

NEVER ADMIT; NEVER EXPLAIN; GET THE
OBJECTIVE
THE REST IS NO STRAIN

--attributed to the Pentagon
by Robert Ludlum (Gemini Contenders)

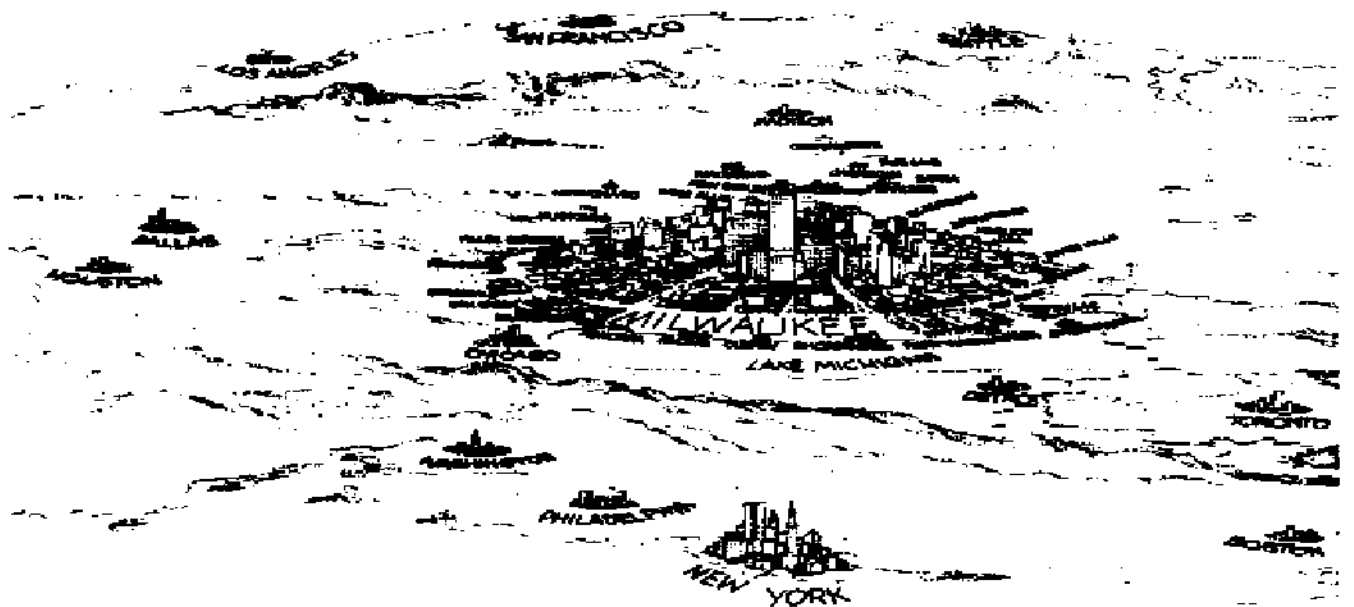
MILWAUKEE

midlife crisis

CHINA

RUSSIA

PACIFIC OCEAN



ATLANTIC OCEAN

A PRODUCT OF A GREY NOVEMBER DAY
1963

THIS IS MIDLIFE CRISIS NUMBER 8 (we'll dispense with the "Volume One" stuff and just keep a straight count from now on, okay?); a product of America's favorite pastime; Postal Diplomacy (they just don't know it yet!). Subscriptions are still 10/\$4.50, but they go up to 10/\$5.00 after New Year's. I am back, at least for a while, working evenings, so phone calls should come on the weekends unless you wish to call between 1 and 3 AM my time. I remain yours truly, Paul G. Rauterberg, 4922 W. Wisconsin Avenue, Milwaukee WI. 53208. (414) 778-0750. There are at least 2 game openings left for the Diplomacy variant, World War III b. See inside.

MADISON REPORT

MARK FRUEN starts off a round of responses to the Tallman Typegamer article found in the last issue:

"Terry, you ignorant fathead, so every Mad-Lad steals a dot in any game? Boy, have you got me pegged! Let's look at Slesze One—notice that you were Italy at one time—ay, ay, and you took my Trieste in Fall 01. An open center! Now let's look at Italy again—out—snuffed—cooked meat! I had a chance to take two of France's centers, but since I'm a madlad I decided not to stab him. Your belief that "madlads" take every open center is wrong and faulty. We'll take every open center you leave open!"

TERRY TALLMAN BRIEFLY NOTES THAT, in Hanson's CASABLANCA game, "Wall confirms my thesis yet again. I attribute the Mad-Lad style on too much Face-To-Face play. I've only played about 6-7 games FTF so I'm still a relative innocent. But my few experiences have shown me enough.



AND NOW...JAMES WALL CHIMES IN WITH "A MAD-LAD RESPONDS":

In the last issue of Midlife Crisis Terry Tallman chose to announce to the hobby why he so consistently loses games and makes enemies in the process. He refers to all "Mad-Lads" (taken to refer to Wall, Fruen, Bakken, D. & M. Peters, and Irwin) as dot-grabbers. He chose to illustrate his point by referring to a current game (CASABLANCA) where he ignored the advice of Wisconsinites Wall and Rauterberg, and allowed his country to be crushed predictably by Dan Stafford. Tallman shows that the real intent of his article was to, once again, use any forum available to whine about losing to Fruen and I. He refers to my "goof-ball" Austria and complains that I'm allied with Rauterberg's "timebomb" Turkey. Now, if I'm a dot-grabber, why did I stab Paul for one center instead of sticking with him and getting 3 builds? ((Good question, James!))

We Mad Lads have used Terry's pompous, egotistical attitude against him in Slesze One and in Industrial Disease (1982 IG). His reaction to this has been to badmouth me. I guess he forgot one category of player: predictably chronic crybaby.

COMMENTS ON CROSSGAMING AND TYPEGAMING
by Jim Burgess

I have a number of comments to make on the articles of the last few issues on these concepts. I think I should start off with my feelings about Terry Tallman's article on typegaming since I fit (probably in Terry's mind and perhaps, at times, in my own mind as well) into all four of Terry's favored categories, when considering allies (tacticians, toadies, easterners and friends) and as a worst case in only one of the unfavored categories. (I don't FEEL I belong in any of them and I believe Terry would agree with me...NO, no, I'm not a goofball, I'm not...Missionary Position is a fluke, I think?)

As a past history Terry has allied with me in the only game we've ever been involved in (Ozog III in the late, lamented DEM). I should note that D.S.Palter was also in that game, and that, although Terry began the game allied to both of us (more strongly to Palter) he ended the game ready to stab Palter to the gills, convinced, I am sure, that Palter was proving to be too much of a goofball (note that Palter fits into most of the positive categories as well). So there, Paul!!! Maybe next time you won't be quite so swift with the injections into the text (it reminds me of the style of a certain infamous resident of Silver Spring.) ((I have played with the above-mentioned player 10 times or more, and I know of which I speak!)) The game ended when a Palter-sponsored concession to Tallman snuck through on abstentions, so perhaps Terry's choice of allies was not so far wrong after all. Anyway, to get back to my story, I'm sure that if Terry and I ended up in a game again I would want to pursue the possibility of allying with him. It would be wishful thinking to believe that I could, or even would, want to erase all the knowledge I accumulated from watching his playing style. I like working with him and would take that knowledge and ally with him, all other things being equal, as opposed to an unknown quantity. However, and this is the crucial point, this is subject to the "all other things being equal" clause I cited above. What sorts of things would change my mind and void the statement I just made?

1) An inkling (gleaned from Terry's communication with me or from disclosures by other players in the game) that Terry did not wish to ally with me (Diplomatic intentions are always at least a two-way street); I'm not that kind of a toady, contrary to popular belief. I believe the blind faith kind of toadyism should be relegated back to the Fundamentalist religions where it might, perhaps, belong. After all, I might be interested in winning some games rather than to continue being grossly used.

2) The negotiations of the other players in the game. It seems to me that this is the most important issue of all. As long as one is willing to listen to the other players, any basis that one would make an alliance on would be OK. To cite an example, I return to the Ozog III game. I was Turkey, Terry was Germany, Palter was Italy (of course), and Dan Stafford was Russia. I had played a couple of games with Dan before and the scenario had always been that we began the game allied, were successful in our initial attacks (these were in La Front and the quality of the competition was frequently...let's be kind and call them novices), and then Dan eventually stabbed me to go for the win. We began this game allied too (with a few false starts) and took out Austria. I hadn't known Terry before and we began a cordial correspondence, though we didn't have any direct dealings at first. When Terry and the Englishman put Dan on the ropes, I stabbed him to put him out. Even though I like T/R alliances and I liked my alliances with Dan, Terry made a good case for himself (many letters and tapes with well-reasoned plans) and swung me over to his side.

I think you missed Terry's point when he was willing to admit some of the factors that he took into account in making alliances. It would be unrealistic, and just plain stupid, to ignore this available information; specifically how you expect your opponent to react to situations outside of the purely strategic and tactical situations in the game. To wit, it does matter whether Kathy Byrne or Dan Palter or Bob Olson or Randolph Sayth or Mark Berch, etc., etc., is playing opposite you. A smart player adjusts his or her diplomacy according to whom it is addressed to. Admittedly, this puts novices at a double disadvantage (lack of experience with both the game and its players) but in conclusion I would say that can be overcome with effort.

—concluded, next page

BURGESS, continued.

As a suggestion, perhaps publishers should be more aware of this circumstance and funnel players into games based on experience (i.e., run all-novice, all-veterans games). I'm sure far fewer players would be turned off that way. In fact, such a situation occurs rather naturally with an informal hierarchy. Some GM's get lots of novices while others get practically none (for instance, ME's sub list of 89 people has only a handful of players unknown to me, and I don't believe that any of them are true novices.). For instance, Nancy Irwin is a novice at the game, but knows lots of players to get advice about the game and player characteristics.

Certainly you are correct that Terry puts future negotiations in jeopardy by revealing some of his standards for allies, but I think you unfairly criticize his behavior. Why shouldn't he deplore the Mad Lads' strategy or perceived lack thereof? If it can convert other dippers to his side it is a success. With geographical restrictions it is seldom that Terry would ever have to deal with more than two Mad Lads in any game, and five against two are not good odds in Dip. Perhaps his arguments were aimed at a wavering Randy Ellis in CASABLANCA. Who's to say? And in any case, Terry's tactics were hardly illegal or, for this game, not immoral. As you say, Terry is taking a chance in revealing his preferences and the game will tell whether he can be out-baded.

As far as crossgaming itself goes, I am generally against it. I would never do it and I wouldn't pay attention if someone tried it on me. I won't even kid about it anymore since the last time the player involved became, understandably I suppose, very insulted. As far as I'm concerned, anything else is fair game (except deception of the GM, and even then I would probably not be the first to complain if someone pulled it off elegantly). I think I'll stop here, having judiciously avoided spitting into the well (hey, I'd even ally with you, Paul, if the opportunity was right). It seems to me that you and Terry are really saying the same thing except that you haven't revealed your preferences. Come on, Paul, give us the lowdown. How do you decide who to ally with? Even if you don't tell us I found that it was a good thing for one to think about, especially when one's play has been as atrocious as mine has been lately.

((Paul here. How do I determine with whom I am to ally? Well—I have to average out my reasons in all my games for the past decade, plus the 30 or so that I'm playing in now! I come up with: 1) People who come up with concrete plans of action. The pattern in this hobby is players wait for me to come up with all the bright ideas; the initial game plans. Just once in a while, I like to see the other guy take the initiative! 2) Barring that, I'll take a toady who accepts my plans, as long as the rest of the board is shaping up the way I want it to. As some of you are undoubtedly aware, I try to get my fingers in the entire pie, not just my initial corner of it. The personalities of the players themselves rarely are a factor in my choices of allies. If someone is a friend, they might still get personal chitchat while we're fighting, but if the other factors aren't right, they may not get me as an ally.

I don't think that Terry can do anything else to worsen his relations with the "Mad Lads." The damage was done long before he wrote that editorial. My advice to him is to limit his use of smear terminology when he refers to specific individuals. It is okay for him to smear player X and player Y, but he shouldn't smear players A, B, and C just because they happen to be friends of, or neighbors to, X and Y.

There are a number of zines which feature "all Veteran—all novice games." GRAUSTARK is currently doing just that. This particular zine (Midlife Crisis, that is) is geared towards the veteran player. It has been a long time since I've been a novice, and I'm not sure I relate to their concerns all that well anymore. I am the preachy, "know it all" type, and it takes a certain amount of forbearance for even the veterans to put up with me.

The best point you make is the one where you note that one must "know his enemy." If you are personally acquainted with a player, and are familiar with his playing style, you should indeed tailor your diplomatic overtures accordingly. Or, you should use that knowledge to hoist people on their own petards. That's fun!)

ON THE TOPIC OF REPUTATIONS, a number of responses have cropped up:

FROM RON (CANADA) BROWN: "I have not written any recent articles on reputations, though it would probably say much the same as you did. I would like to add the comment that I usually ally with people with reputations for being strong players. I feel more sure, then, that it will come down to just the two of us—which is sort of fun than allying with someone who stabs you pointlessly and throws the game to a third party. In a good working alliance, ideas are tossed back and forth, and you can learn—if you're open to it. You can teach him too, and so the whole game improves. I hate those games which bog down with no one being able to move because everyone is a double-talking "dot-grabber." A little finesse and style is more to my liking."

FROM MARK FRIED: Your write-up on reputations is very good. In fact, I agree with what you have to say. I love your question, "is it possible to manipulate the perceptions others have of you?" Damn right it is! I feel I am the bad guy in a couple of my games (Nebraska, Silesia One) and it has helped my game. Namely, it compounds the confusion."

MARK LUEDT: "I'm really getting into the topics you're commenting on, especially reputations. Okay, so I have a reputation of being a vegetable and 1983 GC (in Russ Rusnak's Who Cares?) is certainly a case in point. I think that players can most definitely change their personas/styles. I also think that oftentimes, this change is the result of the game and the others playing in the game, rather than the player's own choice. Huh? Do I know what I'm talking about? Probably not, but ask me anyways."

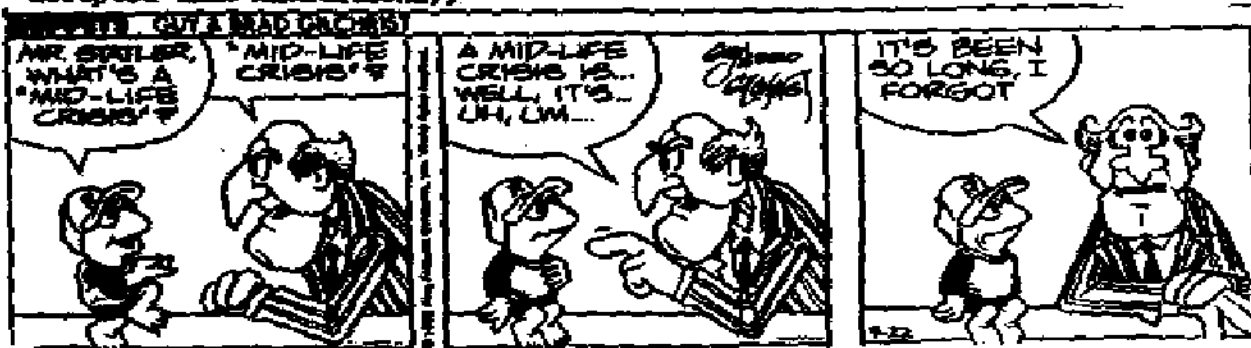
AND FROM THE INCOMPERABLE KATHY BYRNE: I loved your essay "On Reputations," especially the comment on "dot-grabbers." It has always amazed me that a guy will grab a dot from a good ally just so that he can stay even or grab a quick build. In my opinion, that type of player has no conception of how the game is played. But then, a lot of people don't look past the next center. I am amazed at the number of players who look for a center, rather than a better position. To me, positioning is the most important part of a game.

Also, there are many advantages and disadvantages to having a reputation of being a good player. I'm a decent player, and many of my opponents use that against me. However, as one guy wrote me, I'd rather ally with someone who understands strategy than a bunch of jerks who want you out because you're good! I might learn something. By the way, that guy and I have a great alliance going.

I also have been in the position where, as Russia, I was jumped in '01 by all my neighbors except Turkey. He just ignored me; by 1903, when I was down to two centers, he actively helped me! Now it is 1909, and Turkey and I each have 8 centers. The players never should have figured I'd give up; a good player doesn't do that.

A good player can use his or her reputation to their advantage! Otherwise, they wouldn't be good players. And I'd rather have my good reputation than be considered weak or incompetent. So no matter how bad some people think my rep is—I don't mind it at all!

((Yes, reputations sure can work differently in various games. In Give Me A Weapon 1983 Q, one player noted in his initial correspondence his opinion that I was "the best player in this game." He urged that they take this into account, and sure enough, they did. I was jumped by everyone in range. In Smol 1981 KA, on the other hand, another player has "challenged" me to race with him for the win. This is a very nice compliment, and I have accepted that invitation.))



ANONYMOUS GAME

Fall, 1903

KRAUT REVERSES POLARITY; TSAR HAS SEX CHANGE; SULTAN DIES!

AUSTRIA (Vienna Waits for You); A Gal-Rum, A Bud-S-F Tri, F Tri-S-GER A Tyr-Ven
A Ser-S-TURKISH F Gre.

ENGLAND (Unknown Standby); F Edi-Nwg, F StPnc-Nwy, F Nth-S-F STPnc-Nwy.

FRANCE (Casual Sutterby); F NAO-Mid, F Mid-Spa so, F Spa so-Mar, A Yor-Edi,
A Lpl-S-A Yor-Edi, F Eng-S-ENGLISH F Nth.

GERMANY (Konrad v. Kriegen); A Bur holds, A Mun-Boh, A Tyr-Vie, F Nwy H,
A Swa-S-F Nwy, F Bal-Den, F Hol Holds.

ITALY (Erin Thomas--E.T.); A Alb-Gre, F Ion-S-A Alb-Gre, A Ven-Tyr, F Adr-Tri.

RUSSIA (Herps Il Rutarkuckoff); F Blk-Bul so, (dislodged, annihilated),
A Rom-S-F Blk-Bul so, A UCR-Sev, A War holds.

TURKEY (Cherokee Chuck); A Arm-Sev, F Gre holds, A Bul-S-AUS A Gal-Rum,
F Ank-Blk, F Con-S-F Ank-Blk.

In midseason, the old Russian player, Anastasia Romanov, resigned. Her place was immediately taken by Herps Il Rutarkuckoff, and all players were informed, with the submission of the above orders, Cherokee Chuck resigns due to the fact that too many people seem to know his true identity. The new Turkish player will be that well known hobby personality, Rusty Underwhere.

THE DEADLINE FOR WINTER 1903 AND SPRING 1904 will be Saturday, 10 December 1903.

SUPPLY CHART

WINTER 1903

AUSTRIA:	Has Tri, <u>Via</u> , Bud, Ser. (3). Must remove one.
ENGLAND:	Has StP, <u>Idk</u> , <u>Lpl</u> . (1). Must remove two.
FRANCE:	Has Bro, Par, Mar, Spa, Por, Bel, Lon, <u>Lpl</u> , <u>Edi</u> . (9). May build two.
GERMANY:	Has Mun, Bar, Kie, Hol, Swa, Den, Nwy, Vie. (8). May build one.
ITALY:	Has Ven, Rom, Nap, Tur. (4). Even.
RUSSIA:	Has Mos, War, Sev, Rum. (4). One annihilated, may build one.
TURKEY:	Has Con, Ank, Sev, Bul, Gre. (5). Even.

ANONYMOUS PRESS

CHUCKLE TO HERPIS: I'm told you're incurable. Is it true? If it is, why don't you infest Germany. They are basic germs, anyway. I want the Black Sea before it turns into Simplex II.

CHUCK TO WAITER: Why all the interest in defending Mad Lad #1, Puppy? If Paul wants to cast dispersions ((sic, expersions)) on that guy—let him! Could it be that you're that allies' ally? God, I hope not—you're not the sweet innocent person you say you are.

TURKEY TO ITALY: Take your dot, I'm waiting.... Foolish bumbler—Tailman, I know your style.

HERPES IL RUTARKUCKOFF TO WORLD: I didn't hear much from anyone. I'm hoping the Turk is the only one Mad at me. ((Vienna may have been, but now he's got some other distractions.))

UNK STAN TO KONNY AND CAZ: I don't know what to say! I think I'm speechless ((and almost centerless!))!

UNK STAN TO CAZ: Okay, let's get the alimpy bastard. If he wanted to go after you, the least he could have done was to tell us first! Let's hang together.

UNK STAN TO K&K: So...you dot grabber you...I thought you were Dan Stafford but I sense a Mad Lad strategy going on. You must be Fruehl! Then Dan must be Erin Thomas... oh yes, that's it! And the new Russian standby is clearly Marc Peters. Now we're really getting somewhere. Then there's Keith Sherwood. The laid back Californian is Caz Sutterby. That leaves the Turkish standby and the freaked out Billy Joel fan. I'll get em all yet. (I do have a sense of humor Konrad, but where's that response? I sent you a very, very nice letter but it looks like I have to revoke your claim to the executioners' axe!).

1983 Y	MISSIONARY POSITION	Fall, 1903
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IF NOBODY ELSE WILL MOVE, ITALY WILL; TURKEY WILL MOVE NO MORE

AUSTRIA (Nelson Heintzman, #C-4, 2255 Delaware Ave. Buffalo NY 14216);
 A ~~Say-S~~-TURKISH A ~~Ark~~ (OTM), F ~~Asg-Con~~, A ~~Sea-RUM~~, A ~~Bul-S-A~~ ~~Ser-Rum~~,
 A ~~Vie-Gal~~, A ~~Tri-Bud~~.

ENGLAND (Pat Conlon? ~~MBR!~~ PO Box 17014 LSU, Baton Rouge, LA 70893);
 F ~~Nth~~, A ~~Mal~~, F ~~Eng~~ all hold.

FRANCE (Dave Schaubert, PSC 1, Box 1745, Fairchild AFB, WA 99011);
 F ~~Spe~~ ~~sc-Hid~~, A ~~Gas-Mre~~, A ~~Par-S-A~~ ~~Bur~~, A ~~Bur-S-A~~ ~~Pic~~, A ~~Pic-S-A~~ ~~Bur~~.

GERMANY (Pat Frye? ~~MBR!~~ 6904 Scotch Drive, Laurel, MD. 20707);
 A ~~Den~~, A ~~Hol~~, A ~~Rub~~, A ~~Mun~~, A ~~Bel~~, F ~~Lon~~ all hold.

ITALY (Russ Ruznick, 6002 S. Nagle, Burbank, IL. 60459);
 A ~~Tyr-Mun~~, A ~~Ven-Tri~~, F ~~Lon-Gra~~, F ~~Adm-Lon~~.

RUSSIA (Nancy Irwin, 4109 Magnolia Ave, 1 North, St. Louis, MO 63110);
 F ~~Nwy-Neg~~, F ~~Skag-Nth~~, A ~~Sea-Nwy~~, F ~~Con-Ark~~, F ~~Bik-S-F~~ ~~Con-Ark~~,
 A ~~Gai-Mar~~, A ~~RUM~~ holds, A ~~Sea-S-A~~ ~~RUM~~.

TURKEY (Jim Burgess, 66 Hall St., Providence, RI. 02904);
 A ~~Say-r-Ark~~, A ~~Ark-Say~~ (dislodged, may retreat to die in Arm. OTB)

Will Jim Makuc, Box 111, Montebay, WA 01245 please stand by for England?
 Will Carl Russell, 21 Morgan Rd, Binghamton, NY, 13903 please stand by for
 Germany? Will the two Pats get their acts together?
 The proposed A/R draw was vetoed; only one person bothered to vote.
 The deadline for Winter 1903, Spring 1904 is Saturday, 10 December, 1983.

1983 Y	SUPPLY CHART	Winter 1903
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AUSTRIA: Has ~~Vie~~, ~~Bud~~, ~~Tri~~, ~~Ser~~, ~~Ard~~, ~~Con~~, ~~Say~~, ~~Bul~~. (6) Even, played one short.
 ENGLAND: Has ~~Lpl~~, ~~Edi~~, ~~Mil~~. (2). Must remove one.
 FRANCE: Has ~~Bre~~, ~~Par~~, ~~Mar~~, ~~Por~~, ~~Spe~~. (5). Even.
 GERMANY: Has ~~Mun~~, ~~Ber~~, ~~Kie~~, ~~Den~~, ~~Hol~~, ~~Lon~~, ~~Bel~~. May build one.
 ITALY: Has ~~Ven~~, ~~Rom~~, ~~Nap~~, ~~Tun~~, ~~Gra~~, ~~Tri~~. (6). May build two.
 RUSSIA: Has ~~Str~~, ~~Mos~~, ~~War~~, ~~Ser~~, ~~Rum~~, ~~Ark~~, ~~Nwy~~, ~~Sve~~. (8). Even.
 TURKEY: Has ~~Adj~~. (0). Out!

MISSIONARY PRESS

RUSSIA TO RUSS: Well, you succeeded in having Austria and myself at each
 other's throats. Happy now? ((I'd imagine so!))

AUSTRIA TO THE PSYCH MAJOR: Well, as Jim Morrison so often noted, "People
 ARE Strange...."

KAISER (A)—SULTAN ???

KAISER (A)—KAISER (G): Problems, problems, problems....

KAISER TO POPE: Well?

TURKEY TO FRANCE: I'm not very good at being silent; that's why I keep losing
 my lunch (your turn for a dinner joke).

TURKEY TO ENGLAND: How come Nancy never sends me any of that gooey stuff?
 And just what about the "Holy Mother" is of such massive size? I dare not guess.

TURKEY TO GM: OK, how do you do it? The press for each of the five games in
 the last issue runs precisely to the bottom of their respective pages. What
 brilliant editing.

UNK MO TO TURKEY: If you want it to keep working out so perfectly, you had
 better continue writing press for this game—albeit posthumously.

1982 HQ

SLEAZE ONE

Fall 1905

LOOKS LIKE A NORTH VS. SOUTH SLUGOUT: ARE WE AT GETTYSBURG OR BULL RUN?

AUSTRIA (Mark Frush, 1013 Milton St. #304, Madison, WI 53715);

A Bul-r-Gre, A Boh-S- GERMAN A Mun, A Gal-Rus, A Ukr-Sev, A Rum-Bul,
A Ser-S-A RUM-Bul, A Gre-S-A Rum-Bul, A Soy-S-FRENCH F Aeg-Con,
F Das Mad -Aeg.

ENGLAND (David Pierce, 13521 Pleasant Lane, Burnsville, MN 55337);

A Yor-Edi, F Wal-Lpl, F Low-Eng, F Nth-C-RUSSIAN A Den-Bel,
F Hol-S-RUSSIAN A Den-Bel.

FRANCE (Derwood Bowen, 1643 Grandway Lane, Columbus, OH 43229);

F Cly-Edi, F Iri-MAO, F Eng-Iri, F Bel holds, A Ruh-S-F Bel, A Ven-Tyr,
F Aeg-Con.

GERMANY (Randy Ellis, 8310 Grandview Lane, Overland Park, KS, 66212);

NMR; A MUNICH Holds.

RUSSIA (Michael Quirk, 3830 Chester, Glenview, IL, 60025); A Ukr-r-Mos.

F Nwy-Ska, A Den-Bel, F Kie-S-ENGLISH F Hol, A Sil-Mun, A Ser-S-Sil-Mun,
A War Holds, A Mos-S-A War, A Sev holds.

TURKEY (Kaith Sherwood, 8866 Cliff Ridge Ave, La Jolla, CA. 92037);

F Smy-r-Con, F Bulsc-Con (dislodged, annihilated,), F Con-Ank,
F Blk-S-F Bul sc-Con.

No standby will be called for the German army; if Ellis misses again, Germany will be in CB. The deadline for Winter 1905/Spring 1906 is Saturday 10 December.

1982 HQ

SUPPLY CHART

Winter 1905

AUSTRIA: Has Via, Bud, Tri, Ser, Gre, Bul, Rum, Ven, Soy. (9). May build one.
ENGLAND: Has Lon, Lpl, Edi, Nwy, Edi, Hol. (5). Even.
FRANCE: Has Bre, Par, Mar, Spa, Por, Bel, Moi, Tun, Rou, Nap. (9) May build two.
GERMANY: Has Mun. (1). Even.
RUSSIA: Has StP, Mos, War, Sev, Sve, Den, Kie, Ber. (9). Even.
TURKEY: Has Ank, Con, Edi. (2). Even; one annihilated.

SLEAZY PRESS

FRANCE TO AUSTRIA: Are we rolling now? You bet!

FRANCE TO ENGLAND: We are doing the "Curly shuffle" around Bel and Hol. Can we trade again next year?

FRANCE TO UNK MD: I hope you enjoy deriding my inept performance thus far. I shall continue to try for the clown prince of Dip, though I understand the competition is tough with Bob Olsen around.

THE FROG CROAKS: Why don't we get drunk and screwed, You were stabbing me while I supported you. They say you're a good ally
Honey I don't think that's true, So I'm going to annihilate you,
(that was to nobody in particular, but with apologies to Jimmy Buffet).

AUSTRIA (with apologies to Alan Parsons—Eve altem; "Damned if I do.")
I ain't got a conscience of stone, I'm laughin more than I've ever known.
If you mean the things you said, I'm gonna wipe you outta my head.
Can't stab alone at right; I just can't seem to get it right.
Damned if I do, damned if I don't but I stabbed you.
I don't want to put you down, Don't need another clown to kick around.
But each time my lies conceive, don't be surprised if I ask you to believe.
Can't stab alone at right, I just can't seem to get it right
Damned if I do, and damned if I don't, so I stabbed you.
I'm not filled with hate, but you haven't left me with such fate
You think it's got a hold on me, Never fear, for I's always Frush
How can I contrive when you're fighting to stay alive
Can't seem to give you a right
I've done everything to get you into my sight,
Damned if I do, and damned if I don't, but I stabbed you.

press continued, next page

SLEAZE ONE PRESS, CONTINUED....

RUSSIA: This is a serious press release directed at Mark Frush's friends, if any, in the Madison area. Over the past several months I have become convinced that Mark is suffering from some form of mental illness. I would like those of you who see Mark on a regular basis to look for the following symptoms of mental illness in Mark's behavior: 1)wearing lots of leather clothing, 2)nocturnal emissions, 3)watching any of the following TV shows: Cheers, Hotel, Magnum PI, Hill Street Blues, Dallas. 4)joining a Richard Gere fan club, 5)asking people to give him an enema, 6)offering to give little boys "golden showers", and 7) wearing a Mondale in 84 button. If Mark is displaying any of these symptoms, have him put in the nearest mental hospital immediately. Only electro-shock therapy, massive doses of drugs, and psychoanalysis can help Mark. Don't desert him when he needs you most; get him the help he needs. I am not kidding; this is a serious matter.

DAVIE TO MARK: Goodnight? Are you going to sleep like Derwood did?

LONDON TO TURKEY: Would you say somebody slipped me one in the rear as well?

DERWOOD TO MARK: I thought you said Davie was going to be easy. How the hell am I supposed to replace those two armies?

1983 AI

PORNOGRAPHIC PRIESTESS

Winter 1902

SEASONS SEPARATED BY PLAYER REQUEST: NEW TURKISH REGIME!

AUSTRIA (John Kador, 505 2nd Ave, Melbourne Beach, FL 32951); Builds F Tri.
Also has A Bud, A Gal, A Ser, F-Bul, A Via.

ENGLAND (David Pierce, 13521 Pleasant Lane, Burnsville, MN, 55337); Has F Nwg,
F Iri, F Eng, F Nth, A Pic.

FRANCE (Michael Quirk, 3830 Chester, Glenview, IL 60025); Has A Par, A Bro,
F Mid, A Gas, A Spa.

GERMANY (James Woodson—COA— 5680 Dorothy Way, San Diego, CA. 92115);
Builds A Bar. Also has A Sil, A Ruh, A Bur, F Den.

ITALY (Don Swartz, 6703 Strawberry Lane, Louisville, KY. 40214);
Has A Ven, F Wes, F GOL, A Pic.

RUSSIA (James Wall, 27 N. Mills St. Apt 3, Madison, WI 53715); Build F StP ac,
Also has F Swe, A Lvn, A War, A Boh, F Sev, F Con.

TURKEY (Neil Kiersz, 108 Humphrey Rd., Great Valley, NY. 14741); A Con-r-Say.
Also has A Ara.

Goodbye to J. Taylor Washburn, and thanks for the \$5 contribution to my lunch fund. Welcome Neil! I have moves for Spring 1908 on file from all of you; you are of course free to change them up until Saturday, 10 December, 1983.

PORNO PRESS

RUSSIA TO FRANCE: Hang in there, old sport. We're not through with you yet. I want to get my piece, too!

AUSTRIA TO RUSSIA: Greed. Greed. Greed. Can't you lay off your demands for a while? Share a little. There's enough to go around.

THE WALL TO QUIRK: Hold on, I lied before, help is on the way.

THE WALL TO WOODHEAD: Yes, I think we'll teach you the lesson of neutrality zones.

PIEDMONT: Swartz did too write this!

VENICE TO BOARD: I don't know what to do.

TUSCANY TO BOARD: Shut up Piedmont, I don't write press!

APULIA TO BOARD: Shut up you fucking Romans!

ROME TO BOARD: I will rule the world!

NAPLES TO WORLD: Not only do I not write press; I don't write players either.

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

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

J.T. TO JOHN: That was so smooth and slippery; it felt good. Should we try it again sometime?

LONDON TO BERLIN: 18, 10-2, 9-7, 32, 14, 14.

1983 AR	PORCELAIN GOD	Winter 1902
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AUSTRIA (David Blaylock, Rt. 1, Box 630, Canton NC, 28716); Has A Vie, A Bud, A Gal, A Rum, F Tri.

ENGLAND (Bob Acheson, c/o Echo Bay Mines, Lupin, NWT. CANADA XOE 1MO); F Nth-r-Skag, A Yor, F Neg.

FRANCE (Bill Becker, 810 Turwill, Kalamazoo, MI 49007); Build F Bre. Also has A Spa, F Eng, F Iri, A Mar.

GERMANY (Russ Rusnak, 8002 S. Nagle, Burbank IL 60459); Has A Boh, A Tyr, A Bel, A Den, F Nth, F Helgo.

ITALY (Jim Makuc, Box 111, Monterey, MA 01245); Builds F Nap, also has A Pis, A Ven, F Tun, F GOL.

RUSSIA (Dale Bakken, 1116 Ann St. Apt. 12, Madison, WI 53713); Has F Swe, A Lvn, A Ukr, A Mos.

TURKEY (Chuck Kaplan, 742 Grouse Ct. Deerfield, IL. 60015); Builds A Con. Also has F Bul sc, A Sev, F Blk, A Arm.

I have Spring 1903 moves on file for all of you. Of course, you may feel free to change them right up until Saturday 10 December, 1983.

PORCELAIN PRESS

PARIS: It is only I, the silent one, praying in the dark and realizing Dip without Post is like cheating at solitaire and still losing.

FRANCE: I've been trying to figure out what Rusnak and Becker prove. But even if you assign us both a value of 2 we don't add up to 4. We both have attended the same school of thought, though—stab, stab!

CONST: The Sleaze is dead! Long Live "Just a Nice Guy"!

J.A.N.G. TO WORLD: Hello dere. J.A.N.G. TO WORLD: Where's the party?

J.A.N.G. TO RRRRRRRRusnak: You don't look Jewish at all.

J.A.N.G. TO MILWAUKEE: You do. ((The city looks Jewish? Oye vay!))

VIENNA: If there's anything worse than the F/G/R alliance, it's a Bakken/Becker/Rusnak alliance.

VIENNA: Rusnak moves south; Da Sleaze moves out. Come on, Dan!

RUSSIA TO 1983 AR: Come on, guys. I think we can write a little more press than last month, can't we?

MOS: I would like to take full credit for getting Dan Stafford to resign this game! Oh...I didn't do anything. I just want the credit.

MADMAN TO GM: I think it's awards time again! October's winner of the "I've Got My Shit Together" award goes to Mark Frush. He decided he'd rather spend a weekend in the sack with his girlfriend than to look at Bill Becker.

R TO G: One case of Lowenbrau coming up!

WAR TO BER: Sorry I haven't been writing. This game had become a little boring for me.

ROME TO MOS: Crossgassing? NEVER! I haven't even been near one of your units!

ROME TO LONDON: Thanks for the advice.

ROME TO ANKARA: We would like to honor the new Sultan. Frog legs will be sent soon.

WORLD WAR IIIb UPDATE

I haven't heard from Mark Keller or Pierre Touchette lately, but counting them, we have 13 players and need only 2 more. Oh yes—I haven't even start^d recruiting standby players yet! On the roster; Ron Brown (Canada), Dwayne Schrevo, Jim Burgess, Mike Quirk, Mark Frush, James Wall, Eric Ozog, Chuck Kaplan, Don Swartz, Jim Makuc, and Neil Kiersz.

RUSSIA

Back In The USSR

PAGE 11

...with Steve Burant

THE RUSSIAN INTELLIGENSIA, SOCIETY, AND THE STATE

This is the first in a multi-part analysis of the life of the Russian intelligensia, based on my observations over a period of nine months. The first part will concern the various pressures exerted by the regime on the intelligensia; the second, various means used to cope with the pressure.

I will argue that life for the intelligensia, especially for those who hold views different from those of the Soviet regime, is a struggle. The authorities, interested in circumscribing freedom of thought, put various obstacles in the path of those who hold views in opposition to their version of Marxism-Leninism. Moreover, the regime takes steps to preclude any kind of solidarity emerging among the citizenry on other than the Party's terms. Finding these twin pressures extreme, the intelligensia indulges in various sorts of activities we would call illegal or abnormal in order to escape regime pressures, or even to express quasi-political opposition to the regime.

For one who visits the USSR, especially one who knows a little Russian, the efforts of the regime to inculcate the citizenry with its ideology are quite apparent. One walks down the streets of central Moscow and sees billboards which read "Praise the Communist Party of the Soviet Union," "The Party and the People: United," "Leninism; our Banner." On every floor of the dormitories at Moscow State University there were bulletin boards commemorating the feats of the USSR, the international working class, and the lives of Marx, Engels, Lenin.

However, the average member of the intelligensia treats these efforts in the same way many of us treat advertising by the capitalists: they ignore it. Rather, ideology is presented to the populace in more insidious ways.

I had a friend named Nina. She has a Candidate's Degree in Microbiology. (A Candidate's Degree is something between a Masters' Degree and a Ph.D.). I had the opportunity to see her degree. Nina had to pass exams in three different areas: 1) Microbiology, 2) English (so as to make available to her a wider range of scholarly literature); 3) Dialectical and Historical Materialism. One third of her time was spent studying a field utterly alien to her specialty. That is not the way to turn out good microbiologists, or doctors for that matter. For Nina, it was sheer waste.

What the regime calls "partinost" or "party mindedness" are party principles, party dictates which rule in all walks of life. That these rules are no mere facade is illustrated by the experience of another of my friends—Misha—a book designer for one of the leading Soviet publishing houses in the field of art books—Sovetskii Khudozhnik. Misha is quite an admirer of American techniques in the field of book design. He believes that Americans are far ahead of the Soviets in this area (I am not so sure; their art books are very well done). Anyway, Misha has been trying to introduce American techniques into the firm. This policy was opposed by certain party members—adherents of more conservative methods. For several years, these people had been writing anonymous letters to the Ministry of Culture denouncing my friend. In May, they took a bigger step; they denounced Misha to the KGB for being anti-Soviet and trying to spread a "cult for things American." throughout the firm. One could argue that this was merely a power struggle between the friends and foes of change. However, the fact that the conservatives framed their arguments in this manner is significant; they did not talk in terms of quality, production, etc. Moreover, they must have believed there was an audience for such arguments. My friend won his case, but not without a hassle.

((continued, next month.))

HERE'S A FEW QUOTES FROM RONNIE RAYGUN'S SHOCK-TROOPERS (via the Washington Post)

Joe Savage: "You guys kicked ass in Granada! You know what the commies want from us? Our pretty women and our rock n' roll."

Sgt. Harry Hunter: "Rangers are tougher than woodpecker lips. Our job is to kill people and destroy things."

"It felt kinda good," said Sgt. Jerry Purkey, reflecting on his first kill. "I saw em running. I knew what I had to do and I did it. Now there is one less commie in the world." It reminded him of bird hunting back home in Jefferson City, TN.

MUSICAL STUFF

From DAN STAFFORD: "As you've probably heard by now, the Sleaze is the ultimate U2 fan. Over 50% of my music listening time is devoted to U2. And this is not a passing fancy either; I've been doing this for nine months or so—nor have I ever been this gung-ho for any other group. If you have only heard their WAR album, you don't really know how good those guys are. BOY and OCTOBER are great albums, with WAR placing third in 3.

Anyway, in your last ME, you went and compared a group (New Order) to U2. High praise, indeed. I shall seek out one of their albums and see if you know about what you write. I'll let you know."

((Factus Twelve is their only full-sized album, as far as I know, although they have put out several 12 inch singles. I have never listened to one group quite as exclusively as you lay claim to doing, although I have certainly worn out most of my MOODY BLUES albums. I don't have quite as many albums as Bob Olsen does, but 700 gives me a good variety to choose from. When I have money, I buy 6 or more new albums every month; that accounts for my "new music"—heavy playlists.))

FROM JIM BURGESS: "I liked the playlist from last month. Klaus Schulze is a favorite of mine. If you come across "Bodylove" by him, you should pick it up. In my opinion, that's his best. In addition, as a bonus, the album jacket photography is wonderful. The story is that the album is excerpted from the soundtrack of a sleazy German hardcore porn flick of the same name (I've never seen the movie or heard of anyone who has seen it). Anyway, it's great fun trying to figure out what body part goes with what body, or even what part it is."

((I've only got "X" and "Dune" by Schulze; he's okay, but his stuff is kind of conducive to sleep if you don't pay close attention to it. Bob Olsen has a lot of it in his collection, and it seems to me that he's mentioned that porno flick once or twice.

PLAYLIST

Vanilla Fudge, Vanilla Fudge. Psychedelic Soul from the 60's.
Deep Purple, Book of Taliesyn. This must have been the stuff they were playing when they toured with Its A Beautiful Day.

JOY DIVISION, Closer. Great early British new wave.
Dead Kennedys, Fresh Fruit for Rotting Vegetables. I don't care; I like 'em.
Big Country, The Crossing. Scottish folk-new wave. Interesting, if forgettable.
Echo and the Bunnymen, Porcupine. Irish folk-new wave. Better than BC.

LOCAL NOTES

As a number of you have heard by now, I am in the process of negotiating the purchase of a bar in Madison, WI. Yes, if all goes well, I'll be a "Mad Lad" before long! I have a number of ideas in my head for promoting the place, and I have every reason to believe that they will work. In at least one US city, the "misery index" is going to register a downward trend!

This constitutes my third change in career orientation since the days in which I joined the Diplomacy hobby. When I was in college and grad school (Marquette and the University of Chicago, respectively), I entertained ambitions of one day becoming a "National Security Advisor," an analyst for foreign policy Think Tanks, or some such. Then I decided to be a good little Marxist and join the ranks of my blue collar brothers, and to run for various Union offices. After six years of that, I'm not a Marxist anymore, and the glow has faded from the initial fascination I had for petty political bickering.

My purchase of a bar still reflects my initial desire to "make people's lives a little less miserable." I used to want to do it on a grander scale, but really—how much can one person do to change the world from a desk in a bureaucratic monolith? If I can see people having a bit of fun from day to day, and if I can make money doing so, perhaps I'll come a bit closer to realizing my initial goals in life.

Gee, aren't I a nice guy? Give me all your centers!

