

LEMON

DECEMBER 5, 1993

CURRY

#138

65c

SSSSSSSSSSSSSSSSSSSSSS - no adjustment of your audio card is necessary. That hissing sound is the sizzle of my credit cards after doing my Christmas shopping. And after all that, I still have (just) enough time to put out this issue 138 of *Lemon Curry*, just about the only 'zine started in 1980 that's still around ("What about KK?" That started *before* 1980 - for that matter, so did *Graustark...*), typed up, edited, published, and tossed into the mailbox by Don Del Grande, 142 Eliseo Drive, Greenbrae, CA 94904-1339, phone (+1) 415 461-2692, but only 6 PM to 11 PM Pacific time (0200-0700 GMT), E-Mail ddelgran@nyx.cs.du.edu.

Speaking of E-Mail, I do accept orders by E-Mail, under two conditions: one, they must be sent to the above address (sending to my CompuServe or Delphi account won't cut it); two, although I try to read my E-Mail at least once every weekday, there's no guarantee that I will have the time, or that the Internet link between my computer and the host computer, which happens to be in Denver, will be up, and I am not responsible for lost or otherwise unread E-Mail orders (add this to "what does that abbreviation mean" and "what were my phone orders" as things that are not subject to appeal to a neutral arbiter). The E-Mail deadline is the same as the normal mail deadline.

MONTY'S NEWS AND COMMENT is brought to you by those empty spaces in game stores that had *Magic: The Gathering* cards just a minute ago...

Yes, *Magic: The Gathering* -you begin by paying \$8 for a deck of 60 cards drawn from a set of 300, some much rarer than others, and no two sets alike. Each player selects a card randomly from the opponent's deck; the winner gets to keep the card pulled from the loser's hand. The object is to inflict 20 "hits" on your opponent, mainly by playing creatures that can attack. There are two kinds of cards; "lands" (swamp, island, mountain, forest, plains), each generating its own brand of "mana", and all other cards, which require specified amounts of specified kinds of mana to be played. (A creature that can do 4 hits of damage per turn, for example, might require 4 points of mana, including at least one mountain point.) Each turn, a player picks a card from his deck (if he's out of cards, he loses automatically), plays a land if he has one, and then can play additional cards, cast spells, and/or attack. If the opponent has creatures in play, they can block your attack, making it harder to inflict hits on the opponent himself. What makes this game really different is that the winner gets to pick a card (at random) from the loser's deck and *gets to keep it!* Not since "marbles for keepsies" has any game actually encouraged gambling, even if it is only for cards. (My idea: the winner selects a card randomly from the loser's deck as usual, but has a choice: either not take the card, or take the card and then give the loser a card from the winner's deck, the only difference being the winner gets to look at his cards and select which one to give to the loser in exchange.)

PLAYLIST: *Krusty's Super Fun House* (SNES, Genesis; also *Krusty's Fun House* for NES). Now that this game is discounted to half the "normal" price (which means something when you're talking about game cartridges, especially the 16-bit ones), I went out and bought it, and was surprised to discover a puzzle-solving game rather than an "arcade game" like *Bart's Nightmare*. The object is to get a number of mice into a laser-based disintegration trap (operated by Bart, Homer, Sideshow Mel, or Corporal Punishment, depending on level); the mice are on "automatic pilot", and it's the player's job to move Krusty the Clown (that's the way it's spelled) to find, pick up, and place blocks (while avoiding lasers and throwing pies in the faces of other creatures) so the mice can climb over obstacles and avoid pitfalls en route to their ultimate destruction. Note: some puzzles, along with the number of lives you get, will make you glad the prices of Game Gears have dropped...

Normally, at this time, this would be the place where the DIP BOWL WORLD CHAMPIONSHIP would take place. However, I got around to this issue rather late, and it already took place. You didn't miss much; the final score was 340 to Minus 5. So you don't miss anything, I'll bring you the special charity match between the new World Champions and a team of Dip Bowl All-Stars. There's a slight delay, as nobody seems to know where the mysterious All-Stars are. Anyway, let's introduce the team that's here: "Bill Wordelmann, from Carol Stream, IL...David Hood, from Cary, NC...W. Andrew York, from Universal City, TX...Rick "Puffing Billy" Pierce, from Irving, TX...those are the Varsity Dippers and new DIP BOWL WORLD CHAMPIONS from the REAL AND IMAGINARY LIFE SOCIETY (RAILS)!" *FLASH*

The once-empty seats across the stage are filled - well, three of the four are filled, but the captain's chair is empty. "Greetings, losers! I'm EMPEROR Princess Luscious of the Diplomatic Rebels currently stationed in a universe about three that way, or is it one that way and then two to the right, oh well, it doesn't matter, have a Extrahealthy Triplesmooth Healthshake (slurp GAK) why are you turning green like that? Anyway, these are my partners, at least for one day, Lord Sacks Fifthavenue and Rod Seaparter, and don't ask who the captain is as I'm not so sure myself." **BOOM CRASH** (insert Bach organ music here) All spotlights are on the mysterious figure - no, he's actually absorbing all of the light in the vicinity. Kathy Caruso, responsible for all of the losing finalists' -5 points, recognizes the figure, and why not, as it was a figment of her imagination until now. It's -

The return of Ieapo STABO for the DIP BOWL UNIVERSAL CHAMPIONSHIP

If you don't already know the story of Ieapo STABO, consider yourself lucky. Suffice it to say that today's match for the first ever DIP BOWL UNIVERSAL CHAMPIONSHIP pits the WORLD CHAMPIONS against the GENERAL LEGION of OUTWORLDLY BEINGS (GLOB). As this is a special event, the match is being moved into California Memorial Stadium on the University of California, Berkeley campus, and an overflow crowd of over 100,000 - not bad for a stadium that can't hold 80% of that - is present to watch the match. (TWEEEEET) "There's the whistle to start the match. There's a 25-point bonus involved, but first the toss-up: this wouldn't be DIP BOWL without a question concerning 'the blob' of 27 connected supply centers. For 10 points, how many non-SC land spaces, not including Switzerland, are adjacent to this blob?" (plenty of thought, and counting on fingers, or whatever those things Ieapo has are) (BUZZZZ)

"GLOB, Stabo...Seventeen"

"Correct for 10 points, and here's your 25-point bonus: if you were watching last year, you might remember the big fight about how to pronounce the first name of the actress who provides the voice of Lisa on *The Simpsons*. For 5 points, pronounce Ms. Smith's first name."

(As captain, Ieapo answers) "YARD-lee"

"For another 10, spell it."

"Y-E-A-R-D-L-E-Y"

"For another 10, who *really* was the first person to speak as Maggie, back in the days of *The Tracey Ullman Show*?"

"Tracey Ullman herself?"

"No, Liz Georges did Maggie in their first appearance, back when they didn't really have a last name yet. Still, that's 15 points. (And now you know the facts: yes, that show really does go *everywhere*.) The next bonus is worth 20 - here's the toss-up: the longest possible convoy from St. Petersburg to Syria takes 13 fleets. There's only one set of 13 sea spaces that can be used. For 10 points, what three sea areas adjacent to any of these 13 aren't used?"

(RRRING)

"RAILS, Martin...Helgoland, Skaggerak, and Adriatic"

"Good for 10 points, and this 20-point bonus question. The-

"And it better not be another *Simpsons* question."

"As I was saying, there are 30 possible symbols that can be transmitted by Morse code letters of no more than four beeps. For 5 points each, describe the four combinations that aren't used for letters."

"Dash-Dash-Dash-Dash, uh, (bit of discussion here) Dash-Dash-Dash-Dot, Dot-Dash-Dash-Dash, and Dash-Dot-Dot-Dash."

"The first two are correct, but the last two are J and X. The missing two are dot-dot-dash-dash and dot-dash-dot-dash. Ten points to RAILS."

That GLOB team sure knows a lot about Diplomacy...and who would have known that EMPEROR Princess Luscious knew *that* about Bruce Linsey! I guess that ILOM did a little coaching... Anyway, with time running out, the score is 245 to 230 with RAILS in front.

"I heard that - and the next bonus is worth 30 points, but this 10-point toss-up is important: for a quick 10 points, 1, 1, 2, 3, 5-" (BUZZZZ)

"Rails, Martin...The Fibonacci Sequence"

"Five point penalty, and here's the rest of the question for RAILS: 1, 1, 2, 3, 5, 3007 - if you multiply them together, what city has that ZIP code, at least according to TV?" (RRRING)

"GLOB, Princess Luscious...Beverly Hills"

"Yes, that's 90210, and the famous 'quick ten points' trap strikes again!" By the way, that was an actual question in a College Bowl tournament last year... "For 30 points-

"And this better not be another Simpsons question!"

"You don't want it? That's fine with me. By the way, the answer was Sam Etic and John Jay Smith. With fractions of seconds remaining,

Boy, this WordPerfect is getting more and more like a desktop publisher with every edition.

WordPerfect 6.0 for Windows now allows text to be drawn around graphics so

that the text follows the path of the graphic. Actually, that's more

than Ventura Publisher ever did...if only it would show

the text and the graphic at the same

time!

Now that we've escaped that one, it's time for the last question: for 10 points, what just happened- (BUZZZZ)

"GLOB, Princess Luscious...Insofar as this stadium is built directly over the San Andreas Fault, that 7.6 earthquake we just had caused the entire RAILS team (TWEEEEET) to fall into the crack formed by the separation of the two plates."

"That would be right, except for one small little detail: this stadium is built on the Hayward fault, not the San Andreas fault, and since the question was 'what just happened *here*', that's a 5-point penalty. The final score is 245 for Real And Imaginary Life Society to 240 for General Legion of Outworldly Beings. RAILS wins the DIP BOWL UNIVERSAL CHAMPIONSHIP - and as an ADDED BONUS, next year will include a RAIL BOWL WORLD CHAMPIONSHIP tournament, assuming somebody *else* comes up with the ideas...

HOUSE RULES for PBM PLAY of Avalon Hill's *History of the World* - note the use of the words "he", "him", and "his" apply equally to male and female players

1. When the gamestart is announced, each player is given an Epoch I Empire card, and the "initial placement order" is determined randomly. Each player sends back an order for who to pass the Empire card to, including deciding to keep the card. The player going first need only specify one player; the player going second needs to list two, in case his first choice received the first card; the player going third needs to list three, and so on. (Remember that, when listing players, you can include "keep the card myself".) The player going first must also specify a setup for the four Sumerian armies; if he fails to do so, the GM will put two armies in the Lower Tigris and one army each in the Middle Tigris and Upper Tigris.
2. Each game turn is played in two parts; each part is a separate PBM turn. In Part A, each player specifies which Events, if any, he will declare for that turn, as well as retreating any units of his color in spaces that will be capitals of Empires for that turn; also, each player will receive an Empire card for the next turn. In Part B, all units are placed and combats fought, and each player decides who, if anybody, to pass his Empire card to. PBM turns will be denoted by the turn number and A or B (for example, 1A is Part A of turn 1). Note "turn" applies to a "game turn" - that is, both Parts A and B.
3. **EVENT DECLARATION:** In Part A, each player may list one or two events that he can play in this turn. Note that events are actually played in Part B. Event playing may be made conditional on events that took place up to that point, subject to the condition that Events listed as "play before current turn" must be played before that player places any units.
Some Events, when declared, require action from other players, even if the Event is not played:
MINOR EMPIRE - this is played as a "full" Empire, taking its move just before that player's Empire takes its own move
TRADE BONUS - the player declaring this Event decides (in Part A) who he wants to trade with; he can only trade with players who take their move before him (as their benefit is to gain an Army in an existing space). The declaring player can make his move orders conditional upon how many players accept the trade.
LEADER - a leader dies automatically at the end of the turn.
KINGDOM - players that can be occupying the space where the Kingdom will appear list a preference for the space to retreat to.
BARBARIANS - when the Event is played, the player must specify the space from where the barbarians begin and the spaces, in order, that will be attacked.
CRUSADES - treat this as a Minor Empire that "begins" in the Eastern Mediterranean.
4. **RETREATS:** If a player does not list a retreat for a unit, and there is a choice of spaces, the GM will select a retreat space randomly.
5. **NEXT TURN'S EMPIRE CARDS:** Since the order of play will not be known until the end of Part B of a turn, and orders for passing Empire cards are written before the start of Part B, each player must submit a list of each of the players (including himself) in the order in which he wants them to receive the Empire card for the next turn that he has.
6. **UNIT PLACEMENT:** Each player's turn is taken in order as in the FTF game. Orders may be made conditional upon the actions of players that moved before you.
Placement orders consist of a list of spaces in which to place Armies. You can list the same space more than once. The GM begins at the top of the list and places the ordered unit (Army, Fleet, or Fort) in the ordered space. Illegal orders (for example, placing an Army in a space that is not connected to controlled spaces, or placing a fourth Army in a space) are skipped, but will be followed at the first opportunity if they become legal at some time during the turn.

If an Army is ordered into a space occupied by another player's units, a combat takes place and continues in that space until either that army is eliminated or all of the opponent's units in that space are eliminated. If your unit lost the combat, all subsequent orders that do not require combat, or that result in Automatic Victory, will be followed, and then another Army will be placed in the site of the combat loss and another attack take place. Combat will continue in this space, using as many Armies as necessary, until you win or you have no Armies remaining to place.

If you don't want to conduct your move this way, you can specify an alternative. For example, you can say, "If I lose a combat in the Levant, do not move any more Armies there, but continue with the rest of the orders and go on to the next combat if any".

Include any orders for placing forts; remember a player's forts are placed after that player's armies and fleets (game rule 3.7). Also include orders for placing monuments. Orders for forts and monuments can be conditional on where your units are, how many/which resource symbols you have, and where other units played up to that point are located.

7. **NO MOVE RECEIVED (NMR):** If a player does not send in orders, the GM has the option of delaying the game or submitting moves of his own. GM moves will not enter lands occupied by armies/fleets of different colors, but can enter lands where Automatic Victory would take place. Fleets will not be built unless mandatory, and then only if one can be placed without causing combat. If the Empire has a capital, a Fort will be built there.
8. **PRESS:** Each player may submit press under any deadline; however, the GM will indicate who submitted the press, and may edit press for any reason, including space and taste.

HISTORY OF THE WORLD GAMESTART

The following people have expressed interest in playing History of the World:

Jack McHugh - IF you have the game, or at least the map and rules so you have some idea what you are doing, as I am not putting a map in every issue

Derwood Bowen

Dave Anderson

Brad Wilson

David Hood

Alternate #1: Jim Goode

Alternate #2: James Bailey

Please let me know by JANUARY 10 if you are still interested in playing. If any of the top five players listed do not specify that they want to play, or aren't able to play, the position will be filled from the alternates, first Goode, then Bailey. If four or more people don't tell me they want to start, the game opening will remain open until I get five players.

Also please let me know if you have any ideas on how to change the House Rules.

NOTE: The comment made to Jack McHugh applies to the rest of you - it would be a REAL GOOD IDEA to actually have a copy of this game, because unlike Diplomacy, it is not possible to play just by reading a game report, since you need a map to figure out where the units are and you need the rules to know what the Event cards do.

TRIVIAL PURSUIT "CARRIE" - Note numbers indicate correct/incorrect answers

DAVE ANDERSON (3/6)

1. (OR-G2) How many blanks are in a set of Chinese dominoes?
2. (BL-80) What woman owned 40% of Ford's voting stock in 1988?
3. (PK-TV) On *Alice*, what was Florence Jean Castleberry better known as?

THOMASINE BOWEN (0/0) has NMRed twice and is out

4. (BL-G2) What's the largest city on Cyprus?
5. (PK-80) What 1988 adventure series was based on a 1966-73 adventure series?
6. (YE-TV) What did *Secret Agent* John Drake dub "ugly, oily things (that) could hurt someone"?
7. (PK-G2) When Charles Durning said "How can you say no to a woman with 16 breasts?", which Muppet was he referring to?
8. (YE-80) Who told his army in 1980: "I assure you that if you are killed...you will go to heaven"?
9. (BR-TV) What bow-wielding Brit did Richard Greene begin playing in 1955?

SCOTT CAMERON (5/4)

10. (GR-G2) What jump all over a pulchrous dog?
11. (OR-80) How many of every 10 Americans at least 100 years old were women in 1988?
12. (BL-TV) Who hosted the 1952 game show "Up To Paar"?

MELINDA ANN HOLLEY (7/8)

13. (OR-G2) What Australian was the first person to win two tennis Grand Slams?
14. (BL-80) Who did Simon & Schuster give millions to as an advance for an unauthorized biography of Nancy Reagan?
15. (PK-TV) Who goes to Ocean Park High School with a cellular phone and parks in the teachers' lot?

DOUGLAS KENT (11/1)

16. (PK-G2) Who received a Tony in 1965 for her part in *Flora, the Red Menace*?
17. (YE-80) What politician was Londell Williams arrested for attempting to kill in 1988?
18. (BR-TV) Who played Flash Gordon, Tarzan, Buck Rogers, and Captain Gallant?

JACK McHUGH (2/7)

19. (OR-G2) What two words appear at the end of a game of Missile Command where you don't get a Top 10 score?
20. (BL-80) What TV game show star's book revealed her worst fear was running out of cat food?
21. (PK-TV) What character denied being a bigot by saying "I'm the first to say 'look, ain't your fault you're colored'"?

BRENT McKEE (4/2) NMRed - questions carry over

BRAD WILSON (3/0) has also NMRed twice and is out

22. (PK-G2) Who's the heaviest character in Bill Cosby's repertoire?
23. (YE-80) What city's harbor pollution did George Bush's presidential campaign ads target?
24. (BR-TV) What panelist on *I've Got a Secret* and *To Tell the Truth* hosted 23 game shows?
25. (YE-G2) What Roman ruler's first wife was Cornelia?
26. (BR-80) What cigarette describes itself as being "for people who like to smoke"?
27. (OR-TV) What future *M*A*S*H* star was a regular on *That Was The Week That Was*?

ANDREW YORK (5/10)

28. (YE-G2) What started with the storming of the Winter Palace?
29. (BR-80) According to a Roper survey, what meat do Americans hate the most?
30. (GR-TV) What *Avengers* star spent much of her childhood in Jpdhpur, India?

ANSWERS (* indicates an incorrect answer; note 4-9 and 22-27 went unanswered)

1. Zero / 2. *Josephine Ford / 3. Flo / 4. Nicosia / 5. *Mission: Impossible* / 6. Guns / 7. Miss Piggy / 8. Ayatollah Khomeini
9. Robin Hood / 10. Fleas / 11. *Seven / 12. Jack Paar / 13. *Rod Laver / 14. Kitty Kelly / 15. *Ferris Bueller
16. *Liza Minnelli / 17. *Jesse Jackson / 18. *Buster Crabbe / 19. The End / 20. Vanna White / 21. Archie Bunker
22. Fat Albert / 23. Boston / 24. Bill Cullen / 25. Julius Caesar / 26. Benson & Hedges / 27. Alan Alda
28. The Russian Revolution / 29. *Liver / 30. Diana Rigg

RAILWAY RIVALS "GYPSY" - Now somebody tells me there's a Bette Midler TV-Movie version of the show coming out

The rule change passed; there will be no limit to the number of runs a company can enter in a turn. And speaking of rules, change House Rule 14 to read "...specified route is *unambiguous*".

Builds are listed as follows: locations in parentheses indicate builds beginning from that point; semi-colons indicate when the building die changed; commas indicate additional builds with the current building die; underlined cities indicate that company gets the 6 bonus for building there first

- GC (Goode):** (Bristol)-D31-G30-G29; (G29)-Gloucester-H27-I27-I26; (I26)-I25-J24-J21
- HICK (Hood):** (London)-H70-G71; (G71)-E70-D70-C70; (C70)-Oxford-B65
- CAMELOT (Stimmel):** (Birkenhead)-Liverpool; (Birkenhead)-A10-C11-D10; (D10)-Stoke
- CCM (Weiss):** (Hull)-J44-F42; (F42)-York-B43; (B43)-Leeds-A47
- ST-AR (York):** (Preston)-D6-E7-Bolton; (Bolton)-Manchester; (D6)-D7-C8;
(C8)-Liverpool, (D4)-F3-G4-Burnley

TOTALS AFTER ROUND 1: GC - 20+6 = 26; HICK - 20 + 6 = 26; CAMELOT - 20 + 12 = 32;
CCM - 20 + 12 = 32; ST-AR - 20 + 18 = 38

BUILDS FOR ROUND 2: 4 - 6 - 3

DEADLINE for ROUND 2 is JANUARY 10 (an extra week because of the holiday mail "rush")

Here's the press:

CCM-RM: Did I really have "Hull" on my preference list? Didn't I have Gretzky, Lemieux, Richard, Dryden, Orr? OK, OK, I admit it. Until the Sharks came along I was a Blackhawks fan because the first time I saw Bobby Hull shoot a slapshot from the point, I was in awe.

CCM-GYPSY ROSES: Hi y'all. I thought I'd save 92 cents on postcards and make the GM-write type keyboard some. Watch out for my cinders.

GM-CCM: In my day, when Hull scored 51 goals in a season, it meant something. And "type" is correct; after all, it's a QWERTY keyboard.



1830 "42nd STREET", OPERATING ROUNDS 10.1-10.3 - If CP stock would have ended at \$81 instead of \$80, there would have been a different winner...and a different game, as there is no 81 space

CORRECTION: David Hood also has 10% NYNH; there is only 10% NYNH in the pool

None of the corporations built additional track or tokens, so each corporation ran the same run in all three ORs.
NYC runs "5" G19(n)-F18-F16-G15-H16-G17-G19(s) for 240 (DH 144, MG 48, SC 24, MF 24); stock rises to B200, then B220, and ends at B240

C&O runs "D" E7-E5(n)-D4-D2-E3-F4-G5-F6-G7-H8-H10-(H12)-H14-H16-G15-F16-F18-G19(n)-F20-E19 for 400 (MF 240, DB 80, MG 40, DH 40); stock rises to C155, then C170, and ends at C185

B&O runs "D" F6-G7-H8-H10-(H12)-H14-I15-I17-H18(e)-G19(s)-G17-H16-G15-F16-F18-G19(n)-F20-E19 for 480 (SC 288, DB 96, MF 48, MG 48); stock rises to C125, then C140, and ends at C155

PRR runs "D" F6-G7-H8-H10-H12-H14-H16-G15-F16-F18-G19(n)-F20-E19 for 290 (BW 174, DB 58, MF 29, MG 29); stock rises to D110, then D120, and ends at D130

NYNH runs "6" G19(n)-F18-F16-G15-H16-G17-G19(s)-H18 for 290 (MG 145, BW 58, MF 29, DH 29, treasury 29); stock rises to E100, then D110, and ends at D120

Erie runs "6" E11(e)-F12-F14-F16-G15-H16-G17-G19(s)-H18(e) for 260 (BW 104, DH 104, MF 26, MG 26); stock rises to E76, then E82, and ends at E90

B&M runs "5" E19-E21-E23-F24-F22-F20 for 140 (DB 84, BW 14, MG 14, treasury 28); stock rises to F75, then F80, and ends at E90

CP runs "5" A11-B12-B14-B16-B18-A19-B20-B22-B24 for 160 (SC 96, MF 16, treasury 32); stock rises to G70, then F75, and ends at F80

	Scott Cameron	Derwood Bowen	Bill Wordelmann	Mark Frueh	Mike Gonsalves	David Hood
TOTALS						
Cash	3008	2740	1827	2737	2875	2000
NYC (240)	240	--	--	240	480	1440
C&O (185)	--	370	--	1110	185	185
B&O (155)	930	310	--	155	155	--
PRR (130)	--	260	780	130	130	--
NYNH (120)	--	--	240	120	600	120
Erie (90)	--	--	360	90	90	360
B&M (90)	--	540	90	--	90	--
CP (80)	480	--	--	80	--	--
FINAL TOTAL	4658	4220	3297	4662	4605	4105

That was a close one... Congratulations to Mark for edging out Scott for the win - well, congratulations for the win, not for edging out Scott, although he did have to beat Scott (and the others) to get the win, didn't he? Note that if CP would have been worth \$81 (which is impossible), Scott would have won by \$1. If anybody wants to submit an endgame statement, try and get it in by JANUARY 9. (P.S.: Mark sent orders postmarked the day before the deadline - from St. Thomas, U.S. Virgin Islands)



KINGMAKER "ME AND MY GAL", TURN 36 - One small thing stood in the way of Royal Toadies getting out of town - make that 750 small things

PRE-MOVE: Plantagenistas start Greystoke in Appleby and Percy in Alnwick

PLANTAGENISTAS (Cameron)

STANLEY remains in Douglas

CLIFFORD (Conisboro)-Towton-York-Helmsley-m9

GREY (Chillingham)-Alnwick-Newcastle-n14-Raby-m9

NEVILLE (Richmond)-m9

SCROPE (Masham)-m9

GREYSTOKE (Appleby)-Richmond-m9

PERCY (Alnwick)-Newcastle-n14-Raby-m9

*PLANTAGENET YORK (Sandal)-Towton-York-Helmsley-m9

Le GEORGE (Rochester)-s21-s20-s19-s18-s17

Le TRINITY (Rochester)-s21-s20-s19-s18-Chichester

Edward March and George are in m9

INDIVIDUAL RIGHTS ASSOCIATION (York)

BERKELEY, HASTINGS, HERBERT, HOLLAND, MOWBRAY, and *Edmund* remain in Rochester

KING'S COURT (Anderson)

BEAUFORT, BOURCHIER, CROMWELL, FITZALAN, ROOS, *STAFFORD, PLANTAGENET LANCASTER, and *Margaret* (Rochester)-Blackheath*

*Le LUCAS, Le MICHAEL, and Le NICHOLAS remain at Rochester

ROYAL TOADIES (McHugh)

*AUDLEY and *TALBOT (Rochester)-Blackheath*

COMBAT: Royal Toadies and King's Court meet at Blackheath, outside of the King's Peace area. As it's 750 for KC and 40 for RT, Royal Toadies ambush Margaret, but nobody dies. *Audley and *Talbot are captured by King's Court, who can release them or execute them (they have no cards).

TURN 37 EVENTS: PLAGUE NEWCASTLE, DURHAM (no effect); PEASANT REVOLT (*Stafford to St. Albans, *Plantagenet York to Barnet); ROYAL HUNT (no effect); MUTINY - Le LUCAS (Le Lucas to discards)

DEADLINE for TURN 37 is JANUARY 12 (an extra week because of the holiday mail)



DIPLOMACY "TOMMY", SUMMER/FALL 1902 - Musical players makes for musical centers

Jim Goode and David Hood are now the "permanent" players for Italy and Russia

SUMMER 1902: Russia retreats A Gal to UKR

AUSTRIA (Wilson) NMR - has A GAL, A SER, A BUD, F BUL(sc), and a retreat from War to Lvn, Sil, or OTB

ENGLAND (Anderson): F Lon-ENG, A Nwy-STP, F NTH-Den, F Eng-MAO

FRANCE (McHugh): A BUR S A Bel, A BEL H, A SPA H, F Mao-IRI

GERMANY (Bailey) NMR - has A PRU, A MUN, A HOL, and F DEN

ITALY (Goode): A Ven-TRI, A Tyo-VIE, F Ion-TUN

RUSSIA (Hood): A MOS S A Ukr-War, F Swe-NWY, A Ukr-WAR, F Sev-Rum (ann)

TURKEY (Kent): A CON-Bul, A RUM S A Con-Bul, A Arm-SEV, F BLA S A Arm-Sev

1902 SUPPLY CENTERS (Keep / GAIN / Lose)

AUSTRIA: Bud, Gre, ~~Tri~~, Vie, War, SER, BUL - 4, lose 1 (remain even if the retreat is OTB)

ENGLAND: Edi, Lon, Lvp, Nwy, STP - 4, even

FRANCE: Bre, Mar, Par, Por, BEL, SPA - 6, build 2

GERMANY: Ber, Kie, Mun, Den, HOL - 5, build 1

ITALY: Rom, Nap, Ven, TRI, VIE, TUN - 6, build 3

RUSSIA: Mos, Swe, Sev, ~~Stp~~, NWY, WAR - 4, build 1

TURKEY: Ank, Con, Smy, ~~Bul~~, RUM, SEV - 5, build 1

SEPARATION OF SEASONS - Deadline for AUTUMN and WINTER 1902 orders is JANUARY 13

Hmmm...no press this month, but McHugh asked a question about Eight Ball Deluxe: it's an IBM-compatible computer version of the "real" *Eight Ball Deluxe* pinball machine. There is a "real" *Jurassic Park* pinball machine, but there's no PC version, nor is one likely.

LATE-BREAKING NEWS: Orders for Germany arrived the day after the deadline. I'm one of these "the deadline is etched in stone; you had five weeks" GMs; besides, sometimes the 'zine is printed the day after the deadline.

GAME OPENINGS

HISTORY OF THE WORLD - It looks like this one is ready to start, but in case I can't get five players who tell me they're ready to play now, there could be one or more spots.

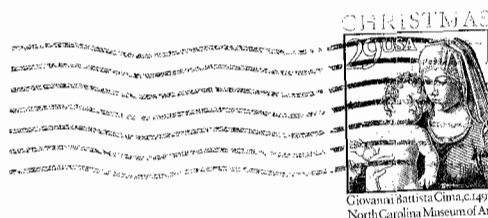
TRIVIAL PURSUIT - Always open. Object is to answer a question in each of the six categories in the Genus II, 1980s, and Television card sets

STANDBYS WANTED - Standbys for **Diplomacy** (and possibly **History of the World** and **Kingmaker**) are wanted; the well is dry. **NEW PAYMENT STRUCTURE** - Standbys receive the issues containing each of their first two sets of orders free (or equivalent sub credit for any other 'zine, subject to approval of the other publisher) and an additional \$1 credit for finishing the position.

TOP KNIFE will not be seen this month...and speaking of not seen, does anybody have the results of Australian tournaments other than the National and Victorian Championships, or for the recently-completed Midcon? (Next month's TK will probably have the 1994 IDTR Regulations and Sanctioned Tournament List - if...

NOTE: IDTR is considering getting rid of the "sanctioned tournament list" *in conjunction with* adding a limit on the number of tournaments a player can count within a certain radius. Any input as to whether or not some tournaments need to be treated above others would be appreciated. (Note the list might be kept *and* the limit added, although the limit would only affect non-sanctioned tournaments in this case.)

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