

"Anyone can rat, but it takes a certain kind of
Ingenuity for one to re-rat."

—Winston Churchill

—1957

midlife crisis

MILWAUKEE



VOLUME ONE

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VOICE OF THE MIDWEST JOB ISSUE

THIS IS *MIDLIFE CRISIS*, a monthly forum for the discussion of Postal Diplomacy and related critical issues. Subscriptions a bargain at 10/\$4.50, payable to Paul G. Rauterberg, 4922 W. Wisconsin Avenue, Milwaukee WI 53208. Phone 414-778-0750 and see if anyone answers! There are still SIX openings for the 15-player variant, WIIIb. See inside for details.

WISCONSIN NOTES

The following editorial has been submitted by Terry Tallman, publisher of the entertaining, if somewhat irregular, North Sealth, West George. It does NOT represent the opinions of the publisher; quite the contrary!

"TYPE" GAMING

I read, with a great deal of interest, your article that almost hits on the topic of "Type" gaming. ((See "On Crossgaming: The complicating factor" on page one of NC 6.) As a sample/model I'll use the Casablanca game currently running in Scooter and Franke's Irkgame.

I'll begin by explaining my philosophy of "type-gaming" and give an example. Normally, there are types of players that I'm inclined to ally with. And, there are others I'm inclined not to.

I favor strong tactical players because they compliment my own political bent—I'm an avowed toad. In the same light, I enjoy working with a good toady. They are loyal to a fault and rarely stab. Usually I'll choose an Eastern or Midwestern player over a West Coast player because the west coast coasters do just that—they are so laid back they tend to "coast" through their games.

And of course there are former allies—players I've worked successfully with in other games.

So, the types of players I tend to favor are tacticians, toadies, eastcoasters, and friends. The reverse is that I have an extremely difficult time allying with goofballs, zit-faced teens, and Mad-lads.

Goofballs are those players who are very visible. They play anywhere from 15-35 games at a time but do so very, very, poorly. These are the guys I jump in 1901. ((I thought you always allied with D.S. Paiter!)) Zit-faced teens are the type that, because they've been in the hobby for 3 years and you've only been in the hobby 2 years, assume that they can call you in the middle of the night and tell you that "your ass is grass." 15 years of postal game play, that nearly equals their total period of existence, doesn't seem to count. ((I assume you mean non-Dip postal gaming.))

Mad-lads are a rare form of dot-grabber. Your average dot-grabber is a goofball who ignores the overall position of the board, the alliance structure, and all his promises. A Mad-lad usually has an excellent grasp of the tactical situation. He writes letters and establishes viable alliances. And then when he sees a stray dot—no matter whose, no matter what it does to the alliance structure, no matter what he has promised—he grabs that sucker!

So, as you can see, I avoid allying with goofballs, zit-faced teens, and Mad-lads.

Everyone practices some form of "Typegaming." Many players have probably never realized that they were guilty of this. And yes indeed, it means that many of us don't play such game as a new, unique, pristine experience. We allow what's gone down in the past to effect the next game. We are evil. We are Sleazy. Forgive us in the name of St. John the Bored-man.

And as can be seen in CASABLANCA ((1983 CF, a two-week game GMed by Scott Hanson)) various of the players are typegaming. Austria ((James Wall)) is playing the goofball roll, sitting with a Turkish ((Paul G. Rauterberg)) time bomb in his lap. The former Russian ((Kevin Tighe)) played a weak tactical game. Germany ((Eric Ozog)), forced to evaluate his alliances, has to play a political rather than a tactical game. ((??))

Meanwhile, Italy ((Randy Ellis)) is toad bait. Everywhere he turns he has toads trying to warp his brain to their ends. France (Dan Stafford) tries to play a purely tactical game only to realize that one can never count a Killer Toad ((Tallman's England?)) out. England and Turkey sit at opposite ends exerting their Toad powers to the fullest, their tendrils reaching out and wavering in strength, direction, output—each looking for a chink in the control of a Toady. A feedback loop is generated that causes the Toads to wax and wane in their efforts in an almost tidal motion that is duplicated ((sic, reflected)) in his opposite's movements.

"TYPEGAMING" continued.

So to go back to one of your main points, Paul, that there are players who "hate" the Mad-lads, I'll argue that the case isn't actually that. Rather, the playing style of Madison Wisconsin players is so consistent in terms of form, if not quality, that it is possible for the "Typegamer" to play each in a similar manner. That is, cover your ass and if some one drops a dot in front of you, don't uncover one of your own unless you enjoy getting screwed. ((So, for instance, the French tactician grabs London from the Killer Toad. Does that make him an honorary Mad-lad?))

"Type"playing, or "carried over impressions" if you prefer, can indeed be changed. But if you've stabbed someone successfully 10 times don't be surprised if he doesn't hold still for number 11.

((Paul here. Sorry about the injections into your text; I could not resist. There are some inherent dangers in "Typegaming." If you tell someone that you can never trust him again, or that you've decided that he fits a type of player who you'll never be able to trust again, don't expect him to sit still and wait for your own inevitable attack. You have confessed that you tend to trust players who have proven themselves to be good allies in other games. Then you chastize the players that you publically condemn for ganging up against you; what's the difference? In cases where somebody insinuates that he considers me to be a Mad-lad, even though I only share the same state as a residence, I really am not insulted. But I do take that as an admission of pre-determined hostility when you say 1) that you consider me to be a Mad-ladder, and 2) that you will not ally with Mad-lads. What I do next is merely self-defense. And be careful of typecasting by locations, or pre-judging people based upon their chosen circle of personal friends. If one of us doesn't fit in with your preconceived notions, you might get tactically outmaneuvered or out-traded.))

ALSO ON THE TOPIC OF CROSSGAMING, we have a letter by James Woodson:

I recently had my first real experience with cross-gaming. Having played in less than ten games in my postal career, I haven't set up with too many duplicates.

Anyway, I was recently in a position to choose between supporting two players in an endgame situation. One of the players is in a new gamestart (still in '01) that I'm in, and we're A/I in that game. In a letter regarding game #1 he strongly suggested that my actions could affect what he does in game #2. As soon as I read the letter my mind was made up. I did not side with him in the endgame, and I have yet to see what (if any) the effects will be on game #2. This sort of stuff does not belong in Diplomacy! And I hope I won't have to deal with it again. ((Well said.))

IF I SEE THE RESULTS OF THE RIMESTONE POLL REPRINTED IN JUST ONE MORE ZINE, I'M GONNA SCREEEEEEEEEEEEAM! (Oh no! It hasn't been printed in its new parent zine, Fel Sie Fig!) Aaaaaaaaahhhhhhhhh! Is it that important?

A WORD FOR ALL MY WOULD-BE MATCHMAKERS, from the Marquise de Sévigné:

—En amour, il n'y a que les débuts qui sont charmants. C'est pour cela que l'on a envie de recommencer souvent,—

((In love affairs, it is only the beginnings that are amusing. Therefore you should start over again as often as possible.))

GETTING BACK ONCE MORE TO CROSSGAMING, Dan Stafford notes:

Nice editorial. But I don't think you can brush off the problem of cross-gaming that easily. Rusnak and Becker have proven that. As for me, I only cross-game against corner powers. You guys can excuse your predicaments by saying I gun for Wisconsinites if you like, but the success of my "strategic" (rather than strictly "diplomatic") approach to the game speaks for itself. (I also have tried to knock out other good players in a game—but I think that's a mistake—they don't die easily—better to ally with them.)

((Don't forget the old Russian proverb: "You shouldn't spit into the well you may have to drink from later on."))

RUSSIA

Back In The USSR



...WITH STEVE BURANT.

Steve spent nine months residing in the USSR last year, while he was researching his doctoral dissertation on the structure of Polish revolutionary organizations in the 1840's. Steve took full advantage of his lengthy stay, conversing with dissidents and Party members alike. He also was able to travel throughout the western half of the country. His comments and insights reveal that Steve was far more than just a casual tourist, which is why I have encouraged him to become a regular columnist in my line. If any of you wish to contact Steve with questions or comments about his columns, you can write to him at: 3714 N. Maryland Avenue, Shorewood WI 53211. His column this month deals with...

THE SOVIET BUREAUCRACY

When the Soviet Union shot down a Korean airliner over the Sea of Okhotsk, it shocked the world. As disturbing as the Soviet failure to admit their culpability for the incident and, for several days, to deny that

they had shot down the plane. That the Soviets "stonewalled" does not surprise me. I had many experiences of that tactic during my nine months there.

My favorite incident took place in Leningrad. While in that city, I offered to work for a correspondent from the Hill Street Journal who wanted to do a story on collective farm markets in the USSR. Under the Soviet system of agriculture, every peasant is allowed a private plot. These peasants either sell the produce themselves or take it to middlemen. Whoever does the selling, the markets in Moscow and Leningrad are the most lucrative. In short, capitalism does exist in the USSR, at least to some degree.

Supposedly, the Soviet Foreign Ministry had arranged the contact with the Leningrad GORISPOLKAM, i.e., the city government. The morning of the day we were to do some interviewing, I called to arrange a meeting and was told to call back in half an hour. I told David that I thought it would be best to go to the headquarters in person because over the phone, they could always put me off. Since the offices were located across the square from the Hotel Astoria, we walked right over.

At GORISPOLKAM, after a twenty minute wait, we were greeted by a very grey bureaucrat. We told him that three weeks ago, a cable had been sent to arrange a meeting with specialists who deal with peasant markets, and that the meeting had been approved by the Foreign Ministry. This official told us to call back at the end of the day. Moreover, he was quite uncomfortable with our request, and suggested that it might be better to see the museum. He chastised David for not knowing much about the city; the population figures as well as the experiences of the city during the war. We asked this official if we could talk to the sellers in the market. He replied, "no one can forbid it."

We then headed straight to the largest market in town. As a sort of courtesy, we called on the director, asking him if we could talk to the peasants. "Not without permission," this fellow replied. We needed permission from the Assistant Director for Trade for the Leningrad Oblast (county). We called the GORISPOLKAM back to tell them of this roadblock. No one answered. The director called the Assistant Director for Trade. No answer. Thus we needed formal permission to do what the guy from the GORISPOLKAM said was not under anyone's authority to proscribe: talk to people. Well, we visited a couple of markets, although we did not tell anyone.

At 4:30 pm, I called back the GORISPOLKAM to see if our meeting with the specialists was on. It wasn't; they were all out of town. Again, we went over to the offices to see for ourselves (not that we expected to get in, but at least they would have to deny us the meeting to our faces.). However, as a result of a mistake by the guard, we made it up to the office. The secretary told us that there was no one to speak with us. Well, maybe there was, but he was in a meeting. Would we wait? Yes, of course. The secretary was very flustered; as we sat in that office for a good twenty minutes to half an hour, she couldn't work, couldn't sit still, and smoked several cigarettes.

After a half hour, another fellow came to tell us there was no one to see us. Meantime, would we like to see the building? No, we'd wait.

Another very grey bureaucrat appeared. He reiterated that the specialists on peasant markets were not here. Given that, we took our leave.

It was a pleasure to catch them red-handed.

1982 HQ

Sleeze one

Spring 1905

ANGLO FORCES OUTWIT FROGS—AGAIN!

AUSTRIA (Mark Frush, 1013 Milton St. #304, Madison, WI 53715); A Bud-Gal, A Ser-S-A Rum, A Gal-Ucr, A Rum-S-A Gal-Ucr, A Tyr-Boh, A Gre-Say, A Bul-Con, (dislodged, retreat to Gre, OTB), F Eas-S-A Gre-Say.

ENGLAND (David Pierce, 13521 Pleasant Lane, Burnsville, MN 55337); F Bel-Hol, F Lpl-Wal, A Ycr-S-F Lpl-Wal, F Lon-S-F Lpl-Wal, F Nth-S-F Lon.

FRANCE (Derwood Bowen, 1643 Graniteway Ln, Columbus, OH, 43229); A Apu-Ven, A Rub-S-GERMAN A Mam, A Hol-S-F Eng-Bel (dislodged, annihilated), F Eng-Bel, F Mid-Eng, A Wal-Lpl (dislodged, annihilated), F NAO-Cly, F Iri-S-A Wal-Lpl, F Aeg-C-AUSTRIAN A Gre-Say.

GERMANY (Randy Ellis, 8910 Grandview Ln, Overland Park, KS 66212); A Mam H.

RUSSIA (Michael Quirk, 3830 Chester, Glenview IL, 60025); F StPac-Nwy, F Kis-S-ENGLISH F Bel-Hol, A Den-S-F Kis, A Bar-S-F Kis, A Sil-Jam, A War-Sil, A Ukr-Mar, (dislodged, retreat to Mos, OTB), A Sev-Ucr.

TURKEY (Keith Sherwood, ^{6666 Cliffridge Avenue} 833 Cliffridge Avenue, ECS, Calif. LA JOLLA, CA. 92037); F Say-Aeg, dislodged, retreat to Con, Syr, OTB), F Con-Bul so, F Blk-S-F Con-Bul so.

FALL 1905 orders are due Saturday, 5 November, 1983.

SLEAZY PRESS

LONDON TO WORLD: Help! I need an ally. Somebody please save an unlucky standby player. ((I wish you'd give me some of your unluck!))

MARK TO KEITH: You're only sad because I got you before you and Michael got me. Now, fess up, you never had so much fun in this game as you are now—after you were relieved of that dot, are you?

MARK TO MICHAEL: Yeah? And I suppose you thought I was lying—well, I was! I wonder if there is such a thing as Liar's Anonymous? I could see my first visit—"I don't know what I'm doing here; I really don't fib very much."
"—————" You can fill in the rest.

MARK TO DERWOOD: You had faith before—don't become a doubting Thomas! My favorite line—trust me!

MARK TO DAVIE: Goodnight, goodnight! Say goodnight, David!

TURKEY: ("Hotel California" concludes, but not before I slip some acrimonious cheap shots, in):

His words are sugar coated; he sure got my number right;
After his stab he tells still more lies, and pretends that
he's contrite
If I were smart, I should have said 'shove it'
I stab only for the win; Mark for the hell of it.

Hotel California II

So I called up the liar, "why do you hand me that line?"

He said "I'll call you back later, Derwood and I are sixty nine."

But still Quirk's voice was calling from far away

And I thought Quirk meant Mark was happy, when he called his gay....

Watch out for the Sex-crazed Austrian, any time of year, he may dick your rear, Trying to survive the stab-happy Austrian, what a nice surprise, Mark Stabs allies.

Mirrors on the ceiling, Mark slips on something slinky

Mark calls back "I stabbed you cuth you're no fun, while Derwood here is kinky."

While off Turkey's southern coast they gather with their fleets

Though I fight as best I can, in the future are multiple retreats.

Last thing I remember I was down two from four, with no way to fight back

To the count I had before: "Relax," said the GM, "I'll start a new game soon."

"Derwood and Mark have joined already, Peters, Bakken, Wall, you too?"

UMK HQ TO TRO: Sorry, but I couldn't resist changing that last line. Your new variant sounds like fun, but I'm at my quota of 25 postal games and have to lie low for a while.

HUNS WANDER INTO FRANCE: TURKS MIGRATE NORTHWARD

AUSTRIA (Vienna Waits for You): A Gal-S-RUSSIAN A Rum, F Tri-S-TURK F Gre-Alb, A Bud-S-F Tri, A Ser-S-F Tri.

ENGLAND (Unknown Standby): F Edi-Nwg, F Nth-Den, F Stenc-Nwy.

FRANCE (Casual Sutterby): A Lon-Yor, A Wal-Lpl, F Eng-Bei, F Bre-Eng, F Mid-NAO, F Spain so-Mid, F Mar-Spa ec.

GERMANY (Konrad von Kriegen): A Ruh-Bar, A Hun-Tyr, A Sil-Wum, F Kie-Hol, F Bal-Den, F Nwy-Nwg, A Sve-Nwy.

ITALY (Erin Thomas—S.T.): F Tur-Ion, A Ven-Tri, F Adr-S-A Ven-Tri, A Alb-Ser.

RUSSIA (Anastasia Romanov): F Blk-S-A Rum, A Rum H, A Ukr-S-A Rum, A Wos-War.

TURKEY (Cherokee Chuck likes to...): A Ank-Arm, F Con-Ank, F Say-Con, F Gre-Alb, A Bul-S-AUSTRIAN A Gal-Rum (NSO).

ANONYMOUS PRESS

ITALY TO GERMANY: Neutrality of Tyr? What neutrality?

ITALY TO TURKEY: You are one.

UNK STAN TO KONRAD AND CAZ: You guys can feel proud that your alliance in an anonymous game is so strong. Thanks for your notes back in response to my letters. I realize that Ashley left me in a pretty deep hole. The problem is that you guys aren't set up to attack each other, with or without my help, and I'm not in any position to think about attacking anyone else. I was looking for a crumbling wall and found none. Put me out of my misery quickly, eh boys?

KvK-CAZ: Hey Caz, keep cool! Just drifting in for the wine harvest; thought we might crack open a bottle to celebrate our impending victory. What's that? An invitation?! Since when do good buddies like us need an invitation? Oh, so it's like that now, eh? OK, fine—be like that. I'll just take my party on down the line into Paris there—I know they'll be happy to accept a bunch of fun-loving Hessians like us!

AUSTRIA TO UNK MO: How did you pick on Mark Frush? You gave him "belated thanks" for his "belated article." I thought publishers were grateful for any article and here you go casting aspersions on Mark "Poison Puppy" Frush.

AUSTRIA TO TURKEY: So Russia's "cooling and hooing" us. I always thought that Anastasia was a cow. Now we've got the proof.

AUSTRIA TO ITALY: Bleah! You'll be sorry now. I've got my Big German Brother coming at you!

AUSTRIA TO FRANCE: French fleets fast, friend!

VIENNA TO ROME: Say bye, bye to Turia in '03! ((And Paris...and...))

KONRAD TO WORLD: Let's see...six letters sent out since the adjudication of the winter buds, none received. Oops, that's not quite right—thanks, Vienna, for letting me know that someone is actually playing this game.

UNK MO TO KONRAD: Now, now, I know for a fact that you got more letters than that!

KONRAD AGAIN, TO GN: Say, that reference last time to a "faked" accident isn't the first time I've heard that rumor. Does something in Milwaukee stink besides the Brewers?

UNK MO TO KONRAD: Yeah, the Packers and the job outlook.

KIEL: Officials announced here that they are shocked by the treatment of both their ambassador and England's at the hands of the bloody Russians. Reprisal was seriously taken into consideration, especially as upper Russia is devastatingly open to attack. However, rather than mix it up with such a repulsive lot, the German government has decided to stay away from the bloodthirsty whites.

HUN-EDI: Well, is this pretty much what you had in mind? Sheesh, no sense of humor you got, eh? Well, hopefully this set of moves will elicit a response out of you. Now maybe you'll believe Mr. Soul when he is trying to deal with you. Continued silence, however, will result in him revoking your return to the land of the living. You would want to be strapped in the chair again...?

ENGLISH, FRENCH, GERMANS CONSOLIDATE REGIMES; ITALO-RUSSIANS HOME IN ON HAPSBURGS

- AUSTRIA** (Nelson Hainman, #C-4, 2255 Delaware Ave, Buffalo NY 14216); Builds A Vis; A Con-Say, F Aeg-S-A Con-Say, A Tri-Ser, A Bul-S-A Tri-Ser, A Bud-Tri, A Vis-S-A Bud-Tri.
- ENGLAND** (Pat Cowton, PO Box 17014 LSU, Baton Rouge LA 70893); Removes F Mid, F Ed1; F Ska-Mth, A Bel-bal, F Eng-C-A Bel-bal.
- FRANCE** (Dave Schaubert, 501-88-2877, 43 AREFS, PSC 1, Box 3500, Fairchild AFB, WA. 99011); Builds A Par, A Bre; A Mar-Bur, A Par-S-A Mar-Bur, A Pic-S-A Mar-Bur, A Bre-Gas, F Spain ac H.
- GERMANY** (Pat Frye, 6904 Scotch Dr. Laurel, MD. 20707); Builds A Munich; A Den H, A Map-S-AUSTRIAN A Vis-Tyr (NSO), A Bur-Bel, A Ruh-S-A Bur-Bel, A Hol-S-A Bur-Bel, F Lon-Eng.
- ITALY** (Russ Rusnak, 8002 S. Maple, Burbank, IL 60459); F Ion-~~Map~~, Adr, F Tur-Lon, A Tyr-Mun, A Ven-Tri.
- RUSSIA** (Nancy Irwin, 4109 Magnolia Avenue, 1 North, St. Louis, MO 63110); Builds F StPnc; F StPnc-Mry, A Mry-Swe, F Swe-Skag, A Sev-Rim, A Ukr-Gal, A Rus-Bul, F Ark-Con, F Blk-S-F Ark-Con.
- TURKEY** (Jim Burgess, 66 Hall st. Providence, RI. 02904); A Con-r-Say, Removes A Ara, A Say-S-RUSSIAN F Blk-Con (NSO) (dis, ret, Ark, OTB).
-

The deadline for Fall 1983 moves is Saturday, 5 November 1983. There is a draw proposed between Austria and Russia. No vote received is a NO vote, unless you NSR, in which case it counts as a YES. Please note that last season's supply chart left Bul out of the Austrian count. Austria owned 7 centers, but could only build one due to lack of room.

MISSIONARY PRESS

FRANCE TO TURKEY: Guess again. It appears that I may be around for longer than you may have suspected. Remember, silence is golden (and, in some situations, it can be the breakfast of diplomats!!!)

TURKEY TO FRANCE: I'm glad to see I was wrong. Go get 'em!

TURKEY TO RUSS (Italy, that is): Are you my knight in tarnished armor? Where were you when I needed you? You can have my center if you get here in time. I like to be fair and divvy things up evenly.

TURKEY TO RUSS (yes, Nancy this time): Good luck on your attack on the dastardly Austrian. Drop Russ a line along the way. Maybe you two can be... dare I say it...allies!

BURGESS TO GN: Thanks for the sub list. I like to know who the cast of characters is.

GN TO BURGESS: The sub list may or may not be complete. Some of the anonymous players were given the option of remaining off the list for the time being.

AUSTRIA TO RUSSIA: Well, I graded out with Straight A's. Kind of leaves the quality of your homework open to question, though, doesn't it?

RUSSIA TO AUSTRIA: The Season of the Witch has arrived. Put on your woolies. A BEL-A Tyr: Too little, too late. You're just another Waning Occidental Power, or WOP. ((I like that!))

ENGLAND TO RUSSIA: Your wish is my desire, O holy Mother, whose seductive handwriting, sensuous pink stationery and massive size has captured my heart.

LON-GN: "Raa" second only to Venus and Mars? What about "Back to the Egg?" Rejuvenated rock for those who worried that ol' Paul had forgotten how.

GN-LON: I guess we had already forgotten him; I never heard anything from "Egg."

LON: The Garwen sailors will soon be leaving. As they depart, one will hear them singing the old Procul Harum tune:

Caught a souvenir in London
 Got to hide it from my mum
 Tried to keep it confidential
 But the truth is leaking out."

FROGS OUTWIT OPPOSITION: AUSTRO-TURKS HAPPY TOGETHER AGAIN?

AUSTRIA (John Kador, 505 2nd Avenue, Melbourne Beach, FL. 32951);
A Tri-Vic, A Bud-S-A Gal, A Gal-S-RUSSIAN A Ukr-War, A Ser-S-F BulSC,
F Bul sc-S-RUSSIAN F Blk-Con.

ENGLAND (David Pierce, 13521 Pleasant Lane, Burnsville, MN. 55337);
F Nwg-Wat, F Iri-Mid, F Nwy-Nth, A Bel-Pic, F Eng-S-A Bel-Pic.

FRANCE (Michael Quirk, 3830 Chester, Glenview, IL. 60025); F Mid-Wat,
A Pic-Par, A Gas-Bre, A Mar-Gas, A Spa-War.

GERMANY (James Woodson, P.O. Box 33032, Pensacola, FL. 32508);
F Den-Swe, A Ruh-S-A Bur, A Bur-S-ENGLISH A Bel-Pic, A Sil-Hun.

ITALY (Don Swartz, 6703 Strawberry Ln. #409, Louisville, KY. 40214);
A Rom-Ven, A Pic-War, F Fyrr-GOL, F Wes-Spa sc.

RUSSIA (James Wall, 27 N. Mills St. Apt 3, Madison, WI. 53715); A Gal-r-Boh,
F Blk-Con, F Swe-Den, A StP-Lvn, A Bob-Hun, F Sev-Akm, A Ukr-War.

TURKEY (J. Taylor Washburn? NERI! 4021 NE 56th St. Seattle, WA 98105);
F Blk-r-OTB, A Arm holds, A Con dislodged, retreats Ank, Say, OTB).

The Deadline for Winter 1902/Spring 1903 is Saturday, 5 November, 1983.
Will Neil Kiersz, 108 Humphrey Rd, Great Valley, NY. 14741. please submit
standby orders for Turkey?

AUSTRIA:	Has Vic, Bud, Tri, Ser, Gre, Bul. (6) May build one.
ENGLAND:	Has Lon, Edi, Lpl, Nwy, Bel. (5) Even.
FRANCE:	Has Bre, Par, Mar, Por, Spa. (5) Even.
GERMANY:	Has Hun, Ber, Kie, Den, Hol. (5) Was one short, may build one.
ITALY:	Has Ven, Rom, Nap, Tum. (4) Even.
RUSSIA:	Has StP, War, Mos, Sev, Swe, Rum, Con. (7) May build one.
TURKEY:	Has Ser, Edl, Ank, Say. (2) Even due to annihilation, may build one if he retreats OTB.

PORN PRESS

GA TO GERMANY: Yes, some of your press was held over due to lack of space.

KIEL (Spring, 02): Shipbuilders here received bad news today when it was announced that supplies, which were supposed to be sent with which to build a new navy, were accidentally sent to Amsterdam. German Naval officials reportedly heard that the Dutch were better shipbuilders and sent the steel and wood to the occupied Netherlands. The upstart Dutch refused to work.

AMSTERDAM: Thousands of Dutch shipbuilders got a good laugh today, and then were killed. German occupation forces instructed them to start building the new German Navy with supplies received from Berlin. The Dutch opened the crates and train cars to discover supplies for an army; not a navy. After the laughter ceased they were told to make artillery instead. In mass, they refused, and the slaughter began. Thousands were dead before the orders came from Berlin to stop the massacre and send the supplies to Kiel. Memorial services are being held Tuesday.

FRANCE TO ITALY: I will be throwing my centers to you, so be alert.

PARIS TO ROME: Follow me into the Atlantic and you could win this game.

QUIRK TO WALL: You are not in good shape yourself. We may need each other yet.

WARSAW TO BUDAPEST: Help! Help! The Germans are cunning! Do you have a good spot remover?

QUIRK TO WALL: From what I hear you get the treatment next.

ITALY TO THE WORLD: I do not write press. Any press you see datelined any place in the world did not come from Italy. Any press datelined Italy did not come from Italy. The whole world knows that nobody in Italy knows how to write.

ITALY TO ENGLAND: Try Plan B.

LONDON TO BERLIN: 9, 17—22, 17—10, 7, 14, 14. ((Mike the ball!))

1983 AR

PORCELAIN GOD

Fall, 1902

SULTAN ABDICATES WHILE RUSNAK PLAYS PICKLE IN THE MIDDLE

AUSTRIA (David Blaylock, Rt. 1, Box 630, Canton, NC. 28716);
 A Ser-Bud, F Tri-S-ITALIAN A Apu-Ven, A Vie-S-ITALIAN A Pie-Tyr (NSO),
 A Gal-Mar, A Rum-S-TURKISH A Bul-Sev.

ENGLAND (Robert Acheson, o/o Echo Bay Mines, Lupin, NWT. CANADA XDE 110);
 A Yor-Lpl, F Nth-Lon, F Nwg-Nwy. (F Nth dis, ret. to Edi, Ska, OFB).

FRANCE (Bill Becker, 810 Turwill, Kalamazoo, MI. 49007);
 F Iri-Lpl, F Eng-Ion, A Spa H, A Bur-Mar.

GERMANY (Russ Rusnak, 8002 S. Nagle, Burbank, IL. 60459);
 A Sil-Boh, A Tyr-Ven, F Hol-Nth, F Hel-S-F Hol-Nth, A Bel H, A Den H.

ITALY (Jim Makuc, Box. 111, Monterey, MA. 01245);
 A Pis-S-FRENCH A Spa-Mar (NSO), A Apu-Ven, F Ion-Tun, F Tyr-GOL.

RUSSIA (Dale Bakken, 1116 Ann St. Apt. 12, Madison, WI. 53713);
 F Sev H (annihilated), F Swe-Nwy, A Lvn-Mar, A Mos-S-F Sev, A War-Mkr.

TURKEY (Dan Stafford resigns; see below);
 A Bul-Sev, F Blk-C-A Bul-Sev, A Ars-S-A Bul-Sev, F Con-Bulac.

The deadline for Winter 1902 builds and Spring 1903 moves is Saturday 5 Nov. 1983. Dan Stafford has resigned the Turkish position due to heavy workloads inside the hobby and without: The new Turkish player is Chuck Kaplan, 742 Grouse Ct. Deerfield, IL. 60015. The seasons will be combined unless someone requests a separation; one request is sufficient.

1983 AR

SUPPLY CHART

Winter 1902

AUSTRIA: Has Tri, Vie, Bud, Rum, Ser. (5) Even.
 ENGLAND: Has Lon, Lpl, Edi. (3) Even.
 FRANCE: Has Bre, Par, Mar, Por, Spa. (5) May build one.
 GERMANY: Has Mun, Ber, Kie, Den, Hol, Bel. (6) Even.
 ITALY: Has Ven, Rom, Nap, Gre, Tun. (5) May build one.
 RUSSIA: Has StP, War, Mos, Sev, Sve. (4) Even, due to annihilation.
 TURKEY: Has Ark, Bul, Con, Sey, Sev. (5) May build one.

PORCELAIN PRESS

MOS-ROME: You're a coward, a cross-gasser, and a Bozo (Like Caruso says!).

SEV-LON: As you can see, I am s-l-o-w-l-y turning around so that I can face my attacker.

HADMAN TO UNK MO: Did you ever get your Gyros? ((Yeah, but it sucked))

HADMAN TO DR. FRIEND: Hey, not bad. Your analysis could have been funnier. Of course, to get to the real witty-gritty of my personality, you should get some personal, first-hand experience. So, why don't we get drunk and screw?

DALE TO DAN: Any objections if the Madison Mob comes down and party's when the Badgers play Ohio State?

HAD CITY: The Madison Mob wishes to announce that Debi Peters has been named as our Social Director. Debi has had many social diseases over the years, so she is well qualified. She also has two other excellent qualifications, but Marc has asked us to leave her anatomy out of the Press!

BARKO-K BILL: Have you stocked up on beer yet for Kalcon?

GROUCH TO KZOO: Poor. Really poor. I pity your poor mother.

ITALY TO GM: This isn't Cosmic Dip? I must have taken a wrong turn at Saturn...or was it Neptune? Maybe I can get back on course in Mars.

TUNIS TO ROME: We have subdued the Moors of North Africa, your Holiness. Now we shall oust them from the south of Europe; the regions of Spain, Portugal, and Marseilles.

PARIS: It's a slimy A/I/T alliance in the East.

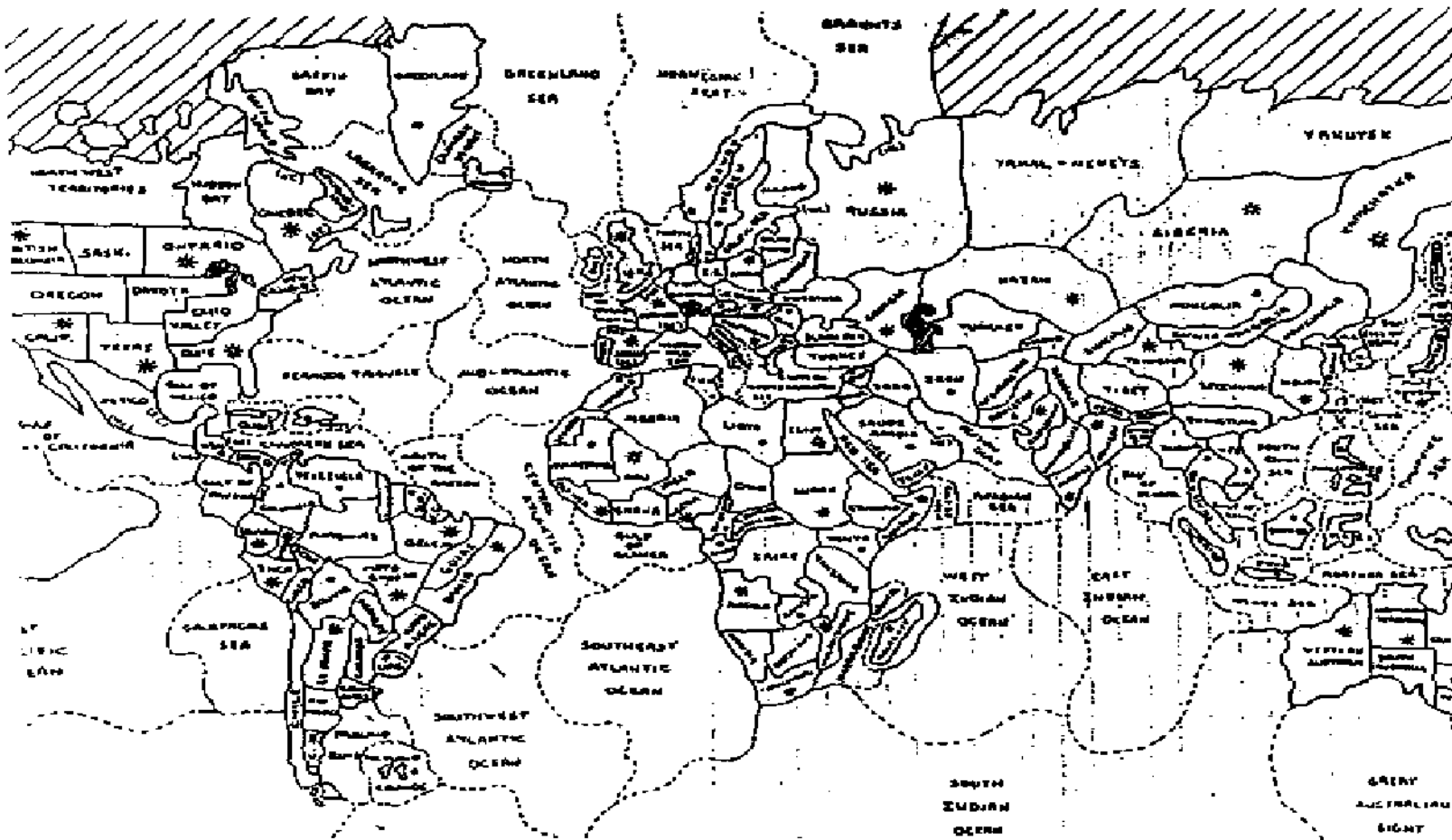
ENGLAND TO A/I/T: A little coordination goes a long way.

AT LONG LAST, I am providing a copy of the rules for this variant, along with a pitch for six more players (plus any number of standbys). Thus far, the following gentlemen have expressed varying degrees of interest/commitment to playing: Mark Frush, James Wall, Eric Ozog, Chuck Kaplan, Don Swartz, Pierre Touchette, Neil Kierax, and Jim Kalac. Mark Keller has also inquired, so I'll pressure him to sign up too. Neil Kierax has been kind enough to provide me with good-sized copies of the worldwide maps, which I will enclose for all those players who send me/have sent me the requisite \$5.00 NBR fee.

—Player Countries—Starting Positions—

1. ARGENTINA: F Buenos Aires, F Santa Cruz, Arwy La Pampa.
2. AUSTRALIA: F New South Wales, F Western Australia, A Northern Territory.
3. BRAZIL: F Bahia, A Belen, A Mato Grosso.
4. CANADA: F British Columbia, F Quebec (no), A Ontario
5. CHINA: F Honan, A Szechuan, A Tsinghai
6. EUROPEAN COMMON MARKET: F Spain so, F United Kingdom, A France.
7. INDIA: F Madras, A Pradesh, A Rajasthan
8. JAPAN: F Honshu, F Kyushu, A Hokkaido
9. EGYPT: F Somalia, A Egypt, A Sudan
10. PERU: F Ecuador, A Inca, A Napo.
11. UNION OF SOUTH AFRICA: F Mozambique, F Transvaal, A Angola
12. USSR: F Kamchatka, F Russia wo, A Georgia, A Kazak, A Siberia
13. USA: F California, Fleet Dixie, A Texas.
14. WARSAW PACT: F Yugoslavia, A Hungary, A Poland.
15. WEST AFRICAN FEDERATION: F Guinea, A Mali, A Nigeria.

Feel free to send in preference lists, if you have not already done so. Here is a sliced up, tiny version of the game board just so that you can see vaguely what it looks like. The pacific ocean is lopped off!



SPECIAL RULES:**LAND/SEA SPACES**

Islands surrounded by a boundary, which is not the outline of the island itself (for example, United Kingdom, Haiti, Philippines, etc.) have the nature of both a land and sea province. Armies may move from one such province to an adjacent land or land/sea province without the help of a fleet. An island of such nature may be connected to a continent, in which case an army may move from the island to the adjacent continental province. Fleets may enter these spaces from one side and leave from another as if these spaces were water. Fleets in these provinces may participate in a convoy. Examples: the following moves are legal.

1. Army Philippines-Borneo, Army Celebes S Army Philippines-Borneo
2. Army United Kingdom-France; Army Honan-Taiwan
3. Fleet Arafura Sea-Celebes; then Fleet Celebes-Philippine Sea

PANAMA & SUEZ CANALS:

Egypt & Panama function as Kiel and Constantinople do in regular Dip/ The canals may be used for passage from one body of water to another directly, without stopping in Egypt or Panama. Supports may not be extended through the canals from a fleet on one side to a fleet on the other, though a fleet may be supported through the canal by a fleet on the side of its destination. If a fleet is prevented from moving through the canal by opposition, it remains in its starting location, unless dislodged. The presence of another unit in Egypt or Panama has no effect on the use of the canal.

Examples:

1. Fleet Egypt-Red Sea or Fleet Egypt-Israel are legal.
2. Fleet Caribbean Sea-Gulf of Panama is legal.
3. Fleet Caribbean Sea-Gulf of Panama, Fleet East Pacific Ocean S Fleet Caribbean Sea-Gulf of Panama; but not Fleet Caribbean Sea S Fleet Gulf of Panama, nor Fleet Caribbean Sea S Fleet East Pacific Ocean-Gulf of Panama
4. Army Panama holds, Fleet Gulf of Panama-Caribbean Sea, but Fleet Panama-Caribbean Sea & Fleet Gulf of Panama-Caribbean Sea prevent each other from moving.

SPAIN/MOROCCO & GREECE/TURKEY

Armies may move from Spain-Morocco and vice versa. Armies may move from Greece-Turkey and vice versa. Fleets in Spain(sc) may move to Morocco and fleets in Morocco may move to the south coast of Spain, BUT in neither case does this apply to fleets in the north coast of Spain.

Fleets in Greece and Turkey are considered to be anywhere along the coast and may move to any province which touches the respective province.

IMPASSABLE AREAS

Areas with slanted lines through them are impassable. These are sea areas. Fleets may not enter them. A land area bordered by an impassable sea area may be entered only by fleets IF it has a portion of its coastline touching a sea area that is not impassable. Fleets may not sail along such a coast. For example, if a fleet enters Northwest Territories from Hudson Bay, it may NOT move to Alaska. Yamal-Nenets cannot be entered by fleets. However, note that a fleet in Greenland may be thought of as anywhere along the coast, so a fleet may move from Greenland Sea to Greenland and, in a subsequent season to Baffin Bay. But a fleet may not move from Greenland Sea to Baffin Bay directly.

Please note that although it may look as though the impassable Great Lakes in North America block Ontario from Ohio Valley, there is, in fact a land connection between the two, and movement from one to the other is legal.

VICTORY CRITERIA

Victory is achieved by reaching a control of 30 supply centers. If two countries reach the victory criterion in the same Fall season, the game continues until one player has at least 30 centers and one more than the others.

ON REPUTATIONS

Read it in the papers, it's gotta be true
 They kill your chances; make a star out of you
 Create a sensation with a simple review
 Analyse it; categorize it
 And make a fool out of you.

—XCleavers,
 "Silence the Critics"

FOR THE VAST, SILENT MAJORITY of players in the Postal Diplomacy hobby, the issue of reputations rarely arises. They have newly arrived on the postal scene, and are involved in only game at a time. They receive the zine in which they are playing, plus maybe Diplomacy World, and know little about "famous" hobby members. Novice players, having no notoriety to distinguish them from the gray masses, are almost universally judged to be "a step behind" the more visible veterans. Some will benefit from the fact that they are underestimated (especially if they have a lot of experience playing the game face to face) and others will never be given a fair hearing as they are mauled in the early game years.

Reputations, for those who have them, are seldom the results of conscious design. If a player tends to miss moves a lot; drops out of games that he is doing poorly in; or neglects to write other players consistently, he will indeed be responsible for creating his own bad image. Similarly, conclusions will be drawn by others based on the "quality" of one's stabs. If a player stabs an ally for his 18th center, he can hardly be faulted for Playing to Win. If he stabs in concert with an attack on his victim by a third party, thus forging a stronger alliance and improving his own position, he cannot be thought of as an illogical player. It is the "greedy dot-grabber" who is villified most by the hobby faithful. If one has the impression that a player has only grabbed a dot for the sake of a quickie build, with no conception of the board situation, or no hope of earning the allegiance of another ally, he may find it harder to excuse, and later possibly forgive, the stabber.

If a player wins a lot of games, and his name starts popping up on the various polls and point counts, he'll have the reputation of being a strong, capable opponent/ally. This may or not be advantageous: some players believe in "ganging up on the best players", thus bringing the level of play down to their own level of mediocrity. Some good players try to get the one or two other good players in their games eliminated early, so that they can dominate them alone later on. A respected player, though, can also gain by a good reputation. If they are also skilled writers/negotiators, they can convince other players that they can be "taught" improved game skills by hanging around with the distinguished veteran. Also, the better players tend to write circles around the opposition, thus creating a good impression that cannot be discounted. You may not want to battle the best-rated players in the hobby if you can't find allies to join in that enterprise! One on one, experience, tactical/strategic skills, and the ability to communicate and convince gives the good player a tangible advantage over a less seasoned opponent. But one must keep in mind the fact that one veteran, set upon in 1901 by three rookies intent upon his elimination, is not going to prevail. He can possibly stall his attackers long enough for outsiders to nibble at their flanks, and live to laugh at them, but he won't beat them on his own.

Is it possible for one to consciously manipulate the perceptions that others have of him? Is it possible for a player to change his personas and playing styles from game to game, outside of the context of over-all hobby standings? Is it possible to intentionally "be the bad guy" and still do well? I'll try to address such questions in part two of this essay next month.

PLAYLIST

Joan Jett, Bad Reputation. It seemed appropriate somehow.
 Fun Boy Three, Saiting. A slick version of the Go Go's tune, "Our Lips Are Sealed." Cops--the FBI wrote the tune!
 Klaus Schulze, Dune. Dreamlike instrumentals, interesting but what does it have to do with the Frank Herbert books?
 New Order, Factus Twelve. They've taken U2, and have made it thoughtful, Genius.
 Thompson Twins, Side Kicks. Catchy pop stuff.
 The Kingbees, The Big Rock. Their rockabilly beats the Stray Cats' brand.