

ROD: Your letter came a bit late to fit in this issue. I'll print it & plug your Prehwar  
next issue. I was really cramped for space this time. Sorry,

MANIFEST DESTINY ISSUE #9 Nov. 4, 1983

CIRCULATION: 76

This is MANIFEST DESTINY, the zine that dares to be ~~great~~ ~~better~~ modest. MD is published every four weeks. MD is a premium zine at a popular price, with subs at 12/\$4.00 I have game openings in Diplomacy(4 signed up), Deadman Dip(4 signed up), 1885 IV(2 signed up), Bourse, and Cosmic Diplomacy(rules enclosed). Rules to the other variants available upon request. Once these games fill, I won't offer any more for about a year, so sign up now. Game fee is \$1 + a \$2 refundable NMR fee.

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NOTE TO ALL PLAYERS: When presenting the game reports, I sometimes will save space and time by writing, for example, F SEV S A Ukr-RUM, instead of F SEV S A Ukr-Rum, A Ukr-Rum. When YOU write your orders, make sure you write them out completely(i.e use 2nd method). Otherwise, your orders will fail, since implied orders are no good. Some of you seem to have been confused by this, but please note that in the future I will be quite ruthless regarding this matter. YOU HAVE BEEN WARNED!  
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If you haven't voted in the MARCO POLL yet, do it soon, as the deadline is Nov. 22. List the 7 best zines, 5 best GMs and the 3 best subzines in the hobby on a sheet of paper, sign your name, and mail the ballot to Mark Larzelere, 7607 Fountainbleau Dr., #2352, New Carrollton, MD 20784. Mark publishes Appalling Greed(10/\$3.50), and is now running postal games of Stellar Conquest, one of the greatest board games ever invented. Gamefee is \$4. If you'd like to be my ~~board~~ opponent in a game of Stellar Conquest, send Mark your money today, as I just signed up for it. The game will be run on two week deadlines.

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1981AQ MENSA #14 Spring 1908

EAST-WEST STRUGGLE CONTINUES!

ENGLAND(Craig Reges) A Lon-NWY, A Lpl-EDI, F Nwy-SKA, F NTH C A Lon-Nwy  
FRANCE(Eric Strand) F BAR S ENG A Lon-Nwy, F Nat-NWG, F Iri-MAO, F MAO-W.MED, A Mar-PIE,  
A DEN S F Hol-Kie, F Hol U, A Hol-Kie(NSU), A Kie-RUH, A Mun-SIL, A BER S A Mun-SIL, A BOH-  
Ven(IMP)(/d/, R Mun,Otb).

ITALY(Rick Young)A Ven-TRI, A TYO S A Ven-Tri, F ADR S A Ven-Tri, F ION-Alb, F TUN-Ion  
RUSSIA(Ralph Baty) F SEV H, F Bal-PRU, A Fin-ST.P, A Rum-UKR, A Sil-BOH, A GAL S A Sil-Boh,  
A Tri-VIE, A BUD S A Tri-Vie, A SER-Tri  
TURKEY(Ken Hager)F Con-AEG, F GRE S F Con-Aeg, F Smy-E.MED, A Bul-CON, A ALB § RUS A Ser-Tri  
The F-E-I draw has been defeated. There is now a proposed concession to France and a proposed Russia-France draw. NVR='NO' on both proposals. Summer & Fall 1908 due FRI, DEC. 2nd.  
Ralph Baty has a COA. From 11-11 to 11-17: C/o Ann C. Baty, RR1 Box 33, Weston, Ohio 43569 \*  
From 11-18 to ?: 8948 Caminito Fresco, La Jolla, CA 92037

\* \* \* \* \*  
MD-1 1983AZ Fall 1902

FRANCE LOSES HOMELAND! TURKEY DYING FAST! ITALY ATTACKED BY AUSTRIA!

AUSTRIA(Paula Dodge) F AEG S RUS F Bul(ec)-Con, F ADR-Ion, A GRE H, A TYO § A Tri-VEN  
ENGLAND(Jim Meinel) A Gas-PAR, F NWY H, F ENG S F Iri-MAO, F Lon-NTH  
FRANCE(Herb Barents) A Spa-GAS, F POR-Sp(sc), A Mar § A Spa-Gas(/A/)  
GERMANY(David Smith) A BUR S ITA A Pie-Mar, A Bel-RUH, A MUN-Tyo, A DEN-Kie, F HOL-Den(IMP),  
A KIE-Mun

ITALY(Ian Strauss)F Tus-ROM, F TYR-Ion, F W.MED-Sp(sc), A Pie-MAR  
RUSSIA(David Lincoln) F Bul(ec)-CON, F BLA S F Bul(ec)-Con, A Sev-ARM, A Rum-BUL, A MOS H,  
A LVN H, F SWE-Nwy  
TURKEY(Joe Flores) A Bul H(NSU), F ANK s A Bul(NSU), A Con U(/A/), A Arm-SMY

PRESS(More Press on p.4)TUR-FRA:How are you doing? I think the Aegean & Pyrenees should be declared impassable. TUR-GM:Perhaps they will have a falling out among thieves.

SC CHART: AUS:home, ser,gre,VEN(6 B 1), ENG: home,nwy,bre,PAR(6 B1), FRA:por,spa,~~FRA~~(2 Even because of /A/), GER: home,bel,hol,den(6 Even), ITALY(~~rom,nap,ven,tun,mar~~(4 E because of /A/))  
RUSSIA: home,swè,bul,rum,CON(\* B 1) TURKEY:smy,ank,~~con~~(2 Even because of /A/)

Winter 1902 and Spring 1903 due FRI, Dec.2nd. Seasons separated on 3 requests.

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Mark Keller, \* 9536 Shumway Dr., \* Orangevale CA has game openings in the following variants: \*  
Bio-War, Fiat Lux, Hyborian Age II, Kregish Dip, New,Improved Extra Strength Dip, Time  
Distortion Dip, and Treachery. He charges a \$2 gamefee and subs are .30/issue.

1983CL MD-2 SPRING 1902

ENGLAND MOVES ON SCANDINAVIA! RUSSIA RUNS FROM GERMANY! ITALY, AUSTRIA BATTLE!  
 AUSTRIA(David Anderson) A VIE S F Alb-TRI, A Ser-GRE, A Rum-Bud(/D/, R Ukr, Ser, OTB)  
 ENGLAND(Tim Allen) F Nwy-SWE, F Nth-SKA, F Edi-NWG, F Lon-NTH, A HOL S GER A Kie H  
 FRANCE(P. Touchette) A Par-BUR, A Bre-PIC, A Bel-RUH, A Spa-GAS, F Por-MAO, F Mar-SPA(SC)  
 GERMANY(Jay Chaiser) F DEN S ENG F Nwy-Swe, A Tyo-MUN, A KIE S A Tyo-mun  
 ITALY(Doug Baker) A TRI-Bud, A VEN-Tri, F ION C A Tun-ALB, F Nap-TYR  
 RUSSIA(Ed Henry) A St.p-MOS, A Sil-GAL, F BAL C A Ber-LVN, A  
 TURKEY(Ken Hager) F BLA & A SEV S A Bul-RUM, A Con-BUL, F Smy-AEG  
 Fall 1902 due FRI., Dec. 2nd. Press on page 4.

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1983CQ MD-3 WINTER 1901 WORLD LEADERS GET READY FOR NEW HOSTILITIES!(PRESS on p.4)  
 AUSTRIA(John Crosby) Build F TRI, A VIE, ENGLAND(Jim Keeney) B A LON FRANCE(David Anderson)  
 B A PAR, F MAR GERMANY(Matt Fleming) B A BER, F KIE ITALY(PAUL GARDNER) B F NAPLES  
 RUSSIA(LU Henry) B A MOS, A WAR TURKEY(Randy Duncan) B F CON  
 PAUL GARDner's new address is: PO Box 283, Randle, WA. 98377 S'02 due Fri., Dec.2nd.

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MD-3 BOURSE RESULTS: FRANC RISES SHARPLY; LIRA DROPS LIKE STONE!

	<u>CRO</u>	<u>POU</u>	<u>FRA</u>	<u>MAR</u>	<u>LIR</u>	<u>ROU</u>	<u>PIA</u>	
War Profiteer	1101	500	1231	1501	0	2255	500	(Note: The computer that I usually adjudicate the Bourse on is broken, so I didn't figure out the credits or net worth this time. You can do it yourself if you want.)
Psychic's Friend	2161	0	1000	1000	0	2025	1003	
Gifted One	1310	1300	1000	1380	0	1650	0	
A-Bomb	1182	500	2000	0	3800	500	0	
Dray Prescott	0	3500	1500	1500	0	3	885	
Mobile Munchies	1200	500	1700	1000	1203	100	2073	
AJ&Mohammed	250	250	1475	1500	250	1883	1600	
ZEN & A.M.R	500	500	1700	1500	500	500	2211	
Rheinhold Industries	1000	1000	1000	1000	1000	1000	1000	
Sufferin' Spiro	1000	1000	1000	1000	1000	1000	1000	
OLD CMP:	1.13	1.08	0.90	0.94	1.08	1.09	0.90	
NEW CMP:	0.97	0.91	1.36	1.14	0.78	1.02	1.02	(PRESS ON PAGE FOUR)

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1983HC MD-4 Fall 1901  
 FRANCE INVADED ON TWO FRONTS! TURKEY AND RUSSIA GO AT IT! ENGLAND MAKES A BOO-BOO!  
 AUSTRIA(Ed Henry) A VIE-Tri, A SER S F Alb-GRE  
 ENGLAND(John Crosby) F Eng-BRE, F NTH C A Lpl-Nwv(NSU), A Lvp-Nwy(NSU), A YOR U  
 FRANCE(Bob Sweeney) F Mid-POR, A Mar-SPA, A Bur-MAR  
 GERMANY(Pat Pakel) A Mun-BUR, F Hol-BEL, A Kie-DEN  
 ITALY(Matt Kazur) A PIE H, A VEN-Tri, F Ion-TUN  
 RUSSIA(Pierre Touchette) F SEV-Bla, A UKR-Rum, A War-MOS, F Bot-SWE  
 TURKEY(Jay Chaiser) F ANK-Bla, A ARM-Sev, A BUL-Rum  
 SC CHART AUSTRIA:home,SER,GRE(5 B 2) ENGLAND:home,BRE(4 B 1) FRANCE:par,mar,~~xxx~~,POR,SPA  
 (4 Build 4) GERMANY:home,BEL,DEN(4 B 2) ITALY:home,TUN(4 Build 1)  
 RUSSIA:home,SWE(5 B 1) TURKEY:home,BUL(4 B 1) NEUTRALS:HOL,RUM,NWY  
 WINTER 1901 due FRI., Dec. 2nd. Press is on p. four.

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MD-5 1983HK SPRING 1901  
 AUSTRIA INVADED! BATTLES RAGE IN CHANNEL, BLACK SEA!  
 AUSTRIA(Greg Doyle) F Tri-ALB, A Bud-GAL, A VIE S A Bud-Gal  
 ENGLAND(ROBERT ANDERSON) F LON-Eng, F Edi-NTH, A Liv-EDI  
 FRANCE(Paul Rauterberg) F BRE-Eng, A Par-PIC, A Mar-SPA  
 GERMANY(Mike Keller) F Kie-HOL, A Mun-RUH, A Ber-KIE  
 ITALY(David Anderson) F Nap-ION, A Ven-TRI, A Rom-VEN  
 RUSSIA(CHuck Egli) F St.p(sc)-BOT, A WAR-Gal, A Mos-UKR, F SEV-Bla  
 TURKEY(Pierre Touchette) A Con-BUL, A Smy-ARM, F ANK-Bla  
 Fall 1901 due FRI., Dec. 2nd. Press on p. four.

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William Lowe, PO Box 460, Trail, BC CANADA V1R 4H7 now publishes C.F. Machiavelli, a zine devoted to postal Machiavelli. Samples are 37c. Standbys and players are wanted.

MANIFEST DESTINY

MDV-1 Woolworth II-d 1983Hcb19 Spring 102(Press on Page four)

AUSTRIA SLUMBERS WHILE HAVOC BREAKS OUT IN REST OF EUROPE!

AUSTRIA(Paula Dodge) A VIE H, A Bud H, F APU H (NMR!)

BALKANS(???) NMR! A GAL H, A BUL H, F ION H, A SER H

ENGLAND(???) F EDI S F Nth-NWG

FRANCE(Pierre Touchette) A Swi-PIE, A MAR S A Swi-Pie, A PAR-Bre, F Lon-ENG

GERMANY(RALPH BATY) F Hol-BEL, A BER S A KIE H, A Mun-SWI

ITALY(Phil Dancause) F Tun-ALG, F Tyr-LYO, F Rom-TUS, A Pie § GER A Mun-Swi(/d/,r Ven,tyo,OTB

RUSSIA(???) F SEV S A Ukr-RUM, A Lap-NWY, A WAR-Gal

SCANDINAVIA(???) F Nwg H(/d/, R Lap,Bar, Ice, Cly,WAO,OTB), F Bal-DEN, A Den-SWE

SPAIN(David Anderson) F MAO-NAO, F Mad-MAO, F W.Med-MAD, A BRE-Par

TURKEY(???) F E.MED-Ion, F SMY-E.Med, A CRE H, F BLA C BAL A Bul-Sev(NSO)

Not only did Dodge NMR, but my SP Standby submitted orders for the wrong game! Will Daniel Stafford, 1643 Graniteway Lane, Columbus, Ohio 43229 please submit s/b orders for Austria and a certain secret power? Note:Paula's drop code is now 0114. F'02 due FRI. DEC 2nd.

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MDV-2 Woolworth II-d 1983Mcb19 Fall '01

TURKEY INVADES RUSSIA! BALKANS INVADE TURKEY! ITA, ENG, AND GERMANY INVADE FRANCE!

AUSTRIA(Bob Sweeney) A VIE S A GAL, A GAL § RUS F Sev-Rum, F Tri-ALB

BALKANS(???) F Aeg-SMY, A Rum-BUL, A SER S A Rum-Bul

ENGLAND(Mike Keller) F ENG C A Wal-PIC, F Nwg-ICE

FRANCE(Pierre Touchette) A Gas-BRE, A Mar-Mad(/d/, R Bas, Gas,OTB), F MID S A Mar-Mad

GERMANY(Pat Pakel) F HOL H, A Mun-BUR, A SWI S ITA A Pie-Mar

ITALY(???) A Pie-MAR, A Rom-VEN, F ION-Tun

RUSSIA(???) A LAP-St.P, A WAR-Gal, A UKR S F Sev-RUM

Scandinavia(???) F Nth-BEL, F Swe-NWY, A FIN-St.P

SPAIN(Jay Chaiser) A POR-Mad, F W.MED-Tun, F LYO S A Por-Mad

TURKEY(???) A Arm-SEV, F Ank-BLA, A Bul H(/d/, Retreat Gre,Con,OTB)

SC Chart AUS: home,GAL(4 B 1), ENG: home,ICE(4 B 1) BAL: ser,bul,gre?,SMY(3 or 4 dep. on TUR Retreat) FRA:bre,par,war(2 R 1) GER:home,HOL,SWI(% B 2) ITA:Home,MAR(\$ B 1)

RUS:war,mos,st.p,sev,RUM(4 Even) SCAN: home,BEL(4 Build 1)

SPAIN:home(3 Even) TURKEY:con,ank,sev,gre?(3 or 4; Even or B 1 dep. on retreat)

Autumn '01 retreats and Winter '01 due FRI, Dec. 2nd. Press on page four.

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MDV-3 BLOWUP Spring 1901 1983Krn16

EXPLOSIONS ROCK EUROPE AS FOUR COUNTRIES DISCOVER MINE LOCATIONS THE HARD WAY!

AUSTRIA(Pat Pakel) A Vie-BOH, A Tri-SER, A BUD-Rum

ENGLAND(Phil Dancause) F Lon-Nth/A!§, F Edi-NWG, F Lpl-NAO Note: /A!§=Explosion

FRANCE(Paula Dodge) F Bre-MAO, A Par-BUR, A Mar-SPA

GERMANY(Dave Anderson) A Kie-Den(/A!§), F Ber-BAL, A Mun-KIE

ITALY(Pierre Touchette) A Ven-APU, F Rom-Tyr(/A!§), F Nap-ION

RUSSIA(Ronald Brown) F St.P(nc)-NWY, A Mos-ST.P, A SEV-Rum, A War-UKR

Turkey(Fred Davis) A Con-Bul(/A!§), F Smy-AEG, A Ank-SMY

Fall 1901 due FRI., DEC 2nd. Press on p.4. Paula's drop code is now 0114.

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MDV-4 FINAL CONFLICT 1983Pgf20 SPRING 2101

SAF LEADER RESIGNS! NO INVASIONS---YET!

AUSTRALIA(Nelson Heintzman) F Per-NEI, F Bri-JAV, F Mel-SWP, P Syd-PER

BRAZIL(Paul Rauterberg) A Ama-BOL, F Rio-ARG, F Sal-RIO, F Bel-GUI

CHINA(Eric Ozog) F Man-YEL, A Pek-SIN, F Sha-CHS, A Can-VIE

Pan-Arab League(Mark Frueg) A Teh-PAK, A Bag-SAU, F Egy-MED, P Sau-SYR

RUSSIA(John Crosby) F Ark-NWG, A Mos-POL, P Hun-OMS, A Oms-SIB, F Vla-SOJ

SOUTH AFRICA(Carl Russell) A Rho-ZAM, F Nam-MEA, F Moz-NWI, F Cap-SWI

UNITED STATES(David Anderson) F New-QUE, A Chi-DAL, F Haw-NWP, P Ala-HAW

GAINS: BRA: Bol,Gui,Arg CHI:VIE PAL:Pak SAF:Zam USA:QUE

Tom Swider, PO Box 1324,SUNY Bingamton,Bing.,NY 13901 is the new SAF player.

RULES CHANGES: Fleets in Phillipines and Hawaii can convoy armies. A F which Convoys a unit through or into a nuked area is destroyed if it is adjacent to the space targeted.

FALL 2101 due FRIDAY, NOVEMBER 25th. Some press on p.4. I ran out of room for some of it.

1983AZ MD-1 PRESS: RUSSIA-ENG: The Russian peacekeeping forces in Sweden have reported an unprovoked and premeditated attack upon their positions by a force of English Commando units based across the border in Norway. A full accounting and formal apology is required of the English government. Failure to respond will result in harsh retaliation.

LONDON: The Prime Minister and the English people loudly proclaim their outrage and disfavor with the news of Austrian aggression against Italy. The Red Army is called upon to exercise its noted reputation for bringing matters into line.

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1983CL MD-2 PRESS: AUS-GER: This had better work. RUS-FRA: Maybe.

RUS-WORLD: Hey, guys. This is the home of the Tsar, not a breeding ground for communist thugs. Really. ITALY-WORLD: Italy will reward faithfulness and integrity with loyalty and friendship. Italy will find appropriate ways to reward faithlessness and perfidy.

\* \* \* \* \*

1983CQ MD-3 PRESS: ENG-FRA: This time it will be OK. ENG-GER: Who said what to whom?

ENG-RUS: Now is the time to strike. ENG-ITALY: I think you are still wrong.

\* \* \* \* \*

BOURSE PRESS: TGO-MD3: No, not master-The Gifted One, spiritual leader of millions, assayer of truth, keeper of the bedpan. TGO-Psychic: I believe you already.

TGO-DRAY: Watch the Pound go falling down, falling down, etc.

PF-A-BOMB: How fast can you sell lira? ZEN-Gifted One: You must be touched alright- a little\*too much in\*the head!

\* \* \* \* \*

1983HC MD-4 PRESS: VENICE-PARIS: I'm sure I don't know what you're talking about.

AUS-WORLD: So this is what happens when you get in a game with people who are in other games with you. I suppose it's easier to pull out the knives than it is to set up a cohesive program of occasional cooperation. PAR-GM: Yep, looks like, smells like and feels like E/G/I.

PARIS-R/A/T: Hey guys, lets stop fooling around - This side of the board is chaotic enough- kiss and make up, then stomp E/G/I. PARIS-BERLIN: I decided to call you Curly - the least offensive of Three Stooges!

PARIS-LON: I sure hope you didn't go for BREST(I'm a thigh man myself!) PARIS-WORLD: Help!

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1983HK MD-5 PRESS: Austria-Italy: I'll write you and explain my moves.

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1983Hcb19 MDV-1 PRESS: SPAIN-RUSSIA: I know who you are. SPAIN-AUSTRIA: He's all yours.

ENGLAND-Northern friend: I'll be your friend when you get out of my territorial waters. I'll do anything you ask when you are out. Just give me the orders you'd like me to do.

SPAIN-ITALY: I didn't get Tunis so I'll stay away from you now. Peace?

\* \* \* \* \*

1983Mcb19 MDV-2 PRESS: GER-AUS:Peace in our time,ok? AUS-GER:OK, now I trust you.

GER-AUS:Me? Lie? I don't lie - I may deceive, but I don't lie! GER-AUS:The shadow knows,eh?

BALKANS-VIE:Is it still a deal? ITALY-AUS: So, I'm just a ??? mark in your book, eh?

GER-FRA: Uh, sorry, but you've got to go--otherwise, how am I going to get my 20 centers? I hope to God that you don't cross games! AUSTRIA-TURKEY:Go! Go! Go!

AUS-BAL:Don't worry, little plun - you're not ripe enough to pluck. AUS-BAL: DMZ the Aegean? When, after you're in Smyrna? AUS-RUSSIA: So I lied. Hope you didn't.

GER-ENG: Looks good, bosom buddy, lifelong pal, best friend, comrade-in-arms.

GER-GM Is this enough, or should I waste some more space?GM-GER:No, that's quite enough.

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1983Krn16 MDV-3 BLOWUP PRESS: GER-RUS: I hope you don't mind me taking 2 dots and you get one. Can we still be buddies? MOSCOW-BERLIN: I'd be careful about where that F Berlin goes if I were you!

GER-FRA: We are in many games. Still have not received any communications from you. What's wrong? WARSAW-VIENNA: I'm holding you responsible if Rumania is mined, as I'm sure Turkey's mine is in the Black Sea or Armenia.

SEVASTAPOL-Ankara: Of course, maybe I mined the Black Sea or Armenia,eh?

St.Petersburg-London: Maybe my opening build will inspire you to put pen to paper? One of my rules is, I never ally with a silent partner.

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1983Pgf20 FINAL CONFLICT PRESS: AUS-BOARD:Now who's been tattling on me? Tsk,tsk...

MARK to NELSON: I'm here to serve. Ask and your wish will be granted.

LETTERS (James Wall)"You schmuck! How dare you write disparaging things about your subbers. ((No I didn't, I only commented on your football team.)) About football, Michigan and the like, please realize this: 1)Michigan does have a better football program. 2)That is allMichigan has. (We are ranked above Michigan in almost every area of academic achievement. We are #1 in the Playboy Party School Poll as well. ((Who's doing the ratings? While Michigan and Wisconsin both have better programs than the other Big 10 schools, I think that Michigan is still slightly ahead of your school academically. You're right about football though.)) ..Schembechler is a loser. ((He's won more Division 1-A football games than any living coach.)) Why not compare Schembechler's Bowl game record to other winning schools in the last 20 years? ((Michigan's Bowl game record is improving. They've won two out of the last three, including the Rose Bowl in 1981. While Michigan won't be going to the Rose Bowl this year, this may be a blessing in disguise, as a 9-2 record would still allow us to get into a major bowl (Fiesta probably) where we could play a good opponent. Illinois, on the other hand, will be facing a mediocre opponent in the very mediocre Pac-10 this New Year's day.))..One last point, you know where you can put your holy water and what can be done with your 'Bo Saves' chant I hope. ((You mean that's not what they were chanting?))

(Greg Doyle) "I enjoy the football talk alot and would like to see a sports section included in your zine on a national level. I think for us Dippy fans who are sports nuts it would be a nice change of pace. ((I don't know if I have the space to devote to such a column, but I'll probably mention a few sports items every now and then.)) Concerning the Big 10, I have been very impressed by Illinois, and I think they are Rose Bowl bound. ((Grumble, Grumble)) Michigan is definitely a top 20 ((top 10)) squad. How's my favorite fullback Dan Rice doing? ((Eddie Garrett's been doing most of the fullbacking so far this year.)) Iowa looks strong as does Ohio State. Wisconsin's ok, but the rest you can throw into the junkpile (including MSU). ((No argument from me there; I've never cared for MSU myself.)) I think you're over-rating the Big 10 in general, though. ((I could care less about the other nine.)) Put Boston College in the Big 10 and Doug Flutie and Co. would roll over the Big 10 foes. ((Blasphemy!)) B.C. specializes in 5ft 8 inch players who are exciting. Doug Flutie in Football and Michael Adams in basketball. They are both the most exciting players in their respective sports. This is one reason why us Yankews are proud of New England (Hear that John Caruso?) Comments anyone? ((HAHAHAHAHAHAHAHA! Seriously though, I wouldn't mind it if the Big 10 dropped Northwestern (which wouldn't even make a decent I-AA team) and added BC to the Big 10))

(Ken Hager)"I'm still in mourning over the Bucks loss to Illinois. ((I'm not too happy right now either)) Once again it looks as though our only hope of redeeming a mediocre season is to beat Michigan in the last game. Hope we can do it again. ((HA! That will be the day. As Nikita Khrushchev once said... 'We will bury you. Your grandchildren will be Wolverine fans.))

(Mark Larzelere)"The Detroit News and KAL 007 cartoons were really good. Go Blue!"

(Ron (Canada) Brown)"Hope you're well, thriving, and all. Bruce P. mentioned you two were conspiring to get me to move to the USA. What? And give up -40 degree weather? How many times do I have to repeat, we Canucks are crazy? Seriously, appreciate your concern, but, it'll work out some day, despite my gripping and gloomy moments. If you want to find out for yourself why we prefer to stay in Canda, better visit soon, as Ann is pregnant again--which means the guest room (my work room) will soon be designated for other purposes. The baby's due in late May. Getting the papa-to-be jitters again. ((What? Another Brown baby? Are you part of a Canadian conspiracy to take over the Diplomacy hobby through sheer force of numbers? Or are you just trying to out-do Mark Berch?))

(Mark Frueh)"Thanks for the Madcon write-up. I hope you will come again. Next summer we'll probably have a large get together. Nov. 12th I'll be in Chicago for Rusnak Con - it's starting to look like a large gathering. Perhaps you can make it? (Hope so!)"((No, I probably won't be at Rusnak Con, but I'll try to get out to the next Mad Con. No promises, though.))

((It appears I'm running out of room. I've got a good-sized letter from Rod Walker concerning Bill Highfield and international politics, but I'll have to hold off on it until next month.))

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FAMOUS QUOTE UPDATED

"I never met a man or young boy/page I didn't like."--Rep. Gerry Studds, D-MASS.

MY TRIP TO KAL KON: Kal Kon, which was run by Bill Becker and other Kalamazoo-area gamers, was most enjoyable. I arrived at the site of the Con(Kalamazoo Valley College) Saturday morning. Everything was held in one large room, and there were no seminars, movies, or exhibit booths. It was cheap though(\$1/event, no extra admission charge), so I can't complain. I didn't recognize anyone there, but about 20 minutes later Bill Becker and David Anderson walked in, and the others(Eric Ozog, his brother Curt, James Wall, Russ Rusnak, C.J. Cottle, and Mike Cannon) came by around 11AM.

Prior to the regular game, we played Gunboat. Anderson was Austria, I forget who played England and Germany, I was France, Ozog(Eric) was Italy, Becker was Russia, and Wall was Turkey. The game ended in a French-Russian-Turkish draw. Wall had the best chance of the 3 of us for a win, having 11 centers to our 9 each, but I'm sure Becker and I could have stopped him. After Gunboat, came the regular Dip game.

Becker was Austria, Eric Ozog was England, Rusnak was France, Cannon was Germany, I was Italy, Wall was Russia, and Curt Ozog was Turkey. In the east, C.Ozog and Becker allied and expanded at Wall's expense. Not much was happening in the west, although France and England did have a bit of a battle. I had wanted to ally with England and Germany against France, but the situation in the east was fast getting out of hand and I threw my forces in that direction. After a brief Turkish stab of Austria, A-T made up and threatened to sweep the board. F-E joined forces to prevent this, with some help from Wall and I. Since Turkey and I were both doomed in the long run though, we also decided to destroy Germany for the hell of it. The game ended in a F-E-A-T draw. I ended up owning only Berlin, and had no units, Rusnak having annihilated my last one 'by accident'. Wall and Cannon were both wiped out.

After the game, everyone stopped off for beer and pizza before heading to Becker's basement for Diplomacy, pool, Risk, Rail Baron, and Pengo. I had had enough Diplomacy for the day, but I played everything else except that and pool.

In Risk, the other players were the Ozogs, Anderson, Rusnak, and Cannon. E.Ozog, Rusnak, and I all soon conquered continents(Africa, Australia, and S.America). E.Ozog and I spent much of the game attacking N.Africa and Brazil trying to ruin the others continent. Rusnak's Australia soon expended into N.America, and by the time he'd turned in his second set of Risk cards, he had me outnumbered about 2.5/1. He then tried to take over all my countries and get my cards, and he soon had me down to one unit against about seven. Luckily, I rolled six high numbers in a row and destroyed all of his attacking forces. I then promptly turned in a set of cards and re-established my South American empire. Unfortunately, Rusnak soon turned in another set of cards(I believe he took them from someone) and had me outnumbered about 3-1. I told him that the safest thing for him to do was to secure North America by surrounding all the entrances with huge stacks of armies to protect himself. He believed me! I was quite shocked but pleased. I guess he knew I was throwing hot dice, and didn't want to be humiliated twice in a row. I turned in another set of cards, and promptly began conquering everyone and taking their cards until I had wiped everyone out. I saved Rusnak for last. Risk is one game that I've played for many years, and I've always enjoyed it because I get to wipe everyone out completely, unlike most games where the victory criterion doesn't require that you go that far.

I played a second game of Risk right afterwards. The opening moves of the game were similar, except that I got Africa and E.Ozog got S.America. Ozog and I really went at it again, each trying to destroy the other's continent, although I think I was doing a shade better. I had a match when I drew my third card, but waited 1 round because it would have only been worth around 8, and I planned on making a big play next turn when it'd be worth 15 or 20. Unfortunately, my greed cost me as Rusnak turned in a set and attacked me, even though he only had about twice as many units as me. The beer must have given him courage. Rusnak succeeded in taking my cards, and eventually won the game. Grrr.

The next game I tried was Rail Baron, which I'd never played before. The other players were the Ozogs, Anderson, and Cannon. I'm color-blind, and I had a heckuva time trying to distinguish the different railroads, esp. in the poor light. Needless to say, I wasn't doing well, although at least I was in no danger of bankruptcy. Mike Cannon spent the whole game whining about how he wasn't getting all the good railroads and noone was using his lines, and this irritated me to the point where I tried to buy railroads he wanted and to use other players' lines just to make him mad. I shouldn't have done this, because his whining got louder. Eric Ozog eventually won the game.

All in all, Kal Kon was quite enjoyable, although I had expected more people to attend.

## Cosmic Diplomacy by Russ Rusnak

Cosmic Diplomacy uses the regular rules of Diplomacy, except that each player has a special power that he can use. The powers are listed below:

Amoeba This power allows a person to channel his total or partial strength wherever he feels that he needs it most. Basically, the person playing this power can transfer strength from one unit to another at will, creating one extra powerful unit and one totally powerless as well as defenseless unit. Whenever power is transferred from one unit to another, the transferring unit must hold; if attacked it is destroyed since it has no power left to retreat or defend itself. If the unit receiving the power is destroyed, any units donating power to the unit are also removed from the board.

Terrorist You delight in sabotage and destruction; as a result, you are constantly setting bombs throughout the game. In Spring 1901, you submit your orders as well as three spaces that you would like to mine. The bombs can only be placed in non-supply centers to begin with. As the game progresses, you may not mine any occupied space or any territory where a bomb has exploded within the previous two game years. During winters you may replace any bombs that have exploded within the previous game year in any legal territory.

Chameleon During the warm weather you can blend in with the scenery, thus moving sight unseen. Therefore, during the spring and summer, no one can find you unless they happen to bounce off you or you detonate a bomb. In short, your winter adjustments are published normally, spring orders are reported as A Warsaw-??, only you know if you have summer adjustments and your fall moves are published normally.

Timelord Once every two game years you have the power to reverse time and relive a full season if you decide you don't like the way it turned out. Not only do you relive the season, but the entire board takes the move over. Your decision to exercise your power is due with summer or winter adjustments. When the timelord uses his power, all people become aware of the Chameleon's position, if revealed, as well as any bombs that happen to have exploded and must now be replaced. ((This power could really slow the game down and frustrate the other players on the board. I don't like it at all and would never allow it in a game I Gmed.))

Filth You are the most vile and disgusting race on the face of the earth (except possibly for the liberal) and nobody can stand to be near you. In fact, it's extremely difficult for anyone to live where you once lived. As a result, once you control a center for a winter season, no other player may gain credit for that center until it has been fumigated. Any invading unit must sit dormant (it cannot even offer support) until the winter of the following game year. EX: If you walk into a filth center in Spring 1902, your unit must hold until Winter of 1903. Although Filth is considered to have lost the center in 1902, the attacker may not count it as his until 1903. Also, whenever a filth unit is dislodged, the attacking unit must sit dormant the following season (spring or fall season specifically) in order to recover from the stench left behind.

Zombie Yours is an army of the dead. As a result, you do not need supply centers to maintain your units. You need SCs only to build units. Once built, the units can only be removed if they explode or are otherwise annihilated. Even if you have no centers left, you can still be as powerful as you were at the peak of your power.

Liberal Yours is a race of bureaucratic thieves. As a result, you recoup your losses by stealing the hard earned profits of others. Whenever you lose a center, you may impose a tax (in the name of the social good) on anyone on the board with a net positive center count that year and force them to loan you credit for the original center taken. You may only tax a person who did not take or support the attack on the center you lost. If you have no need to tax anyone, you may forbid a specific build with your winter adjustments in the name of preserving free competition. You must deny the specific unit and province (Ex: forbid F Kiel).

Warmonger You delight in the joys of war and your race is bred for it from birth. As a result, your units are worth 1.5 times as much as any other normal unit. Any unit you dislodge is automatically annihilated.

Assassin Each fall you submit your choice of any one unit to remove. The unit is removed before the fall adjudication. Moves cannot be made contingent on the Assassins' choice.  
(cont)

Hypnotist Each fall, you write the order for one unit that is not yours. Your order supercedes anything written for that unit by the person it belongs to. The orders is shown the normal way in the adjudications, so only you and your victim know for sure that you ordered it. You may never affect the same unit two fall turns in a row.

Bully You get to pick on anyone you can beat up. If a person is forced to retreat because of an attack or support by you, you decide where he will retreat. You cannot retreat a person OTB. Also, if you take or support an enemy unit into a center and a person must remove a unit because of it, you decide which unit he must remove.

Negator You have the power to negate another person's moves. When you submit spring and fall orders, you may also submit orders for two units (must be different countries) that are not allowed to occur. If these orders are indeed submitted, they become hold orders instead.

Unit You have neither fleets or armies, only units. As a result, you may move anywhere that you wish and not worry about the normal constraints placed on fleets or armies. While in water, you can write any order a fleet can write (specifically a convoy), and while on land you may write any legal order for an army.

Insect You have no power of your own, but you can adapt well. If you are able to take control of somebody's home center you gain and hold their power as long as you retain their home center (They do not lose their power). The more home centers you take, the more powers you can have. When you lose the center, you lose the power.

Traveler You can transfer power from one unit to another much the same as the amoeba. However, instead of making an extra powerful unit, you can make an extra fast unit. So, you can have one unit hold with a force of zero while another unit can move two spaces. Or, two units can hold and a third could move three spaces, and so on. Your first move through an unoccupied territory is always successful. After that, you are only successful upon your journey if you are not bounced or blown up. You may be supported anywhere along the way. If the first step of your journey is a bomb, you explode. ((Obviously.)) If someone is supported into the first space you move to, you are treated as a dislodged unit (annihilated if it's the Warmonger) and you must retreat accordingly.

When submitting preference lists, you may submit preference lists for both the country and the power you'd like to use for that country.

\* \* \* \* \*

#### Some Simple Diplomacy Variants:

Cartel Diplomacy by Malcolm Brown & Keith Loveys, 1978

- 1) All the normal rules of Diplomacy apply with one exception.
- 2) The sole victory criteria of 18 supply centers does not apply. The winners will be a team of two players/countries, who between them must control 24 supply centers.
- 3) The GM will allocate to each country two partners, and it is with one of these that the country must gain the required number of centers. The GM will not reveal what countries are in partnership with each other, except to the countries concerned. ((I assume that a random procedure for assigning partners will be used by the GM.))

BLACK ANGELS DIPLOMACY by Lew Pulsipher

There are two new spaces, known as "Heaven" and "Hell". Each is connected with every space on the regular board; however, Heaven does not border on Hell. Each of the new spaces can be occupied by only one unit (just as any other space in the regular game). The new spaces are not supply centers. A unit dislodged from Heaven or Hell may retreat only to a space within its home country. Victory criterion: 19 units on the board.

KRIEGSMARINE DIPLOMACY by Andy Phillips.

All rules remain the same. Make the following changes to the playing board:

- A. Ireland is passable and a neutral SC.      B. Norway is no longer a SC.
- C. The Helgoland Bight no longer exists; the North Sea borders directly on Kiel.
- D. Denmark borders Berlin (Baltic no longer touches Kiel.)
- E. Starting positions: All the same except England, which begins with A Edi, F Lpl, F Lon.

The end of political freedom is human freedom.--Edmund Burke

SALT--Stop the American Lead in Technology.

Machiavelli Article (Just joking)

Fast Times at Diplomacy High or Why I Win At Dip by WCSAAL

Tired of losing to other, less-skilled, gamers just because everyone picks on you? Got a reputation for being an easy target for an alliance out for builds? Or just bored silly with the same old safe moves game after game? Too bad. Maybe you'd like to play in a game with me. I hope so.

Your problem, other than being a subber to MD, is that you lack chutzpa. That's right, the way to win at dip is to get off your duff and take risks. But not too many! Remember Hitler in WWII? Remember his backstab of Russia? Didn't work did it? But his opening moves sure did. And his diplomacy did, as well.

What you need is an opening move that will convince the other players that, unlike myself, you are a strong player, well-versed in strategy and with the willpower to follow through on your moves, even though you aren't. This move, often put down by experienced (and often not very good) Dip players, is called the Full Frontal Assault. The name itself is descriptive, because that's exactly what you do. You pick one other player adjacent to you (France and Italy are adjacent, by the way, to a determined player), preferably one who is not apt to conduct such diplomacy by phone or mail and might be known to quit a supposedly losing position. Then, starting in Spring 1901, you attack this player's home country. Don't worry about neutrals, grab these as they become available.

Here is where most amateur Full Frontal Assaulters get killed. They give up or slow down. The advantage to this tactic is that you'll surprise the victim and the other players are still feeling each other out. For this reason a few considerations must be taken up. They are:

- 1) Will other players help you? If you write/phone any other player who could possibly help attack your victim, chances are they'll join in the attack. After all, they most likely have no other offers and are looking for some easy builds. Most players who help you will want to wait till '02, as they're trying to grab neutrals. Allow this, but try to convince them that if they attack your victim as soon as possible, in the end they'll get both the victim's centres and the neutrals. Neutrals can be picked up at leisure in many a case (examples: Tunis, Bulgaria, Serbia, Spain, Portugal).
- 2) What if you get more than one other player to help you? This does occur frequently, mostly due to the Piranha effect. Unless you're a nice trustworthy player like myself, your best bet is to play the other players off on each other. For example, let's say you're Italy and are doing a Full Frontal Assault on France. You want Spain, Portugal, Marseilles. So you get England and Germany in on the attack. You promise Germany Burgundy, Paris, Brest, Picardy, Belgium, and Holland (it is a good idea to promise a player something he would normally get) and you promise England Gascony, Paris, Brest, Picardy, Belgium, and Holland. Hopefully, you have England attack from the West and Germany from the East. The main thing here is that neither England nor Germany will attack the pieces you want. And with a bit of suggestion, you can convince England and Germany that the other one of the pair is an unsought intruder, brought on by the Piranha effect. Naturally, with France fighting for its life, they won't bump at first and will provide you with triple power against France. This will permit your units to move quickly into France. By the time Germany and England do discover (which does not happen too often) that you tricked them, you can use your newfound strength, paid for at the expense of Germany, England, and France, to scare them off from any rash decisions. And you can even offer to mediate between them. Or you can backstab one (preferably with the other or a third party).
- 3) Talk to your victim. Try to get him to screw up even more.
- 4) Continue attacking until you have achieved your objectives. Then reevaluate.
- 5) Utilize the Piranha effect. Quite simply, the Piranha effect is the tendency for other players to attack a player deemed weaker. By being the aggressor, you don the mantle of strength; people assume you are either stronger than the victim or know what you're doing. Use this and reinforce this belief by presenting yourself in the most favourable light (if you don't, who will?) to other players, especially ones not yet drawn into the fighting.

And if you don't win, at least you'll have an interesting game.

Skeptic:

By Paul Dickson

## The Official Rules

After years of research, author Paul Dickson has gathered more than 1,500 laws, principles and instructions for dealing with the real world. For *Politics Today's* audience of politicians, bureaucrats and those who watch them, here are Dickson's rules and regulations of political conduct:

**Abrams's Advice:** When eating an elephant, take one bite at a time. —General Creighton W. Abrams

**Broder's Law.** Anybody that wants the presidency so much that he'll spend two years organizing and campaigning for it is not to be trusted with the office. —David Broder in the *Washington Post*, July 19, 1973

**Brown's Law.** (J.) Too often I find that the volume of paper expands to fill the available briefcases. —Gov. Jerry Brown, quoted in *State Government News*, March 1973

**Bureaucratic Cop-Out #1.** You should have seen it when I got it. —Marshall L. Smith, *WMAL*, Washington, D.C.

**Bureaucratic Creed.** When you're up to your ass in alligators, it is difficult to keep your mind on the fact that your primary objective is to drain the swamp.

**Cohen's Laws of Politics:**

- Nothing can so alienate a voter from the political system as backing a winning candidate.

- The best way to publicize a governmental or political action is to attempt to hide it.

- Wisdom is considered a sign of weakness by the powerful because a wise man can lead without power, but only a powerful man can lead without wisdom.

—Mark B. Cohen, member, *House of Representatives*, *Commonwealth of Pennsylvania*

**Colson's Law.** If you've got them by the

From *The Official Rules* by Paul Dickson. Text © 1978 by Paul Dickson. All rights reserved. Published by arrangement with Delacorte Press.

balls, their hearts and minds will follow. —From a poster alleged to have hung in the office of a key Nixon aide

**Connally's Rule.** Wage and price controls cause inequities, inefficiencies, distortions, and venality, and therefore should be invoked only when necessary. —John B. Connally

**Davidson's Maxim.** Democracy is that form of government where everybody gets what the majority deserves. —James Dale Davidson, executive director of the *National Taxpayer's Union*

**Diogenes' First Dictum.** The more heavily a man is supposed to be taxed, the more power he has to escape being taxed. —The *Schneiker/Townsend/Logg et al.* collection from the *University of Arizona*

**Evans's Law of Political Perfidy.** When our friends get into power, they aren't our friends anymore. —M. Stanton Evans, who was until recently the head of the *American Conservative Union*

**Funkhouser's Law of the Power of the Press.** The quality of legislation passed to deal with a problem is inversely proportional to the volume of media clamor that brought it on. —G. Ray Funkhouser, Ph.D., *Field Research Corp.*, San Francisco

**Galbraith's Law of Political Wisdom.** Anyone who says he isn't going to resign, four times, definitely will. —John Kenneth Galbraith

**Gilmer's Law of Political Leadership.** Look over your shoulder now and then to be sure someone's following you. —Entered by Virginia's *State Treasurer Henry Gilmer* some 30 years ago and recently quoted in a column by James J. Kilpatrick

**Halberstam's Law of Survival.** Always stay in with the outs. —David Halberstam, from the *Mark B. Cohen collection*

**Knoll's Law of Media Accuracy.** Everything you read in the newspapers is absolutely true except for that rare story of which you happen to have firsthand knowledge. —Erwin Knoll, editor, *the Progressive*

**Mankiewicz's Law of Crowds.** The more enthusiastic, unruly, and large the candidate's crowds in the week before the election, the less likely he is to carry the area. —Frank Mankiewicz, president of *National Public Radio* and formerly *national political director of the 1972 McGovern campaign*

**McCarthy's Law of Intelligence.** Being in politics is like being a football coach. You have to be smart enough to understand the game and dumb enough to think it's important. —Eugene McCarthy, from the *Mark B. Cohen collection*

**Nofziger's Law of Details.** The American people aren't interested in details. —Lyn Nofziger of *Ronald Reagan's campaign staff*, from *Vic Gold's P.R.* as in *President*

**O'Brien's First Law of Politics.** The more campaigning, the better. —Larry O'Brien

**Powell's Laws.** (J.) (1) Bad news does not improve with age. Corollary: When in doubt, get it out. (2) [For handling professional baiters at daily briefings] Indifference is the only sure defense. —Jody Powell

**Rather's Rule.** In dealing with the press, do yourself a favor. Stick with one of three responses: (a) I know and I can tell you, (b) I know and I can't tell you, or (c) I don't know. —Dan Rather, *CBS*

**Ross's Law.** (C.) Never characterize the importance of a statement in advance. —Charles G. Ross, *President Timmon's press secretary*

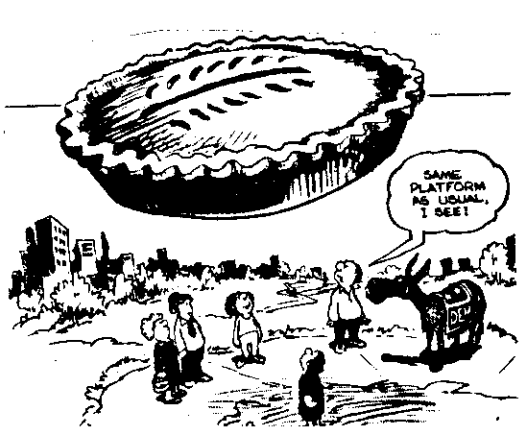
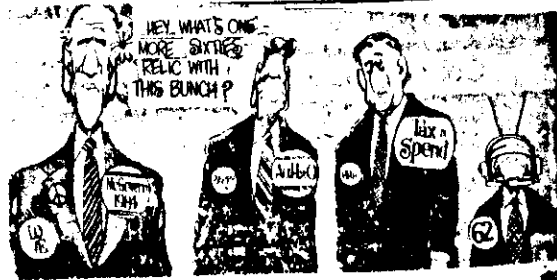
**Sadat's Reminder.** Those who invented the law of supply and demand have no right to complain when this law works against their interest. —Anwar Sadat, quoted in 1978 *Expectation of Days*

**Salinger's Law.** Quit when you're still behind. —Pierre Salinger

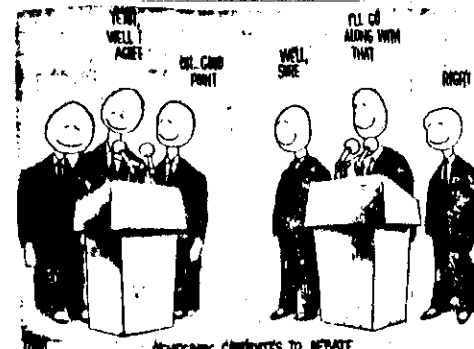
**Truman's Law.** If you can't convince them, confuse them. —Harry S. Truman



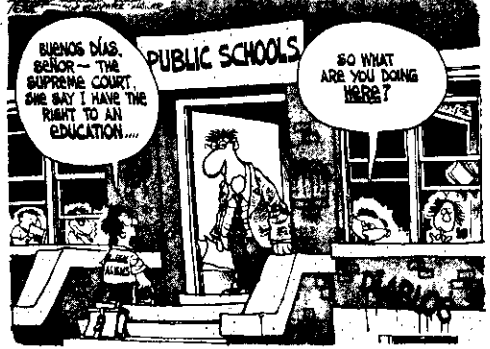
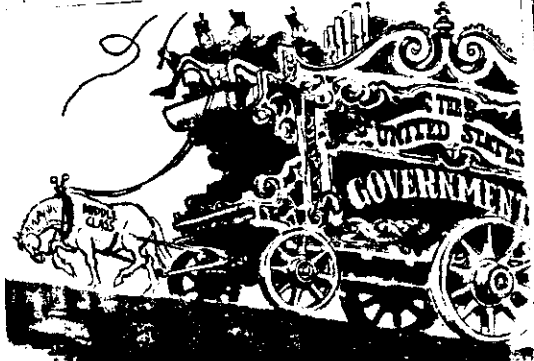
You'll notice your individual evaluation sheets have been divided into three categories . . .



BEFORE I APPLIED MY MANEUVER, HE WAS CHOKING ON REAGANOMICS...



DEMOCRATIC CANDIDATES TO DEBATE



The title of this book is quite misleading. The 10 stories in this book are, for the most part, some of the worst science fiction that I have read in many years. Two of the stories are mildly interesting: Pawn's Gambit and The Swarm.

Pawn's Gambit, by Timothy Zahn, is interesting mainly because of its subject matter. An advanced race of aliens tests various races of creatures from the galaxy by having them play board games in order to determine their strategic and tactical abilities. Those races deemed a serious future threat are annihilated before they can advance further. An earthman is the major character in this story.

The Swarm, by Bruce Sterling, is about an insect-like race of aliens and the attempts by earthlings to try to exploit them. Except for the ending, I enjoyed it.

Here are brief comments on the plots of the other 8 stories, all of which were poorly written, had predictable plots or both:

The Scourge is a planet devastated by continuous meteor showers which have knocked the level of civilization back several hundred years.

A Letter From The Clearays is about a girl in a post-holocaust world who finds a letter from some dead friends in a post office which has been long abandoned.

Farmer on the Hole is about robots being programmed to do various types of work on earth to keep those few humans still on earth from feeling lonely.

Playing the Game: A boy manipulates reality. Written in Water: The last woman on Earth.

The Comedian: A man is forced to kidnap children by Aliens.

Peg-Man: Aliens use video games for devious purposes.

Overall, I'd give this book a rating of 2.5.

\* \* \* \* \*

HEALTH AND FITNESS CORNER PART V VITAMINS(CONTINUED)

The B-complex group of vitamins are all water-soluble and should be taken together to prevent deficiencies of other B vitamins from occurring.

Vitamin B-1(Thiamine) is also known as the 'morale vitamin' because of its beneficial effects it has on the nervous system and mental attitude. It is found in liver, heart, kidney, yeast, eggs, nuts, berries, legumes, green leafy vegetables, and whole grain cereals. Vitamin B-1:

- \*\*Promotes and aids growth and digestion. \*\*Helps fight air or sea sickness.
- \*\*Aids in the metabolism of carbohydrates and fats.
- \*\*Relieves dental postoperative pain. \*\*Aids in treatment of herpes zoster.

Vitamin B-2(riboflavin) is found in milk, liver, fish, eggs, yeast, and some green vegetables. The most common vitamin deficiency in America is B-2 deficiency. B-2:

- \*\*Improves growth and promotes general health. \*\*Promotes healthy skin, nails, hair.
- \*\*Benefits vision and alleviates eye fatigue. \*\*Eliminates sores in the mouth and lips.
- \*\*Helps metabolize proteins, fats, and carbohydrates. Your need for B-2 increases when you are under stress. Diet-restricted diabetes or ulcer patients need B-2 supplements.

Vitamin B-6(pyridoxine) is found in Brewer's yeast, wheat bran, wheat germ, liver, kidney, heart, cantaloupe, cabbage, blackstrap molasses, milk, eggs, beef. Vitamin B-6:

- \*\*Increases dream-recalling ability. \*\*Aids in the metabolism of proteins and fats.
- \*\*Ensures proper synthesis of amino acids and aids food assimilation. \*\*Alleviates nausea.
- \*\*Reduces night muscle spasms, leg cramps, hand numbness, and certain forms of neuritis in the extremities. \*\*Helps prevent various nervous and skin disorders. \*\*Is a diuretic.

Vitamin B-12(cobalamin) is found in liver, beef, pork, eggs, cheese, milk, and kidneys. B-12 is the only vitamin which contains essential mineral elements. B-12 deficiencies sometimes take over five years to develop after body stores have been depleted, and vegetarian diets are a prime cause of the deficiency, which can lead to brain damage and pernicious anemia. Body odor, heart palpitation, menstrual problems and nervousness are symptoms of B-12 deficiency. Vitamin B-12:

- \*\*Forms and regenerates red blood cells. \*\*Relieves irritability. \*\*Increases energy.
- \*\*Maintains a healthy nervous system. \*\*Metabolizes protein, fat, and carbohydrates.

Vitamin B-13(Orotic Acid) is found in root vegetables, whey, and the liquid portion of soured or curdled milk(YUM YUM!). It can be obtained in supplement form in Europe(Why do you think Coughlan went there?) Vitamin B-13:

- \*\*Aids in the treatment of multiple sclerosis. \*\*May prevent premature aging and liver problems.

Vitamin B-15(Pangamic Acid) is found in Brewer's yeast, whole brown rice, whole grains, pumpkin seeds, and sesame seeds. It has been used extensively on Russian athletes for increasing energy. It has also been used on humans. Vitamin B-15:

- \*\*Extends cell life span. \*\*Lowers blood cholesterol levels. \*\*Speeds recovery from fatigue.
- \*\*Neutralizes the craving for liquor(hear that, everyone?) \*\*Protects against pollutants.
- \*\*Aids in protein synthesis. \*\*Relieves symptoms of angina and asthma.
- \*\*Protects the liver against cirrhosis. \*\*Wards off hangovers. \*\*Stimulates immunity responses.
- \*\*Promotes protein metabolism, mainly in the heart muscles. \*\*Regulates fat and sugar metabolism. This is an especially important supplement for people living in high pollution areas.

Vitamin B-17(Laetrile) is found in the whole kernels of apricots, apples, cherries, peaches, plums, and nectarines. It has been rejected by the FDA because of its cyanide content. Supposedly, B-17 has cancer controlling and preventative properties. Five to thirty apricot kernels eaten throughout the day(not all at once) is the recommended dosage.

Pantothenic acid is found in meats, liver, heart, kidneys, nuts, whole grains, and green vegetables. Pantothenic acid:

- \*\*Helps protect against stressful conditions. \*\*Prevents fatigue.
- \*\*Helps build body cells. \*\*Helps maintain normal skin tone and in the growth and development of the central nervous system.

Folic acid is found in egg yolk and in most vegetables. Folic acid:

- \*\*Aids in protein metabolism. \*\*Contributes to normal growth. \*\*Helps form red blood cells.

Biotin is found in liver, heart, kidneys, egg yolk, peanuts, filberts, mushrooms, cauliflower, fruits, brewer's yeast, and unpolished rice. Biotin:

- \*\*Prevents thinning hair and baldness. \*\*Alleviates eczema and dermatitis. \*\*Eases muscle pains.

Choline is found in egg yolks, yeast, liver, wheat germ, heart, and green vegetables. Choline:

- \*\*Prevents memory loss(What did you say?) \*\*Minimizes excess fat deposits in the liver.

Inositol is found in liver, Brewer's yeast, and most vegetables. In addition to performing similar functions as Choline, Inositol:

- \*\*Is helpful in brain cell nutrition. \*\*Helps lower cholesterol levels in the blood.
- \*\*Prevents thinning hair and baldness(It's too late for God, though.)

\*\*\*\*\*  
ULTIMA II The Revenge of the Enchantress (Computer game review)

Ultima II is available for the Apple and Atari computers and requires 48k and a disk drive. It retails for \$59.95, but is usually sold for \$49.95. For this price, you get two disks, a beautiful cloth map of Earth, an instruction manual, and a 5 X 8 reference card which lists the 30 commands on one side and the coordinates of the planets on the other.

ULTIMA II is probably the best fantasy role-playing game available for the Atari(the Wizardry programs may be better for the Apple(n/a for Atari)). The game has great graphics, good interaction with the other characters, a well-thought out universe, and lots of blood. What more could a person ask for?

The object of this game is to design your own hero, picking his attributes, sex, race, and profession, and to increase his wealth and power to the point that he can kill the evil sorceress Minax, who has been terrorizing the Earth for many years. To do this, you'll first have to spend time hopping through time doors, exploring the galaxy, talking with people, and killing monsters—hundreds of them. More on this later.

One nice feature of ULTIMA II is that you create your character on any blank disk and use that disk throughout the course of most of the game, thus saving you wear and tear on the original two disks. You can also create backups of this disk to prevent it from being destroyed(and your character with it), and to have it so you can resurrect your character if you should happen to be killed, which you will, believe me.

Once you've designed your character, you are thrust into a hostile world with no weapons or armor, and little food or gold. Once you make your way to a town or village(quickly now, before you are killed), you can buy these items with your gold. Since this is expensive, it is usually better to steal these items. It is a good idea to have a quick escape route if you humble your theft since the townsfolk don't take kindly to theft. A couple of types of magic armor can't be stolen(as far as I can determine), and it must be bought, along with hit points, increased attributes, and a couple of other important items. Gold must also be spent gathering information, although you can gain many clues simply by talking with everyone you meet.

A politician died after a long illness. His savings hardly covered hospital and doctor bills. A friend, after quietly soliciting funds for his funeral, lacked only \$1 of having enough. Worn out and exhausted, he said to a stranger, "Could you give me a dollar to bury a politician?" The stranger gave him a \$5 bill and said, "Here, bury five of them."

The entire game revolves around gold, and unless you acquire lots of it (by killing monsters), you'll never get far in the game. Unfortunately, you can't raise money by selling off excess items you accumulate (like the 40 suits of armor, the 34 weapons, and the 12 magic helms you're carrying around in your backpack). This is a real flaw in the game, mainly because it takes a long time to kill the several hundred monsters needed to raise money. This gets quite boring after a while.

One of the best features of the game is its time doors, which allow to travel back and forth between five periods of earth history. You can even visit a Communist village in the time of the aftermath where, among other things, Warren Beatty will ask you if you've seen Diane Keaton around anywhere. The cloth map shows most of the time doors for you.

There are several modes of transportation you can use—walking, horseback, boat, plane, or rocket. Walking is slow, and there are some places you can't get to by foot. Horses are cheap, but aren't much of an improvement. Boats are nice, and are your first priority. If you own a blue tassel, you can steal a boat in a shipyard, or you can commandeer one that attacks you.

In fact, there is a trick that allows you to make bridges with your boat. If you boarded a boat out in the open, the first time you move it a second boat will appear which will attack you. By boarding that frigate and moving, a third frigate will appear. You can repeat this process until you've got plenty of frigates, then can destroy the last frigate, and then go about the business of rearranging the frigates to form a bridge between continents. Boats are fast, and their guns will allow you to be able to kill many monsters quickly and without much risk. Planes and rockets also require certain items to operate. Planes are very fast, and you can transport them through time doors. Rockets can be used to explore the galaxy. Unfortunately, only one of the planets is of any importance (besides Earth). Planes don't crash, but can only be landed on certain types of terrain. Rockets crash unless landed on grass.

Besides towns, villages, and castles, you can also explore dungeons and towers. There is one important item you'll need that is located on the 16th level of these places, but you will probably also acquire it through other means. You will want to avoid these places unless you're a cleric (clerics can instantly teleport out of them) because they are full of mazes which will drive you crazy, as they are too large to waste hours trying to map out. They're full of monsters, but it's much faster and safer to kill monsters using the frigates.

During your quest, you will soon accumulate a number of magical and non-magical items. Their uses will become apparent to you in time. Unfortunately, whenever you fight a thief, he will spend about half of his time stealing these items from you. Even if you kill him, you won't get them back. Don't ask me why this is so; attribute it to another program bug, I suppose. This can be very frustrating to you if the thief steals a couple of items from you which are difficult to replace. For example, if you're attacking a thief from a frigate and he steals your only blue tassel, once you leave your ship to explore inland you won't be allowed to reboard. The thief can also steal your magic ring, so beware!

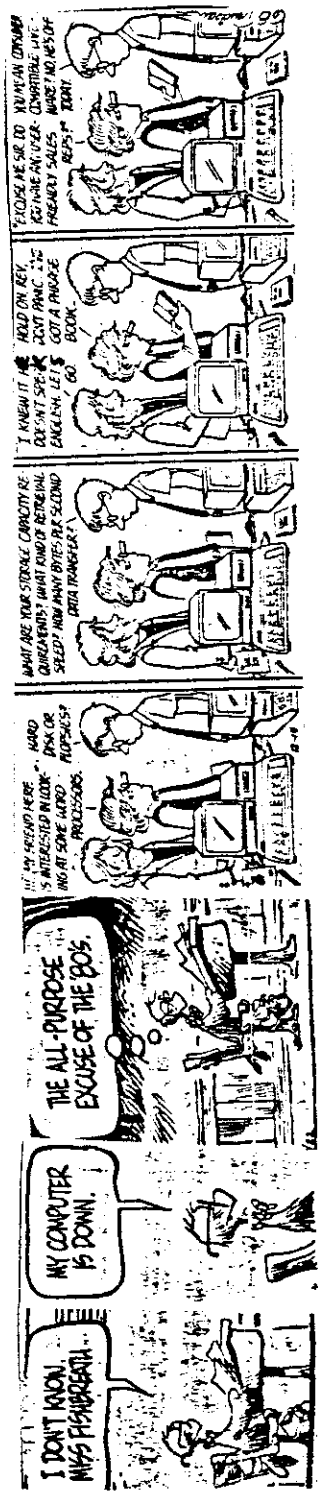
There also is a problem with the game concerning your attributes and your level. If either passes 99, it starts all over again. For wizards, whose magic missiles' strength depends on his level, this is a real pain. Also, fighters using swords will be upset about this. The only solution is to be careful when buying attributes if you are about to go over the top. The only known solution to the level problem is to win early. Hopefully, some of these problems will be solved in ULTIMA III, EXODUS, which is just now being released.

In spite of the few flaws mentioned, ULTIMA II is a very addictive program that will give you many hours of enjoyment. It is so far superior to 99% of the games on the market today that you'll simply be amazed with it when you buy it. After solving the game once, you'll probably want to try again in another profession to see how quickly you can win again, though you may decide to wait a bit before doing this. I solved the game after only a few days, but I spent many hours doing it. If you ever need help with a certain problem, feel free to write me and I'll be glad to give you some hints.

Overall, I'd give this one a 9.0.

A little boy said to the pharmacist: "Please give me a small bottle of castor oil."  
"The tasteless kind?" asked the druggist. "No," said the little boy. "It's for my father."

A stranger called by the doctor's office and said: "I just dropped in to tell you how much I benefited from your treatment." "But you're not one of my patients," said the doctor. "I know," said the stranger. "But my uncle was and I'm his heir."



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