

DOUBLE

Issue #58-59

May 13, 1983

STUFF

MURD'RING MINISTERS is a gamezine dedicated to the play of postal DIPLOMACY, a game invented by Allan Calhmer and owned by the Avalon Hill Game Co., and other multi-player wargames. See the GAME OPENINGS section for details on current openings. MM is published monthly utilizing 4 week deadlines. Subscriptions cost \$5.50/12 issues; or 50¢ each if purchased in smaller increments. MM is published by that little old Main Minister, me -- Ron Brown, 1528 El Sereno Pl., Bakersfield, CA 93304. Phone is (805) 834-8409. The best time to reach me via Ma Bell is between the hours of 8-10 PM (PST).

And so it goes . . . the hobby marches on as several zines are ceasing publication at the same time many new zines are popping up. Most of you have heard that Eric Ozog's DIPLOMACY BY MOONLIGHT has folded. To his everlasting credit, Eric stopped publishing with much class and shut down responsibly. It would be great if when all zines came to an end the publishers would display Eric's maturity and responsibility. Eric was kind enough to send me a copy of his final issue as I was not a subscriber. After seeing it, I know that there are many who will miss it . . . I don't know if Lu Henry has folded TACKY or not. It's been a very long time since I've seen one and we're trading . . . Tom Mainardi has left the friendly fold of GOAT OF ARMS (the zine of subzines) and taken his BERSAGLIERI into full-fledged indepent zinehood. He has no game openings at the moment, but you can write to Tom at 1403 Lawrence Rd., Haverstown, PA 19083 if you'd like to see a sample. Tom will do a good job with B . . . I also understand that James Woodson, 2329 S. 9th St. #414, Minneapolis, MN 55406 will soon be publishing a zine called RAGING MAIN and plans to run DIP games therein. Write him and let him know if you'd like to see a copy of his first issue . . . The Canadian branch of the North American hobby has a new Canadian Diplomacy Organization Co-ordinator. Ronald Brown, publisher of SNAFU! has turned the job over to Anwyl of Weismark. Now you probably didn't bat an eye when you read his name (Anwyl) knowing how different all Canadians are. But Anwyl of Weismark is a pseudonym for ????. Anyway, Ron says he's met him and has a lot of confidence in his ability to do a good job in his new post . . . Mark Keller, 9536 Shumway Dr., Orangevale, CA 95662 is publishing a new zine on computers and DIPLOMACY, called THE TWO FACES OF TOMORROW. If you have a home computer and are interested in sharing ideas on how to apply it to DIPLOMACY, write to Mark . . . ORIGINS will be held at Cobo Hall in Detroit, Michigan July 14-17. Naturally, it will be the site of this year's annual DIPCON. For more information or pre-registration forms write to MDG ORIGNIS (you know what I meant!), 1983, PO Box 656, Yandotte, MI 48192. . . A few tardy zines are LONE STAR DIPLOMAT, DAMN THE TORPEDOES, and THE SHOGUN'S SWORD. I understand TSS will be out soon; any one know about the other's state? It has also been announced that Eric Kane's ANDUIN will be delayed until this summer but that's all is well . . . The post office continues to perform to its usual degree of -- well, not totally reliable service. (sorry, Gary!). From Bruce Linsey comes a report that he recently received a copy of THE SCHEMER (#2), a long-defunct zine with a postmark of July, 1981! See the game report for 1981CT and see how Jim Greenwood sent a set of orders 7 or 8 days before the deadline and had them arrive 5 days after the deadline. And finally, my last copy of DIPLOMACY DIGEST arrived so horribly mangled as to be totally unreadable (with a note from the PO saying they're sorry)!!

MORE STUFF

Wouldn't you know it? One of the most frustrating things about publishing a DipZine is wanting to put a lot of time and effort on it and not being able to. The weekend of May 13th sure seemed like a good time to type and print up this issue when I set the deadline last time. Then the inevitable ahppened. A football coaching clinic on the 14th was brought to my attention. Alfred decided the 15th was the best time for us to make our baseball trek to the désert. Friday night (13th) a surprise birthday party for my friend Eddie Maze was thrown together. So the entire weekend was filled. Then something happened during the following week that I can't go into here, but we were faced with a tragic event to a close member of our family. This is the 22nd and it appears that it will be Tues or Wed before I actually have this issue in the mail! And so it goes . . . I know you want the zine as quickly as possible after the deadline. Believe me, I want you to get in as quickly as possible too!! I can only hope it will get better. Sorry . . .

I apcologize to anybody who received a postage due 17¢ last issue. I know that some of you did and some didn't. The post office is determined to fuck me over one way or another. If you don't use envelopes, it takes longer to deliver the zine (some tell me), but if you do you have to put 2 pages off your zine or draw a 17¢ penalty. You can't win. Then I read of Bill Highfield's problem with the P.O. He was told by a postal clerk (with a straight face even) that it was the extra weight of the postage stamps he was using that was driving up the weight of his zine! And then finally, my latest issue of DIPLOMACY DIGEST arrived (what was left in it) in a little clear plastic doggie-bag all ripped up by the post office. Oh yes, they didn't offer to refund any postage from it but they did say they were sorry. Mark Berch wrote on the outside he hoped I'd try his quiz -- too bad I can't read the contents. Maybe I should be like Coughlan -- if you can't beat 'em - join 'em!

I've been very, very remiss on corresponding lately. I thought I was taking a 30 day break from it and it turned out to be more like 60. For all of you receiving this issue as a sample, please accept my apologies for the tardiness in letting you see what MM looks like. I didn't run off enough copies of the last issue to send any samples and I stopped saving the old issues; therefore, you had to wait until this issue to get one. Hope you like MM!

I never cease to be amazed by the bulk some publishers are capable of producing. Steve Langley and Bruce Linsey continue their heavy commitment to publishing. Steve has recently been the center of a bit of controversy when he proclaimed he would no longer accept "Do Not Print" requests on any incoming hobby mail. This proclamation seemingly shocked much of Dipdom and many have written to Steve or about him and voiced their feelings. Don't send anything to Steve you don't want to see in print in MAGUS -- but then, how many of you would anyway? Write to Steve at 4112 Boone Lane, Sacramento, CA 95821 if you want to share an opinion . . . publicly, of course. . . . Bruce Linsey, 24A, Quarry Dr., Albany, NY 12205 has purchased a ditto machine so VOICE OF DOOM has switched to ditto format, making it a little harder than normal to read. What hasn't switched is Brux's continually large issues, full of letters, articles, and other good stuff. Subscriptions are \$5.00/10 issues (nearly everyone is guaranteed to be a B-I-G issue - no doubles) so it's one of the best buys for the money. Try one if you haven't seen one recently by requesting a sample from Bruce's address above . . .

* * * * * ((Con'd on pg. 12))

"I wasted time, and now doth time
waste me;
For now hath time made me his num-
bering clock;
My thoughts are minutes."

* * * * * RICHARD II, V, v, 49.

THE GAMES!

OH SHIT! THREE GAMES DELAYED!!

1981AY and 1982CO are being delayed by the GM. I did not receive any orders from Larry McCloud and he's in these two games. He moved recently but I think I may have gotten an incomplete address or else I mis-addressed his copy. I say this because a player in a game with Larry mentioned that Larry hadn't received the last issue well past the time he should have. And then Jerry Lucas sent me Larry's exact current address. So I feel it is the best interests of the game to make sure Larry gets this issue and has a chance to send orders. I will call for a standby just in case, however, so that the next season will be in the next issue with or without Larry. I'm pretty sure it will be with him. Current positions of these two follow:

1981AY FALL 1909 due July 1, 1983. Orders on file for A-F-G. REMEMBER THERE IS A DRAW PROPOSED: A-G DRAW.

Austria (Lucas): A VEN; F ALB; F EAS; F AEG; F BUL(sc); A SER; A GRE; A SEV;
A UKR; A RUM; A GAL.
England (Gray)* F ENG; F HEL; F BAL.
France (Winger): A PIC; A BUR; A PAR; F MID; A TYA.
Germany (Albrecht): A MUN; A RUH; F BEL; A LON; A DEN; F SWE; F NTH; A Ber-PRU;
A STP; A MOS.
Turkey (McCloud)** A WAR; F BLA; A CON; A SMY; F LPL.

*Would Mike Coburn, 5201 Demeret #28, Bakersfield, CA 93309 please standby for England?

**Would Bill Hugh, 17022 Jordan #100, Irvine, CA 92715, standby for Turkey?

Larry McCloud, 475 Grand Canyon Blvd. Apt. C, Reno, NV 89502 - is Larry's new address.

* * * * *

1982CO Winter 1904 AND Spring 1905 due July 1, 1983. Orders are on file for I-T-G-F-E.

Austria (McCloud)* A TYA; A BOH; A BUL; F AEG; A SER; Is +1
England (Olsen): F NWY; F NTH; F POR; F BEL; F Bre/d/-r-Eng, Mid, OTB. Is +1
France (Hugh): A BRE; F GAS; A SPA. Is -1.
Germany (Swartz): A BUR; A RUH; A MUN; A PIC; F KIE; F DEN; A SWE. Is Even.
Italy (Palter): F EAS; F ION; A TUN; A MAR. Is +1.
Russia (J. Beck)** A ARM; F BLA; A MOS; A STP; F SKA. Is Even.
Turkey (Gorham): A ANK; A CON; A Arm/d/-r-Syr, Smy, OTB

Would John MacFarlane, 630 Totavi, Los Alamos, NM 87544 please standby for Austria?

See above (1981AY) for Larry McCloud's current address.

**Would Jim Bumpas, 4405 Dillard Rd., Eugene, OR 97405 please standby for Russia?

* * * * *

1981CT JAF Orphan * due July 1, 1983.

This game is delayed by the GM because a player's resignation hinges on how a problem is solved. Specifically, Jim Greenwood, the Turkish player in this game was hit with a crippling NMR in the last adjudication. Jim called me immediately and asked what was going on as he had mailed his orders in to me in plenty of time for me to have received it by the deadline. In fact, it arrived the Tuesday after the deadline - hence the NMR. The envelope containing the orders was postmarked leaving Kansas City around April 2nd; but then was postmarked in Texas, then to Long Beach, CA, and finally here, where it arrived April 12th -- about 10 days. Jim feels since he sent in his orders in good faith he shouldn't be penalized by the ineptitude of the Postal service. I told him I felt sorry for him, but the NMR would have to stand. Jim then stated that he would resign if the season were not re-adjudicated using his orders. I told him that all I could do would be to delay the game and leave it to a vote by the players. If this was a regular MM game, I'd

(Con'd next pg.)

1981CT (Con'd)

have to declare it an NMR and say too bad. However, this is not one of my games but an orphan. Therefore, I'm asking that all the players vote on the following: There is a Proposal that the Winter 1908/Spring 1909 adjudication be redone using the Russian orders. Please vote by July 1, 1983. If you are in favor of the proposal do nothing. If you are not in favor of this proposal, please advise the GM you wish the season to stand. If two players veto the proposal it will fail, otherwise it passes.

If it passes I will readjudicate the W'08/S'09 season and that will be the result you see printed in the next issue. If it does not pass, Jim Greenwood will be resigning and his place taken by a standby. MAKE SURE YOU VOTE, IF YOU ARE AGAINST THE PROPOSAL - OTHERWISE IT PASSES. So don't say I didn't tell you, OK? The positions . . .

- Austria (Johnson): A TRI; A VEN; A VIE.
 - England (Fassio): A LVN; A STP; F BAR; F BAL; F SKA; F NTH; A BER; A KIE; A LON.
 - France (Hanson): F EAS; F ION; F TUN; F TYS; A PIE; F MID; A PRU; A MUN.
 - Italy (Williams): A ROM; F NAP.
 - Russia (Rodriguez): A SIL.
 - Turkey (Greenwood): F BLA; A RUM; A WAR; A SER; F GRE; F ADR; F Tri/d/-r-Alb,OTB.
- *Would Dan Gorham, 1365 Edgecliffe Apt. 3, Los Angeles, CA 90026 please standby for Turkey?

* * * * *

1983F WINTER 1901

- Austria- Builds A BUD & A TRI
- England- Builds F LON
- France- Builds A PAR & F BRE
- Germany- Builds A BER & A MUN
- Italy- Builds F NAP
- Russia- No Adj
- Turkey- Builds F SMY

Spring 1902 due July 1, 1983.
COA - James Donop, 714 Firefly Dr., San Antonio, TX 78216. COA- Mike Cannon, 13801 Wisteria Dr., Germantown, MD 20874.

1983F Press-
TUNIS: All 5 of the resisting residents, the Emperor, his 3 leading ministers, and (guess who?) the Turkish ambassador have been exiled to San Marino for the duration (the duration of their lives, that is), while the rest of the population cheered on the Italian forces.

* * * * *

1982IT SUMMER 1902 English A Nwy-r-OTB/NRR; Austrian A Ser-r-ALB.
1982IT FALL 1902 SEE-SAW BATTLES RAGE ACROSS EUROPE!

- Austria (Gorham): A TRI-Vie; A Bud-SER; A ALB-s-A Bud-Ser; F GRE-Bul(sc).
- England (Baldwin): F LON-s-F Nth-Eng; F Nth-ENG; F Bel-Hol/d/-r-Pic,NthOTB; F LPL-Iri.
- France (Wilson): A BUR-Bel; A GAS-Bur; F MID-Iri; F SPA(sc)-Mid; F Eng-s-A Bur-Bel/d/-r-Pic,Bre,Wal,OTB.
- Germany (J.Lahue): F HOL-s-A Ruh-Bel; A Ruh-BEL; A MUN-H; A BOH-Vie; A DEN-H.
- Italy (Stowe): A Tun-NAF; A VEN-Tri; F ION-s-Austrian F Gre/OTM/; F AEG-Bul(sc).
- Russia (Hugh): A Gal-BUD; A RUM-s-A Gal-Bud; A Sev-s-A Rum/NSU/; A War-GAL; F Nwy-STP(nc); F Swe-NWY; F SEV-H(unordered).
- Turkey (Albrecht): F EAS-Smy; F CON-Smy; A BUL-s-A Ser-Gre; A Ser-Gre/a/.

Winter ~~1902~~ 1902 AND Spring 1903 due July 1, 1983.
1982IT 1902 Supply Center Chart and press on next page . . .

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"Give me your hand and let me feel your pulse."

1982IT Con'd

1982IT 1902 Supply Center Chart

Austria- Vie, Tri, Bud, Ser , GRE.....	(4)	0
England- Home, Bul, Rum	(3)	-1 (was one short)
France- Home, Spa, Por.....	(5)	0
Germany- Home, Hol, Den, BEL.....	(6)	+1
Italy- Home, Tun.....	(4)	0
Russia- Home, Rum, Swe, NWY, BUD.....	(8)	+2
Turkey- Home, Bul.....	(4)	+1 (one short)

1982IT Press-

BAKERSFIELD-!(*@IT: Don't forget that it takes a minimum of two players to gain a separation of seasons.

RUSSIA-ITALY: Where's my lady's response -- Oh where's my lady's response?? (F Ion-Aeg!) Someone said that her response was under there (A Ven-H!!), so I said "under-where??" Then someone repeated, "Her response is under there!!" So now I understand -- her response is in her underwear!!

RUSSIA-GM: Is this part of the game?? I have to admit; I'm a male, chauvanistic Pig. Who cares?!

BAKERSFIELD-RUSSIA: Not me.

BAKERSFIELD-LONDON: CIC!

* * * * *

1982HZ SUMMER 1903 - Russian A Rum-r-BUD; Italian A TRI-s-German A Tya-Vie, omitted(S*03)
1982HZ FALL 1903 TURKS LAUNCH BALKAN BLITZ!

- Austria (Rodriguez): A BOH-Goes Trout Fishing In America (H); A GAL-Par/imp/- (H).
- England (Cannon): F ENG-Lon; F YOR-s-F Eng-Lon; A LPL-H;
- France (Stafford): F LON-s-German F Nth; F Cly-EDI; A Bre-GAS; F SPA(sc)-Lyo;
F MID-Wes; A POR-Spa.
- Germany (Ozog): A Vie-Tri/d/-r-Tya, OYB; A Sil-MUN; A DEN-s-Russian F Swe/OTM/;
A BEL-H; F NTH-s-French F Lon; F NWG-s-French F Cly-Edi.
- Italy (Torkelson): A Ven-PIE; A TRI-s-Russian A Bud-Vie; F Adr-VEN; F TYS-Lyo;
F TUN-Wes; F ION-Tys.
- Russia (P.Lahue): A StP-NWY; F SWE-s-A StP-Nwy; F Sev-H/a/; A War-PRU; A Ukr-WAR;
A Bud-VIE.
- Turkey (Jones): A Arm-SEV; F BLA-s-A Arm-Sev; A RUM-s-A Ser-Bud; A Ser-BUD;
A Bul-SER.

Winter 1903 AND Spring 1904 due July 1, 1983.

1982HZ 1903 Supply Center Chart

COA- Mike Cannon, 13801 Wisteria Dr. Germantown, MD 20874.

Austria- Bud, Vie	(0)	OUT
England- Lon, Lpl, Edl, Nth	(1)	-2
Germany- Home, Bel, Hol, Den.....	(6)	0
France- Home, Spa, Por, Lon, EDI.....	(7)	+1
Italy- Home, Gre, Tun, Tri.....	(6)	0
Russia- StP, War, Mos, Swe, NWY, VIE , NWY.....	(6)	+1 (one short)
Turkey- Home, Bul, Ser, RUM, BUD, SEV.....	(8)	+3

1982HZ Press-

KING MICHAEL THE LAST: "Villainous company hath been the spoil of me."
HENRY IV PT. I, III, 111, 10.

ENGLAND-F/G ALLIANCE: I laf at your insinuation that lack of skill had anything to do with my demise. In DIPLOMACY, situations sometime arise through no fault of your own, that are impossible to overcome, diplomatically or strategically. I was faced with such a situation: an unshakable 2-way alliance against me, having a 3 to 1 superiority in units, plus the fact I didn't receive one jot of military aid from anyone (although a few people did try to keep up my spirits). If either of you had been in that position, you would be just as dead.

(1982HZ Press continues . . .)

1982HZ Press (Con'd)

PARIS: Was neither F nor G that wrote the "F/G ALLIANCE" press last season. Mr. Cannon has mounted a highly creditable defence, which is more than can be said of Austria.

BAKERSFIELD: I omitted a dateline for that bit of "F/G ALLIANCE" press last time -- it should have been given as (BERLIN).

ENGLAND-AUSTRIA: Well, so much for our alliance, eh? Oh nothing personal, but I hope you are eliminated before I am. I would just hate to finish last.

TSAR-KAISER: Blow it out where the sun don't shine.

GHOST OF ENGLAND SOON TO BE-GM: Is there any rule which prohibits me from writing press after I'm deceased?

GM-GHOST OF ENGLAND SOON TO BE: None at all. Just remember to give a dateline that is not owned by another player. Good luck.

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1981D WINTER 1911 ALL PROPOSALS FAIL! WAR RAGES!!

England- A Bel-r-PIC; Builds F LON

Germany-F Kie-r-BAL

France- No Adj

Turkey- Builds F SMY

1981D SPRING 1912 ENGLAND AND GERMANY CONTINUE ENACTMENT OF THE CLASH OF THE TITANS!

England (Arnawoodian): F BRE-H; F Lon-ENG; A PIC-Par; A KIE-H; F NTH-Bel; A HOL-s-F Nth-Bel; F Nwy-NWG; F DEN-Nth; A StP-Nwy/d/-r-Fin,OTB; F MAR-H; F Lyo-TYS; F Mid-WES; F ION-Gre; F ADR-Ion; F NAP-s-F Adr-Ion.

France (Gray):

NMR: A PAR-H.

Germany (Langley):

A Mun-RUH; A BUR-s-A Bel; A BEL-s-A Mun-Ruh; A Boh-MUN; F SWE-Nwy; F BAL-Swe; F BOT-s-F Bal-Swe; A Lvn-STP; A MOS-s-A Lvn-STP; A Pie-TUS; A Tri-VEN; A Alb-TRI.

Turkey (MacFarlane):

F Gre-ALB; F Aeg-GRE; A BUL-s-F Aeg-Gre; F Con-AEG; F Smy-EAS.

Fall 1912 due July 1, 1983.

There is a proposed E/G Draw. Please vote with your next set of orders remembering that 'NVR'='Yes' vote

I think Jim will stay in -- if not then France will be placed into CD.

1981D Press-

SWITZERLAND: Analysts report that Turkey, the dark horse candidate for ruler of Europe has started to make itself heard. Even as France declines, Turkey grows. The two 'Giants' had better look to their 'laurels' for there is a new challenger.

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MM-20 NEW GAME STARTS!! BOARDMAN NUMBER, ANYBODY? EUROPE PREPARES FOR WAR! MURD'RING MINISTERS FIRST INVITATIONAL BLOOD-LETTING GAME!!

AUSTRIA: Dan Stafford, 215 Delhi Apt. D, Columbus, OH 43202

ENGLAND: Bob Olsen, 6818 Winterberry Circle, Wichita, KS 67226.

FRANCE: Jerry Lucas, 3902 Lakemead Way, Redwood City, CA 94062.

GERMANY: Jeff Albrecht, 2029 Cedar Breaks Dr., Salt Lake City, UT 84118

ITALY: Steve Arnawoodian, 602 Hemlock Circle, Lansdale, PA 19446.

RUSSIA: Ronald Brown, 1200 Summerville Ave., Ottawa, Ontario CANADA K1Z 8G4.

TURKEY: Ron "Fish" Brown, 1528 El Sereno Pl., Bakersfield, CA 93304.

GAMESMASTER: Mike Coburn, 5201 Demeret #28, Bakersfield, CA 93309. Phone- (805) 832-7816. Spring 1901 due July 1, 1983.

There may or may not be a running commentary accompanying this game. I'd like to see if I can get Kuszynski to conduct an analysis - we'll see.

((All positions in this game were drawn by lot - no preferences were given. All but Dan Stafford owe \$5.00 gamefee - No NMR Deposit required - please submit gamefees with S'01 orders - Thanks))

This game will not be the first time an invitational game has been run in these pages. After the first one turned out to be a big fiasco, I vowed never to try it again. However, one day I was thinking it might be fun to play in another DIPLOMACY game by mail, especially if I could pick out a bunch of people I was sure were very interested in playing a serious-but-fun game. I mentioned to Bob Olsen what he thought about it, since Bob was my first choice of who I'd want in the game. (If you've never played in a game with Olsen I hope you will sooner or later as he is one of the most enjoyable opponents I've ever played with; we crossed swords in both 1980KV and 1980KJ besides the current 1980HY.) Bob agreed to play and seemed to think it was a good idea. Everyone else I know either because I've GM'd a game for you, I've played against you, or I otherwise feel you will make a commitment to make this an enjoyable game. So, let's have a good time and come out ~~bleed~~ smiling . . .

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GAME OPENINGS

Regular DIPLOMACY -
(MM-19 & MM-21)

These will be the last two games of Regular DIP until a current game concludes. MM-19 has six players requesting assignment; not all six are paid. MM-21 has one spot requested. The gamefee is \$6.00. There is an additional \$3.00 NMR Deposit, which is refundable at the game's end if you did not NMR during the game. Signed up and paid for MM-19 are: Kuszynski, Mullin, Haffey, Sherin. Bill Hugh and Jerry Jones have indicated a desire to play and need to submit gamefees plus NMR Deposits if they still want the positions. Baldwin wants a new game but shouldn't be in the same game with Kuszynski so he'll wait until MM-21 is filled. Hope to start this one before long as Baldwin is eager to go in order to do better than he is in 82IT!

MACHIAVELLI -

This one is actually beginning to fill! If you've been thinking about getting a MACH game or someone has given you one or something and you are possibly interested, please see the MACHIAVELLI article in this issue. The fees are the same as DIPLOMACY, above. Patter and Affleck Asch Lowe (just one person) are paid and ready to go. Zebal'ler and Broshot -- still want in? Cannon? Anyone else?

STAR FLEET BATTLES/FEDERATION SPACE - Mike Coburn has prepared a multi-player postal campaign game based upon this popular game. Now you can command the heavy cruisers and battle tugs of the Federation. Or make the strategic decisions of the Romulan High Command as you decide how many War Eagles to commit to a battle. Also needed are Klingon, Kzinti, and Gorn Star Fleet High Admirals! See the page #9 for Mike's description of his game opening. Sounds like great fun for all you Star Trek fans out there! (And who's not?)

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MURD'RING MINISTERS STANDBY LIST

Regular DIPLOMACY - Dan Gorham, Jim Gray, Jim Bumpas, John MacFarlane, Al Rodriguez, Bill Hugh, Ron Kelly, Steve Arnawoodian, Mike Coburn, Jerry Lucas, Jim Williams, Stan Johnson, Scott Hanson, and Phil LaHue.

There is no charge for being on the standby list. Requests are made randomly and haphazardly. Thanks to all of the above good guys!! If you would like to get a free DIP game, why not try the standby list? Thanks!

THE DIZZY DEMONS CATCH FIRE
or
HOW TO BE 11-17 AFTER ROUND 1
by
Ron Brown

Seven of my friends here in town and I have an annual gaming league with the quaint title of the Tharon Patrick Collins League. "Who is Tharon Patrick Collins?" you might ask. He was the catcher on the 1927 New York Yankees. All eight managers name their own teams; mine is the Dizzy Demons while Al Rodriguez named his Trout Fishing In America. We have an annual meeting where we discuss possible rules changes and to conduct a baseball draft. It is very exciting and a lot of fun. We use the APBA Baseball game; each player has his seasons batting tendencies reduced to a mathematical formula printed on "players cards". The results are usually very realistic. In other words, if Rod Carew were to bat .400 this year, his card for next year would be one that actually would hit .400; were you to play an entire's season worth of games!

This is the third year running now for our league and I'm sure it has become a permanent fixation with all eight of us managers. Our season consists of a 91 game season, divided into three rounds. The first is made up of playing each opposing team a 4 game series (total of 28), the second is a 5 game series (35 games), and the last one goes back to 4 games. We have just finished the first round and are getting into 2nd round action. My Dizzy Demons were 11-17 after the first round.

Tom Heflin's Tormentors seem to be the team to beat. The Tormentors are last year's champions and look like a good bet to successfully defend their crown. Al's team is loaded with power and talent and could yet overtake him. Robin Yount hasn't even started hitting yet!

A few Dizzy Demon hitting stats follow . . .

Name	AB	H	2B	3B	HR	RBI	Avg.	R	W	SB
Rod Carew	110	31	3	0	3	9	.282	15	11	0
Frank White	152	39	14	2	3	17	.257	15	0	1
Fred Lynn	107	26	6	0	6	16	.243	15	11	2
Gary Carter	139	21	2	0	9	18	.151	16	15	0
Doug DeCinces	134	31	13	0	2	12	.231	17	11	1
Al Cowens	102	23	7	1	6	15	.225	20	3	1
Larry Herndon	107	24	6	3	2	7	.224	11	4	0
U.L. Washington	72	13	2	0	1	8	.180	12	12	8
Jim Dwyer	37	14	0	1	2	10	.378	7	3	2
Carl Yastrzemski	36	10	3	0	2	7	.277	3	1	0
Gerry Maddox	69	21	5	1	0	10	.304	2	1	0

As you can see, our league tends to be one that features tough pitching. Although the players' power figures are still pretty accurate, the increased number of good pitchers cut down on the averages, however. My biggest disappointment thus far is Gary Carter. He should be hitting much better but he's just not hitting for much average, although his power numbers and RBIs are right up there. The above stats reflect the first series of the second round so the above is for 33 games (our record is 15-18). Well, next time I'll print the current standing as of July 1st.

* * * * *

"True, I talk of dreams,
Which are the children of an idle
brain,
Begot of nothing but vain fantasy."

ROMEO AND JULIET I, iv, 97.

"He was not born to shame;
Upon his brow shame is asham'd to
sit."

ROMEO AND JULIET III, ii, 91.

The following is an announcement of a new play by mail game. This game will be based on the game system called "Federation Space" and "Star Fleet Battles". For those who are not familiar with these games, they are based upon the T.V. series "Star Trek", and other races created for the animated series of the same name. In these games each player controls units of an "Empire". "Federation Space" is a strategic level game, and "Star Fleet Battles" is the tactical equivalent to it.

In the proposed game, to be played through MM, each player will control the Strategic moves and decisions. However, all battles will be resolved by assigned players here. Thus, the strategic player will be able to commit his/her force to a battle, and may even recommend tactical advice, but is at the mercy of his admirals. If any players in Bakersfield want to run a strategic level, he may, but he will not be allowed to run ships in any of the tactical battles.

Every 'turn' will consist of two parts. The first will be the primary movement phase. Ships will be moved, or not, a certain distance. Any ship that did not move is considered to be a reaction force and will automatically intercept any hostile ships that move adjacent to them, unless a player writes an order to prevent this which may be limited to certain areas. Any battles that result will be resolved ASAP. The results of this move will be published in MM, as well as current battle results. Player will then send a second group of orders in which every ship will be allowed to move up to the limit of remaining movement points or two hexes. Thus each complete turn will take two months, and represents six game months. At the end of the second part of the turn each player will be given his economic status, in which to buy new units or replacements

replacements and new installations. The exact nature will be explained in the rules.

Every player has the right to fire his admiral. Just inform me of your request. However, remember that if you sack every admiral that you have because he loses a battle, you'll soon end up with your original one.

In addition to pure military affairs, you will be allowed to explore uncharted regions in search of new planets, in fact the Federation and the Romulans were most active, prior to game in searching for raw planets. You may also trade with other players and negotiate with the Orion Pirates, or fight pirate raids, and even deal with extra-galactic fleets. (these are mostly random events).

At the start each player will be given a force pool and money to buy your initial fleet. Other than the pool limits you may buy whatever you wish. Each player will also be given certain fixed installations, basestations, battle-stations, and Star bases.

In order to play in this game you do not need to know how to play either game but it would help.

The game fee will likely be about \$15, and includes the standard NMR fee. Each player will receive a map of the game. The game can be started with five players, Federation (Kirk et,al) Klingons, Romulans, Gorns (borders Federation and Romulans), and the Kzinti (borders Fed. and Klingons). Two additional spots are available Hydrans and Lyrans but for game balance they must both be in or neither. The Tholians will not be used, and the Pirates will be random or a certain, well known local Pole, will control.

If interested contact me, Mike Coburn, through Ron and MM.

THE REST OF THE NIXONS

((There were so many good nominations this year (and so many for the winner - Mike Mazzer) that I decided to print the others as well as the winning nomination. It's been until this big issue to have enough room for them I think you'll enjoy reading them! - RB))

((from Ronald Brown - on a more serious note))

Dear Ron,

I nominate Glenn Overby for the Nixon Award. Here are some of his accomplishments in '82:

He told several people that JIHAD! was in the mail when, in fact, it hadn't even been printed.

He had his mother phone Kathy Byrne to plead for an extension when Kathy wanted to rehouse his games, promising he would be "good" from now on.

He told several people that cheques for money he owed them were in the mail, when they weren't.

He gave a player an NMR after the player had sent several letters including a telegram, advising Glenn he hadn't received the previous issue. Glenn claimed the player never informed him of this fact.

He never turned over the Mensa Diplomacy SIG records and funds (about 50-60 dollars) despite having told people at ORIGINS in Baltimore it was "already taken care of."

He went to ORIGINS to pitch for Detroit as the site of DipCon '83 and has since refused to have anything to do with DipCon Society forcing them to look for a new site.

These are things I'm aware of and can back up. I'm sure others have other items of interest concerning this liar and thief.

Thanks,
Ron

((from Scott Hanson))

Seeing as I nominated the past two winners of this award, I thought I'd give a shot at three in a row. The problem is, I haven't heard of any good lies this year. Not one. Maybe I'm not as naive as I once was.

Oh sure, there were a few frauds that should not go unnoticed. That fake head-soaking deal was really a crock. PudgeCon was supposed to be a joke, but the only joke was when 20 people showed up at Olsen's house, Rod Walker's promise to print the Leeder Poll promptly turned out to be hot air, and the poll itself made a monkey out of everybody. Woody continues to impersonate a human being, but what else is new?

But in DIPLOMACY itself, did anybody tell any lies this year? I think everyone was telling the truth to set up lies for next year.

But I must name someone, and my pick is the elf himself, Eric Ozog. I've heard nothing about his postal play, but FTF he's the slicked player I've run across. Who'd ever think an elf would lie? At DipCon he pulled off a win as France with Kathy Byrne in Italy. And as for me, well, in playing him 6 or 7 times, I've earned the nickname "Ozog's Doormat". I know it when the moves are about to be read and Eric just looks at me sadly and shakes his head. I know he's done it again.

Scott Hanson

((Con'd on pg. 14))

* * * * *

"The devil can cite Scripture for his purpose."

STILL MORE STUFF (Con'd from pg. 2)

Larry Peery is conducting an election for the winner of the First (1983) Don Miller Memorial Award. The purpose of this award is to honor significant contributions to the hobby by outstanding members. Larry is hoping for a big voter turnout, so vote for one of the following nominees by July 4, 1983. - Mark Berch, Kathy Byrne, Don Ditter, Lee Kendter Sr., or Rod Walker. Mail your vote for one of the above worthies to Larry Peery, PO Box 8416, San Diego, CA 92102.

Speaking of Mr. Peery, some 40 Dippy players from all over Southern California met in Los Angeles in April for "MASTONDONCON I" - a day-long DIPLOMACY event. Hosts Mike Maston and Larry Peery, along with guests of honor Rod Walker and Edi Birsan led the group in eight DIP games. Ed Menders, of Santa Barbara was the only game winner, with France. Other "Best Country" performances were turned in by Edi Birsan and Robert Butland, (Austria); Dave Manuel, (England); Steve Solzby, (Germany); Jeff Schwartz, (Italy); Larry Peery and Rod Walker, (Russia); and Greg Fowler, (Turkey). Larry's next effort will be PeeriCon III - a FTF DIP meeting to be held in San Diego, CA on July 29-31. It is sponsored by the San Diego DIPLOMACY Society and will be hosted by Larry Peery and Mike Maston. P.C. III will get under way on Friday night with an informal open house and a "Beginners Only" game. The Tournament will begin Saturday morning at 10:00 AM (registration starting at 9:00 AM.) It will be held at Forum Hall at University Towne Center in La Jolla (Interstae 5 and La Jolla Village Dr.) and will continue to around 10PM. The second round will begin Sunday at 10 AM and continue to 6 PM. Write to Larry for more details -- see address above.

James S. Woodson, Naval Aviation Schools Command, Building 633; AI-32, NAS Pensacola, FL 32508 (phone - (904) 456-8661 Ext. 456), is beginning the publication of RAGING MAIN, a new DipZine. Subscriptions are 12/\$5.50 and he has game openings in Regular DIP - no gamefee required - just maintaining a sub is all that's needed. James is also trying to fill a game "for active-duty servicemen only". If you are in the armed forces, check it out. Issue #1 was four pages - very neat and easy to read - great repro. Write to James for a sample.

Judy Winsome has stepped out of the closet and revealed her true identity!!! "Judy" is none other than our own beloved Jerry Lucas! Jerry is one of the nicest guys I've met in this hobby. I was really surprised when I got WINSOME-LOSESOME #14. The Heading was entitled "JUDY WINSOME EXPOSES HERSELF" on pg. 1. I started reading, full expecting to begin an account of Judy's sexy exploits on one of northern California's nude beaches. Instead, I read that "Judy" didn't exist and that a maildrop had been being used! The "true address" given at the top of the page and I recognized it as a familiar address and a bit of checking showed me it was Jerry's address! I got a note from Tim Winger just before this telling me of a visit to him by Judy and that she was "coming out of the closet". (If you make extra copies, Tim, make me one and I'll run it next issue.) I didn't really know what he meant until W-L got here, then it became apparent. How did long did you know about this, Tim? I've got a hunch it's been a long time. Anyhow, congratularions Jerry on a great Scam. This is the best thing for the hobby since Jane Proskin was sending fake MMs to everyone!

Midshipman 3rd Class USN NROTC William S. Highfield, 2012 East Ridge Road, Rochester, NY 14622 USA, publishes THE MODERN PATRIOT. A staunch Reaganite (to the core), Bill is as conservative as John Michalski. They are both just to the right of Darth Vader. However, I won't hold it against him because he publishes a beautiful digest-sized zine full of DIP games, cartoons, articles, BS, and a subzine by John MacFarlane "Iron Curtain". Subscriptions are \$6.00/10 issues and he has openings. He plans a "super issue" next time of 108 pages!!! Write for a sample or for info on how to obtain his upcoming biggie.

(Con'd next pg.)

YET STILL MORE STUFF

Two other new zines have adopted the reduced-print digest-sized format. They are THIRTY MILES OF BAAAD ROAD, published by Mark A. Luedi, 730 Atwater #15, Bloomington, IN 47401, and MIDLIFE CRISIS by Paul G. Rauterberg, 4922 W. Wisconsin Ave, Milwaukee, WI 53208. The latter runs \$4.50/10 issues. Paul has game openings in regular DIPLOMACY - no gamefee but a \$5.00 NMR Deposit is required. MC looks like it will be a good one. Why not write for samples of both of these? THIRTY MILES OF BAD ROAD should appeal to those who enjoy a relaxed, a laid-back approach. Mark's new zine will focus on the personalities of the hobby and on humor. 30 MILES. . . & is available at \$4.00/10 issues and there ^{are} openings in regular DIP - \$2.00 gamefee with a \$3.00 NMR Deposit.

HAI! JIKAI! is a former MAGUS subzine recently become a full fledged zine. It is published by Mark S. Keller, 9536 Shumway Drive, Orangevale, CA 95662. A sub costs 30¢ per issue. Mark has openings in Regular DIP, a Bourse, Bio-War, Fiat Lux, Hyborian Age II, Kregish Dip, New Improved Extra Strength Dip, Time Distortion Dip, and Treachery. Bourse is g free, everything else has a \$2.00 gamefee. You must be a subscriber to play. It looks pretty nice. Why not send for a sample?

You know, DIPLOMACY can be a rather cut-throat game at times. There's a guy in town named Joe (his name has been changed to protect everyone). Joe was in a DIP game with me that was being run by Kuszynski, a local phone game. Joe's country was doing well . . . and then Joe learned he had cancer. He had to go into the hospital immediately and undergo all kinds of treatments. His hair began to fall out. His fellow players weren't sure whether he was going to live or not . . . so they struck! Everyone within range jumped on Joe's country and began tearing out large chunks to add to their own empires. Now is that cold-blooded or what? But this is a true story. Joe is OK now, by the way, having been very lucky it seems as though he's totally recovered.

The Angels are playing pretty good ball thus far. Perhaps they'll be able to repeat as Division Champs. The Dodgers are also off to a hot start, even better than the Angels. How are the Mets doing, Kathy? Is this Strawberry kid any good? Should I draft him next year so he can be a Dizzy Demon? Rod Carew is hitting unbelievably well for his age. At last report he was hitting well above .450. Now, it's practically impossible to bat over .390, so I know he can't keep it up. But it would be great if he would hit .390 or better!! Go Angels!

* * * * *

"A CLY GETS HIGH"

((reprinted from APPALLING GREED #37 - Mark Larzelere, 7607 Fontainebleau 2352, New Carrollton, MD 20784 - 1/16/83))

Hey, dippers! Did you like that order? Wouldn't it affect your opinion of the author if he constanly submitted such orders? Would you like seeing more orders like it in your games?

Well, now you can submit countless orders like that yourself -- not merely a few unimaginative ones like "A Boh Smokes Dope" -- but orders which have a real meaning among drug users!

Yes, for a mere \$4.95, we'll send you the WORLDWIDE BESTSELLER, Diplomacy Abbreviations -- Their Dual Meanings in Drug Subcultures. You'll learn what the abbreviations for all K 75 provinces mean among drug users all over the world (surely you haven't been in the hobby this long without suspecting that "Skag" meant something other than a place where fleets get nuked!)

Even if you've never so much as touched a seed of marijuana, you can submit intelligent, relevant, and accurate references to drug use in your orders and press. Think of how this will affect your image -- the high school nerds in your games will be afraid to touch you! Order today. You'll naf out!

THE REST OF THE NIXONS (Con'd from pg. 11)

((from Gary Coughlan))

Dear Ron,

Mike Mazzer should be the next Nixon Award Winner! I have a hunch that I won't be alone in feeling this way. Indeed, the selection of Mike Mazzer may be the only point on which Bob Olsen and I can agree with each other.

I nominate Mike based on my experience as a player in 2 games with him and as his GM in one game. As a fellow player, I am amazed at all the flattery he can "coo" your way in frequent letters (proof that he can maintain a continuing flow of lies!) and press. And then do the exact opposite of what he says and explain that away with more sweet nothings. His praises are so fulsome and fawning that you can't believe you're that good but you almost believe that Mike Mazzer really does!

As his GM, I saw his Austria lose two home centers (Trieste and Budapest) in 1901. Everyone counted him out! Dan Wilson even drew a cartoon of a man being flushed down a toilet especially for Mazzer's Austria. (I'm sending you a copy of that cartoon in case you can run it if Mazzer wins). I liked the cartoon so much that I use it each time a country is eliminated.

So far, Mike's Austria has outlasted 3 other countries, including Italy who, after attacking Mazzer, propped him up only to be brutally stabbed by the ungrateful Mazzer! That cartoon hasn't been used for Mike yet!

He also wrote an article for my zine called "Basic Californian" in which he demonstrated his ease at manipulating words to g his greatest advantage.

In order to elicit sympathy, he sends his game opponents pictures of his baby daughter, Amanda, poignantly asking them: "Would you hurt her Daddy?" Then Mike dtabs you! (Incidentally Mazzer has stabbed Olsen in every one of the many games they are in together so his lies have to be bigger and better than the previous stab!)

Mike Mazzer belongs to MENSA so he has to be a smart liar and can probably lie in more than one language since Mensans are so intelligent . . .

Mike Mazzer's selection would give geographical balance to the Nixon Award since he is from the West Coast (Santa Monica, California). The two previous winners have been from the East. Surely the West Coast has some big liars, fit for the Nixon Award, in the same league as the East Coast, Ron!

And Mike Mazzer is probably the biggest liar at 6 feet 5 inches anyway. With his other qualifications, only briefly sketched above, Mike Mazzer has what it takes to be the Nixon Award Winner. (Why, he's even a Republican!)

Sincerely,
Gary

((from Steve Langley))

I'd like to nominate Mike Mazzer for the Nixon. I've played with Mike in PBM and face to face. I was well warned about him before the PBM and I still found him a very plausible correspondent. It was only luck that I decided to move into Rumania (my dot) the season he stied to stab me. His subsequent letters on the subject were masterpieces of obfuscation. He nearly had me believing I had stabbed him by moving into Rumania.

Then, we met in person. All our confusion behind us. We were well tried comrades, each having tested the other. I was Russia and he was Turkey. It took us only a moment to agree to ally against Austria. Mike laid out a straight forward tactic for us to follow. I knew we could split the board between us. So why did he open

F Ank-BLA; A Smy-ARM; A Con-BUL??

(Con'd next page)

"Every why hath a wherefore."

RICHARD III, II, ii, 45.

NIXONS (Con'd)

((from Woody Arnawoodian))

Each year it seems that that particular Nixon Award Winner will never be topped. But then someone else comes forth with a series of amazing lies to have his/her way in a particular DIP game. This year I believe Mike Mazzer has outdone everyone and is truly a liar's liar and will uphold the Nixon Award tradition with dignity.

There can be no doubt that each of us has lied or at least stretched the truth sometime during 1982. But Mike Mazzer somehow found a way to con, smooth-talk, deceive and cheat anyone and everyone he has any contact with.

It's funny how people believe Mazzer's lies over and over again. Mike is such a smooth-talker he doesn't even have to update his lies. At PudgeCon, for instance, Mike was in his usual menacing form. Mike's Austria in ~~A~~ MAGUS' "Press Gang" game was in a most crucial period. And as luck would have it most all of 'Press Gang's' participants would be attending this Midwest Con. Now most of you would never contemplate trying to pull off a 4-way screw your neighbors set of lies. But slick Mazzer did not even have to think about it. At PudgeCon everyone heard a different story. Everyone compared Mazzer's stories. Everyone believed Mike was lying as he had the 4 previous seasons and yet everyone did as Mike asked.

Now I am confident that this is enough for Mazzer to win the Nixon Award, but there is more!

Most people are surprised when they can get away with a third lie to a novice. Anyone who has been around for a year or more you feel lucky to get by with 1 fib. But look at Mazzer's record with Olsen, Kathy Byrne (82 Nixon Award holder), and myself! Let's face it, it is no easy task to lie to Kathy Byrne but in Emiglia-Romana Mike has Kathy believing that her Italy is allied with Mike's Russia. Mike's Russia holds 10 centers, while Kathy's Italy is at 4! In the same game I'm Turkey and my ally is Mike Mazzer. To prove he's allied with me Mike just gave me Bulgaria, I now have 4 centers!

Need more? Let's face it, COAT OF ARMS needed another subzine like I need a southern accent. But Mazzer talked me into it and each month he talks me into keeping him for another month. And I believe that he's a sincere person even though he comes forth with a new contest which tears me apart!

((from John Caruso))

Bob "Wimp" Olsen (AKA Pudge)

Why do I nominate him? Simple - he not only deceives all the players in all his games, but he has lied to an entire hobby and gotten away with it. He says he knows how to play DIP. Now really - have you ever played with him (watch that Ron) or watched him play? He is the pits! And how many people have had a variant designed after their play (ex-misorders) and named after them? "Pudge Don't Budge" is the variant. So I therefore nominate "Wimp" Olsen, the only true recipient of this year's Nixon Award.

John

((Many thanks to all the people taking time to send in a nomination this year and for writing such entertaining ones. You can certainly see that there were many who felt Mazzer deserved the NIXON. I, too, have played in a game with Mike and know what a big liar he is! Thanks again to everyone for keeping the "NIXON" in the spirit it was intended. - RB))

* * * * *

"Do not give dalliance
Too much the rein."

THE BATTLE OF SWARTZBURG
or
THE DUTCH GRENADIERS REDEEM THEMSELVES
by
Ron Brown

As General Jacques Pervert rode from the German village and galloped over a small hill, the sounds of battle drifting his way from beyond the far ridge was unmistakable. "If only that pretty little blonde wench hadn't taken up so much of my time," he thought. "Oh, well," he said to his aide-de-camp who was riding alongside him. "At least the troops are in the capable hands of General de Baldwin (Duke of Fennel). But let us ride swiftly to the sound of battle!"

Before long, Gen. Pervert found himself next to the Duke. The battle had been joined and the fighting was beginning to get heavy. The situation: A combined Russo-Prussian force was holding the village of Swartaburg on the far side of the River Vargas. The French force was in the process of attacking the village. After the meeting of the two Generals, it was decided that General Baldwin would take the Neuchatel and Marines of the Guard who would join a brigade from Naples (reinforced by two French Light Battalions) and storm the village proper while the remainder of the French force under Pervert (who would command the bulk of the French cavalry, two of the three French artillery batteries, and the four French Line Battalions) would protect the French left flank. The reserve on this side was the famous Dutch Grenadiers (3 Bttns) of the Guard.

The reason the battle was raging fiercely was a relief force of Austrians (a powerful relief force comprised of several of the magnificent Austrian cavalry formations, two artillery batteries, and 4 battalions of infantry) were attempting to drive in the French left flank and thereby defeat the attack on the village. It was obvious that the way to victory lay in holding the buildings of the village.

By the time Pervert had taken command, one of the French batteries under his command had been left a little too far towards the Austrians and was soon overrun. Actually, when the French artillerymen saw the approach of an entire Austrian cavalry division, they threw down their matches and ran for it! This left only one battery to try and hold off the Austrians. Pervert knew it would be a difficult task. Especially difficult it would be, because of Pervert's immediate decision to send two battalions of the Dutch Grenadiers to aid Gen. Baldwin's attack on the village. Since holding these buildings was the key to the game (i.e. - victory conditions), Pervert felt the best assault troops available should be sent into the fray. This left a meager infantry force left to stop the Austrians with only one Grenadier battalion left hanging around; but Pervert was counting on the French cavalry to come through in the clutch!

By the time Pervert had arrived and began issuing his first orders, the Austrian attack on the exposed French left flank had begun in earnest. An Austrian field battery was well positioned on high ground and was tearing holes in the hastily arranged French line troops. A horse battery (actually a Fast Foot) was joining in and quite a deadly fire was raining down on the French position. Only the presence of the cavalry was keeping the Austrian force back . . . but for how long? Pervert decided at this point to try and turn the Austrian right flank utilizing the cavalry advantage of the French (the French had one more regiment than their Austrian counterparts -- 2 Carabonnier, 2 Carbanier, 1 Chasseur, 1 Dragoon, 1 Hussar, and the Dutch (Red) Lancers of the Guard.

The maneuver appeared to have a chance to succeed. If the cavalry effected a breakthrough, the Austrian foot battery would be forced to re-position itself. This was the primary goal. The attack began with the Red Lancers meeting a downhill charge of an Austrian Hussar Reg't. The Lancers, although at a slight disadvantage held firm and halted the charging Hussars. A Carbanier Reg't then galloped over the hilltop and attempted to smack the flank of the meleeing Austrians. To do so, however, meant enduring a frightening volley from the enemy foot battery. Over a full squadron of

(Con'd next pg.)

NAPOLEONICS (Con'd)

Carbaniers were blown out of their saddles but the remainder gritted their teeth and slammed into the Hussars, scattering them to the winds (those who weren't lying dead in the dust, sliced up by the French sabres!)

Being disorganized following the melee with the now-departed Hussars, the Red Lancers raced back to the safety of the rear to reorganize along with the Carbaniers (now there wasn't as many ~~XX~~ as there was awhile ago!) as two fresh heavy Reg'ts (the 2 Curaisseiers) advanced at the gallop towards the gap opened by the retreat of the Hussars. Unfortunately for Gen. Pervert, the wily Austrian commander guessed what would be happening and advanced his own two heavy Reg'ts of Curaissier. Although matching up with one another pretty evenly, the Austrians felt a little bolder and successfully charged through the French "Big Brothers", who were forced to retreat. Gen. Pervert was ready for this, however, and had already sent for his other Carbanier Reg't plus the Reg't of Dragoons. As the Austrian heavies started to penetrate the French lines, they were met and halted. About this time the Red Lancers (remember their Dutch, too!!) had reformed and moved into position off to the left flank of the lead Austrian Curaissier. The rest was history as the Lances hit home and totally wiped ~~XX~~ out the hapless Austrians. No prisoners were taken -- all were put to the lance!!

Seeing that the entire French cavalry were occupied in this activity on the flank, the Austrian commander sent forward his remaining intact Hussar Reg't who were opposed only by French infantry. The French were arranged with two line battalions in line formation in the front (to minimize damage from Austrian cannon) and the sole Dutch battalion in a square, in case the Austrian Hussars broke through. Well, the Austrians broke through faster than expected as the lead French line battalion broke and ran when they saw the advancing Hussars! They didn't even fire a shot! This left the Dutch in-between a rock and a hard place as they were now in square, and exposed to the Austrian cannon (a terrible thing to have happen to you!) but were forced to stay that way because of the rapid approach of Austrian horses. The result was that the Austrian cannon began raining death and destruction upon the square. By the time the smoke had cleared, only three companies of the original 8 were still alive which put the Dutch Grenadier battalion (all 3 companies!) into retreat. Suddenly the entire French center was crumbling away as all the infantry there was bolting and running for it. Luckily, things were going better on Gen. Baldwin's side . . .

The assault on the village was proceeding smoothly. Although they fought well, (at first), the Prussian resolve began to crumble when they saw the bearskins of the Dutch Grenadiers wading across the river and coming for them in conjunction with the excellent troops of the Neauchatel battalion and the Marines as well! One battalion didn't even have to be forced out of their buildings: when they saw ~~k~~ what was coming their way they bailed out of the windows and ran away to the safety of the last building complex being held by the tough Russian Pavlov Grenadier battalion. A couple of Spanish battalions tried attacking this Russian stronghold and were thoroughly thrashed and sent fleint back across the bridge over the Vargas River.

About this time, the Austrian commander, remembering his primary mission was to relieve the besieged allies in the town ordered a crack rifle battalion and a line battalion away from Gen. Pervert's area of command and towards the battle going on in the village.

The final result found, as darkness fell, two of the three building complexes held by the two Dutch Grenadier battalions. The other was still held by the Russkies. The game ended as a draw because you had to hold all 3 buildings to win; any other conclusion was a draw. This was another really fun battle. We hope to have another before long.

that I hope we can tell you about. I'll repeat Coburn's offer: If any of you would care to join us sometime in a Napoleonic Battle, you are very welcome. Just contact me and I'll let you know when and where.

My final comment on this battle is simply this: the Dutch Grenadiers performed very admirably and made up for the last battle and then some. They did indeed paint the town red -- with Prussian blood though, not Austrian. The Austrians will get theirs next time . . .

READERS' RHETORICAL REPLIES

((from Gary Coughlan))

Dear Ron,

I hope you can print this in the very next issue so that "Bad Bob" Olsen won't falsely accuse me of being unable to respond to his never-ending charges. ((Sorry, Gary, but I was unable to print it until now. - RB)). That's okay, I understand, things probably came up, right RB?!

I'm glad, Ron, that you alone had the courage to print a full frontal picture of Bob Olsen using his "wise-like grip" on a guest in his home --- me! Since then this fiend has gone on to stab me in a game where I had given him every supply center. He was a bloated 10-center Germany while I was a loyal small 5-center France. But that wasn't enough for this ingarate. Never have I seen such an unwhetted appetite.

And that pet finch he was going to name after my cow, DO YOU KNOW what happened to it? Just like the other, unfortunate, finch, it died from that maniacal cat, Olga (the beast of prey gets a name eh, "Bad Bob?!) and was, likewise dumped in the garbage. Must be a Kansas tradition . . .

As for Olsen's proposals to name a Memphis NFL team, if and when we get one, I don't think anyone who belongs to the "Wichita Wargamers" has anything to offer in the way of catchy nicknames. His suggestions only proved that.

He called me boasting that he had made Mike Mazzer the Nixon Award Winner by his essay. Ron, I know you are one of us who know just how much poor Mazzer has had to endure at the hands of Olsen, repeatedly in game after game. Of course, you've seen how he mistreated Mazzer in the "Frost Game" since you are also in that game. I tell you the man is a fiend, Ron.

As such, he is not fit to be a subber to your wonderful zine and that has been the whole point of this "debate" between us though he has so often obscured the issue. I may have the solution. My last MURD'RING MINISTERS came with postage due of 17¢. Instead of repaying me with maney or a stamp, give me what I really want! Deduct the 17¢ from Olsen's MM sub and that ought to wipe out the cheapskate's sub and we will never ever hear from him again. I'm dreaming, aren't I Ron?

I would just like to warn anyone who may be planning on going to Bob Olsen's house this summer for "PudgeCon II" to arrange independent transportation to and from his house (don't count on a bed or food either) as Olsen cannot be counted on to meet you when your plane arrives. It's too late for me, but if I can spare just one person from "Bad Bob", I'll be satisfied, Ron.

Sincerely,
Gary

((I mentioned the postage due mistake somewhere else in this issue. I won't use envelopes again as the people who we were trying to speed up the service to didn't seem to be affected by the presence of envelopes. The only way I can do that is to keep the issue to 10 pages, but I think I'll just stop as it doesn't seem to really matter and I can get the most for the postage. It's true that Bob did beat up some on poor Mike in the Frost Game (1980HY), but after what Mike had done to provoke him, well . . . Thanks for further exposing the savage true nature of Bob Olsen -- he fools so many, you know. Thanks for writing. - RB))

((from Bruce Linsey))

Dear Ron,

Still no word from Pete Birks on the source of those strategy articles. I'm still curious, and will let you know if I find anything out. But it seems that I've run into a dead end.

I'm disappointed that Bob Olsen didn't nominate me for the Nixon Award. It can now be revealed that my sole purpose in signing up for 'Swedish Roundabout' was to harass Bob and get him to submit a winning nomination for me. Hell, I've searched

((Con'd next pg.))

RRR (Con'd)

through all 294 letters I sent him during the game, and wasn't able to find one where I didn't tell at least a dozen egregious lies. What does it take to win this thing, anyway?

I want to express my thanks to you for all the plugs and support you've given VD lately in your zine. It's good to know that my zine is read and enjoyed in Bakersfield, and I'm sure you'll be pleased to hear that I have thoroughly enjoyed MM for the almost four years I've been receiving it. I think the thing I admire most about you is your dedication to quality. Please keep it up.

Regarding Kathy's blast at me in your last issue; I would guess that this sort of feuding is the type of thing that most of your readers aren't really interested in reading. I dislike personal attacks and have said so many times recently. Let's keep MM a funzine!

By the way, here's my own blast at someone: Bob Olsen, you nincompoop, you should have convoyed me to Constantinople! You have now lost your status as the hobby's prize toady, relinquishing that title to Billy Highchair for all eternity! Besides, then I would have been that much farther from home when Garry stabbed me and you might have had the pleasure of seeing an 11-center France reduced to ruins. Next time we play in the same game, therefore, you must do exactly as I say or else! (Then you won't be the only player not cooperating.)

Hey, Ron, did you know that Mikey Barno, Billy Highchair, Howie Lord (Alex's brother) and I are going up to Lake George for a week this summer? Maybe we'll invite the rest of the hobby up for a day and call it CabinCon I?!

Well, have yourself a merry little summer, gotta go, got 18+ pages of letters to type . . .

Best,
Brux

((Hang in there Bruce! As treacherous as you are, I'm sure it won't be long before you own your very own little shiny new NIXON! Thanks for writing. - RB))

((from Kevin Torkelson))

Ron,

Hi, thought I'd like to include a little personal info this time. . .

My wife Sue is into DIPLOMACY, too. As a matter of fact, you're going to be in a game with her (the newest game in WINSOME-LOSESOME). That ought to be interesting. I'll let her tell you about herself, though -- if I tried, I'd run out of paper half way through. . .

I must compliment you on your zine and on your GMing. I've decided not to join a game in any zine unless I have seen/heard that the GM is good. To me, that makes all the difference. I just lose interest in a game if the GM lists units in wrong places, fails to print retreats, delays the game (for some reasons, this is unavoidable, I know), etc.

On the other hand, good GM's create good games, more correspondence, and especially a sense of "security". If I order my unit to, say Norway, then that's where it will be put.

I make it a habit to write out the entire name of the spaces - is this alright? I would change if it is a bother. I've always done so, and nobody has complained, but I'd like to know.

I was considering starting up a zine myself a few months back. Right now I'm glad I didn't because my time has been short. But once we move into the new house I may be doing it. I've got a lot of ideas, and I'd like to see them get out there, and get some feedback. That besides wanting to try my hand at running games. I think I'd make myself available for a couple of orphaned games to start.

(Con'd next pg.)

RRR (Con'd)

Does putting out MM ever deteriorate to a chore? I can imagine what standing at a copy machine would be like (I have to do enough of that at work), but is it "rewarding" after 30 or 50 issues? I'd like to know your feelings.

Enough already. 'Till next time.

Kevin

((And thanks for writing! You raised some very good and very interesting questions for me to try and answer. I'll give it a shot. I hope begin a bit more correspondence soon so I'll probably be dropping Sue a line. Thanks for the kind word about my GMing. I am definitely having a problem here lately in getting the zine out to everybody ASAP. I've been getting it out ASAP, but it's taking unsatisfactorily long. I have a plan on how to correct this that I'll clarify next issue (probably in an editorial). We all, as players, appreciate a prompt, reliable GM. I feel I've been one, for the most part, and want to remain that way. I ENCOURAGE players to spell out the entire name of the spaces - that leaves no margin for misunderstanding. When playing for a strict GM, it's always a good idea -- when Bruce Linsey was my GM in 1980KV I tried to always spell them out! If you must abbreviate, then use the ones in the MM Houserules to guarantee clarity. Others are fine but if I misinterpret something, it will be considered the fault of the player, not the GM. Yes, there are plenty of times when producing a zine becomes a chore. My ~~enthusiasm~~ enthusiasm runs in spurts: there times when I love doing this zine; there are times (like right now) when I'd rather be doing other things besides sitting here at 11:00 typing my ass off! It just depends on what kind of person you are. I personally feel that you should not begin publishing unless you can commit yourself to all of the following: 1) make a commitment to publish continuously for at least a minimum of 2 years; 2) realize that for 2-3 days every month you will be spending every spare minute in working on your zine; 3) to giving the games you run your best effort to assure accuracy; and 4) realize that you will lose money doing this. I've done quite a few issues and I guess I'll keep 'em coming for a bit, yet! - RB))

((from Tim Winger))

Dear Ron,

I just got back from two weeks on business in Carmel, CA. It's a tough job but someone has to do it. The weather was fine for at least three days during that time, but the coastline was spectacular with the large waves and all and the work wasn't too tough. But, of course, that is not why I write. I kept putting off my nomination for the Nixon Award this year until it was too late. I feel that my nomination is worthy of, at least, an honorable (or dishonorable) mention.

Her name is Dixie Gray. Although she has been seen less than Judy Winsome, I am about 80% sure that she exists. She lives in the unlikely location of Enid, Oklahoma. We just completed a game, GM'd very well by Andy Lishchett of Chicago, in which she was Germany, Kathy Byrne was England, Russ Rusnak (the eventual winner) was Italy, Eric Ozog was Austria, John Michalski was Turkey, and I was Russia ((Wow - quite an all-star cast! - RB)). This was a ten-day turnaround game which kept correspondence tight. Well, I began this game just about a year ago. As you may recall, last March I went to the Postal Inspector Academy in Potomac, MD for about three months. It was during this time of separation from old friends and lovers that Dixie initiated the scheme for which I am nominating her for the NIXON. In this period of social deprivation she writes to me and states that she is a senior at whatever the hell college is in Enid, that she is an attractive 26 yr. old brunette; and that she and a girlfriend are taking Easter break sailing in Chesapeake Bay, and would I and a friend like to join them for a weekend. Well, next to women and DIPLOMACY, I like sailing best and an offer like that could tempt a moral man, much less me. Well, the letters kept coming and

(Con'd next pg.)

RRR (Con'd)

we both prospered in the DIP game beating up on the evil Kathy and sneaky John. Then all of a sudden, a massive sweep from the black and the blue and I find myself with a lone fleet in Liverpool in just 3 seasons. Then, to top it off, I get letters saying that, "I'm sorry but I just can't make it to Baltimore . . ." When finally confronted with her dastardly deed, all Miss Dixie could say was that, "I just couldn't resist using my skirt." Through further investigation, and interrogation, she now admits that she is 18 and a senior in high school. The truth may never be known but I feel that to prey upon a morally weak man under such conditions of socio-sexual famine as an academy with only two women attending is a deed so low, so cheap, and so utterly disrespectful that it deserves some type of award from the DIPLOMACY world. If not the Nixon, perhaps the Agnew. I harbor no hard feelings and still plan to follow up on this lady. After all, 18 isn't that young, is it?

Tim Winger

((Thanks for a little info on Dixie, Tim! A lot of people seem to be convinced that Dixie is really Al Giddings in drag. Maybe it's just a rumor . . . - RB))

((from Jim Williams))

The results are in! ((The results to the Poll Jim conducted to see what the favorite games were)) . . . I received 34 ballots from North America and 30 ballots from Europe, the bulk of those from West Germany. Response from the UK was disappointing until a barrage of ballots arrived from Alan Parr, the winner of a 'mystery game'.

Now then, without further ado and with no apologies, here are the reluts!

FAVORITE POSTAL GAMES-

Europe

1. United
2. Diplomacy
3. Railway Rivals
4. After the Holocaust
5. Diplomacy Variants
6. En Garde
7. 1829
8. Sopwith
9. Wooden Ships & Iron Men
10. Executive Decision

North America

1. Diplomacy
2. Machiavelli
3. Kingmaker
4. Wooden Ships & Iron Men
5. Chess
6. / STar Web
7. Rail Baron
8. Diplomacy Variants
9. Third Reich
10. Empires of the Middle Ages

FAVORITE FACE TO FACE GAMES-

Europe

1. 1829
2. Acquire
3. Diplomacy
4. Wooden Ships & Iron Men
5. Chess
6. Dungeons & Dragons
7. Cards
8. Civilization
9. Railway Rivals
10. Cosmic Encounters

North American

1. Diplomacy
2. Rail Baron
3. Chess
4. Dungeons & Dragons
5. Kingmaker
6. Cards
7. Third Reich
8. & Midway
9. Civilization
10. Squad Leader

Jim Williams

((Thanks for the time and trouble you took to conduct this poll, Jim. It's pretty interesting to see what all is being played around the globe. I got my first look of Civilization the other day. It looks like a winner. 3rd Reich is one I could never get into. Midway is fun - I'm surprised it ranked so high. Wooden Ships is a great game. Well, thanks again! - RB))

MACHIAVELLI - GET YOUR DAGGER READY*

* or MAMA, MIA! THATSA SHARPA KNIFAI

by
Ran Brown

"Whenever men are not obliged by necessity to fight, they fight from ambition."
Niccolo Machiavelli, THE PRINCE

MACHIAVELLI is one of the fairly new additions to Avalon Hill's long list of games. We all know that AH owns the publishing rights to our favorite game, DIPLOMACY. They acquired MACH when they added the Battline games to their own.

MACH is considered by some to be a DIPLOMACY variant because the basic rules are so similar. They have much in common. So much, that it's fairly safe to assume that if you like one, you'll also like the other. The basic movement, units, and combat system in both games are very similar; nearly identical. Fleets and Armies move into 'areas' and supports are given. But MACH takes these basic rules and builds them into a more complex game than DIP by virtue of sophisticated rules additions. There are rules governing economics, random events, plagues, assassinations, and more!

MACH attempts to recreate the historical situation in Renaissance Italy -- a time when struggle for maintaining a balance of power throughout the country were fierce and bloody. Anyone who has read Boccaccio realizes how devastating the plagues of the time were and what an effect they had on society. This is one aspect effectively recreated in the game.

There are five major Italian powers: The Republics of Florence and Venice, the Duchy of Milan, the Kingdom of Naples, and the Papacy. There are three major foreign powers: Valois France, Hapsburg Austria, and the Ottoman Turks -- all of which are partially shown on the mapboard. All of these states struggle for control of the Italian peninsula. You try to grab the independent, non-aligned, autonomous, and your opponents' territories.

Sounds a lot like DIP, huh? Well, it is a lot like DIPLOMACY. As the rulebook describes it, "If you are power-mad, treacherous by nature, can lie with a straight face, and like fast-moving action, then MACHIAVELLI is for you."

The Sequence of play for the postal version will be as follows: There will be an automatic separation of moves for the Military Unit Adjustment and Income Phase. Thus a complete year campaign will take four months: First Month-Military Unit Adjustment and Income Phase and Announcement of Famine Results; Second month-Spring Campaign; Third Month-Summer Campaign; Fourth Month-Fall Campaign and Next year's income announcement.

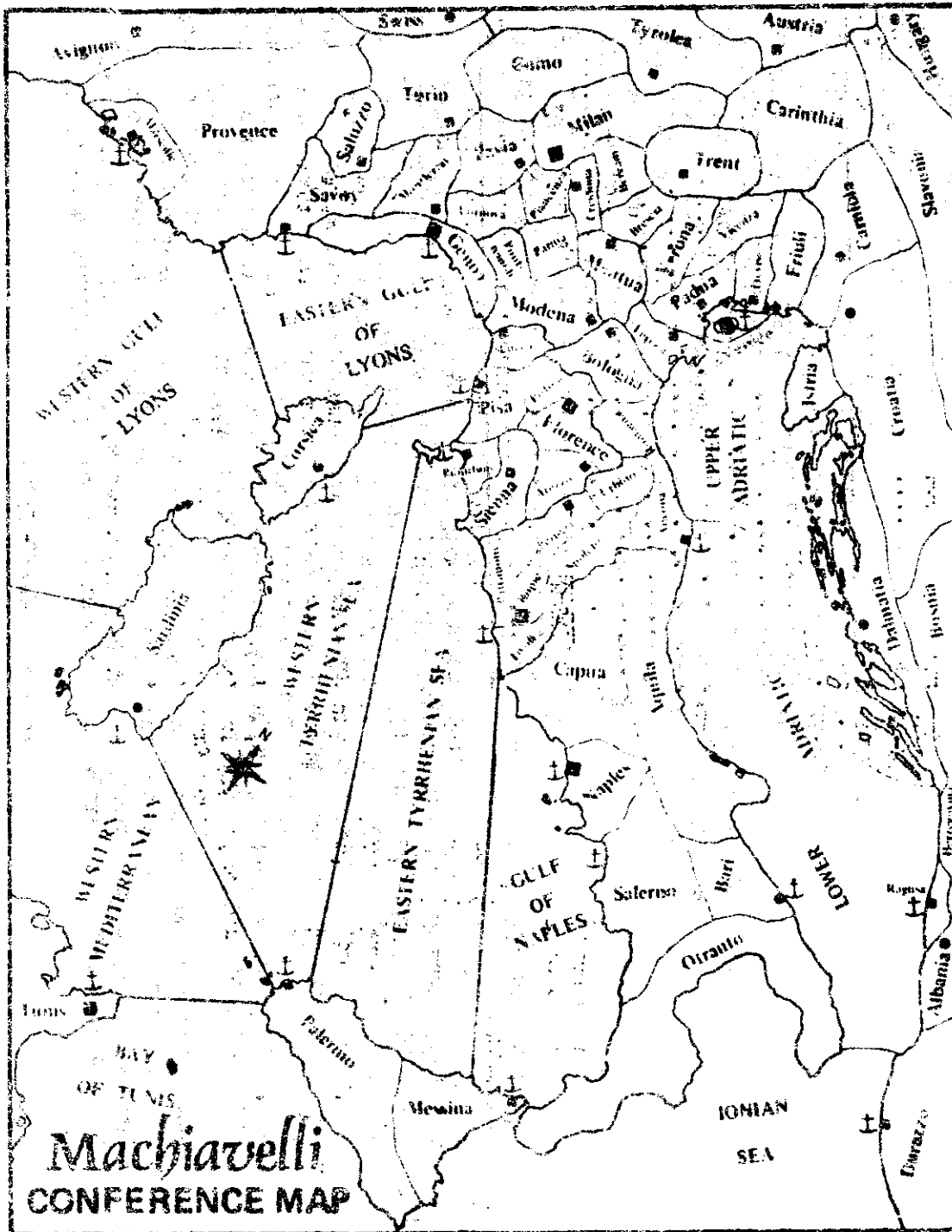
On the page opposite (pg.23) I've reproduced a MACH conference map so you can get an idea of what the board is like. It's a ditto copy and I know it's hard to read it clearly, but it should give you some idea of how the map is divided into territories very similar to a DIP board.

The strategy is very much like a DIPLOMACY game too. Grab all the territories you can that are supply center areas. In this way, you gain more money which in turn allows you to have greater military forces. Not all the Powers are even in this game, and I feel this is probably where it differs from DIP to the greatest degree. Nothing is play balanced like DIP. So you need to realize in MACH who the more powerful kingdoms are be very wary of them. But in this game, like DIP, it is your ability to negotiate and arrange diplomatic agreements with other players that either makes you or breaks you. All in all, MACH is a very enjoyable game and one I hope we can see get started in these pages very soon!

* * * * *

"I like not fair terms and a villain's mind."

THE MERCHANT OF VENICE I, iii, 180.



MILITARY ORDERS

B:	Blockade
L:	Lift Siege
T:	Transport (List Army unit)

MAJOR POWERS

(F):	Florence
(M):	Milan
(P):	Papacy
(V):	Venice

FINANCES ADVANCED

Each body of water	1d
Each province	1d
Each city or city point	1d
Variable income	Die

VARIABLE INCOME (Advanced)*

City or Power	Die Roll					
	1	2	3	4	5	6
Austria	1	2	3	3	4	4
Florence	1	2	3	3	4	5
France	1	2	3	4	5	6
Genoa	1	2	2	3	3	4
Milan	2	3	3	4	4	5
Naples	1	2	2	3	3	4
Papacy or Rome	2	3	3	4	5	6
Turks	1	2	3	4	5	6
Venice	2	3	3	4	4	5

*Number of dice may vary

EXPENSES TABLE (Advanced)

NOTATION	MEANING	COST
B	Pacify rebellion (list province)	12d
D	Disband Autonomous garrison (list province)	6d
F	Commitment garrison to Autonomy (list province)	6d
H	Disband Army or Fleet (list province)	12d
J	Conspired province to rebel (list provinces)	6d
L	Assassination attempt (list states)	

NOTES: Conspirators must be in care of 2d. The costs to disband, buy, or commit major city garrisons are double.

**Machiavelli
CONFERENCE MAP**

WRAP-UP****

Well, that finally does it for this issue. Once again, I apologize for its lateness. I've been quite busy it's true and then we very nearly had a family tragedy here about a week ago. Everything turned out OK, but Intensive Care is a spooky place for someone you love to hvae to go. At any rate, we'll try to have a better turn-around time from now on.

The letter from Tim Haffey and my response generated a few letters on the subject. Look for them in the next issue. I also have a couple of articles that couldn't fit into this one that I'll try and get 'em done for the next issue. Quite a few subscriptions expire with this issue or very soon. If your sub is about to expire your name will follow along with the issue number your sub sepires with.

John Beck (57); Mark Berch (59); Doug Beyerlein (58); Dave Carter (59); Daniel Gorham (58); John Michalski (58); Jim Gray (60); Bob Olsen (60); Jim Williams (60); Eric Ozog (59); John MacFarlane (59); Mike Cannon (59); Philip LaHue (60); Mike Coburn (60); John Baldwin (60); Stan Johnson (58).

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1981D-MM-20.....	pg. 6	*	
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We are trading.

This issue is a sample.

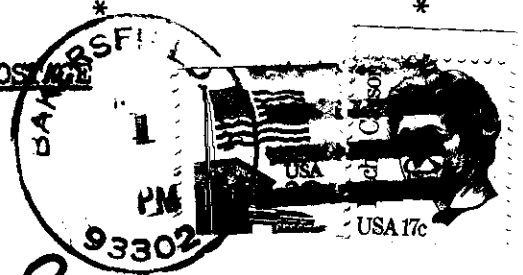
You have a standby call - See Game _____ on pg. _____.

Is the issue your sub expires with _____

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