

H	H	OOO	OOO	FFFFF	AAA	N	N	DDDD	M	M	CCO	U	U	TTTTT	H	H				
H	H	O	O	O	F	A	A	NN	N	D	D	MM	MM	O	O	U	U	T	H	H
HHHHH	O	O	O	O	FFF	AAAAA	N	N	N	D	D	M	M	M	O	O	U	U	T	HHHHH
H	H	O	O	O	F	A	A	N	NN	D	D	M	M	O	O	U	U	T	H	H
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NUMBER 25

MARCH 27, 1982

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CIRCULATION: Paid-18; Trade-16; Other-20

GAME OPENINGS??? Definitely

RAMBLINGS

Happy anniversary, happy anniversary, happy anniversary, hap-py anniversary! Yep, this is my anniversary issue. I've been doing H&M for two years now. I never dated the first H&M but it was put out in March 1980. No, John Michalski, you're not aging fast - H&M's first year was even more obscure than it's second - as a subzine to Claw & Fang with only 2 games and the thing going to the players only. H&M didn't shape up till issue #17 (when I went to the printer). Then Porter got me the cheap xeroxing rates for issue #22 and from then on you have H&M in its present form.

This issue should be packed; there's at least one article by me, 2 by Porter, 1 by Bill Highfield and 1 by Jim Finley. I hope I can fit it all in. The article about my first telephone game that I talked about in my last Ramblings hasn't been written yet. I'm in another telephone game and it's turning out to be as much of a disaster as the first so...I'll give y'all my views of our local telephone games at another time.

Speaking of articles, after this issue I'll only be able to give two issues of H&M for each article I use. Please write me some anyway. We still have next issue to fill. I'm writing an article about Italy but I'd like to send that to Dot Happy. I'd like some articles about how to play specific countries. Dave Manuel promised me a set of 7 such articles but never delivered. So far H&M has only had articles on Italy and Turkey. There are 5 more countries. C'mon Steve Simon we haven't heard from you in a while. Brian McMains, you did a good job with Italy - how about taking a crack at England or France? Who has enough guts to write about Austria? Mr. Highfield? Ken Baker? Larry McCloud? And of course we'd all like to read an article about the play of Germany by Porter Wightman. C'mon you guys, start writing!

I guess R1 has finally ended in a 4-way draw. That was my first game ever. I was a standby Germany and ended up with 4 centers after being as low as 1. R2 goes on. This turn should be interesting as I'm moving a fleet to the EMed and giving Mills a crack at Com. R12 is still on I think. Dick 'I can't remember the deadline' Martin is at it again. In Lasagne I'm in a do or die situation already and it's only F 01. ((Bulletin: Just got the results - looks like I didn't die. There's a long way to go though.)) I finally got a couple letters in Crater (one of the international games I'm in). The classic line was, "Sorry it's taken me four months to get round to answering your letter but I've been busy with one thing and another..." That's really no big problem as S 01 hasn't been published yet. Ditto the other int'l game I'm in. I do have some good news to report though. Simcon 4 was held at the U of R during March 19-21 and I entered the Dip tournament. There were only 18 players entered so the first round consisted of 3 6-player games. I was England and ended up with 3rd place and 6 centers in my game when my trusted French ally stabbed me to take second. I wasn't supposed to be in the last round but a couple finalists didn't show up and Bill Highfield didn't want to play so I got a chance. I drew France and the rest is history - I had 17 centers by the end of 06. I even got revenge for the first round by stabbing the guy who had stabbed me then. The stab was such a crucial blow that

Ramblings cont.....

the guy left his 7 or 8 center position cold. He just walked out of the game. Anyway, the \$25 gift certificate (plus \$6) got me Origins of WW II and Rail Baron.

During the past month I talked to 3 hobby members for the first time. And I made all three calls in the same night. First I talked to Gary Coughlan for about 15 minutes/ I never knew how big an accent I had till I heard Gary. I don't know where us northerners went wrong but we sure can't talk like those southern folks. Next time I go to the library I'll have to see if they if they have a Yankee-Rebel bi-lingual dict. I though Gary's southern drawl was something till I heard Kathy Byrne's NYC accent. I'm an expert on it now because I heard it for about an hour an a half. Finally I called Woody and even though I only talked to him for 5 or 10 minutes it did reassure me that not all hobby members speak strange dialects.

Well, as for personal stuff - it's all the pits. Me and Angie have been really rotten ever since Valentines Day. We never get any time alone together. That's the problem. All we do nowadays is get mad at each other. It's gonna take a long time before we get back to the way we used to be. At least one hobby romance seems to be going all right. Scott & Frauke seem to be doing okay despite the distance between them.

As for my so called 'car', it's almost as disgusting as my 'relationship' with Angie. One muffler came off, the front end must have been out of alignment for months because the insides of my tires are practically bald, I need shocks in the front and the brakes need adjusted. It goes through oil like crazy and the battery drinks more water than I do.

What's been going on in the hobby lately? Beats me. I still haven't heard from Dave Manuel yet. 1981 CS is going good though. I only heard from two 1981 AW players and they both want no part of the game. Neither do I now. The game is dead as far as I'm concerned. I hope I covered everything. I've only got one day to type about 2 pages and I'm in no mood. Oh well.

#### THE SECOND FTF GAME FOR DON

by Bill Highfield

THE GAME PLAYED ON THAT MEMORABLE SUNDAY was slightly better than terrible. It started off with only 6 players. Secondly, I was France and as everyone knows, in a 6 player game, France is the man to beat. I managed to get Porter (Germany) Wightman to help me attack England. Russia (John Scarpelli) jumped in with us. England continued to negotiate with us and I agreed to take it easy on him and send my forces south to the Med. Don was Austria and we negotiated about Italy. Turkey and Russia went to war and Don sat by and concentrated on Italy. The funny part of the game was when Don finally mediated peace between Russia and Turkey (Tom Branieceki). He did such a GOOD job that both allied against no other but the 'peacemaker', Don!! I decided it was my turn and took Rome along with Naples and Tunis.

My downfall started when Germany stabbed me. I allied with England but the situation turned for the worse when Turkey also attacked. Russia also jumped in as the pig farmer from Fairport decided to stick with the 'NOT TO BE TRUSTED' Porter Wightman (at least for this game). As the end drew nearer, I started to try to break the 3 way alliance. I offered to give Turkey my centers hoping the other two countries would get jealous. Turkey was given my moves to make sure I wasn't joshin'. The 'total' fool handed them to Russia. He's lucky I didn't have my .45 or his head would have been all over the wall. I promptly took the orders back before Russia could read them. I finally resorted to bringing up the possibility of a draw. I thought to myself, "Hey, I might as well be alive in 4th than dead in 4th; plus a draw will defeat their 'solid' victory". The 'suckers' went for the draw and the game ended with Russia, Turkey and Germany in a tie for 1st and me (France) in 4th. England (Matt Moore) and Austria (Don) came respectively in 5th and 6th. Don, the moral of the story is: Don't EVER break a stalemate war with Russia and Turkey if you're Austria. Rather, offer one help against the other. Better luck next time, Don. Also I look forward to seeing some of you at Simcon IV in Rochester on March 19, 20, 21 at the University of Rochester.

((SEE the next page for my version of that game. DLS))

THE TRUTH ABOUT DON'S SECOND FTF GAME by DON

Well folks, this might be a first in the Dip Hobby - an article written during a face to face game. It's 12:20 pm, Sunday, Feb. 28, 1982. This is going to be a six player game. John Daly was supposed to be here but went to Long Island instead. You'll be sorry John.

I don't know if this will work out - I don't know if I can write and play at the same time. Oh well, maybe I can - I just picked Austria - damn! Oh well, Italy's neutral. Porter's Ger, Tom is Tur, John got Rus, France is Bill, Matt is England. OK, I'll be back, gonna play now.

Pre S 01: I'm trying to take it easy. Agreed with Tur to leave Gre open this year. We already have the Balkans and Italy divided. Porter agreed to a neutral Tyr/Boh and Rus says he'll stay out of Gal. Will try for Ser & Ven this year. Just divided Italy again with France. Turkey was standing right there. Well, either way I get Ven and Rom! There should be a bounce in the Black Sea. The consensus is I should take Gre and Ser this year then worry about Italy. I don't like that though - I'd rather get Italy then turn around and face the Balkans - I don't want to turn my back on R/T.

S 01: France is in Gas, Spa & MAO; Ger's in the Ruhr. Everything else as planned.

Pre F 01: Am supporting Rus to Rum - Turkey will take Gre - he's double crossing all ready. I'll let him have it for now. T & F will fight over Tun. Hope to ally with Russia vs. Turkey.

F 01: France is in WMed & Iberia; England didn't get Bel - Germany went for 3 again and got 'em. My builds will be A Bud and A Tri. Other builds: Tur - F Smy, F Con; Eng - F Lon; Rus - F StP(nc) & A Mos; Ger - A Mun, F Kie & F Ber; Fra - F Mar & F Bre.

Pre S 02: Have agreed to support Russian A Rum - he'll support my A Ser. Told Tur that if he goes to the Bla I'll stick with Rus. Want 3 way (T/A/R) non-aggression. Rus says Tur is supporting himself to Bla. I'll stick with what I said if he does. Will convoy to Apu to get Rom this year. France has assured me Rom. I look to be in good shape.

S 02: Eng supported Rus from Swe-Den (it wasn't accepted), Lon-Channel bounced. Germany moved his fleets towards the North Sea; Russia supported himself to Nwy and got it. Russia tried to support the Turkish army Ser. No harm done though. My convoy ok of course. Fra takes Tun moves armies back towards France and bounces in the Eng. Channel. Turkey supported himself to the Black Sea.

Pre F 02: Had a 3 way conference with R & T - we all agreed not to fight. R's going for Eng. I will support Turkey to the Ionian. Tur's not very active Diplomatically. I want to make my bond with Rus stronger. I'll build another army. E/R are talking. I'm sure Eng is trying to save his hide.

F 02: Fra is in TyS & Eng Ch, Bre & Spa; Tur's in Ion and Aeg (and out of Bla); Eng again tries to support the Russian to Den; I got Rom; Rus holds Scan, moves an army up to StP and supports the German to Nth; Ger tried for the Nth but didn't get it and moved to Baltic and Munich. Builds: I added A Tri; Rus added A War; Fra added F Mar; England removed his army.

Pre S 03: F & T are talking - I don't like that. Don't like Porter's move to Mun. I think the time has come to get Turkey!

S 03: Eng supported himself; Fra tried for Nap, moves spa -mar & convoyed the Ger to Wales. I supported myself (Fra didn't accept my support to Ion); Rus moved to Gal and supported Tur to Ser. Ger didn't get Nth. Bal went back to Den. Tur S Fra to Nap. Tur thought he got Ser but didn't.

Pre F 03: R/T are deliberating my fate at this very moment. Looks bleak. Rus promised not to help either Tur or me.

F 03: Rus cut my Bud support, Tur got bounced in Alb, Rus took Bud. Ger's in Nth.

Pre S 04: I'M IN BIG TROUBLE! May have found friends in F & G. R/T are hopeless.

S 04: Rus supported Tur to Ser. A Ser blown up. France tried to move A Par to Lon! France takes Rom.

Pre F 04: No use fighting R/T now. Fra took Rom and made me mad. I officially surrendered to R/T. Have decided to move on Mun - Ber is pretty much open. There goes Porter eaves dropping on someone again. He got caught by Bill. Russia's going after Vie and will get it. I told Tur I was moving out of Tri - he doesn't believe me. I should be left with 2 this year.

F 04: Rus takes Vie, unsuccessfully tried a convoy to England. Fra tried for Ven but didn't get it - I bounced him with a convoy from Alb. Ger moved to Burgandy.

Tur shuffled his fleets. Porter bounced me in Tyr. Bummer!

THE TRUTH cont.....

Pre S 05: Fra has offered me a deal - I hit Mun - he supports me there this fall. Rus agreed to stay out of Tri. Informed Tur that Frenchie wants to get 3 units on the Ion.

S 05: Fra knocked Ger out of Bur (with my help); Tur's after Tri. Eng's in Bel. Rus tried F StP(nc) to NWS.

Pre F 05: Will try to get Tur towards Italy. (NO DICE.)

F 05: Rus supported me to Mun but Fra screwed up and tried to support Tyrolia to Mun. (I was in Boh) Grrrr!!!

Pre S 06: Well, I'll keep Boh (I should have moved to Sil instead of Mun last spr-I could have been in Ber this fall!) Well, I'll keep Boh - that way Tur can take Ven and screw France. Am making a deal with Ger to get War this year. Right now there's a 4 way conference (R/A/F/E). A coup is in the works!

S 06: Porter screwed me now - bounced me in Sil. I have to take Mun or Vie this fall unless Ven stands. Otherwise I die. Rus moved Tyr to Pie, followed with Vie-Tyr, Bud-Vie, Rum-Bud and F Sev-Rum!

Pre F 06: Doesn't seem to be any chance of me surviving. WAIT - Tur has just promised me support to Vie - I may live yet!!!

F 06: Rus supported Ger to the Channel and Tried for Mar; Fra moved a fleet back westward; Ger gets back into Bur; Tur did support me back to Vie but he didn't ensure it by cutting supports so the move failed and I'm out. Well at this point Tur has 8, Rus has 9, Ger has 7, Fra has 8 and Eng has 2. Eng seems very level headed - he keeps trying to get Bill to calm his hostility, but to no avail - Bill's tirade does not stop - especially the name calling. Eng seems to be a good player, too, he was basically stabbed in 1901 and still has two fleets left.

S 07: Turk makes a mistake - a fleet to Bul with no coast specified. He did convoy an army to Apu - France is in trouble in and around Italy. A Ger fleet in Pic was annihilated. Right now it looks like R/T/G vs Fra with Eng on his own side.

Pre F 07: Fra has a beautiful idea he says we won't believe. It's very quiet. R/F/G/T are all studying the board. Eng is in the other room not even paying attention.

F 07: Eng holds and Surprise - the French fleet in the Channel supports the English in Lon. Ger snuck in to Gas. Tur took Nap and got another fleet to the sc of Bul (he wrote it right this time.) Rus finally took something in Eng (lvp). SC count: Eng 1; Fra 7; Ger 7; Rus 10; Tur 9.

Pre S 08: France has declared intentions of suicide ' to the one who stabbed him the least', i.e. Turkey. So France writes his orders and hands them to Tur saying "hand them in when it's time". As Bill goes into the living room, Tom hands the orders to the Russian. Bill was back in a flash.

S 08: Eng declares his fleet to be in CD, Fra turns tail and heads farther west, Ger's in Par and Lon, Tur adds Rom, Rus gets Mar.

DRAW DECLARED --- 3 WAY: Russia/Germany/Turkey

LETTERS

LETTERS

From BRUX, 24 A Quarry Dr., Albany, NY 12205:

Thanks for your invitation to me to sub to H&M. However, I've decided that I wish to subscribe only to obscure, low-quality publications. Since H&M is a big-time luminary and pillar of the hobby, I really feel it's too good for me at this time.

((He said it, I didn't. DLS)))

From MP Barno, 2811 Robins St., Endwell, NY 13760:

I think I forgot to write you before. If I did write, ignore this. Yeah, since I'll be up there, I might as well start getting to know y'all. I'll credit you with 13 issues of TSS if you give me 12 H&M's (to make up for the price difference). OK? My old lady wrecked the Camaro. so your wagon is getting around faster....

((I don't think you wrote before so I didn't ignore this. The mutual sub is ok by me but I really do prefer outright trades. And you? By the time you get up here we should have a nice little Dip group established. As for the cars, let me assure you that the Rambler comes out faster by default only. DLS)))

Telephone Dip  
By Porter Wightman

The snake Hawkeye has planted in the women's showers is about to be seen by Hot Lips Houlihan and Hot Lips is about to be seen by all the world when -- RING, RING ...  
"Honey, its for you."

"Who is it?" the snake is just entering Hot Lips' stall, she doesn't see it yet.

"Russia, he wants to appologize for taking Sweden." Darn. Another phone call in your local telephone dip game. Last time Russia called you were in the middle of installing a curtain rod. You said you'd call back. You forgot. He ripped of Sweden thinking you were purposefully ignoring him.

Such is life in telephone Dip. Deadline is 8 pm Thursday night, every Thursday night. You have to be home - or have 1001 conditional retreats and builds on file. You get called with the results between 8:30 and 10:00 depending on the luck of the draw - or the game. People with retreats get called early. You copy the results, ask the GM a few questions and give your retreats and/or builds. Not ten minutes later even, but right then! You'd better be on your toes.

Telephone Dip. It's lots of fun, moves fast with one week deadlines, and EATS time. As in postal play its difficult to have multi-player conferences but, as in face to face, you can really hash things out - have a good give and take, a true conversation. A big problem is how to avoid someone you really don't want to deal with. It's easy enough to ignore a letter, or respond such that the letter will arrive in no time to be of much use. On the telephone there's no delay; a lot can be told from the tone of voice. Sometimes asking pointed questions can reveal information that the same question in a letter would have no prayer of gleaning. For instance, "Are you going to the English Channel?" The length of the pause or the "tone" of the pause can often reveal the answer. If an eager ally suddenly becomes less eager, more cautious, less reavealing, its time to be on guard.

I've found that the average dip conversation lasts 30 min! Sometimes you can get this time down, but usually only if you have a very good working relationship or are just doing a quick reading of the pulse just before deadline. Surprisingly enough the longest conversations are often with the enemy, as he tries to cajole or bribe you into switching sides.

You might ask why deadlines aren't more often than once a week. The players in one game wanted me to adjudicate twice a week. None of them had been a telephone GM! My deadline is 8 pm. I adjudicate in about five minutes then I call the players. Thirty four units' moves are given to seven players and they write them down and repeat them back. That's 238 moves to report! They ask for clarification on rulings and results and chat a little about their reaction to the results - the most fun for the GM in my opinion. All this takes about two hours. It takes less time for spring and a little more for fall as builds are involved. As players are eliminated the task becomes easier but I still feel being available for receiving moves two nights a week and then spending two hours twice a week adjudicating and giving results is too much. Thus the one week deadlines.

In telephone Dip every game is a "demo" game as far as the GM is concerned. The players give their impressions and its great fun to know what the other players are really thinking while you listen to one player speculate. You must be careful not to make any comments yourself, however, as you don't want to influence the game. This brings us to the cardinal rule for a telephone GM: NEVER give your analysis of the game, just listen to the player's views.

So why don't you set up a telephone game in your neck of the woods? (Not you Lew - there aren't even 7 people in your county much less 7 Dip players.) All you need make sure of is that everyone is within local calling zone of everyone else and that a deadline night convenient for all can be agreed upon.

Maybe I'll write another article in which I'll cover telephone press and house rules for deadline delay in case of illness or vacation. If you'd like to hear more let Don know with your next orders. If you'd like to know less skip the following story.

It's 10 pm Wednesday and you're bushed from a bad day at the office after having been awakened by your two year old at 5 in the morning. Ahh, the bed feels good.

RING, RING ... Pick it up fast before it wakes the wife.

"Hello", you whisper.

"Hi! What do you think Austria's gonna do?"

"Huh?", you're asleep.

"Austria, you know, Austria - Todd."

"Oh, ... yeah ... I dunno."

"Come on, you must have a theory, you always have a theory."

"Well, maybe he'll hit Venice. Maybe ... .."

"Bye."

"Bye."

Ahh, bed. WAIT!! WHO was that? Jez, I hope I didn't spill any beans. What did I say anyhow? Sweat, cringe, duped again!?!

1981 CS

Spring 1902: BACK TO ACTION!!!

Austria(Gorham): A Vie-GAL, A Tri-ALB, A BUD s R A Gal-RUM, A Ser-BUL, F GRE s A Ser-BUL

England (Duke): F Edi-NWG, F LON s F Eng-NTH, F Eng-NTH, F Nwy-SKA, A BEL H

France (McMains): F BRE s F Spa(sc)-MID, A BUR-Mar, A Mar-SPA, F Spa(sc)-MID

Germany (Sigwalt): F Ber-BAL, F Den-SWE, A Mun-SIL, A KIE-Ruh, A HOL-Ruh

Italy (Kraft): F Tyh-WES, F Nap-TYH, A PIE-Mar, A TUN H

Russia (Dave Carter in a bloodless coup. 118 Horsham Ave., Willowdale, Ont.

Canada M2N1Z9): F Bot-ST. P(sc), A Gal-RUM, F SEV-Bla, A UKR-Sev

Turkey (Trosko): A ARM-Sev, A Bul-Rum/ANNI/, F CON-Bla, F Smy-AEG

- 1) The deadline is ~~April 24~~<sup>May 1</sup>, 1982. This will be combined Fall and winter.
- 2) You'll note the new Russian player.

Press:

PT to PUBBERS: I would like to thank the pubbers of HM for aiding the games of THE CHAMBER get into a more regular schedule and I hope to see TC again in the future.

Pope-Kaiser: I'd like to thank you for the advice you gave me, but I didn't use it. Guess I took the road to sin. Bless you, my son.

Pope-France: I only attacked because it is my nature, no harm intended. After all I am a holy man...

Pope-Russia: "Send me a postcard, drop me a line..." excerpt from Beatle's song "When I'm 64".

Pope-Swiss: How would you like to ally...

Pope-GM: That's all I have to say, really. PS.\* Write out there!

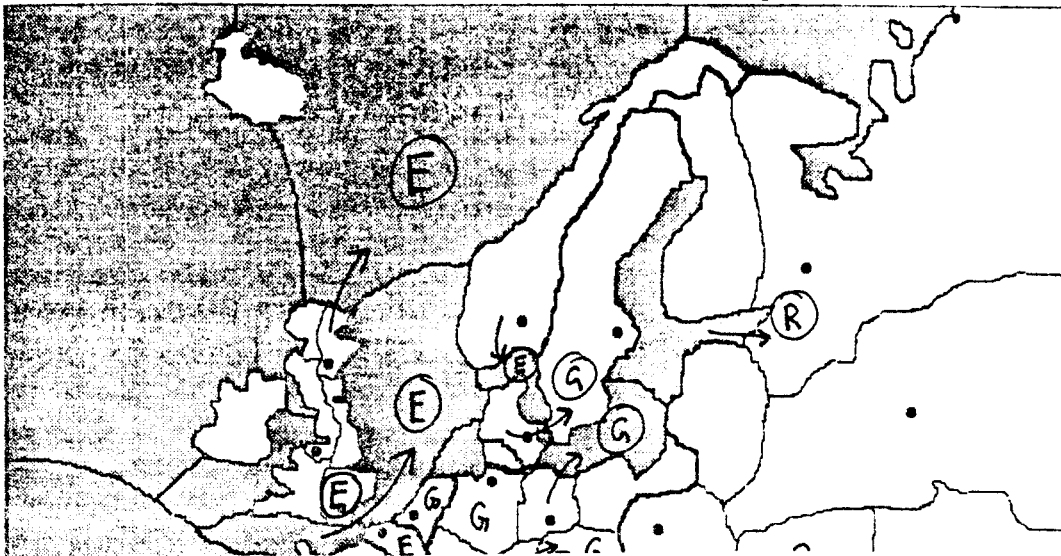
\* Pope Script

Lon-Par: My moves should prove that I want peace with you. Forgive me for my formally hostile position. Your predecessor was an idiot. I ask for French assistance.

Lon-Rom: Ne go she a shun. You blew it.

Vienna: The front lines have been quiet so long that most of us have forgotten which way to point our guns - or should we say its been all quiet on all fronts?!

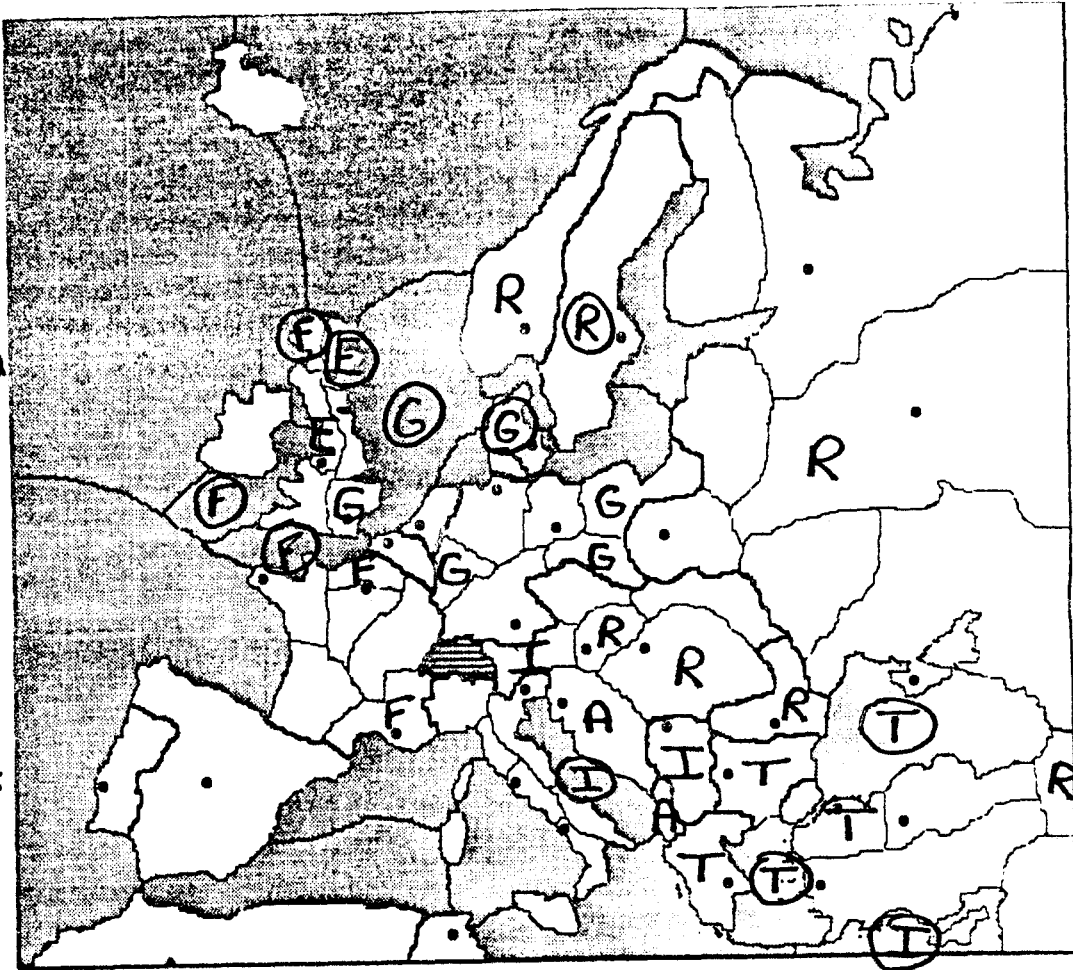
Can you solve the puzzle?  
Find the second part of the map and put it together!



1981 CS  
 Turks lose  
 A Bul.  
 Will there be an Olympics in Warsaw?  
 Does the new Tsar even like Olympics?

1981 CX  
THE  
DEMO  
GAME

Russia  
ballons to 9;  
Germans land  
in London;  
Austria  
survives;  
France goes  
for position,  
Turkey does  
nothing as  
I/R forces  
seep towards  
the Turkish  
Homeland.



Last  
Retreats:  
Austria:  
A Tri-Alb  
England:  
F Eng-Lon  
  
Retreats  
Due:  
England  
F Lon  
Retreats  
Wal or OTB  
Note:  
The Austrian  
A Ser  
was killed

Summer 1903: Austria: A Tri retreats Alb England: F Eng retreats Lon

Fall 1903: THE ALLIANCES TAKE SHAPE

Austria (\*McCloud\*): A Vie-Tri, A Ser S A Vie-Tri/a/, A Alb S A Vie-Tri  
 England (Baker): F NWS-Edi, A Lvp-Yor, F Lon-Yor/d/ retreat Wal or OTB  
 France (Simon): A Pic-Bel, F MAO-Iri, A Mar H, F NAO-Cly, F Eng S GERMAN A Hol-Lon  
 Germany (Tuharsky): A Sil-War, F Den S F Nth, A Ber-Pru, A Ruh-Bel, A Hol-Lon,  
 F Nth C A Hol-Lon  
 Italy (Rowell): A Tri-Ser, F Ion-EMed, F Adr-Tri, A Tyr S RUSSIAN A Gal-Vie  
 Russia (Tully): F Swe S A Nwy, A Nwy S F Swe, A Gal-Vie, A Bud S ITALIAN A Tri-Ser,  
 A Rum S ITALIAN A Tri-Ser, A Sev-Arm, A Mos-War  
 Turkey(Martin): F Bla S A Con-Bul, A Bul-Ser, A Gre S A Bul-Ser, F Aeg S A Gre, A Con-Bul

Supply Center Chart:

Austria: vie, bud, tri, ser (1)	remove 1
England: lon, lvp, edi (2)	remove 1
France: par, bre, mar, spa, por (5)	even
Germany: ber, kie, mun, den, hol, bel, LON (7)	build 1
Italy: rom, nap, ven, tun, SER (5)	build 1
Russia: stp, mos, war, sev, rum, swe, nwy, VIE, BUD (9)	build 2
Turkey: ank, smy, con, bul, gre (5)	even

Notes:

- 1) Larry McCloud is the new Austria.
- 2) Germany's proposed houserule change was vetoed by the players.
- 3) Autumn & Winter 1903 and Spring 1904 are due Saturday, ~~April 24~~, 1982.
- 4) If I get 2 (TWO) requests I will separate the seasons. ~~May 1~~
- 5) The player's addresses, press and my comments appear on the next page.



DEMO GAME cont...

Addresses:

Austria: Larry McCloud, 520 Geary, San Francisco, CA 94102  
England: Ken Baker, 16250 Brookford, Houston, Texas 77059  
France: Steve Simon, 410 O St. SW, Apt. 110, Washington, D.C. 20024  
Germany: Joe Tuharsky, 1228 Henderson #2, Sunnyvale, CA 94086  
Italy: Mark Rowell, 18841 Tuggle Ave, Cupertino, CA 95014  
Russia: Greg Tully, 324 Wilson St. #78, Albany, Ca 94710  
Turkey: Dick Martin, 6103 Breezewood St. # 202, Greenbelt, MD 20770

Press:

VIENNA - WORLD: M'AIDEZ, M'AIDEZ, M'AIDEZ! AND QUICKLY, PLEASE; I CAN'T LAST LONG WITHOUT HELP.

Rome - World: I'm back. New address 18841 Tuggle Ave., Cupertino, CA 95014. Phone: (408) 253-1495.

Naples - GM: Please note above.

GM - Naples: Please note above.

Ankara: So how many times have I ordered " F Bla S A Con-Bul " now?

GM - Ank: One too many times I'd say.

Venice to Con: Sorry Dick, but when Turkey is being indecisive, slow to communicate and not very cooperative it makes playing Italy difficult at best. At least if I attack you the picture becomes clear cut and I don't have to worry about whether you are thinking about attacking me.

ATLANTIC OCEAN: French naval contributions to the peace and security of Europe continue apace, to wit: (1) protection against the threat of invasion from the United States; (2) discovery that Atlantis positively does not exist in, or anywhere near, the Atlantic Ocean. (This latter should be of special interest to the Italian naval scientists,)

Rome: It was reported today that Wrong Way has appeared again at the helm of the fleet that moved into Turkish waters. Nothing is known about how he got there but he is reported to be covered with white streaks and an occasional feather. The ships in his fleet were moving sideways.

Turkey: At this rate, I've got a win locked up in 1915.

GM to Turkey: You'd better check your figures again, Dick,

COMMENTS

A couple alliances really come into being this time. The more powerful one is in the east. Not only did Russia/Italy gain 3 centers between them they gained a nice position to carve up Turkey. Italy will take Tri with no trouble in 1904 so I think I was right all along when I said Austria would be the first to go. I'm really surprised that Austria has even 1 center left this year considering the fact that Italy, Russia and Turkey all attacked Austrian centers. Still, I expect the Italian warships to steam into the ports of Trieste very shortly. I/R will probably want to keep that Italian army in Tyrolia for future use against Munich. Italy will probably build a fleet in Naples to cover the Ionian (and to eventually send westward). Russia will most likely build in War. The Tsar has a big decision to make concerning his 2nd build: Should he build something in Sev to use against Turkey or should he build a fleet in StP to use against F/G. If he chooses the latter does he put it on the north or south coast? Either one would come in handy.

What can be said about Turkey? He sat around too long. Now he doesn't have an ally in the east. Austria can help him very little this year but even that's not a sure thing. About the only way Austria can survive this year is to puppet to I/R and help them against Turkey. As it is, if Italy gets a fleet into the Ionian this spring Turkey's goose is cooked.

France would probably love to help the Turks out against France but they've sat around too long themselves. Though something a small a a move to Piedmont could work wonders for Turkey. France should get at least one build this year. And we must all ask ourselves this: was France supposed to get Bel this year? If so, Germany double crossed him. England seems to be on his own too which is bad for him (and good for Russia). I don't see how the German assault on Russia can be successful. Especially if Russia picks up a build from Turkey in 1904. That's very bad news for Germany.

Cont.



COMMENTS cont....

If the Hun doesn't make some progress soon I'm afraid he may find himself caught between the grips of a very strong Franco-Russian alliance.

Since the western powers let Russia keep control of Scandinavia I think Russia will be around till endgame and has a better chance than anyone else of participating in a draw. But I still say France has the best shot at winning.

DEATH TO ZEALOTS!

by Jim Finley

game (gam) n. A way of amusing oneself; a pastime; diversion.

That's what this is supposed to be, right? So why is this yoyo turning purple and eating the wallpaper in response to being stabbed? What's going on here?

I'm not here to address hobby fueds and controversies or to complain about anyone in particular. My target is only that category of players who don't know what "play" means. Look it up if you're in doubt.

My quarrel is with those petty little Jerry Falwells of the gaming subculture, the deadly oafs who TAKE IT SERIOUSLY and want everyone else to share in their wrong head- edness. These pompous asses are not harmless loonies. With the hate and discontent they generate, they can utterly curdle a great game for all present. Who wants to watch a tantrum? That's what the news is for.

I hate taking things seriously. The serious things in my life drudge away too much of my precious time as it is. When I spend some of that time playing Diplomacy or any other game, I aim to relax and have fun, not go back to work... and I'll be damned if I'll let any haddock faced mental eunuch change my ways. If you want to play like a puritan, go get yourself some pastel doubleknits and chase golf balls. It is my right to make whatever asinine move strikes me as clever, funny or picturesque without being made to feel bad about it. If it gives me a couple of giggles to turn on the most faith- ful ally since Joan of Arc and gut them like a rainbow trout, no one had better get lathered about it. It's only a game. That's part of the game.

There's nothing wrong with getting even. A blazing vendetta for the rest of the game is dandy, if that's your style. Just make sure it's only part of the game and gets put away with that game. If you can't play for fun, take your wooden blocks (or plastic monstrocities) and go home and suck your thumb in private.

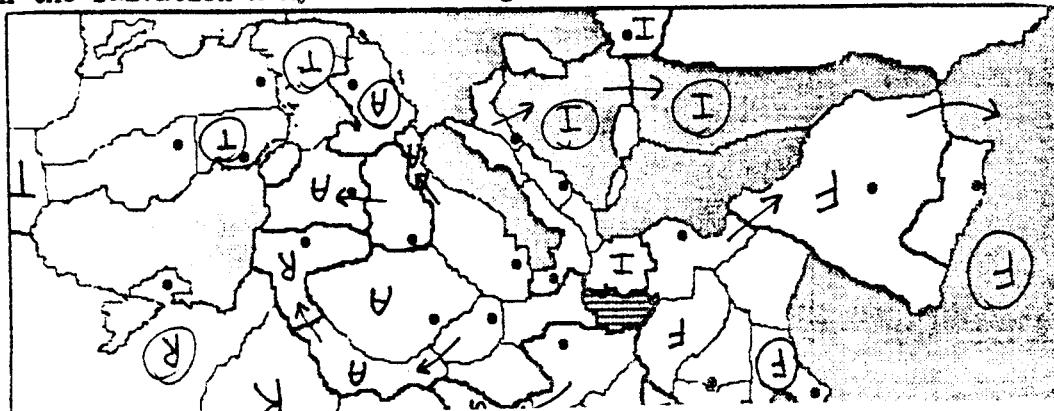
The value of games is that they let you do things you can't do anywhere else, be- cause no one really gets hurt. Why play if you have to worry about it, if you're afraid to cut loose and act rotten? It's not a game anymore, then. It's another job.

If these microbes only spoiled their own fun, that would be fine. They don't. One unwashed pinhead in a self-righteous froth can trash the game and the evening - for everyone and that's not right.

The solution, happily, is obvious: whenever a player shows the fatal symptoms of this loathsome disease, the others in the game owe it to themselves to join and exter- minate him like a rabid stoat before he craps in the punchbowl again. Following his elimination from the game he is free to go anywhere and take anything as seriously as he likes.

As long as it's not my game.

If this article made you mad, you're one of THEM anyway...do everyone a favor and go join the Salvation Army or something.



ZINES

THIS is a new feature I hope you'll all like. I hope it'll be an informative review of the zines I trade with. The basic format will be as follows:

ZINE NAME                      SUB RATE                      GAME OPENINGS??      PUB. FREQ.                      LAST ISSUE INFO  
 PUBLISHER/ADDRESS  
 A SHORT LINE OR TWO DESCRIBING THE ZINE AS I SEE IT.

BOHEMIAN RHAPSODY      ???                      ???                      ???                      #6  
 Malcolm Smith, 14 King Edwards Sq., Middlesbrough, Cleveland, England  
 A British zine that has as much news about the American hobby as any American zine. Lots of stuff about Eng., too. I've been in 2 of Malc's games for the longest time but still haven't seen the s 01 results of either. Such are the pitfalls of overseas mail.

ANDUIN                      10/\$6                      noopenings                      monthly                      #8 (March 15. 1982)  
 Eric Kane, 109 Hicks Lane, Great Neck, New York 11024  
 Letters, games, humorous articles & a chess feature. Anduin is now actually a co-zine with Brian Lorber's Helcaraxe. Brian may have game openings.

COAT OF ARMS                      12/\$6                      game openings                      4-5 weeks                      #8(March 11, 1982)  
 Steve Arnawoodian, 602 Hemlock Circle, Lansdale, PA 19446  
 This is actually a zine of subzines. Woody's co-editor is Tom Mainardi. Steve Langley, Mike Mills and Tom Swider had sub-zs in COA VIII. I'm in Woody's 'Lasagne' game.

DOGS OF WAR                      10/\$4                      no openings                      every 24 days                      #37 (March 11, 1982)  
 John Daly, Rt. 2, Box 136-M5, Rockwell, NC 28138 (that should be John & Betty Daly)  
 John concentrates mostly on running his games (of which he does over 10) and I beleive he does a fine job on them. (Right Porter?) Always starting with a quote, Dogs has alot of hobby news, jokes and now and again a good article or two.

DOT HAPPY                      50¢ ea.                      no openings                      monthly                      #13 (February 4, 1982)  
 Allen Wells, 1450 Worcester Rd., Apt. 8109, Framingham, MA 01701  
 Lately just a warehouser but at least it seems Allen treats his games well. It wasn't too long ago that DH had alot of interesting reading material and I hope it will be so again.

DIPLOMACY BY MOONLIGHT      10/\$6                      ???                      monthly                      #39 (March 1982)  
 Eric Ozog, 1526 N. Lawler Ave., Chicago, Illinois 60651  
 #39 was Eric's Polish issue. Aside from American jokes and news articles about Poland, there were the usual letters and games.

EUROPA EXPRESS                      10/\$6                      ???                      approx. Monthly                      #12 (March 4, 1982)  
 Gary Coughlan, 4614 Martha cole Lane, Memphis, TN 38118  
 A self proclaimed mega-zine (and Gary ain't kidding either!) with plenty of articles, letter excerpts, etc. Gary trades with alot of foreign zines and his interest in the rest of the world clearly shows up in EE.

IRKSOME                      47¢-65¢ ea.                      no openings                      ????                      #9 (March 13, 1982)                      (view  
 Scott Hanson, 701 15th Ave SE, Minneapolis, Minnesota 55414  
 #9 contained Mark Lew and John Michalski subzines, a romantic article, letters & music re-

RETALIATION                      40¢ ea.                      game openings?                      used to be every 4 weeks                      #45/46 (12/5/81)  
 Dick Martin, 6103 Breezewood Ct., #202, Greenbelt, MD 20770  
 This thing has more names than 10 zines ought to have but it's still Retaliation to me. Dick lost his free xerox privilege and I've only seen 1 issue since then. Dick is handling his games in the usual manner though. I hope Dick can get into a regular rourine again soon.

THE SHOGUN'S SWORD                      12/\$5                      game openings                      5 weeks                      #32 (March 1982)  
 MP Barno, 2811 Robins St., Endwell, New York 13760  
 #29/30 had plenty of humor, a look at a Byrne con and 'stuff'. Also contained Swider's Expletive Deleted. #32 had 20 Dip Variants.

SLEEPLESS KNIGHTS                      50¢ ea.                      game openings                      5 weeks                      #11 (March 15, 1982)  
 Dave Carter, 118 Horsham Ave., Willowdale, Ontario, CANADA M2N 1Z9  
 A Canadian zine with Canadian and American hobby news, letter excerpts, jokes, a trivia quiz and games with very small maps.

## Living at the Crossroads

Edited by Porter Wightman

Written by Eivind Fossheim for Aftenposten

This is the first in what I hope to be a series of articles, on life in some of the more obscure areas of the Diplomacy board. In Diplomacy one of the most used routes by the Russian player is F St. Pt. (nc) - Bar or Nwy. We use this route as easily as F Con - Aeg or any such other warm water move. In reality the area of Norway that borders the Soviet Union is a forbidding area that is closed to travel much of the year. What follows is an article reprinted in World Press Review that originally appeared in Aftenposten of Oslo. It gives a view of what life is really like in that part of the world, where for four months of the year the sun doesn't shine but a few minutes a day.

When the storms come howling in off the Barents Sea and the walls of my house shiver, when the seafoam whips against the window panes, I lock everything up tight and curl up like a cat in my armchair," says eighty three year old Ksenie Kasereff. Isn't it depressing to have to live all alone through the dark winter by the sea, at the north-eastern tip of Norway? "Not at all. My son Jurij lives near me; he is the keeper of the lighthouse on the border with the Soviet Union. And I talk on the phone almost every day with one of my daughters."

No, there is really no better place on earth than Grense Jacobslev, she believes. But most people who lived in the town fled from the polar winter when a road finally was built, so now only a handful who love the unpredictable sea, the open landscape, the silence, the few hours of bright skies, and the Northern Lights piercing the starry nights, remain.

In her cottage built in the lee of a storm scoured mountain, well back from the shore, Ksenie feels safe even in the harshest weather. And, like most people who live in the far North, she looks forward to days lit by a sun that never sets and the grandchildren and great grandchildren who will come for visits like migratory birds returning in the spring.

"Come, you should see our nice beach," she says, grabbing me by the arm. She shuffles quickly over the snow-covered ice as the ocean grows calm after a storm. She casts a hasty look across the water toward her native Russia. It feels good to her to live so near it, even if she feels no longing to be back in Archangel, where she was born and grew up. Nor does she feel any desire to visit Murmansk, which she left all alone with three small children in a fishing boat more than fifty years ago.

Her husband Dimitri, who had been a teacher in Murmansk, had fled to Grense Jacobslev three years before she did. Here they had four more children, while Dimitri worked for fourteen years in Vardo rendering codliver oil to earn enough to feed his family and buy a fishing boat. "He reached his goal," says Ksenie, "and he suffered a lot to do it."

She goes into the hallway and brings out a box and a piece of rope, then leads me out to the small cemetery behind the King Oscar II chapel. Her husband lies buried here along with their son Andrej, who died in an accident at work, and daughter Anna, who drowned while swimming in the river when she was fourteen. Ksenie carefully lays the wreath on her husband's grave and ties it to the headstone with the rope.

"No storm can blow it away now, any more than anything can take away the memories of all the days we spent together," she murmurs in the twilight. "But you must be getting hungry," she says, as she once again takes my arm and leads me back to her cottage. While she fixes coffee and hot, tasty Russian food, she continues to chat, constantly glancing over to see if I understand.

Although she speaks Russian with her children, she also speaks Norwegian and the local dialect. There is only one word she carries into the other languages - nyet.

During the last big storm that howled through the mountains her television antenna broke. It would be fine with her if it stayed that way. "When one gets old one doesn't enjoy all that violence on TV," she says. "No, I would rather read a good book or do something useful.

"It's a Russian custom that no one should have to live alone when he or she gets old. After my husband died, each of my children invited me to come and live with them in their comfortable homes but I was homesick for my little cottage. I'm most comfortable here with myself, carrying water and chopping wood as I've done every day

for years. To tell the truth I'm afraid of all these modern conveniences. Besides, you'll never eat better bread or cake than what I bake here in my good old wood-burning stove."

The church is the most important thing in her life. The nearest Russian Orthodox church, though, is far away. Besides, the mass there is in Finnish, which she doesn't understand, so she never goes.

"Instead Jurij and I go to King Oscar's chapel on the few occasions when a priest comes," she explains. But Ksenie still feels that she maintains contact with her God. In her cottage there are Russian icons hanging on one wall, illuminated by the eternal flame of an oil lamp. As a girl she sang in the church choir back in Russia and every Saturday she holds her own service in her home, singing the old, familiar hymns.

To prepare she always goes to the bathhouse. While she relies on God for spiritual support her steambath gives her the health and strength to get through the many hard hours in life.

"I celebrate Christmas twice," says Ksenie, "and I look forward to holidays just as much as my great grandchildren do. I save a lot of the presents I receive on Norwegian Christmas and don't open them until January 6, when I observe Russian Christmas. Jurij comes over and we sing together and exchange gifts. Then he sets off white, green, and yellow skyrockets, and we are happy about how good our lives are."

Let's hope that Jurij's skyrockets are the only type of rocket to burst over Grense Jacobselv and that the Russian move, St. Pt. to Nwy stays on the Diplomacy board.

If you like the idea of a glimpse at obscure corners of the board send Don or me a note. If you think its a waste of space you'd rather see devoted more directly to Diplomacy tell us that too.

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The following quote was sent in by Ken Chapman:

"Mine is a most peaceable disposition. My wishes are: a humble cottage with a thatched roof, but a good bed, good food, the freshest milk and butter, flowers before my window, and a few trees before my door; and if God wants to make my hapiness complete, he will grant me the joy of seeing some six or seven of my enemies hanging from those trees. Before their death I shall, moved in my heart, forgive them all the wrong they did me in their lifetime. One must, it is true, forgive one's enemies -- but not before they've been hanged."

-12 -

Heine  
Gedanken und Einfalle

Those are words to live by. Especially if you play Diplomacy.

I hope y'all liked this issue. Send me some more articles for next time. I don't know what I'm going to do about Porter - him showing me up with his word processer. Look at those even margins on both sides. I have enough trouble with the left hand side. I guess all I can do is thank him for helping out so much.

It's been a good two years. I hope the next two are just as good. DLS

HOOF & MOUTH

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