

## STUFF

MURD'RING MINISTERS is a gamezine dedicated to the play of postal DIPLOMACY, and other multi-player games. Subscriptions are available at the price of \$5.50 for 12 issues. See the GAME OPENINGS section for available gamespots. MM is published by Ron Brown, 1527 El Sereho Fl., Bakersfield, CA 93304; Phone - (805) 834-3409.

This is your last chance to nominate someone for the NIXON AWARD. The cut-off mark for nominations will be Feb. 14th (appropriate, no?). The NIXON is awarded annually to the "biggest liar" in the Hobby. You may nominate anyone you feel deserves such recognition by explaining in a paragraph your reasons for your choice. Anyone is eligible to submit a nomination, please get your nomination in right away!

The Fakers of the two fakes mentioned last time are now known for certain! The first fake, the EUROPA EXPRESS one was most certainly done by Woody Arnawoodian. The second, the Y'ALL issue, was done by John Michalski and maybe others. Whatch brings me to mentioning the most recent fake which I received last week. A fake DOGS OF WAR arrived by way of Oklahoma featuring a bunch of raunchy PEANUTS cartoons. I mean, Lucy is known in these comix as "Juicy Lucy" and believe me, she certainly is! Thanks, John, for brightening my day. I bet John Daly really enjoyed it too!

Well, the Holidays are over for another year. I hope all of you enjoyed this year's season as much as I. After the tragedy we underwent last year at this time with Coroy in the hospital, this year was perfect by comparison. Lots of good eats and stuff (I gained several pounds as I nearly always do at this time of year), and with time off, it's just a really pleasant time. The boys got a ton of toys and goodies for Daddy to trip over and break his neck on. I thought I'd have plenty of time to get this issue out and not be rushed. Ha, what a joke!

I was visiting Dan Kuszynski awhile ago. We had a couple of hours to kill so he suggested we play a game of SQUAD LEADER. It sounded like a good idea -- SL is one of my favorite games. Now, not many of you have ever been to Kuszynski's "Den of Evil". He has the parts of about 900 games scattered into about 400 different boxes so it's really difficult to find any particular game pieces you need. Since we couldn't find enough SL pieces for Scenario #1, Dan suggested we make up our own. I agreed. I made a mistake. Dan made up the scenario. I was to have 6 squads entering at the bottom of one board. Dan would have 3 squads (hidden) who had to make it off my side of the board. I moved onto the board on turn one. I had divided my 6 squads into 3 groups who were trying to spread out and prevent Dan's squads from leaving. What happened? During the Defensive Fire phase of Turn 1, Dan's 3 squads popped up from 2 hexes away, opened fire giving my squads nearest a KIA, automatically ending the game as there was no way to prevent his guys from waltzing off the board during the movement phase of the next turn. It was the most fun I never had! Kuszynski'ed again!

((Con'd next pg.))

"This fellow is wise enough to play the fool,  
And to do that well craves a kind of wit."

## MORE STUFF

Mike Mills has announced his resignation as Editor/Publisher of the ZINE DIRECTORY. Mike has done an outstanding job of publishing the previous three initial issues of the ZD. Thanks, Mike, for all the hard work you put in on this project. Mike will be succeeded at this post by Roy Henricks, 123 Deerfield Dr., Pittsburgh, PA 15235 publisher of ENVOY. Roy has some excellent ideas for future ZDs; good luck, Roy!

Two new DIPLOMACY games should make their way into the next issue. MM-13 should be underway by then (there are 6 signed up now) plus we'll see the addition of a former JUST AMONG FRIENDS game. I don't know at this time which game it will be. I spoke with Al on the phone the other day and we naturally discussed his current fold of JAF. Al is changing jobs and going into a part-ownership deal that sounds really nice. But, unfortunately for us, his new responsibilities will not leave him the time necessary to continue the high quality of JAF; and rather than see it slide into mediocrity, he'd rather just fold it nice and clean. I don't blame him. Good luck, Al on your next venture in high finance. We'll miss JAF but it will be remembered as the great zine it was.

LONE STAR DIPLOMAT has returned after a brief hiatus caused by publisher Mike Conner's bout with a recent illness. We're all really glad to see LSD again, but more importantly, it's nice to know Mike's feeling better!

How many of you are planning on going to Detroit this summer for the 1983 DipCon? Well, you had better change your mind right now! The 1983 DipCon will NOT be held in conjunction with ORIGINS at Detroit this year. This information comes to me from Al Pearson, one of the members of the 1-2-3 Committee who select each year's DipCon site. According to Al, the Detroit group sponsoring and hosting this summer's ORIGINS have failed to authorize the joining of DipCon with ORIGINS! Al said he's gotten nothing but the runaround from the Detroit group, so he's had to change to a location elsewhere. I don't think it's for sure yet, but Al thinks this year's DipCon will be held in conjunction with a wargaming convention being held this summer in Chicago. I'll give more information once I learn more about exactly where the site will be. It's really sad that the Con can't be held with ORIGINS, as I'm sure the draw of the big Con helps bring more DIPLOMACY players to DipCon.

Have you seen Bruce Linsey's latest VOICE OF DOOMS? He is continuing to publish monster issues time after time. I'm really amazed at the amount guys like Bruce, Steve Langley, and Gary Coughlan are capable of publishing. Anyway, VD has certainly gotten back to being what Brux has always wanted it to be: full of controversy, name-calling, backbiting, hair-splitting, and charges and counter-charges of all types. In case you don't get VD (?), there are several publishers really going at each other. I feel myself getting sucked into the mess too, but I'd really rather not. In the last issue, one noted and well-respected publisher said he thought I should never be heard from again. Seriously. Oh well. I'm sure it's not the first time someone felt that way about me!

On the local gamefront, 15mm Napoleonics has really caught on. A group of my local game-playing buddies and myself have been trying to play about twice a month or so. We're using the GBW FIRE & STEEL rules and I feel that they really work out nicely. There are several of us (myself included) who have built several French units. John Baldwin has the Neopolitans and Russians, Mike Coburn has Austrian and British, and a couple of others have a few troopers too. Kuszynski is on the French side too. In one notable recent game, the British were attacking Dan and my French position. The British Guard Battalion leading the attack on Dan's flank had to make a morale check and received a "Fall Back" result, meaning they had to withdraw to the rear for one turn, next turn. Dan had brought up a cavalry regiment of Lancers who were all ready to charge the next turn. The result was great. The retreating British Guards were charged from the rear by Lancers! Something like 420 Guardsmen were trampled! Such a fun game . . .

((Now to the Games!))

THE GAMES:

1982IT (formerly MM-17) SPRING 1901 NATIONS LAUNCH EUROPE INTO WAR!

- Austria (Gorham): A VIE-Gal; A Bud-SER; F Tri-ALB.
  - England (Baldwin): F Edi-NTH; F Lon-ENG; A Lpl-YOR.
  - France (Wilson): A FAR-Bur; A Mar-SPA; F Bre-MID.
  - Germany (J.Lahue): F Kie-HOL; A Ber-KIE; A MUN-Bur.
  - Italy (Stowe): A VEN-H; A Rom-APU; F Nap-ION.
  - Russia (Hugh): A WAR-Gal; A Mos-UKR; F SEV-Bla; F StP(sc)-BOT.
  - Turkey (Albrecht): F ANK-Bla; A Con-BUL; A Smy-CON.
- Fall 1901 due January 28, 1983.

1982IT Press-

BERLIN: (UPI) To help celebrate the birthday of the Kaiser's Cousin, the King of Holland, the Kaiser sent a naval taskforce to Amsterdam and the two governments have agreed to give mutual assistance in time of need.

\* \* \* \* \*

1981AY SUMMER 1907 English F Nth-r-DEN

1981AY FALL 1907 AUSTRIA GAINS THREE AS GERMANY LOSES THREE!

- Austria (Lucas): F Ion-AEG; A Alb-GRE; A Tri-SER; A RUM-Bul; A GAL-Rum; A VEN-H; F Tys-TUN.
- England (Gray): F NWY-H; F STP(nc)-s-F Nwy; F DEN-Kie; F ENG-s-French A Pic-Bel /NSO/s
- France (Winger): A Pic-BUR; A MAR-s-A Pic-Bur; A GAS-s-A Mar; A PAR-s-A Pic-Bur; F Mid-BRE.
- Germany (Albrecht): A Mos-s-Russian F Arm-Sev/NSO/-/d/-r-Lvn,War,OTB; A War-UKR; A Sil-PRU; A MUN-Kie; A Bel-EDI; F NTH-c-A Bel-Edi; F SKA-c-F Nth; A Bur-Mar/d/-r-Ruh,Bel,OTB; A PIE-s-A Bur-Mar; A Hol-Bel /NSU/; F HOL-H (unordered).
- Russia (M.Beck): NMR! F Arm-H/a/.
- Turkey (McCloud): A Smy-ARM; A ANK-s-A Smy-Arm; F BLA-Bul(ec); A Ukr-MOS; A SEV-s-A Ukr-Mos; F Iri-LPL.

Winter 1907 AND Spring 1908 due January 28, 1983.

1981AY 1907 Supply Center Chart

Austria- Home, Ven, Rum, Nap, Rom, TUN, GRE, SER.....	(10)+3
England- Lon, <del>Wt</del> , Lpl, StP, NWY, DEN.....	(4) 0
France- Home, For, Spa.....	(5) 0
Germany- Home, <del>Wt</del> , Hol, Swe, War, <del>Wt</del> , <del>Wt</del> , Bel, <del>Wt</del> , EDI....	(7)-3
Russia- <del>Wt</del> .....	(0) OUT
Turkey- Home, <del>Wt</del> , <del>Wt</del> , Sev, Bul, LPL, MOS.....	(7)+2 (was 2 short)

1981AY press-

FRANCE-AUSTRIA: It's the Trinidad Tea that takes toll on Tim's temperance!

AUSTRIA-FRANCE: No, what you heard was Portuguese nails have heads on both ends so it's easier to nail. Otherwise, you have to buy two boxes of nails everytime you need one, left handed nails and right handed nails. Why do you ask? Have you ever tried to nail a head?

FRANCE-GM: Given the Leeder Poll B.S., you ranked pretty well, you deserve better in my book.

GM-FRANCE: Thanks!

AUSTRIA: "Thoughts of a Turkish Player Under the Prick of a Stab"  
 What damn sight is this? What grave image?  
 Sun and sand countered by pointed visage  
 Flying from the left as though thrown by hand.  
 By whose hand cometh? And which game? I stand  
 In so many that, although I see it,

((Con'd next pg.))

1981AY Press (Con'd)

I am powerless to do else but sit  
And feel the knife as it enters here  
At my throat. For now I will shed no tear  
Though I sense the prick and see my plans spill  
I'll play and defeat this thrower, I will.

FRANCE-OTHERS: Happy Holidays to friend and foe alike, although the former is well disguised and the latter numerous.

\* \* \* \* \*

1982CO WINTER 1902 DRAW PROPOSAL FAILS!

Austria- Declines build (plays one short in 1903) Italy- No Adj  
England- Builds F LPL Russia- Builds A WAR  
France- No Adj Turkey- Disbands F Eas

Germany- No Adj

1982CO SPRING 1903 GERMANS STORM INTO PARIS & SWEDEN!

Austria (McCloud): A Bul-Con/d/-r-Rum,Ser,OTB; F Gre-AEG; A Ser-GRE; A TRI &  
A BUD-H.  
England (Glsen): F Iri-MID; F Lpl-NAT; F ENG-s-F Iri-Mid; F STP(nc)-H; F NWY-s-  
German A Den-Swe; A PIC-s-German A Gas-Par.  
France (Hugh): F Bre-GAS; A Par-s-F Bre-Gas/d/-r-Bre,OTB; A MAR-s-F Bre-Gas;  
F Mid-SPA(sc); A Bur-BEL.  
Germany (Swartz): A Den-SWE; F DAL-s-A Den-Swe; A Ruh-BUR; A MUN-s-A Ruh-Bur;  
A Gas-PAR.  
Italy (Palter): A NAF-TUN; F TYS-s-F Ion; F ION-s-Austrian F Gre/OTM/;  
A FIE-Mar.  
Russia (J.Beck): F Swe-Den/d/-r-Ska,Bot,Fin,OTB; A War-LVN; A Sev-MOS; A Rum-ARM;  
F BLA-c-A Rum-Arm.  
Turkey (Gorham): A Smy-ANK; F Aeg-BUL(sc); A CON-s-F Aeg-Bul(sc).

Fall 1903 due January 28, 1983.  
1982CO Press-

KENTUCKY KERNEL-KANSAS YANKEE: One for all, and all for one, right!

RUSSIA-ST.PETE: If you insist on visiting our capital, do you mind not leaving the city in a total mess. I know you fellows in the navy get pent up, but must you rape everything from females to sheep? I hear that the Reindeer population in Archangel is declining -- due to sexual exhaustion! If you English have to indulge yourselves, go to Alaska or the Arctic and leave us Russians in peace!

GERMANY-RUSSIA: Sorry about Sweden, but I understand Swedish meatballs are great and our troops on the Western front are getting tired of C-rations.

ENGLAND-AUSTRIA: Larry, if you don't mind, tend your knitting and don't listen to the silken-tongued arguments of the French. I'm the only true friend you have in the Dip World and I want you to do well in this game. It would be fine for you to invade France, but there's another country in the way and that complicates matters unmanageably.

BERLIN-ROME: I understand that "the rain in Spain falls mainly in the plain."

RUSSIA-LONDON: A touch! A touch, I do confess it!

ENGLAND-RUSSIA: You know my motto -- Give to the England of your choice. A dot is a terrible thing to waste.

RUSSIA-WORLD: The rumor that Russia and Japan have severed diplomatic relations is totally false! Japan is one of our dearest friends, and we would never think of actually going to war with them!

LONDON-PARIS: "Ya'All"? "Ya'All"? Will you never cease your incendiary press? You know how much words like that aggravate me.

GERMANY-GM: Is this the forum for nominations for the NIXON AWARD? If so Mr. GM I would like to nominate you! Al Fearson, winner of the first annual NIXON AWARD has seconded your nomination. I am sure that Kathy Byrne (winner of the 2nd NIXON)

((Con'd next pg.))

1982CO Press (Con'd)

Keith ("Snake") Mercer and many others will agree that you so richly deserve the Award. Come on Mr. GM, don't be humble; your work in SOCR was good, but you outdid yourself in COHZ. A solitary win as Germany is nothing to sneeze at. Especially a Germany that only had 4 centers in '02. I salute you as the perfect recipient for the NIXON AWARD for 1982.

GM-GERMANY: Thanks for the kind(?) words, Don! Your "public" nomination (you made it public by sticking it in the press) will be counted in with the other nominations that are trickling in.

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1981D SUMMER 1910 Turkish F Bul(sc)-r-AEG; English A Hol-r-RUH, A War-r-SIL.

1981D FALL 1910 ENGLAND & GERMANY IN TITANIC STRUGGLE! NEW SULTAN RISES TO POWER!

England (Arnawoodian):

A YOR-H; A Wal-BEL; F ENG-c-A Wal-Bel; F NTH-s-A Wal-Bel; A RUH-s-A Sil-Mun; A Sil-MUN; F DEN-s-F Swe; F SWE-s-F Den; A Mos-War/d/-r-Ukr,Lvn,StP,OTB; F MID-Gas; F SPA(sc)-s-

France (Gray):

F Tun-ION; F Mar; F Mar-s-G... lie/d/-r-Lyo,OTB; F Rom-NAI; F Ion-ER; A BRE-s-A Par; A PAR-s-A Bre.

Germany (Langley):

F al-OT; F Rio-AL; A War-MOS; A SEV-s-A War-Mos; A Gal-WAR; A HOL-cl; A ur-MAR; A Gas-Swa; A FIE-s-ur-Mar; A Ser-GRE; A Bul-s-A Ser-Gre/d/-r-RRum;Serr,OTB;

Turkey (MacFarlane):

A Con-BUL; F BIA & F AEG-s-A Con-Bul.

There is a proposal for both a concession to England and an E/G Draw. Please vote with your next orders, remembering that 'NVR' = 'Yes' vote.

Winter 1910 AND Spring 1911 are due January 28, 1983.

1981D 1910 Supply Center Chart

England- Home, Nwy, StP, Swe, Por, Spa, Tun, Nap, <del>Mar</del> , <del>Mos</del> , Rom, <del>HOL</del> , <del>WAR</del> , BEL, MUN, DEN... (14)	-1
France- Par, <del>rev</del> ..... (2)	0
Germany- <del>MUN</del> , Kie, Ber, <del>BER</del> , <del>StP</del> , Vie, Tri, Bud, Ven, Ser, Rum, Gre, Sev, MOS, HOL, <del>WAR</del> , MAR (15)	+12 (1 shrt)
Turkey- Home, Bul..... (4)	+1 (was 1 short)

1981D Press-

GERMANY-GM: Woody says he's willing to vote for the draw.. So I'll propose it -- I propose an English-German draw!

\* \* \* \* \*

1982HZ WINTER 1901 SEASONS DO SEPARATE!

Austria- Builds A DUD

Italy- Builds F NAP

England- F Nth-r-OTB; Builds F LON & F EDI

Russia- Builds A WAR & A STP

France- Builds F BRE & F MAR

Turkey- Builds A SMY

Germany- Builds F KIE, A BER, A MUN

Spring 1902 due January 28, 1983.

1982HZ Press-

MOSCOW-VIENNA: I hope you understand my reasons for moving to Galicia!  
MOSCOW-LONDON: You're on your own, kid!

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1981AF FALL 1910 GAME ENDS IN ENGLISH/ITALIAN DRAW!

1981AF has ended with the proposed E/I draw passing in a somewhat unusual way. Of the remaining four players, one voted 'yes' and three abstained ('NVR' = 'Yes' vote). Not too unusual but two players vetoed concession proposals, which there were none, and failed to vote on the E/I proposed draw! Endgame statements are due by January 28, 1983. Congratulations to Jim Willimas and Jim Gray on their draw!

1930KZ FINAL STATS AND ENDGAME STATEMENTS

1930KZ MURD'RING MINISTERS (Ron Brown). Austria: George Collins (Drop W'01) Paul Goodrich (Out W'06). England: Jack W. Smith (Res W'00) Robert W. Davis (Drop F'03) Bernard Sampson (Drop F'06) Ron Kelly. France: Deane Spèrdakos (Out W'09). Germany: Bobby Stephens (Drop S'08) Al Pearson. Italy: William ("W.A." - "Bill") Hugh. Russia: Mark William Kraft (Drop S'02) Don Swartz (Out W'05). Turkey: John H. Masters (WIN W'10).

	01	02	03	04	05	06	07	08	09	10	
A	4	5	5	4	1	0	X	X	X	X	
E	4	4	4	4	5	5	5	3	11	10	
F	5	5	6	6	5	4	2	3	0	X	
G	5	?	8	8	10	9	9	4	1	1	
I	4	4	3	3	4	4	4	4	5	4	
R	4	2	1	1	0	X	X	X	X	X	
T	4	6	7	8	9	12	14	15	17	19	WINS W'10)

GM COMMENT - 1930KZ was the tenth game of regular DIPLOMACY in the pages of MM. No fewer than 13 different players participated in this game, which may hold the MM record. This game illustrated several interesting points. One, was the excellently constructed and carried-through plan of

the victorious Turk. The growth of Turkey was slow and steady; not too rapid to allow an opposing coalition to form to oppose him, yet rapid enough to have this game completely sewn up by 1909. During 1904-05, a German-Turkish alliance developed that was mutually beneficial. The crucial turn of the game occurred in 1906 when the Turk stabbed Germany for 2 SCs and took Austria's last center for a gain of three. This put Turkey at 12 strong at the end of 1906 and in great shape to go on unopposed from there. The only way Jack would have been denied a win would have been if the entire west banded together at the end of 1906 to stop the Turkish expansion. But the western powers continued to fight amongst themselves. Some improved their own positions but handed Turkey the win in the process. I would guess this game further illustrates the exceptional postal play of Jack Masters, certainly one of the best players ever.

ITALY - W.A. (Bill) Hugh (Survives as 4 SC Power).

To the victor - Big Black Jack - I say well done Buddy and thank you for helping me carry out my vengeance on the F-G Alliance as this poor old corn-cob smoker couldn't have pulled it off without your help. In return, I made the supreme sacrifice and helped you in key situations. The loyal puppet that I was, even though you seared me a couple of times, allowed your eventual win which I'm very happy for. Remember me, Black Jack, and let's keep in touch.

It's been a long game and fun to a point -- I hope no bitter feelings arise. 1930KZ took its diplomatic course and to the victor a toast:

"Black-Jack Daniels hits the spot,  
A few minutes later you're on the pot,  
Push the button or pull the chain,  
There goes Black-Jack, down the drain!"

\* \* \* \* \*

GAME OPENINGS

REGULAR DIPLOMACY - MM-18 is nearly filled, with six signed up. Those confirmed and paid and ready to go are: Scheifler, Schiwautz, Hare, Coburn, Cannon, and Gardner. If you would like to join this crew for the next game (almost guaranteed to start next issue, then you need to: 1) maintain a subscription to MM (@ \$5.50 for 12 issues), 2) send the \$6.00 gamefee, and 3) send the \$3.00 refundable NMR fee, or deposit. I will be opening another game (MM-19) as soon as MM-18 has been filled. Preference lists are accepted, the game will use gray press, and you may have a copy of the MM Houserules on request.

((Con'd next pg.))

## GAME OPENINGS (Con'd)

MACHIAVELLI - Nothing has changed on this one. One has paid and one will when the game starts, so I've only got two for sure although a few others have expressed an interest. I will maintain this opening until it has filled. We need from 5-8 players, and I'd like to have one or two standbys ready just in case. The fees are the same as for reg. DIP: 1) maintaining a sub to MM, 2) \$6.00 gamefee, and 3) 43.00 NMR Deposit. Will begin as soon as possible, probably 2-4 months from now.

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MURD'RING MINISTERS STANDBYS

The following people have volunteered to take over standby positions (that is, take over a position of a dropping/resigning player) for reg. DIP: Larry McCloud, Dan Gorham, Jim Gray, Al Pearson, Jim Dumpas, Jack Masters, John MacFarlane, John Beck, Al Rodriguez, Bill Hugh, Ron Kelly, Steve Arnawoodian, Mike Coburn, Jerry Lucas, and Scott Hanson. There is no cost to be a standby player. Requests are made randomly and haphazardly; but hopefully there will continue to be not ~~X~~ very many requests! Thanks you all sincerely for this service to MM!

I would like to invite as many as are interested in signing up as MACHIAVELLI standbys. Any of you have the game and don't really want to sign up for a brand new game but willing to take over a position later on?

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## READERS' RHETORICAL REPLIES

(( from Keith Sherwood ))

Dear Ron,

You might have read elsewhere in the hobby about my taking over Jack Masters' Modern Calhamer Point Count Rating System. Here's a copy of my zine to look over.

I'd like to make sure that I've got the right count for you and Ron Brown of Canada. Today I think all game starts and finishes distinguish between the two of you, but this wasn't always so. Could you please send me a list of all the Boardman Numbers of your games, if you have such records? I'm interested in making sure the MCPC Listing is as accurate as possible.

Thank you,  
Keith

(( Thanks, Keith, for sending me a copy of your ratings zine: YOU KNOW MY NAME (LOOK UP THE NUMBER). I've been wanting to see a copy of it. It is incredibly comprehensive with the Calhamer Points totaled (according to the MCPC method) for everyone in the Hobby from Bob Acheson to John Zipper who has accumulated any CPs within the last four years of postal DIP play. If you would like to see the zine write to Keith at PO Box 6457, La Jolla, CA 92037. Subscriptions are 50¢/quarterly issue. As for the games I've played in, they are as follows:  
1977IE E (4-way); 1977HG A (W); 1977HQ F (E); 1978CX A (2nd); 1978E T (W); 1978HR A (Abandoned); 1978AN F (4th); 1978CF T (E); 1978AW G (2nd); 1978IL F (SB'04-E); 1978H F (4-wy); 1978HZ F (Res.'04); 19790 R (3-wy); 1980HZ G (W); 1980AF E (SB'04-E); 1980KV I (W); 1980AP I (2nd); 1980HV T (E); 1980CT T (SB'04-E); and my current games are: 1980HY G; 1980CR R; 1981CC E; 1982AW A; 1980KJ F; 1980HU T (SB). This should take ~~xx~~ care of any questions any might have about which games I've played in as opposed to Canada's Ronald Brown! Keep up the excellent Ratings system you are compiling. I want to receive YKMN(LUTN)! - RB ))

RRR (Con'd)

(( from Don Swartz ))

Dear Ron

As to Dan Stafford's comments I am somewhat stunned. I have been called a lot of things in my life but never a redneck! Most people who know me would laugh at that label. I'm afraid that must be the way Dan looks at people -- with labels. Oh, you're gay, Black, Jewish, redneck, or whatever and that sums you up. Fortunately life doesn't work that way. We are all individuals and not stereotypes. Not all W.A.S.P.'s from the south are rednecks. Nor even those of us who strongly stand up for our rights and friendships.

On another note, I was saddened to see Al's JAF fold. While I can understand that your personal life comes first I will still miss him. That just makes MURDERING MINISTERS that much more important. You're not going to be folding anytime soon, are you? That would almost make DIPLOMACY not worthwhile. If necessary, up the sub fee, but please stay in business. Happy Holidays to you and yours.

Sincerely,  
Don Swartz

(( Thank you for the kind words about MM. I too, was very much saddened by the news of Al's fold of JUST AMONG FRIENDS. It was one of the truly reliable and fun loving zines around. And Al Pearson is an excellent GM. JAF will certainly be missed by all of Al's subbers. I spoke with Al on the phone not long ago (I will be taking over one of his games in the next MM) and he explained his job change situation and I feel he very likely made the wisest choice in folding, though it's a shame. MM won't be folding until all the current games are concluded at any rate. Bye. - RR ))

(( from Jeff Albrecht ))

Ron,

I, too, was disappointed in the Leeder Poll results. I do not think that you (or any other publisher) should take the results of this poll seriously when you are considering your long-range future. The pranksters who manipulated this poll have made the entire poll invalid. Ron, your MM, as far as I am concerned, is the best of the Dizzines. You put out a quality publication, and I thank you for your efforts. All too often, I let your good work go unpraised because your quality work shows in every issue and is taken for granted. But, Ron, when it seems that you are a bit down about the Leeder Poll results now, I want to ask you to keep up your very good work in MM and tell you that it is all very much appreciated.

I may not have previously mentioned it, but Jean is expecting our second little diplomat or diplomatess in a week and a half, Dec. 20. This baby is tentatively scheduled for a Caesarean section birth which, we hope, will eliminate all of the platelet problems that Sept had when he was born in July 1980.

Enough rambling. I had better write a few letters to the fresh meat that you have given me to carve in MM-17.

Cordially,  
Jeff Albrecht

(( You know, if it weren't for letters like yours I really wonder whether publishing a zine would be worth it or not. But knowing that people do appreciate your efforts and enjoy the product of your labor that gives the satisfaction from publishing that keeps one going. Thank you. I won't be folding up MM for some time; I enjoy it too much although at times it is really challenging to make the time to do a decent job of it. By the time you get this, your new arrival will have joined your family. Let us know how everything went, OK? Having gone through what you are now undergoing I know and sympathize with you! (Both my boys were C-Section babies) I hope your wife has a speedy recovery and good luck to you! Thanks for writing. - RR ))

((Con'd))



RRR ((Con'd))

(( from John Beck ))

Please sign me up for MACHIAVELLI . . . But why only 6 people? Why don't you have the full 8? Now that would be interesting!

Thank you,  
John Beck

(( The main reason, John, is the difficulty in filling a MACH game. If we can get 8 people to play, then so be it! However, it's hard to guess how long that might take; several months at any rate. Let's see how it goes . . . but I'd like to get the game underway by springtime. - RB ))

(( from Bruce Linsey ))

Dear Ron,

Your response to my letter concerning the source of the "Austria" article in Supernova, and your later response to John Caruso's letter, shows beyond a shadow of a doubt that you are big enough to take criticism, and admit a mistake. The manner in which you responded can only increase the respect that the hobby already has for you.

I do question, however, John Caruso's point in writing to you saying that I am a "busybody" or a "trouble maker". To you and me and probably most of your readers, the point of my inquiry was clear: I wanted to know the history behind the article, especially since it was reprinted in my publication. And I wanted to check with you first before saying anything in public; I feel that this was a fair way to handle the matter. The whole affair doesn't have anything to do with my liking for controversy, nor do I agree with John that I was "picking on" you. Seeing as how John seems to be trying to make a big deal over a simple, polite inquiry; I think the descriptions he aimed at me apply more directly to him.

I thank you again for letting me use the article. It was the only decent one available to me at the time. Keep up the good work with MM.

Best,  
DruX

(( Thanks for the nice words; this is really a good month for me in the ol' RRR, huh? And speaking of John Caruso, guess who's up next? - RB ))

(( from John Caruso ))

Ron

Memphis getting an NFL franchise? Hmmm, I know what they can call it. The Memphis Losers because that's what they'll do once they get into the NFL.

There he goes again. Can you believe Woody can't get thru a serious(???) letter without mentioning his good friend, Mark Berch, just once.

Can you believe JAF closing down? Gee -- it seems all my favorite zines have either folded or fallen on hard times the last year or so. JAF, RETALIATION, RE, COA, why even W/KK are changing. And how many zines recently have taken to the sword. Sort of reminds me of an old cigarette commercial - "We'd rather fight than switch."

Oh, what the hell, let me end this letter before I get into trouble, (and you thought guys could only get in trouble in bed, eh?) Take care and keep them MM's coming. I love my MM's plain & peanuts! (Better than fruits and nuts).

John

(( Yes, I'm very sad about JAF (see my response to Don Swartz' letter). In the DIT hobby no zine lasts forever, (as I once told Gary C. on the phone and he replied, "What about GRAUSTARK?"). All zines fold sooner or later. Some just sooner than later, I guess. Thanks for writing, John, and thanks for the nice words. - RB ))

RRR (Con'd)

(( from Dan Stafford ))

Ron

I don't mean to start a semantics war with you as that would probably be one that I would lose, but . . . in my letter in MM#53 I stated that I believed homosexuality to be "natural for some people." In your response you stated that you did "not think that homosexuality is a 'normal' state". We are both right. Homosexuality is natural for some people, but is not normal (defining "normal" to be what is "natural" for a majority of people).

I agree that "damaging personal remarks" should have no place in our hobby. But I do not consider the term "gay" to be damaging, and I certainly did not anticipate that my remarks would hurt anyone. (Most of the people I have talked to about this indicate that they would not have been "hurt" if my comments had been directed at them.) I must have hit a on one of Coughlan's sensitive points. (He has many.) Is that my fault?

Oh yes, and my apologies for calling Don Swartz a "redneck". You're another one that publishes without censoring -- I like that. On the other hand, he was the one in EE who wanted to drive to my house and get non-verbal with my ass, if I may paraphrase.

Daniel P. Stafford

(( Thanks for writing back and clarifying your position, Dan. I'm sure Don Swartz will appreciate your apology - see his earlier letter above. If someone sends me a letter that is clearly pertaining to the hobby in general or MM in particular and it is not labeled "not for print" or "off the record", I will print it in the RRR column if at all possible. I try to publish letters in their entirety; although I may edit some paragraphs out if it seems best to do so. I think a lively letter column really helps a zine, so I appreciate hearing from different people and learning their opinions. - R ))

\* \* \* \* \*

DAY BY DAY DIP

by  
Jerry Lucas

I am a relative newcomer to the hobby of Postal DIPLOMACY and although I have been playing postally for more than a year now, I am surprised that I have not yet come across an article on Day By Day Diplomacy. I cannot imagine that we were the first to invent it. It is not that much of a departure from Face to Face Diplomacy. Neither do I think we were unusual in making it work since I have played DDD Dip with two different groups. So maybe it's something you would like to try - if you have enough time or enough will power to limit the time you spend on it. DDD Dip can lure you into spending all your waking life on it and maybe even some of your sleeping time as well.

The concept of DDD Dip is simple. It is FTF Dip except that moves are made every day instead of every fifteen minutes or so. We used the rules of Regular Diplomacy with one exception. We established a sacred repository, usually a clear jar with a lid, in which to place moves. This was required because not everyone could be present for the adjudication ceremony. We never used a gamesmaster. Neither did anyone violate the sanctity of the jar, at least not to my knowledge. Players could put things into the jar but only when two or more players were present; at the appointed time for adjudication could the moves be removed. Usually three or four of the players would be present and the orders were always left near the jar for later inspection by those who couldn't be there.

((Con'd next pg.))

DD Dip (Con'd)

So why play DD Dip? Because it allows another dimension in the game for screwing your fellow players through such things as spying, sneak thievery, and wire tapping. If you will bear with me, I would like to illustrate what forms DD Dip deviltry can take.

I first played DD Dip while in the Navy. In fact, it was my first exposure to DIPLOMACY. I was an officer on the submarine Abraham Lincoln, an FBM Polaris submarine. I don't remember who had purchased the game, but it appeared one patrol, and all of us were novices who decided to give it a try. Because we were on patrol and standing watches at different times of the day, we established the sanctuary for moves idea to enable us to play. We were Officers and Gentlemen and figured that we were honorable enough to make it work. We set up the one piece board on the bulkhead of the Wardroom, overlaid it with a sheet of transparent Mylar, and taped the colored wooden blocks on the board. It was 1967.

I drew Russia in the first game and was having a tough time with Austria and Germany. The Austrian player stood watch in the same watch section that I did. He was in charge of the nuclear reactor and made out his moves on a paper pad at his watch station. I procured the services of one of the electricians who stood watch with him to bring me the next page of the pad each day. You guessed it, the ole graphite pencil did the rest. This scheme was only successful for two or three seasons and even with knowing his moves, I didn't do a great deal to break the stalemate lines. But the fun of spying was adequate compensation as was the joy of watching his face when I frustrated his moves.

With Germany I had to resort to a far more dangerous ploy. Germany was the Senior Watch Officer, which meant that he set up the watch schedule for officers. I learned that he kept his moves in the pocket of his jump suit (a pair of coveralls made of synthetic material to reduce lint in the closed atmosphere while on patrol). So, at one critical point in the game, I set out to steal a peek at his moves. Since they weren't in the jar, they were fair game. So, one time when he was asleep, I slipped into his stateroom (more like a closet - it was so small). I moved a fraction of an inch at a time so as not to wake him. It took fifteen minutes to get through the door, and an equal time to reach the hook where his jump suit was hanging. I was not so much concerned that he would discover me trying to rifle his pockets and steal his move, as that I would wake him up - an unpardonable sin on submarines - especially with Senior Watch Officers. I could be standing watches 24 hours a day and never see my family again!

So I was ever so careful. I raised my arm slowly and inserted my hand into his left pocket. Nothing! So I slowly removed it and reached across for the right pocket. There was no right pocket! I finally figured out that his jump suit was twisted on the hook. I decided not to straighten it out because this may have been his technique to detect possible sneak thievery. So, I inserted my hand amidst the folds to search out the right pocket.

The sound of the velcro fastener coming open was deafening. I was caught! These jump suits use velcro closures to avoid the annoyance of losing buttons in the wash or of breaking snaps or zippers. The sound of opening one of them is called the FBM Love Call. I was in double jeopardy. Fortunately, the German player was of milder disposition than I had feared and suitably heterosexual.

We didn't finish this game because of operational demands, but it whetted our appetite for more. On our next patrol several months later I was France and my problem was an English/German alliance. They stood watch together in the Control Room. One was instructing the other, the Supply Officer, to become a Conning Officer - the guy who looks through the periscope and drives the ship. They would discuss their plans on watch. It was an impossible task to get near enough undetected to overhear them. Besides, they had heard of my exploits in the Senior Watch Officer's stateroom on the previous patrol and were wary on how they wrote their orders. Besides, they were both bigger than I was. And there were two of them.

((Con'd next pg.))

DD Dip (Con't)

So force was out of the question. However, I was smarter. Well, sneakier. I noticed that they discussed their plans while at the periscope stand. The periscope is a solid tube so when it is retracted into the ship it doesn't fold up or telescope as you might imagine, but drops into a well. At the bottom of the well, three floors down, is an access door which is used to clean the grease and debris that collects down there. It was also a handy place to sit and listen to their scheming. The periscope well made an excellent directional microphone. However, as clever as I was with devious schemes, my strategy on the board was terrible, and I got wiped out.

The other environment in which I played DD Dip was at work. This had fewer opportunities for my type of devilry because we would go our separate ways each day after work. And we were almost fully occupied with real work while there. But there were other modes of evil displayed. Unfortunately, I was not the inventor of them. Someone else was. This person is currently active in DD Dip and probably doesn't want his darker side known, so I won't name him. He is many times sneakier than I.

He was the master of fakery in our games. At work we had to be careful about who knew we were engaging in Diplomatic intercourse on company time. So the game map couldn't be posted on a wall as I had done in the service. So everyone fended for him or herself. This guy, who was France, devised a system of colored pins on a small map. Others borrowed from the idea and he willingly supported us with copies of his map and colored pins. It wasn't until later when a sure-to-succeed attack on Berlin failed that we discovered he had altered the map. He had eliminated Silesia altogether and caused Bohemia to appear to border Berlin. My support from Bohemia was useless. What a bandersnatch! He was also famous in that game for setting up a long convoy of England's Army Norway to North Africa and then abandoning it there. England was furious - he was also a fool. France won, of course, through a beautifully contrived fake war to break a stalemate.

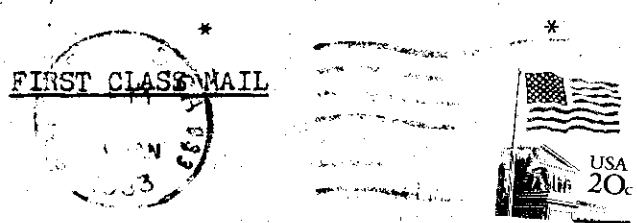
I hope by these illustrations that I've encouraged you to try DD Dip. Beware in the work environment because you get diplomatic calls and conversations at inopportune times and could get in trouble with less than understanding bosses or with bosses with more than one vital sign. I would be interested in hearing whether others have tried a similar scheme. Happy stabbing and spying!

(( Thanks for an excellent article, Jerry. Four issues added to your subscription. I certainly hope you will be able to find time to write another sometime very soon. Your DD Dip exploits are most entertaining reading! Thanks. -RR ))

TRADZ

Larry -  
I know more about  
the Howard Norton stuff  
than you  
about CLAD  
Ron

\* \* \*  
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