



Vol.9,No.8; #107 Oh No! Six more weeks of..... *February 22, 1986*

LIONS AND TIGERS AND KAISSA, OH! MY!

Shelf

Editor.....February 13, 1986

Last issue was not very short, was it? 24 pages, again. It was also a very stressful issue (and I want all of you to see the item called APOLOGIA please). Today I have issued a Twilight Zone from which the Apologia is reprinted.

As a prelude to DIPRODUCTION, which needs 21 or more players, I have opened a small variant to generate a player pool of variant people. This is the Cline-9-Man IV variant, which adds the Barbary States and Persia to the standard board. It is free, plus ROZ (see Game Openings list). I already have one signed up for it.

The Star Trek Quiz, part two Hints appears (answers next time), the Stooges and Diproduction are rolling along, and don't forget the feedback poll.

You might call this a Poll issue; in addition to the monthly Feedback for Kaissa are two more items. One is the Archive Publishers Poll #1, to be sent here. The other is The Lifer's Poll by Don Del Grande. (Vote for me! Vote for me!) See that!

Ghod as my witness, I will keep this issue under 17 pages if it kills me! (Of course I always have that resurrection spell handy...)

As a last note, I keep telling people that I can't run notes under each game of the same thing. Why type the same thing three times and use up so much room. So the thing is, if you read nothing else, the one thing you must read are your games and Shelf; that is, the two things you must read are

your games, Shelf, and the Deadline(so you know when the games are due). OK. The three things that you must read are the Games, Shelf, the Deadline and the Contents list(so you can find the rest and see if I have an "everybody read this"note in it). The four things you must read are your games, Shelf, Deadline, the Contents and the Feedback Poll(so I know what you bloody well want!).

The five things you must read are your games..wait-up there! What if you aren't a player? The thing, then, that you must read is Shelf, and the Feedback Poll. The two things you must read are Shelf the Feedback Poll and the Contents (to find them and see if I have an "everybody read this"note). The three things you must read are Shelf, the Feedback Poll, the ...

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Feedback Poll Results

Introduction: The following is the result from the Feedback Poll for #100-104, held over from last issue. Following it is the Poll for #105 and the form for this issues' Poll submission.

FEEDBACK RESULTS #100-104

Feedback is one way I can find out what you like, and dislike. It lets me serve you better and to waste less space. The Feedback form in Kaissa #104 was rather long, because I wanted to find out if the recent changes were on the right track or not. Since the feedback requires a bit of analysis before being reported, I am unable to report immediately after each issue (last issues feedback will, of course, appear in next issue).

I'm not going to bore you with a full table of dry results; just the highlights. For preference questions I divided up the results by percentage of answers. The rest were 0-10 ratings. I categorized the results into four broad groups.

76-100% or 8.5-10 points=
Excellent!
56-75% or 6.5-8.4 points=
Good. (Passable.)
36-55% or 4.8-6.4 points=
Neutral(Needs improvement)
0-35% or 0 - 4.8 points=
Yuck (Get rid of it!)

And of course, 0-50% or 0-5.5 points is what I call 'zine quality'.

21% of the #104 circulation responded; ages range from 22 to 38 for an average of 29.4 years. They receive an average of 7.6 zines, all play Diplomacy, and about half of the respondents play pro-games other than GPA.

Response was split 70/30 in favor of those getting Kaissa to both read and play, over those who play only. This corresponded with question 5, where 29% say they get zines in general to play only. 42% get zines to play primarily but also to read, and another 29% do both.

Question #6 was tricky. If I had asked, "Do you like good articles or Bad articles" what answer

do you think I would have gotten? By the same token, most people would rather have shorter than longer pieces. The real question then, is which seems more important, quality or length. 83% said that they wanted a good article, even if on the long side; only 17% preferred zine-quality material at a shorter length, (and one jerk wrote in the obvious - good and short; thanks that helps a lot).

I got a big surprise on feud material; from the comments with the answers there is a clear desire away from feuds. If the question had been, do you want to see participatory feud material, the answer is a resounding no (100%); but if the question is, do you want to know if a feud is happening, and the basic news about it, the answer is an equally astounding YES! The question seems to lie in the crack between reporting and participating. That is a very narrow crack indeed!

Given the ratings on News & Views, (8.1) I guess I haven't crossed that line too badly (although see News & Views on this, in this issue). So, I will report, in the news column only, on feuds or matters that might become feuds, while attempting to not participate, and banning participatory material from the Missives.

Foundation got an acceptable 6.7, with the Postal Locator given 6.3; and the Dominance rating system a score of 5.5 and 7 for I & II respectively. I wanted rating by those interested in Ratings systems, so no points were counted for those who marked Ratings on Question 9 as 3 points or less (only one did). Well, I guess that tells me who likes what. I still like D-I best! Nyaaa!

Only one person wanted less artwork; and one didn't know what the logo was (usually a distinctive graphic or trademark; on a magazine it is the style of the title. Kaissa's trademark, as it were, is that the title is rarely done the same way twice).

Games seem to be well up in the Good range for accuracy and Presentation (nothing under 7); and mostly so for Press (three scores Neutral, but the rest over

7). Only one dissenter (who said there was too much Press) spoiled the otherwise three perfect 100's on amount of game/press/map material, and these all rated well in desirability of course.

The issue of maps styles has occupied us recently so I looked over these answers especially.

Desireability resulted in 100% under 'just right' amount, as I mentioned, so it was the specific ratings, on style, that were most important.

The 8 maps were all rated in the Good range, so I drew a mid-point line (at 7.4/7.5). Five maps fell below the line; all had greater or moderate hatchuring - a big disappointment! Of the three above the line, in fact at second with 7.7 points, was the #104, IV map with the heavy coastal boarders. I had drawn them, at the time, as a lark. They are ugly, clutter the board, and actually make units harder to spot. And this got second. Shheesh! What are we coming to!?

The bias also seemed to be against large units over small. However, I then judged another subjective factor - clutter - and when I had marked those maps that appeared cluttered, four out of five were below the line; two of the three clearer ones were above the line. It seems that unit size isn't deemed as important, unless there are so many that they begin to overlap each other.

As a piece of confirmation, though it's too early for the #105 poll results, the 5% so far in confirm this. There was a clear 1-2-3 choice in 105 and it seems to be falling out just that way.

Sea borders of some kind are heavily desired in some way, and smaller units where there are many on the board.

On feature content, everything fell in the Good range for desirability, with news topping out at 7.9. Most of these items were rated about the same in general vs in Kaissa, but usually the 'in Kaissa' rating was higher. This was especially true of News. When rated News & Views got 8.1 for #104, (with 5% in, #105 looks to be about 7.1). 105 looks about a point lower so far, and I gather this is because of the Peery material. See News & Views this issue for that.

Contrast this with a rating of 57% saying we have too little news,

and one comes to the conclusion that more news is desired.

Variants (yes I know it was listed twice - a typo that -) and Puzzels got neutral ratings; though the #104 contest was rated a borderline 6.4. Rating systems are down the tubes at 4.0 (but that's a job for Foundation).

Articles had a high desireability rating at 8.3 in general, but only 7.4 in Kaissa, which indicates you do your main reading somewhere else (where?). Yet, 57% say there are too few articles in Kaissa (no one said there were too many) and the articles all received individual ratings in the Good range except "A Word To The Wise" which topped out at 8.8! "Defensive Diplomacy" (8.3) and "Options" (7.8), both reprints, took the next two spots.

In spite of the low opinion of variants though, last issues article looks to come in in the *8.* range.

The only feature of concern is the House Rules which ran up a good 7.5 - (that is, discounting one bozo who gave them a zero. Well, there is no accounting for responsibility...)

The 3-Stooges series got 5.7 and 5.8 for it's two parts; scores some zines would kill for, overall, yet which I find disturbing for a Kaissa feature. The comment on this, though, was that it should be longer each issue. I'm trying that.

Of the regular columns, Shelf seems to be the most on track with ratings of 8., 8.3, 8. and 8.6 for the four issues. Missives holds a small lead over Trades & Reviews; no issue rating lower than 6.8 for either. For logos' the #102 logo fared least well at 6.3; all the rest were 7 or higher.

The cartoon result also disturbs me as it descends (100-7.2, 101-6.4, 104-5.4); I inadvertently left that question off 105 so I don't know if the trend is continuing. Given that all but one respondent wants more illustrations, I can only conclude that something different is in order.

Letters are desired (7.0) and well rated (av. 7.1) but only 14% consider the amount right; the rest are exactly split between 'too much' and 'too little'. However, from the appended comments it becomes clear that the way they are handled is liked,

but that the section is too long, and shorter letters (or sections of letters) are desired.

Apart from the mix of material, the question concerning whether there are enough pages ran 71% under 'just right'; confirmed in the question on appropriateness of length of issue (all ratings were Good - 6.8 to 8.0). There is some desire for greater length but the consensus is that Kaissa has about the right size for it's contents. No one said there were too many pages; which tends to confirm (with comments as well) that Kaissa is all meat and little padding. Small or large, the size suits the material (with a puzzel, Trades & Reviews back, and a large variant, I wonder if this issue will fare as well?).

That brings us to the overall ratings for 100-104 (6.4, 7.4, 7.8, 7.4 and 8.8!), an average of 7.6. The Question of Kaissa overall ran to 8.0 though, which indicates a 'glow' from the well rated #104, I expect.

Conclusions: whatever I'm doing, I'm doing it right. The letters will be a bit shorter, the humor series a tad longer; the artwork better, and more visible- and the maps less cluttered; the articles (new and reprints) will keep coming, and a tad more of them but (after DIPRODUCTION) the variants will be sparse as may be puzzles (though I hope that will change). The variant article by Fred lastish is doing well, and I just hope the anti-variant sentiment will fade. News will increase but be more condensed. And, finally, the size of the zine will (slowly) grow, for now.

The feedback will continue each issue (in larger or smaller sizes) and I hope that more of you will give me an opportunity to know what it is you like or dislike.

#105 Poll Results

I'll keep this one short and sweet. as long as the games have a rating above 8.0, which they do, I won't worry; the maps are running between 7 and 8, which I think acceptable; oddly enough the CN map got high score in spite of all the things it looked were going downhill- large units, clutter, plenty of cross hatching. That needs more study.

Of the regular features, only Shelf (6) and News (6.25, but largely dragged down by one score be-

low 7), came out below 7; the special offer also rated a high 8.2- in fact I got no suggestions on this because I got no score under a 7!

Fred's variant article scored a big 9.0, with Notation notes coming in at 8. The desire for expanding the T&R column as I am was rated 6.7, which mandates a moderate increase in information.

The question on playing variant games was rated a 5- a number of which were 9+ balanced by 4-; so I decided to open a new small variant to attract a variant audience since it was clear that I do not have such an audience now, and I do want to run Diproduction eventually.

3-Stooges came out a wonderful 5.5 - mediocre. Well, what do you want. I don't go on forever about music, girls or how I ought to carpet my living room; I have to write something of my own...

Contests in general rated a big 7.6-7.7 unless you factor in as zeros those who voted on other things but had no opinion on this- at which point you get a big 4.6. Those who want, want; those who don't, don't. As went variants, so goes contests.

So far this tells me I have an eclectic audience; each segment intensely likes something I provide while nobody likes everything I provide. To anyone who serves a diverse audience, it has ever been thus. And, I prefer that to an in-group of people all from the same mold.

Still, this means, more than ever, that I need a larger base circulation so that each of those needs that are fulfilled will be supplied to enough people to make it work.

Oh yes, the issue overall went up to a good 8.2 rating. Not too bad...for a start !!!

* * * * *

Feedback Poll Form

- 1). Name, age; this issue overall (1-10 scale, 10=highest, best)
- 2). Rate the following: a:Feedback Poll results; b:Diproduction; c: 3 stooges; d:Archive Publishers' Poll; e:Lifer's Poll; f:Star Trek Contest; g:Dipcon Info; h:News & Views; i:Trades & Reviews; j:Shelf; k:Missives; l:Deadline; m:G.O. List; n:Colophon; o:Apologia; p:Asides.

Continued next page.

3). Rate each game for a:Accuracy, b:Quality; c:Map; d:Press; e:the HU Commentary.
4). Rate the titles used lately on a)size, b)style, c)effectiveness, d)if any under 7 give your objection/suggestion.

5). Rate the idea of issues that have an overall theme (i.e. variants, polls, etc).
6). Rate the practice of printing the T&R code description only every other issue.

* * * * *

Archive Publishers Poll #1.

Well, this is really a big poll issue, and to prove it, here is a new one- from the Granite Archive

(that's me) the Archive Publishers Poll #1 (?:because I want publishers to print it...). Send me this information by the Deadline.

* * * * *

This is the Archive Publishers Poll #1. It is a poll which all publishers are requested to reprint so that players may express thier opinions on recent current events of the last year (Feb'85 through Jan'86 inclusive). Please respond; each player has the right to be heard and to let the hobby know it's mandate.

Return polls to me, W. Elmer Hinton Jr, Archivist; 20 Almont St. Nashua NH 03060; the Deadline for return is on or before Wednesday MARCH 19, 1986

- 1). Give your name, address, age; the number of zines you receive, the number in which you play, the titles you play, and if you are a publisher; and the number of years in the postal games hobby.
- 2). If you are familiar with the Miller Number Custodian title problem of late, tell me:Did you vote in the referendum; do you support Lee Kendter Sr.; do you accept Robert Sack's alternate-MNC?
- 3). If you are familiar with the Postal Locator service, tell me: Do you use it; if not why not; did you support the BNC standby service; do you want more information about the game wanted list?
- 4). Are you familair with the fueling last year; if so did you support one side or the other(you need not say which saide); did the fuel affect you in any way; if so, how?
- 5). Do you support the central Archive as a library for postal-public research and preservation of hobby history? If you are familiar with the situation, do you support the Granite Archive which has operated as the only public-oriented successor to the Hoosier Archive; do you support the newly declared archive of Mr.Peery; will you contribute zines to the Archive?
- 6). If you especially like a zine, do you recommend it to others? What do you look for most in a zine? In a game? In House Rules?

Be sure to answer fully. Your contribution can be invaluable.

* * * * *

Starting next issue, the way in which the standby list is used will change. See 108 for this.

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Standby List

Standby list before calls:

Staples,R.Kelly?,Holley,Courtemanche,Richard,Botimer.

Calls:

1984IV-ENGLAND:David Staples
(See 1982II for address)
1985HU-RUSSIA:Melinda Ann Holl-
ey (See 1982II for address)
1985HU-TURKEY:Steven Couteman-
che(See 1982II for address).

Standby list after calls:

R.Kelly?,Richard,Botimer,
Staples,Holley,Courtemanche.

SPECIAL EXPANSION DRIVE OFFER!

Help Kaissa expand it's circulation! Earn credit by recommending Kaissa to others. For each subscription you receive 1 credit; but for each annual subscription, you get 2 credits. (Credits equal issues for subscribers, turns for trader/players, or dollars for traders. See ACCOUNTS!). Help us get more Kaissa to more people, and get more Kaissa for yourself! Help us expand, and keep the page count above 16.

* * * * *

DiProduction

by W. Elmer Hinton Jr.

Part 2, © 1986

3.7 - 3.15

7). Owned provinces containing a Fleet or Army of the owning power is reduced in value 10%.

If the unit is also supported in place reduce another 10%.

If the unit is dislodged, reduce another 25%.

If the incoming power doesn't use a Void order, reduce another 15%.

If the Owned province has a standoff over it (whether empty or Beleaguered Garrison) reduce another 20%.

If the Owned province is also an Occupied territory, reduce another 20% (but not on the turn of initial occupation which is covered above).

If the Owned province is an Occupied Territory with a unit of the occupying power in it, reduce another 20% (but, again, not on the initial turn of occupation).

Owned provinces containing shipyards with a fleet under construction enjoy an increase of 15%.

These are cumulative of course.

As a result of this, if the province obtains a value derived by a negative percentage, then the treasury must be reduced by this amount, just as it is increased by any positive value as public tax.

For example; Burgundy is owned by France outright; Picardy is Owned by France and an occupied territory of England. The orders are FRA: A Gas-Bur* ENG: A Pic-Bur, F NAT-Gas, A Spa S F Nap-Gas.

Picardy is -40%; Gascony (now Occupied Territory by ENG) is -60% and Burgundy(still French) is -30%.

If a non-owner enters a space with a Void order, the value is reduced 15%.

If a non-owner attempts to enter any space without a Void order, also reduce 10%.

Once the rate is determined, the final figure, whether positive or negative, is computed and then rounded down to the last dollar.

This figure is taken in as tax revenue by the Owning power. In the case of an Occupied Territory though, the Owning power must take only $\frac{1}{4}$ of this amount or loss while the occupying power may take the remaining $\frac{3}{4}$. In the case of a loss this is mandatory. In the case of a gain of revenue, the Occupying Power may turn back more to the Owning Power than $\frac{1}{4}$, at its option.

The total of all Owned and Occupied Territory taxation is computed for the country and that amount added to or deducted from the treasury.

The amount computed for each province, as it's final dollar value for the turn, not only accrues as tax to the Owning/Controlling government(s), but also is used to determine the value of companies and commodities.

(See Running A Company)

In addition to public sector taxation, the government may also collect a tax from companies. This would be added to the treasury. (See Tax Rates).

Finally, Governments may also sell Bonds; both Government Bonds and War Bonds. These sales bring in revenue while, at maturity, requiring a repayment plus interest. (See Bonds).

8). Once a unit has been created, maintenance will be paid automatically until a Disband order is given for that specific unit.

Unit maintenance is paid immediately after taxation is collected and Bond Sale revenue is collected, but before Bond Maturity payment is made. (See Bonds).

9). Unit orders and commissioning dates are public information.

Ordering or commissioning takes place near the end of the turn and designation of shipyard may, therefore, be conditional upon it's ownership. An order will not be accepted for a shipyard if that center is not owned by the ordering power. Orders

may be placed in shipyards that are Occupied Territory owned by the orderer, but Army units may not be raised in Occupied Territory by any power.

10). In battle, a unit which is forced to retreat must retreat if a space is available. Since units may be disbanded at the end of any year simply by failing to pay for them (Disband order), the question of disbanding due to retreat becomes open. Therefore, mandatory retreat.

A unit moved by retreat automatically arrives there by virtue of involuntary forces and must be considered to include a Void Occupation order for the retreat space. A Leader may submit prophetic retreats. In the absence of this, the Gamemaster will use the following rule.

The unit will retreat to the only open space available; if more than one is available, the unit will retreat to a space Owned by the same power as the unit before retreating to one owned by another power; to a non-Occupied territory outside it's country before one occupied by that country; to an Occupied Territory within its country before one owned outright; to a Minor Power space before any other; at random if more choices exist beyond these, or among them.

11). Though Ownership remains the same within an "Occupied Territory" the power which obtained the Occupation status is said to be the Occupying or Controlling Power.

This power may, at it's option, turn back an Occupied province to the Owning country, thereby voiding the Occupation Status of that province, simply by issuing a Government Void Occupation order. This releases any civilian or police or militia forces that were theoretically exercising control and law and might have brought the province into the power by later annexation (with the aid of another military presence, i.e. the re-occupation of a military unit for a second turn).

If a unit enters an Occupied Territory controlled by its power, it must have a unit Void Occupation order appended if the power wishes to continue Occupation status there rather than fully acquiring the space. On a turn where a Government Void order is given for a particular Occupied Territory in that government's

control, any unit present must also have given a unit Void order or the Government void-order will fail.

12). A Government may also issue a Separation Order. The province under such an order is separated from the Owning power. If that space has been an Occupied Territory, then it becomes the fully Owned territory of the controlling power.

Note that Separation is determined before province status, so that a province entered this turn, about to be Occupied Territory, is not immediately given over to the invading power. It is still only Occupied at that time.

In all other cases, the Separation order has the effect of granting the province Independence (or ceding it to a Minor Power). (See Minor Powers.)

14). In the event of Civil Disorder (the Leader NMRS) a standby will be appointed for the next turn. Of those company Presidents of companies headquartered in a country, one will be chosen. If any has previously volunteered, he will be used. If more than one, or none, has volunteered, the President of the company which has the least amount of stock sold, shall become Leader; he shall standby on the next turn and assume office in the event of a second consecutive NMR. If the leader is dropped in this way, he shall be dropped from the game.

A company President or a non-Leader non-President stockholder is never required to submit orders and will be dropped only for non-payment of gamefee or subscription renewal.

A Leader may resign/abdicate his post if he submits a successor who has accepted and submits orders. The successor must be a player in good standing (a stockholder). In that case he may remain in the game as a stockholder or stockholder/President, and is not dropped.

In the event a country is defeated totally, and all spaces are absorbed and owned by other powers, then the power or powers which consummated this defeat may share $\frac{1}{2}$ of the treasury of the defeated government. The Leader of the defeated government may designate a party to whom he has surrendered his government, which

must be another power. That power shall receive the other $\frac{1}{2}$ of the treasury, or it is lost.

A Major Power may not "separate" it's last owned province nor surrender it's government while still Owning at least one province.

Surrender of Treasury is determined on the turn after a defeat of a major power.

After defeat and/or surrender, all units of a power are removed.

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Game Openings

These are the last new openings for at least $1\frac{1}{2}$ years.

ROZ=Recipt of Zine requirement (you must subscribe, trade, or be at the address as a subber/trader).

The El-Cheapo Novice Game: (1 open)
RoZ Plus \$10 one-time fee.

Signed up: Tobin, D. Lang

The El-Cheapo Game: (1 open)
RoZ plus \$10 one-time fee, for non-beginners.

Signed up: Diehl

No Frills Game: (1 open)
RoZ + free; hard core gamers, game; only results, addresses and $\frac{1}{2}$ page total press limit; no map.

Signed up: Addison

The above are all standard DIPLOMACY, bargain games.

Regular Diplomacy:
RoZ + \$10/5 turns. Open to all.
Signed up: Mr. Sigourney Street

Variant of Diplomacy: (1 open)
Cline 9-Man IV :RoZ + Free. A standard board plus Persia and Barbary States(No.Af.); no severe rules changes. Simple.
Signed up: Crosby, Lynch

Variant of Diplomacy: (1 open)
DiProduction: RoZ + \$6/10 turns.
Need 21 players to start.
Signed up: Anderson, Booze

TRAVELLER: PBM space role-play game from G.D.W. Run individually. PBM rules free(39¢ stamp appreciated); fee about \$1/turn. Limited # of players.

* * * * *

Apologia

(reprinted from Twilight Zone)

Kaissa #106 was a very distressed issue to put out. It contains more errors than the previous 50 issues combined. Thus far I have counted at least 27 typographical errors (most in the material concerning that literate fellow, Conrad von Metzke who will, no doubt, appreciate this fact). A number of columns were misaligned in layout. The IV map listed Spring 1901 instead of Spring 1902. I also erred in an important news item, which a large retraction must appear next issue.

All in all it was a bloody disaster area. I know - some zines look that way every issue; some look that way on a good month; but for Kaissa, it is a disgrace. I apologise. I should have accepted the delay, put the issue back a full week, and took my time to produce something worthwhile, as I usually try to do.

However, I'm issuing this Twilight Zone early to you the players because today, 2/13/86, I got a set of phone orders from a player who said he hadn't realized that the Deadline was so soon. So, I checked, and discovered that on top of all else, I had printed the wrong Deadline. Those who have been here a bit know that Deadlines in Kaissa are 4 weeks apart unless I give some notice. The Deadline for 2/15 is wrong. The Deadline was to have been Saturday, February 22, 1986.

Any orders that come in until then will be accepted.

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Colophon

Kaissa is published by the Gamesmasters Publishers Assn.,
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Frequency: Quarterly.

Subscription: \$5/4 issues or \$14/12; zine Trades (all-for-all preferred; mutual subscription if necessary) are welcomed and encouraged.

Articles bought on acceptance @ 1¢/word; original artwork @ \$5 per $\frac{1}{2}$ page (First publication year and reprint rights).

Back issues are available for 50¢ each; House Rules in K#104.

Novice Handbook (K#100) "A Word To The Wise" available \$2.

* * * * *

The Three Stooges In The Great Outdoors

or

The Joys And Hazards of Camping !

Part V.

"Do you think we can find it?" David asked.

"I don't see why not," I answered, "It looks easy enough."

I was studying the map. It was a clear map, and I could see the sun through thin clouds. I thought I had my sense of direction. Much later I would discover I was pointing 70 degrees off (which I would have noticed if I had ignored the confusing terrain and studied the sun).

We agreed on a direction, got our gear up, and went down one of the numerous, twisty, dirt roads that crisscross the wooded areas.

When we were planning this trip I asked two questions. I asked about water, and bugs. David assured me the wading that would be necessary, while too deep for rubbers, would not be over a foot. I brought my boots.

Insect life is always a concern out-of-doors, and though I was told it wasn't too bad there, I brought a small hood of netting which I've used with some success during excavation work. It was packed in my baggage, however.

We marched down the road, with the conviction that if it didn't lead us to our camp, it would be down a side path to our left.

Almost as we came under the trees, we saw a few deer-flies. Deer-flies are called by various names; they bite with almost as much relish as green-heads!

Very soon, less than a hundred yards down the path, they were there! A massive swarm of deer flies converged on us. We slapped and cursed, and picked up the pace until we were actually running! You have not lived until you have seen a Scot and an Irishman trading blows with a swarm of Deer-flies. David cursed much more than I, because he, being in the lead, was where I could see him. There he ran at full-tilt through forest glens, in full field pack, slapping at himself and shouting, "FUCK YOU! FUCK YOU!" (Much more appropriate than 'take that!', I assure you!)

My own cursing was far less because, in spite of the bites, I

was laughing too much. We cannot ever have looked more ridiculous!

Suddenly he stopped, hair wild, eyes red, swinging mightily, and shouted, "drop everything; head for the marsh!" He threw his pack to the ground and dashed off through the thinning forest to the right, "FUCK YOU! FUCK YOU!"

I followed in but a moment, and we broke out of the woods, onto the marshlands, and ran out some 20 yards or so to a faint but saving breeze!

Only a few more waves were needed to dislodge the tenacious beasties. They preferred the forest, where they lay in wait for us to return for our gear.

The marsh was a flatland cut by a tidal estuary, a number of streams, and a pattern of drainage ditches. With the tide still out, the squishy ground was firm but not sloppy, and the ditches were about 4 inches deep and held an inch or two of water. Every inch of the surface was covered in some kind of marsh grass, from one to three feet high; generally less than knee-high.

I looked back over my shoulder at the dark wood. The sun was a bit lower, and the clouds a bit thicker, although patches of blue were sparsely evident. The gloom was starting to take hold between the trees. The deer-flies were waiting.

In the course of the mad dash to escape being eaten alive, David had lost a key or something, and would not only have to return for his gear, but search the trail as well. Dreading the moment, I pulled out the map and we tried to figure our course. By dead reckoning it would have been ahead and to our left, beyond the next point of trees. Yet, David looked up the 'coast' (the margin where the forest stopped at the marsh-edge) and said that the point to the right, that is, essentially some distance back the way we had come and to our original right (not left) looked familiar and that the destined campsite lay beyond.

We went forward, rounding the

point ahead of us just to be sure. There, in the far distance, was the railroad bed, a clear landmark. Holding up the map properly I discovered my mistake.

Now, understand, I was not lost. However, that is a far different thing than being able to find a place you have never been based upon where you are. Some might call that lost.

We went back into the little 'bay' where we had exited, and steeled ourselves to get our gear. We went in, barely missing a bird nest in the reeds, and I grabbed my pack.

The little buzzards were still there! Deer-flies! They were not so numerous, but still alert. I dashed out to a stone near the coast, put down my gear and made ready to return for David's pack while he was braving the road in search of his lost keys. Fortunately he had found it, and bounded out with only a small retinue of flies for his trouble.

* * * *

Contest

Star Trek Trivia

As promised, since no one got more than seven answers correct, so far, here are some hints for the 10 items. Answers next issue.

- 1). Spock owned one.
- 2). He went from Klingon to Cylon stooge.
- 3). His illness would kill those he sought.
- 4). It's not carbon based.
- 5). What your name is when you screw up.
- 6). He later worked in "Genesis II" for Roddenberry.
- 7). Named for a character later met in "Metamorphosis".
- 8). Michael Dunn, famous as the dwarf genius in Wild Wild West, served these.
- 9). It's name is synonymous with "Armageddon Device".
- 10). Mentioned often in the series.

* * * *

Missive

(David McCrumb, 1/3/86):

"... Why is it that Diplomacy players love to argue? It seems to be a very common element, especially among those that try and run things."..."I went to one mini-con"..."and the arguments took longer than the games." ...

"I thought that the charts on the Diplomacy games moves" ((Notation Notes, K#105)) "was a very helpful article. You seem to have solved most of the problems I had when trying to design something similar. (Are you tied into my thought patterns somehow, or do I pick up your thoughts accidentally?)" ((You know what they say: I work in mysterious ways...)) "I am going to use it to report the Gunboat game that will be ending in TAG next issue to help me get some practice using it. I will then go back and pick up all the Diplomacy games I did/am run. I will let you know at that time, any problems I encountered when using the system. It looks straightforward now." ...

"The standby list is starting to fill out nicely. You seem to be getting more people each issue. How is it working as far as the standbys being used in games? The games wanted list is still short. I expected that to be the major focus and most useful section,"...

I also enjoyed the article about the variants. The only problem with it is that most of the variants mentioned were not described. I had heard of some of them, but there were a few I had no idea what they were about. Something I would be interested in would be an article following the history of the development of a variant, such as the Youngstown Series. I don't know who would be qualified to do it, but maybe you would.

The maps you keep trying are looking better and better. This time, I liked the small units the best. It was easier to tell which area they occupied. The cross hatching still gives me problems. I found that the darker lines worked the best, but they did cause some problems at sea borders. The dotted lines there helped, but were sometimes hard to locate. A darker, dotted or not, line would help. Ownership lines on the coast would help also. An example of this would be when France owns Brest but is surrounded by English units" ((82 II)) "... "I think you have the best maps I have seen to date. I also agree about the elevation marks being useless for the con-

Cont. on Page 13.

News & Views

(Pillaged from various sources.)

DEEY



must be getting to enjoy this), I failed to check the label on #41, which had just arrived before press time, or I would have noticed that I was not charged an issue for #40. Gary Coughlan confirms the issue as free.

I have always tried for the highest standard of integrity in this column, and can back up every fact and statement with solid proof. People rely on this. Opinions are labeled as such, and news is labeled as such. To fall prey to the opening symptoms of 'feud fever' would be to undermine the objectivity and the reliability of this column. I should have checked more carefully before rushing to print. Usually I check very carefully. This time I did not. For that I apologise to Mr. Peery, and more importantly to you, my readers.

Just because he has, in the past and present, done disgraceful things, Mr. Peery, like everyone else, should not be accused of that which he has not done. This is not to say that one should not work vigorously to seek out the truth, and publish any indiscretions he has committed. However, in the enthusiasm of the chase, one should not be damned to the point where any accusation, true or false, becomes acceptable. That way lay the ruins of many a reputation down a feud-torn road. That was not my intention. My intention is to inform and, where consumer fraud may be evident, to decry that which is wrong and those doing so, according to the specific facts of the case, only.

Once again I apologise to my readers for allowing this commitment to consumer protection to have, momentarily, gotten out of hand. (And I also thank the only single reader who bothered to point this out.)

1). **News:** This is something that has happened only once before in living memory: I am going to make a retraction.

Views: Last issue, and in preceeding issues, I have been telling you about Larry Peery, who has taken over Diplomacy World. He has collected thousands of dollars (not deductable remember), to save this project. He cut off about 200 subscribers such as Paul Kelly, and refuses to honor thier credit. He produced, for his first issue (#40) a shabbily done advertiser containing no articles. He has, in the past, been called a rip-off artist, over substantive matters.

I predicted that he would produce a few issues (say 180 pages or so) and then ask for more money; in DW #41 (now having produced 2 or 3 flyers, 3 DW Jr.'s, #40, #41, a large extra in #41 and now a #41.5) having done about the predicted level of self-promotion he is once-again saying that the funds are insufficient, as predicted.

All of this is true.

What is not true is that I said that #40, the advertiser, cost \$3, and thereby were even the current subscribers ripped-off. Not so; in my haste (I

2). **News:** John C. Walker, editor of The Alamo City Times, has announced in #11 that he is suspending publication temporarily while being treated for cancer. Conrad von Metzke has kindly offered to run his games in the interim.

3). **News:** "Uncle Sleazy Withdraws From Hobby Service Coup Attempt". This title appear-

ed in Costaguana 10.15 two days before the last issue went to the printer, so on the verge of announcing that Conrad von Metzke was an applicant for Boardman Number Custodian, I read this humorous withdrawal by Conrad! He reports workload as the reason for the decision. He also reports Paul Rauterberg as another known applicant, along with Walker, Hinton, and Del-Grande. The BNC has not yet made an announcement.

4). News: Fred Davis has published a map correction for his "Turnabout-Dip" variant which appeared in Diplomacy World 41.

5). News: Speaking of variants, "Stonehenge Diplomacy" by Mike Lee has just been reprinted in The Canadian Diplomat (reprinted from Tacky). Openings, I think.

6). News: Kieth Sherwood, the co-Director of the U.S. Orphan Service, and publisher of the zine The Inner Light, has decided to fold. His games are being transferred and his office is open for applicants.

7). News: Flu strikes down a number of publishers recently. Kaissa, Rebel and Excelsior have each lost at least 2 weeks in December or January.

8). News: Bruce McIntyre's Excelsior is running a Poker Forum, this time Sicilian Poker. He is thinking of changing from standard trades to mutual subscriptions but hasn't decided yet.

8). News: Conrad von Metzke has finally admitted the "Mongoo" fake (a presumed postal game, 1962A, prior to John Boardman's founding of the hobby in May 1963) which has surfaced from time to time, most recently in Rod Walker's Ruddigore #2 (7/1/80). He (Conrad) now claims that although an attempt was made, it came to nothing more than a single outgoing letter.

9). News: Conrad also ran two variants recently, Cline-9-Man V, and the amusing Hazelrigg (joke) variant. The latter must be seen to be fully appreciated.

10). News: House Rule forums are becoming popular; one is now running in Costaguana, as well as ongoing questions in Praxis, Whitestonia/Kathy's Korner, and a small discussion in Yes, Virginia....

11). News: Which is not to say the recent trend toward quizzes and polls has diminished. Contests ran in Rebel and TAG recently, Kaissa is filled with polls this issue; and the Lifers' Poll, by Don Del Grande is now soliciting votes.

12). News: The Miller Number Custodian, Lee Kendter Sr. reports that the MNC treasury is low and will need boosting.

13). News: Yes, Robert Sacks is going to persist with his Phantom Sacks/Variant Number Custodian appointment to try to dislodge the rightful Custodian, Lee Kendter, from office.

13). News: Lee reports that he saw only 18 variant game-starts last year, the lowest since he took the office in 1982. He is also not receiving the variant game ending information on as many games as he should.

Views: That is just plain sloppiness on the part of the variant community Gamemaster's. I guess everyone can't be Fred Davis but one would think that a little co-operation wouldn't hurt.

14) News: Cathy's Ramblings contained a number of book reviews this time.

15)^a. News: Just to show how life can intrude into the hobby a number of zines (K, TAG, and Bush for example) are running tributes on the Space Shuttle crash.

15)^b. News: Linda Courtemanche is breaking on the scene as no mean hobby writer, with pieces appearing in Kaissa, Cathy's Ramblings and a reprint request from Not New York. Her two pieces so far were on her entry into hobby affairs, and on the Society For Creative Anacronism, respectively.

16). News: Speaking of the fairer sex, Diplomacy World #41.5, a Valentines Day special, arrived containing articles mostly by women, or at least about them.

Views: If Larry has to divert funds from the main DW pool, at least they aren't wholly wasted this time. Now if only he would get rid of that tacky border on each page; it's the kind of thing Bruce McIntyre said he used because (due to inexperience with layout) it helped him stay in the margins...

17). News: And speaking of Larry, (if I may continue

to praise with faint damns), he has pledged co-operation with the Granite Archive and stated that he has not claimed the title of Archivist. He does still, mistakenly, insist on calling the collection he has (which were received from Scott Marley) the Archive. See FOUNDATION #7 for the full story behind why this is not the case.

A meeting of the minds on a number of issues may yet occur.

18). News: Praxis has also run a German Openings article by Marc Hurwitz (part 1).

19). News: Gary Coughlan has a long, continuing chronology of WWI in the recent issues of Europa Express. The recent issue also has a piece from longtime European notable Michel Leisnard on his childhood in the old country now called Zaire.

20). News: Added to item 15, I must not forget Linda's opus on thier stay with Steve Arnawoodian for a couple of weeks while the family Courtemanche looked for an apartment in PA.

Views: Not only was Hamster Lust, which appeared in Kathy's Korner, very entertaining in it's description of her tryst while husband Cochise slept, but shows us that even a small-animal molester can have good taste.

Woody, am I jealous!

21). News: Lu Henry notes on the Tacky games flyer that he is out of town on business and so the issue #34 will be late.

Views: Possibly held until next issue? We'll see after the first week of March.

22). News: Speaking of zines not seen lately, is there any information on This Bud's For You (Mark Fleming), Hai Jikai (Mark Keller) or So I Lied (Marc & Debi Peters)? These have not been seen since Sept., or Oct. .

23). Conventions: March 1-2; BASHCON '86. University of Toledo Campus; send SASE for info to: UT-BASH, BASHCON '86, 2801 W. Bancroft, Toledo OH 43606.

March 21-23; SILICON I; write S.I.L., 130 Morrison Ave 2, W. Somerville MA 02144.

March 21-23; SIMCON VIII at U. of Rochester; Infor: Jevon Garrett, PO Box 29142, River Station, Rochester, NY 14627.

March 22-23, Pointcon; Infor: Cadet Cecil H. Solomon, PO Box

3541, West Point NY 10997.

May 30-June 1; DIPCON/MARYCON (See page 22, for information and coupon for this.)

June 19-22; Atlanticon; Infor: PO Box 15405, Baltimore MD 21220.

24). Note: I don't usually use 'lifted' artwork, but the above submitted by John Walker was irresistible.

25). News: Gary Coughlin isn't the only one with typewriter problems; Conrad von Metzke is complaining about having been reduced to using his Smith-Corona portable (it looks like a Coronet 12 in the picture).

Views: Give me a break Conrad, that's what I use for Kaissa; I think it's just fine.

26). News: Conrad's Costaguana is also going to have a price increase effective issue v10n18(3/29/86). The price will rise from \$2.20/10 issues, to \$5.00/10 issues.

27). News: Earl Whiskeyman, the chief cook and bottle washer for the Connecticut Game Club's zine (The Gamer's Zine) is stepping aside after #92, and has appointed TGZ's "En Garde" GM, Dave MacRae, as new Editor, to whom all articles, letters, and other correspondence should go. He doesn't specify if this also means Trade issues.

Earl is staying on as Publisher and Gamemaster.

* * * * *

Missives cont. from Page 10.

ference map. They just clutter up the picture.

Have you had a chance to read either of Sharyn's books yet? "...

"They are listed under Sharyn McCrumb in the mystery section.

"Lovely in her Bones" and "Sick of Shadows" are the titles.

"Highland Laddie Gone" is due out sometime in the summer. (They are in paperback.)

Walker Books (hardback) is interested in the next one, while Avon, Walker and two others are bidding for two more. Her future is certainly looking up." ...

"A very nice issue. The longer I read Kaissa the more I like it and the more I find that is relevant." ...

((EH:Well, I'm glad somebody around here like variants! I am not up on the history of variants that much, but Rod Walker once had

Cont. on Page 15.

Trades & Reviews

THE ALAMO CITY TIMES (#10, 1/11/86; #11, 2/12/86) Editor: John C. Walker (N1/Ss/Ful/Nil) f:M Pc 3, 4pgs. (r)

THE APPALACHIAN GENERAL (#29, 2/4/86) Editor: David McCrumb. (D1/Bs/Red/Ctr) f:5w Pc 12pgs.

THE BOOB REPORT (#15, 11/85; #19, 2/8/86) Editor: James Robert Burgess Jr. (N2/Ss/Ful/Nil) f:3w? Pc 2, 6pgs.

BUSHWACKER (V15n2, #172, 2/1/86p) Editor: Fred C. Davis Jr. (N1/Ss/Ful/Crn) f:M Pc 8pgs.

THE CANADIAN DIPLOMAT (#10, 2/12/86) Editor: Robert Acheson (N1/Ss/Ful/Crn) f:? Pc? 17pgs.

CATHY'S RAMBLINGS (#19, 2/4/86p) Editor: Cathy Ozog (N1/Ss/Red/Crn) f:7w Pc? 18pgs.

COSTAGUANA (v10n15, 1/25/86) Editor: Conrad von Metzke (D1/B1/Red/Ctr) f:3w Pc 4pgs.

EUROPA EXPRESS (#49, 11/22/85; #50, 12/15/85) Editor: Gary L. Coughlan (D1/Bs/Red/Ctr) f:5w? Pr? 40, 40pgs.

EVERYTHING... (#66, 12/85) Editor: David Kleiman; BNC; William Quinn. (D1/Bs/Red/Nil) f:3M Pc. 12pgs.

EXCELSIOR (#10, 1/25/86) Editor: Bruce McIntyre. (D1/Bs/Red/Ctr) f:5w Pr? 20pgs.

THE GAMER'S ZINE (#89, 11/16/85; #91, 1/18/85) Editor: Earl Whiskeyman (Connecticut Games Club). (N1/Ss/Ful/Crn) f:M Pc 23pgs.

LIFE OF MONTY (#59, 2/4/86) Editor: Don Del Grande (D1/Bs/Red/Nil) f:? Pc 12pgs.

THE MESSENGER (Flyer 12/29/85) Editor: Geoffrey Richard (N1/Ss/Ful/Crn) f:Irregular Pc 1pg.

NOT NEW YORK (#10, 1/21/86) Editor: Paul Gardner (N2/Ss/Red/Crn) f:4w? Pc 10pgs.

POLITESSE (#34, 12/24/85) Editor: Ken Peel. (N1/Ss/Ful/Crn) f:M? Pc 26pgs.

PRAXIS (#2, 12/9/85; #3, 1/15/86) Editor: Alan Stewart (N1/Ss/Ful/Crn) f:5w Pc 37, 16pgs.

THE RAZOR'S EDGE (#10, 1/3/86) Editor: James R. Early (D1/Bs/Red/Spn) f:4w? Pc? 16pgs.

REBEL (#15, 1/25/86) Editor: Melinda Ann Holley (D1/Bs/Red/Ctr) f:4w Pc 20pgs.

TACKY (Flyer 2/3/85r) Editor: Lu Henry (N1/Ss/Red/Nil) f:5w+ Pc. 1pgs.

WARGAMERS INFORMATION (#45, 12/85 -2/10/86r) Editor: Richard Loomis (Flying Buffalo Inc). (N1/

Ss/Ful/Crn) f:whenever Pr 6pgs.

YES, VIRGINIA... (#3, 1/11/86; #4, 1/31/86) Editor & USOS Co-Director: James Robert Burgess Jr. (N2/Ss/Ful/3-Nil, 4-Crn) f:as necessary Pr? 4pgs.

ZINE REGISTER (#5, 1/86) Editor: Simon Billenness (D1/Ss/Red/Spn) f:4M Pr? 28pgs.

Closing date: 2/18/86.

New Trades: The Alamo City Times, The Boob Report, Europa Express, Life of Monty, Yes, Virginia, There Is A Santa Claus, Zine Register.

Refused to Trade: The Diplomat. Overdue: Politesse, The Razor's Edge.

Well, it looks at first as if the trades are really picking up; but there are exceptions.

Life of Monty (is that Monty Python, Monty Haul or Del Monte?) was sent in answer to a request for info on the Lifer's Poll, an annual LoM event, so it isn't a sure trade quite yet.

The Boob Report is from Jim-Bob Burgess; it carries his games in this small but well done zine (previously a subzine in the now defunct North Stealth West George).

The Alamo City Times (TACT) is by John C. Walker of Texas- see the News & Views for some personally tragic news here. Tact is going on hiatus for a while and I hope to announce this as the 1st Granite Archive "Retro-Trade" (see Foundation #7/8).

All of these are, more or less, warehousey although LoM carries something called DIP WARZ, which seems to be a hobby-satire humor series (your guess is as good as mine...)

Yes, Virginia... (or YVSC) is the official zine of the US Orphan Service; it is used to place orphan games, and discuss the ways in which this should be done. A forum is currently going on there. This too comes from Jim-Bob.

The Zine Register is the new baby of Simon Billenness who did quite well with his first (#5 - it says "The New Zine Register No.5", but it really is the old Zine Register #5). However, it isn't being run like the old register! This is now promising to be the best such publication since the DW/Hoosier Archive Publishers

listings bit the big one, 10 these many years past. 56 zines, from over here (and 19 overseas) plus a smattering of subzines and a list of services make this a very nice aquisition. My only worry is the possibility of indiscriminate listings misleading readers (especially novices) but Simon is very responsible, and seems to be doing a diligent job of ferreting out problems brought to his attention. He needs subscriptions, and at \$1.50 per 4 months (3-issues per year) it is quite the equitable investment.

Finally, we now receive the zine Europa Express; and did I get a shock! The pages are colored, the text 1-column format, and the lifted art more extensive, but for a minute I thought I was looking at Kaissa. The layout is nice; the printing (I suppose it could be photocopy, but if so it is an excellent copier). The zine is full of material - just now a longish piece on World War I chronology, and any number of subzines (up to 6, I gather).

Very interesting and well done, and more value incoming than I send out for it, I think!

* * * * *

Missives cont. from Page 13.

a collection (under one cover) of the Youngstown Series - perhaps he will do something for us along that line. I'll fish around.

I haven't collected my past games as I've done to CN, but then all past Kaissa's are on file in the Archive where copies can be made for anyone who wants them. I am setting up the sheets for current games so standbys can get the record of a current game if they wish it.

The Postal Locator has just gone through the first cycle, and few asked to be renewed on the list, so it rather broke even. If I had better access to novices, I'm sure the list would flourish.

I haven't actually gotten the chance for reading, but I'll look them up soon. Congratulations to Sharyn, too.

While we're on the subject of complements - TAG still looks very good; almost time for another review.))

* * * * *

ASIDES #2: Thought for the day;

He who hesitates gets nailed.

* * * * *

Accounts

Remember to check both your gamefee and subscription account for renewal notices.

Due this issue: Renew Now or next issue will be your last.

Michael Grubb(108), David Staples (108)

Overdue: Renew now or this issue will be your last!

Thomas Adams(106):

As per last issue, I had allowed a number of overdue accounts to exist; generosity is now over.

Greg Lang, having no current subscription, has had his account balanced from gamefee; as his account ended with 105, and this would be the second free issue, 2 units have been deducted from his gamefee. Renew now!

Paul Kogut is in the same situation but has no remaining game credit. Therefore a renewal is due for both Kaissa and the Game 1984IV, immediately. In the meantime two units of past credit have been deducted from Lords Of Valetia for #106 and 107.

Renewals extend the following:

David Lang(111), Jim Martin(118)

Credit of \$2 to David McCrumb for expansion offer recommendations to:

Bob Addison(*) and Jim Diehl(113)

Credit of \$2 to Paul Gardner for expansion offer recommendations to: Kent Tobin(117)

Other new subscriptions:

Mr. Sigourney Street(114), Doug Booze(118)

* * * * *

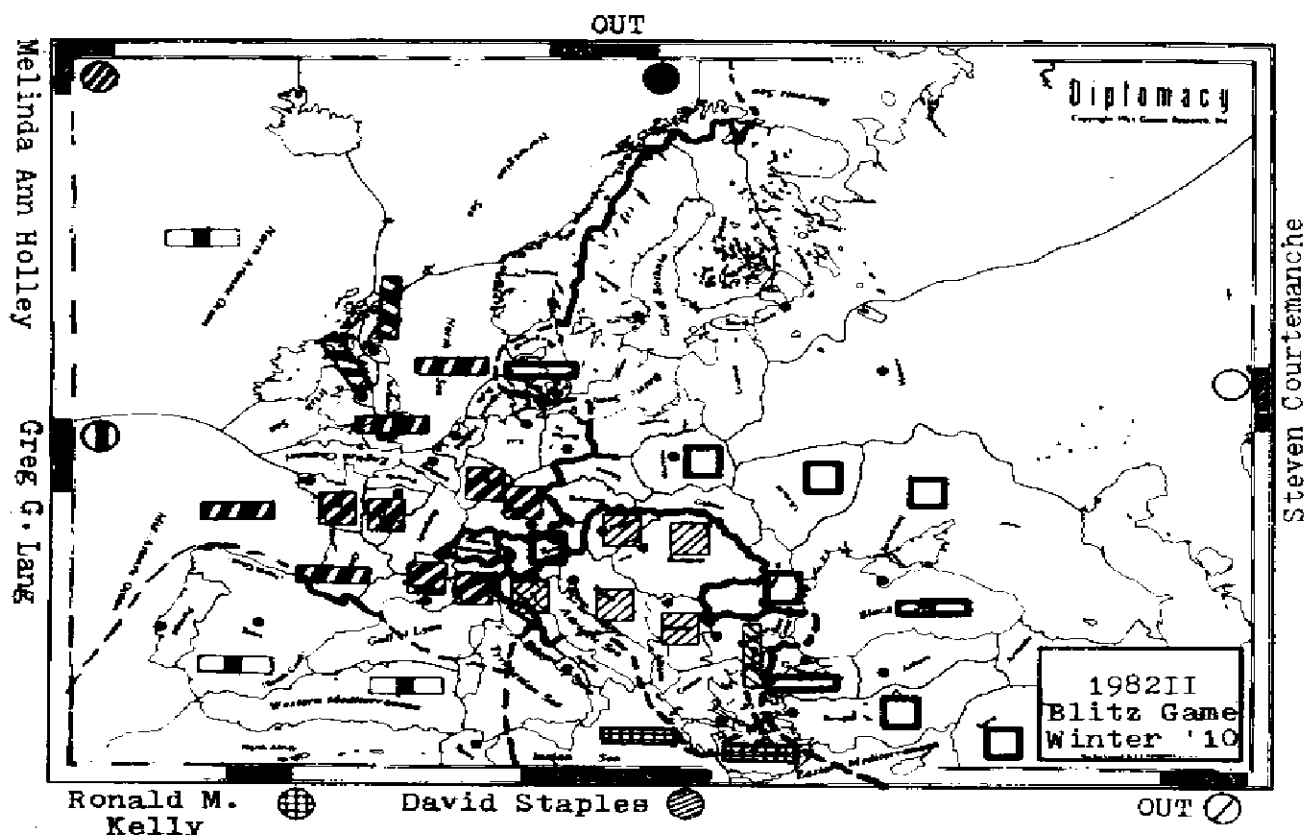
1982II	<u>DUKES MIND IS</u>	DIPLOMACY
Blitz	<u>GONE INTO BUNK-</u>	GM:Hinton
Game	<u>ER MODE; QUEENS</u>	Winter'10
	<u>FLEET ENLARGES.</u>	

ENGLAND(Melinda Ann Holley):Build 7F Lon,8F Edi.(PO Box 2793, Huntington WV 25727).#6/8%.(1Cr) Please Renew.

FRANCE(Greg G.Lang):EVEN.(28 Coachlight Dr., Mascoutah IL 62258).#5/3%.(2Cr).

ITALY(Ronald M.Kelly):EVEN.(240 Manor Circle, Apt.8; Takoma Park MD 20912).#3/2%.

RUSSIA(Steven Courtemanche):Build 7A War.(1021 Penn.Cir. Apt.E402 King of Prussia PA 19406).#7/3%.(3Cr).



AUSTRIA-HUNGARY (David G. Staples):
 Build 8A Tri, A Boh (IMP), A Alb
 (IMP), A Gal (IMP). (PO Box 333;
 West Fargo ND 58078). /8/2/.%

NOTES:

See Shelf- it's apparent from the addressing that some of you forget to read Shelf each issue and missed my Change of Address (see Colophon for that). Also- here's your chance to say how you really feel about being in the Kaissa family; Don Del Grande's LIFERS POLL ballot is in this issue! Send it to him.

See Standby section; since no orders were needed for Italy, I have a note of intent from Geoff, but none from Ron. Failure to submit required Spring 1911 orders will result in Geof Richard taking over Italy.

IMP=Impossible order. The numbers in slashed parenthesis ("/" or "%") are the total high number of armies/fleets thus far; I usually place it with the SC chart and builds, but seem to have omitted it last year.

%=standby position (no fee).
 Cr=turn credit remaining.

I have Spring 1911 orders on file for: E/R/A.

There is a proposal for a two-way draw between England & Russia. Vote with your spring orders.

Note: Press not otherwise marked is always used the season submitted.

BLACK (By territory of issue)
 PRESS Editor's comments in (()).

"From Russia"

* Russia-GM: That's a rather tight Deadline, Elmer. I got Kaissa on Feb 7, and there's a Deadline of Feb. 15. Ouch!

* GM: Well, as you now know, that was a typo- but as a side-light, all orders were in. In all games the status of who was in did not change over the last week to the real Deadline. Kind of makes one think...

* Wayward Muscovite-Felhaven: They need a Mac truck to bring the mail from the airport to Melinda's post office box, so why not a driveway?

* Felhaven Postal Union:- You said the mailman 'walks' up her driveway. Uh-uh. No driveways in post offices or boxes. Besides the last guy who tried to carry her mail to the box without a hand-truck herniated himself.

* Mos-Rom: Will the real Italian player please stand up?

* Mos-Wien: Note Galicia and Bohemia are now free of units. ((Well, at least of real ones)) Tyrolia will be disbanded. Ruman-

ia will remain until Tunis is Italian or Austrian.

* Mos-Eng: Are we down to bickering? Sad state of affairs if that is so.

* Mos-Par: Try a landing in Norway. The homeland of England is going to be heavily defended.

"From Austria"

* Wien to Moscova: Well, you have Rumania per agreement. The Aegean will be demilitarized as soon as Rumania, Tyrolia and Piedmont are demilitarized. Note that I resisted the temptation to move back into Galicia and Bohemia. Kindly talk your Queen into withdrawing her forces from our borders.

* Wien to Roma: Whatsamatter, Ron? Sleeping on the job? Feel free to sail into Tunis, the Tyrenian or wherever with your western fleet. I'd appreciate Aegean supporting me in Bulgaria until Russland (or is it Englia) completes thier demilitarization of our borders.

"From Elsewhere"

* Mae West-Felhaven: You've got a ten foot... C'mon up and see me sometime, big boy...

* Felhaven-Penn.Vamp: Anytime-but are you sure Steve will be asleep...?

* * * * *

ASIDES #3

Some of you may recall a game I designed about nine years ago called KINGDOM.

One PBM company has expressed an interest in it, and it will be undergoing a critical development design review for possible re-issuance late this year. All I would do is sit and collect royalties.

* * * * *

1984IV
Orwell
Game

KING SLEEPS
WITHOUT FEAR
AS RUSSIA STAG-
NATES; INJUN
DUKE CARVED AGAIN!

DIPLOMACY
GM:Hinton
Fall 1902

ENGLAND(J.Robert Baker): NMR !!!
1A Bel, 1F Nth, 2F Nor, 3F Wal-
(H).(3100 Meadow Lane North,
Dickinson TX 77539).(ØCr).See
Below.

FRANCE(Paul Kogut): 2A Gas-Mar, 3A
Pic S 4A Bur-Bel, 4A Bur-Bel/r
/Par,Gas,d/, 1F Eng-Nth, 2F
Mid-Iri.(155 N.Harbor Dr. Unit
3809; Chicago IL 60601).(ØCr).
See Below.

GERMANY(David Land): 1A Mun S 4A
Ruh-Bur, 2A Hol S ENG A Bel-H,
3A Sil-War, 4A Ruh-Bur, 1F Den-
Swe.(710 W.Main St., Mascoutah
IL 62258).%

ITALY(Kathy Byrne): 1A Tri S 2A
Tyr-Vie, 2A Tyr-Vie, 1F Ion-
Alb, 2F TyS-Tun.(29-10 164th
St., Flushing NY 11358 (718)
353-9695).@

RUSSIA(Melinda Ann Holley): 1A
Rum-Bul, 2A Gal-Rum, 3A Ukr-
War, 1F Swe S 3F Pnc-Nor, 2F
Sev S 2A Gal-Rum, 3F Pnc-Nor.
(PO Box 2793, Huntington WV
25727).(6Cr)

AUSTRIA-HUNGARY(Steve Courte-
manche): 1A Ser S RUS 1A Rum-
Bul/r/Bud,d/, 2A Vie-Boh, 1F
Alb S ITA 1F Ion-Gre(NSO).
(1021 Penn.Cir. Apt.E402; King
of Prussia PA 19406).%

TURKEY(Geoffrey Richard): 1A Gre S
2A Bul-Ser, 2A Bul-Ser, 3A Con-
Bul, 1F Bla-Rum, 2F Aeg S 1A
Gre.(1501 Harvey Rd. #770; Col-
lege Station TX 77840 (409)
693-7746).(8Cr)

NOTES:

Steve pointed out an error in last issue; the Austria order of 1A Ser S RUS 1A Bul failed, but I did not note it as (NSO). In fact the order was correctly given as S RUS 1A Bul-Rum. There is no change in the result or board as a result though. Thanks Steve.

Everybody see Shelf- it is apparent from the mail that some of you aren't doing so and missed my Change of Address last time.

Also see Colophon for it.
Cr=turn credit; @=no fee play-
er; %=standby(also no fee).

Also if you want to express your true opinion of Kaissa and just how you feel to be a part of the Kaissa family; send Don Del Grande your LIFERS POLL entry!

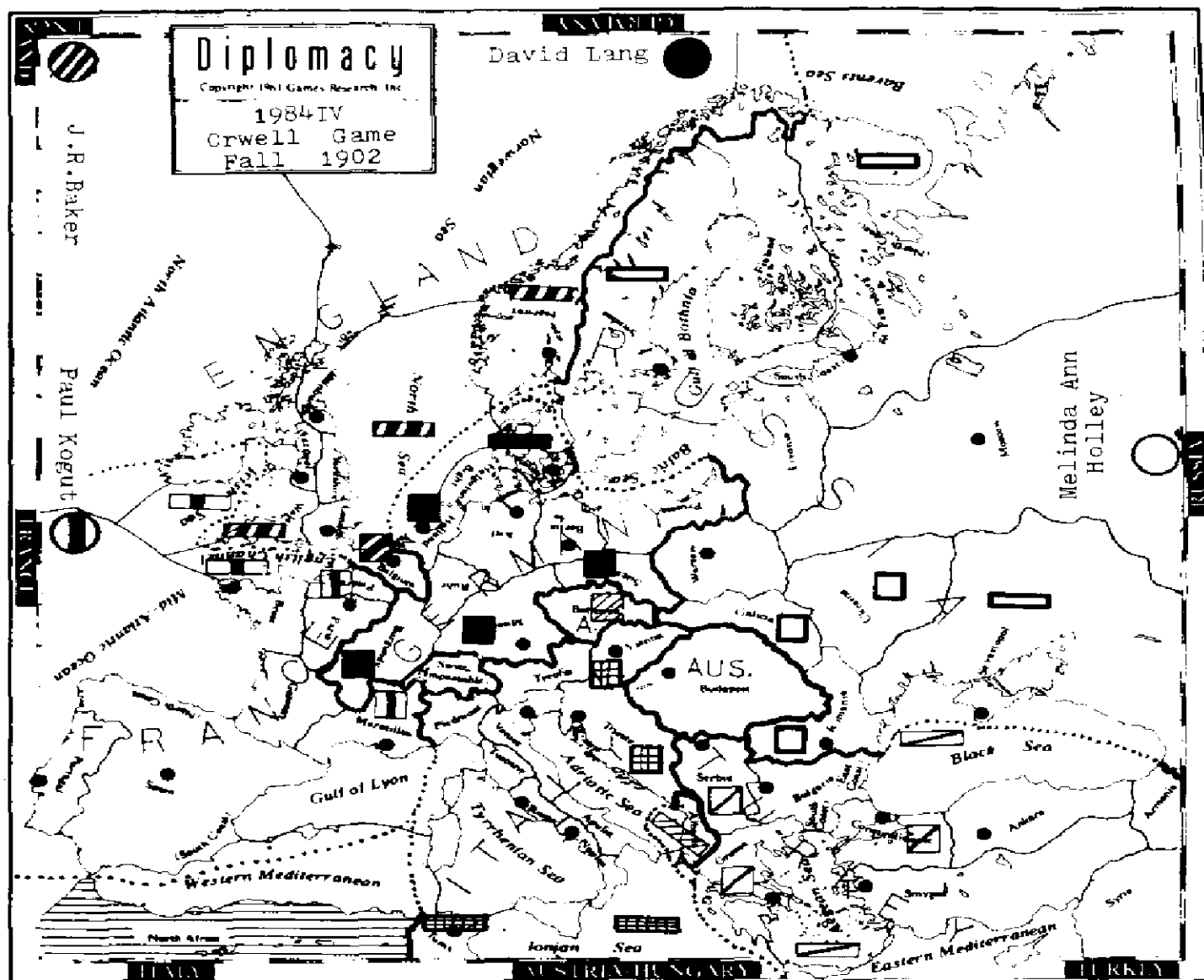
Because they each have no cred-
it remaining I must call a standby
for England ~~and France~~; see the
Standby section for this. Also,
oops! Make that just England-
see ACCOUNTS for a regaling of
the situation surrounding Paul's
continued play herein...OY!

SC Chart/Unit Position/Adjustment

E: Lon, Edi, Lpl, Nor, BEL.(5) A: Bel;
F: Nor, Nth, Wal.(4) Build ONE.

F: Par, Bre, Mar, Spa, Por, ~~Bel~~.(5) A:
Pic, Mar, (Bur); F: Iri, Eng.(4/5)
Retreat & Even, or Disband and
Build ONE.

G: Ber, Mun, Kie, Den, Hol.(5) A: Hol,
Bur, Mun, Sil; F: Den.(5) EVEN.



Kathy Byrne

Steven Courtemanche

Geoffrey Richard

I: Rom, Ven, Nap, Tri, VIE, TUN. (6) A: Vie, Tri; F: Tun, Ion. (4) Build TWO
 R: Mos, War, StP, Sev, Rum, Swe. (6) A: Rum, Gal, Ukr; F: Swe, Pnc, Sev. (6) EVEN.
 A: ~~Vie~~, Bud, ~~Ser~~. (1) A: Boh, (Ser); F: Alb. (2/3) Retreat and Disband TWO or Disband and Disband ONE.
 T: Con, Ank, Smy, Bul, Gre, SER. (6) A: Ser, Gre, Con; F: Bla, Aeg. (5) Build ONE.

BLACK (By territory of issue)
 PRESS Editor's comments in (())

"From Germany"

- * GER-RUS: I'm really not trying to take over your country, I'm just trying to keep you honest. ((In Diplomacy?))
- * GER-ITALY: You should watch out who you call blackie. You may get a visit from a stranger in

the night. (oh yeah, thanks for the break).

* SIL-VIE: I hope that's a welcome wagon you're sending my way.

* Berlin-Austria: I've always heard the Germans had no friends and no place to go.

* Felhaven-Berlin: On the contrary; I thought that was where we got the expression "with friends like those..."; and usually they are always ready to tell you where to go! Just don't listen.

"From Italy"

* ITA-GER: I'm assuming this is a Gunboat game - no one writes me. I'm just pushing my blocks and minding my own business.

* Felhaven to Variant wiz: You are doing alright for yourself - and since when are you minding your own business - in Vienna?

* Ita-GM: Don't make JR jealous, he thinks he is the only one who can make me. However it's okay if you put the make on Cochise, as Linda already dumped him for Woody!

* Felhaven Massage Parlor to Mad Woman of Flushing: So that's why JR is late? I thought he'd been shot again... Actually I head that no one had to make you the hard part was getting you to stop; or was that, stopping you from getting it hard...well, something like that anyway. (See the II press too!)

* Ita-Aust: What can I say, old habits are hard to break!

* Ita-Ger: I'd sure like to know where all those armies are headed to! You are not pitiful enough to help Cochise are you?!

* Italy-Horny Goat: Too bad Turkey isn't the GM - he can't even read a map! ((You do mean Turkey, don't you?))

"From Austria"

* Aus-Eng: Don't blow too hard, you'll knock her over. ((Hey! this is a family zine; watch it!)) Where did you get that four-leaf clover? Be careful or she'll be in Dover.

* Aus-Board: J R is not as full of hot air as he looks or sounds. He is really a nice guy.

* Aus-Ita: Elmer would sleep much better at nights without my press. I think he sleeps with his fingers in bowls of ice just to ease the pain ((certainly not! They'd be too cold then...)). J.R. is not being very nice to Melinda.

* Hawks' Castle-Felhaven Guru: Ohm money padre hum. You mean that that wasn't my mantra?

* Felhaven Order of The Only Way to Hawky Krishna: Heaven's no! To be correct you must chant "Ohm Mani Padme Hum!" To be of clean spirit you must chant "Oh my, the laundry's done!" and to be sure you don't get your legs broken: "Owe the Money I Paid is Come!"

* Hawk-Con Man: Another Hastings might be in order after the treachery of the black-hearted German. Your attempts((?)) on Serbia were ill-founded; suggest you be more friendly. ((So - can you now read a map...?))

* Hawk's Castle-Hermitage: Where are you oh fair one. Beset upon by three of your neighbors, I shall remain faithful; Death to our enemies.

* Aus-Par: Cops; England got nasty but what is this fleet Liv-

erpool stuff?

"From Elsewhere"

* Europe-Turkey: The world is a mess and my face is breaking out. The actions of the Great Powers is giving me heartburn as they scamp-er about. When will you humans learn that you are a moot in the scheme of the universe.

* Felhaven Guru-Europe: Oh? And what is a moot? What, for that matter is Europe, but a pustulant boil on the face of the Earth? What is the Earth? What is the Universe? When will my carburetor be ready? Such things are relative.

Now we will pass the basket...

* * * * *

1985HU
Golden
Dawn

TZAR VACATES
SOUTHERN AR-
ENA; FLEETS
ABOUND.

DIPLOMACY
GM:Hinton
Winter'01

Autumn '01:RUS:NMR 2F Rum/r/d.

ENGLAND(Mikel D.Petty):Build 3F
Lon.(4800 Hinman Dr., Orlando
FL 32806 (305)275-5096).X1/3X@

FRANCE(Jim Martin):Build 3A Par,
2F Bre,3F Mar.(2940 W.Julie Dr.
Phoenix AZ 85027).X3/3X.@

GERMANY(Paul F.Kelly):Build 3A Kie
2F Ber.(3330 Esperanza Dr.,
Concord CA 94519).X3/2X.@

ITALY(Lance O.Anderson):Build 2F
Rom.(5631 Spring Valley Rd.
#134; Dallas TX 75240 (214)991-
8230).X2/2X.@

RUSSIA(Michael Grubb):NMR!!! Even.
(220 Alexander Ave. Apt.C; Dur-
ham NC 27705) (919)648-1600)
X2/2X.@

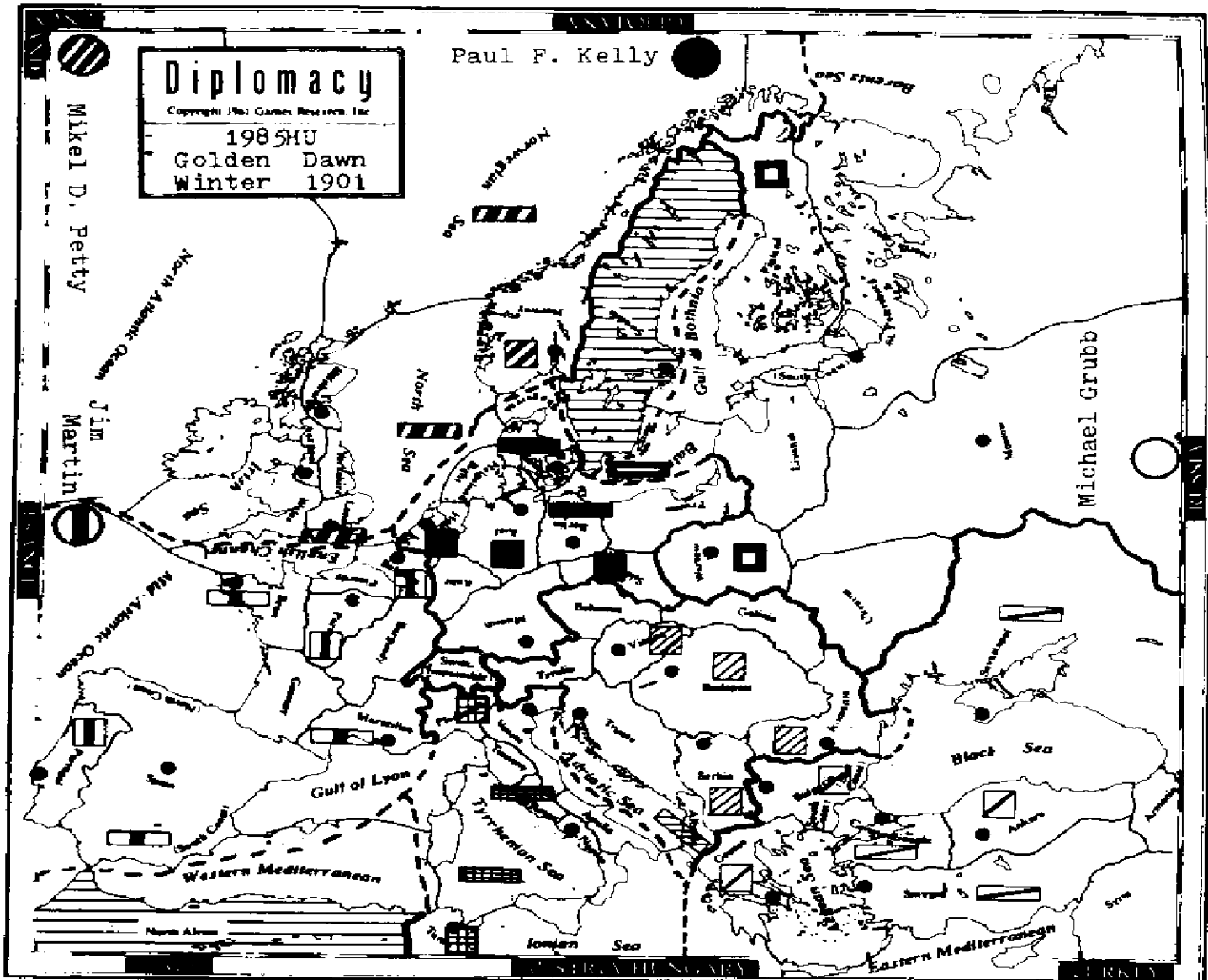
AUSTRIA-HUNGARY(Larry Botimer):
Build 3A Vie,4A Bud.(13833 N.E.
11th St. #j-3; Bellevue WA
98005).X4/1X.@

TURKEY(Thomas Adams):Build 3A Ank,
2F Con,3F Smy.(705A Salerno
Cir., Ft.Devens MA 01433).X3/
3X.@

NOTES:

See standby section for the standby player for Russia. This is Michael's first No Moves Received notice. If he fails to submit Spring 1902 orders, he will be dropped and the standby will become Player-of-Record for Russia. If he returns he continues with no penalty (other than that which arises from having missed his turn above). The Russian Fleet, having no retreat order, is disbanded, leaving Russia even for Winter 1901.

The code "@" indicates that



Lance O. Anderson

Larry Botimer

Thomas Adams

this is a non-fee game. The numbers within slashed parenthesis "/" or "/" is the total numbers of Armies/Fleets ever held; it defines the number to be given to identify each built unit (see the article Notation Notes). This will appear each Winter and usually with a Fall Supply Center chart.

I have Spring 1902 orders on File for France.

As per the note after the press last issue, orders and any press may be together on a sheet for one game, but orders and/or press for different games must be submitted on separate sheets, or only one set will be used!

Spring 1902 orders are now due (see Deadline).

Also see Shelf- it is apparent from the number of people who missed my Change Of Address that

not everybody is reading Shelf. See the Colophon for the new address. If you wish a chance to express your opinion to the world at large, about Kaissa, see the LIFERS Poll too.

BLACK (By territory of issue,)

PRESS: Editors' comments in (()).

"From Germany"

- * Wilhelm to Franz: Keep a'goin!
- * Ger to Ita: Go for it. Good Luck, too.
- * von Richtofen to Cossack: Sorry about the Turkish flu. You may consult pharmaceuticals in Berlin.
- * Captain Sven to Russkies: Ha Ha. Catch me if you can.

Commentary (Eric Verheiden) 1901

Of the seven players, five

played relatively conventional openings, two were less conventional, including an outright error by Botimer's Austria (F Tri-Gre?).

Diplomatic honors have to go to Adams' Turkey. He persuaded Russia, Austria and Italy to move "somewhere else"-a truly noble achievement. Of course, being allied with all three is rather difficult, so one had to be double-crossed, in this case Grubb's Russia. (As an aside, in most games as Russia or Turkey, I agree to "neutralize" the Black Sea and then move in anyway. If it doesn't work, my opposite number is shown to be as untrustworthy as I am, providing a basis for mutual understanding (believe it or not) or an excuse for soliciting allies for a conflict (one's own transgressions can always be rationalized). If it does work I can blame my move on last minute information from Austria, apologise and agree to attack the troublemaker. Then, of course, I can see what Austria is offering to go the other way).

Anyway, having been double-crossed, outpositioned and facing aggressive moves by all of his neighbors, Russia flailed out at his tormentors, notably Germany. This is probably not unreasonable. Given a low probability of survival, you might as well put maximum pressure on the opponent most likely to be persuadable. In this case, a deal with Russia could remove Germany's Baltic problem and slow Austria for a while. These reasons may not be enough, but it's the best shot Russia has.

Austria (Botimer) made a partial recovery from his S'01 error, but now must rely on diplomacy to persuade Turkey to build fleets and move west rather than the more greedy move north. Not a completely easy life, but then it rarely is for Austria.

Italy (Anderson) went effectively into neutral while France doubled in size while moving into an anti-Italian configuration. A typical odd-man-out situation for Italy for which there may be no solution. To prosper, he must reverse France's movements to the north (difficult) and persuade Turkey to fight Austria (possible, but likely to create a Frankenstein's monster in the form of a giant Turkey). The most likely scenario is for Italy to be crushed between French and Turkish forces in the not-too-distant

future.

The west appears to have a three-way deal under way. My guess is that Martin's France is the leader, simply because France got the most out of the deal (ever notice how managers always get bigger salaries than the workers?). In such situations, particularly as England, I would normally try for a 2-2-2 split with Belgium going to England. As it is, France is in an ideal situation - strong enough to discourage aggression and, with Germany having Russia problems, in a position probably to convert to an E-F alliance at will.

England (Petty) should be able to annex St. Petersburg all right, but then has growing problems. Germany is the most likely target; France is possible only if he overextends to the south - less likely with three builds in '01.

Germany (Kelly) has not really done well enough for good long term prospects. Germany really needs three builds in '01 to do well. The slightly odd A Mun-Sil succeeded mainly in antagonizing Russia, leaving Munich wide open and at best strengthening his eventual Austrian opponent if his support had succeeded. I think it is better for Germany to tend the home fires in '01, moving aggressively for Russian lebensraum in '02 via moves to Prussia, Silesia or even a frequently devastating convoy to Livonia. The lack of F Den-Swe is an indication of waffling which tends to be frequently fatal for inner powers such as Germany.

What then are the most likely scenarios for continuing? In a postal game (as opposed to face-to-face) alliances tend to be more stable than otherwise. I would therefore expect Turkey to retain his Austrian ally for the moment and move aggressively west vs. Italy. F-E-G may also hold together for a bit longer as northern Russia is liquidated and France moves into the western Mediterranean. At this point, things could stall, leading to the downfall of Germany and Austria. The remaining powers (E-F-T) could then draw or Turkey could sneak his way to 18 depending on how things break.

All this is rank speculation now of course - 1902 should tell the tale of what the real alliances turn out to be. See you then.

* * * * *

DipCon at MaryCon '86

DipCon at MaryCon '86 is a three-day Diplomacy and Diplomacy variant tournament, Friday, May 30 through Sunday, June 1, on the campus of Mary Washington College in Fredericksburg, VA (50 minutes south of Washington, D.C. on interstate 95 - ground transportation available hourly from Washington National Airport). Those unable to arrive before Saturday can still participate in DipCon, the annual national Diplomacy championship, by selecting DipCon (option #2). A minimum of two rounds of Diplomacy must be played to be eligible for 1st, 2nd, or 3rd place plaques, or the seven "best country" trophies.

Friday events: VariMaryCon (Diplomacy variant tournament), Tournament of Champions (one-round tournament for top 7 placers of past MaryCons), first round DipCon (standard Diplomacy tournament, run by the national DipCon administrative committee), round table seminar with Allen Calhmer (designer of Diplomacy), and open gaming beer party. Saturday events: additional rounds of DipCon, DipCon Society meeting (which will select the site of

the 1987 DipCon), and open gaming beer party. Sunday events: final round DipCon, and awards ceremony.

For additional information on travel, schedule, or other matters contact Marycon at the address below (see form), or contact Ken Peel, 8708 First Ave. #T-2, Silver Spring, MD 20910, tel.# (301) 495-2799.

PRICE PACKAGES INCLUDE:

VariMaryCon* (May 30) lunch, dinner, beer party, lodging; (May 31) breakfast.

VariMaryCon (local) (May 30) lunch, dinner, beer party.

DipCon (option #1) (May 30) dinner, evening beer party, lodging; (May 31) breakfast, lunch, dinner, beer party, lodging; (June 1) breakfast, lunch.

DipCon* (option #2) (May 31) lunch, dinner, beer party, lodging; (June 1) breakfast, lunch.

DipCon (local) (May 31) lunch, dinner, beer party; (June 1) lunch.

*Those attending both VariMaryCon and DipCon should select "VariMaryCon" and "DipCon (option #2)". Total cost = \$87.

MAKE CHECK PAYABLE TO "MARYCON," AND MAIL TO:

MaryCon '86
1309 Hanover Street
Fredericksburg, Virginia
22401

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- () DipCon (option #1)...\$77
- () DipCon* (option #2)..\$52
- () DipCon (local).....\$32

Total enclosed: \$

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ADDRESS: _____

TEL. #: _____

NOTE: Every effort will be made to room you with the person(s) of your choice. All rooms are double occupancy and are connected to another room (total of 4 persons). Sheets and pillow cases are provided. You must supply your own blankets.

THE LIFERS

1986

Every year Don Del Grande, the publisher of Life of Monty holds a poll named for that zine: the Lifers Poll.

The rules are simple; of the

LIFERS POLL DEADLINE: April 18 1986
to: Don Del Grande; 142 Eliseo Dr.
Greenbrae, Ca., 94904

TRUE HOBBY
MASTERS SOCIETY

1.
2.
3.
4.
5.

DIRTIEST FOLD	HOBBY GENIUS	MOST IMPROVED ZINE
1.	1.	1.
2.	2.	2.
3.	3.	3.
4.	4.	4.
5.	5.	5.
BEST ZINE FOR HOBBY NEWS	BEST LETTER COLUMN	HARDEST COUNTRY TO PLAY
1.	1.	1.
2.	2.	2.
3.	3.	3.
4.	4.	4.
5.	5.	5.
BEST GAME OTHER THAN DIP OR DIP VARIANTS	PERFECT ALLY	BIGGEST HOBBY PERSONALITY
1.	1.	1.
2.	2.	2.
3.	3.	3.
4.	4.	4.
5.	5.	5.

10 categories you must vote in at least 7 for your ballot to count; and you must put on your name and signature (duplicate voting results in destruction of both ballots).

There are five slots in each column but you don't have to use the form here, or fill all five slots; you just need to write one to five applicable names for 7 or more of the 10 categories.

Don't leave blank slots higher than those with names on them (if you wrote in someone at line 4, don't leave 1-2-3 blank!).

There is a basic majority to win; with rather involved tie-breaking rules.

DIRTIEST FOLD: the zine that folded, leaving the most damage in its wake (for example, orphaned games, unreturned subscriptions, etc).

HOBBY GENIUS: The smart guy (or gal) of the hobby - the one most likely to win at Trivial Pursuit; the one with a brain as big as a planet ((that's brain, not head)).

MOST IMPROVED ZINE: in 1985.

BEST ZINE FOR HOBBY NEWS: same.

BEST LETTER COLUMN: same.

HARDEST COUNTRY TO PLAY: in PBM dip, or FTF if you haven't been playing postally for long.

BEST GAME OTHER THAN DIPLOMACY OR DIPLOMACY VARIANTS (such as Machiavelli, Cline-9-Man, etc): any game other than these.

PERFECT ALLY: The active player (PBM hobby) who is least capable of lying, cheating, stabbing or, other nasty things in your game.

BIGGEST HOBBY PERSONALITY: the person you would most associate with the hobby during 1985.

TRUE HOBBY MASTERS SOCIETY: The person who knows all, sees all, and controls all within the hobby. So far there is only one member - you see, if you feel that no one deserves this post this time, you may vote NONE; if a majority votes NONE, there will be no new admission this time.

* * * * *

* * * * *
* D E A D L I N E *
* * * * *
* The Deadline for all *
* games is Saturday, March *
* 22, 1986. *
* * * * *

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- ☐ because you must renew or the next issue is your last issue.
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Delay

Inside: Put Kaissa First
in the Lifers Poll!