

Maniac's Paradise

Issue 27

Still \$0.75

A "Whining Kent Pig" Production

Published by Douglas Kent 54 West Cherry St, #211 Rahway, NJ 07065
Phone: Days 7am-3pm 201-912-0123 Eves 5pm-9pm (never later) 908-815-0361
Modem line: 24 Hours 908-381-5682 Fax: 7am-3pm Mon-Fri 201-912-9885

Also available on CompuServe (ID 73567,1414)

Subscriptions are 75 cents an issue, game fees vary. Trades are sometimes accepted.
Articles and Sub-Zine submissions are gladly accepted.

Ho hum, looks like we've hit the so-called "summer doldrums" a bit early this year. Nothing big going on here. No new cats, no big investment tips, no exciting news on Mara's health, no winning lottery tickets. Hmm, oh, I finally finished paying off the IRS the back taxes I owed, so now I'm up to date. Being self-employed really sucks, doesn't it? The Self-Employment tax is up to something like 15.6% now, which takes away alot of the incentive to start a small business, except FINALLY this year the IRS decided to allow people who are self-employed to deduct 1/2 of their SE tax. Its about time.

Things in the zine are on their normal steady course. Game start in Gunboat 7, the last Gunboat opening for a little while. Diplomacy 11 still has a couple of spots left in it. African Dip is still available too - I'm hoping to see two more people sign up for it soon. What other games would you like to see offered? End-game statements in Diplomacy 3 and Civilization are also included this month. The latest "One Regular Guy," "Uptight, Upset, and Anti-Social" are here. There's also the nominations for the 1991 Hobby Awards. You'll notice our very own Greg Maynard is nominated twice. Last year his votes were unfortunately split on the two nominations he had. Personally, this year I preferred his "Supermarket Dip," and plan to vote for that one (hint, hint). There's also the latest CanCon/DipCon newsletter.

John Caruso has announced the start of this year's PDORA Auction. Last year the auction raised \$392.37, and we hope to do even better this year. If you have something you'd like to donate to the auction, now is the time to contact John. His address is on the back page. Just let him know what the item is, and also give him any minimum bid you want to impose. Don't send him the item - you'll be sending that to the highest bidder after the auction ends. I'll be carrying the full auction booklet when it is released, just like last year. All kinds of items can be offered, but some suggestions are zine subs, game openings, games, horoscopes, coins, stamps, old zines, Dipdom memorabilia, photographs, or anything else related (or not related) to Dip.

Next Dealine - June 3, 1991 at 12:00 Noon Eastern

Game Openings

Diplomacy 11:

Description: Standard Dip, \$5 gamefee. Might allow black press if players want it.
Players Signed Up: Carlberg, Preston, Holley, Greger, Johnson, need 2 more players.

African Dip:

Description: Phil Reynolds' African variant, \$3 gamefee, rules on request.
Players Signed Up: Bryant, Schultz, Wilson, Greger, need 2 more.

Please let me know what else you'd like to see offered here.

Notes to Players:

*Kremlin Cards -
3, 4, 19*

Gamestart - Gunboat 7 - "Enigmatic Ocean" - 1991Qrb32

You are playing _____ in this game, and you have/have not paid the \$3 gamefee.
The game will be played with the normal MP houserules, except no press of any kind is permitted. Winter 1901 will not be seperated unless three players request it.

ONE REGULAR GUY

ISSUE # 16

HE'S BAACK!!

That's right. I'm back, bad, and babbling as ever. This will be part of an A-B issue. I did find the time this month to work on this issue. I did not find the time to complete it. Topping it off, I have a new job now, I am the Quality Assurance Manager for the Flint Area. My new job has kept me hopping. With a trip to Atlanta April 29 thru May 4, things should start to wind down a little. The down and dirty of all this is that I will wrap up the remainder of all the letters and poll results next issue. Thanks for your patience folks, it has been a long and trying two months.



LETTER COLUMN

Several questions last issue. Let's start with:
If pantyhose are guaranteed to be run free, why must you buy four pairs of the same color? (No, I ain't one of them high steppers! I saw the commercial last week and asked the wife, and all she did was laugh! I hate it when she knows something I don't.)

BILL BECKER

Not being an expert on panty hose, I can only poorly state the case by using a manly example. New shoes only look new before I wear them. Once they've been worn once for a day, they are going to be scuffed and marred in a way that polish will never hide. They will never look new again. I can make them look better but not new. So panty hose are guaranteed run free until they are not new. Which is exactly the same time at which the guarantee expires.

JACK GARRETT

The practice of buying pantyhose in groups of colors was started by lady golfers who were used to buying golf balls that way. You never know when a pair might get lost in the rough, and what self-respecting golfer would want to get caught without her balls or pantyhose? I've struggled for three weeks to out do Jack on this, and I'm not afraid to admit defeat. Hats off to you Jack, that sure is a One Regular Guy explanation.

Will there be peace if Saddam lives? (Several folks expounded on their thoughts of the Middle East, so I've included them here.)

PAUL CHINNERY

I don't think there's going to be peace in the mideast whether Saddam lives or dies. Until the Palestinian problem is solved there will be flare-ups, whether terrorist activity or outright war, for years to come. Let's hope and pray that the US with it's increased influence in the region can finally get this issue, if not solved, on the way to being solved. I don't want to see one more American held hostage or killed because of this. Here in Ludington, we just had a military funeral for a Ludington man who stepped on a mine and was killed in the Gulf. He left a wife and two children (ages three and six.) Though it was necessary for the US to do what it did in conjunction with its coalition partners it's a damned shame young men and women die because the people in the Mideast are so filled with hate. Speaking of the Gulf, a couple more comments if I may. First off, I'm neither a Ronald Reagan conservative or a Kennedy liberal (refusing to narrow my outlook on the world and issues by proclaiming political tendency). However, I had two reactions to all those Jordanians and Palestinians living in Jordan who proclaimed that they would hate America forever for what it is/has done to Iraq and that they're ready to die for Saddam. If I had the chance, here's what I'd say to them: "Hey, guys! Guess what? Most Americans, if not all, don't really give a shit what you think of us. Go ahead and hate all you want, keep your children in the dark ages forever with your blind hate but don't be surprised if Paradise (when you get there) seems awfully hot." Reaction number two about the US wanting to destroy Iraq: (as President, I'd respond): That's right, and when we're through there we are coming to kick your ass too! And then we'll get this problem solved once and for all. ((My solution is just the opposite of yours. Forget invading Jordan. I would let Jordan, Iran, Syria, and Turkey divide Iraq between themselves. This would keep these four fighting among themselves for years to come.))

BILL BECKER

No peace in the Middle East whether Saddam lives or dies. Israeli - Arab conflict continues into 21st century. Lebanon will continue to be war torn, four sided mess, Christian, Jew, Syria, and Palestinian. The hates in these three camps will keep the battles, terrors, and emotions churning. I don't know if Iraq will politically divide itself. Fear of the Baath politically and militarily may keep a Saddam like government in power.

ALAN KLINE

As far as peace in the Middle East is concerned, there will be violent conflict there whether Saddam lives or dies. He was, for example, one of Israel's most prominent antagonist in recent years. Were he to disappear from the scene, however, the Arab-Israeli conflict would continue apace at the behest of Syria's Assad, the PLO's Arafat and others. One smart thing our government is doing to resolve this conflict is trying to get our Arab "allies" to engage in one-on-one peace talks with Israel. However, as long as Assad claims that Tel Aviv (Israel's largest population center) is a Syrian city, these talks won't come to much. None the less, they are a step in the right direction.

One stupid thing our government is doing is refusing to cut military aid to Saddam's lap dog, Jordon's King Hussein. During the recent Gulf War, Jordan did all it could short of entering the war (which it threatened to do) to support Saddam Hussein and foil the liberation of Kuwait while

calling the US every name in the book. Jordan is not a democracy and their attitude towards us seems rather hateful so what's our incentive in helping them improve their army? Another dumb thing our government is trying to do is pressure Israel into turning over the so called "Occupied Territories" (including half of Israel's capital city) to the same Palestininians who openly sided with Saddam Hussein. These lands, home to approximately 200,000 Israeli Jews, are the key to Israel's security. Prior to 1967, Arab states owned all of these lands and they still attacked Israel. In fact, if Jordan, Syria, and Egypt hadn't insisted on forcing Israel into another no-choice war of survival in 1967, Israel would not control these areas today. The important point of this history lesson is that if Arab control of these lands didn't lead to peace between 1949 and 1967, what reason is there to hope that handing these lands to the Arabs will produce peace today? Have they, perhaps, become more moderate as a result of the Intifadah and the Gulf War? Furthermore, why should Israel be forced to place its national survival at the risk on the hope (the US hope, not Israel) that Arabs will be satisfied with the borders they rejected so violently between 1949 and 1967? If forced to return to the 1967 borders (in reality, nothing more than the 1949 cease fire lines), Israel will be nine miles across at its center and a state undeniably hostile to Israel will have its border in the middle of Israel's capital. Also, what of those 200,000 Jews who call these lands home? In Israel's democracy, Arabs serve as diplomats, generals and members of Parliament, would Jews fare as well in an Arab state? They probably wouldn't since there are no democracies in the Arab world.

The best hope for resolving the Arab-Israeli conflict lies in persuading the Arabs to acknowledge that Jordan is Palestine. The Kingdom of Transjordan (later renamed Jordan) was created by the British in 1922 to reward an Arab chieftain from the western coast of what is now Saudi Arabia for his cooperation during World War I. While King Hussein is not a palestinian, his country is entirely located within the borders of Palestine as defined by the League of Nations and, in fact, occupies approximately 80% of Palestine. Britain's importation of a foreign monarch did not alter the fact that the predominant culture in Jordan is Palestinian and that the majority of Jordan's population is Palestinian. It is unfair for the US to be telling Israel, "Make territorial concessions to the countries that attacked you from these very lands but were defeated by you in the hope that they won't attack you again." I've read a lot of history and I've never heard of any circumstance in which the victor was forced to make territorial concessions to the countries which unsuccessfully attacked it in the hope that these aggressors would be deterred from further aggression.

[[Since you brought up the subject that back stabbin King Hussein, did you hear that the Detroit Pistons drafted Saddam Hussein? They figured he is only person who can shoot over Jordan. Seriously though, I say we keep helping Israel for two reasons. One is the fact that we need to keep a strategic force in the region, and they are our best bet. The other is that they piss off a lot of people, and they aren't afraid of anyone, including us. Kind of reminds me of the South Africans. (They both need to clean up their act in the area of human rights though.)]]

JACK GARRET

I wonder of Saddam will even be around for long. If his own people don't snuff him, he has made an enemy of Israel - the least forgiving country in the world. There might be peace with Saddam, but I suspect that Iraq will be in pieces.

((It is a shame we didn't hunt him down when we had the chance and put his head on the end of a lance. Then again, I guess that is not the civilized way of doing things, or at least the whinny liberal way.))

Who is in the wrong, the press or the Pentagon, what with the current brew-ha over releasing of information?

JACK GARRET

I was amazed at how much information was given out to the media. Here we are, broadcasting to the world that a SCUD has landed in Israel. I say, don't give out anything to the enemy. Let 'em guess where that missile hit.

BILL BECKER

In times of war it would be best if our military could keep its secrets from being public. Let the press dig into the military secrets of the other side. They did a pretty good job of over informing us about the Republican Guard. My knowledge of our current military capabilities has been enhanced, through the media. Meaning that an intelligent military (obviously lacking in Iraq) could have gleaned much essential information from it.

PAUL CHINNERY

A few months ago, I read a book called "Guadalcanal Diary" by Richard Tregaski. Tregaski was a reporter who went in with the Marines and stayed until the battle for Guadalcanal was almost finished. While there, he interviewed a lot of soldiers and he didn't have a bunch of military PR people gawking over his shoulder to make sure he only asked the "correct" questions! Sure, he had to submit his work to censorship but he still was allowed to go where he wanted and talk to whoever he wanted to. Is everybody aware that not only did the military escort all the journalist they also picked out those soldiers that the journalists interview? Remember, one of the basic freedoms of this country is a free press! I understand that the military has the right, and a definite duty, to censor the press in a time of war, but I think the US military went a bit far when they decided who was going to be allowed to be interviewed. EVERYBODY has to be vigilant when watching for a violation of our rights. Another right we have is FREE SPEECH. So a bunch of people ran around with the tired old cliches of the US being a world policeman, etc. etc. Let them, it's their right; your's, too. If some people get upset with the protesters, perhaps they should look at their own convictions. If you are strong in your beliefs no amount of protesting by others will frighten you nor should it even bother you.

((#1. Way to much information was passed on the Iraqi Military of which was of value to them. #2. After the fact, not enough information has come out to Joe public. There has to be a happy middle ground. As far as protester, Jose Conseco and I have our own way of dealing with protestors. I don't mind letting some other guy have his say, just as long as he stays civil. After that, it is anybodies ball game, no pun intended.))

(Remember, this will be finished next month. ***personal note to all concerned*** Per the poll results, I have sent out applications for centerfolds. I will keep you informed on this development. (War cheerleaders are top on my list.)

Uptight, Upset, and Anti-Social

#11

4/27/91

John Quigley: I would like to comment on the opinions expressed by Jack Garrett and Steve Sulzby in "Uptight Upset, and Anti-Social #10" in Maniac's Paradise #26 regarding crossgaming. While I agree that recognizing patterns of individual players by observing other games is valuable, both Jack and Steve (if I may be so familiar) have neglected to consider an important scenario. It is a definite disadvantage to be playing Diplomacy with players who are simultaneously playing in a different game and have agreements in that other game.

This condition exists in the game that I am in. It is frustrating and, in my opinion, unsportsmanlike for this type of situation to be allowed. For example: Italy and France agree to ally in a game. Then both of them become involved in a separate game where they are Germany and Russia. In order to preserve their status in the first game, they agree to similar conditions in the second game.

I feel that GM's should not allow players in a game that includes participants common to another game. It's decidedly unfair to those who are not involved in that other game, and leads to deals that involve two simultaneous games leading to the term "Crossgaming."

[[Your scenario is flawed. Why would the two players have to ally in the second game to "preserve their status in the first game?" Do you mean to say that players who are allied in one game would be unable to stay allied if they are fighting each other in a different game? That certainly isn't the case with me, or most players that I know of.

Now, let me respond to your suggestion that two players who are involved in one game not both be allowed in a different game. First, its completely unworkable. That would mean the GM would need tabulated records of every Dip game in progress in every zine everywhere. Who would compile that information? Next, what about people (like me) who play in a lot of games at once? As a rough count, I'm in 15 Dip or Dip variant games (excluding Gunboat-type games), including some that involve a lot of players (Youngstown XIII, for example, which requires 14). By your rule, I'd have to drop from 11 or so of those games. What about the people like Jim Diehl or Melinda Holley who seem to be everywhere? Should they completely slash their hobby participation to one game each?]]

On a separate subject, I disagree with your position of censoring Press in Diplomacy games run in MP. While I agree with you that the Press in question is offensive, the participants of this periodical should not be subject to editing from someone who is supposed to be an impartial and non-involved adjudicator. Isn't it rather presumptuous of you to decide what should be allowed in terms of expressing one's opinion? This is contradictory to your position of printing such subject matter as abortion. The personal insults that you have printed in that context are much more offensive in that they attack an individual completely outside the arena of conflict within Diplomacy. How did abortion become a topic of discussion in a Diplomacy 'zine?

[[I look at it in exactly the opposite way. I participate in this hobby for enjoyment. I've expanded that participation to include publishing this zine. When I sign up for a game

of Dip, I do so in order to play the game and have fun, not to voice personal insults. "Press" was created to comment on the game itself, although over time its been expanded to include various other topics in certain zines. The game is not reality, and the press is not the best place to express one's opinion on most topics. When people start mixing the game with personal antagonism they feel for people, it interferes with the game. My decision to place guidelines on the press was an attempt to shift attention back to the game itself, not to censor anyone's opinion. "UUAS," on the other hand, was created specifically for readers to express their opinion on ANY topic they find interesting, including abortion. To be honest, I forget how THAT topic came about (I didn't bring it up, anyway), but its as relevant to the zine as music or politics or anything else. Anyway, thanks for the letter, I'm glad to hear an someone else's viewpoint on the matter.]]

Paul Milewski: A recent experience of mine has caused me to question a statement I made in a letter to you that you published in issue #25 of Maniac's Paradise in "Uptight, Upset, and Anti-Social" #9. I would retract my conclusion that "players today on the whole prematurely end games in draws of convenience because they become bored too easily." I would also withdraw my statement that "over a third lose interest completely." (That third is the 36% of starters who resign or are dropped.)

Based on my recent experience, I now believe some portion of those who resign or are dropped do not do so because of short attention spans. Their disappearance from a game may instead be due to disgust or exasperation on their part. I might add that I think their negative reactions are wholly unjustified and inappropriate but are real nonetheless.

I believe this attrition of players in games is related to the trend in games ending in draws in which being included in a draw is a less reliable indicator than it used to be of how close a person came to winning.

I now believe Robert Acheson was on the mark when he suggested that "it seems to be in the current players' 'mentality' that draws are good." Rather than the hobby being "kinder and gentler" (as you put it), I suspect we are experiencing a gradual infusion of new players into the hobby who are pathologically intense. They take the game too seriously.

As a small child, I played Monopoly with some people who would literally be brought to tears by being eliminated. These people, who's misbehavior was casually attributed to immaturity on their part, would be given enough money to allow them to continue. The games would continue ad infinitum, without conclusion, without resolution, with no winner per se. My son plays Stratomatic Baseball and such games with his friends of college age, some of whom will throw fits of temper upon losing, breaking pencils, throwing dice across the room, and generally being unpleasant.

These staged and concocted draws we see so often in the hobby nowadays may be to accommodate hyperaggressive players who feel they simply must be included in a draw, who cannot accept the notion of one person winning if it means they lose, and who will walk away from a game if things are not going their way.

The way in which such a person perceives the game is so different from the way in which you or I think of it that this possible explanation did not occur to me at first. The recent experience of mine to which I refer was a face-to-face game of 1830.

Robert Stimmel: Why can't an investor assure himself of a stock market profit by limiting his holdings to stocks rated "1" by Value Line?

[[Because you just can't. Value Line ratings are based on past performance, not future prices. Any stock can go up or down for any number of reasons. In addition, you have to compare your stock market performance to the yield you would receive in Bonds/Bills/Notes/Munis. Its not that easy to make money on a consistent basis in the stock market. Look at Apple Computer. It was rated "1" yet it dropped 10 points in one day when lousy earnings came out, then dropped another 7 points a week or so later. So much for the "1" rating, eh?]]

California lottery is now worth, expected, \$100,000,000.00. The odds are one in 23 million. If a ticket was purchased once per week a person would win once in 440 thousand years.

WLAJ After 5 Weeks

1) London	771.99	(5-0)
2) Barcelona	670.15	(4-1)
3) San Antonio	562.55	(3-2)
4) NY/NJ	503.10	(2-3)
5) Birmingham	484.24	(2-3)
6) Frankfurt	456.45	(3-2)
7) Orlando	438.21	(2-3)
8) Montreal	419.20	(2-3)
9) Sacramento	415.98	(2-3)
10) Raleigh-Durham	278.13	(0-5)

Alex Leech: Crossgaming is cheating. Pure and simple. It occurs when you trade a move in one game for a move in another. It does not occur because you hedge from a previous stab or draw conclusion based from previous play. Those are examples of common sense. Common sense is not crossgaming.

Crossgaming is not the only form of cheating in Diplomacy. Two players signing up to play as allies is also cheating, but does not fall under the category of crossgaming. To crossgame you have to have at least two games to "cross-over" between.

Calling someone a crossgamer does not make you a crossgamer. Just because someone offers you a bribe; that doesn't make you dishonest. You are dishonest only if you accept it. I do agree that most accusations for crossgaming are bullshit. Its far easier for people to whine or spread lies when they get outplayed, then it is to admit their mistakes.

Paul Milewski: Regarding your comments about Monarch Avalon in issue #25, a little research at the local library reveals that the company has been in a decline in recent years. It has an April 30 fiscal year end, so the most recent full-year information is for the year ended 4-30-90. Starting from that year and working backward, we find net losses reported for '90 through '87, with a net income reported for '86. Net sales have been declining year by year. As of April 30, 1990, Monarch avalon had a net operating loss carryforward of \$465,000. Interestingly, while its management has had a hard time showing a profit in recent years, last doing so in 1986, it is awash in cash and equivalents.

Avalon Hill Game Co., Inc., is one of three wholly owned subsidiaries. As of 4-30-90, Monarch Avalon had about 130 employees and 746 shareholders. The Chairman of the Board, A. E. Dott, owned or controlled about 37% of the common stock on that date. It had no long term debt and had a bank line of credit for up to \$2,000,000 at prime with none taken down at 4-30-90. It has not paid a dividend since 1987. Since this financial information is all from consolidated statements, I haven't an inkling how Avalon Hill alone is doing. Considerably more could be gotten from a full fledged annual report or, better yet, an SEC filing. It has been in recent years an unprofitable company, shrinking in size and in volume of operations, but is in no immediate danger of being unable to pay its debts when they become due. Recent trading activity in Monarch Avalon may or may not be due to sales of "Desert Shield" but such sales are not likely to keep up very long. Interest in the Gulf will fade as memories of the CNN broadcasts are lost.

[[Ahh, a man after my own heart, who actually looks at some real numbers to form an opinion on companies. Let's see, I have a more recent earnings report for them around here somewhere: for the 9 months ending 1/31/91, earnings are 6 cents a share, versus a 4 cent loss for the 9 month period ending 1/31/90. A nice jump, with sales up 7% for that period. The stock is not normally active, with only a few thousand shares trading per day. What probably happened is the strong sales of "Gulf War" brought the stock to the attention of some people looking for bargains. The company has obviously cut back, and with a low debt, any increased sales will impact dramatically on the earnings. Long term, there is still a lot of doubt about the Wargame market, and with Avalon Hill's inability to expand into the computer-game market with any success, its outlook is uncertain. However, it seems to have streamlined its operations to a fine point. Of course, most of this discussion is in relation to the Avalon Hill portion of Monarch Avalon, so who knows? Since I do this all day long, I'm always happy to discuss the markets and the economy, if anyone cares.]]

In other Anti-Social news, my boss' book has been released. Some bookstores have early copies, although most won't get it in until around the first of June. Look for it: Trader Vic's - The Methods of a Wall Street Master, by Victor Sperandeo with T. Sullivan Brown, published by John Wiley and Sons. It's taken a good two years to write this thing and get it out there, but it's finally done. For those of you interested in the markets, this is certainly a great book. It deals with technique, technical and fundamental analysis, philosophy and psychology of the markets (and those who trade them), stuff like that. Of course, you'll see my name in the book a couple of times, since I've been the "right hand man" around here since 1986.

Alan Levin sent me a few copies of his zine, Caveat Emptor. CE is free to players and standbys, and is devoted exclusively to gunboat. Each gunboat game runs on three week turns with no separations or delays. Apart from the games, CE carries a pseudonymous letter column (to protect the identities of the players in the gunboat games), a cartoon or two, an article or two by Alan on a political or historical topic and, on occasion, a reprinted article or two. If you want a fast place to play gunboat, drop Alan a line.

Finally, everyone should go out and buy Joe Walsh's new album, Ordinary Average Guy. His best work since The Drinker You Smoke, the Player You Get. If you are a Joe Walsh fan, or used to be, this release is a delightful surprise.

can con

DIPLOMACY

Toronto

DIPCON XXIV / CANCON IV

April Newsletter

CON DETAILS

CanCon IV/DipCon XXIV will be held on August 2-4, 1991 at the University of Toronto's Scarborough Campus. We will, of course, be featuring *Diplomacy*, but we will also have other tournaments as well. Fred Davis Jr will be running the Diplomacy Variant tournament, featuring *Skinny Dip*, a variant designed for quick face to face play. We expect there will also be *Gunboat Diplomacy*, *Railway Rivals*, *Kremlin*, *Facts in Five* & *Rail Baron* (the latter two to be run by Cal White). Others may be announced in coming newsletters. There will be computer games available as well as plenty of space for pleasure gaming and socializing.

Prizes will be awarded in the *Diplomacy* tournament as well as the various subsidiary tourneys. The exact prizes have yet to be determined, but will be announced in a future newsletter. Last year, Bill Lafosse donated a beautiful plaque to the winner of CanCon III. Cal White and the Canadian Diplomacy Organization will also be donating plaques. Avalon Hill has agreed to donate gift certificates for winners. We are currently negotiating with them as to the exact amounts of the certificates.

SCORING SYSTEM

Doug has already picked the system to be used and will be giving details in one of his flyers. Results are going to be fed directly into a computer so as to speed up the process. John Etheridge will run this.

TRAVEL

BY AIR: Toronto is a very easy place to get to from just about anywhere. We are served by the Lester B Pearson International Airport and are joined directly to most major American and European cities. According to our overseas contacts, Toronto is also the cheapest place to get to from Europe in North America. In fact, several of the European attendees to DipCon XXIII in Chapel Hill flew first to Toronto and then drove down to North Carolina. James Nelson 112 Huntley Av, Spondon, Derby DE2 7DU ENGLAND is serving as our European contact.

BY BUS: Commercial Bus travel takes you directly into the heart of downtown Toronto to the Bay/Dundas station. A short walk to the subway and a Toronto Transit Commission bus ride after that will get you within walking distance of the Con site.

BY TRAIN: Trains pull into Toronto's Union Station where you can jump directly onto the subway. A Toronto Transit Commission bus ride after that will get you within walking distance of the Con.

BY CAR: Through Detroit Highway 401 will take you directly into Toronto and to within five minutes of the Con site.

Through Niagara Falls: take the Queen Elizabeth Way to Highway 427. Go north to Highway 401 which will take you to within five minutes of the Con site.

From the East Highway 401 can be accessed from any of the Canada/U.S. border crossings east of Lake Ontario and from Quebec and points East of Montreal.

From the North, take Highway 11 to Highway 12 until it turns into Highway 400. Take Highway 400 south to Highway 401 and go East to within five minutes of the Con site. Alternate route: take Highway 69 from Sudbury directly down to Highway 400. Then take Highway 400 to Highway 401 and go East to within five minutes of the Con site.

BY CARPOOL: If you are planning to drive and can take passengers, please contact Cal White. We will try to advertise any carpools coming to DipCon.

More explicit directions will be forthcoming in future newsletters.

FEES

The preregistration fee will be \$20.00 (Canadian). This will be applied to your entrance into the *Diplomacy* tournament as well as a name tag and a Con booklet.

If you wish to stay at the University, we have acquired the use of the Campus townhouses. Each unit comes with a shared kitchen (fridge, stove, utensils, etc) so if you wish to do some cooking, you can. Fees are \$35.00 (Canadian) per night (these are single rooms, but a husband and wife should have no problem in them). You may book for variable periods of time in case you wish to extend your vacation and see some of the sights that Toronto has to offer. Rooms are available between August 1st and 10th. Please specify when you book how long you want a room for. You also have the option of having breakfast on campus each morning. This is an extra \$5.00 per breakfast/per person. Also, another \$5.00 will get you in on the barbecue on Saturday afternoon. All monies should go to Doug Acheson and cheques/money orders should be made out to *"Doug Acheson"* or *"Nithgrove Health & Safety"*.

PUBLICATIONS

We hope to have a Con program out around July. This will include directions to the Con, a listing of past DipCon and hobby awards winners, schedules and even a tourist's guide to Toronto as written by "Colorado Bob" Hartwig. All attendees will receive a souvenir booklet with gaming results and a Con Report. At the Con itself, we will have a zine table where attendees will be able to browse through some of the hobby's fine publications. If you're a publisher, don't forget to bring some sample copies of your zine!

PARTICIPANTS

While it's still early, we have had many people say that we can expect them to be in Toronto for CanCon IV/ DipCon XXIV. Bob Acheson, Bill Lafosse, Randolph Smyth, Mark & James Nelson, Edi Birsan, David Hood, Pete Fuchs, Dan Sellers, Morgan Gurley, Bill Hunter, Lance Anderson, Mike Barno, Mike Agnew, Fred C. Davis Jr, Frank Easton, Bob Hartwig, Nelson Heintzman, Jack McHugh, Tom Swider, Brad Wilson, Pete & Cathy Gaughan, Don Gill & "an Oshawa contingent", Ron Newmaster, Bruce McIntyre, Brent McKee, Denis Jones, Robert Staats, Steve Nicewarner, Fred Hyatt among others are all expected to be in attendance.

CONTACT ADDRESSES

Doug Acheson
Unit 5, Suite 330
320 Yonge Street
Barrie, Ontario
CANADA L4N 4C8

Cal White
1 Turnberry Avenue
Toronto, Ontario
CANADA
M6N 1P8

All monies go to Doug. Remember: cheques must be made payable to either "Doug Acheson" or "Nithgrove Health & Safety".

NEXT NEWSLETTER

Expect it in May.

A Brief History of (Good) Times.

CanCon was first held at the Glendon Campus of the University of Toronto in 1988. It was the brain child of Doug Acheson, who, with the help of Randy Grigsby & Frank Easton, organized everything from scratch. CanCon I attracted about 30 brave souls from Southern Ontario, Quebec, and the northeastern United States.

The tournament schedule was very simple - games of Diplomacy could start whenever seven interested people wanted to begin play. Many people brought a variety of other games such as Survive, Acquire and Family Business. The atmosphere was relaxed and the emphasis was on socializing as much as on gaming. This was to become our trademark as we Canucks tend to be social creatures as opposed to hardcore gamers. CanCon I was won by an American, Marc Peters from Madison, Wisconsin.

If there was a drawback to CanCon I, it was the lack of air conditioning in the middle of an unseasonably hot Toronto summer. Temperatures near 40° Celsius made life uncomfortable for the attendees.

With an eye to improving gaming conditions, CanCon II was held at the Scarborough Campus of the University of Toronto. Not as centrally located to the city centre, but definitely a much more pleasant setting. The a/c even worked!

Holding CanCon II at the Scarborough Campus meant that we had townhouses to offer the Con goers for accommodations. A definite improvement over the dorm facilities found at many Cons, each townhouse came with separately rented rooms for each resident, but with a common living room/fully equipped kitchen. Although not air conditioned, we have not had any complaints about this lack - the common rooms tend to get a bit hot (especially if someone is cooking), but the Uni provides large fans to deal with this problem.

CanCon II saw the addition of a Kremlin tournament run by Randy Grigsby and won by Rob Lowes. For the second year in a row, the results of the Runestone Poll were made public at CanCon courtesy of Bruce Linsey. We also suffered the ignomy of having yet another American, Fred Hyatt, take home our national title, beating out about 25 other attendees.

CanCon III, partly due to the large contingent of Easterners/Southern Ontarians who attended DipCon, just weeks earlier, was the least attended to date, but this served to emphasize the hominess of the Con. Once again, it was held at the U of T's Scarborough Campus and we were blessed with beautiful weather and clear skies. Possibly due to the reduced competition and the fact that only one Yank attended, the Canadian national Diplomacy title was won, not only by a native, but a home town favourite! Northern Flame publisher, Cal White took home the champions trophy, a beautiful piece of art donated by Bill Lafosse, publisher of CounterMeasures.

CanCon IV, which will again be held at the same venue, is virtually guaranteed to be the best ever. For the first time, the North American Diplomacy championships will be held in Canada. DipCon XXIV will be held in conjunction with CanCon IV and attendance is expected to be excellent. Toronto is very centrally located on the North American continent and a large number of people have expressed an interest in attending.

We have come to an agreement with Avalon Hill, manufacturers of Diplomacy in North America, for partial sponsorship including the donation of prizes. We will also be having a larger variety of games. There will be a Diplomacy variant tourney; Kremlin will once again be making an appearance; an Avalon Hill family game, Facts in Five, will make its first appearance and Gunboat Diplomacy as well. We are hoping to have a Railway Rivals kit as well, but we are still looking for a RailMaster (conductor?) for this.

After the success of the American rules football match at World DipCon II in Chapel Hill, North Carolina, we also hope to have another at DipCon XXIV/CanCon IV. We are open to suggestions as to any casual sports to be played. We've even had a demonstration cricket match suggested!

We are hoping to have as many people as possible from Overseas attend and, to this end, we have set up an information point for any Europeans who wish to make the trip. James Nelson 112 Hurdley Avenue, Spondon, Derby, DE2 7DU England is handling European booking for the Con and will either answer any questions you have about attending or pass them on to the Con organizers. Should you decide to attend (and we sincerely hope you will), please contact James as soon as possible.

Other addresses:

Doug Acheson
Unit 5, Suite 330
320 Yonge Street
Barrie, Ontario
CANADA L4N 4C8

Cal White
1 Tumberry Avenue
Toronto Ontario
CANADA
M6N 1P6

Date: August 2-4, 1991
Fees: Registration costs \$20

Accommodation: a room in one of the townhouses costs \$35 a night if booked after March 31st. Rooms are available to be used between August 1st and 10th if you plan a longer vacation in Toronto. These rates are very cheap by Toronto standards. The rooms themselves are quite nice.

Payment: all prices are quoted in Canadian funds. Cheques are to be made out to either "Doug Acheson" or "Ninthgrove Health and Safety Services".

Cheques payable to "CanCon" or "DipCon" or somesuch will be returned. All details available from Doug Acheson, Cal White or James Nelson. See you there!

DIPLOMACY IN THE GREAT WHITE NORTH!

What? CanCon IV / DipCon XXIV (The 1991 North American Diplomacy Championship)

When? 1800 hours August 2nd to sometime August 4th, 1991

Where? The Scarborough campus of the University of Toronto, Toronto, Ontario, Canada

How Much? If you want to do some gaming, a flat \$20 Canadian. This covers any tourney you decide to play in. If you don't want to play, you don't pay. Simple.

Lodging? We have reserved a block of townhouses on the campus itself which go for \$30 a night if you book before March 31st. If you book after, then the cost is \$35 a night. These rooms are available from August 2 to August 10 for those who want to do the tourist thing afterwards. This is a lot cheaper than you'll pay anywhere else in Toronto.

The Games? Diplomacy, of course! Regular, Variant and Gunboat Dip! And Kremlin, Rail Baron, and Facts In Five! Plus as many other games as people decide to bring, (including Commodore Computer games!)

Prizes? Naturally! Winners of each tourney will be receiving either a prize certificate or trophy/plaque for their achievement as donated by either the Canadian Diplomacy Organization, Avalon Hill or CounterMeasures.

What about the wife/husband? Heck, bring 'em! Toronto has a lot to see and do for the non-gamer. They can take a ferry ride over to Centre Island and see the Centreville Amusement park or take in Casa Loma, a real castle, imported brick by brick from England. There's always the Royal Ontario Museum, the Art Gallery, or the Science Centre. For the shoppers, Downtown Toronto features some of the most amazing shopping opportunities in North America (don't miss the Eaton Centre!). For the kids (big AND small!) Niagara Falls is only a 45 minute away drive and Canada's Wonderland Amusement Park only a half hour away. Then there's always Ontario Place, a waterfront playground in the heart of Toronto (don't forget your bathing suit!). And plenty more!

What about food? The Scarborough campus is situated just minutes from a wide variety of dining establishments, fast food and otherwise. You will also be able to sign up for breakfasts at the Con (\$5 a meal) and a special barbecue Saturday afternoon (\$5).

What do I do now? Sign up! Fill in the coupon and send it off to Doug Acheson Unit 5, Suite 338, 328 Yonge St, Barrie, Ontario L4N 4C8. This will get you preregistered and put on our mailing list for the Con booklet.

**DIPCON
XXIV**

The Canadian Diplomacy Organization
1 Tumberry Avenue, Toronto, Ontario, Canada M5N 1P6

**CANCON
IV**

Name _____

Address _____

Total \$\$ enclosed

Please preregister me for the gaming

I'm interested in playing:



- Diplomacy
- Gunboat Diplomacy
- A Diplomacy Variant
- Kremlin
- Rail Baron
- Facts In Five

can*con
DIPLOMACY

Toronto

Please book me a room for _____ nights starting the night of August _____ until (and including) the night of August _____.

Please rustle me up _____ breakfasts at \$5 each. Same for that Barbecue _____ at \$5.

All prices are in Canadian dollars.

Cheques should be made payable to either "Doug Acheson" or "Nithgrove Health & Safety", and mailed to: Unit 5, Suite 338, 328 Yonge Street, Barrie, Ontario, Canada L4N 4C8

See you there!

1991 AWARDS BALLOT

NAME: _____ HOBBY ROLE: _____

INSTRUCTIONS: Vote for one choice only in each category. The above ID portion MUST be completed. Receipt deadline is July 12, 1991!

1991 DON MILLER AWARD

For service to the hobby;

- _____ DAVID HOOD: DIPLOMACY WORLD revival and hosting Dipcon '90
- _____ VINCE LUTTERBIE: For work with orphan service and hosting Poolcon '90
- _____ TOM NASH: For publishing BDT and Zine Register
- _____ PETER SZYMONIK: Pioneer of PBEM
- _____ CAL WHITE: CDO Coordinator and Northern Flame, #1 in 1990 Runestone Poll

1990 JOHN KONING AWARD

For outstanding play of Diplomacy;

- _____ GARY BEHNEN: Play by Mail play in 1990
- _____ KATHY CARUSO: Outstanding stand-by play in 1990
- _____ STEVE COOLEY: Excellent FTF play in 1990
- _____ LAWRENCE WATT-EVANS: Solid Play by Mail play in 1990
- _____ NO AWARD DESERVED THIS YEAR

1990 MELINDA ANN HOLLEY AWARD

For quantity participation in the hobby;

- _____ JIM DIEHL: In games everywhere
- _____ MELINDA HOLLEY: GMing, playing, and publishing REBEL
- _____ VINCE LUTTERBIE: PBM AND Orphan Games participation
- _____ TOM NASH: Game participation and publishing ZINE REGISTER
- _____ MICHAEL WADE: GM and plays in many PBEM games

1990 ROD WALKER AWARD

For literary excellence;

- _____ MARK BERCH: "THE POWER AND THE GLORY" (an analysis of triple alliances) in Vol. 26, #14 of THE GENERAL
- _____ CHRIS CARRIER: "A VISIT TO SLAPPY'S WORLD, PARTS I & II" (satire on on hobby feuding with an intergalactic touch) in MEGADIPLOMAT
- _____ GREG MAYNARD: "SUPERMARKET DIP" (comedy of playing/fantasizing Dip in a grocery store) in ONE REGULAR GUY
- _____ GREG MAYNARD: "I TAUGHT MY KIDS DIP" (comedy on children's activities as compared to a Dip scenario) in MANIAC'S PARADISE
- _____ PAUL MILEWSKI: "MILEWSKI ON SCORING SYSTEMS" (study and comments on scoring systems in Dip) in BEEN THERE, DONE THAT

Return Ballots to: RON CAMERON, 7821 Bouma Circle, La Palma, CA. 90623, or FRED DAVIS, 3210-K Wheaton Way, Ellicott City, MD. 21043

* * * Please note C.O.A. for RON CAMERON after May 22nd: 8781 Walker St. # 13, Cypress, CA. 90630 * *

Please vote early! Deadline is July 12th! Publishers are encouraged (begged) to reprint this ballot in their very next issue. Should anyone wish to receive a copy of the articles nominated for the Walker Award, send \$1.00 with your request to RON CAMERON, address above. Winners will receive plaques, nicely engraved, as well as their names on a perpetual plaque. This COSTS MONEY so please accompany your vote with a donation. Never once has this hobby service had to charge a ballot fee or depend on PDO money. That, in itself, is a credit to all of us. Please DONATE!!

The committee this year is to be indeed complimented. They rejected proposals to charge a voters fee, to reduce the final ballot to 3 nominees, (instead of five), and to create a fifth award for non-Diplomacy literary excellence. The committee, I believe, did one hell-of-a job. Comprised of both old and new hobbyists, geographically mixed with combinations of players and publishers, FTFer's, PBMer's and PBEMer's, the hobby is well represented. Hat's off to: Robert Acheson, Gary Behnen, Fred Davis, David Mc Crumb, Cathy Ozog, Garrett Schenck and W. Andrew York. It will be fun to see which of the finest are awarded their due at DIPCON in TORONTO. Hope to see you there!!!

RON CAMERON, HOBBY AWARDS COORDINATOR

Diplomacy 3,Dagwood,1989HW,Game End

Turkish A Sev retreated to Moscow in Winter 1909

1989HW Maniac's Paradise (GM: Douglas Kent)
Austrian win, Fall 1909

	<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	05	06	07	09	09	11	12	14	18	Stven Carlberg (WIN F09)
England	04	05	06	06	06	07	06	06	08	Larry Behrendt (SURV F09)
France	05	05	05	04	06	07	08	08	04	Paul Chinnery (RES S03) Ron Murphy Jr (DROP F05) Steven Sulzby (SURV F09)
Germany	05	06	05	04	01	00	00	00	00	Tom Slaughter (OUT F06)
Italy	04	03	02	00	00	00	00	00	00	Jim Diehl (OUT F04)
Russia	06	05	04	05	05	05	04	04	03	Bruce McClung (SURV F09)
Turkey	04	04	05	06	07	04	04	02	01	Bernie Oaklyn (DROP S07) Roger Cox (SURV F09)

Austria (Stven Carlberg): How did I win this game? It's a long story. I'll try to give you the short version.

Russia got mad at me in Spring 1901 because I opened to Galicia. He stayed mad at me for the rest of the game.

Italy and I started with a tenuous non-aggression pact--without which, how could I have made it through 1901?--but in Fall 1902, he refused to join me in a naval campaign that would have left Turkey in shambles, so in Fall 1903, realizing Italy was worth more as an enemy than as an ally, I stabbed him. He then naturally tried suicide against me, but I was prepared and gradually wiped him out without sustaining any damage myself.

When Turkey saw that I really *was* set to take Italy out of the game, I finally got an offer of strong alliance. Turkey's long-range plan for an A/T victory involved getting fleets all the way around the board. "Before this game is over," he told me, "we will convoy an army from Constantinople to St. Petersburg." The plan looked feasible to me, so I agreed.

Meanwhile, Larry Behrendt as England communicated regularly throughout the game, even in the early stages when we had no apparent interests in common. I think he was allied with Germany, but they never made much headway against France. England did get an army into St. Petersburg around 1905 and from there supported me in Moscow.

That small victory, however, was short-lived, because my Turkish "ally" would never help me against either Russia or France--the only likely prospects for Austrian expansion. I fell back from Moscow, all too well aware that it was Turkey who had kept me from dealing a death blow to Russia. Earlier in the game, a memory that further ired me, my Turkish "ally" had attacked me without warning in Greece, cutting a key support that would have wiped out an Italian fleet in Albania (which I then had to work around for three more seasons). The Turk also constantly threw roadblocks up against me such as writing his letters only at the last moment before deadlines, leaving me to sort out which of his proposals might actually further the goals of the T/A-- and which were designed simply to get Austria to leave an opening for a Turkish stab. So the longer I stuck with it, the more I realized that this alliance was more trouble than it was worth even if Turkey *didn't* plan to stab me in the end.

So, urged on by England, who said he could get the new French player to help, and reasoning that I would rather take a plain vanilla A/E/F than wade through the aggravation of trying to complete an A/T, I went for the stab against Turkey on a Spring move.

My success exceeded my expectations. Not only did I carve a couple of centers out of Turkey and leave a lot of his units in the wrong places to hit me back, I got him so hopping mad that he quit the game, slamming the door on his way out with a position-weakening NMR! I had naturally assumed that he would fight to the finish, as the more patient Italia had done, but instead the mad Turk stalked away in a huff and left behind a board where a solo win for Austria was suddenly not at all unthinkable!

I did try to get the new Turkish player to ally with me against Russia, but instead he followed the advice of the Russian player. Perversely, this was a big help to the Austrian cause, as the Russian player's advice was terrible! While R/T took feeble potshots at me in Rumania and Galicia, I swept through the Turkish homeland faster than I would have believed possible.

The new French player, meanwhile, despite my half-hearted overtures of peace, could see the Austrian menace looming large on the horizon. So, despite his half-hearted responses of peace, he gave me nothing but trouble. Together with my old foe Russia, France finished off Germany and brought England to a standstill. Sulzby played the position well, so it took England and me quite some time to fit a noose around his neck. But ultimately, I made steady advances on both wings as well as putting enough pressure on central Europe for my English ally to grab a few north coast dots from F/R and finish in second place. The game ended in 1909 with me adding Ankara, Sevastopol, Portugal and Spain to my long list of supply centers.

Without England's friendship, I could never have won this game. I hope he's happy to have made the win possible, since his only other alternative was to help Russia and France, both of whom were clearly his enemies as well as mine. I would have gladly taken a two-way with England, and was working with him in good faith, but our opponents' strategies gave supply centers to Austria two or three times faster than to England. Ironically, had the new Turk joined me against Russia instead of opposing me, this game might still have ended in an A/E or even an A/E/F. So the lesson here is, while you do want to get the right ally in a Diplomacy game, you definitely need the right enemies, too!

I offer my appreciation to *all* the players in this game for making it so interesting.

Each move brought a new tactical puzzle to solve, and every couple of years there was a new opponent in the front lines against me. Although I've been on the winning side of some two-ways and three-ways, this landmark game of Diplomacy was the first I've ever won all by myself! Naturally, I hope it won't be the last.

My thanks also to our hard-working master of ceremonies Douglas Kent for keeping the game progressing with such admirable promptness and clarity while we slugged it out!

France (Steven Sulzby): This was a great standby position to pick up. I entered the game in W 05/S 06 and immediately had 2 builds and 6 units total. I don't know what happened to the original France, but I found myself embroiled in a war with the English and a couple of Turkish fleets off the French coast. Negotiations, and a gesture of peace from Austria/Hungary, disentangled the English and French fleets momentarily. This left the French free to dislodge the immediate threat from the Turks and secure some supply centers from Germany. Unfortunately, England never **lived up** to its end of the bargain and continuously had a fleet in the English Channel. ~~After what appeared to be a stab~~ of the Turks by the Austrians, Austria/Hungary lived a **charmed** life, partly made by his own negotiating skills. Taking advantage of a Turkish NMR (~~Oaklyn~~), ~~he~~ further managed to grab more of Turkey. Roger Cox entered as the **new Turkish** player. For the meantime, Austria/Hungary made an unreasonable demand **over the German** territories, and when I refused to go along, he used this as an excuse to **renew hostilities** between us. Adding to the Austrian assault was a still-surviving Turkish fleet **doing all** it could to aid the Austrians while its homeland was being overrun by Austria. This one **fleet entirely** uncoupled my defense against the Austrians and led to the loss of Marseilles and the entire Iberian peninsula. Nevertheless, the real key was England. Despite repeated French pleas, the English player could never let go of the idea of attacking France. I could only conclude that the Austrian had the English duped into thinking he was going to share the win or he had just agreed to be the Austrian puppet. Unless the English would do a major foreign policy turnaround, Turkey's moves merely hastened the inevitable...an Austrian victory.

Not yet mentioned in all of this was Russia's unselfish support of the French in Germany. This occurred despite the fact that the French possessions in Germany had actually belonged to Russia. The Austrian never managed to break through here, although the English did manage to infiltrate from the sea on the last turn.

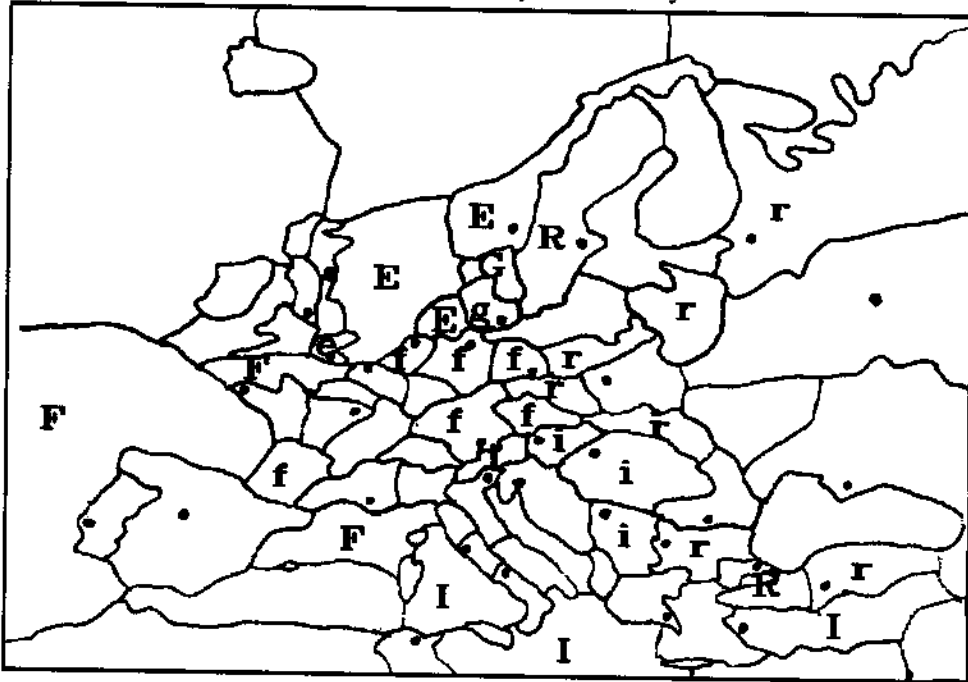
Though I did manage to miss what must have been spectacular opening fireworks through the first five years, the Austrian can claim to have won a fine victory. Nevertheless, much of the Austrian victory is owed to the English, with a small token to the Turks. Thanks to Doug for an excellent standby position and to everyone for a wonderful game.

Russia (Bruce McClung): I'm sure going to miss those letters from Larry and Mrs. Larry.

Turkey (Roger Cox): I came in to replace Oaklyn and I met some fine people. Had a great time. Congratulations Steven. Thanks Doug.

Diplomacy 5, Pessimism, 1990 HB, F 05

"Turkey wiped out as Italy's economy booms!"



England (Obrien): Ret F Ska-Nwy..A Yor-Lon,F Edi-Nth,F Nth-Hel,
F Nwy S F Edi-Nth,F StP(nc) S F Nwy(Dis-ret Bar,OTB).

France (Quigley): F Wme-Mid,F Lyo-Mar,A Gas-Mar,F Ech-Bel,A Hol-Bel,A Mun-Boh,
A Ruh-Mun,A Sil-Ber,A Kie S A Sil-Ber.

Germany (Diehl): F Ska S R. F Swe-Nwy(NSO),A Den H.

Italy (McClung): F Tyn-Ion,F Tus-Tyn,A Tyr-Vie,A Pie-Tyr,A Tri-Bud,A Gre-Ser,
F Smy H.

Russia (Bryant): F Swe S G. F Ska-Nwy(NSO),A Lva S A Mos-StP,A Mos-StP,
A Pru S A War-Sil,A War-Sil,A Gal S I. A Tyr-Boh(NSO),A Ank S I. F Smy,
F Con S A Bul,A Bul S F Con.

Turkey (Cox): F Aeg-Smy,F Syr S F Aeg-Smy.

Supply Center Chart

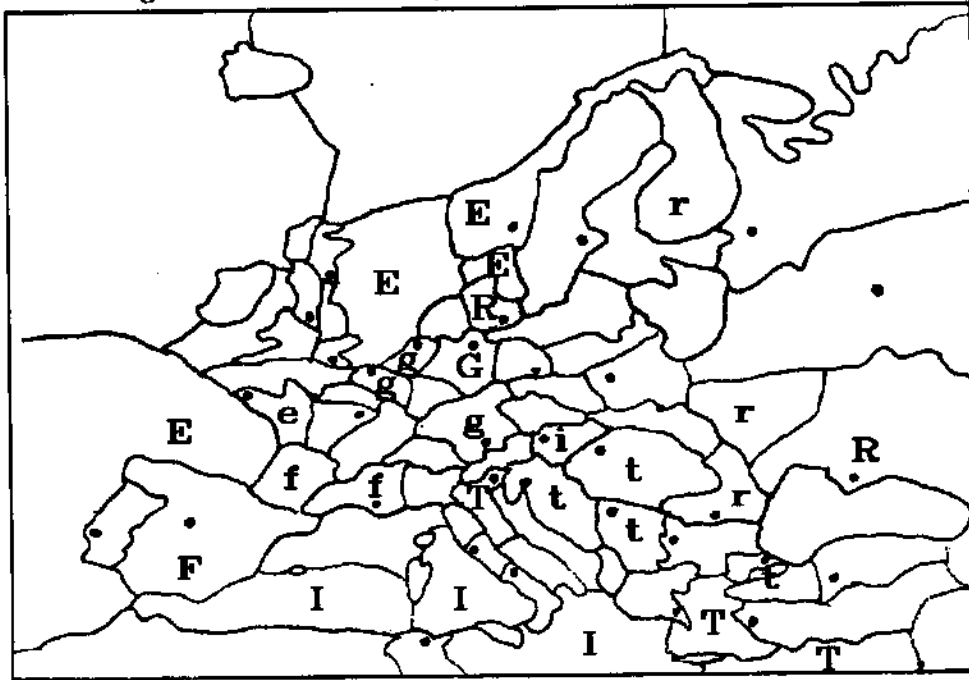
England	Lon,Edi,Lvp,Nwy=4	Remove 1
France	Bre,Par,Mar,Spa,Por,Bel,Hol,Mun,Ber,Kie=10	Build 1
Germany	Den=1	Remove 1
Italy	Nap,Rom,Ven,Tun,Tri,Vie,Bud,Ser,Gre,Smy=10	Build 3
Russia	War,Mos,Sev,StP,Swe,Rum,Bul,Ank,Con=9	Even
Turkey	None=0	OUT!!

Sultan - GM: Am I still here? Did I get any votes? (I love that NVR=yes rule, Doug).

GM - Sultan: You did get a few NVR=yes last time. I like the NVR=yes rule too - penalties for those who don't pay attention!

Diplomacy 6,Agony,1990HA,W 04/S 05

"Austrian government in disarray as the Turks disappear from France."



Austria (Maynard): NMR! Ret A Tri-OTB,ret a Gal-OTB..no units on board.

England (Preston): Rem F Bal..F Nth S F Nwg-Nwy,F Nwg-Nwy,F Ska-Swe,

F Den S F Ska-Swe(Dis-ret Bal,Hel,OTB),A Pic-Bre,F Mid S A Pic-Bre.

France (Milewski): Ret F Wme-Lyo,rem A Bur..A Pie-Mar,A Gas S A Pie-Mar,
F Lyo-Spa(sc).

Germany (J. Johnson): F Kie S R. F Swe-Den,A Mun S F Kie,A Hol S A Ruh-Bel,
A Ruh-Bel.

Italy (Murray): F Wme-Lyo,F Tyn-Lyo,F Tun-Ion,A Vie S R. A Gal-Bud(NSO),
A Tri S R. A Gal-Bud(Dis-ret Tyr,OTB).

Russia (Sulzby): Ret F Rum-OTB,bld F Sev..A Fin-Swe,A Gal-Rum,
F Nwy-Ska(Dis-ret Bar,OTB),F Sev S A Gal-Rum,F Swe-Den,A War-Ukr.

Turkey (Shulman): Bld F Con,F Smy,A Ank,plays one short..F Smy-Eme,F Con-Aeg,
A Ank-Con,A Alb-Tri,F Ven S A Alb-Tri,A Rum-Bud,A Ser S A Rum-Bud,
F Mar H(Destroyed).

Proposed - concession to Turkey

PRESS

Sultan - World: Children, children, if you can't play nice, Dougie will take away your pieces and make you go home. Now, everyone kiss and make up.

Rome - Constantinople: Smooth moves, I've been impressed with your Diplomacy abilities in all the games I've seen you in. Congratulations on the win in 89AL and in this game. (Is that cross-gaming?) Yes folks, I propose a concession to Turkey. I vote yes.

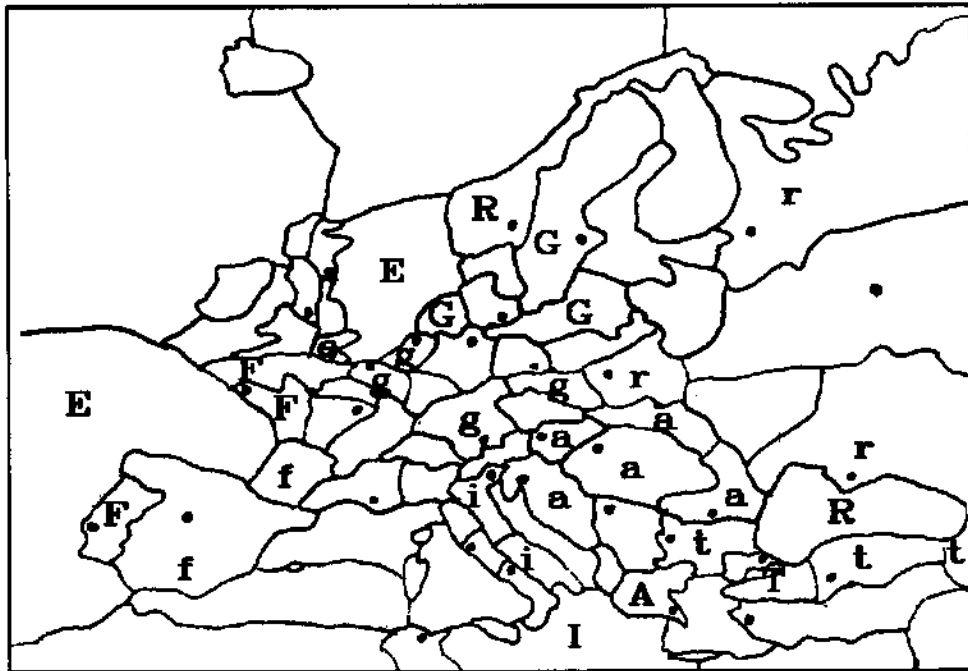
England: In recent developments, a new monarch of England has been named, King Mickey I. In his first act of state, he has moved all offices, agencies, and machinations of government to Dublin, Ireland.

When questioned why, King Mickey said "We owe it to them! We've been quite rude to them these last 1300 years, wouldn't you say?"

Russia - Germany: Yes, Jonas, I was listening to you when you said you would not bounce out of Sweden. Obviously my fears were justified when I took Berlin. Do we need to keep going over this?

Diplomacy 7,Scoop,1990IG,W 02

"Seasons seperated by popular request."



Austria (Lord): Bld A Bud..Also has F Gre,A Tri,A Gal,A Vie,A Rum.

England (Carlberg): Rem F Iri(GM Removal)..Has F Nth,F Mid,A Lon.

France (Diehl): Ret F Mid-Por,bld F Bre..Also has F Ech,A Gas,A Spa.

Germany (Holley): Bld A Mun..Also has A Bel,A Hol,A Sil,F Hel,F Swe,F Bal.

Italy (Bryant): Has A Ven,A Apu,F Ion.

Russia (Acheson): Ret F Swe-Nwy,ret A Gal-War..Bld A StP..Also has A Sev,F Bla.

Turkey (Brown): Has A Bul,F Con,A Arm,A Ank.

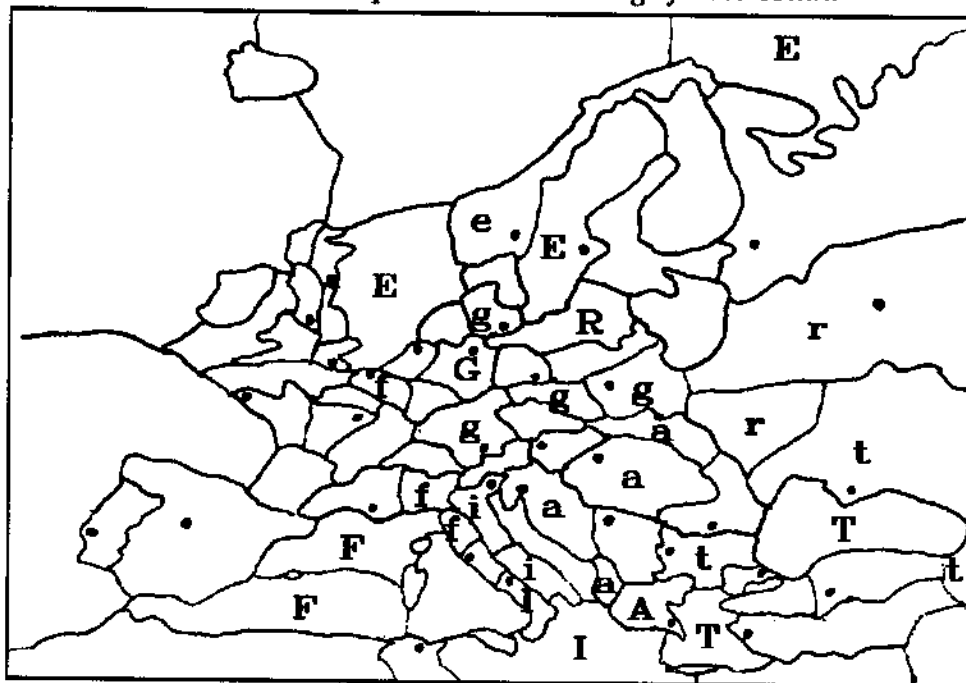
F/G Draw and German Concession Fail

France votes no publically to F/G

Now Proposed - A/T

Diplomacy 8, Atavachron, 1990 IH, F 02

"Russia on the ropes as France swings forces south."



Austria (Sulzby): A Bud S A Vie-Tri, A Gal-Ukr, F Gre S T. F Eme-Ion(NSO), A Ser-Alb, A Vie-Tri.

England (Wang): A Nwy-StP, F Nth-Nwy, F Nwg-Bar, F Swe H.

France (Lord): A Mar-Pie, A Spa-Tus, A Pic-Bel, F Lyo C A Spa-Tus, F Mid-Wme.

Germany (Siegel): F Kie-Ber, A Den H, A Mun-Ber, A Sil S A Pru-War, A Pru-War.

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

Russia (Johnson): Ret F Swe-Bal. F Bal-Kie, A Mos-StP, A War-Gal(Dis-ret Lva, OTB), F Sev-Rum(Destroyed), A Ukr S F Sev-Rum.

Turkey (Greger): A Rum-Sev, A Bul H, A Arm S A Rum-Sev, F Eme-Aeg, F Bla S A Bul.

Supply Center Chart

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

PRESS

Italy - All: I support the GM decision to the fullest. This is one of the worst personality conflicts I have seen in a long time. I am glad this isn't in a bar, I would be worried about a fight starting. Pretty bad when I am sick of a game by 1902.

Italy - Russia: Boy were you right in your last letter when you said your press sucks.

England - World: Glad we're done with the nast press. Let's get back to the game!

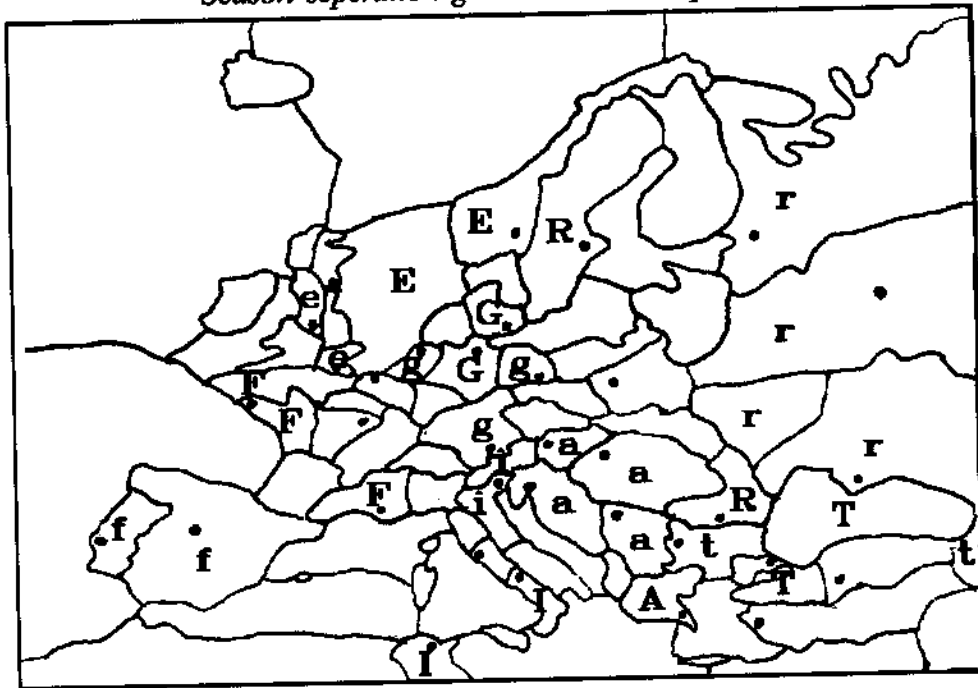
Austria - E/F/G: Thanks for coming through.

Austria - Italy: Wish our positions were reversed and you were Jonas' neighbor. In this way you could learn first hand what its like and why its best to treat him as a hostile no matter what he says. Nevertheless, I understand your reasoning. Still, I'm willing to reestablish our friendship if that's what its going to take to stop the western triple. However, I must insist that you vacate Austrian territory first, either voluntarily or not.

Austria - Italy: As of this writing, Turkey has been a great ally. Sorry that I'm incapable of rewarding such great support with a stab.

Diplomacy 9,Secrets,1991C,W 01

"Season seperation granted with 4 requests!"



Austria (Shulman): Bld A Vie,A Bud..Also has F Gre,A A Tri,A Ser.

England (Carlberg): Bld A Lvp..Also has A Lon,F Nth,F Nwy.

France (Leech): Bld F Bre,F Mar..Also has F Ech,A Spa,A Por.

Germany (Strong): Bld A Ber,F Kie..Also has F Den,A Mun,A Hol.

Italy (Sulzby): Bld F Nap..Also has A Tyr,A Ven,F Tun.

Russia (Wang): Bld A Sev,A StP..Also has F Swe,A Mos,A Ukr,F Rum.

Turkey (Stanger): Bld F Con..Also has F Bla,A Arm,A Bul.

Diplomacy 10,IOU,1991J, Spring 1901

"Sparks fly around Warsaw as the Germans and Russians face off."

Austria (Brown): A Vie-Bud,A Bud-Ser,F Tri-Alb.

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

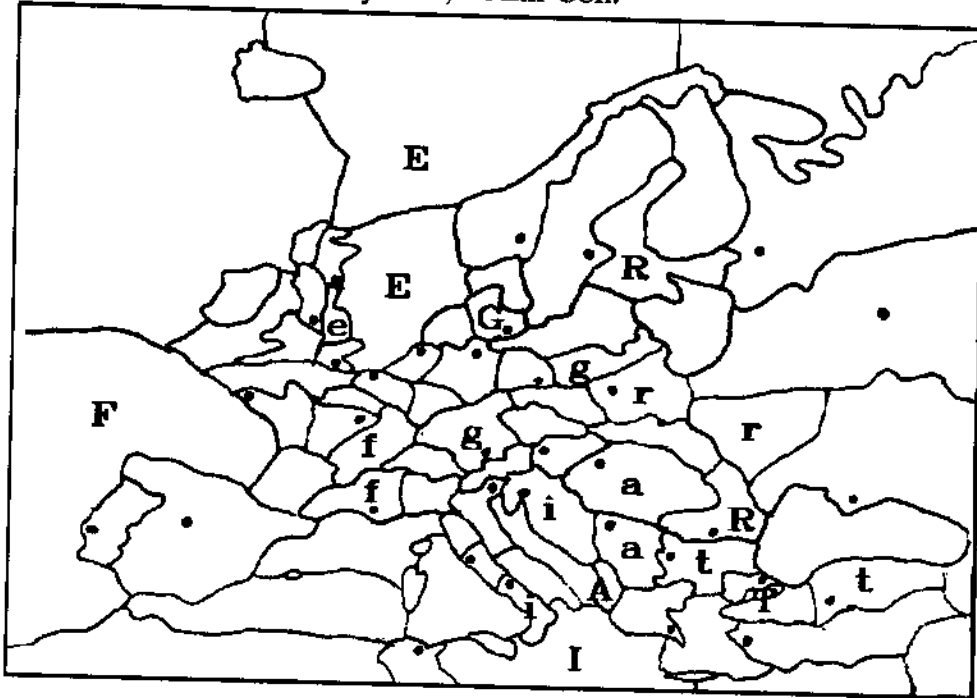
France (Cox): F Bre-Mid,A Par-Bur,A Mar S A Par-Bur.

Germany (Schultz): A Ber-Pru,A Mun-Sil,F Kie-Den.

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

Russia (Hyatt): F StP(sc)-GoB,F Sev-Rum,A War-Sil,A Mos-Ukr.

Turkey (Garrett): A Con-Bul,A Smy-Ank,F Ank-Con.



PRESS

Die Schwarzwald: Due to these difficult times the Kaiser wishes to keep his nation neutral. To all European nations: This war is MAD; MAD I SAY. DESIST!

Dated Vernal Equinox - From Charlemagne's Chople at Aachen: As war draws near the people of Germany appeal for peace. Our legislature has done all that it can for peace. In the interest of humanitarian concerns General Hindenburg & Lundenorff will manuver armies in the low countries. This will prevent pestilence and starvation for natives and German citizens. This will allowe our Prussian Comanders to test Germanie's modern army.

Russia - Germany: Your arrogance is exceeded only by your ignorance. I never have, and never will, bow to a blackmailer.

Gunboat 4,Abby Normal,1990Trb32,F 06

"Turkey struggles to hold onto its homeland..Italy and Russia expand."

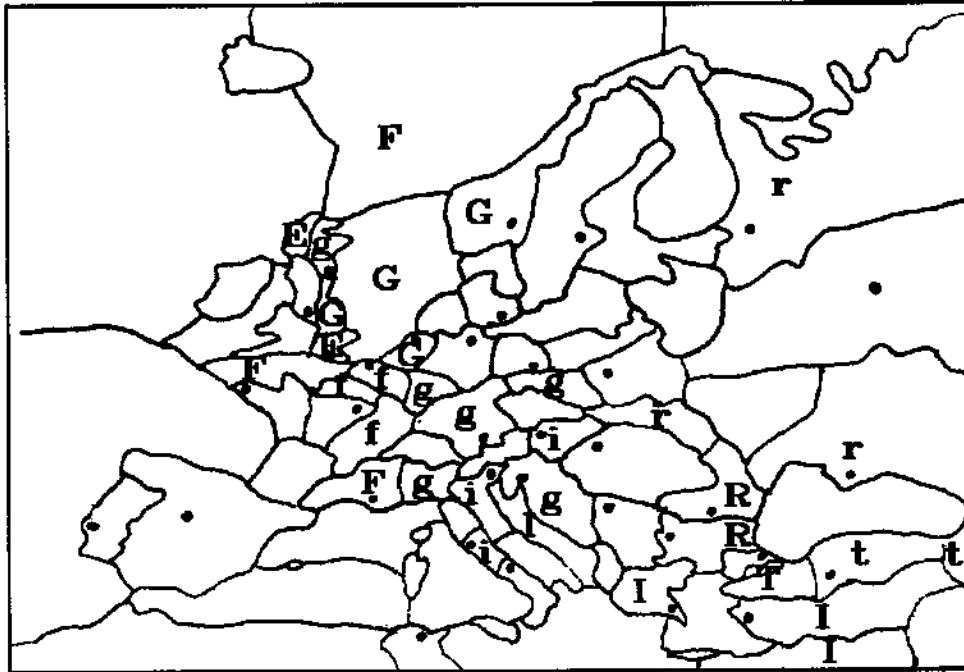
England: F Lon S F. F Nwg-Nth,F Cly-Lvp.

France: A Pic S A Bel,A Bur-Ruh,A Bel S I. A Vie-Boh(Imp),F Ech S E. F Lon, F Mar-Pie,F Nwg-Nth.

Germany: A Pie-Ven,A Tri S A Pie-Ven,A Sil-War,F Yor-Lon,F Nth S F Yor-Lon, A Edi-Lvp,F Hol-Nth,F Nwy-Nth,A Ruh U,A Mun U.

Italy: F Smy S R. A Sev-Con,F Eme S F Smy,A Bul-Con(Dis-ret Ser,OTB),F Ion-Gre,

A Vie H,A Rom S A Apu-Ven,A Apu-Ven,F Adr S A Apu-Ven.
 Russia: F Bla-Bul(ec),F Rum S F Bla-Bul(ec),A Ukr-Sev,A Gal-War,A StP-Nwy.
 Turkey: Ret A Smy-Arm..A Arm S A Ank,A Ank S F Con,F Con S A Ank.



F/G/I/R Draw Fails
 Supply Center Chart

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

Gunboat 5,Whipsaw,1990Xrb32,W 04/S 05

"Germans retake Munich...little progress for other nations."

Austria: A Vie-Tri,A Bud S A Vie-Tri.

England: A Wal H,F Ech S G. F Bel-Pic,F Nth S F Ech,F StP(nc) H,F Nwg-NAt.

France: F Bre-Mid,F Pic-Ech,A Par-Pic,A Bur S A Par-Pic,A Gas H.

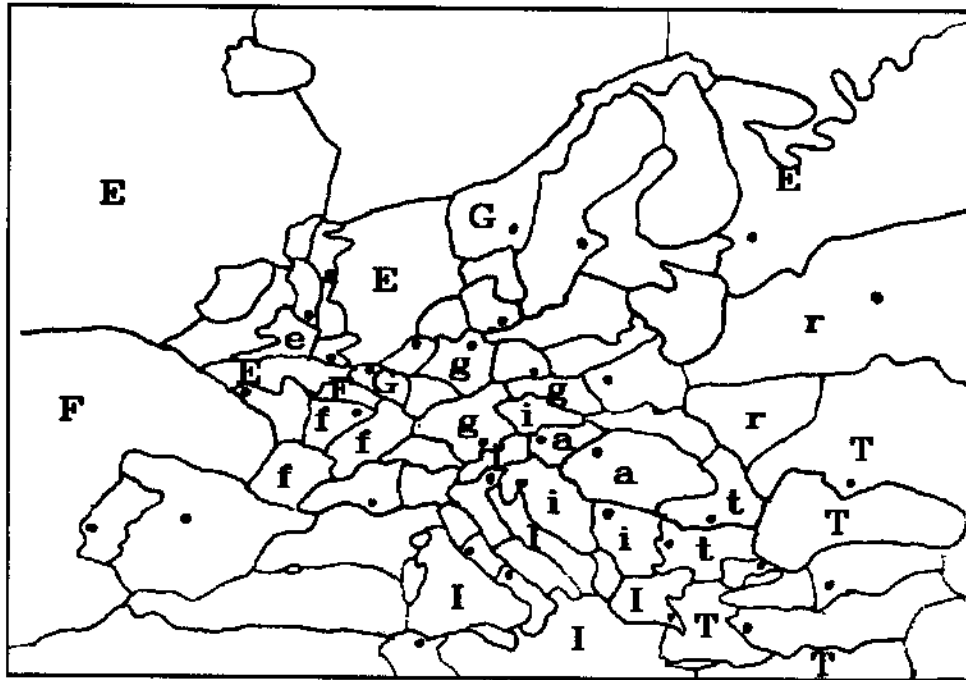
Germany: Ret A Mun-Sil,ret A Bur-Ruh..A Kie S A Ruh-Mun,F Bel S E. F Ech,
A Sil-Ber,F Swe-Nwy,A Ruh-Mun.

Italy: Bld A Ven..F Adr S A Tri,F Gre S F Ion-Aeg,F Ion-Aeg,A Mun-Ber(Destroyed),
A Ser-Bul,A Tri S A Ven-Tyr,F Tyn-Ion,A Tyr-Boh,A Ven-Tyr.

Russia: A Mos S A Ukr,A Ukr S A Mos.

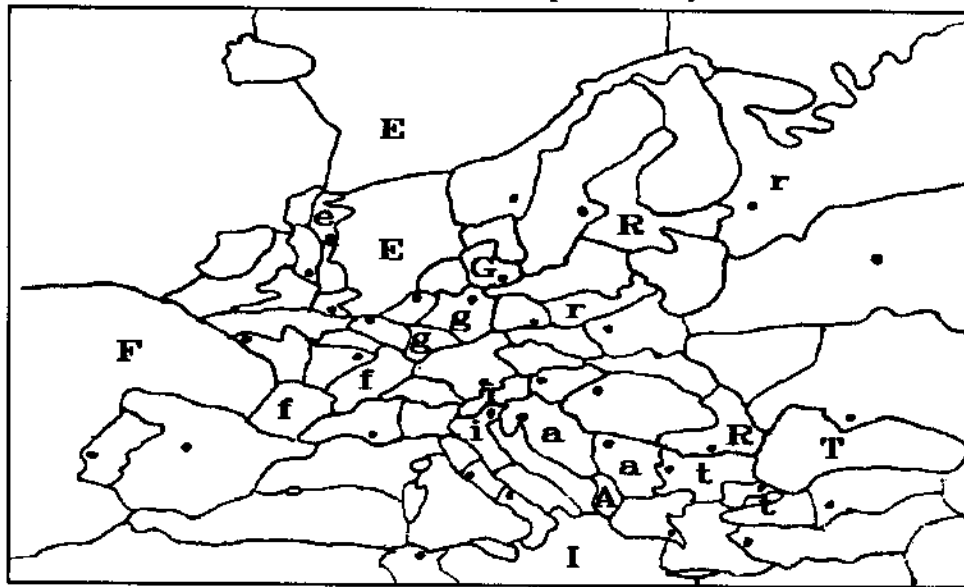
Turkey: F Eme S F Aeg,F Aeg S A Bul,A Bul S I. F Tyn-Lyo(Imp),
A Bul S I. A Tyr-Pie,A Rum S A Bul,F Sev S A Rum,F Bla S F Sev.

A/R/T and A/E/G/R/T Draws Fail



Gunboat 6, Road Games, 1991Hrb32, Spring 1901

"All moves succeed as Europe braces for war."



Austria: A Bud-Ser, A Vie-Tri, F Tri-Alb.

England: F Lon-Nth, A Lvp-Edi, F Edi-Nwg.

France: F Bre-Mid, A Par-Gas, A Mar-Bur.

Germany: A Ber-Kie, F Kie-Den, A Mun-Ruh.

Italy: F Nap-Ion, A Ven-Tyr, A Rom-Ven.

Russia: F Sev-Rum, A Mos-StP, A War-Pru, F StP(sc)-GoB.

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

The Italian Wars, Rush, 1990 Ypw05, Fall 1501

"France is finally eliminated as Spain prospers."

France (Anderson): NMR!! Ret A Turin-OTB.

Naples (Hakey): F LAVORO S A Moise-Campagna, A MOEISE-Campagna,
A CAPATANATA-Moeise, A NAPLES-Capatanata,
F SOUTHERN ADR-Middle Adr.

Papacy (Wang): A Ancona-ABRUZZI, A CAMPAGNA S A Ancona-Abruzzi,
A ROME S A Campagna, A SIENNA H, F MIDDLE ADR S A Ancona-Abruzzi.

Spain (Levin): F Northern Med-MARSEILLES, F SAVOY S F Northern Med-Marseilles,
F GENOA H, F Palermo-SOUTHERN TYN, F Messina-IONIAN.

Venice (Sulzby): A Como-MANTUA, F Ferrera-NORTHERN ADR, A MODENA H,
F Northern Adr-TRIESTE, A TURIN S Sp. F Savoy-Marseilles(NSO).

Proposed - Naples/Papacy/Spain/Venice

Supply Center Chart

France	None=0	OUT!!
Naples	Naples, Bari, Calabria, Salerno, Moeise=5	Even
Papacy	Roma, Ancona, Campagna, Florence, Pisa, Sienna=6	Build 1
Spain	Sardinia, Messina, Palermo, Corsica, Savoy, Marseilles, Genoa=7	Build 2
Venice	Verona, Venice, Milan, Trieste, Ferrera, Turin=6	Build 1

Civilization

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

Game End

Assyria: As my first game of PBM Civ, this was quite enjoyable. Wish I could have been in it from the start. I have no complaints and I never second guess decisions made by other players. I did find this a less war-like game than most Face-to-Face games of Civ I've played. And not as treacherous. Guys, and Nancy, thanks - I enjoyed it. Thanks to Doug and Mara should be considered for sainthood!

Crete: Well, for crying out loud! I just get the game set-up and plan my meager strategy and Doug ends it! At least, I got to play a couple of turns as Egypt in the beginning. So, when's the next CIV starting Doug? Doug? Hello, is anybody there?

Thrace: Nah, I didn't want this game to end ... As a game I love Civ - but no one wants to GM it! I am doing 3 and now have a guest GM do one so I can play. But Doug did a good job and I wanted to keep playing.

In this game two things, or three, held me back...that third was a couple of NMR's; 2nd most troublesome was Lance Anderson's taking over as Crete - he kept doing little things that took away my cities...wish he'd picked upon the African, he might have kept this game close.

Most important in Civ is trading - you've got to make enough trades every turn to buy Civ cards. Those players who did make trades were able to by being a little freer with what they told their trade partners, and thus the players were able to do trades with more than 1 or 2 opponents each turn. Trying to live by only the face to face rules will kill trades...

I made trades, but on several occasions had one of my trade partners NMR; thus killing that trade, and usually more trades, and not being able to buy the Civ card I wanted then - and usually losing trade cards also.

I enjoyed the game and playing with everyone!

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 3

From last turn - (I thought this was supposed to be secret, but was correctly corrected) - Black, with M, is Blackmailing A (Muck) with card 20.

Phase 1:Cures Phase Red declares: 9 on M, 6 on H, and 1 on C. A ages 3 to 91, Y ages 1 to 59, M ages 2 to 68, G ages 3 to 75, H ages 1 to 73.

Phase 2:Purge Phase Red plays card #26. Y purges G successfully, but fails to purge A. Y ages 4 to 63. Muck declares 3 on B and 2 on C.

Phase 3:Spy Investigation Phase No activity.

Phase 4:Health Phase A + to ++. Y dies. M dies. H dies. V dies.

Phase 6:Replacements Promoted by age: B to KGB, C to Foreign, F to Defense, D to Ideology, E to Industry, K to Economy, O to Sport. J, L, N, Q, and R are promoted to Candidates.

Phase 7:Rehabilitation No activity.

Phase 8:Parade Phase A fails to wave and ages 2 to 93.

Final Positions

Positions	Black	Red	Blue	Green	Muck	Yellow
Party Chief:						
A, 93, ++, ?		7		6	7*	
KGB:						
B, 75					3	
Foreign:						
C, 74		1			2	
Defense:						
F, 74, ++, ?	6	5		10		7
Ideology:						
D, 73						
Industry:						
E, 72						
Economy:						
K, 66						
Sport:						
O, 62						
Candidates: J 67, L 65, N 63, Q 60, R 59.						
People: S 58, T 57, U 56, W 54, X 53, Z 50.						

Siberia - G - 75 - ++.

Kremlin Wall - H, I, M, P, V, Y.

Muck has one wave, no one else has any.

The "Increasing Influence" Phase will take place before the Cures phase of Turn 4. It will be in the following order: Yellow, Black, Red, Blue, Green, Muck.

PRESS

Green - Blue: Playing the waiting game this time around? (At least thru turn 2...)

Mara - Doug: People are going to think we're cheating!

Next Kremlin Deadline:
May 31, 1991

Player List

Number Shown is Last Issue in Sub

- Acheson, Robert 603-10883 Saskatchewan Drive Edmonton, Alberta, Canada T6E 4S6 (T)
Anderson, Lance HHB 5/5 ADA APO, San Francisco 96251 (32)
Becker, Bill 1515 Ridgewood Jenison, MI 49428 (27)
Behnen, Gary 13101 South Trenton Olathe, KS 66062 (T)
Behrendt, Nancy c/o Atlanta Christian College 2605 Ben Hill Rd East Pt, GA 30344 (28)
Boymel, Paul 12110 Greenleaf Avenue Potomac, MD 20854 (35)
Brown, Sean J. 520 S. Verde Street Apt K Flagstaff, AZ 86001 (34.6)
Bryant, B.M. 114 Winthrop Ave , Apt #2, Albany, NY 12203 (28.3)
Carlberg, Stven 1939 Windemere Drive Atlanta, GA 30324 (T)
Caruso, John 636 Astor St. Norristown, PA 19401 (35)
Chinnery, Paul 1024 Robert Ludington, MI 49431-1346 (28)
Clark, Pete 7095 North Fruit #143 Fresno, CA 93711 (29.66)
Cox, Roger 57 Coastline Drive Inman, SC 29349 (32)
Cronin, Larry PO Box 40090 Tucson, AZ 85717-0090 (T)
Croyle, Don 305-86-1404 199th Supply Co/80th Ord Bn Operation Desert Storm APO, NY 09616 (39)
Diehl, Jim 10530 West Riverview Drive Eden Prairie, MN 55347 (33)
Erikson, Shawn 24021 21 Ave S Des Moines, WA 98198 (T)
Fisher Jr., John W. 20811-D Bear Valley Road Suite #120 Apple Valley, CA 92308 (T)
Garrett, Jack 481 W. Lincoln Drive Greenville, OH 45331-2340 (36)
Gomolka, Andreas Vordere Bleiweisstr. 22 W-8500 Nurnberg 40 Germany (27)
Greger, Charles PO Box 697 Mayer, AZ 86333 (34)
Hakey III, Ernest S. 6 Greenbriar Drive #109 North Reading, MA 01864 (35)
Holley, Melinda PO Box 2793 Huntington, WV 25727 (35)
Hyatt, Fred 60 Grandview Place Montclair, NJ 07043 (T)
Johnson, Jonas N.A.U. Box 20784 Flagstaff, AZ 86011-2784 (43)
Kendter Jr., Lee A 376A Willowbrook Drive Jeffersonville, PA 19403 (31)
Kirk, John PO Box 1284 Searcy, AR 72143-1284 (35)
Leech, Alex 502 Ricky Road Mechanicsburg, PA 17055 (35.3)
Levin, Alan 7042 W. Carol Niles, IL 60648 (28)
Lord, Michael 4027 Baker Road Minnetonka, MN 55343 (30)
Maynard, Greg 3820 Red Arrow Road Flint, MI 48507-5402 (T)
McClung, Bruce 34372 Epling Terrace Freemont, CA 94555 (43.66)
McHugh, Jack 280 Sanford Road Upper Darby, PA 19082 (36)
Milewski, Paul 4380 Eastwood Drive Apt 2101 Batavia, Ohio 45103-2417 (29)
Murray, Mark 14220 Deloice Crescent Newpt Nws, VA 23602 (32)
Nash, Tom 202 Settler's Road St. Simons Island, GA 31522 (T)
Obrien, Patrick 423 McKee Place Pittsburgh, PA 15213 (30)
Preston, Mickey 1108 Tatee Creek Road Lexington, KY 40502 (32.66)
Quigley, John Box 337 RD #1 Zionsville, PA 18092 (49.6)
Reiff, Bruce 432 Caldwell Drive Cincinnati, OH 45216 (T)
Richard, Geoffrey 5906 Marvin Loving #206 Garland, TX 75043 (T)
Schenck, Garret 40 Third Place Basement Apt. Brooklyn, NY 11231-3302 (T)
Schultz, Randall Lee HC74 Box 4136 Mayer, AZ 86333 (41.3)
Scott, Mike 857 N. Greenpark Avenue Covina, CA 91724 (T)
Shulman, Arthur 45-1107 River Drive South Jersey City, NJ 07310 (33)
Siegel, Phil 114 Winthrop Ave Albany, NY 12203 (39)
Slaughter, Tom 1545 Northcliff Trace Roswell, GA 30076 (35)
Stanger, James 2933 Barlow Street Madison, WI 53705 (26)
Stimmel, Robert 2500 'Q' Street #10 Sacramento, CA 95816 (28)
Strong, Tony 1027 E. 7th St #5 Long Beach, CA 90813-4823 (32)
Sulzby, Steven 9321 Grackle Avenue Fountain Valley, CA 92708-6545 (27)
Wang, David PO Box 275 Summit, NJ 07901 (42)
Wilson, Brad PO Box 126 Wayne, PA 19087 (T)

Next Issue's Deadline:

June 3, 1991 12:00 Noon Eastern