

# Hoodwink #24

"A Dip Zine for Purists"

Stven Carlberg, Editor, Publisher and Gamemaster.

1939 Windemere Drive, Atlanta, Georgia 30324-4919. Phone 404/607-9157.

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## Pertinent Procedural Peskiness

### Faxes

*Very important!!!* Until further notice, no fax correspondence can be accepted! Do *not* use the number given in previous issues for faxing, as I cannot ensure that I will receive any message sent to that number. I am currently looking into the purchase of a new fax machine for my home computer, and hope to have the capability of taking messages by fax again very soon. Keep in mind, until then — and at least until next issue — that you're going to have to plan to get your moves in without benefit of that speedy telefacsimile transmission we all enjoy so much.

### House Rules: NMR and CD

I have worked out an exact distinction between NMR ("No Moves Received") and CD ("Civil Disorder"). I have not yet spelled this out for **Hoodwink's** players, as these concepts have only taken definite shape as I've seen from my GM experiences what I think works well. Please consider this explanation part of the House Rules.

The first time a player misses moves, it's a simple NMR. Under ordinary circumstances, a standby player will be called to submit moves in case the original player fails to do so for a second consecutive issue, and should this occur, the standby takes over as the player of record. (In **Hoodwink**, when a simple NMR occurs during the 1901 game year, the guilty player is also fined \$5, and a delay of game occurs so that orders *will* be taken, without exception, for every Great Power in every season of 1901.)

Non-ordinary circumstances are when the Great Power in question controls only one or two units or dots. In this case, no standby is called, but the player of record may still submit orders after the NMR.

On its second NMR in a row (which will only occur if fewer than three units or dots are controlled), the Great Power falls into Civil Disorder and no player, not even the player of

record, may submit orders for it. A unit of the Great Power in a position to support the other will be ordered by the GM to do so even though the position is in CD.

Removals made by the GM of units in CD will be made on a thumbnail tactical basis. This, I believe, is the intent of the rulebook when it goes into its litany of "units on home supply centers are the last to go," etc. While alphabetical order is as good a tiebreaker as any in a game without a GM, when you *are* playing with the luxury of a GM keeping watch over the game, I think it's entirely reasonable to have the GM make a reasonable removal and then abide by it. Decisions like these are not going to be very significant very often, of course, and I do promise to make them without prejudice toward any player — as indeed *all* my GM-type decisions are made, for the good of the game.

### House Rules Again

Those of you who were trying to find the **Hoodwink** House Rules will be glad to hear that I'll be printing them again, including the NMR/CD beeswax, sometime in the next couple of issues. I think they were last printed in #18 (not counting the copies that went out to new players when *Nonsuch* started up), so I guess it's about time to put them fresh on your minds again.

### Deadline Pressing

As you know, I like to get this zine into the mail as quickly as possible after the deadlines. Please help! The deadline for telephone (or telefax, once that's reinstated) orders is the night *before* the announced deadline. This is because I want to be in a position to adjudicate the games as soon as the mail comes in on Monday — sooner, if possible! If I don't owe you any favors, please don't tempt me to put you down as an NMR by waiting until Monday to call.

Leeway is leeway, and I'm all for it, but now and then, there is just no margin for error! Don't take it for granted!



# The Dread Letter Office

## Scattergories!

Hurry, hurry, hurry! Step right up, folks, and try your luck! The game's not fixed — it's never been broken! Answers which were duplicated and thus fail to score are asterisked:

**Halloween costumes:** Willy Wonka, wraith, George Washington, Wonder Woman\*, walrus\*, *window washer*, witch, wookie, waitress, the White Rabbit, Wendy

**Mammals:** wombat\*, wildebeest, *William Windom*, weimaraner, walrus\*, woolly monkey, water buffalo, wallaby\*, wapiti, white-tailed deer

**Oscar-winning actors:** William Holden\*, John Wayne\*, *William Hurt*, Wallace Beery, Walter Matthau\*, Walter Huston

**Things seen mainly or only outdoors:** weeds, wasps, *welkin*, water moccasins, weasel, winter landscape, wrens, waterfall\*, window wipers, water lilies, white-water rapids, warships

**Famous musicians (deceased):** Wolfgang Mozart\*, Kurt Weill\*, *Walter Piston*, Fats Waller, Richard Wagner\*, Sonny Boy Williamson, Hank Williams, William Walton

**TV shows no longer being made:** Wagon Train\*, What's My Line?, *Walt Disney's Wonderful World of Color*, What's Happening, Wild Kingdom, The Waltons\*, Wild Wild West, The White Shadow, Wings

**Nicknames:** Winnie, *the Windy City*, Winky, Wally\*, Wils, Wick, Willy, White Shoes, Whoopie(?), Wol, Wimpy

**Non-alcoholic beverages:** white grape juice, *whole milk*, well water\*, wintergreen tea, water\*, Wink, Wallaroo, Welch's grape juice, watermelon juice

**Adjectives 5 letters long:** wordy, wroth, *woozy*, wimpy\*, wacky, wired, wormy, witty, whole, wispy

**Place names in England:** West Riding, *Windermere*, Warwickshire, Whitehall, Woodbatswick, Wallingford, Westminster, Westminster Abbey, Winchester Cathedral, Wolverhampton, Wickham, Wingfield

**Political issues (2 words or less):** welfare (reform)\*, waste disposal\*, *water (rights)\**, water purity, Wales autonomy, wetlands protection, wheat subsidies, white supremacy, whale hunting, windfall profits

**Baseball terminology:** winning percentage, whiff\*, *wild pitch*, windmill pitch, wind-up\*, warning track, washout(?), White Sox, winning pitcher

Thanks for playing: Stan Johnson, Douglas Kent, Philip Sasse, David Schlosser, Lawrence Watt-Evans, Andrew York, Jack McHugh, Pete Fuchs, Matt Miller, Lon Atkins, Stven Carlberg, John Schultz, Steven McKinnon....

And our winner this issue..... (a drum roll, please!).....

**Stven Carlberg**  
with 11 unduplicated answers!

First runner-up honors this time go to Philip Sasse (10). Tied for third (at 8) were John Schultz, Lon Atkins, and Andrew York.

I suppose I should apologize for winning my own game.... After all, I have an advantage in that I'm the one who thinks up the categories! But I like this game so much I couldn't resist playing. So instead of apologizing, I'll open myself up to criticism by italicizing the answers I gave. Now you have a choice of complaining that they weren't valid answers ("window washer" for a Halloween costume?!) or getting a clue or two on my corner-cutting strategies. (I notice I was the *only* player who submitted a "nickname" answer other than a nickname for a person! And this trick didn't even occur to me until after the issue was out! Honest!)

Anyway, I suspect I'll have as much trouble repeating a win in this game as every other winner has, so you shouldn't expect my mealy-mouthed sort-of-apologies very often.

At the other end of the spectrum, and a pretty amazing accomplishment in its own right, was **Douglas Kent**, who managed to score only 4 points even though he submitted a valid answer in all 12 categories! Like wow!

**Notes on borderline answers:** (a) Wales, though in Great Britain, is not part of England. (b) "Washout" a baseball term? Meaning what? (c) According to my new *Encyclopedia of Film*, out of which I expect to get a lot of use, Walter Pidgeon, while nominated twice (*Mrs. Miniver* and *Madame Curie*), never won an Oscar. (d) I have never heard "Whoopie" used as a nickname, and actress Whoopi Goldberg uses her real name (according to the same source). Still, I suppose it's possible that someone uses "Whoopie" as a nickname. Can anyone provide an example?

Concerning one from last issue, "Kookamunga" for an American city, David Schlosser advises me that the correct spelling is "Cucamonga." This of course makes the answer ineligible under the key letter "K."

Here again follows a brief recap of the rules of the game. In the first place, everyone can play! The more the merrier! Hop right in and don't be shy! Answers must start with the announced key letter. To score a point, you must register an answer not given by any other player. You may submit only *one* answer per category, and you may not submit the same answer in more than one category.

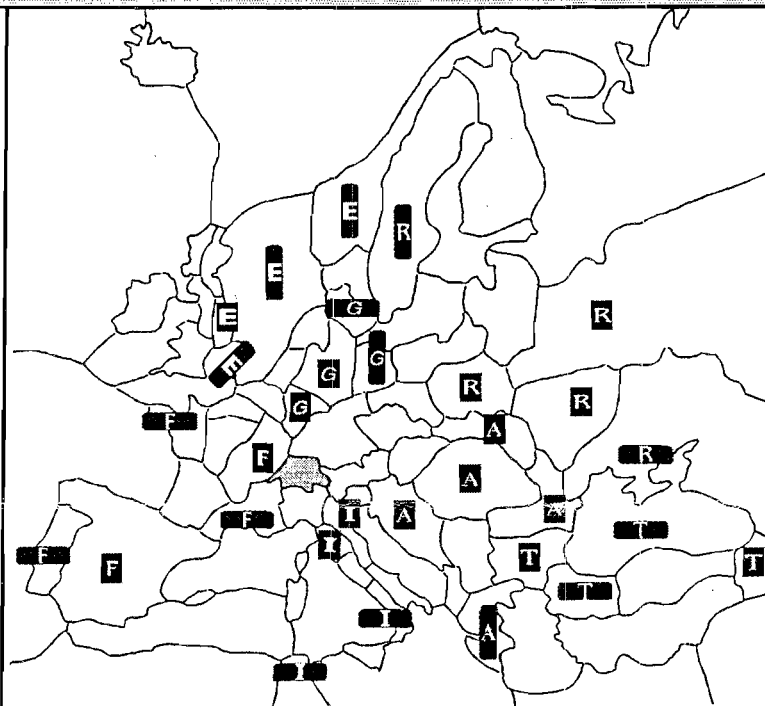
*Nonsuch ~ A New Game of Diplomacy ~ Winter 1901*

**GREEDY EYES  
ON LOW  
COUNTRIES**

**STRANGELY  
QUIET IN  
CENTER**

**FLEETS FINE  
FOR ALL FOES  
EXCEPT A&R**

**RUSSIANS  
OUTGUNNED  
IF T/A ROLLS**



**Austria:** (Brian Cannon) Build A BUD, A TRI  
**England:** (Stan Johnson) Build F LON  
**France:** (Michael Castille) Build F BRE, F MAR  
**Germany:** (Jon Rosenthal) Build F BER  
**Italy:** (Ward Batty) Build F NAP  
**Russia:** (George Inzer) Build A MOS  
**Turkey:** (Peter Fuchs) Build F CON

**Austria to Russia:** I've got a very strong constitution — I don't "die" easy.

**Vienna to Moscow:** The wires have all been cut by the Galicians, so I've had to send a courier. Unfortunately couriers are *much slower* than telegraph messages. (The carrier is traveling under the name of Unc Usps...)

**ACOMTRI TO ICOMVEN** (Austrian Commander, Trieste, to Italian Commander, Venice): I hope we can keep things peaceful. I have many family men in my ranks with beautiful wives and loving children. Let's avoid creating widows and orphans.

**England to France:** You will find your greed very expensive.

**Scattergories - continued**

Unlike most games of this type, Scattergories rules hold that when the category calls for a person, your answer may use the first letter of either the first *or* the last name. Be careful, though: this rule applies only to people's names.

Answers naming the same person or thing, even if using different words, are regarded as identical for scoring purposes. Answers using the same words to name different things are also regarded as identical.

*No research is permitted* (answers must come off the top of your head) and rulings of the GM are final.

Also, come to think of it, I'd be glad to hear from you on suggestions for categories. Don't flood me with dozens of them, but if you've got a bright idea or two, let me know!

So, are we ready for the next round? Your letter this time is D, and your categories are:

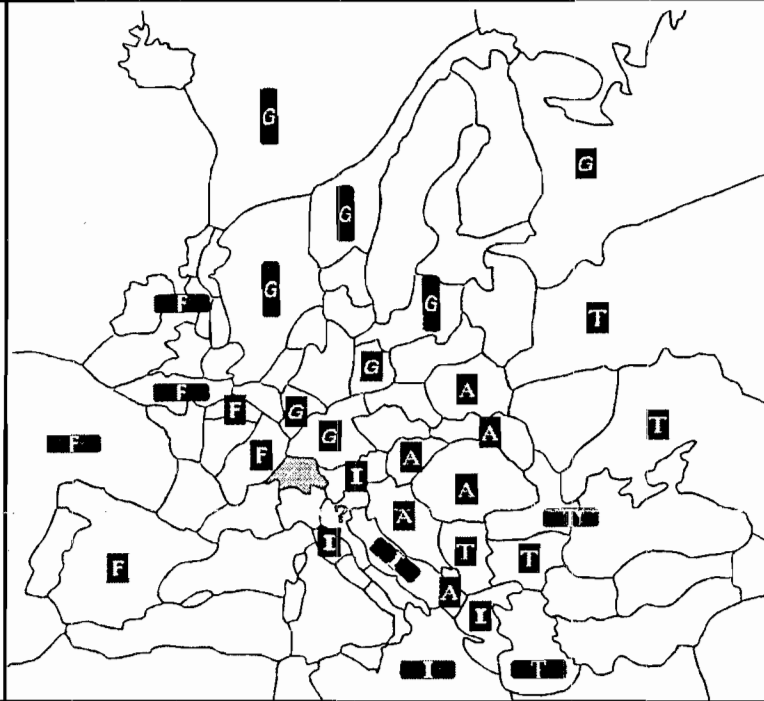
- Things that are lost
- Flowers
- Movies made from books
- Famous Americans (deceased)
- Words containing only one vowel
- Games
- Political issues (2 words or less)
- Nicknames
- Types of businesses
- Things at a restaurant
- Popular singers or groups of the 1990's
- Computer terminology

Good luck, and may the ablest abecedarian win!

Hotspur - Gunboat Diplomacy 1990 HWrb32 - Spring 1909

SUN SETS  
ON BRITISH  
EMPIRE

AUSTRIANS TRY  
TO GIVE IT  
ALL TO TURKS



Supply Centers

- Austria: 6  
BUD, VIE, SER,  
MUN, RUM, WAR  
England: 1  
LPL  
France: 6  
PAR, BRE, MAR,  
SPA, LON, POR  
Germany: 9  
BER, KIE, HOL, DEN,  
BEL, SWE, EDI,  
NWY, STP  
Italy: 6  
ROM, NAP, VEN, TUN,  
TRI, GRE  
Turkey: 6  
CON, ANK, SMY,  
BUL, SEV, MOS

- Austria:** A RUM-GAL, A WAR-SIL, A SER-TRI, A VIE sup A SER-TRI, A BUD sup A SER-TRI, A ALB sup TF AEG-GRE
- England:** (CD) Has F NTH (retreats OTB)
- France:** A POR-SPA, F MAO hold, F IRI-LPL, A PAR-PIC, A GAS-BUR, F LON-ENG
- Germany:** A BEL-RUH, A KIE-MUN, A BER-SIL, A STP sup AA WAR-MOS (nso), F GBO-BAL, F SKA-NTH, F NWY sup F SKA-NTH, F EDI-NWG
- Italy:** A GRE sup TA BUL-SER, F ION-ADR, F TYS-ION, A VEN-TYO, A TRI-ALB (retreat VEN?), A ROM-APU
- Turkey:** A MOS-WAR, A SEV-MOS, A BUL-SER, A CON-BUL, F AEG-GRE, F BLA-RUM

**GM to Europe:** Perhaps we're getting close to a conclusion in this game. The F/G/I/T proposal got only a single No Vote, while three voters favored it. (And I'm sure you all remember that in *Hadwink*, NVR ≠ No.) There are a great many other game-ending possibilities up for votes this time. In alphabetical order, they are: A/T, A/F/G/I/T, F/G, F/G/T, and G/T. Please vote with your Fall orders.

I got a couple of inquiries about the removal by GM of England's F CLY and F NWG instead of F NTH. This was not a "rulebook" removal, but a tactical one based on my snap assessment of which unit might do England any good in CD. As one inquirer put it, "I acknowledge that North Sea is generally (and reasonably) considered a much more valuable territory to occupy...." In this case, the F NTH was also the only English unit I felt might be in anyone's way.

Sorry for the confusion this caused. Also please see my discussion of House Rules on NMR and CD, nailed down elsewhere in this issue.

**Austria to Europe:** I'll vote any proposal to completion. If you want to get this over with, just vote. I'll vote yes.

**Paris to Berlin:** The move to Burgundy is *not* intended to threaten you — only to protect my home centers from a potential stab. I *will not* make any move onto German soil. I do intend, however, to liberate French-speaking Belgium. Beyond that, I have no designs in northern Europe, unless you force me to turn that way. I will

vacate Burgundy once you have made your non-hostile intentions clear (assuming I am in Burgundy — if you bounced me there, hostilities may have already begun). Yes I attacked Burgundy. But note what I could have done but didn't: no move to the NAO; no landing of ground troops in England to threaten EDI; no move to threaten the North Sea. Look back over the last eight years — you will find I have not lied to anyone. Now, you and I could draw a line across the north Atlantic and through western Europe, and bang our heads while Turkey continues to grow. Or we could coordinate and work to wipe out this eastern menace. It's true that you are awfully strong, but in a two-front war, the Turk will gain enough ground strength to come across Russia and Austria to do you harm. Belgium and Liverpool — that's all I want. That would even us up at 9-8 (with you taking back Munich). Then we could crush the East while those powers squabble among themselves. I take a purely defensive posture until I know your intentions. (P.S. Your fleets continue to worry me. Anything we can do about that?)

**France to Austria:** Hey, nobody over here *asked* Italy to stab you! Don't roll over to Turkey too quickly. There may be a way for you to survive this.

**France to Italy:** Watch the Turk. With Austria rolling over, he will get big fast! In case you're getting any ideas about getting cute with me while I am staring at four German fleets in the north, you should



know that I will let the Hun grow at your expense if you attack me now.

**France to England:** Well fought. Goodbye.

**Turkey to Russian ghost:** You call that "help" from Austria and Germany? When Warsaw sat there open for *years*?

**Turkey to Italy:** I know, I know, I'm trusting Austria and not you, and it's probably a mistake — but hey, if I'm wrong, I'm cutting my own support (assuming you really did support Bulgaria to Serbia) and not getting anywhere, so the penalty's built in, and I hope we can make peace. And if Austria's offer is legit, it's too good to pass up.

**Berlin to Paris:** Your build of an army instead of a fleet has made me slightly nervous — as nervous as you would have been, I suspect, if I had built a fleet. As you note, this thing looks like it's coming down to F/G/I/T as the "Big 4." You and me, we're the F/G, we're the "West," and we're on this side of the stalemate lines. I/T, they're the "East," they're on *that* side of the stalemate lines, and they *smell*. Need I say more?

Perhaps not, but here goes anyway. At this point, there is but one more English dot (Liverpool) to be had — it's yours. After that, French growth can only come from one of two places: my hide, or the Italian's. (I have more options in this regard, and I intend to vigorously pursue the battle in Russia against the heathen Turk and a possibly revanchist Austria, whatever the heck *that* means.)

I hope your calculus includes a move south to the Med. Otherwise we end up fighting, and Turkey will probably win the game. Note well that Austria is now threatening to "throw his dots" to the Turk. While I feel no particular love for the Austrian, neither do I continue to bear any enmity toward the fellow, and I was/am prepared to help prop up his sagging regime against the predations of the barbarous Turk. If we now must help this "pirate" state against the dot-hunger of the Italian, well, I suggest that we hold our noses and do just that. A vigorous move by France into the Med will prove helpful to Austria, and might even convince "the Mad Prince" that "the West," far from hypocritically supporting Italian aggression, vigorously condemn this action against a sovereign state.

Please note well my moves. I am trying to hurry my armies to the stalemate lines, since the Austrian press indicates movement in my direction. At the same time, I have prepared to cover my western flank. I am a little concerned about a possible convoy by you of an army to the British Isles. Given the present location of forces, an army in England is perhaps unnecessary, and only threatens the dot I hold there. I would draw, as you would have had I built a fleet, the "obvious conclusions" and "do what needs to be done." I gave some thought to moving F EDI-YOR, as a possible counterweight to aggression on your part, but decided that I was not prepared to "go to war through miscalculation." I do not want there to be any way for you to misunderstand my intentions.

I would suggest the following "peace plan." I had offered you Belgium "at some future time" as the price of peace. I think it is obvious to us both that that time is now. However, having French forces stationed so close to my Edam Cheese Factory in Holland will only make me nervous. Why not install your "martial law government" in Edinburgh, instead? This gives you *all* the English home centers, while allowing us to maintain a very "pretty" DMZ in NWG, NTH, ENG, PIC, BUR. Obviously I'm open to negotiation on this point, but I hope you'll examine the benefits to both of us of having clearly defined, and easily defended, spheres of influence. Note that even if you *did* convoy to Liverpool (without moving aggressively on the Continent), we might be able to work something out concerning Edinburgh, since all things considered your army in Edinburgh would present the least threat to my holdings in Scandinavia. But as always, negotiations should accompany, if not precede, movement.

Germany desires, nay, *requires*, peace with French Democracy. The game is at a critical point. France must now choose between a grinding stalemate in the West, a war that can only benefit Turkey,

who is poised for great gains at the expense of "the Mad Prince," or establishing a prominent and enviable position for France in the pantheon of nations, by moving quickly, aggressively, and decisively in the Mediterranean Theatre. Italy's attack on Austria may well backfire. Both Greece and Trieste will be difficult to hold. The upshot: no matter who emerges as dominant in the Mediterranean region, France's position in the game depends on a move to the south. You *must* prepare for all eventualities. French growth requires it. French security requires it. French *honor* requires it. The world, and Germany, wait with baited breath.

**Berlin to Vienna:** Now just hold on a minute. *Italy* has attacked you; not me, not France, not *the West!* I even let you hold onto Munich last turn (admittedly, through stupidity more than anything else, but...!) The game is hardly over for Austria, no matter what Italy did or does. You still have six dots, tying you for second with three other powers! No need to throw your dots away, especially when your retaking Trieste will prove child's play. Why give up Serbia when Turkey will have his hands full retaking Greece? You are hardly dead, and you are not dying. Please return to the table, and let's start talking sense here.

I have prepared defensive moves, since your press indicated that you could well be thinking about crossing the frontier for a second time. Know that I will be ready for you this time! But whether to hurt you, or to help you, I need to get my armies moving southeast. I would much rather help than hurt.

Note that while I have occupied Munich, I don't need to stay there. If in your press and moves it is obvious that you intend to help the barbarous Turk in any way you can, fine. We know where you stand, and for sure I'll retake my home center, finally, from you. But if it is evident that you have rethought your "strategy," and instead of throwing dots at the Turk you will be defending them against same, I will try to move out of Munich in the fall and into areas where I can help you against Turkey and/or Italy. An Austrian army deep in the Balkans, fighting valiantly at considerable odds against the Turkish Horde is obviously more useful to my foreign policy than another German army built at Kiel, for instance.

Note my support for your move to Moscow. No matter what, I will repeat this in the Fall, unless you no longer border Moscow. If you cut support in Sevastopol, Moscow is yours. There is no reason to give up yet.

**Berlin to Rome:** Your attack seems to have once again overloaded the Austrian's sensory inputs. I don't see how you can hold Trieste, but good luck trying. Thanks for building armies instead of fleets — as nature abhors a vacuum, hopefully my froggy friend will move to fill the Mediterranean vacuum.

I suppose I should be concerned by your build of armies, since Italians seem inevitably drawn by the Alps of Tyrolia, but I figure like the snows on those Alps, your armies, and your dots, are ephemeral and will be melting with next winter's thaws. Or something like that. At any rate, keep up the good fight against the Turk and Austria. Should Austria prove intractable, expect my help against the Turk. But I will *never* aid you against France; please don't even bother to ask.

**Berlin to "Russia":** Hey, I *play* a pretty good game, too! Thanks for all the help that Russia gave to Germany early in the game. Quite literally, I would not be where I am today without your sacrifice. You are the game's true hero.

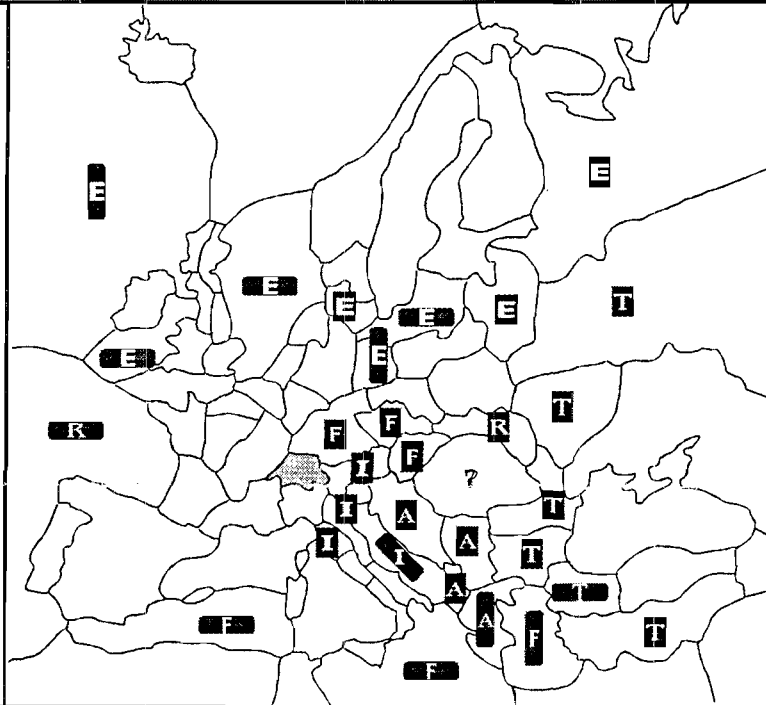
**Berlin to Constantinople:** Considering the number of times Austria has switched sides in this game, I'd say "Be Prepared" should be your watchword. He's hardly down and out! He may yet rise, like a phoenix, to confront you and challenge your mastery of the East. You have a long road ahead of you, with numerous pitfalls and potholes. Signing up the Austrian as an ally/puppet will inevitably prove as deadly to you as Cleopatra holding the asp to her bosom. But what else can you do?

**GM to Europe:** You can send me orders and votes for next time!

**Atropos – Gunboat Diplomacy 1991 HCrb32 – Fall 1906 (again)**

**DELAY  
OF  
GAME!**

**GM GETS IT  
WRONG IN  
TRIESTE**



- Supply Centers**  
\*
- Austria: 4**  
BUD, SER, GRE,  
TRI, -VIE
  - England: 10**  
LON, LPL, EDI,  
HOL, SWE, DEN,  
NWY, KIE, STP, +BER
  - France: 8**  
PAR, MAR, BRE,  
SPA, POR, BEL,  
MUN, +VIE
  - Germany: 0**  
-BER
  - Italy: 4**  
ROM, NAP, TUN, VEN
  - Russia: 1**  
WAR, -MOS
  - Turkey: 7**  
CON, ANK, BUL, RUM,  
SEV, SMY, +MOS

- Austria (-1):** A VIE sup A TRI (ret BUD?), A TRI sup A VIE, A SER sup A TRI, A ALB sup F GRE, F GRE sup A ALB
- England (+2):** F NWG-NAO, F LPL-IRI, A LON-DEN, F NTH con A LON-DEN, F KIE-BER, F BAL sup F KIE-BER, A STP-MOS, A LVA sup A STP-MOS
- France (+2):** F AEG-GRE, F ION-ALB, F TYS-WME, A TYO-VIE, A BOH sup A TYO-VIE, A MUN sup A BOH
- Italy (+0):** A VEN-TRI, F ADR sup A VEN-TRI, A TUS-VEN, A PIE-TYO
- Russia (-1):** NMR! Has F MAO, A GAL
- Turkey (+1):** A MOS sup A UKR, A UKR sup A MOS, A RUM sup A BUL, A BUL sup A RUM, F BLA-CON, A SMY sup F BLA-CON

**GM to Europe:** I seem to have neglected to take into account the detail that A SER was ordered to support A TRI in Fall 1906. The Italians actually do *not* take Trieste from the Austrians (as I incorrectly reported). So this game misses a beat while everybody gets back on the same page. Please accept my apologies for the error.

If I've got orders on file from you already, I'll use them. But feel free to submit fresh orders if you like, even if yours are not affected by the fact that Austria still owns Trieste.

Remember also that we've got an E/F/I and an E/F/T up for a vote.

White (Watt-Evans)

Black (Schlosser)

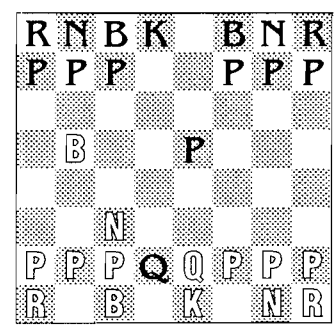
1. P-K4
2. PxP
3. B-N5ch
4. Q-K2
5. N-QB3

1. P-Q4
2. P-K4
3. QxP
4. K-Q1
5. QxQPch

**Diplomatic Chess Corner:**

Fielding a few rules inquiries here. (Got any more?)

- Q. If a piece is ordered to capture an opposing piece, but the opposing piece moves, what happens?
- A. The first player's piece goes to the square where the opposing piece was before it moved; no capture occurs.

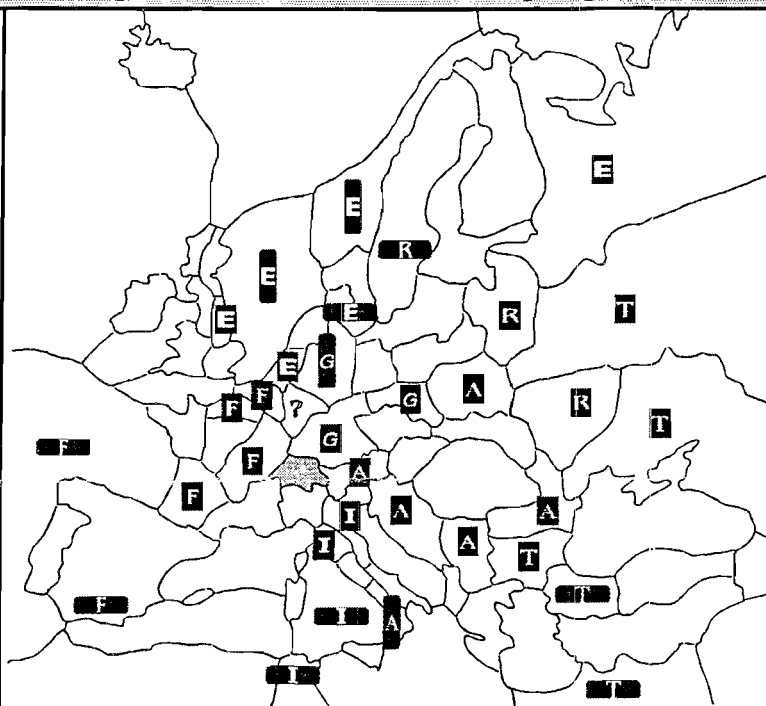


Three checks in a row can win the game.

*Pique – 1992N – Winter 1902/Spring 1903*

**HOME DOTS  
ABANDONED  
BY TSAR**

**GERMAN PRESS  
MAKES SENSE,  
BUT ORDERS?**



**Supply Centers**

- \*
- Austria: 6  
VIE, BUD, TRI, SER, GRE, RUM
  - England: 6  
LON, LPL, EDI, NWY, STP, DEN
  - France: 6  
PAR, BRE, MAR, SPA, POR, BEL
  - Germany: 4  
BER, KIE, HOL, MUN
  - Italy: 4  
ROM, VEN, NAP, TUN
  - Russia: 3  
MOS, WAR, SWE
  - Turkey: 5  
CON, SMY, ANK, BUL, SEV

- Austria:** (Peter Baker) Build A VIE. F ION-NAP, A GAL-WAR, A RUM-UKR, A SER-RUM, A VIE-TYO, A TRI sup A VIE-TYO
- England:** (Steven McKinnon) Build A LON, A EDI. F NWY hold, A LON-HOL, F NTH con A LON-HOL, F DEN-KIE, A EDI-YOR, A STP sup RA MOS
- France:** (Herb Barents) Build F MAR. F MAR-SPA(s), F MAO sup F MAR-SPA(s), A GAS sup F MAR-SPA(s), A PAR-BUR, A PIC sup A PAR-BUR, A BEL sup EA LON-HOL
- Germany:** (Jack McHugh) F KIE hold (unordered), A MUN-RUH (double ordered), A BER-SIL, A HOL sup EA BEL (retreat RUH?), A MUN sup A BER-SIL (double ordered)
- Italy:** (Michael Alterio) Retreat A MUN-TYO. Remove F GLY. A TYO-VEN, A PIE-TUS, F WME-TYS, F NAF-TUN
- Russia:** (David Pierce) F SWE-NWY, A UKR sup TA SEV-MOS, A MOS-LVA
- Turkey:** (Douglas Kent) Build F SMY. F SMY-EME, A ARM-SEV, F BLA-CON, A SEV-MOS, A BUL-RUM

**Berlin:** Kaiser Flapper I read the latest issue of **Hoodwink** with growing rage. "Who dares use my clever ideas?" angrily thought Flapper. Springing from his royal repose, the Kaiser called for his Minister of the Interior.

Slowly the door opened and in ambled Garret von Snot, publisher of the **Zine Regurgitator** and keeper of the Hobby Reviews. He was marking up the latest issue of **Maniac's Paradise** with a red highlighter. Most of the zine was highlighted. "Yes, Your Stupidness. You droned?" he said in his lazy Brooklyn accent.

"Shut up," snarled the Kaiser. "I get enough of that from Johnstein." He picked up the latest issue of **Hoodwink** and shook the paper at Snot. "Look at this press 'From Another Land' — it is obviously a fake. Forget the Sack and find out who wrote this and drive them from the hobby."

"Yes, I can see this is not yours — it's actually quite clever." Snot smiled coyly, turned on his heel and went to

the door. Stopping at the door, he said, "I'll get your press written for you, but I want your subzine stopped," and with a flick of his wrist he was gone.

"Get me my Foreign Minister!" screamed the Kaiser.

A large, trembling man appeared before him. "Yes, Your Pompousness," said the harried Foreign Minister Schultzie.

The Kaiser ineptly fumbled through his zines. Whipping out the last issue of **Martha**, he threw Schultzie's letter at his Foreign Minister. "Explain this! How dare you refuse to toady to me! How dare you have other players before me! Why, I ought to have you shot for such insolence.... Instead, I'm having you shipped back to Dip prison. You can play with Jim Diehl and Ms. Melinda until you rot."

"No, anything but that!" said Schultzie, falling to his knees. "Give me another chance...."

Just then an aide appeared with a note from the French President. "He wants to negotiate. All right, I won't send





## Hoodwink Mailing List

- (38) Michael Alterio, 338 Crescent Ave., Apt. 19, Buffalo NY 14214
- (00) Lon Atkins, 1101 Valley Circle, Costa Mesa CA 92627
- (26) Peter Baker, 800 S. Washington St., Apt. A-106, Alexandria VA 22314
- (00) Herb Barents, 17187 Wildemere, Detroit MI 48221
- (00) Ward Batty, 931 Forest Park Lane, Suwanee GA 30174
- (31) Brian Cannon, 2031 Linauer Drive, La Habra CA 90631
- (32) Michael Castille, 3201 10th Street, Port Arthur, Texas 77642
- (42) Patrick Conlon, 7180 Shoreline Drive #5110, San Diego CA 92122
- (40) Peter Fuchs, 9105 Walking Stick Trail, Raleigh NC 27615
- (31) Gene Gesner, 15103 Alexis Drive, Tampa, Florida 33624
- (00) Mike Gonsalves, 530 Treasure Lake, Dubois PA 15801
- (00) Cecil Hutto, 1609 Filhiol, Monroe LA 71203
- (00) George Inzer, 1755 Ashville Road, Montevallo AL 35115
- (26) Stan Johnson, 10 Pine Street, Edison NJ 08817
- (00) Douglas Kent, 54 W. Cherry St. #211, Rahway, NJ 07065
- (29) Mark Lew, 5390 Broadway #2, Oakland CA 94618
- (29) David McCrumb, 3636 Oldtown Road, Shawsville VA 24162
- (00) Jack McHugh, 280 Sanford Road, Upper Darby PA 19082
- (26) Steven McKinnon, 71 Chestnut #14, Albany NY 12210
- (00) Jim Meinel, 2801 Pelican Drive, Anchorage AK 99515
- (27) Paul Milewski, 4380 Eastwood Drive #2101, Batavia, Ohio 45103
- (24) **Matthew Miller, 406 Carroll Hall, Notre Dame IN 46556 (\*COA\*)**
- (00) Larry Peery, Box 620399, San Diego CA 92162
- (26) David Pierce, 8503 Coran Drive, Cincinnati OH 45255
- (25) David Polley, 2504 Huntwick #1007, Austin TX 78741
- (24) Mickey Preston, 1108 Bates Creek Road, Lexington KY 40502
- (29) Bruce Reiff, 2207 Smokey View Blvd., Powell, Ohio 43065
- (30) **Jon Rosenthal, 2501 Whitis, 309 Carothers, Austin TX 78705 (\*COA\*)**
- (00) Philip Sasse, 5020 Morton Ferry Circle, Alpharetta GA 30202
- (00) Garret Schenck, 40 Third Place, Basement Apt, Brooklyn NY 11231
- (00) David Schlosser, Post Office Box 8084, Eureka CA 95502
- (00) John Schultz, Post Office Box 41-19390 ICH 308, Michigan City IN 46360
- (26) Lawrence Watt-Evans, 5 Solitaire Court, Gaithersburg, MD 20878
- (28) Brad Wilson, Post Office Box 126, Wayne PA 19087
- (24) Frank Wranovix, 710 N. Belvedere, Memphis TN 38107
- (00) Andrew York, Post Office Box 2307, Universal City TX 78148

Three of you hit the final issue of your subscriptions with this issue of **Hoodwink**: Matthew Miller, Mickey Preston, and Frank Wranovix! Hey, guys, please ante up again!

**Standby List:** Thanks to these good people for standing by to take over in case a player drops out of a game! (Let me know if you want on or off this list.) Milewski, Pierce, Preston, Alterio, Wilson, Conlon, Kent, Johnson, Wranovix, Gesner, Gonsalves, Schultz, McKinnon.

**Game Openings:** I have 5 or 6 interested in playing Gunboat, and I'm ready to start pinning people down. Have *Hotspur* and *Atropos* convinced you that the competition is too tough in this zine? Gee whiz, and all that kind of talk! Send \$5 and a preference list and let's start getting down to cases! I'll take applicants at \$5 and preference lists for the next Regular Dip game also.

**Deadline for all games is Monday, September 28, 1992**  
**Remember, no faxes this time!**