

MANIFEST DESTINY is a postal Diplomacy zine published by loyal University of Michigan Football fan Keith Sesler every 4 weeks, PO Box 158, Fraser, MI 48026 Phone (313) 293-0223 Subscriptions to MD are 10/\$3.00. Standbys get 1 free issue everytime they submit s/b orders. I have game openings in regular Diplomacy, Final Conflict, Deadman Dip, 1885 IV, Bourse, and Gusher. Rules for 3 of these games included this issue, as are miniature maps. People who sign up for the games get full-size maps. I'll try to publish the GUSHER rules next issue. Game fees are \$1 plus a refundable \$2 NMR fee. Bourse is free.

1885 IV is a 4-player variant using a modified map in which each person owns one public and 1 secret power. In addition, each turn all 4 players submit orders for the ninth power and 1 set of orders is randomly picked and used. The identity of the successful orderer's is never revealed, so you can do all sorts of dastardly things with it without any fear of being found out. You can also write press for that country if you wish.

Final Conflict is a 7-player global game using nuclear weapons and ICBMs. Three signed up.

Deadman Dip is a 7-player game in which most of the players' moves are not revealed.

Gusher is a 7-player game in which the value of SCs changes from 0(dry hole) to 3(Gusher) every time it changes hands after 1902.

Bourse rules were published last issue. It is free and can be entered anytime.

BLOWUP GAMESTART PRE-WINTER 1900 MDV-3 1983Krn16
CRAZED ANARCHISTS SIEZE POWER IN EUROPE! BLOODBATH EXPECTED SOON!

- AUSTRIA: Pat Pakel, 633 Paden St., Endicott, NY 13760
 - ENGLAND: Philip Dancause, 30 D Hidden Lake, Stafford, VA 22554
 - FRANCE: Paula Dodge, 0021814, IBM Corp. (Drop Code G409), Owego, NY 13827
 - GERMANY: David Anderson, 219 Oakland, Apt. 2, Pontiac, MI 48058
 - Italy: Pierre Touchette, 1 Rue Georges, Masson, Quebec CANADA JOX 2HO
 - RUSSIA: Ron Brown, 1200 Summerville Ave., Ottawa, Ontario CANADA K1Z 8G4
 - TURKEY: Fred Davis, 1427 Clairidge Rd., Baltimore, MD 21207
- Orders on hand from everyone except Dodge and Dancause. Winter 1900 orders/mines due Fri. Oct. 7th. Phone orders due Thu. Oct. 6 at 11:59:59 PM EST

- WOOLWORTH II-D GAMESTART MDV-2 PRE-SPRING '01 1983Mcb19
RUMORS OF PUPPET GOVERNMENTS IN EUROPE ABOUND! BUT WHO'S PULLING WHO'S STRINGS?
- AUSTRIA: ST5 Robert Sweeney, PO Box 886, Munson Army Hospital, Ft. Levinworth, KS 66027
 - BALKANS: ???
 - ENGLAND: Mike Keller, 9 Chadman Court, Baltimore, MD 21207
 - FRANCE: Pierre Touchette, 1 Rue Georges, Masson, Quebec CANADA JOX 2HO
 - GERMANY: PAT PAKEL, 633 Paden St., Endicott, NY 13760
 - ITALY: ???
 - RUSSIA: ???
 - SCANDINAVIA: ???
 - SPAIN: Jay Chaiser, 387 Moon Rd., Lake Orion, MI 48035
 - TURKEY: ???
- Preliminary orders on hand from Pakel and Sweeney. Note new addresses above.
SP '01 orders due Fri Oct 7. Phone orders due Thu Oct 6 at 11:59:59 PM EST * * *

- DIPLOMACY GAMESTART MD-4 1983HC Pre-Spring 1901
WAR CLOUDS LOOM OVER EUROPE AS MEGALOMANIACS ASSUME POWER IN EUROPEAN CAPITALS!
- AUSTRIA: Ed Henry, 4072 SW Hanford, Seattle, WA 98116
 - ENGLAND: John Crosby, 830 Hunterhill Trail, Roswell, GA 30075
 - FRANCE: ST5 Robert Sweeney, PO Box 886, Munson Army Hospital, Ft. Levinworth, KS 66027
 - GERMANY: Pat Pakel, 633 Paden St., Endicott, NY 13760
 - ITALY: Matt Kazur, PO Box 5492, Washington, DC 20016
 - RUSSIA: Pierre Touchette, 1 Rue Georges, Masson, Quebec CANADA JOX 2HO
 - TURKEY: Jay Chaiser, 387 Moon Rd., Lake Orion, MI 48035
- PRE-Game PRESS:
Aus-Wom: Agitate Unilaterally, Sagacious Tricksters: Retribution is at hand. Unknown Nations Guard Against Rabid Youngsters.
Please note new addresses for Chaiser and Sweeney. Kazur, Henry, and Pakel have orders on hand. Sp 1901 due Fri. Oct. 7 Phone orders due THU Oct. 6 at 11:59:59 PM EST

1981AQ MENSAs #14 Summer AND Fall 1907

GERMANY ELIMINATED! ANOTHER ITALIAN UNIT ANNIHILATED! FRANCE TELLS RUSSIA TO JUMP IN LAKE! ENGLAND(Craig Reges) F NWY-Swe, F NTH S FRE A Kiel-Den, A LIV-Edi FRANCE(Eric Strand) F Nwg-BAR, F NAO-Liv, F IRI-Liv, F Eng-MAO, F Bel-HOL, A Hol-KIE, A Kie-DEN, A Ruh-MUN, A BER S RUS A Pru-Bal(NSO), A Mun-BOH

GERMANY(Errol Platt) F CLY-Edi ITALY(Richard Young) A Tri-Vie(/A/), A Tyo S A Tri-Vie, A VEN-Tri, F Ion-ADR, F E.Med-ION, F TUN S F E.Med-Ion (A Vie R to Tyo for Summer 1907)

RUSSIA(Ralph Baty) A Pru-SIL, A Ukr-GAL, A BUD & A SER S A Vie-TRI, A RUM S A Ser, F SEV H, A FIN-Swe, F Den-Swe(/d/, R SKA,HEL,BAL,OTB)

TURKEY(Ken Hager) A ALB S RUS A Vie-Tri, A Gre-BUL, F Aeg-GRE, F Con-SMY PRESS:

((France)) Annual Conference of Debutantes Decry Red Aggression in Balkans. French Army mobilized: Premier Porceau Pledges Full Support to Allies. Calls for Russian Return to Sanity.

(Rome):The treacherous assault on Italian military positions in Austria by the Russian turncoats has yielded them some initial success. Nevertheless, the resulting Franco-Italian realignment has sealed the Russian doom.

Enrico Youngoni(Italy) to Ralphita Batyenco(Russia):OK Bucko, put em up! Supply Center Count Winter 1907

ENGLAND: edi,lon,nwy,LIV(4 Build 1) FRANCE:home,por,spa,bel,mun,kie,ber,hol,DEN(11 Build 1) GERMANY: ~~ZZ~~(G'out) ITALY:home,tun,vie,~~sp~~,~~tt~~(5 Even because of annihilations) RUSSIA:Home,rum,swe,bud,~~sp~~,~~bal~~,TRI,SER(9 Even) TURKEY: home,gre,BUL(5 Build 1) Autumn retreat,Winter Builds, and Spring 1908 due Fri Oct.7 Phone Orders due THU Oct.6 Errol Platt was the last of the original players for this game.

* * * * * MD-1 1983AZ Winter 1901

ITALY,ENGLAND BUILD FLEETS,GERMANY ARMIES; REST MIXED AUSTRIA(Paula Dodge) B F Tri,A Vie.Has F GRE,A BUD,A SER. ENGLAND(Jim Meinel)B F Liv,F Lon. Has F NWY, A BRE, F ENG FRANCE(Herb Barents) Even. Has A BUR, A SPA, F POR GERMANY(David Smith) B A Ber,A Kie, A Mun. Has F Hol, A Bel, A Den ITALY(Ian Strauss) B F Rom,F Nap. Has F Tun,A Ven, A Mar RUSSIA(David Lincoln) B A War, A Mos, F Sev. Has F Swe, A Ukr, A Sam,F Bul(ec) TURKEY(Joe Flores) Even. Has A Con, F Bla, A Arm

PRESS: MD-2 Russia to MD-1 Austria: Bravo Company, Class 77006? Russia-Turkey:"An army in Armenia? Such hostility!" Russia-France: Do you get tougher when cornered? France to Russia: The Flying Dutchie Boy, it seems, was taken as a fool in that he believed a couple of people that he should not have. That is what you get when you tell the truth. France to Germany: I did not lie to you, did I? Well, you did, did you not? Maybe not, but, as you can see, England is strong. Are you strong enough to stop him and the other front? Remember, you have 2 points and he has only one! Maybe we can help each other. France to England: I see you duped Germany into thinking a strong England is not a threat. Well, now you will have your work cut out for you. I might be down but not out. France-Rome: It seems to me that it was a rather stupid move to take MAR and then not defend it! I'll take it back now, but what are you getting out of this 3-way attack? Right now it is nothing and no support. Hell of a way to treat an ally! I don't do that; see my letter coming in the mail, and please answer.

Spring 1902 orders on hand from Dodge, Barents, Lincoln and Flores. Spring 1902 due Fri Oct.7. Phone orders due THU Oct.6 at 11:59:59 PM EST * * * * *

A lot of you are neglecting to use your player codes. These are for your benefit. If I receive a set of orders for someone and then another set which may or may not be forged, I will throw away both sets if you don't use your player code. I will NEVER accept phone orders from you unless I have your player code. Also, some of you seem to be cutting it awfully close on deadlines. Try to get a preliminary set of orders in early and you won't ever NMR. I need another secret power for the 2nd game of Woolworth II-d that is starting up. A free sub to whoever agrees. First choice given to those who tried to be a SP standby for my 1st WWIID game but didn't get it.

RUSSIA INVADES DORMANT GERMANY WHILE BEING INVADED HIMSELF! FRANCE BUILDS THREE. ITALIANS SNEAK INTO TRIESTE!

- AUSTRIA(David Anderson) A Gal-RUM, A SER S A Gal-Rum, F ALB-Gre
- ENGLAND(Tim Allen) F Nwg-NWY, A Edi-HOL, F NTH C A Edi-Hol
- FRANCE(Pierre Touchette) A Bur-BEL, A Mar-SPA, F Mid-POR
- GERMANY(Jay Chaiser) NMR! F DEN H, A TYO H, A KIE H
- ITALY(Doug Baker) A Ven-TRI, A Apu-TUN, F ION C A Apu-Tun
- RUSSIA(Ed Henry) F Rum-Sev(/A/), A Sil-BER, A War-SIL, F Bot-BAL
- TURKEY(Ken Hager) A BUL-Gre, F BLA S A Arm-Sev, A Arm-SEV

Jay Chaiser has NMR insurance, but I was unable to reach him. As per my notice on page 1 last issue, Chaiser's Standby status is changed from free sub to 1 free issue/standby order, so he'll have to take out a sub(10/3). Jay has a new address; 387 Moon Rd, Lake Orion, MI 48035. Although he doesn't have any builds this time, I'll ask him to send me a postcard telling me he's still alive. If I receive nothing from him by the Winter 1901 deadline, I'll ask Brian Lorber, 7 Polo Rd., Great Neck, NY to assume the German position. Winter 1901 only due FRI Oct.7. Phone orders due THU Oct.6 at 11:59:59 PM EST

SUPPLY CHART 1901

- AUSTRIA: bud,vie, ~~rum~~, RUM, SER(4 Build 1) ENGLAND: home, HOL, NWY(5 Build 2)
- FRANCE: home, BEL, SPA, POR(6 Build 3) GERMANY: mun, kie, DEN, ~~bot~~(3 EVEN.)
- ITALY: home, TUN, TRI (5 Build 2) RUSSIA(st.p, war, mos, ~~sil~~, BER(4 EVEN.)
- TURKEY: home, BUL, SEV(5 Build 2) Neutral:Greece, Sweden

* PRESS: 98300 * * * * *

France: I never thought it'd be 3 against Germany. Thanks to all of you for your response.
 Austria-Italy: So I lied a little.
 Sevastapol: Why is the populace lining the piers and cheering? Shoot them! (Quickly!)
 Moscow-Russian army: Included isn't the category "enemies of the Tsar" are Russian soldiers whose blood is spilled by other enemies of the Tsar.
 Russia-World: Everybody stabbed me except Germany? What?
 Sevastapol: Earlier reports that the yellow Turks had turned tail were proven false today when the Black Sea resort was turned into a turkish bath. Mother Russia is reportadly still preparing to destroy the heathen invaders, however no timetablex has yet been released by the government.
 Eondon-World: As I have said in my private corresponsse to various world leaders, I will oppose most rigorously any French invasion of German national territory and any German invasion of French national territory. England and Germany are most anxious to contribute their efforts to those of Austria and Turkey to liberate the captive peoples enslaved by the cruel Imperial Czarist regime.

* 1983 CQ MD-3 Spring 1901 * * * * *

FLEETS CLASH IN BLACK SEA! FRANCE FOILS GERMAN MOVE TOBURGUNDY!

- AUSTRIA:(John Crosby) F Tri-ALB, A Bud-SER, A Vie-TRI
- ENGLAND(Jim Keeney) F Lon-NTH, F Edi-NWG, A Liv-YOR
- FRANCE(David Anderson) A Par-EUR, A MAR S A Par-Bur, F Bre-MAO
- GERMANY(Matthew Fleming) A Ber-KIE, A MUN-Bur, F Kie-HOL
- ITALY(Paul Gardner) A Ven-FIE, A Rom-TUS, F Nap-TYR
- RUSSIA(Lucien Henry) F St.p(sc)-BOT, F SEV-bla, A MOS-sev, A War-UKR
- TURKEY(Randy Duncan) A Con-BUL, F ANK-Bla, A Smy-ARM

Note: Turkey still hasn't sent me \$50 money or gam/NMR fee so this will be his last issue unless I receive some money from him by next turn.
 Fall 1901 due FRI OCT.7. Phone orders due THU Oct.6 at 11:59:59 PM EST.

PRESS:
 (Moscow) Award of the Order of Rasputin-For Heroism and gallantry in ground combat in the province of Ukraine March through June, 1901. Col. Ivan Prickski distinguished himself while serving as commander of a bunch of dumbass Cossack troops during operations southeast of Warsaw. During the entire operation Prickski repeatedly supervised forces which got screwed up searching for a non-existent supply center, and directed artillery support against friendly hills, trees, and grass. He listened as attentively as he was able to courier reports as his troops were ambushed and attacked by irritated peasants. During these operations, Col. Prickski also managed to eat numerous ~~blat~~ hot meals and
 (Cont.)

impregnate several dozen slavic virgins. Prickski's personal bravery and devotion to duty are in keeping with the highest tradition of the czarist military service and reflects great credit upon his horse, the troops, whom he always kept squarely in front of him, and himself.

St.Petersburg-Lon and Ber:Beware of hostile moves in Scandinavia; Peace in the north is always possible but cooperation with the czar is demanded.

Warsaw-Budapest:Galicia had better be neutral,eminent Archduke, or Prickski's gonna get ya! Moscow-Rome and Paris:Hail distant leaders; let peace be ever with us.

Sev-Ank: Bouncing in the Black Sea is ever sooo boring. A Mos-Sev is just to protect against A Smy-SMY, Sultan Duncan. If you don't,A Mos has better uses;if you did, thrust, parry, sabre to the groin and all that,

Livonia-all:My, what strange dogeared mail we receive; beware, all, a letter passer is afoot,(if I got A's to B from C then I wonder who is sending mine to whomever!!!)

BOURSE RESULTS Pound strong, Lira Weak

	<u>Grø</u>	<u>Fra</u>	<u>Mar</u>	<u>Lir</u>	<u>Rou</u>	<u>Pia</u>	<u>CRED</u>	<u>NET WORTH</u>
War Profiteer	800	1000	1000	1000	800	1400	1000	224 \$7054
Psychic's Friend	1000	500	1500	2000	500	1000	500	220 \$7060
Gifted One	500	1500	1500	1000	500	1000	1000	220 \$7345
A-Bomb	1500	1000	1500	500	500	1000	1000	220 \$7125
Dray Prescott	500	4000	500	500	500	500	500	215 \$8050
Mobile Munchies	1000	1000	1000	1000	1000	1000	1000	220 \$7000
Unknown One	1000	1000	1000	1000	1000	1000	1000	220 \$7000

Old CP: all \$1 Dray-Bourse: Buy Pounds,your best investment.

New CP: A=.93 E=\$1.30 F=\$1.10 G=\$1 I=.78 R=.99 T=.99

Anyone can join this at any time and receive 1000 units of each currency. * * *

NDV-1 Woolworth II-d 1982Hob'9 Fall '01

WEST PLAYS MEDICAL CHAIRS WITH SC's WHILE EAST ATTACKS RUSSIA!

AUSTRIA(Paula Dodge) A Tri-VIE, A BUD S SAL A Rum-Gal, F Adr-APU

Balkens(???): A Rum-GAL, A EUL-Rum, F Aog-ION

ENGLAND(???): F LIT-MAT, F PIE Nwy, F EUL-Mth

FRANCE(Pierre Touchette): F Eng-ION, A Bur-SWI, A MAR S A Bur-Swi

GERMANY(Ralph Baty): A KIE H, A Mun-BER, F HOL S A Kie

ITALY(Philip Dancause): A PIE S GER A Mun-Swi(NSO), F Ion-TUN, F TYR S F Ion-Tun

RUSSIA(???): A UKR-Rum, A Gal \$ A Ukr-Rum, (/d/, R boh,sil,war,OTB),F SEV S A Ukr-Rum, A LAP-Nwy

SCANDINAVIA(???): F Nwy-NWG, A DEN-Kie, F BAL S A Den-Kie

SPAIN(David Anderson) A Mad-BRE, F MAO C A Mad-Bre, F W.MED-Tun

TURKEY(???): A Smy-CRE, F E.MED C A Smy-Cre, F BLA S BAL A Bul-Rum

SUPPLY CENTER CHART WINTER '01

AUSTRIA: home(3 even.) BALKANS home,GAL(4 Build 1) ENGLAND: liv,edi, / / (2 Remove 1)

FRANCE: mar,par / / ,LON,SWI(4 Build 1) GERMANY: home,HOL(4 Build 1)

ITALY: home,TUN(4 Build 1) RUSSIA home(4 even) SCANDINAVIA: home(3 Even)

SPAIN: home,BRE (4 Build 1) TURKEY: home,GRE (4 Build 1) NEUTRAL:ICE,RUM,BEL

Winter '01 and Autumn '01 Retreat due FRI Oct.7.Phone orders due Thu Oct.6 at 11:59:59 PM

PRESS:

Italy-Russia: Something got lost in translation.

Berlin-Moscow:No offense taken by your moves; at least.

Russia-Turkey,Germany,Austria: See, peaceful.

Turkey-Italy: Do you know what you're doing?

Spain-Italy: I need tanks for a build.

Russia-Balkans: See, piece full. Russia-Scandinavia: Just defensive.

Berlin-Paris: A Mun to Ski was only a defensive move*****

I recently read in RACING MAIN that William Highfield was an admitted communist. Where do these wild rumors get started?

Speaking of rumors, Avalon Hill is NOT going back to wooden blocks. Fred Davis says AH has a two-year supply of the plastic pieces on hand already, so any switch back to blocks would be some time away, if ever. However, Windy Windblad,PO B-43816, Florence,AZ 85232 will sell you a set of painted blocks for \$8.50. Unpainted blocks are \$7.00

If you're interested in buying Diplomacy material at an auction for a good cause, send a SASE to Mike Mills, 26 Laurel Rd., Slootsburgh,NY 10974. The money will be used for hobby services such as the RNC, MNC, Orphan Games services, Novice Packet,etc.

LETTERS Recently I got a very nasty letter from someone who took something I wrote last issue the wrong way. Not only did he call me all sorts of names, but he even threatened my life (seriously!). Now, I can see where someone may disagree with me on some things, but I'd really appreciate it if you could at least try to be civil in your comments. I called the person in question and he seemed to have realized he overreacted, but I wish he'd have thought of that before he wrote the letter, which didn't exactly make my day. The person involved is lucky that I am not like some publishers who'd print such letters (It wasn't labeled NFP or DMQ). But, enough of this. Here's some much nicer letters.....

(Dave Carter) "I like MD. I enjoy the sci-fi book/movie reviews (Can't stand any non-sf reviews) and I enjoy readin other peoples' letters. I also enjoy reading your variant games but I have done a complete turnaround on variants and I won't GM/play one any more. Still, I'll still enjoy reading them." ((Plenty of variant stuff this issue; hope you enjoy it. I haven't got any reviews for this issue (I have a James Bond parody instead) but I just got a couple of sci-fi books I'll try to review next issue, along with a movie or two.))

(William Lowe) "Re your cartoons: sure they're good and to the point but you should come to BC to see our 'right-wing/conservative' Social Credit dimwits and their 'laissez-faire' policies. You'd vote New Democratic Party (middle-leftwing) (no other parties which get any seats here) too! ((No leftist parties, huh? Sounds good to me.))

(Paul Gardner) "How do you do it? You put out one of the best zines I've seen (Mark Larzalere is giving me a chance to vote it #1 by running his 3rd annual Marco Poll for best hobby zine in Appalling Greed)...ly game in MD is promising to be a very good one-83CQ. Everyone has written at least once and all but two have written twice or several times-four nights a week. I have CQ mail to answer. I love it." ((Glad to hear you're getting so much mail. I am playing in some games where hardly anyone ever writes at all.))

(James Woodson) "I'm enjoying MD. I realize what the zine's title refers to, but do you have any particular reason for using it?" ((Given what goes on in the game, it seemed appropriate)) "About MENSA. I assume you are a member. I know that I would qualify (no conceit intended) and would like to know any information you could give me on membership. The bit on protectionism was a bit off the wall, but amusing and thought provoking." ((It served its purpose then)) "What's with this HEALTH & FITNESS stuff? I'd like to see a report on the nutritional value of the food consumed at the average Diplomacy get-together." ((See the July 1983 issue of Consumer Reports for a full report on Beer.))

"I really enjoy the political cartoons. Actually, I enjoy political cartoons in general (well done ones at least). The first two years I was at Minnesota (The University of) the student newspaper had a great cartoonist. Well, as expected, I wasn't the only guy who appreciated him and he's now with the Detroit Free Press (last I heard). He was replaced at the school paper by someone who was terrible (and very liberal). Boo Hoo."

((Regarding MENSA, there are several ways you can get in. You can use a standard IQ test. MENSA will let you take one for a small fee. Or, you can send in a copy of your SAT or ACT scores. For SATs taken before around 1977, you need at least a 1300; after that time you only need a 1250. For ACT's, you need a 29 or 30 minimum score (I forget which). Mensa costs \$30 a year, but you receive a monthly magazine and another one from your local group. More importantly, though, you get to join some of the special interests groups MENSA has. The most important of these is The Mensa Postal Diplomacy SIG. For \$4 (\$5 outside the U.S.), you get a one-year membership and a bi-monthly newsletter. You can also sign up to play in all-MENSA Diplomacy games. The next one will be carried in this zine. Membership after July 1 is \$6 for an 18-month subscription. Addresses for these two groups are:

American Mensa Limited, 1701 West 3 Street, Brooklyn, NY 11223. For a membership to the Dip SIG, send your money to: Edward C. Rappole, 4531 Milwaukee Ave., Chicago, Ill 60630

(Ron (CANADA) Brown) "So, you ~~sympathized~~ got me into a game in MD: I shouldn't really be encouraging you, as "manifest destiny" has been the great enemy of Canada throughout our history. It's astounding, as you read the history of US-Canada relations, to discover how many presidents believed in that idiotic philosophy. Grant, I guess, was the worst, as he was whole-heartedly committed to taking Canada into the American fold. The attitude was present right up until FDR under whose regime Canada-US relations were the best they have ever been, before or since. Things have probably been at their lowest since Reagan's coup d'etat, though they weren't too good under anyone since Truman. Kennedy was starting to realize that Canada is a separate nation towards the end, but Johnson ~~quashed~~ ended that flirtation with reality. Oh well..." (letters cont. next page)

(Bob Sweeney)"Just received Manifest Destiny #4/5 and I can hardly believe my eyes! Not only Diplomacy games but variant Diplomacy games. Articles on Protectionism, Diplomacy World, Mensa, How to Kill an Eel and most fascinating of all - an article on fat! Letters upon letters from the famous and near famous- I fairly drooled on the stamp!

All in all, I'd say that 10 issues for \$3 is cheap (but not cheap enough to raise it) ((Damn!)) and I can hardly wait for further issues to come. (I think a few political cartoons would be great though.) P.S. Now can I have three free issues?"

((No, but you can have the privilege of having your letter printed in my zine.))

((Bob's letter continues))"Did you ever want to make your own explosives? Zip guns? Pipe bombs? Bullet-proof suits? Convert your semi-auto weapon to full auto? Read the Anarchists Cookbook or the Poor Mans James Bond. Great stuff!" ((Actually, only a small portion of those 2 books is composed of such stuff. The James Bond book spends too much time reprinting 100 year old recipes for making fireworks and the Anarchists Cookbook is mostly filled with tips on how to make your own drugs. Drats! There go all the college students off to their local bookstore. Better sources (and more reliable as well) for information such as you describe (to be used for reading purposes only) are a trio of books produced by the army during the Vietnam War--Incendiaries, Unconventional Warfare Devices and Techniques, and Improvised Munitions Handbook.))

(Ed Henry)"Ammonium nitrate (prills) is also extremely explosive in combination with most varieties of oil. It is additionally very corrosive in locations with high humidity as well as when mixed with water (will rust zippers solid overnight), and is also the main ingredient, along with water, in many commercially available cold-packs. Dissolve some in a glass of water containing a thermometer and check it out."

(Ian Strauss)"Yes, I knew ammonium nitrate was explosive. The Army uses it for cratering charges. But how do you make that detonator? And note that aspirin could be banned and Tylenol substituted... so, you see, Tylenol may really be a secret tool of tyranny! A plot to take our terrorist bombs away from us! ((Those sneaky devils!))

For more paranoid thoughts, I recommend the game Illuminati, which may be worth a review of its own unless everyone has already played it. Interested?" ((Illuminati is an excellent game; if you'd like to send in a review of it I could give you some free issues of a free gamestart. About that detonator; the ingredients described can be used to make the explosive picric acid, which is actually the booster part of the explosive in your detonator. You'd still need a primary explosive to set off the booster explosive, which in turn would set off your explosive. I'm enclosing instructions on a separate piece of paper, as I don't trust some of the people that get this zine. Also, please note that I won't accept any packages you may happen to send me.))

MORE LETTERS WE'D LIKE TO SEE

(Ronald Reagan)"What's that? It's just a game? Well, that's ok. I like games. Do you like jacks? That's a fun game. I heard a general say they have a new computer game called Global Thermomuclear War. I can't wait to play that one.

Nancy likes games too. She says her favorite game is to go down to the lake with George Bush and kill eels. That doesn't sound as fun as jacks, though, does it?

Oh, by the way, the Defense Department says it's having trouble finding ways to spend all the money I keep giving it. I suggested that they subscribe to your magazine, so here's a check for... Oh my! Look at all those zero's! Well, the DoD knows what it's doing, so I won't question it." ((Thanks for the check. Readers please note that my next issue may be delayed due to my upcoming move to a Pacific island I just bought (Maui).))

(Charles Manson)"Bernie Oaklyn? Keep that guy away from me! He's crazy!!!!"

(George McGovern)"A commie mole in the navy, huh? That figures. I'll bet those Red buggers are all over in our government. You'll be pleased to here that I borrowed a death squad from one of my friends in El Salvador to take care of the problem. ((Hear that, Billy? If any spanish-speaking fellows knock on your door and tell you they've got a special delivery package for you, don't open the door.)) Say, did you hear the latest commie joke? Q: What's 20 communists on the bottom of the ocean? A: A good start. That really broke them up at the last John Birch society meeting."

* * * * *

Lu Henry, publisher of TACKY, says he's desparate for standbys in a couple of A Mighty Fortress games that he runs. If interested, contact Lu at 6056 Waverly, Dearborn Heights, MI 48127 and I'm sure you'll get into a game.

1) Briefing: Final Conflict is a global nuclear variant of Diplomacy for seven players. It is strongly recommended that you carefully read these rules and review them on occasion, since FC has some rule conventions which contradict or don't appear in the Diplomacy rule-book. The length of these rules is deceiving; FC is easier to learn than one may think. The rules have been written extensively so as to avoid rule problems during play and to make learning FC easier.

Although the board is about one-third larger than the standard game, FC takes no more time to play than standard Diplomacy, or even less, depending on how many nukes get thrown around.

2) THE POWERS AND INITIAL DEPLOYMENT:

AUS(Commonwealth of Australia): f BRISbane, f PERth, f MELbourne, p SYDney
BRA(United States of Brazil): a AMazona, f BELem, f SALvador, f RIO de Janeiro
CHI(People's Republic of China): f MANchuria, a PEKING, f SHAnghai, a CANTon
PAL(Pan-Arab League): a TEHran, a BAGdad, f EGYpt, p SAUDI Arabia
RUS(Soviet Union): a MOScow, a OMSk, f ARKhangal, f VLADivostok, p HUNGary
SAF(South Africa): a RHodesia, f NAMbia, f CAPE Town, f MOZambique
USA(United States of America): a CHIcago, f NEW York, f HAWaii*, p ALASKA *Note that the USA starts with one unit in a non-center; f HAWaii is supplied by the center in LOS Angeles.

When playing face-to-face, use the following colors for each power: AUS= light blue; BRA =Green; CHI =Yellow; PAL =Black; RUS=Red; SAF=White;USA = dark blue.

3) THE BOARD:

- A) The Final Conflict map is divided into 91 land spaces and 30 sea zones. A total of 46 of the land areas are supply centers.
- B) MEXico, PALeans and FRAnce are treated as double-coasted provinces in standard Diplomacy.
- (1) Coastal crawl is permitted. As a review, coastal crawl allows two fleets to exchange positions, but one of the fleets must be in a double coast province. Ex: f CENTral America-MEXico(EC); f MEXico(WO)-CENTral America. If either move fails, both should.
- (2) Fleets of two different powers are allowed to use coastal crawl if both powers note "cc" along with the unit's order; otherwise both moves fail. Ex: PAL orders = f FRAnce(SC)-IBERIA "cc". USA orders = f IBERIA-FRAnce(nc) "cc".
- (3) Units may not retreat using coastal crawl. Ex: USA orders = f MEXico(EC)-CENTral America/s p TEXas/. BRA orders = *f central america holds. The dislodged unit f CENTral America may not retreat to MEXico(WO),
- (4) Fleets built in double coast provinces must have a coast designation or else the build order fails.
- C) Canals: CENTral America, GERMAny, SCandinavia and EGYpt are all canals, and are treated like Kiel is treated in the standard game.
- D) Landbridges exist between the following pairs of land areas and are denoted with the symbol ()---() on the map: ((sort of like that anyways,))
IBERIA and MORocco, SAUDI Arabia and SOMalia, SAUDI Arabia and TEHran, ENGLand and FRAnce, and SUMatra and MALaysia
- A landbridge allows all units to cross a body of water in order to move to another land area, as if the two land areas were adjacent to one another. Ex: a ENGLand-FRAnce is a legal order. Landbridges do not interfere with sea movement in any way. Ex: a ENGLand-FRAnce; f NWG-North Eastern Atlantic. Both moves succeed.
- E) Areas marked with an "I" are considered impassable. Planes may fly over impassable areas in order to get to their destination, but may not land in such provinces. Fleets may not exist on a coastline should the entire coastline border upon an impassable sea zone. EX: f SIBERIA can never exist, but f ARKhangal is a legal unit.
- F) HAWaii, JAPAN and PHILIPines, although consisting of several islands, are treated as 1 province.

4) GAME YEAR SEQUENCING AND VICTORY CRITERION:

- A) The game begins in the Spring of the year 2101

B) In a game year, activities are executed in the following order:

- (1) Spring nuclear attacks
- (2) Spring "conventional" orders
- (3) Spring retreats
- (4) Player elimination check
- (5) Fall nuclear attacks
- (6) Fall "conventional" orders
- (7) Fall retreats
- (8) Player elimination check and victory check
- (9) Calculate winter income.
- (10) Execute winter money transactions
- (11) Pay maintenance/build new units.

C) For postal play, it is strongly recommended that each and every winter season be separated unless all powers also submit spring orders. The numerous build and removal possibilities make conditional orders impractical.

D) Victory is achieved by controlling 24 centers at the end of any fall season. However, for every two centers currently devastated by nuclear attack, this number is reduced by one.

5) UNIT DENSITY:

- A) Within a land area, a player may have one army or fleet, one plane(P) unit and any number of nukes(N).
- B) Only one fleet may be in a given sea zone.
- C) At no time may units of two or more powers occupy the same space.

6) PLANES:

A) Movement:

- (1) A plane can move to a friendly controlled land area up to two spaces away. They cannot be ordered to move to a land area owned by another player.
- (2) Planes may fly over water, enemy controlled land area and impassable areas, as long as its destination is a friendly land area.
- (3) Planes, like armies, may be convoyed.
- (4) Since planes have only supportive strength, they cannot stand off any enemy armies or fleets. A plane's move fails when an opponent's unit(A or F) also moves to the space the plane attempts to occupy, or if a conflict which results in a standoff occurs in that space with an opponent's unit. Examples:

USA orders p DALLAS-mexico AUS orders a central america-MEXico (Planes can't stand off enemy attacks)

USA orders p DALLAS-mexico; a LOS Angeles-mexico AUS orders a CENTral america-mexico (A standoff with the enemy prevents the plane's move)

USA orders p dalles-MEXico; a los angeles-MEXico/s p LOS Angeles/ AUS orders a CENTral america-mexico? (Since the conflict did not result in a standoff and the side moving the plane was victorious, the move succeeds.)

USA orders p dallas-MEXico; a LOS Angeles & a DALLas-mexico (A self-standoff does not prevent the plane's move)

(5) A plane can't defend a space. If alone in an area, a plane is dislodged when an enemy unit successfully moves into the space. Planes can't be supported to hold and defend with a strength of zero. A plane is not effected by any standoff in the space the plane occupies. If dislodged, the plane can retreat to any friendly area up to two spaces awa, or may be disbanded. Example:

SAF orders *p somolia-h PAL orders a sudan-SOMolia (Any attack upon a plane without interference from the other units succeeds; p Somolia is dislodged.)

(6) A plane does prevent an enemy unit from retreating into its space.

B) Supports:

(1) A plane can support any unit to hold or move into the space it occupies, or any space up to two away. This includes sea zones and enemy controlled areas. EXAMPLE:

USA orders p ENGLand S RUS a balkans-italy
(Using the landbridge, the plane supports an area two spaces away.)

USA orders f HAWaii-holds(S by p HAWail) (perfectly acceptable)

(2) A plane's support is NEVER cut. Even when the plane is dislodged!

7) NUCLEAR WEAPONS:

A) MOVEMENT:

- (1) Nukes can be moved as if they were armies, with the provision that they may only enter areas which are friendly and remain friendly.
- (2) Nukes have no attack, support, or defensive strength, and are captured if an enemy unit ends the turn in its area, replacing the nuke with one corresponding to it's color.

B) Launching Nukes:

- (1) Nukes can be launched against any space on the board. EX: USA orders n NEW York-(1)-Tehran (This is the format of the launch order)
- (2) A nuke's order is written along with regular ("conventional") orders, but the effects of a nuclear attack are resolved before actual movement takes place.

C) Effects of a Nuclear Attack:

(1) On the turn of impact, all units in the area are destroyed. In addition, any units moving through or into the space are also destroyed. Planes which have no alternative route to their destination other than through the province nuked are destroyed. EXAMPLE:

USA orders p California-Central America; a Dallas-Mexico/s p Dallas & f Carribbean Sea/.
BRA orders n MATo Grosso-(1)-México; f Mid Western Atlantic-Caribbean Sea

(The nuclear attack destroys all american units. The plane is destroyed because the only route plane California has to Central America is through Mexico. Since the aftermath of a nuclear attack is computed prior to normal movement, the Brazilian fleet's move to the Caribbean succeeds since there is no unit in the space to oppose the move.)

A unit which is convoyed through or into a space which is nuked is also destroyed.

There is an exception to this rule. A nuke which holds and is in the area hit by nuclear attack is not destroyed. Instead, it is allowed a retaliatory counterstrike. It can only be ordered to launch; otherwise it is destroyed. A nuke which moves into an area hit by nuclear attack is destroyed and gets no counterstrike.

Needless to say, a nuke which is launched is removed from the board once used.

(2) The nuked area is considered impassable during the next movement season and may not be entered by any unit. Planes may traverse the area but may not end their move in the nuked area.

(3) Economic impact: An area which has been devastated by nuclear attack is rendered valueless for the next three winter income phases. On the fourth winter phase, the province regains its economic value. Also, if the area happens to be a supply center, new units may no longer be raised there, although they may once the economic value is repaired.

(4) Effect on Victory Criterion: A center which is devastated does not count towards the number needed to win the game. Furthermore, for every two centers currently devastated, the number of centers needed to win is reduced by one from the original goal of 24 centers. Note that nuclear devastation has no effect on ownership of any province whatsoever.

D) Limitations On Launching Nukes:

- (1) A player may not nuke an area which he currently possesses.
- (2) A player may never nuke any of his own home territories, regardless of ownership.

8) CAPTURING PROVINCES: ANY Land province (regardless of whether it's a center or not) can be captured by MERELY PASSING THROUGH IT.

9) ECONOMICS:

- A) Supply centers produce \$3 income a year for their owner.
- B) Non-supply center land areas produce \$1 income a year for their owner.
- C) At the start of the game, each player owns all areas within the political boundaries of his country (shown in a dark black line on the map). These are the player's "Home Provinces". Note that the USA player DOES own Alaska and Hawaii.
- D) Money can be saved from one season to the next, and can be transferred as seen fit to other players (see rule 12 for further clarifications).

10) BUILDING AND MAINTAINING UNITS:

- A) Units have the following costs: NUKE: \$9 to build, \$1 to maintain
ARMY, FLEET OR PLANE: \$3 to build, \$3 to maintain

- B) Players must pay maintenance on all units he currently has on the board, if he has the funds. If he does not have enough money to maintain all his units, he only maintains those which he does have funds to maintain and removes all other units.
- C) If and only if all units have been maintained, a player is allowed to use any remaining money to raise new units. A power which disbands even one unit is not allowed to make any builds.
- D) A player may build units in any undevastated center he controls, not just in home centers.
- E) By the end of the winter season, a player must have an even cash balance or a surplus.
- F) In case of NMRs, the country will pay all maintenance costs and keep any remaining money. If units need to be removed, the GM will remove plane units from provinces in alphabetical order until the deficit is paid. If this isn't sufficient, the GM will begin removing armies and fleets (alphabetically) amongst those not occupying a SC. Next, armies and fleets occupying SCs will be removed. Lastly, nukes will be removed until the deficit is gone.
- G) When a power is knocked out of the game, any of his units which go into civil disorder remain on the board (maintenance free) and are disbanded once dislodged.

11) PLAYER ELIMINATION:

- A) A player is eliminated when he no longer controls ANY of his home provinces (inc. non-SCs)
- B) When a player has lost control of all of his home provinces, he has one last movement season in which to capture at least one of his home provinces. If he fails, he is eliminated; all funds in his treasury are null and void, any remaining units hold in civil disorder maintenance free and are disbanded once dislodged.

12) NEGOTIATIONS:

- A) Players may negotiate during the winter season.
- B) Players can make loans and money transfers as part of deals. Orders can't be made conditional upon the receipt of money, except in the case of winter builds (allowing players to maintain/raise additional units should they receive income from someone).
- (1) During the Spring and Fall Seasons, money transactions are written along with all other orders. Any amount may be transferred.
- (2) During the Winter, money transactions are performed prior to paying maintenance. Up to \$3 (total) may be transferred to other players. Players are reminded that they should keep enough money to pay maintenance for all his units and that builds may not be made should he fail to pay all maintenance costs.

(\$186 NI for board) KEY TO ABBREVIATIONS (Supply Centers in "CAPS")

<u>Africa</u>	<u>Asia</u>	<u>Sea Zones</u>	<u>ISLANDS</u>
alg=Algeria	BAG=Baghdad	blt=Baltic Sea	BOR=Borneo
ang=Angola	bur=Burma	ber=Bering Sea	ENG=England
bot=Botswana	CAN=Canton	bla=Black Sea	gre=Greenland
CAP=Cape Town	EGY=Egypt	bob=Bay of Bengal	haw=Hawaii
cha=chad	IND=India	car=Caribbean Sea	ice=Iceland
ivo=Ivory Coast	kam=Kamchatka	chs=China Sea	ade=Adelaide BRI=Brisbane dar=Darwin
ken=kenya	kaz=Kazakhstan	hud=Hudson Bay	MEL=Melbourne PER=Perth SYD=Sydney
lib=libya	MAN=Manchuria	jav=Java Sea	Net Income=\$14
mau=Mauritania	MAL=Malaysia	lab=Labrador Sea	<u>NORTH AMERICA</u>
MOR=Morocco	mon=Mongolia	mea=Mid Eastern Atlantic	ALA=Alaska alb=Alberta
MOZ=Mozambique	OMI=Omsk	med=Mediterranean Sea	cen=Central America CHI=Chicago
NAM=Namibia	pak=Pakistan	mep=Mid Eastern Pacific	dal=Dallas LOS=Los Angeles
nig=niger	PEK=Peking	mwa=Mid Western Atlantic	NEX=Mexico neb=Nebraska
RHO=Rhodesia	SAU=Saudi Arabia	mwp=Mid Western Pacific	NEW=New York City QUE=Quebec
SEN=Senegal	SHA=Shanghai	nea=North Eastern Atlantic	sas=Saskatchewan
SOM=Somalia	sib=Siberia	nei=North Eastern Indian	Net Income=\$23
sud=Sudan	sin=Sinkiang	nep=North Eastern Pacific	<u>SOUTH AMERICA</u>
ZAI=Zaire	syr=Syria	nva=North Western Atlantic	AMA=Amazona arg=Argentina
zam=Zambia	TEH=Tehran	nwg=Norwegian Sea	BEL=Belem bol=Bolivia
Net Income=\$35	VIE=Vietnam	nwi=North West Indian	COL=Columbia gui=Guinea
<u>ISLANDS (CONT.)</u>	kor=Korea	nwp=North West Pacific	mat=Mato Grosso SAL=Salvador
JAP=Japan	kur=Kurdistan	psg=Persian Gulf	RIO=Rio de Janeiro VEN=Venezuela
mad=Madagascar	Net Income=\$52	sea=South Eastern Atlantic	Net Income=\$22
neg=New Guinea	sum=Sumatra	sei=South Eastern Indian	<u>EUROPE</u> ARK=Arkhangel ita=Italy
NEZ=New Zealand		sep=South Eastern Pacific	bal=Balkans fra=France GER=Germany
phi=Phillipine		soj=Sea of Japan	HUN=Hungary IBE=Iberia sca=Scand
Net Income=\$19			(NI=\$21) MOS=Moscow pol=Poland tur=Turkey

FOR YOUR DOG ONLY JAMES BOOB by Mike Shonk(reprinted from Mr. KKBB Summer 1977)

James was asleep. He had just finished a three day job and was exhausted. With him was his customary bedmate—a young female of imperfect beauty. Or in other words, he was shacking up with a whore who had some physical defect.

The phone rang.

"Get that, will you darling?" mumbled the still asleep Boob.

"Get it yourself, I haven't spent three days here to get the job of answering your bloody phone," replied the fiery beauty.

"I'll get it, ya hear?" answered a third voice.

Boob leaped from his oversized and well-worn bed, pulled out his gun and put three bullets into the head of his fiery and now dead bedmate.

"Next time answer the phone!" spit out Boob.

Boob suddenly realized he was not alone. After a quick search of his flat Boob found a small, fat man standing in the center of his bed. The fat man was talking on the phone.

"Sure X, old boy, I'll tell him for ya."

X was Boob's boss at M-16. M-16 is the spy network that has the duty of protecting the Queen of England by tapping the phones of all the queens of Parliament.

"Serggant Salt! What are you doing here?"

"Ya all know how I've appeared in all your recent comedies...uh, adventures," answered the fat, but lovable, Southern sheriff, "Well, the powers-that-is has run out of places to stick me."

Boob bit his tongue.

"As you know, I'm used for comic relief. So I suggested the bedroom scene. Though now... well, I don't know...after that scene with the broad maybe what we need here is some dramatic relief."

"Who is on the phone?"

"X. He wants to speak to ya."

"What!" screamed Boob as he grabbed the phone from the pudgy yet comical hand of the typical Southern stereotype.

"Hey, ya almost broke my typical Southern yet comical hand."

"Hello, X?" said Boob.

"Boob! Here!"

As Boob hung up he thought on how truly wonderful life was. How someone like X can become one of the most powerful men in the world despite the handicap of limited intelligence. Truly the classless society in action.

X was seated at a huge, oak desk in his plush office. The office is extremely elegant. The walls are covered by art originals from the Renaissance Period. The floor is covered by a thick, wall-to-wall gold shag carpet. Plush, elegant, black leather chairs are scattered all over the room. Only one small, broken down, wooden chair—placed near the door—is out of place in this room...which is a very elegant room indeed.

Boob entered on his knees. "What do you want, my Lord?" asked the humbled Boob.

"Sit!" commanded X.

Boob sat in the nearest chair--the small, broken down, wooden chair. "Now," began X, "there is a bed man I want you to take care of. Put your hand down, Boob. What do you want?"

"Well, I came straight here from my flat..."

"Is that why you're still wearing your pajamas?" asked X.

"Yes, sir. Uh, can I be excused? I have to...to...uh..."

"Yes, of course. But be sure to stay on the paper."

"Yes, sir," said Boob as he rose to leave.

Boob has returned.

"This man is very bad," said X, "he is the ex-neighbor of some old friends of mine, Charles and Mildred Van Puss. Mildred has some...uh...what this man is doing is inexcusable. He must be eliminated. His name is Baron Von Shoddy. His crime is failure to curb his dog. You should see the Van Puss yard. Besides, we have done some checking on the Baron and found a number of arrests but no convictions. It seems that after every arrest he and his dog have escaped or jumped bail. His first arrest was in 1941. His dog soiled Churchill's yard. It was then discovered that Von Shoddy was a Nazi spy out to destroy the Allied morale. He must be stopped at any cost. Post C has located him in Cuba. Near Havana. Place called Little Valley."

A day later Boob was off to Cuba. He took the 5:05 fishing/smuggling boat. Except for the ship's crew, Boob was alone on this regularly scheduled smuggling ship line.

"Jane," Boob asked, "where is everyone?"

"Well," answered the pretty stewardess, "most of the spies and other vermin take the 4:35."

Boob was in Cuba. He visited Adolph's Secret Map Shop; located conveniently in downtown Havana, it was running a special on maps of ex-Nazi war criminals' homes. Boob picked up a map of Von Shoddy's home.

Then Boob visited Adolph's Spy, Terrorist, and Other Assorted Criminals Gift Shop. (Gimmicks will prove useful later should Boob get captured and this author cannot find a logical way for him to escape.) Boob picked up a rifle, several grenades, an exploding plastic replica of a fire hydrant and a helicopter that folds into a wristwatch (with calendar \$19.95 extra).

Boob was standing in the woods surrounding and overlooking the Von Shoddy's villa. The villa was nestled in the center of the peaceful and beautiful Little Valley. The villa was a guarded fortress. As Boob began his silent approach on the villa he realized just how tough his job was going to be. Von Shoddy obviously was used to surviving any attack. Half way down Boob stopped to map out his plan. He placed his Herman rifle and exploding fire hydrant on the ground. Suddenly a knife was at his throat.

"Move and I'll kill you," whispered a determined female.

"What? Who are you? A guard?"

"No. My name is Cathy Van Puss."

X almighty, thought Boob. Just what I need: a revenge-crazed girl.

"Listen, you bloody bitch, my name is James Boob and I've been sent here to kill Von Shoddy and his evil dog."

"Forget it. I want the pleasure of killing those...those...Well, if you had seen what they did to my rosebush you'd understand!" said the young girl as she put away her knife.

A rosebush, thought Boob. Is nothing sacred to this Von Shoddy?

"This is a man's job, not a job for some revenge-crazed, helpless, little girl," said the stupid Boob.

"I wasn't aware murder was anyone's job."

Boob then noticed how beautiful the young 16 year old Van Puss looked as the sunlight bounced off her blond hair. Her clothes consisted of a ragged shirt and shorts. The splashed mud over her slim body camouflaged her against the brown-green background of the forest. Boob remembered a barn he passed on his trip to the villa.

"Come on," said Boob as he took her by the hand.

"Why?! Aren't you going to kill that monster and his dog?"

"I have other business at hand now. Come," said Boob as he headed for the barn.

"All right, but I'm coming back..."

"Certainly," agreed Boob.

Reaching the barn, Boob herded Cathy in with the rest of the cows. After making love, they returned to the spot overlooking the villa. During the trip back, Boob thought about how much he loved his work.

"Ok, now what is your plan?" asked Cathy.

"I am going to place this fire hydrant near the villa. When the dog visits the hydrant, I'll detonate it. Von Shoddy will come out to see what happened and I'll shoot him down with my rifle."

"What if the dog gets to the hydrant before you can get back up here?"

"Then you detonate the hydrant."

"But then you'll be caught between the guards and me."

"Don't worry. I can handle that."

"Ok, but if you do get caught down there, it is every man for himself."

"Fine," said Boob as he headed down to the villa. Great. Now I won't have that bloody bitch ruining my escape, thought Boob.

Once reaching the villa, Boob placed the explosive hydrant near the gate. Boob had barely started back to Cathy when the Baron's terrorist dog exited the villa. The dog spotted the fire hydrant and raised his leg to leave his mark. Cathy detonated the hydrant, killing the dog instantly.

"Fofof," cried the evil Baron as he ran to his dead pet.

(concluded next page)

Cathy's knife kanded in the Baron's throat. Von Shoddy died noiselessly.

Boob was caught in between the crossfire of the guards and Cathy. Through sheer luck and courage, Boob was able to fight his way to where he had left Cathy Van Puss. Only to find she was already gone.

"Bloody, bitch," said the angered Boob, "left me here all alone to fend for myself. Just like a woman to keep her word."

The guards were advancing towards Boob. James realized that he could use his heli-watch and get away clean, or he could stay there and needlessly kill the guards. The answer was simple for a hero like James Boob—he stayed and needlessly killed a number of people. Using his rifle, grenades, sheer guts and stupidity, Boob laid waste to the entire valley. Boob eliminated all the guards as well as a farmer, the fourth grade class at the Valley Elementary School, and a bus full of nuns who were touring scenic Cuba. Boob then made love to the young, virgin school teacher, who captivated Boob with her marvelous yet imperfect beauty, and ten feet of rope.

Leaving Cuba—on the 7:03 smuggling boat to England—Boob had his regrets...but maybe next time he can find a use for his heli-watch.

* * * * *
 SELF-DEFENSE: A friend of mine once took a self-defense class and was told that the best way to stop an attack from several people at once is to determine who seems to be the leader, then reach forward, pluck out one of his eyes, swallow it, and laugh maniacally. Hopefully, the others will be so shaken by the incident and will worry enough about what crazy things you'll do to them that they'll probably leave you alone, or at least be indecisive long enough for you to make your escape.

I'm sure that you could use this tactic in your next face-to-face game of Diplomacy when you are being attacked by several countries. After doing the above, the other players will probably order their units as you suggest they do(at least until the police arrive.)

* * * * *

QUOTES

"Far better it is to dare mighty things, to win glorius triumphs, even though checkered by failure, than to take rank with those poor spirits who neither enjoy much nor suffer much, because they live in that gray twilight that knows not victory nor defeat."

---Teddy Roosevelt

"Oh freedom-loving leftist thinkers of the West. Oh leftist laborites. Oh progressive American, German and French students. For you allof this counts for little. For you(Gulag Archipelago) amounts to nothing. You will understand it all when they bellow at you, 'you are under arrest,' and you yourselves trudge off to our (prison) archipelago."
 -Alexander Solzhenitsyn's last statement prior to his arrest and expulsion from the USSR.

The price of freedom is eternal vigilence. ---Benjamin Franklin?

I have sworn upon the altar of God eternal hostility against every form of tyranny over the mind of men. ----Thomas Jefferson.

We will bury you...Your grandchildren will be Communists. --Nikita Khrushchev

I don't believe that Cuba is in Africa because it was ordered there by Russia. I believe that Cuba is in Africa because it really has shared a sense of colonial oppression and domination. ----Former UN Ambassabor Andrew Young

Today the Soviet Union has military superiority over the U.S. and henceforth the U.S. will be threatened. You had better get used to it.--N.V. Ogarkov, Marshal of the Soviet Union.

The U.S. has no vital interests (in Africa).--Former Senator Frank Church.

"The church I relate to most is called the People's Temple", since Jim Jones and Co. offered "a sense of what life should be about."--Jane Fonda,1977

"I don't hate commies. Does a vet hate a diseased animal he puts to sleep? No. He does so for the good of society. That's why we should kill communists--for the good of society."
 ----Willian(the moderate)Highfield, August 1983

The greatest ally of the Devil is the liberal intellectual who says there is no Devil.
 --German Poet Heinrich Heine

HEALTH AND FITNESS CORNER PART III Today we begin looking at vitamins.

Vitamins are chemical substances essential for health and normal development which serve to energize and regulate our metabolism. They cannot be made in the body in sufficient quantities and must come from the food we eat.

Vitamins and minerals (micronutrients) do not themselves provide energy, unlike the macronutrients (carbohydrates, fat and protein) which do so only when there are sufficient micronutrients to release them. Without the existence of minerals, however, vitamins cannot function at all. For this reason it is important to have a proper balance of vitamins and minerals. Too much of one can rob you of some of the other. Here is a chart showing recommended intakes of vitamins and minerals for both inactive and active people:

<u>SUGGESTED DAILY INTAKE</u>	<u>NON-ACTIVE</u>	<u>ACTIVE</u>
Vitamin A	25,000 IU	30,000 IU
Vitamin D	400 IU	400 IU
Vitamin C	1000 mg	2000 mg
Vitamin E	1000 IU	1000 IU
Vitamin B-1	100 mg	150 mg
Vitamin B-2	100 mg	150 mg
Vitamin B-6	150 mg	200 mg
Vitamin B-12	300 mcg	300 mcg
Niacin or niacinamide	100 mg	150 mg
Pantothenic acid	100 mg	300 mg
Para-amino-benzoic acid	75 mg	100 mg
Choline	100 mg	200 mg
Inositol	100 mg	200 mg
Folic Acid	400 mcg	400 mcg
Biotin	100 mcg	100 mcg
Calcium	1000 mg	2000 mg
Magnesium	500 mg	1000 mg
Potassium	200 mg	500 mg
Phosphorus	150 mg	150 mg
Iron	20 mg	20 mg
Iodine	20 mg	20 mg
Copper	2 mg	2 mg
Zinc	25 mg	50 mg
Manganese	20 mg	40 mg
Chromium	750 mcg	750 mcg
Selenium	100 mcg	100 mcg
Beatine HCL	100 mg	200 mg
Pepsin	50 mg	100 mg
Bronclain	50 mg	50 mg
Ox bile	30 mg	30 mg
Pancreas substance	100 mg	200 mg
Papain	50 mg	100 mg
Protease	100 mg	150 mg
Amylase	25 mg	50 mg
Lipase	25 mg	50 mg

Vitamins come in several forms: tablets, capsules, powders, and liquids. Powders are generally the best sources (often not generally available though) because they have extra potency, and no fillers, binders or additives, an important consideration for those with allergies.

Vitamins are sold as synthetic or natural. Synthetic vitamins are ok, but natural vitamins are much better. For example, synthetic vitamin C is simply ascorbic acid. Natural vitamin C (usually taken from Rosehips) contains bioflavonoids and the entire C complex, making it much more effective than synthetic C.

Natural vitamin E contains all the tocopherols, not just alpha, so it is more effective than synthetic vitamin E. Another problem with synthetic vitamins is that they can cause toxic reactions in those people with certain allergies.

(continued next page)

Vitamins stored in a cool dry place have a shelf life of about three years. Once the bottle is opened, the shelf life is about twelve months. If you live in a desert climate, you might want to store your vitamins in a refrigerator. To guard against excessive moisture, you can place a few kernels of rice in your vitamin bottle.

Water-soluble vitamins tend to be excreted about four hours after ingestion, or after only two hours if you take them on an empty stomach. For this reason, it is best to take several small doses of B and C vitamins throughout the day (after each meal) rather than to take one big dose. If you simply must take your vitamins all at one time, do so after eating your largest meal of the day (probably dinner.)

Oil-soluble vitamins (A, D, E, K) remain in the body for about 24 hours, although excess amounts can be stored in the body (in the liver) for much longer. A and E vitamins taken in dry form do not stay in the body for as long a time as when they are in oil capsules.

Vitamin A (retinol) is found in liver, milk, butter, eggs and fish-liver oils. Vitamin A:
 *Counteracts night blindness, weak eyesight, and aids in the treatment of many eye disorders. (It permits formation of visual purple in the eye.)

*Helps build resistance to respiratory infections.

*Shortens the duration of diseases.

*Keeps the outer layers of your tissues and organs healthy.

*Promotes growth, strong bones, healthy skin, hair, teeth, and gums.

*Helps treat acne, impetigo, boils, carbuncles, and open ulcers when applied externally.

*Aids in the treatment of emphysema and hyperthyroidism.

You may suffer a deficiency of Vitamin A if you display any of the following characteristics: night blindness, inability to adjust to darkness, bloodshot eyes, inflammation, burning sensations (in your eyes, not the other kind), or sties.

If more than 100,000 IU of Vitamin A are taken daily for several months, toxic effects can occur. This figure is reduced to 18,500 IU/day for infants. Toxicity symptoms include hair loss (Mark Berch take note), nausea, vomiting, diarrhea, scaly skin, blurred vision, rashes, bone pain, irregular menses, fatigue, headaches, and liver enlargement. (When was the last time you measured your liver?) A woman's need for Vitamin A decreases if she's on the Pill.

Vitamin D (Calciferol, Viosterol, Ergosterol, "Sunshine Vitamin") is found in dairy products, fish and fish liver oils, and is also acquired through sunlight. However, once a suntan (not a very good thing for you anyway) is established, Vitamin D production through the skin stops. Also, dark-skinned people who live in northern climates have difficulty receiving much Vitamin D through the skin. Smog-filled cities reduce D for everyone.

Vitamin D regulates the use of calcium and phosphorus in the body, so it is very important for the proper formation of teeth and bones. It is also valuable in maintaining a stable nervous system, normal heart action, and normal blood clotting. Vitamin D also:

*Aids in preventing colds (when taken with A and C)

*Helps in the treatment of conjunctivitis

*Aids in assimilating vitamin A

*Helps prevent rickets, severe tooth decay, osteomalacia, senile osteoporosis, fatigue, muscle cramps, and softening of the bones and teeth.

Toxic effects occur when 5000-25000 IU are taken daily. Signs of toxicity are unusual thirst (not the usual thirst many of you have for beer), sore eyes, itching skin, vomiting, diarrhea, urinary urgency, abnormal calcium deposits in blood-vessel walls, liver, lungs, kidney, and stomach.

Vitamin E (Tocopherol) is found in eggs, wheat germ, vegetable oils, soybeans, Brussels sprouts, spinach, leafy greens, and whole wheat. Vitamin E:

*Has a dramatic effect on the reproductive organs, helping prevent miscarriages, increasing fertility, and restoring male potency.

*Inhibits blood coagulation: *Enhances activity of Vitamin A

*Aids in preventing aging and lowering blood pressure

*Aids in bringing nourishment to cells, strengthening the capillary walls, and protecting red blood cells from destruction by environmental poisons

*Allows muscles to function with less oxygen, thus increasing endurance and stamina.

*Causes dilation of the blood vessels, permitting a fuller flow of blood to the heart.

*Prevents elevated scar formation on the surface of the body as well as within.

(continued next page)

- *Dilates blood vessels, permitting a fuller flow of blood to the heart.
- *Protects your lungs against air pollution by working with vitamin A
- *Alleviates fatigue. *Accelerates healing of burns.

Deficiencies of Vitamin E causes destruction of red blood cells, muscle degeneration, some anemias and reproductive disorders. Vitamin E is nontoxic.

Vitamin K(Menadione) is usually found in yogurt, alfalfa, egg yolk, safflower oil, soybean oil, fish liver oils, kelp, leafy green vegetables. There is a trio of K vitamins. K_1 and K_2 can be formed by natural bacteria in the intestines. K_3 is a synthetic. Vitamin K:

- *Helps prevent internal bleeding and hemorrhages.
- *Aids in reducing excessive menstrual flow.
- *Promotes proper blood clotting.

Diarrhea and nosebleeds could be possible signs of Vitamin K deficiency. Celiac disease, sprue, and colitis result from a deficiency of Vitamin K. More than 500 mcg of synthetic Vitamin K/daily should be avoided. X-rays, radiation, frozen foods, aspirin, air pollution, and mineral oil deplete one's Vitamin K reserves.

DIPLOMACY VARIANT DEADMAN DIP created by Bob Arnett

Deadman Diplomacy is a variation of blind diplomacy. Nobody is ever sure where the other player's units are because all he sees in terms of orders are his/her own (succeed or fail) and everybody's press. You can correspond to the other players but you will seldom know if they are doing what they promised.

RULE CHANGES No standbys will be used. No neutral orders will be used. It's your position. No orders = No moves. The other players will not be informed if a player NMR's. You can NMR as often as you like and still order your units as long as you maintain a subscription.

Press releases will be allowed from ANY dateline except GM. Obscene press will be deleted.

RULE ADDITIONS: ESPIONAGE rule: During each game year, all gov'ts will be entitled to use the Espionage order. This order enables a gov't to learn of any specific foreign unit within a one space movement of your unit. You must specify the foreign gov't that you are spying on. The Espionage rule is not an at large request. It is a specific order for one unit (a fleet or an army). The Espionage order occurs after all other moves.

eg: Your English fleet is in the North Sea. You decide that instead of any movement or other order you use the ESPIONAGE ORDER - thus - F North Sea E FRANCE. The result is that the GM will give you all available information on any French units within 1 space of the North Sea. F Nth E France (eng, bel). You are not told if they are armies or fleets. You are just told that they are there at the end of the move. BUT, the catch is that at the same time, the Frenchman is informed that some power has learned the location of those units. He won't know which power, but he will know that someone has spied on those units, and that the foreigner is within one space of those units.

Example: FRANCE - F bre-MUN, A BEL-bel, A bur-MUN, etc. *Designates that the unit's location is known by 1 player. **Designates that the unit's location's known by 2 people, etc

If a unit using the Espionage order is attacked during that move then the Espionage order fails. You won't be informed as to where the attack came from. A failed E will be underlined.

DISBANDING: A unit may be ordered to disband during any order. This order is now part of the movement phase. Example: f Nth- Disbands.

WINTER BIELDS: You may build a unit in any center that you controlled during the last Fall supply center chart. Thus, you aren't restricted to just your home centers.

Each fall you will be informed as to what centers you have gained and lost during that year. Thus, you will know your status prior to the Winter/Spring combination order.

PEEK A SNEAK (PAS): During each Spring and Fall season after 1901 you may PEEK-A-Sneak with each set of orders. With each season, you request any province or body of water on the board as your peek. The GM will tell you if it is empty or occupied. The same * rule will apply to let you know if one of your units whereabouts is known by some foreign power.

START OF THE GAME: Any combination of location of units rather than the standard may be used to start the game. No one else will know where or what you started with.

RETREATS: You won't know where dislodged units can retreat to, so if you guess wrong, your unit goes off the board.

Q: Can a unit Espionage into any adjacent space or are armies limited to land and fleets limited to water spaces? A: A unit can see into ANY adjacent space, land or sea.

(CONT)

Q: When an Espionage order fails, is a player notified by the GM or does he get an O?
 A: When any order fails, the order will be underlined.

STRATEGY: DEADMAN dip gives you a wide open choice of openings due to the wide variety of starting positions. Once the game has begun, the Disbanding order gives you some flexibility and combined with the rule permitting builds in any open SC(that you control) should give you many options. Never 'Hold' a unit. Use an E order instead. After 1901, don't forget to PAS along with your orders.

 1885 IV A Diplomacy variant modified from Fred Davis' 1885 III by Keith Sesler, 1983

1. The 1976 edition of the rules of Diplomacy shall apply, except as noted below:
2. 1885 IV is a FOUR-player variant. Nine Great Powers are in play - each player controls two of them: a 'Public' power known to all players, and a 'Secret' power known only to the controlling player and the GM.
 In addition, every season, each player submits a set of orders for the ninth power. One set of orders is randomly picked by the GM and is used for that power. The identity of the player who successfully orders the ninth country is not revealed.
3. There are 46 Supply Centers. Sweden and Spain are added as Great Powers. Austria, Germany and Turkey have 4 Home Supply Centers; Russia has 5. Austria, Germany and Russia begin with 4 units on the board. All other powers begin the game with 3 units on the board. Several new neutral Supply Centers have been added. (See map for changes, especially the Turkish Empire borders of 1885).
4. The initial set-up for the powers is:
 - AUSTRIA: A Cluj, F Split, A Vie, A Bud
 - ENGLAND: F Liv, F Lon, F Edi
 - FRANCE: F Bre, A Mar, A Par
 - GERMANY: A Dresden, A Mun, A Ber, F Kie
 - ITALY: A Ven, F Nap, Choice Rome(A or F)
 - RUSSIA: A War, A Mos, Choice of one unit in either St.P or Sev being changed from a F to an A. There is no unit in Archangel at gamestart(see rule 11)
 - SPAIN: A Madrid, A Cadiz, F Valencia
 - SWEDEN: A Stockholm, F Malmo, Choice Oslo(A or F)
 - TURKEY: F Sinope, A Con, A Smy. There's no unit in Macedonia at gamestart(see rule 11)

Identity of Choice units in Italy, Russia and Sweden don't have to be revealed until the first move.

5. The first move of the game is January 1885, and each subsequent move will take place during a single month. The Build/Removal seasons will be in March, June, September, and December (as in 'Abstraction').

6. VICTORY REQUIREMENTS: The victory conditions for a win using both of one's Powers is 27 SC's. You can win the game with 24 SCs using only one of your countries.

7. Powers are assigned using the following procedure:

Each player submits a list of the nine Great Powers in order of preference. The Public Powers are selected first. Players' first choices are compared - unique first choices are granted, and lots are drawn between players with identical first choices. As a power is assigned to a player, it is removed from all players' lists. Players who failed on their first choice repeat the process of selecting their first choices with the reduced lists. Secret powers are then assigned using the same procedure. The final power is the one for which players will submit orders each season and whose moves will be determined by randomly picking one of the players' moves for that country to use.

8. Special characteristics of certain provinces:

a. Sicily is a Build Center for Italy only. It is part of Italy from the start of the game, and Italy may build units here whenever she owns this province.

b. The following Neutral SCs may be used for building if owned by the following powers:

1. Ireland, if owned by England 2. Portugal, if owned by Spain 3. Persia, if owned by Russia
 (continued next page)

9. Egypt touches Arabia(arrows). Red Sea does not touch Levant.
10. The Suez Canal is in the province of Egypt. Fleets moving between the S.Med and the Red Sea must remain one turn in Egypt. Both parts of Egypt are a single province.
11. There is no Turkish unit in Macedonia or Russian unit in Archangel at the start of the game. Turkey starts with 3 units on the board; Russia with 4. If Turkey still controls Macedonia or Russia controls Archangel after February 1885, they may build units for these SCs in any Home SC in March. They don't have to occupy these SCs to be able to do this.
12. High Ocean Box connects the North, Mid- and South Atlantic Ocean spaces with the Red Sea and Indian Ocean spaces. Any number of Fleets may occupy the High Ocean Box. A F within the Box may support another F within the Box to leave the box for any adjacent sea space. A F in an adjacent sea space may support a F within the Box in moving to another adj. space.
13. Direct Passage/Four-Point Meets. There are four 4-point meets, where Fleets may move, support or convoy to or through any of the adjacent spaces, as shown by the arrows(e.g. Valencia-W.Med., Ion-Tripoli, Edi-Hebrides Sea). Also, Armies may move & support between NAP and Sicily without convoy. This doesn't disrupt Fleets from moving and supporting between Tyrrhenian and Ionian Sea.
14. Abbreviations: Cro.=Croatia, Dres.=Dresden, Mac.=Macedonia, Nav.=Navarre, Swa.=Swabia.
15. There are no two-coasted provinces. Fleets in Malmo move in coastal waters between the Skaggerak and Baltic coasts.
16. Retreats/Removals. Retreats are made by Just's Right-Hand rule if a player fails to submit a retreat order. Normally, this will occur only at the end of a 'Spring' type move (e.g. Jan., April). After a 'Fall' move, the player may submit a retreat order with his Build or removal order; and the other players may make their Builds contingent on the nature of that Retreat order. Retreats take precedence over Builds. (The Right-Hand Rule provides that if no retreat order is on hand, or if none of the provinces listed are open, the GM determines the retreat by moving the dislodged unit to the province immediately to the right of the 'front' between the attacker and the dislodged unit. If that province is closed, then the unit is moved to the first space to the left. If that is closed, then to the space next nearest on the right, and so on. Bodies of water are included in counting spaces, but in the case of Armies are passed over in favor of the next space.)
The GM will remove units from the board when players fail to submit removal orders. The GM will remove the units which, in his judgment, have the least effect on the course of the game.

 Do the Sandinistas want to spread revolution throughout Central America? In its September issue, Playboy magazine interviewed several of the top Sandinista leaders, and one of the key rulers, the Cuban-trained Jorge Borge, said yes: Here's an excerpt from the interview: Playboy: Then, will you respond to the general thrust of her remarks(Jeanna Kirkpatrick's)- that Nicaragua is the first domino in Latin America? That since the revolution triumphed here, it will be exported to El Salvador, then Guatemala, then Honduras, then Mexico? BORGE: That is one historical prophecy of Ronald Reagan's that is absolutely true!

"If you knew what Communism was really all about, you would get down on your knees and you would beg that we could all become Communists."--Jane Fonda, in 1969 speech at MSU
 "If we disarmed today there is no way that Russia would be able to do anything to us."
 -----Herb Baronts, August 21,1983 in BOAST
 "We know full well that the imperialists will never meet one's plea for peace. It can be upheld only by relying on the invincible might of the Soviet armed forces."
 -----Yuri Andropov, in speech to CPSU

PUBLIC SERVANT: Persons chosen by the people to distribute the graft.--Mark Twain
 TAXPAYER: A person who doesn't have to take a Civil Service exam to work for the gov't.
 VIRTUE: The avoidance of the vices that do not attract us.--Robert Lynd.
 YAWN: An honest opinion. SECOND-STORY MAN: One whose wife doesn't believe his 1st story.
 TAXPAYER: A person who has the government on his payroll.

PLAYING YOUR COUNTRY IN WOOLWORTH II-d

Hopefully, this article will be of some interest to those of you playing in Woolworth II-d and for anyone who might wish to play this variant in the future. Also, it will be of some interest to those of you who sign up for the 1885 IV game, since there are obvious similarities between the two games.

Woolworth II-d is interesting because it's sort of like starting the game with a mid-game position since you'll probably have 7 or 8 units after Winter '01. It's also fun trying to guess everyone's secret powers while you try to conceal the identity of your own.

Prior to beginning play, you must list all 10 countries in order of preference. From this list both your Public and Secret powers are picked. The trick is to order your list so that Public and Secret powers which can work together. Ideally, the two powers will be adjacent, since this way you'll have at least one 'front' that you won't have to worry about and each of your countries will be able to provide almost immediate assistance to the other should the need arise. Unfortunately, it's not that easy to get your two powers close together. This is especially true if your top choices are in the West, since most people seem to choose these countries first.

When ordering your preference list, make sure your top two choices are fairly near your next four or five choices. This way, if you get, say, your #1 and #5 choices, the countries won't be on opposite sides of the board. The 'safest' method would be to pick central powers as your top choice or choices. This way you'll probably get a secret power fairly near to you with which to work with.

Once your countries are assigned, your next problem is how to negotiate with the other secret or public powers on the board. There are a couple of ways to do this. One way is through press releases. You can write press releases from your Public or Secret power to any other power (even your own, if you want to try to sow confusion) and offer alliances or non-aggression pacts, threats, etc. This is a poor method of communication because: (1) you must wait 4 weeks (the length of the next deadline) to receive a reply through the press (2) You can't go into very much detail with a press release. (3) Anything you say in your press becomes immediately known to all the other players.

A much better method of communication involves your friendly (unless you wake me up at 4 AM with orders) GM. If you want to write a letter from your Public Power to a Secret Power, send it to me with proper postage and I'll forward it to the proper person. Then, when the Secret power sends his reply back to me (to avoid giving away your ID because of cancelled stamps) along with proper postage I'll return it to the first party. If you send a letter from your SECRET Power to someone else, make sure that the letter you send to me is either typewritten or written by someone else to avoid giving away who you are. Instead of using the GM, you can do the above using a friend who lives in another state.

While negotiating with the other players, you'll probably wonder how closely you should guard the secret powers' identity. You should either lie or not say anything to the others about your SP's identity in the beginning, since giving away your identity ruins the surprise of an early, co-ordinated attack on your neighbor(s), and could also unduly alarm others who may ally against you if it appears that you have a well-matched set of powers.

If you tell someone that your secret power is so and so when it really isn't, your lie will be better believed if you can predict with some accuracy the moves of this false SP. This is made much easier if two people agree to 'switch' secret powers by telling everyone that they actually own the other fellows' country, and predict enough of that country's moves for the lie to be believed.

Hiding the identity of your SP can be carried too far. Even if the others don't guess your SP right off, once they discover the identity of any SP, the identity of all the other SP's will be guessed very quickly.

In the game of WW II-d that I'm playing in, for example, I was positive I knew everyone's SP by Fall '01. The combinations were: France (PP)-Russia (SP), England (PP)-Germany (SP), Spain (PP)-Austria (SP), Scandinavia (IP)-Italy (SP), Turkey (PP)-Balkans (SP). Since I didn't order my preference list as well as I should have, I ended up with my #2 (France) & #5 (Russia) picks.

Balkans misordered a unit in Fall 1901. Since Turkey also NMRed that season, I figure that only the secret power standby could have made that mistake and so I knew T-B was one of the combinations. From my conversations with England, I was sure he was Germany all along, so this one was easy enough to guess. In the Fall '01 press, Italy and Spain wrote press that
(cont)

was too similar to have been written by the same person, so I knew that Spain and Scandinavia had botched an attempt to get everyone to believe that they actually owned the others' SP. So, everyone's SP was guessed rather early. If Turkey hadn't NMRed, it probably would have taken until '02 to be sure of everyone's SP, but even so that is still quite early.

This is one of the reasons that going to great pains to hide the identity of your SP, like attacking your SP while everyone else is grabbing neutral SC's and gaining position, is not going to get you very far in this game. Unless you can agree right off the bat to tell someone else your SP while he does the same thing, thus allowing you to ally and sweep the board of still confused opponents, it is usually best to accept the fact that your SP will soon be guessed and to just live with that inevitability.

Ideally, by mid-game you have carved out one of the corners of the board from which you can better defend your territories and expand. This could cause some sort of drastic re-alignment of your centers that you jointly control, but it's still a good idea. When you decide to take on a power whose SP you know, it will go much quicker for you if you can concentrate all your might on taking out one or the other country at a time rather than to split up your power and attack both of his countries atonce.

I've noticed in the WWII-d game running in Bushwacker that the player's are still writing their press releases as if all the SP identities were not known, although they have been for some time. I guess they're doing this for the benefit of people not playing in the game who are just following it from the zine, but this seems to be wasted effort as far as I'm concerned. Players may do as they like in this regard though.

I hope this article gives you some ideas for playing the game.

* * * * *

TEAM	WINS	LOSSES	TIES	COLLEGIATE WINNERS	DIVISION I
MICHIGAN	633	211	31	.750	1983 MICHIGAN FOOTBALL SCHEDULE
Notre Dame	623	172	39	.780	SEPT. 10 Washington St.
Texas	607	219	30	.730	SEPT. 17 at Washington
Alabama	588	199	42	.750	SEPT. 24 at Wisconsin
Penn State	572	255	39	.690	OCT. 1 Indiana
Ohio State	564	224	48	.720	OCT. 8 at Michigan St.
Nebraska	559	268	39	.680	OCT. 15 Northwestern
					OCT. 22 Iowa
					OCT. 29 at Illinois
					NOV. 5 Purdue
					NOV. 12 at Minnesota
					NOV. 19 Ohio State

WINNINGEST ACTIVE COACHES(DIV I-A)

1. BO SCHEMBEHLER, MICHIGAN	171
2. Joe Paterno, Penn St.	162
3. Vince Dooley, Georgia	151
4. Bill Yeoman, Houston	144
5. Jerry Claiborne, Kentucky	138
6. Bobby Bowden, Florida St.	132
7. Darryl Rogers, Arizona St.	118
8. Hayden Fry, Iowa	114
9. Grant Telfer, Baylor	102
10. Lou Holtz, Arkansas	100
10. Bill Roolley, Virginia Tech	100

As you can see from the charts, Michigan is quite an awesome team, and they should do quite well this year, including a win in the Rose Bowl Jan. 1st. However, I realize that a couple of you out there may disagree, so if you'd like to BET on any of the above games, let me know ahead of time and I will give you the number of points listed in the newspaper for that game(I'll send you a clipping of the point spread) Also, you can start making your bets on the Rose Bowl: Just say you'll take whoever wins the Pac-10 this year and I'll give you the points on that one too. I

don't want to take all your money, so let's keep bets in the \$1-\$5 range, OK?

NEW ZINE: A few weeks ago, I received the August 1983 issue of a zine called BATTLE Stations, which was really nothing more than a 2½ page flyer announcing the formation of another zine. According to a letter he wrote in SNAFU!, he doesn't even have a typewriter yet to write up the zine on! He says that the first 21 people who get back to him will receive a free gamestart, and that these people will also get a yer's free sub if they agree to be on his standby list. However, his normal issues are to be \$1 each, so in the long run this could still be pretty expensive. Also, he plans on short deadlines, which could be a problem for people in the states to have to get their orders in on time. Ron says Albrecht folded a different zine and never refunded the money a few years ago, so beware of this one.

