



\*Vol.10, No.1; #110\* In The Age Of ~~Kaissa~~ Stone Sleep \*June 14, 1986\*

EVERYBODY LISTEN UP!  
(READ THIS!)

### Shelf

Editor, Friday June 13, 1986

But first we interrupt Shelf for this important announcement!

Some issues ago I changed my mailing address. The people where I was getting my mail have kindly continued handing me things that keep coming there. As of July 1, that won't occur. Anyone who has not sent my mail to the proper address after that will find thier pieces destroyed.

N O T E T H I S! This has been a final warning. We now return to your regular Shelf already in progress...

In any case, it will not have escaped your attention that Kaissa is a trifle late. A couple of trifles late, for that matter. If you are affected by this an appropriate newsletter will be enclosed explaining the matter. If you are only a Kaissa reader then the only effect is the one that has just passed.

Now I could tell you that it was the humidity, or the fact that my computer wasn't up, or even that my schedule of projects (which is not burdensome, but entails items falling one after the other such that any delay causes an unconscionable backlog), but the simple explanation is that those are the things that only contributed to making the delay run 4 weeks; what caused the delay in the first place was this, my old faithful, borrowed, Smith-Corona Coronet broke; it developed a taste for it's own ribbon...

By which you can tell that it is once again that time of year when transiting Sun opposes natal Saturn on its way to doing the same to natal Sun; and I don't have to tell you what that means.

Well, in layman's terms it means that after spending two weeks with no typer, I spent two weeks playing catch-up and am treating to-

morrow as the new Kaissa deadline day for production purposes.

In any case, Kaissa runs 12 issues per year quadriweekly, with a week used for the holidays and 2-3 inserted for vacations or whatever- this time we've used up the whole four weeks at one crack. That may mean I can barely still get 12 numbers in this Volume, but we'll see.

It also means that this issue, which should have been a double issue to kick off the tenth year of Kaissa, will be only regular size, but next issue will be the double and will have an article or two, the end of DiProduction, all those letters I've had on file for the last three issues, another logic puzzel contest, and the regular features, possibly including a new gamestart as well. This is taken into account in the Accounts section so see that. Next issue will run at least 24 pages and possibly as much as 32.

Foundation has also not appeared in May, one issue due out next month and another in late July to both finish out the Granite Archive holdings list, and then a late Aug. Foundation which will be just Postal Locator business and plans (Continued on page 6, Col 2, Bot.)

\* \* \* \* \*

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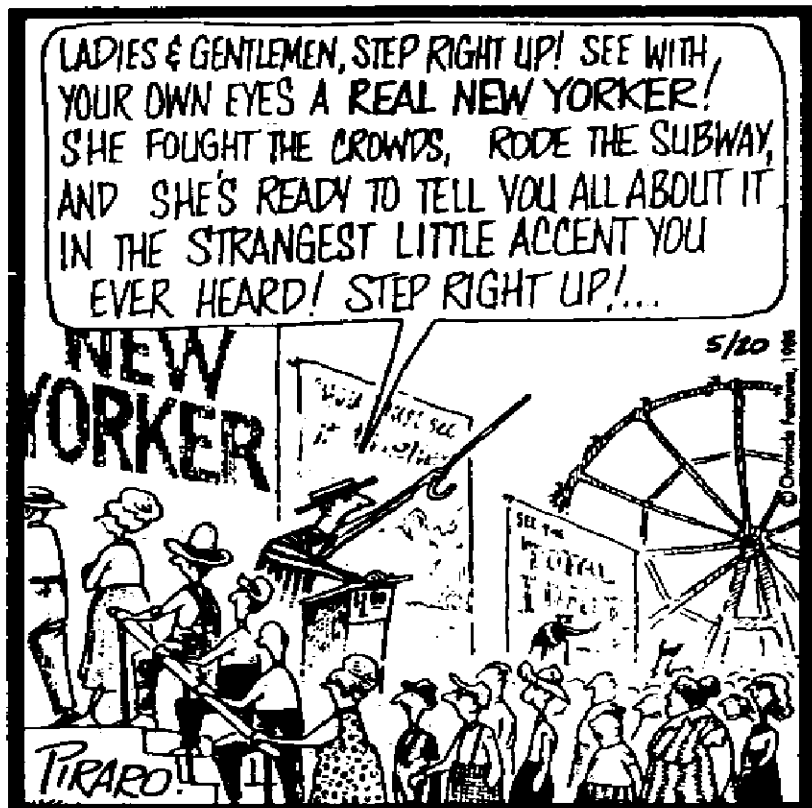
News

&

Views

Pillaged  
from  
various  
sources.

Kathy Byrne goes to DipCon.



A popular rural American  
sideshow attraction.

1). News: Actually, the above notwithstanding, Kathy Byrne is in the news but not for going to DipCon (which she didn't this year), but because she has resigned as editor of Diplomacy World. Larry Peery will be doing both editing and publishing of DW for the time being.

Views: Not apropos of this item, but just because it is #1 I want to interject that this column will be a bit short-in fact there isn't much news to report, oddly enough, but at the same time, my printer is going on vacation next week so it must be completed today or the delay will be about 10 days longer than it already is. No doubt there'll be more news next month.

2). News: The latest issue of Lu Henry's Tacky arrived yesterday after a month's travel to exotic places like White River Junction Vt. That is the second zine I've received via Vt.

The issue included Lu's story of settling into his new digs at Flint Michigan, and a marvelous

humor piece entitled "Sentences to avoid in church bulletins".

3). News: Judy Winsome, of Win-some/Losesome fame has decided to fold after 4 years of publishing. The last issue may have already appeared.

4). News: Postal? 1830 rules appeared in Life of Monty #63, along with Don Del Grande's idea to open a Face-To-Face tournament rating system, collating results from various conventions. The first listing hasn't come out as yet.

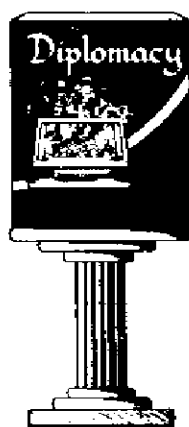
5). News: Gary Coughlan's Chronology of events in the WWI period (not just about WWI itself) continued in Europa Express 52. He also reprints from a newspaper a filler entitled "Woodpecker Diplomacy" which is not a variant concerning an unusual prosthesis but about birds and Cuba. Also an article on recent fake zines appears.

6). News: Speaking of fakes, John C. Walker has just pro-

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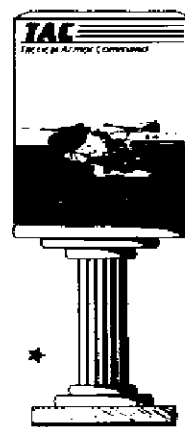
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duced the smallest zine ever- or has he? The latest special flyer incarnation of the slowly reviving TACT equivocates about the identity of the publisher (who I'm sure is John after all) of a very small issue from the month before. The main zine was 10 pages, 1 7/8th" wide by 3 6/8th" long, plus a 3+ x 3/4" square poll sheet. The issue was handwritten (not a first) as well.

The little issue also claimed to be the second literary zine in the hobby, by virtue of some poetry(?) included; right after Pete Gaughan's Perelandra which claims to be the first, neither of which is true. The hobby has many zines which qualify with such real (not dead or reprinted from) writers as Jerry Pournelle in the 60's; and many zines (Graustark, Erewhon, etc.) have carried the kind of material Perelandra and now The Alamo City Times, has carried.

7). News: Speaking of TACT, I have some Granite Archive news; both John Walker of Tact, and David McCrumb of TAG (The Appalachian General) generously sent me all of their back issues starting flyers etc, to complete the Archive holdings of both of those zines.

Conrad von Metzke offered to fill in any holes in the set of recent Costaguana's as well.

Co-operation from a number of sources is very encouraging, in spite of 2 isolated statements to the contrary.

8). News: On that subject, Fred Davis recently announced the Granite Archive in Bushwacker and stated that it and Larry Peery's Taco Archive both had holding lists- not so; Larry has no listing as yet and at last report estimated one to two years to create one. Other collections also are just beginning to realize that our work must be extended to covering them so that information can be exchanged efficiently.

Views: It is inappropriate to call an uncatalogued collection of inaccessible zines an Archive.

In a recent tirade, Rod Walker made himself look ridiculous by trying to set forth a definition which would support Perry and decry Myself, in which he succeeded in doing exactly the opposite.

In spite of Rod's rabble rousing, nothing has changed. Larry and I continue to be unalterably

opposed in many matters, but in the region of archives, we are sufficiently of one mind to promote general co-operation.

9). News: Speaking of Larry, Diplomacy World #42 is now out containing information about a DW Raffle fund raiser. It is primarily a theme issue on sea power. Pages 60-70 had none of the recently-added borders.

Views: In my opinion those last 10 pages were, visually, the best; easier to read due to the lack of borders. This issue also was easier to read over all due to the lack of any use of dot-matrix printer text that I could find. The first thing that did strike me, though, was the poor handability due to the fact that the edge was not trimmed even, and so the sheets toward the middle migrated outward after folding.

10). News: Bushwacker #175 carried the rules and map for the variant Balkan Wars III; #176 followed with a long DipCon report. Fred also announced a delay in producing the NAVB catalogue, although photocopies of the draft were distributed at DipCon. The last issue also had a comic and baseball quizzes.

11). News: Ken Peel's Politesse #37 carried an article on Rail Baron, and the next issue had its' own DipCon report including a reprint of a Washington Post article on DipCon and Diplomacy which, in spite of the publicity aspect, carried a large number of inaccuracies. Where Rod Walker gets off claiming he put out the first gaming newsletter in 1966, I don't know (although no doubt the fault lies with the reporter). It puts me in mind of George Phillies who, apparently by virtue of a newsletter called TANK in 1964, has claimed the same thing, when in fact the first gaming newsletter was Graustark by John Boardman (May 1963)- which publication John has continuously cranked out from that time to this (the most recent issue being #521).

The article was interesting nonetheless.

#37 also contains a Pig Contest which only WARTHOG members will understand.

12). News: Like Bush, both Not New York, and The Canadian Diplomat (which has a very funny cover cartoon) are running Quizes.



"What do you mean, 'I can't get in yet?'"

13). News: The Zine Register #6 is out among us; see the Trades & Reviews section for a look at a practical joke played there on one participant.

14). News: Steve Langly's discussionzine/Fuedzine The Not For Hire has folded with issue #9, 4/28/86. Given the amount of space in it which was devoted to the Linsey fued material I did not read it, however it seems to leave only the pro-Linsey No Fixed Address as the last such regular forum for this controversy. Very little has appeared in any other zines about the Linsey fued in nearly a year and a half.

15). News: Macabre also came to an end recently with it's issue #34, where the last of its games had ended. Mark Coldiron previously promised some back issue to the Archive; if these arrive he can continue to be carried as a retro-trader.

16). News: Excelsior #12 gave us Bruce McIntyre's explana-

tion for the printing problems with the last issue (which one fellow implied were in the eyes of the beholder). Bruce confirms them and indicates that a poor ribbon may have been to blame for the poor reproduction of some of the zine reviews. The italics in the current issue are legible so the problem has been fixed. A few more reviews appear and a long con report on LepreCon '86.

17). Views: Cathy's Ramblings #21 arrives with what continues to be the best cover art in the hobby, as far as we can see.

18). News: An item for Face To Face play appears in Praxis #6 by Alan Stewart- supply center cards, each with the name of one SC on it, to be distributed to the players as the game progresses. They are stylish, but the lettering is shabbily done (that is to say, DMP again).

19). News: The Home Office #3 came with a copy of the variant Woolworth Dip.II. Conrad

von Metzke's Costaguana 10.20 also included a variant insert, the rules to Jihad II (map may be had by request).

20). News: House rule forums in Costa continued last issue, and in Kathy's Korner.

Views: Conrad also ran a picture of his cutie-pie aunt at about age 17? (who died at the age of 75 a few years ago). Um, you got any sisters that look like that?

21). News: Not New York #12 also gave us some movie reviews and a humorous 'Humboldt White Paper' by Kevin Tighe, who correlates zine attributes with sexuality characteristics.

22). News: Speaking of Kevin, who runs the zine 'Redwood Curtin' (2026 Agate, Eugene OR 97403), he has a game opening he wants mentioned; it's regular diplomacy on a tri-weekly schedule; issues 25¢ and gamefee of \$5 to new subscribers I think. The zine is small and generally warehouse with one page of other things. #22 had some music and musicians discussed. There is also a quote on page one by a Will Durant which, as an Archaeologist, I must state indicates a terrible ignorance on the part of Mr. Durant.

Kevin says he has been having a hard time filling games lately- and also that he doesn't wish to trade as yet (could that be it- if no one knows about it they cant plug it, right? Check out the Trade & Review column).

23). News: Speaking of plugs, a player of mine wanted me to mention that he is starting a pro-game of PBM Runequest. If interested contact; Fred Herring at 5362 N. Nevada #227; Colorado Springs, CO 80907. Set up will probably be \$2 and the same per turn. He'll be using the Avalon Hill rules and a Glorantha background.

\* \* \* \* \*

Shelf, cont. from Page 1.

in the wake of the disrupted schedules.

In any case, next issue will be a big one with many items, and all letters since #108 will be printed or trashed. Three-Stooges series will not appear this time, and may (or may not) also finish next time. For now, the standard features await.

\* \* \* \* \*

24). News: Steve Heinowski (see cartoon above) now the official-not-quite-yet-but-probably-next-BNC has been sending out a form to locate the postal diplomacy games currently running. Since it is the BNC's job to know this so that the numbers remain universal, why doesn't he just ask Quinn? Our copy of the form is postmarked about 6-weeks after the initial news of it appeared in some zines. We expect to get it back to him with similar alacrity, therefore.

25). Conventions:

(July 3-5) MadCon IV Info: Marc+Debbi Peters/Dale Bakken, 1814 Cameron #3; Madison WI, 53713 (608)273-0983.

(July 3-6) Origins 86. at the Los Angeles Airport Hilton Hotel. Info: PO Box 8399, Long Beach CA 90808.

(July 3-6) Pudgecon Info: Bob Olsen, 6818 Winterberry Cir., Wichita KS 67226.

(July 4-6) NYCclone 1. Info: PO Box 608, Belle Mend NJ 08502.

(July 10-12) NYCclone 2. ditto.

(July 25-27) SECon. Info: PO Box 15405, Baltimore MD 21220.

(Aug. 1-3) PeeriCon VI. Info: Larry Peery, PO Box 8416, San Diego CA 92102.

(Aug. 7-18) Historicon. Info: W. Simon, 12905 Layhill Rd., Silver Spring MD, 20906.

(Aug. 9-10) King Con I. Info: Steve+Linda Courtemanche, 1021 Penn. Cir., Apt. E-402; King of Prussia PA 19406.

(Aug. 14-17) GenCon. Info: PO Box 756, Lake Geneva WI 53147.

(Aug. 16-17) Wargaming in Richmond. Info: Rob McCarter+Kevin Burke, 2353 Harpoon Ct., Richmond VA 23229; weekdays 3-11pm: (804) 788-2337.

26). News: I guess there was more news this time than I thought, but this is the end.

(Legitimate Hobby Offices list appears each odd numbered issue)

\* \* \* \* \*

## Standby List

Petty, Richard, Staples, Courtemanche, Botimer.

Thomas Adams, who runs Spellbinder Games, hasn't the time to continue in 1985HU as Turkey. Is anyone interested in the position (novices preferred).

\* \* \* \* \*

## Trades & Reviews

THE ALAMO CITY TIMES (Spec. 5/86; 6/2/86pm; Spec/ 6/13/86). Editor: John C. Walker (D1, N1/Sx, s/Red, Ful/Crn, Nil) f: haitus pc 10, 1 pgs.

THE APPALACHIAN GENERAL (#31, 5/6/86pm; #32, 7/7/86) Editor: David K. McCrumb (D1/Bs/Red/Ctr) f: 5w Pc 8, 12 pgs. (dvCv)

THE BOOB REPORT (#23, 5/12/86; #24, 6/13/86) Editor: James Robert Burgess Jr. (N2/Ss/Ful/Crn, Nil) f: 4-5w? Pc 8, 8pgs. (d; %v)

BUSHWACKER (v15n5, #175, 5/1/86pm; v15n6, #176, 6/9/86pm) Editor: Fred C. Davis Jr. (N1/Ss/Ful/Crn) f: M Pc? 10, 11pgs (v; %v)

THE CANADIAN DIPLOMAT (#12, 4/30/86r) Editor: Robert Acheson (N1/Ss/Ful/Crn) f: 5w? Pc 22pgs (dv; %dv)

CATHY'S RAMBLINGS (#21, 5/4/86pm) Editor: Cathy Ozog (N1/Ss/Ful/Crn) f: 7w Pr? 12pgs (dvF; %?)

COSTAGUANA (v10n19, 5/3/86) Editor: Conrad F. von Metzke (D1/B1/Red/Ctr) f: 4w Pc 47pgs (oops-add v10n20, 5/31/86; 51pgs) (dv; %v)

THE DIPPY (v14n7, 5/25/86; v14n8, 6/15/86) Editor: Jim Benes (N1/Ss/Ful/Crn, Nil) f: 3w Min 2, 1 pgs (d; %d)

EUROPA EXPRESS (#52, 5/25/86) +game flyers. Editor: Gary L. Coughlan (D1/Bs/Red/Ctr) f: 2M Pr? 52pgs (d via flyer)

EVERYTHING... (#67, 4/7/86) Editor: David Kleiman, BNC: William Quinn. (S1/Bs/Red/Nil) f: 3M Pc 12pgs. (G)

EXCELSIOR (#12, 5/4/86) Editor: Bruce McIntyre (D1/Bs/Red/Ctr) f: 5w? Pc 32pgs. (dv; %d v?)

FEUILLETONIST'S FORUM (#22, 3/18/86) Editor: Gregory M. Ellis (D1/Bs/Red/Nil) f: M? Pr? 17+pgs (dP; %d)

THE GAMER'S ZINE (v6n4, #94, 4/19/86; v6n5, #95, 5/17/86) Editor: David MacRae; Pub: Earl Whiskeyman (N1/Ss/Ful/Crn) f: M Pc? 17, 16pgs (dvESn; %dESn?)

THE HOME OFFICE (#3, 5/10/86; #4, 6/14/86) Editor: Fred G. Hyatt (N1/Ss/Ful/Nil, Crn) f: M Pc 2, 4pgs (dv; %dv)

LIFE OF MONTY (#62, 4/21/86; #63, 4/25/86) Editor: Donald Del Grande (D1/Bs/Red/Nil) f: 5w Pc 13, 15pgs (Kd; %dv8)

MACABRE (#33, 4/12/86; #34, 5/12/86-last issue) Editor: Mark Coldiron (D1/Bs/Red/Ctr) f: M Pc 7, 15pgs. (dv).

THE MESSENGER (#16, 4/12/86) Editor: Geoffrey Richard (N1/Ss/Ful/Spn f: Irr Lp, Pc 7pgs (d; %F)

NOT NEW YORK (#12, 6/1/86; + flyers to follow) Editor: Paul Gardner (N2/Ss/Red/Crn) f: Irr Pc 8pgs (dv; %v)

POLITESSE (#37, 5/86; #38, 6/6/86) Editor: Ed Wrobel Pub: Ken Peel (N1/Ss/Ful/Crn) f: M? Pc 24, 24pgs.

PRAXIS (#6, 5/24/86r) Editor: Alan Stewart (N1/Ss/Ful/Crn) f: 7w? Pc 16ogs (d)

THE RAZOR'S EDGE (#13, 5/13/86) Editor: James Early (D1/Bs/Red/Ctr) f: 6w? Pr? 15pgs (dv)

REBEL (#18, 5/3/86; #19, 5/31/86) Editor: Melinda Ann Holley (D1/Bs/Red/Ctr) f: 4w Pc 23 21pgs (dv)

TACKY (#35, 5/9/86pm-6/20/86r) Editor: Lucien Henry (D1/Bs/Red/Ctr) f: 6w+? Pc 8pgs (dvW+; %d)

WARGAMERS INFORMATION (#45, 12/85-2/10/86r) Editor: Rick Loomis -Flying Buffalo Inc. (N1/Ss/Ful/Crn) f: whenever Pr 6pgs. (G)

YES, VIRGINIA... (#6 1/2 4/9/86; #7 5/5/86; #7 1/2 5/17/86; #8 5/7/86) Editor: James R. Burge s Jr. (N2/Ss/Ful/Crn, Crn, Nil, Crn) f: as necessary Pc 5, 10, 6, 6pgs (d)

ZINE REGISTER (#6, 4/30/86r) Editor: Simon Billenness (N1/Ss/Red/Ctr) f: 4M Pc 31pgs (G)

Closing Date: 6/20/86

New Trades; (next issue)

Refused to trade: The Diplomat, Magus.

Overdue: none

Abandoned?: Feuilletonists Forum

Folded: Macabre

There is a new trade coming up but I'll hold off until next time by which time it's first issue may be here.

In the meantime two items of note.

John Walker has issued the smallest zine ever; see the news section for this!

Next, the Zine Register is again out. This usually reliable project has just appeared, and with it the test of the editors integrity. His new policy, which I applaud, is to scrupulously hold all submitted zine descriptions to 100 words. He even asked (and I was happy to submit) a change to my original which ran a bit over. This was designed to be fair to all.

Imagine my surprise when I looked at the ZR for my listing and discovered that 1) Simon had unilaterally edited the submission and that 2) the bulk of what he used was not the rewrite I had worked on but the original he had said was too long.

If it sounds as if I am gravely dissatisfied by the lack of integrity displayed, you are correct. We will leave it as a side matter that he mentions the two novice packages as if to imply that nothing else of this line exists, a sore insult to the Novice Handbook.

So, I take no responsibility for what appeared there and have already been put to the task of correcting some outright errors.

Since what is submitted is not that which will be printed, how Mr. Billenness can expect further submissions is the question. Cooperation has clearly been one-sided in this case.

My question: why bother? If we wanted this kind of thing, we could have put up with Henricks.

End of review.

#### Style Codes:

1): Production style (Digest or Newsletter + # of col./pg.).

2): Sheet format (Booklet or Single sheet & std. or legal sized paper used).

3): Text size (Full sized-about 8pt, or Reduced size copy).

4): Bindery Style (Crn=Corner stapled; Ctr=Center stapled; Spn=Spine stapled; Nil=no binding).

#### Other codes:

5): f=frequency (w=in weeks or weekly; M=in months or monthly).

6): Mode of reproduction (Pr=Professional printing; Pc=Photocopy; Mim=Mimeograph; Dit=Spirit Duplicator(Ditto); Lp=Dot matrix line printer).

7): Number of pages in issues noted.

8): Games run (d=Diplomacy; v=variant of Diplomacy; Cv=Civilization; K=Kingmaker; F=Fantasy Role-Play game; P=Presidential Politics; E=En Garde; Sn=Source of the Nile; W=Wooden Ships & Iron Men; 8=1830; +=others not identified; G=Genzine(no games run)).

9): Game openings: following the the symbol %: same codes as above. Codes consisting of two consecutive letters are underlined for clarity. Game opening or game run codes slashed indicate unethical or variant or unlawful conduct on the part of the GM makes that zine not recommended.

Dates are of publication unless none given; p or pm=postmark or r=date received. Zines marked (r) after the title are retro-trades.

#### Explanation of style codes:

1). If we speak of length as being top-to-bottom dimension, and width as being side-to-side dimension (across the page) then the standard sheet of paper is  $8\frac{1}{2}w \times 11l$ . When a size is closed, but ready to read and turn the first page, it can be considered Newsletter style ( $8\frac{1}{2}w \times 11+1$ ) or Digest style (any dimensions less than newsletter style sized).

Often Digest is used elsewhere to also mean a Booklet format is used, but this is a misnomer and the two don't always go together.

2). Single sheet format means that one or two pages are put on a sheet (one per side usually). Booklet means that up to 4 pages are placed on one sheet, 2 per side, and folded in half. Very rarely will you get 4 pages set up in single sheet mode (that must be read as if two columns on one page).

3). Any text smaller than typewriter sized, regardless of the means of generation, is considered reduced.

4). Corner stapling is usually done in the upper left corner. Center binding is done for Booklets by stapling through the center fold. Spine binding is the stapling along one side to make a kind of booklet; or stapling across the fold of a true Booklet which makes the latter somewhat hard to open and read.

Almost every combination of the above has actually been used.

(Style code and explanation are only run each even numbered issue of Kaissa.)

\* \* \* \* \*

## Feedback Poll

#110 (Rate each thing 0-10).

1. Rate Kaissa in general up to the present issue; rate this issue alone.

2. Rate each for A)quality and B) accuracy: IV result, map; HU result; map.

3. Rate the following features: a)Diproduction (overall); b) Diproduction(this issue); c).Shelf, d)game openings; e)accounts; f) illustration with News & Views; g) News & Views; H)Trades & Reviews; I)Asides #6; j)Ad-pg.3; k)Poll (this is it).

\* \* \* \* \*



## Game Openings

The following games are offered here for moderation; you must own the game to play it or its variant (variant rules will come from the Gamemaster).

ROZ=Receipt of Zine requirement; in addition to any fee a subscription, trade, or residence with a current subscriber/trader is required. See Colophon for subscription rates.

Names are those signed up; underlined indicates paid, asterisks indicate number of games (less than those for which listed) desired of those noted.

### DIPLOMACY (standard, regular)

The El-Cheapo Novice Game:  
A beginners game open at the bargain rate of \$10 one-time fee & ROZ. Note also the Novice Handbook available for \$3.

(Tobin, Sheron, Booze, RL Smith, Hagelshaw?, Patterson, Addison\*?)

The El-Cheapo Regular Game.  
One discount game open to anyone who cares to enter for the same \$10 one-shot fee plus ROZ.

(Lack, Diehl, Botimer, Mattern, Hammer\*\*, McCarthy?, Addison\*?, Hagelshaw?)

No Frills Game.  
A Diplomacy game with results, addresses and a total  $\frac{1}{2}$  page press limit per turn; for hard core games (no map, no extensive explanations). ROZ only; no fee.

(Addison\*, Botimer, Coldiron, Diehl, Rice, Hammer\*\*)

Regular rate Diplomacy.  
What did you think-I only run discount games? ROZ plus professional rate of \$10/5 turns; all the trimmings.

(Street, Diehl, Hammer\*\*)

### DIPLOMACY (variant rules)

Cline-9-Man IV.1  
ROZ only; no fee; standard board plus Persia and Barbary States added; no severe rule changes.

(Crosby, Lynch, von Metzke, Hammer\*\*, Addison\*)

### CIVILIZATION (advanced)

Discount section variant for 7-9 players with advanced trade card option. GMed by David Danbury in alternate issues of Player's Choice. BONUS: Players get 4 free issues of Kaissa or a set of the Avalon-Hill advanced trade

card set (your choice).  
ROZ(Kaissa) plus \$10/8 turns.  
(Hinton)

### TRAVELLER

GDW's game of SF Role-Play gone PBM. Power game; professional rates. Write for details and latest copy of The Travelers' Aide newsletter. (currently 10 players).

Notes:  
Would those who have ? or \* or \*\* after thier names please let me know your choices by next issue; two new games might begin. Would Doug Booze let me know what to do with his \$10 D Production fee now that that's cancelled.

\* \* \* \* \*

## Accounts

Remember to check both your game for fees and this column for subscription renewal.

Due this issue: Renew Now or next issue will be your last (This takes into account that next issue is a double issue):

Larry Botimer(111), Ed Edwards(111), Paul Kelly(111), David Lang(111), Mikel Petty(111), JR Baker(112), Kathy Byrne(112), Michael Grubb(112), David Staples(112).

Overdue: Renew Now or this is your last issue:

Thomas Adams(110)

Renewals extend the following:  
(none)

New Subscriptions received:  
Richaed Coe(113), Steven N. Patterson(113), Eric M Hammer(117), Christopher Mattern(117), Chris Carrier(119), Mark Sheron(121).

Remember that next issue(111) is a double, but since I don't use two numbers for double issue's, all accounts deduct one.

\* \* \* \* \*

# Diproduction

by W. Elmer Hinton Jr.

Part 4

Rules 4.1-5.3

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## Running A Company (4)

1). At gamestart all players are both stockholders and Presidents of Companies. Later players (or even original players) may create new companies at times.

The creator of the company is automatically the head of that company, and receives 100 shares of stock.

A company name must be chosen, as well as a commodity in which that company does its' prime business or trade.

2). At gamestart the number of companies is limited to between 21 and 33, and this number, which is the number of players entered at gamestart, is the number of spaces which must be listed in preference order for initial company placement.

Once the list shows a trend to an average number of companies per major power, an equal number will be established in each with all others in minor powers.

After start, the number of companies is limited to 56, the number of provinces on the board.

No province may ever contain more than one company.

3). The value of the stock of the company is, at start, a set value of \$200 multiplied by the figure in that space (without sea bonus). If the number in the space is 4, then the company has initial value set at \$800, or \$8 per share, 100 shares on the market. Stock values will range from \$2 to \$10 per share initially.

As stock is sold, it's value drops; when bought the value rises. Stock value also is affected by two other factors Company Value, and Commodity Value.

4). Each turn, when the value of any space is determined, the figure used for public taxation to the government is also the value of the raw commodity dominant in that province. Each space has only one company, and each company can have only one commodity assigned (and must have one commodity assigned) per province in

which it has an office. This means that all spaces are either "unproductive" (having no company and therefore no commodity of value) or has a company/commodity.

When a company opens an office in a province, the commodity must be chosen, and this is set unless that office is closed. The total value of all spaces having the same commodity are totaled and the total is compared with the previous year. If the new amount is at least equal to the old, then the value of that commodity will rise by the square of the percentage increase. If the value is lower than the previous year, then the value of that commodity will fall by the percentage drop.

For instance: Lumber was at \$35,000 last year, it is now at \$38,500, a rise of 10%. Lumber is increased by 100% then.

Steel was at \$1,000,000 last year; it stands at 850,000 this year, and so lost ground. It will become only 85% of it's value.

This percentage calculated is used for each company that has this commodity. When a company has more than one commodity, the proper percentage is used on a pro rated basis according to the cash value of the province in which each commodity is assigned.

General Burgundian is a company with three offices, HQ Burgundy(Steel), Branch Piedmont (Steel), and Branch Bohemia(Lumber). This year the value of Burgundy was \$250, Piedmont was \$425, and Bohemia was \$120. For General Burgundian Co., the pro rata portion which is lumber, based on raw values, is \$120, while steel accounts for \$675. Using the above percentages, this year G.B.Co. has a steel value of \$574, and Lumber at \$240 for a company commodity value of \$814.

Once you have the commodity value, deduct the following items in order: taxes, if any; Presidents salary; any amount embezzled this year; any amount spent this year; any fines levied this year. The result is the profit for the year. Compare this with last years figure and obtain a percentage.

In our example, let's take our \$814. Let's say that there is a tax on lumber in the country that owns Bohemia to the tune of 10%. Since the Lumber represents only \$240 out of the \$814, the tax only effects that portion; so deduct \$24 from \$814 = \$790. The Presidents salary of 5% comes out of the modified commodity value or 5% of \$814 = \$41; \$790 - 41 = \$745. Let's also suppose that the President wisely gifted \$200 to Serbia this year, and unwisely embezzled \$100 without getting caught. Deduct \$300 from \$745; 445. No fines. This leaves us with a total for G.B.Co. of \$454 as the final modified value (profit). Compare this with last year. Let us say the final value last year was \$402. Determine the percentage (113.1%) which is 13.1% more than the previous year. This figure itself is used to modify the value of a stock. In this case, increase the value 13.1% (that is multiply by 113.1%, (or 1.131)).

All percentages are rounded to tenths of a percent; all dollar figures are rounded normally to the nearest dollar at each stage.

Note that excessive spending in political projects or by embezzling can seriously hurt the company.

5). After the start, a player may only create a company by selecting a province not containing a company and, sending the GM a sealed bid, stating the name of the company and the commodity chosen. If more than one player bids on a space in a turn, the highest bid takes the space. This amount is immediately deducted from that player unless that amount is unavailable to be paid, in which case the next player in order may receive the space.

Established companies may also bid on new spaces in this way. The first space that is owned by a company becomes that company's Headquarters office; all subsequent spaces acquired by a company are Branch offices.

A new company player immediately has a company listed, an initial value calculated and receives 100 shares of stock. A company which acquires more territory is given a 15% value increase instead.

If an expanding company makes such a bid it must also list the commodity for the new office.

6). Each year, a factor not noted above, is figured to affect company values. In the example in part 4., we presumed that to be the first, second, or some turn when the value about to be explained remained the same from the previous year, and so represented 0% or no increase or decrease.

This factor is called, Annual Country Value. This value is calculated, but not applied in the year of calculation. It is applied the following year. There is no initial value, so the value is first calculated in Turn one, and applied in turn 2. Turn 1, and other years where the Annual Country Value is the same as the previous figure, result in no increase or decrease. When it is higher or lower than a previous ACV, the percentage is determined and this percentage is divided in half, then applied to company cash value after commodity modification but before any taxation is deducted. If a company has offices in more than one power, this figure will be calculated based on a pro rated share.

In our example above of the Burgundian Co., let us suppose that France has a 124.2% standing and Austria has a 93.6% standing. The Austrian branch office in Bohemia turned in \$240. This must be modified to take half of the Austrian loss of 6.4%; or 3.2% is deducted (multiply by .968) to \$232.

The French offices brought in \$574 modified by the excellent French increase of 24.2%, half of which (multiply by 1.121) is \$643; for a total of \$875 instead of \$814. If General Burgundian had all been in one country, the modification would have been made to the full \$814 just before the taxation deduction step.

The Annual Country Value is calculated by the following steps.

First, the public taxation value is determined, from which the country determines tax revenue. This amount is not modified by changing the tax rate (see Tax Rates).

Next, to this total, add the value of each province owned as modified by the current commodity value percentage.

Finally, add to this total the final treasury figure for this year.

Compare this total figure with that for the previous year

(if any) and compute the percentage. This percentage is announced as the modifier for the coming year/turn.

7). As the President of a company, the role is a limited one unless one wishes to build a corporate dynasty. However, at times decisionmaking is called for. A company can take over another company in whole or part simply by vote of stockholders. Each stockholder has a voting share. Any stockholder in a company make call a stockholders meeting and propose issues for voting. The GM will talley the votes by stock held. If more than 50% of the stock is voted, or at least 50%, then the decision will stand.

This can be used to unseat a president and fill his position with a new one; it can be used to vote a sale of one or more offices of a company to another company, or it can be used to vote a change of location of the Headquarters office.

As President, you can act as chairman of the board in your press, and can also call such meetings and propose such issues for vote in the next turn.

Because all players are 'present' in the game, no proxies are needed. However, if a player wishes, he may send the GM a proxy order, naming the player to be designated, the name of the company whose shares are so designated, and any expiration date (turn) after which the order becomes null. When proxy is given, all shares must be so assigned, under any single company name. If Miriam has 1250 shares of Consolidated Con Co., and wishes to give her ConConCo proxy to David, the proxy will consist of all 1250 shares. A proxy can be cancelled at any time to take effect in any future turn; an order for cancellation of proxy takes effect in the next turn; it acts as an expiration date.

Proxies are secret.

8). In the foregoing passages, certain activities have been listed as secret. Unless the orderer states that such an action is to be made public, the Gamemaster will keep such activities private. If the order informs the GM that such activity is to be public (personal gifts, private loans player to player, or proxy assignment, etc) the

Gamemaster will publish the action in the game report.

Revelation by the orderer or by any other party in negotiations or press does not have the effect of making the order public nor will the GM confirm any rumors, or press, concerning any secret matters. Secret transactions will be reported at game end or when the ordering player leaves the game. At that point, all secret transactions ordered by that player will be revealed for the length of the game.

All actions not noted as optionally secret are public and are reported with game results, each turn.

### Being A Stockholder (5)

1). All players must be stockholders. (See Bankruptcy). If a President of a company fails to remain a stockholder, he is removed from office and given one turn in which to become a stockholder, or he is removed(Dropped). If a Leader of a country fails to remain a stockholder, he has one turn in which to become a stockholder; if he remains a non-stockholder he is removed from office and one further turn to rectify this situation or he is Dropped. If a Stockholder loses or sells all stock such that he has none at the end of any turn, he must own some stock on the next turn or he is dropped.

2). Each initial player is a Stockholder/President, having founded a company, and automatically has 100 shares of stock, valued at \$2-\$10 per share.

Thereafter, anyone may enter the game and is given a bank of \$1000 upon entry to spend on any stocks.

3). Stock trading takes place on any turn where a player wishes to buy or sell stock. There are no private sales of stock, although players may sell directly to one another.

Each stock has a price calculated at the end of each turn and reported as the new price of the stock.Each player may sell stock to gain cash and then buy stock with his cash. A stockholder is not required to buy, or sell or do both on any turn, but may.

Continued, bottom, Col. 1.,  
next page/ →

Asides

#6



## Colophon

DiProduction-  
continued from previous page.

All sales and purchases are considered simultaneous and the net change in shares and value will be noted.

A player may sell to another player at any price, whereas the player buying and selling through the market does so at the market price. However, this sale/purchase is recorded according to the agreed amounts rather than by the market value. Such a sale is public information but the price of the sale is secret (except inasmuch as it is included in the totals for value traded (net).)

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Novice Handbook (K#100) "A Word To The Wise" available \$3.

\* \* \* \* \*

\* \* \* \* \*

## Games

These are, by the way, the same results and maps you got by flyer- though the press and commentary are new to you. Next issue results map and press will also be via flyer so that K111 can come out without rush.

\* \* \* \* \*

1982II Blitz Game	<u>Final Tally</u> <u>of Credit &amp;</u> <u>Ruling</u>	DIPLOMACY GM:Hinton Epilogue
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Of the players, three had game credit remaining; Melinda Ann Holley (5Cr) -applied to 1984IV directly; Greg Lang (1Cr) converted to one issue sub extension; and Steve Courtemanche (2Cr) converted to three issue sub extension.

There has been an indication of either letter-passing or forgery in this game. The requested information has not been forthcoming. As a result, Greg Lang and Melinda Ann Holley are herewith barred from entering any new games, or as standbys in any games, here, until this matter is clarified to my satisfaction.

\* \* \* \* \*

1984IV Orwell Game	<u>CZARINA TRADES</u> <u>OLD WOMAN OF</u> <u>FLUSHING FOR</u> <u>NEW SULTAN OF TX.</u> <u>KING AND PRESIDENT</u> <u>TRADE COLONIES.</u>	DIPLOMACY GM:Hinton Fall 1903
--------------------------	--	-------------------------------------

Summer 1903: FRA 1F Eng/r/Lon.  
RUS 1F Swe/r/Ska

ENGLAND(J.Robert Baker): 1A Bel-Pic, 1F Eng S 3F Wal-Lon, 2F Nor S GER 1F Swe-H, 3F Wal-Lon, 4F Lpl-Cly.(3100 Meadow Lane N.; Dickinson TX 77539). (2Cr.)

FRANCE(Larry Botimer): 2A Mar-Spa, 3A Par-Bur, 1F Lon S RUS 1F Ska-Nth, 2F Mid-Eng.(13833 N.E. 11th St. #j-3; Bellevue WA 98005).%

GERMANY(David Lang): 1A Mun-Sil, 2A Hol-Hold, 3A Sil-Pru, 4A Bud-Mar, 1F Swe S ENG 2F Nor-H.(COA: 16W Green St., Mascoutah, IL 62258).%

ITALY(Kathy Byrne): 1A Tri-Ser, 2A Vie S 3A Ven-Tri/r/Boh,Tyr, d./, 3A Ven-Tri, 4A Pie-Ven, 1F Ion-tap dances(IMP)/r/Nap, Apu,Alb,Tun,d./, 2F Wes-TyS. (29-10 164th St., Flushing NY 11358 (718)353-9695).@

RUSSIA(Melinda Ann Holley): 1A

Bud S 2A Gal-Vie, 2A Gal-Vie, 3A Ukr-War, 1F Ska-Nth, 2F Sev-Rum, 3F Pnc-Nor.(PO Box 2793, Huntington WV 25727).(8Cr.)  
AUSTRIA-HUNGARY(Steven Courtemanche): 1F Adr-Tri.(1021 Penn Cir. Apt.E-402; King of Prussia, PA 19406).%  
TURKEY(Geoffrey Richard): 1A Ser-Tri, 2A Rum-Bul, 3A Bul-Gre, 1F Bla-Con, 2F Gre-Ion, 3F Eas S 2F Gree-Ion.(1501 Harvey Rd #770; College Station TX 77840 (409)693-7746).(5Cr.)

### NOTES:

Last season I omitted the Russian order 2F Sev-H in error.

I have to repeat that separation requests come in the Winter, and separation is granted with one request. No orders are on file. Unless I get a request for separation, Spring 1904 and the Winter 1903 are due together.

### SC Chart/Unit Position/Adjustments

E:~~Lor~~,Edi,Lpl,Nor,Bel(4) A:Pic; F:Nor,Cly,Wal,Eng.(5) REMOVE 1  
F:Par,Bre,~~Maz~~,Spa,For,LON.(5) A: Bur,Spa; F:Lon,Mid.(4)BUILD 1  
G:Ber,Mun,Kie,Den,Hol,SWE,MAR. (7) A:Hol,Pru,Sil,Mar; F:Swe. (5) BUILD TWO.  
I:Rom,Ven,Nap,Tri,~~Vie~~,Tun.(5) A: Pie,Ven,Tri,(Vie); F:TyS,(Ion). (4/6) Retreat Two and REMOVE 1; or Retreat one and EVEN; or Retreat none and BUILD ONE.  
R:Mos,War,StP,Sev,Rum,~~Swe~~,BUD, VIE.(7) A:War,Bud,Vie; F:Nth, Pnc,Rum;(6) BUILD ONE.  
A:~~Edi~~.(0) F:Adr.(1) Remove 1 & OUT.  
T:Con,Ank,Smy,Bul,Gre,Ser.(6) A: Ser,Bul,Gre; F:Con,Ion,Eas.(6) EVEN.

Austria-Hungary, unable to support it's armed forces from the inhospitable Albania, has been eliminated. Thanks to Steve Courtemanche. (Hmmm, that doesn't sound right. Thanks to cochise for playing out the position.)

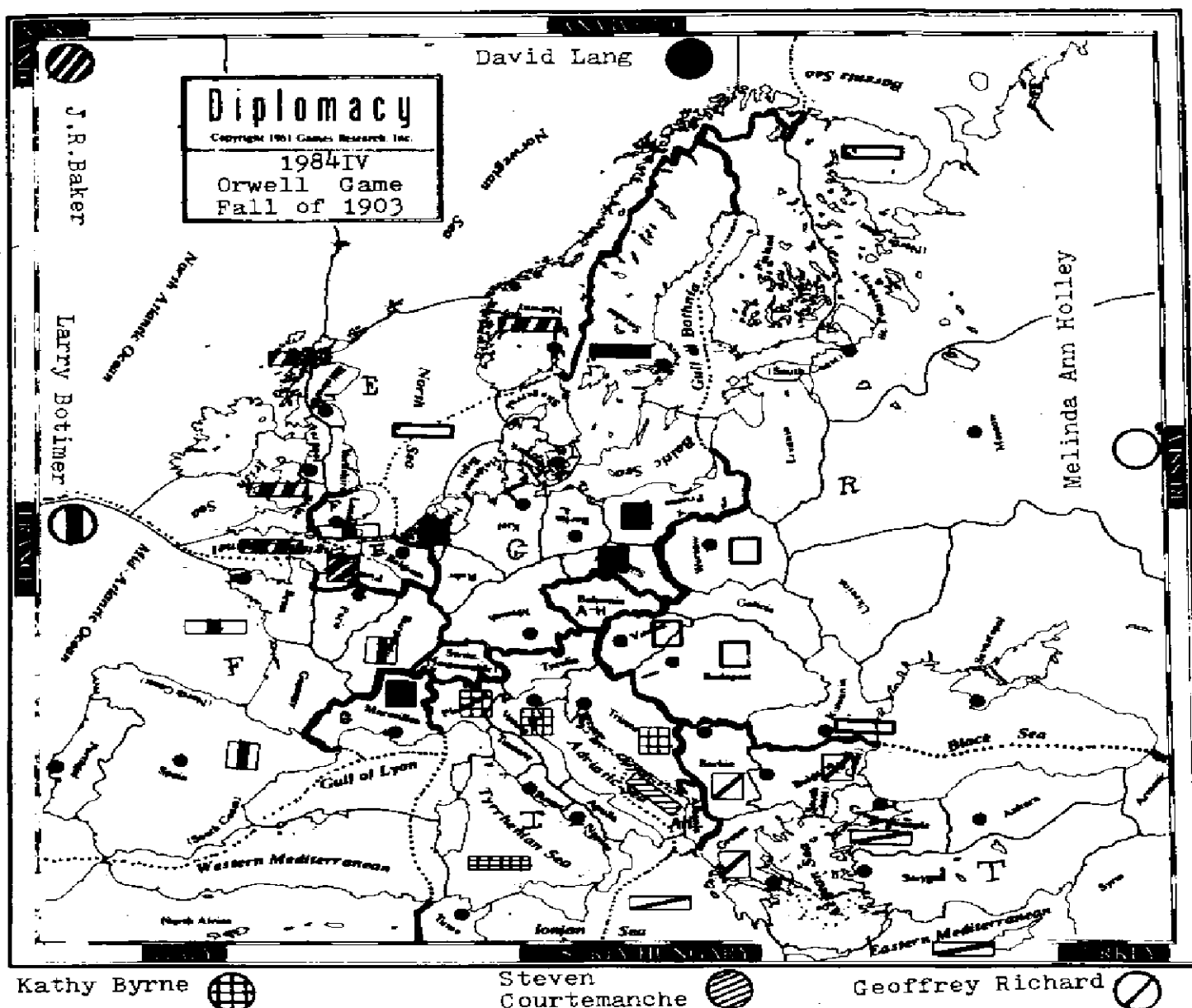
BLACK (By territory of issue)  
PRESS Editors comments in (( )).

### "From England"

\* Pelhaven-All: As long as I am thinking of it. A number of you got in because of the delay; you are still mis-estimating travel time from there to here. For one here is some JR press that came in late for last time.

\* Eng-Ger: Hope the Cavalry made it to the rescue. Unkle suggar has been keeping me busy lately.

\* Eng-Italy:I think it's too



late to save me but if you'll grant my last wish.....

\* Eng-Aus: Now, a really good player could... Naw, it's hopeless, but like a Norseman, you need to go with a dog at your feet (preferably female)!

\* Old Goat- Jackie Ass: Please forgive that slip, I'm only a sexist when my feet are on the ground!

\* Eng-France: Go stomp a grape (and don't forget to cover your brest). ((No way- I say, Minoan vests for all!))

\* Eng-Russia: Surprise!

\* Eng-Turkey: Trying to please two women is like a ball & chain ....((I see, and you want to leave off the chain part, huh?))

\* Eng-Felhaven Guru: That's Country, we don't do jazz down here!

((And now the new stuff)):

\* King John-Ladies: I'm afraid I'm a little embarrassed by your Roman hands and Russian fingers! Could I but request that though you crave my neighbors booty, Ye leave the Royal Jewels intact.

\* Old Goat-Horny Italian: You can pounce on my Tital anytime!

\* GM:Hey! Postal Titan is not allowed here! You'll have to do that Face-To-Face (unless you'd rather she snuck up on you from behind...)

\* Eng-GM: What's Red and White and Green all over?

Austria.

\* Felhaven Guru-JR: Oh yeah? What's Black and White and Red all over?

A Nun in a microwave.

"From France"

\* FRENCH REPUBLIC - english majesty and first lord of the admiralty: What have I done to you except accede to your demands? The channel is now English and the Sea should remain Irish! Beware the Irish Navy for they are not our allies.

\* FRENCH REPUBLIC - Kaiser: le boche begone! There is no excuse for invading French territory. We will be happy to sell you all the wine for your orgies in Berlin that you could want at a low price.

\* FRENCH REPUBLIC - Her Holiness in Flushing Vatican: How do you prefer your Frenchman? Amorous wooers? Abject grovelers? Piteous Petitioners for Grace? A combination of all three perhaps? I'd certainly kiss your foot if I could reach it. Hear my plea, your worshipfulness!

\* PUGET SOUND houseboat - Felhaven Manor:

"From Germany"

\* Swe-Russian Fleet: I don't want to see any tricks now. You have already been banished from the free world. Any more attempts of destruction will mean certain death.

\* GER-ENG: I wouldn't trust those Russians. I hear they speak with forked tongues. ((The problem is lack of co-ordination; send them a few dozen more boxes of forks to practice with and I'm sure they'll get it right.))

\* Berlin-Paris: I'm really not picking on you. I'm just trying to gain access to some good vacation land for my weary troops.

\* Ger-Turk: Keep up the good work.

\* Sil-Lonely Bud: Thanks for the advice. I guess your soldiers figured, when the poppies are ripe, they must be harvested. Heck with the war.((Well, there goes another tradition...))

\* Ger-Aus: It looks to me that Kathy already has Khadafy on the run.

\* Felhaven Guru:- Say Mr.Bones, you know what the one good thing is about Moamar Khaddafy?

You can't misspell his name.

"From Italy"

\* (Kathy): My coffee just dripped on my orders!

\* GM-Kathy: That must be awfully weak coffee- I couldn't find a stain in the circle- or anywhere else, either.

\* Italy-France: It seems that

we've been running into each other everywhere. Since you're so cute I'll go back to bothering Cochise!

\* Flushing Mad Woman-Felhaven: Why do all my GM's expect exclamation points! No wonder, my pens are always out of ink, to keep my GM's happy I have to waste all my ink on extra lines! !! (Happy now?!!)

\* Felhaven Pix Shoppe-Frisky Flushingite: Well, now I don't know about that, I think we'd all be a lot happier if you save your ink and sent a couple of prints, au naturel, instead. It would sure save your pens, and keep your GMs happy too...

\* Italy-Austria: Face it, the reason for all your dumb positions is the dumb way you move your pieces!

\* Flushing Mad Woman - Hawk's Castle & Felhaven Manor: Khadafy has nothing on me - given the chance I'd blow Khadafy away as easily as I blow Cochise away!

\* Felhaven Pix Shoppe: That's what I was saying...there's a job we'd all like to see you do. You said you wanted your GM's happy...?

\* Italy-Turkey: Melinda wrote me 2 letters in 2 days. The way I see it anyone that interested in this disaster deserves my help.

\* Horny Italian-Old Goat: If I was you, I'd jump at the chance to ally with France. He's my kind of man!

\* Flushing Mad Woman - Felhaven Manor: Try not to use my Shea Stadium address this year! The Mets get mad at me when I receive more mail than they do!

\* Felhaven-Mad Met: Oh is that what they do? Instead, they should practice!

"From Russia"

\* Rus-GM: Don't you just love all these changes?

\* Felhaven-Melinda: Well, I will admit it's a bit tiring- you couldn't we just leave the clothes off next time? But seriously folks: if I didn't get at least three sets of orders from you per turn I'd wonder if you were sick. (( dem press, dey jus' a keep on rollin' along...))

"From Austria-Hungary"

\* Austria-France: Judging by England's fleet arrangement, I'd say this board isn't big enough for the two of you.

\* Hawk's Castle-Unsatisfied Italian: Once is never enough for



you now is it?

\* Dead Austrian-Felhaven: I may have a need for Indian Hill soon. ((Huh?))

\* Aust-Ita: I love it when Lucky gets kinky. ((You know a nickname like that is dangerous. No wonder she had such a good time at Woody's place- cochise wanted to go to sleep so he told Woody to go downstairs and get Lucky, and he did!))

\* Aust-Eng: Hey J.R.! How about some artwork for Kaissa? It'll save you some greenbacks. ((Look who's talking, you traitorous son of your father's mother! I saw that piece in DW! The nerve! You leave JR alone! (grumble) )).

\* Aus-Ger: Baltic Sea of Skag, only her hairdresser knows for sure.

\* Aus-Rus???

\* Austria-Italy:  
Oh Kathy please don't stop here!  
Oh Kathy please don't stop  
Oh Kathy please don't  
Oh Kathy please  
Oh Kathy  
Oh . . . . .

\* Editor: Oh give me a break!

"From Turkey"

\* Tur-Italy: Okay, now we know what you are NOT, care to show and tell us what you are?

"From Elsewhere"

\* Lindy-Italy: You say Cochise is kinky 'cause there's a bullseye on his back? That's nothing -- you should see where mine is!! ((OK, I'll bite; er, that is, a couple polaroids should clear up this mystery nicely...))

\* Cochise-Italy: "One little, two little, three little Indians ...."((I don't know why you are so hot to have these two pieces together- if anybody figures it out let me know, OK?))

\* Lillie Langtry - Felhaven: Darling, I hear you know everyone who is anyone in Europe! Drop by my flat one evening and I'll be honored to receive you..... By the way, who is "Marilyn Monroe"?

\* Felhaven-Lillie: No one who you need worry about, my dear. I'll be delighted to drop by your flat; don't worry, I won't be.

\* Jilted Mae West- Felhaven: You dangled something I should have grabbed for?? (\*Gasp\*) I'm sorry -- I cut it off, I thought it was a loose thread!

\* Felhaven-Has been: Oh is that what happened to my phone line- I had thought you'd like a direct

connection, but now I see you do not- I'm glad I didn't dangle something more valuable! That's all right, dearie, I'm off to the bright lights for now; you were fun, but I never did like playing in a cathedral...

\* Jaded Bystander - France: Welcome to the Madhouse, and best wishes to your Bleep!!

\* \* \* \* \*

1985HU AUSTRIAN NAVY DIPLOMACY  
Golden RAIDS NAPLES! GM:Hinton  
Dawn Winter'02

Autumn: AUS 1F Ion/r/Nap.  
GER 1F Den/r/d.

SC chart: I: ~~NAP~~(3) Remove 1  
A:NAP(7) Build 2

ENGLAND(Mikel D.Petty): Build 2A  
Lon, 3A Lpl, 4F Edi.(4800  
Hindman Dr., Orlando FL 32806  
(305)275-5096).@ ~~(3/4)~~

FRANCE(Jim Martin):EVEN ~~(3/3)~~.  
(2940 W.Julie Dr., Phoenix AZ  
85027).@

GERMANY(Paul F.Kelly):EVEN ~~(3/2)~~.  
(3330 Esperanza Dr., Concord  
CA 94519).@

ITALY(Lance O.Anderson):Remove  
1F TyS ~~(2/2)~~.(5631 Spring Val-  
ley #134; Dallas TX 75240  
(214)991-8230).@

RUSSIA(Michael Grubb):EVEN ~~(2/2)~~.  
(COA:1724 Windsor Blvd., Bir-  
mingham AL 35209 (205)879-  
5948).@

AUSTRIA-HUNGARY(Larry Botimer):  
Build 5A Vie, 6A Tri. ~~(6/1)~~.  
(13833 N.E. 11th St.#j-3;  
Bellevue WA 98005).@

TURKEY(Thomas Adams): EVEN ~~(3/3)~~.  
(705A Salerno Cir., Ft.Devans  
MA 01433).@

Notes:

First a correction to the SC chart last issue- it seems that I inadvertantly left off Russia:

R: Mos, ~~War, StP, Zee~~.(2) A: Mos; F:  
Pru.(2) EVEN.

I have Spring orders on file for:  
E / G / I / T

Please take care that orders are each on one line; orders writ-ten together on a single line are harder for me to make notes with, and will be thrown out.

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

"From England"

\* (Mikel): In your note you asked about my first name. "Mikel" is a German surname. My great-grandfather Wilhelm Mikel emigrat-ed to the U.S. after being turned

down for service in the German army in W.W.I. "Mikel" was my grandmother's maiden name, my mother's middle name, and now my first name. Aren't you glad you asked? ((As a matter of fact, yes, but what I was really wondering about was pronunciation.))

"From France"

\* (Jim): Out of pity for the 3.5 you got for press for 1985HU I've enclosed press. I fully expect you to get a 1.5 next time as a result!

\* Fra-Ger: Sorry about that. Really, it's nothing personal. I've just never met a back I didn't like. ((That's great! I'll have to remember it!))

\* FRA-TUR: Now, wait a minute! If you get Budapest and Vienna, I ought to get Trieste at least! However, I agree that England should be happy with Tyrolia and Galicia.

\* Fra-Felhaven: How are we doin? Up to 4.0 yet? ((At least!))

\* France-Lance: Now, let's see. We've had two treaties this game and you've violated both. I know - let's make another treaty!

\* FRA-AUS: 1001 Serbian Nights? No, I never read it. Try Constantinople, that's where the real harems are!

\* FRA-RUS: Hang in there- one taste of Winter and they'll long for home.

\* Martin-Petty: OK, you got 3 builds last turn and my North is completely naked. I know I can trust you, Mikel, ...Mikel? OPERATOR!

"From Italy"

\* IT-AH: Thanks for the vote of confidence. I did not, nor do I currently, pose a threat to any of your centers. You just need a cover for your breaking of our alliance for personal gain.

\* IT-TUR: It is time to do it now.

\* IT-GER: It looks like the Austrian is getting out of hand but then you've got your own problems.

"From Turkey"

\* Turk-Kaiser: I really hate to say I told you so, but...

\* Turk-Lance: Keep the faith brother, help is just around the corner.

\* Turk-Brit: Black Sabbath? ((Boy, sometimes these things get a little esoteric, even for me.))

\* Turk-Tsar: You can count upon my unswerving support for your northern position. Isn't one

little teensy-weensy province worth all that? I thought so.

COMMENTARY: Eric Verheiden

1902 is usually the year when everyone finds out who thier real friends are; this game appears to be no exception.

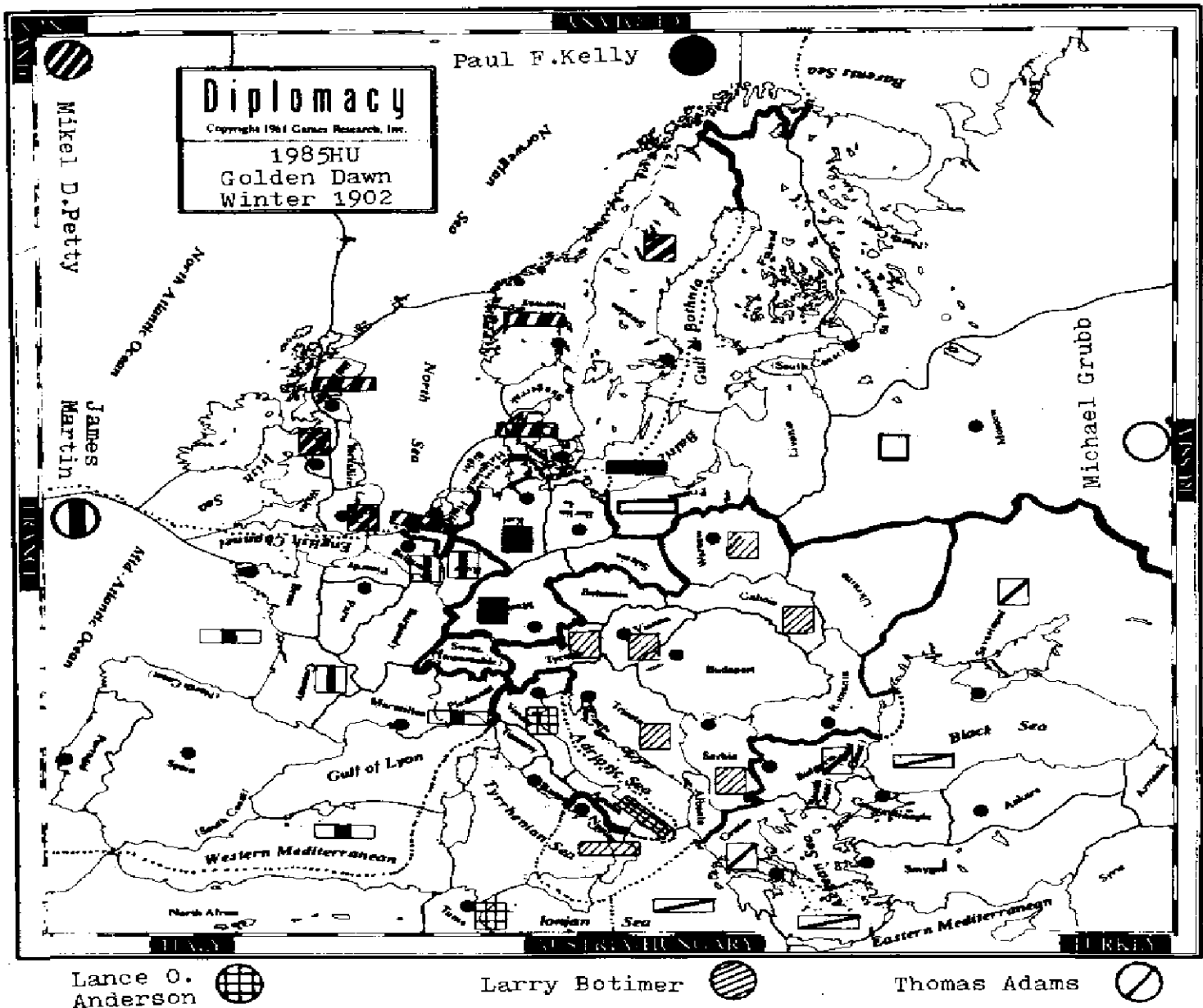
In the west, the three-way alliance quickly shrunk to two. Most likely, the Russian decision to oppose Germany led to an opportunistic play by England (Petty) and France (Martin) to eliminate an excess partner. The Spring move looks like a set-up play - a key move is F Nth-Ska; F Nth-Nor was more plausible for a Russian attack. In the Fall, Germany (Kelly) evidently thought so too, as he moved back to cover the exposed centers. But it was too little, too late as the Anglo-French attack moved forward without a hitch. Note particularly F Bar-Nor which may indicate a deal with Russia ('03 should tell for sure). With Russia rapidly going under though, it would not be surprising to see StP go English in F'03 - deal or no deal.

In the east, things went about as expected. France and Turkey both moved strongly into the Mediterranean. The Austro-Turkish alliance appears to be holding (sort of). Italy (Anderson) does not really appear to know what to do. Although Austria (Botimer) played as if he had an Italian understanding, Italian moves to Venice and Apulia indicate otherwise. A retreat of AF Ion to Naples would not be unexpected. With two builds (vs. none for Turkey) and a weakened Italian target, Turkey (Adams) could be bought off for a bit longer.

Russia (Grubb) at two units will, of course, probably not be around much longer. Russia has at least succeeded in punishing Germany for its' early rash attack.

Looking ahead to 1903, the alliances may be a bit more stable for a while. Russia will probably disappear; Moscow is not holdable and England will grab St. Petersburg at the end.

Germany will hold out a little longer, particularly if RF Pru goes away. Germany's units are about as ideally placed for western defense as they are going to get. However a slow squeeze should pick off one more center in the fall. One kicker: Austria



could interfere in Germany's defense if not tied up vs. Italy.

Italy is being squeezed on all sides. One minor plus: France misplayed a fleet into Piedmont (though inadvertantly) and the drain of the German offensive has slowed things in the south. The current reorganization (e.g. A Por-Gas) should soon be complete however, leading to sustained pressure. In any event, the expected retreat of AF Ion-Nap will be enough to spell Italy's downfall. In fact, Venis and Tunis could both fall in 1903.

Austria is in the most delicate position in 1903. Turkey may be stalled in the west, does not have great prospects in the north (Moscow, maybe?) and tempting Austrian centers are close to

Turkish armies doing nothing in particular. The most likely scenario would involve an arranged trade of lightly held Balkan centers going to Turkey as Austria moves further into Italy and Russia. However, this could only end up postponing the onset of Turkish bloodlust.

Turkey, while reasonably secure, has a typical problem at this stage: the easiest gains are all extractable from his ally Austria, while gains from his enemies (Italy, Russia) are all difficult. The available options are basically to let the Austrian alliance go a bit longer or to adopt a Turkey-against-the-world strategy. Both are probably viable, however the timing for the latter may not be totally oppor-

tune; in particular, it may allow France a bit too much of a foothold in Italy. In Turkey's position, I would allow myself to be bought off with a Balkan center or two for the time being.

England has about three more fairly easy builds (StP, Kie, Ber) and then the hard part starts. Fleets do not move to Moscow very well and that seems to be what England has the most of, particularly near the front. Of course, England could build three fleets (amounting to a shout of banzai! across the channel), however this is tricky and dangerous to arrange in a short length of time. Germany must be turned reliably just after a move which, to untrained eyes, might appear to be a stab. Nevertheless, this might be England's best opportunity if he doesn't want a permanent French ally.

France's problem is of course the reverse. The Mediterranean offensive seems unlikely to pick up much more than Tunis (unless Austria/Turkey can be split). The German offensive has yet to make much progress (for France). All in all, nailbiting time. If England, however, makes friendly

builds and moves out of stab position, long-term viability at least looks relatively good.

Finally, longer term prospects stack up as a four-way draw (EFA T) as most likely, followed by three-way draws (EFT) or maybe even (EAT). As for potential winners, Turkey still seems to have the best prospects, though the evolution of the more stable English-French alliance reduces the likelihood somewhat. France could win if everything breaks just right (e.g., England becoming sloppy, Austria/Turkey locking into inconclusive battle). Wins by either of the other two (England or Austria) would require extraordinary diplomacy and probably a docile ally willing to settle for second place at the very least.

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