

# Maniac's Paradise

Issue 17

\$0.75

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Published by Douglas Kent 54 West Cherry St, #211 Rahway, NJ 07065  
Phone: Days 8am-3pm 212-432-9824 Eves 5pm-9pm (never later) 201-815-0361  
Data line: 212-432-1992 and 201-815-0361 Fax: 8am-3pm Mon-Fri 212-432-1985  
Subscriptions are 75 cents an issue, game fees vary. Trades are sometimes accepted.  
Articles and Sub-Zine submissions are gladly accepted.

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I won't even bother telling you that this is the latest issue of Dipdom's least favorite zine, Maniac's Paradise. I won't remind you this is the 17th issue, or that we publish monthly, or give you the usual list of alternate uses for this piece of junk mail. Like a coaster, or wallpaper. Or, rolled up properly, a child's telescope. Uh oh, too late, I think I just inadvertently told you. Well, as one of my teachers used to so smugly say whenever one of us complained about something, "Tough tacos."

Now for the highlights from around the world, or, more precisely, this issue. Anyway, as of right now we still have openings in Dip 6, Gunboat 5, and The Italian Wars. I've also announced the official openings for the next 7 X 7 Gunboat Tourney. With the first one now into 1905 I thought it would be a good time to open another one. As with the first, results to be sent out separately from the zine, with only the final tourney results reported here. There is a \$10 gamefee for this one, just like the last. For those who are interested, would you like to know who is winning the 1st 7 X 7 tourney? Well.....tough tacos! This issue also has most of the regular junk. Game reports, the latest One Regular Guy, and the newest Uptight, Upset, and Anti-Social. In hobby news, this issue also contains the new PDORA Booklet. Take a look and maybe you can spare a few bucks to bid on an item or two. Get those Melinda Holley photos before they are all gone! What else is going on in the hobby? DipCon is by now a thing of the past. Did you go? I didn't (of course). Let me know how it went, and all the highlights. Maybe I'll make it to a few cons next year, eh? In other news, in late July I'll be moving my office to New Jersey, so don't count on getting me by phone at work until I publish my new number. NOTICE: I have lost my stand-by records. If anyone is interested in being on the stand-by list for any game-type, please let me know. Stand-bys get three free issues for a completed position. Make sure you mention the game-type(s) you're willing to stand-by for. Not much else to say except that the next deadline is.....

August 6, 1990, 12:00 noon eastern  
Don't Miss It!



# ONE REGULAR GUY

ISSUE # 7

GONE FISHIN EDITION

That's right. Failing a disaster at work or some other act of God I will be on a fishing trip before this issue is due. So, if you sent a submission to ORG and don't see it here, be patient. I am gleefully reeling my limit of trout on the Au Sable river in Northern Lower Michigan. Next issue I will catch up on anything I missed. As always, (at least until the wife gets tired of me), my address here is GREG MAYNARD, 3820 RED ARROW ROAD, FLINT MI 48507-5402. The deadline for next issue will be JULY 28, 1990. Lots of time to sit down and pen out a few notes that have been rambling around in your head.



"Ok! Now don't move, Andy! ... Here comes Mom!"

## I TAUGHT MY KIDS DIP!!! AUGHHHH!!!!!!

One fine sunny Sunday afternoon, I taught my kids Dip, with the help of a few friends from down at the plant. Now if you own a few kids, you may know the hazards of teaching kids anything. If you don't have kids take heed. The word Dip is outlawed in my house and I am living in an uneasy cease-fire. By the way, my kids are Greg II (Gregor) age 11, Jenny 10, and Matt age 9.

About three weeks after I taught the kids Dip, I came home one Saturday morning to find the wife in tears. "Cat run away" I asked hopefully? "NO, it's those kids, they're monsters", she screamed. With that she was off in a cloud of peeling rubber. Well, time to interrogate. Finding them in their clubhouse, I got the usual run around as to who upset the wife. "OK", I told them, "Matt go in the house and make some sandwiches and Jenny fix some Ice". That's when I noticed magic-marked on their clubhouse wall:

GREG      JENNY      MATT  
||            |            |||

Tacky, but it is their club house.

Back in the house I walked into the kitchen to see Gregor making sandwiches and the other two sitting, watching him. "Didn't I tell you to make the sandwiches Matt" I inquired. "No dad", Gregor said. "You told me to." "OK", I said, thinking I must be slipping, "Jenny, I told you to put ice in some glasses." "No you didn't dad", Matt said. "You didn't tell anyone to." All this time Jenny just nodded her head in the affirmative. Well, I thought, maybe I meant to say it but forgot. "OK, you fill the glasses then Matt", and I proceeded to lay down with a cold rag on my forehead to try to restore some sanity to myself.

Five minutes of relaxation was all I could get before Jenny was pulling on my arm asking me when I was going to take her to her friend Aubry's house. "Jenny, you know the standing rule is for you to walk the two blocks to Aubry's", I told her. "But dad, just as soon as you got in you promised". "I don't remember saying that", I told her. "You did" called Matt from the kitchen. Now I knew I was cracking up.

So as I was waiting for her in the car, I heard her tell Gregor. "Mark me up for two". What in the world was she talking about. Then, after dropping her off, it hit me.

Back at home, I raced from the car to the clubhouse. Sure enough there was Gregor, pen in hand. The wall now read:

GREG	JENNY	MATT

"In the house", I ordered him and his brother, "NOW". I then backtracked to Aubry's and ordered home Jenny who was teaching Dip to Aubry.

"Now", I told all three when I had them lined up on the couch. "You've been playing Dip against your mother and me, haven't you". If you could have seen the three sheepish grins. "What makes you think that", Jenny asked? "Easy", I told them. "First you bounced the blame as to who made your mother mad between yourselves, which was one point each". "Then Jenny and Mat each scored a point for convincing me that my orders for lunch were NSO. Also, Jenny scored a point for her successful convoy to Aubry's. The blank looks told the story. Dad had once again cracked the case.

Now the problem arose as to how to handle the situation without banning the kids from Dip altogether, which was the wife's suggestion. The best I could come up with was to change the house rules. The new house rules include cutting support on allowance day, bouncing from one rear-end to the next with my belt, and the right to retreat to the sportsmen club or OTD. Why you might say OTD rather than OTB. That was the wife's idea. Any more trips to the sportsmen club leaving her with these dip playing maniac's and I will be Out The Door!

Two notes of importance from John Caruso. First is the PEOPLE'S DIPLOMACY ORGANIZATION RELIEF AUCTION-VI 1990. A copy of the auction list, packed full of neat stuff, can be had for a SASE from John Caruso, 636 Astor St., Norristown PA, 19401. Don't be left out of this. Where else can you bid on seven different sets of Korean postcards! The second note is that John has agreed to become the first to be featured in the MP/ORG Player Profile. Look for this in Issue #8 of ORG.

#### THE LAST WORD

Flag burning. Are you as sick of this topic as I am. I say we make it a National law that regular guys can legally stomp the Delberts caught burning an American flag. Heck, I'll even change from a two to a three gun rifle rack in the back window of my pick-up if they would do that. Then I can carry a baseball bat to do the job properly. I am not opposed to adding it to the Bill of Rights, making it illegal, even make the flag explosive so it will blow the idiot burning it to Kingdom Come. Let's just do something and quit all the hype!

# Uptight, Upset, and Anti-Social

#2

6/28/90

Captain Video: Concerning "1499---THE ITALIAN WARS" I'm also surprised Avalon Hill didn't talk to McCrumb. It would've been typical for those boneheads, who had the nerve to charge \$20 for Diplomacy sets with plastic stars and anchors for pieces ("But...but...I don't understand why they're not selling, J.B. The boys in marketing and development said it would be a shoe-in."). Standard American good-old-boy-fraternity-handshake logic...and people can't figure out why the Japanese were able to take over Columbia ("Duh..."). *[[I'll concede that, when it comes to marketing, some of the fellows at Avalon Hill must have screw loose. Does anyone remember any of these games: TV Wars (got it for about \$5 close out), Slap Shot, Intern..these all from the people who pulled games like Bismarck from the shelves. Maybe they wanted to save the trees when they switched to plastic...say, what kind of plant do the anchors grow on?]]*.

Machiavelli (I used to own the game years ago) is okay I guess, and no it's not at all like ITALIAN WARS (it would have fared better if it had been). My impression is that Dip players are dying for new variants, but simple ones like ITALIAN WARS as opposed to PERESTROIKA or ANARCHY. What designers seem to miss is that people want a new map or setting to work with, not necessarily cumbersome rules. *[[I think you've hit upon the real reason for the popularity of ITALIAN WARS. Its a simple Dip variant, no new rules to learn, just the same lovable game in a new setting, with new strategies to figure out and master.]]*

So the world is finally waking up to the BATMAN whirlwind? Let me explain to you how you got took (nope, I didn't see it in the theatres, and was only forced to watch it on video at a party some weeks ago).*[[If you were anti-social, like me, you wouldn't have been there in the first place!]]*

1) The press rags leak information on video tapes that are already being pirated on the yet-to-be-released-in-theatres film ("Gee...must be a hot flick.").

2) It is also leaked that Nicholson is getting a quarter of a million per shooting day (Gee...must be a hot flick.").

3) When the film opens, it is reported that box office totals have broken new records. It is not revealed just how shaky and questionable b.o. records actually are (a common practice is to inflate returns---or rather, to take return reports only from positive sources...ignoring the theatres that remained empty that week). But still, that's all you had to hear before thinking "Gee...must be a hot flick."

4) Given that the film does make a lot of money, or actually does break records, it is not registered that inflation or high ticket prices can disguise a dud (ticket price 1965 for SOUND OF MUSIC: \$1 adult, \$0.50 child; ticket price 1989 for BATMAN, or 1990 for MUTANT TURTLES: \$6 adult, \$6 child.). So when they say TURTLES outdoes SOUND OF MUSIC (say, 300 Million as opposed to 65 Million in 1965 money), SOUND OF MUSIC still puts TURTLES or BATMAN in the dirt. Got it?

If BATMAN is so good, then why, only after a year, is it about to be shown on HBO---a notorious recycle plant for garbage movies? *[[Where else can you spend \$12/month*

to see "The Wrong Guys" and "Convoy" six times a month?]] And why, in December, did video stores get stuck for the thousands of BATMAN tapes they didn't sell? ("But...but...I don't understand, J.B. The boys in marketing said---"). HYPE HYPE HYPE HYPE.

Ernest S. Hakey III: The tone of your Issue 16 sounded either pissed off or depressed...I hope you're feeling more positive now! *[[Nope, but that's okay, I've been this way for over 10 years!]]* In spite of random GMing errors and/or typos, I think you're doing a fine job - I put out a zine called MICROPHAGE (look up the definition...) which had games of CIV, CONQUISTADOR, a game of SOURCE OF THE NILE, a game of KINGMAKER, a game of STELLAR CONQUEST and even a couple or three Dip games...and it was lots of work...when it got so I didn't enjoy it, I folded. I'm sorry I didn't fold in a more organized and timely fashion, but I'm not sorry I folded, as this is a hobby after all and not a business. My advice is for what it is worth: Don't let your zine get you down! It isn't worth it. However, I definitely hope you continue to enjoy publishing MP, as I enjoy receiving it! *[[No need to worry, there is little or no chance of a fold on this front anytime soon...I foresee at least another two years of publishing, based on my current calculations, and at that point (around issue 40 or so) we'll either continue ahead full steam or just cut corners to get a bit smaller. Nope, too bad kiddies, MP is here to stay!]]*

I agree with you on annoying commercials - some annoy me enough to cause me to immediately switch channels! I don't watch very much commercial TV, or much TV at all actually - the last time I turned on my own TV and looked for something to watch was over a month ago! I have a VCR and use it to watch movies and concert videotapes which I own or, very occasional, rent. However, I do listen to a lot of radio, and the GEO commercial and the Volkswagen "Farfig..." idiocies immediately force my finger to the channel selector buttons...On the other hand, a few commercials are great, and have been revived probably because they are almost believable and certainly humorous. Too bad for Molsen, I don't drink beer, so while they've got a listener they haven't got a sale. *[[I agree that there are a few ones that are funny...it happens those Molsen's are one of the few that I can hear again and again without feeling sick, although I, too, am not a beer drinker. There are a lot more commercials that are funny the first time, but get very annoying by the 5th or 6th time]]*

If you want to avoid the media blitz, try avoiding the media! This probably won't be a popular idea, but give it a try - go a week or so without watching the TV, reading the newspaper or listening to the radio. Well - listen to the radio but change channels at commercials. *[[Well, since a lot of my job is being aware of all the news, that doesn't seem possible. Newspapers and radio are a must. As for TV, with my wife's illness, she doesn't have much to do but watch TV, so I join her in the evenings. Still, we mostly watch Discovery or PBS now, so not too many annoying commercials there.]]* For myself, as awful as it may seem, it is the way I normally operate, and so I often know when something is being hyped but don't have to endure the actual process, and thus can enjoy the film (or whatever) on its own merits. I did see both "Batman" and "Teenage Mutant Ninja Turtles" not because of the hype but because they are in a genre which I enjoy - and I enjoyed both quite a lot. I haven't seen "Dick Tracy" yet, although I may get around to it at some point. On the other hand I was very disappointed by "Dune" - every the voice of Paul thinking to himself in such stupid tones - "Am I the One?" - give me a break already. I

was truly pissed off. The book is a classic work of science fiction on an epic scale, while I would not recommend the movie at all. It does have some fine scenery...but it felt much too full of itself, too slow, deviated from the book in places it didn't need to, left out a lot of important stuff...it may just have been too big a project to trim down into standard Hollywood movie format with too much attention paid to fancy and expensive effects at the expense of plot, pacing, etc. *[[My theory on "Dune", which wasn't, in my opinion, an over-hyped movie: it would have been better to try to do a complete job. Shoot a film that is a good 4 to 5 hours long, charge twice as much for admission, break for 15 minutes or so for an intermission. Concentrate on being true to the story, and getting the whole picture. Scenery is also critical for the feel of the movie, but special effects aren't. Cater to the book's fans, since they are the ones who will make or break the film.]]*

Of course, maybe I just liked the book too much to see it mangled...At the other end of the scale, a very enjoyable tongue-in-cheek movie which I recommend wholeheartedly as a good choice to rent is..."Bill & Ted's Excellent Adventure." Now there's a movie which doesn't take itself too seriously, pokes fun in various directions, has some hard-to-believe sequences (Joan of Arc taking over the Aerobics class at the Mall?!), but which is nonetheless an "excellent" comedy. Party on, dudes! (Anyways, how can you not like a couple of guys who declaim "bogus" when being sentenced to execution?) *[[I thought that one was okay. I've got a few recommendations, too. I've been watching a lot of John Hughes lately, like "The Breakfast Club", "Planes, Trains, and Automobiles", and a personal favorite, "She's Having a Baby". Other great movies to rent: "Better off Dead", "Street Trash", "Toxic Avenger" (not the cable version), "Clockwork Orange". A final favorite, one that I think all readers should rent if they saw it years ago..."Willie Wonka". No matter what you may think, this is a movie for adults. Great fun. 'I want a real one, Colt 45, but Dad won't get it for me, will ya?' 'Nope, not till you're twelve, son!']]*

Dave McCrumb: No, "1499" does not have an "official" copyright, however, upon writing something it automatically attains an "unofficial copyright." However, if you really want to prevent someone from stealing your work, you better do it officially. I put copyright on "1499" more so future players will know when it was designed. I have played several variants I have no idea when or who they were designed by. *[[True, I have no idea who designed the original Woolworth or Youngstown, although I am sure someone will tell me. The only ones I am sure of is Colonia, Youngstown XIII, and Perestroika]].*

To tell the truth, I didn't see "Machiavelli" until late May. I was pleased that a number of spaces' names were the same. Shows that I was correct, historically speaking. *[[Not necessarily...you could both be historically incorrect, right?]]*

I designed "1499" to be a quick, bloody, and fun game. It should be able to be played in 2 - 3 hours with no trouble. A draw could probably be set up in only one hour.

I like Maniac's Paradise, but I must admit I sub to get One Regular Guy. It is funny, interesting, and I agree with Greg quite a bit. I like his "Regular Guy of the Month" Award. By the way, the winner a couple of months ago was similar to an incident in Wisconsin (or Minn or Mich, I forget which exactly) last fall. A guy strolled into church one morning and hold up the congregation for the collection. After some negotiation, they took up a second collection and used it to buy the gun. They promptly turned it on the would-be-robber (who was shocked, I might add), took their money back, and called the

police. *[[Well, with all this praise on Greg, I am getting the sneaky suspicion that you are not who you say you are. Wait, I'll check the postmark. Now to compare handwriting...yup, sure enough, Greg himself is writing this letter under the pretense of being one of our subscribers. What a sad attempt to build some popularity!]]*

Question: When does a woman become a mother? At birth, as I understand it. So what kind of label does the Surgeon General want for pregnant women who are not mothers? *[[How about fat?]]*

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Gee, still about 2/3 of a page to fill. I'd like to hear opinions and comments on the following topics for next time:

The Jewish Reform movement's announcement that gays and lesbians may become Rabbis.

The visit of Nelson Mandela to the US, and all related topics.

Anything relating to Wargaming conventions.

As a closing topic, let me announce the formation of a new consumer group. The charter is still being finalized, and the workings of the group are only in the planning stages, but within the next month or so everything will be set and done. The name, you ask? Well, we were going to call it "Citizens Against Idiotic Advertising," but we have decided to officially dub it "Citizens Against This and That," or CATT. This way we are not restricted in our range of complaints. The main thrust of the group will be to contact companies and corporations, informing them of the CATT boycott on their products. Boycotts will most likely remain in place until the offending points, be they advertising campaigns or whatever, are removed. Censorship? Not in my opinion, as I anticipate the group to be small enough to cause little or no results. However, hopefully we will get our point across: the United States isn't just a big crowd of morons...those of us that fall above the lowest common denominator deserve to be respected. Among our proposed initial targets: Coca-Cola (for their idiotic Sprite commercials and for their New Kids on the Block ads), McDonald's (for their New Kids on the Block "Big Mac Attack" tour, and for their participation in the "Dick Tracy" hype), Chevrolet (GEO ads, an affront to humanity), and Bannigan's (for using the Ghostbuster theme in their ads). We are also considering forming a special splinter-group blue-ribbon fact-finding committee "Citizens Against New Kids on the Block," although the official proposal for that has not yet been heard. If any of you have ideas or suggestions regarding this whole topic, please let me know. The first CATT newsletter should be available by the end of July, or mid-August at the latest.

I guess that's it for this issue of Uptight, Upset, and Anti-Social. Expect the next issue either in Maniac's Paradise #18 or #19, depending on space, activity, and time.



## PEOPLE'S DIPLOMACY ORGANIZATION RELIEF AUCTION-VI-1990

### RULES

- 1- The deadline for bids is Aug. 31, 1990
- 2- Anyone may participate in the bidding. All you have to do is submit a bid on an item (send no money now please). If you are the highest bidder the item will be yours, and you'll be notified when to send the money and how much. You may submit conditional bids on amount to be spent, or if you win or lose another item. You can't submit conditionals that say outbid next highest bidder by an amount of money. This is only a one round auction, so plan wisely. Also, all bids will be secret.
- 3- In case of tied bids, postmark will decide. If postmarks are the same, the auctioneer will commit suicide. Or I'll try to persuade one party or the donator to be flexible. If all negotiations fails, the auctioneer will revert to the age old settler of disputes- the cubicled random itemizer. (A die to you Jack)
- 4- All items are postage paid or will have the postage figured into the minimum price. This is a new experiment for this year.
- 5- All donations collected will go to hobby services as decided upon by the PDORA Financial Committee. I will receive no money for costs I incur. No one on the committee is eligible to receive any of the money either.
- 6- Allow 4-6 weeks after the auction deadline for the item to arrive to you. The faster everybody gets their payments in to me, the faster I can send out notification to the donator, and the faster the donator can send out the item to the successful bidder.
- 7- Input is welcomed and encouraged. Along this line, it's been suggested that I expand the auction to a 2 round affair. What do you people think? Please let me know either "2 round" or "1 round" with any communique.
- 8- Additional catalogues can be had for a SASE from me.  
John Caruso 636 Astor St Norristown, Pa. 19401
- 9- Good luck and have a good time.
- 10- PDORA Financial Committee: Steve Arnawoodlan, Steve Helnowski, Don Del Grande, Bill Quinn, Robert Acheson

ITEM#	DESCRIPTION
A-001	A 10 issue sub to UPSTART. Available only to non-subbers of UPSTART. A \$7.50 value. Minimum bid of \$6.
A-002	2 lots of a 10 issue sub to PENGUIN DIP. Each a \$15 value.
A-003	A 1 year sub to REBEL, approx 10 issues. \$10 value, \$4 minimum. Rebel carries both regular and gunboat dip and standbys are welcome.
A-004	A 1 years sub to MONDOJ, 52 issues. \$9 value, \$3 minimum. MondoJ carries variant dip games.
A-005	A 12 issue sub to THE CANADIAN DIPLOMAT, along with a free game start in any game. One of the premier Canadian zines, but 12 issues may be a 3 year sub. But worth waiting for.
A-006	A years sub to a brand new zine called WORLD DIPLOMACY. \$15 value.
A-007	A 10 issue sub to KATHY'S KORNER. \$10 value, \$5 minimum.

PEOPLE'S DIPLOMACY ORGANIZATION RELIEF AUCTION-VI 1990

ITEMS DESCRIPTION

- B-001 A copy of Larry Peery's STRATEGY AND TACTICS OF POSTAL DIPLOMACY. It is in good condition and is the softback edition. \$35 minimum for this 376 page gem.
- B-002 A set of DIPLOMACY WORLD ANTHOLOGY Volume I-IV. This is a collection of all of the best articles that appeared in DW up until 1989. There is a \$40 minimum.
- B-003 A book of mini posters produced by Garret Schenck during the Reagan years. Hand made, xerox posters and "people's art". Covers a full range of anti-Reagan activities which took place in W Mass. An historical heirloom you'll be proud to display on [or under] your coffee table. \$8 minimum.
- C-001 A collection of commemorative stamps from around the world.
- C-002 A collection of modern coins from around the world. Pocket change.
- G-001 Autographed copy of the original master from which WOOLWORTH I was printed in 1981. (one-of-a-kind value) \$2 minimum.
- G-002 REBUS SCRABBLE GAME. Uses a combination of letters & symbols to form words, sayings or sentences. Guaranteed to drive you crazy. Almost new condition. \$5 minimum.
- G-003 WAR AND PEACE by the Avalon Hill Game Company. Its in used condition
- G-004 STRATEGY AND TACTICS issue #65 with the game COBRA as an insert. There's a \$1 minimum bid.
- G-005 SPI game SIXTH FLEET, unpunched. \$7 minimum.
- G-006 SPI game DESERT WAR. \$5 minimum.
- G-007 SPI 4 modern battle games- CHINESE FARM, GOLAN, WURZBURG, MUKDEN. \$7 minimum.
- G-008 SPI game RED STAR WHITE STAR. \$5 minimum.
- G-009 AH FOOTBALL game, vintage age, I believe early 1960's. \$10 minimum.
- G-010 AH D-DAY, 1965 edition. \$15 minimum.
- G-011 AH STALINGRAD, 1963 edition. \$15 minimum.
- G-012 AH BATTLE OF THE BULGE, 1965 edition. \$12 minimum.
- G-013 AH BLITZKRIEG, 1965 edition. \$10 minimum.
- G-014 MAGIC REALM, 1979 edition. \$10 minimum.
- G-015 LIFTOFF, \$7 minimum.
- G-016 GODSFIRE, \$7 minimum.
- G-017 DELTA FORCE, \$7 minimum.
- G-018 4th REICH, \$7 minimum.
- G-019 NATIONAL PASTIME, the baseball game that Alan Calhaver created. \$7 minimum bid.

[Note- all game minimum bids include any postage costs]

PEOPLE'S DIPLOMACY ORGANIZATION RELIEF AUCTION-VI 1990

ITEM# DESCRIPTION

- P-001 4 lots of a picture of Melinda Holley. Get this hot item. No not Melinda, but a photo facsimile.
- P-002 A rare photo of the inside of Mark Larzelere's apartment. PRICELESS!
- S-001 3 lots of DIPCON XXI SOUVENEIR BOOKLET (July 1988 in Texas). Packed with photos, game reports and other interesting tidbits.
- S-002 Diplomacy Souvenir Package. Items included are- 1989 Philcon ID Badge, US/Canada patch, "business card", other items. Collectors value.
- S-003 Sports Souvenir Package. Items included are- 2 Michael Jordan posters, 1986 baseball schedule, 1986 Dodger media guide, 1988 Super Bowl post card and other things. Collectors value.
- S-004 1 set of 10 postcards bought at the National Museum of Korea depicting various pieces of 12th and 13th century Celadon pottery. \$3 min.
- S-005 1 set of 10 postcards from Seoul Grand Park Zoo with scenes of the Dolphin show.
- S-006 1 set of 10 postcards from Seoul Grand Park Zoo showing various animal exhibits.
- S-007 1 set of 10 postcards from Seoulland Amusement Park showing various scenes of the park.
- S-008 1 set of 9 postcards featuring Korean dance and other Korean scenes.
- S-009 1 set of 5 postcards with scenes from modern Korea.
- S-010 1 set of 5 postcards with scenes from traditional Korea.
- Z-001 THE GAMESMAN #9 the last issue by the late Don Miller, 64 page mimeo contains articles on dip, chess and other games, plus a 10 page article on the accomplishments of the navies of the world in the 2 World Wars. (Here's another chance for those who bid unsuccessfully in the past) \$3 minimum.
- Z-002 A complete set of BEEN THERE DONE THAT from #1-15. \$5 minimum.
- Z-003 A set of CATHY'S RAMBLINGS #25-34. \$3 minimum.
- Z-004 ZINE REGISTERS #9, 12, 14. \$2 minimum bid.
- Z-005 EVERYTHING #69, 70, 73, 79, 81. \$2 minimum bid.
- Z-006 KK/W and KK #126, 134, 136, 142, 143, 145. \$2 minimum bid.
- Z-007 KK #143, 145, 147, 152, 153, 154, 155. \$2 minimum bid.

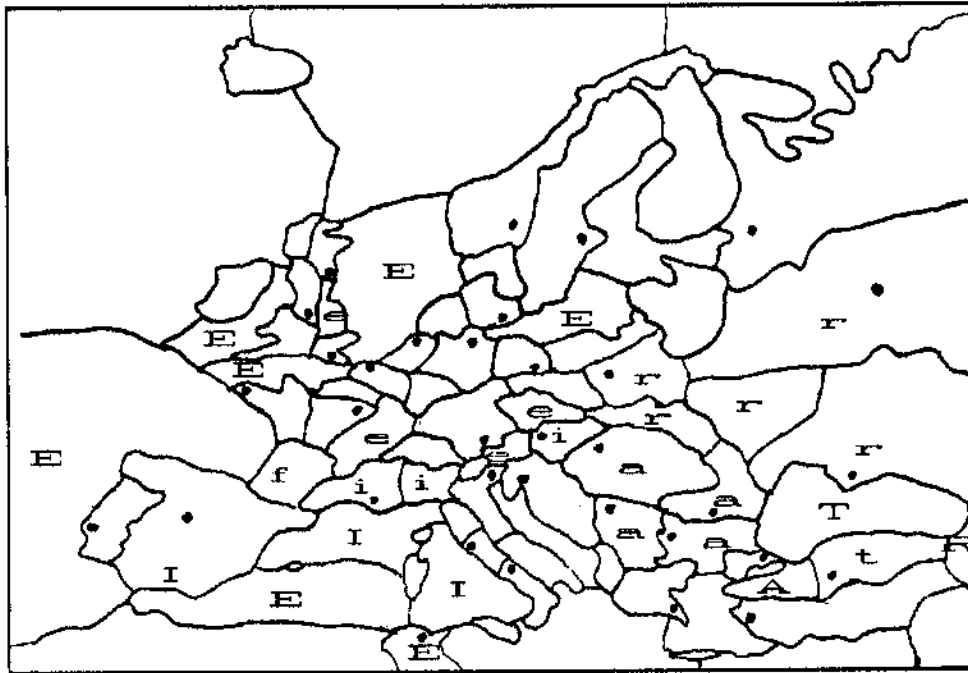
That's all of the items. Be sure when submitting a bid that you list the number of the item and how much you wish to spend. Have fun & good luck and please remember to let me know your opinion on the idea of a 2 round mail auction. Take care...

PEOPLE'S DIPLOMACY ORGANIZATION RELIEF AUCTION-VI 1990

ITEMS DESCRIPTION

- M-001 Name a space for yourself or someone else on the OFFICIAL PEOPLE'S DIPLOMACY ORGANIZATION DIPLOMACY MAP, to be used in all People's Diplomacy games. \$1 for non-supply spaces, \$2 for supply centers on Switzerland and \$5 for a Great Power, can change the name of the space to your liking. Below is a listing of the areas/centers/power. you may not select [they were selected last year]. The only other thing you should supply is a preference list for the area bid on. [Austria, Italy, Russia, Ionion, Mid Atlantic, Clyde, Galacia, Liverpool, London, Munich, St Petersburg, Syria, Tyrolia have already been taken] You will receive a conference map with all of the changes on it.
- M-002 A colored conference map mounted on corkboard, along with a set of push pin markers. This is the conference map actually used at Dipcor 1988 in Texas.
- M-003 Magnetic Dip Map Travel Set. Do your pieces float away in a sea of beer? Do your conference maps take a lickin' and get a stickin'? Here is a solution for you- your very own magnetic set. Your fleets will never sail away without you again. Your armies will only march when you tell them to. Hurry, only 1 item available. \$4 minimum.
- M-004 2 lots of a personally crafted horoscope for you by Melinda Holley.
- M-005 Have an actual diplomacy game start named after you. Not a variant, out an actual dip game named on your behalf. BEEN THERE DONE THAT.
- M-006 3 lots of personally crafted horoscopes by the creator of the new subzine HOT AIR BALLOON. You supply some generalized data and your horoscope will be created. Each one will be unique. Show it off to your friends. Be the 1 in your group to get this specialty item. \$2 minimum bid.
- O-001 3 game openings in the British zine THE MOUTH OF SAURON, in Rod Walker's game of IMPERIALISM VIIR. Free sub to the zine for the duration of the game. \$3 minimum.
- O-002 7 game openings of regular dip in BEEN THERE DONE THAT. \$5 minimum.
- O-003 7 game openings of regular dip in KATHY'S KORNER.
- O-004 7 game openings of regular dip in TERRAN.
- O-005 1 game opening of WOODEN SHIPS AND IRON MEN against the unbeatable foe- John Caruso. Last years coward surrendered before any shots were fired. See if you can do better.
- O-006 7 game openings in PEOPLE'S DIPLOMACY, run on a flyer. Uses the PDO Map (Item M-001). This variant isn't difficult at all. \$2 minimum.
- O-007 1 game opening of regular diplomacy in UPSTART. The only restriction is that the successful bidder must not already be playing in UPSTART \$4 minimum bid.
- O-008 2 game openings of POSTAL ELECTION CAMPAIGN GAME, run on a flyer and GMed by John Caruso. Uses a system based on the computer President Elect game. A system for primaries has been worked in as well. See if you can win your party primary and go on to become President of the USA. \$10 value, \$5 minimum bid.
- O-009 1 game opening in any game you'd like, in any zine you like, with the exception of KK, up to a \$10 value. The donator is willing to pay the fee, up to \$10, which will be forwarded to the GM. [This offer is good for any game for any game that John Caruso runs. Note that my game fees are \$10, and sometimes I have per turn fees. If you win this item and choose a game I GM, you will pay for nothing else. The \$10 will cover you.]

# Diplomacy 1, First Born, 1989AL, F 07



Reminder - no black press is permitted.

*Austria (Diehl):* A Ser S A Rum, A Bul S A Rum, A Rum S Tur. F Bla-Sev,  
A Bud S Ital. A Tyr-Vie, F Con S Tur. A Smy-Ank.

*England (Shulman):* F Mid-Wme, F Tun S F Mid-Wme, F NAt-Mid, F Iri S F NAt-Mid,  
A Lvp-Yor, A Bur S Fr. F Spa(sc)-Mar(NSO), A Mun-Tyr, A Boh S A Mun-Tyr,  
F Nwy-Nth, F Ech U, F Bal U.

*France (Reiff):* A Gas-Mar, F Spa(sc) S A Gas-Mar(Destroyed).

*Italy (Oaklyn):* F Por-Spa(sc), F Lyo S F Por-Spa(sc), A Mar-Gas, A Pie-Tyr, A Tyr-Vie,  
F Nap-Tyn.

*Russia (Banozic):* A Lva-War, A Mos S A Sev, A Sev H, A Ukr S A Gal,  
A Gal S Eng. A Boh-Vie(NSO), F Arm-Ank.

*Turkey (Holley):* Ret A Arm-Smy, F Bla-Sev, A Smy-Ank.

The concession to England fails. Remember, NVR=yes in MP.

## Supply Center Chart

Austria	Bud, Ser, Gre, Con, Rum, Bul=6	Build 1
England	Lon, Edi, Lvp, Den, Hol, Bel, Kie, Bre, Ber Mun, Tun, Nwy=12	Build 1
France	Par=1	Even
Italy	Ven, Rom, Nap, Spa, Mar, Por, Tri, Vie=8	Build 2
Russia	Sev, Mos, War, StP, Swe=5	Remove 1
Turkey	Smy, Ank=2	Even

## PRESS

*England - Russia:* Yup, yup, I guess you're right. I thought you would have been buried by now.

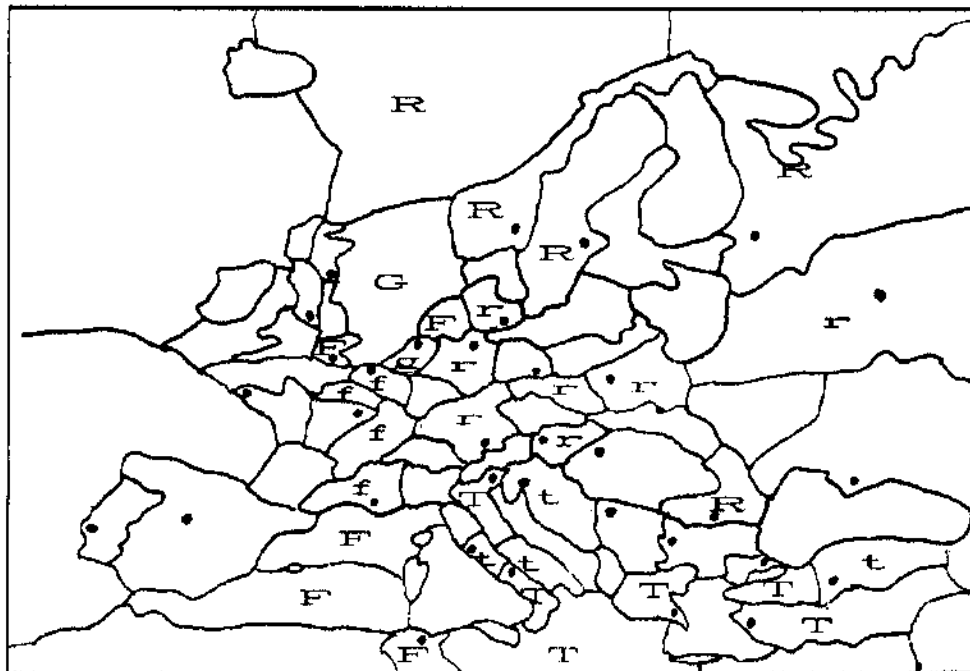
*Russia - A/T:* Sorry, children, but I'm just going to sit behind the walls of the Kremlin until England finishes this game. And there doesn't seem to be anything that you bumblers can do about it.

*Russia - England:* Feel free to grab Sweden and St. Pete when you need your last 2 centers. Of course, I know you would anyhow. But I want Bernie to know that, when it happens, its OK by me.

*Naples, somewhere in the harbor (Russia):* The midnight sun shone up upon the overturned keels of Italia's persons-of-war, properly respecting the sensibilities of certain onlookers of the female persuasion (you know who you are). Silt drifted up from the bottom to rest upon their decks, and blood flowed from their shattered hulls, like oil, upon the water. "This is certainly an odd position for our ships, Admiral Bernie," remarked one toddler. "How will you fight the English now?" "Ah, dear boy, you have not yet to perceive the genius of my strategy," retorted the Admiral, "for now, we won't have to!" "And it is oil," remarked an old woman.

*Firenze, somewhere is Tuscany:* The British are comin', the British are coming. One if by land. Two if by sea. One, two, one, two, ...

## Diplomacy 2,Nudge Nudge,1989AZ,W 06



Season separation is granted by player request.

*France (Taylor):* Ret F Nth-Hel,Bld A Mar..Has A Pic,A Bur,A Mar,A Bel,F Lon,F Lyo,  
F Wme,F Tun,F Hel.

*Germany (Diehl):* Ret A Kie-OTB,Rem F Edi..Has F Nth,A Hol.

*Russia (Stanger):* Bld F StP(nc),A War,A Mos,plays 1 short..Has F StP(nc),A War,A Mos,  
F Nwg,F Nwy,F Swe,A Den,A Kie,A Mun,A Sil,A Vie,F Rum.

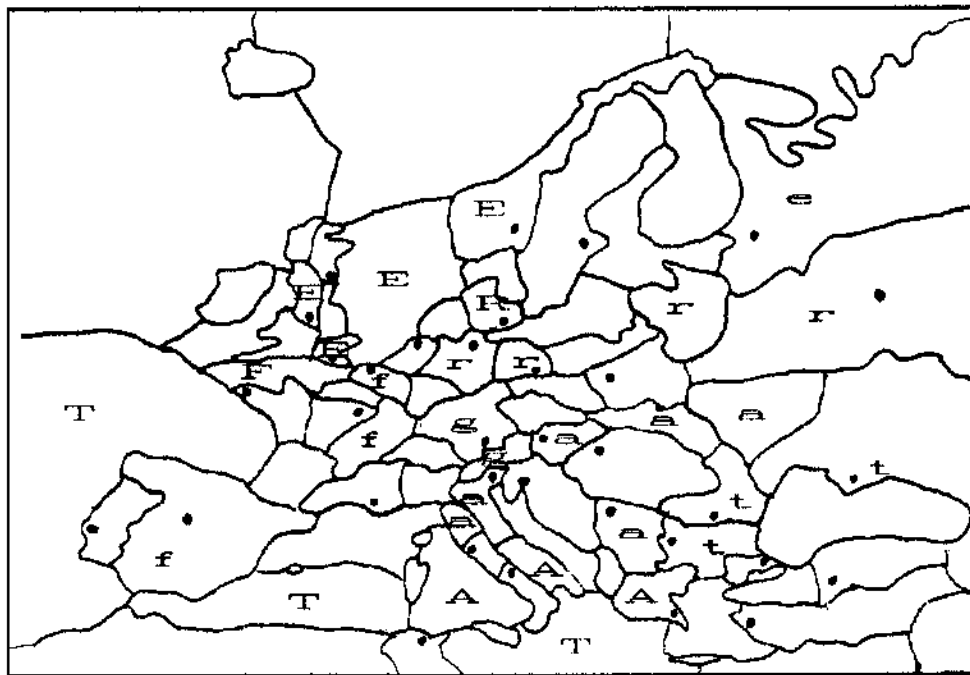
*Turkey (Boymel):* Bld F Con,F Smy,A Ank..Has F Con,A Ank,F Smy,F Gre,F Ion,F Nap,  
A Apu,A Rom,F Ven,A Tri.

## PRESS

*Constantinople - A Hopefully Empty Sevastopol:* I could have built armies in Con and Smy and a fleet in Ank, sending all my forces after Sev, Rum, Bud, and Vie this year. However, I do not believe that great alliances should be destroyed that way. You are growing much faster than I, but it certainly is not your fault that England was a no-show or that Taylor played flawlessly. If you happen to be able to win, best of luck to you. If Tom and I can stalemate you, even better! It has been a very worthwhile and enjoyable alliance and I am glad we can engage in the endgame with honor rather than with strife.

Proposed: R/T, F/R/T.

## Diplomacy 3,Dagwood,1989HW,S 05



*Austria (Carlberg):* A Tri-Ven,A Vie S A Bud-Gal,F Ven-Apu,A Rom-Tus,  
F Nap-Tyn,A Rum-Ukr,A Bud-Gal,A Ser S F Gre,F Gre S Tur. F Aeg-Ion.

*England (L.Behrendt):* NMR! A StP U,F Nwy U,F Nth U,F Spa(sc) U(Dis-ret Por,OTB),

F Lon U,F Lvp U.

France (Murphy): A Bur S A Pic-Bel,F Iri-Ech,A Mar-Spa,A Pic-Bel.

Germany (Slaughter): F Bel-Pic(Dis-ret Hol,OTB),A Ruh-Mun,A Tyr S A Ruh-Mun,  
A Kie S A Ruh-Mun(Dis-ret Hol,Ruh,OTB).

Russia (McClung): A Mos-StP,A War-Lva,A Ber S A Mun-Kie,A Mun-Kie,F Swe-Den.

Turkey (Oaklyn): F Mid S Fre. F Iri-Eng,F Wme S Fr. A Mar-Spa,A Bul-Rum,  
A Sev S Aus. A Rum-Ukr,A Con-Bul,F Aeg-Ion.

### PRESS

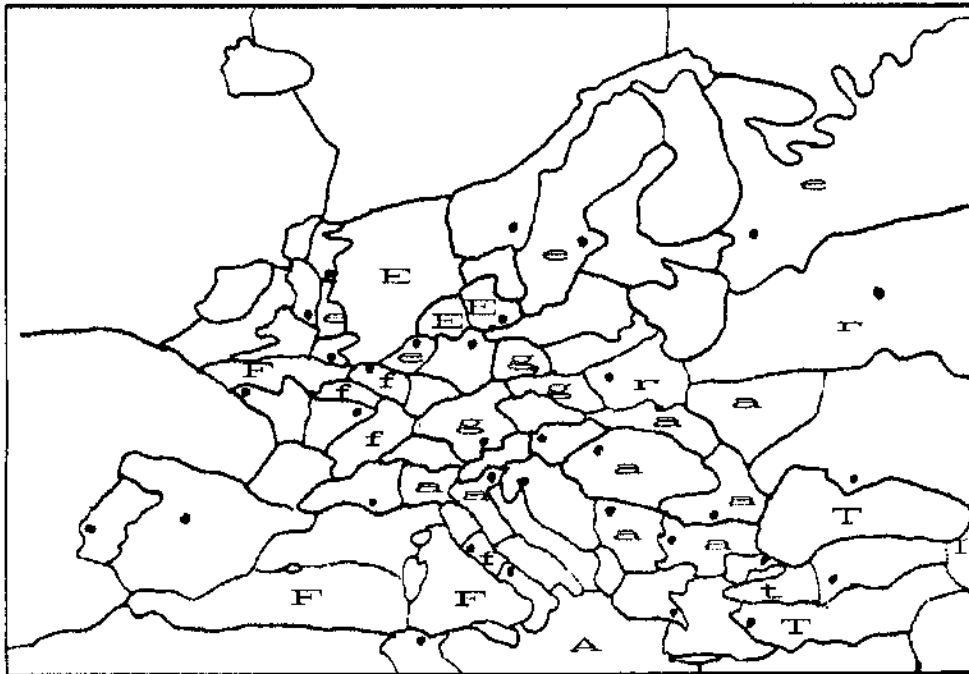
Vienna - Moscow: What letters urging me to move into Russia for the last several months are you talking about? You must have forgotten to mail them to me.

Eskisehir, near central Constantinople: Let's see, now. That was army Constantinople, not fleet Smyrna. Yeh! Got it straight now.

Trabzon, on the Black Sea, somewhere in Ankara: The fog of war cast an illuminating shadow on a sunlit sand. A dense fog rose into a dry air and blackened the ground below it. Cool showers scorched the oceans as fish flew into the breezes alongside a Cessna. The wake in the channel rose to heights of four feet due to the English shipping. The French chattered their teeth in harmony to certain noises given out by the English. It was as if one was scart' and da udder glad of it.

Trieste - Istanbul: Many remerciements for the timeliness of your missive! May the great Swan spread his soothing feathers on the sweaty ardor of your soaring Sultan-ness (Salaam, salaam.)

Diplomacy 4,Saturday Night,1989ID,W 04/S 05





*Austria (Carlberg):* Bld A Bud..A Gal-Rum,A Ukr-Sev,A Bud S A Gal-Rum,  
A Bul S A Gal-Rum,A Ser S A Bul,F ion-Aeg,A Ven-Pie,A Rom-Ven,A Vie-Gal.

*England (Shulman):* Bld A Lon,A Edi..A Edi-Yor,A Lon-Hol,  
F Bel S A Lon-Hol(Destroyed),F Hol-Hel,F Ska-Den,A Swe S F Ska-Den,  
F Nth C A Lon-Hol,A StP H.

*France (Reiff):* F Mid-Ech,F Tun-Wme,F Nap-Tyn,A Tus-Rom,A Bur-Bel,  
A Pic S A Bur-Bel,A Mar-Bur.

*Germany (L.Behrendt):* NMR! Rem F Bal,A Ruh..F Den U(Dis-ret Kie,OTB),A Sil U,  
A Ber U,A Mun U.

*Russia (Murray):* A Mos S A War,A War S A Mos.

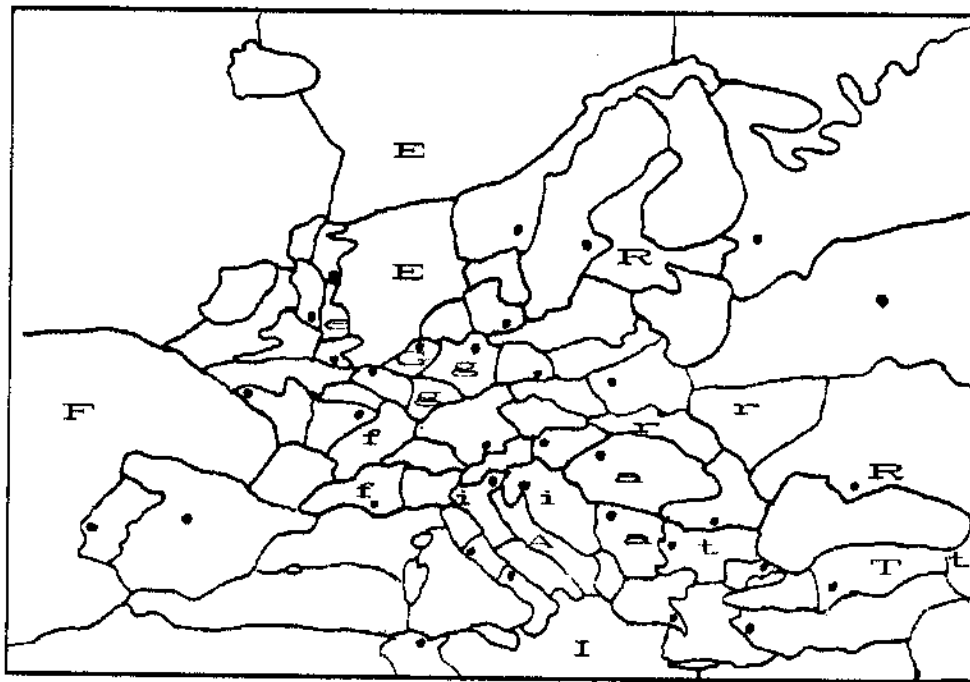
*Turkey (Siegel):* Bld F Smy..A Con-Sev,F Smy-Aeg,F Bla C A Con-Sev,F Sev-Arm.

## PRESS

*Austria - Turkey:* Too bad, Phil. It could have been a beautiful friendship. But with a fleet in Sevastopol, you're more trouble as a friend than as an enemy.

*Austria - Defunct Italy:* "The first NMR"? I never NMR'ed in this game, my absent friend! You're confused.

## Diplomacy 5,Pessimism,1990??,S 01



*Austria (T.Murphy):* F Tri-Adr,A Bud-Ser,A Vie-Bud.

*England (Colbath):* F Edi-Nwg,F Lon-Nth,A Lvp-Yor.

*France (Quigley):* A Par-Bur,F Bre-Mid,A Mar S A Par-Bur.

*Germany (Diehl):* A Mun-Ruh,F Kie-Hol,A Ber-Kie.

*Italy (McClung):* F Nap-Ion,A Ven-Tri,A Rom-Ven.

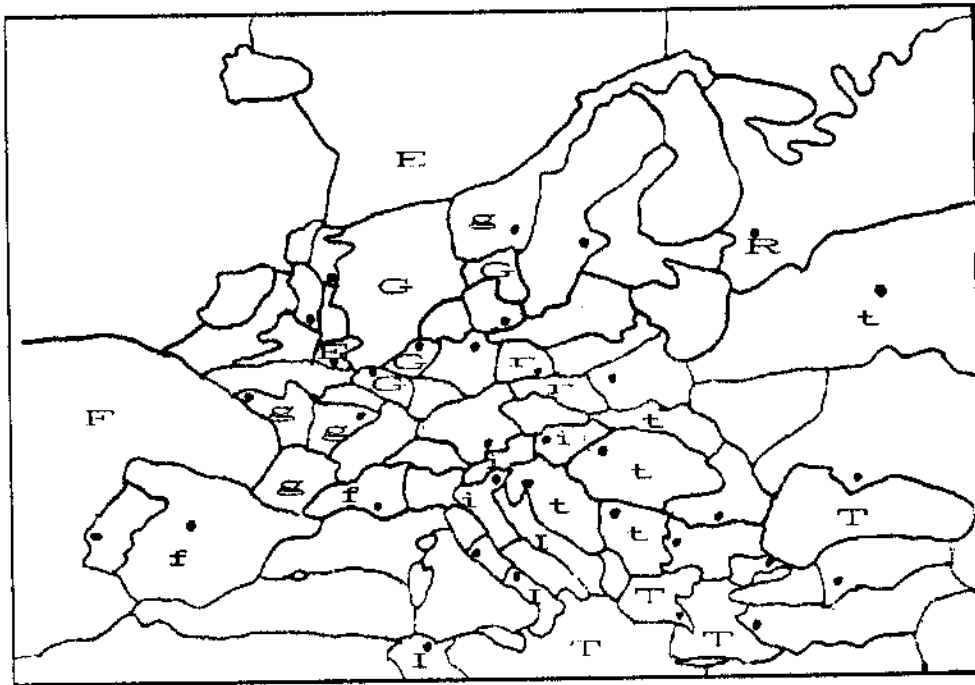
*Russia (Bryant):* F StP(sc)-GoB,A Mos-Ukr,A War-Gal,F Sev-Bla.

*Turkey (R.Murphy):* A Con-Bul,F Ank-Bla,A Smy-Arm.

## PRESS

*Dateline - Kremlin, May 5 1901:* The Empire of the Russias regrets the need to quell the continuing unrest in the frontier between our people and those of the Austrio/Hungarian empire. Given the lack of responsive action on the part of our neighbor to the south to protect the interests of our Polish minority bretherin in and around Przymble, it is apparant that we, the true protectors of the Slavs, must take the initiative. It is our hope and intent to settle this matter most expediantly a well as peacefully.

## Gunboat 1,In Control,1989 Yrb32,F 07



*England:* F Nth-Nwy(Dis-ret Edi,Yor,Ech,Hel,OTB),F Nwg S F Nth-Nwy,F Lon-Nth.

*France:* Ret A Gas-Spa..A Spa S A Mar,F Ech-Mid,A Mar S A Spa.

*Germany:* A Nwy H,F Ska S A Nwy,F Den-Nth,F Bel S F Den-Nth,F Hol S F Den-Nth,

A Ber H(Dis-ret Kie,Mun,OTB),A Pic-Bre,A Bur S A Gas-Mar,A Gas-Mar,A Par U.

*Italy:* Ret A Tri-Tyr..A Vie S A Tyr-Tri,A Tyr-Tri,A Ven S A Tyr-Tri,

F Ion-Adr,F Nap-Ion,F Tun S F Nap-Ion.

*Russia:* F StP(sc) H,A Pru-Ber,A Sil S A Pru-Ber.

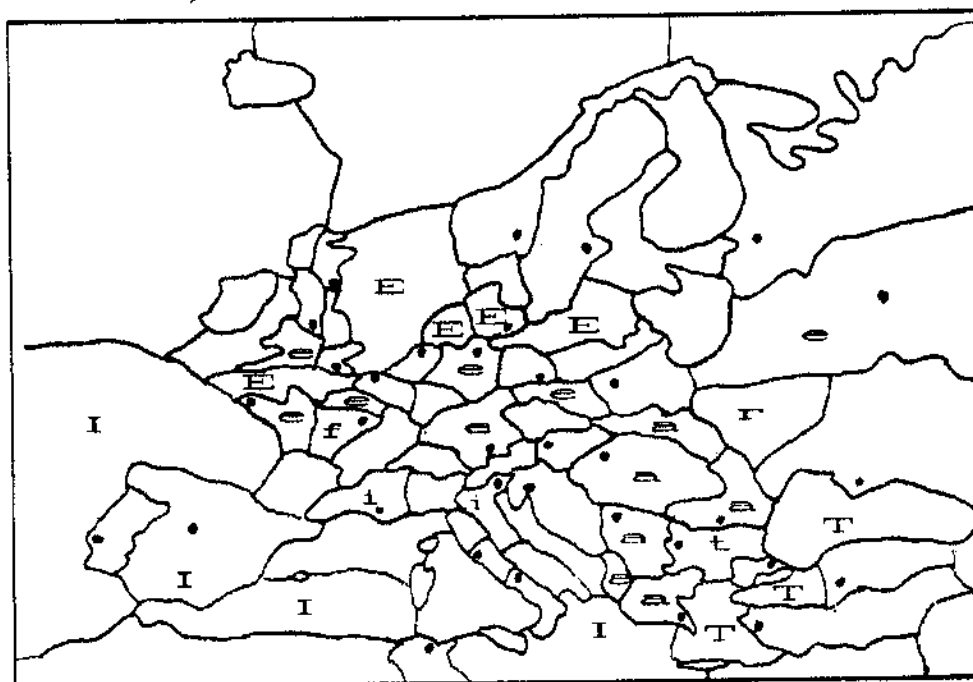
*Turkey:* A Gal-Vie,A Tri S A Gal-Vie,A Ser S A Tri,A Bud S A Tri,A Mos H,

F Eme-Ion,F Aeg S F Eme-Ion,F Gre S F Eme-Ion,F Bla H.

## Supply Center Chart

England	Lon,Edi,Lvp=3	Even
France	Mar,Spa,Por=3	Even
Germany	Mun,Kie,Hol,Bel,Den,Swe,Nwy,Bre,Par=9	Remove 1
Italy	Nap,Rom,Ven,Tun,Vie=5	Remove 1
Russia	StP, War, Ber=3	Even
Turkey	Con,Ank,Smy,Gre,Ser,Bud,Tri,Bul,Rum, Sev,Mos=11	Build 2

## Gunboat 2,Pork Bellies,1989 AJrb32,W 06/S 07



*Austria:* Bld A Vie..A Vie-Gal,A Bud S A Rum,A Rum S A Ser-Bul,A Ser-Bul,  
A Gre S A Ser-Bul,A Alb S A Gre.

*England:* Bld A Lon,A Edi..A Wal-Bre,A Lon H,A Edi-Kie,A Mos S Rus. A Sev H(NSO),  
A Bel-Pic,A Hol-Ruh,A Ber-Mun,A Sil S A Ber-Mun,F Nth C A Edi-Kie,  
F Ech C A Wal-Bre,F Hel C A Edi-Kie,F Bal S A Edi-Kie,F Kie-Den.

*France:* Ret A Mar-OTB..A Gas-Par,F Por U.

*Germany:* A Mun S A Ruh(Dis-ret Bur,Tyr,Boh,OTB),A Ruh S A Mun.

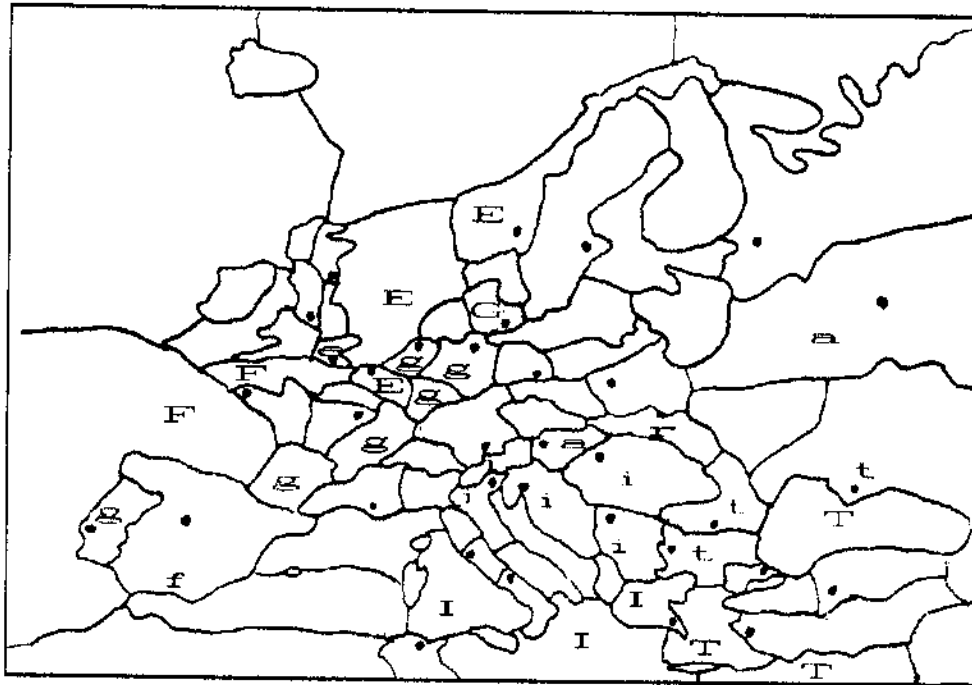
*Italy:* F Spa(sc)-Mid,F Wme S F Spa(sc)-Mid,F Lyo-Spa(sc),A Mar S F Lyo-Spa(sc),  
A Rom-Ven,F Ion-Aeg.

*Russia:* A Sev-Ukr.

*Turkey:* Rem A Arm..F Bla S A Bul,F Con S A Bul,F Aeg S A Bul,A Bul H.

Proposed - Concession to England, A/E/F/G/I/R/T, A/E/I, E/I.

Gunboat 3, Polyester, 1989 AKrb32, W 05/S 06



*Austria:* A StP-Mos, A Vie-Ga, A Tyr-Vie (Dis-ret Boh, Mun, OTB).

*England:* NMR! F Nth U, F Nwg U, F Bel U, A Lon U.

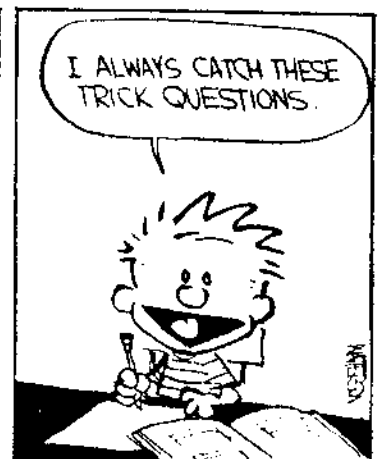
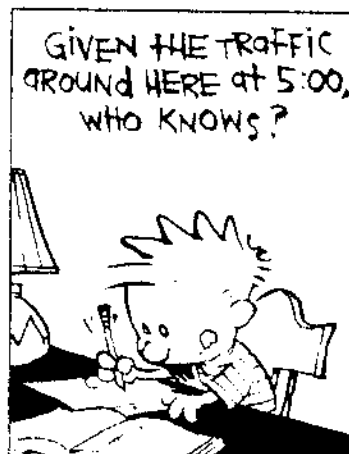
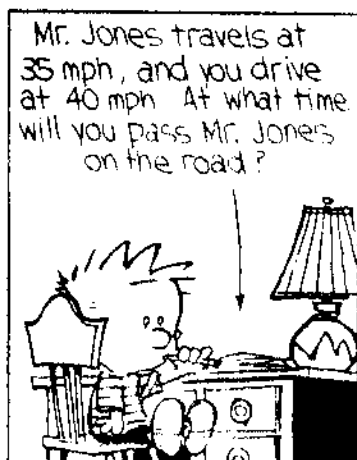
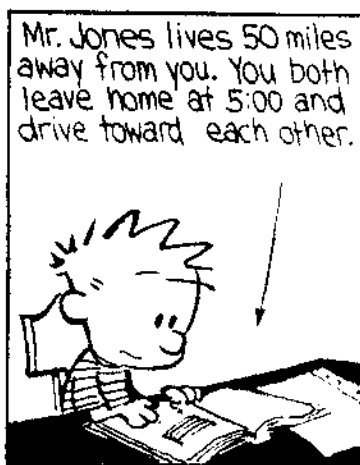
*France:* Rem A Yor, F Nwg..F Ech S Eng. F Bel, A Gas-Spa, F Mid S A Gas-Spa.

*Germany:* Bld A Mun, play one short..F Den H, A Hol-Bel, A Kie-Ruh, A Ber-Kie, A Mun-Bur, A Bur-Gas, A Bre S A Bur-Gas, A Spa-Por.

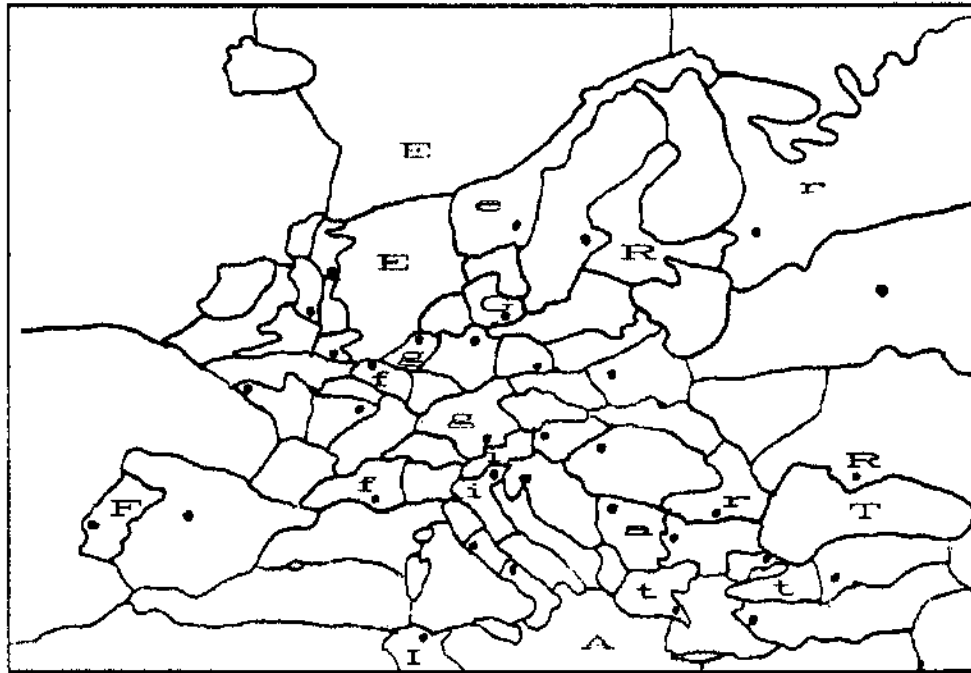
*Italy:* Bld A Rom..A Rom-Ven, A Ven-Tyr, A Tri S A Ven-Tyr, A Bud-Vie, A Ser-Bul, F Gre S A Ser-Bul, F Ion S F Gre, F Tyn S F Ion.

*Russia:* NMR! Rem F Bal..A Gal U.

*Turkey:* F Eme S F Aeg, F Aeg S A Bul, A Bul S A Rum, F Bla S A Bul, A Rum S A Bul, A Sev S A Rum.



# Gunboat 4, Abby Normal, 1990 Trb32, F 01



*Austria:* F Adr-Ion, A Bud-Ser, A Rum-Bul (Dis-ret Gal, Bud, OTB).  
*England:* A Yor-Nwy, F Nth C A Yor-Nwy, F Nwg S A Yor-Nwy.  
*France:* F Mid-Por, A Mar H, A Bur-Bel.  
*Germany:* A Kie-Hol, F Den-Swe, A Tyr-Mun.  
*Italy:* F Ion-Tun, A Pie-Tyr, A Ven S A Pie-Tyr.  
*Russia:* F Sev S A Ukr-Rum, A Ukr-Rum, A StP-Nwy, F GoB-Swe.  
*Turkey:* A Bul-Gre, A Con-Bul, F Ank-Bla.

## Supply Center Chart

Austria	Bud, Vie, Tri, Ser = 4	Build 1
England	Lon, Lvp, Edi, Nwy = 4	Build 1
France	Par, Bre, Mar, Por, Bel = 5	Build 2
Germany	Kie, Ber, Mun, Den, Hol = 5	Build 2
Italy	Nap, Ven, Rom, Tun = 4	Build 1
Russia	War, Mos, StP, Sev, Rum = 5	Build 1
Turkey	Con, Smy, Ank, Gre = 4	Build 1



# Woolworth II, Violet, 1989 JWcb16, W 02/S 03

*Austria (?)*: Ret A Gal-Trans., F NAP-Rom, A Bud-SER, A TRI S A Bud-Ser,  
A Trans-BUD, A VIE S A Trans-Bud.

*Balkans (?)*: Ret F Gre-Alb, rem A Rum., F ALB-Ion.

*England (Erikson)*: Bld F Lon., F Lon-ECH, F Ech-MID, F NWG S Rus. F Lap-Nwy,  
F NTH S Rus. F Lap-Nwy, A Bre S Span. A Gas-Par (Dis-ret Pic, OTB).

*France (Reiff)*: Bld A Par., A Ber-KIE, F BEL S Scan. F Hol, A PAR S Span. A Gas-Bre,  
A Mar-MAD, A Swi-MAR.

*Germany (Oaklyn)*: A GAL-Bud, F Kie-BAL.

*Italy (?)*: Rem F Ion., F TYN-Rom.

*Russia (?)*: Rem A War., A FIN-Swe, F Lap-NWY, A UKR S Tur. A Ser-Rum (NSO),  
F SEV S Tur. A Ser-Rum (NSO).

*Scand (Carlberg)*: F HOL S Fr. F Bel, F SWE S F Nwy, F Nwy S F Swe (Dis-ret Ska, OTB),  
A DEN S Ger. F Kie H (NSO).

*Spain (Shulman)*: Ret A Mar-Gas., A Gas-BRE, F WME S F Alg-Tun, F Alg-TUN.

*Turkey (?)*: Bld A Ank, F Smy. A MAC-Ser, A Ser-BUL, F Con-AEG, A Ank-CON,  
F GRE-Ion, F Smy-EME.

## PRESS

*Bremen, almost to the Kiel Channel*: The fog of war casts an image of darkness across the waters of the Baltic Sea. Wondering just what is going on within those mirky waters, the Scandinavian puffs his pipe and sips his wine. And, then, a shudder is heard and the real war began.



# Civilization

Egypt-Larry Behrendt,Asia-Nancy Behrendt,Thrace-Mike Scott  
Babylon-Ernest Hakey III,Africa-Bill Becker,Crete-Lance Anderson  
Assyria-Roger Cox

Turn 10 (cont).

Errors from last turn: Egypt's ship listed as E3 should be E1, and Egypt's 1T E5-E6 should be 1T E5-E2. That's all I've been told of so far.

A player suggested changing the way brown-backed calamity cards would be traded. My response is: I know trading by mail is difficult, but that would make it too easy for a player to send another player a brown-backed calamity.

Nancy Behrendt is in the process of making a MUCH improved copy of the play-by-mail civ map. Once she finishes, I'll send out copies to all players. Nancy, I know I appreciate your efforts, and I'm sure everyone else will too, once they see the terrific results.

Phase 10:Trades All submitted trades succeeded with the exception of any trade involving Egypt. I attempted to purchase Civ cards as the players wanted, following the instructions as best as I could, as no one seemed to completely cover this possibility.

Phase 11:Acquire Civ. Cards Asia buys Medicine with \$17,2 hides,1 salt,2 wine,2 bronze,2 silver, and 2 resin. Thrace buys Drama & Poetry with \$5 and 5 iron. Babylon buys Engineering with 6 timber. Africa buys Literacy and Engineering with 3 hide,1 grain,1 wine,1 gem,5 cloth,and \$24. Crete buys Metalworking with \$22,3 oil, and 2 salt. Assyria buys Astronomy with \$24,1 silver,and 5 papyrus.

Phase 12:Resolve Calamities Civil War: Africa is the nominee, and he takes over 2T C7 and the city in H4.

Phase 13:Alter AST Africa and Thrace on #10, Asia and Babylon on #9, Crete and Assyria on #8, Egypt on #6.

Final Positions: Egypt: Cities E1,E2,E4,E7,F1,F7,F8 Ship E1, 2 ships D6 1T each in D5,D7,E3,F3,F6 2T each in D6,D8,F5,4T E8. Asia: Cities in L2,L5,M3,P2,M2,M5,M9 Ships in M1,P1,M4 1T each in P1,M7,L1 2T each in M6,L7,M8,M1,L4,3T M4. Thrace: Cities R2,P5,K6,A2 1T each in N6,P7,R3,R1,R4 2T each in K1,K5,K7,A9,P6,N1,3T P3. Babylon: Cities D4,J6,J9,H2,H6 Ships C4,B8 2T each in C4,B8,J7,H1,H9. Africa: Cities H4,B4,B6,C3,C5,D1 Ship C8 2T C7,2T A6,3T C2,1T C1,3T C6,2T C8. Crete: Cities B7,P8,N2,N4,P9 Ship N5 1T each in N9,N7,N5,B3,2T N8,2T A7,2T A8,3T A3,5T A1. Assyria: Cities in J1,G1,G2,G5,G8,G9 2T each in K4,L6,L8,G4,G6,G7,3T G3,4T L9,3T J3.

Census: Egypt \$18,15T,7C,14 Stock,Clothmaking,Engineering. Asia \$10,16T,7C,21 Stock,Coinage,Architecture,Medicine. Thrace \$9,20T,4C,18 Stock,Pottery,Mysticism,Drama & Poetry. Babylon \$14,10T,5C,23 Stock, Mysticisim, Architecture, Agriculture, Metalworking,Engineering. Africa 13T,6C,34 Stock,Mysticism,Astronomy,Drama & Poetry,Metalworking,Literacy,Engineering. Crete \$3,18T,5C,26 Stock,Pottery,Metalworking. Assyria \$1,22T,6C,24 Stock,Music,Pottery,Astronomy.

## PRESS

*Babylon:* God-King retires to temple, spends year in deep meditation and strict diet, while asking the eternal question "Why Me?!" Babylonian National Academy of Prophets meets to discuss the price of tea in Cathay, feasibility studies on iron plows, and the new theories of pest control and sewer systems to beautify and deodorize our modern cities. Rumours of rebels in African areas are ridiculed, while in the local fields peasants await the next load of "fertilizer" to be dumped on them by the Tigris & Euphrates. (After all, this isn't called the "Fertile Crescent" for nothing!)

*Babylon - Africa:* Can you believe it? Four in a row! Expect tales of a possible flood plain to draw our people out of Sicily and the "toe" and up into Northern Italy. Africa is all yours again...

*Babylon - Crete:* Warning - expect visitors in A7! You can fight us or let us have the flood plain - we don't much care either way...by the way, you're at the top of our list for choice of nominee, in case of a tie - hope you've spent a lot of that treasury!

*Babylon - GM:* How come everyone is building up treasury but not buying Gold? I wonder.

*Babylon - World:* Hey - somebody else get the calamity next time, okay?

A full turn's orders are due from all players by the next deadline  
which is...Friday, August 3, 1990.

## Kremlin

Turn 10

Blue-Bruce Reiff,Red-David McCrumb,Yellow-Bill Becker,Purple-Stven Carlberg  
Green-Garret Schenck,Orange-Tom Nash

Phase 0:Additional Influence Red adds 2IP on O, Purple adds 2IP on U.

Phase 1:Cures Phase Purple declares 5IP on U. Yellow declares 8IP on S. O ages 2 to 65. L retires. X ages 1 to 59.



Phase 2:Purge Phase Red fails to purge W with O. O ages 2 to 67.

Phase 3:Spy Investigation Red declares 6 to U. Red condemns V to Siberia with U. U ages 2 to 59.

Phase 4:Health R ++ to ++. X ++ to ++.

Phase 5:Funeral Commission Red declares 9IP on S. Red, with S, nominates U for Party Chief. Yellow votes no with R, purple declares 8IP on W and votes no with X and W. Red then nominates R. Red votes no with O and U. Purple votes no with X. S becomes the new Party Chief. Since S is healthy, a wave is guaranteed, and Red officially wins the game!!!

I will print any end-game statements in the next issue, as well as a master list of IP points that you each assigned to the various characters. I'll also give you a full play-by-play of the choices that made or broke the game.

## Stock Market

Turn 6

Douglas Kent: Sell 2 Bonds at \$640, Buy 100 Warrants at 4, Buy 70 Speculative at 13.

Robert Stimmel: Buy 10 Speculative at 13 and 10 Warrants at 4.

Dave McCrumb: Buy 20 Speculative at 13 and buy 10 Blue Chip at 25.

Bill Becker: Sell 20 Blue Chip at 25, 10 Preferred at 46, 2 Bonds at \$640, Buy 170 Speculative at 13.

Market Trend: BULL. Blue Chip +6. Speculative +44. Preferred +2. Bonds +40. Warrants +5.

Player	Cash	Blue Chip	Spec.	Preferred	Bonds	Warr.
Kent	\$0	0	100	30	0	120
Stimmel	\$500	30	10	10	0	20
McCrumb	\$0	10	120	0	3	0
Becker	\$50	0	170	0	0	0

Security	Price	Change
Blue Chip	\$31	+6
Speculative	\$57	+44
Preferred	\$48	+2
Bonds	\$680	+40
Warrants	\$9	+5

Next deadline: August 3, 1990

# Kremlin II Gamestart

Well, we finally got a full roster of six players, so ON WITH THE GAME! With this issue each of you is being sent a copy of my house rules. If you have any questions, don't hesitate to ask. Below is the player list, and the opening deal for the Politburo. Please send to me, by the next deadline, your IP assignments and your orders for Turn 1. Also please send me a team name and a color preference list (this time we'll use the six actual game colors). See next issue for my comments on the now-finished first game of Kremlin. You might pick up a few good pointers for pbm play. Now, on with the cast of Kremlin II's Politburo...

## Players

Mark Murray, Mike Scott, John Caruso  
Bruce Reiff, Don Croyle, Mickey Preston

## Politburo

Party Chief: A) Nestor Aparatschik,80,+  
KGB Chief: P) Iwan Manjak,61  
Foreign Minister: E) Karel Krakemheds,72  
Defense Minister: S) Ludmilla Patina,58  
Ideology Minister: D) Petr Niewitko,73  
Industry Minister: L) Igor Doberman,65  
Economy Minister: O) Oleg Satin,62  
Sport Minister: I) Anatol Mischif,68  
Candidates: H) Nikolai Shootemdedsky,69  
J) Antonj Talksalott,67  
M) Sergei Eatstumuch,64  
W) Leonid Bungaloff,54  
Y) Ulan Putschnik,52

All other characters begin in the People.

Deadline: August 3, 1990  
Don't Miss It!

# SOVEREIGNTY

## A Game of Contemporary Geopolitical Confrontations

By: Bernie Oaklyn

The fog of a dark night engulfs the planet Earth as communications between once mighty nations seems to be dwindling ... slowly dwindling. The clatter of the sword and the splash of large warships into a foggy sea add to sounds of commercial movement of goods between the nations, urbanizations of provinces, and the further manufacturing of goods and the war machine.

You, the leader of your Nation, now a Region of once larger powers, busy yourself with the positioning of vital goods necessary to feed your people and support your military. Trade is established with other Regions in an effort to provide what the provinces of your Region can not yet produce.

You tax your provinces, sell goods retail and at market, and improve your provinces to increased value. Your Region then may invest this revenue in a variety of military and economic options as you attempt to secure the policy objectives established for your Region.

As you pursue these objectives, you discover situations where cooperation and conflict with other Regions will tax the diplomatic and military skills of your politicians and field commanders. You do what you must to survive a potential nuclear holocaust and prevent military takeover of your provinces.

The game is played with 16 players, those representing the major powers, known as Regions. Minor powers, the neutrals, are not represented by players. The game is monitored by a Marshall (one of the players, periodically appointed by the players), and utilizes three Tribunes to settle disputes (three of the players, periodically appointed by the players).

At the start of the game, each player is given a starting Gazette which lists the provinces under the Region's control, the value of those individual provinces, and the goods available in those provinces. The provinces may be normal terrain or sever terrain; some might have operating ports from which commercial shipping, commercial fishing, and military shipping arrives and departs.

In addition, each Region is given a list of various military units (Infantry, Airborne Infantry, Airmobile Infantry, Mechanized Infantry, Armor, Stationary Militia, Insurgents, Guerrillas, Artillery, Headquarters Units, Missiles, Air Bases, Amphibious Transports, Minor Surface Warships, Major Surface Warships, Submarines, Aircraft Carriers, Tactical Aircraft, Strategic Aircraft, Long Range Nuclear Weapons, Medium Range Nuclear Weapons, Anti-Ballistic Missiles, and Chemical Weapons), most of which are placed by the player.

The basic goods, such as: steel, consumer goods, heavy industrial goods, housing, education, foods, and various forms of energy ... are moves, traded, and used to produce more advanced goods and products. For example, education is necessary to produce technology; technology is needed to produce industrial centers; timber, steel, and cement are needed to produce housing for the population; technology and non-ferrous ores are used to produce nuclear power; ferrous ores are needed to produce steel; steel is needed to produce armor and warships.

The time is now. The place is Earth. Political intrigue engulfs the globe in a fire hot enough to cause the sudden downfall of large Regions, and the sudden growth of lesser Regions. Join us in a game of Sovereignty and apply those skills you already have, and develop skills you never thought existed, as you conduct diplomacy with 15 other players in your efforts to contain the balance of power on Earth.

Sovereignty is a Game of Contemporary Geopolitical Confrontations designed by D. Craig Silvius and Bruce A. Berchtold, copyright 1989. Write to D. Craig Silvius at 111 Old Derry Road, Londonderry, NH 03053, or to Bruce A. Berchtold, 39 Boyd Road, Londonderry, NH 03053. Please note the advertisement for this game in this issue of PAPER MAYHEM.

# Player List

Number Shown is Last Issue in Sub

Acheson, Robert 603-10883 Saskatchewan Drive Edmonton, Alberta, Canada T6E 4S6 (T)  
Anderson, Lance PO Box 29175 San Francisco, CA 94129-0175 (22)  
Banozic, Robert 2256 N. Cleveland #107 Chicago, IL 60614 (25)  
Becker, Bill 1515 Ridgewood Jenison, MI 49428 (17)  
Behrendt, Larry c/o Atlanta Christian College 2605 Ben Hill Rd East Pt, GA 30344 (25)  
Behrendt, Nancy c/o Atlanta Christian College 2605 Ben Hill Rd East Pt, GA 30344 (28)  
Boymel, Paul 12110 Greenleaf Avenue Potomac, MD 20854 (25)  
Bryant, B.M. 114 Winthrop Ave, Apt #2, Albany, NY 12203 (19)  
Carlberg, Stven 297-B Eureka Drive Atlanta, GA 30305 (25)  
Caruso, John 636 Astor St. Norristown, PA 19401 (17)  
Colbath, Clay 516 Lake Avenue Greenwich, CT 06830 (22)  
Cox, Roger 57 Coastline Drive Inman, SC 29349 (19)  
\*\*\*>Cronin, Larry 6431 E. Placita Zacatecas Tucson, AZ 85715 (T)<\*\*\*  
Croyle, Don 317 Edgewood Ave Ft. Wayne, IN 46805 (27)  
Diehl, Jim 10530 West Riverview Drive Eden Prairie, MN 55347 (25)  
Erlkson, Shawn 24021 21 Ave S Des Moines, WA 98198 (T)  
Farha, Brent 1202 Farmstead Wichita, KS 67208 (17)  
Garrett, Jack 481 W. Lincoln Drive Greenville, OH 45331-2340 (26)  
Hahey III, Ernest S. 6 Greenbriar Drive #109 North Reading, MA 01864 (25)  
Holley, Melinda PO Box 2793 Huntington, WV 25727 (25)  
Hyatt, Fred 60 Grandview Place Montclair, NJ 07043 (T)  
Johnson, Jonas N.A.U. Box 20784 Flagstaff, AZ 86011-2784 (23)  
Johnson, Robert E. RR 1 Box 644 Augusta, NJ 07822 (18)  
Levin, Alan 7042 W. Carol Niles, IL 60648 (28)  
Lord, Michael 4027 Baker Road Minnetonka, MN 55343 (18)  
Maynard, Greg 3820 Red Arrow Road Flint, MI 48507-5402 (T)  
McClung, Bruce 34372 Epling Terrace Fremont, CA 94555 (17)  
McCrumb, David Route 1 Box 10 Shawsville, VA 24162 (17)  
Murphy, Ron Jr. 540 University Dr. Menlo Park, CA 94025 (21)  
Murphy, Tim 41 1st Street Apt 1B Hoboken, NJ 07030 (22)  
Murray, Mark 14220 Deloice Crescent Newpt Nws, VA 23602 (22)  
Nash, Tom 202 Settler's Road St. Simons Island, GA 31522 (T)  
Oaklyn, Bernie 9607 Conaty Circle Spotsylvania, VA 22553-1938 (20)  
Obrien, Patrick J. C Co, 2/6 Inf. APO NY, NY 09066 (19)  
Preston, Mickey 1108 Tates Creek Road Lexington, KY 40502 (20)  
Quigley, John Box 337 RD #1 Zionsville, PA 18092 (23)  
Reiff, Bruce 3240 Rocker Drive Cincinnati, OH 45239 ~~19~~ 19  
Richard, Geoffrey 5906 Marvin Loving #206 Garland, TX 75043 (T)  
Schenck, Garret 40 Third Place Basement Apt. Brooklyn, NY 11231-3302 (T)  
Scott, Mike 857 N. Greenpark Avenue Covina, CA 91724 (T)  
Shulman, Arthur 45-1107 River Drive South Jersey City, NJ 07310 (25)  
Siegel, Phil 114 Winthrop Ave Albany, NY 12203 (19)  
Slaughter, Tom 1545 Northcliff Trace Roswell, GA 30076 (15)  
Stanger, James 34 Craig Avenue Madison, WI 53705 (26)  
Stimmel, Robert 2500 "Q" Street #10 Sacramento, CA 95816 (18)  
Sulzby, Steven 9321 Grackle Avenue Fountain Valley, CA 92708-6545 (17)  
Taylor, Tom 2106 Lawnwood Circle Baltimore, MD 21207 (16)  
Whittemore, PJ 141 Temple street N. Abington, MA 02351 (16)  
Williams, Don 43504 N. Gadsden Ave #227 Lancaster, CA 93534 (T)

Hm (201) 624-5650  
WK (202) 264-4898

Next Issue's Deadline:  
August 6, 1990  
12:00 Noon Eastern  
Don't Miss It!