



Vol.10,No.4; #113 EVERYBODY READ THIS FULL ISSUE! January 22, 1987

## Shelf Editor

This is the long awaited January issue of KAISSA, and everybody should try to read all of this introduction. There are no game results but there are notes that players need to see further on. There are no articles, but there is important information here for all readers. No excuse is acceptable for not having read this issue. This is your notice!

Enclosed you will have found KAISSA #112, just as it was completed November 22, 1986. I did warn that there would be a gap until January. What I did not know, when I wrote "see you in 1987" was that the issue itself would meet with delays. The result is a holiday gap. Since I had printed the prior one or two issues bi-monthly (with game flyers to players, between issues) most traders/readers were not worried. However, over the holidays I announced that I was not going to use the flyers any more- and then reprint the cumulative turns in Kaissa. That system simply didn't work well. My solution was to go weekly, so that all results appeared in Kaissa, and 'reader' issues could be divorced from the games (or at least, from particular games).

This issue will clear up the loose ends and provide the transition. Each section will deal with something specific. Probably it would be best if you read them all, because if I miss a point and come back to it later on, it will still be your responsibility to understand this.

OK? OK!

## READERS

Amazingly enough, I have more readers than players. However, the readers seem to be either following one or more particular games, or none at all. Kaissa, in going weekly, will run issues much like this one for games, but each 4-6th issue will be a standard, regular, old fashioned News/Listings/Ads/Letters etc. issue. These are called "Readers" issues. Each Readers issue has a letter-code. The next readers issue (probably 119) will be "A". The readers issue after that (probably 123) will be "B", and so forth. On your mailing label, I have written the letter code that represents the number of reader issues you will receive, and the letter code of the last readers issue you will receive. If it says "D", for example, you have four issues remaining and the issue which carries the code letter "D" will be your last. If your code is "\$" or "A" you must renew now. "\$" means this is your last issue. "A" means next issue would be your last. You can avoid missing an issue by renewing early.

## PLAYERS

Let us suppose that you are a player, not just a reader. You will find a number on your label (4) for example. Because you receive both the readers issues and any issue which contains your game results, your subscription credit will be kept as a number- of issues remaining, and this will be reported with your turn result (for example: (\$c 4)=Sub credit 4 issues remaining). If you # is 0 or 1, please renew now.

## SPECTATORS

Let's be clear about something; whether you are a reader or a player, you may watch other games in progress if you wish. This would mean being placed on the spectator list for that game. This will hold the players addresses, plus anyone who wishes to see the issue. For players who watch other games, this simply means another charge against your credit (which will be reported where your address appears). For readers this would mean changing you from the letter-code system to the number-of-issues remaining system, the remainder being run next to your name in the spectators list, of course. To be a spectator, all you need do is give me the identification number of the game you want to watch. (1984IV, 1985HU, 1986??(01), 1986??(02), 1986??(03), 1987??(01) or 1987??(02).) 1987??(02) is the Cline variant, by the way. If I have room I'll run the



new cline map in this issue for everyone. The rules are in #112. Spectators addresses will not be run; just the players addresses, to save room in the small warehouse issues. Only one or two games may be run in the weekly issues, and not necessarily the same combination each time. Players have expressed a desire for faster deadlines (say 3 or 4 for regular turns, but 2 or 3 weeks for adjustment turns), so the pattern will flow a bit.

#### TRADERS

OK listen up! In the intervening time between the mailing of K#111 and K#112, I've received one or two issues from many traders. To even this up, let me know if you want a few stamps for those issues - a couple of stamps to a couple of bucks - whatever you think is fair, and I'll send that along. I haven't seen TACKY, BUSHWACKER, NOT NEW YORK and EXCELSIOR in most or all of that period. Except for TACKY, which I should at least have gotten a renewal notice from if trade was cut, due to my game there, I don't know if these are also delayed or just cut off (except BUSH, which was cut because I didn't have time to get back to it, but as you can see Fred, you got no K because it wasn't out- nothing else). I would like any intervening issues I've missed (again, just send me a bill). Those of you around may remember I had a holiday break last year too.

Traders must tell me what they want to do now. If I hear nothing your trade will default to Reader issues only (about monthly, as before). However, if you wish you too can be spectators, if you want to see all of the game (warehouse) issues, or just any one in particular. Let me know your desire. There is, of course, no 'charge' for these among traders. However, those on the 'trade' list who are actually mutual subscription holders will be able to get the non-Reader issues in the same way as "Readers" and "Players" (whichever is appropriate), rather than just by open request.

#### FOR THE RECORD

It is also possible that I will carry no games in the readers issue of Kaissa, except something like 1985HU and its commentary (possibly reprinted rather than first-run as it has been appearing) and a 'map' variant; something that looks somewhat snazzy. Deadlines for Kaissa reader-issue material will be stricter and have more lead time in them, so items could be up to a couple of weeks old when they appear- except for the News section, which will still be the last thing typed and set-up on Deadline day.

The next reader issue (surprise/shock/horror) will probably not attempt to update things from the last one; it will be more of an attempt to get off on a new footing. However, I'm hoping not to get the reader issue out before the end of February, if I can possibly use that month for rearranging things. As previously mentioned, the last few months have seen a great deal of work come down the pike. Since I've never had a 'late' flyer issue I suspect the games will run more smoothly from now on. How this affects the reader issue frequency, I don't know. Look for some indication in the first of the reader issues, around the beginning of March (in 4-5 weeks from now).

It looks like I will have room for the Cline map on page 2 and 3; so the last order of business is the game deadlines for those with results in K#112 (and standby notices). Here they are:

#### DEADLINES & STANDBY CALLS:

K#114-1/29/87-1986??(02); F01. 1987(01)Dip & 1987(02)Cline start notes.

K#115-2/12/87-1984IV; W05. S/B England\*David Staples PO Box 333, West Fargo ND 58078 (\*if Petty fails to renew subscription).

\* K#116-2/19/87-1985HU; F04. S/B England\*Steven Courtemanche 1021 Penn. Cir. #E-402, King of Prussia PA 19406 (\*same reason).

K#117-2/26/87-1986??(01); W01. S/B Germany; Larry Botimer (See IV addresses)

K#118-3/05/87-1986??(03); W01. S/B's England & Italy: Eng-Steven Courtemanche(see address above); Ita-Geoffrey Richard(see 84IV addresses)

COAs: Note Jim Diehl's town is Eden Prairie. Mark Coldiron has a new address entirely; 3849 Val Verde, Loomis CA 95650.

The standby list is: Staples, Courtemanche, Botimer, Richard. Please let me know if you want on, or off, this list!

See (some of you) next week; same time, same channel.

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