

The Mixumaxu Gazette

47

27 March 1976

The MIXUMAXU GAZETTE is a triweekly publication of postal Diplomacy and whatnot, turned out by Robert Bryan Lipton of Box 1962 Lafayette College, Easton, Pa. 18042. Subs are 10¢+ postage. There are still a couple of openings left in a game of regular Diplomacy for \$1+ a sub. Opinions expressed in this colophon are not necessarily those of Bangs Leslie Tappscott (who seems to be supervising the editing of GRAUSTARK). This magazine is probably copyrighted by Gordon Anderson, but since he doesn't sub any more, he probably won't know if you've reprinted something. I will, however, so credit things.

This issue may be longer than a typical RANGERS. This is a special Look-I-Just-Spent-Ten-Days-On-Long-Island-With-Mail-Going-To-Easton-And-I-Had-To-Write-Papers-For-College-And-I-Spent-Last-Weekend-At-The-Princeton-D&DCon-And-Last-Issue-Was-20-Pages-And-I'm-Going-To-A-Family-Party-This-Weekend-And-I'm-Bushed-Cha-cha-cha issue. So, unless there's lots of outside material thish, like letters and press, there will be a Princeton report and the games, and that's it. The reason I'm not sure is that I'm starting this on 6 March.

To help fill up space, I'll mention I'm a member of DNYMPA, TDA, IDA, Apa's -Q, -Taps, -Slobbovia and -Loosa. These are meant to instill confidence, fear, horror and sundry emotions into you. Does it work?

Abyssinia



Robert Bryan Lipton

TOKA THE TOWN

1. Subscribe to The SLOBINPOLIT ZHURNAL. We gots good press, and I'm going to be Czar, so what more could ask? (No, you can't be Czar.) Subs are 1¢/page+ postage. Send all moneys to me and make out checks to APA-Slobbovia; foreigners (like Canucks) should make them out to me, as that way you can get around the 'service' charge.
2. Several readers and subscribers may not have gotten #46 yet. This is because you-all got your issues mailed 3rd class to save you (or me in most cases) 11¢. Be grateful.
3. An APA for Dungeons & Dragons is being formed in Boston. How this works is each member sends a small (usually 1-4 pages) zine in to a central editor, who collates all the zines together and sends them out to the contributors. Usually a member must contribute something at least once every two months and reimburse mailing costs. Interested people should contact Glenn F. Blacow, 139 Arlington Street, Boston, Mass. (no ZIP code given).

DEAR RB

PETER BIRKS ((39 Handforth Road, London, SW9 0LL, ENGLAND; 2/18/76)):((this is written on the back of the readership poll mailed out with issue #43))

Having some free paper to type a letter on, I thought I might as well avail myself of the opportunity!

In the past few months, I've noticed that I have become less and less of a Dippy player per se, and more and more a member of the fraternity that keeps things bumbling along in a more or less chaotic way. What I enjoy in zines (and as a result try to put into my zine) are (a) articles that look at Dippy in an offbeat way, such as your "Tunisian Opening" for Italy, and (b) non-Dippy articles on subjects that interest me, such as D&D or sectarian jokes. TMG is an excellent zine from this point of view and, along with TURNABOUT and THE POCKET ARMENIAN ((now merging with Jerry Paulson's IMLADRIS SON OF POUCH and Greg Costikyan's URF DURFAL into something tentatively called THE POCKET MONGOLIAN BASTARD OF POUCH)), probably the most enjoyable US zine I receive. Your humor has always struck me as peculiarly "English", of the Monty Python style, which I particularly love.

Another weird thing is that you use a lot of techniques in zine production that appear to be unique in the United States but almost standard in Britain. I don't know if you were the person who thought of them first, but MAD POLICY specializes in linear separators, while 1901 AND ALL THAT..., GREATEST HITS and a number of other zines indulge in the use of the space-filler. The sectarian jokes are used in 1901 AAT and YGDARSIL and, in my biased opinion, are a great favorite. In fact, TMG often strikes me as more of a British zine than an American one. Could it be that you prefer British zines?

((skipping the last half of the letter, I'll say thanks. This is the most helpful sort of letter I get. Not only can I print it to fill up space, but it is specific enough to let me know what items are likely to succeed in the future. 68/80.

((Someone once wrote "when you steal from one person it's plagiarism. When you steal from several, it's research." If a good idea is brought to my attention, I'll use it. Thus linear separators were taken from THE SLOB-INPOLIT ZHURNAL, spacefillers from my own head and Smoky Dragons from one of Gil Neiger's outrageous suggestions. My magazine and taste may seem "English" (or "British") but this is not because I have been particularly entranced by Britain all my life, but because the attitudes of the British match my own. 87/61.

((A Diplomacy zine may be only moves and press, There is nothing that should be sneered at in such a zine. If someone wants to simply play a game, then the editor is satisfying his audience's demands. He is doing what he wants and is supplying a service. 92/81. Pretty close.

((But that isn't enough for me. I like to make jokes, Arnold Proujansky said to me last week that whereas a reader of Scott Rosenberg's zine would think Scott three years older than he is, a reader of this zine would think me three years younger than I am. (to which ~~Ray//Meyer~~ Raymond E. Heuer replied "What can you expect from an English major at an Engineering college?") I like to print articles. I like the egoboo in these things. 100/45.

((Add to this desire a huge collection of old jokes, a huge library of books and an apprenticeship under John Boardman, and you wind up with this zine. If you like it, it's probably because I am willing to repeat a joke often enough to give it an in-joke feeling. I don't know for sure, What the Hell. 19/31.))

PRINCECON

A writer in APA-Q wrote a standard Con Report form. It is:

"I arrived at _____ Con at _____ on _____. I saw _____ and _____ and _____ and insulted _____ and then had a Chinese dinner with _____, _____ and _____. I bought some zines from _____ including a copy of _____. Then I left at _____ on _____ with _____ and _____ and _____ and got home just in time to get to work the next morning."

Well, that's pretty close to what happened. I arrived at David Levine's father's store in New York at 1 PM on Friday. Arnold Proujansky and Ray Heuer, who were also riding with Dave to Princeton showed up within ten minutes. Dave had been very insistent that we all be in front of the store by 1 PM so we could get an early start and arrive at the University in time to get places to crash the next two nights. Unfortunately, Dave didn't show up until 2:30, then took a half hour to get his car.

We arrived at Princeton at 4:15. Howard Mahler was about. We were the first out-of-towners to arrive. I handed out a few sets of THE SMOKY DRAGON, then waited around for a couple of hours until an expedition started. Half-way through it Arnold Proujansky's Hobbit character ate a magic Diplomacy Nut and we left him playing a Diplomacy game. I left the game entirely.

Upstairs was Lew Wolkoff, a co-founder of the Marxist Party of America. In a few minutes he was ready to go on an expedition. We collected a few more people, including Greg Costikyan and Matthew Diller (Matt had already played), went up to the third floor and settled in. After a half-hour explaining some of the peculiarities of my dungeon, the expedition started.

The expedition was a dud. I realized that my dungeon, while balanced, was boring. The expedition broke up at around midnight. I threw away my dungeon. Lew Wolkoff picked it up.

Downstairs I looked around a bit. I realized that well over half the people were from New York. I suggested to Stephen Tihor that it would hve been better held in the city and asked where Nick Ulanov was. Nick had left that afternoon for New York. Dud.

About 1:30 I managed to set up an expedition on the surface of my world. Since my world is based on THE SLOBINPOLIT ZHURNAL I have a complete visualization of what's going on. The group met a cleric on the road who gave them a nickle bag of grass from Holy Grass Land which they later used to keep three vampires at bay. They hadn't realized the simplest way of escaping vampires is to set up your tents, go inside, and not invite the vampires in. Ah, well.

On the way back to their home city, the expedition encountered a red dragon, which they subdued. As a result, the seven expedition members netted 22,000 experience points each.

This expedition ended at 4:30 in the morning. I went to the room where I was crashing and sacked in for a total of 2 hours of sleep.

Next morning my mouth tasted like a burnt dunghill. I decided to switch from the English blend I was smoking to McBaren's Golden Extra.

Walking back to the convention center, I noticed that Princeton has the most bastardly collection of building styles. Tudor-style dorms squatted next to High Gothic chapels. One otherwise beautiful middle-gothic class hall had a modern-brick extension. Esthetically stomach-turning.

I started playing a game. I became bored shortly, and determined to get out as soon as possible.

Our party encountered two mummies. Since mummies can be injured only by magical weapons, and we had none, a blue bear that had formed out of smoke and was accompanying us moved forward to attack. To make sure that he was not flanked, I moved forward and held the mummy at bay, getting wiped out.

SURFACE APPEARANCES

The second wilderness expedition I ran at PrinceCon was, I feel, the most interesting. I can't remember precisely who was on the expedition. Matt Diller was there, playing his Son of the Star character. So was a Rumpletitsvicklean (werewolf) Paladin and a Venturian (Elven) Ranger, as well as Greg Arzoomanian (I think that's the name) and Lew Wolkoff, playing their characters.

The group left Sophigrad XXIV on a bright Geraldstag morning. Two days later they made a quick stop in Polopolis and crossed the Rhymeless River into Brooklyn.

Around noon the expedition came across a shack. There was a mad scientist there who invited them to try out the machine he had just constructed. He had three theories about what it would do. Either it would make them stronger, wiser, smarter and more dextrous or it would transport them somewhere or it would disintergrate them. He estimated the probabilities as 10%, 60% and 30%.

It transported them. They found themselves on the seashore. They wandered around the seashore for a few days, and on coming to a village they realized (or at least the Rumpletitsvicklean werewolf did) that they were on his home turf, on the island of Fallov. They set off to the northern shore to get to the port of Barad-Dur. On the way they encountered the Paladin's cousin, who was a werebear. He let them stay in his home overnight.

Two days later they were in Kaposaria. A ferry took them to the mainland, and it was down the road to Venturia to them.

Along the way they found themselves in the city of Vichysoisse. Turning a corner, the group found itself in the middle of a riot. They ducked into a doorway. The door they were leaning against was unlocked, so in they tumbled into an expensive-looking home.

Inside was a young man, a pregnant woman and an old man. The old man, frightened, ducked out the back door.

Matt revealed himself as a Son of the Star and asked the man's pardon for the accidental intrusion. The man, however, was a secret Satinist; he picked up a pluglunk and was about to attack the party. He was charmed. The woman began to scream. On came a silence spell. The woman ran upstairs. The spell was snapped off.

A perfect opportunity to get some valuables, the party thinks. They have the man reveal where an expensive gem is hidden. Then they decide to do the lawful thing and throw the vile Satinist in the hoosegow.

Down they go. At the station the deskclerk asked the burgher if he could do anything for him. Since he was under control, the burgher replied that he was directing his friends here for information. He was then taken home and tied up.

Horrors! Out of a room, the old man from the house comes and accuses the party. The deskclerk hits a button. Policemen appear. Spells fail to work. The party is locked up. The party member who took the burgher home is comes to the police station and is nabbed.

The party is put on trial. The members are convicted on charges of assault, battery, breaking, entering, grand larceny and defamation of character. Oh, and grand larceny. The three leaders get 25 years apiece. The others are let off easy. They only get eight years each.

The party is put in a maximum security prison. On the first full moon, a particularly stupid guard passes the werewolf's cell. Hello! he says to himself. What is this nice doggy doing here? He lets the werewolf-paladin out.

After a few months earning enough money to buy a good suit (he goes into the faith-healing business) the paladin goes to the headquarters of the nat-

ion. The authorities, however, refuse to release the prisoners. They are satisfied that the charge and convictions were legally correct and do not wish to antagonize municipalities.

The werewolf, knowing that the Venturian is a distant relative of the ruling house of Valgoria, takes a steamer to that land. After three months he manage to get an interview with the Emperor. The Emperor, for the sake of family honor, gives the werewolf the flagship of his fleet.

So, up the St. Blooper River to Vichysoisse, to threaten to blow the town into rubble. Things look rather good.

Unfortunately the three major components of the Slobbovian Grund Flet under Dmetri Nichaeovitch Vurklemyer are on the St. Blooper. Since Slobbovia is at war with Valgoria, the fleet pursues. The Valgorian flagship, however, is fast. Only one ship can move faster; the flagship of Vurklemyer, an old sea dog (actually he is in early middle age), a descendant of the Red Prinz. The Valgorian flagship has 9" guns, which would seem sufficient. But the Slobbovian flagship had 12" guns and better aiming. While the Valgorian ship is firing shots across the bow of the Slobbovian ship, the Slobbovian ship fires at the Valgorian ship.

Does the shot hit? Where does it hit? Well, I rolled a 100. A vital shot. The next roll came up as coming straight down on the bridge, breaking through to below, destroying the engine.

The ship is lost. The paladin-werewolf, however, decides to run away so he could live to fight another day. He jumps on his paladin's horse, hoping to swim to the shore and safety. Unfortunately, he is in the St. Blooper's estuary, when the tide is fastest. He and the horse drown. The rest of the party is locked up.

All of which goes to show that in my dungeon, you're safest if you stay in the wilderness with balrogs and liches. Men are dangerous.

100/100

ON THE GEMIGNANI AWARDS

Since the 1976 Gemignani Awards ballots came out there has been a bit of a foofaraw about them. The opinion of many people who refuse to print the ballots is that if they were done properly, the awards would be very funny; as it is they are nasty.

I fail to see how these two concepts are mutually exclusive. I, for instance, nominated myself for the worst magazine and least meritorious contribution to the hobby categories of the award. I also nominated Bob Goldman for Worst New Magazine. There was an intent to stick a barb into Bob; but if I thought that he would be badly hurt I should never have done it.

At the fiasco of a DipCon this summer I presented Gordon Anderson with a "I am a registered Thief" button. On Sunday he listened to a humorous monologue I was going through. Afterwards he came up to me. "I understand now. It isn't funny unless it hurts." "Of course." He put on the pin.

It would be pleasant if such nice people as John Leeder and Walter Luc Haas were as aware of this fact as a dud like Anderson.

In any case, despite what some people may say, the Gemignani Awards are prospering. I saw Bob Sacks at John Boardman's two weeks ago, and he reported that over 40 ballots had already been returned. With a month and a half to go, more people have responded to the Gemignani Awards than to the last two Beyerlein Player Polls.

I WAS ENJOYING THIS ISSUE UNTIL THE GAMES

MASTERMIND HOLLSHWANDNER CLAIMS TO HAVE ELIMINATED 93% OF THE COMBINATIONS TURN 1

PAUL THOMAS	JOHN GROSS	RICHARD KOVALCIK JR.	JOHN HULLAND	ED HOLLSHWANDNER
000	000	00	00	0
----	X	000	00	0
000	X	0000	XX00	00

One of you has been submitting 4 letter codes. Please note that this version is for 5-letter codes from the first 7 letters of the alphabet. The way things look, this won't last past the third round. TURN 2 CODES ARE DUE BY NOON, FRIDAY, 16 APRIL 1976

PERHAPS NEXT TOURNEY WE CAN GET TEN PEOPLE PLAYING MICK BULLOCK SEEM TO BE ABLE TO DO IT EASILY

1972 EJ FIVE FLEET CONVOY!! SPRING 1906

AUSTRIA (Dennis Klein):

- A Vie-Tyr
- A Bud-Vie
- A Tri S A Vie-Tyr
- A Ven S A Vie-Tyr
- A Rom-Tus
- F Nap S F Ion
- F Ion H
- A Ser-Bud

ENGLAND (Henry Kelley):

- A Spa-Mar
- F Por-Spa(sc)
- F Tun S F Tyr
- A Edi-Tus
- Fleets Nth, Eng, Mid, Wes, Tyr all
- C A Edi-Tus

GERMANY (Ronald M. Kelly):

- A Ruh-Mun
- A Kie-Ber
- A Sil S A Kie-Ber
- F Swe-Bal
- A Mos S A Ukr
- A Ukr & A War S A Gal
- A Tyr-Vie
- A Boh S A Tyr-Vie
- A Gal S A Tyr-Vie
- A Pie S ENGLISH A Edi-Tus

RUSSIA (Yes Russia. Sorry, John Hulland)

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

Fall 1906 moves are due by noon, Friday, 16 April 1976. Does anybody need a copy of my houserules?

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1975 J ENGLAND FIRST OUT FALL 1904

SUMMER RETREATS:

- ENGLAND: F Nwy retreats-Nrg
- TURKEY: F Bul(sc) retreats- Aeg

AUSTRIA (John Hulland):

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

GERMANY (Joel Klein)

- A Bel S F Hol
- F Hol S A Bel
- A Mun S A Kie (retreats-Ruh, Boh, Tyr, ann)
- A Kie S A Mun
- F Den S A Kie

CONTINUED ON PAGE 8

1975 J CONTINUED

ENGLAND (Douglas Reif)

F Nrg-Nwy
F NAT-Mid

FRANCE (Paul Thomas):

F Cly-Edi
F Eng-Iri
F Lon-Nth
A Bur-Mun
A Mar-Bur
F Lyo-Wes
A Pic-Bel

ITALY (Richard Kovalcik, Jr.)

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

RUSSIA (John Gross):

F Nwy S F Bal-Swe
F Bal-Swe
F Bar S F Nwy
A Ber-Kie
A Pru-Ber
A Sil S FRENCH A Bur-Mun
A Con-Ank
F Bla S A Con-Ank

TURKEY (Ed Hollshwandner):

F Eas-Smy
F Aeg S A Ank-Con
A Ank-Con

John, I lost your press. Please don't submit everything on one sheet, as I tear them up and put them in separate files.

SUPPLY CENTERS

COUNTRY	GAINS	LOSES	RETAINS	OWNS	BUILDS/ REMOVES
AUSTRIA	Bud, Rum		Gre, Ser, Bud, Tri, Vie	7	+2
ENGLAND		Edi, Nwy		0	OUT
FRANCE	Edi, Mun		Liv, Lon, Por, Spa, Bre, Mar, Par	9	+2
GERMANY		Mun	Den, Bel, Hol, Kie	4	-1
ITALY			Tun, Ven, Nap, Rom	4	0
RUSSIA	Nwy	Rum	Ber, Con, Swe, Mos, StP, Swe, Sev	8	0
TURKEY		Bul	Ank, Con	2	-1

The last two English units are removed. If no one objects, Winter 1904 and Spring 1905 moves will be due by noon, Friday, 16 April 1976

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1974 IJ

TURKEY STARTS ITS DECLINE

FALL 1907

AUSTRIA (Jeffrey Topper):

A Mar H

RUSSIA (Matthew Diller):

A Ser & A Gal S A Rum
A Bud S A Tri
A Tri S A Bud
A Rum S A Sev & A Gal
A Ven-Rom
A Sil S A Mun
A Kie S F Bel-Hol
F Bel-Hol
F Nrg S F Ska-Nth
F Ska-Nth
F Bar & F Nwy S F Nrg
A Den H
A Mun S AUSTRIAN A Mar-Bur
F Aeg-Smy

FRANCE (Ronald M. Kelly)

A Ruh-Bel
F Nth-Hol
A Bur & F Eng S A Ruh-Bel
F NAT-Nrg

ITALY (John Hendry):

F Ion-Tun
F Tyr S F Ion-Tun

TURKEY (Eric Verheiden):

F Tun-Ion (retretas-ves, Naf, ann.)
A Arm-Smy
A Con-Smy
A Ser S F Alb-Tri
A Gre S A Bul
F Alb-Tri
A Bul S A Ser

ENGLAND (Paul Thomas):

F Lon & F Edi S FRENCH F Nth

Supply center chart is overleaf.

1975 IJ CONTINUED

			SUPPLY CENTERS		BUILDS/ REMOVES
COUNTRY	GAINS	LOSES	RETAINS	OWNS	
AUSTRIA			Spa, Mar	2	0*
ENGLAND			Edi, Lon	2	0
FRANCE	Bel	Hol	Bre, Par, Por, Liv	5	0
ITALY	Tun	Rom	Nap	2	0
RUSSIA	Hol, Rom	Bel	Ven, Kie, Ber, Mun, Tri, Vie, Nwy, Mos, Rum, StP, Sev, Swe, War, Bud, Den	17	+1
TURKEY		Tun	Gre, Ank, Bul, Con, Smy, Ser	6	-1

First of all, Eric Verheiden has proposed a concession to Russia. Please vote with your Winter 1907 and Spring 1908 stuff, due 16 April 1976 at noon. Now for a short press release:

MSCOW: Free the Vichysoisse Six!

IFYOUDONTUNDERSTANDTHATSEESURFACEAPPEARENCESTHISISISSUEONPAGEFIVEMATTHASONTHATEXP

1975 EP

ENGLISH GOVERNMENT LOCATED

WINTER 1902

AUSTRIA (Ed Hollshwandner)

Remove F Gre, A Ser
Has A Boh

ENGLAND (Scott Uhrick):

Build F Lon
Has F Lon, F Bar, A StP, F Mid, F Nth

FRANCE (Bruce Chamberlain):

Build F Mar
Has F Mar, A Bre, A Pic, F Spa(nc), A Bur

GERMANY (Richard Meyer):

Build A Ber
Has A Ber, A Bel, A Kie, A Mun, A Pru,
F Swe (one short)

ITALY (Douglas Hollinsworth):

Build A Nap
Has A Nap, A Tri, A Vie, A Tyr, F Aeg,
F Ion

RUSSIA (Charles Speigel): NMR!

A Sev is annihilated
Has A Bud, A Ser, A Mos, F Bot

TURKEY (Howard Markowitz):

Build F Smy
Has F Smy, F Bla, A Sev, A Con, A Bul

Scott Uhrick's mailing address
is: ETN-3 Scott Uhrick 305603681,
CSTSC, STMS, Class B214, Mare Island,
Ca. 94592. Got that?

Will Eric Verheiden, CALTECH 1-86, Pasadena, Ca. 91126 please submit standby moves for Russia? Spring 1903 moves are due by noon, Friday, 16 April 1976.

1975 IN

AUSTRIA TO SET NEW RECORD?

SPRING 1902

AUSTRIA (Alan Carlson): NMR

F Tri (r-Alb, ann), A Ser (r-Alb, ann),
A Bud (ann) all H

ENGLAND (Richard Kovalcik, Jr.)

F Nth S F Nwy
F Nwy S F Nth
F Lvp-Iri
A Lon H

FRANCE (Joel Klein)

F Bre-Hid
F Eng S GERMAN F Den-Nth
A Par-Bur
A Por-Spa

GERMANY (David Hansen)

A Mun-Sil
F Den-Nth
F Kie-Hol
A Ruh-Kie
A Hol H

ITALY (Zane Parks):

F Ion-Adr
A Tyr S A Ven-Tri
A Vie S RUSSIAN A Gal-Bud
A Ven-Tri

Continued on page ten.

