

# Maniac's Paradise

Issue 18

\$0.75

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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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Well, looks like I survived moving the office to New Jersey, eh? Please note the new work and Fax numbers above. My home info remains unchanged. I am going to be a bit busy setting things up here for the next month, so please try to limit calls to my office until things settle down (if they ever do). You can still Fax your moves in, but I don't guarantee that method as sure-fire...I might get your moves, but there's always a chance I won't. Then again, its the same every time you drop a letter into a big blue box, right?

At any rate, the summer is winding down (I guess Labor Day is the 'approved' end, but for me August is a transition between Summer and Fall). A few games are winding down too, although we don't have any games completely finished yet. Gamestarts? Dems we gots! Gamestarts are announced this issue for Diplomacy 6 ("Agony") and Gunboat 5 ("Whipsaw"). Openings? Dems we gots too! Still listing openings in Diplomacy 7, The Italian Wars, and the second 7 X 7 Gunboat Tourney. I'm not opening any individual games of Gunboat for a while, though. So, if you're looking for Gunboat, its the tourney or nothing.

In other Diplomacy news, the latest copy of The Zine Register is out (finally). In it you'll find listings for all of the best (and worst) of the worlds Diplomacy zines. All for only a buck and a half. If you want a copy (I recommend it, even if its just to give Nash some more work to do) get one from: Tom Nash 202 Settler's Road Saint Simon's Island, GA 31522. Tom tells me that the reason Maniac's Paradise only finished 21st out of 75 (instead of 1st like we all know it should) is because of the "self-deprecation telling you how boring and useless the zine is." I don't believe that, since I know none of you are stupid enough to listen to me. Either way, 11th out of 48 GM's isn't bad. If I have the space, look for a Runestone Poll result summary somewhere in this issue. Besides that, all I have to say is the next deadline will be:

Tuesday, September 4, 12:00 pm Eastern  
Don't Miss It!

# Game Openings

## Diplomacy 7:

Description: Standard Dip, \$5 gamefee. Might allow black press if players want it.  
Players Signed Up: Carlberg, need 6 more.

## The Italian Wars:

Description: The new variant from Dave McCrumb. No game fee.  
Players Signed Up: Hakey, Levin, Anderson, Sulzby, we need 1 more.

## 7 X 7 Gunboat Tourney II:

Description: Second 7 X 7 tourney, results to be sent by newsletter. With the first one winding down, time to open another. \$10 gamefee. FAST deadlines (results as soon as each player submits moves).  
Players Signed Up: Three, need four more.

## Notes to Players:

Bruce- unless I'm mistaken

your sub is now 2 issues  
in deficit.

## Gamestart: Diplomacy 6

The latest in our Diplomacy gamestarts, Diplomacy 6. this game will also be known from now on as "Agony" or by its Boardman number (still pending as of this writing). The votes by a few of you has resulted in this being a no-black-press game. Remember, also, that Winter 1901 is not an automatic seperation. This game will run under the normal Maniac's Paradise houserules. Now, with the formalities out of the way, here is our list of players....

Austria: Jack Garrett	481 W. Lincoln Drive Greenville, OH 45331-2340
England: Paul Boymel	12110 Greenleaf Avenue Potomac, MD 20854
France: Michael Lord	4027 Baker Road Minnetonka, MN 55343
Germany: Jonas Johnson	RR 1 Box 644 Augusta, NJ 07822
Italy: Mark Murray	14220 Deloice Crescent Newport News, VA 23602
Russia: Steven Sulzby	9321 Grackle Avenue Fountain Valley, CA 92708-6545
Turkey: Arthur Shulman	45-1107 River Drive South Jersey City, NJ 07310

All of you have already paid the \$5 gamefee. No Spring 1901 NMR's will be permitted. If you don't send in Spring 1901 moves, a standby will be called. If you fail to submit Spring 1901 orders for the restart, the standby's orders will stand, he or she will become the player of record, and you forfeit your gamefee.

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## Gamestart: Gunboat 5

Another gamestart, you ask? Yup, this one is for Gunboat though. This game will also be known as "Whipsaw" and by its Miller Number (still pending as of tis writing). Look below to see who you play in this game, and your gamefee status. Spring 1901 NMR's will be handled the same way as in Diplomacy 6, above.

You are playing \_\_\_\_\_ in this game. You have / have not paid the \$2 gamefee.

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New Zine: Concordia

Got a copy of this new zine a few weeks back, thought I'd pass it along to you faithful readers. The zine is cheap (40 cents and no gamefees) and lists openings in Dip and Diplomacy Bourse right now. If you want a copy or more info, or if you'd like to get into this zine before its all filled up, drop a line to the publisher..

Tom Mainardi 45 Zummo Way Norristown, PA 19401 (215) 277-5853

# The 1990 Runestone Poll

Main List entries finishing at or above average

## Zines (75 on main list)

Rk	Zine Name	Votes	Score
1	Northern Flame	40	8.716
2	Upstart	36	8.607
3	The Zine Register	72	8.488
4	Perelandra	31	8.392
5	Penguin Dip	30	8.310
6	Kathy's Korner	35	8.284
7	Been There, Done That	76	8.228
8	House of Lords	43	7.986
9	The Boob Report	22	7.808
10	ark	12	7.736
11	White House Mania	20	7.694
12	The Metadiplomat	25	7.674
13	Carolina Cmd & Cmnty	57	7.642
14	Excelsior	41	7.505
15	benzene	36	7.469
16	The Armchair Diplomat	15	7.452
17	Buckeye Rail Gazette	14	7.217
18	Moiré	36	7.184
19	Cheesecake	27	7.169
20	Graustark	15	7.134
21	Maniac's Paradise	18	7.133
22	The Canadian Diplomat	49	7.129
23	Passchendaele	38	7.058
24	Fol Si Fie	14	7.042
25	Fiat Bellum	32	6.815
26	Dipadeedoodah!	46	6.766
27	Hagalil Hamaarvi	38	6.735
28	TRAX	10	6.689
29	Comrades in Arms	40	6.668
30	A Sharp Mind	19	6.621
31	Bushwacker	55	6.514
32	Ohio Acres	21	6.487
33	The Abyssinian Prince	16	6.441
34	Megalomaniac	22	6.429
35	Rebel	59	6.336
36	Entropy	27	6.277
37	Angst United	14	6.269
38	Pilot Light	18	6.189

## Subzines (30 on main list)

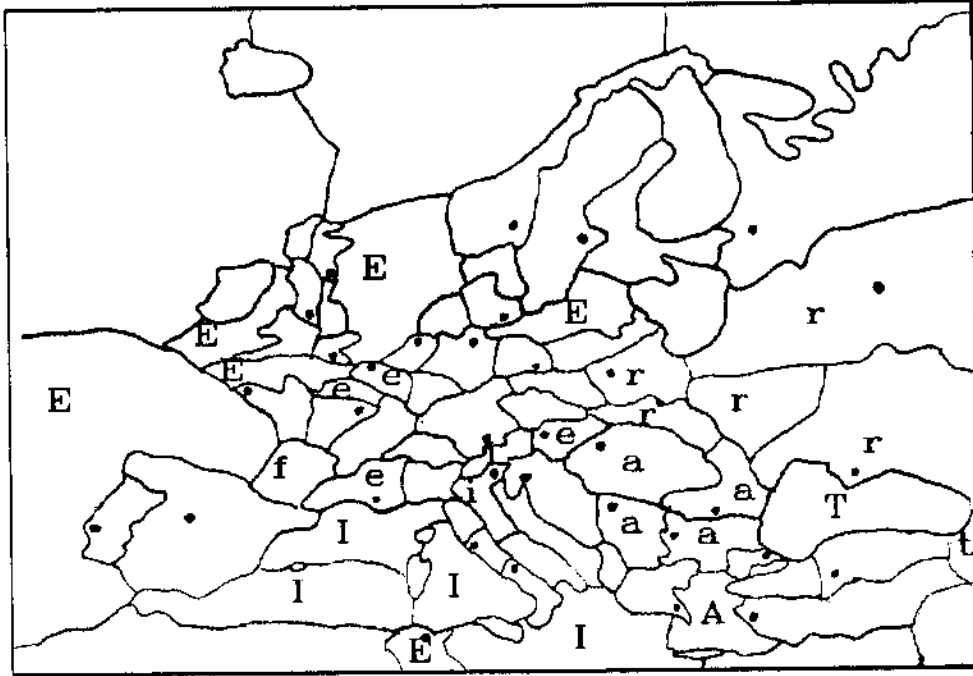
Rk	Subzine Name	Votes	Score
1	High Inertia	41	8.819
2	The Eccentric Diplomat	8	8.545
3	The Unabashed Bo(t)	5	8.529
4	Extremism in Defense...	20	7.596
5	Acropolis	13	7.394
6	Shut Up Jack!!!	21	6.948
7	Standard Deviation	8	6.887
8	Poll Talk	7	6.886
9	Asterion	12	6.803
10	CDO News	23	6.552
11	Tennessee Rails	21	6.365
12	Notes from the Bunker	21	6.206
13	Karmel's Panorama	23	5.946
14	War Correspondant	9	5.861
15	McKee Raves	18	5.656

## GMs (48 on main list)

Rk	GM Name	Votes	Score
1	Russ Blau	6	9.022
2	Kathy Caruso	11	8.814
3	Andy Lischett	14	8.614
4	Randolph Smyth	5	8.413
5	Jim Benes	6	8.364
6	Jim Burgess	8	8.340
7	Garret Schenck	15	8.222
8	Fred Davis	17	7.791
9	Vince Lutterbie	10	7.699
10	Francois Cuerrier	9	7.677
11	Douglas Kent	7	7.593
12	Fred Hyatt	14	7.545
13	David Hood	9	7.461
14	Robert Cochran	5	7.426
15	Pete Gaughan	14	7.414
16	Ken Hill	5	7.413
17	Stephen Dorneman	11	7.397
18	Tom Swider	7	7.238
19	Phil Reynolds	13	7.235
20	Eric Klien	7	7.084
21	Marc Peters	9	7.056
22	Bob Given	7	6.902
23	Tim Moore	8	6.896
24	George Mann	7	6.584

To order the 1990 Runestone Poll publication, please send \$5.00 to Eric Brosius, 41 Hayward St., Milford MA 01757. I expect to mail the publication sometime in August.

# Diplomacy 1, First Born, 1989AL, W 07/S 08



*Austria (Diehl):* Plays one short.. A Rum-Sev, F Con-Aeg, A Bud S A Bul-Rum, A Ser S A Bul-Rum, A Bul-Rum.

*England (Shulman):* Bld A Lon.. A Yor-Bel, F Nth C A Yor-Bel, A Lon-Pic, F Ech C A Lon-Pic, A Bur-Mar, F Wme-Lyo (Dis-ret Naf, OTB), F Mid-Spa(sc), F Tun-Tyn, F Iri-Mid, A Tyr-Pie (Dis-ret Mun, Tri, OTB), A Boh-Vie, F Bal U.

*France (Reiff):* A Gas S Eng. A Bur-Mar.

*Italy (Oaklyn):* Bld A Ven, F Nap.. A Mar-Spa (Dis-ret Pie, OTB), F Spa(sc)-Wme, F Lyo S F Spa(sc)-Wme, F Tyn S F Spa(sc)-Wme, A Pie-Tyr, A Ven S A Pie-Tyr, A Vie S A Pie-Tyr (Dis-ret Tri, OTB), F Nap-Ion.

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

*Turkey (Holley):* A Ank-Arm, F Bla S A Ank-Arm.

## PRESS

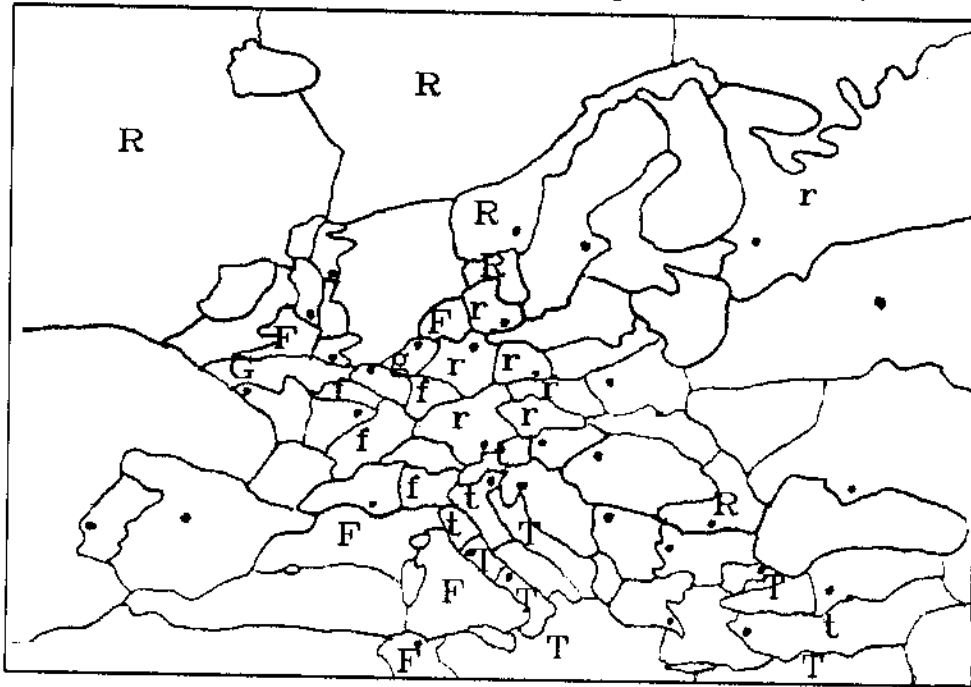
*England - Russia:* Your press is getting much better. Thanks Admiral.

*Genova, somewhere in the Piedmont Mountains:* In an interview with local news media, the Italian leaders were asked, "Just what do you think about the apparent effectiveness with which the English have been able to protect the French?" The Italian answered, "I think it quite apparant! After all, they have not been effective in anything except taking centers belonging to their allies. And, then, comes blackmail... "Either do it my way, or I will take the other half of your dots!... Something like that!"

France - Russia: Hey, I want Arthur to take Paris for his 18th center. He can have your two for 16th and 17th. By the way, great press. Think Bernie understands it?

Proposed: A/I/T, A/I/R/T, concession to E.

## Diplomacy 2, Nudge Nudge, 1989AZ, S 07



France (Taylor): F Tun S F Wme-Tyn, F Wme-Tyn, F Lyo S F Wme-Tyn,  
A Bur S A Bel-Ruh, A Pic-Bel, A Bel-Ruh, F Hel S Ger. A Hol-Kie(NSO), F Lon-Wal,  
A Mar-Pie.

Germany (Diehl): F Nth-Ech, A Hol-Bel.

Russia (Stanger): F Nwg-Nat, F Nwy-Nwg, F StP-Nwy, A Mos-StP, F Swe-Ska,  
A Den S A Kie, A Kie S A Mun, A Mun S A Kie, A Sil-Ber, A War-Sil, A Vie-Boh,  
F Rum-Bla.

Turkey (Boymel): F Ion-Nap, F Nap-Rom, F Ven-Adr, F Gre-Ion, F Con-Bla, F Smy-Eme,  
A Rom-Tus, A Apu-Ven, A Tri-Tyr, A Ank-Smy.

All draws fail. Turkey publically voted yes to both R/T and F/R/T.

Proposed: R/T and F/R/T.

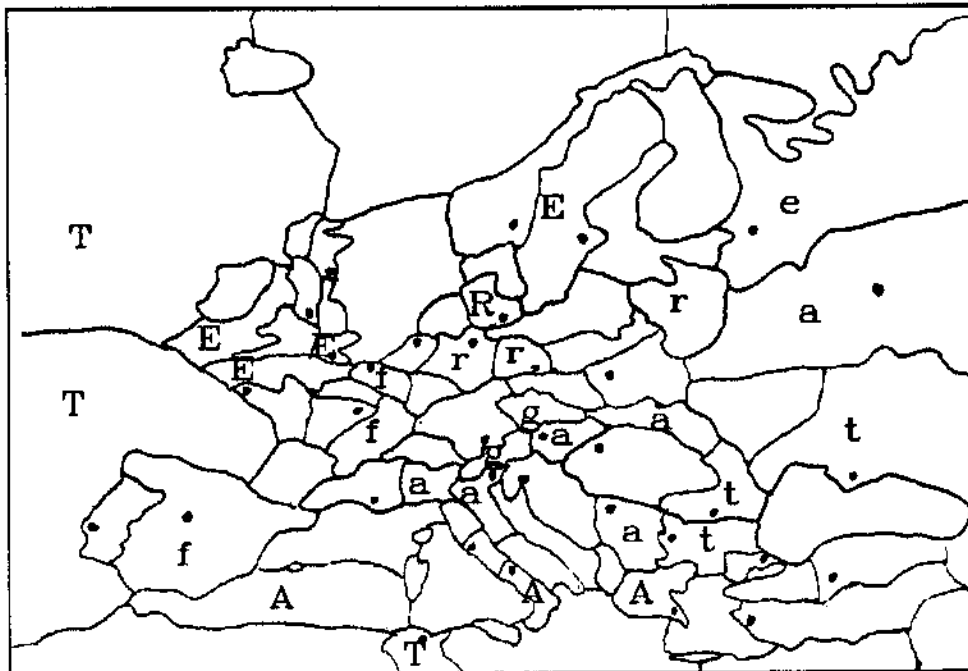
PRESS

Ankara - Army in Marseilles: Tom, it would have made a lot more sense to have built a fleet in Brest. Oh, well, I guess you really believed that if you can stalemate me you can force me to stab Stanger. Sorry, but that is not possible. Want a draw or would you

prefer third place??

*Ankara - Taylor:* Sorry, Tom, this is not a stab! Just a small pre-arranged safety measure between two trusting allies. If you wait for me to stab Stanger, you'll be welcoming Russian armies into Paris and Belgium in 1909. Get real! This game is almost over.

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



*Austria (Carlberg):* A Ukr-Mos,A Gal-War,A Vie-Boh,A Ser-Tri,A Ven-Tri,F Gre H,  
 F Apu-Nap,A Tus-Pie,F Tyn-Wme.

*England (L. Behrendt):* Ret F Spa(sc)-OTB (NRR)..F Nth-Ech,F Lon S F Nth-Ech,  
 F Lvp-Iri,F Nwy-Swe,A StP S Aust. A Ukr-Mos.

*France (R. Murphy):* NMR! A Bur U,F Ech U(Dis-ret Wal,Pic,Bre,OTB),A Spa U,  
 A Bel U.

*Germany (Slaughter):* Ret F Bel-OTB,A Kie-OTB..A Mun-Boh,A Tyr S A Mun-Boh.

*Russia (McClung):* A Mos S A Lva-War(Destroyed),A Lva-War,F Den S A Kie,  
 A Kie S Fr. A Bur-Mun(NSO),A Ber S A Kie.

*Turkey (Oaklyn):* F Mid-NAt,F Wme-Mid,F Ion-Tun,A Sev-Mos,A Rum-Gal,  
A Bul-Rum.

Would Steve Sulzby please standby for France?

### Supply Center Chart

Austria	Vie,Tri,Bud,Ser,Gre,Ven,Rom,Nap,Mos=9	Even
England	Lon,Edi,Lvp,Nwy,Swe,StP=6	Even

France	Par,Bre,Mar,Spa,Por,Bel=6	Build 2
Germany	Hol=1	Remove 1
Russia	War,Ber,Kie,Mun,Den=5	Build 1
Turkey	Con,Ank,Smy,Bul,Rum,Sev,Tun=7	Build 1

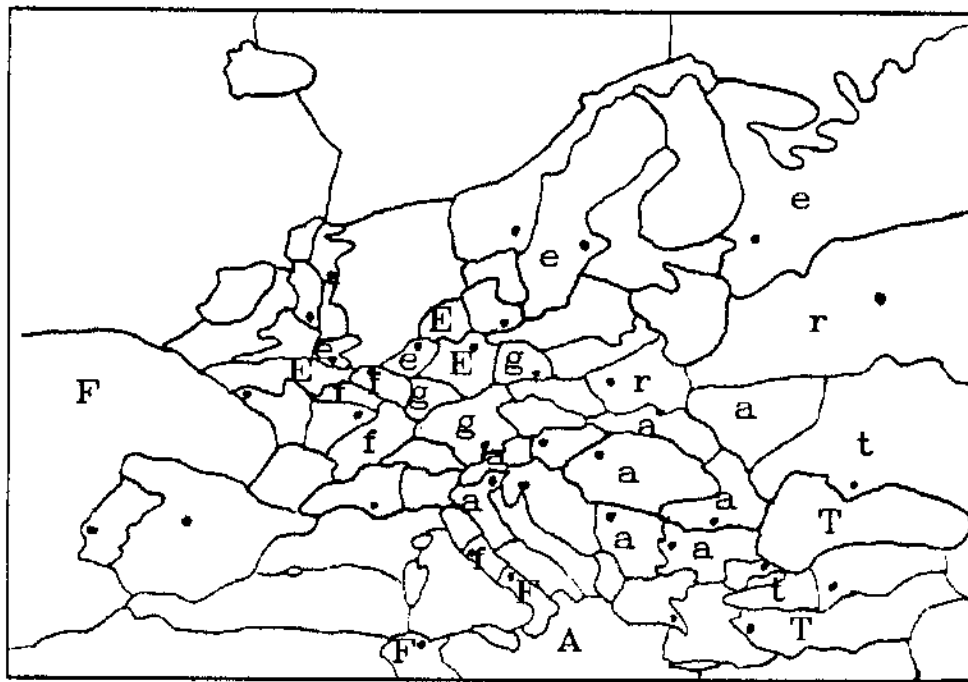
PRESS

*Eskisehir, near central Constantinople:* Larry! Larry! You are living up to your well established reputation of not sending in your moves. But, then, there are earthquakes, floods, landslides, forest fires, automobile accidents, heart failure, kidney stones, stroke, sex, and AIDS, even Maalox moments, to keep a person occupied enough so that they miss their moves.

*Munich (fallen) - World:* I have for many years been very disgruntled with those who NMR. In this game I believe that the "gentlemen's departure" is the best way to punish the "ally" who fails even to stab! Good bye...until we meet again!

*Turkey - Russia:* Once again, Sir! Enguard! This means war! Don't you understand?

Diplomacy 4,Saturday Night,1989ID,F 05



- Austria (Carlberg):* A Ukr-Mos,A Gal-War,A Rum-Sev,A Bud-Rum,A Bul S A Bud-Rum,  
A Ser S A Bul,F Ion-Aeg,A Pie-Tyr,A Ven S A Pie-Tyr.
- England (Shulman):* F Den-Kie,F Hel S F Den-Kie,A Swe H,A Hol S F Den-Kie,  
A Yor-Lon,F Nth-Ech,A StP S Rus. A Mos H(NSO).
- France (Reiff):* A Bel-Bur,A Pic H,A Bur-Mun,A Rom S F Tyn-Nap,F Ech-Mid,



F Tyn-Nap,F Wme-Tun.

Germany (L. Behrendt): Ret F Den-Kie..A Mun-Ruh,A Ber S A Sil-Mun,A Sil-Mun,  
F Kie U(Destroyed).

Russia (Murray): A Mos-StP,A War-Mos.

Turkey (Siegel): A Con H,F Bla S F Arm-Sev,F Arm-Sev,F Smy-Aeg.

Supply Center Chart

Austria	Vie,Bud,Tri,Ser,Gre,Bul,Rum,Ven=8	Remove 1
England	Lon,Edi,Lvp,Nwy,StP,Hol,Swe,Kie=8	Build 1
France	Bre,Par,Mar,Spa,Por,Tun,Nap,Rom,Bel=9	Build 2
Germany	Ber,Mun,Den=3	Even
Russia	Mos,War=2	Even
Turkey	Con,Ank,Smy,Sev=4	Even

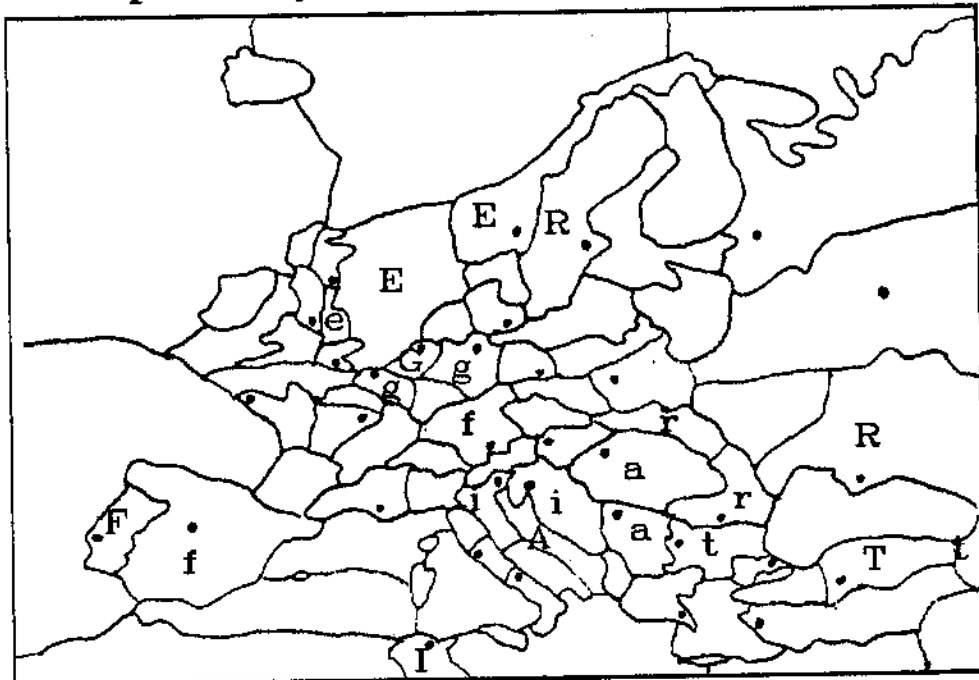
PRESS

England - France: Well, Bruce, I guess you decided to attack me. I'm sorry as we had a good relationship. However, you will now find me to be a formidable enemy. Furthermore, since you attacked me, I now offer my services to Austria. Goodbye, Bruce.

France - Austria: Just call this a "just in case move."

France - Russia: Hang in there Mark.

Diplomacy 5,Pessimism,1990??,F 01



*Austria (T. Murphy):* NMR! F Adr U,A Ser U,A Bud U.  
*England (Colbath):* F Nwg-Nwy,F Nth C A Yor-Den,A Yor-Den.  
*France (Quigley):* F Mid-Por,A Mar-Spa,A Bur-Mun.  
*Germany (Diehl):* F Hol S A Ruh-Bel,A Ruh-Bel,A Kie-Den.  
*Italy (McClung):* A Tri S Rus. A Gal-Bud(NSO),A Ven S A Tri,F Ion-Tun.  
*Russia (Bryant):* F GoB-Swe,A Ukr-Rum,A Gal S A Ukr-Rum,F Sev S A Ukr-Rum.  
*Turkey (R. Murphy):* NMR! A Bul U,A Arm U,F Ank U.

Would Melinda Holley please standby for Austria?  
 Would Roger Cox please standby for Turkey?

### Supply Center Chart

Austria	Vie,Bud,Ser=3	Even
England	Lon,Edi,Lvp,Nwy=4	Build 1
France	Bre,Par,Mar,Por,Spa,Mun=6	Build 3
Germany	Kie,Ber,Hol,Bel=4	Build 1
Italy	Nap,Rom,Ven,Tri,Tun=5	Build 2
Russia	War,Mos,StP,Sev,Rum,Swe=6	Build 2
Turkey	Ank,Con,Smy,Bul=4	Build 1

### PRESS

*France - Europe:* Doesn't anybody want a French ally?

*GM - France:* Maybe that depends on who's playing France?

*France - Russia:* Your message has been received and has been treated with consideration.

*GM - France:* Does that mean you threw it away or does it mean you lined your litter box with it? I forget.

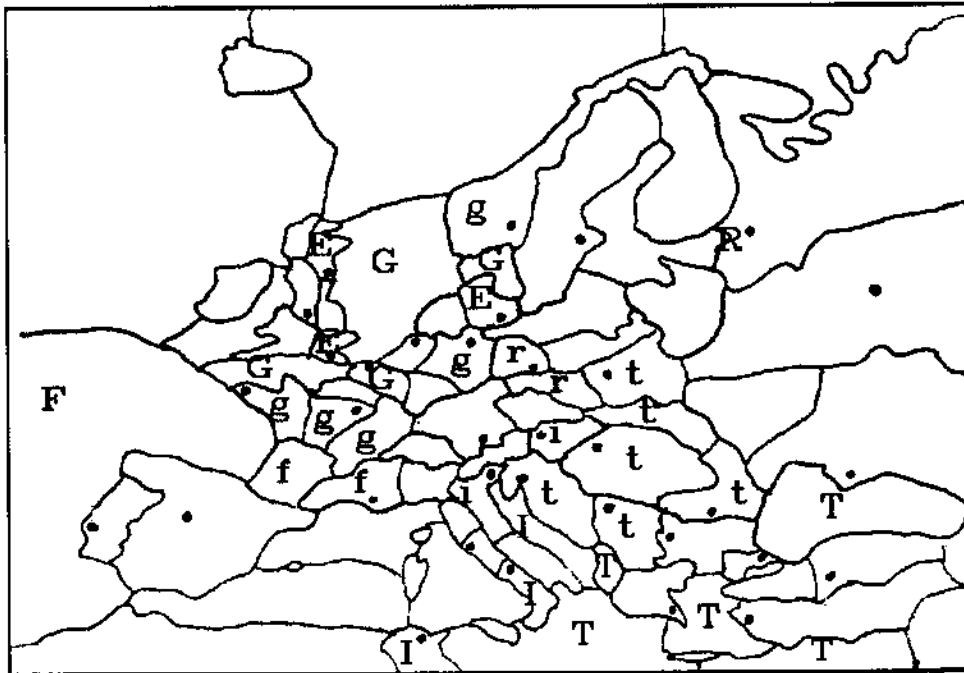
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## Zine Plug

A bit of extra space here, so let's plug Tim Moore's Moire, one of those west-coast, slower-turnaround-time zines we all know and love (actually, I hate them, but I hate everything). Tim runs some Dip, gunboat, Britannia, and is one of the better places to play Kingmaker. Game fees are \$5, and the sub fee is 50 cents. If ya need another place to play, if your mailbox isn't full enough, drop a line to Tim at:

Tim Moore 405 Fair Drive #101 Costa Mesa, CA 92626-6215

## Gunboat 1, In Control, 1989 Yrb32, W 07/S 08



German A Bur was left off the map last issue.

*England:* Ret F Nth-Hel., F Lon S Fr. F Mid-Ech(NSO), F Nwg-Edi, F Hel-Den.

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

*Germany:* Ret A Ber-Kie, rem A Gas.. A Kie S A Bur-Mun, A Bur-Mun, F Hol-Nth, F Ska S F Hol-Nth, F Nth-Ech, F Bel S F Nth-Ech, A Nwy H, A Bre S A Par-Gas, A Par-Gas.

*Italy:* Rem A Tyr.. A Vie S A Ven-Tri, A Ven-Tri, F Adr S A Ven-Tri, F Nap S F Tun-Ion, F Tun-Ion.

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

*Turkey:* Bld A Con, F Smy.. A Mos-War, A Gal S A Mos-War, A Ser S A Tri, A Bud S A Tri, A Tri S F Gre-Alb, F Gre-Alb, F Ion S F Gre-Alb, F Aeg S F Ion, A Con-Rum, F Bla C A Con-Rum, F Smy-Eme.

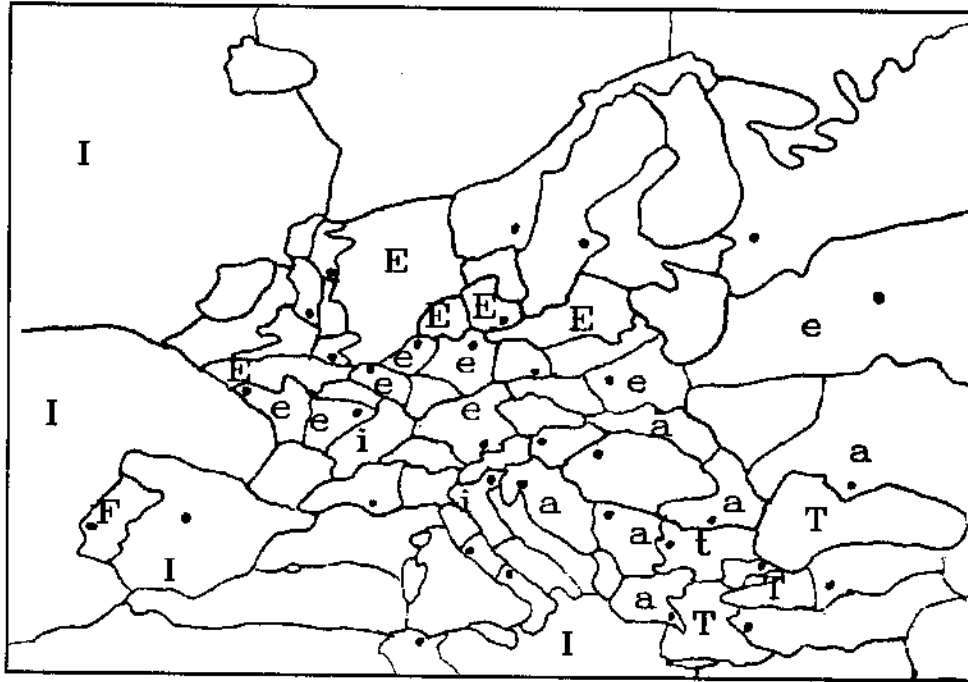
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## Zine Plug

Guess what? A bit more extra space, meaning time for another Zine plug. Shawn Erikson has a decent zine called Victims Wanted. Shawn runs Dip, Final Conflict, Civilization, Source of the Nile, and Fury of Dracula. His zine has a few subzines with games like Wooden Ships/Iron Men, Starship Troopers, Illuminati, and more. \$1 an issue.

Shawn Erikson 24021 21 Ave S Des Moines, WA 98198

# Gunboat 2, Pork Bellies, 1989 AJrb32, F 07



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

*England:* A Mos S A Sil-War, A Sil-War, A Kie S A Mun, A Mun H, A Lon-Bel, A Hol S A Lon-Bel, A Bre S A Pic-Par, A Pic-Par, F Nth C A Lon-Bel, F Ech-Mid, F Hel H, F Den H, F Bal H.

*France:* NMR! A Par U (Dis-ret Gas, OTB), F Por U.

*Germany:* Ret A Mun-Tyr, A Ruh-Hol, A Tyr-Vie.

*Italy:* A Ven-Tyr, A Mar-Bur, F Mid-Nat, F Wme-Mid, F Spa(sc) S F Wme-Mid, F Ion-Aeg.

*Russia:* A Ukr-Mos.

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

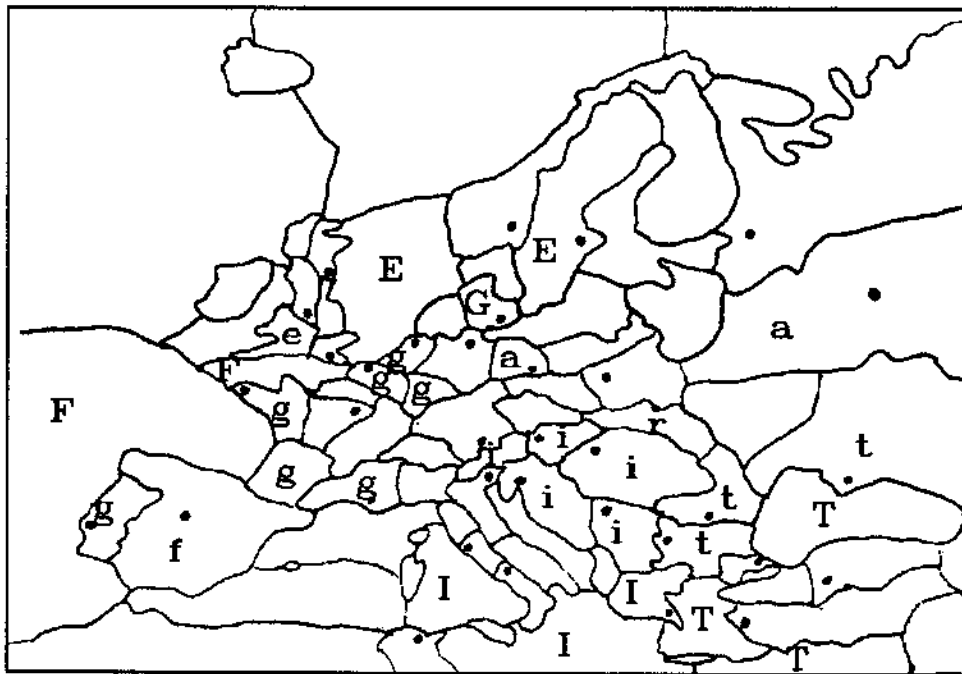
## Supply Center Chart

Austria	Vie, Tri, Bud, Ser, Rum, Gre, Sev=7	Build 1
England	Lon, Lvp, Edi, Den, Swe, Nwy, StP, Mos, War, Kie, Hol, Bel, Ber, Par, Bre, Mun=16	Build 3
France	Par=1	Remove 1
Germany	None=0	OUT!!
Italy	Ven, Nap, Rom, Tun, Spa, Mar=6	Even
Russia	None=0	OUT!!
Turkey	Con, Ank, Smy, Bul=4	Even

All proposed draws fail.

Proposed - A/I, A/E, I, A/E

## Gunboat 3, Polyester, 1989 AKrb32, F 06



*Austria:* Ret A Tyr-Mun..A Mun-Ber,A Vie H(Dis-ret Boh,OTB),A Mos-War.

*England:* F Nwy-Swe,A Bel-Nwy(NSU),F Nth C A Bel-Nwy(IMP),A Lon-Wal,  
F Bel U(Dis-ret Pic,OTB).

*France:* F Mid-Por,A Spa S F Mid-Por,F Ech-Mid.

*Germany:* F Den-Nth,A Hol-Bel,A Ruh S A Hol-Bel,A Kie-Hol,A Bur-Mar,A Gas-Spa,  
A Bre H,A Por S A Gas-Spa.

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

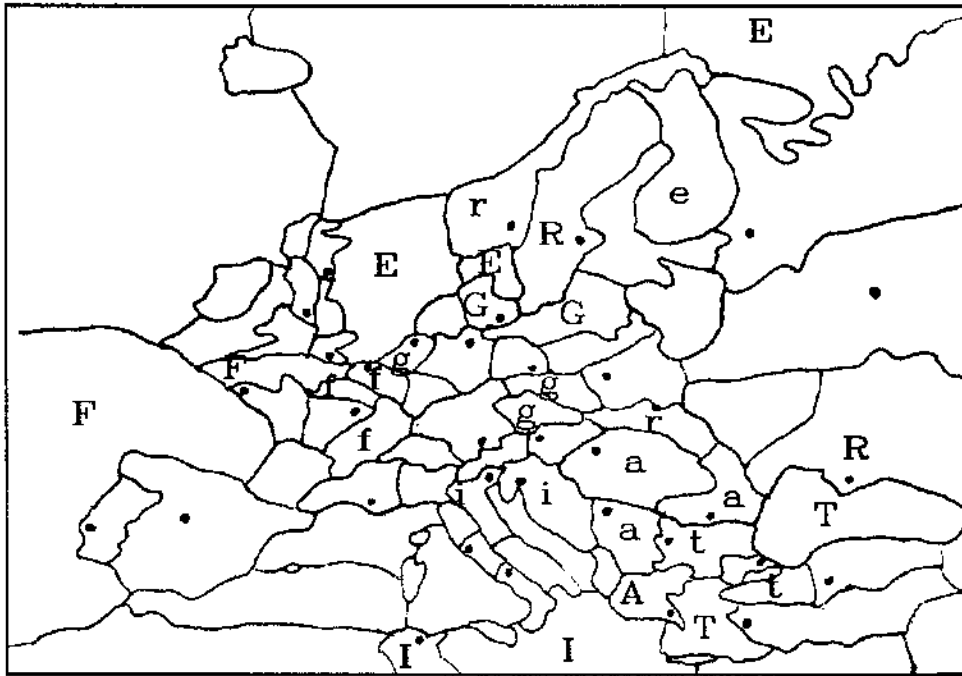
*Russia:* A Gal-War.

*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.

### Supply Center Chart

Austria	Ber,Mos,StP=3	Even
England	Lon,Nwy,Swe=3	Remove 1
France	Spa,Lvp,Edi=3	Even
Germany	Kie,Mun,Hol,Bel,Mar,Bre,Par,Den,Por=9	Build 1
Italy	Ven,Rom,Nap,Tun,Tri,Bud,Vie,Ser,Gre=9	Build 1
Russia	War=1	Even
Turkey	Con,Ank,Smy,Bul,Rum,Sev=6	Even

## Gunboat 4, Abby Normal, 1990 Trb32, W 01/S 02



*Austria:* Ret A Rum-Gal, Bld A Bud..A Gal-Rum, A Bud S A Gal-Rum, F Ion-Gre.  
A Ser S F Ion-Gre.

*England:* Bld F Edi..F Nth-Ska, F Nwg-Bar, F Edi-Nth, A Nwy-Fin.

*France:* Bld A Par, F Bre..F Por-Mid, F Bre-Ech, A Mar-Bur, A Bel S A Mar-Bur,  
A Par-Pic.

*Germany:* Bld F Kie, A Ber..A Ber-Sil, F Kie-Bal, F Den S F Kie-Bal, A Mun-Boh, A Hol H.

*Italy:* Bld F Nap..F Nap-Ion, F Tun S F Nap-Ion, A Tyr-Tri, A Ven S A Tyr-Tri.

*Russia:* Bld A War..A StP-Nwy, A War-Gal, A Rum S A War-Gal(Dis-ret Ukr, OTB),  
F GoB-Swe, F Sev-Bla.

*Turkey:* Bld F Smy..A Gre-Bul, A Con S A Gre-Bul, F Bla S A Gre-Bul, F Smy-Aeg.

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## Zine Plug

Even more extra space? again, let's plug another zine! This time, it's The Messenger, published by Geoffrey Richard. Geoffrey runs Diplomacy, Gunboat, Conquest of the Empire, Empire Builder, Colonia, Narnia Wars, and Source of the Nile. The cost is low (50 cents an issue, plus 10 cents/month for each game you play in..actually. a bit confusing!). Geoffrey's maps are a full page each, so no more getting out the magnifying glass. If you'd like more info, drop a card to:

Geoffrey Richard  
5906 Marvin Loving #206  
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# ONE REGULAR GUY

ISSUE # 8

LET THE ROAST BEGIN!

Back to the grind from a great fishing trip. We didn't catch many fish, but as my friend Rick Rector says, "A bad day at the lake beats a good day at work." Now that's a regular guy saying. We've got lots of those here, so if you've got one drop me a line. Greg Maynard, 3820 Red Arrow Road, Flint MI 48507-5402. We have two month's worth of letters this issue, as well as the unedited Bio of John Caruso. So without further ado, away we go! (I had planned to place a picture of John Caruso next to this, but since he declined we will have to rely on Larson for our humor.)

## THE FAR SIDE



But first, an important announcement out of Garret Schenck's fine zine Upstart. In issue #31 Garret gives us a sad tell of his trials and tribulations with his printer. The point of his meanderings is to say, and I quote, "Others of you may have been aware of the competition between Doug Kent and myself over the title of hobby Speed Demon. Well, I've lost. Kent is now undisputably the fastest pubber in the Hobby. But as I mention elsewhere in this issue, too bad his maps are sooooo ugly!" Well Garret, Doug's maps are the ugliest thing this side of anybody's house, but as Confederate Major General Nathan Bedford Forrest used to say, "Get thar the furstest with the mostest."

I heard a comedian the other night. "Women now have this PMS thing. To counter it, us guys came up with our own letters. ESPN." Don't ya love it!

## LETTER TIME

### ROBERT STIMMEL

"Green Acres" was one of my favorites but I didn't like "Return to Green Acres" as much as the original. Hope it comes back to TV. Some of my favorites are "Mama's Family", "Perfect Strangers", "Simpsons", "Married With Children", "Family Matters" (when Steve Urkel is on), "Alf", "Yogi Bear", "Out of This World". [[ I usually sit down Tuesday for ABC's line up, "Wonder Years", "Rossanne", and "Coach". Other than that I try to catch the nightly news and "Looney Tunes" right after it. (I like that wolf.) An occasional Sports event and when ever possible "Star Trek, The Next Generation". I have yet to see the "Simpsons" or "Married", although my kids are going to tell me "not to have a cow" at the wrong time one of these days. I like the idea behind Fox Network, though I wonder if they are meeting the monthly payroll.]] I expect to rate football teams this year.

I don't make predictions. It's entirely mathematical except for teams to be rated. UCLA was ninth in the Pac 10 last year. [[ Due for a comeback.]] Some possibly other great teams are Florida State, Auburn, Tennessee, Clemson, Michigan State, Penn State, Georgia, USC, and Arizona University, but I haven't followed the player rosters close enough to know. Today I got the first Magazine which mentioned fall football, "Inside Sports" for July 1990. [[ I've moved Ohio State up to 2nd or 3rd by the end of the year. Much depends on how well the Pac 10 does. Anyone have any reaction to Penn State joining the Big Ten?]] It's better that uninformed people don't vote. [[ I hear that comment a lot, and it bothers me. I will agree that people should research who they are going to vote for, but I doubt that the majority that vote now do anything more than vote by what they see on the boob tube. If we could get some of the people who don't vote now to give it a try, they may even become a little more interested in how the political system works, therefore becoming more aware of what is going on around them, therefore deciding that they may have voted for the wrong person, therefore looking a little deeper next time they vote, and on and on. I know it, I put too much faith in mankind itself.]] There were two good issues on the ballot this month, [in California], #118 involved with the ethnics of politicians, #119 for fairer redistricting after the 1990 census. Both failed because an intense campaign called them "#118 FRAUD, #119 FRAUD." It would be interesting to survey people who voted NO. California is a very gerrymandered state. If the same party wins legislature and governorship the balance of power in the US Congress could be affected after 1992. [[ If you get the time I would like to learn more about #118, the ethnics of politicians. I must wonder sometimes if there is such a thing. On the balance of power, I hope you are not suggesting that we should vote one party into Congress and another into the Governorship. One of my peeves is after any Presidential election I hear people say how they voted one party for President and to balance things out they voted for the other party to keep an eye on the President. I think that this whole good party bad party stuff has turned our government into a three ring finger pointing circus.]]

**JOHN CARUSO**

1. Guardian Angels. [[Heroes, Bad guys?]] Neither! They are good guys (most of them), operating on the fringes of the law, with the potential to turn their goodness into vigilism. They aren't heroes, just citizens trying to help other citizens, most not even seeking praise. [[ It will probably not come as a surprise that I am in favor of groups such as the Guardian Angels. In fact, I would like to see groups such as the Angels receive government money to help defray expenses. I would even like to see them in my neighborhood. Most likely anyone who has ever had to summons help from the Police would like to see them. I called the Police on an assault with a deadly weapon here in Flint some years back, (I was not directly involved), and it took over 7 minutes to get a response! I don't fault the fine folks in Blue, they are spread too far and too thin. What I do fault is the people that don't want to get involved, who are afraid of the hassle it may involve. So in my eyes, the folks who aren't afraid to be on the front lines are heroes, though it is a label they may not think they deserve.]]

2. I agree it's a conflict of interest. [[ Government employees being actively involved in Politics.]] But if you think about it - how do local politicians from rural areas or small communities get at least some of their funds? Don't they solicit from friends and relatives? Besides, no one is forcing anyone to give to a campaign fund. Now, if the solicitation was a demand - give or lose your job, (as was the case with the Nassau County Republican Party in NY), I'd be opposed to it. [[ I must confess. My step-mother is employed by the Great State of Ohio, and she called me a few months back to point this out to me and wondered if she should sign a



petition floating around work to that effect that Government employees be allowed to participate in any way they wished. So by putting it to you, my readers, I hoped to get a barometer as to the value of my advice to her, which was to stay out of it. On the one hand, I would hate to deny these folks their rights as citizens, on the other it could promote favoritism and the opposite coin, discrimination, real and imagined. I think the Government folks have enough to do just trying to keep this country running without the squabbles politics seems to invite.]]

Your story in ORG was cute, but don't you think it would have been more in the spirit of Dip to negotiate with the kids, rather than beating them senseless with a belt? Tell the wife to do the same, super for the sanity. Since you play dip you know the importance of good negotiations. TV/VCR/Nintendo rights are good bargaining chips. But total grounding ding is out of line. (That's like cheating.) [[ When was the last time a 32 center power negotiated with you? Got the power, use it is what I always say.]]

Isn't burning the flag wearing you out? It is me. We don't need a constitutional amendment for that. We even have a law on the books now. Its littering unless you sweep up the ashes. [[ Finally, the definitive answer.]]

I just thought of something - you have kids 11, 10, 9. Do you know what that tells me? That once you a year you were a horny SOB for 3 years of your life, and for the last 9 years you've been worn out. [[ No comment.]]

LARRY & NANCY BEHRENDT

[As sent to the Atlanta Journal]

In the NY-PA area, years ago, the Guardian Angels were sometimes worshiped, sometimes feared, but always respected. From what I remember they roamed the subways. There were times I wished they were in suburbia. In a small town of a few hundred I know of some friends who were raped near/on the street they lived on. [[ I would imagine that the "sometimes feared" would come from the criminals in the most part. I have often suggested that the way to revitalize downtown Flint, which resembles a combat zone with boarded up buildings and roving gangs, would be to have citizen groups to help keep order while the police could work towards the root of the problem, drugs.]] People supporting a law to make flag-burning illegal may be short-sighted and have tunnel vision. Flag-burning will bog down the court system (costing more tax dollars), while paramount issues remain unresolved. Citizens should instead support fair interpretation of present laws for everyone. Great dangers lurk in the near future as people fail or refuse to see rights stripped away. [[ I have to wonder if we made flag burring a law if we would really have a great influx of cases for the courts to handle. The only flags I have ever seen burnt were on the news. As for the extinction of our rights, I can't forsee it. We have overcome issues from slavery to gay rights without destroying the constitution. I'm sure that some of the great men of these times forecasted gloom and doom, only to be proven wrong. We also have to remember that our freedom has had a price, much of which has been paid in blood. Do we now tell those that were on the front lines fighting for freedom that we appreciate their efforts but.... Also, watching the news and from what I see in newspapers and magazines people around the world use our flag as a rallying symbol of freedom. People who don't even live in this country treat our flag respect, should we show them how much we respect it by allowing a few miscreants to deface this symbol?]]

Occurrences in Atlanta point out an interesting flaw in our justice system. Operation Rescue, a pro-life organization, was recently fined \$50,000 and the leader sentenced jail time for being unable to post bail. The crime was protest by sitting on the steps of an abortion clinic. Although this is

illegal, the court over-reacted, especially when compared to a recent vehicular homicide case. The drunk driver rammed a car containing a young family and ran away from the scene. The two preschool girls died in the car while their parents watched, unable to free them. This "man" was charged and his bail set at \$17,000. He posted bail and is free never having served jail time, yet the man who stood up for what he knew was right was more heavily fined and jailed. Where is our vaunted justice system?? [[ I would venture a guess and say that in the case of Operation Rescue, it was probably intended to serve as an example to others. What better way to send the word to consciences people than to let them know that such behavior will not be tolerated. On the other hand, in my experience, some folks will not take a hint, no matter how hard it is dropped on their head, such as those that choose to drink and drive. I do have one question though. Was the pro-lifer offered a lesser charge, one which he refused to take in order to make a statement. Going out on a limb, I would imagine that this is the case with the drunk driver. Our system does have a lot of avenues for abuse, but I think it is still one of the best systems around. Not being one to shy away from giving my opinion, I would have jailed the Pro-lifer because it is the law, and would in most cases have hung the drinker, but I guess that's a topic for a different letter column.]]

**MUD MAN**

[[ Honestly folks, I have a wild imagination, but not that wild!]] I was recently looking over a back issue of ORG when I came across the discussion of the question of limiting the terms of elected officials. Your suggestion that picking members of the house the same way we pick our jurors struck me as being worthy of further comment. It would be a workable plan if a provision for an at large congressman or congresswoman, from each state were randomly selected in each state. This person would serve for six months or so. His or her primary responsibility would be to act as a sort of civics field trip leader, monitoring the activities of the legislators and reporting back to the citizenry of the state. Aside from this one special assignment, the at large congressman/woman could function largely like any other member of the House. He/she could even run for office during his tenure, and use the privileges of the office to further her cause. This person would of course be paid a salary for her services and also be guaranteed that upon returning to private life she would have her old job back again.

By the way, I think that Neil Bush is guilty of using political influence improperly and for personal gain; and as such, he is a very bad reflection of the parenting efforts of George and Barbara. Does it say anything about George Bush the President? History will give us the answer, but my guess is that his ability to lead the Republican party in the future has been jeopardized by his son's conspicuous involvement in "THE BIG MESS". P.S. Once hostages are taken, we should notify the Hostage takers that they have three days to release them unharmed. Then, in three days we should bomb the terrorist where they live. End of story. [[ Wouldn't you know that when someone finally replies favoritably to one of my hair brain schemes it would be Mr. Mudman! I hope that mud will drop me a line and let me know how he came up with such a handle. Back to the letter, I will agree that you have gone one better than my idea. Of course such an idea would be shot down in Congress as unprofessional, after all, most congressman don't want us to know what their up to. On Neil Bush, the thing I think ironic is how it was all the press wanted to cover for a few days until they saw that President Bush was not going to make a spectacle of himself. Since then it has slowly died down to back page news. I doubt that it will have far reaching effects on the President. Folks now a days seem to be looking for answers and solutions, and the endless political scandals have left them tired of the same old news. President Bush needs to worry more about

bullying/blackmailing Congress into spending cuts than what foolish mess his son got into. Last and dear to my heart is your proposal that we hit terrorist at home. What better way to send the message and to turn the people of their land against them than to do our talking with TNT. I would have to imagine that had we told the Iranians way back when that we would take out a town a day that they would have quickly gotten tired of the Ayatolla's rhetoric and revolted. That innocent people would have gotten hurt is a sad fact of life. Face it though, better them than us.]]

That's all the letters for this month. I tried something a little different this issue, mixing my comments in with the letters. Let me know if you like this better than comments at the end. My printer will not print italicize letters, so I am stuck with my comments in bold lettering. Looking over this issue, it may be a little confusing, so I hope to get a little feedback as to whether or not I am mucking this all up.

Now, without further fanfare, is the much awaited Bio of John Caruso. Complete and unedited. (Take that as a warning!)

**NAME:** I go by many names. Let's just call me John Caruso for this Bio's convenience. (Nickname - Wimp.)

**BIRTHPLACE:** A hospital of course. Where were you born - in a tent?

**AGE:** Everybody ages, even me.

**FAMILY:** Yes.

**OCCUPATION:** I work for Woody.

**IF I WASN'T DOING (OCCUPATION) I'D BE:** Working for someone else.

**BEST PART OF MY JOB IS:** Going home.

**WORSE PART OF MY JOB IS:** When Woody gets to work.

**CHILDHOOD IDOL:** My father.

**CURRENT IDOL:** Beetlejuice.

**PEOPLE'S INITIAL IMPRESSION OF ME IS:** I've yet to see a anyone do a good impression of me.

**HOBBIES/INTEREST:** Sex.

**MY DIP PLAYING STYLE IS:** Reliable, Tenacious, competent.

**YEARS PLAYING DIP:** Since 1977 - so that's 3+ years.

**NUMBER OF WINS:** Depends on what you consider a win.

**BIGGEST HIGHLIGHT OF YOUR LIFE:** Making the game winning catch in our championship Football Game.

**BIGGEST REGRET:** That I didn't invent the game of Diplomacy, Risk, Monopoly, Trump, or Poker.

**WHEN I NEED TO ESCAPE FROM IT ALL I:** I've done many things - go for a drive, sit at my computer, teleportation.

**FAVORITE JUNK FOOD:** Chocolate Chip Ice Cream Sundae.

**FAVORITE FOOD:** Stuffed Shells.

**FAVORITE PLACE TO VISIT:** Melinda's torture chamber.

**WORST PLACE TO VISIT:** Any place you're not welcome.

**FAVORITE AUTHOR:** Black Jack Masters.

**FAVORITE MOVIE:** Aliens.

**FAVORITE MUSICIAN/GROUP:** Carpenters.

**FAVORITE CURRENT TV SHOW:** Paradise.

**FAVORITE FORMER TV SHOW:** Star Trek.

**PERSONNEL GOALS:** To live a happy life, help my family thru life and make an impact of guidance on someone's life. (For the better.)

**I HOPE I NEVER HAVE TO:** Make a life or death decision again.

**SMARTEST THING I'VE EVER DONE:** Stopped drinking and smoking.

**I'D LIKE TO MEET:** Jesus Christ. I really want to see if he is as influencing as is written about him.

**I'M BEST AT:** Giving logical advice to people who need it.

**I'M WORST AT:** Following my own advice.

**PEOPLE WOULD BE SURPRISED TO FIND OUT I:** Really an a moderate liberal with an open, flexible mind.

**I'D LIKE TO LEARN HOW TO:** Write computer programs.

**IF I WERE PRESIDENT I WOULD:** Attempt to help those in need of help - the poor, the sick, the homeless, the handicapped, the abandoned, etc.

**BEST ADVICE I EVER GOT:** Wear a rubber!

Wow, what a great bio to start out with. I will be dropping a few more blanks in the mail and hopefully we will keep this up for the next few issues or beyond. As always, feel free to volunteer, send suggestions, let me know the blackmail value, what ever. Also, many thanks to John.

#### THE LAST WORD

Shortly before wrapping this up Iraq has crossed the Kuwait border, and the word from the White House is that we will sit on our hands and let the events unfold. This is sad. Although we do not have a formal defense treaty with Kuwait, do we stand by and allow these folks to be invaded for no excuse other than the Iraqi debt. Granted, these are not Libyians, and the cost in US lives may be high, but let's start bombing the oil and shipping facilities of Iraq and maybe that will convince Hussain to take Hitler's picture off his wall. We can't count on Bush, how bout it Gorby?



## The Chapel Hill DipCon Adventures of Stven Carlberg

Twas the hot bright middle of June 1990 as I motored up from Atlanta to Chapel Hill, North Carolina, for DipCon XXIII (a.k.a. World DipCon II and DixieCon IV). Right around 100 players joined the competition at this event, with a nice sprinkling of Australians, Brits, and even continental Europeans giving us that "World" sparkle.

This would be my first Diplomacy convention ever, so I was looking forward to meeting people face to face with whom I'd only played Diplomacy through the mail. Bruce Reiff, a Cincinnati who is France to my Austria in a **Maniac's Paradise** game, had agreed by long distance, sight unseen, to be roommates with me. Michael Gonsalves, Cathy Ozog, Mark Murray, Tom Nash and Dave Palmer were among the other familiar names who would become familiar faces in the course of the weekend.

Four official rounds of Diplomacy were conducted, with the first on Friday night earlier than I could get to Chapel Hill without taking a day off work. To be officially rated in the tournament the minimum number of games I had to play was only two, but I was eager to play as often as possible, so I signed up for all the other three.

Saturday morning my assignment was Turkey-- probably my worst country to play, and I proved it by getting wiped off the board after offending Austria and then not having the horses to stave off his attack. Austria was played by Frenchman Jacques-Henri Strauss, and Russia by Iain Bowen, a very good Welsh player. They knocked me unceremoniously out of contention-- but it didn't do them much good, as the game was eventually won outright by Jeff McKee (editor of **The MetaDiplomat**), playing England.

I wasn't around to see how he finished, though, as I got into a Gunboat game GMed by David McCrumb, editor of **The Appalachian General**. The player's booklet he handed me said "Russia," so I surprised everyone in the game by taking Rumania, Sweden, and Norway in 1901. England, pursuing a southern strategy, left Norway open to A MOS-STP, A STP-NWY, while Germany opened F KIE-HOL so that I took Sweden unopposed. Meanwhile a poorly played Turkey let me occupy the Black Sea, giving me a powerful base on my southern front. Germany was the only country on the board who seemed to want to confront the Russian threat. I anticipated this, knowing he was Russia's natural enemy, and organized my forces to meet his attack in 1902. Seeing he was getting no help from the rest of the board, though, Germany soon gave up on me and turned west.

At the same time Italy, with England engaging France, moved wholesale into Austria and became my biggest rival. Soon our forces were massed along the Austrian/Turkish border and we were mopping up the rest of the board in opposite directions. An Italian/Russian draw was proposed and passed unanimously c. 1905. The German player turned out to be Bruce Reiff-- I *thought* I'd recognized his style in that attack on Russia!-- and the Italian I'd taken the draw with was Bruce Roberts, who had just taken an A/G with Bruce Reiff in Saturday morning's tournament round. (Beware the Bruce Brothers!)

The con provided a nice barbeque supper at the bargain price of \$2, catered just outside the UNC conference center/dorm where most of us were lodged for the weekend. After supper came the Saturday evening round.

The Gunboat draw had restored my confidence up to a point, but I had yet to prove to myself that I wasn't going to be thoroughly trounced in face-to-face tournament play. I drew another tough country, Italy. I did have some notion of how I wanted to go about playing it, though, and planned an opening to Tyrolia while making every effort to secure friendship with both Austria and France.

At the same time, England, played by Edi Birsan, tried to organize an opening assault on Italy by France, Germany, and Austria. The advantage of this to him, of course, is that it gets most of England's neighbors pointed away from England. Accordingly, Austria supported Germany's A MUN-TYO, threatening Venice and preventing my own move to the pivotal province of Tyrolia. France, however, played by Dan Sellers, had a different agenda in mind, and instead of playing A MAR-PIE as England wanted, ordered A MAR-BUR, threatening Munich. This spiked the whole Italian offensive, got the German returning to Munich to defend against the French, got the Austrian apologizing to me for having lied about what he was doing and offering to stick with me from then on-- a crucial gain for Italy, that-- and got everybody rearranging their attacks to go after the weakened German instead of after me.

In 1902 France supported me into Munich and I got a second build. Convinced that France would honor our neutral zone, I sent my fleets against Turkey in cooperation with the Austrian land forces. 1903 saw the German kick me back out of Munich, and as the assault on Turkey had yet to show any profit, I had to pull a unit off the board and was down to two armies and two fleets again. But in 1904, France, satisfied that I had no more intention of attacking him than he had of attacking me, diverted enough of his forces from the German feeding frenzy to stab England decisively. At the same time, I not only got back into Munich and finally seized Smyrna from Turkey, but also went into the Austrian home center of Trieste at Austria's request, to help defend him against the Turkish attack.

So I was suddenly a seven-center power with prospects, France looked unstoppable to the north, and further cooperation was obviously in both our best interests. Austria looked at the board after the builds and proposed an Italy/France draw. Turkey voted against it and we played the Spring 1905 moves. These convinced him that there was no turning the tide, and we took the I/F to the bank. Success at last! Wow, was I exhilarated!

A few weeks later, when the post-con tournament statistics arrived in my mailbox, I learned that Edi Birsan (England) had been last year's DipCon champion-- and that Dan Sellers (France) had been champion the year before that! So I'd shared my first face-to-face regular Diplomacy victory as an unwitting side man in a face-off of past champions. Nothing like being in the right place at the right time, is there?

Sunday morning I played Russia and took a three-way tie with Austria (Bill Thompson) and Turkey (Tom Nash, publisher of **Been There, Done That** and **The Zine Register**.) An A/R/T is unusual, as two of these countries almost always gang up on the third, but Tom likes to play the three-way, and once we got started on it, we did so well that nobody ever

found a reason to bail out. Brad Wilson as Italy took the game-ending stab from Austria, moaned and groaned mightily about it, and promptly signed up four of us, including Bruce Roberts, my co-winner at Gunboat, for a game of regular Dip in his zine *Vertigo*.

In the final DipCon standings, with a 2-way, a 3-way, and an elimination to my credit, I placed a very respectable 18th. My pal Bruce Reiff was 16th, my new pal Bruce Roberts was 17th. Past champions Dan Sellers and Edi Birsan were 11th and 43rd. Emory student Jason Bergmann placed 1st with a 2-way and an outright win as Italy. Jason came over to my place a couple of weeks later for a game with George Inzer, Ward Batty, Philip Sasse, Larry Behrendt and Pat Gibbs, and we held him to a 4-way where an E/F stalemated an A/R. *Then* he told us he'd won the tournament.

In the entire tournament, with 34 games played by 100 participants, there were only six outright wins. Three Englands won, one Italy, one Germany, and one Turkey. That'll give you an idea what kind of odds are against you in a Diplomacy game. About six to one that *anybody* will win the game-- much less you!

As for me, not only was I thoroughly entertained by the intensive Diplomacy workout, but also quite satisfied at placing 18th in a field of 100 competitors, many of whom were playing with the benefit of extensive past tournament experience. I'll show up for the next Dip tournament anywhere within my cruising radius (not next year's DipCon, I'm sorry to say-- that's in Toronto), and in the meantime, to while away some pleasant, braintwisting hours, I've got my postal games to keep me warm.

But face-to-face play is *so* much faster. I'm used to studying my tactical options and weighing the diplomatic game situation for days at a time. At DipCon I had to make crucial decisions in three minutes that I'd have lingered over for *weeks* in postal play. What a rush! In two years of playing in zines, I've finished only two games (an E/G/I draw and a bare survival as Russia) and have barely even *seen* the endgame-- but the endgame, in Diplomacy, cries out to be anticipated from the very beginning, while you make your first alliances. So three complete games in a day and a half really gave me some valuable perspective. It was fascinating!

My compliments to David Hood on a well organized weekend and a tournament fairly and efficiently administered. My one major criticism is that the directions to Chapel Hill and to the proper building on the UNC campus ought to have been better. Heck, they ought to have been any good at all! I lost about an hour trying to figure out where the con was, and I don't think my experience was atypical. Once we managed to get there, we all had a fine time. My only other suggestion is that participation in three rounds of Diplomacy instead of two might be required for being rated in a four-round tournament. Surely a few other statistics fiends out there noticed that every single player who finished in the Top 12 at DipCon got good results in two games and then declined to play any more!

My thanks to the Brits who shared a couple of their favorite games with me. I found *Topple* at Toys'R'Us for \$10 and have been turning my friends on to it. I'm still looking for that Dutch card game with the vultures and the mice. Any help out there?

--Stven Carlberg 7/90

# Uptight, Upset, and Anti-Social

#3

7/26/90

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Nancy Behrendt: "There was a land of Cavaliers and Cotton Fields called the Old South..." ...which is now filled with toxic waste and rude northerners. I guess I'll always be a Yankee. Oh well. You'll be happy to know that I did receive my issue of MP #16. It, too, was partially eaten by something at the NYPO. It arrived in a plastic bag with a note of apology from the Postmaster. The ironic part in the play was that Larry's was more damaged than mine and I received the special treatment!

Concerning Calvin (the reformer) and Hobbes (the Philosopher): Watterson must be (have been) married. For the record, though...Larry can keep a neat, clean apartment now or he loves me enough to make the effort when I need a break.

Bill Becker: The Madison Avenue people are thinking past you at light speed and bringing in the \$'s. Repetition wears us down, like waves hitting the beach. Relentless, slow, subtle (huh!) movement. The commercials I hate right now advertise cable TV to my kids. There used to be laws to prevent this. There was a code of ethics among advertisers. But \$'s begets change in the capitalistic world. Remember capitalism is winning, communism (socialism) is dying. I'd love to do nothing and spend less. We are sinfully wasteful capitalists. Need \$'s to complain effectively. Sputtering out...

Steven Sulzby: I liked what you said about advertisement on television. There really are some awesomely tiring commercials. However, you know the purpose of advertising is to get your attention. Usually, its by entertaining the viewers, but if its by annoying you, that works just as well. Your message in your 'zine about which commercials bug you only inspired many of us to pay more attention to them in the future. Any discussion of their merits (or lack of them), only furthers their purpose even more, as they are no longer just momentary blabber on television, but the object of intense scrutiny, letting their message sink in. Any groups opposed to certain advertisements are only doomed to backfire in their efforts, much like all the censorship controversy centered on the book The Satanic Verses, and ther present album by "2 Live Crew." If you really don't like some commercial, just use your mute button on your remote control, and don't pay any attention to them. Protesting and publicizing only play right into the advertiser's hands.

Captain Video: "Dune" didn't work as a movie for the simple reason that it should have been a mini-series. Now, as a television piece one would face the problem of presenting material to a viewing audience that is still not ready for "Dune"'s concepts or amoral plot lines - most americans like black and white (good and bad) characters, whereas "Dune"'s characters ease into neutral grays. I myself happen to enjoy films with characters constructed in neutral tones (as do a lot of Europeans, especially the Italians); two movies that I think do this are "Flesh and Blood" and "To Live and Die in L.A."

Another problem: like "Once Upon a Time in America," "Dune" was actually scaled down from being what was originally a much longer movie. Why? American audiences



would never consent to sitting through a four or five hour movie (or at least they haven't done so since the 1960's), and theatre owners like quick 90 minute films that "Pack 'em in and move 'em out" three or four times a night. So a lot of "Dune" wound up on the cutting room floor.

John Hughes was one of my favorite writers with "the National Lampoon" in the mid to late 1970's; few people are aware that it was his short story "Vacation" that would later be the basis for the movie. Here again, "Vacation" was an example of hollywood toning down what was originally a much, much funnier (and sicker) piece. I liked "the Breakfast Club" but any more Hughes just grinds out ho-hummish scripts about bored, frustrated teenagers (every other girl in those things looks like Molly Ringwald and is about as interesting as a time and temperature tv station).

"Willy Wonka and the Chocolate Factory" is indeed a subtle adult's movie, and yet, when it was being made, all the studio execs could think about were the toys or the candy bars they thought they were going to sell (does anybody remember "Oompas"?). Gene Wilder was another example of a "neutral" character - Wonka is an ever so slight sadist that almost enjoys putting those kids through the ringer. My favorite line: "But I want it noooooow, Daddy!"

A friend of mine wants me to rent "Blood Sucking Freaks"; my personal recommendation for anyone interested in renting something that almost plays like a game: "The Last of Sheila" (turn off the tape just before Richard Benjamin returns to the ship after his wife has killed herself - try to figure out just what is going on).

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## Woolworth II, Violet, 1989 JWcb16, F 03

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

*Balkans (?)*: F Alb-ION.

*England (Erikson)*: Ret A Bre-Pic.. A PIC-Par, F NWG-Nwy, F ECH-Bel, F MID-Ech,  
F NTH S F Ech-Bel.

*France (Reiff)*: A KIE S Scan. A Den H, F BEL-Ech, A PAR-Pic, A Mad-MAR,  
A Mar-BUR.

*Germany (Oaklyn)*: F BAL-Swe, A GAL S Tur. A Bul-Rum.

*Italy (?)*: F TYN-Rom.

*Russia (?)*: A UKR S Ger. A Gal, F SEV S Tur. A Bul-Rum(NSO),

A FIN S Ger. F Bal-Swe, F NWY S Ger. F Bal-Swe.

*Scand. (Carlberg)*: Ret F Nwy-Ska.. F HOL-Nth, A DEN H, F SKA S F Swe,  
F SWE S F Ska.

*Spain (Shulman)*: F TUN S Balk. F Alb-Ion, F Wme-MAD, A BRE-Par.

*Turkey (?)*: A BUL-Ser, F Gre-ALB, F Eme-CRE, F AEG C A Con-Gre, A Con-GRE,  
A MAC U.

## Supply Center Chart

Austria	Tri,Vie,Bud,Ven,Nap,Ser=6	Build 1
Balkans	Rum=1	Even
England	Lon,Edi,Lvp,Ice=4	Remove 1
France	Par,Mar,Mun,Ber,Swi,Kie,Bel=7	Build 3
Germany	Gal=1	Remove 1
Italy	Rom=1	Even
Russia	Mos,War,Sev,StP,Nwy=5	Build 1
Scand	Den,Hol,Swe=3	Remove 1
Spain	Mad,Por,Mor,Tun,Bre=5	Build 2
Turkey	Ank,Con,Smy,Bul,Gre,Cre=6	Even

## PRESS

*Spain - France:* To my green, ugly northern neighbor; Well, you decided you wanted a war; you shall have it. This is an open letter to Italy (what's left of it), England, and Scandinavia. If you want help against France, I'm ready and willing to help.

*Spain - Lord of Marseilles (via the small plane circling overhead):* I trusted you until you decided to visit the ancient city of Madrid. Apparently, your troops defiled some of the chickens in the hen house. It is going to take the Empire months to undo your meanderings. Accordingly, I have decided to turn out the lights in Paris. Good luck with your newly acquired taste for schnitzel...(as one of the violated chickens flies from the henhouse, it is caught up in the propellar, and alas, communication is cut off to Marseilles).

*GM - Spain:* I'm sure the ASPCA will be in touch with you about the fowl play you made!

*Luxembourg, somewhere near the center of Kaiserland:* Oh, Scandinavia! How could you fight me in the north and be my ally in the south?

*Munchen, near the Austrian Alps:* It seems Spain has but a small problem. He must give up one or two of his holdings in the Spanish panincilla while stabbing his ally, all the while having to retreat back to Morocco. Gee, what force has but a single fleet.

*GM - Munchen:* Well, he doesn't seem to be doing too badly!

*Bremen, almost to the Kiel channel:* It also seems that France has a small problem, rushing back to defend his home territory, while moving in on his trusted ally. Sure is hard to defend both Berlin and Kiel with a single unit, risking the loss of Holland in the works.

*GM - Bremen:* He doesn't seem to be doing too badly either!

# Civilization

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

## Turn 11

Phase 1:Taxation Egypt \$14 Asia \$14 Thrace \$8 Babylon \$10 Africa \$12 Crete \$10  
Assyria \$12.

Phase 2:Population Expansion Egypt - None. Asia - 1T each in L1 L7 M1 M4 M6 M7  
P1. Thrace - 1T N6 & R4, 2T each in K5 N1 P3 P6. Babylon - 2T each in B8 C4 H9  
J7 H1. Africa - 2T each in A6 C2 C6 C7 C8, 1T C1. Crete - 2T each in A1 A3 A9 A7  
N8, 1T each in B3 N9 N7 N5. Assyria - 2T each in G7 G4 L8, 1T each in G3 G6 L9 L6  
K4 J3.

Phase 4:Build Ships Egypt - maintain three ships for \$1 each. Asia - Build ship in L1 with  
\$2, maintain ships at P1 and M4 with \$1 each, maintain ship at M1 with 1T. Thrace -  
Build ship in P7 with \$2. Babylon - Maintain both with \$1 each. Africa - Maintain ship  
at C8 with \$1, build ship at A6 with \$2. Crete - Maintain ship at N5 with \$1. Assyria -  
Build ships at L8 G4 G7 and K4 with \$2 each.

Phase 5:Movement Egypt - 1T F5-E5, ship E1-D8, all else holds. Asia - 1T L1-K3 via  
ship, 1T L7-M7, ship M1-L1, 3T M4-M6 via ship, 2T M7-M4, 1T P1-P4 via ship, all else  
hold. Thrace - 1T N1-N6 via ship, 4T N2-N6 via ship, 3T K5-A5, 2T K1-K2, 1T A9-A5,  
1T R4-P3, 2T P6-N1, all else hold. Babylon - 1T H9-F2, 1T H9-H5, 2T H9-H8, 2T H1-  
H7, 2T H1-H3, 2T J7-H1, 4T B8-A9 via ship, 4T C4-A7. Africa - 1T A6-B1 via ship, 1T  
A6-B5 via ship, ship ends in B5, 1T A6-A4, 1T C7-C9, 1T C8-D2, 3T C8-B8 via ship, 1T  
C7-C8, 1T C6-C8, 2T C2-C6. Crete - 1T N8-N3 via ship, ship ends in N7, 1T N8-N9, 1T  
N5-N6, 1T A7-A4, 2T A1-A5, 2T A1-A9, 2T A3-A9, 2T A8-A9. Assyria - 4T G7-R2 via  
ship, 4T G4-R2 via ship, 1T K4-K3, 1T J3-L3, 3T L8-G7 via ship, 1T L9-L8, 3T G3-G6,  
1T G3-G4, 2T L9-G3, 1T L6-L9.

Phase 6:Conflict A7 - Crete vs Babylon - Each lose 2T. A5 - Crete vs Thrace - Crete  
loses 1T, Thrace loses 2T. A9 - Crete vs Thrace vs Babylon - Thrace loses 1, Crete loses  
3, Babylon loses 4. R2 - Assyria vs Thracian city - Thrace loses 6, Assyria loses 5. N6 -  
Crete vs Thrace - Crete loses 1. K3 - Asia vs Assyria - Asia loses 1. A4 - Crete vs Africa  
- each lose 1.

Phase 7:Build Cities Asia - M6, Thrace N6 & P3, Africa - C6, Assyria G6.

Phase 8:Remove Surplus Pop. Thrace 1T N6 (no cohabitation). Africa 1T B8. Crete 1T  
A9. Assyria 2T R2. Asia must reduce city in M6.

Phase 9:Acquire Trade Cards & Buy Gold Thrace gets \*VOLCANIC ERUPTION - EARTHQUAKE\*. Babylon gets (sorry, Ernest) \*FLOOD\* and \*FAMINE\*. Egypt, Babylon, and Asia buy Gold (?).

Final Positions: Egypt - Cities E1 E2 E4 E7 F1 F7 F8 - 1 ship D8, 2 ships D6 - 1T each in F2 F4 F5 E5 E3 D5 D7, 2T D6, 2T D8, 4T E8. Asia - Cities L2 L5 M9 M3 P2 M2 M5 - ships M6 P4 K3 L1 - 1T each in P4 P1 M7 L1, 2T M8, 2T M6, 2T L7, 2T L4, 2T M1, 3T M4. Thrace - Cities A2 K6 P3 P5 N6 - ship N6 - 2T K2, 2T A5, 1T K5, 2T K7, 2T N1, 2T P6, 1T R1, 1T R3, 1T R4. Babylon - Cities D4 J6 J9 H6 H2 - Ships A7 & A9 - 2T A7, 2T J7, 2T H1, 2T H3, 2T H7, 2T H8, 1T H5, 1T H2. Africa - Cities B4 B6 C3 C5 C6 D1 H4 - Ships B5 & B8 - 1T each in D2 C9 B5 B1 A6, 2T each in B8 C8 C7 C1, 3T C2. Crete - Cities B7 P8 N2 P9 N4 - Ship N7 - 3T N9, 2T N8, 2T N7, 1T N3, 1T N5, 2T B3, 1T A7, 2T A9, 2T A8, 1T A5, 3T A3, 3T A1. Assyria - Cities G9 G8 G6 G5 G2 G1 J1 - Ships G7 & K4, 2 ships R2 - 1T R2, 2T G3, 3T G7, 1T G4, 2T L8, 3T L9, 2T L6, 3T J3, 1T L3, 2T K4, 1T K3.

Census: Egypt \$11,15T,7C,21 Stock, Clothmaking, Engineering. Asia \$2, 17T, 7C, 28 Stock, Coinage, Architecture, Medicine. Thrace \$15, 14T, 5C, 18 Stock, Pottery, Mysticism, Drama & Poetry. Babylon \$4, 14T, 5C, 29 Stock, Mysticism, Architecture, Agriculture, Metalworking, Engineering. Africa \$9, 16T, 7C, 22 Stock, Mysticism, Astronomy, Drama & Poetry, Metalworking, Literacy, Engineering. Crete \$12, 23T, 5C, 12 Stock, Pottery, Metalworking. Assyria \$5, 21T, 7C, 21 Stock, Music, Pottery, Astronomy.

## PRESS

*Asia - World:* ASia has decided to enlarge her borders, but wants to continue in peaceful co-existence. Please let me know if you don't like the expansion and we can "sit down" to talk over border disputes, et al.

*Thrace:* Thrace has some Salt, please contact me with your offers; Looking for a set of 2+ especially in something I have.

*God King of Babylon to Pharaoh:* Thanks a bunch. Fortunately your lack of attention - assuming it was an accident your trades didn't occur - didn't ruin our turn, else we would turn lose the temple guard and slay all your eunuch servants! So there!

*GK of B - Somnolent Thracians:* Don't mind us, we're just on a quest to find the fabled Blue River...Actually we thought we'd head for home via the scenic northern route.

*GK of B - Cretan Warlord:* I see the technology of crafting fine wares of iron has reached your land. Congratulations! Since this river doesn't seem to be Blue, it must not be the one we're looking for - guess we'll have to be moving on...

*GK of B - African Revolutionaries:* Fair is fair! Now there should be plenty of room for you to emerge into true glory. Looks like you should be able to cruise to a victory -

unless someone else shows an interest in slowing you down, I've got to give up and go for second place. Good luck rebuilding Carthage and Carthage II!

*GK of B - World:* Looking for oil - anybody got any on 'em?

*GK of B - GM:* OK, I'm afraid to look...Earthquake again? Maybe another Famine? Shudder, moan, shiver, tremble!

*GM - GK of B:* Actually, I gave you two this turn so you could choose what to complain about!

Next Civilization Deadline:

Friday, August 31

We will only do up to the end of Turn 11 this month.

## Kremlin II

Blue-Bruce Reiff, Red-Don Croyle, Black-Mickey Preston, Green-Mike Scott  
Yellow-Mark Murray, Muck (that gross color on the Bear)-John Caruso

Phase 1:Cures Yellow declares 1IP on P, E, S, L, and I. Blue declares 5IP on A. A ages 2 to 82, E ages 1 to 73, S ages 1 to 59.

Phase 2:Purge Green declares 4IP on P, Yellow declares 5IP on P. Yellow, with P, purges W and O. P ages 2 to 63.

Phase 3:Spy Investigation Red declares 2IP on S, Blue declares 3IP on S, Yellow declares 4IP on S, Blue declares 9IP on S. Blue, with S, ?'s E, L, and I and also condemns H to Siberia. S ages 5 to 64.

Phase 4:Health A + to ++, I + to +.

Phase 6:Replacement Blue, with A, slides S to KGB, P to Defense, L to Economy. Also demotes P to Industry. A ages 1 to 83. D is promoted by age to Defense. Yellow, with E, promotes M to Ideology. E ages 1 to 74. B, C, and F are promoted to Candidates by age.

Phase 8:Parade Blue, with A, waves. (No more complaining, okay Blue? And yes, Mara rolled the die this turn on everything! I wanted her to roll the whole turn over so you could suffer some more!) A ages 2 to 85.

PRESS

*GM - All:* Press is permitted..unless we prefer running the press for this game in Upstart

again. Of course, if we do, you'll have to suffer through Schenck's ssslllloooowww turnaround times!

### Politburo Standings

Position	Yellow	Red	Black	Green	Muck	Blue
Party Chief:						
A,85,++						5
KGB:						
S,64	4	2				9
Foreign:						
E,74	1					
Defense:						
D,73						
Ideology:						
M,64						
Industry:						
P,64,?	5			4		
Economy:						
L,65,?	1					
Sport:						
I,68,+,?	1					

Candidates: B 75,C 74,F 71,J 67,Y 52.

People: G 70,K 66,N 63,Q 60,R 59,T 57,U 56,V 55,X 53,Z 50.

Siberia: H 69,O 62,W 54.

Kremlin Wall: Empty.

Blue has one wave, no one else has any.

Next Kremlin Deadline:

Friday, August 31

## Stock Market

Turn 7

I'm afraid I loaned out my copy of The Stock Market Game to a pal and he didn't get it back to me in time, so we'll have to wait a month for this one to continue. At any rate, one player didn't get orders in, so we'll continue next month.

# Kremlin I - Post-Game Comments

The following chart shows the initial influence orders from each player, plus the additional 2IP each was allotted every three turns. The additional influence is noted with the "+1" or "+2".

Influence Point Chart

<u>Code</u>	Nash	Carlberg	Reiff	McCrum	Becker	Schenck
A			7	3		
B	2+2		4			2+2
C		6	3			
D			1+1			
E	6	2				
F			6	5+2		8
G		7	5		4	5
H	8		2			
I		4		2+2		10
J	5		9	8		
K		1				7
L		9+2			3+2	6
M			8+3	1	2	5
N				4	10	
O				0+2		4
P	10				7+2	
Q					6	
R	3				9	1
S	1			9	8	
T		10				3
U		3+2		6		
V	4					
W		8			1	
X		5				
Y	7			7	5	
Z	9		10	10		

GM Comments: Okay, by looking at the chart above, it's pretty obvious that some players laid their points out a bit better than others. Bruce Reiff was all set for his do-or-die power play...too bad he hadn't counted on my wife's killer die rolls. At any rate, there was one thing that separated the winners from the losers in this game: thorough and reliable orders. Just at a quick glance, I'm struck by the fact that Bruce Reiff, Bill Becker, and Stven Carlberg all missed the chance to put 2IP extra on the board once during the game. Worse yet, Tom Nash and Garret Schenck missed that opportunity twice each! It goes even deeper than that. Do you realize no player ever took the simple precaution

of writing a permanent order of "If I could ever declare enough IP to control the Party Chief, do so during the Parade Phase if the PC is able to attempt a wave (ie, if the PC is in the cure don't declare the IP)." This simple order would have given Garret a chance for a wave, and would have given Stven two chances. NMR's cut deep in this game, to be sure. Tom pretty much dropped out after a few turns. Stven dropped for a few in the middle of the game, and had some confusion over his initial placement as well which crippled any chance he had to win. Garret was always on the verge of sending in orders, but it didn't happen often. The other three players were there throughout, and it showed. Garret could've had the KGB head for the last three turns of the game, for example, but a lack of orders failed to secure it. There are other less important examples, but I'll just leave it at this: use godd-till-cancell orders, and try to send in some sort of orders every turn. Besides that, not much else to say!

Stven Carlberg (Purple): what I learned from this game is that I never want to play Kremlin by mail again! In the first place, there are so many variables and possible situations to try to anticipate that, more than once, I found myself writing up multiple pages of orders none of which were used! This is too much wasted effort to be fun. I also found myself, more than once, having neglected to anticipate a simple possibility which left me not having written an order which would obviously have been what I'd have done if I'd had the board in front of me and the game in progress. That was the case when, on essentially the last play of the game, my voting no on the nomination of Yellow's card to Party chief allowed yet another Red card to ascend to the position and win the game for Red.

The only other thing I have to say about this game is that the failure of Green and Orange ever to submit orders of any kind was very poor practice and made Red's win even easier than my own occasional omissions.

Garret Schenck (Green): I want to apologise to Doug and the players for the inadequate attention I gave to this game. I probably shouldn't have signed up, given that i'm finding it difficult to keep up with the games I'm playing these days (you know, the Regular Dip played as Gunboat mentally?). I think I probably sent in no more than 3 sets of moves for the entire game - and this may include my last turn attempt to haul Blue's last remaining man out of the relative safety of Siberia to give Doug's wife a chance at rolling him to infinity. As it turned out the game ended before the "Angel of Death" was able to ring the bell for Bruce's last guy.

Blue (Bruce Reiff) deserved to win the game, in my opinion, and was only stopped by some of the worst luck I've ever seen in any game, ever. His strategy was very direct, but right on target. My IP's were mostly in the middle ranks - from around E/F to around M/N/O. I intended to hang back, let the early power play boys kill each other off, then present myself as the only logical alternative to the utter chaos that would by then be ruling the politburo. I hoped to have other players haul my big-IP guys out of the obscurity of the people, then I'd spring my surprises. My problem was that by the time my strategy was finally moving to fruition, I'd lost interest in the game, and was no longer sending Doug moves. Sorry, Doug, I know I'm a jerk!

One irony of this game was that when we started playing, last summer, Eastern



Europe was only beginning to stir, the momentous changes about to take place not apparent to even the most perspicacious observers. While the game of Kremlin always had a thin veneer of reality to it (which is why maybe it proves to be so much fun to play, at least in a face-to-face setting), by now it seems hopelessly outdated. Another interesting feature was that much of the press for this game appeared in the pages of my zine Upstart. Bruce Reiff thereby acquired what has probably become a permanent nickname - "Blue" (presumably referring to his emotions when his '10', Wasolin, was struck down by heart attack at the tender age of only 56 or something like that. Poor fellow!).

Doug deserves credit for running a fast, accurate game. His wife should ease up on the dice rolling!

---

## Railroad Construction Chaos

Announcing a new game (free). "Railroad Construction Chaos"!

It's called Chaos because I expect to make changes and expansions in the rules. It's a new game.

A link is a connection from a county to an adjacent county and costs \$1 million.

Each player gets \$10 million each calendar month. He can build one railroad with ten links or ten with one link, or any combination totaling ten. He's not limited to his investment. He can build as much as he wishes (on his railroad). The public owns whatever he doesn't. But any player can buy the public stock with his monthly \$10 million, and take over control of a railroad (with one million more than the other owner).

Railroads must be named and given a real world stock to control its destiny. Profit is determined by percentage change of the stock price (any stock I can find in the newspaper).

Players can enter immediately by sending me their ten links (or more) for the first month. Send them to:

Robert Stimmel  
2500 "Q" Street, #10  
Sacramento, CA  
95816

# Player List

Number Shown is Last Issue in Sub

Acheson, Robert 603-10883 Saskatchewan Drive Edmonton, Alberta, Canada T6E 4S6 (T)  
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Colbath, Clay 516 Lake Avenue Greenwich, CT 06830 (22)  
Cox, Roger 57 Coastline Drive Inman, SC 29349 (19)  
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Farha, Brent 1202 Farmstead Wichita, KS 67208 (18.33)  
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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)  
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Slaughter, Tom 1545 Northcliff Trace Roswell, GA 30076 (35)  
Stanger, James 34 Craig Avenue Madison, WI 53705 (26)  
Stimmel, Robert 2500 "Q" Street #10 Sacramento, CA 95816 (28)  
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Next Issue's Deadline:  
September 4, 1990  
12:00 Noon Eastern  
Don't Miss It!