

Murd'ring Ministers

Vol. II No. 19

April 25, 1980

STUFF

MURD'RING MINISTERS is a gamesine for the play of postal DIPLOMACY and other multi-player games. The subscription rate is 12/\$4.00. MM is published by Ron Brown 1528 El Sereno Pl., Bakerafield, CA 93304. Phone - (805) 834-8409. MM is published monthly, featuring three week deadlines. See GAME OPENINGS for game starts that are available and the proper gamefees.

Did anyone notice that last issue's number was rarked "18"? Anyone want to know why? Just trying to give John Michalski a bad time.

Well, surprises never cease! A couple days ago a copy of DIPLOMACY REVIEW arrived. Let's see now, it arrived on 4/16 dated February 1980. I see the IDA is as efficient as ever. In case you didn't already know, IDA stands for the International Diplomacy Association, and is about as useless an organization as has ever existed. Anyway, there has been "appointed" (no election) a new council for 1980. They are: Robert Sacks, president; Elmer Hinton, ombudsman; Eric Verheiden, treasurer; Scott Marley, editor; Rod Walker, U.S. projects; Cal White, Canadian projects; and Victor Ricci, special projects. Ed Birsan, who was elected president in late 1979 decided not to get involved in '80. He is reported as saying in DR, "I was rather put off by everyone's lack of response on getting anything but politics (i.e. new cons, etc. going) so I'm washing my hands of it all." So am I.

Michael Mills, publisher of EMBAIN MAGAZINE, has completed his ZINE DIRECTORY '80. Available from Mike at 3457 Makyes Rd, Nedrow, NY 13120 for 75¢ in check, money order, or US postage stamps, the ZD lists hobby organizations, service zines, orphan sines, Canadian, and European Zines in addition to every current U.S. Zine. The ZD gives information such as average pages/issue, sine format, frequency of publication, method of reproduction, the kinds of games run in the sine, sub and game fees, date of first issue, subzines, and MORE! A great investment for that person who is thinking about joining a few new zines but doesn't know where to begin. If you don't have yours, think of what you don't know that you would know if you had one. Tell Michael that you heard about it in MM.

GRIM CON II, May 23-26, featuring science fiction and fantasy gaming takes place this year in Oakland, CA. There will be all night dungeons, seminars, tournaments, films, etc. For more information write to GRIMCON, P.O. Box 4153, Berkeley, CA 94704.

Have you seen the first issue of BARKER? At first glance it appears as if David Barker is entering the publishing field. But if you liked it and want to subscribe, wait a minute before you send off your hard to come by bucks. I can't

MORE STUFF (con't from pg. 1)
is

help but believe that this yet another "fake" being perpetrated on the DIPLOMACY world. This is getting so confusing that pretty soon those of us who are trying to put out legitimate DIP zines will be subconsciously faking our own zines! When will it all end? One thing I really liked in this "BARKER" though is a picture of Al Rodriguez as a jailbird with the ~~caption~~ caption reading something like, "If lying to an ally was a punishable crime, Al Rodriguez would be serving 97 consecutive life terms." Yeah, sounds like Al, all right.

Speaking of fakes, the VOLKERWANDERUNG controversy lingers on. A special "Arizona" issue of VOLKER offering a \$100.00 reward to the one who can apprehend the culprits responsible for the previous fakes is out. However, it is almost certain that this is nothing more than a fake itself. Confused? You SHOULD be!

Add to this another "confession" this time by the publisher of DIPLOMACY WORLD, Jerry Jones. In a flyer sent out 4/10, Jerry claims responsibility for the original Christmas fake VOLKER. Did he or didn't he? Only he or the REAL faker knows for sure! There are a lot of people trying to take credit for it. Of interest also on Jerry's flyer is an announcement that there may be a NATIONAL DIPLOMACY TOURNAMENT after all. If you remember, I said last time that the so-called NPT was probably a hoax. It was. Now Jerry is saying that the idea has caught on though and perhaps Avalon Hill will help support a real turney that would have its finals in Las Vegas. Let's wait and see if more of this is heard later or if this too, is pure BS.

Speaking of BS, how about the news lately. President Carter recently asked our "Allies" to support us in our economic sanctions against Iran. Japan said they didn't know if they'd be able to or not. You see, they've been very busy lately trying to track down and kill the last 13 whales in existence. France also said they didn't know whether they would be able to help out. Boy, do they have a short memory. If it wasn't for us the Eiffel Tower would be a fast food restaurant called "Kraut-In-The-Box".

It seems as though several publishers are cutting back on trading zines as an economy measure. First THE DRAGON AND THE LAMB cut many trades. Now VOICE OF DOOM and TORONTO TELEGRAM have followed suit. If this keeps up in order to save some money, trading zines may become just a nostalgic memory. MM has gone from 16 trades to 12. But Roy Hendricks has recently agreed to a trade for ENVOY so I guess it's really lucky # 13.

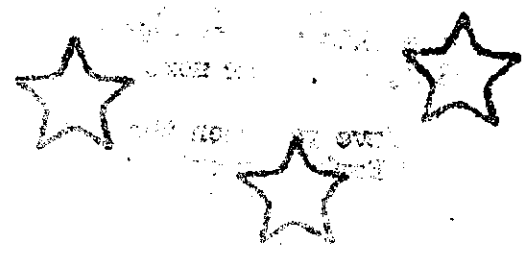
The Meandering MURD'RING MINISTER of the Month Award for April goes to John Leech. I don't know if I've said publicly before or not but I'm saving for a Mimeo machine for the printing of MM. John above and beyond the call of duty donated \$15.00 towards the purchase of said machine. Thanks, John! (I's about 1/4 of the way there!)

Now, to end this morbid business with a few quotes from KING HENRY VI, Part I:

"Chak'd with ambition of the meaner sort." II, v, 123

"Delays have dangerous ends." III, ii, 33

"Of all base passions, fear is most accurs'd." V, ii, 18.



MURDERING MINISTERS CURRENT
MAILING LIST

1. Bob Arnett, Suite 625, 6330 Newtown Rd., Norfolk, VA 23502.
 2. David Barker, 2050 Gillilan, Placentia, CA 92670.
 3. Konrad Baumeister, 11416 Parkview Lane, Hales Corners, WIS 53130.
 4. Joel H. Blank, 16261 Gentry Lane, Huntington Beach, CA 92647.
 5. Jim Bumpas, 948 Loraine Ave, Los Altos, CA 94022.
 6. Gary Carson, 1924 Channel Dr., Ventura, CA 93003.
 7. David Carter, 118 Morsham Ave., Willowdale, ONT, Canada M2M 1Z9.
 8. Dick Martin, 26 Orchard Way N., Rockville, MD 20854.
 9. Richard Kovalcik Jr., 39-200 ~~XXX~~ 77 Massachusetts Ave, Cambridge, MA 02139.
 10. Edward Tucker, 302 Thomas Jefferson, Rolla, MO 65401.
 11. Kirby Garrett, 1040 Hughes St., Eugene, OR 97402.
 12. David Grabar, 1583 Truman, Chowchilla, CA 93610.
 13. Art Haehnel, 1055 Cove, Prospect Hts, ILL 60070.
 14. Bill Hawkins, 2549 Honolulu Ave., Montrose, CA 91020.
 15. Paul Hefti, ?
- ~~XXXXXXXXXXXXXXXXXXXX~~
16. Jerry H. Jones, 1854 Wagner St., Pasadena, CA 91107.
 17. John Kelley, Box 35, Klickitat, WA 98628.
 18. Ron Kelly, 6039 Richmond Hwy #314, Alexandria, VA 22303.
 19. Steve Kerchner, 53 Powers Rd., Bedford, OH 44146.
 20. Dan Kuszynski, 3405 Westchester, Bakersfield, CA 93309.
 21. Ramon Lazaro, 401 Eighth Ave, Apt 5, Brooklyn, NY 11215.
 22. Stephen Lee, 23690 Doane Creek, Sheridan, OR 97378.
 23. John Lesch, 8217 Tanglewood Ln., Tampa, FL 33615.
 24. Bruce Linsey, 71 Hudson Terrace Apts., Newbrugh, NY 12550.
 25. John H. Masters, 25711 No. Vista Fairways Dr., Valencia, CA 91355.
 26. John Michalski, Rt. 10, Box 5260, Moore, OK 73165.
 27. Kevin Mooney, 216 Charles St., Westfield, NJ 07090.
 28. D.S. Falter, Box 156, Cedarhurst, NY 11516.
 29. Dave Pilant, 3201 SE 23, Del City, OK 73115.
 30. Ben Schilling, Apt. 315, 24730 Roosevelt Ct., Farmington Hills, MI 48018.
 31. Paul Smyth, 1320 Kenwood Rd., Santa Barbara, CA 93109.
 32. Darrell Staley, 1618 Hilvia St., #3, Berkeley, CA 94709.
 33. Dennis Sulsberger, Box 65, Climbing Hill, IA 51015.
 34. Al Rodriguez -- See THE TWILIGHT ZINE.

MEM MAILING LIST (Con't)

- 35. Timothy R. Haffey, 5933 Hilton St., Oakland, CA 94605.
- 36. Denise Tucker, Rt. 1 Box 705E, Eureka, MO 63025.
- 37. James R. Williams, 2500 6th St SW, Altoona, IA 50009.
- 38. Bob Carmody, 16 W 500 58th St #15, Clarendon Hills, ILL 60514.
- 39. Michael Mills, 3457 Makyes Rd., Nedrow, NY 13120.
- 40. Don Horton, 16 Jordan Ct., Sacramento, CA 95826.
- 41. Gary L. Coughlan, 4614 Martha Cole Lane, Memphis, TN 38110.
- 42. John S. Laino, 3023 Linkwood, Houston, TX 77025.
- 43. William Shelton Jr., 7 Bayside Dr., Madison, WI 53704.
- 44. Mike Hartman, 15515 Sunset #207, Pacific Palisades, CA 90270.
- 45. Eric Howard, P.O. Box 5623, Buena Park, CA 90620.
- 46. Thom Burnett, 341 Baynes, Buffalo, NY 14213.
- 47. Jerry Hawkins, 5201 N. 24th St., #104, Phoenix, AZ 85016.
- 48. Dave Crockett, 2954 W. Belle Plaine, Chicago, ILL 60618.
- 49. David D. Perlmutter, Apt. #608, Latches Lane, Merion, PA 19066.
- 50. Mark Kraft, 14690 Badger Pass Rd., Morgan Hill, CA 95037.

XX

- 51. David Wildman, 2 Haven Plaza Apt. 10H, NY, NY 10009.
- 52. Lee Kendler Sr., 4347 Benner St., Philadelphia, PA 19135.
- 53. Charles Miller, Box 175, So. Bay, FL 33493.
- 54. Matthew McKibbin, 1021 Karen Pl., Anaheim, CA 92805.
- 55. Jeff Albrecht, 1310 Spruce Ave., Twin Falls, ID 83301.
- 56. Jerome Dunn, 5215 Indigo, Houston, TX 77096.
- 57. Rick Ragsdale, 1009 Grazing Lane, Jacksonville, AR 72076.
- 58. George Cunningham, 254 So. Union St., Burlington, VT 05401.
- 59. James Chatfield, 7505 Kenlea Ave., Baltimore, MD 21236.
- 60. Al Giddings, 1901 Mosher Dr Apt C, Enid, OK 73701.

GAME OPENINGS

ORIGINS OF WW II - This game is to be GM'd by Kirby Garrett as soon as five players have signed up. There are currently four openings left. Gamefee - \$2.00.

DEFERENCY - There are no current openings.

THE GAMES!!

1979HO AUTUMN 1902 - Austrian A Bul-1-SER; Turkish A Sev-r-ARM.

WINTER 1902

Austria- Builds A BUD	Germany- No Adjustments
England- Builds F LON	Italy- Disbands F Ion
France - Builds F BRE, A PAR	Russia- Builds A WAR, A STP
	Turkey- No Adj.

1979HO SPRING 1903 FRENCH PRESIDENT ANNOUNCES NEW TIES WITH ENGLISH MONARCH!

Austria (Tucker): A Ven-H/d/-r-Tus,OTB; A Vie-TYA; A TRI-s-A Vie-Tya; A BUD-s-Russian A Rum; A SER-s-F Gre; F GRE-H.

England (Staley): F Nth-HEL; F Lon-NTH; F NWY-s-F Lon-Nth; F Ska-DEN; A Hol-s-French A Bel-Ruh/d/-r-Bel-OTB;

France (Williams): A Bel-RUH; A BUR-s-A Bel-Ruh; A PAR-s-A Bur; F Bre-MID; F Spa(sc)-WES; A Mar-PIE.

Germany (Blank): A KIE-s-A Ruh-Hol; A Mun-SIL; A Ruh-HOL; F Den-BAL.

Italy (Barker): A Pie-VEN; F APU-s-A Pie-Ven; A ROM-s-A Pie-Ven.

Russia (Coughlan): F SWE-s-English F Ska-Den; A StP-LIV; A War-UKR; F SEV-H; A Mos-s-F Sev; KA RUM-H.

Turkey (Kuasynski): F BIA-Rum; A ARM-Sev; F AEG-Gre; A BUL-Ser.

Summer and Fall 1903 due 5/23/80.

1979HO Press-

VIENNA-LONDON: How's Lori? (Or is it Laura?) Can you at least get her to write to me?

PARIS: The government of France is pleased to make public a renegotiation of the English-French alliance. It is hoped that these two great nations can renew their friendship with a new level of mutual respect and understanding.

VIENNA-PARIS: Jim, if you are going to call people names at least tone it down. Instead of saying Darrell is a parasite say Darrell is parasitic. Now doesn't that sound better? Oh my God! That makes me the Hoppie Queen. Forget I said anything. Oh, next time the call's on me.

VIENNA-ITALY: Still insist on being my puppet or have you changed your mind?

SEVASTOPOL: The Tsar toured this liberated province as soon as the last Turks had been flushed out and immediately denounced the Turkish one-year reign of terror and savagery, which he called unparalleled in Russian history.

"Just look at all these telephone poles and telephone wires the Sultan had strung up! Is there no end to his phone-a-holic outrages?! My Sevastopol subjects are now impoverished because they spent all their kopecks on phone calls, encouraged by the Sultan's example."

The Tsar is immediately introducing schools into Sevastopol to teach the people to write letters and to break them of their Sultan-induced phone-a-holicism.

"The Telephone Terror is now at bay," the Tsar concluded, "But we must get the receiver out of the Sultan's hand. It's time to pay a collect call to Turkey."

VIENNA-BERLIN: Listen, Joel, if you want to talk call me at 1-314-587-3859. Maybe we can help each other.

VIENNA-ST.PETE: I never did thank you for your Award. You are most welcome to visit the Palace in Vienna for a vacation.

ST.PETERSBURG-BERLIN: I'm sorry but it seems whoever is your friend gets a lot of enemies. I don't intend to do as the Romans do. Look at them now.

VIENNA-TURKEY: No press yet, eh? Still feeling good?

* * * * *

"What is pomp, rule, reign, but earth and dust?

And, live we how we can, yet die we

not."
Henry 2E, 1E, 11, 27

1979CW WINTER 1904

Austria- No Adjustments	Germany- No Adj
England- No Adj	Italy- Builds A VEN
France- Builds F BRE	Russia- No Adj
	Turkey- Builds A CON

1979CW SPRING 1905 AUSTRIA RECLAIMS TRIESTE BUT IS NOW SURROUNDED!

Austria (Carson):	A Ser-TRI; A BUD-s-A Ser-Tri; A VIE-s-A Ser-Tri.
England (Hawkins):	<u>F EDI-s-French F Nth/OTM/</u> ; <u>F SKA-s-F Nwy</u> ; <u>F NWY-s-F Ska</u> ; F BAR-s-F Nwy.
France (Lee):	F Bre-ENG; F Nth-HOL; F BEL-s-F Nth-Hol; <u>A RUH-s-F Nth-Hol</u> ; A BUR-s-A Ruh; A Gas-BRE.
Germany (Barker):	<u>A MUN-Ruh</u> ; <u>A Hol-s-A Mun-Ruh/d/-r-Kie,OTB</u> ; <u>A BER-Mun</u> ; F Hel-NTH; F DEN-s-F Hel-Nth.
Italy (Williams):	A Tya-BOH; A Ven-TYA; <u>A Tri-s-A Ven-Tya/d/-r-Ven,OTB</u> ; F ALB-s-A Tri; F Adr-ION.
Russia (Hashnel):	A Rum-GAL; <u>F SWE-Nwy</u> ; <u>F FIN-Swe</u> ; A STP-s-F Swe-Nwy; A MOS-s-A StP.
Turkey (Schilling):	A Gre-SER; A Con-RUM; F BLA-c-A Con-Rum; F SEV-s-A Con-Rum; A BUL-s-A Con-Rum; F AEG-s-A Bul.

Summer and Fall 1905 due 5/23/80.

1979CW Press-

CONSTANTINOPLE-ST.PETERSBURG: Neither was I. 2) Get your capitals straighten.
 ROME: Pope George Ringo's Rhyme for the Month:

There once was a player named Gary,
 Who played like he was some kind of fairy,
 He had challenged the Pope
 But has given up hope.
 So you might say that Austria Hung-Gary.

VIENNA-ITALY: You may get half of Austria now, but your obsession with destroying me will come back to haunt you. I could have been your most valuable ally.

VIENNA-MOSCOW: I may have jumped from the pot into the fire, but your ability in turning friends into enemies has sealed your own doom and shown your foreign policy to be the joke of Europe.

VIENNA-ANKARA: I now turn my back to you in order to fully engage Italy. You have my full loyalty. If you wish to stab, please make it swift and painless.

* * * * *

1979HW FALL 1905 AUSTRIANS SINK IN BLACK SEA! ((Note that Italian unit is F, not A-Gm))

Austria (Laing):	<u>F BLA-Con.</u>
England (Carmody):	<u>F Lpl-NAT/d/-r-Cly,OTB</u> ; <u>F WAL-Lpl</u> ; <u>F LON-Eng</u> ; F NTH-s-German A Hol-Bel; A STP-H.
France (Hartman):	<u>A BEL-s-F Pic</u> ; F PIC-s-A Bel; F Iri-LPL; F NAT-s-F Iri-Lpl; <u>F ENG-Wal</u> ; <u>A BUR-Mun.</u>
Germany (Masters):	A Gal-RUM; A BUD-s-A Gal-Rum; <u>A HOL-Bel</u> ; <u>A BOH-Mun</u> ; F Den-SWE; F BAL-s-F Den-Swe.
Italy (Shelton):	F Tri-ADR; <u>F ALB-Gre</u> ; F ION-s-F Alb-Gre; A Tya-TRI; A VIE-s-A Tya-Tri.
Russia (Burnett):	<u>A Swe-StP/d/-r-S Nwy,Fin,OTB</u> ; F BOT-c-A Swe-StP.
Turkey (Howard):	F Rum-BUL(ec); <u>F CON-g-F Rum-Bul(ec)</u> ; <u>A ANK-Con</u> ; A UK-s-SEV; F GRE-H; A SER-s-F Gre.

Autumn/Winter 1905 AND Spring 1906 due 5/23/80.

1905 SUPPLY CENTER CHART

Austria- Edi, Yls, Mos	(0) OUT
England- Lon, Edi, Yls , Mos, Nwy(?), STP.....	(5) Even unless Russ A Swe-r-Nwy then -1
France- Home, Bel, Por, Spa, LPL.....	(7) -1
Germany- Home, Den, Hol, War, SWE, BUD, RUM.....	(9) -3
Italy- Home, Tri, Tun, VIE.....	(6) -1

(Con't mark page 12)

Player: _____

Nationality: _____

Your Subs/Ships are presently located at:

Enemy craft sighted:

Description (if any):

Turn Two due 5/20/80.

* * * * *

HOW TO PLAY POSTAL DIPLOMACY

by
Arnold Tenbley

((This article first saw light of day in the now-defunct SUICIDE, #15. If any reading this considers himself a novice, there may be a bit of knowledge gleaned.))

As a continuing novice in Postal Diplomacy I feel well qualified to offer loads of sage advice to new players who might be lacking in self-confidence. When I entered my first DIPLOMACY game I had no idea how the game was played. Luckily a hobby shop down the street had a GRI game which I bought in time for the opening negotiations. I quickly read the rulebook and found that I didn't have the slightest idea how the rules worked. But I was subscribing to a zine and the gamesmaster was kind enough to answer my questions.

If you're not sure how to play, try setting up the games you see in the gamezine. It helps to have several consecutive turns from the same game to look at. Most GM's are very busy people, but they will try to answer a novice's questions. If you're really lost, just play anyway. I asked opposing players what I should do. That

(Con't next pg.)

and an interesting negotiating CANBEE!

at this point, a few more words on mechanics are important. When you send orders in to a GM, you should send each game's orders on a separate sheet. Each sheet should have on it your name, the date, the game number, the country you are playing the season (or turn number), and then your moves. All this information must be clearly and legibly printed so your GM can read it. If your GM makes a mistake because he can't read your orders the result can be a disaster. The date is important if you change your orders before the deadline. Your name and the country are important for identification, as is the season of your moves.

One last word on mechanics -- FNM means No Moves Received. If you NMR all your units held. Your name and your game will be seriously damaged if you fail to order your units before the deadline. Several Gamemasters have told me that any player who changes his orders in or time will probably play better than most Postal players around. Many people have lost games by failing to meet the deadline for orders. It is a good idea to send moves in as soon as possible, as soon as you receive your last turn's adjudication. You can always change them later. I usually send in orders twice, in case the postal service loses a mail. Most Gamemasters will accept orders over the telephone. If you feel you can afford long distance calls, then you might be able to afford to be lax in mailing orders. Enough said.

A good way for a novice to gain experience in Postal DIPLOMACY is by offering to stand-by for a player who NMR's out of a game. There are advantages and disadvantages to this practice, however. First the advantages: 1) It will make your life very easy with you; 2) There's no gamfee; 3) Standby positions don't hurt you in the various rating systems around. The disadvantages are: 1) If you're not careful, you could find yourself in more games than you could comfortably keep separate in your mind, or write letters for. Keep a file folder on each different game. It should include notes on your plans, and a list of names and addresses of the other players in that game, plus a record of what orders you planned to send in each mid-turn as the turn develops; 2) Most standby positions are poor. Obviously if a player dropped out he was probably doing badly. Nobody quits a winning game. Also it's difficult to break into a game in which everyone has been busily corresponding for a year. But sometimes a stand-by player can breathe new life into a game, and many a standby position has gone on to a victory. It's your decision.

A good source of informative articles on DIPLOMACY is DIPLOMACY WORLD published quarterly by Nancy Jones, 1054 Magnolia St., Pasadena, CA 91107. One year is \$5.00 (4 issues). It is not a gazette, but you can learn a great deal about the hobby and playing from it.

"Hold!" I hear you say, "that's all well and good, but it doesn't really tell us how to play DIPLOMACY." You are right, whether or not I have previously said so. Next any discussion of strategy, tactics, and game tactics.

Tactics I define as the maneuver of your units in battle. Not all dictionaries agree on this definition. I believe tactics are best learned in DIPLOMACY from the play of the game. This can be done by studying the rulebook, studying published games, or by playing. An entire DIPLOMACY game was published in Vol. 13 #2 of the Avalon Hill GENERAL, which is as I understand, still available from Avalon Hill, 6517 Harford Rd., Baltimore, MD 21214. ((Sister check and see if these are still available -- RB)).

Strategy I define as your overall game plan, and the maneuver of units before battle is joined. Strategy is a complex subject, but yours will be limited by the rules of the game. If in mid-game a win seems impossible your best strategy may be to work for a draw. Your strategy should be flexible, because you are defining your goals, and how to achieve them. As a game progresses, treachery or a lack of success

(Don't next pg.)

Trembley (con't)

on one front may force you to adopt a different line of attack.

Your opening moves should be designed to accomplish two goals: 1) grab all the supply centers you can, because after the neutral centers go the rest are hard to come by, and 2) prepare to do battle with those countries which are your enemies.

This is where negotiation first comes in. Any country on the board can be wiped out by 1903 if it is attacked by three neighbors in 1901. Sometimes just two neighbors is enough to do it. You need allies, and you need information. You need to know who is allied with whom, and who is going to be attacked before it happens. You should always write every player in your game at the opening. If my experience is typical few players do this, and it is rare in a game in which you will regularly hear from all six of your opponents.

I can't tell you how to conduct your negotiations. But you should realize that in 1901 every player on the board is hoping for a win, and no player will help you at the outset unless he can reasonably expect some help from you in return. Outright lying is risky. If you tell France one thing and Germany another they may just compare notes and discover you're not trying to help either one of them. It is the murky area of half-truths and future intentions which will provide fertile soil for your Machiavellian machinations.

The last subject I'd like to discuss is ethics. Physical assault of the Gamemaster or other players is definitely poor sportsmanship. If someone stabs you, and you have him arrested for mail fraud, it will be tossed out of court. When I started playing DIPLOMACY I felt it was possible to play well without stabbing. I believe if you play for long you will change your mind. I know that if you keep playing you will be stabbed at some time. Cooperation and Treachery are built into the game. The psychological interaction can be exhilarating, and you can even make friends! If you approach DIPLOMACY with the proper frame of mind, you will find it a very enjoyable past time.

* * * * *

CURRENT STANDBY LIST

At this time, the following people are still ready to take on standby assignments. If I have left off anyone who wants to be on the standby list, please remind me once again as I have not deliberately omitted you but may have lost your name or some such stupid mistake on my part. Also, if you have never been on the MM standby list, now is a good time to become a standby. All you have to do is let me know. (Maybe even more than once). So, if you are thinking to yourself right now, "I have always wanted the chance to stab mercilessly and not be concerned about screwing up my valuable starting position," then let me know right away that you want on the standby list.

Currently on standby are:

Dave Graber, John Masters, Ron Kelly, Timothy R. Haffey, Paul Smyth, Denise Tucker, David Crockett, Dan Palter, and Dick Martin. Also on standby for the SUB-2 game is Rick Ragdale. Thanks!

* * * * *

MURD^RING MINISTERS' NOVICE STRATEGY SERIES

Well, I finally got this thing done! This series of articles first appeared in MM #'s 1-9. It is intended as a help to those novice players who are just entering into the fascinating world of pbm DIPLOMACY. If you would like to have one (there are about 12 left), send me 30¢ worth of stamps and tell me what you want and I'll send you one.

THE CONDITIONAL ORDER

by
Ron Brown

The "Conditional Order" is something that any DIPLOMACY player is likely to use in postal play at some time or another. DIPLOMACY is divided into "seasons" of play. A brief discussion on each follows.

Spring -- Each new DIPLOMACY year begins with the spring. Spring is a season of movement. Orders are given to order your units to do one of the three allowed functions: 1) move; 2) support; 3) convoy. This one season where conditional orders may be given.

Summer -- Any units forced to retreat from the Spring move do so during the Summer season.

Fall -- After units have been retreated or disbanded, Fall movement orders are given. These are exactly like Spring.

Autumn -- Any retreats from the Fall move are given now. See summer, above.

Winter -- New units are built and existing units disbanded according to supply center totals as appropriate.

So from the above, we can deduce that there are five separate sets of orders necessary during the course of a single game year. Now, in the case of MM, which is published monthly, it could take five months real time to play one game year if each season was ordered separately! Since the average pub DIPLOMACY game lasts until approximately 1910 or so, it would take over four years to finish! This is why most publications choose to combine seasons in some way.

MM combines seasons as follows:

1901-

- 1) Spring
- 2) Summer/Fall
- 3) Autumn/Winter

1902-

- 1) Spring
- 2) Summer/Fall
- 3) Autumn/Winter/Spring '03

Thereafter--

- 1) Autumn/Winter/Spring
- 2) Summer/Fall

All right. So we have established how the pub seasons are separated in MM. We still need to know what the "Conditional Order" is. If you look closely at the way the seasons are grouped you notice that several different orders can be due simultaneously. But doesn't the player have the right to see one season's orders/results before the next one is due? Yes. Of course he does. But if we make each season due by itself, we have the drawn-out game situation we discussed earlier. The solution to both of these is the conditional order.

Let's take the following example of a game and see how the "Conditional Order" works . . .

It's 1904 and you are playing England. The Fall season's orders were just printed and you succeeded in dislodging a German Army from Holland. Autumn -- where the German

(Con't next pg.)

CONDITIONAL ORDER (Con't)

retreats his now dislodged A Hol, Winter - what is built and/or removed, and Spring (1905) - where you order your units to move, are ALL due. But where will the German order his units? What will he remove? Don't you need this information in order to move your armies and fleets effectively? Yes. So you write your "Conditional Order." It might look something like this:

England 1980?? 4/25/80
Winter 1904 (No Autumn Retreats)
Build F Edinburgh

Spring 1905 Conditional Orders

A. If Germany retreats A Hol to Bel then:

- F Nth-s-F Hol
- F Hol-s-F Eng-Bel
- F Eng-Bel

B. If Germany retreats A Hol-Kie, then:

- F Nth-Hol
- F Hol-s-F Nth-Hol
- F Eng-Nth

C. If Germany retreats A Hol-Ruh, then:

- F Nth-Hol
- F Hol-Bel
- F Eng-s-F Hol-Bel

D. If Germany retreats A Hol-OTB (off the board), then:

- F Nth-Hol
- F Hol-Bel
- F Eng-Nth

And in all cases, rest of English units are ordered as follows:

- A Nwy-Swe
- A Swe-Den
- F Edi-Nwg

So, in looking at the above orders, you can see that every contingency in England's war with Germany has been allowed for. And no matter what Germany does for the retreats and/or builds orders England has covered himself.

If you read the "philosophy" section in NM #17 you're aware that NM combines seasons the way it does in order to speed up the games a bit, but that if the next time you want to base your orders as conditional on what someone else does in a previous season, you can use the "Conditional Order."

1979HN (Con't from pg. 6)

1905 SC Chart

Russia- StP, Swe.....(0) OUT unless A Swe-r-Nwy, then (1) -1

Turkey- Ank, Smy, CON, Bul, Ser, Gre, ~~Kia~~..(6) 0

1979HN Press-

ROME: It appeared that gifts of Turkish coffee were swaying the Kaiser -- could this be true?

* * * * *

1979AI WINTER 1905

Austria- Disbands A Pie

Italy- No Adj

England- Builds A LON, F LPL

Russia- Builds A WAR

France- No Adjustments

Turkey- No Adj

1979AI SPRING 1906 RUSSIAN A NWY WAITS FOR ENGLISH BOATRIDE TO SPAIN. THEY'RE STILL WAITING!

Austria (Garrett)*

A VIE-Tri.

England (Masters):

F Lpl-NAT; F NTH-Nwy; F Bal-KIE; A NUN-s-Russian A Boh-Tya; A BEL-H; A RUH-s-A Bel; A Lon-SPA; F ENG-c-A Lon-Spa; F MID-c-A Lon-Spa; F WES-s-A Lon-Spa; F Spa(so)-LYO; F Tun-ION.

France (Rodriguez):

F Pic-BRE; A Bur-PAR; A Mar-PIE;

Italy (Mooney):

F Rom-TYS; A Alb-Ser/a/; A TRI-s-A Alb-Ser; A VEN-s-A Tri.

Russia (Arnett):

A NWY-Spa/NSO/; A BUD-s-Austrian A Vie-Tri; A Boh-TYA; A Sil-BOH; A War-SIL; A BER-s-A War-Sil; A Gre-ALB; A SER-s-A Gre-Alb; F BUL(so)-s-F Con; F CON-s-F Bul(so); A Arm-ANK; F BLA-s-A Arm-Anl.

Turkey (Smyth)**

F Ank-Con/a/; F SMY-s-F Ank-Con.

Summer and Fall 1906 due 5/23/80 along with your votes. See Below.

There is a call for a concession victory to England and also a call for an E-R Draw.

Must be unanimous to carry. An abstention counts as a 'Yes' vote. In case both carry, it will be drawn to the proposal involving the most nations.

*Kirby Garrett has a COA - ASA, 1611 Connecticut Ave. # NW, Washington, DC 20009.

**Paul Smyth must regretfully inform all players he must resign. If anyone volunteers to take over his position, great, otherwise Turkey will be in CD in the Fall.

1979AI Press-

MOSCOW: How about a draw?

* * * * *

1979AN WINTER 1905 ((Note- German A Fin not listed last time supported G A Liv-StP. GM))

Austria- No Adjustments

Germany- Disbands F Den

England- No Adj

Italy- A Ven-r-ROM

France- Builds A MAR

Turkey- No Adj

1979AN SPRING 1905 AUSTRIAN MARINES LAND ON BEACHES OF APULIA!

Austria (Garrett):

A Pie-MAR; A TYA-Mun; A BOH-s-A Tye-Mun; A SIL-s-A Tye-Mun; A Cal-WAR; A UKR-s-A Cal-War; A SEV-s-English A Mos; A Bul-SER; A Alb-APU; F ION-c-A Alb-Apu.

England (Haffey):

A Lon-YOR; F ENG-Lon; F Bel-NTH; F Nwg-BAR; A War-LIV; A MOS-s-A Liv-StP.

France (Palter):

A Mar-BUR; A PAR-s-A Mar-Bur; F MID-s-English A Wal-Lon/NSU-imp/.

Germany (Sulzberger):

A Bur-BEL; F HOL-s-A Bur-Bel; F T Nth-EDI; A Fin-NWY; A STP-Liv; A PRU-Sil; A MUN-s-A Pru-Sil; A KIE-s-A Mun/

Italy (Smyth)*:

A Rom-TUS; F TUN-Ion; F NAP-s-F Tun-Ion.

Turkey (Masters):

A VEN-s-Austrian A Alb-Apu; F ADR-s-Austrian F Ion.

Summer and Fall 1906 due 5/23/80.

(Don't next pg.)

1979AN (Con't)

*Paul Smyth must resign. (See 1979AI). Would Dave Crockett, 2954 W. Belle Plaine, Chicago, ILL 60618 please take over this position?

There was one request for a separation of seasons. Four are presently required. Denied.
1979AN Press=

VIENNA-BERLIN: The Emperor calls upon the Kaiser to cease this senseless slaughter which stretches the length of Eastern Europe. C'mon, all we want is a nice parade down Berlin's main street. We'll be good, honest.

TOULON-SAN MARINO: Please to note direction of my fleet and build of army; deal still on as long as your fleets stay out of Naf, WMed, Tyrr, Lyo.

LONDON-BERLIN: Please note that Austria and England have completed their new communications network and find that it works very well.

TOULON-LINZ: Pie-War would be treated as nasty by Eng as well as myself.

VENICE: Excerps of an UPS interview with the Turkish Sultan in exile in Venice.

UPS: How do you like your new home in Venice?

SULTAN: It is terrible, smells worse than Tunis. My people are very unhappy here. And all these damn flies.

UPS: It is probably just as well, the Austrians covet Venice anywas and they don't mind stench or flies.

SULTAN? Well they are welcome to Venice, but first I have to plan for the Turkish future -- we must have someplace to go.

UPS: And just what are your plans?

SULTAN: Well we are exploring the possibilities. We have asked France for safe conduct through his territory for a sanctuary in Portugal.

UPS: And what is his reply?

SULTAN: No answer yet. French President Falter forgets very quickly that it was the Turkish intervention in Italian affairs in the Med that pulled Italy off his back. In fact he owes his very survival at this moment to this fact.

UPS: You are right of ocourse. But what about England, will he help you?

SULTAN: Maybe. He has offerred us Liverpool, but after two years of Italian occupancy we fear that it may smell just as bad as Venice. In addition, Liverpool would be very hard to get to.

UPS: What about Germany, will he help?

SULTAN: I don't know and I dare not ask.

UPS: Why is that?

SULTAN: Well in a certain sense the Turkish people owe their present existance to the fact that we annoy Germany..We cannot afford to appear friendly to the German.

UPS: It looks to me like you are coming to a dead end.

SULTAN: Don't be too sure. I still have a couple of cards up my sleeve.

UPS: And what are they?

SULTAN: A two of clubs and a seven of diamonds.

UPS: Those are lousy cards.

SULTAN: You're talking me?

UPS: AND why did you grant this intervie w?

SULTAN: Because you promised to shoo the flies away while I was talking to you.

VIENNA-TURKISH UNITS AT LARGE: The empire cordially invites all Turkish pirates, henchmen, and other undesireables to an evening of fun, rape, and pillage in downtown Berlin; clothes and weapons optional.

TOULON:(to Germany) Lacking orders I now puppet to England again. In answer to your question, yes, but not as much as my stomachs.

(Con't next pg.)

1979AB (Con't)

GENOVA-ROME: If you want to know the REAL reason for my Italian offensive, it's because you haven't written, and I'm sore as hell.
TOULON:(to London) Awaiting orders, Master.

1979G Autumn 1906 - Russian A Swe-r-Fin
Winter 1906

Austria- No Adjustments

Germany- No Adj

England- No Adj

Italy- Builds F ROM

France- No Adj

Russia- disbands F NAT

1979G SPRING 1907 GERMANDS FIND FRIENDS? VIENNA DECLARED OPEN-RUSSIANS MARCH IN!

Austria (Haffey):

A GAL-s-German A Mun-Sil; F ANK-Bla.

England (Grabar):

F Cly-NWG; F Nth-HOL; F Nwy-NTH; F Wal-ENG; F Wes-Tys/d/-r-Tun.
Naf, Mid, OTB.

France (GD):

A SPA-H.

Germany (Buspas):

F Swe-BOT; F Kie-BAL; F DEN-s-F Kie-Bal; A Mun-SIL; A BER-s-
A Mun-Sil; A Hol-KIE; A Bel-RUH; A Bre-GAS; A BUR-Mar.

Italy (Hachnel):

A Tys-BOH; A Tri-TYA; A VEN-s-A Tri-Tya; F CON-s-Russian F Sev-Bla;
F Tys-WES; F LYC-s-F Tys-Wes; F Rom-TYS; F Aeg-ION; A PIE-Mar.

Russia (Kuszynski):

F Bal-Kie/d/-r-Swe, Liv, OTB; A FIN-s-English F Nwy-Swe/NSO/;
A PRU-Ber; A Sil-s-A Pru-Ber/d/-r-War, OTB; A Bud-VIE; A Bul-RUM;
F Sev-BLA.

Summer and Fall 1907 due 5/23/80.

1979G Press-

CALICIA-EUROPE: I declare Vienna an open city. Whoever gets there first can have it. Who will get it?

BERLIN: German forces are jumping with joy at all the help which is rushing to fight against France! Even Austrians are looking for Frenchmen in Warsaw. We think there are some Frenchmen in Warsaw. Or, if not, perhaps in Moscow . . .

1979CF FALL 1905 FRENCH GOVERNMENT ABANDONS EUROPE AS FINAL ARMY IS ANNIHILATED!

Austria (Paltor):

F BUL(nc)-s-Italian F Aeg-Con/NSO/; A RUM-s-F Bul(nc); A SER-s-
F Bul(nc); A BUD-s-A Rum; A Tri-VIE; A GAL-s-German A Sil-War.

England (Haffey):

A IPL-Edi; F ION-s-Russian F Edi-Nth/NSO/; F Nwy-STP(nc).

France (Rodrigues):

A Por-Spa/s/.

Germany (Linsey):

A SIL-War; A Pru-LIV; A Yor-EDI; F NTH-s-A Yor-Edi; F DEN-s-
F Nth; F Bel-ENG; A BRE-H; A Bur-MUN.

Italy (Hefti):

A GRE-H; F AEG-s-A Gre; F ION-s-A Gre; A Pie-VEN; F Mid-POR;
F SPA(nc)-s-F Mid-Por.

Russia (Kerchner):

F Edi-s-English F Nwy-Nth/NSO/s/d/-r-Nwg, Cly, OTB; F SWE-H;
A WAR-H; A UKR-s-A War; A Sev-MOS; F Azr-SEV.

Turkey (Tucker):

A Smy-ARM; F BLA-s-A Smy-Arm; F CON-H.

Autumn and Winter 1905 AND Spring 1906 due 5/23/80.

1979CF 1905 SUPPLY CENTER CHART on next page.

1979CF 1905 SUPPLY CENTER CHART

Austria- Home, Ser, WV , Rum, BUL.....	(6)	0
England- Lon, Lpl, Nwy, STP.....	(4)	+1 no room to build
France- WV	(0)	OUT
Germany- Home, Hol, Den, Bel, Par, Bre, EDI.....	(9)	+1
Italy- Home, Mar, Tun, Spa, POR, GRE.....	(8)	+2
Russia- WV , Mos, War, Sev, Sve, WV	(4)	-2
Turkey- Home, WV	(3)	0

1979CF Press-

NISH-BERLIN: Yes.

NISH-ROME: Where are you?

NISH-TURKEY: What the . . . ?

NISH-MOSCOW: Surprise.

LIVERPOOL-EUROPE: I am just a little puppet looking for my puppet master. Where, oh where are you oh great puppet master, I cannot live without you.

LISBON:(to Moscow) At least you have outlived France!

LISBON-WORLD: Well, friends, it was a lotta fun . . . really. You'd better work together now vs the Black Tide or you'll all be speaking German before long. Form a stalemate line before it's too late. If you need help the Ghost of France is willing to help with strategy. Bye.

BERLIN: The Kaiser welcomes back Pope Paul with open arms.

GERMANY-TURKEY: Denise,

I love you. You are the sweetest, most adorable girl in the world. May I please kiss You? I want you SO much. Also, would you mind supporting me into Sevastopol?

* * * * *

1978II WINTER 1907 ALL DRAW PROPOSALS FAIL! ((Germany has 2 builds as he was playing

Austria- No Adjustments Italy- No Adj one short. GM))

England- Builds A LON Russia- No Adj

Germany- Builds A MUN, A BER Turkey- No Adj

1978II SPRING 1908 VATICAN FALLS TO ENGLISH WARSHIPS AS POPE DISAPPEARS!

Austria (Kelly): A GAL-s-A Vie; A VIE-s-A Gal; A BUD-s-A Vie.England (Michalski): A STP-Mos; A LIV-s-German A Pru-War; F Tys-ROM; F Tun-TYS; F TUS-s-F Tys-Rom; F Mid-WES; F Por-SPA(sc); F Nat-MID; F Nth-ENG; A LON-H.Germany (Pilant): A WAR-Gal; A SIL-s-A War-Gal; A BOH-s-A War-Gal; A TYA-Vie;A PRU-War; A BER-Prus; F BAL-H; A Mun-BUR; A PIE-Ven.Italy (Kelley)* NMR! Has F TRI; A VEN; F NAP all hold; A Rom-H/a/.

Russia (Masters): A MOS-H.

Turkey (Rodriguez): S Sev-s-A Ukr/amb/; A UKR-s-Austrian A Gal; A RUM-s-Austrian A Gal; F Eas-ION; F AEG-s-F Eas-Ion; F Apu-s-F Eas-Ion; F ADR-s-Italian A Ven.

Fall 1908 due 5/23/80, along with draw proposal votes. (yes there's another see below)

*Would Dick Martin, 26 Orchard Way, N. Rockville, MD 20854 please send standby orders for Italy?

There is a call for a E-G Draw. Abstentions will count as a "Yes" vote. Must be unanimous

1978II Press-

GENEVA: The hustle and bustle of the railroad station always fascinated Afghai. He loved to sit there, as long as it wasn't too long, and watch people. He was always amazed at the behavior of Europeans. Other heads of state were ready to depart for home. Afghani had enjoyed meeting Pope John and Emperor Ron; they came to agreement on many issues. "Too bad we could not get King John and Kaiser David to come to terms" was the message echoed by both Italian and Austrian diplomats.

(1978II Press con't next

Pg.)

1978II Press

GENEVA (Con't)

Afghani glanced towards a commotion at the baggage check in. As usual there was King John and Kaiser David. You always saw the two together and King John's knuckles were always white as they gripped the ring that he had long ago attached through the Kaiser's nose. The English entourage were busy scrambling along the tile floor trying to catch some coins from a sack that had slipped off of the English Monarch's belt. The coins skidded and rolled all over the place like a schoolboy's marbles dropped in a classroom. One coin jetted out from the others and was slowly losing its momentum as it reached Afghani. He lifted his foot slightly then trapped it beneath. When the commotion died down he picked up the coin and examined it.

"Very interesting coin," he remarked to an aide. "It has the exact same likeness and inscription on both sides: 'Good for one Calhauer Point'."

"What does that mean, Afghani?"

A cynical grin came to Afghani's face as he shook his head and then laughed.

"Ah, my friend the ways of the West are strange indeed!"

* * * * *

LEEDER ANNOUNCES 1980 POLL

John Leeder is running the "Fourth Annual North American Zine and GM Poll" again after I've heard some rumors that he wasn't going to do it this year. This report, taken from THE TETRACUSPID #42, quotes Leeder:

"If you receive or have received during the last year, a DIPLOMACY publication published in North America, you are eligible to participate in the Zine Poll. Give each zine you receive a rating on a scale of 0 to 10 (no fractions, please), with 10 being the best possible rating and 0 the worst possible. (It is not necessary that one zine you receive be given a 10 and another a 0; just assign each one a number of whatever size between 0 and 10. Do NOT give your favorite zine a 10 and your least favorite a 0 as a matter of course only. I mention these only because some people have done this in the past.) It is not necessary to explain to me your rationale for each rating; it'll never be printed or, probably, read. You may use whatever subjective criterion you wish to arrive at your rating.

If you are playing in a postal DIPLOMACY or DIP variant game, or have done so within the past year, you are eligible to participate in the Gamesmaster Poll. Give the GM a rating on a scale of 0 to 10, similarly to your rating in the Zine Poll. The GM should be rated by name; a GM rating where the zine only is named will not be counted. (a) some zines use guest GM's; I don't know which, nor do I always know such GGM's name; b) I don't know the names of all zines and publishers any more.)

Only votes which follow the above format will be counted; deviations will be ignored. (It always fascinates me what inventive screwups people manage to come up with!) Unsigned ballots will not be counted.

Sign your ballot to avoid duplication (but your votes will be kept in strictest confidence). Indicate some way in which you participate in the hobby, e.g.: player in _____, subscriber to _____, publisher of _____, specified hobby functionary, etc.

(Con't on pg. 19)

You're traveling through another dimension. A dimension not only of sight and sound but of mind, a journey into a wondrous land whose boundaries are that of imagination. That's the sign post up ahead your next stop the....

T W I L I G H T Z I N E #1

Welcome! I'll bet when you first picked this up you thought "Oh good! It's Z, now I can read some clever words by Alfred!" Wrong! Sorry but you will see little of my work here. I save the good stuff for my fakes. I have better things to do then to write and type. If you want something to read pick up a cereal box instead because you will not be reading much here. Seriously folks I will add exciting filler (possibly the story of Gergo, what a night, or my running exploits) when and where space permits. I do not know how clever it will be though. I would like to solicit materials from you so if you have an idea for an article work on it. It's game time now.....

- 1980 AS 1901
- EUROPE WAR: RUSSIA OPENS WITH "THE OCTOPUS", GERMANY'S MOVES VERY KRAFFT!
- Austria (Wildman): A VIE-Tri; A Bud-Ser; F Tri-ALB.
- England (Miller): F Lon-Eng; F Edi-NTH; A Lvp-YOR.
- France (Grabar): F BRE-Eng; A Par-PIC; A Mar-BUR.
- Germany (Kraft): A Ber-KIE; A Mun-RUH; F Eis-NOL.
- Italy (McKibbin): A VEN-Tri; A ROM-Ven; F Nap-ION.
- Russia (Albrecht*): F Stp(sc)-BOT; F Sev-BLA; A War-GAL; A Mos-STP.
- Turkey (Dunn): A Cog-BUL; A Smy-ASK; F Ank-CON.

- London: We are most distressed by the lack of communication. The Government estimated his players' literacy. The California public school system is obviously at fault.
- Paris: Peace is all I ask of my neighbors, and the like shall be returned.
- Venice to Vienna: Has the New York City Transit strike affected the postal service in and out the city?
- Venice to Paris: Has the New York City Transit strike affected the postal service in and out of the city of Chowchilla also?
- Italy to England: How may I be of service?
- Da Pope to the Kaiser: Ima willin ta be a frenda youse buta youse no havta threaten me, hokay? Givame sumptin besidesa stories thata others wants mis-directa youse wit and I'll bea frenda youse hokay? Amicos?
- Voice of the Vatican (As sent to Radio Free Bakersfield): Deaths and imposters abound. Shortly after the death of the beloved John Paul II (not long after the death of his predecessor John Paul I) an imposter appeared on the scene, "crowning" himself Pope, putting on the shoes of the fisherman, calling himself Press con' on next page:

Alfredo Alfredo I. He raised havoc among the people of the world when he too was stricken only to be reincarnated as a guest gamemaster under the nom de guerre of Alfred R. Rodriguez. Breathing a sigh of relief at the death of the imposter, but becoming increasingly fatigued at the process have finally chosen an obscure Italian who for the sake of simplicity has chosen the name of Matthew I.

+THE FIELD (The GM's press dateline): Imposter! You my son are a USURPER. Alfredo-Alfredo I lives. Holy Mother Church will absolve you upon a good confession and proper penance. Bless you.

+London: ENGLISH PRESS - PRESSE d' IMPRIMERIE LA FRANCE DIG THE BEAT? Attack France. Attack France. Attack France. Attack France. Time to attack. Attack France. Attack, attack. Fight, fight. Time for freedom. Kill those bastards. Time for freedom. Attack, attack, attack. Yeah. Yeah. Fight for freedom. Chew then up and spit them out. Yeah. Yeah. Yeah. Yeah. Kill. Kill. Kill. Kill. Yeah. Yeah. Yeah. Yeah. Whoooh. Here is a speech for you: Friends unite and do battle with me to my enemys ground. Routing these Gaullic galoots are of the utmost importance. In many games France wins easy. Lets snip the bud now. Everyone should avoid allied help for France for it is doomed. No agreements will be make yet on who gets what. Do all you can do on the campaign, goodluck.

+THE FIELD: Well gang a very interesting start Fall 1901 orders are due May 23, 1980. As usual phone orders should be in the night before. Along with your orders let me know how you feel about my standby proposal.

*CHANGE OF ADDRESS JEFF ALBRECHT, P.O. BOX 7037, MURRAY, UT 84107.

STANDBYS?

Attention players I would like to propose that we run this game without standbys. Before you say ridiculous read on. I believe, that Diplomacy is a contest between the seven original players. To insert new blood into a game via the standby you sometimes changes the whole trend. If you have been locked in a many year one-on-one conflict and that player drops (many times I believe in frustration) why give his country a transfusion. Let it bleed to death! In real life I would consider this abandonment of a position anarchy. If a head of state in reality disappears chaos follows; so it should be in Diplomacy. The only time when a standby would be allowed would be when a player resigns and appoints another to take hes place; call it an orderly succession of rulers. Understand that this is a proposal and if any one player objects we will run the game with standbys. So with your next set of orders please include your responce. If you do not respond then I will consider it a nod of approval for my suggested policy.

In answer to a couple of questions:

1) Black press is not allowed; you are free to write press from places like Iceland and Switzerland. This is not as devious but the source is not traceable.

2) Spring 1901 NMR's will cause units to hold neutral orders will not be used. Same goes for no builds received. This is one point my houserules differ from Murdr'ing Ministers.

3) My room mate has played Diplomacy and can take phone orders; just be sure he reads them back so everything checks-out.

NEXT ISSUE will see TZ #2 lift off the launching pad. TZ #3 is open; preference will be given to new subbers and those who send along healthy bribes!

TWILIGHT ZINE is brought to you by Alfred Rodriguez, 2613 South Eye St. Bakersfield, Ca 93304 Phone (805) 3246820 or 3265176.

LEADER POLL (con't from pg. 16)

Any hobby participant anywhere in the world is eligible to participate; however, please vote only for North American zines and GMs.

Send entries to me (John Leader, 121 19th Avenue, NE, Calgary, Alberta, Canada t2E 1N9), before the end of June. (The deadline will be followed strictly.) Last year, 72 valid ballots were received. Let's increase that total; we're still nowhere near the British hobby's total of several years ago!"

((I hope that everyone participates in this poll. It gives publishers some feedback on what people think of their zine. I will be casting my vote; Will you?))

* * * * *

 REVISED GAME OPENINGS

DIPLOMACY - One game opening remains! I must be crazy. Alfredo has twisted my arm and ~~forced~~ me to announce one more game opening. This will be the third and final game in the TWILIGHT ZINE. When there are so many people wanting to get into games it's really hard to say "No". So we haven't . . . yet. But absolutely, positively this will be the final gamestart for many a moon. MM will restrict itself to six DIPLOMACY games for awhile and TZ will keep it at three. Therefore, if you want in the last opening, move fast! Those entered are: Mark Kraft, Dan Kussynski, Paul Goodrich. The first paid entries that arrive have the gamespots (4) that remain. Don't delay! \$3.00 gamefee plus sub to MM.

* * * * *

 IMPORTANT ANNOUNCEMENT

According to my records the following people owe me money and/or gamefees:

Name	Sub. expired with	gamefee
David Barker	18	
Tom Sherwood	18	
Paul Smyth	18	
John Michalaki	13(?)	
Dave Grabar	18	\$3.00

If I am in error please point it out to me. If I don't get a response and/or money by next deadline those players will forfeit their positions and someone from the standby list will be called to assume their place. Don't let this happen to you!

* * * * *

 READERS' RHETORICAL REPLIES

((from Timothy R. Haffey regarding the "Las Vegas \$20,000 Tournament"))

In case you haven't heard yet the National Diplomacy Championship in Las Vegas is a ~~big~~ big hoax. Someone went to a lot of trouble and money to play their little
(Con't next pg.)

RRR (Con't)

game but I, for one, don't appreciate it. It cost me a lot of money in stamps to explain to everyone who sent me an inquiry that the whole thing was asphony. If I ever meet this clown I probably will try to get him into a dark corner somewhere and do mean things to him.

((Timothy was listed on the "announcement" that went around as being a regional coordinator. Because of this he was bombarded with requests for information on the "tournament". I agree that the hoax was cute but it's getting carried a bit too far when others are made to bear the brunt of the expense in informing everyone that the whole thing is, in truth, nothing more than a fake. Anyone else care to comment?))

* * * * *

WRAP-UP

Well, once again, the deed is done. I hope that it meets with your approval. A couple of quick comments - Did you notice that there are no less than three kinds of type in this issue? I'm finishing this up during lunch at work and using an IBM Selectric. Talk about nice (this is the only way to type). Maybe I can think of some way to use it more often. Please notice that a couple of addresses on the Mail List are out of date already. Kirby Garrett has a COA (see #979A) as does Matt McKibbin (see the TZ). Paul Hefti's is the same as it used to be. Well, I will trust you all to have a nice month ahead. Maybe next time I can even tell you about my first postal win ever. Bye.

* * * * *

Would you please standby in game _____ on page _____ ?

Your subscription expires with Issue # _____

Notes of Note:

* * * * *

MURDERING MINISTERS
Ron Brown
1528 El Sereno Pl.
Bakersfield, CA 93304

PRINTED MATTER



RETURN POSTAGE GUARANTEED

Jerry H. Jones
1854 Wagner St.
Pasadena, CA
91107