

STUFF

MURD'RING MINISTERS is a gamezine dedicated to the play of postal DIPLOMACY and MACHIAVELLI, and sometimes even other multi-player strategy games. MM is published by Ron Brown, 1528 El Sereno Pl., Bakersfield, CA 93304. Phone is (805) 834-8409 in case of emergencies and/or last minute order transmitting. MM is published monthly, utilizing 4 week deadlines. There are no GAME OPENINGS at this time; and quite possibly never will be any again. Standby Players are always needed. Subscriptions to MM cost \$5.50/12 issues.

I may or may not include some reading stuff in this issue. I'm going to go ahead and get all the game results typed up first and see how long it takes; if it doesn't take too long I may try and fill this issue out to 12 pages with some reading stuff like the ol' RRR or some such. So for now, let's get right to this month's Zodiac Profile . . .

ASTROLOGICAL GUIDE TO DIPLOMACY

(This series is taken from the Jan. 1st, 1981 issue of BLACK FROG, published by Jack Masters.)

GEMINI

(The Twins, 22 May to 22 June)

Pluto and Neptune, the planets that are bad news everywhere, are the Gemini's planets, making him irresponsible, incorrigible, unmanageable, and fun to be with. Gemini do not believe in the accurate, proven, time-tested predictions of horoscopes. Thus, most astrologer can't stand them any more than their relatives can.

Almost everything that the Gemini does, he does well -- but not superbly. This is very true of DIPLOMACY. The Gemini is quick witted and a natural born liar, he is potentially the very best DIPLOMACY player -- but the potential is seldom realized. They often become over-involved in more postal games than they can handle. Or, because they are restless and impatient they tend to lose interest in the end game and often lose or draw a game in which they had a commanding lead at the start.

Since the Gemini is inclined to be romantic -- not always in a very faithful way! -- you will find that their postal games suffer if they happen to have a love-match on their mind.

Best Countries for Geminis to Play:  
Easiest Signs for Geminis to Beat:  
Best Zine for Geminis to Play In:

Germany, France, Austria  
Cancer, Libra.  
NORTH SEALTH, WEST GEORGE

THE GAMES!!

1983CR WINTER 1903 SEASONS SEPARATED! GM Note: A French unit was omitted last time that could change the S'04 orders of some powers including the French who have forgotten its location as well!! Please correct your game reports to show French F Wes-TYS.

WINTER 1903

England- Builds F LON

France- No Adj

Germany- Builds A MUN

S'04 moves on file for E,G,I,& T. All press with the above is being held for S'04.

Spring 1904 due 7/6/84.

Italy- No Adj

Russia- F StP(sc)-r-OTB /NRR! / Plays one short

Turkey- Builds F CON

1981D GM Notes Last time I omitted the German orders: A BOB-H; A VIE-H; A GAL-H; Also the Turkish order A Nap-s-F Nap should have read A APU-s-F Nap.

1981D WINTER 1915 DRAW AND CONCESSION PROPOSALS BOTH FAIL! WAR RAGES ON!

England- NRR! F Nth-r-OTB.

Germany- No Adj.

France- No Adj

Turkey- Builds F SMY

1981D SPRING 1916 KRAUTS SWARM ONTO ENGLISH BEACHES! TURKS MOVE TO NORTH!

England (Arnawoodian):

NRR! A Bol-H/d/-r-Pic,OTB; F NAT, F END, F LYO, F WES, F TUN, F TYS-all H.

France (Gray):\*\*

NMR! A PAR-H.

Germany (Langley):

A VIE-s-A Bud; A BUD-s-A Vie; A Gal-UKR; A Sil-MUN; A SPA-H; A GAS-s-A Bur; A BUR-s-A Ruh-Bel; A Ruh-BEL; A HOL-s-A Ruh-Bel; F Nth-YOR; F Nwg-CLY; F Hel-NTH; F DEN-s-F Hel-Nth; A NWY-H.

Turkey (MacFarlane):

F Sev-RUM; A SER-s-F Sev-Rum; F Smy-EAS; F AEG-s-F Ion; F ION-a- A Gre-Apu; A Gre-APU; F ALB-s-F Ion; A Tri-TYA; F Adr-TRI; A Apu-VEN; F Rom-TUS; F Nap-ROM.

Fall 1916 due 7/6/84.

\*Would Ken Hager, 412 Alderdale Circle, Anaheim, CA 92807 please standby for England?

\*\*I will not call a standby for Jim. Based on past experience, there's a very good chance he will submit orders next time; if not, then France will enter CD (again).

1981D Press-

SWITZERLAND: Our analysts predict a sudden end to the war. France, England, and Turkey will unite to destroy the fierce German war machine.

GERMANY-FRANCE: Bend over, grab your ankles, and kiss Pareae godd-bye.

1982HZ WINTER 1906 DRAW FAILS!

France- Builds A MAR & A PAR

Russia- F Nwy-r-SKA

Germany- Builds A MUN & A BER

Turkey- Disbands F Adr

1982HZ SPRING 1907 FRANCE/GERMANY ROLLS ON!! (AND ON AND ON!!)

France (Stafford):

F Nwg-BAR; F LON-Nth; A Ven-TRI; A Rom-VEN; A Mar-PIE; A Bur-MAR; A Par-BUR; F Ion-ADR; F NAP-s-F Tys-Ion; F Tys-ION; F APU-s-F Ion-Adr; F MAO-WES.

Germany (Ozog):

F NWY-Nth; F Den-SKA; F SWE-s-F Den-Ska; A Gal-UKR; A Pru-WAR; A SIL-s-A Pru-War; A Ber-PRU; A MUN-H; A BUD-s-French A Ven-Tri; A VIE-s-A Bud; A Boh-TYA.

Russia (Hugh):

F Ska-Den/a/; A War-LVN; A Ukr-MOS; F Sev-H/NSU/; A Sev-H(unordered)/d/-r-Arm,OTB.

Turkey (Jones):

A Rum-SEV; F BLA-s-A Rum-Sev; A Bul-RUM; A SER-s-A Bul-Rum; A GRE-s-A Ser; F AEG-s-A Gre; F EAS-s-F Aeg.

Fall 1907 due 7/6/84. There is a proposal for a F/G Draw. Please vote with your next orders remembering that "NVR"="Yes" vote!

1983F WINTER 1905

Austria- NRR! GM disbands A Pie, A Sil, A Pru, & A War

Italy- Disbands F Nap; F Tun-r-NAF

France- Builds A PAR

Russia- NRR!

Germany- Builds A KIE

Turkey- Builds A CON, A ANK, & F SMY

1983F SPRING 1906 on next page.

"Reputation, reputation, reputation!  
O! I have lost my reputation, I have  
lost the immortal part of myself, and  
what remains is bestial."

OTHELLO II, iii, 270.

1983F SPRING 1906 TURKS AND FRENCHIES ROLL ON! A/R/G DRAW FAILS!

- Austria (Gray): NMR! A Ven-H/d/-r-Tya, Apu, OTB; A BOH-H.
- France (Coburn): F WES-MAO; F TUN-H; F Tys-ROM; A Mar-PIE; A Bur-MAR; A Par-BUR;  
A BEL-s-A Par-Bur; F Nth-NWG; F Nwg-BAR; F Eng-NTH.
- Germany (Gardner): F Kie-BAL; A Kie-BER; A Hol-KIE; A Mun-SIL; F DEN-s-French F Nth-Ska/NSO
- Italy (Gannon): A Rom-TUS; F NAF-MAO.
- Russia (Scheifler)\*\* NMR! F SWE, A NWY, A MOS - H.
- Turkey (Schwaütz): F Tri-VEN; F ADR-s-F Tri-Ven; A Vie-GAL; A Ser-BUD; A Rum-UKR;  
A SEV-s-A Rum-Ukr; A Con-BUL; A Ank-CON; F Smy-AEG; F Apu-NAP;  
F ION-s-F Apu-Nap.

There is a proposal for a F/T Draw. Please vote with your next orders remembering that "NVR"="Yes" vote! Fall 1906 due 7/6/84.

\*Would Stan Johnson, 10 Pine St., Edison, NJ 08817 please standby for Austria?

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

1983F Press-

- GERMANY-RUSSIA: Did it again, didn't I?
- TURKEY-RUSSIA: Don't make me do it.
- FRANCE-TURKEY: And one for you!
- TURKEY-FRANCE: It's up to you!

\* \* \* \* \*

1983CS WINTER 1903

- Austria- A Rum-r-SER; F Gre-r-ALB
- England- No Adj
- France- NBR! Plays 2 short
- Germany- No Adj
- Italy- A Ven-r-ROM; NBR! Plays 1 short
- Russia- No Adj
- Turkey- No Adj

1983CS SPRING 1904 PLAY GETS SLOPPY AS LEADERS FORGET TO BUILD, MOVE, OR CORRECTLY IDENTIFY!!

- Austria (Hager): A SER-s-A Bud; A BUD-s-A Ser; F ALB-Ion; A TRI-s-A Ven; A VEN-s-French  
A Ple-Tus/NSO/.
- England (Johnson): F BAR-StP; F Nwg-NWY; F SKA-s-F Nwg-Nwy; F NTH-Den; A HOL-Kie.
- France (Rowell): NMR! A KIE, A GAS, A MUN, A PIE, F WES - all H.
- Germany (Kettman): A Den-Kie/NSU/; F Ber-BAL; F DEN-H(unordered).
- Italy (Baldwin): A Rum-Ser/d/-r-Gal,Ukr,OTB; F GRE-ALb; A TUS-Pie; A ROM-Ven.
- Russia (Gorham): A STP-s-F Nwy; A Fin-SWE; A Nwy-s-A Fin-Swe/NSU/; A Mos-LVN; A War-SIL;  
F Nwy-H(unordered)/a/.
- Turkey (Pitas): A Sev-RUM; F BLA-s-A Sev-Rum; A Arm-SEV; A BUL-s-Italian A Rum-Ser;  
F AEG-Ion.

Fall 1904 due 7/6/84.

\*Would Paul Gardner, 1676 E. 24th St., Eugene, OR 97403 please standby for France?

1983CS Press-

- LONDON: Death to Germany and Russia; Peace to All others.
- ST.PETERSBURG: Now Austria has joined the English-French alliance. Russian armies have no choice but to sign up with the Italian-Turkish alliance.

\* \* \* \* \*

MURD'RING MINISTERS STANDBY LIST

- DIPLOMACY - Dan Gerham, Ken Hager, Jim Bumpas, Al Rodriguez, Bill Hugh, Mike Coburn, Stan Johnson, Paul Gardner, Ron Galicia, and Mike Kettman. Is there anyone who has requested to be a standby who I have left off the list? Please let me know if you want on or off. Thanks to all of the above!
- MACHIAVELLI - I don't have any standbys in this game. Three standbys have already taken over positions in MACH NO. 52. Anybody else wish to standby? There is a very good chance you'll get to play for free!

1982IT FALL 1906 DRAW FAILS! ITALIAN NAVY SINKS 2ND TURKISH FLEET THIS YEAR!!!!

- France (Wilson): F NTH-c-Italian A Lon-Hol/NSO/; F NWG-s-F Nth; F EDI-s-F Nwg; F BEL-s-F Nth; A RUH-s-Italian A Lon-Hol/NSO/; A BUR-Mun; A PIE-s-Italian A Ven.
- Germany (Kelly): A Mun-Tya/a/.
- Italy (Gardner): A VEN-H; F Ion-ADR; F APU-s-F Ion-Adr; F TUN-Ion; A LON-H.
- Russia (Hugh): F RUM-H; F BAR-s-F Nwy; F NWY-s-F Ska-Nth; F SKA-Nth; F Bot-BAL; A Kie-MUN; A BER, A SIL, & A BOH-s-A Kie-Mun; A VIE-s-A Tya; A TYA-s-Turkish F Adr-Ven; A TRI-s-Turkish F Adr-Ven; A Den-KIE.
- Turkey (Albrecht)\* F Adr-Ven/a/; A ALB-H; F GRE & F AEG-s-F Eas-Ion; F Eas-ION.

Winter 1906 AND Spring 1907 due 7/6/84.

There is a proposal for a R/T Draw. Please vote with your next set of orders remembering that "NVR"="Yes" vote. There is ALSO a G/I/R Draw to vote on! Same NVR etc.

\*COA- Jeff Albrecht, P.O.Box 295, Doland, SD 57436-0295.

1982IT 1906 SUPPLY CENTER CHART

France- Home, Spa, Por, Bel, Edi.....	(7) 0
Germany- Hol, <del>Pr</del> .....	(1)+1 (no home centers to build)
Italy- Home, Tun, Lpl, Lon.....	(5) 0
Russia- Home, Rum, Swe, Nwy, Bud, Den, Kie, Vie, Tri, Mun, BER.....	(14)+1
Turkey- Home, Bul, Gre, Ser.....	(6)+2 (2 short)

1982IT Press-

- APULIA: (F APU): Actually, that Turkey Salad Sandwich was quite good and I'd like another, but tell me, is there anything we can do for the poor Tyrolians?
- DUDLEY-FRANCE (via ROME): Uninformed and uncoordinated he yet moves. Perchance he will not stumble? (Hope for better writing next turn).

1983HX SUMMER 1902 English F Nwy-r-NWG; French F Eng-r-MAO

1983HX FALL 1902 GERMAN STORM TROOPERS ENTER FRANCE!

- Austria (Mullin)\* NMR! F GRE, A SER, A BUD, A VIE - all H.
- England (Hugh): A Wal-PIC; F ENG-c-A Wal-Pic; F NTH-s-F Nwg-Nwy; F Nwg-NWY.
- France (Galicia): A Bur-s-English F Nth-Bel/NSO/-/d/-r-Gas,Par,OTB; A Spa-POR; F MAO-Wes; F MAR-Lyo.
- Germany (Gorham): A Ruh-BUR; A BEL & A MUN-s-A Ruh-Bur; A HOL-s-A Bel; F Ska-SWE; F DEN-s-F Ska-Swe.
- Italy (Cannon): F ION-s-Austrian F Gre; F TYS-Lyo; A Tus-PIE; F TUN-Wes; A Tya-TRI.
- Russia (Baldwin): A UKR-RUM; F SEV-s-A Ukr-Rum; A Gal-BOH; A War-GAL; F Swe-s-A Nwy/d/-r-Bot,Fin,Bal,OTB; A Nwy-s-F Swe/d/-r-Fin,StP,OTB.
- Turkey (Torkelson): F Aeg-EAS; A Smy-ANK; A BUL-s-Russian A Ukr-Rum; A CON-s-A Bul.

Winter 1902 AND Spring 1903 due 7/6/84.

\*Would Mike Kettman, 445 Elm St. 3H, Deerfield, IL 60015 please standby for Austria?

1983HX 1902 SUPPLY CENTER CHART

Austria- Vie, Bud, Ser, Gre.....	(4) 0
England- Home, Nwy.....	(4) 0
France- Home, Spa, POR.....	(5)+1
Germany- Home, Bel, Hol, Den, SWE.....	(7)+1
Italy- Home, Tun, Tri.....	(5) 0
Russia- Home, Rum, <del>S</del> .....	(5)-1
Turkey- Home, Bul.....	(4) 0

1983HX Press-

- ATLANTA-BAKERSFIELD: Pitas prefers his position in 1983CS. I'm still the Turkey in this game.
- BAKERSFIELD-ATLANTA: I apologize for that! I guess I just have a hard time telling one Turkey from another!
- BERLIN: (to the new French Prime Minister): I know a nice town called Vichy where you could set up your HQ.
- PRUSSIA (via CON)-AUSTRIA: Now what do you suppose that tricky little Pope is up to this time?
- KIEL-"SUBLIME": Now is this "sublime" a new movie or something under a "lime"?

1983HX Press (Con'd)

ANKARA-KIEL: You seem fascinated with Russian fleets. I can understand that.  
 BERLIN-THE WOPS: I guess you guys can join in on the French attack -- but remember to stay on your side of the Railway tracks.  
 TURKEY-AUSTRIA: The Porte regrets misunderstanding your intentions. We are amenable to S.J. educators teaching the Greeks as well. As long as the job gets done. No harm intended.  
 TURKEY-ITALY & RUSSIA: MMMMM, that strudel smells good! I'll bet Germany can smell it cooking too!  
 THE PORTE-POPE MIKE: Be sure to tell me when you're speaking ex cathedra and when you're speaking as a typical priest.  
 BERLIN-OUR IMPERIAL RUSSIAN FRIENDS: Have you found what to do with Lenin yet? And oh, by the way, thanks for the settling of the Swedish matter -- now you can work harder in the south.  
 CONSTANTINOPLE-PARIS: It's a pleasure to welcome another Galicia into the game. No doubt you can focus your attention -- and your forces -- more effectively than your predecessor. A couple of things need your attention at once . . .

\* \* \* \* \*

1981CT JUST AMONG FRIENDS ORPHAN GAME FINAL STATS AND ENDGAME STATEMENTS

1981CT JUST AMONG FRIENDS (Al Pearson - S'01-F'07)\*MURD'RING MINISTERS (Ron Brown - W'07-W'12)  
 Austria: Dave Manuel (drop F'02) Stan Johnson (Out W'12); England: Dan Kuszynski (drop S'03) Steve Cabaniss (drop F'06) Mark Fassio (DRAW W'12); France: Scott Peth (res. S'07) Scott Hanson (DRAW W'12); Germany: Jim Rogers (res. F'02) Tom Swider (Out W'07); Italy: Gregory Stewart (drop S'08) James R. Williams (drop S'11) CD; Russia: Richard Carlson (drop W'01) Bernie Sampson (res. S'08) Al Rodriguez (Out W'09); Turkey: Jim Greenwood (res. S'09) Daniel Gorham.

1981CT FINAL SUPPLY CENTER CHART

	01	02	03	04	05	06	07	08	09	10	11	12	
A	5	4	5	4	6	6	5	3	4	3	2	0	
E	4	5	7	7	8	7	8	9	11	12	13	14	DRAW W'12
F	5	6	6	7	6	7	7	8	9	10	12	14	DRAW W'12
G	4	5	4	3	2	1	0	X	X	X	X	X	
I	5	5	4	3	2	2	2	2	3	3	1	1	
R	6	4	2	2	1	2	1	1	0	X	X	X	
T	4	5	6	8	9	9	11	11	7	6	6	5	

GM Comment -- 1981CT was one of the few Orphan Games that have found their way into these pages. It started after Al Pearson announced he would have to fold JAF when he changed jobs. Al called me on the phone and asked if I'd complete this game for him. He was fairly sure it wouldn't take very long and that a draw would soon pass(!). Little did he know . . . This game is interesting in the number of players who were involved with it at some time or other and the many players who either dropped or resigned during some point of the game. Dan Kuszynski was an original player, interestingly enough. I wonder why he dropped? And good ol' Al played for a brief stint as the Tsar of the crumbling Russian Empire. Many thanks to all those who participated and helped this game finally find its end. Congratulations to Scott Hanson and Mark Fassio on their draw!

ENGLAND - Mark Fassio (Draw)

First off, I'd like to thank Dan and Scott for ending an obviously "ended" game before we had to go into 1927, in terms of game years -- this is one game where all the combatants showed some good (common) sense, and I thank you both for that!

Truthfully, the game is a tad bit hazy for me (you know how it gets as you get holder: Heinowski can't even remember his name anymore, he's that old!). Seriously, I forget who all started this game, as there were a few standbys called in. If you wimp out of a game

((Con'd next pg.))

1981CT ENDGAME STATEMENTS (Gon'd)

for cheap reasons, then you have no business in a gentleman's game, methinks. I do remember a military person playing France (he went to Germany in real life I think). To that "Unknown Soldier" I give my deepest appreciation, for organizing a cease-fire with me; this peace led to a disengagement of F/E forces as we went out separate ways, and led to the growth of the F/E "cartel".

When Scott took over as France, he continued his country's peace with me, and the rest was history. He and I generally agreed on tactics and there was never a serious disagreement as to moves, spoils of war, etc. The Austrian (Stan Johnson) was someone I hated to steamroll, because it seems like he and I are always at odds in games! But Stan played a good game, took the moves he had to take, and I admired his play; another good dipper!

Italy (Jim Williams) was a blast to have as an ally -- smart enough to play along in a tough situation, yet always willing to go the extra mile and try some bizarre recommendation we made, just to keep playing and avoid a GD country; thanks, Jim.

Turkey (Sultan Gorham) was a shrewd player, but we out-guessed him a couple of times, and that was all she wrote. His tenacity and ability are beyond question. I think, for as long as this game took to complete, and for as many people who played positions, that it was one of the better games of memory for me, in terms of the players (winning is no big deal).

One last point, and then I'll be gone. There are those who will sniff in the air at a "2-player steamroller" who thought and acted as one, thereby gaining an insuperable advantage over the enemy. Well, to each his own, I guess. I have stabbed to achieve a victory, and I have played closely-coordinated games for a win, and I think, personally, your true mettle comes through when you have to "walk the tightwire" with a slightly paranoid partner (and he/she sees you that way) and coordinate spoils, moves, agreements/obstacles, etc. If you can hit a 17-17 after all the hassles involved, a ratty old stab to get a few centers pales in comparison.

But what do I know? After all, I like Steve Arnawoodian, so I'm suspect already!

Thanks, Ron, for a great GMing job, and semi-timely zines for awhile there (had me worried an issue or two!). I appreciated your professionalism and the good times from reviewing the moves and the other contents of MM. If I get some free time after school, perhaps another gamestart in here could be arranged???? Thanks again, all; good game!

\* \* \* \* \*

MACHIAVELLI NO. 52 SPRING 1455 SEASON DELAYED AS GM CLEARS UP MISTAKES, ANSWERS QUESTS, ETC!

I decided it would be in the best interests of all to delay this one and clarify a thing or two plus correct an error that escaped unnoticed in the last game report. Where to begin? How about with an inquiry by Dan Palter . . .

Dan writes concerning my explanatory note last time on why his attempted support into Messina, ". . . I also formally protest your ruling on my move. My intent was clear as you acknowledge. I will try in the future to use a system acceptable to you but if that effort proves fruitless I will be forced to withdraw from the game. I do not see the need of punishing clearly written orders. It was obvious that MACH has a different notation system in large part to avoid infringing on DIP's copyright; bear in mind it came out when it was not yet clear that a gamesystem per say is not protected by copyright. As a game played by Dippers in a predominantly DIP publication it seems the depth of added difficulty for nothing to take the position that you have. I therefore respectfully ask that Messina be awarded to me and a new adjudication made. . . "

I feel that Dan has a rather valid point here. This is a DIP-oriented zine for DIP-oriented players. Dan's orders, in a DIP game, would have been interpreted as he suggests they should have been. However, even so, I feel that we must follow the rules that we had established we would be using from the beginning. In the MACHIAVELLI PLAY BY MAIL HOUSE-RULES FOR MURD'RING MINISTERS (first printed March 1981)\* it states, "2. The rules book pretty well covers the play of the game and illustrates the prodedures for correct orders

((Con'd next pg.))

\* The first and original set which are the ones being used with a couple of very minor changes were authored by Jim Broshot.

writing. Players are advised to use the notations for orders writing as given in the book as per the examples given."

"4. Any orders incorrectly written, given, etc., will be invalid but the expenditures for them will be taken nonetheless. All such orders will be treated as "HOLD" (H) orders."

You can see on pg. 7 from the examples given (2nd column #5 in the MACHIAVELLI Rule-book (Avalon Hill 1980)), that your order was given to support into Palermo, not Messina where you wanted it. You say, "My intent was clear as you acknowledge." I underlined the word 'intent' to draw attention to it for just a second. I have tried to make it clear to all that as a GM, I will never try to read your intent, but will rather use what you have sent. Once early in my career as a GM I was guilty of that. In a DIP game a player had deliberately sent some flubbed orders and I "interpreted" what he really had meant to do. He called me and asked where it said that GMs were supposed to "interpret" their orders for them. He thought GMs were just to use the orders they were sent AS they were sent. You know, he was dead right. I was really embarrassed about that incident and swore to never interpret what a player really "intended" to order; rather, I just take what's there, good or bad. Up to now, I proud to admit that it has not happened since.

If you and the other players would like to propose a new notation system to be used from now on, I'm all for it. Propose it and we'll vote on it. But until the Houserules we are using are amended, I'm afraid I'll have to uphold the original decision.

The next correction that needs to be made is with the builds submitted by the Papacy. I listed them as given in Mike's orders; however, it should be noted by all that it is impossible to build new units in provinces containing no city. The Pope ordered A5 Spoleto and A6 Urbino to be built but since there is only a fortress and no city the builds are disallowed. However the Papacy is still charged 6d expenditure. (See Rule #4 above).

And finally a NOTICE TO ALL PLAYERS - In computing finances for all the Powers it is quite possible that I might make a mistake and "gyp" you a ducat or three. Please call any such miscalculation to my attention and I'll correct it and you'll get credit for it the following year. Don't worry, I'm sure I'll do this to all of you at least once before this game is over, so it'll all work out and balance out. But for the sake of trying to keep this l-o-n-g game from being any longer, I'll keep the game moving along. Unless there are several objections to this policy, that's the way it'll be.

The strongest opinion seems to indicate that we keep the Builds and Adjustments Phase as a Separated Season. I think about 3 players said they preferred it so and the others didn't state any preference.

Many, many thanks to Jerry Lucas for taking over the Neopolitan Kingdom and showing such an interest in the game. Thanks for your questions and corrections, Jerry! You'll be getting your SSAE back soon too!

SPRING 1455 is due July 6, 1984. Orders (preliminary) are on file for the following: Naples, Papacy, Turks, Florence, Milan, & Austria. Need orders yet for Venice & France!

\* \* \* \* \*  
EXTREMELY BRIEF CONVENTION REPORT

A couple of weekends ago, I attended the GAMES CAUCUS Con held at the Dunfey Hotel in San Mateo. It was a three day affair, beginning on a Sat. morning and continuing through the following Monday. I didn't get there until about mid-day on Sunday, so I missed out on the chance to do what I would have done: participate in the MASSIVE Napoleonics battle that was being played -- a recreation of Borodino in Russia. They used a different set of rules than the ones my group uses. They used EMILIE, and I kind of got the impression that they were THE 15mm rules to use. But then, we prefer a somewhat smaller scale than EMILIE uses. But it looked like fun. I saw Edi Dirsan there playing in the Napoleonics battle and saw Clark Reynolds playing CIVILIZATION; they were the only ones I saw who I recognized. - RB.

\* \* \* \* \*  
"Virtue itself turns vice, being misapplied;  
And vice sometime's by action dignified."

(( from Bruxus Linseyus ))

(4/3/84)

Dear Ron,

That all-reading issue was terrific! It's too bad they don't come out more often, but boy, they're worth the wait when they do. I found several things to discuss.

Regarding our discussion on blacklists of players who drop out of a game, we are in agreement that these people should be welcomed back if they want to come back. In forcing them first to apologize or explain why they dropped, all we are really saying is, "OK, come on back -- but we want you to realize that we'd rather you don't just up and vanish this time around." To me, that doesn't seem such a harsh penalty to pay. Really, it seems that our philosophies on the topic almost match.

You are correct to say that it is very easy to play in VD (VOICE OF DOOM) without having read the Houserules. The reason for this is that, despite their length, my Houserules do not dictate any GMing procedures that are truly unusual. Even the "strict" rules in VD are pretty common elsewhere in the hobby; you just hear more about them in VD than elsewhere.

As far as their excessive length is concerned, I don't view this as an obstacle in making them easily understood. In fact, since October, they have been very well organized and there is even a table of contents, only three pages long, to tell players where to look for any particular situation. Besides, ignoring the very few "silly" ones thrown in, I think that in order for the criticism of "too long" to hold water, you'd need to state specifically which ones are extraneous.

Appreciate all the nice comments about VOICE OF DOOM, but there are plenty of other zines out there equally deserving. Like a certain publication from Bakersfield. . .

The "English Defence" article was very well done. However, I still think that you run the risk of making a sworn enemy out of England by using it.

By the way, I tend to agree with Ted Pitas on the question of allowing players local to each other into the same game (unless it's an all-local game). The problem is not so much that the two players are necessarily going to ally, but that they have an easier time of it if they do. However, if you only open one game at a time and then give positions to the first seven sign-ups, this can happen. My solution would be to tell one of the players who is local to another that he will have to wait for the next game.

All for now. Let me know if we'll be renewing our mutual sub.

Best,  
Brux

(( Thanks for writing, Bruce. Your letters are always fun to print in the old RRR because there's always so much to reply to! Let's start at the top. I'm glad that you enjoyed the Double Issue #68-69, the last all-reading issue. Yes, it would be nice to publish more issues like that more often, but then I wouldn't want to infringe on the territory of VOICE OF DOOM!! In case you live on the moon and don't know about it, VD is Bruce's excellent DIPPY zine. VD is without doubt, the best value for your Diplomacy Dollar if you're looking for a zine with plenty of reading material. Bruce publishes a PRODIGIOUS amount of stuff. Certainly one of the best 2 or 3 zines in the Hobby today. I'm glad we nearly agree on the blacklist situation, Bruce. Speaking as the "most successful VD player" (according to a recent VD article) let me say that Bruce's Houserules should never keep anyone from enjoying the brisk, competent pace of a VD game. Just write your orders out in full, spelling out the full province (which isn't really that bad!) and give an order for every unit you have and you can't possibly go wrong! I don't think Bruce has any Openings at the time, but it's a great place to play. I'm pleased that you liked the "English Defence" article. Yes, it's true that you may risk the ire of the English player (like I did with Bernie Sampson in 80KJ), but even so, as long as Germany is on your side you can take out England if necessary. You can either take Belgium for that extra fleet you need to punch out England early or else you can take London if you can swing it (as happened with my France in 83N). Yes, I can see how you would agree with Pitas. Of course, you don't have that problem when you do as Brux has done in the past and open 5 games or so all at once(!) and have them ALL fill up by the next issue!!! Then you can mix up the geographical areas pretty well. But when you have to fill one at a time, taking several months to do so like it is with most of us mortal publishers) then you may not have that luxury. See Ken Hager's comments on this in the next letter. Thanks for writing, Bruce! - RB ))



(( from Ken Hager ))

(4/5/84)

Dear Ron,

Just as a point of information regarding Mr. Pitas' letter in last month's MM. Dan Gorham and I have never played against each other prior to 1983CS and to this date, still have never met even though we do in fact live 5-10 miles apart (I'm not exactly sure where he lives).

Throughout this game so far, I have received exactly two communications from Mr. Pitas and each was in response to correspondence which I originated. Several of my letters were never responded to and one of the two was actually sent after the deadline to assure me that he hadn't attacked me. Mr. Pitas stated, "DIPLOMACY is supposed to be a game of skill and cunning negotiations." I would hardly characterize Mr. Pitas' communication/negotiation efforts with me so far in this game to be very consistent with that assessment.

My situation with Italy is much worse. I've received only a single letter from Italy in this game and that was the pre-spring 1901 season and was dated July 30, 1983. During game year 1902 I sent him five letters trying to convince him to cease his attack on me, but never received a response.

Whatever working relationship that exists in this game between Dan Gorham and I has directly resulted from my inability to successfully negotiate with my other neighbors. Rather than doing everything in their power to ensure that Russia and Austria didn't get too chummy, they apparently took it for granted that such a situation was going to occur (or did already exist) and in reality helped to bring about the very circumstances that Mr. Pitas so loudly bemoaned.

I am currently playing in about 10-11 games and based on the various zines I receive, know that Dan Gorham also is very active in the hobby at this time. Using this experience as my basis, I can state firmly that the relationship that Dan and I have in this game is virtually no different from relationships in other games where there is no geographical proximity involved. I believe Dan would probably agree with me as well. The key element here is not the ease with which Dan and I can communicate (if we ever chose to do so -- our negotiations generally involve a single phone call per season), but rather the inability to communicate with anybody else.

Ken Hager

(( Thanks for replying on this subject, Ken. It is a very interesting topic for discussion. In my experience I, too, would say that geographical proximity does not influence Dippy games IF . . . the players are true, play-for-fun honest-to-gosh DIPLOMACY players. I once was assigned to a spot in a game with my good friend who I was helping influence to get involved with the DIP Hobby, Al Rodriguez. I remember there were two players in Oregon pretty close to each other ( one was Stephen Lee) and there was Al and myself. It ended up where I allied with one Oregon guy against Al and Lee. I even ended up taking Al's last center. There are other games where the proximity hasn't seemed to make any difference. If you look over the Mailing List next issue, you will see a great many Californians who subscribe. It's extremely difficult to play a game in MM and not find at least 3 or 4 Californians involved! Oh well, thanks for the comments on an interesting situation. - RB ))

(( from Jerry Lucas ))

(4/3/84)

Hi Ron,

Just wanted to write and praise you for the 67/68 issue. I loved the Cat Discipline article. It was sick, but some of the punishments were so unique they were funny. You do a good job in selecting material and in presneting it. You deserve the high ratings you get.

I don't know how successful my "English Defence" opening will be in 1983AY. Bob Olsen's Nwy-Nwy was clever. It could have been a GM error for Nwy-Nwg, or it could have been on purpose. I'm of the philosophy that nobody's that smart. At least not me. So it must have been an error. We'll see.

I'm just starting a game in CATHY'S RAMBLINGS as, you guessed it, Austria again. I am making a career out of playing Austria. I don't know any of the other players. Ken Corbin, Brian Edwards, Robert Acheson, Melinda Ann Holley, Tom Hurst, and Steven Courtemanche. I've seen some of their names in other zines though.

((Con'd next pg.))

RRR (Con'd)

I enjoyed your crossword puzzle, but wasn't able to complete it. Will you give the correct answers? I used to enter Steve Langley's contests but the latest one was so difficult, I gave up. The games are complex enough for me.

I've been doing some skiing lately and liking it more. Last weekend I took six girls from my daughter's soccer team skiing Northstar and Boreal and had a ball. My family is going again over Easter week. Hope it snows.

Has Spring Football practice started yet or do you do that?

Again, congratulations on a great issue. I'm looking forward to more.

Your friend,

Jerry

(( It's always to hear from you Jerry. Thanks for the kind words. Yes, that Olsen is a very clever devil! A veritable fiend! Don't turn your back on that guy. Good luck in your new Austrian venture. You should be getting it down pretty well by now. Remember, open A Vie-Gal; F Tri-Ven; & A Bud-Ser. It's your only chance! Spring Football has come and gone. It doesn't really consist of that much; we're not allowed to have any contact drills of any type. It's just work on a few pass patterns and show them some of the formations we want to use next year and hope a little rubs off enough to stick with them over the summer. Thanks for writing! Oh, about the X-Word Puzzle, as soon as I find the master copy of the puzzle I'll print it; hopefully next issue! - RB ))  
 (( from Stan Johnson )) (4/7/84)

Ron,

I liked very much the articles on cats, the Napoleonic Battle, and enjoyed the letters in general.

The cartoons and crossword also looked great. I don't think you should worry about the number of times Reading Issues come out. The importance of Quality exceeds that of Quantity.

About NMR Insurance: I used to include postcards with orders. However, in my ten years of experience in Postal Play, the Post Office only got me 2-3 times overall. While the price of post cards continued to increase. Now I take my chances. I prefer to arrange with GMs (such as my favorite, John Daly) that if my orders are not in by 3 days before deadline (to allow for more than one try) he call me collect. While initially you may say this is a lot of extra work for the GM, in my own case at least it has very rarely been necessary to use this emergency procedure. It is an emergency procedure and not for convenience of lazy players.

Your Pal,

Stan

(( I'm glad you like the all-reading issue, too! Thanks for the good things you said. You're right, the P.O. usually does its job and gets your orders to your GM in time. I almost never send in more than a single set to any of my GMs and almost never get burned. But there is always that possibility. That's why sending a post card is an excellent insurance policy -- and the one you should take if you feel you want or need insurance. The other NMR insurance, that of the GM phoning for orders is a practice that I've tried before and therefore know better than to try it again! It's a tremendous burden on the GM's part plus the fact that it simply doesn't work. Most all GMs who offer this service will only do it on the day of the deadline if your orders haven't already been received prior. If you're not home when the GM calls, then it's tough luck: NMR! I found that I usually didn't even reach the person with this form of "insurance". So, no thanks, no NMR Insurance here, folks! How about some nice Earthquake Insurance? - RB ))

"I will be correspondent to command,  
 And do my spiring gently."

## MORE STUFF

There are a few letters left over that will have to wait until next time. I also have an article or two to print and some other stuff, so who knows? The next issue may be an all-reading issue, although I'm sure it won't be as large as the last. I'll try to get the answers to the Crossword Puzzle in next time too!

Don'd ask me why it's here under STUFF but I'd better go ahead and type it up before I forget . . .

1983AY WINTER 1903/SPRING 1904 GM COBURN DELAYS GAME PENDING AN APPEAL TO THE BNC!!

There has been a recent decision made by Kathy Byrne, Boardman Number Custodian, to declare 83AY an "irregular" game. Mike and I feel as if there may be a misunderstanding on Kathy's part, as some of the "information" she is basing her decision on is erroneous. WINTER 1903 AND SPRING 1904 are due to Coburn by 7/6/84. I'll save my opinion/explanation till then, and hopefully Mike will have some comment to make by then.

And also, here we might as well include a new gamestart . . .

1984?? WINTER 1901 EUROPE RE-ARMS AND PREPARES FOR WAR! MUNITIONS STOCKPILED!

AUSTRIA: Stan Johnson, 10 Pine St., Edison, NJ 08817.  
 ENGLAND: Curtis Van Meter, 2806 Cottage Grove, Des Moines, IA 50311.  
 FRANCE: Lynn S. Torkelson, 992 Rosedale Rd. NE, Atlanta, GA 30306.  
 GERMANY: Mike Coburn, 5300-2 Dunsmuir, Bakersfield, CA 93309.  
 ITALY: Daniel Gorham, 800 So. Euclid Ave., Fullerton, CA 92634.  
 RUSSIA: Ben Schilling, Apt. 315, 24730 Roosevelt Ct., Farmington Hills, MI 48018.  
 TURKEY: Brian Sherin, 3932 Thousand Oaks, San Jose, CA 95136.  
 Spring 1901 orders and press due by 7/6/84. Send early orders!! Good luck to all!

The Annual RUNESTONE POLL is here again. You can vote in the 1984 RUNESTONE POLL by rating any publication substantially devoted to DIPLOMACY (including genzines, house zines of organizations, etc.) of which you have seen more than two issue since April 1, 1983. Rate each DipZine on a scale of 0-10 (0 being the lowest, 10 the highest). Please specify subzines. Please list them alphabetically and send your vote to Randolph Smyth, 212 Aberdeen St. SE, Medicine Hat, Alta. CANADA T1A 0R1. You may also follow the same procedure to rate any GMs you played under in the last 12 months. If you hurry, you can just get your ballots in to Randolph in time! The deadline for both polls is JUNE 29th!

Bruce Linsey is sponsoring "The ED WROBEL'S FAVORITE ZINE Poll". He writes, "So far, four zines have publicly claimed the honor of being "Ed Wrobel's Favorite Zine." They are VOICE OF DOOM, BERSAGLIERI, RAGING MAIN, and EREHWON. But which zine is really Ed Wrobel's favorite? Obviously, the only valid way to determine this is to poll the hobby on this important question. Voting deadline is July 6, 1984. Send ballots to BRUX Linsey, 73 Ashuelot St., Apt. 3, Dalton, MA 01226. You may vote for only one zine, since obviously Ed can have only one favorite zine. You may (if you like) indicate the reasons why the zine you are voting for is Ed's favorite. Sign your ballot. Results will appear in VD#97. Despite his probable bias in this matter, Ed Wrobel is eligible to vote." If this sounds like fun, be sure to write to Bruce!

Well, the game that Char was playing in finally came to an end. I signed her up for a standby spot without her knowledge when Jack Fleming started his all-girl "Mata Hari" DIP game. Sure enough, by the end of 1901 she was taking over a country, France! It really surprised me to see how serious she took it! However, she never could get into writing a bunch of letters for a crazy game her rotten husband got her stuck in! She was very pleased to see the game come to an end. She took over France in 8'02 and gained a couple of centers by working with Debbie Peters. But Kathy Cunning's Turkey and Daf Langley's Italy were just too powerful together. I think I had more fun following this game than she did by playing in it. In fact, I know I did!

WRAP-UP

Well, that about ~~wraps~~ this one up. Make sure that you get your orders in by JULY 6, 1984. Have an enjoyable summer, all. We'll see you in July! Bye!

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STANDBY BOX:

\* You have been asked to standby  
 \* in Game \_\_\_\_\_ on  
 \* Page \_\_\_\_\_

Thanks muy muchos!

notes:

There is something important for you read on Page \_\_\_\_\_

Here is a Message: Larry - Sure, I'll support your PipCon  
Bid! Best Ron

Your Subscription expires pretty soon, with Issue # \_\_\_\_\_

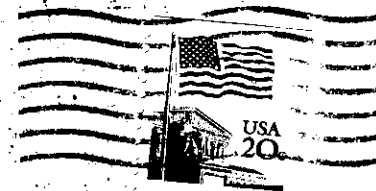
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