

# Maniac's Paradise

Issue 28

Still \$0.75

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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.

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Ho ho ho, good cheer and mistletoe. Welcome to the latest issue of Maniac's Paradise, the gosh-durn fastest zine around! Even the current heat wave here in New Jersey can't slow us down. However, if my car has to go to the shop one more time this week I might kill someone, and then you'll be getting this zine by way of Rahway State Prison. The jury is still out on that.

So, you ask, what's in this issue? Open it and find out, stupid! Are you competing for the Most Moronic Dip Player of the Year Award? Okay, I'll tell you anyway. For starters, we've got a gamestart (finally) for African Dip. Actually, it took over 3 months to fill this, but in the final three days no fewer than 4 people tried to sign up. So, I'm also opening a second game of African Dip, for which one of the extra players has officially signed up. Meanwhile, we almost had a gamestart for Dip 11. However, the 7th player to sign up was the 3rd player in the game from Arizona, so he had to be bumped back to Dip 12. Spots remain in both games. I've also announced openings in The Narnia Wars. This is a fun variant based on C.S. Lewis' books of Narnia. Its kind of like the Tolkien-type variants. If you want a copy of the rules and a map, just let me know -

I'll send it to you free. I just didn't want to take up space in the zine with it. This game takes 8, with one officially signed up so far. The other normal stuff ("One Regular Guy" and "Uptight, Upset, and Anti-Social") are in here too. You *might* even get lucky and have another edition of my wife's "You're the one..." column. If it's not this month, it'll be in the next one. I'm not sure how many more games I'm going to open after these, at least until a few more finish up, so if you are looking to play better sign up fast! Until now I've **always** opened a new game of Dip when one is filled, but I'm not sure how much longer that will continue. It also seems that we may be going to \$1 an issue soon, but no official word on that yet - I'm going to hold off as long as I can. Nothing more to say except that the next deadline will be:

July 1, 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, Strong, need 1.

## Diplomacy 12:

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

## African Dip II:

Description: African variant, \$3 gamefee, rules on request.  
Players Signed Up: Cox, need 5 more. Since 2 extra people tried to sign up for the first game, I thought I'd offer another and see what the response is.

## The Narnian Wars:

Description: Variant based on C.S. Lewis' Narnia books, \$5 fee, ask for rules.  
Players Signed Up: Wang, need 7 more for this variant.

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

Notes to Players: \_\_\_\_\_

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Remin cards - 3, 4, 19

# Gamestart!

Announcing a gamestart for African Dip, also to be known as "Million Dollar Legs" and by its Miller number (1991Sdm04). 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. All the players have already paid the \$3 gamefee.

Ethiopia - Brad Wilson	PO Box 126 Wayne, PA 19087
Ivory Coast - Tony Strong	1027 E. 7th Street #5 Long Beach, CA 90813-4823
Libya - Jack McHugh	280 Sanford Road Upper Darby, PA 19082
Saudi Arabia - Charles Greger	PO Box 697 Mayer, AZ 86333
South Africa - B.M. Bryant	114 Winthrop Avenue Apt #2 Albany, NY 12203
Zaire - Randall Lee Schultz	HC74 Box 4136 Mayer, AZ 86333

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## Diplomacy Houserules

- 1) Standard abbreviations will be used, with the following clarifications: Norwegian Sea=Nwg, North Sea=Nth, Norway=Nwy, North Atlantic Ocean=NAAt, 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 sully 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.

# Uptight, Upset, and Anti-Social

#12

5/31/91

Paul Milewski: Please forgive me, but I must take exception to your front-page blurb in issue 27 about "FINALLY this year the IRS decided to allow people who are self-employed to deduct 1/2 of their SE tax."

The IRS is only doing what the law compels it to do. The law is passed by Congress and signed by the President. The general statutes of the United States are codified (in the Napoleonic tradition) and known as the United States Code. The Internal Revenue Code is Title 26 of the United States Code. Most big libraries have a set of the USC. It looks sort of like a set of encyclopedia. Find it, pull down volume 26, open it up, and voila, you have the Internal Revenue Code staring you in the face. The only thing the IRS does is issue its own regulations (as it is authorized to do by the Code itself) "interpreting" the law. In most cases, they copy it over or put in dumb numerical examples. All griping aside, and however I feel about the job the IRS does in writing regulations, you and I have Congress alone to thank or blame for things like this.

*[[...and blame them I do. Still, I am a bit confused, does this mean that the IRS re-evaluated their interpretation of the law, or was an actual bill passed by Congress to change the status of the SE tax? I guess I prefer to blame Congress either way - its so much more fun!]]*

Alan Levin: Thank you for plugging Caveat Emptor in issue 27. I was intrigued by the discussion of Value Line in "UUAS" as I have used Value Line with varying success in the past. Have you read any of Andrew Tobias's books? If you have, what do you think of his "buy and hold" strategy and his advice to shun commodities under any circumstances? Also, have you read Liar's Poker? I read it some time back and felt it provided strong support for Tobias's contention that full service brokers should be avoided.

*[[I have only read one of Tobias's books, and wasn't very impressed. "Buy and Hold?" I don't know enough about the specifics of that strategy to comment, but I do know the rate of return for stocks does not outperform other investment vehicles. Liar's Poker was a very funny book, but wasn't a true picture of the typical retail desk. Full service brokers are by and large worthless, but there are exceptions. The typical investor is better off doing their own research or sticking with Mutual Funds. Commodities are too risky for those who don't understand them. For those who do (like me), they're better than anything else around.]]*

Robert Stimme: If a person bought a long-term government bond at the beginning of 1933 it would be worth only 73% at the end of 1978 (after considering the effects of inflation), even if interest is re-invested. A common stock would have been worth 21.95 times investment or 2195% (from tables in "Investments" by W.F. Sharpe).

*[[I would imagine the typical investor does not hold positions for 50+ years. A study by Roger G. Ibbotson showed that the average annual compounded return achieved by investing in the stock market was 9.2%. With a 33% capital gains tax, that return is cut to 6.2% before and state/city taxes. With tax-free municipal bonds yielding 7.3% (the average yield for the month of April), why would an individual investor want to invest in the stock market when*

*he can net 7.3% with almost zero risk? These same points were stressed in a recent "Barron's" editorial by Victor Sperandio.]]*

#### WLAF After Nine Weeks

1) London	804.31	(9-0)
2) Barcelona	647.15	(7-2)
3) Frankfurt	593.41	(7-2)
4) Birmingham	525.82	(4-5)
5) San Antonio	524.96	(4-5)
6) NY/NJ	518.70	(4-5)
7) Orlando	421.21	(4-5)
8) Montreal	392.11	(4-5)
9) Sacramento	341.92	(2-7)
10) Raleigh-Durham	230.41	(0-9)

Jonas Johnson: My only regret concerning my press is the effect it has had on the other players in the game. I make no apologies.

I would however like to begin "C.A." - Crossgamers Anonymous. You don't have to give your name, you don't even have to talk, you just have to listen.

All of us here know crossgaming is a disease. A disease that us, here at C.A., will be forced to combat for the remainder of our lives. We will never be a "NORMAL" person again, we will always be a recovering crossgamer.

If you come to a C.A. meeting, you will be among friends who share the same problem you do. Friends who understand, and friends who can help you get on with your life. So please, if you are a crossgamer, or know someone who is, write to "Uptight, Upset, and Anti-Social" and we will get you the help you need and deserve.

We all know how to spot a crossgamer. Here are some important clues:

- 1) Is the person involved in 7 or more Dip games?
- 2) Does this person run to the mailbox every hour, hoping for that letter from the French player?
- 3) Does he or she sub to 10 or more Dip zines?
- 4) Is the "zine" "szine" controversy cause arguments in your home.
- 5) And worst of all, have you ever committed the heinous crime of throwing game A to player A so player C would throw game D to player B so player B would throw game  $XZ^2$  to player F so player Pq would be really upset and resign in game  $(Y+Z+D)^{2*(B+1)}$  which would cause an N.M.R. and help player C so he would help you in 1987XB71 which would get you a 4-way draw?
- 6) Did you understand the above? (and now want to try it?)

All of these are crossgaming signs. So if you exhibit the above, or know someone who does, write to C.A. and get help.

Here, to put all of you at ease, I'll begin. My name is Jonas B. Johnson, and I'm a crossgamer.

(Here is where all of you write in and say "Hi, Jonas")

So, please, before you write some nasty bit of press and piss off every player in most every game you are in, write C.A. and get help.

PS - I've probably pissed off even more people now, so here is a disclaimer!

I am referring to NO person in particular, especially Steve Sulzby whom I adore as the best damn Diplomacy player in the universe.

I have never been to an A.A. meeting and the above satire is completely conjecture, written to entertain and make a fool out of me! I in no way intend any disrespect to A.A. or the people who attend A.A. I consider substance abuse and psychological addictions very serious matters and in no way intend any disrespect to anyone, except myself.

So please, if anyone reading this suffers from any such problems, do not write to the players in my new gamestart and tell them terrible things, be they true or fabricated, I will have a hard enough time surviving as it is.

\*\*\*\*\*

So, what issues can I mention to anger or sicken you sorry subscribers? Hmm. Hobby news? Tom Nash announced a few eeks ago that, after the next issue, he'll be turning the Zine Register over to Garret Schenck. Tom took over ZR back after issue 14, and got his first issue out around the end of 1989. His first issue (#15), was probably the best ZR I'd seen. It was **BIG**, it was extremely attractive, and it was a great read. Since then, though, Tom has had trouble with it. Like everything else in Dip, doing the ZR turned out to be more work than Tom thought. Issue #16, which didn't go out until mid July 1990 (which, thinking back, was only about a month late) and was scaled down in size. Still, it was a great read and at least as good as ZR under the previous editor. Then - nothing. That was almost a year ago, and we haven't seen anything about ZR since. Some of us were fortunate to get the fake ZR #17 (a real scream, which criticized the evil zines and praised the best of the hobby [wink]), but it wasn't the same of the real thing. Tom was the first to admit that the real world was making it impossible for his to continue, so he found a sucker (ahem), I mean a willing publisher in Garret. Garret plans on rising the price and shrinking it to digest size, as well as "cutting the fat" a bit. I'm not complaining - for \$1.50 it was a bargain, and for \$2 it should still be a good value. Originally it sounded like Garret was going to go too far in cutting down on the descriptions, but his comments in his latest Upstart lead me to believe that suggestions from other Dipsters have convinced him to use the hatchet a bit more sparingly. Tom probably will have his final ZR out in a month or so, and Garret's planning his debut issue around the first of the year. Good luck, Garret, I bet it'll be more work than you thought, too!

In other hobby news, last I heard Randy Grigsby had still not sent new MNC Lee Kendter any of the MNC funds. This is a major disappointment - many GM's and players put their trust in Randy. Do Lee a favor - until things shape up, maybe enclose a SASE when you request a number? Just that little bit of help would probably cut down the MNC expenses nicely, at least until the Treasury is in the black.

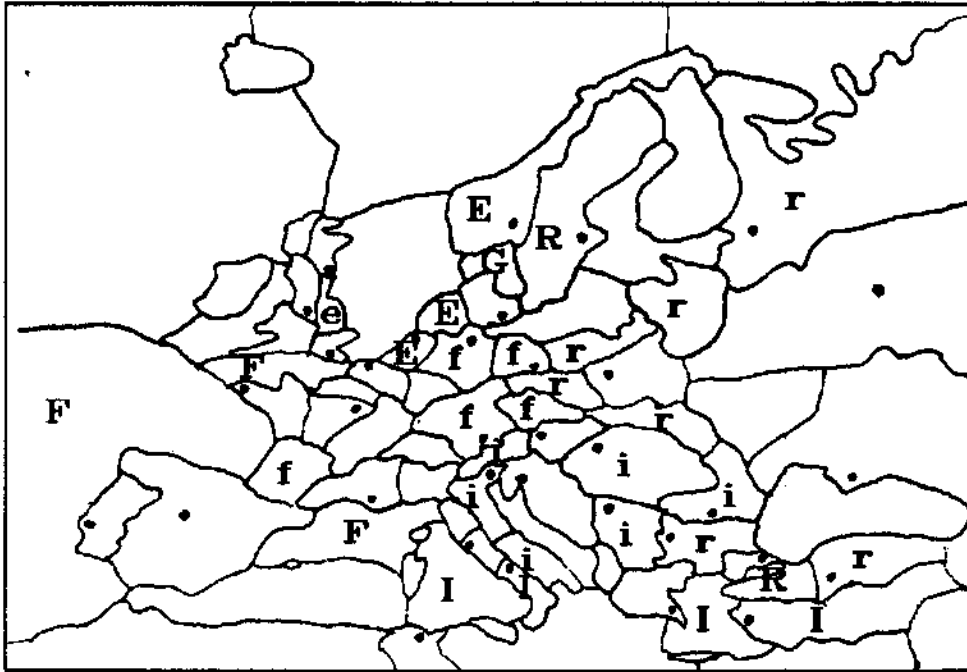
Nothing else to say this month. If you've got any comments on this issue, or anything else, write me and let me know.

# WANTED!

I need a standby for one of my 7X7 Gunboat tournaments. It is now Spring 1905, and I think the standby position would involve playing in all seven games. First come, first served. PS - I need standbys for all games in this zine. If you want to be added to the standby list for Dip, Gunboat, or anything else, please let me know.

## Diplomacy 5, Pessimism, 1990HB, W 05/S 06

*"French and Russians attend conference in the Twilight Zone."*



*England (Obrien):* Ret F StP(nc)-OTB..F Nwy-Nth,F Nth-Hol,F Hel S F Nth-Hol,  
A Lon-Yor.

*France (Quigley):* NBR! Plays one short..NMR! F Mid U,F Lyo U,A Gas U,F Ech U,  
A Hol U(Dis-ret Bel,Ruh,OTB),A Boh U,A Mun U,A Ber U,A Kie U.

*Germany (Diehl):* Rem A Den..F Ska-Nth.

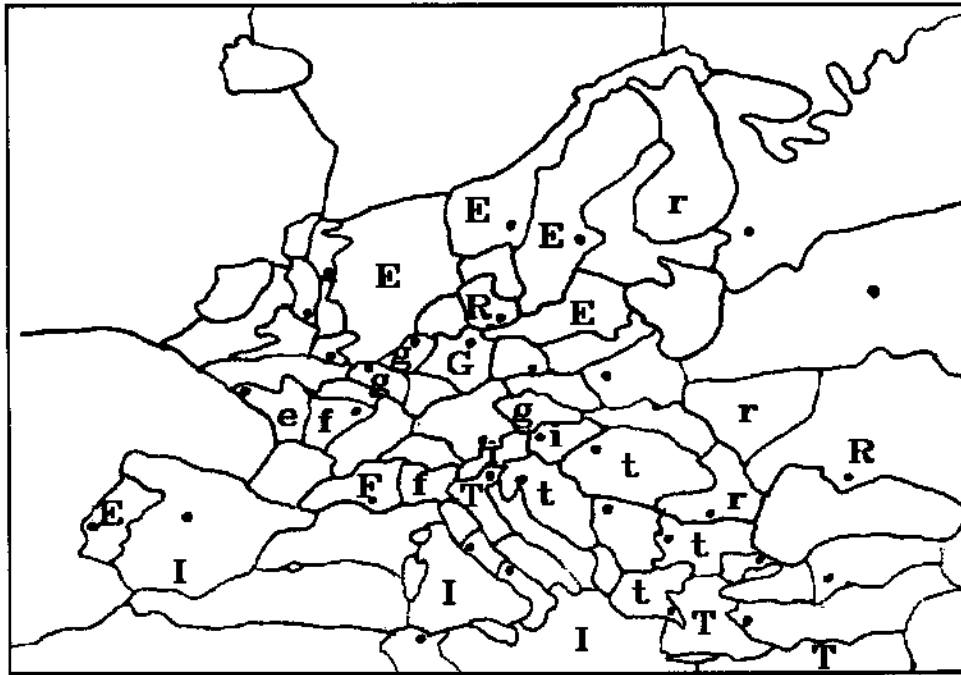
*Italy (McClung):* Bld A Rom,F Nap,A Ven..F Ion-Aeg,F Smy S F Ion-Aeg,  
A Ser S A Bud-Rum,F Tyn-Ion,A Rom-Apu,A Vie-Bud,A Tyr H,A Ven-Tyr,  
F Nap-Ion,A Bud-Rum.

*Russia (Bryant):* NMR! F Swe U,A Lva U,A StP U,A Pru U,A Sil.U,A Gal U,A Ank U,  
F Con U,A Bul U.

Would Mickey Preston standby for France, and Paul Milewski for Russia?

# Diplomacy 6,Agony,1990HA,F 05

"Austrians knocked out, Russian revolution strikes."



*The Russian F Nwy could also retreat to StP(nc)*

*Austria (Maynard):* No units on board.

*England (Preston):* Ret F Den-Bal..F Nth S F Nwy,F Nwy H,F Ska-Swe,  
F Bal S F Ska-Swe,A Bre H,F Mid-Por.

*France (Milewski):* A Mar-Pie,A Gas-Par,F Spa(sc)-Mar.

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

*Italy (Murray):* Ret A Tri-Tyr..F Wme-Spa(sc),F Ion H,F Tyn S F Ion,A Tyr S A Vie,  
A Vie S R. A Rum-Bud.

*Russia (Sulzby):* NRR! Ret F Nwy-OTB..NMR! A Fin U,A Rum U,F Sev U,F Den U,  
A Ukr U.

*Turkey (Shulman):* A Con-Bul,F Eme-Ion,F Aeg S F Eme-Ion,A Tri S A Bud-Vie,  
F Ven S A Tri,A Ser-Gre,A Bud-Vie.

Will Sean Brown please take over as Russia?

The Turkish concession fails  
Now Proposed - E/F/G/I

Supply Center Chart

Austria None=0

OUT!!



England	Lon,Lvp,Edi,Bre,Por,Nwy,Swe=7	Build 1
France	Par,Mar=2	Remove 1
Germany	Kie,Ber,Mun,Hol,Bel=5	Build 1
Italy	Nap,Rom,Tun,Vie,Spa=5	Even
Russia	War,Mos,Sev,StP,Den,Rum=6	Build 1
Turkey	Con,Ank,Smy,Bul,Gre,Ser,Bud,Tri,Ven=9	Build 2

PRESS

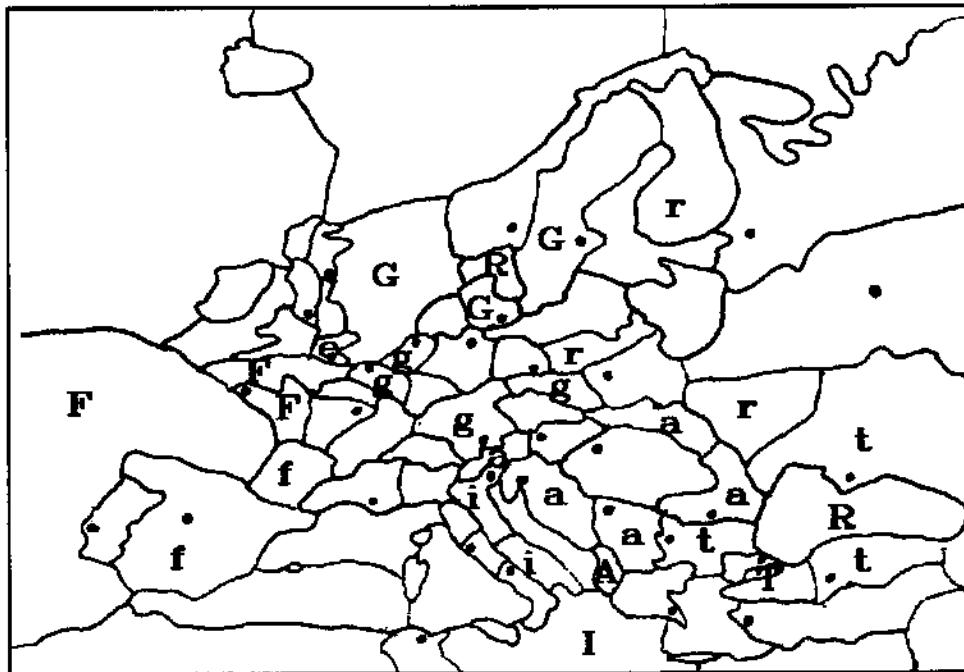
*Turkey - Italy:* Thanks for the compliment. I look forward to working with you in a future game (or this one if things change).

*France - Sultan:* That your "children, children" bit made it through the editing process indicates that Doug is more generous than I would be. He deserves more respect than that.

*Germany - E/F/I:* So what do you say guys?

*Dublin - World:* Lovely turn of events here, eh? Here comes the new kid, and attacks everyone on the block! Dontcha just hate this? Also, I'm publically voting no to the concession. I know that the Italians and Russians aren't ready to roll over yet!

Diplomacy 7,Scoop,1990IG,S 03



*For those who asked, the F Iri was removed instead of F Mid in accordance with my houserules.*

*Austria (Lord):* A Vie-Tyr,A Tri S A Vie-Tyr,A Bud-Ser,F Gre-Alb,  
A Rum S T. A Arm-Sev,A Gal S A Rum.

*England (Carlberg):* F Nth H(Dis-ret Yor,Edi,Nwg,Nwy,OTB),  
F Mid H(Dis-ret NAf,Wme,NAt,Iri,OTB),A Lon H.

*France (Diehl):* F Ech S G. F Hel-Nth,F Bre S F Por-Mid,F Por-Mid,A Spa S A Gas,  
A Gas S A Spa.

*Germany (Holley):* A Bel S A Hol,A Hol S A Bel,A Sil S R. A War(OTM),A Mun-Tyr,  
F Hel-Nth,F Bal-Den,F Swe S F Bal-Den.

*Italy (Bryant):* NMR! A Ven U,A Apu U,F Ion U.

*Russia (Acheson):* F Nwy-Ska,A StP-Fin,A War-Pru,A Sev-Ukr,  
F Bla S A. A Rum-Bul(NSO).

*Turkey (Brown):* A Arm-Sev,A Ank H,F Con-Bla,A Bul S A. A Rum.

The A/T Draw Fails  
Would Patrick Obrien standby for Italy?

PRESS

*Russia - France:* I certainly don't see you fighting Germany.

*Russia - Austria:* You want to stop the Hun? More action less talk!

*England - Austria:* You're calling me a poor sport for letting myself be attacked by Diehl? That's a truly idiotic analysis, Michael. You must be the same guy who called Kuwait a poor sport for being invaded by Saddam Hussein!

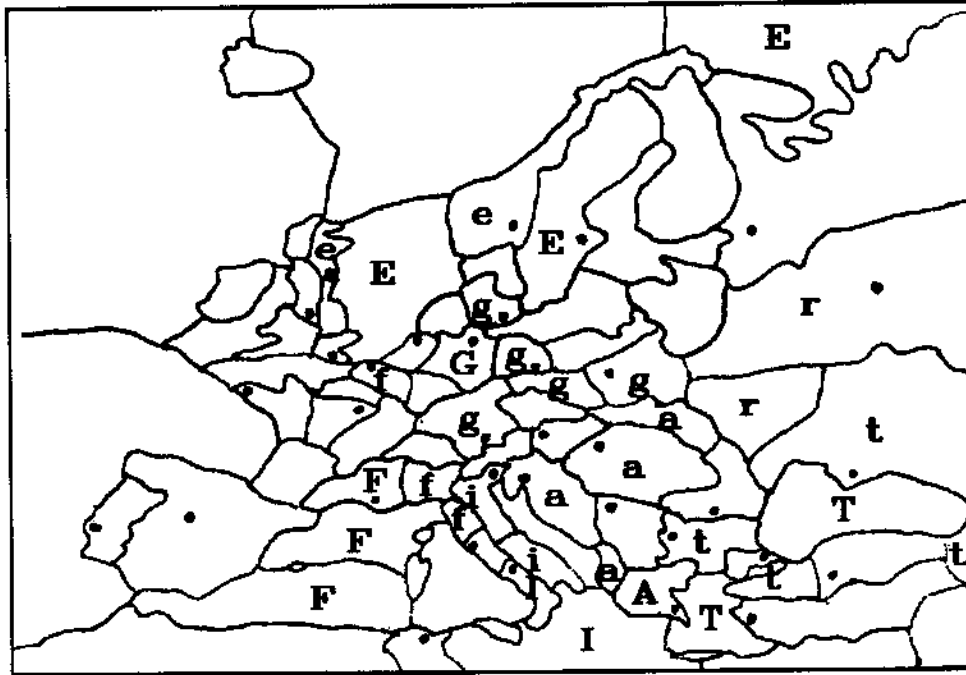
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## Zine Plug

Time for a bit of space filler. In other words, another of our famous zine plugs. This time its for California Acres, which used to be called Ohio Acres, well, that is, until Bob Greier let John Fisher take it over. Well, except that John still writes his subzine "The Pocket General" in it, and calls the zine "a combined effort." If this is confusing to you, I'm not surprised. The latest issue contained an interview with Robert W. "Bobby-Baby" Greier, Jr. It also has the usual Dip games, and a bunch of other crap I'm too tired to go into right now. If you want a sample issue, drop a line to John Fisher, Jr (address on the back page of this zine). I'm not even sure how much this zine costs, that's how confusing it is.

## Diplomacy 8,Atavachron,1990IH,W 02

*"French strengthens southern fleets..Austrian ruler deposed."*



*Season seperation granted on 4 requests.*

*Austria (Sulzby):* No activity..Has A Bud,A Gal,F Gre,A Alb,A Tri.

*England (Wang):* Bld A Edi..Has A Edi,A Nwy,F Bar,F Swe,F Nth.

*France (Lord):* Bld F Mar..Has F Mar,F Lyo,F Wme,A Bel,A Tus,A Pie.

*Germany (Siegel):* Bld A Ber..Has A Ber,A Mun,A Sil,A War,A Den,F Kie.

*Italy (Kendter, Jr.):* No activity..Has A Apu,A Ven,F Nap,F Ion.

*Russia (Johnson):* Ret A War-OTB,rem F Bal..Has A Ukr,A Mos.

*Turkey (Greger):* Bld A Con..Has A Con,A Bul,A Sev,A Arm,F Bla,F Aeg.

Now Proposed - Concession to Turkey

Austria has resigned. Would Robert Acheson please take over?

Moves and press already submitted will be used for Spring unless I'm told otherwise.

## Diplomacy 9,Secrets,1991C,S 02

*"Austria moves east, but so does Italy..Germany and France put the squeeze on."*

*Austria (Shulman):* F Gre S A Ser-Bul,A Bud-Boh,A Ser-Bul,

A Tri S A Vie-Tyr(Dis-ret Alb,Ser,OTB),A Vie-Tyr.

*England (Carlberg):* A Lvp-Yor,A Lon-Wal,F Nth-Ech(Dis-ret Edi,Nwg,Hel,Bel,OTB),  
F Nwy-Ska.

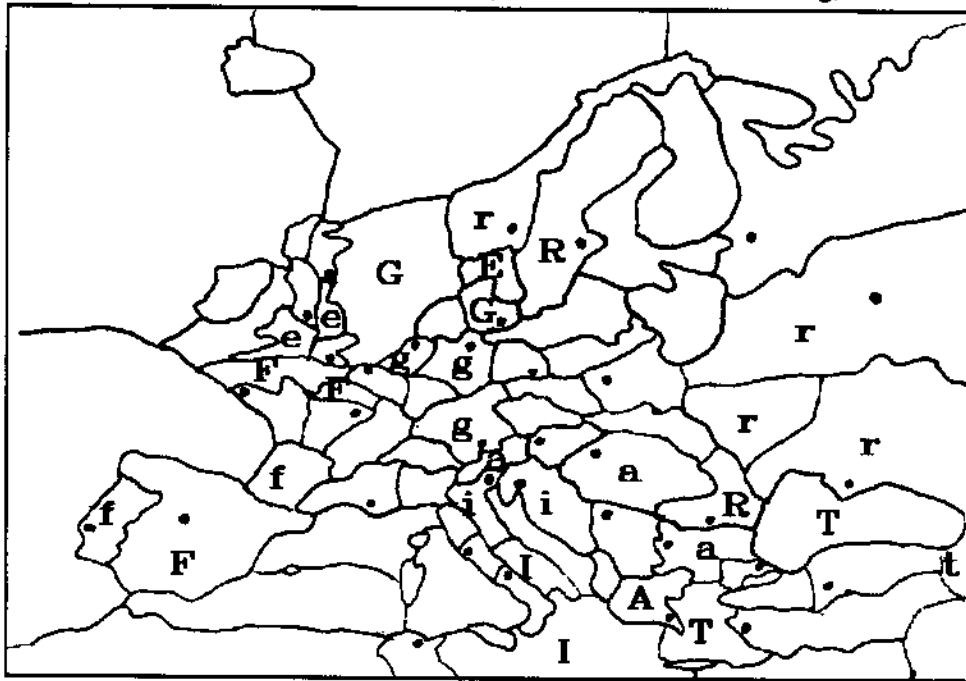
*France (Leech):* F Ech S G. F Den-Nth,F Bre-Pic,F Mar-Spa(sc),A Spa-Gas,A Por H.

*Germany (Strong):* A Hol H,F Den-Nth,F Kie-Den,A Ber-Kie,A Mun S A. A Vie-Tyr.

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

*Russia (Wang):* A Mos S A Sev,A StP-Nwy,A Sev S F Rum,A Ukr S F Rum,  
F Rum S A. A Ser-Bul,F Swe S A StP-Nwy.

*Turkey (Stanger):* A Bul H(Dis-ret Con,OTB),A Arm-Sev,F Con-Aeg,F Bla S A Bul.



Italy has resigned. Would Roger Cox please take over?

PRESS

*Austria/Hungary - Italy:* Gee, do you think I was surprised? Think again.

*Berlin - Rome:* The leaks have been plugged in Holland.

*France - England:* You pay your money and you take your chances. I hope your "other options" prove reliable. Because I'm going to be in your face for the rest of the game.

*France - Germany:* I wonder if the English player found our spring moves "foxy" enough for his tastes. Why put an army in Bel when we can have a fleet there instead?

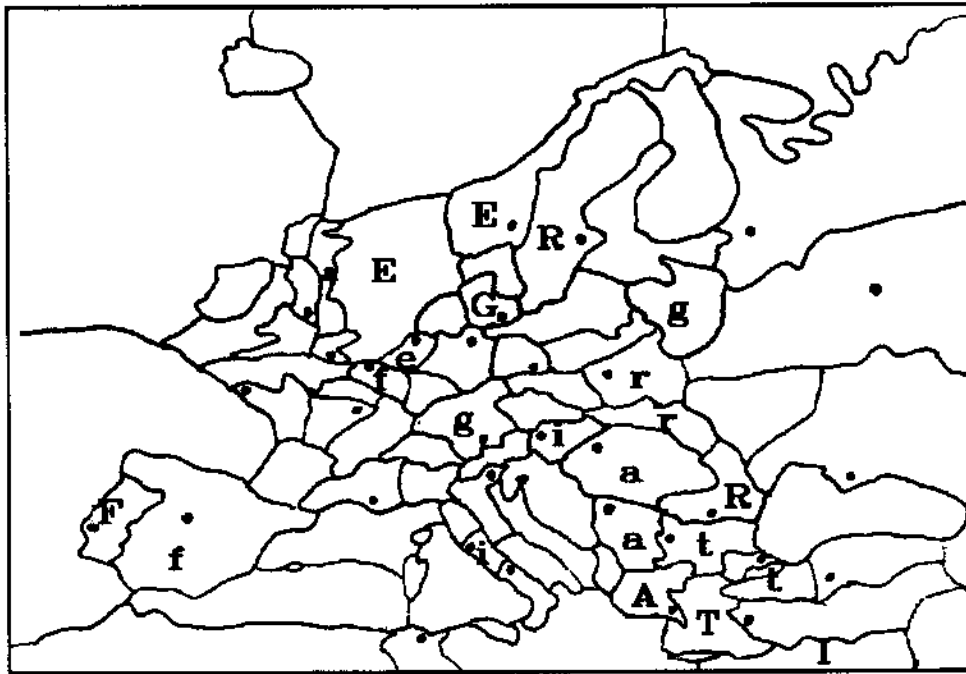
*England - F/G:* Ho-hum, it sure is lonely up here without an ally...

*Russia - Germany:* Thanks for your support.

*London - Europe:* There's an F/G afoot, in case you haven't noticed. I'll hold out as long as I can, but unless you want your kids to speak Alsatian, you'd better send some help for England PDQ!

# Diplomacy 10, IOU, 1991J, Fall 1901

"All orders succeed...What the hell are you people doing?"



- Austria (Brown):* A Ser S F Alb-Gre, F Alb-Gre, A Bud S R. F Rum.  
*England (Lord):* F Edi-Nwy, F Nth C A Yor-Hol, A Yor-Hol.  
*France (Cox):* F Mid-Por, A Mar-Spa, A Bur-Bel.  
*Germany (Schultz):* A Pru-Lva, A Mun H, F Den H.  
*Italy (Diehl):* A Nap-Rom, F Ion-Eme, A Tri-Vie.  
*Russia (Hyatt):* F GoB-Swe, A War S A Ukr-Gal, A Ukr-Gal, F Rum S T. A Bul.  
*Turkey (Garrett):* A Bul S R. F Rum, A Ank-Con, F Con-Aeg.

## Supply Center Chart

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

## PRESS

*Syria Mosque - Schwarzwald:* The low countries are 't'other way.

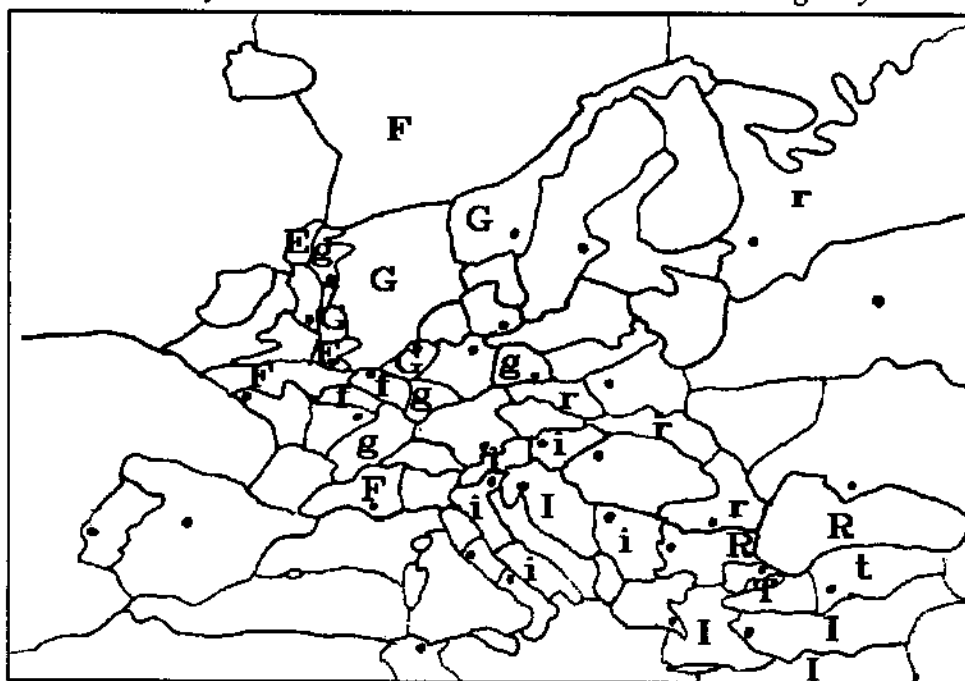
*Constantinople - Rome:* If this is the "key" opening, it didn't unlock many doors for Austria.

*Germany - All:* "I.O.U." Germany, Spring 1901, 4/25/91 Dated Easter Sunday - from the shipping yards of Lubeck. The Minister of Defense has decided to build a modern navy equal to England's in a joint effort that will bring glory to all Europe. Spring 1901: A Mun-Ruh, A Ber-Kie, F Kie-Den.

*England:* You can imagine the surprise of parliament when they learned the news that the sacking fleets of the Royal Navy were greeted in the streets of Amsterdam with open arms.

## Gunboat 4, Abby Normal, 1990 Trb32, W 06/S 07

"French forces in a coma as the Germans take Burgundy."



*England:* F Cly-Lvp, F Lon S F. F Nwg-Nth(NSO).

*France:* NMR! A Pic U, A Bur U(Dis-ret Par, Gas, OTB), A Bel U, F Ech U, F Mar U,  
F Nwg U.

*Germany:* Rem A Pie.. F Nth-Nwg, F Nwy S F Nth-Nwg, F Yor-Nth, A Edi-Lvp, A Tri-Bud,  
A Sil-Ber, F Hol-Bel, A Mun-Bur, A Ruh S A Mun-Bur.

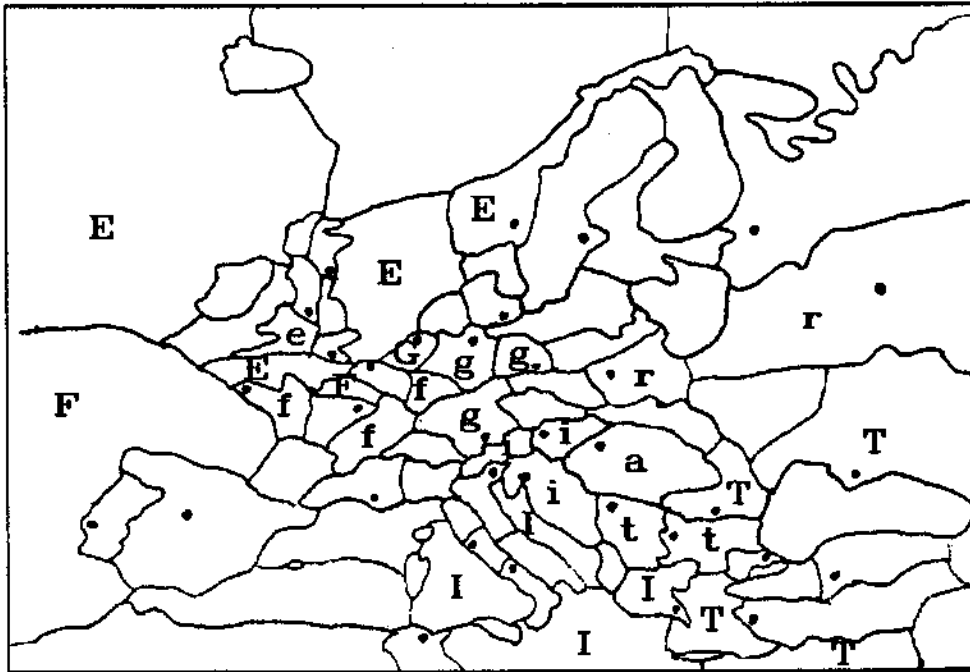
*Italy:* Ret A Bul-Ser, Bld A Nap.. F Gre-Aeg, F Eme S F Smy, F Smy S F Gre-Aeg,  
A Ven-Tyr, A Vie S A Ven-Tyr, A Rom-Ven, A Nap-Apu, F Adr-Tri, A Ser S F Adr-Tri.

*Russia:* Bld A War.. A StP-Nwy, A War-Sil, A Gal S A War-Sil, A Sev-Rum, F Rum-Bla,  
F Bul(ec) S F Rum-Bla.

*Turkey:* Rem A Arm.. F Con S A Ank, A Ank S F Con.

# Gunboat 5, Whipsaw, 1990Xrb32, F 05

"Austria near collapse as German and Turkish economies expand."



*Austria:* A Vie-Tri(Dis-ret Gal,OTB),A Bud S A Vie-Tri.

*England:* A Wal H,F StP(nc)-Nwy,F Nth S F StP(nc)-Nwy,F NAt-Mid,  
F Ech S F NAt-Mid.

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

*Germany:* A Kie S A Mun,F Bel-Hol,A Sil-Ber,F Nwy H(Dis-ret Swe,Ska,Nwg,Bar,OTB),  
A Mun S A Sil-Ber.

*Italy:* F Adr S A Tri,F Gre H,F Ion S F Gre,A Ser-Bud(Dis-ret Alb,OTB),  
A Tri S A Ser-Bud,F Tyn S F Ion,A Tyr S A Boh-Vie,A Boh-Vie.

*Russia:* A Mos S A Ukr-War,A Ukr-War.

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

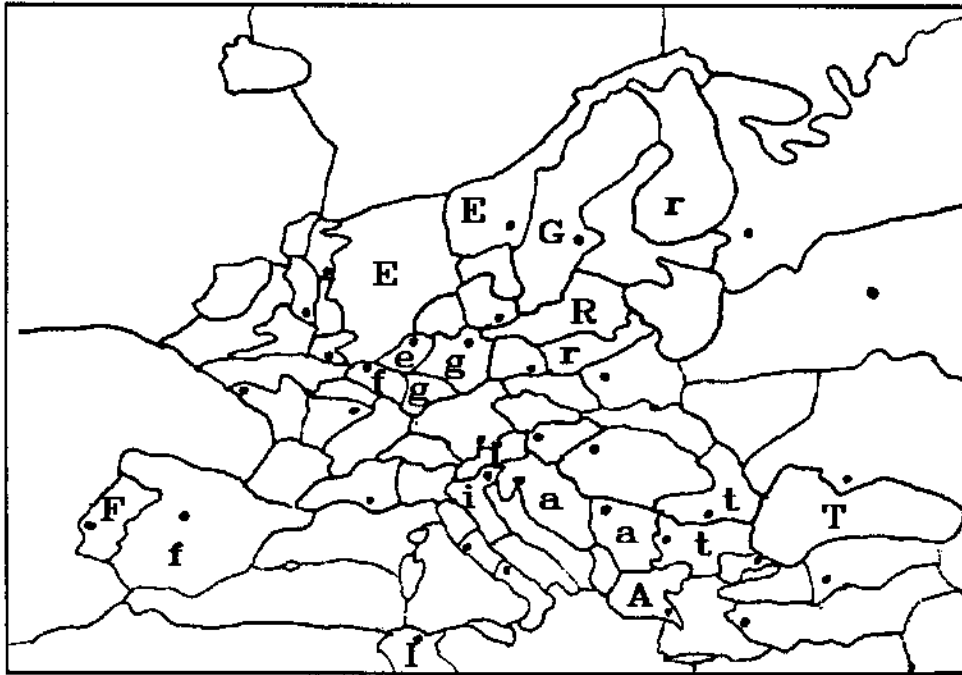
Now Proposed - E/F

Supply Center Chart

Austria	Bud=1	Remove 1
England	Edi,Lvp,Lon,Nwy,StP=5	Even
France	Bre,Par,Mar,Spa,Por=5	Even
Germany	Kie,Mun,Ber,Hol,Bel,Den,Swe=7	Build 2
Italy	Ven,Rom,Nap,Tun,Tri,Vie,Gre=7	Remove 1
Russia	War,Mos=2	Even
Turkey	Con,Smy,Ank,Bul,Rum,Sev,Ser=7	Build 1

# Gunboat 6, Road Games, 1991 Hrb32, Fall 1901

"Russia and Germany go haywire..Denmark still neutral."



*Austria:* A Ser S A Tri, A Tri H, F Alb-Gre.

*England:* A Edi-Hol, F Nth C A Edi-Hol, F Nwg-Nwy.

*France:* F Mid-Por, A Gas-Spa, A Bur-Bel.

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

*Italy:* F Ion-Tun, A Tyr-Mun, A Ven-Tyr.

*Russia:* F GoB-Bal, A Pru-Ber, A StP-Fin, F Rum-Bul(ec)(Dis-ret Sev, OTB).

*Turkey:* A Bul-Rum, A Con-Bul, F Bla S A Bul-Rum.

Now Proposed - Concession to Turkey

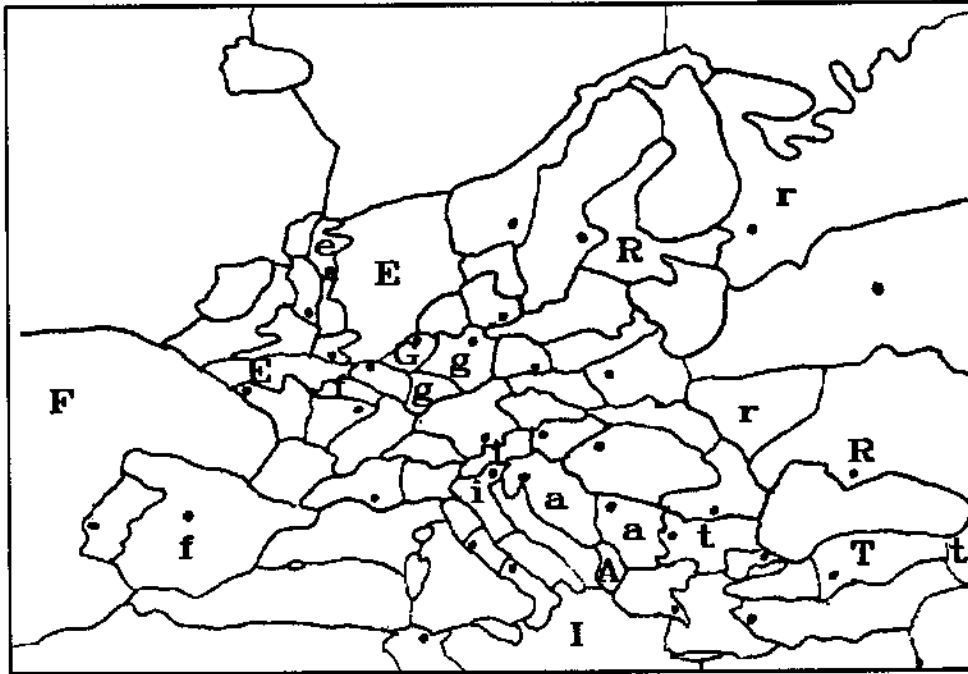
## Supply Center Chart

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



# Gunboat 7, Enigmatic Ocean, 1991 Qrb32, Spring 1901

*"Conflict in the Black Sea..All other orders succeed."*



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

*England:* A Yor-Edi, F Lon-Ech, F Edi-Nth.

*France:* A Mar-Spa, F Bre-Mid, A Par-Pic.

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

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

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

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

Now Proposed - Concession to Russia

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## One Regular Guy

Looks like "One Regular Guy" is missing in action this month. I haven't heard from Greg, but I assume he was too busy fishing (or something like that) and couldn't get the thing done to his satisfaction. Hey, those writers are very tempermental! Anyway, I imagine we'll see ORG return next month.

Meanwhile, this is probably a good time to remind all of you out there that if you have an idea for a sub-zine that you'd like to do here (written material, running a game, anything like that), drop me a line and let me know what your idea is. If it fits in here, maybe we can work together and get it off the ground. Then you'll join the ranks of "One Regular Guy," "Uptight, Upset, and Anti-Social" and "You're the one..." as a subzine in the fastest Dip-zine around!

# The Italian Wars, Rush, 1990 Ypw05, W 1501/S 1502

*"Papacy makes gains versus Naples.. Venice ruling family takes a powder."*

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

*Papacy (Wang):* Bld A Ancona..A Abruzzi-MOEISE, A Ancona-ABRUZZI,  
A CAMPAGNA S A Abruzzi-Moeise, A ROME S A Campagna, A Sienna-SOANA,  
F MIDDLE ADR-Southern Adr.

*Spain (Levin):* Bld F Messina, F Sardinia..F Ion-CALABRIA, F Messina-ION,  
F SOUTHERN TYN S F Messina-Ion, F Sardinia-MIDDLE TYN, F MAR H,  
F SAVOY H, F GENOA H.

*Venice (Sulzby):* NBR, plays one short..NMR! A MANTUA U, F NORTHERN ADR U,  
A MODENA U, F TRIESTE U, A TURIN U.

The N/P/S/V Draw fails

Now Proposed - N/P/S/V, P/S/V, N/S/V, N/P/S, N/P/V, S/V

If anyone is interested in taking over as Venice, let me know ASAP.

PRESS

*Spain - Venice:* Thank you for your support. Please vacate the provinces adjacent to my centers on the mainland. Thank you.

*Naples - Spain:* Eh, amigo - how about you grab some centers from both the Papacy and Naples (yup, you heard me) and win this thing?

## 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

*Nancy Behrendt (Asia):* This was a game I enjoyed. I liked Doug's GMing, and Mike Scott's indispensable help with gaming and trading. Game interaction was great for me - although I didn't write as often as those who wrote me. I had postcards and letters from almost everyone who had been in the game, but my most faithful correspondents were Bill Becker and Ernie Hakey. It was the player interaction and the strange things that came up in the game that made it a pleasant one for me.

This Civ game was certainly interesting. At one point Southern Europe and Northern Africa looked like Africa during its colonization in the 1800s. Things were a bit dull for me - I like dull games - when Roger Cox livened things up with an invasion

invasion which challenged me a bit. The strangest part of the game was that Ernie received at least one calamity in almost every turn, and that until the very end I received no calamities. This didn't hurt or help either one of us, though, as Bill Becker has long since wrapped up the game on the AST. Bill played a good game.

Although I enjoyed the game, I think that I will wait until my kids are quite a bit older, Larry has only one job, and the cost of a long-distance phone call won't break me until I get involved in a new Civ game.

*Goon-Klown of Babylon:* Thanks, it was fun. But I think I can honestly claim that this game had the most lopsided distribution of calamities I have ever seen! After all, Babylon suffered twice as many (approximately) calamities as the rest of the world combined...After the one useful calamity - the African civil war for which Babylon was the nominee - we attempted to bring Africa back a step, into the ranks of the second-place kingdoms (which, of course, included ourselves), but the total lack of any competent support from any other kingdoms doomed our efforts to eventual failure. Too many pacifists, not enough time. Ah well - history goes on! Many thanks to Asia and Thrace and yes, even Africa, for proving to be reliable trading partners, willing to deal in good faith and good will despite other events - especially thanks to Asia (hi, Nancy) for a long and mutually beneficial trade relationship. Thanks also to the various players of Crete, Egypt and Assyria for helping make the game interesting; my apologies to anyone I may have inadvertently offended, either in actions or in press.

One comment - the optional rule of variable trade cards held (ie one per city, minimum 3) automatically hinders Egypt and Babylon, who must build cities earlier than anyone else if they wish to make the first "line." After building two cities, on the next turn they'll have to discard a card (to comply with the 3 card minimum). This may not seem like much, but in the early going it is significant - especially when other kingdoms can suddenly have more cities and more cards. My advice - find out if your game is going to have this rule, and if it does, don't pick Egypt or Babylon! Also, this rule weakens, slightly, the philosophy behind the game system, which is designed to help kingdoms that are behind catch up - note that movement, trade card acquisition, and many calamities are all set up to give an advantage to smaller kingdoms, but this rule gives an advantage to larger kingdoms. In any game where not much mutual cooperation is happening, this gives those kingdoms that manage to get big a pretty large edge. Especially if you make movement simultaneous (rather than size-dependent) also...

## 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 4

Phase 0:Increasing Influence Yellow declares 6 on C, 5 on D, and 3 on K. Black increases B to 1 and declares 2 more for a total of 3. Red increases on K by 2. Blue increases on A by 2. Green increases on F by 1 (to 10+) and takes a card. Muck increases on D by 2 and declares 5 more for a total of 7.

Phase 1:Cures Phase Red declares 10 on K. A retires. F ages 2 to 76.

Phase 2:Purge Phase Muck, with B, purges L and Q. B ages 2 to 77.

Phase 3:Spy Investigation Phase Red plays card #16, sending C to the People (with all declared IP intact). Green, with F, puts ? on B, D, E, K, and O. F ages 5 to 81.

Phase 4:Health Phase B dies, F dies, D ++ to ++, E ++ to ++.

The game is paused at this point. Next month we'll conclude turn 4.

#### Final Positions

Positions	Black	Red	Blue	Green	Muck	Yellow
Party Chief:						
Empty						
KGB:						
Empty						
Foreign:						
Empty						
Defense:						
Empty						
Ideology:						
D, 73, ++, ?					7	5
Industry:						
E, 72, ++, ?						
Economy:						
K, 66, ?		10				3
Sport:						
O, 62, ?						
Candidates: J 67, N 63, R 59.						
People: C 74 - 6 yellow - 2 muck - 1 red, S 58, T 57, U 56, W 54, X 53, Z 50.						

Siberia: G - 75 - ++, L 65, Q 60.

Kremlin Wall - A, B, F, H, I, M, P, V, Y.

Muck has one wave, no one else has any.

Next Kremlin Deadline - June 28, 1991

# "You're the one...."

by Mara Kent

#2

Okay... so I bashed Doug in my last column. I didn't hear any complaints from anyone. Does anybody care if I bash a little more? (silence...) No? I didn't think so.

Procrastination.... What does that mean to most people? I suspect that to most of you that means that one puts off doing everything to another day. And that day, to most, would come sometime down the road. Eventually.

Doug is the worst procrastinator that I know of. Or should I say the best... meaning he's better at it than anyone. The strange thing about the way Doug procrastinates, though, is that the things he wants done, the things that mean a lot to him, get done right away. Let me give you a scenario:

ME: Doug, could you please enter in the computer all our credit card numbers in case we lose them someday? And also input the serial numbers of our expensive items?

DOUG: Okay... I'll do it another day. I'm too tired.

ME: Fine.

*(another day)*

ME: Doug could you PLEASE input that information so that we will have it when we need it???? PLEASE??!!

DOUG: I said I would do it when I have more time (huff).

*(another day, weeks later)*

DOUG: (He sits down at the computer and starts putting in information and plate numbers etc on his stamp collection so that he can keep better track.) (He thinks I don't notice)

ME: Okay Doug... I'll remember this for the column!

DOUG: (laughs out loud because he KNOWS what I mean)

ME: I bet you got an idea to keep track of your stamps, and within seconds sat down and started working on it, didn't you? It's funny how you have time for what YOU want to do, but not for things that I want done.

DOUG: (hee hee hee...) (ignores me, goes on typing in the info.)

*(another day... weeks later)*

IT STILL ISN'T DONE!!

Here is a list of some of the things Doug has procrastinated about: Throwing out two old bikes, getting new kitchen and bedroom lights, getting his hair cut, trimming his beard, doing the taxes, getting the throw rug cleaned, getting rid of the junk in the basement, fixing my radio (broke 5 years ago), getting the car washed, and fixing the rust spots on the car. Of course, that's only a partial list (very partial), but you get the idea.

So, as Doug's hair grows down to his ass, and his beard makes him look like Grizzly Adams, and I cook in the kitchen with no light (so sometimes we don't even know what we're eating), I can go to bed at night secure in the knowledge that Doug's stupid zine will get out on time, even if we end up homeless.

# 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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Boymel, Paul 12110 Greenleaf Avenue Potomac, MD 20854 (35)  
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Next Issue's Deadline:

July 1, 1991 12:00 Noon Eastern