

Maniac's Paradise

Issue 21

\$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.

I'm biting my tongue to keep from starting a political tirade against Congress, the Democrats/Liberals, and George Bush (obviously the most naive person in Washington). Don't worry, even that now steady flow of blood from my mouth won't make me start up. Anyway, I did say a bit later in this zine, more in anger than anything else. If you don't like politics, too bad. I've also been hearing a lot about the political climate at colleges, and its pretty scary. That's what happens when the protesters from the sixties, who used to fight for free speech, get inside the nations universities...they try to stifle yours.

This is, obviously, another issue of Maniac's Paradise. What's up this month? Not too much. Diplomacy 7 posts a gamestart. Game openings are mentioned for Diplomacy 8 and Kremlin III. Both charge \$5 game fees, except for those players who lose in Kremlin II. They can enter Kremlin III for 50% off, since it ended so quickly. You'll also notice a gamestart for War & Peace, \$3 game fee. Actually, War & Peace is going to be run in Paul Chinnery's The Reporter, a new sub-zine appearing this issue for the first time. If you want to sign up for the game, get in touch with Paul, but send the gamefee to me (the fee is to help offset the extra time/printing/postage the game will cause). Paul is not charging for his GMing, kind soul that he is. The Reporter and War & Peace rules both appear, as does One Regular Guy, Robert Stimmel's College Football Ratings, and another Uptight, Upset, and Anti-Social. All that, plus the usual assortment of games, maps, press, endgame statements/reports (for Diplomacy 2 and Diplomacy 4), zine plugs, and whatever else I can cram into this thing.

One thing I've noticed is that a lot of Dippers have never heard of or seen Maniac's Paradise. If you enjoy the zine, please mention it to Dippers looking for game openings, or give me the name and address of someone you think might like a sample. I guess that's all I have to say except to remind you that the next deadline is:

December 3, 1990, 12:00 noon
Don't Miss It!

Gamestart: Diplomacy 7

The latest in our Diplomacy gamestarts, Diplomacy 7. this game will also be known from now on as "Scoop" 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: Michael Lord	4027 Baker Road	Minnetonka, MN	55343
England: Stven Carlberg	1939 Windemere Drive	Atlanta, GA	30324
France: Jim Diehl	10530 West Riverview Dr	Eden Prairie, MN	55347
Germany: Melinda Holley	PO Box 2793	Huntington, WV	25727
Italy: B.M. Bryant	114 Winthrop Ave.	Apt #2 Albany, NY	12203
Russia: Tom Slaughter	1545 Northcliff Trace	Roswell, GA	30076
Turkey: Sean Brown	520 S. Verde Street	Apt. K Flagstaff, AZ	86001

All of you have already paid the \$5 gamefee, except for Slaughter, Lord, and Holley. 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.

Uptight, Upset, and Anti-Social

#6

10/16/90

That is it, I can't take it anymore! I actually feel physically ill about this budget process, and they way its going. If any of you have ever seen C-SPAN with Congress in session, you know exactly what I'm talking about. The political positioning, the "performances" (one guy went up with a top hat and a statue of the Washington Monument, another read some poetry, one told a 3 Bears story). Its just too much to handle sometimes.

Most (if not all) of you know my political stance. In my opinion, this budget debate has *nothing* to do with politics, in that the facts tell the tale. No matter *what* the Democrats say (using their irrelevant terms like "Fair share") the budget problem is not an issue of *The Rich vs. The Poor*. No matter what happens, the middle class will bear the brunt of the Democrats' tax increases and spending increases. You want proof? Hypothetically, let's say the government passed a law that taxed all income over \$100,000 at a 100% rate, with no deductions or exemptions in that income. In other words, anyone who earns over \$100,000 gives up everything over that amount. Now, let's say (although

its obviously not what would happen) that people still earned as much, and worked as hard, as they do now. Can you guess how long all that additional tax income would run the government based on its present spending rate? *SIX WEEKS!!!!* In other words, *The Rich* cannot finance the government no matter *how much you tax them!!* Cutting spending is the *only* way to reduce the budget deficit, and the only chance to avoid or lessen the next (or present) recession.

I'm not sure how this will end up. Will the voters finally tire of excessive spending and excessive taxation? Will they decide to vote out all these incumbants? I rather doubt it, being the cynical soul that I am, but for the rest of you, one can only hope. Now is the time to send a message to Congress....one that says "No longer can you buy your way into office. Just because you're there doesn't mean you're there to stay. Being an elected official doesn't mean you shouldn't say no when people ask for money."

Bruce McClung: Re Larry and Nancy Behrendt - The reason that the "pro-life" advocates get unreasonable harsh sentences is because, by and large, they tend to be really obnoxious hypocrites who want to make real sure that the child gets born to some unfortunate sap of a teenage girl who couldn't care less about herself, let alone her unborn child, but wouldn't give six cents to help raise the kid because after all god helps those who help themselves.

I don't mean to imply that the two of you are self-centered egotists who think that you alone, through your wisdom insight and good luck, have found the one and only true god and have figured out the true meaning of all that he wants of mankind. but I'm not sure that you have considered that the morays that worked well 2000 years ago, when there was less than 5 million people in the world, tend to be a bit outdated in a world heading towards a population of 60 billion people.

Those people who try to inflict emotional trauma on frightened and confused young women so that they can badger them into spewing one wore unwanted little polluter into the world do so because a sense of conviction that transcends anything approaching rational thought. It seems to me that those who believe in their convictions strong enough that they are willing to leave emotional scars on another, in the hopes of preserving unwanted mouths to feed, should be willing to be sentenced to hell.

I hope I haven't offended anybody.

[[Really, I think we can have an open discussion of topics here without personal attacks, can't we? I certainly hope so.]]

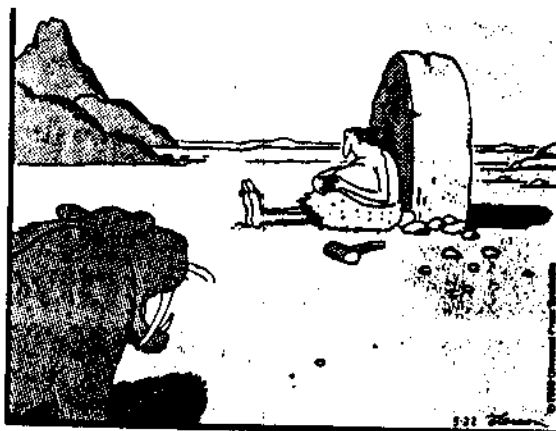
Robert Stimmel: Re Football Ratings - I compare predictions of my top fifty teams with Sagarin (USA Today). I had a good week. I got Illinois over Michigan State, Louisville over Pittsburgh, and California over UCLA, but missed by picking Toledo over C. Michigan. Toledo lost by one point. I'm now one game behind him this year, 10-11-2. I rated Michigan U only #7 when they were rated #1 in polls, before their second and third loss of the year. Kent State finally won a game!

ONE REGULAR GUY

ISSUE # 11

END OF 1ST QUARTER USA 2 IRAQ 0

That's right folks. Score us a safety for the embargo, but that's about all. I see now that we will be invading in mid-January. Nice of the Pentagon to let them know. To bad they didn't let me know. They even have my address, which is GREG MAYNARD, 3820 RED ARROW ROAD, FLINT MI 48507-5402. So if you find out we are about to attack the Saudi's neighbors, or you plan to attack your neighbors drop me a line.



Thag Anderson becomes the first fatality as a result of falling asleep at the wheel.

Well, for a number of reasons this will be a short issue. Rather than drone on and on about my problems, let me say it is a combination of time constraints due to work and football and an abysmal month as far as submissions goes. So be of cheer, next month you will have the usual 4 to 6 pages to line your cat's liter box with. As for now, I plan to pull out a few thoughts from the rambling files, a few newspaper articles, and what ever else I may be able to fit in. So off we go.

From the Boston Globe: Chicago school-bus driver Bobbette Collier reportedly got lost while attempting to deliver a group of seven advanced students to their school and finally dropped them off at another, closed school. When the kids protested, Collier told them, "You're gifted, you figure out what to do."

I have seen a few remarks lately to the fact that there are many more draws in Dip game now-a-days than in the good old times. Although I haven't been around long enough to comment on this, I would like to hear from a few of you grognards out there who have been in the hobby since Carter started making pills. Have we become a "Kinder and Gentler" hobby?

Several years ago I took a semester of American Sign Language to enable me to talk to two deaf employees I have. Looking at my requirements to further my education I was informed that I would be required to take 6 credit hours of a foreign language to further pursue my degree, and, sign language is not acceptable. I am not a happy camper. The only two languages I would care to learn would be either Russian because they are a people who have always intrigued me or German so I won't have to read the sub-titles in my favorite war movies. I fail to see how either of

PRESS

England - Bernie: After reading your press, I have come to the conclusion that not only are you an egomaniac, but you are one f*cked up dude. Anyone who states that he is willing to perform vandalism based on a game obviously belongs in a hospital with a padded cell. I hope you get the help you obviously need.

Turkey - Russia: Bake this.

Austria - Turkey: First Sevastopol, then Moscow.

Austria - Russia: Camels in Sevastopol! What a humiliation for the "Little Father."

Russia - A/T: Congratulations! After 15 turns, you have finally broken my first line of defense, for which you have been awarded the Diehl for most Incompetent Performance. And the Grand Prize is (drumroll)...Sevastopol! Let's have a big hand for A/T, ladies and gentlemen! Please keep your acceptance speeches short, as the networks won't like it if we spill over into the cartoons time slot.

Russia - Austria: I guess that's one down and four to go, eh? A little double-meaning there, you know.

Russia - Turkey: What would you know about and "rebuff"? I wasn't aware that you had written to me. If you have any proposals, you might try contacting me directly instead of filtering them through Jim Diehl. According to Jim, you are only after my body.

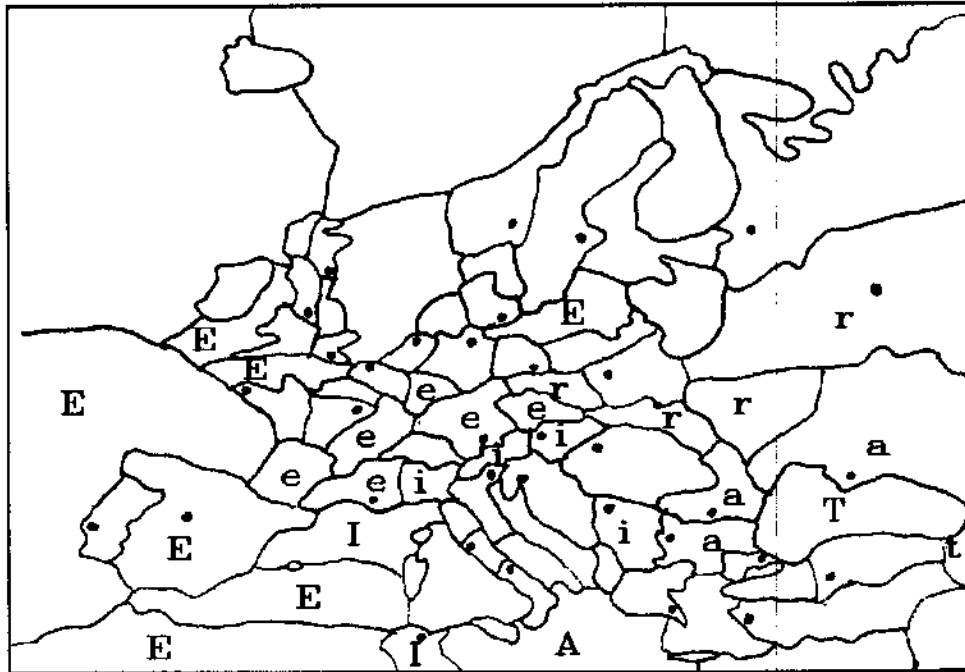
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Russia - England: Hey! I'd rather not have to fall back on that last line of defense I just mentioned - even though it's unbreakable. So would you hurry up and win? I mean, how long is this going to take?

Reggio Calabria, somewhere in Apulia: Having fallen victim to a classic opening move set [Austria takes Galacia, Turkey slips through Bulgaria into Rumania, taking the Black Sea and Armenia], Russia steps back and wonders when it will end. Asked if Sevastopol would really fall, the Bear exclaimed and torted, "Naw! It just seems that way, matey!" Stripped of his Bear coat, the Tzar's teeth chattered at the inevitable stab with schmittar [Bernie's fumbled spelling as his gift to one and all] when the Englishman, fearfull, and rightly so, of his force into a drawn game, takes from the Russian what he can [Sweden, St. Pete] and relishes in his quest for 17 centers, never to be able to take 18.

Firenze, somewhere in Tuscany: When asked why he would not ally, the Russian said, "Well, he called me a name!" When asked who did the name calling first, the Austrian said "Well, he called me a name!" When asked if finger pointed at finger, or if finger pointed

Diplomacy 1, First Born, 1989AL, F 09



Austria (Diehl): F Ion S It. F Tyn-Tun, A Gal-Ukr(Dis-ret Bud, OTB), A Rum-Sev, A Bul S A Bud-Rum, A Bud-Rum.

England (Shulman): A Mun-Tyr, A Boh S A Mun-Tyr, A Bel-Ruh, A Bur S A Mar, F Spa(sc)-Wme, F Mid S F Spa(sc)-Wme, F N Af S F Spa(sc)-Wme, F Por-Spa(sc), A Gas S F Por-Spa(sc), A Mar S F Por-Spa(sc), F Bal U, F Ech U, F Iri U.

Italy (Oaklyn): A Tri-Ser, F Lyo-Mar, F Wme-Mid(Dis-ret Tyn, OTB), F Tyn-Tun, A Vie S A Tyr, A Tyr S A Vie, A Pie S F Lyo-Mar.

Russia (Banozic): Ret A Gal-Sil..A War-Gal, A Sil S A War-Gal, A Ukr S A War-Gal, A Mos S A Sev, A Sev S A Ukr(Destroyed).

Turkey (Holley): A Arm S A. A Rum-Sev, F Bla S A. A Rum-Sev.

All draw proposals fail. Now proposed: Concession to E, and ~~A/I/T~~.

Supply Center Chart

Austria	Bud, Gre, Con, Rum, Bul, Sev=6	Build 1
England	Lon, Edi, Lvp, Den, Hol, Bel, Nwy, Kie, Ber, Mun, Bre, Par, Mar, Por, Spa=15	Build 2
Italy	Ven, Rom, Nap, Tun, Tri, Vie, Ser=7	Even
Rusia	War, Mos, StP, Swe=4	Even
Turkey	Smy, Ank=2	Even

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at one another's back, both exclaimed "Yes!"

Genova, somewhere in the Piedmont Mountains: Bitter fighting has engulfed the Fog of War in such a manner as to obscure the fog with bitters. In his clever attempt to occupy Marseilles with a large armada, the dark forces of England prove to all how they are rapped up in their victory costume, cloaked, as it were, so much that the victory posture, a non-entity, is also obscured. When asked if they were to finally break into Italian owned centers [after all, there are seven English fleets to a mere 4], the Englishman was overheard admitting. "not really! You see, that is Bernie Oaklyn and Jim Bob Boy over there as my worthy opponents. Just putting on a show hoping one of them will miss their moves. After all, got to win someday...the ratings, and all that!"

Diplomacy 2,Nudge Nudge,1989AZ,End Game

1989AZ Maniac's Paradise (Douglas Kent)
R/T Draw, S'1908

	<u>01</u>	<u>02</u>	<u>03</u>	<u>04</u>	<u>05</u>	<u>06</u>	<u>07</u>	
A)	4	4	2	0	--	--	--	Patrick OBrien (OUT F04)
E)	4	4	4	3	1	0	--	Gary Wallstrom (RES S02) Hohn Cho (OUT F06)
F)	4	5	6	7	9	9	9	Tom Taylor (SRV S08)
G)	6	7	6	5	4	2	1	Jim Diehl (SRV S08)
I)	4	4	4	5	4	0	--	Brent Farha (OUT F06)
R)	6	6	8	8	9	13	14	James Stanger (DRW S08)
T)	4	4	4	6	7	10	10	Paul Boymel (DRW S08)

France: The unconditional surrender of the French government to the undetested superior forces of the Russian/Turkish Pact is one that I can live with. James and Paul admirably conquered the field. My only regret is that France's last attempt to break the chain was directed at such a strong link as Paul Boymel.

Good game guys. One that I have enjoyed tremendously.

Italy: Life is ironic (and concentric). Ten years ago (or longer) I entered my first through-the-mail Dip game as Italy; as you can guess, I made a nakedly greedy attempt to go for quick supply centers (Austria) --- and lost soon after. This time I applied strict logic and went for an alliance...only to wind up allied with somebody stationed in Germany (it was not conducive to letter writing, and I have since suggested that he stick to gunboat from now on). God gives one what one wants...but never when he wants it.

This game reminds me of my stab at learning Bridge last year. I'd go to the local Bridge studio on Mondays (beginner's night) hoping to find a little entertainment --- only to wind up playing against Intermediate to Top-rated Pros trying to snag a Master's rating the easy way. I keep this in mind every time I recall that hardly anyone plays Bridge

anymore.

So it ended up as a Russia-Turkey draw. I can only assume that France quit --- he didn't strike me as stupid enough to forget to vote 'no' on a Russia-Turkey draw. Turkey was essentially right; my wishes for a Russian-Turkish alliance became a self-fulfilling prophecy. But then you also have to remember --- I didn't think Germany would literally "take a dive." And do consider Austria and England, the latter of which dropped out the first turn.

Turkey: I am shocked that this game ended in a two-way draw. I had just written to Jim Stanger, letting him know that in my view there was no point in him doing anything other than sweeping on to 18 centers and victory. I guess I was the only one to remember that Doug played NVR = yes.

This was a strange game from start to finish, even though the moves were not all that bizarre. In Winter 1900, I received no letter from Stanger, despite three letters from me. Oddly enough, I decided that was a bad sign, and attacked. I worked out a tentative alliance with O'Brien, but it was obvious his heart (and head) really were not in the game. After Spring 1901 moves came out, I got a frantic letter from Jim letting me know that in his haste he forgot to mail his letter to me accepting my offer of alliance. I believed him (and despaired of ever getting a show of sentience out of O'B) and turned my forces westward. We never looked backed.

It took me until 1903 to untangle my pieces that got out of place in Spring 1901. If there were any justice in the world, I would have paid a high price for my incompetence. Instead, my slowness in beating Austria and entering the Ion actually was a bonus. Since France started after Italy before I did, he aroused the greater antagonism from Brent. When I was finally able to go into the Boot, Brent was so mad at Taylor that he gave me the entire peninsula, far more than I could have garnered in any head-on battle with France and Italy.

Since England collapsed early out of boredom, and Diehl played his normal game (grow quickly, stop writing, disintegrate, attack someone who has never harmed you rather than go after the enemy), Stanger grew quickly while I was much slower. There was absolutely nothing other than the draw vote to stop Jim from winning.

A word about Tom Taylor. He played a brilliant game, getting the absolute maximum out of a very difficult position. It was not his fault that Jim and I had a rock-solid alliance and that nobody in the west had the sense to ally with France. Had Tom not played so well, I would have reached a 17-17 with Jim in 1908 or so. Tom tried to make me stab Jim by stalemating me and allowing Jim to run wild. Unfortunately, I wouldn't stab, and the final result (2-way or Stanger win) was inevitable. I think I have made my views on the stab clear enough in prior press, so I won't repeat that now.

Finally, my most grateful thanks to Jim Stanger for a delightful game. He was everything one could ask for in an ally. The word stab never crossed our lips (or minds) and everything I asked him to do, he did. He played better than I and deserved a win, but he was gracious enough to agree to the draw as a monument to our cooperation. Jim is a great player and a nice guy. Thanks Jim.

And thanks, Doug, for a very well-run zine, especially when you consider that we played a seven year game in about 17 months. Congratulations on the great start of a

Moscow - Turkey: Glad to see you finally see the Truth about Steven. What I can't understand is that with all the experience that you have in this game you couldn't read his character better.

Moscow - France: OK, I've met you more than half way. If you are going to join the bad guys I quite simply don't have any chance in winning. I believe that a player plays differently when he has no chance of winning.

Budapest - Istanbul (and I do mean bull): So I lied. What did you think we were playing, All-Truth Diplomacy? If so, you broke the rules yourself all too often. Of course, you always had excuses. Your revised orders "must not have made it in time," or you "forgot to order the support" against Italy, or you "must have miscounted" on the captured supply centers we had agreed to share equally as allies. Etc., etc. Unlike you, Bernie, I would rather be taken for a liar than a fool in this game.

In real life, however, my ethical standards are much higher, and I hope I may assume that yours are, too. Therefore I will take no further notice of this moronic threat that you will avenge yourself on my car and my shrubbery.

Instead, the next time you are in Atlanta, please stop by so that we can arrange for you to try your luck in an All-Truth Poker game.

Diplomacy 4, Saturday Night, 1989ID, End Game

1989ID Maniac's Paradise (Douglas Kent)
A/E/F Draw, F'06

	<u>01</u>	<u>02</u>	<u>03</u>	<u>04</u>	<u>05</u>	
A)	5	6	8	9	8	Stven Carlberg (DRW F06)
E)	4	6	6	8	8	Arthur Shulman (DRW F06)
F)	5	5	7	7	9	Bruce Reiff (DRW F06)
G)	5	6	6	4	3	Larry Behrendt (SRV F06)
I)	3	4	1	0	--	Robert Johnson (OUT F04)
R)	5	4	3	3	2	Mark Murray (SRV F06)
T)	4	3	3	4	4	Phil Siegel (SRV F06)

Austria: This was a very interesting game for me, and I got some lucky breaks along the way that kept me in for the 3-way at the end.

I started by trying to get Italy, Russia, or Turkey to ally with me. Russia and Turkey committed early to a war against each other, and both had two fleets in the Black Sea area as 1902 began. I fanned the flames of that conflict by helping first one and then the other. When Turkey didn't respond to my letters, I grabbed Bulgaria. When he became more conciliatory, I got him to help me take Rumania while I helped him take Sevastopol. Then I foolishly got peeved that he hadn't gone into Sevastopol with an army,

and made him mad enough that he would never work with me again. If I had been able to let Turkey out of the corner as my ally, we'd have had a chance against the rest of the board. Instead, I had to commit most of my forces to bottling him up, and was only going to be able to finish him off with aid from the French.

Italy played neutral with me at first, but lost patience around 1903 and ordered armies into both Trieste and Vienna. I saw him coming, though, and parried the attack with A VIE-TRI. I was conceding a center to a supported attack, but he was too greedy and got nothing out of it. By that time, France, allied with England, was looking for worlds to conquer and, at my urging, made a mess out of the Italian, who was leaning the wrong way.

After that, I tried to get England to ally with me against France, and I tried to get France to ally with me against England, but neither was willing to break their game-long alliance. If France hadn't been friendly toward me after our cooperation in Italy and with our plan to put the nails in the Turkish coffin, he and England might have pressed the point against me and made this a simple E/F instead of an A/E/F. Perhaps they felt I had good growth potential with the last of Turkey and Russia closer to me than to them, and didn't want to wait around to see how that fell out while walking the tightrope of temptation to turn on each other.

At any rate, I'm happy to be taking a piece of this three-way.

England: The game was a little quick, but I enjoyed it. I hope to play with you guys again. I hope there are no hard feelings Larry.

France: A very enjoyable game! Arthur and I had some early problems but worked them out for a nice alliance. Steven and I also had early problems in our joint effort in Italy. We worked those out nicely as well. The only problem was I was left with two allies on either side and nowhere to go. So I started pushing for the 3 way. A very enjoyable game overall. Thanks for the nice job running the game Doug!

Russia: I should have allied with Turkey from the git go. Enough said. Thanks for a good game and good GMing.

Diplomacy 5, Pessimism, 1990HB, W 02/S 03

Austria (Holley): A Ser S F Tri, F Tri H.

England (Colbath): Bld F Lon..A Yor-Lon, F Lon-Nth, F Nth-Nwg, F Nwy-StP(nc).

France (Quigley): Bld A Par, A Mar, F Bre..A Mar-Pie, A Gas-Mar, A Par-Bur,
F Bre-Ech, F Mid S F Bre-Ech, A Mun-Sil.

Germany (Diehl): A Den-Kie, F Bal-Den, F Hel-Hol, A Hol-Bel.

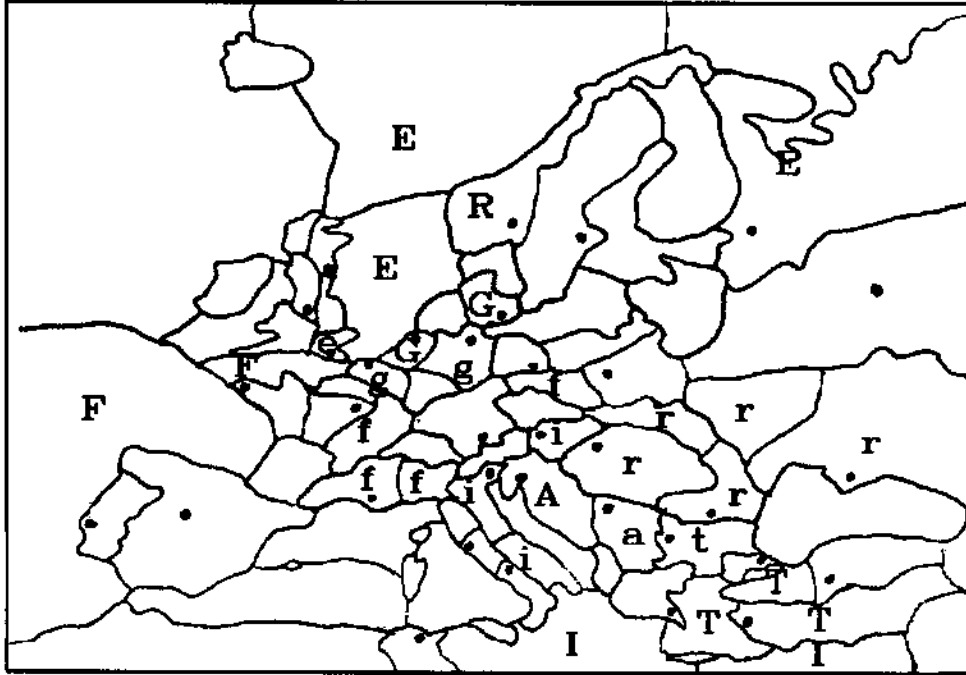
Italy (McClung): A Vie-Tri, A Ven S A Vie-Tri, A Apu-Gre, F Ion C A Apu-Gre,
F Eme-Aeg.

Russia (Bryant): Bld A Sev..A Sev-Rum, A Mos-Sev, F Swe-Nwy, A Ukr S A Sev-Rum,
A Bud S A Sev-Rum, A Gal S A Bud.

Turkey (Cox): Bld F Smy..F Con-Aeg, F Smy S F Con-Aeg, A Bul-Gre, F Bla-Con,

A Rum-Gal(Destroyed).

Thanks to Paul Milewski for the unused standby orders.



PRESS

Italy - The Sleeping Bear: The Italian people have risked everything to help our Russian friends, we hope that all is not in vain.

Diplomacy 6,Agony,1990HA,W 01/S 02

Austria (Maynard): Bld A Bud,A Tri..A Vie-Gal,A Tri-Ser,A Ser-Bul,
A Bud S A Vie-Gal,F Gre S A Ser-Bul(Dis-ret Alb,OTB).

England (Boymel): Bld F Lon,F Lvp..F Lvp-Iri,F Lon-Ech,A Bel-Pic,F Nth-Ska,
F Nwy-Swe.

France (Lord): NBR! Plays 3 short..NMR! A Bur U,A Spa U,F Por U.

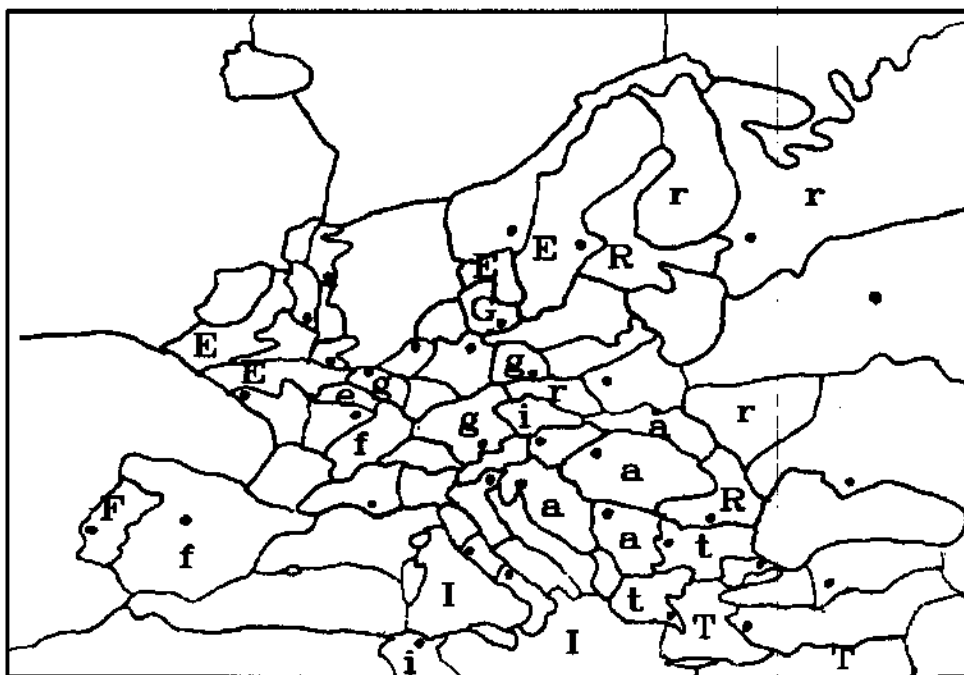
Germany (J. Johnson): Bld A Kie..A Hol-Bel,F Den S E. F Nwy-Swe,A Kie-Ber,
A Mun S A Kie-Ber.

Italy (Murray): Bld F Nap..F Ion S A. F Gre-Aeg(NSO),F Nap-Tyn,A Tyr-Boh,A Tun H.

Russia (Sulzby): Bld A Mos,A StP..A Ber-Sil,F GoB-Swe,A Mos-StP,
F Rum S T. A Con-Bul,A StP-Fin,A Ukr S F Rum.

Turkey (Shulman): Bld F Smy..F Smy-Eme,A Bul-Gre,F Aeg S A Bul-Gre,A Con-Bul.

Would Paul Milewski please stand by for France?



PRESS

Germany - England: Sorry about the mix ups.

Germany - Russia: Hope my offer is agreeable to you. I think it is a good compromise, but, just in case....

Austria - Constantinople: Please disregard my last message.

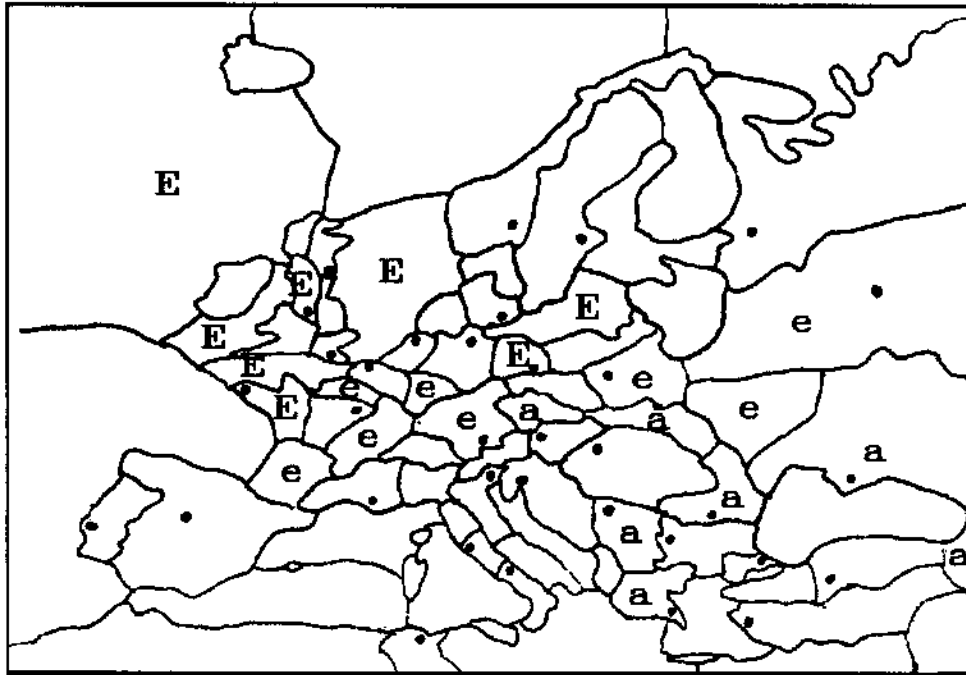
Austria - Russia: Watch out for those corners!

Gunboat 1, In Control, 1989 Yrb32, F 09

The Concession to Turkey passes, so the game is over!
End-Game statements and a full game report will be printed next
issue, including revealing the names of the players.

I already have a statement from Austria.

Gunboat 2, Pork Bellies, 1989 AJrb32, W 08/S 09



Austria: A Boh S I. A Pie-Tyr(NSO), A Bud-Rum, A Gal S A Bud-Rum,
A Ser S A Bud-Rum, A Gre-Bul, A Arm-Ank, A Sev-Arm.

England: A Mun-Tyr, A Ruh-Mun, A Gas S A Bur-Mar, A Bur-Mun, A Pic S F Ech-Bre,
A Mos S A War-Ukr, A War-Ukr, A Lva-War, F Ech-Bre, F Iri S F Nth-Ech, F Nth-Ech,
F Lvp S F Cly-NAt, F Cly-NAt, F Nwg-Nth, F GoB-Bal, F Bal-Ber.

Italy: Bld A Ven..A Ven-Tyr, A Pie S A Ven-Tyr, F Naf S F Mid, F Spa(sc) S A Mar,
A Mar H, F Mid S A. A Sev-Ukr(Imp), F Por S A. A Arm-Sev(Imp).

Turkey: F Bla-Ank, F Aeg-Smy, A Bul H, F Con S A Bul.

All draws fail.

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

Gunboat 3, Polyester, 1989 AKrb32, W 07/S 08

Austria: A Sil-Gal, A War S A Sil-Gal, A Ber-Sil(Dis-ret Pru, OTB).

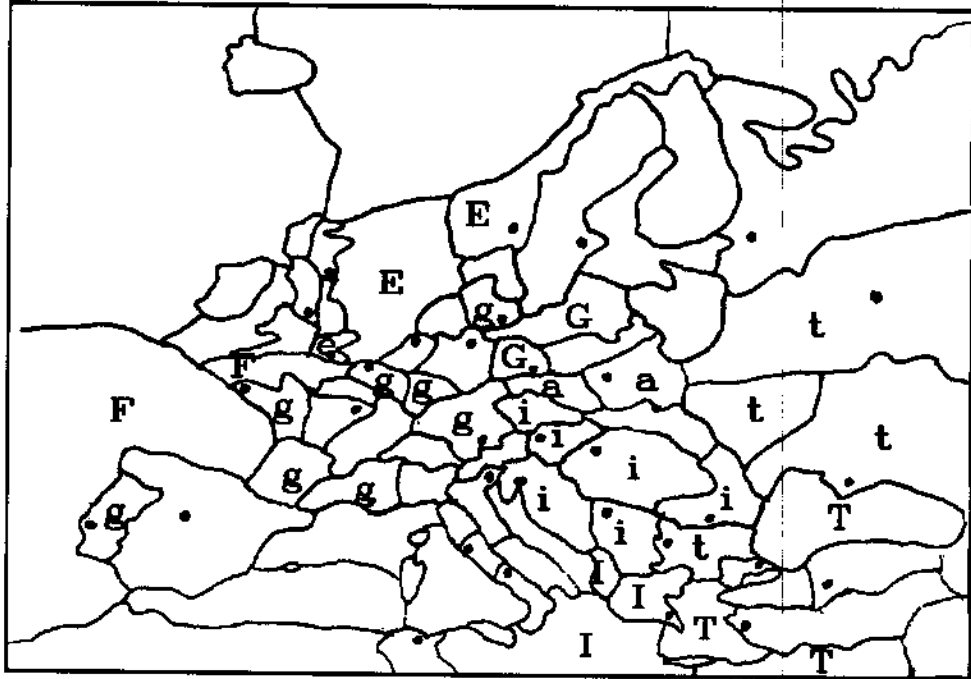
England: F Lon-Nth, A Wal-Lon, F Swe-Nwy.

France: F Ech-Mid, F Pic-Ech.

Germany: Bld F Kie..A Por H, A Spa-Mar, A Gas S A Bre, A Bre H, A Bel H,
A Ruh S A Bel, A Mun-Sil, F Kie-Ber, F Bal S F Kie-Ber, A Den H.

Italy: F Gre-Bul(sc), F Tyn-Ion, F Alb S F Tyn-Ion, A Vie-Gal, A Boh S A Vie-Gal,
A Gal-Rum, A Bud S A Gal-Rum, A Ser S A Gal-Rum, A Tri U.

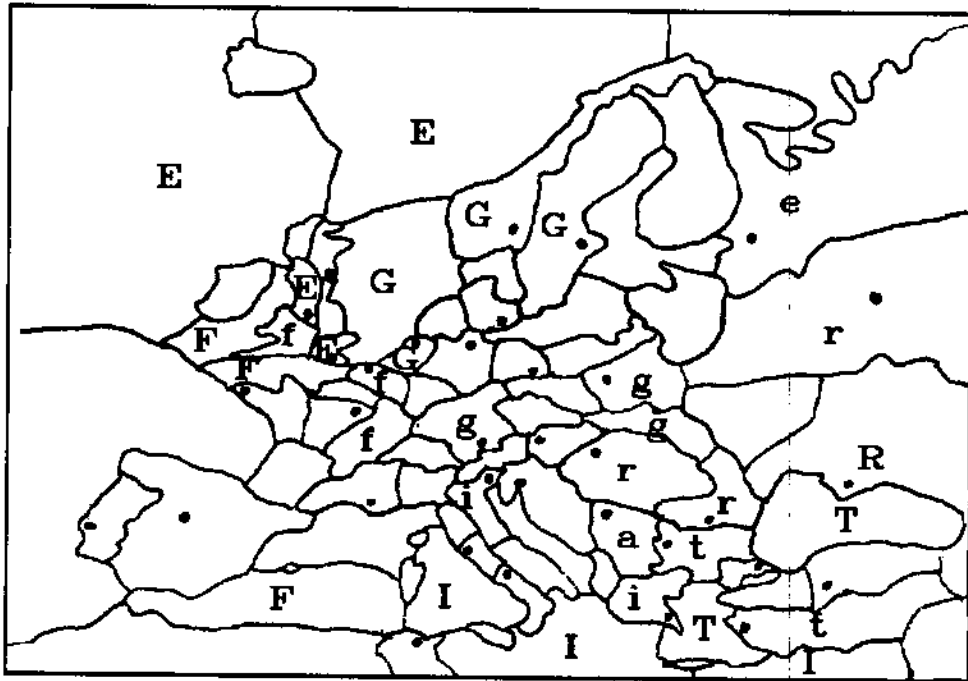
Turkey: Bld A Con..F Aeg S A Bul,F Eme-Ion,A Con-Sev,F Bla C A Con-Sev,
 A Rum-Ukr,A Mos S A Rum-Ukr,A Bul U.



I/T proposal fails.

Proposed - G/I/T, I/G, I/T

Gunboat 4,Abby Normal,1990Trb32,F 03



Austria: F Gre-Alb(Destroyed),A Ser-Tri.

England: A StP-Mos,F Lvp S F Nwg-NAt,F Nwg-NAt,F Nwy-Nwg,F Nth-Lon.

France: NMR! F Ech U,F Iri U,A Wal U,A Bur U,A Bel U,F Wme U.

Germany: A Sil-War,A Gal S A Sil-War,A Ber-Mun,F Bal-Swe,F Ska-Nwy,F Den-Nth,
F Hol S F Den-Nth.

Italy: F Nap-Tyn,F Ion S A Alb-Gre,A Alb-Gre,F Eme-Aeg,A Ven-Tri.

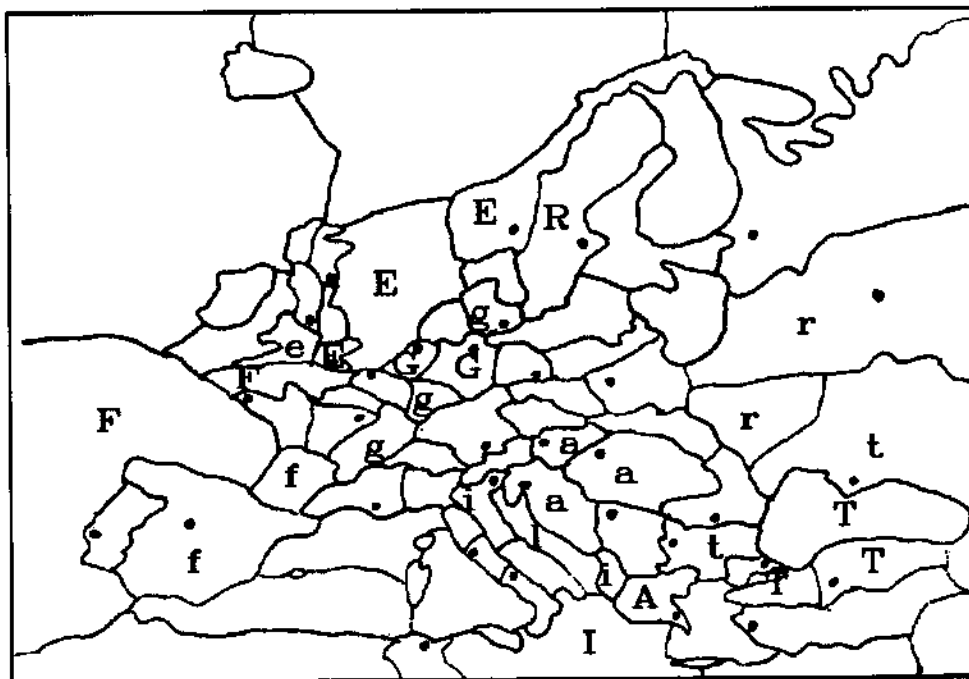
Russia: F Sev S A Rum,A Rum S F Sev,A Bud S A Rum,A Mos S F Sev.

Turkey: A Arm-Smy,F Aeg-Eme,A Bul S A. F Gre H(NSO),F Bla S A Bul.

Supply Center Chart

Austria	Ser=1	Even
England	Edi,Lvp,Lon,StP=4	Remove 1
France	Mar,Bre,Par,Por,Spa,Bel=6	Even
Germany	Mun,Ber,Kie,Hol,Den,Swe,Nwy,Vie,War=9	Build 2
Italy	Nap,Rom,Ven,Tun,Tri,Gre=6	Build 1
Russia	Mos,Sev,Rum,Bud=4	Even
Turkey	Con,Smy,Ank,Bul=4	Even

Gunboat 5,Whipsaw,1990Xrb32,W 01/S 02



Austria: Bld A Tri..F Gre-Ion,A Tri-Vie,A Bud S A Tri-Vie,A Ser-Tri.

England: Bld F Lon..A Yor-Wal,F Lon-Ech,F Nwy-Swe,F Nth S G. F Hol-Bel(NSO).

France: Bld F Bre..F Bre-Mid,A Bur-Gas,A Spa H,F Ech S G. F Hol-Nth(NSO).

Germany: Bld F Ber,A Kie..A Den H,F Hol S E. F Nth-Bel(NSO),A Mun-Bur,F Ber-Kie,

A Kie-Ruh.

Italy: Bld A Rom,F Ven...F Ion C A Tun-Alb,A Rom-Ven,A Tun-Alb,F Ven-Adr,
A Vie S R. A Gal-Bud(Dis-ret Tyr,Boh,Gal,OTB).

Russia: Ret A Sev-Mos..A Gal-Ukr,F Bla-Rum(Destroyed),F Swe H,A Mos H.

Turkey: Bld F Ank,F Con..F Sev-Bla,F Ank S F Sev-Bla,F Con S F Sev-Bla,A Arm-Sev,
A Bul-Rum.

Woolworth II,Violet,1989 JWcb16,W 04/S 05

Austria (?): F Nap-ION,A Alb-GRE,A SER S A Alb-Gre,A Vie-GAL,
A BUD S A Vie-Gal.

England (Erikson): NBR! Plays one short. F ECH U,F NTH U,F NWG U.

France (Reiff): Bld A Par,A Mar..A Par-PIC,A Mar-BUR,A Pic-BEL,F Bel-HOL,
A PRU S A Mun-Sil,A Mun-SIL,A Tyr-BOH.

Germany (Oaklyn): NMR! F Swe U(Dis-ret Ska,Bal,Fin,OTB).

Russia (?): NBR! Plays 2 short..A STP U,F NWY U,

A Gal U(Dis-ret War,Ukr,Tran.,OTB),A RUM U,F BLA U.

Scand. (Carlberg): Rem F Hol..F GoB-SWE,A DEN S F GoB-Swe.

Spain (Shulman): Bld F Mad..F NAT-LVP,F Mad-MID,F Mid-NAT,F Rom-TYN,
F Wme-TUN,A BRE H.

Turkey (?): NMR! Ret F Alb-OTB..F CRE U,F AEG U,A Gre U(Destroyed),A BUL U,
A MAC U.

Proposed - Austria/France/Spain

If anyone is interested in being a standby here, get in touch with me ASAP.

PRESS

France - Oaklyn: How dare you call someone else a liar! You of all people. The Clown Prince of Diplomacy. The man who doesn't even use his real name! Give it a rest Bernie, or should I say Buddy!

The Italian Wars,Rush,1990Ypw05,S 1499

Final positions listed in CAPS.

France (Anderson): A Sav-FOR,F Mar-N. TYN.

Naples (Hakey): F NAP-S. Tyn,A Bari-MAT.

Papacy (Clark): A Rom-CAM,F Anc-M. ADR.

Spain (Levin): F MES-S. Tyn,F Sard-M. TYN.

Venice (Sulzby): F Ven-N. ADR,A Ver-BRES.

PRESS

The Halls of St. Paul's Cathedral: Decemeber 29, 1498: "You have your instructions and my full blessings. Take command of the Army of God and lead them to victory."

"With God's help, we can do all things, Holiness."

Pope Peter II walked slowly back into his chambers, leaving the man dressed completely in black. General Tito Giovanni Muzio, Duke of Arezzo and leader of the assembled 3,000 German and Croatian mercenaries that had recently arrived in Rome to bolster the levy of Rome of 6,000 men. With this army, the new Army of God, he was expected to fend off the growing might of the Neopolitans to the south, and the mobilizing forces of the Dogs of Venice. He let out a heavy sigh, turned, and smartly strode out of the Papal quarters. It was going to be a short war if he couldn't get the assistance of the Florentines. Ever cautious since the problems with Milan, the Florentines would not agree to help easily.

"Perhaps we can convince them" mused the General. "All they need is a bit of persuasion, and, of course, a visit by this army."

Spain - Naples: My move to Southern Tyrrhenian is, as they say, purely defensive. If you didn't open to the Southern Tyrrhenian, rest assures, I shall withdraw immediately.

Spain - Venice: Are the postal workers in California on strike?

France - Venice: Can we deal? Stay in touch.

Spain - France: If you didn't move to the Northern Tyrrhenian, thanks. If you did, don't worry, you've found the trouble you were looking for.

Civilization

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

Turn 12 (cont.)

Phase 10:Trades All trades went through.

Phase 11:Acquire Civ. Cards Babylon buys Coinage with 4 Oil and \$6. Assyria buys Clothmaking, Metalworking, and Drama & Poetry with 2 Resin, 3 Winde, 5 Timber, and \$7. Asia buys Agriculture with 4 Spice. Thrace buys Architecture and Astronomy with 5 Grain, 1 Hide, 1 Silver, and \$23. Africa buys Coinage with 2 Bronze, 1 Ivory, 1 Hide, and \$16.

Phase 12:Resolve Calamities Civil War - No effect.

Phase 13:Alter AST Africa #12,Babylon #11,Thrace, Crete & Assyria #10,Asia #9, Egypt #8.

Final Positions: Egypt - Cities E1 E2 E7 F1 F8 - 1 ship D8, 2 ships D6 - 1T each in D5 D7 F3 E3 E6 E5 F5 F6, 3T D4, 2T D6, 2T D8, 3T E4, 4T E8, 3T F7. Asia - Cities L5 M9 M3 P2 M2 M5 - ships M6 P4 - 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 - ship N6 - 2T N1, 1T P7, 1T P6, 1T R3, 1T R1, 2T R4, 1T K7, 3T A5, 2T K5, 2T K1. Babylon - Cities J6 J9 H2 H6 - 2T each in F2 H5 H8 H1 J7. Africa - Cities B2 B4 B6 C5 D1 H4 - Ships C3 B6 - 1T D3,1T D2,1T C9,2T each in C8 C7 C1 C3 B8,3T C2,3T C6. Crete - Cities B7 P8 N2 N4 N6 N8 - 2 Ships N6 - 3T A1,3T A3,1T A8,2T A9,2T A7,2T B3,1T N5,2T N7,1T N9. Assyria - Cities L2 G9 G8 G6 G5 G2 G1 J1 - Ships C3 L2 L8 G7 - 1T J2,3T J3,3T L6,2T L8,4T L9,2T G4,3T G7.

Census: Egypt \$11,25T,5C,11 Stock, Clothmaking, Engineering, Music, Literacy. Asia \$5, 17T, 6C, 25 Stock, Coinage, Architecture, Medicine, Agriculture. Thrace 16T, 4C, 31 Stock, Pottery, Mysticism, Drama & Poetry, Architecture, Astronomy. Babylon \$8, 10T, 4C, 29 Stock, Mysticism, Architecture, Agriculture, Metalworking, Engineering, Pottery, Clothmaking, Coinage. Africa 19T, 6C, 28 Stock, Mysticism, Astronomy, Drama & Poetry, Metalworking, Literacy, Engineering, Architecture, Coinage. Crete \$13, 17T, 6C, 17 Stock, Pottery, Metalworking, Architecture. Assyria \$5, 18T, 8C, 24 Stock, Music, Pottery, Astronomy, Architecture, Clothmaking, Metalworking, Drama & Poetry.

Draw Proposals: Concession to Africa. Please send in your vote before the next deadline. NVR=yes.

PRESS

Africa - Real World: Does anyone have one extra Thracian token? I have lost one! My game is ruined!

Assyria: OK, who forgot the sails?

Crete - Goon Klown: Why, pray tell, should I have allowed you to land at A7 unopposed? We do have a desire for Trade but not for Immigration.

GK of B - World: Look, I said 'Let my people go,' and everybody went, and now they're telling me they want to elect me 'President of the Babble-On-Agin Republic!'

GK of B - GM's Wife: Your wish is my wish.

GM's Wife - All: If everybody doesn't vote yes on the concession to Africa, I might be forced to get to the mailbox before Doug and throw all Maniac's Paradise orders in the dumpster before he gets home each day! And I can keep a straight face when I have a secret, so he'll never know!

Next Deadline:
November 30, 1990

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

Turn 3

Phase 1:Cures Muck declares 9 on S, 1 on F, and 3 on B. Blue declares 7 on J, 6 on B, and 3 on C. D ages 2 to 77, S ages 2 to 70, L ages 1 to 77.

Phase 2:Purge Blue, with F, purges Z and L. F ages 2 to 73.

Phase 3:Spy Investigation No activity.

Phase 4:Health F + to +, S + to ++, B + to +.

As D survives and is in perfect health, Blue will definately wave, and is therefore officially declared the winner. End-game statements and a list of who had points on who will be printed next issue. All losers in this game can sign up for Kremlin III at 1/2 gamefee.

PRESS

Blue - GM: You goint o give these losers a freebie? Lord knows they don't deserve it. Especially that Preston clown.

GM - Blue: Free? Nahhh...But 50% off sounds nice.

Kremlin I Green (Garret Schenck) - Kremlin II Players: Blue has TWO waves?!? What's going on here? Didn't you folks even bother to look and see what Blue did in the first game here? Geez, I look at the roster of the Politburo -- there's Blue with his 10, 9, 8, and 6 in the top four spots. If you guys let him get away with this (and why shouldn't he? - he controls KGB, Defense, and a sprightly 75-year old Party Chief in excellent health) my hats off to Blue, but I have to wonder about you guys! At least us Kremlin I players were new to both postal Kremlin and the wily ways of Bruce 'I'd have made one hell of a commie' Reiff!

Next Deadline:
November 30, 1990

THE REPORTER issue 1

WELCOME TO THE FIRST ISSUE OF THE REPORTER.

This mini-zine is basically going to be devoted to the reporting of the PBM game of WAR & PEACE whose announcement for players should have been made by Doug on the second page of his zine. I also, like the other sub-zine editor, Greg M, may use it to occasionally sound off on whatever bugs me at the moment or maybe just a kudos to someone for doing something right. Finally, I would also like to use this zine as a forum for those of you out there who need information on something or perhaps need a game and you just can't find anybody with one to sell.

To those of you out there thinking of trying W & P please remember that if you're going to give it a try write to me at the following address: Paul D. Chinnery, 1024 Robert, Ludington, MI 49431-1346. Remember, I have to send this zine to Doug so he can get it all together, so I suggest you mail your card/letter to arrive about five days before Doug's deadline. Next month, I'll be better able to set a deadline date. I also hope I can announce the game start to War & Peace in next

As to the game of W & P (which I'll be gm'ing) the house rules to it are also part of this month's issue. I spent a good part of October putting these rules together and, I believe, this is the first time that War & Peace has been handled in a zine. If any one knows of another time I'd appreciate hearing from them. Press will be welcome and is encouraged. However, no black press will be accepted. Since W & P can be a rather lonnnng game, I have tried to revise it in such a way to speed it up but still retain the flavor of the game. I hope you enjoy it. I have also designed a couple of forms for your use in playing the game. I'm not demanding that you use the forms (if you do, please make copies of them). I just want to make sure that I can read your turns when you send them in. With a game as complex as W & P and the number of units involved, clarity is definitely the rule of the day.

Now, if you don't mind, I'll get up on my soapbox for a minute to reply to one of Greg's diatribes. If you'll remember, in last month's issue of ORG, Greg mentioned, or implied, that the Russians were behind Hussein's attack of Kuwait. I don't care for Iraq's invasion of Kuwait, either, but I think it stretches the bounds of logic to assume the Russians are behind it. One thing Gorby doesn't need right now is world attention focussed on the Middle East and he especially doesn't need to see US forces that close to Russia's borders. It would tend to have an unsettling effect on some of the more hard-line Russian generals. As to kicking some Iraqi or Russian butt, before we start aggressive action anywhere let's remember that those casualties Greg talks about aren't just casualties--they're somebody's son or daughter, maybe a father or two. However, before you start thinking I don't believe in using force, I am beginning to think force may be what is necessary. At this time, if force were deemed necessary, I would go for a limited air strike. Do some damage, make Hussein realize that, yes, the US and it's allies are determined to get Iraq out.

Looking for that long lost set of rules to Strategy 1? Well, don't look here, I don't have them! However, what I do have is space available. If you're like me, you've looked everywhere, asked everybody if they have or know somebody who has a particular game. I can't offer a sure-fire solution to your problem here, but drop me a line and let me know what you need and I'll pass it along. For example, a person I was in touch with is looking for a set of rules to SPI's PRESTAG set of games. If you have a copy how about dropping him a line at: John Pierie, 5225 McBryde Ave., #4, Richmond, CA 94805.

Well, that about wraps it up for this issue of The Reporter. Next month, I should be able to announce the game start of War & Peace. Maybe a little news to report and who knows what else.

ADDENDUM TO W&P HOUSE RULES

NOTICE OF ALLIANCE

For the alliance to be recognized (i.e. I won't conduct combat when two forces who are aligned come in contact with each other) I have to receive notification from both players announcing that alliance. It would be too easy for one player to draw up a Notice and sign his and another player's signature to it.

VICTORY CONDITIONS

When a major state is conquered it is out of the game.

If the French player conquers England, Spain or Russia, and controls at least fifteen production cities (anywhere on the map) he wins an automatic victory. He also wins automatically if there is at least one unbesieged French strength point inside Paris at the end of the game.

If he doesn't achieve an automatic victory, the player who controls a minimum of twenty production centers will be declared the winner.

END OF THE GAME

Game ends if French player achieves automatic victory conditions; or a major state controls a minimum of twenty production centers; or upon majority vote of remaining players to end the game; or GM determines that game is hopelessly stalemated (this will be very rare as the GM will do everything to ensure that players can resolve the situation by themselves.)

WAR AND PEACE HOUSE RULES

NOTE THAT THE SECOND EDITION RULES ARE BEING USED UNLESS IT IS NOTED THAT A PARTICULAR RULE IS NOT IN EFFECT (if any player needs a copy of the second edition rules please contact me and I will get one out to you; actually, I just send the rules that are unique to the 2nd edition, not the rulebook)

F. SEQUENCE OF PLAY

1. The attrition phase is moved to the end of the turn. GM will report the results along with all other results. This is done to facilitate play of the game. If attrition were handled at the regular time it would end up wasting time while GM reported to players results of their attrition. Therefore, the attrition phase actually "wraps" around. For example, turn 2 attrition is reported with the results of turn 1.
- 2.. Combat and movement is simultaneous with GM handling all combat.

G. ATTRITION

1. Ignore item 3e.

H. Alliances

With the exception of France and England being barred from aligning with each other, all players are free to make any alliances they wish (and to double-cross each other and do all those other nasty things Dip players do so well).

With regard to France and England not being allowed to align the players must remember that the GM is not a mindreader. It's quit possible for F/E to work together but not let anyone know it. However, in the GM's mind, F/E are enemies and when their armies are adjacent to each other the GM will conduct combat between those units.

1. Notice of Alliance

Players, after coming to agreement with their prospective partner, will have to inform GM of their alliance. Details won't really be necessary. But the GM must know if they are aligned so that if their units come adjacent to each other GM will not conduct combat between the two forces. However, this Notice of Alliance will last for only one turn. In other words, on the first turn that GM gets Notice of Alliance, no combat will be initiated between those forces. If, on the next turn, one player writes in to say he wants to attack (thus breaking the alliance) GM will not hold them to the alliance.

I. REINFORCEMENTS AND REPLACEMENTS

Players will list reinforcements put on the board along with replacements when sending in their moves. Make sure you note that they are rein or repl. If you don't and simply add them to a stack of units GM may not understand and will reduce the stack to what he has on record.

J. MOVEMENT

GM will move all units for all sides at the same time. When two stacks of opposing units enter the same hex WITH the intention of staying in that hex, the stack entering first will be the one allowed to remain in that hex.

- a) If two opposing stacks of units would enter the same hex at the same time the larger force will remain in that hex moving no further that turn. The smaller force will be placed in the hex they had entered prior to entering the contested hex. Therefore, players will have to list movement hex by hex (unless it is obvious which way they moved).

However, using the overrun rules, if the larger force meets the criteria for completing an

overrun, he will conduct that instead.

Players should remember to use common sense when sending in their moves. If you drop off units, obviously, you would have to inform GM of that fact.

K. FORCED MARCHING

ignore rule 5d.

N. COMBAT

Conditional orders will be most important in this area.

1. Players must inform GM as to the state of units in a city hex, i.e. whether they are outside or inside the city.
2. Combat will be initiated when any two opposing forces are adjacent to each other.
3. Conditional orders for combat should include:
 - a. how many rounds of combat or under what circumstances force will withdraw;
 - b. will their force counterattack (GM will make no counterattacks unless it is specified;
 - c. designate other forces they may wish to inject into a combat situation and under what circumstances they will be committed
4. Morale drm's will be based on the largest force no matter what the nationality.

P. COMBAT RESULTS

When dealing with multi-national groups, losses will be taken in as even a distribution format as possible.

Q. WITHDRAWAL, RETREAT AND ADVANCE AFTER COMBAT

If a force is retreated, GM will retreat until toward their closest supply source unless an alternate route is designated by the player (such as the player saying "...retreat towards so and so leader...", etc.).

R. LEADER CASUALTIES

GM will replace any killed, named leader with an unnamed one.

S. FORTRESSES AND SIEGES

Information as to the state of units in a city hex (whether inside or outside) will be relayed to the players with a one-turn delay (which means by the time the attacking force gets there they may have changed their status.

Attacking player must state whether he is assaulting or besieging a city/fortress.

CAMPAIGN GAME HOUSE RULES

NAVAL UNITS

Players must state whether they will attempt to intercept naval units which may move into a sea zone in which they have naval units that WERE NOT scheduled to move in that turn.

Rule F.4.d is not in effect.

Under rule F.5.c, the blockading force will attack any fleets attempting to run the blockade and which receive a die result of "F**".

E. CAMPAIGN TURN SEQUENCE

There is no neutral player segment.

Turn:

Player

REINFORCEMENT PHASE:

Unit type: _____

Place units at: _____

MOVEMENT:

Ref. #	Unit Loca	Movement:	Notes:
1	_____	_____	
2	_____	_____	
3	_____	_____	
4	_____	_____	
5	_____	_____	
6	_____	_____	
7	_____	_____	
8	_____	_____	
9	_____	_____	
0	_____	_____	

Further notes (please attach another sheet for further movement/notes):

Stock Market

Turn 9

Douglas Kent: Buy 70 Blue Chip.

Robert Stimmel: Sell 30 Speculative, Buy 60 Preferred.

David McCrumb: Sell 180 Speculative, Buy 100 Blue Chip, Buy 200 Preferred, Buy 2 Bonds.

Bill Becker: Buy 10 Preferred, Sell 10 Speculative, Sell 10 Blue Chip, Buy 2 Bonds.

Market Trend: MIXED

Player	Cash	B.C.	Spec.	Pref.	Bonds	Warrants
Kent	\$650	230	0	0	0	0
Stimmel	\$800	0	0	60	0	20
McCrumb	\$0	100	0	200	2	0
Becker	\$4900	50	0	40	2	0

Security	Price	Change
Blue Chip	\$52	+4
Speculative	\$84	-15
Preferred	\$62	+6
Bonds	\$1040	+120
Warrants	\$13	-0-

Zine Plug

Another one of those space-filler zine plugs for you to brush past, without giving it any thought. Think about the struggling new Diplomacy-zine Publisher, looking to make a name for his or herself, looking for feedback, just looking! Stven Carlberg is putting out a new zine called Hoodwink. Nice Postscript-looking full-page zine, with openings in Diplomacy and Gunboat. \$5 fee for the Dip, \$3 for the Gunboat. If you'd like to see an issue, drop a request in the mail to:

Stven Carlberg
1939 Windemere Drive
Atlanta, GA
30324

College Football Ratings

By Robert Stimmel

Ratings after October 20, 1990

1) Virginia	618.94	41) Ga. Southern	321.33	81) Army	144.62
2) Nebraska	580.31	42) La. State	311.80	82) Memphis St.	143.36
3) Notre Dame	570.22	43) S. Carolina	306.34	83) Wake Forest	125.64
4) Washington U.	569.19	44) Minnesota	305.17	84) Boise St.	120.15
5) Miami, Fla	566.94	45) California	303.64	85) Urah Univ.	117.06
6) Auburn	561.08	46) C. Michigan	299.71	86) Appalachian	116.57
7) Florida State	543.44	47) Colo. State	289.05	87) S. W. La.	110.07
8) Tennessee	525.55	48) N. Carolina St.	274.73	88) Tulane	104.49
9) Houston	523.14	49) W & Mary	274.67	89) Kansas U.	103.76
10) Ga. Tech	519.86	50) Texas Chr. U.	274.50	90) Miami, Ohio	99.24
11) Florida U.	512.76	51) N. Illinois	272.79	91) Temple	91.11
12) Clemson	501.21	52) San Jose St.	270.79	92) Northwestern	84.92
13) Brigham Young	499.39	53) Holy Cross	267.65	93) Kanasa St.	83.05
14) Illinois	494.82	54) Massachusetts	266.40	94) Akron	76.98
15) Colorado U.	481.20	55) Toledo	256.34	95) Citadel	76.62
16) Oregon U.	457.61	56) Georgia U.	255.50	96) Purdue	67.81
17) Eastern Ky.	441.65	57) West Virginia	248.73	97) Navy	66.18
18) Michigan U.	434.21	58) Pittsburgh	247.56	98) Ball State	65.32
19) Pa. State	424.43	59) Baylor	247.44	99) N. Mexico U.	63.86
20) S. California	419.69	60) La. Tech	238.10	100) Kentucky	62.91
21) Texas U.	415.86	61) Iowa State	233.26	101) Okla. St.	59.50
22) Mississippi U.	404.91	62) Miss. State	223.22	102) Oregon St.	58.71
23) Middle Tenn.	396.79	63) Washington St.	217.10	103) Utah St.	47.08
24) Wyoming	391.93	64) N. Car. U.	209.45	104) Bowling Gr.	43.68
25) Alabama	387.54	65) Va. Tech - tie	203.08	105) Tex-El Paso	13.66
26) Arizona U.	386.92	66) Stanford - tie	203.08	106) Vanderbilt	9.73
27) Oklahoma U.	386.75	67) Duke	199.39	107) S. Method.	7.59
28) Michigan St.	381.45	68) U. C. L. A.	194.90	108) Wisonsin	3.23
29) Texas A & M	378.54	69) Missouri	193.89	109) Rutgers	0.50
30) Iowa U.	376.47	70) Arkansas	192.42		
31) Ohio State	358.40	71) Hawaii	181.11		
32) S. Mississippi	348.05	72) San Diego St.	178.91		
33) Louisville	345.43	73) Boston Col.	176.84		
34) Indiana	341.36	74) Air Force	170.28		
35) Furman	338.73	75) E. Carolina	166.02		
36) Fresno St.	333.69	76) Arizona St.	159.41		
37) Youngstown	332.53	77) Texas Tech.	159.32		
38) Syracuse	329.66	78) Rice	156.74		
39) Maryland	323.58	79) Idaho U.	155.97		
40) Nevada (Reno)	321.95	80) W. Michigan	154.23		

Player List

Number Shown is Last Issue in Sub

- Acheson, Robert 803-10983 Saskatchewan Drive Edmonton, Alberta, Canada T6E 4S6 (T)
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Carlberg, Steven 1939 Windemere Drive Atlanta, GA 30324 (T)
Caruso, John 636 Astor St. Norristown, PA 19401 (25)
Chinnery, Paul 1024 Robert Ludington, MI 49431-1346 (T)
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Cronin, Larry 6431 E. Placita Zacatecas Tucson, AZ 85715 (T)
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Next Issue's Deadline:

December 3, 1990

12:00 Noon Eastern