

H	H	000	000	FFFF	AAA	N	N	DDDD	M	M	000	U	U	TTTT	H	H				
H	H	0	0	0	F	A	A	NN	N	D	D	MM	MM	0	0	U	U	T	H	H
HHHHH	0	0	0	0	FFF	AAAAA	N	N	N	D	D	M	M	M	0	0	U	U	T	HHHHH
H	H	0	0	0	F	A	A	N	NN	D	D	M	M	0	0	U	U	T	H	H
H	H	000	000	F	A	A	N	N	DDDD	M	M	000	UUU	T	H	H				

Number 21

November 16, 1981

Hoof & Mouth is published every 4th week by Donald L. Sigwalt, 125 Hebard St., Roch., NY 14605. Phone: (716) 232-1879. It is dedicated to serving the Postal Diplomacy hobby by providing well run games along with (at least once in a while) articles, news and letters concerning the hobby. The subscription rate is 55¢ per issue. Game fees are \$2.50 per game.

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Game Openings? YES!

RAMBLINGS

HOBBY NEWS: Like I figured we now have two lists of game openings. I don't think it'll hurt the hobby. Brutus Bulletin has finally ceased production. Not that I'm glad to see it go, it's just that John must hold the record for the number of issues published after it was announced the zine was folding. Black Frog seems to be coming out fairly swifly nowadays. Tetracuspud must be folding since Richard Kovalcik is transferring his games to other GMS (I'm taking one). It was too irregular anyway. I haven't seen a Kleptomania in a while. The Chamber seems to be overdue, and I haven't even seen a Retaliation in a while.

Hoof & Mouth NEWS: My trades have increased, though my subbers haven't. A good article was submitted (thank god) and appears within. I do need more articles (and standbies, players, etc.). As mentioned above, a new game (actually an orphan), 1979 KR, will now appear in H&M. There's no letter column this time - no one wrote to me, not even Nanook. Last but not least, H&M has been hit by a double whammy-my printing costs have gone up and so has the postage rate. Depending on the cost of this issue, next issue might see a rise in the sub rate.

My Hobby Involvement NEWS: I finally got into a new game - an international one in Bohemian Rhapsody. I'm pitted against 6 British players (one of whom lives and works in Holland). The rotten part is I'm playing TURKEY! It's the third Turkey I've had in seven games. BORING! I might get into my very first face to face game pretty soon. I've been in touch with a fellow here in Rochester who's trying to organize a game or two. He's also trying to start a telephone game with one week deadlines for local players. Sounds interesting.

Personal Stuff NEWS: I failed my second road test. What did I do wrong? I parked over the curb! That is the stupidest reason to deny a person a driver's liscence. Anyway, I had to get another learner's permit (and pay another \$5). Well, I try again on Dec. 11. Someday I'll get a liscence! Aside from having to buy a new battery, the Rambler has been pretty good this month.

My father got out of the hospital. He was there over a month. He's doing pretty good. My mother's having trouble with her wrists now. She'll be out of work a couple months. Angie and I are doing okay, I think. I hope. I guess that's all.

MISC. JUNK

STAND-BY LIST: DICK MARTIN, MARK LEW, KEVIN MOONEY, DAVE CARTER, BRIAN McMAINS(?)

SIGNED UP FOR THE NEXT GAME: ROBIN WAGNER, STEVE RUDDOCK

I NEED MORE VOLUNTEERS FOR BOTH!

1979 KR.....

I guess I'm your new GM folks. Looks like I'm the third one you've had. I hope I do a better job than my predecessors. I'm sure you do, too. I won't force you guys to sub to H&M but I would appreciate it if you did maintain a sub.

The way I guess this is gonna work is: you guys are sending your next orders (for Fall 1905 I believe) to Kovalcik with a Nov. 21 deadline and he's going to send all the orders to me to adjudicate and from there on I take over completely. What I'll do is this: when I get the stuff from Richard I'll do it up and send it out to you right away. This should leave you only about 2 or 3 weeks before Dec. 11 (the projected deadline for H&M #22) so we'll separate the seasons. Then spring 1906 will be due in Jan. and will appear in H&M #23. You don't really have to remember this or even understand it.

Below is the information I have concerning the game.

THE LINE-UP:

- AUSTRIA: Ken Chapman, Apt. 24, 1001 Gilbert Road, Madison, WI 53711
- ENGLAND: Dan Palter, P.O. Box 72, Cedarhurst, NY 11516
- FRANCE: Francois Coerrier, Box 32, Station A, Ottawa, Ontario, CANADA K1N 0T(?)
- GERMANY: David Barker, 4 Cedar Walk, Blacksburg, VA 24060
- ITALY: Mark Johnson, 833 Dent St., Garland, TX 75040
- RUSSIA: Steve Bergstrom, 1107 State St., Rolla, MO 65401
- TURKEY: Dick Martin, #202, 6103 Breezewood Ct., Greenbelt, MD 20770 (who else!)

1904 SUPPLY CENTER CHART:

- AUSTRIA: bud, tri, vie, bul, gre, ser, nap, tun (8)
- ENGLAND: den (1)
- FRANCE: bre, mar, par, lvp, spa, por, bel, lon (8)
- GERMANY: ber, kie, mun, hol, war (5)
- ITALY: rom, ven (2)
- RUSSIA: mos, sev, stp, nwy, rum, ank, con, edi, swe (9)
- TURKEY: smy (1)

BOARD POSITIONS: SEE MAP ON NEXT PAGE!

DIPLOMACY BEGINS AND ENDS AT THE POINT OF A KNIFE BLADE - ELVIS PRESLEY IN A CHANGE OF HABIT*****

1980 AB.....Summer 1910: Italy (Mooney): F MAO retreats NAF

Fall 1910: NO ORIGINAL PLAYERS LEFT BUT AUSTRIA STILL PLAYS GAMES

- Austria(Martin): A Mos H, A StP-Fin, A Ber-Pru, A Kie-Mun, A Ruh S A Mun-Bur, A Mun-Bur, A Sil S A Kie-Mun, A Boh S A Kie-Mun, A Tyr S A Kie-Mun, A Tri-Ven, F Adr-Ion, F Ion-Nap, A Pie S ENGLISH A Bur-Mar, F WMed S ENGLISH F MAO-Spa(nc), A Tus S A Pie
- England(Lew): F Bal C A Den-Ber, A Den-Ber, F NwS H(U), F Nth H(U), F Bel-Pic, A Bur-Mar, A Gas S F MAO-Spa(nc), F MAO-Spa(nc), F Eng-Bre, F Iri S F NAO-MAO, F NAO-MAO
- Italy(Mooney): A Mar S A Pic-Bur/a/, A Pic-Bur, F Spa(sc)-Lyo, F Por-Spa(sc), F Naf-Tun

Supply Center Chart:

- Austria: vie, bud, tri, ser, gre, bul, rum, ank, sev, ven, mun, war, mos, con, smy, ~~ber~~, rom, NAP (17) Build 2
- England: lon, lvp, edi, nwy, hol, stp, den, bre, swe, kie, bel, par, MAR, SPA, BER (15) Build 4
- Italy: ~~nap~~, tun, ~~mar~~, ~~spa~~, por (2) Remove 2

- 1) Kevin Mooney, 216 Charles ST., Westfield, NJ 07090 is the new Italian player.
- 2) Winter 1910 and Spring 1911 orders are due Friday, December 11, 1981.

PRESS!: Austria-Former Austria: Thanks lots! I owe you one favor for this!
 Austria-Whichever Italy: Sorry, but you are doomed. Would you like to help me get the rest of the centers? If so, your best course will be simply to hold. Thank you.
 Austria-England: And thank you, too.
 Austria-GM: Yes, and even thank you, Don.
 Austria-Austria: What do you think this is - the Academy Awards?

SEE MAP ON NEXT PAGE!

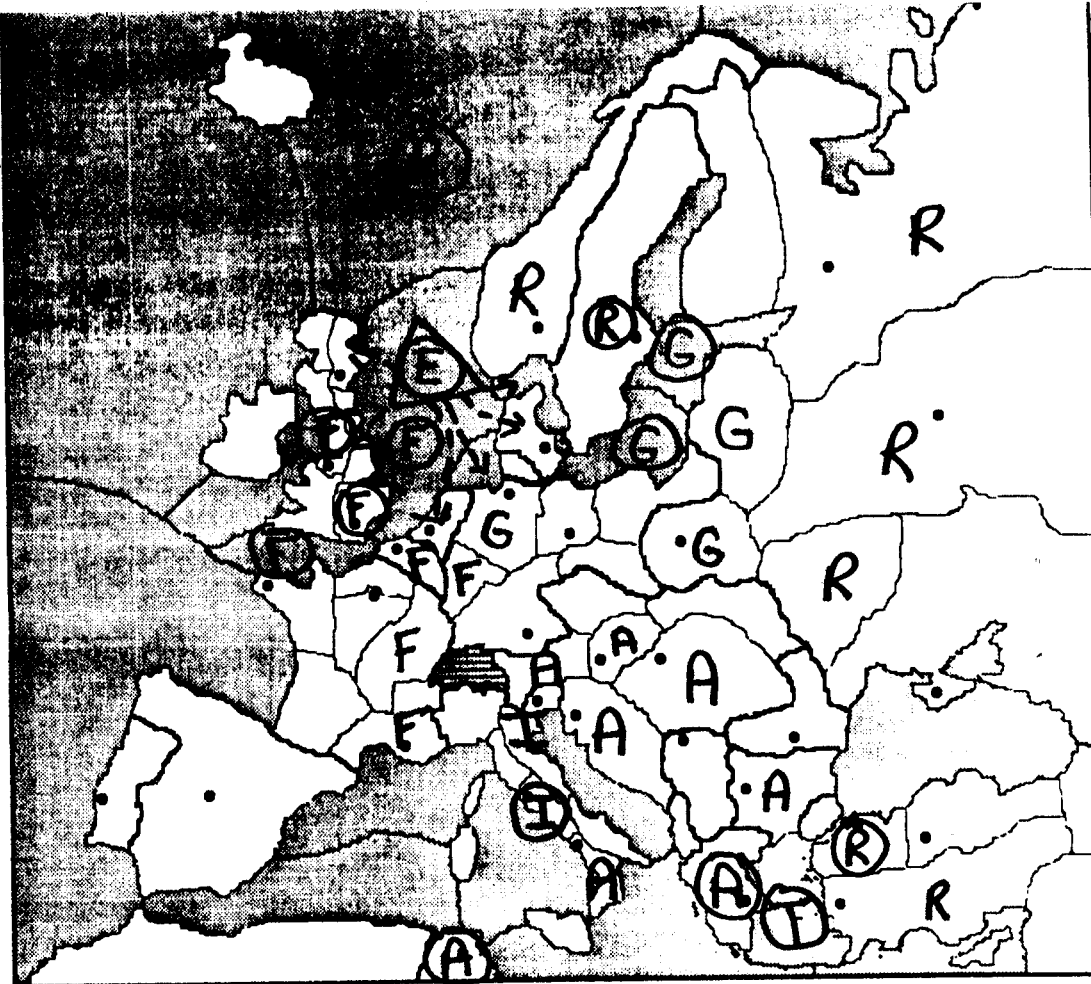
1979 KR



Board Positions

Who will come out ahead among the BIG THREE?

Will Germany make it the BIG FOUR?



KEY:

ARMIES:

- A - Austrian
- E - English
- F - French
- G - German
- I - Italian
- R - Russian
- T - Turkish

FLEETS:

- (A) - Austrian
- (E) - English
- (F) - French
- (G) - German
- (I) - Italian
- (R) - Russian
- (T) - Turkish

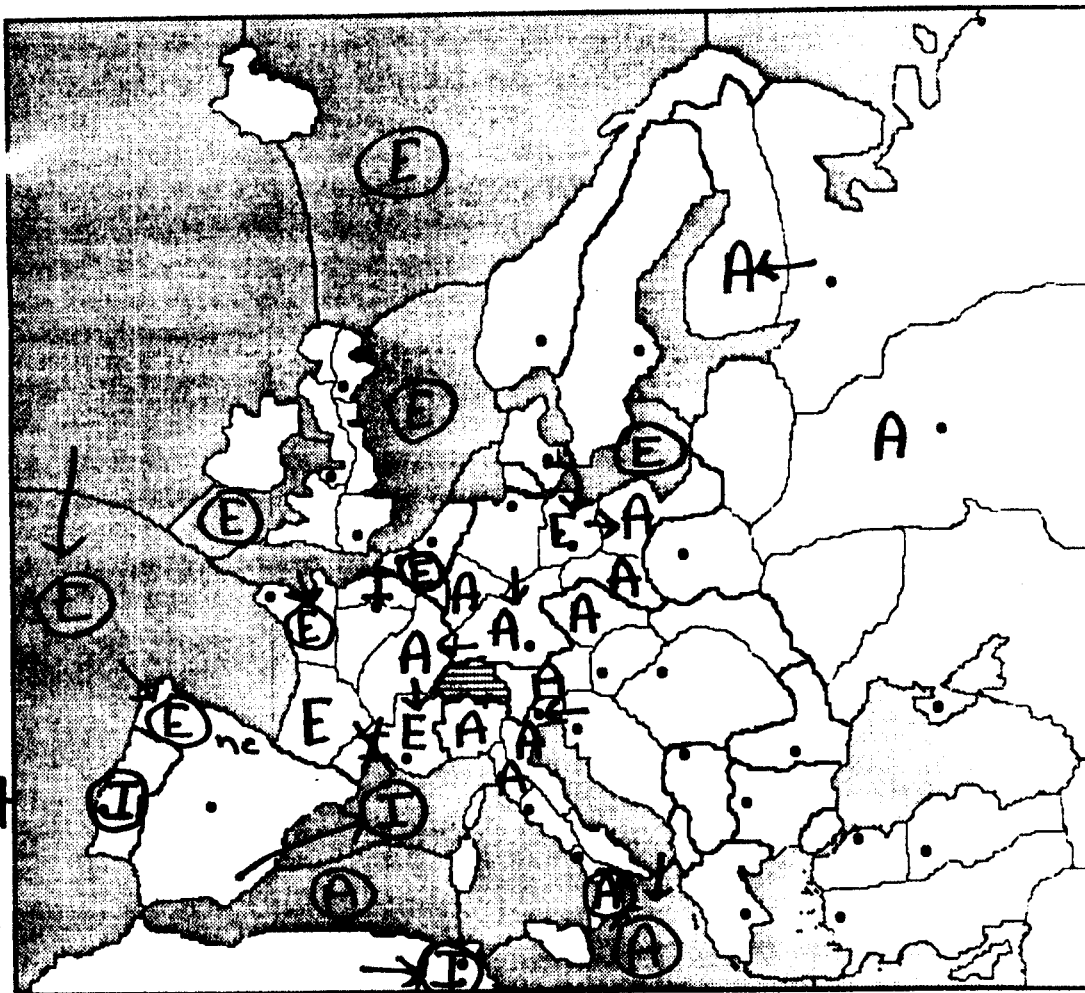
1980 AB



New Italy trounced (it's not really his fault)

Austria Promises BIG

Excitement



Solid Arrows

(→) indicate a unit's last position

Units within a triangle



must retreat.

Broken arrows

(---→)

show possible retreats

"X" units are annihilated

FORGERY: Doing it Right and not getting caught.

by

(or, How to Screw in the Dark)

Jim Meinel

Probably the most common dirty trick in the hobby is the forged letter. This can be a very useful and effective method of screwing your fellow player but I feel that it is not being used to the maximum effect that it could be; players are entering into that kind of treachery too carelessly and without forethought and getting into diplomatic messes because of it. Just a moderate amount of planning and preparation could turn you from just another dip player to the 'consummate diplomat'.

The tools of the trade are all-important; you're only as good as your stuff. Once you've lined up your target pull out all of his letters and envelopes. (Yes, save all your envelopes. A huge pile but there's gold in them hills!) Does your victim type or write his letters? If he writes his letters you may have a problem as forging handwriting is a tedious business at best. Printing is much easier but trying to copy someone's handwriting is a bitch unless you happen to be Freddy the Forger. On that thought, look around your friends. Any of them self-styled forgers? If not, get handwriting samples from everyone you know who will put up with your antics enough to write a letter for you. You should be able to get a fair collection of handwriting samples and the odds are someone will have a halfway decent representation of the writing you are trying to forge. It doesn't have to be perfect for the other steps you will take will add to the overall veracity of the letter. If the penmanship proves to be impossible though then going ahead and typing the letter is okay. Most people will once in their negotiations try their hand at typing. (Just don't use your own typewriter)

On the other hand if your target types his letters on a regular basis you will have a much better time of it. Go down to the local Sears or office supply store and check out the typewriters that are on display. Take a sheet of paper and go through each one and type something like "Smith-Corona 1200, downtown Sears, 10/12/81, this is what this typewriter looks like blah blah blah." Hitting a few stores will give you a pretty wide range of typewriters and unless someone has an antique from the Clark Kent days you'll be in business. I'm always checking into stores and friends' houses for typewriters so my collection is fairly up-to-date.

The same is true for stationary and envelopes. Some people use legal sized paper, some use tablets, others bond paper, some use notebook paper, or just white scratch. Collect as many different kinds at home as you can afford, I typically have 15-20 different types at any one time. Don't bother collecting stationary, anyone with a sister or girlfriend knows it's impossible to cover the territory of stationary; women's closets are overflowing with reams of cute little stationary and everyone is distinct. If someone uses some of that kind of stationary don't try to find it, just use new stuff. Everyone knows women (and guys who use that stuff) are always changing their moods and hence the paper they write on. Envelopes vary widely also with legal sized, small ones, square ones, ones with windows, etc. etc. These may be a little harder to find but any large business supply center should be able to help you out, especially if they cater to commercial accounts as well as retailing. Another point about paper, some people think watermarks are a big deal. Hell, I don't know of anyone who matches the watermark on the letters they get from people who use them. Just make sure the stationary has one, don't worry about matching the damn thing up.

By the way, another safeguard some people assume is great are those pre-printed return address labels, or better still, ink stamped return addresses. To the determined forger these really work to your advantage for they are easy to duplicate. Labels can be gotten just about anywhere, a whole shitload of them might cost you two bits, especially if they're made by some blind people or something. Rubber stamps can be obtained at print shops or companies who specialize in that sort of thing. It might cost you \$5-10 a crack but look at it this way; you probably piss away that much on one semi-long phonecall in a conventional method of negotiation. Go for the effect and spring a few bucks for a stamp, it's really an impressive touch.

So, you've got your typewriter matched up, you've got the right paper and envelope, you've looked at the writer's style enough to know not to send a novel if he's characteristically a hole of silence, and vice versa. You sit down and write a brilliant letter that will sure to put him on everyone's shit list. Now what? If you are like a lot of people you xerox the letter and send it to his ally and say "see, look what the SOB is saying about you". Wrong, wrong, wrong. What you want to do is word the letter such that the victim is writing to his ally, only he says things like 'I don't think our division of spoils is very fair' instead of 'all the way for a two-way' and send it to his ally from the victim's hometown. How to do that? Well, if you are at all active in the hobby, or if you have a large family or circle of friends then you should know people all over the country. Just stick your whole letter into another letter and mail it to the friend/relative nearest the screwie. He/she will take the letter out and mail it for you. Voila! Authentic postmark, an undisputable confirmation of a real letter. Most people don't even look at the thing but if any question about the letter arises the postmark will be sure to dispell any suspicions about a possible forgery. And don't worry about getting the postmark in the exact city where the victim lives. If I've got a player who lives in Spokane, WA I can mail it anywhere outside Seattle and the people back east aren't going to know whether Moses Lake is a suburb of Seattle or Spokane. The same is true for back east too.(except California, everyone seems to know where everything is in California) As long as you get the right state you'll be okay. Hell, aren't Austin, Houston, and Dallas all within an hour's drive of each other?

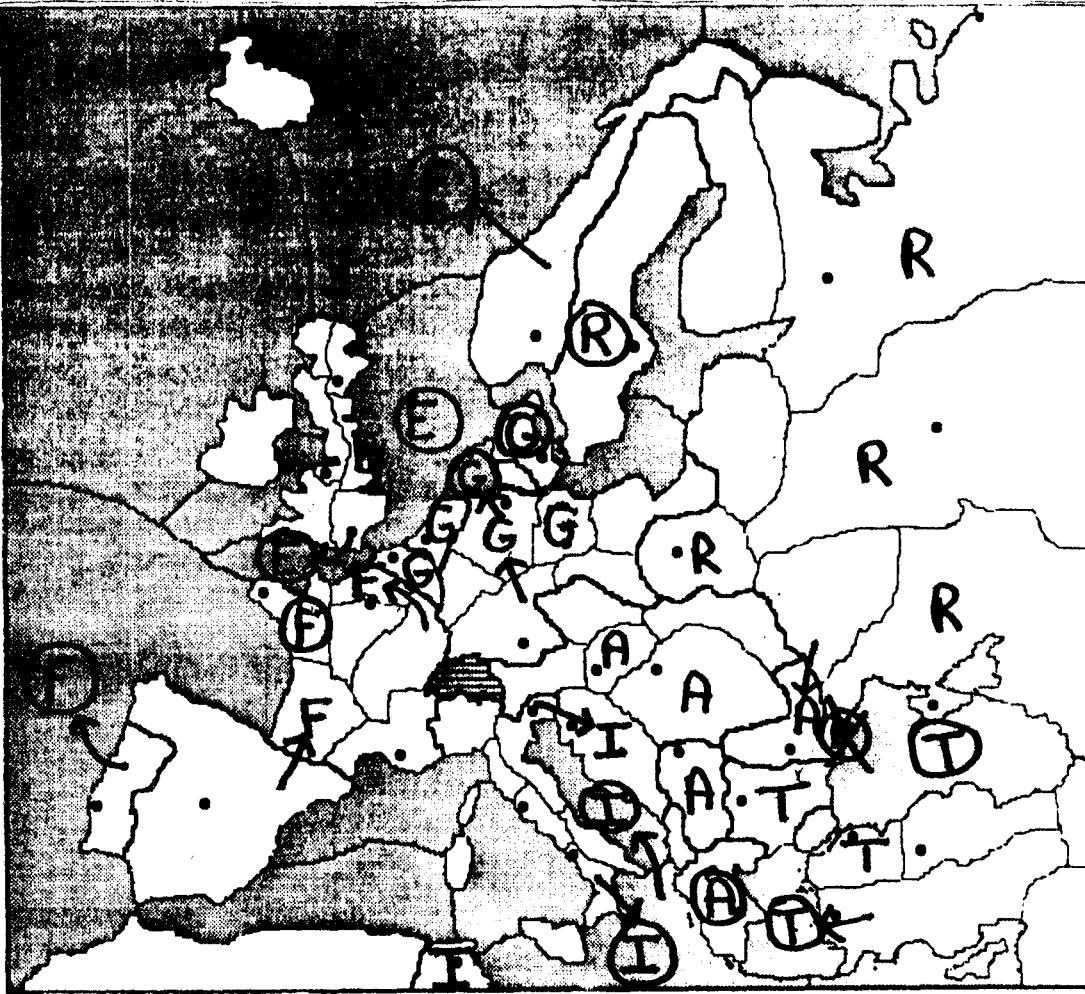
Of course as any halfway cautious dip player knows simple measures such as passwords, codemarks, or personal touches (stickers, notary stamps) can deter forgeries and throw suspicion on letters lacking those marks. While in theory if used consistantly it works but in practice players get lazy or forget after months of writing, and it only takes one slip to throw doubt into the whole system. If he forgot once, then he will again, like this letter here, he just forgot, right...?

Some final notes: keep a broad collection of pencils, pens, and the like. Matching the stamp type is nice but not necessary. Ditto for folding the thing. The important point to remember is that a perfect forgery of all parts of the operation is an impossibility, but if all of the characteristics of the letter are close enough to the real thing individually then they will mutually support each other and give the impression of the real McCoy. The big advantage to getting them mailed out by someone other than yourself is that it is almost impossible to get caught. Unless the letter is so blatantly pro-you that it is obvious who sent the letter. (unless you wrote the letter in that manner to cast suspicion on someone else!) All I'm trying to do is show you how to do it, what you do is limited only by your imagination.

1981 CX
THE DEMO GAME

SPRING 1902: ITALY IN-
VADES AUSTRIA WHO TAKES
RUMANIA FROM RUSSIA WHO
SLEEPS.

Austria (Gray): A Vie H,
A Bud S A Ukr-Rum, A Ser
S A Ukr-Rum, A Ukr-Rum,
F Gre-Bul(sc)
England (Baker): F Lon-Eng,
A Yor-Den, F Nwy-NwS,
F Nth C A Yor-Den
France (Simon): F Bre H,
A Bur-Pic, F Por-MAO,
A Spa-Gas
Germany (Tuharsky): A Ber H
A Mun-Kie, F Kie-Hel,
A Hol S A Bel, A Bel H,
F Den-Nth
Italy (Rowell): A Tun H,
A Ven-Tri, F Nap-Ion,
F Ion-Adr
Russia (Tully?): NMR!!!
F Swe H, A StP H, A Mos H,
A War H, A Sev H,
F Rum H/a/
Turkey (Martin): F Smy-Aeg,
F Bla S RUSSIAN F Rum,
A Bul S RUSSIAN F Rum,
A Con S A Bul



- 1) Fall 1902 orders are due Friday, December 11, 1981.
- 2) Will Dave Carter, 118 Horsham Ave., Willowdale, Ontario, CANADA M2N 1Z9, please submit standby orders for RUSSIA?
- 3) Dick Martin's address is: #202, 6103 Breezewood Ct., Greenbelt, MD 20770.
- 4) A Note on the Russian NMR: It could have been avoided if I had had Tully's phone #. Generally, the first time a player fails to get orders in I will call him to get some. But if I don't have a #, I can't call. (After the first time I call COLLECT!) In any event you guys should get your phone numbers in to me.

PRESS

Rome - The search area for the lost city of Atlantis has been expanded to the Adriatic. Authorities have decided that shallow water may be a more favorable location for such a city.

Germany to World: My address has not been changed, someone removed my name from my mailbox. I still live at 1228 HENDERSON #2, SUNNYVALE, CA 94086 and and my name is back on the mailbox to prove it. Sorry for the inconvenience.

Con-Lon: This is Diplomacy. Ergo, it must be a conspiracy. (Clever, huh?)

Venice: It was reported today that a car driving in reverse lead Italian troops into Austrian territory. It is not known if "Wrong Way" was the driver. The troops apparently thought the car was a good example, many walked backwards into Austria. Never before have Italian troops retreated and attacked simutaniously. Military experts are studying their attack for possible applications in other parts of the Italian armed forces.

COMMENTS

This season sees 2 firsts for this game and one is probably the direct result of the other. Yes, Russia is credited with the dubious distinction of having the first NMR. He is also the first to see one of his units blown off the map. I'm sure he's sorry to see that fleet go. He'll be hard pressed to replace it, and without it Turkey has a definate

DEMO GAME COMMENTS CONTINUED:

advantage in the Black Sea area. Of course it's always possible that Turkey might not take advantage of his advantage. He has to consider that, aside from losing the southern fleet, Russia wasn't really hurt by the NMR. Germany made no eastward move and England has too many problems to try for StP. So Russia is virtually free to concentrate on Rumania and Austria. Austria, however, is not free to concentrate on Russia, since Italy walked right through the back door into Trieste.

I'll still stick to my prediction that Austria will be the first to go. Right now it looks as though he's left without a friend in the east. Turkey seems to be sitting pretty. I expect him to throw his weight around this fall to gain a few friends. I think he's got the best position, diplomatically speaking, on the board. He could easily ally with Italy, Austria, or Russia.

So far in this game east is east and west is west and they haven't met yet. The WMed is quiet as France and Italy are going in opposite directions. Scandinavia has been peaceful but that shouldn't last.

England's on the hot seat, but his cause isn't hopeless. He has to get an agreement with Russia concerning Norway. And France may come to the Yanks' rescue. It wouldn't surprise me. He's probably had his eye on the low countries since spring 1901.

An interesting alliance that might develop is G/R. That pair would make a formidable force in the north.

AN ARTICLE

by Don Sigwalt

I'll admit that's not much of a title but this isn't going to be much of an article and the title has to fit what's wrote. Really, this is going to be a general type article. Think about it guys - specific subjects connected with our hobby are limited and they've all been covered many times before. So after a while it gets pretty hard to come up with an article every issue. So please bear with me this time. I'll make it as interesting as I can.

Let's see....Today I read the Brux issue of Black Frog. Might as well give you my comments on it. It was good reading - I went through the whole thing. It was the first time I read a BF from cover to cover. The only problem is it can't be taken seriously. I don't take any of the 'fueds' seriously. Hobby fueds, whether they're real or not, are just plain silly if you ask me. For the record though, I have a few things to say about Brux. I subbed to VOD from the beginning and enjoyed it. It was my second favorite zine (Retaliation being the best in my book) and I considered Bruce Linsey one of my closest hobby friends (along with Dick Martin and Bob Arnett). I was even a standby for Brux, though I'll admit I was a little ticked off when he put me in Andromeda - the all novice game. Anyway, after a while, VOD just got a little too ridiculous. I didn't really pay much attention to the Black Hole affair, but TRO got my gander up. I didn't like Brux's strict gaing so I took my name off his standby list. No big loss to either of us.

What really hurt me was what happened when I started doing H&M on my own. Naturally I sent Brux copies from the beginning. He plugged me but said H&M wasn't worth the sub. That was true of my early issues, but did Brux have to say it? He could have given me a couple months to get organized before forming an opinion. Well, what's done is done. The last straw though was trying to get Brux to trade. He says he doesn't trade VOD for any zine. I think that policy is simply dumb. I feel all us pubbers are in the same boat and we should stick together and help each other as much as possible. Not trading - or trading with a chosen few rocks the boat. I guess the bottom line is: if my zine isn't good enough for him, then his zine isn't good enough for me. And that goes for every publisher with his philosophy.

Another issue raised in that particular BF was 'ratings playing'. My philosophy on what to play for is the same Brux always voiced - play for FUN. And really, I think that's what everyone does. The catch is, everyone's got his own ideas as to what 'fun' is. If fun is playing to be the #1 rated player there's nothing wrong with that. If fun is playing for a two way draw, there's nothing wrong with that. If stabbing is fun, what's wrong with it? Personally I do not play for ratings (though I would like to see my name listed somewhere in some ratings system). I stab alot and I always play to win - after all, that's

AN ARTICLE CONTINUED:

the object of the game. I don't go in too much for draws though I do think it would be fun someday to be part of a victorious A/R/T alliance or some such alliance thought to be impossible to carry to victory. The point is you can't denounce someone for his playing philosophy - one is just as reasonable as another.

On the other hand I do think it's all right to criticize a player if he uses certain illegal playing techniques. Legality, unlike philosophy, can be argued out reasonably to a definite conclusion. The only illegal tactic I can think of is deceiving the GM. This shouldn't be tolerated by anyone. The reverse, deception of the players by a GM, is just as bad.

Note here that I don't believe crossgaming is illegal. I don't think it's right and I think it hurts the user more than it helps, but I don't see how it could be called illegal.

Since I'm giving y'all my views on some basic aspects of our hobby, let me return to the pubbing issue and spout off a little more on that subject. I don't see anything wrong with wanting to have the #1 rated zine. I'd like to see H&M #1 someday though I wouldn't expect it to stay there forever. I definitely would like to see it move up in the Leeder Poll. After all, one of the rewards of pubbing is the recognition it gets you.

Since this is a general article let us now turn our attention to the hobby in general. To me the hobby seems to anarchistic. It's too loosely bound. What we need is a unifying force. We need something that will put all the pieces together. Something all hobby members can identify with. What that something is, is beyond me. I guess it has to be something we can depend on. Something that's honest, serious and always there. I guess it would be an organization of some kind. The problem is one person can't do it alone. It has to be a product of all hobby members. We'd all have to work on it in cooperation. I guess the only thing stopping the cooperation is all the 'fueding' going on out there.

Okay, one last thing to say about the hobby - it's not the biggest or most important part of my life. It's just a hobby (and I do have other hobbies) to fill my spare time.

Well, next issue I should have a nice article on England or Russia or something. In the mean time I hope y'all didn't mind this little change of pace.

Since it's very late I'll leave the rest of this page blank and use it for personal notes. Hope you liked it. Good Night. Buenos Noches. See you round.

-8-

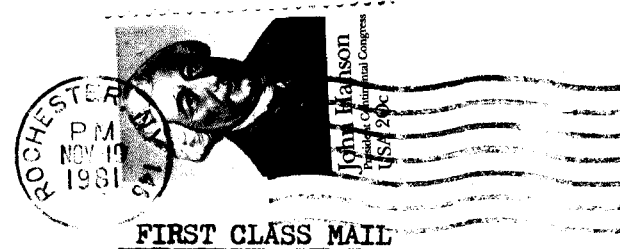
HOOF & MOUTH

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Update enclosed.

comp

FIRST CLASS MAIL



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