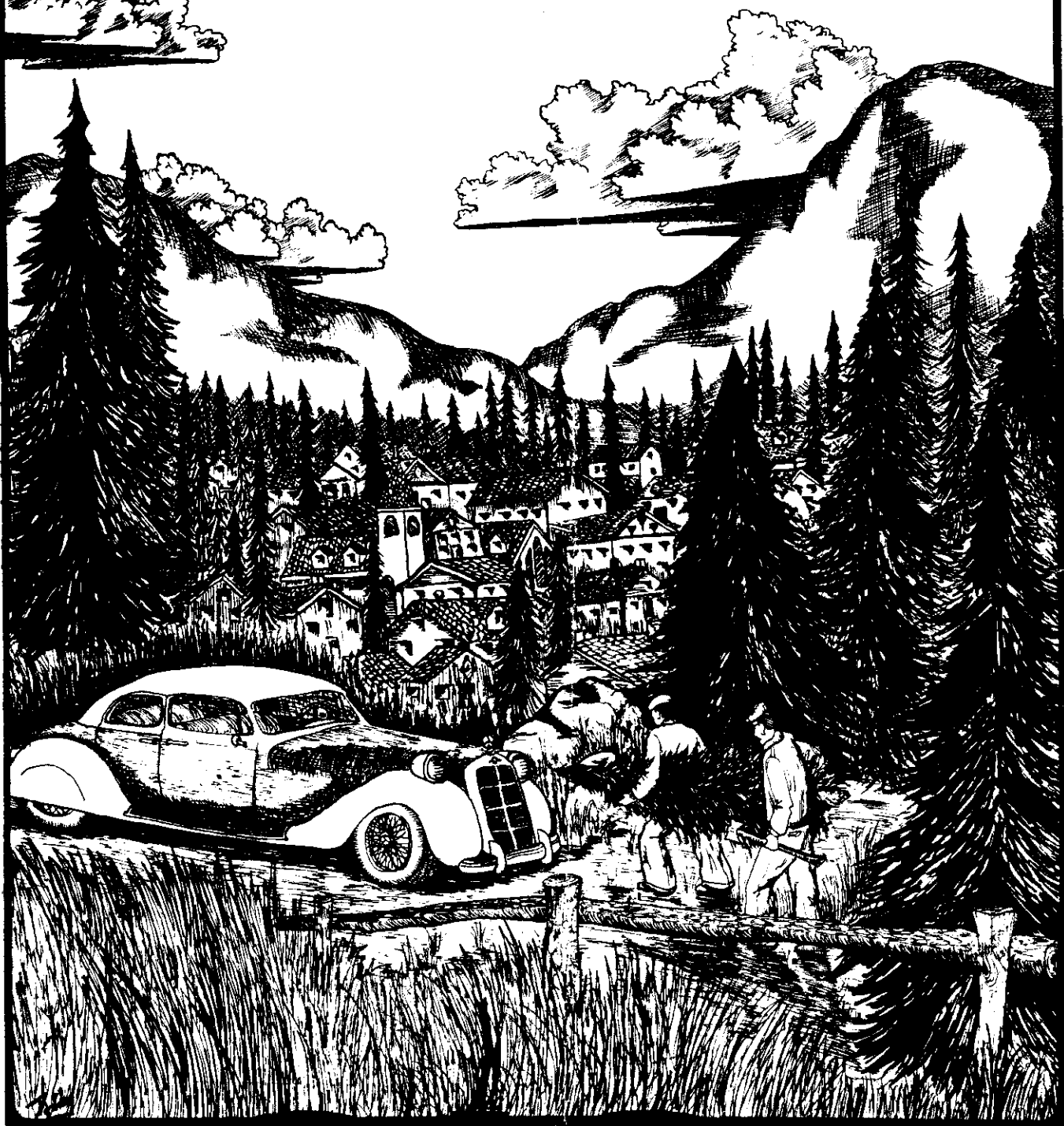


LIBERTERREAN



218

LIBERTERREAN

No. 218

December 18, 1984

LIBERTERREAN DEADLINE IS: Monday, January 14, 1985

DIPLMACY JOUST

This issue of the LIB is going out to all the west coast "kings" (pubbers), inviting each of them to select a "champion" to represent that king in the first Diplomacy Joust ever held.

The Diplomacy Joust will be a Diplomacy game in the LIB with each position played by a champion of a Diplomacy zine. The champion who will play for the LIBERTERREAN will be selected by the vote of the subbers from among those who apply for the honor before the next deadline. If you want to be the LIB's champion, include a few words for our subbers describing why we should select you our champion. Once we've selected our champion, he may add his personal challenge to this general call for a Joust

Pubbers are not eligible to represent their own zines, and no zine may have more than one champion in this Joust. If more than 2 zines take part in the Joust, an additional game will be played. The highest scoring champion will be declared the greatest champion on the West Coast

NOTICE:

Atari software for sale:

| Item | Asking Price |
|------------------------|--------------|
| MILLIONAIRE | \$30.00 |
| CARRIER FORCE | \$25.00 |
| GOWAN | \$15.00 |
| TELETALK | \$10.00 |
| SILICON WARRIOR (ROM) | \$10.00 |
| FANTASTIC VOYAGE (ROM) | \$7.50 |

If you have any questions, write me (Jim Bumpas) for more information. I'm going to use the money to get some different software, instead of just collecting more and more software. My asking prices indicate my view of the value of the software.

LETTERS:

(and baby stuff!)

Jim, My wife is due with #7 any day. Will let you know when baby is born.

-- Jack Powers

Hi Jim!

Merry Christmas and Happy New Year 1985!

When are you going to do more AB type stuff? Charlie misses his HQ units being in panic.

Candice is a wonderful baby. She is real happy and very healthy. At 6-1/2 months she weights 22 pounds and is 27.5 inches long. Now she is crawling backwards (sortof); she gets up on all fours and rolls and cavorts around the room. She has a neat laugh and has 3 very sharp teeth... She goes to bed at 7pm or so and wakes up at 7am...

-- Fred and Jessica Phrogus

Jim,

Did I tell you we had a boy on August 31? 6lb 15oz. 22 in. Stefan Carl. He seems to be doing pretty well, and is beginning to be more than a lump...

I have asked Mike Williams to send you the rules to DarkWorld (fantasy) and a sci-fi game. Bob Spencer and I have been in DarkWorld for maybe 8 months, but it's been going almost 3 years. The sci-fi is a play-test game. The rules are free, and the GM (Mike) is very reasonable and pleasant, albeit violence-prone!

PS: I found issues 1 & 2 of the LIB! But I lost 4-5 (others???)! I don't know how it happened. I thought I had #3-217, but now I don't. I'll keep looking.

-- Carl Olson

Dear Libbers,

Aden is now 10-1/2 months, about 25 lbs and 30" tall. He's up and walking all over the place, but he still flops down on all fours when he wants speed. Some of his favorite things are opening and closing disk drive doors when I'm doing I/O, and typing on the keyboard while I'm doing the LIB. He doesn't speak any english yet, but he waves and giggles a lot, and cries when he can't get his body parts to do what he wants them to (frustration). There's a horse which wanders around eating lawns and other things in our neighborhood. When it shows up, Aden climbs up on the couch, looks out the window pointing and saying "Euh, euh euh!" He's learning to understand english more quickly than I am learning his language. He knows: milk, banana, oatios, No!, backwards (very useful when he's moving down stairs or off the couch, coffee table, bed, etc.), and probably a dozen or more words I don't yet realize he knows.

Also, Linda and I are pregnant again with a July 19 birth date expected.

LIBOURSE:

TURKEY has changed his country name to ISTANBUL.

This Libourse is attached to the current Top Board game.

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

* TOM GRAESSLE, 417 Offenback Pl.
SUNNYVALE, CA 94087
(ISTANBUL)

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

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

PBEM DIPLOMACY:

I am moderating games of PBEM Diplomacy for users of the BLUE TELEGRAPH BBS (an IBM BBS, with lots of on-line data storage for complete, game long turn records, center distribution charts, game histories and story lines from all press from game's start. 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) 683-4350.

Since I've taken the LIB BBS off-line, you may also leave messages for me on that BBS.

LIBOURSE:

Players in the Libourse trade in the currencies of the Top Board Game, 1963 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.

GULF STRIKE

(Avalon Hill, #30) is a one or two-player strategy game simulating a hypothetical operational scenario pitting the USSR and Iraq against Iran, supported by the US, Britain, France, Kuwait, Saudi Arabia and the Gulf States. The game lasts 25 turns, and will end as soon as the USSR player captures 9 of the

21 victory point spaces. The turns are divided into 3 Phases: Surface movement; Air movement and combat; and Surface combat. The first turn or so might take players an hour or more to complete. But after a few turns, the time required drops dramatically to as little as 7 or 8 minutes for the last turns.

The map is very large, smoothly scrolling across more than 24 screens, containing 17 different types of terrain features. One type of terrain seems to have no purpose in the game -- seaports. The playing area covers geography containing more than 100,000 km sq., divided into a 55x65 grid of spaces. Iran, Kuwait, Bahrein, Qatar, and parts of the USSR, Iraq, Saudi Arabia, and the United Arab Emirates are portrayed on the screen. The players control units differentiated among over 30 types, all with varying characteristics.

The screen is divided into 3 windows. The top contains one screen of the map -- an area of 8x18 spaces. Below that is a graphics window in which up to 19 of the units in a stack are shown, along with the terrain under the stack. A player may only perform operations on these 19 units in a stack. All other units in the stack are off-screen. You might find it advisable to keep stacks below this 19 unit limit for maximum flexibility.

At the bottom is a 5-line text window displaying unit characteristics and status of the unit selected. A unit is selected by placing the cursor over a stack on the map; then over the unit symbol in the graphics window below the map. Then a combination of joystick directions and button pushes permits the player to select from among 6 attack or defense formations, and to move the unit. An entire stack may also be moved, unless there is a naval unit in the space. A naval unit must be moved individually (why?), and no stack may move until all naval units are first moved out.

Air combat occurs when you send a strike of one or more aircraft to a space containing an enemy stack. The strike might be intercepted if the enemy has aircraft assigned to intercept, and the range and radar permit. The success of radar seems to be somewhat random.

Surface combat occurs between adjacent stacks of enemy units. If a unit is adjacent to more than one enemy stacks, it attacks the unit with the lowest space number. During combat the map is scanned across the screen from the upper left corner. If you can position your units above and to the left of enemy stacks, you will have an advantage by attacking first. Combat results include only loss of hit points and elimination. Air strikes may only reduce a target to 1 hit point, but naval bombardment may eliminate units.

All player input is by joystick, except for pushing the Start key at the end of each phase. The large, multicolor map is a wonder, coming close to the standard set by Chris Crawford in his games, although the colors are a bit drab. The programming seems very sophisticated, permitting wide player flexibility without getting in the way of play. The only indication of a failure by the programmer is the need to hold down the Option key for 40 seconds or so while the program loads on an XL machine. A poke could have taken care of this without making the player guess how long the key must be held down. I look forward to seeing this game system developed in future scenarios. Meanwhile, Gulf Strike will give you several hard-fought play-throughs solitaire. You might never run out of combinations of game strategies in the two player game.

-- Jim Bumpas

LIBOURSE (May 1, 1984):

Your country is a modern industrialized nation in the depths of a world-wide depression. Industry is at a standstill. Agriculture is suffering. The population is falling. Other countries in similar straits threaten military action against their neighbors to divert popular attention from their difficulties.

Your people call upon you to lead the country in these difficult times. Your task, should you accept, will be to bring your country out of depression and into prosperity. Things are likely to get worse before they get better, even after you take the "helm of State". You will have to make hard decisions, some of which may continue to reduce the population of your country. You may have to sell some of your country's territory. And that land may contain some of your country's mineral or industrial wealth.

While you are leading your country, you are also in charge of the State Currency Trading company. In the short run, you might decide to use proceeds from the sale of your country's currency holdings in order to prop up the national budget. But ultimately your standing will depend upon the value of the foreign currency holdings you will accumulate. Your people want a prosperous economy and sound military defense. But their highest national goals are involved with the prestige associated with being the best currency traders in the world. You will begin the game with \$7000 worth of trading currency.

Only cash from land sales may be used in a current turn's budget. Land sales (or even land lost in war or by disaster) may include factories and mines. Cash in the treasury may also be used to buy currency, or you may save it for use next turn.

You may apportion cash from the treasury to the following budget items: Agricultural machinery, military supplies, mineral exploration and supplies, industrial plant, communications, transportation, and utilities. You must budget cash to personal consumption, also. If you do not budget at least \$1 each, your population will surely decrease. Your people will not stand still for too much austerity.

You may assign people to work in the same categories, or to be conscripted into the military. You will probably find it most efficient to put only 2%-5% of your budget and population to work in each of Agriculture, Communications, Transportation and Utilities. A lot of people and money in industry or mining will gain you new production sites, but income might be disappointing. You must spend a minimum for industry and mining to keep sites from falling out of production for lack of maintenance. The higher the price of land, the more income you can expect from agriculture.

Cash from currency sales may be used to finance currency transactions in the same turn. But any balance of cash is added to the Treasury, which can be spent the following turn. You may buy and sell as many units of currency as you desire, provided you have enough cash in the treasury, or enough currency to sell. No "Short" sales are allowed. If you buy more than 500 units of any currency, or sell more than \$500 worth of any

currency, you will find the market is distorted by the effect on supply and demand. You will receive less than market price on sales, and will receive fewer units (paying higher than market price) on purchases. Somewhere between 25,000-26,000 units (on buys), and \$25,000-\$26,000 (on sales) you will see your trading performance deteriorate when compared to lower levels. The bell curve peaks at that level. Each turn, your player report will show how much cash is received for each sale, and how many units were purchased for each buy order.

You may attack only one player per turn. Your military strength is a function of equipment, men, land, and the strength of your economy.

You must perform according to the standard acceptable to your people. They may revolt and replace you (ending your rule) if population falls below 500 or territory falls below 100.

If you miss a turn, nothing happens unless you are attacked.

When the Diplomacy game ends to which the LIBOURSE is attached, the final standings shall be calculated by the value of total currency holdings. The value of each currency shall be a multiple of \$1.00 and the number of supply centers of the country.

Each turn's report contains a list of questions to which you respond to make the move.

The game may be joined at any time for a \$3 game fee. Ranking for the LIBOURSE will be determined by the total dollar value achieved by a player in the best game played.

| 1 | NAME | No. | TOP 2 | LIFETIM |
|----|-----------------|-------|-------|---------|
| 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 | J. COTTLE | 2 | 18.46 | 18.46 |
| 10 | BOB O'DONNELL | 3 | 18.17 | 10.73 |
| 11 | RON BROWN | 6 | 16.95 | 8.73 |
| 12 | BLAINE FOWERS | 2 | 12.64 | 12.64 |
| 13 | JACK POWE | RS 1 | 11.38 | 11.38 |
| 14 | JACK FLEMING | 2 | 10.91 | 10.91 |
| 15 | MIKE MOYER | 2 | 10.57 | 10.57 |
| 16 | CARL OLSON | 3 | 10.12 | 9.08 |
| 17 | GARY COUGHLAN | 1 | 9.90 | 9.90 |
| 18 | MIKE LEE | 1 | 6.84 | 6.84 |
| 19 | AL NESTER | 1 | 4.66 | 4.66 |
| 20 | BILL HUGH | 2 | 3.74 | 3.74 |
| 21 | RON GALIC | IA 1 | 2.11 | 2.11 |
| 22 | PAUL GARD | NER 1 | 1.10 | 1.10 |
| 23 | SETH FINE | 1 | 0.15 | 0.15 |
| 24 | DAN GORHA | M 1 | 0.12 | 0.12 |

1983 CH SUMMER, 1910
RT DRAW PASSES!

1983 HQ ^{WINTER} 1906

DRAW FAILS! GITAE PROPOSED!

PRESS:

SEASONS SEPARATE!

TUR)ALL: If it's over, thanks for the adventure. If it's not over; well, then it's going to be long and slow death.

1983 CH GAME HISTORY:

A-John Mirassou (Out F'03); E-Robert Shay (dro S'06), Ron Galicia; F-Jim Lawson (dro S'06), Mike Lee; G-Bruce Kleinman (Dro W'02), Blaine Fowers (out F'09); I-Bill Hugh; R-Bob O'Donnell (tie S'10); T-Al Nester (tie S'09).

| | 01 | 02 | 03 | 04 | 05 | 06 | 07 | 08 | 09 | Score |
|---|----|----|----|----|----|----|----|----|----|-------|
| A | 4 | 1 | 0 | - | - | - | - | - | - | -4.63 |
| E | 4 | 5 | 5 | 2 | 1 | 1 | 1 | 1 | 1 | 4.22 |
| F | 6 | 5 | 6 | 7 | 7 | 8 | 8 | 10 | 8 | 13.67 |
| G | 5 | 6 | 4 | 5 | 5 | 2 | 1 | 1 | 0 | -0.61 |
| I | 5 | 5 | 7 | 6 | 4 | 4 | 4 | 3 | 1 | 5.22 |
| R | 5 | 8 | 8 | 10 | 11 | 13 | 13 | 10 | 14 | 20.50 |
| T | 4 | 4 | 4 | 4 | 6 | 6 | 7 | 9 | 10 | 9.32 |

AUSTRIA (COTTLE):

A-ROM*, A-VEN*, A-TRI*;

ENGLAND (PHROGUS):

F-MID*, A-WAL*, F-NWY*, F-SPA*sc, F-LYO*, F-TUS*, F-TYS*, F-WES*, F-TUN*, A-STP*;

GERMANY (MOYER):

Build A-MUN*, A-BER*, F-KIE*, A-LVA*, A-MOS*, A-WAR*, A-VIE*, A-TYA*, A-GAL*, A-PIE*, A-MAR*;

ITALY (KOZLOWSKI):

F-MAP*;

TURKEY (SCHULER):

Build A-COM*, F-ADR*, A-APU*, F-AEG*, F-ION*, A-BUD*, A-RUM*, F-BLA*, A-SEV*.

The deadline for Spring

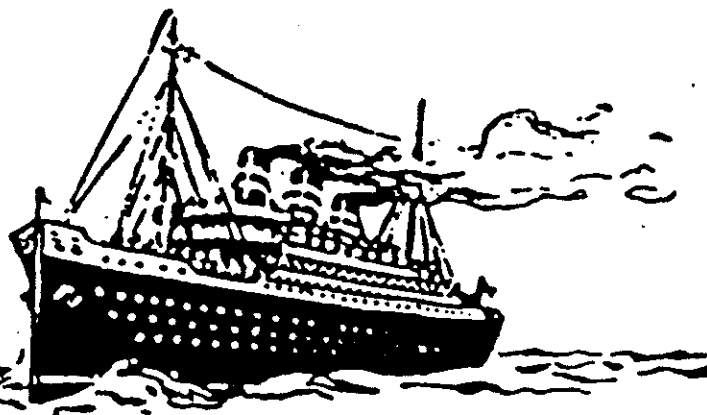
1907 is 1.00 pm, Monday, January 14, 1985.

PRESS:

GERMANY)ALL: Wishing you all a Merry Christmas and Happy New Year.

GERMANY)GM: After each Fall move you request both Winter and Spring moves but each time only Winter is printed. I, for one, want to see the end of separate seasons. Also, how about a break for Christmas, say next deadline being 7 Jan. (Merry Christmas till 14 Jan! Technically, we run a 3-season game year in our Diplomacy games. Along about 1904 or so, I begin combining Winter & Spring, but I always separate upon the request of one player.)

LOW)EUROPE: HMS Government today unveiled the third European Peace Initiative. It is hoped the secretly war-mongering anti-peace pro-blood hostile European vote has now



LIBOURSE

84TB

SPRING, 1901

| | AUSTRIAN CROWNS | ENGLISH POUNDS | FRENCH FRANCS | GERMAN MARKS | ITALIAN LIRA | RUSSIAN RUBLES | TURKISH PIASTRES |
|---------------------|-----------------|----------------|---------------|--------------|--------------|----------------|------------------|
| NET VOLUME TRADED | -2300 | 3710 | -1800 | -2300 | -1800 | -2500 | -1800 |
| FALL, 1901's PRICES | \$0.92 | \$1.13 | \$0.94 | \$0.92 | \$0.94 | \$0.91 | \$0.94 |

ACRACIA POP: 586 Area: 77km²

Currency holdings: \$6490 500 1990 1000 500 1000 500 1000

EVENTS: MILITARY VICTORY! FOOD SURPLUS!

ENGLAND POP: 670 Area: 78km²

Currency holdings: \$0 0 0 0 0 0 0

EVENTS: ACRACIA defeated ENGLAND! MILITARY VICTORY! HURRICANE!

GALICIA POP: 527 Area: 77km²

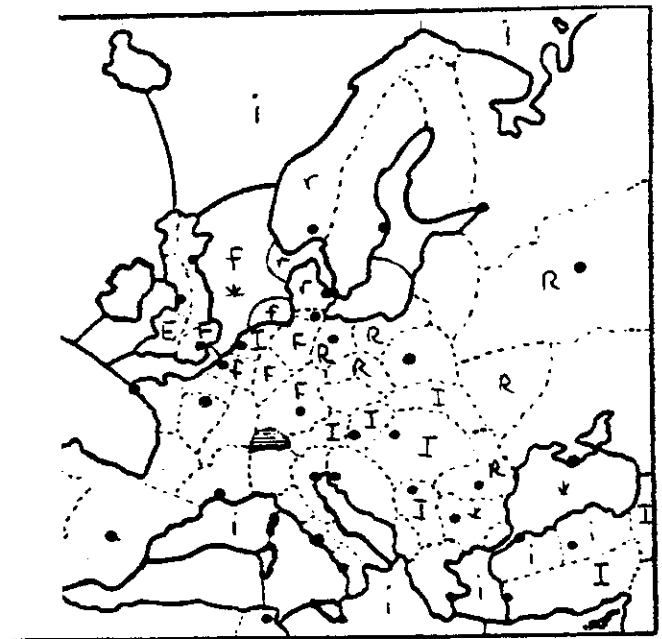
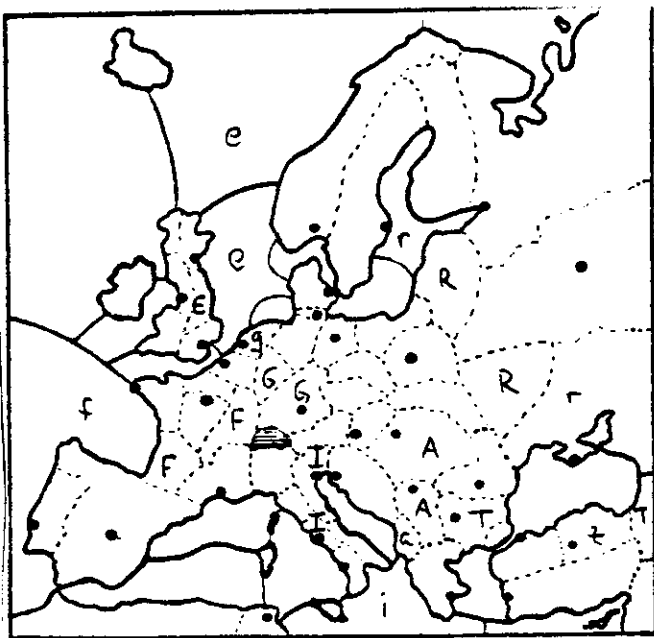
Currency holdings: \$7080 1000 1000 1000 1000 1000 1000

EVENTS:

ISTANBUL POP: 834 Area: 196km²

Currency holdings: \$5720 200 4720 200 200 200 0 200

EVENTS: MILITARY VICTORY! FOOD SURPLUS!



**THE FOURTH TOP BOARD GAME:
AUSTRIA (GARDNER):**

- A-vie)BUD*, A-bud)SER*, F-(tri)ALB*;
- ENGLAND (KOZLOWSKI):**
- F-edi)NWG*, F-lon)NTH*, A-lpl)YOR*;
- FRANCE (TUHARSKY):**
- F-bre)MID*, A-par)BUR*, A-mar)GAS*;
- GERMANY (GORHAM):**
- F-kie)HOL*, A-mun)RUH*, A-ber)MUN*;
- ITALY (CHEEK):**
- A-ven*, A-rom*, F-nap)ION*;
- RUSSIA (TRIFKOVIC):**
- F-stpsc)BOT*, A-mos)LVA*, A-war)UKR*, F-sev*(*)bla,
- TURKEY (GRAESSLE):**
- A-con)BUL*, A-smv)ARM*, F-ank*(*)bla.

The deadline for Fall, 1901 is 1.00 pm, January 17, 1985.

PRESS:

ITALY)AUSTRIA, FRANCE, RUSSIA & TURKEY: Keep those cards and letters coming!



1982 IP FALL, 1912

FRANCE (HUGH):

F-nth-r-BEL*; A-bur)MUN* /s/ by A-KIE* (S) by A-RUH* & F-HEL*.
F-edi)NTH* (S) by F-BEL*, A-yor)LON*;

ITALY (GRAESSLE):

F-(tys)LYO*, F-ION*, A-TYA* (S) F A-bur)Mun, A-boh)GAL* (S) by
A-VIE*, A-tri)BUD* (S) by A-SER*, A-ARM*(*)sev /s/ by A-rum/d//,
F-con)ANK* (S) by A-SMY*, F-aeg)GOM*, F-eas)AEG*, F-nwg)BAR*,
F-nao)NWG*, A-HOL* /s/ F A-Kie;

RUSSIA (PHROGUS):

A-MOS*(*)sev, F-ank/d/()arm, A-gal)RUM* (S) by A-UKR*,
F-stpsc)NWY*, F-nth/d/()hol, F-DEN*(*)kie (S) by A-BER*,
F-SKA*(*)den, A-SIL*(*)mun, A-PRU*(*)sil.

The deadline for Fall, 1912 is 1.00 pm, Monday, January 14, 1984.

PRESS:

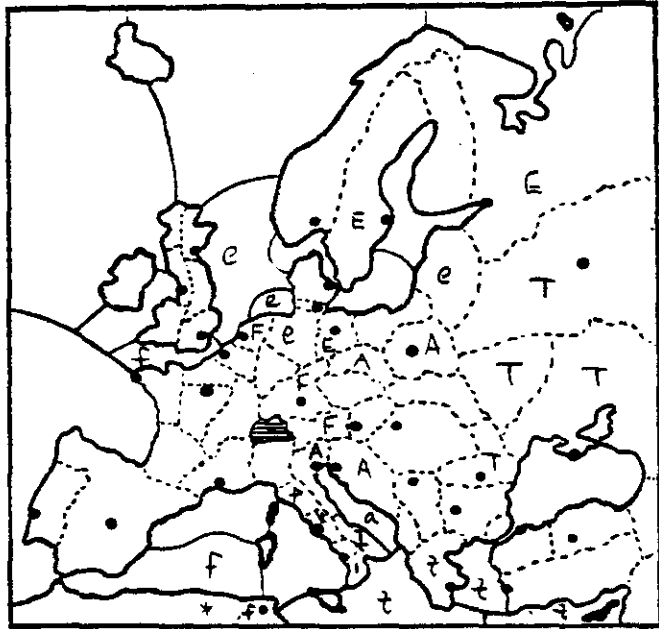
ITALY: If I win, thanks everybody. If I don't, next turn.

CENTER DISTRIBUTION:

- 1982 IP Fall, 1912
- FRANCE: par, bel, bre, edi, lpl, lon, mun, KIE (8) (+1);
- ITALY: home, tun, mar, gre, spa, ser, tri, por, vie, hol, bul, smv, con, bud, ANK, (17) (+3);
- RUSSIA: home, swe, rum, ber, /kie/, den, /ank/, nwv (9) (0);

1983 AH End Game Statement
(prepared by a little more 1983 HQ Press)

seen the light! A Yes vote is a vote for Peace!
KOZLOWSKI)POWERS: On the contrary, I'm thrilled Dave and you shared a 17-17 draw. Congratulations on your fine play, and thanks for livening up the LIBERTERREAN with your press. Most of the time it was extremely entertaining -- occasionally you were too negative (for my tastes, anyway). You've given trust and loyalty a good home. That's the greatest thing anyone can do.



1984 AI WINTER, 1904

SEASONS SEPARATE!

F-R DRAW PROPOSED!

AUSTRIA (GALICIA):

Remove A-War; A-BON*, A-GAL*, A-SER*, A-BUD*;

ENGLAND (Civil Disorder):

A-LPL*;

FRANCE (KOZLOWSKI):

Build A-PAR*; F-MID*, F-LON*, A-EDI*, F-HEL*, F-NTH*, A-BUR*, A-HOL*, A-PIC*;

GERMANY (GORHAM):

A-KIE*, A-DEN*, A-MUN*, A-BER*;

ITALY (LEE):

Build A-VEN*; A-TRI*, A-TYA*, A-GRE*, F-ION*, F-BUL*sc, F-AEG*;

RUSSIA (DITTER):

Build F-STP*nc; F-STP*nc, A-LVA*, A-MOS*, A-RUM*, F-SEV*, F-NWY*;

TURKEY (KOTT):

NMR! No Phantom! Plays one short. Joe, where are you? F-SMY*, A-ANK*.

1984 H FALL, 1905

AUSTRIA (GORHAM):

[A-sil-r-GAL*]; A-gal)SIL* (5) by A-WAR*, A-iva)VEN* (5) by F-AGR* & A-TRI*;

ENGLAND (POWERS):

F-bot)LVA* (5) by A-STP*, A-SWE*, F-nw)NTH*, F-nth)HEL*, F-KIE* & A-BER* (5) e.o.;

FRANCE (GESTIEHR):

F-pie)TUS*, F-bel)ENG*, A-HOL*, A-sil/d/()gal, A-mun)TYA*, A-tur)MUN*, F-tys)TUN* (5) by F-WES*;

ITALY (TUHARSKY):

A-ven/d/ /s/ F.F-pie()tya (NSO), A-APU* /s/ A-ven, F-NAP* & F-TUN* (5) F.F-Tys()ion (NSO);

RUSSIA (O'DONNELL):

A-FIN*()swe;

TURKEY (WHITING):

(COA after 1-1-85: Box 33735, GIT, Atlanta, GA 30332) A-PRU* (5) A.A-War()sil (NSO), A-iva)MOS*, A-bul)RUM*, A-sev)UKR*, A-arm)SEV*, F-ION*()apu, F-EAS*()ion (5) by F-GRE*, F-AEG*.

The deadline for BOTH, Winter, 1905 AND Spring, 1906 is 1.00 pm, Monday, January 14, 1984.

1984 H FALL, 1904 Center Distribution:

- AUSTRIA: home, ser, war, ven (6) [+1];
- ENGLAND: home, den, kie, nwy, ber, swe, stp (9) [+2];
- FRANCE: home, por, spa, bel, hol, mun, tun (9) [+1];
- ITALY: rom, nap, /ven/, /tun/ (2) [-2];
- RUSSIA: /swe/ (0) [out];
- TURKEY: home, bul, rum, sev, mos, /stp/, gre (6) [-1].

PRESS:

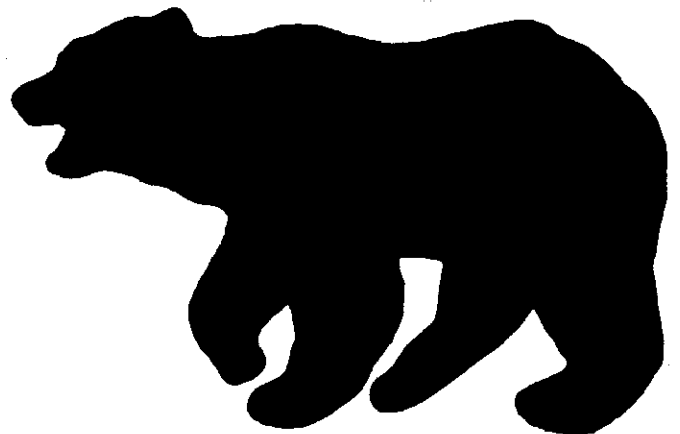
FRA)AUS: April is so far away. Let's wait until it gets here and then see who is the fool!

The deadline for Spring, 1905 is 1.00 pm, Monday, January 14, 1984.

PRESS:

BER)MOS: Please forgive -- I really have NOT been able to write and give this game some attention.

FRANCE)ITALY: I have 2 unanswered questions. Why the negative press, and why the lack of correspondence lately? Please write and communicate.



MORE 1984 It Press:

ANK>FIN: Thankyou for sticking it out until the end. I'm sorry things didn't work out for us in this game. Best of luck in the future.

ANK>LON: Emit eht si won.

1984 CN WINTER, 1902

AUSTRIA (GARDNER):

Build A-VIE*, A-BUD*, A-TRI*, A-VEN*, F-APU*, F-GRE*:

ENGLAND (GESTIEHR):

Build F-EDI*, A-LON*, declines 3d build. F-HOL*, A-BTP*, F-HWY*, F-SWE*, A-FIN*:

FRANCE (NESTER):

A-BEL*, A-BUR*, A-MAR*, F-SPAT*ec, F-MID*, F-LYO*:

GERMANY (CIVIL DISORDER):

A-KIE*:

ITALY (HUGH):

A-mar-r-PIE*, remove A-Naf; F-TUN*, F-TYB*:

RUSSIA (MILEWSKI):

Remove F-Bal; A-MUN*, A-BER*:

TURKEY (KOZLOWSKI):

Build F-GON*, F-SMY*, A-MOS*, A-SEV*, A-RUM*, F-BUL*ec, F-IGW

The deadline for Spring, 1903 is 1.00 pm, Monday, January 14, 1984.

PRESS:

RUSSIA>ENGLAND: I knocked off Germany for you, so please pay off in small, unmarked bills

RUSSIA>TURKEY: Worried about Bulgaria?

RUSSIA>FRANCE: If you wanted Munich, why didn't you ask?

AUS>RUS: You gave up the south to Turkey. What was I supposed to do, let him take it all?

AUS>TUR: Instead of being so nervous about what I might do, how about writing and I'll tell you?

AUS>ENG: Congratulations! You're the big cheese now. So what are YOU going to do with YOUR 3 builds? Think I'll put mine in the bank.

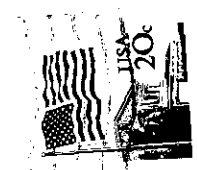
ENG>GM: Can Germany still share in any type of draw?

[Yes, if the position survives until game end, I'll score it that way.]

ENG>ITA: Who loves you, Baby!

TURKEY>ENGLAND: No. St.Pete is yours. I also offered you Moscow -- but you went for Sweden instead. Nothing wrong with that -- we both gained last turn. Congratulations on gaining 3 builds last year!

TURKEY>AUSTRIA: Congratulations to you, too.



from: **JIM BUMPAS**
4405 Dillard Rd.
Eugene, OR 97405
(503) 484-9925

Laury Peery
Box 8416
San Diego, CA 92102

FIRST CLASS MAIL

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