

Hoodwink #16

A Diplomacy zine published by Stven Carlberg.

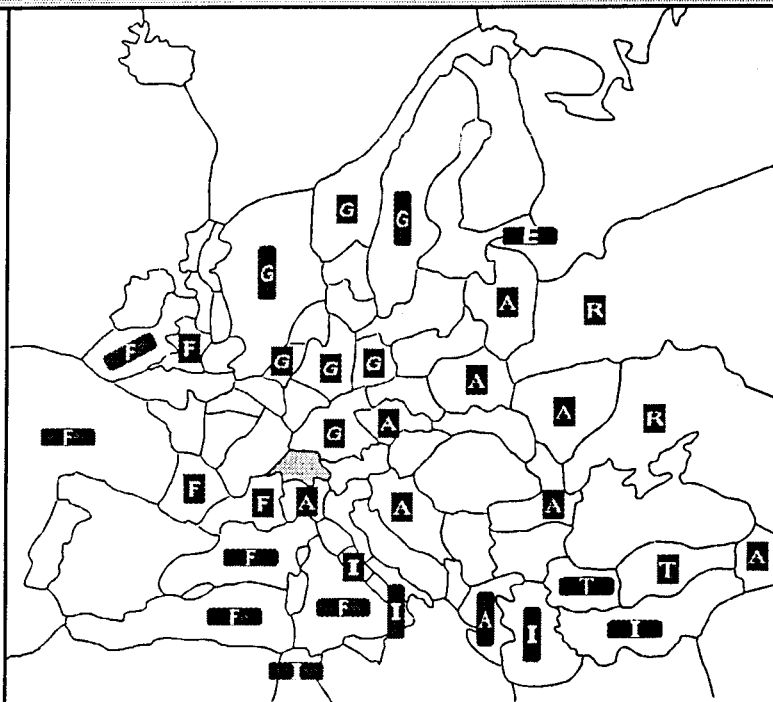
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Sutherland ~ Diplomacy 1991A1 ~ Spring 1905

**A-H TO RUSSIA:
WHO'S
CZARRY NOW?**

**FRENCH
FORCES FLANK
TUNIS**



Supply Centers

*
Austria: 9
VIE, BUD, TRI,
SER, GRE, RUM,
BUL, STP, WAR
England: 1
DEN
France: 8
PAR, BRE, MAR, SPA,
POR, BEL, LON, LPL
Germany: 7
BER, MUN, KIE, HOL,
NWY, EDI, SWE
Italy: 5
ROM, NAP, VEN,
TUN, SMY
Russia: 2
MOS, SEV
Turkey: 2
CON, ANK

Austria: F BUL(s)-GRE, A TRI-TYO, A PIE sup A TRI-TYO, A TYO-BOH,
A WAR-PRU, A STP-LVA, A BUD-RUM, A RUM-UKR, A SYR-ARM
England: F GBO-STP(s)
France: F LPL-IRI, F ENG-MAO, A YOR-WAL, A PAR-GAS, A MAR-PIE, F GLY-TYS,
F TYS-JON, F WME-TUN
Germany: F EDI-NTH, A BER-PRU, A KIE-BER, A HOL-KIE, F SWE sup A NWY,
A NWY sup F SWE, A MUN-TYO
Italy: F NAP-TYS, F TUN sup F NAP-TYS, F AEG-ION, F SMY-CON, A TUS-ROM
Russia: A MOS sup A SEV, A SEV sup A MOS
Turkey: (By GM) A ANK sup F CON, F CON sup A ANK

GM to Europe: The game's first draw proposal, an A/F/G/I, is up for a vote. Must be unanimous to pass. NVR#no.

England to The One Great Power Who Made My Short Stay Interesting: You know who you are! Thanks for writing and for the morale boost. I tried.

Italy to Austria: L'attaque! L'attaque! Toujours l'attaque!

Italy to France: If you hadn't jumped down my throat so fast, we might have been able to deal. Now it's a stalemate... I think.

Frank to John: What do you mean, "hopeless"? Faz would keep your position going for 10 game years and tell everyone else what to do to boot. And how come you didn't ask me to stab someone? What am I, a minnow to be slighted in this way?

Vienna to Paris: Your letter was great, but I must continue to forego the attack you request on your German ally. As they say, "If you want something done right, do it yourself." At this point, I'm all stabbed out.

Austria to Russia: You once said that you played a very solid defense. You have proved true to your word, and for that I respect you. While things may look bleak, I have learned there is little on the Diplomacy board more fierce than the Tsar at bay and, for that reason, I can offer you no quarter. So, even as our armies continue to battle, I wish you no ill will and hope you will reconsider your silence.

Osterreich to Sultan: I salute you, too, my Ottoman foe, and wish you well in the real world. (Diplomacy is a different animal, of course.) Thank you for the "good luck" wish-- I wish the same to you!

Vienna to GM: "Ma qui" was supposed to be French. Actually, it should be "mais oui." I speak fluent Spanish and Italian, but only a smattering of French, and I sometimes confuse the languages. "Ma" is Italian, "qui" is a Spanishized version of the Italian "cui." Sorry for the mistake.

GM to Vienna: Este mucho no problema, j'en suis sûr.

Austria to GM: You have remained conspicuously silent about this game, so let me ask: are you enjoying the blood-letting spectacle? Do you find this game exciting or a grind?

GM to Austria: Of course I'm enjoying it. I would hardly bother to GM otherwise. Silence is the badge of my non-partisanship.

Castaic to Memphis: Hope things worked out as we wanted. If not, I'm in *deep* trouble.

Osterreich to England: Why include me in your call to be left alone? Aside from Germany, England is the only country I haven't had the misfortune to do battle with. I wish you luck, John-- you'll need it-- but I won't, to be honest, be laying any bets on the Crown's survival.

Austria to Germany: This truly is your game to decide... Europe is at a crossroads, and the Kaiser shall lead the way. I await your decision...

Osterreich to No One In Particular: The casual observer, viewing my play, might consider the Austrian play so far as aggressive, opportunistic and cutthroat. Truth be told, though, I've only really attacked my neighbors four times... two of those have been rather long attacks, granted, but it's all in the perception.

Osterreich to La République: (with apologies to Tennyson) Cannon to the right of you, cannon to the left of you, volleys of shot and shell! Into the mouth of Death! Into the jaws of Hell!

DNN (Diplomacy News Network) to GM, Players, Hoodwink Onlookers and Small, Furry, Mostly Harmless Creatures Everywhere: As the *Sutherland* game enters 1905 and the fifth year of war, we at DNN thought it would be interesting to do a retrospective of the opening game and a players' forecast of what the coming midgame holds in store.

The opening game ends with the Big Four combined into two typical East-West alliances: France and Germany on the one hand, and Italy and Austria on the other. While both alliances had shaky moments (due primarily to coordination and logistic problems), both now appear firmly committed to the existing hegemonies in Europe. In a moment, we will examine what these combatants see coming in the next few years.

But what about the apparent runners-up in the early years of the war, England, Turkey and Russia?

In the waning moments of Prime Minister Clark's English government, a successful "Peace At Any Cost" coup placed opposition party leader Sir John Schultz at the helm of the remaining British forces. Schultz's call for immediate peace with Germany and France went unheeded, but was heard in the Austrian capital of Vienna. Envoys have worked feverishly in an attempt to save remaining English forces and to find them a strategic and safe haven, perhaps in northern Russia. Even if Schultz succeeds in salvaging the remnants of the once proud royal forces, it is doubtful he will be able to reconquer the captured homeland due to the massive combined occupation forces currently employed by French and German aggressors.

Quite a different scenario has unfolded in the now silent capital of Constantinople, where a surprise pro-Italian camp caught deposed Sultan

Attaboy off guard. The Italian amphibious assault on Smyrna last year, as well as Austrian flanking actions for the past two years, proved too much for the Sultan's government. While no clear leader has come to the fore of Turkish politics since Attaboy was deposed, informed sources say a Turkish military junta has agreed to keep remaining Turkish troops within the borders of the Con-Ankara region, and to use military force only for defensive purposes. The Austro-Italian allies have offered this ceasefire for an indefinite period of time, but DNN sources believe the current situation will not be a permanent one.

Finally, all is *not* quiet on the Eastern front, as the embattled Tsar Batty fights on against a hostile Austrian aggressor. His troops outnumbered nearly two to one, the Tsar has led a ferocious counteroffensive which has seen Warsaw change hands four times in as many years. Still, cunning and ferocity are only a short-term match against superior numbers, and Austrian military campaigns have repeatedly proven successful in slowly breaking the Tsar's iron grip on the bloody steppes of Russia.

DNN to DNN: We interrupt this broadcast for a special bulletin. War has apparently broken out between Germany and Austria as German forces attempted to invade the Austrian province of Tyrolia with a Spring offensive. Austrian defenders in the area successfully repelled the German troops, but heavy casualties have been reported on both sides. The German attack came after month-long peace talks between Vienna and Munich broke off early this week. At issue: Austria's recent decision to aid embattled Italy against strong French forces massing in the Western Mediterranean.

Austrian officials said the attack was not entirely unexpected due to the strong French-German cooperation pact seen in recent years. In fact, on a tip from high-placed German government officials, Austrian troops were sent to occupy defensive positions in the province of Prussia, an action designed to keep the area neutral for the remainder of the year.

Once again, war has broken out between the former allies, Germany and Austria, as German troops attempt to invade Austria. We will bring you more information as it becomes available.

DNN to Game: Due to the previous special bulletin, our coverage of the *Sutherland* midgame has been postponed until next month. Please tune in, as the results of a recent phone survey of the Big Four will be revealed.

Alex to Don: Your empire stretches from Piedmont to St. Petersburg to Syria, and you have the chutzpah to call *me* greedy.

Paris to Piedmont: Hello, hello, is there anybody out there?

France to Italy: You think you can stop me? Think again. The only player who can stop me is the German.

France to the World: What is this talk about a draw? No way! I will never vote for one. I'm sure that this is a concoction of the Red Tornado. What's the matter, Don, is lying to and stabbing us individually no longer enough to satisfy your lust for chaos? My advice to anyone dealing with the "Sultan of Slime" is to ask him for supply centers up front before you agree to be his ally.

Oh yeah, one more thing, Don. I will *give* Germany the win before I let this game end in a draw. There is no way you are going to get away with all of the garbage you have pulled in this game.

U.N. to John: Sorry. One unit hardly qualifies as a nation. And you sure ain't united. And besides, you slighted Frank.

Players in *Sutherland*:

Austria	Don Williams, 28162-F West Sloan Canyon Road, Castaic CA 91384
England	John Schultz, P.O. Box 41-19390 ICH 308, Michigan City IN 46360
France	Alex Leech, 502 Ricky Road, Mechanicsburg PA 17055
Germany	David Pierce, 8503 Coran Drive, Cincinnati OH 45255
Italy	Frank Wranovix, 710 N. Belvedere, Memphis TN 38107
Russia	Ward Batty, 931 Forest Park Lane, Suwanee GA 30174
Turkey	Played by house rules

Deadline for all games is January 13, 1992.

The Dread Letter Office

Facts in Five!

Players-- we've got players! As you may have guessed, our letters this time were selected to correspond to one of the categories: Fictional Newspaper Editors, of whom the four I could easily think of gave us our G, J, K, and W.

The other four categories, by way of compensation, were less challenging than usual, and several players submitted entries with answers in all 25 slots. Some of the answers, however, were disallowed. The ones that I counted are listed here:

One-Word Movie Titles: Gaslight, Gasss, Ghost, Giant, Godzilla, Grease, Jabberwocky, Jaws, Jezebel, Joe, Joy, Kagemusha, Kansas, Klute, Kong(?), Koyaanisqatsi, West-world, Wilson, Witches, Wizards, Amadeus, Bambi, Batman, Hook, Midway, Them!, Tremors.

(Incidentally, One-Word Movie Titles is *such* an easy category that I came up with answers for 25 different letters in hardly any time at all. Anybody care to pace me on this?)

Fictional Newspaper Editors: Lou Grant, J. Jonah Jameson, Charles Foster Kane, Perry White, Christian Toxe(?), Walter Burns, Charlie Hume, Shoemaker, Lee Travis, Andrea Zuckerman.

Things Typically Green: Godzilla, Grass, Green Beans, Green Giant, Jade, Jasmine, Jets' Uniforms, Jewelweed, Juniper, Kale, Katydid, Kermit the Frog, Kiwi Fruit, Kudzu, Wax Beans, Watercress, Water Lilies, Weeds, (Weeping) Willows, Wreaths, Asparagus, Astro-Turf, Lettuce, Limes, Martians, Parsley, Shamrock.

Proper Nouns Containing Hyphens: The Go-Go's, The Go-Betweens, Gramm-Rudman, Garza-Little Elm Res.(?), German-American(?), Guy-Lussac, Jacques-Cartier, Jean-Claude, Japanese-American(?), Jean-Jacques, Jell-O, Joliot-Curie, Karelo-Finnish S.S.R., Karl-Marx-Stadt, Kimberley-Clark, Kingsey-Falls, Korean-American(?), K-Y Jelly, Washington-on-the-Brazos, Watt-Evans, Wilkes-Barre, Wal-Mart, Winston-Salem, Ann-Margret, Astro-Turf, Austria-Hungary, Ian Baker-Finch, Obi-Wan Kenobi, Port-au-Prince, Stratford-on-Avon, Toulouse-Lautrec.

Breakfast Cereals: Granola, Granola Squares, Grape Nuts, Golden Grahams, Junior Rice, Just Right, Jets, Kaboom, Kenmei Rice Bran, Kix, Kracklin' Oat Bran(?), Wheaties, Wheat Chex, Rice Krispies, Cheerios, Oatmeal, Apple Jacks, Fruity Pebbles, Lucky Charms.

Some answers disallowed: Judeo-Christian is an adjective, not a noun. I *barely* allowed German-American, Korean-American, and Japanese-American, as I suppose these terms could be used for persons of dual citizenship. (They would be used for Americans of foreign extraction *without* the hyphens-- or *with* the hyphens, only as adjectives.)

Corn Flakes is a C, not a K, and putting "Kellogg's" in front of it did not change my mind about this.

Krypton, a colorless, inert gas, is not typically green unless this is the color it fluoresces (a piece of information I have been unable so far to track down). I wonder if our player had *Kryptonite* in mind?

Nice work, everybody! And our grand prize winner this issue is..... (a drum roll, please!)

It's a tie!

**David Schlosser and Lawrence Watt-Evans,
with 24 correct answers each!**

In recognition of the mighty abecedarian efforts of Messrs. Schlosser and Watt-Evans, there'll be one additional issue of **Hoodwink** tacked freebiely onto each of their subscriptions!

Ready to tackle a tougher one? Categories for next time:

Old Names of Cities or Countries
that Now Have New Names
Shades/Tints of Blue
Dinosaurs
Branches of Mathematics
Screen Actors Who Have Portrayed
Sherlock Holmes or Dr. Watson

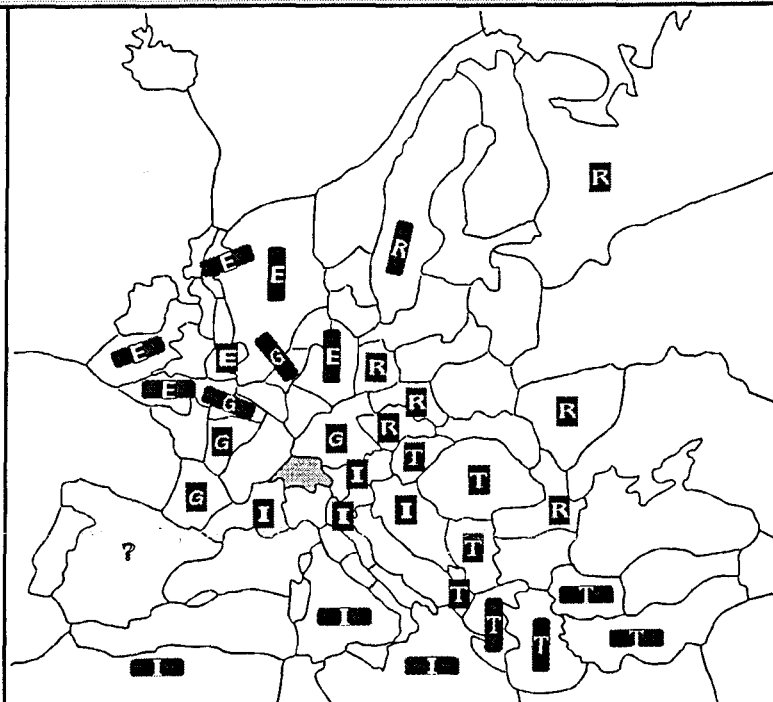
Your letters: A, B, M, P, and T. If your Holmes or Watson might not be well known, please cite a movie or TV show in which he appeared. And remember that we're playing "on the honor system," so no recourse to reference books or otherwise looking stuff up! Have fun straining your brain!

And here's a special request for the players (you know who you are!) I've wound up phoning for Dip orders: How about making a Diplomatic New Year's Resolution about getting your orders in on time, without prompting from the GM? Every phone call I *don't* have to make is not only time saved toward getting each issue finished, it's also trouble saved-- and the less trouble this zine is, the longer it'll continue to be published. Don't be a spoilsport! Do your part!

Indefatigable ~ Diplomacy 1990II ~ Spring 1996

**NO ALLIES
LEFT FOR
I OR G**

**SULTAN SETS
SAIL TO STORM
SOUTH SEAS**



Supply Centers

*

- England: 6**
LON, IPL, EDI,
NWY, DEN, KIE
- Germany: 5**
MUN, HOL, BEL,
PAR, BRE
- Italy: 8**
ROM, NAP, VEN,
TUN, SPA, POR,
TRI, MAR
- Russia: 7**
MOS, STP, WAR, SEV,
SWE, BER, RUM
- Turkey: 8**
CON, ANK, SMY,
VIE, BUL, BUD,
SER, GRE

- England:** F LPL-IRI, F NWY-NTH, F EDI sup F NWY-NTH, E KIE-HOL, A LON-BEL, F ENG con A LON-BEL
- Germany:** F BEL-PIC, F HOL-BEL, A BRE-GAS, A PAR sup A BRE-GAS, A MUN-BUR
- Italy:** E ION-EME, F WME-TYS, F MAO-NAF, A TYO-VIE, A TRI sup A TYO-VIE, A VEN sup A TRI, A MAR-BUR, A GAS-PAR (retreat SPA?)
- Russia:** F SWE hold, A STP hold, A BER-MUN, A SIL-BOH, A WAR-SIL, A MOS-UKR, A RUM hold
- Turkey:** E SMY-EME, F CON-AEG, F ANK-CON, A BUL-SER, A SER-ALB, F GRE sup A SER-ALB, A BUD-TRI, A VIE sup A BUD-TRI

Draw Proposals: They all fail: E/I/R/T with 2 No, 1 Yes; R/T and T with 2 Yes, 1 No; and a couple of non-voters. I'll continue to report vote tallies when it's convenient for me to do so. Remember that NVR does not equal No.

Russia to England: We're looking good. Let's start the push south.

Russia to Germany: Gee, it's not even worth writing about?

Russia to Italy: Looks like we may meet in southern Germany.

Russia to Turkey: I sure hope those fleets are destined for the Med.

Russia to All: I agree with the Turk-- this game is far too interesting to end at this point. Merry Christmas to all!

England to All: There is a good chance that there will be a change of address next bulletin.

Players in Indefatigable:

- England** David Schlosser, 7324 Paso Robles Ave., Van Nuys CA 91406
- Germany** Douglas Kent, 54 W. Cherry St. #211, Rahway NJ 07065
- Italy** Bruce Reiff, 2207 Smokey View Blvd., Powell, OH 43065
- Russia** Gene Gesner, 1308 Trailwood Lane, Longview TX 75605
- Turkey** George Inzer, 1755 Ashville Road, Montevallo AL 35115

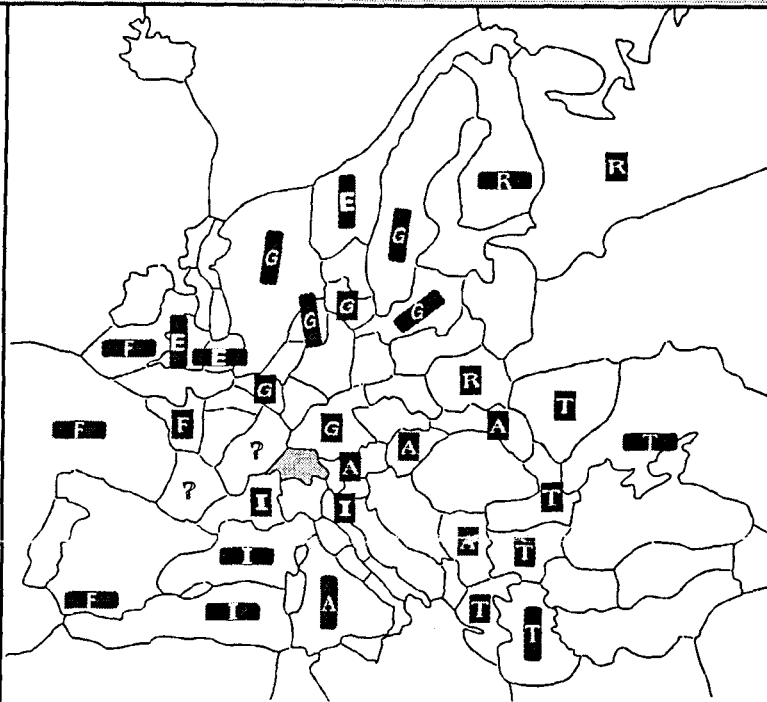
Deadline for all games is Monday, January 13, 1992.

Game openings: We are getting close to completion on both the Regular and Gunboat Diplomacy games currently being offered. \$5 and a preference list will sign you up for either. Let me know!

Marie Galante ~ Diplomacy 1991AJ ~ Fall 1993

**ROMANS
MARCH IN
MARSEILLES**

**TURKS
ADVANCE ON
TSAR, A-H**



Supply Centers

- *
Austria: 4
BUD, TRI, SER,
VIE, -GRE
- England: 4
LON, LPL, EDI, NWY
- France: 4
PAR, BRE, SPA,
POR, -MAR
- Germany: 7
MUN, BER, KIE, HOL,
BEL, DEN, SWE
- Italy: 5
ROM, VEN, NAP,
TUN, +MAR
- Russia: 3
MOS, STP, WAR
- Turkey: 7
CON, ANK, SMY,
RUM, SEV, BUL, +GRE

- | | |
|-----------------|---|
| Austria: | A TYO sup IA PIE (moving), F ION-TYS, A GAL hold, A BUD-VIE, A SER hold |
| England: | Retreat F NTH-YOR. F WAL-LPL, F YOR-LON, <u>A SWE sup F NWY</u> (annih.),
F NWY sup A SWE |
| France: | F IRI-LPL, A BRE hold, F MAO sup F SPA(s), <u>F SPA(s) sup A MAR</u> ,
<u>A MAR sup F SPA(s)</u> (retreat GAS, BUR?) |
| Germany: | A BEL hold, A HOL-DEN, F HEL con A HOL-DEN, A MUN hold, F SKA-SWE,
F BAL sup F SKA-SWE, F NTH-NWY |
| Italy: | A PIE-MAR, F GLY sup A PIE-MAR, F WME-SPA(s), A VEN holds |
| Russia: | F STP(s)-FIN, A UKR-WAR, A MOS-STP |
| Turkey: | A SEV-UKR, A RUM sup A SEV-UKR, F BLA-SEV, A BUL-GRE,
F AEG sup A BUL-GRE, A CON-BUL |

Germany to France: You hit him high and I'll hit him low.

Germany to Turkey: It appears your time would be better spent attacking someone other than Russia.

Russia to Germany: I move F STP to Finland because it is an army in Sweden, not a fleet.

Rome to Vienna: I don't really like your move to the Ionian Sea. It leaves me feeling very exposed. However, I'll trust you on this turn. I don't want to be the one to break our alliance. I do want our alliance to work. So please put your fleet in a more friendly posture such as Greece or Albania. If you *do* attack Naples or Tunis, I'll be coming back after you and leaving France alone.

Rome to Paris: Sorry, your initial attack on me ruined my original plans and forced me to pull my units to your side of the board. That cost me a lot and now I'm presenting the bill.

Turkey to Russia: Thanks for your note. I'll not bother you at this time.

Turkey to Austria: No plans, no cooperation. I fear there will be no further cooperation and so have chosen to attempt a slight expansion.

Turkey to All: Merry Christmas!

Austria to Italy and Turkey: Please accept my apologies for not writing to you, as my time was taken up with my wife being in the hospital and my kids not!

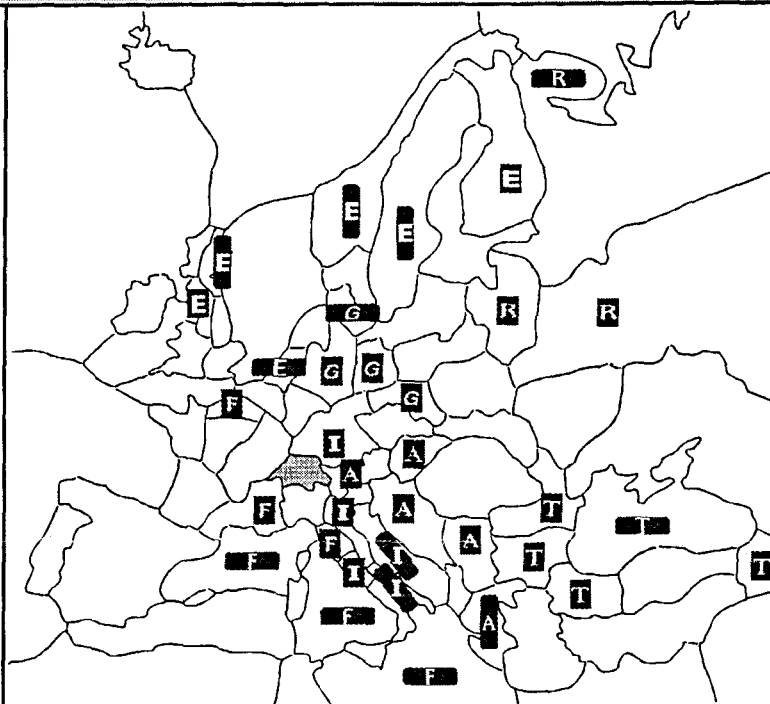
Players in Marie Galante:

- | | |
|----------------|--|
| Austria | Larry Behrendt, c/o Atlanta Christian College, 2605 Ben Hill Road, East Point GA 30344 |
| England | Michael Geifman, 17050 San Bruno #E7, Fountain Valley CA 92708 |
| France | Sean Brown, 520 South Verde Street, Apt. K, Flagstaff AZ 86001 |
| Germany | Stan Johnson, 10 Pine Street, Edison NJ 08817 |
| Italy | George Inzer, 1755 Ashville Road, Montevallo AL 35115 |
| Russia | Mike Gonsalves, 530 Treasure Lake, Dubois, Pennsylvania 15801 |
| Turkey | Gene Gesner, 1308 Trailwood Lane, Longview TX 75605 |

Atropos - A Game of Gunboat Diplomacy - Autumn/Winter 1903

**EDGY ITALIANS
RETREAT TO
MUNICH**

**ABDICATING
CZAR SMILES
ON SULTAN**



Supply Centers
*

Austria: 5
VIE, TRI, BUD,
SER, GRE

England: 6
LON, LPL, EDI, NWY,
+HOL, +SWE

France: 6
PAR, MAR, BRE,
SPA, POR, BEL

Germany: 4
BER, KIE, DEN, +WAR,
(-HOL), (-MUN)

Italy: 5
ROM, VEN, NAP,
TUN, +MUN

Russia: 3
MOS, SEV, STP,
(-WAR), (-RUM)

Turkey: 5
CON, SMY, ANK,
BUL, +RUM

Austria:	Retreat F ADR-OTB. Build A VIE
England:	Build A LPL, F EDI
France:	Even
Germany:	Retreat F SWE-DEN. Remove A WAR
Italy:	Retreat A TYO-MUN. Build A ROM
Russia:	Remove F SEV, F BAL
Turkey:	Build A CON

England to France: What you do about Italy is entirely your business. If he's a Boy Scout as you say (trustworthy, loyal, helpful, friendly, ...), then you are probably doing the right thing. With a combined five fleets, you can probably do what you want to in the Med. Meanwhile, notice my builds adhere to our agreements. Maybe it's an E/F/I that we're looking for.

England to Germany: Sorry for the rude introduction to the game, especially when you seem so congenial. But I felt I couldn't take the chance that it was Hitler replacing Kaiser Rolf. I'm ready to negotiate, but, as the American presidents are fond of saying, I like to negotiate from strength.

England to Russia: No word from you in the Fall moves. If I don't hear from you this Winter, I don't know what the Spring will bring. Except robins.

England to Austria: I helped Germany out by replacing suspicions with cold facts. But you'd better be nice. You might need some "friends" yourself, and sooner than you think. Austria isn't *that* far from here.

England to Turkey: Will I be having some new neighbors soon? Should I be brushing up on the Koran?

England to Italy: You have the most interesting decisions to make. Do you retreat and get a sure build? Or do you play to gain position on your "friend" Austria? The world holds its breath.

Austria to France: Your greed may cost you. Italy was wide open for the slam, but you passed it up by trying to get better position. You should have been happy to let me get a center or two; now I won't help you and you will have to work a lot harder for the spoils.

P.S. I wouldn't get too casual about England. With so many of your forces pushed eastward, your back is vulnerable now, too.

Austria to Germany: You will have no trouble from me. My unit in TYO is keeping an eye on Italy.

Austria to England: Your satire is lame. You're just a chump who got lucky enough to draw England.

Austria to Turkey: Your restraint to this point has been greatly appreciated. When and if you decide to attack, I will have no hard feelings. Perhaps you might consider keeping me around as a buffer or a puppet.

Austria to Russia: Hang in there.

Turkey to Austria: You and me, baby? How's it sound?

Turkey to England: A one-two punch! You in the north, me in the south!

Germany to England: Hi there, I'm happ... ouch ooh ow HELP!

Germany to France: I would be eternally grateful to you for your help versus England. Even neutrality would be appreciated.

Germany to Russia: It was wrong of Germany to take Warsaw, I see that clearly now. I'd like very much to cooperate with you versus England.

Germany to Turkey: Your attack on Russia while Austria is hanging on you like a cheap suit is much akin to Nero's fiddling while Rome burned.

Paris to London: Understandable. But please remember that I have all the stability that I need at the moment. If I need any more, I'll let you know. And I'm getting antsy. Anything that smacks of a stab in the making and I'll have to abandon my Balkan adventure. And I'd hate that.

France to Germany: Do you need any more stability?

France to Italy: Forget the Grecian marbles. Thanks for the Tuscan holiday. Support VEN yourself. I need to march on the red cliffs of Albion.

Italy to Germany: No offense about the retreat to Munich. The Devil (Austria) made me do it. I'll even leave in the Fall-- just don't take it back in Spring, OK?

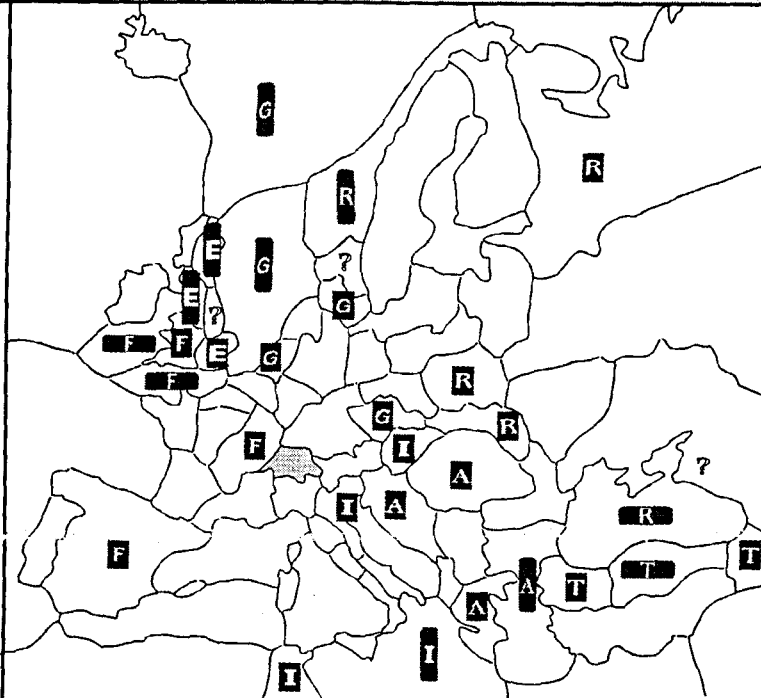
Italy to France: I don't mind your playing through tooo much, but I'd appreciate your moving your fleets along. I'm feeling a touch of claustrophobia.

Italy to Austria: For some reason I get the idea you have it in for my poor country.

Witch of Endor - A Game of Diplomacy - Fall 1902

**WITCHES FAIL
TO PROSPER,
YET HANG ON**

**A-H SEIZES
BUL BY HORNS
OF DILEMMA**



Supply Centers

- Austria: 5**
BUD, TRI, GRE, SER,
-VIE, +BUL
- England: 3**
LON, LPL, EDI, -NWY
- France: 6**
PAR, MAR, BRE, BEL,
POR, +SPA
- Germany: 5**
MUN, BER, KIE,
DEN, HOL
- Italy: 5**
ROM, NAP, VEN,
TUN, +VIE
- Russia: 7**
MOS, WAR, STP, SEV,
SWE, RUM, +NWY
- Turkey: 3**
CON, ANK, SMY,
-BUL

- Austria:** A VIE-TRI (annih.), A BUD sup A VIE-TRI, A SER-GRE, A TRI-ALB,
F BUL(s) hold
- England:** F NAO-LPL, F EDI hold, A LON hold, F NTH-BEL (retreat YOR, SKA?)
- France:** A SPA hold, A BEL-WAL, F ENG con A BEL-WAL, F IRI sup A BEL-WAL,
A BUR-BEL
- Germany:** F NWG-EDI, F HEL-NTH, A DEN hold, A KIE-HOL, A BOH sup IA TYO-VIE
- Italy:** A TYO-VIE, A VEN-TRI, A TUN-ALB, F ION con A TUN-ALB
- Russia:** A RUM-GAL, F SEV-BLA, F ARM sup F SEV-BLA (retreat SEV?),
F NWY sup GF HEL-NTH, A STP sup F NWY, A LVA-WAR
- Turkey:** A CON-BUL, A SMY-ARM, F ANK sup A SMY-ARM

Austria to Germany: Nonsense-- you communicated your complete untrustworthiness very well. I just wish Italy knew you as well as I do. You are scum and your scumminess is bound to rub off on anyone who associates with you any amount of time. If you'd learn to read or at least use a dictionary you wouldn't have so many problems.

Austria to France: Why can't we be friends?

France to Austria: When, pray tell, dear Kaiser, was any aid specifically requested? How can I refuse a favor that was never asked?

England to France: I hope the weather in Liverpool stays unsuited to French tastes. Cold and damp is fine with me.

England to Germany: I still say you've made a mistake, but that's your prerogative.

England to Russia: I'm not really impressed with your offer to keep what you've taken and leave me alone, as that's about where you are stuck this turn. I don't need non-aggression pacts; I need an ally who will help.

England to Austria/Turkey: Thanks for the moral support, guys; it's even better to keep the Russian busy in the south. Stay in touch.

England to All: Merry Christmas!

Constantinople to Moscow: Hope you choose the destruct.... It would sure mend our fence!

Constantinople to Vienna: Ours is another fence I'm really glad to see mended. It's good to be working together.

Italy to Austria: As another famous Italian said to a threat like yours: "Go for it." Or to put it another way, we'll see who gets hurt.

Players in Witch of Endor:

- Austria** Stan Johnson, 10 Pine Street, Edison NJ 08817
- England** Gene Gesner, 1308 Trailwood Lane, Longview TX 75605
- France** Peter Baker, 800 S. Washington St., Apt. A-106, Alexandria VA 22314
- Germany** David Polley, 2504 Huntwick #1007, Austin TX 78741
- Italy** David Schlosser, 7324 Paso Robles Avenue, Van Nuys CA 91406
- Russia** Mike Gonsalves, 530 Treasure Lake, Dubois PA 15801
- Turkey** Michael Alterio, 909 Sycamore Street, Buffalo NY 14212

Hoodwink Hooley

Letters!

*** from Lawrence Watt-Evans:

On question-marked items from Facts in Five: Pauli is legit; the Pauli exclusion principle has something to do with the behavior of electrons in molecular bonds. A.J. Quick is also legit; he's a physicist who did a lot of work at Stanford, I believe, but I'd have to look him up to be sure. Max Quantum is a fraud, or possibly somebody thinking of Max Planck. Allan Quatermass is a fictional character. He was the hero of three or four TV mini-series in Britain, way back in the '50s and '60s, two or three of which were then remade as theatrical features-- *The Quatermass Experiment* and *Five Million Years to Earth* were two of them, I believe. (I think one was retitled *The Creeping Unknown*.)

Quince isn't a flavor of ice cream.

I knew orange sherbet isn't ice cream, but I figured it couldn't hurt to see if you didn't know it.

Formula-1 is a pretty good game; my kids have recently taken a fancy to it. I could never find anyone else who would play against me as a kid, which was a great disappointment. You have a race track on the board, marked off into spaces; the corners have "safety speeds" indicated for each lane. The number of lanes varies from six down to two, which can make blocking the other players, or getting the faster lane, very important-- for example, on one corner, the innermost lane might have a safety speed of 40 mph, while the outer two lanes are rated at 80 mph, and the last at 60 mph. The innermost lane, though, would probably be *shorter*.

Anyway, you have a cardboard "dashboard," and each turn you set your speed on it, and then move your car one space for every 20 mph of velocity. You can accelerate up to 60 mph per turn; slowing down by more than 20 mph per turn, however, will put wear on your brakes and tires-- there are "gauges" that keep track, and charts that tell you how much to take each time.

If you take a corner too fast-- well, at 20 mph or 40 mph over the safety speed, you roll the dice and check the result against a penalty chart. Anything higher than that, you "spin out," and your speed drops to zero, you lose the rest of your turn, and you have to start from the outside corner next turn.

And there are pit stops, lap counters, "tactic cards" for special advantages, and so on. Probably sounds complicated, but it isn't really. My kids, aged five and seven, have no problem with it. Good game; don't know why it never caught on.

[It does sound interesting, and something of a precursor to Daytona 500, a new game from Milton Bradley with three lanes narrowing to two (one of which is strictly for passing) at two curves. Six cars race around the track, powered by cards from the hands of two, three or four players. It sure seems like a simple thing, but maneuvering for position on those two curves has such a nice, clean fascination about it that Daytona 500 turns out to be my favorite new game of the moment.]

*** from Michael Alterio:

Regarding Conquest, I played the game in college, so my memories are now about six years old. As I recall, it's a chess-like game, except that instead of moving one piece one space each turn, a player has a number of moves (21?) to divide among several of his or her pieces. For example, a player could move two pieces 5 spaces each, two 4 spaces each, and one 3 spaces. You capture as in chess, but if you take a piece, the other player has an option to make a countermove before you finish your 21 moves (or however many there were). I think there were two "continents" (i.e., clusters of adjacent spaces) divided by an ocean with island pathways between. I also remember that there were different kinds of pieces-- fleets, soldiers, elephants... and that some pieces could carry other pieces. I remember a number of us playing it enthusiastically. In fact, although I hadn't thought about it at all for years, writing this makes me nostalgic, and I'd love to play.

[This reminds me somewhat of a game called Feudal (one of the original line of "Bookshelf" games) that I played in my college years. The set-up was as in Stratego, with each player (2-4) deploying his forces behind a screen which was removed when play was about to begin. Capturing was as in chess, but you could move all of your pieces on your turn, not just one, so tactics were different. I seem to recall that you could win either by capturing your opponent's castle or his king. That was a pretty good game I wouldn't mind seeing again, too.]

*** from Fred C. Davis, Jr.:

I was interested in your listing of *Games* magazine's best games of the year. I used to sub to *Games*, until they suddenly went out of business two years ago, just after cashing my sub renewal check. I was never able to get a refund of that check, although I followed up most persistently. When they resumed publication last winter, I bought a copy of the first issue on the newsstand, to see what it looked like. Later, I received a letter from them suggesting why didn't I sub. I replied by mentioning that they'd kept my sub renewal check, in a substantial amount, and I'd be happy to renew if they'd give me credit for that check (photocopy was enclosed). Needless to say, I did not receive a reply.

[Amazingly enough, I have heard substantially this same story from no fewer than five people, widely scattered around the country. I think it's a shame the new publishers of Games

haven't figured out how much goodwill they're losing by failing to do something about all those subscriptions truncated by the previous publishers. I'd suggest we all write them, but since they've already been written by quite a few of their disgruntled former subscribers, apparently that's not going to work.]

Anyway, I'm glad to see they're still listing the Games of the Year. I went to several toy stores in my area over the past week, looking for a copy of Trumpet. Unfortunately, none of them carried the game. They all had "Trump, the Game," but they'd never heard of Trumpet.

[Just as I had given up hope of getting Trumpet anywhere in Atlanta, I found it staring me in my face at the local K-Mart when I went by to pick up a second copy of Daytona 500-- a game which turned out to be so popular with my sister's family that I left it with them at the end of my Thanksgiving visit! Trumpet is by International Games, the same people who make Uno (the popular variation on Crazy Eights), so I think it's reasonable to expect it'll be out there in the stores in your neighborhood PDQ, and probably even in time for Christmas giving.

[Trumpet turns out not to be a bad little game, but it is fairly simple-- like Uno, a game the whole family can play together. Don't expect a fascinating strategic challenge.]

I've seen 221-B Baker Street. I haven't played it, but I've read the rules and looked at the map. It would be a good game for a group of adults, but I don't think it would appeal to hardcore wargamers.

[Since I don't know any wargamers, that works out fine.]

***** from Lon Atkins:**

I declined to resubscribe to *Games* magazine, being angry that I succumbed to all their "special" offers earlier and lost the money when they folded. I wonder who walked away with how much. The sudden resurrection of the zine did little to soothe my feeling of being stung.

I don't recognize any of the games you list. Recently I got the new Villia Crespo poker game, Dealer's Choice. I heartily recommend it as being the best computer simulation of a live game I've yet found. Lot LASFS poker, but the real thing. Nothing wild. (But I wish they had an option to play with a bug-- the joker.) Despite a few bugs (the programmer screw-up type), the game is very solid, has a friendly interface, plays quickly, and "feels" authentic.

*****from Stan Johnson:**

Did you know Marie Galante was also, besides being the name of a ship in the Hornblower saga, the name of a small island near Guadeloupe? I didn't til just recently! It's near or part of Iles des Saintes where England won that big battle over France.

[Yep, in fact, I also learned that interesting tidbit of information just recently! Ace researcher George Inzer was gentleman and scholar enough to send me a copy of a lengthy article by one

Gloria Deák, from the October 1991 issue of American Heritage, "Everything You Need to Know About Columbus," which included the following:

Columbus's second voyage was crowded with events, few of which redounded to the glory of either the explorer or Spain. Yet it began in the grandest manner. With a fleet of no fewer than seventeen ships and his imposing new title of admiral, Columbus set sail on September 25, 1493, from the ancient port city of Cádiz in Spain. The trip was to last more than two and a half years....

By November 3, all seventeen ships had successfully crossed the Ocean Sea [as the Atlantic was then known]. It was an amazing maritime feat; so large a Renaissance fleet had never gone so far in company. The fleet dropped anchor off a small Caribbean island, which Columbus named Marie Galante, after the nickname of his flagship [the *Santa María*].

And that will bring this issue of **Hoodwink** to a close. The roundtable on England will continue next issue. I've got a page and a half already typed up and ready to go-- would somebody please send me another half page on the play of England so I can get this out of my computer?

Thank you all for making this year of publication such an enjoyable one for me! I look forward to continuing the tradition in 1992, and I hope you'll be along for the ride.

In the meantime, permit me to wish each and every one of you all the blessings of the holiday season: peace, goodwill, and maybe even a renewed sense of purpose. May God be with you as you wend your way.
