

ДА ЗДРАВСТВУЕТ МОГУЧАЯ АВИАЦИЯ
СТАНЫ ОЦЕНИЗМА!
217

LIBERTERREAN

No. 217

November 27, 1984

LIBERTERREAN DEADLINE IS: Monday, December 17, 1984

EDITORIAL:

There are people in Congress who are pledging to help Reagan keep his campaign promise of no tax increases -- except over his dead body. I say give those congresspeople all the support you can get to them.

The Reagan administration hysteria over poor little Nicaragua has stepped up a few notches since the election. How dare Nicaragua try to buy the MiG 21 (a 25 year old fighter) without US permission! The major threat to Nicaraguan security is the US and its paid mercenaries operating out of Honduras from US-built and US-supported bases. The US also is patrolling off both the Pacific and Caribbean coasts of Nicaragua, and violating Nicaraguan airspace with military aircraft. And yet the Reagan administration says Nicaragua's 60,000 man armed forces are trying to equip themselves to a level beyond what they need for defense. If you ask me, Nicaragua could never obtain sufficient military might with which to defend themselves from the US.

Will Nicaragua attack a neighboring Central American country, like Honduras, for example? With enemy fleets off both coasts to blockade sea supply, and enemy control of the air overhead, with 8-10,000 mercenary soldiers acting as rebels inside Nicaragua, with military and economic clients of their enemy on every border, with a population less than the State of Oregon, and an area about half that of Oregon and with fewer natural resources except for coffee and bananas, can YOU believe they will make such an attack?

On the other hand, I'm sure the US could never show the same restraint showed by Nicaragua. What if Russia conducted continuous joint military maneuvers for the past 4 years, building air bases and training camps from which 10,000 paid mercenaries raided into Texas and Arizona to mine ports, destroy power transmission facilities and oil refineries, assassinated town mayors and school teachers. What if Russian artillery spotters and aircraft controlled mortar batteries located inside Mexico and aimed at US military establishments inside the US? If the Mexican govt failed to suppress these activities, I'm certain the US military would hesitate for about 10 minutes before taking action.

Well, Nicaragua has suffered these precise conditions for several years. Just substitute the US for Russia, and Honduras for Mexico in my hypothetical example above.

NOTICE:

The Zine Register is expected by February, 1985, according to Bruce Linsey. If you publish a zine, or know someone who does and have not received the questionnaire from Bruce, write him at 73 Ashuelot St. #3, Dalton, MA 01226.

THE FOURTH TOP BOARD GAME:

AUSTRIA: PAUL GARDNER, Box 60
EUGENE, OR 97440

ENGLAND: KEVIN KOZLOWSKI, Bldg B #106
505 N. Roosevelt Blvd.
FALLS CHURCH, VA 22044

FRANCE: JOE TUHARSKY, 5508 Oak Park Dr.
SAN JOSE, CA 95129

GERMANY: DAN GORHAM, 800 S. Euclid St.
GF FULLERTON, CA 92632

ITALY: ROBERT CHEEK, 14341 Franklin Ave.
GF JUSTIN, CA 92680

RUSSIA: MARK TRIFKOVIC, 9736 East 50th St.
GF KANSAS CITY, MO 64133

TURKEY: TOM GRAESSLE, 417 Offenbach Place
GF SUNNYVALE, CA 94087

Remember, the winner of this game will receive a 10-issue subscription to the LIB.

LETTERS:

Jim, longevity is what interests me right now! You are a consistent publisher. Your zine is followed by different groups at different times. In order to lengthen the stay of current subbers you should maintain a life-long rating system. In time I can imagine Diplomacy World, John Boardman & Libterrean mentioned in the same breath. You have a good product! And an unblemished record!

-- Dave Ditter

I like your current way of scoring games. If you only score the best two games the players who have consistently done well will lose out.

-- Mike Moyer

(Joe Tuharsky suggests (by telephone) I keep three ratings lists: Gold, Silver, and Bronze lists, depending upon how many games have been played. Before I get into the complications of that much of an expansion, I can list two ratings lists. One showing the lifetime rating and the number of games completed. The other showing the rating of the best two games. How 'bout that? Look for the new listing I prited out. Dave Ditter has the most games at 10 completed. The top players in the Lifetime list are nearly the same as the top players in the Best 2 list.)

Hey JB!

No more Libourse for me. Note I never turned around after a certain point? That's cuz at the time I didn't have a computer to take advantage of the hints you were giving us. Now I just don't have the time o try & program it.

Bad news Atariperson. There's been a defection. JK Stevenson bought an Apple IIc. Still has (& uses) his Atari, but plans to give t to his big brother.

Not really into Diplomacy (the game). I msintain my sub to the Lib merely to keep in touch with you & others I wouldn't otherwise know about. I DO like your game reviews. Nice cover (#216). Spanish Civil War? 1-16 Ratas (Super Ratas). It's been awhile.

-- Jim Frediani

[I don't believe you need a computer to do well in the Libourse. You certainly don't need one to play. A computer might be helpful to test out diffrnt buying strategies more quickly than can be done with a hand calculator.

Defections go both ways. Apple just announced (reported in Infoworld) that 2 million Apple I, II, II+, IIe, and IIc have just been sold. That's not too bad for a computer on the market since 1977. Commodore will sell close to 2 million in 1984 alone. There are probably over 3 million Ataris out there, with another million or so flooding the Christmas market right now at \$120 each.

The 216 cover was a Soviet WW2 poster. They continued to use the obsolete 1-16. They don't like calling it "Rata", (though. That was the Falangist epithet for the plane, meaning "Rat".)

Jim,

Consumer Reports now picks an Atari computer as the best low priced word processing system. They still don't like Atari Basic. Now apparently they like the PC Jr. over the Apple IIc (due to expandability, but the Apple IIc is almost a portable, where the PC Jr isn't which makes it a bad comparison to me!

As to your politics, your statements are mild compared to

what I receive in the Sierra Club. In November we saw a dreary 30 minute movie which started out historical & informative and I didn't realize until the last 5 minutes it was about the nuclear freeze! Well, it certainly cleared the room!

Best, Robert Cheek

Jim,
I'm still happy when I see the LIB in the mail. Since I generally agree with your politics, I'm happy to both play games AND read letters. I wish Joe Kott had put forth an alternate political position which he feels is defensible to rational people. Here's a provocative thought:

It is generally easier for a president of the party opposite a given position to take action for that position. E.g., it's easier for a Democrat to go to war, though Demos like war less than Republicans. It's easier for Republicans to increase govt controls like wage-price freezes, and more regulation, and a higher deficit. Why? Because when Republicans want to go INTO a war, the Democrats say NO NO NO. But if a Democratic president tries to go to war, the Demos say OK, and so do the Repubs. Likewise if a Demo tries to increase the deficit by raising spending, the Repubs say NO NO NO. BUT, if a Repub president spends too much, the Repubs say OK, and so do (most of) the Demos. Only a Republican Nixon could get us out of Vietnam, or give us wage-price controls. If Carter had wanted to use troops to save the Shah, the Republicans would have let him.

This didn't save Grenada, but it might save Nicaragua. I hope so. Unfortunately, not too much can save the Supreme Court -- except the historical precedent that many "authoritarian" ideas become changed once the holder of them is on the Court.

Mondale & Ferraro did a great job -- a presidential landslide against their party, yet NOT a loss of control of the House. Interesting. Too bad Bergland and the Libertarians did so poorly

How did my Diplo ranking fluctuate so wildly? How about a score in 3 parts: best 2 games, and average of all others. Or, best game and average? I like the push for wins over draws.

PS: You could have assumed I wanted in the Libourse!

-- Tom Graessle

(This year in Oregon, only the two major parties were on the ballot. No one could vote for any minor party without writing them in. I think your Dip score fluctuated wildly because I failed to push the "recalculate" key.)

1983 AH END GAME

BERLIN)

AUSTRIA: Thanks for the game, Mike. Perhaps next time I will have the pleasure of 17/17 with you. You were a formidable opponent. It just worked out the way it did, but I don't know how easy it would have been if we had taken you on when someone else was still around. Sorry. Good game. Good ally. Glad -- very glad you got a good score.

BERLIN>ENGLAND: Your ideas were very good. Your letters were good strategy but long. Don't give someone else so much insight until you are sure of their alliance and then say it quickly. Try a New York ally.

BERLIN>ITALY: Pick your most feared opponent and eliminate him first. Sorry you didn't last long. I couldn't risk it.

BERLIN>TURKEY: We tried. You didn't hang in there long enough. Perhaps if you had been the original Turkey?

BERLIN>RUSSIA: Your game reminds me of Walter Mondale's campaign. When things were possible, you were blunder after blunder. When things were impossible, you were at your best (except for your personal comments). I'm glad your throw to Austria failed and he crushed you.

BERLIN>FRANCE: To the victors go the spoils. What can I say to equal your trust in me? You're unbelievable! You're great! The hobby will surely miss you.

BERLIN>KOZLOWSKI: Sorry to spoil your I told you so. As you have noticed I didn't stab Dave. We are not all scum bags to be spat upon. Some of us are human beings with feelings and an attribute known as loyalty.

LIBOURSE:

The new Libourse game also begins with this issue. Below are the players who have asked to be included. I hope most of

you who played the first game will join this one too. Those of you who tried the first one and did not finish, you might find the game sufficiently improved to be worthy of your time. You now have good control over the GTU infrastructure. You also receive complete information about your currency trades. The turn printout now shows how much money you spent in purchases, and how much received from sales. You also see how many units of currency you bought or sold. You will also find the currency price fluctuations are not so radical as before. No price should drop from \$1 to \$0.01 in one turn at an early point in the game.

This Libourse will be attached to the current Top Board game.

JIM BUMPAS, 4405 Dillard Road,
EUGENE, OR 97405
(ACRACIA)

* TOM GRAESSLE, 417 Offenbach Pl.
SUNNYVALE, CA 94087
(TURKEY)

* RON GALICIA, 6672 Plaza Ridge Rd.
SAN DIEGO, CA 92114
(OOOCK)

* KEVIN KOZLOWSKI, Bldg B #106
505 W. Roosevelt Blvd.
FALLS CHURCH, VA 22044
(ENGLAND)

PBEM DIPLOMACY:

I am moderating games of PBEM Diplomacy for users of the ACE BBS. LIB subscribers will pay no more for a PBEM game than for a PBM game in the LIB, except for your long-distance phone charges. The BBS number is: (503) 343-4352.

Since I've taken the LIB BBS off-line, you may also leave messages for me on that BBS. The SYSOP wants all game messages to me to be left on the Diplomacy message file (that's file #6 on the "A" message file directory).

Also, I'm informed the ACEBBS uses 6-character passwords. So when you send me a password, make sure they are only 6 characters long.

LIBOURSE:

Players in the Libourse trade in the currencies of the Top Board Game, 1983 AG. You may join the game at any time by submitting the \$3 game fee together with your request for assignment and a name for your country (only Top Board players may use the name of their position in the Diplomacy game).

Your country will have characteristics in the following categories: population, treasury, agriculture, military, industry, mineral resources, communications, transportation and utilities. You will receive approximately \$7,000 in currency of the surviving Diplomacy positions in the Top Board game. You must improve your country in all categories to do well. And you may attack one other Libourse country each turn. Random events may help or hinder your progress.

IMPERIUM GALACTUME (Strategic Simulations, Inc. \$40) is a game of space exploration and conquest for 1 to 4 players. Each player begins the game at the dawn of space exploration on their home world. Players control population, the number of mines and industry and farms on controlled worlds, and after you've raised your technology level you may also improve the environments on controlled planets, permitting greater population growth. The winner is the player with the largest population when you decide to cease playing.

Exploration is conducted with transports and warships. Ships are built by players from a menu of 8 warships, divided among small, medium and large classes. A warship class may also be redesigned and renamed. I was unable to successfully redesign any but a small class of ship. I couldn't get medium and large classes to take a speed characteristic and thereby exit the design mode of the program. Players may also build trading ships to transport goods between planets. Transport ships carry only armies and colonists.

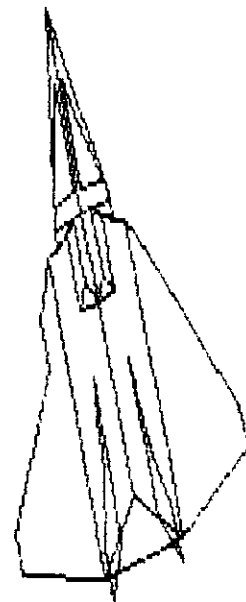
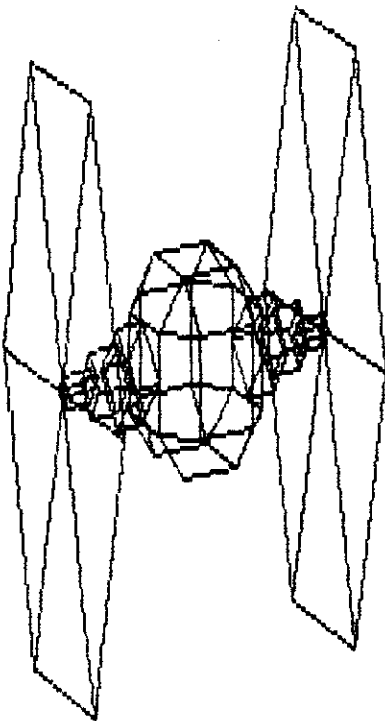
One very unique feature of this program is the ability to conduct diplomacy with the computer players. The negotiation menu shows your attitude (friendly, neutral or hostile) towards the other players, and theirs towards you. You may freely change your own attitude, but the computer players will mostly refuse your efforts to change theirs towards you. They will also mostly refuse your efforts to get one or more of them to help you by attacking another player (computer or human). But when they accept your offer, it's extremely gratifying. Another menu permits you to negotiate with independent worlds, which can also be valuable allies.

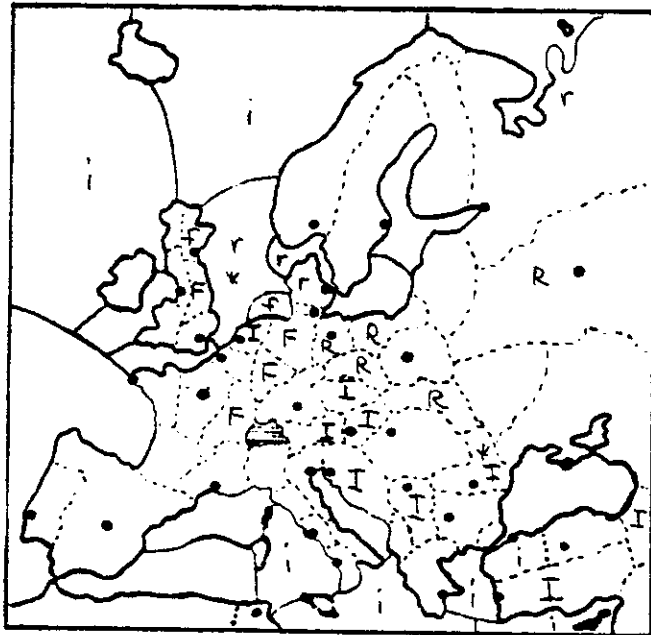
Warships must be assigned to a task force and given one of 6 missions, including Garrison, Repair, Patrol, Commerce Raid, Embargo and Move. Combat might occur at the end of one of the two move phases each turn. Combat may occur between warships, or between ships and planets. Enemy planets may be captured, or just purged of all civilization.

Most of the game is played on the series of text screens. There is a strategic map, a 20x40 dot grid showing all the star systems. A system may have from 0 to 2 habitable planets. There is a tactical map showing approximately 1/4 the strategic map, with star systems and task forces displayed in larger size. Friendly task forces are shown, along with the presence of task forces of other players in systems containing friendly task forces.

The game moves very quickly and is fun to play. No one has to look away from the screen for very long while another player does a portion of a turn. The phases are broken up so long periods of inactivity are avoided. The multi-player feature and diplomacy with the computer players make this a fun game of many possibilities in play and outcome.

1	NAME	No.	TOP	2	LIFETIME
2	KEVIN TIGHE	4	31.03	21.81	
3	KEVIN KOZLOWSKI	6	30.37	26.16	
4	DAVE DITTER	10	29.82	19.05	
5	ROBERT CHEEK	6	28.94	17.39	
6	JOE TUHARSKY	3	25.42	25.42	
7	FRED PHROGUS	4	22.94	11.04	
8	TOM GRAESSLE	5	19.80	12.73	
9	C. J. COTTLE	2	18.46	18.46	
10	RON BROWN	6	16.95	8.73	
11	BLAINE POWERS	2	12.64	12.64	
12	JACK POWERS	1	11.38	11.38	
13	JACK FLEMING	2	10.91	10.91	
14	MIKE MOYER	2	10.57	10.57	
15	CARL OLSON	3	10.12	9.08	
16	GARY COUGHLAN	1	9.90	9.90	
17	BOB O'DONNELL	2	5.84	5.84	
18	BILL HUGH	1	1.13	1.13	
19	PAUL GARDNER	1	1.10	1.10	
20	SETH FINE	1	0.15	0.15	
21	DAN GORHAM	1	0.12	0.12	





1982 IP SPRING, 1912

RIF DRAW FAILS!

FRANCE (HUGH):

Build A-PAR*; A-mun)KIE* (S) by A-RUH*, A-par)BUR*, A-YOR*(den (S) by F-HEL* /6/c/ by F-nth/d/ (S) by F-EDI*;

ITALY (GRAESSE):

Build F-NAP*, F-ROM*, A-VEN*, F-nap)ION*, F-rom)TYS*, A-ven)TRI*, F-NWG*(nwy, F-NAO*(nwg, A-HOL* (S) F.A-Ruh)kie (NSO), A-TYA* (S) F.A-Mun, A-BOH*(gal (S) by A-VIE*, A-bud)RUM* (S) by A-SER*, F-COM*(bulec, A-SMY*(con, A-syr)ARM*, F-EAS*, F-ion)AEG*;

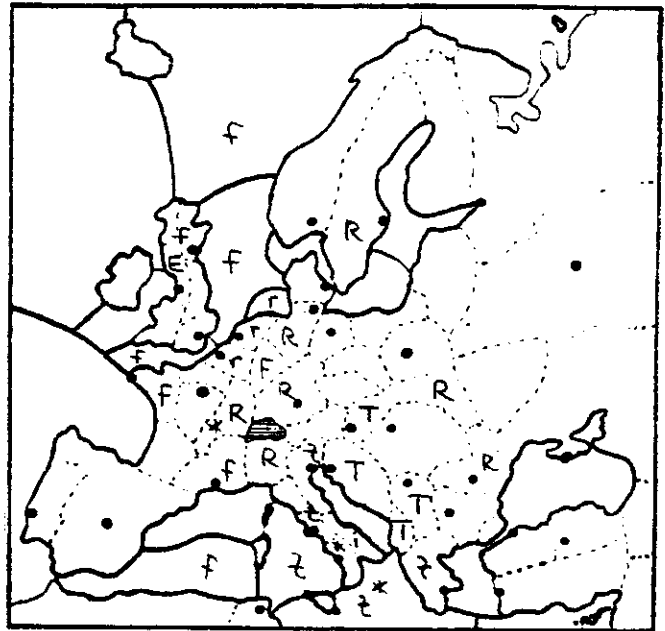
RUSSIA (PHROGUS):

Build A-MOS*, A-MOS*(stp, F-nwy)NTH* (S) by F-SKA* & F-DEN*, F-STP*nc(nwy, A-BER*(kie, A-GAL*(boh (S) by A-SIL*, A-war)PRU*, A-rum/d/()bul, F-ANK*(con);

The deadline for Fall, 1912 is 1.00 pm, Monday, December 17, 1984.

PRESS:

STP)ROM: It's always nice to see one give credit where it's due. But if Russia had not supported your plan to attack Austria and to break up the Franco-German alliance where would you be? And my offer was to go back to our original agreement which was that we would go for a tie, but if one of us wanted to go for a win -- fine as long as the other came in second. You did a fine job of making me the scape goat. Since I know how it is, you could pick up French centers for your win as well.



1983 CH FALL, 1909

RFT DRAW FAILS!

RT DRAW PROPOSED!

ENGLAND (GALICIA):

A-LPL* (H)

FRANCE (LEE):

F-BRE*, F-lyo)MAR*, F-mid)ENG*, F-nao)NWG*, F-lon)WTH* (S) by F-EDI*, A-bel)RUH* /s/ by A-bur/d/, F-WES*(tun);

GERMANY (FOWERS):

no units;

ITALY (HUGH):

A-rom/d/()ven (S) by F-APU*, F-ion/d/()tun;

RUSSIA (O'DONNELL):

F-nth)BEL* (S) by F-HOL*, F-HEL*(nth, A-ruh)BUR* (S) by A-MUM*, A-PIE* (S) T.A-Tri()ven, A-den)SWE*, A-KIE*, A-GAL* (S) A-RUM*;

TURKEY (NESTER):

F-tus)ROM* (S) by F-TYS*, F-aeg)ION* (S) by F-GRE*, F-VEN*(apu, A-TRI*(ven, A-bud)VIE*, A-ser)ALB*, A-bul)SER*.

The deadline for BOTH Winter, 1909 AND Spring, 1910 is 1.00 pm, Monday, December 17, 1984.

ENGLAND: lpl (1) (0);

FRANCE: home, spa, por, /bel/, edi, lon, /hol/, tun (8) 1 short [-1];

GERMANY: /kie/ (0) (out);

ITALY: nap, /rom/, /ven/, (1) [-2];

RUSSIA: home, nwy, swe, den, mun, ber, vie, HOL, BEL, KIE, RUM (14) [+4];

TURKEY: home, bul, ser, gre, tri, bud, /rum/, VEN, ROM (10) [+1].

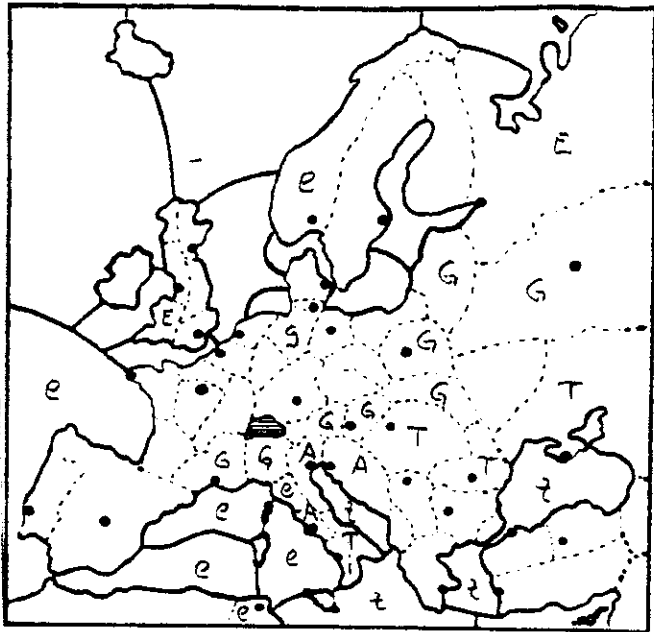
PRESS:

ANK)PAR: A 3-way draw proposal from you? Sounds interesting. What did you have in mind? Perhaps Eng Rus and Tur?

ANK)LPL: Don't fall asleep. You could be the only one to bring peace to the world. Talk to France and Italy; tell them of the errors of their ways. Educate them to the fact that they would be better off by putting their minds on other things, and agreeing to a Rus & Tur draw.

MICHAEL)BOB: You don't have to explain your untrustworthy nature to me; I've always known you are a compulsive liar and a genuine rat. Deep (deep-deep) down tho, I know you've got a semblance of humanity (albeit a meager semblance) so I'll vote for your 2-way draw. I've got no stake in this game anyway.

THE POPE: Help.

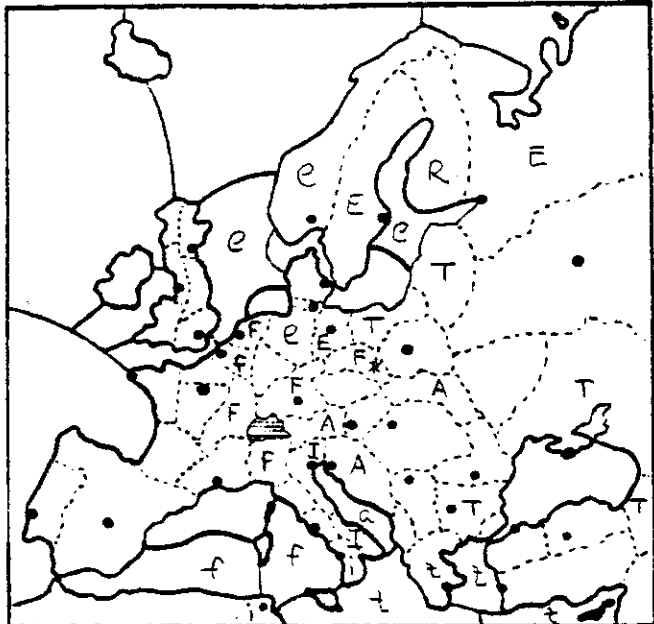


1983 HQ FALL, 1906
TIE-RAG FAILS!

AUSTRIA (COTTLE):
A-vie/a/, A-ROM* & A-VEN* (S) e o. A-TRI* (S) A-Ven
ENGLAND (PHROGUS):
F-eng/MID*, A-yor/WAL*, F-nw/NWY*, F-SPA* (s) (wes), F-LYON* (S)
F-TUS* (S) F-TYS* (rom), F-WES* (lys), F-TUN* (ion), A-STP* (S)
G.A-Mos.
GERMANY (MOYER):
F-KIE*, A-LVA* (S) A-MOS*, A-SAR*, A-boh/VIE* (S) by A-TYA* &
A-GAL*, A-PIE* (ven), A-MAR*
ITALY (KOZLOWSKI):
F-NAP* (S) A.A-Rom.
RUSSIA (GORHAM):
A-mos-r-ukr (IMP -- source of attack), A-ukr/rom (NSU)
TURKEY (SCHULER):
F-apu/ADR*, A-bul/APU* (C) by F-AEG* & F-ION*, A-BUD* (S)
A.A-vie, A-ROM*, F-ELA*, A-SEV*

1983 HQ: Fall, 1906
CENTER DISTRIBUTION:
AUSTRIA: vie/, tri, ven, rom (3) 1 short (0);
ENGLAND: home, bre, nwy, swe, stp, spa, por, tun (10) (0);
GERMANY: home, den, hol, bel, par, mar, war, MOS, VIE (11)
(+2);
ITALY: nap, (1) (0);
RUSSIA: mos/ (0) (out)
TURKEY: home, sev, bul, gre, ser, rum, bud (9) 1 short
(+1);
The deadline for BOTH Winter, 1906 AND Spring, 1907 is 1.00 pm,
Monday, December 17, 1984.

PRESS:
LON/CON: Interesting comments. I have yet to vote no on
the TIEs. In fact, I have yet to vote no on the TIE-RAG or any
proposed tie in this game! I suspect there are other secretly
hostile European voters out there. As to Rome (but you did not
take it) -- Austria did, who stated I wouldn't get in his way if
I took Italian centers (remember Charlie?). But keep up the
press! (if there is a new Turkish government you can ignore
this).



1984 H SPRING, 1905
EFT & FART DRAWS FAIL!

AUSTRIA (GORHAM):
(A-EI) was removed in error. A-sil/d/, A-vie/TIA* (S) by
A-TRI*, F-ait/ADR*, A-bud/GAL*
ENGLAND (POWERS):
A-nwy/STP* (S) by F-BOT*, A-fen/EWA*, F-nth/NWY*, F-edl/NTH*,
A-BER* (S) F A-mun/Sil, F-KIE*
FRANCE (GESTIEHR):
F-mar/PIE*, F-BEL* (S) A-HOL*, A-mun/SIL* A-run/MUN* (S) by
A-BUR*, F-lyc/WES* (s) by F-TYE*
ITALY (TUHARSKY):
A-VEN* (S) F A-mun/lys (NSO), A-rom/APU*, F-NAP* & F-TUN* (S)
F.F-Tys (ion (NSO)).
RUSSIA (O'DONNELL):
A-FIN* (S) E A-nwy/STP.
TURKEY (WHITING):
A-lys/PRU*, A-stp/LVA*, A-arm/SEV*, A-ank/ARM*, A-con/BUL*,
F-bulsc/AEG*, F-EAS* (ion (S) by F-GRE*, F-ION* lys

The deadline for Fall, 1905 is 1.00 pm, Monday, December 17,
1984.

PRESS:
AUS/FRA: Yes. And every year at this time I have a happy
BOO-Day! I heard they invented April Fools on the day of your
birth. Is it true?
LON/SICILY: Do like I do and ignore the Englands. Two
reasons: 1) If that's all he can come up with for white press
then that's his problem; and, 2) if that's all he can come up
with playing with us then that's his problem also.
FIN/EUROPE: Burp! Fart! Stink! Hiccup! Phlat! Splat!
OOOuuuu! This game is making me sick!





1984 AI FALL, 1904

FIA DRAW FALLS!

AUSTRIA (GALICIA):

A-vie)BOH*, A-GAL* (S) A-WAR*, A-rum)SER* (S) by A-BUD*,
F-gre/d/ /a/ A-bul/a/ /s/ e o.

ENGLAND (Civil Disorder):

A-LPL*

FRANCE (KOZLOWSKI):

F-spasc)MID*, F-eng)LON*, A-EDI*(l)pl, F-nth)HEL*, F-bel)NTH*,
A-EUR*(roh) (S) by A-HOL*, A-PIC*(bur):

GERMANY (GORHAM):

A-KIE*(roh) (S) by A-MUN*, A-BER*(kie) (S) by A-DEN*:

ITALY (LEE):

(F-sm-y-r-AEG*) A-ven)TRI* (S) by A-TYA*, A-ser)GRE* (S) by
F-ION*, F-con)BUL*sc (S) by F-AEG*:

RUSSIA (DITTER):

A-stp)MOS*, A-LVA*(swar, A-ukr)RUM* (S) by F-SEV*, F-swe)NWY*:

TURKEY (KOTT):

NMR! No Phantom! F-SMY*, A-ANK*.

1984 AI FALL, 1904 CENTER DISTRIBUTION:

AUSTRIA: vie, bud, ser, /gre/, /rum/, /bul/, war (4) 1
short (-2);

ENGLAND: lpl, (1) (0);

FRANCE: home, spa, por, lon, edi, bel, HOL (9) (+1);

GERMANY: home, /hol/, den (4) 1 short (0);

ITALY: home, tun, tri, /sm-y/, GRE, BUL (7) (+1);

RUSSIA: stp, mos, sev, swe, nwy, RUM (6) (+1);

TURKEY: con, ank, SMY (3) (+1).

The deadline for BOTH Winter, 1904 AND Spring, 1905 is 1.00 pm,
Monday, December 17, 1984.

PRESS:

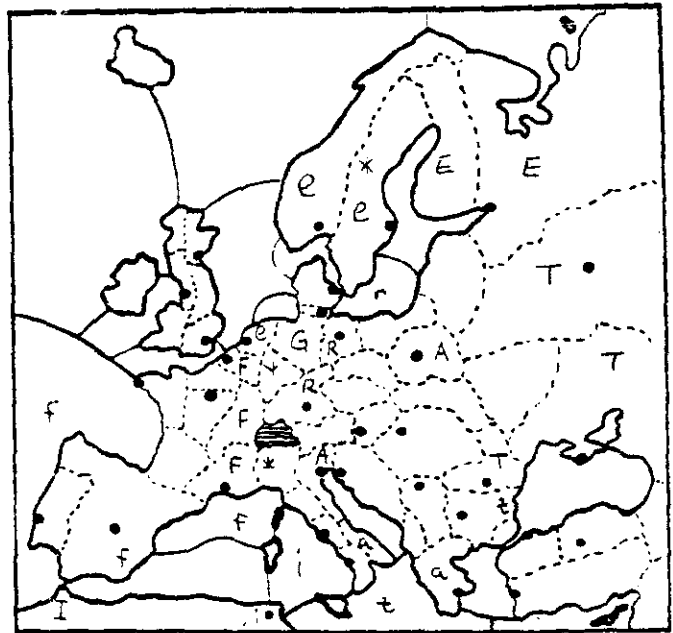
ITALY)FRANCE: Okay M. Gepetto, you convinced me. I'll be
your Pinocchio-o-oh-oh NO! Gepetto, why are my strings going
around my neck?

POPE)SULTAN: You were supposed to NMR last time.

AUSTRIA)RUSSIA: It's people like you who cause civil
unrest.

AUSTRIA)ITALY: Ugh.

AUSTRIA)ANYONE: Heeeeee!!!!ppppp!!!!



1984 CN FALL, 1902

AUSTRIA (GARDNER):

A-tri)VEN*, F-adr)APU*, F-GRE* (S) T F-aeg)lon;

ENGLAND (GESTIEHR):

F-nth)HOL*, A-enu)STP*, F-nwg)NWY*, F-den)SWE* (S) by A-FIN*:

FRANCE (NESTER):

A-BEL* (S) E F-nth)Hol, A-BUR*(mun, A-gas)MAR* (S) by F-SPA*sc,
F-MID*(wes /s/ by F-LTO*:

GERMANY (BROWN):

Resigns F-swe/d/, A-hol/d/ A-KIE*:

ITALY (HUGH):

A-mar/d/)spa, F-TUN*(wes, A-NAP*(por [IMP], F-TYS*(l)yo.

RUSSIA (MILEWSKI):

F-BAL*(kie, A-si)MUN* (S) by A-BER*:

TURKEY (KOZLOWSKI):

A-sev)MOS*, A-arm)SEV*, A-bul)RUM*, F-bis)BUL*ec, F-aeg)ION

1984 CN CENTER DISTRIBUTION:

Fall, 1902

AUSTRIA: home, ser, GRE, VEN, WAR (?) [+3];

ENGLAND: home, nwy, den, HOL, SWE, STP (8) [+3];

FRANCE: home, spa, por, bel (6) (0);

GERMANY: kie, /ber/, /mun/, /swe/, /hol/ (1) 2 short (-2);

ITALY: rom, nap, /ven/, tun (3) [-1];

RUSSIA: /war/, /stp/, /mos/, /sev/, BER, MUN (2) 1 short
(-1);

TURKEY: home, bul, rum, SEV, MOS (?) [+2].

The deadline for Winter, 1902 is 1.00 pm, Monday, December 17,
1984.

PRESS:

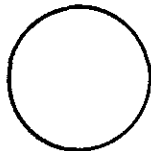
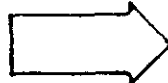
RUSSIA)ENGLAND: You thought I knew?

RUSSIA)AUSTRIA: Needless to say, your treachery caught me
napping. I have only myself to blame for being too patient and
trusting. By the way, the check I sent you is no good.

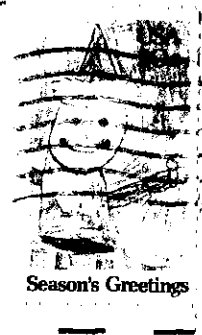
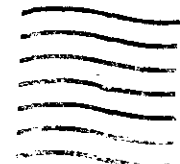
ENGLAND)TURKEY: Did you say you wanted ALL of Russia?

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