

LIBERTERREAN



Piemonte Reale Cavalleria, 1692
Royal Piedmont Cavalry, 1692

22

LIBERTERREAN

No. 222

March 19, 1985

LIBERTERREAN DEADLINE IS: Monday, April 8, 1985

LEPRECON:

Just as with last year, LepreCon provided me with the opportunity to put faces to those disembodied telephone voices, or letter hand-writing I receive every week. Gary Coughlan looks just as I imagined (after all, I'd seen his picture). But Paul Gardner looks entirely different. Somehow I usually associate deep booming voices with dark hair and complexion. Paul is as blond as he can be. Bob O'Donnell looks and acts just as friendly as he sounds over the phone. Aden and Samantha enjoyed a little more interaction than they did last year when he was only 6 weeks old. I think Aden liked Ken's HP terminal more than anything else there.

I was invited to play England in a Diplomacy game with Stephen Lee in France, Paul Gardner in Germany, Mike Ehli in Russia, Terry Tallman in Turkey, Ken "Mad Dog" Corbin in Austria, and Bruce McIntyre in Italy.

Stephen and I agonized for a few seconds over Paul's seeming ambition to take 3 centers in Fall '81. Boy were we wrong! First, I bounced him in DEN. Stephen waltzed into MWV, and Paul mis-wrote and bounced himself out of BEL! No builds to Germany and 3 to France! Stephen was on his way!

Mike Ehli used telepathy to tell me which 50-50 move he intended, so I was able to "out-guess" him in two crucial seasons. This cost him STP and the annihilation of his northern

Fleet. By this time, Turkey and Austria had pushed into MID, France having built no fleet in '81.

Ken tried to convince Stephen and me they had a stalemate line. Only 14 centers were behind their line, but I insisted they had no line in the face of Ken's facts. What neither Ken nor I knew was Terry already had his stab orders in the box, and so was much relieved when he didn't have to veto the 5-way draw. I never vote for such draws, anyway! When Ken and Mike turned around against Terry, his only hope was for me to join him and stab Stephen.

Stephen failed to write orders for BUR and MAR on two crucial turns and so lost MWV and failed to re-take SPA from Turkey. By this time I had retaken MID, but was dislodged helping to retake SPA, and so had to retreat into France's POR center. Next, Stephen's fleets in SPASC and MAR pushed Terry's fleet out of LYD (with my cut of WES). Here it was Terry's turn to err. He retreated F-lyo/OTB!

At this point, when I again refused to stab Stephen (I told him I thought I could win without stabbing Stephen -- so why do it?) he proposed a concession to an 11 center England (Terry also had 10 or 11 centers). After some discussion, we all accepted.

Thanks to Joan Extrom and Ken Corbin and Samantha for putting together another great weekend. I could only be there Saturday, but it was clear to me 16 or more people were enjoying themselves greatly.

NOTICE:

Keith Sherwood, 8866 cliffridge, La Jolla, CA 92037, and Jim Burgess, 188 Holden St., Providence, RI 02908 are the co-directors of the US Orphan Service/Orphan Games Project.

PEERICON V will be August 10-11, 1985. BEETHOVENCOR III will be Dec. 7-8, 1985. For more information, contact: Larry Peery, Box 8416, San Diego, CA 92102.



The 9th Annual North American Zine Poll, and the 8th Annual North American Gamesmaster Poll have a deadline for ballots of June 29, 1985. For more information write Bruce Linsey, 73 Ashuelot St. #3, Dalton, MA 01226 or Pat Conlon, Box 17014, LSU, Baton Rouge, LA 70893.

LETTERS:

Dear Jim,

Thank you very much for a copy of the Libterrean. I only play Diplomacy and don't understand the other games you carry.

I must thank Larry for sending you my name.

Unfortunately I will have to decline his offer (or your offer) to play. I am currently involved in two postal games. That plus getting married three months ago just cuts into my time.

Thanks again.

Sincerely,
Ed Menders

[This means Larry Peery's XENO is temporarily without a champion, and we again have only five players ready.]

Dear Jim:

On behalf of the Don Miller Memorial Award Administration and Nomination Committees I am pleased to inform you that you have been nominated for the 1985 Award for your many services to the hobby during 1984.

Your nomination continues the tradition of the hobby recognizing its finest.

Congratulations....

Sincerely,
Larry Peery

[This is nice. I must say. I am pleased. My Dippy Hobby Philosophy has always been: if all the pubbers and players keep the games going smoothly, there will be no problems and

everything will be great. So I've not involved myself in general hobby projects much. I just concentrate on keeping the LIB going. I've taken in a half dozen or so orphaned games (none in 1984), and I organize the Pacificon Tournament every year. I wonder what I did to attract the attention of this Committee?)

Dear Jim,

Dan Stafford will represent MAGUS in the California zine Dip Tourney. Please let Dan and me know when the game will start so we can send you sub monies.

Dan's qualifications to be the MAGUS champion come from his sole win as Russia in 1982 CP.

Best, Steve Langley

[Well, the Diplomacy Joust is for West Coast zines, not just those in California. One entry is Bruce McIntyre's zine in British Columbia. Glad to see you and Dan Stafford in the Joust!]

Dear Jim,

Here is a money order for my subscription to your zine, Libterrean. Please start my sub with the beginning of the DipJoust.

Overall I enjoy your zine and my compliments to the authors of the press in the 1984 Fall. Your editorial was close to the truth but a little brief to be fair to the subject. Take care and good health to you.

Sincerely,
Mitchell Wageler, Vancouver, BC

JOUST

The LIB has Kevin Korlowski as its Champion. Including MEY, there are now 5 players -- 3 from Eugene since, one from Vancouver, BC, and another champion for Nagus, a Sacramento, CA sine. Larry Peery's first nominee had to decline, but he may find another. Terry Tallman tried to find one at LepreCon, and maybe he will yet. Don DelGrande's Life of Monty might put one up, too. In any case, as soon as 2 more appear, the first ever Diplomacy Joust will begin!

LIBOURSE:

I've added a new improvement to this game. Each Fall season, after all the currency trades and before the prices for the next season are posted, the prices are adjusted. This adjustment consists of a 10% modification for each supply center which changes hands. If a country gains two supply centers, the price of the currency will increase 20%. If a country loses a supply center, the currency will decrease 10% in price. I hope you enjoy the change. I discussed it with each of you and you all approved the idea.

This Libourse is attached to the current Top Board game.

PBEM DIPLOMACY:

I now have 7 players signed up for a PBEM game. The game begins!

- AUSTRIA: Kevin White
1784 Elysium St.
Eugene, OR 97401
ENGLAND: John McKean
867 Maxwell Blvd.
Eugene, OR 97401
FRANCE: Jon Freitag
2392-3 Patterson
Eugene, OR 97405

progress.

The rules say carriers always have the same characteristics. But this is only if you use carriers and have no Scout vehicles. If you use Scout vehicles, your carriers will have the characteristics of the Scout.

Players should know any PP income increases in a zone is "permanent", and not merely for one month. At least one player was confused. Instead of "saved", I'm going to refer to the account which builds PP income as the "Capital" account.

I'm extending the deadline for September, 1939 until April 8, 1985 to give extra time to conduct initial diplomacy. We have 3 more players than a Diplomacy game, and a player points out I allow two deadlines for initial diplomacy in Diplomacy games.

COA: Robert Whiting, 3979 Quilling Road, Winston-Salem, NC 27104.

PRESS:

KYOTO (AP) American & European sources here are shocked at his Imperial Majesty's request for Japan to arm. The implications of a major oriental military power in the Pacific are staggering! The Emperor himself has declared a new glorious empire of all Chinese, Mongol, SE Asian and Indian peoples, headed by the Japanese themselves, of course. This westerner, for one, is worried.

-- Joe Schmo

TOKYO (Imperial Japanese News Service - IJNS) The IJN's latest additions were launched today. The carriers Akagi, Kaga, Ryujō, Hosho, Shokaku and the massive Musashi. The battleships Fuso, Yamashiro and the awesome Yamato. A host of other smaller ships were also launched.

TOKYO (AP,UPI) In an interview with the new head of all military forces, General Kimura, reporters are astounded to hear

- GERMANY: Paul Selby
1930 Coventry Way
Eugene, OR 97405
ITALY: Mike Harrington
1414 East 18th Avenue
Eugene, OR 97403
RUSSIA: David Dowden
25005 Butler Rd.
Junction City, OR 97440
TURKEY: Lynnae Clark
415 West Azalea
Eugene, OR 97404

LIBOURSE:

Players in the Libourse trade in the currencies of the Top Board Game, 1984 IR. 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.

ARMORED BARBARISM 1985:

NOTE: You may move an unit more than one zone per month according to the rules, as long as the transportation costs are paid (as a player points out to me!). I will require you to specify a path of friendly or permissive zones. If any of those zones becomes impassable to you, I will stop your unit's

that over 2 million men have joined the IJA. Japan's economy, newly strengthened, is already straining under the weight of this massive army and navy.

FORMOSA (IJNS) The acting commander of the Imperial army, Toshiro Mifune, polished his swords and scratched his fleas in anticipation. Whither blows the wind?

MOSCOW (Pravda): USSR/THE WORLD: The new Premier, Phrogusinski, in his first speech since the death of Stalin, expressed the Soviet people's desire for peace. Saying, "A war in Europe will cause a holocaust in human life. The Soviet Union will actively work with any nation to preserve peace."

MOSCOW (Pravda) The request of Finland, Estonia and Latvia for admission to the Soviet Republic was accepted by Premier Phrogusinski. Rumania's and Lithuania's requests have been turned down to date as their governments have not shown sufficient soviet leanings. But the people of the Soviet Union take special interest in their continued growth.

MOSCOW)ISTANBUL: Greetings from the Soviet people. The FP in the Black Sea is simply an early warning force. It is hoped out two nations will work together. I want to hear from you.

MOSCOW)VARSAW: Your silence is a mystery. You are between the two biggest military powers and don't write? Isn't this like playing with fire?

MOSCOW)STOCKHOLM: The Soviet people are glad to see your change of government. But it would have been fun.

STOCKHOLM: The former Prime Minister and his Cabinet have been sent on a Diplomatic mission to Haiti. Parliament feels this is best in view of rising tensions in Europe. No sense in adding possible tinder to the coming conflagration.

BUMPAS REVIEWS

KAMPFGRUPPE (166, SSI, 883 Stierlin Rd. Bldg A-200, Mountain View, CA 94043) is the latest strategy game by Gary Grigsby. This 2-disk game simulates factual combat between Russia and Germany from 1941 to 1945. Maneuver elements are platoons and batteries. One or two may play, or you may select the Atari to play both sides.

The Game disk provides 4 historical scenarios, set up and ready to play: Meeting Engagement East of Bryansk (7-7-42); Stalingrad (12-17-42); Kiev (11-3-43); and, Berlin (3-22-45). The last three scenarios are all assaults against prepared positions. Don't be disappointed if the game is not much of a challenge for solitaire play. My first two games were the Stalingrad scenario, and I scored a substantive victory on each side.

Mr. Grigsby has contributed a great deal of imagination and creativity to produce a strategy game with even more flexibility than the traditional paper board game. In the 2-player mode, this game really shines.

The opening menu permits a handicap level for the current game. In addition to the 4 prepared scenarios there is the choice to build your own. This is the most powerful feature of this game. Its implementation here is the most elegant and powerful I've seen for any computer. If you choose, the Atari will draw the map, select the forces for the two sides, and deploy them for you. You can set up an entirely original scenario in a matter of seconds.

If you want to take a little longer, you may deploy your own forces. A little more time and you may select the forces used. First you select either a Tank or Infantry type force (Russian); or, Panzer, Motorized or Infantry (German). Then you choose which battalions, companies and detachments you will have from a screen menu. Then when you deploy, you may substitute armored vehicles from a data card (which comes with the game)

the heat of battle. Fog of war, and all that!

Sometimes you might try to order a unit to move and bypass a heavily defended area. But the fire of enemy units sometimes distracts attention from orders. Units may be set in "close combat mode". These units will move into the space of a firing enemy unit within 3 spaces before continuing to its commanded objective.

All commands are by keyboard, and certain commands may be given to all units in a formation. Trucks and halftracks provide transportation to guns, mortars and troops. Additionally, infantry may become "Tank Marines" and ride on tanks. The Atari keeps track of command control, and you can trace the chain of command for any unit by pressing "H" until the command HQ is reached. Units do not execute commands immediately -- there is always some delay. Loss of command control extends the delay.

Combat execution takes into account the aspect of the armored target (front armor is harder to penetrate). Other elements in the combat algorithms include: weapon accuracy, number of times fired at target, defensive terrain, target movement, target silhouette, weapon penetration, number of weapons shooting at same target, and the suppression level of the target. Ammunition is expended each turn, and I always seem to run out of it before the scenario is over. But armored vehicles may still overrun targets without ammunition. It's not as effective as with ammunition, but hey! If it's all you've got, you use it.

The Atari scores the game. You might achieve a draw, or a marginal, substantive, or decisive victory.

The 24 pages of documentation include maps and descriptions of the 4 scenarios. There are 5 pages of boxes containing capsule weapon descriptions and silhouettes, and a page of strategy notes. There is also a BASIC program listing with which you may test out direct fire probabilities against armored

for those vehicles assigned to the formations you chose. For instance, if the tank company you chose contains BT-7s, you can substitute T34s. You have 8 time periods from which to choose, and you cannot select a vehicle which was not available in the time period selected.

If you really want to get your creative juices flowing, you can design the map upon which you will play. The Atari will draw the map, and will include a river if you like. It will also ask you to control the quantity of woods and broken terrain on the map. When you deploy, you may press "U" on the keyboard. This act opens the door to selecting from among 59 terrain types to place in the space under the cursor. Possible terrain includes: clear, road, town, woods, broken, slope, road/slope, river, bridge, and ford. These terrain types may be placed upon 7 different topographical levels (the line-of-sight rules are very sophisticated). The map is a 60x60 grid scrolling over approximately 18 screens, so creating a map is a big job. Each space is meant to represent 200 yards square. But you may make it just as you want it! The player control over this game is fantastic, and makes it my favorite game.

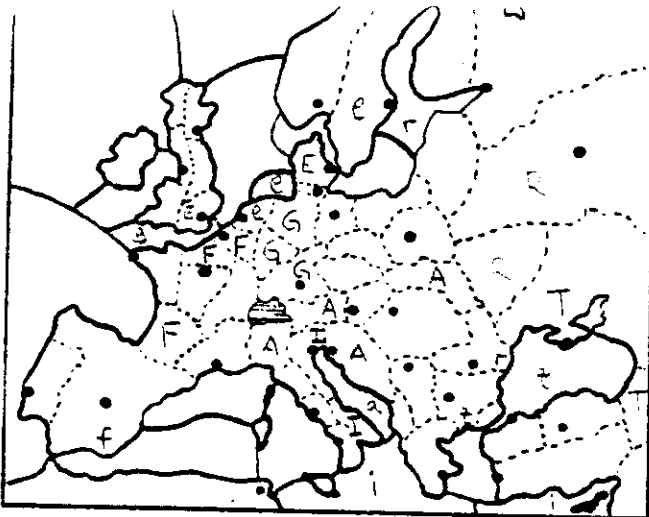
Players also choose the scenario type from among the following choices: Pursuit, Assault, or Meeting Engagement. And you may choose the size of the battle: Large, or Small. Large battles have twice as many units as Small ones.

In play, the screen shows to each player only those enemy units visible to his units. There is a View command which will paint in orange all the spaces a unit can see. Another command will list each target a unit can see. Sometimes you can "see" units to which none of your units have a direct line of sight. This occurs when weapons fire indirect fire. But spotting enemy artillery occurs in real life, too. Other times, you might find a unit of yours cannot "see" an enemy unit in plain sight. This might occur when there are multiple targets. In real life units sometimes concentrate upon certain units and ignore others in

targets. Finally, there is a 5-page combat short story.

This game will probably have more play value in it than any previous strategy game. You probably will not live long enough to play all the possible combinations of scenarios possible with this game. Kampfgruppet is getting very close to a strategy game generator for those with the creativity to develop new games but who lack the programming skill to translate their ideas to bits and bytes. I hated to put aside Gary Grigsby's War in Russia game, but this one has to be played.





1984 IR TOP BOARD FALL, 1902:

- AUSTRIA (GARDNER): A-(tri)TYAS, A-(tya)PIES, A-(ser)TRIS, F-(alb)ADRS, A-GALS(war);
- ENGLAND (KOZLOWSKI): F-(nth)HOLS (S) by F-HELS, A-DENS(kie, A-LOWS, F-SVES;
- FRANCE (TUHARSKY): A-(bur)BELS (S) by A-PICS, A-GAS(bur, F-(por)SPA≻
- GERMANY (GORHAM): F-(bel)ENGs, A-MUNS(bur, A-RUNS(bel, F-(hol/a/ /&/ F-KIES /s/ e.o.;
- ITALY (CHEEK): F-(ion)EASs, F-(nap)IONS, A-VENS & A-APUS (S) e.o.;
- RUSSIA (TRIFKOVIC): F-BOTS calls the English fleet in Sweden nasty names. A-UKRS(war, F-(bla)RUMS, A-MOSS(sov;
- TURKEY (GRAESSLE): F-(ank)BLAS, A-(run)SEVS (S) by A-ARMS, F-(con)BUL&sc.

The deadline for Winter, 1902 is 1.00 pm, April 8, 1905.

CENTER DISTRIBUTION:

- AUSTRIA: home, ser, gre, (S) (0);
- ENGLAND: home, den, nwy, SVE, HOL (7) [+2];
- FRANCE: home, por, SPA, BEL (6) [+2];
- GERMANY: home, /bel/, /hol/ (3) [-2];
- ITALY: home, tun (4) (0);
- RUSSIA: slp, war, nos, /sev/, RUM (4) (0);
- TURKEY: home, /rum/, BUL, SEV (5) [+1].

PRESS:

- AUS)ENG: I'm quite impressed with your vassal-state Germany. How do you keep him so obedient?
- AUS)FRA: You're the patient one, aren't you? Good things come to he who waits.

- TUR)AUS: Did everything work out?
- TUR)FRA: How are things working out now?
- TUR)GER: Good luck on your attempts to work things out.
- TUR)ENG: We might be able to work things out between us.

1984 AI SPRING, 1906

FI DRAW PROPOSED!

- AUSTRIA (GESTIEHR): (Thanks to Ken Gestiehr, BOX 302, EL CANON, CA 92022); (A-vie-r-GALS); A-SILs (S) F.A-Kie(bor (NSO), A-SERs(tri, A-BUDs(vie /s/ by A-GALS;
- FRANCE (KOZLOWSKI): A-(bur)MUNS (S) by A-RUPS & A-KIES, F-(nwy)HARS, F-(nth)SKAS /s/ by F-DENS, F-HELS (S) A-Kie, A-(bel)HOLS, A-EDIS, A-(pie)TYAS, F-(eng)NTHs;
- GERMANY (GORHAM): A-(nun/d/ /&/ A-BERs (S) e.o.;
- ITALY (LEE): NPH! (Finals!) F-NAPS, A-VIES, A-TRIS, A-VENS, A-GRES, F-(CONs, F-BUL&sc, F-IONS, F-AEGs, A-APUS;
- RUSSIA (DITTER): A-FINS (S) F-NWYs, F-SVES(den, A-RUMs(gal, F-BLAS(con, A-arm)SHYs;
- TURKEY (CIVIL DISORDER): A-ANKs.

The deadline for BOTH Winter, 1906 AND Spring, 1907 is 1.00 pm, Monday, April 8, 1905.

CENTER DISTRIBUTION:

- AUSTRIA: /vie/, bud, ser, war (3) [-1];
- FRANCE: home, spa, por, lon, edi, bel, hol, lpl, kie, DEN, MUN (13) [+2];
- GERMANY: ber, /mun/ /den/ (1) | short [-1];
- ITALY: home, tun, tri, gre, bul, /sny/, con, VIE (9) (0);
- RUSSIA: slp, nos, sev, swe, nwy, rum, SHY (7) [+1];
- TURKEY: ank, (1) (0).

PRESS:

FRANCE)ITALY: I agree.

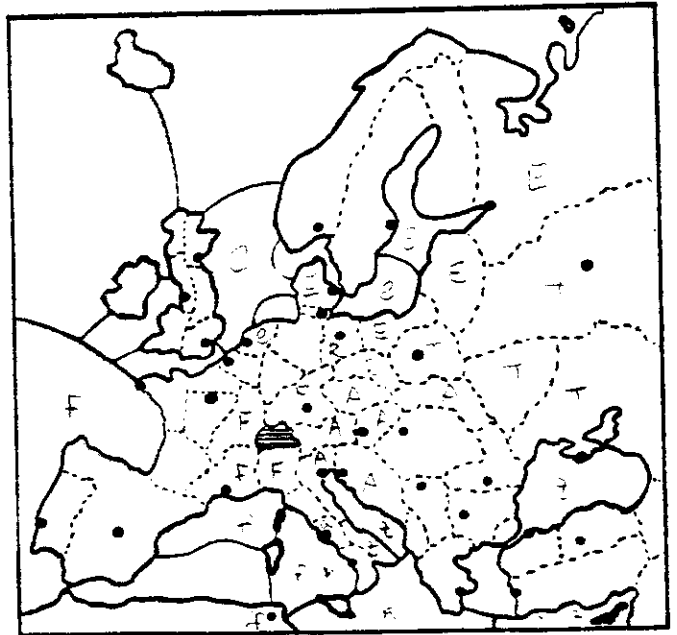
LIBOURSE

1984TB

FALL

1902

	AUSTRIAN CROWNS	ENGLISH POUNDS	FRENCH FRANCS	GERMAN MARKS	ITALIAN LIRA	RUSSIAN RUBLES	TURKISH PIASTRES
NET VOLUME TRADED	-4665	11350	0	-2539	0	-1440	0
WINTER, 1902's PRICES	\$0.96	\$1.55	\$1.02	\$0.77	\$0.85	\$0.91	\$0.94
ACRACIA POP: 656 Area: 42km ² Currency holdings: \$12599 EVENTS: FOOD SURPLUS!	0	7790	1000	0	1000	0	1000
BYZANTUM POP: 514 Area: 5km ² Currency holdings: \$8256 EVENTS: MILITARY VICTORY! FOOD SURPLUS!	0	4550	936	0	936	0	936
WALES POP: 1053 Area: 470km ² Currency holdings: \$0 EVENTS: WALES defeated BYZANTUM! MILITARY VICTORY! EARTHQUAKE!	0	0	0	0	0	0	0



1983 HQ FALL, 1908
AUSTRIA (COTTLE):
 (A-tri-r-ALB); A-ALB(gre, A-VEN(tri, A-ROM /s/ I.F-Map;
ENGLAND (PHROGUS):
 F-VESS(space, A-YOR, F-WY(S) A-STP(S) G.A-Mos,
 F-LYO(mar, F-TUS(rom (S) by F-TYS, F-ION(nap,
 F-TUN(ion, F-gre/a(/)bulsc;
GERMANY (MOYER):
 F-kie)DEN, A-MAR(spa, A-BUR(mar, A-PIE(von, A-TYAS &
 A-BUD(S) A-TRI /s/ A-Bud, A-GAL(rom, A-ukr)SEV(S) by
 A-MOS, A-war)UKR, A-sil)WAR;
ITALY (KOZLOWSKI):
 F-NAP(s/ A.A-Rom;
TURKEY (WHITING):
 (COA: 3979 Quilling Rd., Winston-Salem, NC 27104); A-ser)GRE
 (S) by A-BUL & F-AEG, F-con)SMY, A-ROM /s/ A-sev/d/ /s/
 e.o..

The deadline for Winter, 1908 is 1.00 pm, Monday, April 8, 1985.

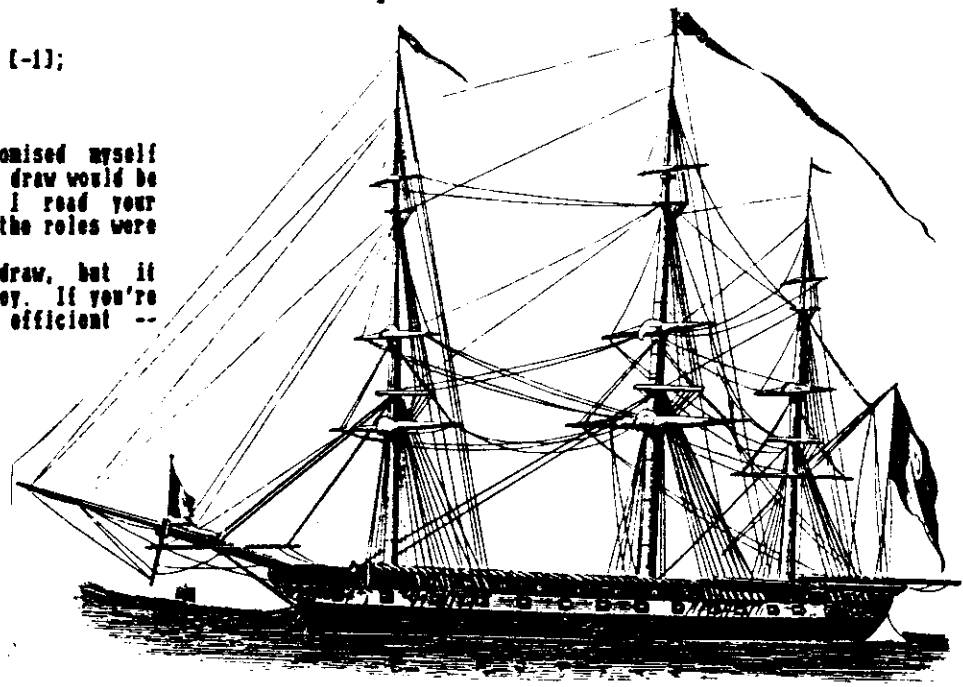
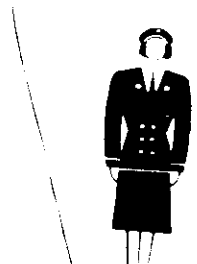
CENTER DISTRIBUTION:
AUSTRIA: /tri/, ven, rom (2) [-1];
ENGLAND: home, bro, wy, swe, stp, spa, por, tun (10) 1
 short [+1];
GERMANY: home, den, hol, bel, par, mar, war, mos, vie,
 bud, TRI, SEV (14) [+2];
ITALY: nap, (1) (0);
TURKEY: home, /sev/, bul, gre, ser, rum, (7) [-1];

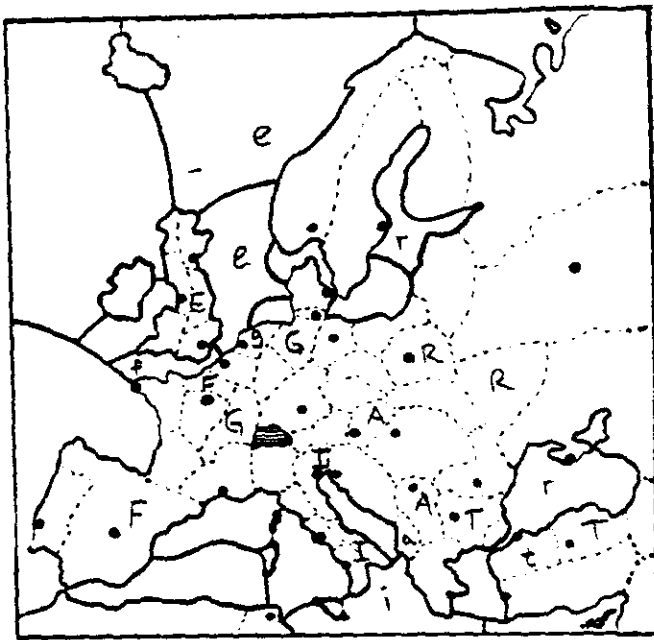
PRESS:
GER)TUR: Welcome to the game.
GER)ENG: Back in Fall, when I took WAR, I promised myself
 I would go for the win. But later on I decided a draw would be
 good enough, knowing I could have won. But when I read your
 press to Graessie in issue 220 I realized if the roles were
 reversed I would have come in second place.
ITALY)GE: I don't know who voted against the draw, but if
 wasn't me -- and I doubt it was Austria or Turkey. If you're
 going for 17-17, let us know so we can make it efficient --
 otherwise, who's going for the win!

1984 CM SPRING, 1904
FEAT DRAW PROPOSED!
AUSTRIA (GARDNER):
 A-GAL(S) I.A-Var, A-TRI, A-ROM, A-VIE, A-TYAS(pic,
 A-rom)VEN, F-nap)ROM, F-alb)ION;
ENGLAND (GESTIEHR):
 A-ed)DEN(C) by F-WY, A-don)PRU(C) by F-BAL(S) by A-LVA
 (S) by F-BOT, A-STP(mos, F-HOL;
FRANCE (NESTER):
 F-bro)MID, A-kie)MUN(S) by A-BUR, A-spa)PIE(C) by F-LYO &
 (S) by F-MAR, F-ves)TY(S) by F-TUN;
RUSSIA (MILEWSKI):
 A-SIL & A-BER(S) e.o.;
TURKEY (KOZLOWSKI):
 A-ank)SEV(C) by F-BLA, A-WAR /s/ A-MOS(S) e.o.,
 F-ion)APU, F-EAS & F-ADR(S) A.F-alb)ion, A-UKR(S) A-War.

The deadline for Fall, 1904 is 1.00 pm, Monday, April 8, 1985.

PRESS:
ENG)TUR: I know, I know, subtlety is no my strong point.
 But I got tired of feasting on polar bear.
FRANCE)GREECE: We hope the battles which are going to take
 place in your lands do not destroy the historical landmarks of
 your past.





**1985 I SPRING, 1901
AUSTRIA (GARDNER):**

- F-tri)ALB, A-VIE(=gal, A-bod)SER;
- ENGLAND (KOHMAN):**
- F-ed)NVE, F-lon)NTH, A-lpl)YOR;
- FRANCE (GORHAM):**
- F-br)ENG, A-par)PIC, A-mar)SPA;
- GERMANY (CLOSE):**
- F-kie)HOL, A-ber)KIE, A-nun)BUR;
- ITALY (TRIFKOVIC):**
- A-VCH, A-rom)APU, F-nap)ION;
- RUSSIA (BOHANNON):**
- F-stp)BOT, A-WAR(=gal, A-mos)UKR, F-sev)BLA;
- TURKEY (CHEEK):**
- A-con)BUL, F-ank)CON, A-sm)ANK.

The deadline for Fall, 1901 is 1.00 pm, Monday April 8, 1985.

PRESS:

AUS)GM: Jim, Have you no shame! Putting one man in the position of playing Austria 3 times in succession?! I thought you use preference lists. [I do, but I assign those who do not request preferences first by random lot. So seldom does anyone receive their first choice. You should be used to Austria by now. Maybe Germany will trade positions with you.]

RUSSIA)EUROPE: Turkish suzerainty has returned to Bulgaria in violation of the San Stefano Treaty. Tsar authorizes sortie by Black Sea Fleet as demonstration of resolve.

SWAT (Southwestern Anatolia Tobacco) to Ardahan: You're late with this month's quota.

Ardahan)SWAT: Marks everywhere!!!

T)R: I have just begun to fight!

A)T: Prepare to die!

G)A: Your turn will come!

A)G: You're next on my hit parade!

LONDON)BERLIN: Your offer of the moon is premature. We don't have astronauts yet.

LONDON)MOSCOW: Maybe... maybe not. Probably.

LONDON)EVERYONE ELSE: Civil disorder ALREADY!

RUSSIA)WORLD: Coming soon. "Russian Winter", with apologies to Krokus and thanks to A. Canterbury.

ROSENCRANTZ)GUILDENSTERN: A later.

GER)AUS: It would sure be nice to hear from you.

GER)RUS: Best wishes to you and the Tsarina.

GER)FRA: We have the strangest craving for a nice glass of Burgundy...



**1984 H FALL, 1906
DRAW FAILS! FTE
& AEFT PROPOSED!
AUSTRIA (GORHAM):**

- A-VEN(5) A-TYA(=s/ A-VIE(=bob, A-bob/a/(=sil (5) by A-WAR, F-ADR(5) T.F-gro)lon;
- ENGLAND (POWERS):**
- F-nao)MID, F-NTH, F-hel)KIE, A-kio)LVA(5) by F-BAL & (5) by A-STP, F-lva)BOT, A-PRU(5) A-SIL(5) F.A-nun)Bob;
- FRANCE (GESTIEHR):**
- F-mid)BRE, A-par)BUR, A-mar)SPA, A-PIE(=lya, A-nun)BOH, A-hel)BOH, F-lys/d/(=rom, F-TUN(=lys, F-nat)WES;
- ITALY (TUHARSKY):**
- F-ROM(5) T.F-ion)Tys;
- TURKEY (WHITING):**
- (COA: 3979 Quilling Rd., Winston-Salem, NC 27104); A-MOS & A-GAL(5) A.A-Var, A-sev)UKR, A-ank)ARM, F-sm)AEG, F-gro)ION(5) by F-APU, F-ion)TYS(5) by F-NAP.

The deadline for FALL, 1907 is 1.00 pm, Monday, April 8, 1985.

PRESS:

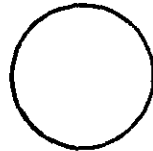
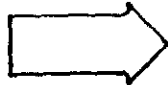
221B: (Holmes begins reading "War and Peace". Watson reading the London Enquirer, a well-known scandal sheet). "I say, Holmes. It says here we were bombed this morning by a French Fleet truck bomb." "I'm well aware of that, Watson." (Holmes calmly flips the page) "My word, Holmes. Doesn't that concern you?" "Watson, who wrote that?" "Hummh. Sta Olf Lic. Must be a chinaman, Holmes. He also wrote an article on the Baskervilles." "Very good, Watson. Now, how would a tourist get to the Baskervilles from the pier?" "Why he'd go to Melkolland Alley and catch the bus." "What if the bus went in reverse?" (Watson chuckles) "Why he'd go to the park." "And what is so special about the park?" (Watson fans thru his diary) "Here we are, Holmes. The clay in the park is red, unique to all of England. Say, that's the park where you solved the case because of the clay on the killer's shoes." "Very good, Watson." "But why the pier, Holmes?" (Holmes pauses, looks up from his book, and stares coldly at Watson) "Oh, Watson. If you could have my mind but for a fleeting second." (Holmes returns the book to the shelves) "Too long of a story for you, Holmes?" "Actually it was quite good for a short story. Think I'll go for a walk." "Looks like rain, Holmes. I'll put on my raincoat and go with you." (They exit) "Kind of cool for a spring day, Holmes." "Perhaps it would have been warmer if instead of the raincoat, you had put some pants on, Watson." (Watson blushes).

ROME)FRIENDS: Sorry for not writing, but I was out of town for several weeks.

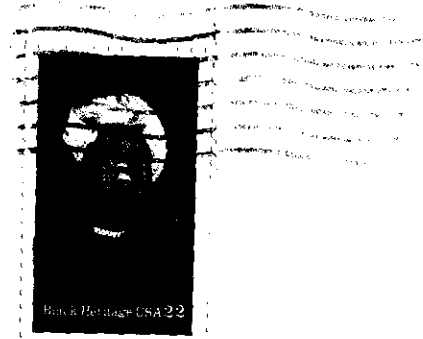
FRA)TUR: Let the Austrians eat cake!!

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