

# The Mixumaxu Gazette

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200 LET B= B+1  
210 IF B= 660 THEN 100010  
220 ELSE 190  
1000 "I WAS LOOKING THROUGH A COPY OF"  
1010 "BUT IT SEEMED TO ME THAT IT WAS" BREAK  
: RUN FROM 190  
??? UNDEFINED VARIABLE IN 200  
: 185 LET B=0  
195 PRINT A\$  
RUN FROM 185

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The SLOBINPOLIT ZHURNAL, as regular readers know, is published in rotation by a number of publishers. Its prime purpose is the press, which in issue # 44 ran 29 pages. #45 has just been published by John Leeder, and should be here in a week. With such writers as John Carroll, Bruce Schlickbernd and JAM Ritchie, it is clearly the best in its crazy field. Subscriptions are 1¢/page +postage. Send all checks to me, and make them out to APA-Slobbovia. Do it now!

## ABCSF - XIII

ROBERT ANSON HEINLEIN, like fellow Missourian Samuel Langhorne Clemens, possesses the supreme artistry of a writer: at his best, you don't even know he is writing. His choice of style is neither the overwhelmingly sesquipedalian verbiage so held in esteem by auctorial powers of the previous century, nor the short, dull, boring phrases loved by imitators of Hemingway. Words and sentences vary in order to tell a story as best Heinlein can.

Heinlein's libertarean philosophy drives a number of readers up the wall, including a certain Brooklyn Physics Professor who receives this magazine. But, remembering that all stories are didactic of their authors' viewpoints, Heinlein cannot be faulted for this. Heinlein's two real flaws are his difficulty in writing strong endings (one of his early novelettes "Logic of Empire" is most distinguished for this lack), and a tendency to redundant pontification in his novels of the 1960s and 1970s.

In general, if you pick up a book by Heinlein, you will be reading an optimistic book of novel ideas, both of technology and society. Heinlein's prime purpose has always been to entertain, and he has almost unfailingly done this. In *THE PUPPET MASTERS* he took the old idea of demonic possession and gave it a spy background; "Them" considers paranoiac solipsism, *GLORY ROAD* is a sword & sorcery work that would have been perfect in *UNKNOWN*; *THE DOOR INTO SUMMER* is a fairy tale about a man who engineers robots; *THE MOON IS A HARSH MISTRESS* concerns itself with a computer that masterminds a revolution.

But Heinlein's best works are not these novels, but the juveniles he wrote in the 1950s: *THE STAR BEAST*, *TUNNEL IN THE SKY*, *THE ROLLING STONES*... they are juveniles only because the heroes are nominally adolescents.

Since the 1950s, however, Heinlein has gotten carried away. His works have appeared with less frequency, and they are much larger. They are also artistically flawed, lacking the unity of the earlier works. Despite its popularity, I despise *STRANGER IN A STRANGE LAND* as overlong, self-indulgent, and badly written. His two latest novels, *I WILL FEAR NO EVIL* and *TIME ENOUGH FOR LOVE* have done nothing new. At over 400 pages each, they are lengthy repetitions.

But, if you read any sf, (read some of Heinlein's 1950s novels. *ZENNA HENDERSON* is best known for her series of stories about a race of esp-, telepathic-, telekinetic, etc- talented aliens, known as "The People." Most of her stories are about school-aged children, showing how they are both wiser and kinder than adults. One of her "People" stories (I believe it was "Gilead") was made into a tv movie starring William Shattner. Thrilling. Read one at a time her stories are good, but if read too often, the reader may find himself needing insulin treatments.

**FRANK HERBERT:** Herbert is best known for his interminable "Dune" series about a Prophet arising on the desert world of Arrakis (Hi, John!). It is a direct steal from the Quran.

Most of Herbert's works are mystical. One of the few exceptions is an excellent psychological study of how men react in a nuclear submarine, for months submerged. It may be titled either *DRAGON IN THE SEA* or *UNDER PRESSURE*, depending on which edition you get.

**WILLIAM HOPE HODGSON:** Hodgson was a minor fantasist of the early 20th Century. He was fascinated (or horrified) by the sea. His best known work is *THE NIGHT LAND*. His major importance is that he was a minor influence on H.P. Lovecraft.

# POSTAL DIPLOMACY VS GORDON ANDERSON

The following is in part a precis of several letters published in John Boyer's IMPASSABLE #61 (8 Feb. 1976), partly a discussion of Gordon Anderson's THE VIKING'S NEWSLETTER #7 (23 Jan. 1976), and partly things I have heard. If anyone desires the full magazines involved, Gordon Anderson's address is c/o Viking Systems Inc. Lock Box 2788, Chicago, Ill. 60690; John Boyer's address is 117 Garland Drive, Carlisle, Pa. 17013. SSAEs with 24¢ of postage should get you each, assuming they will send you copies. Boyer devotes 4½ pages to discussion of Anderson; the pertinent parts of VL run about 2 pages, so I obviously can't reproduce them, especially as VL has a "copywrite"(sic) on it.

In the late summer of 1973 appeared EL CONQUISTADOR, an offset Diplomacy publication. When it arrived in my mailbox I sent a copy of TMG off to Viking Publications, with a trade-agreement suggestion. Gordon didn't agree to the trade. Instead he sent me \$3 for a year's worth of TMG. Since he was running an introductory special on his magazine, I sent him back \$2 for 15 months' worth. Strange, I thought, but perhaps it was a matter of bookkeeping.

Things continued on this basis for almost a year. Gordon Anderson, who runs Viking Systems, was to run DipCon that year.

I could not attend that year's DipCon, but I received reports from several people. A common complaint was that TDA had not upheld several points of responsibility in running DipCon. In a phone call with John Beshara, I was told that Anderson had reneged on several promises to TDA, in particular a free booth which was planned to be a sort of "Traveler's Aid." John Beshara mailed me a copy of the DipCon's issue of EL CONQUISTADOR, since TDA had released an article of mine for that publication. Anderson did not send me a sub copy.

I saw nothing more of EL CONQUISTADOR for about eleven months. In the meantime Anderson ran for IDA Editor. He claimed that Gil Neiger, also running, was ineligible because he had been publishing for less than a year; the story went about New York that Robert Sacks had replied that since EL CONQUISTADOR had not appeared since DipCon (now almost four months ago), Anderson was also ineligible. Several people told me that Christmas that Anderson had threatened Sacks with a suit for slander.

That spring it was announced that Gordon Anderson would be running DipCon 8. No one objected.

About this time, Michael Roçamora, who had won the Diplomacy tournament at the previous DipCon, began to complain that he had not received his prize money. (it may be that the check had bounced; but this summer he said the money was not and had not been in his possession).

At DipCon 8, things went fairly well, until the general meeting of the IDA. There was some discussion of holding DipCon on the East Coast in 1976. Gordon Anderson said that it could not be done without the approval of Viking Systems, because Viking had trademarked "DipCon." Edi Birsan later circulated transcripts of this announcement and the discussion that followed. (Edi may still have copies left. If you want one, send him an SSAE at 35-35 75th St., Jackson Heights, N.Y. 11375).

Later at DipCon 8 Anderson confided to me that Viking Systems was considering running DipCons at places other than Chicago.

Meanwhile, another two issues of EL CONQUISTADOR had appeared: one in mid-July, and one at DipCon 8.

Then, quiet again. No more issues of EL CONQUISTADOR. In September, Anderson decided to run for IDA Editor again. This time he was running against Scot Rosenberg. Anderson's campaign announcement was not printed in IDA's DIPLOMACY REVIEW. A pool was opened on how many votes Anderson would receive.

Then Anderson stated that Gil Neiger, IDA's Editor, had received his campaign statement. He wrote this in a letter to Scott Rosenberg in a letter printed in part in IMPASSABLE #61, apparently enclosing a copy of the statement.

In his reply, Scott pointed out that Anderson's statement was dated three after the deadline for the statement's reception. Scott reply was printed in IMPASSABLE also.

About three weeks ago I received THE VIKING'S NEWSLETTER #7 from Anderson. In it he publicly accuses Gil Neiger and Edi Birsan of running a crooked election for this year's IDA officers (and particularly, of making sure that Gordon Anderson was not elected); that GRI and Walter Buchanan are trying to claim a monopoly on the postal Diplomacy hobby; and announced that Citex-76 and "DipCon IX" will be run by Viking Systems again this year.

Four days after receiving VIKING'S NEWSLETTER #7 I received IMPASSABLE #61 (I must apologize for skipping about, but my sources are not in chronological order). There is a letter from Lew Pulsipher in which he discusses the fact that the winner of this year's DipCon Diplomacy tournament have not received their prize money (also note that in January, Mike Rocamora told me he still did not have the prize money from 1974's DipCon). Gordon Anderson claims he gave the money to Alan Calhamer to distribute. There is a letter from Alan Calhamer claiming he received no money from Gordon Anderson. There is a letter from Gordon Anderson in which he claims that Edi Birsan and some friends are trying to drive Gordon Anderson from the hobby. In addition, there is a letter from Scott Rosenberg in which most of Gordon Anderson's points are carefully refuted.

Also, buried in Lew Pulsipher's letter, there is a quotation from a letter by Walter Blank, who, along with Robert Wartenburg, was co-champion of last year's DipCon Diplomacy tournament. Blank says that he and Wartenburg are going to sue Anderson and Viking Systems, apparently for failure to turn over their prize monies.

These are the facts as I have them, including the claims on both sides. These are the conclusions to be drawn:

1: Anderson is an unreliable publisher. By now Viking Systems should have published approximately 30 issues of EL CONQUISTADOR. It has published 14.

2: Anderson has, apparently, kept his games moving. I have seen no complaints on that score.

3: Gordon Anderson has managed to alienate every important faction of the hobby. He has alienated John Beshara; Rod Walker has blasted him in print in several places; in this year's IDA elections for Editor, Anderson garnered 9 votes to Rosenberg's 87; Lenard Lakofka has severed all connections with Anderson.

4: Since the winners of the 1974 and 1975 Diplomacy tournaments have not received their prize moneys, Viking Systems (and possibly Anderson) is guilty of at the least misrepresentation, at the most, fraud.

5: In terms of hobby morals and ethics, Anderson is a complete... (I can't think of a proper word, so) pig. His copyrighting of "DipCon" (if he has so done) on the basis that its use was abandoned is totally improper. It was entrusted to him for two years by the general concensus of the hobby. Whatever his legal right to the phrase, he has no moral right to it. He has accused Alan Calhamer of theft, John Beshara of reneging on his promises, Edi Birsan and Gil Neiger of manipulating elections, and GRI and Walter Buchanan of trying to take over postal Diplomacy for simple egoism (actually, for making huge fortunes out of the hobby, but his description of their methods is such that, following his method, they would lose large amounts of money).

From these conclusions, one thing becomes obvious: Gordon W. Anderson is at least the biggest pain in the hobby's arse since Charles Reinsel.

I therefore advise my readers that, for their own protection, they have nothing to do with Gordon Anderson. For someone to alienate and anger so many people in such a diverse hobby takes a great deal of rotteness.

I await a letter from your lawyer, Gordon. Be assured I shall print it.

# PYROMACY

## THE ULTIMATE VARIANT

INTRODUCTION: After several years of playing regular Diplomacy, most of us become jaded. The limited strategic range becomes boring, and the diplomacy trite.

Most people respond by ceasing to play Diplomacy. A smaller number abandons regular Diplomacy, and plays or designs variants.

Eventually, however, even variants begin to pall. One can play only so many Youngstown variants, so many Lord of the Rings variant, or World variants of the seemingly numberless variety, before these too begin to bore.

It is at this point that Pyromacy becomes enjoyable. This one variant can be played when the joys of all others have disappeared.

### THE RULES

1: All the rules and paraphernalia of Diplomacy will be used with the following exceptions:

2: Before the beginning of the game the following adaptations must be made to the game set:

- a. Take the maroon box lid. Tear it into 256 roughly equal pieces.
- b. Take the white box bottom. Tear it into 512 roughly equal pieces.
- c. Take the game board. Open it. Close it along a line perpendicular to its normal closing. Do this six times. Open the board and separate each section from all others.
- d. Take the rulebook. Make confetti of it.
- e. Take the remaining pieces of paper, cardboard and plastic. Tear them into teeny-tiny pieces.
- f. make a pile of the scraps. Add the wooden blocks to the pile.
- g. Add approximately 12 oz. (340 milliliters) of lighter fluid to the pile.
- h. Apply a lit match.
- i. Move back so you will not be injured.

3: Punch in the nose anyone who suggests you play Diplomacy.

### CHANGES FOR POSTAL PLAY

Instead of burning up the game, burn up the gamesmaster.

### CHANGES FOR VARIANTS

Apply the lighter fluid to the variant rules and map (if any). Light it.

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### TOKA THE TOWN

1: In DIMAN #14, Brad Hessel writes "Speaking of property changing hands, the word making the rounds of the game biz is that Avalon Hill, on the heels of a hefty cash deal with 3M to acquire their line of bookcase games has now gathered up Diplomacy into the fold." If this is true, once official confirmation goes out, GRI will have to start paying for this zine ("You mean I can get out of receiving it?"), and A-H will get a complimentary subscription. I expect that, with A-H's deeper contacts into wargaming, there should be an increase in postal Diplomacy. Perhaps they'll redesign the game into a bookcase format, which is much more convenient for people like myself, who move around a lot.

With a title like THE MIXUMAKU GAZETTE, did you really think I could wait until the anniversary issue to print this, Phillip?

## THAT CONAN IS A REAL TEDDY BEAR BY PHILIP M. COHEN

ALARUMS & EXCURSIONS #6 contained a proposal for Hokas as dungeon-encountered characters. I've lost that issue, but I recall that all Hokas are strong enough to wield two two-handed swords. They never have treasure because they always trade it away for attractive junk, but always carry Hoka liquor, which will put anyone without an above average constitution under the table. And finally, they are fearless: "But it's a balrog convention!" "All the more glory for us, matey. Ye're not afraid, are ye?"

All this sounds fine if you've read the Hoka stories, but it would be really delightful if one could play a Hoka. Hence this article.

A Hoka requires rolls of 9 or more in wisdom (no wicked Hokas) and charisma (they're cute), 13 or more for strength and constitution. All these must be raw scores, not obtained by tradeoffs.

If a Hoka character is chosen, a fourth die roll is added to strength and constitution (maximum of 18).

Hokas have a natural armor class of 6 (muscles and fur), and therefore add 1 to the class of whatever armor they wear. Also, being inured to Hoka liquor, they have a +2 on their saving throws versus poison.

A Hoka will always be in the character of some fictional hero, never merely himself. Examples are Fafhrd, the Grey Mouser ("I'll just pick this lock"—CRACK!!), Conan, King Kull, Elric of Melniboné, Merlin (knows no spells, but always tries to throw one before fighting. No armor, of course), or King Arthur.

Hokas love playacting. If one rolls exactly his saving throw against magic, he will pretend to be affected, at least for the duration of a melee. A little realism may be assumed; thus a MU who "charms" a Hoka may find he has a most unhelpful (though remarkably glassy-eyed) helper, depending on the histrionic ability of the player; a finger of death will almost always trigger 15 minutes of dying in agony.

Hokas are soft-hearted, and will not stand for cruelty to any being. They hate chaotic and reptiles (including dragons) and will fight them to the death, but will not willingly attack neutrals or mammals.

Hokas never check morale, and will volunteer for anything. They are also easily persuaded — by Hoka arguments, not common sense! It is always chaotic, though, to cheat a Hoka.

The bit about "two two-handed swords" is a bit much, but might be permitted automatically to any Hoka with a strength of 18; likewise one could allow a spear thrust to do as much damage normally as it would do set against a charge.

Hokas are clearly powerful characters. The main drawback is the Hoka personality, which can be effectively suicidal in a dungeon. It is therefore essential that, in order to keep Hokas from overrunning things, the Dungeon Master not ignore the drawbacks. A Hoka should not be allowed in a dungeon unless both the player and Dungeon Master are familiar with EARTHMAN'S BURDEN, and the Dungeon Master is prepared to ignore any attempt at caution. If further restrictions are desired, I suggest one of these: (over)

(a) Require raw 15s in Strength and Constitution. This reduces the chance of a Hoka from 1 in 27.11 to 1 in 212.58.

(b) Better, assume that Hokas learn slowly from experience, so that each level requires about triple the experience of the one before. Thus 2000 points are needed for the 2nd level, 6000 for the 3rd, 18,000 for the fourth and, similarly, 50,000; 150,000; 450,000; 1,350,000; 4,000,000 and 12,000,000 to go from the 5th to 10th levels, 10,000,000 for each level thereafter.

(c) Let Dungeonmasters tinker occasionally with the Hoka's character. A Hokan Aragorn who has been happily cleaving orcs may be chagrined to find that his dungeon character discovered a copy of the Kalevala in the dungeon, and is now Lemminkainen — with no armor, a couple of daggers, a mistuned kantele and, of course (for Hokas can be only fighters) no real magic at all; this can be summed up as "A Hoka will never refuse to read a book." This can be unfortunate if it's a book of vile darkness.

((A description of how I am using Philip's rules (of course I am!) will appear in THE SMOKY DRAGON #3- RBL))

THESHERRIFOF CANYONGULFINHOKASIGNOVINCESYOHOHOKATHEADVENTUREOFTHEMISPLACEDHOUND

### TOKA THE TOWN

2: You may remember that some months ago there was a general condemnation of a "Diplomacy Rating Service" on the grounds that 1: they charged a fee and 2: there were no names listed, so who could you complain to?

Since then, however, things have cleared up. The Diplomacy Rating Service is primarily concerned with rating over-the-board games, and a name to whom you can complain is Buz Eddy. So if your group plays a lot, and you want your victories to show nationally, enquire at DIPLOMACY RATING SERVICE, POB 731, Lynnwood, Washington 98036

3: There has been a note asking for information on playing Dungeons & Dragons postally. According to a recent IMPASSABLE, these are some people to contact:

Charles Gaydos, 1016 Center St., Pittsburgh, Pa. 15221

James Hayes, 1409 E. Flora Street, Stockton, Ca. 95205

Fred Bolin, 841 Cleveland, Albany, N.Y. 94706

Tom Corke & Ass., POB 2357, Youngstown, Ohio 44509

Steve Marsh, 456 6th Street, Niagra Falls, NY 14301

John Arbogast, 1133 Cresthaven Lane, Virginia Beach, Va. 23462

Steven Tihor, 122 Henry Hall, Princeton U., Princeton, N.J. 08540

Bill Hartley, 804 8th St. SE, Medicine Hat, Alta. CANADA T1A 1M8

Jim Lawson, Room 556 Henday Hall, Lister Hall, 116th St. & 87th Ave., Edmonton, Alta. CANADA T6G 2M6.

This list is two months old, so I guarantee nothing its accuracy nor its honesty. You'd best write and enquire.

4: I have been invited by John Carroll to come out to State College and subject its gaming club to my Slobbovian Dungeon. There should be a report on that in TMG #47. Also, we have a semester break from 12-22 March, which I shall spend at home. That, combined with a party the weekend of next deadline may make nextish short.

5: I am going to be busy Thursday evenings this semester from 8:00 to 11:00 PM. This being the case, I may not be able to call players for their moves. So please make an effort and mail in your moves early.

# THE CONSPIRATORS - PART V

THE EDITOR AND PEGGY EXIT INTO THE GRAND INQUISITOR'S APARTMENT.  
WHEN THEY HAVE EXITED MARIE AND DOUGLAS RUSH TO EACH OTHER'S ARMS.

MAR. Oh Douglas, Douglas— what have you said? What have I done? What have I allowed you to do?

DOUGLAS: Nothing, I trust, that you will ever have cause to regret. HE ATTEMPTS TO EMBRACE MARIE

MAR. WITHDRAWING FROM HIM Nay, Douglas, it may not be. I have embraced you for the last time.

DOUG. Marie!

MAR. I have just learned to my surprise and indignation that I was engaged in babyhood to the infant Successor of the Boardman Numbers Custodian.

DOUG. The Successor of the Boardman Numbers Custodian? The one who was stolen in infancy by the Grand Inquisitor?

MAR. The same. You know his story?

DOUG. Know his story? Why, my mother was the Successor's nurse!

MAR. I didn't know that!

DOUG. Strange. In the original play your cognate knew it.

MAR. My cognate knew your mother had been the Successor's nurse?

DOUG. No, your cognate knew that my cognate's mother had been the nurse of the Successor's cognate.

MAR. What?

DOUG. I don't think I could repeat it straight. I wonder why the author changed it.

MAR. Well, it was clumsy, "reminding" my cognate. It's much more convenient if the matter had never come up.

DOUG. Well, why did Gilbert do it?

MAR. I think my cognate's line was "I had forgotten." Gilbert seems to have used that as a clue that something important was being mentioned.

DOUG. Oh. But why are we discussing this on stage?

MARIE. Ahem. Well, he is here in New York, and my father has brought me here to claim his hand.

DOUG. Who is in New York?

MAR. The Successor, you fool!

DOUG. Oh. Ah, eh, but you will not recognize this marriage? It took place when you were too young to understand its import.

MAR. Nay, <sup>Douglas</sup>, respect my principals and cease to torture me with vain entreaties. Henceforth, my life is another's.

DOUG. But stay! The present and the future, they are another's; but the past that at least is ours and none can take it from us. If we can revel in naught else, let us revel in that!



MAR. I don't think I grasp your meaning.

DOUG. Yet it is logical enough. You say you cease to love me?

MAR. I say I may not love you.

DOUG. Ah, but you do not say you did not love me?

MAR. I loved you with a frenzy that words are powerless to express, and that but a brief ten minutes ago.

DOUG. Exactly. My own... that is to say, until ten minutes ago my own... my lately loved! My recently adored! Tell me that until, say, a quarter of an hour ago, I was all in all to thee. HE EMBRACES MARIE

MAR. I see your idea. It's ingenious, but don't do that! SHE FREE HERSELF

DOUG. There can be no harm in reveling in the past.

MAR. None at all. But an embrace cannot be taken so as to act retrospectively.

DOUG. I suppose not.

MAR. We may recollect an embrace (and I recollect many) but we may not, must not, repeat them!

DOUG. Then let us recollect a few. THE PAUSE FOR A FEW SECONDS AS THEY RECOLLECT, THEN BOTH SIGH DEEPLY.

DOUG. Ah, Marie, you were to me as Calhmer is to the hobby!

MAR. About ten minutes ago!

DOUG. More like a quarter of an hour now.

MAR. CONSULTING A WATCH: You're right. And to think that, but for a miserable discovery, we should have been each other's for life!

DOUG. Through life to death— a quarter of an hour ago.

MAR. How greedily my ears should have drunk the golden melody of those sweet syllables a quarter of an — CONSULTING HER WATCH — Actually, it's nearly twenty minutes since.

DOUG. Yes.

MAR. And now our lives, once so full of promise, are ruined.

DOUG. Must it be so, Marie?

MAR. Yes.

FROM OFFSTAGE IS HEARD THE FOLLOWING

GRAND INQUISITOR: The Editor of NOWHERE, you say?

EDITOR: That's right.

GR. INQ. I wasn't expecting you.

EDITOR: Nooobody expects the Editor of Nowhere! My major weapon is surprise and fear. Two major weapons! My two major— THIS SPEECH IS INTERRUPTED BY THE SOUND OF A FRYING PAN HITTING SOMEONE ON THE HEAD, AND A SCREAM OF PAIN FROM THE EDITOR OF NOWHERE.

GR. INQ. Don't you think I've heard that before?

(( Has he heard that before? What will the Editor do? Find out next installment! ))

DEAR RB

PETER BIRKS ((39 Handforth Road, London SW9 OLL, ENGLAND: 1/9/76)): I used to think it was nice to be noticed... but after the latest issues of BUMM, 1901 AND ALL THAT and now TMG ((#42, p. 5)), I'm not so sure!

American Dippy is so anarchic in its whole set-up that I quite agree that the chances of anything like ((Britain's)) National Game Club working over there are zero, and I've come round to the opinion that there will also be an independent sector over here, and I'm not sorry about that in the least.

While the cases you quoted are all valid, how about these?

(1) Nicky Ulanov, who quit THE POUCH, then started up THE TIMES, originally intending to run no games then, in issue 2, stating he would run games. Issue 2 was the final issue.

(2) The chaos caused when Rod Walker and Conrad von Metzke dropped out- the result of letting one person doing too much. What would happen, may I ask, if either Doug Beyerlein or Walter Buchanan dropped out?

(3) The 'boom' of Dippy in 1973 in Britain, eventually resulting in ORION (no game fee) folding after 12 issues, OUR 'ENRY (run by a fifteen year old) folding after roughly the same number, HANNIBAL, which has had a change in editor and produced 24 issues extremely irregularly, badly GMed, and too cheaply.

(4) THE BOLSHEVIK STAR, run on a spirit duper, gaining many subbers, and disappearing in Summer 1974. The games have not yet been rehoused (although the IDA/UK is at last trying very hard to do so, a good mark for it there.)

You can take it both ways- but I would say that a zine started by a person who had to wait a long time in the hobby, who knew what was going on and where to get any information, and was responsible enough not to use the school's duplicating facilities (viz THE EXPONENT) is less likely to fold than a zine which publishes at a loss-making rate, and was started on the spur of the moment.

I agree with you wholeheartedly on what you said about duplication of effort. What I was saying to Pete Swanson was that without any central organization (be it IDA, TDA, TIDA or NGC) then such things as "The Top Twenty" (in your issue, from TDA) would never get done, or might be done by two people at the same time. In Britain we have a genzine called WHO'S WHERE, produced lovingly by Mick Bullock, without any sponsorship. Ah! You may say - surely here is an argument for no organization? Not at all! When Mick Bullock was preparing the first WHO'S WHERE, Richard Walkerdine was doing exactly the same thing! As a result, because Mick beat Richard (unwittingly) by a couple of days, Mick has had to produce the whole thing on his own tod for the last two and a half years. With an organization running it, the workload could be shared, minimizing the loss if any one person disappears. Rather Communistic, I suppose (although Communism is one political viewpoint absent from the NGC Committee!). I suppose this could be why America likes the free enterprise price-cutting system that operates over there at the moment. Live and let live, I say!

((I say the same thing too. Your letter has many points. I shall try to reply to them.

((First, as to the people you mention: Nick Ulanov is the perfect illustration of You Never Can Be Sure. Here Nick had run the POUCH for over a year at a backbreaking schedule, editing it flawlessly, turning out a monument of an anniversary issue, and arranging for a supremely orderly transfer. He decides to publish again, at a rate nowhere near competitive with his previous rate, and he can't (or won't) hack it. Fortunately, no one entered his games, and thus no one was hurt. (continued on next page)

((I was hit by von Metzke dropout (Walker's happened too early in my hobby career). First Conrad was going to drop the Boardman Numbers, and people in New York ran about like headless chickens, finally getting Ray Heuer set up to take over, with von Metzke approval. Then he decided to keep up the Boardman Numbers and drop his games. Fine. I took over one, and tore up a blank check von Metzke sent me to pay for it. Then von Metzke opened more games. Then he simply dropped. Now he is back again. Anyone who gets caught up in that miasma again deserves the grief.

((As to what would happen if Beyerlein or Buchanan dropped out; if Beyerlein did, rating systems would be in trouble. Big deal. If Buchanan did, DW wouldn't appear (I don't get it anyway). Again, big deal.

((As to the British examples you cite, it can't be commented from over here. I might point out, though, that you seem appalled by cheapness. I lose money on this zine. You lose money on GREATEST HITS, I am sure. Some people are willing to lose more.

((All of this supports my thesis: YOU CAN'T TELL. You never can. Dedication pops up in the strangest places.

((As to the organization's services, if the DipOrgs disappeared, either the services would be taken over by individuals or specializing organizations (such as the Beyerlein's Boardman Numbers bureaucracy, or DNYMPA), or the services would disappear. The only service really required is that of games-masters. While you and I and others may like the icing on the cake, it isn't necessary. We could live without Boardman Numbers and rating systems and Diplomacy Handbooks and Robert Sacks, couldn't we?

((Anyway, it was nice hearing from you. Intercontinental dialogues are fun.))

SCOTT ROSENBERG ((182-31 Radnor Road, Jamaica, N.Y. 11432)): Your commentary on Sacks — and my comments on him — ((in TMG #45)) seem in some ways very perspicacious and in others saddeningly blind.

Your reasoning of my motivations for printing ABLEHNEN and its matter of presentation was correct, with minor exceptions, as far as it went, but ignored one fundamental reason.

Sacks, as you pointed out, is a pain in the ass (no affected "arse" for me, thank you!). After I printed Pulsipher's VERHANDELN that attacked Sacks, the latter started bombarding me with requests to print ABLEHNEN. I felt it would make a nice accompanying piece to "Robert Sacks: Bureaucrat" since it so effectively demonstrated the qualities I cited. Then I realized I had but half a page left to fit it into. I could have printed two more pages, but it happened to be about 3 in the morning and I had a long, grueling week at school; I did not feel like wading through the typing of two more Godforsaken pages of Sacksisms. I hope you can have some compassion.

I did indeed feel an obligation to present a viewpoint opposite Pulsipher's. But those who try to set themselves up against that behemoth of the article-writing industry (and industry it is, as he works it) are few, and the article was directed, in many ways, personally against Sacks. My conscience bothered me when I thought about not letting Sacks respond. But other factors proved more decisive.

The editorial comments were, I agree, a little on the overboard side. As I mentioned above, I typed it at a late — or early, depending on your outlook — hour. As I typed, my mind became outraged at the horrid untruths and misconstructions that Sacks was presenting. I simply could not restrain myself from ripping him apart. So you might write that off to human weakness. I couldn't resist. ((continued on next page))

It also dawned on me that I would make Sacks rue the day he bugged me to print ABLEHNEN. If I messed it up badly enough, I felt, he would never want me to print anything of his again. Thus I would save myself one major pain in the ass.

The fact that the article was split in the middle of the sentence was not MY fault; if Sacks doesn't have the sense to write his material so that it can be easily and effectively fit into a zine, then he deserves the unintelligibility that he gets.

((You couldn't have cut it off at the end of the previous sentence? Or the previous paragraph?))

((I am not your judge. Your readers are. But judge yourself. Take a look at that letter you wrote. You explained your reasons. Do you think you did the right thing? That's what's important.

((In any case, the editorial was not directed at you, Scott, it merely used your handling of Sacks' article as an example. I'm going on a personal crusade: Good Zines For The Readers! If someone picked up that article from your zine, Scott, as an example of Dippy writing, do you think he'd bother looking at another? I wouldn't. People wonder why the Hobby is stagnating in North America. It's because if someone is interested in something beyond the game, he can't find it. John Boardman is the finest editor we have, but he doesn't take the effort he used to. What do people get? DIPLOMACY WORLD. When I saw a recent issue (borrowed from ~~Ray/Heuer~~ Raymond E. Heuer, I couldn't believe how dull it was: statistics, more statistics, lists, dull articles on variants, Conrad von Metzke, et c. The only half-decent thing was Peter Birks' column (don't applaud yet, Pete) and that was good only in comparison to the rest. This may be interesting to some and necessary to others, but is this our best? With a hobby full of bright, witty people like Matt Diller, Harry Drews and Mick Bullock (one from a country) and fine, careful editors like Boyer, Birks, Correll and you (usually), why can't someone pick up a zine and be entertained? Not told what games he should play, not instructed, not told how to play better, but entertained?

((What the Hell. I can always produce an sf fanzine.))

PAUL THOMAS ((c/o Lindo's Tours, White Sands PO, Montego Bay, Jamaica, WEST INDIES: sometime in middle January)): I enclose your questionnaire, hope that the answers are useful and am sorry I could not offer any additional comments. I do, however, have a strong opinion about the Diplomacy scoring systems, and think that the one I propose herein may have its merits.

Although obviously there should be good rewards for the winner of a game, I feel that giving the full score of 1 or 100 or whatever, is unjust to the other surviving players who may have played difficult or unfashionable powers ably, for no reward.

What I should like to see is as follows: 2% given to the occupier of a supply center at the end of a game, and the remaining percentage (usually 32%) given to the winner as per the rules (18 centers or more), or divided between the drawing players equally.

This could dissuade players who had played well from giving up just before the end when they see that they have no hope to win, since they could still gain, say 28% for 14 centers, which is twice the average for the game, and thus good for their averages as a whole.

Furthermore, any player who drops out should be given 0% and averages should not be affected when standbys take over a position. Such a rule is guaranteed to make people think twice before resigning.

What is needed is a rating system to enhance the ((continued on next p.))

competitiveness of this most competitive of hobbies. To give some reward for fair effort: can this be the answer?

((I don't know how much ratings affect playing styles. If you decide that you don't have enough to do in Jamaica, however, and want to run the system, the person to go to is Doug Beyerlein for game finishes from 1963-1970 (TERMINUS) for \$6, EVERYTHING #1-18 for \$6 also, and a few bucks to John Weswig to pay for a sub to EVERYTHING, the zine which carries gamestarts and finishing statistics. If you go ahead, you'd better send the moneys to the ISE (c/o Edi Birsan, 35-35 75th Street, Jackson Heights, N.Y. 11375 USA and notify Beyerlein and Weswig of the money. ISE seems to be a non-profit service (although it did turn \$6 of profit over to IDA. Interest on the bank account?))).

=====

TOKA THE TOWN

6. Someone (name unmentioned) sent his Gemignani Awards ballot to me. You're not supposed to send them to me, but to Robert Sacks, as it says at the beginning of the ballot. Please, pay attention.

7. There's going to be a Dungeons & Dragons convention at Princeton U. from 7 PM, Friday, 19 March to 5 PM Sunday, 21 March. There will be a 50¢ fee to cover everything, on-campus housing can be arranged. For directions to the con and other inquiries, contact one of the following:

Howard Mahler, 135 Bayard Lane, Princeton, N.J. 08540 (609-924-4990)

Stephen Tihor: tel. 609-452-7499

Mike Small: tel. 609-452-0716.

During the con: 609-452-3626 or 3662.

Besides a "Princeton SuperDungeon", ("Gonna Roll Them Bones" eh, Fritz), other dungeonmasters are invited to toddle along with their collections of nonsense. Prizes will be offered, mostly humorous ones. ("Congratulations, you have just won Evan Jones!" "I don't think that's very amusing." "You don't, but all of New York is smiling.")

For those of you who know Princeton U., the convention center will be at Whig Hall. Someone will be around from 3:00 onward. It's easy enough to get to Princeton town by bus, railroad, plane or car, and from there you should be able to find first Princeton U. and then Whig Hall. GOK.

8: Just received a couple of issues of a new zine REBUS SIC STANTIBUS, which is probably Latin. The issues are very neatly offset (or mimeoed). There are openings in a game of regular Diplomacy or two. No gamefee mentioned, but a sub rate of \$3/ annum. Monthly. Tount en tout, it looks promising. All checks should be made out to The New England Society of Cynics, 65 Winter Ave., Staten Island, N.Y. 10301.

9: In THE MIXUMAXU GAZETTE #32, John Carroll asks about the origins of the French nursery song, "Malbrouke S'en va t'en Guerre." 'Malbrouke' is actually the Earl (and sometime Duke) of Marlborough, John Churchill, an ancestor of Winston Churchill. The song commemorated Marlborough's victory over to French at Blenheim in the Wars of the Spanish Succession, the last time, until the Napoleonic Wars, that the English could beat the French on land.

Churchill, by the way, came to London as a youth, unknown. He first came to fame (and fortune) as an acrobat, specializing in comic leaps from high places.

10: This is a spacefiller. Remember when there were lots of these about?

# FLASHY WRITING

I'm sure George MacDonald Fraser must be an aficionado of THE GOON SHOW. Harry Flashman, the hero of Flashman, Royal Flash, Flash for Freedom! and Flashman at the Charge seems to combine the comic worst of Major Bloodnok and Grytpipe-Thynne.

Harry Flashman, in case you are unfamiliar with the books, or even the movie which Fraser wrote and Richard Lester produced (Royal Flash) is a callow youth of the Regency period of England who goes into the Army as a career. He holds two things in high regard: his life, and his balls. He is a consummate rogue and such an actor that he avoids revealing this to everyone but the reader. He is also a man of great talent for skulking about in shadows, knowing when to crawl and when to run, that he manages to survive such fun activities (so far) as the First Afghan War, the Crimean War (including a role in the front line of the charge of the Light Brigade), slave trade, running Blacks up the Underground Railroad, et c. in great and comic profusion.

In his wide and terrifying (terrifying to Flashman, you see) peregrinations, Flashman manages to meet all the interesting people. He meets an obscure Whig in Illinois in the early 1950s named Abraham Lincoln. He meets Bismarck, Lord Cardigan, Queen Victoria, on in endless numbers. The books are carefully researched. The most (and probably only) serious error I could discover was a reference to a British "Ambassador" in Washington in the 1850s. Flashman has opinions on everything and everyone, opinions that are accurate. Since he is a coward, it is understandable that he despises Cardigan who led the bloody Charge of the Light Brigade. But for anyone who does a job well and without affectation ("Leave that to Flashy" he says in Flashman) he has a sneering respect.

The latest book in the series has come out: Flashman in the Great Game. Time: 1856. Place: Balmoral Castle (which Flashman despises). What is happening: Palmerston has received word that India may be in trouble. An agent is needed to investigate. Since reports of one Colonel Harry Flashman have been so favorable (the reports were written by Colonel Harry Flashman), our hero is sent off to India.

Once in India, he discovers an old enemy (one who knows him for a coward) is trying to raise rebellion in the subcontinent. Since Flashman is in his way, he tries to kill Flashman.

Flashy escapes by the skin of his teeth (and without his pants). Realizing that if he stays in the open he may lose his life, Flashman does the Proper thing and deserts. Needing a place to hide, and being able to speak a Pathan dialect like a native, he darkens his skin and joins the army again, just a few months before the Great Mutiny of 1857. He is still in the army when his "compatriots" rise against their masters and slaughter every white man, woman and child they can lay hands to. Perhaps, Flashy begins to think, he has made a mistake...

But, wherever the books wanders, it is accurate, interesting and funny. Whether Flashman is listening to the Tale of the Prodigal Son as translated into an Indian dialect ("This story was told by Jesus the Jew, and if you believe it you will not go to Paradise, but instead will sit on the right-hand side of the English Lord God Sahib who lives in Calcutta. And there you will play musical instruments, by order of the Sirkar.") or counting up the number of women he has had while in Gwalior's deepest dungeon (478), Flashman in the Great Game will grab and hold your interest.

Flashman in the Great Game by G.M. Fraser. Knopf, 1975: \$8.95

11: FLASH! Forget about the quote of Brad Hessel earlier. Watch this. I received it on 28 Feb. 1976:

Games Research Incorporated  
Box 18N  
Boston, Mass. 02118

NOTICE TO: DIPLOMACY 'ZINE PUBLISHERS  
Date: February 22, 1976

We have just sold the game DIPLOMACY to Avalon Hill Company. I find it hard to part with DIPLOMACY, but I do believe it will be best for the game and for the hobby. We had not achieved wide distribution of DIPLOMACY and could not, unless we broadened our product line successfully.

Avalon Hill is a natural home for DIPLOMACY, and I believe it will benefit from being part of their strong line of games.

I have enjoyed my association with all of you, and I hope I can make the DipCon this year to see all of you once again. Through your efforts, you have established DIPLOMACY as a classic among games.

Thank you for all the help you have given us over the years.

/signed/ John R. Moot, President

Well, there it is. Avalon-Hill now owns Diplomacy. The letter is reproduced with all its misspellings. The only thing changed was the letter's heading and the width of the margins.

Now what? First of all, I don't have Avalon-Hill's address. They'll be getting a complimentary sub to THE MIXUMAXU GAZETTE.

Now, what about GRI and that list of Diplomacy zine publishers they're keeping? Unless such mail is forwarded to Avalon-Hill, GRI will still remain important for some years. I'd appreciate it if someone would get the scam on this and pass it on.

In any case, did you notice the anthropomorphism in Moot's letter. "We can't give little Diplomacy all the benefits he deserves. We've been terrible parents, although we do try hard. Sob!"

12: I can always use standbys for my games. If anyone takes over a standby position in any game except 1973 CQf or 1975 IN and if he plays the position through to the end, he will get free all subscription to this here rag until the game's end. And who knows, you might win. Ed Hollshwandner has, in 1972 CV and Doug Reif has pulled out a four-way draw.

.....

I'LL PRACTICE MY SILLY WALK WHILE YOU READ

THE GAMES

A bit of warning first: from the 12th until the 22nd of this month I shall be home at 556 Green Place, Woodmere, N.Y. 11598, tel. 516-FR4-4723. All moves should be mailed to Lafayette College, however. However, if a phone call is necessary during that period, there's where to get in touch with me. However, I do not guarantee that any phoned moves I take at home will get to the pile of adjudications. They will be quite susceptible to loss. So beware.

Let me note that I will be at the D&D Con at Princeton over the weekend of the 19th-21st.

1972EJ

SO MUCH FOR STRONG MAN ACTS ON MY PART

Well, the vote for a two-way draw failed. The game will continue, after I appoint new players to the discarded positions. First, information:

PLAYERS:

- Austria: Dennis Klein: Box 912, Knox College, Galesburg, Ill. 61401
- England: Henry Kelley: 6721 6th Ave. NW, Seattle.Wash. 98117
- Germany: Ronald M. Kelly:Room 120, 225 Virginia Ave. SE, Washington, D.C.20061
- Turkey: John Hulland, RR#2, Guelph, Ontario, CANADA N1H 6H8

Positios & centers:

- AUS.: A Vie,A Bud,A Tri,A Ven,A Rom,F Nap,F Ion, A Bud. Controls Bud,Tri,Vie, Ven,Rom,Nap,Gre,Ser(8)
- ENG.:F Tun,F Tyr,F Wes,F Mid,F Por,F Eng,F Nth,A Spa,A Edi(9). Owns Edi,Liv, Lon,Nwy,St.P,Tun,Spa,Por,Bel(9)
- GER:F Swe,A Kie,A Ruh,A Mos,A Ukr,A Gal,A War,A Sil,A Boh,A Tyr,A Pie. Owns Ber,Kie,Mun,Swe,Den,Hol,Par,Bre,Mar,Mos,War.
- RUSSIA: A Bul,A Rum,A Sev,F Bla. Owns Bul,Rum,Sev,Ank,Con,Smy(6)

Now, Spring 1906 moves are due by noon, Friday, 26 March 1976.

1974IJ

THE TURK TURNS, BUT NO IT'S NO GO Spring 1907

AUSTRIA(Jeffrey Topper):

A Spa-Mar

ENGLAND(Paul Thomas)

F Edi S FRENCH F NAT-Nrg  
F Lon S FRENCH F Nth

FRANCE(Ronald M. Kelly)

F Nat-Nrg  
F Nth S F NAT-Nrg  
A Bur S A Hol-Ruh  
A Hol-Ruh  
F Eng S F Nth

TURKEY(Eric Verheiden)

F Alb-Tri  
A Bul-Rum  
A Ser S A Bul-Rum  
A Gre-Bul  
A Con S A Gre-Bul  
A Smy-Arm  
F Tun-Ion

ITALY(John Hendry)

F Nap-Tyr  
F Ion S F Nap-Tyr

RUSSIA(Matthew Diller)

A Ven S A Tyr-Tri  
A Tyr-Tri  
A Tri-Bud  
A War-Gal  
A Sev S A Rum  
A Rum S A Sev  
A Mun-Ruh  
A Sil-Mun  
A Kie-Den  
A Ber-Kie  
F Bel-Nth  
F Nwy-Ska  
F St.P(nc)-Nwy  
F Bar S F Nrg  
F Nrg S F St.P(nc)-Nwy  
F Aeg S TURKISH F Alb-Ion

ANKARA: In all frankness, I think Matt has it in the bag. However, in the interest of not making it look too easy, I will try my best to make him work a little for it.

Fall 1907 moves are due by noon, Friday 26 March 1976. Thanks to everyone for getting in their moves early. It gave me time to check adjudications. We'll see if that does any good.



1975J

ITALY CONTINUES DAZZLING MANEUVERS

Spring 1904

AUSTRIA(John Hulland)

- A Tri H
- A Bud S A Tri
- A Alb S F Gre
- F Gre S A Ser-Bul
- A Ser-Bul

ENGLAND(Doug. Reif)

- F Nrg-NAt
- F Nwy-Nth(retreat- Ska, ann.)

FRANCE(Paul Thomas):

- F Mar-Lyo
- A Spa-Mar
- A Bur-Mun
- A Pic-Bel
- F Eng S A Pic-Bel
- F Lon-Nth
- F Liv-Cly

GERMANY (Joel Klein):

- A Bel S F Hol
- F Hol S A Bel
- A Mun S A Kie
- A Kie S A Mun
- F Den-Swe

ITALY(Richard Kovalcik Jr.)

- A Pie-Tus
- A Ven H
- F Adr S F Ion
- F Ion S F Adr

RUSSIA(John Gross)

- F Bar S F St.P(nc)-Nwy
- F St.P(nc)-Nwy
- F Bal-Swe
- A Ber S FRENCH A Bur-Mun
- A Pru S A Ber
- A Boh-Sil
- A Con-Smy
- F Bla-Ank

TURKEY(Ed Hollshwandner):

- F Eas-Smy
- F Bul(sc)-Con(retreats- Aeg, ann.)
- A Ank S F Bul(sc)-Con

GRUNDGEMARDEN: Hansel Jornsbourg, famed chocolate covered bee wonton eater, has begun his world wide tour, where he will be pushing his new book, Sex and the Single Bee. Based on the movie of an entirely different name

(and plot, and...) this book seems to be designed for instant success, but only among those scow rats who can read. With the explicit pictures included, anyone can quickly learn how to make it with a worker. Why anyone would want to is another matter. Unless you happen to be a single, swinging drone, this book is a ripoff.

ONDERUNDERVEARSPLITINHAFIHAVENOTINTOSAY: Gerald Q. tripped over his feet as he climbed the steps to the office of Stanley Lipswitch (no relation to Boardman's character), solicitor at law.

"Damn this gum," swore Gerald irreverently.

He stepped inside, breaking his nose on the door as he went. He never made it to the office, tripping over a wastepaper basket on the way towards it. He received a severe concussion and was rushed to Geneva hospital (located in downtown Vienna). When he awoke, he found himself staring into the face of someone all too familiar, but he failed to place the name. He knew he would remember, though, if he waited long enough, so he settled back to ruminate on the possibilities.

By the way, John, Lipschwitz was my character. Well, moves and press are due by noon, Friday, 26 March 1976

I spoke with John Carroll Thursday evening. He told me he had thought I'd made up the news about Anderson's VIKING'S NEWSLETTER lastish. Don't you know, John, that the funniest things don't have to be invented, merely noted?

1975 IN

BUILDS... AND CORRECTIONS ALREADY

Winter 1901

RETREATS: Italian A Tri re-Vie.

AUSTRIA(Alan Carlson): Even  
has F Tri, A Ser, A Bud

ENGLAND(Richard Kovalcik Jr.)  
Builds F Liverpool  
Has F Lvp, F Nwy, F Nth, A Lon

FRANCE(Joel Klein) (last season A  
Bur-Bel was incorrectly underlined)  
Builds F Bre, A Far  
Has F Bre, A Par, A Bel, A Por, F Eng

From 15-20 March Dennis Klein will be  
at 235 Gentry Street, Park Forest,  
Ill. 60466. Spring 1902 moves are due  
by noon, Friday, 26 March 1976.

GERMANY(David Hansen) (last ish "A Ruh-  
Hol" should have read "A Ruh S. A Hol-Kie)  
Builds A Mun, F Kie  
Has A Mun, F Kie, F Den, A Hol, A Ruh

ITALY(Zane Parks):  
Builds A Ven  
Has A Ven, F Ion, A Tyr, A Vie

RUSSIA(Dennis Klein):  
Builds A War, F St.P(nc)  
Has A Gal, A Rum, F Sev, F Swe, A War,  
F St.P(nc)

TURKEY(Paul Novak):  
Builds A Con, A Ank  
Has A Con, A Ank, A Gre, A Bul, F Bla

1975 AY

A THRILL A MINUTE

Winter 1904

FRANCE(Kissner): Build F Bre

RUSSIA(Verheiden): NMR: GM removes  
F St.P(sc).

sia? Moves to GM Ed Hollshwandner, Box 1901 Lafayette College, Easton, Pa.  
18042 by noon, Friday, 26 March 1976;

GERMANY(Rubins): Build A Ber, A Kie

Will Paul Novak, Wiley Hall, Box  
1034, West Lafayette, Ind. 47906  
please submit standby moves for Rus-

1973 CQf

CAN'T YOU READ BIG LETTERS?

THE END

France and Germany have agreed. Turkey agreed too, which might tend to  
prevent it under my houserules, but he neglected to send in moves with his  
agreement, so I'm counting it as a resignation. The game ends in a two-way  
draw between France and Germany, David Lagerson and Ed Hollshwandner!!

1973 CQf (Anonymity)

WRAP-UP INFO: GM Robert Bryan Lipton

AUSTRIA: Michael Friedman (res. F'01)  
Richard Keller (rem. F'09)  
Michael Friedman (out F'09)

ITALY: Peter Horne (rem. F'04)  
Stephen Tihor (rem. Fall '05)  
Adam Gilinsky (out F'06).

ENGLAND: Brian Blume (out F'06)

RUSSIA: Doug Reif (out F'0)

FRANCE: David Lagerson DRAW

TURKEY: Lt. J.O. Pickard (rem. F'03)  
Raymond E. Heuer (res. F'1910)  
Adam Gilinsky (rem. F 1911)  
Alan Carlson (res. W 1911)  
Civil Disorder.

GERMANY: Ed Hollshwandner DRAW

Supply chart on next page. How about  
some analyses from yez, Dave & Ed?

	01	02	03	04	05	06	07	08	09	10	11	12	
A	4	2	2	3*	2	4*	3	2	-				
E	3	3	3	2	2	-							
F	6	6	7	8	10	11	13	13	14*	15	16	17	DRAW
G	4	5	6	7	7	9	10	11	12*	13	14*	14	DRAW
I	5	6	6	4	2	-							
R	6	8	6	6	6	4	1	-					
T	3	4	4	4	5	6	7	8	8	6	4	3	

1975EP

FRENCH, RUSSIANS, HOLD; AUSTRIANS SINK

Fall 1902

SUMMER RETREATS:

France; A Bel annihilated  
 RUSSIA: A Rum retreats-Bud

AUSTRIA (Ed Hollishwandner):

A Bul-Rum (ann.)  
A Ser S A Bul-Rum (retreats-Alb, ann.)  
F Gre-Bul (sc)  
 A Boh S GERMAN A Mun

ENGLAND (Scott Uhrick):

F Bar S A St.P  
 A St.P H  
 F Eng-Mid  
 F Nth S GERMAN A Bel

FRANCE (Bruce Chamberlain):

A Par-Bre  
 A Pic S A Bur-Bel  
 F Por-Spa(nc)  
A Bur-Bel

GERMANY (Richard Meyer):

A Bel H  
 A Kie S A Mun  
 A Mun H  
A Pru-War  
 F Swe H

ITALY (Douglas Hollingsworth):

A Tri S RUSSIAN A Bud-Ser  
 A Vie S RUSSIAN A Gal-Bud  
 A Tyr S GERMAN A Mun  
 F Ion-Aeg  
 F Nap-Ion

RUSSIA (Charles Spiegel):

A Gal-Bud  
 A Bud-Ser  
A Sev H (retreats-Ukr, Rum, ann.)  
A Mos-War  
F Bot-St,P (sc)

TURKEY (Howard Markowitz):

F Bla S A Arm-Sev  
 A Arm-Sev  
 A Con S A Rum-Bul  
 A Rum-Bul

COUNTRY	GAINS	LOSES	RETAINS	OWNS	BUILDS/ REMOVES
AUSTRIA		Bud, Vie, Ser	Gre	1	-2
ENGLAND	St.F		Lon, Edi, Liv, Nwy	5	+1
FRANCE	Spa	Bel	Bre, Mar, Par, Por	5	+1
GERMANY	Bel, Swe		Ber, Kie, Mun, Hol, Den	7	+1*
ITALY	Vie		Nap, Rom, Tri, Tun, Ven	6	+1
RUSSIA	Bud, Ser	St.P, Sev	Mos, War, Rum	5	0
TURKEY	Sev		Ank, Con, Smy, Bul	5	+1

\* Space for only one build, will be one short.

Winter 1902 builds are due by noon, Friday, 26 March 1976.

I've only two openings left in my game of Diplomacy. If you want in, move now!

# MASTERMIND

Well, by waiting we got a nice geographical spread. The following people are playing MASTERMIND in the tourney here: Ed Hollshwandner, John Gross, Paul Thomas, Richard Kovalcik & John Hulland. This means the player to get the code word will win \$3.75 and the second will get \$1.25. So, as with everything else in this issue, the first three codes are due by noon, Friday, 26 March 1976.

.....

What! On the twentieth page, and not a sign of

## THE TADEK JARSKI MEMORIAL DEPARTMENT

A small town found that the bell in its church's steeple was broken. Being very religious, they immediately announced that they were taking bids from bell manufacturers for casting a new bell.

When the bids were all in, they were opened. It was discovered that Yitzhak Shillowitz & Son had submitted a bid one-half that of the next lowest bid!

What was so surprising about this was that Shillowitz and his son had been nearly lynched two years before, and were still not particularly liked.

"Why are you doing this, Shillowitz?" his competitors asked him angrily. Shillowitz's eyebrows rose. "Can't I do something like this? Besides, the publicity couldn't hurt."

So, despite some opposition, Shillowitz was awarded the contract. And when he and his son had finished the bell, all admitted it was a beautiful piece of workmanship. Shillowitz carefully supervised the installation of the bell that Saturday evening, making sure that the bell was not struck. Then, he and his son left town. "We have more business than here, you know."

And so, Shillowitz (and son) were not in town the next morning, when everyone awoke to the sound of the church's new bell joyously pealing out: Goyim! Goyim! Goyim!

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\_\_\_ This is your last issue. Subscribe, or your postman won't get any more hernias!

\_\_\_ You are needed as a standby in game \_\_\_\_\_. See page \_\_\_\_\_.

\_\_\_ I had heard that Spoonerism before, John, including once in one of Leeder's zines.

WHAT IS THE WORLD'S GREATEST DIPLOMACY VARIANT?  
SEE PAGE 5

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