

Maniac's Paradise

Issue 26

Still \$0.75

A "Whining Kent Pig" Production

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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.

Another month, another issue. Not much to say on a personal front this month. We got a new kitten, so we now have three cats. Maybe if I'm desperate for space one month I'll run photos of them. For you cat-haters, it could be worse - we could have three children! I've been working very hard over the last two months, as we've started doing a lot of work for a new client. Ask Bruce Reiff how my stock picks have been lately (hey Bruce, NCTI is up to \$2 a share!). I've also been getting back into the rip-roaring exciting world of stamp collecting. Not a good investment, but lots of fun anyway.

I'm writing this front page a few days early (its Thursday), so some of the information here may be slightly off. We've got big issue this time, call it spring fever. First, we have end-game statements for Diplomacy 1 and Gunboat 3. We're also announcing gamestarts in Diplomacy 10 and Gunboat 6. Check inside to see if you're in these games, who you're playing, and whether or not you still owe a gamefee.

With those filled, we now have openings in Diplomacy 11, Gunboat 7, and still have 2 spots left in African Diplomacy. My attempt to get the orphan Narnia Wars game seems to be closing, as most of the players I've heard from aren't interested in completing the game, so I will probably offer a game of that in the next two months. There's a lot of other stuff this month as well. You'll find two of the hobby's polls: "Xyns People Read Poll" and this years "Runestone Poll." There's also a page of info on Can-Con/Dipcon XXIV, for those of you who aren't as anti-social as me. This month's issue also includes the first column by my lovely wife, Mara, entitled "You're the One...", where she spends some time engaging in her favorite pastime - "Doug bashing." There's also the latest "One Regular Guy" and some letters in a new "Uptight, Upset, and Anti-Social." All in all, its one of the bigger issues I've done. In hobby news, we have a new Boardman Number Custodian. Gary Behnen (see the player list for address) has taken over. If you were waiting for old numbers, or have new requests, send them to Gary. Not much else to report except to say the next deadline is:

May 6 at 12:00 noon eastern...don't miss it!

Gamestart!

Announcing a gamestart for Diplomacy 10, also to be known as "IOU" and by its Boardman number (still pending). The players and nations are listed below. This game will be played under the normal Maniac's Paradise houserules, with White press only permitted. NVR=Yes. If any player fails to submit moves for Spring 1901, the game will be halted while a standby is found. According to my records, the following players have not yet paid the \$5 gamefee: Mike Lord, Sean Brown, and Fred Hyatt.

Austria - Sean Brown	520 S. Verde Street Apt K Flagstaff, AZ 86001
England - Michael Lord	4027 Baker Road Minnetonka, MN 55343
France - Roger Cox	57 Coastline Drive Inman, SC 29349
Germany - Randall Lee Schultz	HC74 Box 4136 Mayer, AZ 86333
Italy - Jim Diehl	10530 West Riverview Drive Eden Prairie, MN 55347
Russia - Fred Hyatt	60 Grandview Place Montclair, NJ 07043
Turkey - Jack Garrett	481 West Lincoln Drive Greenville, OH 45331-2340

Gamestart!

We also have a gamestart in Gunboat 6, also to be known as "Road Games" and by its Miller number (1991Hrb32). Game will be played by the same rules as Diplomacy 10, except no press at all is allowed.

You are playing _____ in this game, and have/have not paid the \$3 gamefee.

Diplomacy Houserules

- 1) Standard abbreviations will be used, with the following clarifications: Norwegian Sea=Nwg, North Sea=Nth, Norway=Nwy, North Atlantic Ocean=NAo, North Africa=NAf, Liverpool=Lvp, Livonia=Lva, Tyrolia=Tyr, Tyrrhenian Sea=Tyn.
- 2) GM errors not reported by the following deadline will stand.
- 3) Standard season setup will be Summer/Fall and Autumn/Winter/spring.
- 4) Seasons separated on request of two or more players.
- 5) Conditional orders allowed for separation of seasons, builds, retreats, standby, GM error, and the like.
- 6) NMR retreats are OTB. NMR removals by GM decision, usually out of nation non-supply center, followed by in home country non-supply, out of country supply centers, and finally in country supply centers. Alphabetical order from there.
- 7) Standby's are called after one NMR usually. If the original player doesn't submit orders for the next season, the stand-by's orders are used and he becomes the player of record.
- 8) Any draw proposal is valid, but must be unanimous. NVR=yes.
- 9) Non-white press will only be permitted in games where it is specified.
- 10) If a situation comes up that is not listed here, I will make the final decision.
- 11) These rules subject to change as needed.

XYNS PEOPLE READ POLL 1991

It is once again time for the "Xyns People Read" Poll (ran in alternate years with the "Games People Play" Poll, which will be announced near the beginning of 1992. The poll is to gain an insight into the xyns people read and what people are looking for in a xyn. By "xyn", I refer to any amateur publication which has some gaming content. Please fill out both sections, sign the bottom of the ballot and send it to me by June 1, 1991. Publishers may reprint this form.

A) LIST (IN PREFERENCE ORDER) YOUR TEN FAVORITE XYNS. (Scoring: 1st = 4 pts, 2nd-3rd = 3 pts, 4th-6th = 2 pts, 7th-10th = 1 pt. For a xyn to "qualify" (be 'statistically significant'), a minimum number of ballots for the publication must be received. This number will be calculated such that approximately 25% of all xyns will make the main listing. The other 75% will be reported in a separate listing.)

1. _____
2. _____
3. _____
4. _____
5. _____
6. _____
7. _____
8. _____
9. _____
10. _____

B) ASSIGN A NUMBER FROM 1 (low) to 8 (high) INDICATING HOW IMPORTANT THIS XYN ATTRIBUTE IS TO YOU. USE EACH NUMBER ONLY ONCE.

- Articles _____
- Graphic quality _____
- Hobby news _____
- Letter column _____
- Low price _____
- Size _____
- Timeliness _____
- Variety of games _____

DUE BY JUNE 1, 1991.

Tom Swider; 75 Maple Avenue Apt A; Collingswood, NJ 08108

can*con

DIPLOMACY

Toronto

HOSTING: DIPCON XXIV

Just what your eyes need is another promo, right? Don't sweat it, this one ain't important - MUCH !!

The title just about states it all as to content and this newsletter will fill in the cost aspect. But, just in case you've been incommunicado for the last four years or have just discovered the game of Diplomacy, here's the low-down.

CAN-CON is basically a glorified house-party set in the more accommodating facilities of University of Toronto, Scarborough Campus. It is scheduled from 1900hrs Friday August 2nd until sometime Sunday August 4th with an extra night for those who wish to stay until Monday (Can. Civic Holiday). It, CAN-CON, is the vehicle that post-by-mail Diplomacy players have used for three years now, to get down'n'dirty in a face-to-face environment to decide a national/international champion. This year's CAN-CON is hosting the North American Diplomacy Championship forum - DIPCON XXIV. A first for Canada!

Enough of the history'n'hype.

This year's Con will have 4 scheduled rounds of Diplomacy: Friday evening, two on Saturday and Sunday morning. There will be, of course, other variants and other games which seem to magically appear out of suit-cases. Amazing isn't it! A gamer's fix.

A CON program covering such important questions as: How do I get there?; What's the scoring system to be?; What's the schedule of events?; etc. AND, even a tourist's guide to Toronto as written by "Colorado Bob" Hartwig will be included as a number of you have expressed an interest in making a vacation of it - right BRIT's?? This program will be mailed out to all those who preregister.

Now for the all important COSTS involved.

FEES: the preregistration fee is \$20.00

ROOMING: shared townhouses - 5 individual, single-bed rooms with shared kitchen (fridge, stove, utensils, etc) \$30.00/person/night until March 31st/'91, then rates rise \$5.00/night. Rooms available August 1st to August 10th, so let me know the nights which you wish to book - VERY IMPORTANT!!

=====

CAN-CON/DIPCON XXIV REGISTRATION FORM

Name:

Address:

Fees Enclosed: ___ \$20.00 preregistration ___ accommodation at \$30.00/night/person (State nights: from ___ to ___)
___ \$5.00 breakfast/morning/person ___ \$5.00 patio B-B-Q Saturday afternoon.

Cheques/money orders are to be made out to Doug Acheson (or Nithgrove Health & Safety Services (if this is a business trip)).

Submit completed forms and fees to: Doug Acheson, Unit 5 Suite 330, 320 Yonge St., Barrie Ontario CANADA L4N 4C8

ONE REGULAR GUY

ISSUE # 15

TIME I WAS GETTIN FISHIN EDITION

So much for this issue. Rather than cry and moan about my current time pressures, let me say that I got half of a promotion three weeks ago and last week I got an almost maybe promotion. Make sense? So bottom line is that I did not have time to get this put together to mail it to the guy with the cruddy FAX machine, so this is what you get. Next issue we'll have lots of letters, and the promised poll results. (Count on the next issue being to Doug in time). Also, thanks to Bill Becker for this months ditty located to the right, and thanks to all the other folks that dropped me a line this month.

**FAKE FUR is made from
OIL. OIL is imported from
IRAQ. REAL AMERICANS
wear REAL FUR. BUY
real AMERICAN FUR. A
RENEWABLE RESOURCE.**

*An American Hunter,
Trapper and Conservationist*

I am sure you all remember Paul Chinnery from his sub-zine "The Reporter" which ran in MP for a few issues looking to start a W&P game in it's pages. Paul has a new offering now, Russian Campaign. It will take 9 players, though this number may be pared down to 6 if the interest is there but the numbers are not. There will be four players on the German side, one for each Army Group, South, Center, and North, and one as Hitler. One the flip side will be five Russian players, one for each district, Baltic, Western, Keiv, and Odessa, and a Stalin. The Army Group and District Commanders will handle the actual movement and combat commitment of their units. The tactical side of the battles will be theirs. Hitler and Stalin on the other hand will handle the strategic end, allocation of reinforcements, replacements, direction of strategic goals, etc. Last I heard it will run as a sub-zine in MP, though that may change to a flyer. If it looks like something you might enjoy, drop Paul a line for the particulars.

REGULAR GUY APPLICATION FORM

NAME: _____

HICKNAME: _____ C.B. HANDLE: _____

NECK SHADE: () LIGHT RED () MEDIUM RED () DARK RED

NUMBER OF TEETH IN A FULL GRIN: _____ UPPER _____ LOWER _____

NUMBER OF WHITE SOCKS IN YOUR DRAWER: _____

MAKE OF PICKUP OWNED: _____ SIZE OF TIRES: _____

NUMBER OF EMPTY BEER CANS ON FLOOR OF PICKUP: _____

TRUCK EQUIPPED WITH:

- | | | |
|--|---|--|
| <input type="checkbox"/> GUN RACK | <input type="checkbox"/> MUD FLAPS | <input type="checkbox"/> CAMPER TOP |
| <input type="checkbox"/> DEER DECALS | <input type="checkbox"/> 8-TRACK | <input type="checkbox"/> 4-WHEEL DRIVE |
| <input type="checkbox"/> AMERICAN FLAG | <input type="checkbox"/> RUST | <input type="checkbox"/> FUZZ BUSTER |
| <input type="checkbox"/> LOAD OF WOOD | <input type="checkbox"/> HIJACK SHOCKS | <input type="checkbox"/> MUD TIRES |
| <input type="checkbox"/> SPITTOON | <input type="checkbox"/> RUNNING BOARDS | <input type="checkbox"/> ROLL BAR |

BUMPER STICKERS:

- | | |
|---|--|
| <input type="checkbox"/> HONK IF YOUR HORNY | <input type="checkbox"/> I EAT ROAD KILL |
| <input type="checkbox"/> ALMOST HEAVEN, W. VA. | <input type="checkbox"/> I SNATCH KISSES AND VICE VERSA |
| <input type="checkbox"/> HONK IF YOU LOVE JESUS | <input type="checkbox"/> ALL YOU ECOLOGICAL BASTARDS CAN |
| <input type="checkbox"/> SADDAM IS A SHIT | <input type="checkbox"/> FREEZE TO DEATH IN THE DARK! |

FAVORITE BEVERAGE:

- | | | |
|--|------------------------------------|--------------------------------------|
| <input type="checkbox"/> PABST BLUE RIBBON | <input type="checkbox"/> BUD LITE | <input type="checkbox"/> MILLER LITE |
| <input type="checkbox"/> JACK DANIELS | <input type="checkbox"/> MOOSEHEAD | <input type="checkbox"/> IRON CITY |
| <input type="checkbox"/> MOLSON | <input type="checkbox"/> BUDWEISER | <input type="checkbox"/> LABBATT'S |

FAVORITE SINGER:

- | | | |
|---------------------------------------|--|--|
| <input type="checkbox"/> ELVIS | <input type="checkbox"/> CONWAY TWITTY | <input type="checkbox"/> LORETTA LYNN |
| <input type="checkbox"/> SLIM WHITMAN | <input type="checkbox"/> JOHNNY CASH | <input type="checkbox"/> WILLIE NELSON |
| <input type="checkbox"/> PATSY CLINE | <input type="checkbox"/> TAMMY WYNETTE | <input type="checkbox"/> OTHER |

FAVORITE RECREATION:

- | | | |
|--|--------------------------------------|---------------------------------------|
| <input type="checkbox"/> SQUARE DANCIN | <input type="checkbox"/> BASS FISHIN | <input type="checkbox"/> DEER HUNTIN |
| <input type="checkbox"/> DRINKIN | <input type="checkbox"/> DRINKIN | <input type="checkbox"/> DRINKIN |
| <input type="checkbox"/> BLUE GRASS FEST | <input type="checkbox"/> MUD BOGGIN | <input type="checkbox"/> GETTIN DRUNK |

FAVORITE WEAPON:

- | | | |
|---------------------------------------|---------------------------------------|--|
| <input type="checkbox"/> BASEBALL BAT | <input type="checkbox"/> THIRTY OTT-6 | <input type="checkbox"/> TIRE IRON |
| <input type="checkbox"/> PICK HANDLE | <input type="checkbox"/> HOCKEY STICK | <input type="checkbox"/> ALL TERRAIN VEHICLE |

NUMBER OF DOGS: _____ TYPE: PIT BULL BLACK AND TAN

CAP EMBLEM:

- | | | |
|-------------------------------------|------------------------------------|---------------------------------------|
| <input type="checkbox"/> JOHN DEERE | <input type="checkbox"/> STIHL | <input type="checkbox"/> SHIT HAPPENS |
| <input type="checkbox"/> CAT | <input type="checkbox"/> REDMAN | <input type="checkbox"/> BASS BUSTER |
| <input type="checkbox"/> SKOAL | <input type="checkbox"/> BUDWEISER | <input type="checkbox"/> REMMINGTON |

FAVORITE MONTHLY MAGAZINE:

- | | | |
|---|---|---|
| <input type="checkbox"/> FIELD & STREAM | <input type="checkbox"/> PENTHOUSE | <input type="checkbox"/> INSIDE SPORTS |
| <input type="checkbox"/> PLAYBOY | <input type="checkbox"/> AMERICAN SPORTSMEN | <input type="checkbox"/> BASS FISHERMAN |

MEMBERSHIPS:

- | | | |
|--|---|--|
| <input type="checkbox"/> NRA | <input type="checkbox"/> VFW | <input type="checkbox"/> PTL CLUB |
| <input type="checkbox"/> DUCKS UNLIMITED | <input type="checkbox"/> FISH & GAME CLUB | <input type="checkbox"/> SNOW WARRIORS |

HOW MANY CARS DO YOU HAVE ON BLOCKS IN YOUR FRONT YARD? _____

HOW MANY KITCHEN APPLIANCES DO YOU KEEP ON YOUR FRONT PORCH (WORKING OR NOT)? _____

DO YOU OWN ANY SHOES (NOT COUNTING BOOTS)? _____

HAVE YOU EVER STAYED SOBER A WHOLE WEEKEND? _____

HOW MANY FISH IN A "MESS OF FISH"? _____

Uptight, Upset, and Anti-Social

#10

3/30/91

Jack Garrett: Thoughts on crossgaming - Crossgaming is a charge that seems to be thrown around much as the charge of witchcraft was done in earlier times ("You are a crossgamer! Confess or be purged with fire!")

I really think that crossgaming is being blown out of proportion. After all, crossgaming is simply using the knowledge of what has happened in past games to conduct the actions in a current game. And don't we all make use of such knowledge? Every other form of competitive activity encourages us to be more aware of our opponents. Football teams derive a game plan to take advantage of the other teams' weakness. Baseball pitchers decide on how they will pitch to the opposing players. Why should Dip players be any less willing to use their knowledge of other player's tendencies?

If we know that a player in our game is very reliable, we should use this as a good reason to seek his alliance. If someone has a reputation for stabbing, we would be foolish to ignore that fact.

Where crossgaming can become a problem is when it is taken to extremes. Players who sign up for games together so they can always be allies is one possibility. Players who have had bad relationships and always attack each other is another.

Anyone who plays in even a moderate number of games is going to eventually start seeing familiar names in the player list. Somewhere, sometime we must all face a situation of having to deal with a player who has stabbed us or whom we have stabbed. It is almost impossible to be unaware of what happened in an earlier meeting. We all have to decide individually how to handle this problem. We may decide to trust the player who stabbed before but we will probably be much more alert to the stab this time around.

And finally, how exactly does one accuse someone of being a cross gamer without becoming a crossgamer too! As soon as we announce to the world that John Doe is a crossgamer, we too are guilty of that sin.

Steve Sulzby: Doug, I'm sure that you'll have as many different opinions on this subject as you'll have people responding. To me, "crossgaming" means a couple of different things, but, having only been in this hobby only a year-and-a-half, my impressions may be misconstrued and unreliable.

In its purest form, "crossgaming" means that you've drawn on an experience from another game, and have applied it to another simulation. With this definition, we are all guilty of "crossgaming," because we always draw on our oast experiences to formulate new decisions. In fact, if you've played two games of Diplomacy, you applied the rules and tactics you learned from the first game, to the second. Thus, there's no way you can avoid "crossgaming," and that makes us all "crossgamers." Anybody who calls you a "crossgamer" is a hippocrate if you interpret the word in its purest sense.

Well, is the above definition what somebody has in mind when they call you a "crossgamer?" Hell, no! My bet is that they are referring to a tactic of retaliatory attacks

upon a player for misdeeds that were done in another game. It can also be applied to people who ally with the same familiar and trusting names, game after game.

What is meant when people say that they are not a crossgamer? To me, this conjures up visions of someone who starts off a new game with an opinion of each player fresh, unaltered, and without any input from other than the negotiations and submitted orders of that game only.

I believe that most of us fall into the gray area between the two extremes of "Crossgamer" and "not a crossgamer." I'm willing to start off a new game and be allies with someone who was my bitter enemy last game. Yet, I do use input derived from previous games to help judge another's character and decide if this player can be trusted in the traditional roles of favored ally, temporary ally, non-agressed neighbor, etc. I am willing to forgive past transgressions, and live and let live, but I don't think that I can forget and ignore what has happened before.

In this hobby of human experience, "crossgaming" touches each and every one of us to a different degree. In our zest for this hobby, it is something we all do and deal with in each game where ourselves, or any of the other players encounter a repeat opponent.

Bruce McClung to Larry Behrendt...again: Larry, you have made an excellent point regarding you and me. One's viewpoint on abortion might be influenced if he thought that man was a unique and infinitely valuable creation of God. This is not my viewpoint, of course, but it is a point well made. There are, however, many pro-life advocates who might differ with this opinion and it does not address my accusations concerning hypocrisy. Also, it could also be argued, that a creature, so important to God, should be aborted so as to be spared a life of misery. But this is old stuff now.

The comfort of human kind has been a race between technology and population growth since the time of the neolithic revolution, (when in my opinion, we took a giant step backwards.) Unfortunately the big loser in this equation has been all of the other species on the planet, not to mention the planet itself.

OK, I am willing to admit that when I came up with the 60 Billion figure, for anybody who cares I was technically, well...drunk. That does not diminish the fact that the world's population has grown, and continues to grow, exponentially. It's not inconceivable, that at the present growth rate, we actually could hit 60 Billion given a hundred years or so.

My opinion is that the nervous system of the a calf, confined in tortuous conditions so that some can enjoy veal, is considerably more developed than that of a human embryo. Therefore this creature is more capable of feeling pain. This is bad, Larry. But what the hell, God isn't going to let Cows into heaven any way, so why sweat it?

I do believe, Larry that you will spend your life in a myopic and futile endeavor to prove the overwhelming majority of the scientific community wrong concerning Creation. Your viewpoints on Creation are not only dumb they are irrelevant. The biblical story of creation was mostly borrowed from the Sumarians and is nothing more than a metaphor. Mostly the Bible is a collection of metaphors telling the story of a love for a supreme being, the importance of forgiveness, and the power of love. The rest of the stuff is not

only, in most cases historically questionable, it's also relevant only to the point where it conveys the message of advocacy towards a particular form of conduct that I would, in fact, more or less, subscribe to.

One can appreciate the tremendous pressure that you must have been under from Nancy to defend her good name. But come on Larry, you must have some inkling what an obnoxious hypocrite she really is. I did not write my opinions into this rag so that I could have Nancy re-write them and grade them as a term paper. I graduated from College many centuries ago and back then I had no problem Acing my term papers, thank you very much. Nancy's hysterical, rambling, and incredibly boring reply to my letter would indicate that I must have hit a raw nerve. I can't imagine what life must be like at the Behrendt household, but no thanks, I don't really want to find out.

Robert Stimmel: Football News, 17820 East Warren, Detroit, MI 48224 gives Harry DeVold's final top 100. USA Toady gives Sagarin's (193 teams).

	Me	Devold	Sagarin
Idaho	59	60	50
Pittsburgh	71	71	60
Middle Tenn.	32	49	59
Maryland	44	44	33
Illinois	36	25	35
Northwestern	103	not in 100	99
Ga. Southern	16	40	42
Louisville	17	20	26

Only Ga. Southern and Middle Tennessee are out-of-line in my system.

Middle Tenn. only lost one regular-season game (7-10), but is probably over-rated. Next season they'll have a game against Florida State.

Ga. Southern started slow with a new coach, but won Division I-AA playoff again (4th time in six years). They open next year at Auburn.

I plan to rate WLAF this spring. They have only ten teams.

My system correctly predicted the results of the eight (top rated by my list) bowl games, including Ga. Tech over Nebraska, and Colorado U over N.D.

I checked games involving a team or teams in my top 50 each week. For the year I was 14-19-3 (or 5 games behind) vs Sagarin, and I don't use a computer.

In 1989 somebody claimed I rated Hawaii too high [*Checking my back issues, I found it was Art Shulman in "Letters to the Idiot", MP issue #9*]. The next week they beat Brigham Young 56-14.

15 of my top 25 were from the south or southwest. Things were much different when I started rating in 1950.

After First Week of WLAF

1) Montreal

616.67

2) London	610.00
3) Barcelona	606.67
4) Sacramento	586.67
5) Orlando	570.00
6) San Antonio	430.00
7) Raleigh-Durham	413.33
8) NJ-NY	393.33
9) Frankfurt	390.00
10) Birmingham	383.33

Alan Levin: I'm not sure what the best TV series have been but I know which three I liked best. From first to last, they are Blake's 7, Dr. Who and The New Adventures/Return of Sherlock Holmes. Each of these shows comes from England and can only be seen on PBS in this country. Were it not for PBS, I don't think I would watch much TV.

The 52 episodes that make up Blake were produced in the late 1970's and early 1980's. Blake is a science fiction show set in the distant future. The show is centered on a small group of revolutionaries who are battling an evil galactic empire and other villains. The key to the show's incomparable quality is the acting of Paul Darrow (Avon) and the rest of the cast and the scripts of writers such as Terry Nation, Robert Holmes and Tanith Lee.

Dr. Who is also a science fiction show. It was produced by the BBC between 1963 and 1989. As a generality, the show is centered on the adventures of the Doctor and his assistants as they travel through time and space, meeting and defeating many a villain and alien invader. A number of actors have played the title character. The best of these is probably Tom Baker although Colin Baker, Jon Pertwee and Peter Davison were also very good. Elizabeth Sladen and Mary Tamm were the best of the doctor's many assistants. As is the case with Blake, the key to the excellence of Dr. Who are the outstanding actors and writers (Holmes and Nation again).

The Sherlock Holmes series was produced in two parts by England's Granada Television during the mid-1980's. Jerem Brett starred as Sherlock Holmes throughout and he did a marvelous job. The key to the quality of this show was Brett's acting, many fine scripts (each based on one of Doyle's original stories) and an incredibly detailed recreation of Victorian London. For example, in one scene, as Holmes and Watson are walking down Baker Street discussing a case, a steam driven street cleaning machine moves through the background.

Sadly, none of these shows currently has new episodes being produced. It's been so long since Blake was cancelled that I've given up hope of a sequel. However, there's still time for the BBC to come to their senses and start making Dr. Who again. As for Holmes, I'm afraid Granada has used just about every Doyle story that could bear being converted into an hour long TV program so unless they're willing to start filming the works of Doyle's imitators, there will be no new episodes.

Diplomacy 1,First Born,1989AL,End Game

1989AL Maniac's Paradise (GM: Douglas Kent)
 French win, Fall 1911

	<u>01</u>	<u>02</u>	<u>03</u>	<u>04</u>	<u>05</u>	<u>06</u>	<u>07</u>	<u>08</u>	<u>09</u>	<u>10</u>	<u>11</u>	
Austria	05	06	06	05	06	05	06	06	06	05	04	Jim Diehl (SURV F11)
England	04	07	07	08	09	12	12	14	15	15	18	Arthur Shulman (WIN F11)
France	04	04	05	03	03	02	01	00	00	00	00	Russell Rowe (DROP S01) Larry Behrendt (RES F03) Hohn Cho (DROP F06) Bruce Reiff (OUT F08)
Germany	04	03	03	03	02	00	00	00	00	00	00	Shawn Erikson (OUT F06)
Italy	04	04	04	05	05	06	08	07	07	07	07	Bernie Oaklyn (SURV F11)
Russia	06	06	06	07	06	07	05	05	04	04	01	Robert Banozic (SURV F11)
Turkey	04	03	03	03	03	02	02	02	02	03	04	Melinda Holley (SURV F11)

Austria (Jim Diehl): "First Born" ranks among the "First," in my admittedly loopy opinion, as an excellent game. Lots of struggle and diplomacy. Some glimmer of lunacy, but then again, are we all not in a "Maniac's Paradise."

I've forgotten how France and Germany melted away, as Austria was concerned with Russia's brilliant blitzkrieg which almost knocked Turkey as well as Austria out of the war. I was delighted to see the tenacious Tsar still alive and able to be represented, although just barely, as a survivor in his Kremlin one room apartment at the conclusion of this struggle.

The collapse of France and Germany to England created a juggernaut that not even the skills of Italy could turn back. To retire in order and strength was a considerable achievement.

The Turko-Austrian "victory" was to recover from the debilitating early Russian depredations. Had Russia absorbed Turkey as well as England swallowed Germany and France, Austria would have not survived as a Great Power with 400% more strength than the Tsar finished with. Curiously, Turkey also concluded with the same 400% more strength than Russia's end strength. Are those statistics alone not sufficient for at least some measure of Turko-Austrian satisfaction?

As Austria was well-insulated from the English meat grinder by Italy and Russia, Austria can be suitably gracious with the terminus of "First Born" to send congratulations to London.

Needless to say, all this pain and pleasure experienced by the "First Born" maniacs would not have been possible without the fine efforts of our beloved gamemaster. Maybe I'll get a free issue for all this saccharine praise, but we maniacs know it is true and from the heart.

Now with "First Born" over, we maniacs have been set loose to torment one another and total strangers in fresh games! What fun. Thanks again.

England (Art Shulman): When this game started, I expected (and hoped for) a two way win with either France or Russia. However, things didn't quite work out that way. The first French player, my ally, quit because of Bernie as did the second French player. I found Bernie's ethnic disparaging remarks revolting as did other players which is why at least one player quit. Anyway, Robert was an ally through the whole game, and if I couldn't have gotten the sole win, I would have wanted him as an ally. Robert, sorry for the last turn stab, but I saw it would end the game. Bernie, grow up; your ego and comments are revolting to almost all the other players. In response to your press, most other players are *sick* of hearing about your poor health. If you can't play don't. If you can, then play properly. Stop using an illness as a crutch. Second, you could never have stopped me. Both French players, the Russian player and myself all can't stand you. You could never have done anything against us. If I could have, I would have eliminated you from the game. However, I didn't want the game to continue just to satisfy a whim of mine. Finally, as to looking myself in the mirror, I am a successful professional with a wonderful fiance, and some wonderful friends. In the Diplomacy world, most players either like me, or will work with me. Can you say the same? After all, who else can be in a game with fifteen other players (Sovereignty) and have all of the other players resign just to start a new game without you in it? Ponder that in your sick bed. To the other players, thanks for a good game.

Russia (Robert Banozic): Congratulations to Arthur on his win, and thanks to Doug for a well-GM'd game. The outcome of this game was no great surprise to me, as I had predicted to Austria & Turkey as early as '02 and '03 that a sustained A/T was against me would only lead to a solo win by England. Obviously, I was exactly right. Jim never forgave me for attacking him in '01, and I was still getting mail from him in '07 complaining about my F '01 moves. Melinda's duplicity led to my getting Ank early on, and she spent most of the rest of the game trying to get back to a 3-center position. Unfortunately, Holleydiehl refused to demonstrate (by deeds) any willingness to work with me, and Italy wouldn't take any affirmative action (other than talk) to help me break the deadlock in the East. Incredibly - and stupidly - A/T continued to attack me each turn through F '10.

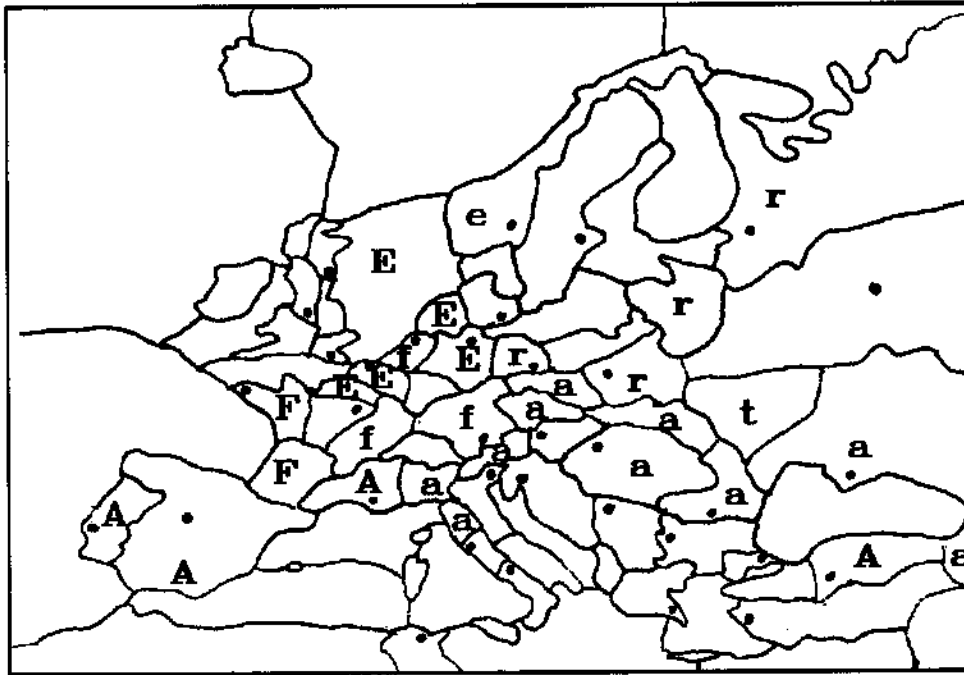
And while Jim was re-fighting the battles of F '01 in his mind, Arthur was piling up centers. Under the circumstances, it seemed to me that I basically had two choices: I could stop the English solo win, and let myself be destroyed by Holleydiehl in the process; or I could hold off A/T and hope to survive while preventing them from getting into any draw that didn't include Russia. Since I felt no obligation to sacrifice myself for the benefit of A/T, I chose the latter option. I was successful in achieving those goals, so I can't say that I'm really too disappointed with the outcome. And it was fun to watch

Jim and Melinda stumble around in a futile effort to knock me out of the game.

My only real regret about "First Born" is that I participated in my dismemberment of Germany. Erikson never had a chance, but he played with class. That's more than I can say about most of this game's survivors.

Diplomacy 3, Dagwood, 1989HW, F 09

"Game Over as Austria Clinches Victory!"



The French F Gas was shown as an army on the map last time.

Austria (Carlberg): F Lyo-Spa(sc), F Por S F Lyo-Spa(sc), F Mar S F Lyo-Spa(sc),
 A Pie S F Mar, A Ven-Tus, A Boh-Mun, A Tyr S A Boh-Mun, A Sil-Ber, A Rum-Sev,
 A Arm S A Rum-Sev, A Gal-Ukr, A Bul-Rum, A Bud S A Bul-Rum, F Ank H.

England (L. Berhendt): F Ech-Bel, F Pic S F Ech-Bel, F Nth S F Ech-Bel, A Nwy H,
 F Den-Kie, F Hel S F Den-Kie.

France (Sulzby): A Kie-Hol, A Bur S A Mun, F Gas S F Mid-Bre, F Mid-Bre,
A Mun S R. A Pru-Sil(NSO), A Spa-Por(Destroyed), A Bel U(Dis-ret Ruh, OTB).

Russia (McClung): Ret A Sil-Pru..A Pru-Lva, A Ber S F. F Kie, A War-Sil, A StP-Nwy.

Turkey (Cox): A Ukr S A Sev, A Sev S A Ukr(Dis-ret Mos, OTB).

All Draws Fail

Supply Center Chart

Austria	Vie, Tri, Bud, Ser, Gre, Bul, Rum, Ven, Rom, Nap, Tun, Con, Smy, Ank, Sev, Mar, Spa, Por = 18	WINS!!
---------	--	--------

England	Lon,Edi,Lvp,Nwy,Den,Swe,Bel,Kie=8	Build 2
France	Par,Bre,Hol,Mun=4	Remove 2
Russia	War,StP,Mos?,Ber=3 or 4	Even or Remove 1
Turkey	Mos?=0 or 1	Remove 1 or 2

I DO need to know from Roger where he is retreating to,
so I can tabulate the final Supply Center count.

PRESS

Austria - France: Does England want to be known as "Carlberg's vassal"? What a question! Carlberg's vassal, Carlberg's vassal... I don't know, Steven. I'm still vassal-ating on that one...

Austria- England: Welcome to the French/German coast.

France - Russia/Turkey: Further resistance is useless, and a waste of time. Let's vote for the inevitable Austrian victory and congratulate him on a game well played.

France - Russia: Thanks for your support and I wish things had turned out differently.

France - England: Thanks for nothing.

Diplomacy 5,Pessimism,1990HB,W 04/S 05

"Turks on last legs...German forces chased from homeland."

Russian F Swe was left off the map last time

England (Colbath): NMR!! A Yor U,F Edi U,F Nth U,F Ska U(Dis-ret Nwy,OTB),
F StP(nc) U.

France (Quigley): Bld A Par,F Mar..A Ber-Kie,A Hol S A Ber-Kie,F Ech-Spa(sc)(Imp),
F Mid-Wme,A Mun S A Ber-Kie,A Sil H,A Par-Gas,F Mar-Lyo,A Bel-Ruh.

Germany (Diehl): F Den-Ska,A Kie-Den.

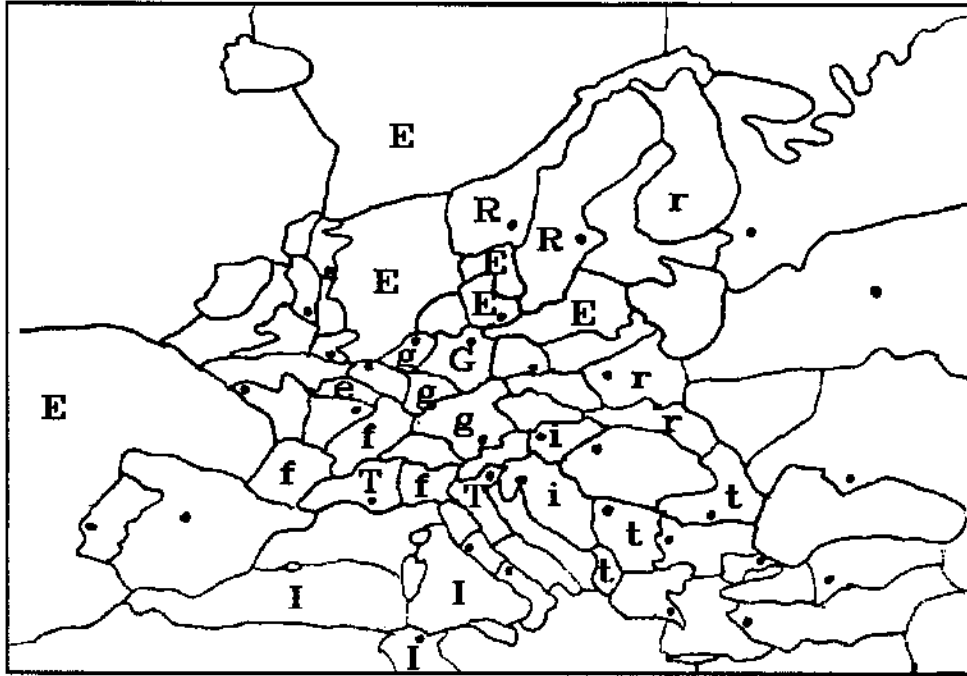
Italy (McClung): Bld A Ven..A Ven-Pie,A Tri-Tyr,F Tyn-Tus,F Ion-Tyn,A Alb-Tri,
A Gre S R. A Bul,F Eme-Smy.

Russia (Bryant): Bld A Mos,A War..F Swe S G. F Den-Ska,A Lva S A War-Pru,
A Mos S A Gal-War,A War-Pru,A Gal-War,A Rum-Gal,F Bla-Con,A Bul S F Bla-Con,
A Ank S F Bla-Con.

Turkey (Cox): Rem F Con..F Smy-Syr,F Aeg S R. A Ank-Smy(NSO).

Turkish concession fails

Would Patrick O'Brien standby for England?



Supply Center Chart

Austria	Bud=1	Remove 1
England	Lon,Lvp,Edi,Bel,Bre,Den=6	Remove 1
France	Par,Spa,Por=3	Remove 1
Germany	Kie,Ber,Mun,Hol=4	Even
Italy	Nap,Rom,Tun,Vie,Tri=5	Even
Russia	War,Mos,Sev,StP,Nwy,Swe=6	Even
Turkey	Con,Ank,Smy,Bul,Gre,Rum,Ser,Ven,Mar=9	Build 3

PRESS

GM - All Players: Some of you questioned the wisdom of allowing Jonas' press from last season. Well, I had to think about it a long time, and in the end I decided that my distaste for GM's who edit press without warning exceeded my personal distaste for the press item itself. What's done is done. However, it is clear to me now that the tone of the press in this game is not going to improve on its own. Therefore, I am issuing the following decision - I am going to edit all press in this particular game to remove anything that does not deal directly with this game, and to remove all personal attacks. My decision on what will go in and what I'll take out is final, and my decision alone. If you can't live with this ruling, tough, crap resign. I run this zine for enjoyment, and as far as I know most people play in this zine for the same reason. Having to deal with this whole thing certainly makes the game less enjoyable. I've run ALL press from this turn, as I did not warn players of this decision before now. As of this moment, it will stand until the end of the game.

Sultan - Archduke: NEWSFLASH: Austria-Hungary ceases to exist as an independent country. Archduke flees, but is captured and held up to ridicule by the Russian masses. Turkish citizens could care less and just want to continue to play backgammon and eat fresh pizza.

Rome: Are we having fun yet?

Austria - Russia: Steve, I look at the lack of communication from yourself and Turkey as the down fall of my position, not "relentless attacking." As for this game, I may be down, but I am not out yet.

Austria - Italy and Germany: Times are looking awfully dark, and it aint even night yet!

France - All of Dipdom: I am a little confused by the meaning of "scum-faggot" in last issue's press. Is that a step lower than an ordinary faggot or a step higher? I take it by "faggot" we are not referring to a bundle of sticks or twigs used for fuel, or I am really lost. One cannot help but wonder if the writer of the press in question might not have more effectively referred to his adversary as a "scum-faggot crossgamer" instead of as a "crossgaming scum-faggot" inasmuch as in the context of an up and running Diplomacy game, surely the "crossgamer" part is more offensive than the "scum-faggot" bit. On second thought, I question the wisdom of allowing that bit of press at all.

Germany - France: Turkey retreated to Lyon. Do you think there is an alliance yet?

Germany - Russia: Don't tell me what is in my best interest. I do what I please! As for listening to me, were you listening to me when you took Berlin, unprovoked?

Russia - Germany: Jonas, it seems ironic to me that I've been trying to work with you since the second year of this game, and at war with you in Diplomacy 8, and you of all people call me a cross-gamer? The evidence indicates otherwise.

Russia - Germany: I'm scum? Then, I'm sure I've infested your bathroom and your living quarters. Yet, I don't recall ever visiting you.

Russia - Germany: Faggot? Yeah, right. I have a wife and a kid. I doubt you even have a girlfriend (with flesh and bones, not the inflatable kind).

Russia - Germany: As you can see, I am neither a crossgamer, scum, or a faggot. I've exposed your slander for more of your usual lies. Why don't you try and be sincere for once? Your treachery and immature name-calling might be the reason for your lack of success.

PRESS

Turkey - Italy: Where is the moral leader of the West when the world needs him. It is our leaders hope to convince the west that though we have different beliefs but peace is common to all.

Paris - London: Welcome to MAO.

Paris - London: Welcome to Eng.

Paris - London: You won't be welcome in Spain or Portugal.

Paris - Russia: What happened to our game long Russo-French "win or die" alliance if the original Tsar takes a powder?

Paris - Russia: Attack immediately. France can't fight Germany and England alone!

Austria - Europe: It's award time floks! Now with no further delay, the envelopes please...and the winners are:

The "Poor Sport" Award: (tie) Diehl and Carlberg. These two bull-headed, avenging babies make the Hatfields and McCoys look like choir boys! (You may all now aspirate into your barf bags). Mr. Kent, in the future, please keep these two spiteful dunderheads in seperate games, thank you very much.

The "Wayward Military" Award: Bryant. The befuddling and bewildering, not to mention inept, moves of the Italian ground and naval forces would make Saddam Hussein proud.

The "I Fall On My Dagger" Award: Slaughter. Without as much as sound, the adroit Czar turns a respectable 6 piece Russia into a steaming puppy-pile.

The "Lucky Duck" Award: Holley. Suddenly, the "Homely Hun" finds herself the major benefactor of the aforementioned debacles.

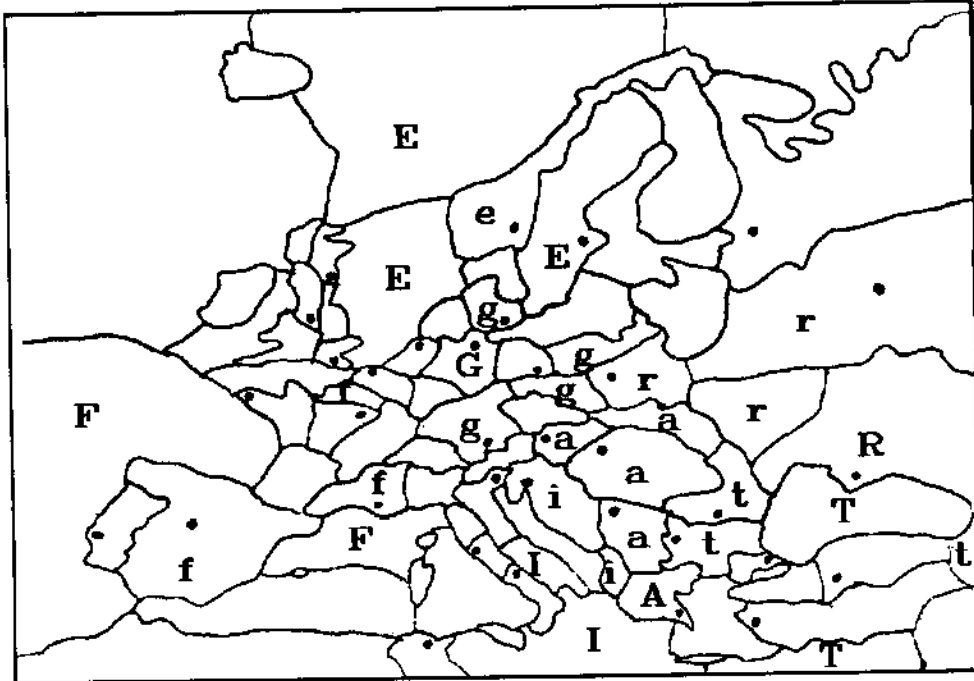
The "What, Me Write?" Award: Diehl. This cunning player is so fond of the "Gunboat" variants he's decided to play 'em all like that. Sure does save on postage!

The "Diplomacy Above and Beyond the Call of 'Scoop'" Award: (tie) Brown and Lord. These two actually formed a working alliance and write letters to each other and everything! Gosh!

This particular incarnation of a postal diplomacy game is a dispiriting mess, and I suppose the less said about it the better. And it's only 1902.

Diplomacy 8, Atavachron, 1990IH, W 01/S 02

"Nations show their true colors as a halt to nasty press is called for."



Austria (Sulzby): Bld A Bud, A Vie..A Bud S A Vie-Gal, A Gal-Ukr, F Gre H,
A Ser S F Gre, A Vie-Gal.

England (Wang): Bld F Edi..A Lon-Nwy, F Edi-Nwg, F Nth C A Lon-Nwy, F Nwy-Swe.

France (Lord): Bld A Par, F Mar...A Par-Pic, F Mar-Lyo, F Ech-Mid, A Spa-Mar,
A Por-Spa.

Germany (Siegel): Bld A Mun, A Ber..A Mun-Sil, A Ber-Pru, A Den S E. F Nwy-Swe,
A Ruh-Mun, F Hol-Kie.

Italy (Kendter, Jr.): Bld F Nap..A Tun-Alb, F Ion C A Tun-Alb, A Ven-Tri, F Nap-Apu.

Russia (Johnson): Bld A Mos..A War S A Ukr, A Ukr S F Sev, F Sev H, A Mos S F Sev,
F Swe H(Dis-ret Fin, GoB, Bal, OTB).

Turkey (Greger): Bld F Smy, A Ank..F Smy-Eme, A Ank-Arm, A Bul S A Rum,
A Rum S A. A Gal-Ukr, F Bla S A Ank-Arm.

PRESS

GM - All Players: Some of you questioned the wisdom of allowing Jonas' press from last season. Well, I had to think about it a long time, and in the end I decided that my distaste for GM's who edit press without warning exceeded my personal distaste for the press item itself. What's done is done. However, it is clear to me now that the tone of the press in this game is not going to improve on its own. Therefore, I am issuing the following decision - I am going to edit all press in this particular game to remove anything that does not deal directly with this game, and to remove all personal attacks. My decision on what will go in and what I'll take out is final, and my decision alone. If you

can't live with this ruling, tough crap, resign. I run this zine for enjoyment, and as far as I know most people play in this zine for the same reason. Having to deal with this whole thing certainly makes the game less enjoyable. I've run ALL press from this turn, as I did not warn players of this decision before now. As of this moment, it will stand until the end of the game.

Italy - Austria: Your Russian obsession is useless to me. It is obvious that all you care about is getting Russia. We should have allied with Russia if you really wanted to get Turkey. Obviously you have no desire to attack Turkey.

Italy - Turkey: This should clear things up.

Turkey - GM and Board: It's Mayer, not Myer!

Syria - Doug: Judging from comments in M.P. and BTDT, you seem to be quite the music snob. To see if you even know how to *spell* "MUSIC" have you ever listened to Lizard by King Crimson?

Doug - Syria: I refuse to answer that question until you can name three bands Allan Holdsworth played in. I have to make sure you are literate before I can get into a discussion with you.

Russia - Austria: How can you say that I've told you a damn thing in this game, when you have been too busy crossgaming to even return my letters! As for lying, I ask you to look in your Dip rulebook! Not only is lying encouraged, so is "trying to overhear the conversation of others." Tell me Steve, is spying looked upon highly in this society? If you think Dip is society, please tell me, I'll take an even greater pity on you and send you money so you can go buy yourself a life. At the very least I keep the spirit of the game, your crossgaming violates even that.

Dave - Jonas: Take it easy. It's only a game.

Austria - Russia: Jonas, it seems ironic to me that I've been trying to work with you since the second year of Diplomacy 6, and at war with you in Diplomacy 8, and you of all people call me a cross-gamer? The evidence indicates otherwise.

Austria - Russia: I'm scum? Then, I'm sure I've infested your bathroom and your living quarters. Yet, I don't recall ever visiting you.

Austria - Russia: Faggot? Yeah, right. I have a wife and a kid. I doubt you even have a girlfriend (with flesh and bones, not the inflatable kind).

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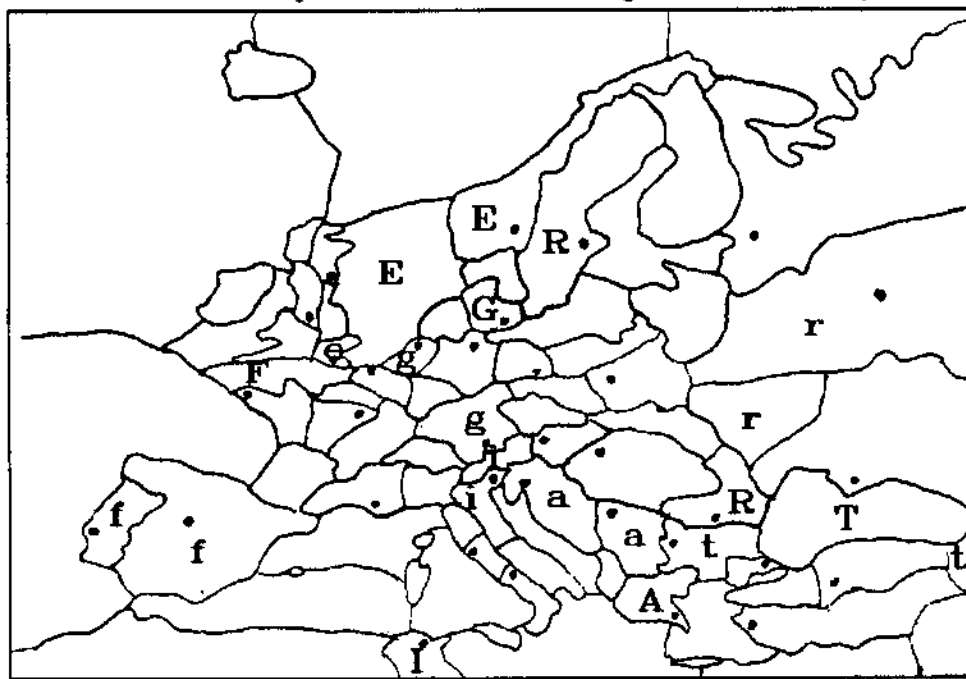
success.

Austria - Russia: Two months ago, you wrote me about how you were going to drop out of this game and every other game you were in if I continued to attack you in this game. Well, this is the second move since then, and I think you're still playing. I realized at the time, that it was just more of your bullshit, but after the slander of last turn's press, I really hope it comes true, now. Why don't you try to find a little piece of dignity and resign, so that the rest of us can just play Diplomacy. If there was anything I'd hoped you'd be sincere about, I had hoped it would be this promise to resign.

Austria - Turkey: Got your letter in time and I made the necessary correction. Don't worry about the phone bill.

Diplomacy 9,Secrets,1991??,Fall 1901

"All economies expand as assaults on Belgium and Trieste fail."



Austria (Shulman): F Alb-Gre,A Ser S A Tri,A Tri H.

England (Carlberg): F Nwg-Nwy,F Nth-Bel,A Yor-Lon.

France (Leech): F Ech-Bel,A Spa-Por,A Gas-Spa.

Germany (Strong): F Den S R. F GoB-Swe,A Ruh-Hol,A Mun-Tyf.

Italy (Sulzby): F Ion-Tun,A Tyr-Tri,A Ven S A Tyr-Tri.

Russia (Wang): A Mos-Sev,A Ukr S F Sev-Rum,F GoB-Swe,F Sev-Rum.

Turkey (Stanger): A Bul-Rum,F Ank-Bla,A Arm-Sev.

Supply Center Chart

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

PRESS

England - F/G: I wonder if you guys were tightly enough allied (and foxy enough) to order FF ENG sup GA RUH-BEL? If so, I'm in big trouble!

Russia - Turkey: Good luck.

Italy - Austria/Hungary: We find ourselves on opposite sides this time around. I realize that this action probably knocks each of us out of the game but you left me no room for maneuver and I sort of feel that I'm backed into a corner.

Italy - Germany: Really wished you hadn't broken my confidentiality. Your habit of "leaking information" really spoils the atmosphere in which to conduct negotiations.

Gunboat 3, Polyester, 1989 AKrb32, End Game

1989AKrb32 Gunboat Maniac's Paradise (GM: Douglas Kent)
Germany/Turkey Draw, Spring 1910

	<u>01</u>	<u>02</u>	<u>03</u>	<u>04</u>	<u>05</u>	<u>06</u>	<u>07</u>	<u>08</u>	<u>09</u>	
Austria	04	04	05	03	03	03	03	01	00	Gary Wallstrom (RES S01) PJ Whittemore (DROP S08) Robert Acheson (OUT F09)
England	04	05	05	04	04	03	03	04	03	Lary Behrendt (SURV S10)
France	05	05	05	05	03	03	02	01	01	Greg Maynard (SURV S10)
Germany	05	06	07	07	09	09	10	11	12	Paul Chinnery (RES S03) Fred Hyatt (DRAW S10)
Italy	04	04	05	07	08	09	09	09	09	Larry Cronin (SURV S10)

Russia	05 06 02 02 01 01 00 00 00	Bruce McClung (OUT F07)
Turkey	04 04 05 06 06 06 07 08 09	Ward Batty (DROP S04) Stven Carlberg (DRAW S10)

France (Greg Maynard): First, congrats go out to the German and the Turk players. Well played game fellows. The majority of my plaudits however must go to the English player who had enough strategic sense to see what a pain in the butt I was to the German player in France and Spain, and thus let me stick around.

As for my play in the game, I had hoped that Germany would join with me in the early game to wipe out England. Comitting everything to this gambit left an opening which the German did exploit.

Thanks to all the players that helped make this an interesting game, and many thanks to Doug Kent.

Italy (Larry Cronin): Boy, am I furious! At myself and at Doug. This NVR=Yes policy is an excellent piece of Bovine Scatology! G & T are just lucky I was so caught up arguing with Bruce Reiff about Pork Bellies. Look, truces are active creations, not passive defaults. A GM cannot presume NVR means yes. In this case IT DID NOT! So you guys win, because Cronin made a ridiculous oversight NOT in any way having to do with diplomacy, orders, or tactics. C'est la vie. Yeesh!

Now about the game: (My God - I wasted a year and a half on this for it all to come down to a house rule violation!): I could not have started out any luckier with all the following wars EF, FG, RT, RA, RG, ER occuring by 1902. I proceeded to do well until 1905.

This was to be a redemption game. It was only my second game ever as Italy - both gunboat - and I had been eliminated in the first one. I had to prove I had learned from my mistakes. So far I had. Then I hit the wall of ignorance. I could not conceive how to make an alliance with Turkey, nor find a way to trust Turkey. I foolishly hit my head against the wall. By 1908 I realized Germany must be stopped. I feel like lunchmeat. I'm very curious how F '10 would have gone. Can you tell us Doug?

I want to extend my thanks to Turkey and my apologies. In this game I was my own worst enemy! Austria seemed very wild and naive; as the game played on, he was much more crafty. Russia was a victim of English lunacy. England a victim of his own lunacy. Why did he retreat from France and attack Russia? Germany profited most from this lunacy.

There were several NMR's in this game. Perhaps Turkey was replaced. This added to my distrust. I feel we should know when an NMR leads to a replacement. This should be a policy and is in my zeen.

Lastly Doug, in all other respects you're a top notch GM and publisher. Keep up the great work. It was flawless. Wish I could say the same for me.

Turkey (Stven Carlberg): I was astonished to learn this game had ended in a G/T draw! The only possible explanation is that Italy must have forgotten to vote against it.

I took over the Turkish position around 1903 after having persuaded my friend

Ward Batty to join the game and then watching him NMR two or three times. Turkey had not grown, but had not been invaded, either. My strategy was to stonewall - more than once I wrote orders designed solely to support Turkey's position against the Italians, who had already taken over all of Austria's territory.

Russia weakened, and I decided that Turkey's only chance for growth was to forego the self-support system for the blink of an eye and try to pick off a Russian center. It worked, and though the potential resilience of my infrastructure was dubious, I managed to hold the new center and keep Italy out of my old ones. Russia weakened further, and I couldn't resist trying it again. It did work again, but I had left myself wide open around Rumania, and anticipated that Italy would march in exactly as he had been threatening ever since I entered the game.

Much to my surprise, Italy picked that moment to decide that his only chance to keep Germany (who had grown steadily against France right from the start and was now pressuring Italy) from winning the game was to let Turkey survive and hope that Turkey would be sensible enough to help stop Germany. He started encouraging me to send my fleets through the Mediterranean toward the German position - a position entirely without naval support - in France. I was willing, and began maneuvers to get two fleets and an army to Iberia. Italy and I stepped on each other's way while my units were making their way across the board, but eventually I think we would have gotten to Germany and taken him down, as we both seemed to have the same basic idea of how to do it.

Although I'm happy to have taken a piece of the draw, I have to admit I'm disappointed that I won't get to see how that grand, unlikely Italian/Turkish naval campaign against Germany was going to work.

Many thanks to our GM and to the other players for a good game.

GM (Douglas Kent): Larry, I had to laugh when I read your statement. If you are so against NVR=Yes I suggest you don't play in Maniac's Paradise, as it is the policy in all games here, and has been since Issue #1 (as if you didn't know). The only person you should complain to is yourself. If you don't like the rules, don't play the game! Anyway, this was a pretty fun game to watch and to GM, so thanks to all of the players for making it so.

Gunboat 4, Abby Normal, 1990 Trb32, W 05/S 06

"France lines hold as German army lands in England"

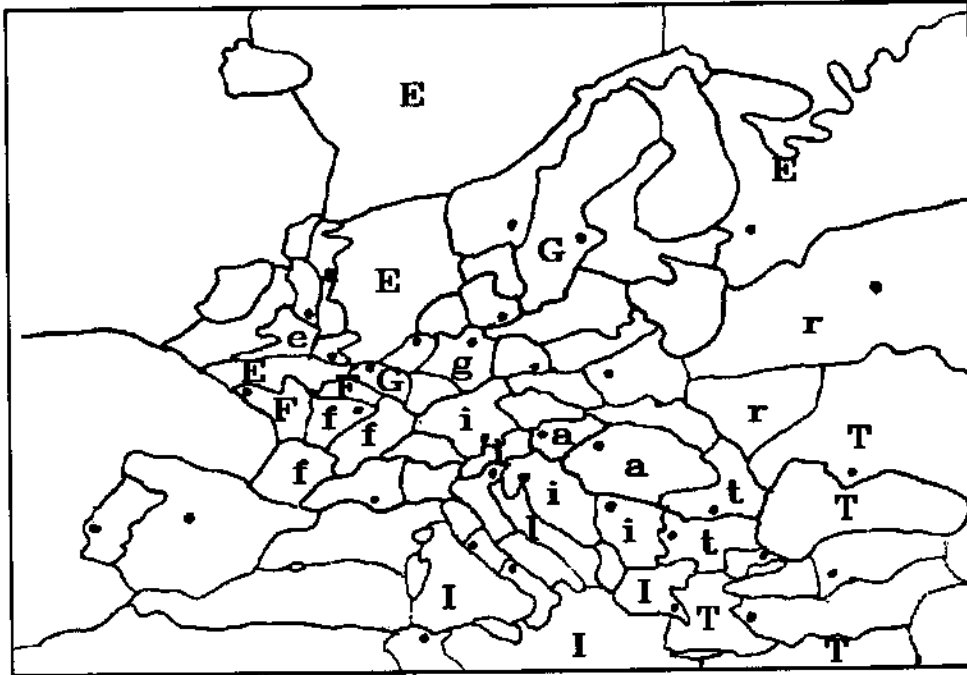
German A Sil was left off the map last time.

England: Rem A Fin..F Cly S F. F NAt-Nwg,F Lon-Yor.

France: A Pic S A Bur,A Bur S A Bel,A Bel S A Bur,F Ech S A Bel,F Spa(sc)-Mar,
F NAt-Nwg.

Germany: Rem A Gal..A Pie-Ven,A Vie-Tri,A Den-Edi,F Nth C A Den-Edi,
F Yor S A Den-Edi,F Hol-Bel,A Ruh S F Hol-Bel,A Mun-Bur,F Nwy-Swe,A Sil H.

Italy: Bld A Nap,A Rom..A Nap-Apu,A Rom-Ven,A Bud-Vie,A Bul-Con,F Ion-Adr,
F Gre-Ion,F Aeg-Smy,F Eme S F Aeg-Smy.



Supply Center Chart

Austria	Vie,Bud=2	Even
England	Edi,Lvp,Lon,Nwy,StP=5	Even
France	Bre,Par,Mar,Spa,Por=5	Even
Germany	Kie,Hol,Bel,Den,Swe=5	Even
Italy	Nap,Rom, Ven,Tun, Tri,Ser, Gre,Ber,Mun=9	Build 1
Russia	War,Mos=2	Even
Turkey	Con,Smy,Ank,Bul,Rum,Sev=6	Even

The Italian Wars,Rush,1990Ypw05,W 1500/S 1501

"France falls apart while Adriatic becomes a war zone."

France (Anderson): NMR!! Ret F Pisa-OTB..

A Turin U(Dis-ret Dauphine,Marseilles,Fornovo,OTB).

Naples (Hakey): Bld A Nap..F LAVORO-Campagna,A MOEISE S F Lavoro-Campagna,

A NAPLES-Lavoro,A Salerno-CAPATANATA,F Capatanata-SOUTHERN ADR.

Papacy (Wang): Build A Rome,F Ancona..A CAMPAGNA H,A Florence-ANCONA,

A Pisa-SIENNA,A ROME S A Campagna,F Ancona-MIDDLE ADR.

Spain (Levin): Bld F Sardinia..F Savoy-GENOA,F Marseilles-SAVOY,

F Sardinia-NORTHERN MED,F PALERMO-Southern Tyn,

F MESSINA-Southern Tyn.

Venice (Sulzby): Bld F Venice..A COMO S A Switz-Turin,

F FERRARA S F Venice-Northern Adr,A MODENA S Spanish F Savoy-Genoa,

A Switz-TURIN,F Venice-NORTHERN ADR.

PRESS

Naples - Rome: Doesn't everyone go North for the Holidays? Besides, "All roads lead to Rome," right?

Naples - Spain: Don't listen to the Pope!

Naples - Venice: So far, so good.

Naples - France: ...?

Naples - Papacy: Hey, I claimed Moeise from the beginning. It isn't my fault there's a lot of open city-states in the North, but that your predecessor chose to start South anyways...but even so I'd be glad to discuss options, such as they are...

Spain - Naples: Thank you for vacating the Southern Tyrrhenian!

Spain - Venice: Go away boy! You bother me.

Papacy - Naples: Hmm, hostile moves and no correspondence. You're not leaving me much choice, are you?

Rusty Bolts Awards - Final Nominations

Here are the nominees for Tom Nash's "Rusty Bolts" Awards. Send your votes into Tom, address on back. You get one vote per award, and can break it into fractions if you want to.

1. The Steve Courtemanche Memorial Award for most insipid game press: Jack McHugh, "Tyrolian Tattler" (Phil Reynolds), Gary Behnen, Richard Weiss, Paul Boldoc in Vertigo, Bernie Oaklyn, Larry botimer, Fred Hyatt, Jeff Sandoval.
2. The Hreb Branets Memorial Award for hobby dyslexia: Mike Lowrey, Herb Barents, Stan Johnson, Eric Klein, Jim Diehl, Karl Hoffman, Jack McHugh.
3. Dumb Idea of the Year Award: Sea of Despair game #118273, World Diplomacy, Purist and/or Minimalist Dip, Gunboat, giving DipCon to Doug Acheson, zine reader participation games, Phil Reynolds doing Pontevedria when he can't even get Dipadee out.
4. Most Boring Topic of Hobby Coorespondence: Scoring systems, proxy voting at DipCon, Melanie Winters, Games ratings, Computers in zine production, Wrestling, mark lew disussing California insurance laws in benzene, Email vs. PBM, Worl Cup Soccer.
5. The Blunt Instruments Memorial Most Eagerly Anticipated Fold: Megalomaniac, Perestroika, World Diplomacy, Vertigo, Mondo; When the Lights Went Out, Hansard, Dip Digest.
6. Patience of Job Award for most unreasonable delayed zine: Clandestine Activities, Dipadedoodah, Everything, BTDT, Zine Register, Excelsior, When the Lights Went Out, Canadian Diplomat, Upstart "the guy has no excuse, he doesn't work for a living," Retaliation.
7. The NUTMEGS Memorial Ugliest Zine Award: Vertigo, Excelsior, Perestroika, BOAST, Rebel, Ter-ran, Dippy, Crimson Sky.
8. The Merchant of Venus Number Custodian Award for the most unecessary hobby "service": "Hobby Awards Committee," both MNC'c, Machiavelli Custodian, Don Williams, MNC/UC, Jeff Suchard's self-appointed ANC, Pontevedria, Issuing MNC(uc) for Kremlin games, Railway Rivals Numbers.
9. The George Greene Memorial Uninspired Play of Dip Award: Jim Diehl, Morgan Gurley at Dipcon, Jeff McKee, George Greene, Bob Acheson, Brad Wilson, John Crosby, Frank alexander, Chris Baily, Tom Johnston.
10. The "Who, Hlm Again?" Award for most obnoxiously ubiquitous letter writer: Stan Johnson, Brent McKee, Mike Barno, Pete Gaughan, John Kakritz, Bruce McIntyre, Jeff Sandoval, Andrew England, David Hood, Eric Brosius, Cal White, Mark Nelson.
11. The Award for Being Whom They Are, for the most colorful hobby presence, and er, unique personality: Jack McHugh, Tom Nash, Jim Bob Burgess, Mickey Preston, "not David Hood," John Caruso, Fred Davis, Alan Moon, Jeff Sandoval.

Civilization

Egypt-John Kirk,Asia-Nancy Behrendt,Thrace-Mike Scott
Babylon-Ernest Hakey III,Africa-Bill Becker,Crete-Paul Chinnery
Assyria-Roger Cox

Turn 14 (cont).

The African Concession finally succeeds!

Vote tally: Yes=2, NVR(Yes)=5, No=0

I'll print end-game staments from any player next issue!

(PS - I know at least one of you MEANT to vote no, but that's the way
it goes when you play with an NVR=yes policy, eh?)

Kremlin III

Blue-Bruce Reiff, Black-Mickey Preston, Green-Mike Scott, Red-John Kirk
Yellow-Tony Strong, Muck (that gross color on the Bear)-John Caruso

Turn 2

Phase 1:Cures Phase Black declares 6 on F, Yellow 7 on F, Green 10 on F, and Red 5 on F all at the same time. Red declares 3 on M. Red and Muck both declare 7 on A at the same time, but Muck wins the die roll. A comes out of the Cure. A ages 1 to 86, Y ages 2 to 55, I ages 1 to 75, F ages 2 to 74, G ages 2 to 72, V ages 1 to 56, P ages 2 to 63.

Phase 2:Purge Phase Green plays Intrigue card #31. Black, with Y, fails to purge P and ages 3 to 58.

Phase 3:Spy Investigation Phase Red plays Intrigue card #25. Green, with I, calls a trial on Y. Y votes innocent. Black declares 4 on G and G votes innocent. I ages 3 to 78 as the ? is removed from Y. Green, with I, puts ? on A, M and P. I ages 3 to 81, but gets 5 years younger to 76 as Green plays Intrigue card #13.

Phase 4:Health Phase A + to +, I dies, G ++ to ++, M + to +, P dies.

Phase 6:Replacements Muck, with A, promotes M to Foreign. A ages 1 to 87. G is promoted by age to Defense. Red, with M, promotes H to Industry and K to Candidate. M ages 2 to 66. By age, the following promotions take place: B to Ideology, C to Sport, F and D to Candidate.

Phase 7:Rehabilitation No activity.

Phase 8:Parade Phase Muck gets the wave as A manages to prop his feeble arm up without kicking the bucket. A ages 1 to 88.

Final Positions

Positions	Black	Red	Blue	Green	Muck	Yellow
Party Chief:						
A, 88, +, ?		7		6	7*	
KGB:						
Y, 58, ++,	9					8
Foreign:						
M, 66, +, ?		3				
Defense:						
G, 72, ++, ?	4					
Ideology:						
B, 75						
Industry:						
H, 72, +, ?		2				
Economy:						
V, 56, +, ?						
Sport:						
C, 74						
Candidates: F - 74 - ++ - ? - 10				Green - 7	Yellow - 6	Black - 5
O 62.				Red, D 73, E 72, K 66,		
People: J 67, L 65, N 63, Q 60, R 59, S 58, T 57, U 56, W 54, X 53, Z 50.						

Siberia - Empty

Kremlin Wall - I, P

Muck has one wave, no one else has any.

PRESS

Blue - Mickey: Did you like that Intrigue card I left at the front desk for you?

Black - All: Boy, do I feel out of my league with this group.

Next Deadline: May 3, 1991

"You're the one..."

by Mara Kent

#1

Does anybody really know how the wife of a Dip zine publisher feels? I bet not that many of you care... but I will tell you anyway. "I hate your stupid zine..." - that is a line I say more and more frequently as the deadlines get closer. "How much do you charge for this @#!!#*% game? It isn't nearly enough for the pain I endure!" *That* I say whenever it's time to adjudicate Civilization. And since it was FREE, I weep.

I was never consulted when this "idea" came to Doug to start this zine. Doug frequently has "ideas". Let me explain. I was once told to make lots of egg salad and keep it on hand so that Doug could eat it when he wanted. That lasted a day. I ended up throwing the moldy salad down the disposal weeks later. Then I was told to buy Clam Chowder and oyster crackers to go with it. That lasted a week. The crackers are still in the cabinet collecting dust. Another idea was having coffee in the mornings before Doug leaves for work, instead of after he gets to the office. The expensive cans are now sitting nicely in their space. The latest "idea" is having me make raisin toast in the morning with butter. Okay, this one lasted a bit longer. What I am trying to say is that I hope this zine idea doesn't last. I'm quite afraid that I am wrong since it's on it's 26th month. You know, in fact I think he never even let on the existence of the zine until about issue twelve.

Phone calls started coming. Letters, *LOTS* of letters began coming home. Some checks too. How could he get away with my not knowing. So now I help him. Only because I love him. It has nothing to do with this silly zine. I hate it. I only get to see Doug for a few hours a day. He gets up early and I stay at home. He comes home, we suck down dinner and then the calls start coming. I'm ignored while he babbles on about stabbing this one and moving here or there in some stupid game. Then he does typing in of moves on the computer etc. When he finally stops typing it's time to go to sleep and I watch t.v. alone, again.

Well, that's the beginning of letting you all in on what goes on "behind the scenes". Maybe I'll have more next month. If you have any comments about this, or if you just want to bash Doug, please write me, as Doug gets tons of "fun" mail and all I get are catalogs and collection notices. By the way, Doug said to tell you that if you write something to me and enclose it with your orders, please write my part on a separate sheet of paper, so it doesn't end up in Doug's filing system.

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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Behnen, Gary 13101 South Trenton Olathe, KS 66062 (T)
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Chinnery, Paul 1024 Robert Ludington, MI 49431-1346 (28)
Clark, Pete 7095 North Fruit #143 Fresno, CA 93711 (29.66)
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Next Issue's Deadline:
May 6, 1991 12:00 Noon Eastern