Drawn Nuissances
National Defense Negaters
Never Die Needlessly!

(See page 10 for more of this nonsense)

EN GARDE!

NAME	SL	STR	CON	END	EXPERTISE	MA	REGIMENT	MIST	CLUB	CROWNS	FAVORS
Bezukhov	14	10	17	68@	13+3.75r	2	Maj/RFG	-	BW	1028	4,1
Bic	20*	16	12	192	11+15.5r	10	General	G	MR	3223#	7,9
					1c/w						
Frontenac	15	16	13	208	9+5r	8	Evt. Bde Gen	L	BW*	2021#	4,7,9,8
Gerard	9*	13	14	182	13+2.5s	7	Sub/GDMD	A	BG	295	1,4
Lafayette	23	11	11	121	19.75r	8	Fld MrsI	K	MR	1664+	8,6
LeFleur	28	16	6	96	23.75s/x	6	Evt Lt. Gen	N	MR	47400	9,4,4
LeMoyné	17*	8	12	96	5+7s	9	Lt Col/DG	O	BW	3373	5,8,1
Poisson	13*	12	15	170	11+1.752HS/y	3	Capt/KM	J	Hunt	1062	3,4
Santini	13	16	9	144	14+1.75s	2	Maj/DG	E	Hunt	1952	3,6,7
(Milligan)	3	13	14	182	14	3	-	-	-	25	-

w +13.25FR(footracing),2H(horsemanship),3M(marksanship)

x +6H

y +4M

+ 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	-,-,- (6)
Bic	-,-,- (8)	Lafayette	-,-,- (11)	Poisson	-,-,- (1)
Frontenac	-,-,- (4)	LeFleur	-,-,- (8)	Santini	-,-,- (1)

MILITARY APPOINTMENTS

Bezukhov/Bde. Major

Le Moyné/Bde. Major

GOVERNMENT APPOINTMENTS

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	Overdue	Shylock

*may be extended at the discretion of the creditor

Le Gossipe Parisienne

LeFLEUR STEPS DOWN AS MINISTER OF STATE. BEZUKHOV ACQUITTED. LeFLEUR ARRESTED! SMASHING VICTORIES IN THE FIELD. MARDI GRAS GALAS GREAT SUCCESS. (GP):

In a surprise move, Viscount LeFleur did not apply for reappointment as Minister of State in December. Rumor has it that the Viscount did not wish to preside at the trial of the Chevalier Bezukhov. Grave arguments were presented at the aforementioned trial for and against the defendant but the new Minister of State after long and hard deliberation decided that despite his horrible military record, M. Bezukhov was not a traitor, merely incredibly incompetent as an officer. Commissioner of Public Safety Baron Frontenac seemed at a loss to explain the surprising turn of events and left the courtroom mumbling something about revenge. Later that same month the current Minister of State returned to his office to find it a shambles. He told reporters that he had no idea what was the cause of the break in. Speculating that it may have something to do with his predecessor but noted that all of M. Le Fleur's records were shredded by a small army of hamsters before the latter left the office. M. Frontenac's revenge became apparent at the Masked Ball when M. Frontenac had the Viscount LeFleur arrested in the presence of the King denouncing the Viscount as a traitor and demanding a trial be held as soon as possible. The trial is set to take place in the first week of March.

In the Field both Frontier Regiment and Royal North Highland Border Regiments scored spectacular victories against the Italians. An Italian city fell to the Frontier Regiments despite a major faux pas by M. Gerard, a subaltern serving with the regiment which very nearly allowed a leading Italian General to escape. Fortunately the Royal North Highland Border Regiment, doing a sweep of the area recaptured the General and smashed the counter offensive that he had intended to lead against our army. M. Bezuhov, leading his battalion of Royal Foot Guards with the Frontier Regiments, was severely wounded trying to prove his loyalty to the crown but did not suffer the usual smashing defeat he usually experiences in battle. For his gallantry he was awarded the Croix de Guerre. The Field Marshal, M. Lafayette, immediately called a press conference to praise his troops and take credit for the victory. He announced that all promotions are denied as some field commanders had attempted to take credit for the victory themselves.

Messrs Bic, LeMoyne, Poisson and Santini were dashing men about town this season each raising their social standing and their influence about Paris. All were seen in the company of the King and each participated in the contests. M. Poisson after practicing won a close contest in marksmanship, Bic ran away from a fast field in the footrace and now holds the French record and M. LeFleur, a very experienced horseman ran off with the horsemanship trophy while again proving that practice makes perfect. The costumes at the Masked Ball were bright and gaudy as expected. Among notable costumes were those of M. Bic and Giselle who arrived as a bishop and Pope Joan respectively (which garnered a noticable frown from the Cardinal), the unfortunate LeFleur and Natasha who arrived as a frog (with diamond warts) and a lovely lily pad and M. Frontenac who came as Saint Sebastian commenting on how appropriate his costume was as he had to suffer the slings and arrows of public ridicule for not being able to prove his case against Bezukhov. There was one guest who arrived as Casanova, spent a great deal of time kissing and pinching the bottoms of all the ladies present but who refused to remove his mask and so remains a mystery to all.

Several of the Cardinal's Guard were seen during the second week of February accosting some of the rougher elements of Paris society along the docks and about Place Pigalle and shortly thereafter the rolls of the Royal Navy swelled with new "recruits". The Gossipe has learned from an unimpeachable source that the Commissioner of Public Safety had tried to convince a small group of ruffians to swear him allegiance but was hooted down by the mob. Unfortunately we are unable to confirm this as those who were reported to have been among the thugs have all experienced fatal accidents.

Several announcements have been distributed recently by the servant of M. LeMoy.

announcing a party to be held to inaugurate the L'Oiseau Memorial Fund for Starving and Injured Urchins to be held during the third week of March for anyone who might wish to attend. It appears that special care was taken to see that both Messrs. LeFleur and Santini received word of the event and special gilded invitations were sent to the Royal family and the Cardinal.

SPECIAL NOTE: The King plans to be on vacation during the month of August at the summer palace on the Mediterranean with Princess Margaret and her consort Duke Thomas as well as the little princesses Kari and Sara thus En Garde will not appear in August but will return in September. Happy Summer to all.

ALSO NOTE: The first edition of the revised House Rules are now available. Please comment on them. A second edition, cleaned up a bit, should be coming out soon but because of the size of the package we will have to ask for a reimbursement for mailing costs for anyone who wishes to have them. Any additions or corrections to the first edition will appear in the zine for those who have the first edition.

Players are reminded to submit the Spring 1618 En Garde moves not later than September 8, 1984 to THE KING, 206 SCHOOL STREET, FAIRFIELD, CT, 06430 or at the July meeting of the Connecticut Game Club.

Current En Garde Players

Bezukhov	Harry Burke	PO Box 2004	Darien, CT	06820
Bic	Doug Ford	4 Whitlock Ave.	Bethel, CT	06801
Frontenac	Eric Olin	30 Lynn Court	Darien, CT	06820
Gerard	R. K. Greenalch	PO Box 460	Branford, CT	06405
Lafayette	E. Whiskeyman	27 Mark St.	Milford, CT	06460
LeFleur	Pam Holleman	287 West Cedar St. Unit 4-F	Norwalk, CT	06581
LeMoyne	Mark Martens	1120 NW Fernwood Circle	Corvallis, OR	97330
Poisson	Steve Harris	1762 NW Grant Circle	Corvallis, OR	97330
Santini	Chuck Holleman	(See LeFleur)		
(Milligan)	Bruce Milligan	Box 292 Vassar College	Poughkeepsie NY	12601

NOTE to Bruce Milligan...please submit \$4 for game fee.

EN GARDE...WITH AN ENGLISH ACCENT

NAME	SL	ST	EN	CON	EXP	MA	REGT	M	CLUB	B	Fav
HAMBONE	7 ^L	10	8	48@	12+1s	3	Capt*/RSG	E	Bag		461 ---
HENDON	8	11	13	143	9	4*	Lt Col/QD	L	Tan		935 1,3
HORNBLOWER	7*	13	8	104	9	3	Mid/Corv	N	Bag		0 2
McBURKE	1	7	15	115	12+2.25d	1	Sea/Line	-	---		21 ---
MORGAN	6	12	11	132	7+1.75c	5	Capt*/RMEI*	G	Bag		232 4,2
O'CONNOR	2	14	14	140	11+.25r	8*	Lt Col*/RMF	-	---		580 ---
PARKSBROW	8	10	9	90	10+2.25c	2	Mid/Corv	P	Tan		1362 1,3,4
TAFFYWACKER	9	13	5	65	11+2.25r	6	Sub/RD	O	Tan		767 1,4

* - indicates a change. @-indicates a temporary change.

APPOINTMENTS:

Morgan - Regt Surg

MENTION:

Morgan (2,2,2) (1)

MISTRESSES: (SL, *=kept, B=Beauty, W=wealth, I= influence)

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 880, OD; O'Connor, 165, OD; Hornblower, 330, 9/29; Morgan, 110, 11/29; Hornblower, 220 2/30.

BY ORDER OF THE KING IN COUNCIL:

A fleet shall be dispatched to the East Indies under the command of V. Adm. Lewis Davis, consisting of men o' war HMS St Andrew and HMS Royal Oak; Frigates HMS Pall Mall and HMS Bloody Lunatick; and corvettes HMS Griffin and HMS Brazen/

-LORD PRIVY SEAL

LONDON TATLER

Summer 1629

ARMY LIBERATES WALDENSTEIN - WALRUSTITTY AWARDED MARSHAL'S BATON - SCOTS RIOTING GROWS - HEROISM IN THE HIGHLANDS

The small but strategically insignificant duchy of Gross Waldenstein is again free to follow the Protestant faith and Frederick the Otiose now waddles in ease in his ancestral castle, the result, in part, of British arms. After the debacle at Reissverschluss, the army, now entirely under the command of Gen. Walrustitty, fell back to a ridge overlooking the village of Unterkleidung.

LONDON TATLER

Summer 1629

As the Ruritanians approached, under IGD Otto of Hentzau, Walrustitty ordered the cavalry to make a feint so as to draw the enemy in. The cavalry succeeded in this objective admirably, but failed to retire behind the infantry at the proper time and were badly mauled by the enemy. Gen. Bogey of the Horse Guards was shot dead, and every officer in the Oxfordshire Horse above the rank of Subaltern was killed, with one exception. Capt. (now Major Sir) Harold Robbins was able to rally the survivors. Sub. Hambone of the Scots Greys was shot in the left leg and awoke on a hospital stretcher to find himself a captain.

In the infantry melee that followed, the Irish Brigade was cut off, and its commander Brig. Cartwright killed, when the Ruritanians abruptly quitted the field and left the country. For this remarkable accomplishment, Gen. Walrustitty has been made Field Marshal. Mentioned in dispatches: Brig. Campbell, RSG; Maj. Link, QD; Maj. Davidson, QD; Maj. Simmons, RD; Capt. Thomas, HA (knighted); Capt. Robbins, OH; Capt. Morgan, RMF.

The RN spent a busy summer, caulking, chipping and painting. Many seamen and midshipmen volunteered for extra duty. Capt. Reasoner of HMS Fighting Duke was overheard saying that Seaman McBurke "would be a first class midshipman prospect if he would only follow the King's religion and abandon Rome".

In Scotland, elements of the Royal Marines and the Buffs were involved in putting down rioting in highland areas. In Inverness, the Marines' new surgeon, Lew Morgan, rushed into a burning orphanage and emerged with seven burning orphans. "For saving the wee bairns," Pastor MacPherson made the Welsh Puritan "an honorary Presbyterian".

Speaking of uprisings, tanners' and tailors' apprentices ran riot for three days in the West End in August and the area is still unstable. Troops may be required. Another possible source of discontent is the promotion of the Inniskillings' Colonel Knox to Brigadier. Look for more brawls among the Irish Bde.

SOCIAL NOTES: FM Walrustitty will celebrate his promotion with a party at the Cavendish the second week in October. Surviving officers from the campaign and their ladies are welcome... The annual Blues and Buffs football game will be fought -- uh, played-- on Batsford Common the second week in November.

Fall Orders (and applications for military positions) are due August 11, 1984 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)	Nationlty	V	F
				Advantages(a)		P	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 Cerreta	La Explorazione del 'la Aqua Vitae	Guido Vittorio Sconzinese	Missionary	Survivality(a)	Italian	16	3
Steve Harris	Zuriches Geologisches Institut	Prof. Humbert Humbert	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, Spring, 1832

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 has not made any more public comments about the miracle which he claims is to provide him with funds to return to Africa. Fr. Guido continues his prayer vigil in a small church on the outskirts of Rome. It is rumored that he has raised another \$100 for his expedition.

- IN AFRICA

LADY CAROLINE NELSON organized a mounted expedition. She left Capetown and traveled north throught the veldt of the Cape Colony(hexes 699->665->658->650->640). Camping in hex 640 which is a veldt hex south of Organe River, she prepares to continue her trek north. Hunting is very good. Her hunters provide the expedition with 3 rations each.

DR. NOTS G. NIVIL decides to reward his bearers for a job well done by dismissing 21 of them. After which, he decides to move on, traveling in direction 5, he attempts to move into hex 340, which he discovers is swamp. Finding no natives to tell about Europe, he returns to hex 340 which is the mountain hex he started in.

DR. HYPO GUY CEMIA is confronted by a major disaster this turn. The good doctor decides to investigate some activity in the brush and leaves the main expedition for a short time. When he and his guide return, they discover that about half the men are sick from over-eating bon-bons. Concluding that the men are suffering from Insulin Shock, he is able to treat some of them but 9 Askaris and 15 bearers remain sick, and the expedition is unable to move this turn. He does have enough hunters to provide the expedition with rations this turn.

ORTE'GO DE DAGO's army continues to assault the Cueva River. He continues to follo

the river into hex 574, which he discovers is a desert hex. He is forced to protage a 180 ft. cataract. This manouver cost him all his movement this turn. His hunters provide the expedition with 2 rations each. He finds no natives or anything else of value in the hex.

ROBERT FROMAGE IV is disappointed by his failure to kill the crocodile that ate one of his bearers who went to get a drink of water by the river. While by the river, Fromage decides that maybe it would be a good idea to obtain some canoes from the Suk tribe and head down the Nile. He obtains two canoes and 33 rations and heads off. He follows the river into hex 252, which is veldt and then into hex 229 which is also veldt. The river then turns in direction 5 into hex 228. His hunters obtain one ration each.

MADemoiselle ROXY LARVE continues to wander lost and starving in hex 592, wondering what a girl must do to get herself picked up in this part of the world.

ALFRED H. McGUFFIN moves on, hoping that he might someday again spend a night at the Jamaica Inn. Before moving west, he obtains a guide, 3 rations and a bearer. He moves on into hex 424. He finds that hex 424 is a jungle/mountain hex with the highest peaks of 1200 ft. As he climbs into the mountains, he wishfully hopes to find a Topaz or two. He finds a river source flowing in direction 1 into hex 406, over a 150 ft high cataract. McGuffin thinks to himself that this is almost as beautiful as the view from the rear window of his estate in the highlands overlooking the family plot. His hunters provide the expedition with 3 rations this turn.

PROFFESSOR HUMBERT HUMBERT moved his expedition down river this turn as well as last turn. He found his cache in 471, leaving the gifts and moved into hex 452, a river/veldt hex, to reorganize. His hunters obtain 1 ration each this turn. The question is, will he attempt to explore some more or head home?

SOTN - STATUS OF THE EXPEDITIONS:

Explorer	Askaris	Bearers	Guides	Canoes	Rations	Gifts	Muskets	Location	#turns ride	pack	Lost Mount	Mount	Cmls
McGuffin	1	1	1	0	3	0	0	424	0	0	0	0	0
LaRue	0	0	0	0	0	0	0	592	2	0	0	0	0
Dago	30	41	1	5	400	106	1	574	0	0	0	0	0
Cemia	24	35	1	0	361	135	13	160	0	0	0	0	0
Sconzinese	In Europe - \$1500												
Humbert	2	1	0	0	3	0	0	452	0	0	0	0	0
Fromage	9	16	0	0	99	17	0	229	0	0	0	0	0
Nivil	0	12	0	0	17	99	0	341	0	0	0	0	0
Nelson	8	4	1	0	100	40	2	640	0	14	10	0	0

KNOWN CACHES:

#	OWNER	LOC	CONTENTS	#	OWNER	LOC	CONTENTS
1	Twombly	532	25 Gifts, 2 Muskets, 1 Canoe	8	Humbert	471	15 Gifts
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

Players are reminded to submit their next move by August 11, 1984, to THE ROYAL ZOOLOGICAL SOCIETY, PO BOX 2004, DARIEN, CT., 06820

(Continued from page 2)

No, No more of that nonsense. Let's return to our regularly featured editorial ramblings, perhaps, by now, some of our readers would like to return to the subject dear to my heart and boring to tears to most everyone else(why else would I publish my own zine if not to get to write what I like to write?...I certainly don't do it for anyone else. And, dear reader, while I'm on my soap box, I like to point out that neither does any other publisher of any of this hobby zine really do it for anyone but themselves, that is, they like doing it, and if it happens to serve some useful purpose, well that's just dandy, but they do it because they get a kick out of doing it... certainly, not for the losses of money. Nobody, and I mean nobody is making any money at this.)

Now, back down off my soap box, and to business. Last issue, I was discussing the way in which I taught my computer to read a map. The plain truth is, a computer cannot read. (and don't try and tell me about optical scanners...I know very well about optical scanners...a computer still cannot read.) But, I did succeed in using a technique which enabled me to use the computer to accomplish almost the same thing. The technique is a simple one involving the creation and use of tables. A table is nothing but an array. In basic, one uses the DIM statement to specify an array. In COBOL, an array may only be up to 3 levels. Arrays, however, can quickly chew up all of the main memory in the computer. A relatively simple array which I use for the PROVINCE ADJACENT TABLES 75x7 for armies and 81x11 for fleets use 525 and 891 bytes of main memory respectively, just for the table of integer values contained.

Why did I make the size of the tables 75x7 and 81x11? Why did I choose to use two tables instead of one?

First, I decided to use a table to represent the map, or at least one aspect of the map. The first table I created was the PROVINCE NAME table. I knew that every order would have to be reviewed, and that one of the obvious reviews would be to determine if the provinces were adjacent to one another and to thus determine if a move was legal(i.e. adjacent). So, I created the PROVINCE table, a 3 character code of province names(or rather abbreviations). In doing so, it became clear, that the computer would have to have a unique 3 character code for each separate province, otherwise, it could not tell which one was which. Thus came about my acceptance of the "standard" abbreviations now widely used in diplomacy games and shown on page one of this zine.

In the process of creating this first table, each province became identified by its position in the table. That is, ADRIatic became province 1 because it occurred first(I set the table up in alphabetical order...which turned out to be useful, but was not absolutely mandatory), DENmark was #20, ST Petersburg was #61 and YORK was #75. Now, for each of these provinces, I set up an array showing each other province to which a unit could move if it were in the given province. It immediately failed, of course, because some provinces cannot be moved into by armies but can be moved into by fleets(the seas) and some provinces cannot be moved into by fleets but can be moved into by armies(landlocked) and some provinces can be reached by both, but not from the same group of provinces, and finally, fleets can be in either of two coasts in several of the provinces, and this needs to be accounted for because the provinces which a fleet can reach will be different, depending on which coast it is in. All of this led me to creat two province adjacent tables, one for armies and one for fleets. This approach worked.

(Time out while for the following! Hidden Contest #2... Name the Province(s) from which the most other provinces can be moved to in one direct(no convoys) move. Restated, that means, name the province which is adjacent to the most other provinces for a fleet and for an army(could be different). Your answer must be received by mail, not later than August 18, 1984. Each reader who correctly identifies the province(s) will receive a 10% discount on the next game fee(value .40) or may take a one-issue extention of a subscription (value .42) or may take cash, payable in stamps of one .20 stamp inside the envelope and one .20 stamp used to mail the other stamp to you.)

Now, were was I, oh, yes...tables. Not only did I create the province name table, the province adjacent tables, but I also needed the following tables: Country codes(so I could keep track of who gave an order, and who owned what units and what provinces), Type orders, Type Unit, Province type, and Coast type.

How does a province adjacent table actually work? The table is a two-dimensional array. For each province considered(75 for armies, 81 for fleets because of the addition of provinces with coasts) there is a list of adjacent provinces given by the coded number for each adjacent province.

Volume IV Number 11 (ISSUE #73)

July 21, 1984

For armies, a maximum of 7 provinces were found to be adjacent. Since the use of variable length arrays is not practical in this case, each province was given seven spaces for the entry of adjacent province codes. For those provinces which had less than seven provinces adjacent, the extra positions were zero filled. The same thing was done for fleets.

Now, when each order is read by the computer, the order is reviewed one position at a time (more about how I created the syntactical analyzer program later) and whenever a province is coded, table one is reviewed, matching the order with the province name to insure that the province name is legal (not misspelled, etc). The order is converted to codes, with province names converted to province codes (actually table #1's province position) which is why I kept each province table consistent with table #1. After the order is coded, I then process the order, and for those orders which are for moving units (except convoys) or for units giving support, the coded province numbers are read on the province adjacent tables to determine if the provinces are adjacent, according to the adjacent table, and therefore legal orders for moves or support.

To see how this is done in basic, the following code is taken from the adjacent province check subroutine. Prior to calling this subroutine, the following values must be established within the program: P4 is set to the province giving support or moving, P5 is set to the province receiving support or to which P4 is moving and P6 is set to the Unit type (1=army, 2=fleet), and P6 will be set to 0 if the provinces are adjacent.

```

11000 'ADJACENT PROVINCE CHECK
11010 'INPUT PROVINCE CODES P4 AND P5 (VALUES 1-81)
11020 'P4=PROVINCE GIVING SUPPORT OR MOVING
11030 'P6=UNIT TYPE INPUT, OUTPUT P6=0 ON A MATCH, ELSE <>0
11040 IF P6=1 GOTO 11100
11050 IF P6<>2 THEN P6=3:RETURN
11060 FOR N=1 TO 11
11070 IF FP(P4,N)=P5 THEN P6=0:N=11:NEXT N:RETURN
11080 NEXT N
11090 RETURN
11100 'ARMY UNIT
11110 FOR N=1 TO 7
11120 IF AP(P4,N)=P5 THEN P6=0:N=7:NEXT N:RETURN
11130 NEXT N
11140 RETURN

```

Notice that the entire table is not read, only that portion which relates to the unit which is moving or giving support.

You can create your own tables by reading the map, just as I did, and tediously writing down each combination. This kind of situation is really only necessary when the number of positions to which one can move is not constant. In games where the movement is regulated as in a hex grid, other, more efficient means are available. Setting up a table for every hex in a large hex grid can easily use up more space than you may have in your computer.

I hope that this discussion has proven useful to you in looking at your own gaming interests. If you have any questions, please feel free to write and I will either address them here in the editorial page, or answer you directly if I am unable to respond in this column. Readers are invited to submit their comments and their experiences in computer gaming (the making of) for our general readership.

In future columns, I will discuss the DIPLOMACY order, its syntax, and how to make the computer read the order, not matter which order it is. (yes, there is a pattern). And other future issues will contain discussions of the records used and kept during the process of adjudication. And, if I ever get all the bugs out, how to handle convoys.

Finally, discussion will conclude with the control records and the procedures one must follow in adjudication. Such issues are generally applicable to computer game adjudication on a wide variety of subject and hopefully prove useful to others in their quest for computer gaming assistance.

If all of this finally comes to fruition, and I succeed in producing a workable Diplomacy computer adjudication system that runs on my 48k, 1-disk, Model III, TRS-80, I will share the fruits of my labor with all those who seek to run computer assisted diplomacy adjudication games.