

Murdering Ministers

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STUFF

MURDERING MINISTERS is a gamesine dedicated to the play of postal DIPLOMACY and other multi-player wargames, but mostly DIP. MM is brought your way from now on with a price increase from the old ridiculously low price of \$4.00/12 issues. (See below for the details on subscription rates). MM is published by that little old Main Minister, me; who happens to be using the alias of Ron Brown, 1528 El Seseno Pl., Bakersfield, CA 93304. Phone is (805) 834-8409.

Well, got a lot of shit to shoot this month, so sit back and relax, partner; this may take awhile. Notice that I used the word shit in the above sentence. I don't really give a shit about using the word shit as, you know, shit is such a commonplace word. If someone does you wrong you might say, "He really shit on me!" Or like when I'm giving Char a bad time she might say, "I don't have to take that shit!" And so on. The reason I'm digressing so much about that brown substance we call shit is that in many press releases this issue I deleted the word shit. If any of you really give a shit let me know and don't be afraid to express the shit out of yourselves. As for me, I'm getting tired of talking about the same old shit, so if you care much about whether you see the word shit in print in these pages, let me know. Whoops, gotta go take a shit now. I guess I'm shit out of luck! Please don't write and tell me this was a shitty discussion!

Well, now for the really B-I-G news. As mentioned above the subscription rates will be taking a rather large hike. Not that big but substantial enough. The cost for 12 issues of MM starting next issue will rise from \$4.00 to \$5.50. The reason for such an increase is, I hope you will agree, legitimate. As briefly mentioned last issue, MM will be changing its reproduction starting with, hopefully (barring some unforeseen shipping delay), next issue. I'm going to go out on a limb and buy a mimeograph machine. The print quality is SO good that it will rival the quality of ANY zine on the market. The zines you can think of that have really super repro (VOD, DW, BE, D&L, BF, etc.) will not be superior to what MM will present for you soon. That's the good news. Now the bad news, as they say. It's going to cost well over a thousand bucks! In order to cut my loss, my substantial loss, sub rates are going up. But even at this price the subscription rate for MM will be very comparable to other zines on the market. In fact it will be much lower than many! So I hope you will agree with me that this will be worth it. Whenever I get negative criticism about MM, it is nearly always regarding the ditto quality. Let's face it. The very best ditto copy will at times be a burden on one's eyes and blur once in awhile. I will be VERY surprised if anyone is not completely satisfied with the change. However, to show that my heart is in the right place and to show my appreciation for all of you who have subbed up to this point, I will make a limited, one month offer: anyone who subscribes for another 12 issues

MORE STUFF ((Can't from pg.1))

before the next deadline (9/19/80) can have it at the reduced price of only \$4.50/12 issues. This price is peanuts for what you'll be getting (I think anyway, but then I'm prejudiced) so I hope many of you will take advantage of this limited offer and sign up now for another 12. Of course, any of you who have recently resubbed will not be affected by any of this until your sub (current) expires. Well, I'm really excited about this but enough said for now.

Like I said, there's a lot of hobby news that's come to my attention lately that most of you may have heard of already but, nonetheless, deserves some room here. First, Jack (Black Jack) Masters' new zine, BLACK FROG, has been faked! That's right, post-marked on the 14th of Aug. just a scant 7 days after the latest BF was mailed. I hope everyone gets a chance to see a copy as it is quite entertaining. Included within are "Jack's" much publicized "snapshots" of Kathy Byrne. She has a strange resemblance to a famous work of art! Also inside is the "result" of the LEADER POLL. Interesting. I always thought Bernie Oaklyn did a great job! The rez. must be seen to be fully appreciated. I would guess that John Michalaki is at least involved and perhaps the sole perpetrator although Bob Arnett might also be involved. All right, you guys. Confess! (So I can congratulate you!)

Other recent fakes include a fake EGNOC (which M John has practically confessed to: Michalaki, that is) and a fake BRUTUS BULLETIN entitled, appropriately enough, BRUXUS BULLETIN. I've seen a couple of publishers guess that Mark Burch was responsible because of the Alexandria, VA postmark but all of us in the know realize the true culprit of this one is Brux Linsey. Bruce was even in Virginia notlong ago visiting Bob Arnett but this is easily explained in a number of ways as there are quite a few people in the vicinity who could have mailed them for Brux. Both fakes are clever and worth reading for their entertainment value!

Mentioning good old Bruce above it reminds me to say that it must be in his stars to always be a controversial figure in the hobby. In fact, I think Bruce likes it so much he stays awake at night thinking of ways to be controversial. In case you haven't yet heard, at ORIGINS Bruce was in a game with Lee Kendtzer, Jr. They were NOT exactly allied apparently and Lee made a threat to "murder out" against Bruce in every game thereafter they found themselves in. Bruce apparently believes he meant it and has denounced Lee Jr. as a "cross-game" player. (By the way, I Dick Martin in his latest monster issue of GRAB DOTS ((I guess that name's here to stay, sigh)) verifies that Lee did make that threat). In response to this incident, Lee Kendtzer Sr. denounced Bruce as the next "Bernie Oaklyn"! Let John Michalaki tell it in his words: ". . . it ((WHY ME? #31)) had an editorial denouncing Bruce Linsey for denouncing Lee Jr. for what Brux claimed was "cross gaming" when Lee Jr. said something about 'I'll get you next game' or equally innocuous when stabbed. Normally Lee ((Sr.)) would be the last person to resort to personal attack, so Brux must have smarted. Not that I mind seeing hobby feuds -- I personally think they're more interesting than a lot of what goes on -- but I was surprised to see it in WHY ME? Bruce mentioned it in his VOICE OF DOOM, but I thought it was overstated then and paid no heed. Lee compares Brux to Bernie Oaklyn though, so I gather this isn't a Kathy Byrne type complaint that comes on loud this week, then all apologies and backpeddling next week. Jus as well. I feel that if you're going to denounce someone, go ahead and denounce them as an ass-hole and stick to it, or else don't bother denouncing them at all. Both sides here seem to have agreed . . ." ((taken from BRUTUS BULLETIN #70)). Huzzumama. Well, it just seems to me that Bruce is at it again! Probably just to keep us all entertained!

((Can't pg. 20))

and now, introducing for joy or for woe, on behalf of the hobby, we present . . . 3

BIG-TIMER MAGAZINE

The idea for BIG-TIMER MAGAZINE is blamed jointly on Ron Brown, Al Rodriguez, and Dan Kuszynski. Since both Ron and Al already publish zines I was commissioned for the first issue, a travel guide to Northridge GLASCON V.

We packed Al's work truck with free gas and our meager belongings and headed to our first stop, the liquor store. It was about 95 degrees in Bakersfield and would be 120 degrees on the road to the Grapevine. We had our work cut out for us since we would never get ~~me~~ over the ridge with the truck loaded down as it was. So we persuaded Ron to just take ~~h~~ his clothes with him and leave his dresser at home. We further lightened the truck by drinking as fast as we could and throwing the empties out.

The trip to our next stop was fairly uneventful and time was passed with bragging on our current games and past victories and of course talking about Bruce Linsey. Talk was also heavy on the origin of our host's new zine name, "BLACK FROG". By the end of the trip I would finally come up with the source of the name but the immediate result of our talk was dubbing Jack, "Black Jack Masters" which stuck with him all weekend, and since he rarely ~~was~~ answered to anything else, I assume he will never answer to anything else except when Ron talks to him. He still calls him Dr. Masters.

We arrived at Black Jack's late and after only a little ridicule and after telling Jack his new name we left for GLASC via the liquor store. I got Coors, ever-so-trim Ron got Coors Light and naturally Al got Dos Equis. Jack felt he might get lucky that night so he chose sobriety and tear away underwear.

We arrived just in time for the DIPLOMACY tournament and were given our countries. Ron as France and myself as Italy were placed in the same game and Al as Russia and Black Jack as Austria in another. It was a good split since I knew I couldn't work with Al after he let me open two beers with my teeth on the way up, and then told me he had an opener.

I chose to highlight the game Ron and I were in since Al and Black Jack's game would shake the readers too much.

The game opened with an Italian-Austrian alliance and a non-aggression pact between Italy and France in which Italy received Paris, Belgium, Spain, Portugal, and Marseilles and all the Austrian home centers. Italy was in second to Turkey and won on the last move on two illegal orders by Russia and England. So the Pole from Italy advanced to the finals to be held the next day.

We left the tournament with Kuszynski the only representative of the weary and drunk travellers to make it to the finals with Black Jack and went to dinner. Ron ordered another schooner and opened with his famous "knock over the water ~~gait~~ glass" which Black Jack received in his lap without a wince. It was discussed later that he must be dead below the waist and something down there might be mistaken for a Black Frog, and that was surely the origin of his zine's name.

We finally got to sleep on Black Jack's floor and had an uneventful night except that it was evident that Ron enjoyed his Chile Ole from the restaurant.

Next day we rose and dying for a shower, we left for the liquor store. Al decided the van needed more beer and bought an icechest, filled it and put it in the back next to the pom-poms, (that my companions were to use during the DIPLOMACY finals.

The time before the finals was spent in the dealers' display rooms and slumming around the other games. I saw one Dungeon and Dragons freak walking around in a monk's robe with his arms up his sleeves and a rope around his waist babbling about fireballs. In another room an armor battle was going on and one player was dressed in black: a black beret with a long red feather in it. His chest was covered with medals with clusters on his clusters. About these women were in the

(Con't next pg.)

HIG-TIMER MAGAZINE . . .

...ing but it's hard to get ~~ix~~ turned on when women have sweat stains down the front of their blouses. I don't see women that look like that often. Thank goodness.

We played in two more DIPLOMACY games before I had to play in the finals. There I drew Russia. I know little of the game my companions were playing in while this was going on except that Black Jack was in Sevastopol as England so I'm sure he will write an article with ~~his~~ lies on how he did it. I did catch glimpses of Al going around the room telling people he knew me.

After the final game reached 1905 my companions gathered around to give condolences on my position since the 'Big-Timer' was at four pieces as Russia and locked in a four way tie for last. I retreated outside with our illegal brew in the ice chest and found new strength, returned to the game and won. My colleagues had mixed emotions on my victory. I'm sure they were glad but were afraid of the likelihood of a night long seminar by me on how to play Italy and Russia in DIPLOMACY!

After dinner we indulged in a 7 player KINGMAKER which lasted for 5 hours and ended in a 6 player draw. It would have been seven but I eliminated one on a rules interpretation. We later found I was wrong.

Sunday was a pretty uneventful day. We organized a pick-up DIPLOMACY game which ran smoothly until Black Jack's wife came to the game to take him home. He knocked his chair over getting up, and, although he was allowed to stay, he had sweat beads on his forehead the rest of the game and never wrote correct orders after that.

We limped on home Sunday afternoon without much to tell about besides Ron holding my ankle while I got beer from the back of the pickup while we were on the freeway and me cutting my lip on a beer can and tearing Al's rear view mirror off trying to look at it. We arrived safely home without showers.

Ron, Al, and myself wish to thank Black Jack for his hospitality and look forward to his visit in our realm on July 26th along with Dave Grabar and four northern California cronies. Big-Timer Magazine will cover the event.

Any DIPLOMACY players also travelling for games are welcome to submit accounts of your travels to:

RE HIG-TIMER MAGAZINE
c/o Dan Kuszynski
5700 Ming Ave. #70
Bakersfield, CA 93309

To initiate HIG-TIMER MAGAZINE we are having a cryptogram contest with a free insert of HIG-TIMER to all winners. Email answers to the above address. One entry per person. Send

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(Many thanks(?) to Dan for such superb coverage of this fine event. Of course, everyone should realize that the opinions expressed belong to the author alone, one Dan Kuszynski. While the reader must decide for him/herself which of the above descriptions are fact or fiction, I will say that there's ~~some~~ plenty of both in the above "zine". I hope you enjoyed it and that Dan will add to our readers' ~~total~~ enjoyment by adding future installments of HIG-TIMER MAGAZINE!))

DIPLOMACY -- WHAT IT IS
AND WHAT IT ISN'T

by
David Norman Grabar

The reason I'm writing this article is to clear up some questions for a few people I've ran into. The beginning DIPLOMACY player feels that DIPLOMACY is just a simple little game with a few blocks and pieces. All the players race to get to 18 centers so they can be the Winner. And, if they can't win, they agree to draw and share in a victory. That's it!

Well, that's not it! People don't understand the mind of the TRUE HARD-CORE DIPLOMACY PLAYER. There is no such thing as a shared victory. The only way to win a DIPLOMACY game is with a single 18 center glowing victory. Anything else is considered a loss. The Hard-Core Player uses everything at his disposal to achieve this success. EVERYTHING!

I recently played a game with a few novices and average players. There were only 2 HARD-CORE Players in the game. The novices and average players were upset because of the tactics I, and the other player used. You see, time is on the side of the HARD-CORE. He knows that if he can continue the game, the possibility of a stab increases evermore. And, as long as the HARD-CORE is in the game, there is only going to be one winner. Even if the HARD-CORE has only 1 center, he will fight to the death and always refuse to end the game.

Just a few examples of the HARD-CORE's tactics: One is Time, as I stated above. Time is a great ally of the HARD-CORE. The HARD-CORE knows that average players and novices will soon grow tired. This is deadly to them. The HARD-CORE is as tired as they are, but, he will never let them know it. Instead, he will tell them that he is as fresh as a daisy and the game has just begun. There is no way He can see a clear-out victory. Thus, if he is in a hopeless position, he will accept only a draw if he is included. If he is in a decent position, he will accept only a win (His). The other members of the board tell him he is crazy, but, he knows they will agree. Otherwise, they will have to fight on. They know they can defeat him, and he knows it also; better than anyone else. But, the HARD-CORE also knows that through his experience, time will eventually be his best ally. I have used this many, many times to achieve successful victories. This holds in face-to-face as well as in a mail game.

Another deadly weapon of the HARD-CORE is the power of the Vote. Even with one center, he can manipulate the other players into what he wants. You see, his vote is equal to that of all the players on the board. A simple "no" will wipe out six "yes" votes. This sets up the stab possibilities, the distrust and another game year. Players become more tired and may make mistakes. Anything can happen and it may. Beginners and average Players don't really know how powerful this is. The odds are, they have never used it. It really generates a feeling of power. The other players immediately hate you for making them play out an obvious result. Generally, you can cause them to accept a shared victory, or play out and do dumb things.

A great advantage to the HARD-CORE is the novice. He has never stabbed, and doesn't have the taste of fresh blood in his mouth. The HARD-CORE knows he will never let the novice have a stab at him (Heaven forbid). The novice is manipulated to help the HARD-CORE. He will believe anything, and he is open to the lies and deccits of the HARD-CORE. A true HARD-CORE WILL string him along and

((Con'tnext pg.))

GRABAR ((Con't from pg. 5))

wasting out every ounce of usefulness in the novice. Then he will fling him along the wayside, along with the other rubble, as the HARD-CORE achieves his Single Victory.

Average Players are nice to have around. They don't make the dumb mistakes of the Novice, but they still have the novice qualities. Such idealisms are:

- 1) I make my alliances to last the game and go for a joint victory.
- 2) I give my word I will not do that ("and that's as good as gold").
- 3) You (the HARD-CORE) are an experienced player and I want to ally because you are good at tactics and can help.
- 4) I know which two countries are the winning combination - and you're one of them.

The HARD-CORE loves these statements. He's got his fish on the line and can't wait to stick the hook in deeper. The average player may be as good a tactician as the HARD-CORE, but the HARD-CORE will use anything to get his advantage.

The Middle Game is full of manipulations that no one is even aware of. Even an experienced HARD-CORE has a difficult time seeing them... And, the other players never do know what happened. Any HARD-CORE, worth his salt, will never tell all the dirty diabolical things that went on. He will use them over and over. He would like to shout to the world how he maintained his centers, or got another build, but he doesn't dare. He sits back and says, "Gee, that was an accident." But he does it in such a way that the other players feel that it could have been done on purpose. He tries to leave an element of levity so it can begin over again. I stabbed a player 7 times in a row and used the same statement, "Gee, that was an accident." He went away happy and I went away a winner.

The HARD-CORE stabs with tact. He never wants to get another player mad at him. If he does, he will try everything possible to ease this person's anger. Statements such as "You're just too good to have in the game" or "It had to happen, and I could never have fought you off, so I had to get the first blow in" or "I am really in trouble now, I don't even know why I did such a foolish thing; I'm really sorry." Anything that will suck the stabbed player in to throw him off guard. Then continually compliment him on his tactics and good playing as you knock him out of the game. He will go away with a good feeling, and he won't come after you in the next game. I have stabbed players in 6 games in a row, and in each of the next games, they were allied with me until the Knife fell.

The End Game is where the HARD-CORE shows his true colors and skill. The players sit around and try to decide who won. The HARD-CORE pulls out every trick in the book. This is where he says (with 1 center), "I don't think I will be eliminated. I'm still a strong force. Then get the players arguing amongst themselves. Get votes and proposals to come around and vote "no". Keep the game alive. Anything can happen. Examples. A player will quit and I say "fine, he is in CD and we can continue without him? He has the option to go CD. I will sit here all night because I'm in a stable position and won't give up. Thus, I'm part of this draw. Just the other day, E/G was going to win the game. England had to leave. I was a 4 center France. I pushed through a draw that had France as a part of it. My arguments were, I held out against E/G for 5 years, and I was still powerful. (There was no doubt in my mind, from the beginning that France would have been killed). But, I used the element of time to achieve the draw.

Thus, is the profile of the HARD-CORE DIPLOMAT Player. He must win at all costs. He will use anything he can to achieve this. He will take advantage of

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GRABAR ((Con't))

every player at every possible moment, in every possible way. He will stab with feeling. He will use everyone. I LOVE DIPLOMACY!

P.S. -

I played twice in a game where every player had 5 years or more experience, and everyone knew what was going on. No one would give in and the game continues. One example of this is in Ron Brown's HURD'RING MINISTERS. There are 4 players left, and no hope for a victory in sight. It is already 1912. We just sit and try to manipulate each other. Victory will never come out of this game. We all know it. But, there is always the kicker that the HARD-CORE waits for. An important MMR can happen or a player may move, or even die! Anything can happen.

((Thanks for the article Dave. Although I think some of this may have been written a little tongue-in-cheek, there are some good pointers to keep in mind. I think I can remember being present at a few of the games that Dave uses as examples and I must be one of those "novice" players he talks about. Hope you enjoyed it.))

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WHAT TO DO AFTER THE STAB -- or
HOW DO I GET THIS THING OUT OF MY BACK?

by
Conrad Shortley

((The following article arrived at my house under mysterious circumstances. I was stepping outside late one night to turn off the lawn sprinkler when I heard some paper rattle at my feet. At the same time I saw the dim outline of a short, funny-looking individual running down the street laughing hysterically. The figure disappeared into the shadows and was gone, leaving only the pile of paper on the porch. I have assumed that this person wanted me to publish this, the article that was left on my doorstep. The only identification is the name which appears above, one Conrad Shortley. The name is one that I remember seeing in an article written some time ago by John (Blackjack) Masters and it seems I remember someone saying that Shortley was a pseudonym for Mike Hartman. However, Mike is rather tall (about 6'6") so unless he hired a dwarf to deliver this to me it wasn't him. Anyone having any clues to this mystery is urged to contact me at once. In the meantime, read on and judge for yourself the literary merit of Conrad Shortley. - RB))

You know the feeling. You're in the process of playing the greatest game in Diplomacy. You have one loyal, devout, dependable ally whom you trust completely. Everyone else on the board is either dead or stymied while you and your ally grow more and more powerful. Everything is going your way . . . you even leave your backside unprotected knowing that it is completely safe. After all, no one but your ally can hurt you there and you KNOW he won't. You have him eating out of your hand. The next moves results arrive and you anxiously open the zine to see your next successful move in print and then . . .

Two hours later, as you come to on the floor wondering what hit you, you remember what caused your departure from the realm of consciousness: YOU'VE BEEN STABBED! That loyal ally in whom you trusted has stopped the attack on your mutual foe and has taken

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SHORTCUT ((Don't from pg.7))

the most crucial 8 centers you own on the fall turn. Now, the question is . . . what do you do? The answer is simple. Merely choose from these three choices: 1) Call the erstwhile "ally" and tell him you are on your way to his home state with a 100 Magnum (not the champaign variety); 2) Write everyone else in the game and tell them what a bastard he is (this won't do you any good in the game but it will make you feel better; or 3) cheat.

If you choose choice number 1 above then this is how you go about it. First, of course call the queer on the phone and tell him what a quaser he is. After about 20 minutes of follow-up profanity (use your imagination!) tell him you'll be driving by his house in a couple of days and you plan on kidnapping his wife, children, or dog and hold them hostage until he pulls back from your borders. If this threat doesn't work, say you will blow his head off with the aforementioned weapon. If this doesn't get you any results, wimper and cry morosely into the phone. Describe the large tears that are dripping down your face ruining your carpet and the snot that's making it more and more difficult to breathe. If this isn't enough, go to choice number 2.

After failing with number 1, here's what you need to do: write or call everyone else in the game and tell them how badly things have gone in your personal life recently. Tell them your mother passed away recently. This caused your father to lose his mind and while you and your family are trying to decide which asylum to have him committed, he's staying with you. Tell them your dog was poisoned by the guy who ripped off your car. Tell them the house was torched by the guy who ran off with your wife. Tell them this is why your ex-ally stabbed you. When he heard of all this he knew you would be sufficiently distracted and be able to successfully stab you. The creep. Now I ask you -- what loyal re-blooded American would not take offense at this criminal? Everyone will help you by ganging up on the villain and the situation will be shortly restored!

If by some strange chance this ruse does not work, go to choice # number 3.

If numbers 1 and 2 didn't work, then by now your position in the game is nearing hopelessness. Your attacker hasn't let up and your neighbors have refused to lend assistance. Now is the time for drastic measures. Now is the time for choice number 3. Everyone knows that the only way you can cheat in this game is by deceiving the GM. Here's what you must do: The only way to deceive the GM in a foolproof manner is to make sure he's not around to catch you! You will need to disguise yourself (a mailman is always a good disguise) and arrive at the GM's residence. When he answers the door, congratulate him on winning the Grand Prize of the National IDB Contest: a free trip to Alexandria, Virginia to stay with Mark Borch and discuss the Lexicon of DIPLOMACY with him! Give him the keys to your car and a map and send him on his way. After he's left, you will have access to his records and you can print the next five issues' game results as he is sure to be gone at least six months or so. Now, what could be easier?

Now that you have exposed to all these tidbits of wisdom you should never lose another game. Until later remember what Conrad always says:

"It's been real . . .

And it's been nice . . .

But I can't say that it's been real nice!"

Bye.

THE GAMES!!

1979AI FINAL STATS AND ENDGAME STATEMENTS

1979AI MURD'RING MINISTERS (Ron Brown). Austria: Kirby Garrett. England: John H. Masters (Draw W'06). France: Bruce Sparling (drop S'04) Al Rodriguez. Germany: Bruce MacWhinney (drop F'01) Dan Kuszynski (out F'04). Italy: Kevin Mooney. Russia: Bob Arnett (Draw W'06). Turkey: Paul Smyth (resigned S'06) Dave Grabar (out F'06).

	01	02	03	04	05	06
A	4	4	3	2	1	1
E	4	5	8	10	12	14 Draw
F	4	5	4	4	3	1
G	4	3	1	0	x	x
I	4	5	5	4	4	3
R	6	7	10	12	12	15 Draw
T	4	3	2	2	2	0

GM Comment -

1979AI was the third game started in MM and the first completed. This fact alone makes it a very special game to me, my first completed game that I GM'd! Add to that the fact that this was an all-novice game. For those of you unaware, MM was begun under the auspices of the IDA and was meant to be a "novice" sine as a part of the IDA's novice project. Shortly after getting MM started,

however, the IDA became pretty useless and pretty much only a name. But I proceeded along anyway. I say all this as an intro to my comments on this game because after watching it come along I am more convinced than ever that no matter how much of a novice you are when you start this hobby, you mature into a "grizzled veteran" very quickly . . . or you die. As is the case with two of the above players, the two who shared the victory by the way, although they started as players in a "novice" game they are both now enjoying notoriety as publishers of two of the finest sines in the hobby! 1979AI saw a strong Russo-English Alliance emerge early when Germany was quickly stomped by a coordinated attack. Meanwhile both kept minor allies around and did a great job of manipulating conflicts all over the board. The alliance held firm until the end when both felt a stab by the other in the works and they clashed simultaneously, without a decisive result. Rather than going through a few more game years testing stalemate lines, a draw was agreed upon which was readily accepted by the minor powers still in existence. Congratulations Bob and Black Jack! Endgame statements follow.

Al Rodriguez - France (F'04-06) -

Congratulations to Jack Masters and Bob Arnett on their draw. When I came in as a standby 4 center France, I had some hope in organizing the weak sisters to stand up to the already powerful England and Russia. My efforts were all for naught. Austria was Russia's faithful puppet.

Masters did an excellent job as England in the late game. He played for position rather than get wrapped up in just grabbing centers. He positioned his fleets in such a way to render his opponents helpless. Kind of like a kid tearing wings off flies! It's something worth remembering! I am sure to try something similar when my games reach that stage. Play for position, don't just "grab dots." Right, Dick? Say "good-night," Dick!

A special thanks to Ron Brown for giving me the opportunity to inherit such a fine position. Without Ron my one center survival never would have been possible. Just kidding, buddy. Ron did a his usual top notch GM'ing job. Thanks.

Kevin Mooney - Italy -

First, I would like to thank Ron for the efficient manner in which he ran the game. It was very enjoyable to play under him. Also, congratulations to Jack and Bob; they deserve at least a draw. Although, I don't understand why one of them

((1979AI Con't next pg.))

1979AI ((Con't))

didn't go for the win. They both had a good shot at an eighteen center victory.

For Italy this game started with a Russian alliance against Austria. We opened with moves to Tyrolia and Galicia. However, Russia's initial diplomacy with Turkey created war between them. When Turkey attacked in the spring Russia made peace with Austria.

This left Italy to fight Austria alone. In the fall I tried for an Austrian center. This failed and I finally negotiated peace with Austria. But, Austria stabbed in Spring '02, forcing my army out of Tyrolia. I retreated to Bohemian, convinced Russia to renew the attack on Austria, and in the fall we captured Vienna and Budapest. At this time I heard the first indication of an English-Russian alliance. My big mistake was in not paying closer attention to this development.

In 1903 Italy and Russia carried the attack to Austria and Turkey. In the fall I helped Russia take Con. At the same time England helped Russia into two centers in the north. Russia was now up to ten centers. This caught me by surprise and I immediately tried to organize an alliance against Russia.

However, this plan failed miserably. England stayed with Russia to get his share of the spoils. Austria just passed on my plans to Russia. Turkey was the only one willing to join me and, thanks to me, he was already hurting.

The rest of the game consisted of being slowly squeezed into the peninsula by Russia and his Austrian puppet. Eventually, I was stabbed by England and France. I was only able to survive with what I started with.

John H. Masters - England - (Draw W'06)

1979AI was my first postal game start and is my first completed game; I am very happy over achieving a two-way draw in it.

The Russian/English alliance existed from S'01, although I am sure it was not evident to the other players until much later. Even though there was quite a bit of mistrust between us at times, we kept it going and staged a number of minor skirmishes to conceal our true alliance.

The English campaign was primarily tactical in beating back non-communicative German and French players in the early stages. The Russian campaign was quite different and was primarily diplomatic. After 1902 the growth of both powers was very rapid and this was my main problem -- keeping p up with Russia. I felt the alliance was good only as long as I kept very close to him in supply centers and, because the Russian growth was so rapid, I had to take many chances that I would rather not have taken in order to keep up with him. The key was in F'03 when I really gambled, but it paid off as I gained three supply centers.

If Al Rodriguez (the French standby) had come in earlier, there would have been different possibilities as I could have possibly worked together with him; but it was too late and I was too completely committed to attacking France. My major strategy for the balance of the game was to nibble away slowly at French centers and to push fleets into the Mediterranean as quickly as possible.

The game is somewhat remarkable in a couple of respects. France had fleets in play through 1906, but in no time in the game did a French fleet move into a sea space. Another interesting aspect is the fact that Holland remained neutral until F'03 when finally it was taken by England.

* * * * *

"The villainy you teach me I will execute, and it shall go hard but I will better the instruction."

1979AN WINTER 1907 CALL FOR SEPARATION FAILS TO GAIN ENOUGH SUPPORT
Austria- Builds F TRI, A VIE Germany- No Adj
England- GM orders A Mos-r-OTB(unordered retreat)Italy- Disbands A Tus
France- NBR! Turkey- No Adj

1979AN SPRING 1908 EUROPE WATCHES AS AUSTRIA NEARS VICTORY!

Austria (Carson): F ALB-Ion; F NAP-s-F Alb-Ion; F TRI-Adr; A Apu-ROM; A VEN-s-
A Apu-Rom; A Tya-PIE; A MAR-H; A MUN-H; A BOH-s-A Mun; A Gal-WAR;
A UKR-s-A Gal-War; A MOS-s-A Gal-War; A SEV-s-A Mos; A VIE-GAL;
A Con-BUL.

England (Haffey): NMR! F NWG; A NWY; F CLY; F ENG; A War/d/-r-Liv,OTB.

France (Palter): NMR! A BRE; A BUR; F MID.

Germany (Salsberger): NMR! A PRU; A SIL; A BER; A KIE; A BEL; F NAT; F NTH.

Italy (Graber): F TYS-s-Turkish F Adr-Ion.

Turkey (Masters): F ADR-Ion; A Rom-H/d/-r-Tus,OTB.

Fall 1908 orders due 9/19/80. There is a call for a concession to a lone Austrian victory. Please vote with next orders. Must be unanimous, etc.

**Would David Barker, 2050 Gillilan, Placentia, CA 92670 please standby for England?

***Would Denise Tucker, Rt.1 Box 705E, Eureka, MO 63025 please send stanby orders for F?

***I will not call for a standby for Dennis as I'm sure he will have orders in next time.

1979AN Press-

VIENNA: It is now obvious that the western alliance will succeed in stalemating the advance of Austrian forces. Therefore, his Majesty is willing to share control of Europe (i.e. first place), with any one power who is willing to side with the right side for a change.

ROME: ((Just before the Turkish forces were driven out)) Anybody want to join in on a Turkish attack on France?

VIENNA-BERLIN: No Dennis, just because I've stabbed every ally I've had, broken every promise made, and support Darth Vader for president doesn't mean I'm strange, just a dip, I mean dippy player.

1979CF FALL 1907 DRAW FAILS AS ALL NATIONS BUT GERMANY FORGET THERE'S A WAR!?
WHAT A JOB THAT KAISER MUST BE DOING!!

Austria (Palter): NMR! F BUL(sc); A RUM; A BUD; A GAL/d/-r-Vie,OTB; A TYA.

England (Haffey): NMR! F WAL; F STP/d/-r-Bar,OTB.

Germany (Linsey): A MOS-Ukr; A Liv-STP; F NWY-s-A Liv-STP; A Boh-GAL; A WAR-s-
A Boh-Gal; A Ber-SIL; A MUN-Tyr; A Ruh-BUR; A Bel-PIC; F ENG-Ure;
A Wal-LPL; F Nth-EDI.

Italy (Hoftl): NMR! A BRE; A MAR; F MID; F WES; F TYS; F AEG; F SMY; A CON.

Russia (Mercer): A SEV-Ukr.

Turkey (Tucker): F BLA-s-German A Mos-Sev/NSO/.

Winter 1907 AND Spring 1908 due 9/19/80.

1907 supply center chart

Austria- Home, Ser, Bul, RUM.....	(6)	+1
England- WAL, STP	(0)	0 OUT
Germany- Home, Hol, Den, Bel, Par, Edi, War, Mos, Swe, Lon, Lpl, NWY, STP.....	(15)	+3 (one short, can only build 2)
Italy- Home, Mar, Tun, Spa, Por, Gre, Smy, Con, Bre.....	(11)	+3
Russia- Sev, WAL	(1)	0
Turkey- Ank.....	(1)	0

(1979CF Con't next pg.)

1979CF ((Con't))

* Would Don Swartz, 2509 Glenmary Ave. #2, Louisville, KY 40204 please standby for Austria?

** Would James R. Williams, 2500 6th St. SW, Altoona, IA 50009 please standby for Italy?

*** COA - Bruce Linsey, Bldg. 11 Apt. 21, Leisureville, Watervliet, NY 12189.

1979CF Press-

BERLIN-ST. PETERSBURG: Friend, you weren't listening. Once burned, twice shy. Goodbye.

BERLIN-ROMA: Pope Paul, my moves are not an attack. If you left Brest as you promised, I will move back into my homeland. But I'm making sure this time!

RUSSIA-THE WORLD: If the enemy did what I presume I am no longer in the game. What a bunch of cut-throats. Today I am fallen but I shall arise another time.

BERLIN-ANKARA: Thanks for the help, hon. Wish I could return the favor.

1979HO WINTER 1904

Austria- No Adj

England- No Adj

France- Builds F BRE

Germany- No Adj

Italy- Disturbs A Rom

Russia- No Adj

Turkey- NBR?

1979HO SPRING 1905 AUSTRIA, FRANCE, AND RUSSIA EMERGING AS DOMINANT EUROPEAN POWERS?

Austria (Tucker):

F ALB-Ion; A TRI-Alb; A SER-s-A Tri-Alb; A BUD-s-A Ser; A Ven-APU; A ROM-s-A Ven-Apu.

England (Staley):

NMR; F NWC; F DEN; F NTH; A LPL; F Kie/d/-r-Hel, Bal, OTB; F Nwy/d/-r-Bar, Ska, OTB.

France (Williams):

F LYO-Tys; F Tun-WES; A Mun-KIE; A HOL-s-A Mun-Kie; A BEL-s-A Hel; A Bur-RUH; F Wal-LON; F Eng-IRI; F Bro-ENG.

Germany (Haffey):

NMR; F BER.

Italy (Harker):

F TYS-Ion.

Russia (Coughlan):

A Sev-ARM; A Mos-SEV; F RUM-s-A Mos-Sev; A GAL-s-F Rum; F Swe-NWY; A STP-s-F Swe-Nwy.

Turkey (Kuszynski):

NMR; F BLA; F AEG; A GRE; A BUL.

Call 1905 due 9/19/80.

* Would Keith Mercer, H.D.#6, Old Ash Rd., Mercer, PA 16137 please standby for England?

** I will not call a standby as I think Tim will return. If not then Germany will be in CD.

*** Would Al Rodriguez, 2613 So. Eys St., Bakarafield, CA 93304 standby for Turkey?

1979HO Press-

BUDAPEST-ST. PETER: Vous n'avez plus mon mail. Ce chien de mail est votre mail. See what those French do to people. Merde! For translation write to the Royal Austrian Interpreter.

PARIS-LONDON:

Correction on your last press. Instead of sighting Frogs ~~off~~ the English coast, you should have sighted Frogs on the English coast because that is where they were.

RUSSIA-TURKEY:

Sorry Sultan Dan! You ignored me for 3 yrs. and Russian policy just didn't stand still during that time. (In fact it was very active). Maybe next time.

ITALY-AUSTRIA:

You'll get yours, you were so stupid you attacked the only country that could have helped you. You are in trouble, when Russia comes to his senses and finally gets around to attacking you, will that big puff of air to the west be able to help you? Heil noi! Eat it, sister.

((More of this fun 1979HO Press next pg.))

1979HO ((Con't))

PARIS-MOSCOW: Perhaps along with teaching our island neighbor to write, we can explain the problems of running a war with a dual monarchy. He thinks you Queen has led him astray. Tak, Tak.

RUSSIA-ENGLAND: I attacked you last time because you still didn't write me when I answered your pleading apology. Call it the straw that broke England's back. I'm fed up with your not writing.

ITALY-FRANCE: As for you, lunkhead, your success against me is not do to any brilliance on your part, so quit thinking you're such hot s...t. Just flush twice next time.

SWITZERLAND: Scandal in Europe!!!

A telephone wiretap on the Sultan of Smyrna's Watts Line recorded a conversation in which an anonymous source informed the Sultan that the King of France and the Tsar of Russia were "close" and may in fact, be having an affair. The source reported that he had followed the Tsar to several clandestine meetings with the King, many of them in Gay Paree.

When the King of France was asked by a Swiss Wire Service reporter about these allegations, the King replied, "We're just real good friends you thilly geeth you."

In a related story, the Queen of Austria has cut short a visit with the King of France, leaving Paris obviously frustrated and unhappy. Since her departure over a month ago, she has been in hiding, speaking and writing to no one. Rumor has it that she may visit the Pope in Naples soon, although no reason for this visit was given.

ITALY-RUSSIA: I hope you win, sir, you'll be the only one left in this game with any class. Help Turkey out against Austria and the Pope will bless you, though even now the evil Magyars have spirited him away.

* * * * *

1979G FALL 1908 DRAW CALLS FAIL! TSAR VACATIONS IN SUNNY SOUTHLAND AND FORGETS TO RETURN!

England (Grabar): F Mid-POR; F Eng-MID; F NWg-NAF; F Nth-SKA; F NWY-s-German
F Den-Swe.

Germany (Bumpas): A Gas-SRE; A Bur-BEL; A Ruh-HOL; A Mun-s-Italian A Boh-Sil/NSO/
/d/-r-Bur,Ruh,Kie,OTB; A BER-PEN; A Kie-LIV; F BAL-e-A Kie-Liv;
F Den-SWE; F BOT-s-F Den-Swe.

Italy (Hashmal): F Tun-NAF; F WES-s-F Wsg-NAF/lep/; F TYS-H; F CON-H; A Mar-GAS;
A SPA-s-A Mar-Gas; A Pie-MAR; F LYO-s-A Spa; A Boh-MUN; A TYA-s-
A Boh-Mun.

Russia (Kuzynski): NKR; F ANK; A RUM; A SER; A TRI; A SIL; A PRU; F Swe/a/;
A FIN; A STP.

Winter 1908 AND Spring 1909 due 9/19/80.

Would Al Rodriguez, 2613 Eye St., Bakersfield, CA 93304 standby for Russia?

1908 Supply Center Chart

England- Home,Nwy,Par.....	(5)	0
Germany- Mun ,Ber,Kie,Hol,Bel,Par,Den,Bre, Stp ,SWE.....	(8)	-1
Italy- Home,Tun, Stp ,Sry, Stp ,Gre,Con,Mar,SPA,MUN.....	(10)	0
Russia- Mos,Mar,Sev,STP,Rum,Brd,Bul, Stp ,Vie,Ank,TRI,SWE.....	(11)	+3 (one short)

1979G Proza-

LONDON: The players are too good, and thus, it will be a long game. Yes on draw!

* * * * *

"Have more than thou showest,
Speak less than thou knowest,
Lend less than thou owest."

KING LEAR, I. iv, 132.

1979HM SUMMER 1906 - Turkish F Aeg-r-EAS; English F Cly-r-NWG, F Iri-r-LPL.

1979HM FALL 1906 CENTERS CHANGE HANDS ALL OVER THE BOARD!

- England (Barker): F Lon-NTH; F NWG-s-F Lon-Nth; F Lpl-IRI; F WAL-s-F Lpl-Iri; A Mos-StP/d/-r-Liv,Ukr,OTB.
- France (Haxman): F Cly-LPL; F NAT-s-F Cly-Lpl; F Iri-Wal/d/-r-Mid,OTB; F Mid-BRE; F ENG-s-A Bel; A BEL-H; A Bur-MUN.
- Germany (Masters): A Yer-EDI; F Nth-s-French F Eng-Lon/NSO/-/d/-r-Ska,Den,Hol,Yer,OTB; A HOL-Bel; A Ruh-BUR; A Bud-Seq/d/-r-Vie,Rum,Gal,OTB; A CON-s-Italian A Aeg-Smy/NSU-imp/s; A War-MOS; A SEV-s-A War-Mos; A Liv-STP; F NWY-s-A Liv-StP.
- Italy (Shelton): F Nap-TYS; F ADr-ION; F Ion-EAS; A Gre-BUL; F AEG-s-A Gre-Bul; A Tri-BUD; A SER-s-A Tri-Bud; A Ven-TRI.
- Turkey (Howard): F Eas-SMY; A ANK-s-F Eas-Smy.

Winter 1906 AND Spring 1907 due 9/19/80. There is a call for an I-G Draw. Please vote with your next orders. Thanks to Don Swartz for submitting standby orders for Turkey which, thankfully, were not needed. Please note that last issue reported Italian F ADR-Ion s by F NAP. It should have been underlined but was not. However, the CAPS revealed the correct unit s locations and do so when the underlining is mistakenly omitted. A Separation will be granted if at least 2 players request it. - GM.

1906 Supply Center Chart

England- Lon, Bel, Mos, NWY, STP	(1)	-4
France- Hase, Bel, Por, Spa, Lpl, MUN	(8)	+1
Germany- Mos, Ber, Kie, Den, Hol, War, Swe, Bel, Rum, CON, MOS, EDI, NWY, STP, SEV	(14)	+4 (unless A Bud-r-VIE, then +5. Only room to build2)
Italy- Hase, Tri, Tun, Vie, Gre, Ser, BUL, BUD	(10)	+2 (unless German A Bud-r-VIE then (9) +1)
Turkey- Old Ank, Smy, Sea	(2)	0

1979HM Press-

PARIS: Will the English never learn, long live the Kaiser (I'll explain my A Mun later).

BERLIN: It is highly possible that the German military actions in London, St. Petersburg, Norway, and Moscow could signal the end of a long and prosperous German/English alliance. If King Carmody is still in control of England, the Kaiser will regret his actions; however, if the usurper Lord Barker has taken over the English throne -- tough s__t Dave.

BUDAPEST: Recognizing that Germany has honored his commitments to Italy, ((by the way this press is a bulletin that came from Budapest moments before the Italian troops entered the city - GM)) very carefully and has pulled all but one army (the one ((that was)) in Budapest) out of the "deilitarized zone"; while Italy continues to mass armies in Venice, Trieste, Serbia, and Greece while refusing to move any armies in the direction of France -- the Kaiser has taken the only possible measure to check an Italian stab (should one be forthcoming) and that is the feeble movement of his army in Budapest to Serbia. This will cause no problem to Italy -- if his units are behaving as they should.

"Is this a dagger which I see before me,
The handle toward my hand? Come,
let me clutch thee:
I have thee not, and yet I see thee still.
Art thou not, fatal vision, sensible
To feeling as to sight? or art thou but
A dagger of the mind, a false creation,
Proceeding from the heat-oppressed brain?"

1979CW WINTER 1906 ((Last Fall Turkey ordered F BIA-Bul(ec) - GM))

England: Disbands F Nwg, F Bar

Italy- No Adj

France: Builds F BRE, A PAR, A MAR

Russia- No Adj

Germany: No Adj.

Turkey- A Tri-r-TYA, F Eas-r-SYR, Builds F SMY

((Turkey was listed as even last report but was actually one short because of A Bud/a/.)) GM.))

1979CW SPRING 1907 GERMANS CONTROL ALL THEIR HOME CENTERS, FOR NOW! VATICAN FALLS!

England (Caruso):

F Ska-SWE.

France (Lee):

A EDI-H; F Nth-HEL; F Lon-NTH; F YON-s-F Lon-Nth; F Bre-ENG;

F Kia-Den/d/-r-Bal.OTB; A Ruh-HOL; A Bur-RUN; A Par-BUR;

A Mar-PIE.

Germany (Barker):

A Ven-ROM; A MUN-Tya; F Den-KIE; A BER-s-F Den-Kie.

Italy (Williams):

A TRI-Tya; A Alb-SER; A BUD-s-A Alb-Ser; F Eas-AEG; F GRE-s-

F Eas-Aeg; F ION-Eas.

Russia (Hashnel):

A Fin-STP; A NWY-s-A Fin-StP; F StP(ec)-BOT; F Swe-DEN;

A Vie-CALx.

Turkey (Schilling):

F Syr-EAS; F SMY-s-F Syr-Eas; F CON-Aeg; F BIA-BUL(ec);

A Ser-s-F BIA-Bul(ec)/a/; A Mos-WAR; A TYA-s-German A Ven-Pie/NSO/.

Full 1907 due 9/19/80.

1979CW Press-

ROME: Pope George Ringo would like to express his disgust with the German dogs that have invaded Italian Soil. He now vows that this despicable act will not go unpunished. Italian troops will be unrelenting in their assault on Turkey, not stopping until they have taken Ankara. As for Germany, as long as there are German forces in Europe, there will be Italian troops to fight them, or help others bring about the swift demise of this black plague. (The Pope in the meantime will be leaving Rome for awhile to visit relatives in Apulia. Safety first.)

((This bulletin, like others earlier in the wine, was issued as the Pope hastily left the Vatican. Moments later German troops were goose-stepping down the streets of Rome-GM))

ROME: ((This came after the German occupation! GM)) The Papal States today announced the re-establishment of the Holy Roman Empire, as the Germans have come to claim what is rightfully theirs. Rome, that is.

ST.PETERSBURG-ANKARA: Don't act so shocked. I see you didn't wait to grab Moscow, and that wasn't part of our agreement.

APULIA-PARIS: Help me oh Powerful One!

PARIS: There was a young thief from Galdonia

Who once tried to steal Bologna.

Aside from the smell,

It was tough . . . like jexkey

But oh what the hell

He was only going for Turkey.

APULIA: As promised: Pope George Ringo's BIG Rhyme of the Month:
"The Saga of CW"

As the Saga of "CW" begins,

It is Europe in 1901.

Seven Nations frantically prepare

For the battle that has only begun.

Deals are made and alliances are broken.
Many lies are being written, or expensively spoken.

((Con't next page))

"The Saga of CW" ((Con't))

By Winter of 1905

Austria's gone after going down fast.
Six players heave a sigh of relief,
For at least they won't be finishing last.

Still friendships begin and new deals are struck
It soon becomes apparant, England's s__t out
o' luck.

Other leaders of nations now wonder,
"How long will I be alive?"
So why does the Pope keep on smiling?
He's sure God will help him survive!

* * * * *

1978II WINTER 1909 BOTH DRAW VOTES FAIL!

Austria- No Adj Germany- NBR!
England- Builds F LPL, A EDI Italy- No Adj
elects to play 1 short Turkey- Builds A CON, F SMY

1978II SPRING 1910 KAISER, KAISER, WHO'S GOT THE KAISER?

Austria (Kelly): A Bud-RUM.
England (Michalaki): F Nap-ION; F TUN-s-F Nap-Ion; F Rom-TYS; F LYO & F WES-s-F Rom-Tys;
A Tus-ROM; F NAF-MID; F Lpl-NAT; A Edi-NWY; F NWG-c-A Edi-Nwy;
A MOS-Ukr; A STP-Mog.
Germany (Pilar): NMR; A GAL; A WAR; A SIL; A BOH; A VIE; A TYA; A VEN; A PIE.
Italy (Martin): F TRI-Adj.
Turkey (Rodriguez): A Rum-Ukr; A SEV-s-A Rum-Ukr; A SER-s-German A Gal-Bud/NSO/;
A Con-BUL; F Sny-EAS; F Ion-ARG; F APU-Ion; F ADR-s-F Apu-Ion.

Fall 1910 due 9/19/80. There is a proposal for an I-A Draw. Please vote with your orders.
*Would Paul Goodrich, 301 Crestmont Dr., San Fran., CA 94131 please standby for Germany?

1978II Press-

ITALY-IN-EXILE: First I get burned by the USP"S", now by my erstwhile "ally",
Sultan Al. I guess that the Sultan can hope to make a deal for himself, yes? Even
though he's outnumbered 3 to 1, yes? Good luck, Al, cause you can barely even slow
them down, now. Now do I get to claim credit for your Fleet in the Ionian also?
TRIESTE: By the way, the Naples to Vienna press of last turn should have read
"we'll rather than "you'll".

ITALY-IN-EXILE-LONDON: I accept your offer without the need of hitting my strings.
It has been done for me. I also don't need a new set of strings, as I'll be happily
in the forefront of the charge East for as long as I live (which won't be long).

LONDON-CONSTANTINOPLE: If you retreat F Ion to the Mas Med, our StP-Syr convoy
will be all set to go!!!

TRIESTE-ANKARA: Go bite a rock.

* * * * *

"Who can be wise, amaz'd, temperate
and furious,
Loyal and neutral, in a moment? No
man."

MACBETH, II, III, 115

"To show an ~~mad~~ unfelt sorrow is an office
Which the false man does easy."

MACBETH, II, III, 143.

Twilight Zine, a subzine to Murdering Ministers, is brought to you by Al Rodriguez, 2613 South Eye, Bakersfield, CA 93304, phone (805) -- 324-6820 or 323-5176.

This issue features the first annual pigskin poll; be sure to enter. Details are found after 80 CU. Ron and I are also in the process of putting together a readers poll emphasizing Diplomacy related questions and topics. If you have a question you like to put before our seventy-plus subbers submit it soon.

I am really looking forward to Labor Day. I will be going to Pacificon, which claims to be the biggest gaming convention ever held west of the Mississippi. Pacificon, held in San Mateo, features wargames, D&D and Jim Bumpas' fifth Labor Day Diplomacy Tournament. Jim runs his own zine (ZEEN) the Liberterrean. The LIB is already at #141 and has deadlines twice a month. Super reliable! Send a stamp to Jim at 3209 Chambers St., Eugene, OR 97405 and ask for a sample.

1980 AS FALL 02
 TURKISH GARRISONS IN BALKANS UNDER HEAVY ATTACK, BULGARIAN UNIT BELEAGURED!

- Austria(David Wildman): A BUD-Rum, F Alb-GRE, A TRI-S-A Ser, A SER-S-A Bud-Rum
- England(Charles Miller): F SKG-S-A Nwy-Swe, A Nwy-SWE, F Nth-NWY, F Eng-MID
- France(David Grabar): A Pic-BUR, A GAS-S-A Pic-Bur, F Mid-POR
- Germany(Mark Kraft): A DEN-S-ENG. A Nwy (NSO), A PRV-S-A Sil-War, A Sil-WAR F BEL-H, A MUN-Bur
- Italy(Matt McKibbin): F Wes-SPA(sc), A MAR-S-F Wes-Spa(sc), A VEN-S-AUS. A Tri, F ION-S-AUS F Alb-Gre
- Russia(Jeff Albrecht) : A RUM-Bul, F Swe-H/d/-r-Bal, Bot, Fin, OTB, F Sev-ARM, A Stp-MOS, A UKR-War, F BLA-S-A Rum-Bul,
- Turkey(Jerome Dunn): A BUL-Ser, A Gre-Bul/a/, F AEG-S-A Gre-Bul, F ANK-Con, A SMY-Con

SUPPLY CENTER CHART 1902

- Austria: Home, Ser, GRE--5-build 1
- England: Home, Nwy, SWE-5-build 1
- France: Par, Bre, ~~Maz~~, POR-3-even
- Germany: Home, Den, Hol, WAR, BEL-7-build 2
- Italy: Home, Tun, MAR, SPA- 6-build 2
- Russia: Stp, Mos, Sev, ~~Maz~~, ~~Swe~~, Rum-4-remove 2
- Turkey: Home, Bul, ~~Aeg~~-4-even

Press-

Court of St James: We wish to compliment the French on the manly attitude they are taking despite their sudden decline in fortunes. There are no accusations, character attacks, or selfpity. Good show!

Paris-London: I'm betting on the English stab of Germany. I'll leave Brest open to you. If you stab Germany, I'll ally with you.

Very interesting: Every old chap, as you say, has a story to tell of his
time in the service of the Emperor.

Venice-Trieste: May we now move to greener pastures elsewhere?

Rome-Moscow: I remember telling you sometime ago that being a poor diplomat
was going to come back to haunt you sooner or later. With enemies all
around I think that you had better fire your Foreign Minister and quick!

Moscow: We are proud to announce the Birth of our first child a Son
John Josef at one zero-four ante meridiem Saturday, the twenty-ninth of
July Nineteen hundred and eighty, anno Domini. "Sepp" was born at Holy
Cross Hospital in Salt Lake City, Utah weighing six pounds seven ounces
and nineteen inches in length. Jeff and Jean Albrecht.

THE FIELD: Congratulations! Your timing was perfect Jeff; Russia does
need reinforcements. Looks like the alliance structure is firming up.
I can see one obvious one but the rest of the board still looks to be
"every man for himself". Winter 02 and Spring 03 orders due by 1:00 PM
September 19.

1980 CF Spring 02

HERR DOKTOR GETS READY TO MAKE HOUSECALLS! KAISER OVERDOSES ON SLEEPING
PILLS!

Austria(Rick Ragsdale): A Bud-RUM, A BUL-S-A Bud-Rum, F Gre-ABC,
A Vie-BUD

England (George Cunningham-COA): F Nth-NRY, A Nwy-STP, F Lon-NEM, F Eng-BEL

France(David Perlmutter): F MID-H, A Bze-PIC, F BUR-S-ENG, F Eng-Bel,
A Spa-MAR

Germany(? Jim Chatfield ?): NMR! A MUN-H, A RUM-H, A HOL-H, F SWE-H.
F KIE-H

Italy(Al Gidding): A Tri-VEN, A TUN-H, F Lon-NAS, F Rom-TUS, F Nap-TYS

Russia(John Lesch): A UKR-Sev, F Bal-DEN, F BLA-Ccn, A FIN-S-ENG
A Nwy-Swe (NSO)

Turkey(Red Fielding): F CON-Bul(ec), F ANK-Bla, A ARM-Sev

Would Ron Kelly, 6038 Richmond HWY #314, Alexandria, VA 22303 please
submit standby orders for GERMANY?
COA-George Cunningham, 189 Pine St. Burlington, VT 05401

Press-

London-Nations of Europe: Lord Mark Polo has recently returned from his
latest trip to China. After getting a good night's rest shared these
words of wisdom with his beloved King, "It is wisely written," he said
"that he who writes, even if it is only a postcard, is indeed a friend.
It is also written that he who doesn't write is liable to be stabbed."

London-Russia: Sorry about that Chief!

Turkey to the Austro-Huns: It's a revolving door.

Turkey to the doctoring Pope: The Aegean is mine and mined.

Iceland-Ankara: Turkey is most fitting a name! Either you are completely
lame, or the Italian is if he doesn't move F Lon-Eas. Which will it be?
Build F Ank!! Really now!

Napoli-Moscow: Your silence makes me uneasy. My only regret, my deaf and
dumb friend, is that I am not near enough to smack you!

Herr Doktor-Paris: Didn't your Mom ever tell you to let sleeping "doktors"
lie?

Rome: King Alfredo VII has given sole navel control of Italy's vast sea
power to Admiral Luciano Lechi. Admiral "Leech", as he is referred to by
most Roman swabbies, has been heard muttering over and over....."I smell
the blood of an Englishman"!

THE FIELD: Jim Chatfield gets the distinguished honor of recording the first
TZ NMR! I am sure you folks remember this game will use standbys and who
better than to call on as a standby than the legendary Ron Kelly! Fall 02
orders due by 1:00 PM September 19.

TEAR TRIMS TO DOUBLE UP IN PRESSURE
GENERAL CONSTRUCTION WORKERS ON STRIKE! MILLION'S WAR MACHINE SILENT!

Austria(Ralph McKnight): A Vie, A Bud
England(Donald Swartz): F Lon, F Lvp
France(Dan Kuszynski): A Par,
Germany(? Anthony Stark?): NBR
Italy (Paul Goodrich): F Nap
Russia(Hector Roybal): A Mos, A War(impossible must play one short)
Turkey(James Dunn): A Ank, F Smy

Press-

Moscow to Ankara: Am willing to negotiate a cease fire on our lines.
What do you say?

Moscow to Vienna: And remind the mechanic to note any signs of oil leaks.
Moscow: We haven't heard from any of our friends in the south. Despite all these nasty rumors Russians can read and write. I do not want to be an anonymous enemy.

THE FIELD: I am anxious to see what happens with Germany next season because in this game we have no standbys. Spring 02 orders due 1:00 Pm September 19. Anthony I did try to call but you have an unlisted number so send your phone number with your next set of orders.

Murd'ring Ministers-Twilight Zine

PIGSKIN POLL

Hard to believe but football season is here. A few Mondays ago I travelled to the far reaches of the universe, Anaheim 135 miles away, to see the Rams play their first game in the "Big A". Exhibition football has never really excited me but since the tickets were free, along with the transportation, the deal was hard to turn down. The Big "A" is a much better place to watch football than the L.A. Colosseum, you are much closer to the action. Vince Ferragamo looked unstoppable throwing four TD's in the Ram's loss to New England. Here I was watching football while the World Series was two months off. Professional sports schedules are much too long. Enough editorializing let's get to the contest.

Predict the following:

1. The divisional champs

AFC
EASTERN _____
WESTERN _____
CENTRAL _____

NFC
EASTERN _____
WESTERN _____
CENTRAL _____

2. The conference champs, the NFC and AFC representatives to the Super Bowl. Remember that with the inclusion of Wild Cards the conference champ does not have to be a divisional champ.

AFC _____

NFC _____

3. The Super Bowl Champion: _____

4. The #1 College football team. _____

This years winner will receive a five issues of MM/PZ. Second place will garner a copy of George Allen's How to Win Friends and Influence People. Third place gets four tickets to see USC play in this years Rose Bowl.

Be sure to get your entries in with your next set of orders. See you next month.

STILL MORE STUFF ((Cont' from pg. 2))

After speaking of Bruce Linsey, I'd like to thank him for sending me both a copy of THE BRUTUS BULLETIN and his latest VOD, #23. Bruce has been publishing half as long as I and yet has caught up to me in number of issues. Whew! That's a lot of pubbing. In VOD #23, Bruce presents a fictitious account of 1979, a MM game contained herein. In Bruce's story he claims that publishing VOD was just a ruse so he could drop a x hit to Paul Heftl through its medium that would make it less likely for Paul to stab him! Very entertaining. Bruce has given permission to reprint so look for it to appear in these pages possibly next issue.

One of my most favorite zines is Michael Mills' EMHAIN MACHA. Mike, at 1585 Geddes Rd., Macedon, NY 14502, 12 issues/\$5.00, is looking for pbm opponents for THE BATTLE OF PRAGUE and CHECKAMAUGA. Contact him at the above address if you're interested. Also from Mike, is the news that he is preparing a 2nd edition of the Zine Directory. Any of you who know of any off-beat zines are urged to contact Mike and let him know. Mike is also looking for original scenarios to publish for SQUAD LEADERS, WS&IM, GSD, etc. If you have one you have made up send it in and he will print it. Then you can see how others like it. He has printed a SL scenario in his latest issue (#11) and I plan on trying it out. If you're looking for a good zine with lots of good reading material see in for a sample of EM.

Bruce Linsey (there's that name again!) in VOD #23 has released the top ten zines in the LEMNER POLL. The top ten are: 1) POL SI FIE 2) VOLKERWANDERUNG 3) THE NATIONAL 4) DIPLOMACY WORLD 5) EMHAIN MACHA (#5) 6) POLITICIAN 7) WHY ME? 8) BRUTUS BULLETIN 9) DRAGON AND THE LAMB 10) VOICE OF DOOM. A few noteworthy notes on the poll come from John Michalek's BRUTUS BULLETIN #70:

"Well, I too am a little disappointed at least by the outcome. I knew BB wouldn't do too much better than this, altho I was hoping for a 4-5 spot instead of 8, any better is no longer possible when you take solid stands on anything in this hobby, as you will offend somebody along the way. I think GRAUSTARK won top spot last year with 5 total votes, e.g., where most people apparently didn't even think to vote for it. Here we see two strange entrants in the top 10: THE NATIONAL, which is the official zine of the Canadian Lip Organisation; and POLITICIAN, which is a subzine of EGGNOG that Leonard Bausmeister puts out. I'm sure that both are fine zines -- I've only seen 1 NAT and no POLS, so I can't say definitively -- but it leads me to question the number of votes that got them there. Of course I may embarrass myself later when I get the full results and find that BB only drew 6 votes, but my first impression is that a small number of plus-votes for zines which have no "opponent" votes took too disproportionate amounts of high spots. GRAUSTARK, for instance, won the 1st and last year's 3rd poll with top billing, yet this year it didn't even make the top 10. Now I for one did not vote GRAUSTARK very high, but to be up there on top in two of the four polls means that a lot of folks either didn't mention it on their ballots, leaving it only a few high votes, or, a lot of people voted it high for its longevity rather than its content. If it's the latter, where is it now? POL SI FIE, this year's winner, has been a fine reading zine. I don't know about play, as I wouldn't sign up in a game with a cross-border DM or slow deadlines, and especially not when the zine follows the ~~IMMENSE~~ GMing practices I've seen Randolph indulge in. It has been a good zine, tho the last year hasn't been as good as other years for enjoyable content. VOLKER and DW are good zines; EM and WHY ME? are sleepers that deserve top 10 spots, as should GRAB DOTS here gone. D&L has slipped some in the last year; MURDERING MINISTERS should have had a top-10 death too. Well, maybe they're in 11th and/or 12th. I hope TORONTO TELEGRAM be in the top 20; it's in MY top 4. Oh well."

((Cont' next pg.))

EVEN STILL MORE STUFF

Oh well, indeed. I was hoping that MM would place in the top 10 but it was not to be. I guess at times like these when your world is ~~be~~ shattered and you feel like crying it is best to remember the words of that famous scholar and human philanthropist Pope Alfredo Alfredo I: "Better luck next time, Kid."

Dick Martin's RETALIATION/GRAB DOTS #16 arrived today and I just thought I'd say it was 36 pages long. You trying to set a record or somethin'? As Dick so modestly states it in his own words, "Each issue has, in my opinion, been better than the one preceding." He's just telling it like it is! Keep up the good work, Dick.

Remember last issue I asked for people to let me know how you pronounced the word "zine"? Well, these results are in but I'd like for more of you to tell me when you send in your next orders:

zine as rhymes with mine Frankenstein
Grabar
Arnett

zine as rhymes with keen and mean
Rodriguez
Michalaki
S. Lee
Hansen
Martin
Brown

Let's see, that's 6-2 in favor of "that's a mean, keen, keen!" Case closed (for now.)

I also asked about zine titles -- which are the best and which are the dumbest. See the READERS' RHETORICAL REPLIES for some letters on this subject -- beginning on the following page.

I've been asked to print the following ad as "a poor farm boy can afford his tuition and beer." To hell with the tuition; but I couldn't stand to be held responsible for a guy not to be able to afford his beer! Here it is:

FOR SALE:	RISE AND DECLINE OF THE THIRD REICH	-	\$8.00
	AFTER THE HOLOCAUST	-	\$6.00
	SWORDS AND SORCERY	-	\$8.00
	DAUNTLESS	-	\$7.00
	MAGIC REALM	-	\$10.00
	SORCEROR	-	\$5.00
	OBJECTIVE MOSCOW	-	\$13.00
	TANK	-	\$5.00

All the above in good shape. If interested write or call:
Dennis Sulzberger, Box 65, Climbing Hill, IA 51015.

Well, next month is you-know-what September. Since some of you have school to contend with, please notice that next month's deadlines for all games has been set back an extra week to give you a little more time. I also wanted to give myself an extra week to make the deal for the Mimeo machine and learn how to use it so the next issue could be printed on my new machine. I haven't got it yet so I shouldn't refer to it as mine. It yet but I'm sure the deal will go through. I'm just not sure yet how long I'll have to wait for delivery! And guess what starts up in earnest next month? That's right! Football. So there will be more demands on my time. So I guess that's it for the old STUFF Column now. I hope you enjoy the letters which follow! Bye!

READERS' RHETORICAL REPLIES

((From a letter from John Michalski))

Some brief notes on the hefty @#22 that arrived here the 25th. I'd say either **MM IS BACHA**, **URV DURFAL**, or **GRAUSTARK** are the dumbest ((names for zine)). **MM** isn't so bad. Thanks for the **BB** comment. **BEGNOG** and **CRAB DOTS!!!** are kind of cute. **DOGS OF WAR '8K**, but offhand, none are really top notch names I can think of. **ZBEN** is the only proper way to pronounce 'zine. Ever buy a magazine? Your answers to Linsey's list were low key; I'd have been more forceful. 1, 2, and 6 are "yes" outright, e.g., and 5 is laughably overstated. You're probably right to let the matter drop though, as no one really cares if 1 VD game got messed up, whatever the reason. . . House rules: I suggest S '04 neutral orders for each nation be listed in the HR's. The rest are good to excellent, especially the many that are identical to mine (ahem). I should adopt #8 myself.

TWILIGHT ZONE is probably clever, but never struck me very well for some reason. Aren't you going to confess to the **BEGNOG** a fake? I will. Polish Dog Carrier -- (bronx cheer)..

orders enclosed,

John

((It's hard to come up with a good, catchy name for a zine. I've read where Rod Walker has stated (was it in the BB?) a zine should be named after some mythical place or location. He said that all the early zines were named in this fashion. But it would seem as though this practice fell out long ago as there are many old, defunct zines that had names where this was not the case. In the case of **MURD'RING MINISTERS**, it got its name from sort of a double-meaning. As one can tell by the frequent quotes from Shakespeare, I really enjoy the bard's works. Shakespeare was even one of my major fields of study in college. I soon noticed how many lines from various plays fit into a **DIPLOMACY** player's philosophy. As we know it is foreign "ministers" who carry on diplomacy between various governments. The line from my favorite play **MACBETH** where Lady Macbeth calls upon the "murdering ministers" of the night to give her the resolution to kill King Duncan seemed like a good name to give my zine. So that's how **MM** came into existence. Who cares, right? You may be right about listing the "neutral orders" in the house rules. I just thought I'd save space as they are pre-conceived and hopefully will never be used as not many people other than myself have ever been known to **WB** on the S '04 move. I did in 1978AW as Germany and it almost hung my ass out to dry. Let me tell you! And finally, I couldn't help but notice that in **BB**, the "Dog Carrier" was labeled, "an Aggie Dog Carrier"! Rustyinski didn't even notice it was there! (RB))

((From a letter from Stephen Lee))

You know **MM #22** was very good. I say 'zinee' as in Afro-sheen not zine as in sign (cousins). Do I win something? ((How about Al's offer of free tickets to see **UCB** play in the next Rose Bowl?)) Hey, I just got it! **TWILIGHT ZONE**. Good title too. Al sounds good in print. I've never read **BRUTUS BULLETIN** but it would qualify as a dumb title in my book. How do you like the sound of **LOSS QUARTER** Rub'Al Kali? Wanna subscribe? I'll save you an opening. I enjoyed my good rating as France, as the "Other good" France '04. Any German can survive by keeping Eng from allying with either France or Russia. Not sure it's so secret. Your games prove I think. F & R can't stop Germany without cooperation from England.

De zine,

Stephen

((Don't next pg))

RRR ((Con't))

((Thanks for writing. I'm glad you're enjoying MM. It is REALLY good to get a pat on the back once in awhile to know someone cares bout all the time and effort that goes into putting one of these things out! As far as your observations on the E-F-R triangle against Germany they are correct, as far as they go. If it's the midgame, however, and you have a strong F, G, and R with Eng gone or reduced to powerlessness, then I'd disagree about F-R not being able to stop Germany. In the beginning it's true because Russia has enough going on in the South to go all-out against Germany; and it's no secret that France can't do it alone! - RB))

((from a letter from Mark Berch))

Thank for your plug in MM #21. Also, I noticed several people used my name there, and I'd like to make a few comments of a more general nature.

We are all of us human and so we all make mistakes. And so sooner or later, all of us are bound to be victimized by such an error. So we don't really differ in that regard.

Where we do differ -- and thus where you can get a measure of a person's character-- is what happens in the aftermath of an error, especially one that can't really be rectified.

Is the apology unambiguously broadcast or just muttered? Is the apology accepted for what it is, or does the victim just use it as a sharp stick to poke the malfactor? Do people take responsibility for their own actions, or do they say, "He made me do it"? Do people try to limit the consequences of the error, or try to widen the conflict? Does the malfactor try to learn from his mistakes or does he act resentful that the victim brought the matter to light? Does the person use inflammatory and abusive language? If the victim (as is often the case) is a little bit to blame too, does he "own up" to even this mild indiscretion?

Most important, does the person genuinely try to resolve the matter and get on with the game? Being a good GM is more than just accuracy and promptness. It also means that you must be able to admit that an error in judgement has been made, and that you try to find a way to ameliorate the damage. And a good player does more than get his moves in on time and his sub kept up. He must also cooperate with the GM when errors occur, and not view it as an opportunity to clobber the GM.

These comments, I might add, are not directed at any specific people in particular.
Mark

((And thank you for writing, Mark. The plug mentioned above is for Mark's LEXICON OF DIPLOMACY, an offset printed, phot-reduced, digest sized, 32 page compilation of every DIPLOMACY term you have heard of and many you haven't. A great aid to any and all, I heartily recommend it to all. You can get it for \$1.25 from Mark at 492 Naylor Place, Alexandria, VA 22304. I think your comments on the attitude of hobbyists concerning GM mistakes are very sound and I think most everyone will agree with your points. A good GM can't afford to be too proud to admit he made a mistake in judgement. Hell, who hasn't?! I know I have. I just am thankful that MM subbers are what you described above; i.e. very cooperative and understanding. I just hope I'm always so lucky! - RB))

* * * * *
 'Tis well said again;
 And 'tis a kind of good deed to say
 well;
 And yet words are no deeds.

((Con't next pg.))

RRR ((Con't))

((From a letter from Dave Barker, most of which refutes much of what Bruce Linsay stated in his letter which was printed in NM #22.))

Hi . . . And finally, I have not destroyed Linsy's reputation, he has done it all by himself. Thanks for listening, Ron, I'm sick of this whole thing, I just didn't want you to think I was totally despicable and a gross liar. Thanks.

David M Barker

((Don't worry, Dave, I only think you're partially despicable and an unproven liar! Seriously, though, thanks for writing and sharing your thoughts and feelings with me. As I have said before the whole thing was unfortunate and I'm afraid some tempers got out of hand and that perhaps no one is 100% right or wrong on this thing. However, I did see a copy of the letter J. Kelley sent McKibbin and I'd agree with those who think he was way out of line. 'Misguided' is putting it mildly. No let's drop this whole thing I as the readers and myself as well are very bored with the matter now. Thanks, RB))

((From a postcard from Scott Hansen))

This is also to say that by royal decree (by me) the word sine rhymes with the words lean and bean. Always. As for the letters on the BLACK HOLE AFFAIR, it is interesting to watch people sling mud at each other, but maybe a DIP sine (as in bean) is not the appropriate place to do it. DIPLOMACY is supposed to be fun! As for the best sine title, GRAB DOTS! is the best I know of. I have now answered all your questions. If there is anything else you want to know, just ask. Take care,

Scott

((Thanks for sharing your ideas, Scott. I agree with you that DIPLOMACY is supposed to be fun and indeed it is for most of us. However, things can get over-blown out of all decent proportion and cause hard feelings amongst hobby members which seems a shame when all we are trying to do is have a good time. But then some people thrive on such disputes and enjoy them. I guess all things have their place in this hobby. As to your last statement "if there is anything else I want to know" -- yeah. Tell me how I can get into Stevie Nicks' pants! Oh, Char I didn't see you standing there. I didn't mean it . . . put that down . . . no, don't . . . OUCH!! -- RE))

((From a letter from Keith Kendall, (now I'm back from the hospital)))

Sorry about the long stretch of silence between receiving NM and this letter, but, frankly, I couldn't make up my mind whether to sub or not. If you've noticed the enclosed check then you already know of my decision. If not, then notice the check. It's a compromise -- \$2.00 for $\frac{1}{2}$ a sub (6 issues). If I like 'em I'll send a full sub. If not I'll have lots and lots of kitty litter. Better make 'em good!

Why was NM Borderline? I'll tell you. I like the sine's format and content, but

- 1) blue print on white paper hurts my eyes
- 2) pages 1&2 were a nearly indecipherable blur.

I don't want to spend a half hour and a headache trying to make out what you wrote. As far as I can tell this is a common problem with your printing mode, but we'll see.

Best

Keith Kendall

((Con't next pg.))

BBB ((Con't))

((Thanks for your candid comments, Keith. I think they are quite valid ones; and I'm just grateful you decided to try MM out anyway, despite the problems with the ditto format. Of course, you should be pleased to know, and you do know if you read pg. 1 and 2, that barring some accident, this will be the last dittoed MM. Ever! The new Gestetner I'm going to buy puts out such a beautiful copy that your eyes are going to love you instead of presenting you with a headache for reading MM! (Well, maybe). I just hope you and all my other subscribers will feel that the increased costs involved will be worth the improvement. I do! Thanks for writing and please let us know what you think of MM #24. - RB))

((from a letter from Dick Martin))

I found DW #25 to be very disappointing, and it will be one of my first trades that I cut. All that space taken up by the NADF and Index, besides its being 2 months (at least) late! No thanks!

It's worth a try: Since FLYING DUTCHMAN folded (Dorch hasn't won his bet yet by the way), there is a MACHIAVELLI game without a home. I think the game just started and no moves have yet been published. Are you interested in picking the game up? It may have a guest GM already, or it may not, I'll check.

Black Jack Masters, huh? Is that why he rased his wins BLACK FROG? It's appropriate, I guess!

Jennifer King sent me a review of GLASC V, look for it in my next issue. Sounds like y'all had a good time!

Best title for a zine - GRAB DOTS!!

Worst title - TWILIGHT ZONE (take that, Al!)

Honorable Mentions - VOKERWANDERHOGGIE, MURD'RING MINISTERS (same initials as Marilyn Monroe, shows good taste!) Zine is keen, if you know what I mean.

You have good MR's, I may steal some of them! Awes, you don't need to spend \$900 for a good zine. Huh, just give each subber 10 bucks and we'll look the other way!

Getta go, Take care,
Dick

((Well, so DW #25 wasn't quite up to snuff. Jerry will make up for it with his next one, I bet. Jim Broshot has offered to GGM a MACHIAVELLI game for me but it will be a couple of month before either of us is ready to formally announce the opening. So I'll have to decline you kind offer of providing me with the orphan, at least for now. Thanks anyway. Gee, I wonder why you like the title GRAB DOTS!! so much. But I especially like your last suggestion. Maybe that would even make the ditto less painful to Keith Kendall! Thanks for writing! - RB))

@ GAME OPENINGS @

MM/12 will have openings next issue. At this time, however, there are none. The CRUCIBAS OF WWII opening has been cancelled because slack of interest. David your \$2.00 is on its way.

"You pay a great deal too dear for what's given freely."

CONTENTS

STUFF..... PG.1
 MORE STUFF..... PG.2
 BIG-TIMER MAGAZINE..... PG.3-4
 DIPLOMACY-WHAT IT IS AND WHAT IT ISN'T..... PG.5-7
 WHAT TO DO AFTER THE STAB..... PG.7-8
 1979AI MIDGAME STATEMENTS..... PG.9-10
 1979AN, 1979CF..... PG.11
 1979HC..... PG.12
 1979G..... PG.13
 1979HN..... PG.14
 1979OW..... PG.15
 1978LI..... PG.16
 TWILIGHT ZINE, 1980AS..... PG.17
 1980CT..... PG.18
 1980CU..... PG.19
 STILL MORE STUFF..... PG.20
 EVEN STILL MORE STUFF..... PG.21
 READERS' RHETORICAL REPLIES..... PG.22-25
 GAME OPENINGS..... PG.25
 COMMENTS..... PG.26

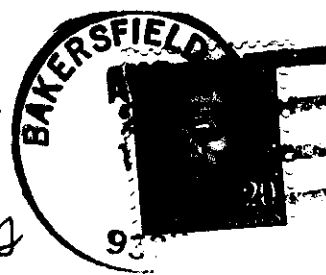
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