

Maniac's Paradise

Issue 35

Still \$0.75

An Official "Living Hell" - "Heh" - "Whining Kent Pig" Production
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Subscriptions are 75 cents an issue in US and Canada, game fees vary.
Articles and Sub-Zine submissions are gladly considered.

New Home Phone Number - (908) 382-0326

PLEASE make a note of this, as this new number is unlisted. If you lose it, you won't be able to get in touch with me at home. I will not accept losing the number as an excuse for submitting orders late. Remember, when you phone orders in you do so at your own risk! Actually, just playing here is a hazard to your mental health, so I guess you all knew that already.

Not much to report this month. Hobby-wise, things quieted down for the holiday month, but I'm sure it'll heat up before long. Work on the PDO Census is progressing, and should be completed around January 20th. If any publishers out there have not yet sent in your subscriber list, the deadline is 1/15/92. Anyone who does so gets a free copy of the census. It'll cost everyone else a buck.

Inside the zine, we've got a few things happening. The second game of African Di has finally been filled, so that's out of the way. We've still got openings in Woolowrth, Kremlin, Enemy in Sight, and Diplomacy (with Jack McHugh as GM). Runestone Poll Bourse is underway, and anyone that wants to is welcome to join in the fun there. However, I'm only giving the RPB spreadsheet to people playing in the game, and to those who specifically ask to have it included with their zine. If you want to receive it, let me know. Jack's subzine appears this issue, as does a new "You're the One..." by my wife, and some other junk (cartoons, Marco Poll announcement, Robert Stimmel's football ratings, etc). I've given "Uptight, Upset, and Anti-Social" the month off, since only a few letters came in and the hobby as a whole was slow this month. Not much else to add except to remind you that the next deadline will be:

February 3, 1992 at 12:00 noon eastern

Game Openings

Kremlin IV:

Description: PBM Kremlin. \$5 gamefee. Will use Intrigue cards.
Players Signed Up: Kirk, Strong, Scott, need 1 to 3 more.

Woolworth II-D:

Description: Woolworth Dip. \$3 gamefee. Rules & map on request.
Players Signed Up: Shulman, Bingham, R. Schultz, Anderson, need 1.

Diplomacy:

Description: Black Press. Run by Jack McHugh in "Close Your Eyes".
Players Signed Up: Kent, Howell, Lord, Carlberg, Brown, Strong, need 1.

Runestone Poll Bourse:

Description: Bourse game based on Runestone Poll. Free. To play, just send in your buy and sell orders. You can start playing at any time.
Players Signed Up: Anyone that wants to play can do so. No need to "sign up."

Enemy in Sight:

Description: Naval card game. No game fee.
Players Signed Up: Mara Kent, McHugh, J. Schultz, need at least 1 more.

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

Notes to Players: _____

"You're the one..."

by Mara Kent

#5

I'm not sure you really want to know the horrible picture I'm about to paint for you, but I figure it's good for at least one laugh or two, and what a good way to start off the new year - with a good laugh! Even better, a laugh at Doug!!! Hahahahaha!

Okay, here's the deal. I know, and you all **MUST** know by now, that Doug's life would be quite pathetic without me. So, I'll bring up a few things that I think would be much different without me around.

1) Doug would have the **WORST B.O.** around. Why, you ask? Because he continued to use the deodorant his mother had him use while growing up, even though it **WASN'T WORKING!** I had to tell him to use something else. He didn't even realize that deodorants are different!! What? Is there only the brand that **MOTHER** gives us??? Yes, Mother, anything you say Mother....

2) His hair would have dandruff and be down to his feet **AND** be stringy with no body at the same time. I have to practically **BEG** him to let me perm his hair and cut it. Also, here's another case of using what mommy gave us. Her shampoo was **NOT** right for his hair. I had to get different shampoos until ***I*** decided what was right for him.

3) He wouldn't have any plates, silverware, etc. He'd have all paper goods, and he'd **ALWAYS** be out of at least one thing. Either no plates, plastic forks or paper cups. And he'd be too lazy to even throw them out. They'd be stacked high in the sink. Imagine that, paper plates stacked in a sink, probably growing mold. Maybe even growing some new life form.

4) He'd **NEVER** have clean clothes. He'd just pile them up in the laundry basket (if he had one - if not he'd just use the floor) and continue to say "I'll do a wash tomorrow" while the pile got larger and larger. Soon he'd run out of clean things to wear, but he still wouldn't do a wash. He'd go through the pile, smelling each item of clothing and choosing the outfit that smells the least and is the least offensive to look at.

5) Every piece of his clothing from his head to his toes would be either frayed, full of holes, ripped, torn or hanging together by some small miracle. I have to tell him he needs new sneakers when his toes are clearly popping out. I have to convince him that if he were in some sort of accident, he wouldn't want to be caught with underwear that's hanging on by two threads. And what about those T-shirts that don't even cover his stomach? And the socks without elastic? What good does that do?

6) He wouldn't remember birthdays, anniversaries, or to send cards around the holidays. His important papers, receipts, etc. would be running rampant around the

apartment. Nothing would be in place. There would probably be a lot of piles...on things, under things, in between things. A fire hazard for sure.

7) His only foods would consist of fast foods and snacks. He can't cook much, and what he can cook, he's too lazy to actually prepare, and probably would have anything to cook it in if he wanted to! This would be Doug - "Hmm, guess it's PB&J again. Damn, the bread is stale. Damn, out of jelly. Hmm, it looks like something fell in the peanut butter, or grew there. I guess it's **McDonald's** again!" Of course, he'd never restock the items he ran out of - in fact, he'd forget all about them until the **next** time he needed them, and go through the same ritual all over again, oblivious to the fact that he'd done it all before.

8) He'd **never** take out the garbage! He'd have piles and piles of trash all over the floor. The only way he'd be able to get around the apartment would be by making paths from the bed to the bathroom, to the front door, to the fridge, back to the bed. Of course, not needing paths to the living room, dining room, or closets (since nothing ever gets put away or hung up). I have witnessed Doug living this way - when we first started going out almost 9 years ago, he kept his bedroom like this. I actually had to get on my hands and knees to peel wads of gum off the floor and furniture. There were **lots** of paper bags hanging around, as if they were filled with hoarded treasure. However, when I looked in them, all I'd ever find was rotted food or moldy sandwiches.

9) He'd socialize outside his home. Is this good or bad? As it is now, Doug and I don't like to socialize. We enjoy each other's company enough that we love just staying home and doing nothing together. Without me he'd be forced to go out and find people to interact with.

So here's the big picture of Doug without me: skinny, dirty, smelly, ripped clothes, long stringy hair, "spaz" taped-up glasses, shoes with no soles, pants three sizes too small (and floods), T-shirt that fails to hide his navel, four years of facial hair growth (far too matted to be called a "beard"), pack of Bubble Yum grape gum in his back pocket (stuck to the jeans by now), bag of Hot Fries in one hand, rum-and-grape-soda in the other, stumbling drunk through bars and nightclubs, looking for girls but being constantly rejected. Hmm, now that I think about it, this sounds a lot like a current description of Jack "Sack of Shit" McHugh...except for the "skinny" part. Hee hee.

In closing, I'd like to announce a new hobby service I'm starting. If you'd like to have any questions about Doug or our life, send them to me and if you ask real nice, maybe I'll answer them. The more personal the questions about Doug are, the better! That's all for now, see you in a few months!

Runestone Poll Bourse 1992 - Turn 1

Robert Acheson: Buy - 200 Northern Flame, 100 The Home Office, 100 Dippy, 200 Vertigo. Sell - 50 Penguin Dip, 50 Perelandra, 50 Upstart, 50 White House Mania, 50 ark, 50 Comrades in Arms, 100 Costaguana, 50 Crimson Sky, 50 Kathy's Korner.

Herman Bingham: Buy - 500 Electronic Protocol, 200 Penguin Dip. Sell - 100 Batyville Gazette, 100 Dippy, 100 Disoriented Express, 100 Empire, 100 The Encounter, 100 Everything, 100 Eyewitness News, 100 Frueh's Folly, 100 The Gamer's Zine, 100 Kempelen's Turk, 100 Pedro in the Rain Forest, 100 Rambling Way, 100 Son of Flip, 100 The Spindle, 100 Starwood.

Joe Brooks: Buy - 25 Dipadeedoodah!, 50 Rebel, 25 Graustark, 200 Rambling Way, 25 Maniac's Paradise, 25 Zine Register, 50 The Home Office, 50 Get Them Dots Now, 100 Absolute, 100 Crimson Sky, 50 Mad Dog, 25 Your Zine of Zines, 50 Diplomacy Digest. Sell - 25 Kempelen's Turk, 25 Protozoan, 25 The Spindle, 25 War Fair, 25 Batyville Gazette, 50 Canyon, 100 Upstart, 50 Northern Flame.

Eric Brosius: Buy - 2714 Zine Register. Sell - 100 Fast Trax, 100 Gonzo Rails, 100 Kempelen's Turk, 100 Mad Dog, 100 White House Mania, 100 Touche, 100 Empire, 100 Buckeye Rails Gazette, 100 Continual Crisis, 100 Disease City, 100 Disoriented Express, 100 Pedro in the Rain Forest, 100 Protozoan, 100 Son of Flip, 100 War Fair.

Roger Cox: Buy - 100 Get Them Dots Now, 50 Down at the Mouth, 50 Zine Register, 50 The Assassin's Blade, 50 Well Martha..., 50 Comrades in Arms. Sell - 100 ark, 100 The Continual Crisis, 100 Electronic Protocol, 100 benzene, 100 Northern Flame, 100 Hoodwink, 100 Penguin Dip, 100 Pilot Light, 100 Dipadeedoodah!, 100 Touche, 100 Upstart, 100 Twains, 100 Son of Flip, 100 Ramblings by Moonlight, 100 The Prince.

Stan Johnson: Buy - 700 Rebel, 600 The Home Office, 200 The Prince. Sell - 100 White House Mania, 100 Appalachian General, 100 Cheesecake, 100 Fast Trax, 100 Penguin Dip, 100 Perelandra, 100 Ter-ran, 100 Graustark, 100 ark, 100 Buckeye Rails Gazette, 100 Comrades in Arms, 100 Diplomag, 100 Megalomaniac, 100 Protocol, 100 The Tactful Assassin.

Alan Levin: Buy - 50 Kathy's Korner, 50 Maniac's Paradise, 50 Northern Flame, 50 Perelandra, 50 Upstart, 50 Your Zine of Zines, 50 Zine Register, 50 ark, 100 Well Martha., 100 Cheesecake. Sell 100 Fast Trax, 100 White House Mania, 100 benzene, 100 Absolute, 100 Batyville Gazette, 100 Continuing Crisis, 100 Dippy, 100 Empire, 100 Pontevredia, 100 Twains, 100 World Diplomacy, 100 Everything, 100 Diplomacy World, 100 Spindle, 100 Canyon.

Bruce McClung: Buy - 100 Absolute!, 100 Abyssinian Prince, 100 Against the Odds, 100 Alpha & Omega, 100 Appalachian General, 100 ark, 100 Assassin's Blade, 100 Batyville Gazette, 100 benzene, 100 Boast, 100 Buckeye Rail Gazette, 100 Canadian Diplomat, 200 Maniac's Paradise, 100 Upstart, 100 Well Martha. Sell 100 So I Lied, 100 Son of Flip, 100 Spindle, 100 Starwood, 100 Tactful Assassin, 100 Ter-ran, 100 Touche, 100 Twains, 100 Vertigo, 100 War Fair, 100 White House Mania, 100 Why Me?, 100 World Diplomacy, 100 Your Zine of Zines, 100 Zine Register.

Jack McHugh: Buy - 100 Ramblings By Moonlight, 250 Your Zine of Zines, 200 Canyon, 250 Eyewitness News, 100 Comrades in Arms, 100 Diplomacy World, 150 Frueh's Folly, 200 Hoodwink, 100 Well Martha., 100 Zine Register. Sell 100 Upstart, 100 Diplomacy Downs, 100 Vertigo, 100 Fast Trax, 100 Appalachian General, 100 benzene, 100 Costaguana, 100 Countermeasures, 100 Dipadeedoodah!, 100 Disoriented Express, 100 Excelsior, 100 Gamers Zine, 100 Pedro in the Rain Forest, 100 Son of Flip, 100 World Diplomacy.

Patrick O'Brien: Buy - 300 Well Martha., 200 Kathy's Korner, 100 Costaguana, 200 Maniac's Paradise, 200 Appalachian General, 100 Pontevedria, 200 Graustark, 200 Rebel, 400 Zine Register. Sell - 100 Perelandra, 100 Northern Flame, 100 Diplomacy World, 100 Down at the Mouth, 100 Against the Odds, 100 Diplomacy Digest, 100 Mad Dog, 100 Upstart, 100 Boast, 100 Kempelen's Turk, 100 Penguin Dip, 100 Alpha & Omega, 100 So I Lied, 100 Dipadeedoodahl, 100 Disoriented Express.

John Schultz: Buy - 500 Canyon, 500 Eyewitness News, 500 Well Martha, 100 Why Me?, 100 Upstart, 100 Perelandra, 250 Orphan Son, 100 Kathy's Korner, 100 Hoodwink, 200 The Home Office, 100 Get Them Dots Now!, 100 Crimson Sky, 100 The Abyssinian Prince, 500 Rambling Way, 100 Cheesecake. Sell - 100 Diplomacy Digest, 100 Megalomaniac, 100 Protocol, 100 So I Lied, 100 Diplomacy Downs, 100 Dippy, 100 Perestroika, 100 Touche, 100 Electronic Protocol, 100 Electric Trains, 100 Alpha & Omega, 100 Zine Register, 100 Disoriented Express, 100 Costaguana, 100 Down at the Mouth. **Forced Liquidations:** Sell 100 Northern Flame, 100 Maniac's Paradise, 200 Perelandra, 200 Kathy's Korner, 200 Upstart, 100 Fast Trax, 100 Diplomacy World, 100 White House Mania.

Robert Stimmet: Buy - 100 Caveat Emptor, 100 Diplomacy Digest, 100 Empire, 100 Everything, 100 Eyewitness News, 100 Kempelen's Turk, 100 Maniac's Paradise, 100 Metadiplomat, 100 Pedro in the Rain Forest, 100 Penguin Dip, 100 Pilot Light, 100 Pontevedria, 100 The Spindle, 100 The Tactful Assassin, 100 Upstart. Sell - 100 Boast, 100 Comrades in Arms, 100 Countermeasures, 100 Diplodocus, 100 Dippy, 100 DOGS of War, 100 The Encounter, 100 Fast Trax, 100 Get Them Dots Now, 100 The Home Office, 100 Kathy's Korner, 100 Mad Dog, 100 Rebel, 100 Starwood, 100 Touche.

David Wang: Buy - 50 Caveat Emptor, 50 Rebel. Sell - 100 Against the Odds, 100 Batyville Gazette, 100 Continual Crisis, 100 Dippy, 100 Disease City, 100 everything, 100 Kempelen's Turk, 100 Pontevedria, 100 Protozoan, 100 Rambling Way, 100 Son of Flip, 100 Touche, 100 Twains, 100 War Fair, 100 World Diplomacy.

GM Notes: A few points. First, John Schultz became the first player to be inflicted with the forced liquidation rules, by purchasing too much stock and running his cash into a debit. As per the rules, his positions in the zines with the highest prices were liquidated at 15% below the closing prices, until he regained a positive cash position. The spreadsheet is rather long, so I'm only sending it to the players in this game. If anyone else would like to play (or would like to follow the game along), call me or drop me a card and I'll send you a copy of the spreadsheet ASAP, and enclose one each month from this point on. As it stands now, David Wang is in the lead with a net worth of \$1,032,952. However, if you were a new player just starting at this point, you'd be doing better (net value of \$1,033,200). This leads me to a note on strategy: unlike last year, the rules this year reward longer-term investing (3 to 4 turns), and correct guessing of Runestone Poll results. Last year's rules favored quick "buy 100,000 and then sell 100,000" schemes where zine prices moved up or down 30% a turn. The way to win this game, IMHO, is load up on those zines that you think will do better on the poll and those that should see buying action for a few turns in a row. Keep an eye on cash levels and other people's portfolios - if someone needs to generate cash, they'll have to sell something, and they can only sell what they already own! One timely buy of 2000 shares of the right zine could mean the difference in this game between first place and last place.

Next Deadline - January 28, 1992

Close Your Eyes and Think of Dip
Issue #6
January 2, 1992

This lovely piece of work is put out by Jack McHugh (280 Sanford Road, Upper Darby, PA 19082 (H)215-352-7479 (W)215-832-3612 CIS#:76646,334). Besides being an adviser to Boris Yeltsin and the official Jawn Caruso biographer, I am a full-time official hobby personality-except void where prohibited by law. If you like the zine don't clap, throw money!

Right now I have my diplomacy opening "Bismarck" has the following players signed up: Doug Kent, Sean Brown, Mike Lord, Tom Howell and Tony Strong. The game will use black press. Since Mike and Tony have sent in preference lists we will be using preference lists in this game. However so far, Mike and Tony are the only two people who've sent in preference lists.

I am announcing another game opening. This time I am opening Phil Reynolds new design, Middle Eastern Dip. The game is to be called Mommar. Doug will print the rules in the next issue.

Also note my houserules are at the end of this issue.

Anyway today we have the another installment of **Wild Dipdom: The East Coast Clique**, featuring Brad "Bozo" Wilson, Kathy "Baglady" Caruso and "Little" Tommie Swider. Remember the dots you save may be your own. We also have more of my commentary on the Whining Kent Pig and its mate, "Not" Mara Kent. We also have our Asian Dip game, "Commodore Perry", as our first game turn of Spring 1901 is adjudicated. Sorry no maps, unless someone wants to scan one for me? (hint, hint) We also have a movie review and a couple of top ten lists.

Wild Dipdom, The East Coast Clique: First up we have our continuing attempt to illuminate the path for hobby novices. This week on **Wild Kingdom**, Jim will attempt to wrestle the very dangerous snow leopard while I sit in the studio and discuss Mutual of Omaha Life Insurance. Remember how the old Wild Kingdom was like that, with Marlin Perkins always sitting it out in the studio while "Jim" always got to wrestle the leopard? Wonder how he got away with that?

Anyway first up is Brad "Bozo" Wilson. Brad Wilson is quite the cunning player when he pays attention. Unfortunately his habit of NMRing, which has nicknamed him "the NMR machine", "Game Delay Brad", and, my favorite, "Standby List Slayer", makes Brad as dangerous to his allies as his enemies. The key phrase, "when he pays attention," says it all about Brad. Brad usually doesn't pay attention thus should be attacked immediately. He also will lose attention if not aroused through the press.

Many players make the mistake of attacking Brad through the press. This only angers and arouses him, as much as he can be aroused, and should be avoided. He also is known to ally with Madlanders, especially James Wall, Marc Peters and Matt Fleming. Brad is to be watched in their presence at all times.

In honor of Brad's need to take a "vacation" from his games-which, by the way, makes them a real gem for any standby-I am naming my standby list the "Brad Wilson List". Brad's exits are

usually preceded with much gnashing of teeth and whining in the press about how he's been "screwed" by everyone. Sometimes sounding much like his hobby mentor and hero Jawn Caruso.

Our next player is that hobby icon, Kathy "Baglady" Caruso. Also known as "Bloodsucker" and "The Bitch from Norristown", Kathy can be found in many zines, usually on the standby list. This woman is by far the most dangerous person outside of Gary Behnen in the hobby. Not only is she a great player but she has a network of toadies that is of staggering proportions. There is no where this sorceress can't find a toady.

Kathy is also not above using any and all methods to gain a win. Bullying, female charms, toadies, there isn't much this women won't stoop to to win.

Don't be fooled into thinking that she is anything like her husband John the wimp. Kathy will stop at nothing for a win.

Either agree to work with her, she can be quite a good ally- Kathy is not afraid to reward friends-or attack her from day one. There is no middle ground here. If you aren't with her, you're against her.

Beware of confusing here with the mild mannered Cathy "With a C" Ozog. They are totally, TOTALLY different. It is as dangerous to your country to confuse them as confusing arsenic and apple juice would be to you.

If you decide to work against Kathy beware her toadies. If our CIA had as many informants as Kathy does toadies we wouldn't need spy satellites.

Our final player is "Little" Tommie Swider. Tommie is a dangerous player since he is the leading hobby instigator. Tommie doesn't start wars with other countries; he starts them **between** other countries. Then Tommie moves into pick up the spoils like a jackal. Closely resembles a certain Marc Peters from Wisconsin in this regard.

Tommie is also known to ruthlessly turn on an ally if he needs dots. These are not the dopey one center stabs ala Dave Anderson, but beautifully well executed, crippling, up the butt, leaving you prostrate and breathing hard stabs that, if done to a person rather than a country, would be considered statutory rape in most states.

Tommie is also quite the letter writer. Unfortunately Tommie likes to make up little details of his letter. Like Tommie will tell you that a neighbor is planning to attack you, but he will forget to tell you that the neighbor also said that would be several years in the future. Tommie has been known to give you a shitty grin and shrug a lot when confronted with such lies.

Tommie has also been around for eons so he knows everyone. One of the few players who can ally with Madlanders and Warthogs in the same game.

Next month we examine the dangerous Madlanders Marc Peters, James Wall and Marc Freuh.

MARA KENT DEPT: What is this woman's problem? I call up and she claims she doesn't want to talk to me and hates me, but she is constantly shouting stuff at Doug to tell me. Then she tells me she can't wait to get into **Enemy in Sight** with me so she can kill me. Mara just can't control herself around me.

STOLEN SAYINGS DEPT: Doug stole my "Switch to decaf" saying last month. I said it first when Doug read me Stan Johnson's letter on the phone. C'mon Doug, get a gripe will ya?

JFK: I saw Oliver Stone's latest sixty's epic JFK last night. The movie reminded me of the onset of mental illness. At the beginning one is fine, but gradually the threads of reality go, one by one, until by the end of the movie one is a full blown paranoid.

The movie was also way, way, WAY too long. I mean three whole hours. The last hour seem to be nothing but a court summation by Kevin Costner's character Jim Garrison. Does Stone get paid by the frame or what? JFK should have been no longer than two hours.

The movie moves with leaden slowness, as basically all it consists of is Garrison and his investigators--Garrison is DA for New Orleans and his team are from his office--discussing the plot to kill JFK and flashbacks showing what supposedly happened. Garrison's home life with his wife, Sissy Spasck's character, are the only time the outside world ever intrudes on Garrison's investigation until the end of the movie.

Stone is also upset that the movie isn't being taken seriously as a history. I'm not quite sure how to take that statement. This from a director who manages to smear a sitting US Senator, Arlen Specter (R-Pa), as a ambitious young lawyer who tried to perpetrate the "biggest lie" in history on the American people and compare Specter to Hitler--paraphrasing Joseph Gobbels, not Hitler, by the way--all in the same sentence. If a historian tried to palm Stone's theories off as historical fact, as Stone does, he or she would, rightly, be run out of the profession on a rail.

The worst sin of all, in my opinion, is the fact that, as any college film major can tell you, to get the viewer to suspend belief the film must maintain internal consistency. Stone lost me early on when he made a big deal out of the fact that Oswald's first twelve hours of interrogation were not written down. Then Garrison somehow knows that during this same cross examination Oswald denies being in the well known photo of Oswald holding up copies of Granma--the newspaper of the Cuban Communist Party--and the rifle used to shoot Kennedy. Well, which is it did we know what went on during the questioning or didn't we? Stone can't seem to make up his mind, just as he can't seem to make up his mind whether this is a documentary film or a fictional film.

There are many other problems. Stone tries to tie all of the many theories as to why Kennedy was assassinated into one mosaic and, much like Agatha Christie's Murder on the Orient Express, they all did it. It was the Mafia, the Army, the FBI, the CIA and the Cubans. Stone also suggests the assassinations of Robert Kennedy and Martin Luther King were also carried out by this motley crew.

Why was Kennedy killed? A conveniently a retired Army Lieutenant Colonel shows up, played by Donald Sutherland, from "Black Ops", the army branch that handles things like coup de etat, psych warfare, etc., etc., and claims that JFK was working on a plan to withdraw troops from Vietnam and that the "military industrial" complex opposed him.

That last accusation, my friends, is bullshit of the first order and ruins any claim, in my opinion that Stone can make to JFK

being any kind of a history. No one knows what Kennedy would have done if he had lived. Although many have speculated even his closest friends and advisors don't know what he would have done. On numerous occasions Kennedy gave signs that he would stay and on equally as many numerous occasions he gave signs he would leave. In fact JFK never talked about leaving he just said, at times, he wouldn't commit America to a ground war in South Vietnam. At other times he said he would do whatever it took to defend US interests in Southeast Asia. Kennedy rarely used terms like withdraw or stay, and in fact, neither did his successor, LBJ.
Unfortunately unlike mental illness, this movie has no cure.

**Commodore Perry
Asian Dip
Spring 1901:**

China and Russia Faceoff Over Manchuria
Everyone Else Works and Plays Well with Others
Lots of Press but very Little Said
Yo Brad, Where's My Miller Number?!

China(Swider): F sha-YEL; A PEK-man; F can-FOR; A chu-SHA
India(Kent): F bom-WIO; A del-ISL; A cal-NEP
Indochina(Acheson): A ban-RAN; F ran-BEN; F sai-THA
Indonesia:(B. Wilson): A jak-BOR; F bor-CBS; F gui-COR
Japan(Ozog): A tok-OSA; F sap-OKH; F osa-JAP
Persia(G.Wilson): A bag-TRK; A teh-TMN; F ara-MEC
Russia(Schultz): A nov-MON; F VLA-man; A tas-AFG; A ast-TAS

Deadline for Fall - January 29th

PRESS:

India-Persia: As long as you keep out of the Arabian Sea, we can avoid hostilities.
India-Indochina: The same goes for you and the Bay of Bengal.
GM-India: Way to negotiate through the press, Sack! Who do you think you are, Melinda Holley?
ANCIENT CHINESE SAYING: Ugh; not another game with Bozo.
GM-China: Sounds like ancient Swider saying to me.
CANTON: Chairman Tom has announced new reform effective immediately: To encourage the "Era Of Niceness", a certain student union location will now be:known as "Little Tommie Square". If you've got a problem, explain it to Boss Tom.
GM-Chairman Tom: "Era of Niceness"? I'm heading for barfcity man. Speaking of barfing, here's Bob's press:
Indochina-Japan: Listen darling, as much as I love you, I expect certain actions in this game and if you don't get them I'm not adverse to giving you a little kick in the butt. But since I'm your main man, I know that we'll be comfortable.
GM-Indochina: <Retching noises!>
Indochina-GM: What happened to my preference list? You can start apologizing and grovel to me anytime. I mean why change old habits.
GM-Indochina: First, you got it backwards, you grovel to me. Second, I said last time there was only one preference list.

Actually with you there would be two, but I probably couldn't read yours. I had to take this to the pharmacy to get it translated into English! Learn to type, Bob. Doesn't Elly take dictation? Indochina-India: How can you be a Flapjerk and a Garrett Schenck toady at the same time? Schnck, Smeck, Smuck, whatever.

GM-Indochina: Doug is my toady, just like you, Bob.

~~Jakarta~~Batavia: In a stunning move, the government of Indonesia resigned en masse and requested the Netherlands to resume governing the territory as the Dutch East Indies.

"Let's face it, colonialism was great compared to the mess we Third-World, no-clue Leninist have made this island paradise," said ex-Indonesian dictator Sukarno, who will be assuming a fellowship at Harvard in East Asian studies. "Our incompetence has doomed millions to die of disease, famine, and civil war. We may have been exploited under the Dutch but we were alive."

After much deliberation, the Dutch government accepted the offer. Queen Juliana sent Grand Duke His Majesty R.B. van Wilsonyk to this cit, renamed to its former moniker, as Viceroy of the East.

"My mission is to bring civilization back to this ravaged-by-socialism continent," said the Grand Duke upon arrival at the Admiral Helfrich airport. "Tulips, wooden shoes, windmills and chocolate will spread to the ends of Asia under my reign."

Dutch riot police had to disperse of a small crowd of Marxist malcontents at the airport. The rabble, led by American consul G. S. Schenck in a gross violation of diplomatic station (he has since been deported) was disposed of with a whiff of grapeshot, er, tulipshot.

Rumors that the Grand Duke's first target for civilization will be the backward lands of Indochina, ruled by corrupt wallowing-in-rye Canadian expatriate, R.A. Canuckie.

The Viceroy did confirm reports that he is seeking an accommodate and alliance with Australia and has signed a accommodation use bases in Kangerooland.

GM-Indonesia: Admiral Helfrich? Isn't he the guy who was wiped out at the Battle of the Java Sea in February 1942 by the Japanese? By the way, loved the press, thought it was a scream.

Batavia-Persia: Pax, friend?

Our Brad Wilson standby list consists of Steve "Desert Storm" Nicewarner. Right now I am trying to convince Eric Young to subscribe and get him on the Brad Wilson list.

In honor of Germany forcing the rest of the European Community to honor its decision to recognize Croatia and Slovenia we bring you:

The top ten ways France is dealing with German unification:

10. Dialing 911
9. Installing speed bumps to slow Panzers down.
8. Cutting bedsheets into easy-to-wave white rectangles.
7. Watching twice as many Jerry Lewis movies to keep their spirits up.
6. Stockpiling Blistex so they can kiss plenty of German butt.

5. Printing up T-shirts that say "Don't shoot! I'm a collaborator.!" in German.
4. Going a really, really long time without bathing.
3. Suddenly acting all chummy with Chuck Norris.
2. Practicing running backward and blowing kisses.
1. Developing top secret Stealth Cheese.

And in honor of former Washington Mayor Merion Berry getting oral sex in prison we bring you:

The top ten Marion Berry campaign slogans:

10. I'm addicted---to public service!
9. America's funnies home video. •
8. Just say yes!
7. I'm a Kennedy.
6. He's ready to **personally** confiscate drugs.
5. Let's put a little Columbia, in your District of Columbia.
4. Hey-here's your Justice Department, pal!
3. He'll get hookers off the streets---and into the hotel rooms.
2. Imagine the victory party.
1. I'm Berry, Berry sorry.

CLOSE YOUR EYES AND THINK OF DIP HOUSERULES

January 4, 1992

- I. The 1971 edition of the Diplomacy rulebook (TAHGC) and the specific variant rules for a given game will be used for all adjudications and rulings. The mainstay of these houserules outline my "exceptions" policies.
- II. Deadlines are stated with each adjudication. I plan to have the subzine to Doug by early Monday morning following my deadline, which is usually **Maniac's Paradise's** deadline. I will accept late orders only if I have yet to start adjudicating. Any phoned in orders are at your risk; loss of orders or my miswriting them. You are better off mailing them. And typing them. I take no responsibility for misreading handwritten orders.
- III. I will only make NMR Insurance calls if I feel like it. I make no bones about attempting to be fair. The more I want to talk to you the more likely I am to call you. If I can call you collect-i.e. you want NMR insurance-let me know and send me your phone number.
- IV. All order notations are fine with me as long as they are clear.
 - A. If I can't interpret your orders, I will not attempt an interpretation. My preference is for orders to be written in the same fashion as I use in the game reports.
 - B. Implied orders are fine (ex. if you order **A PAR-s-a mar-bur**, you don't have to write **A MAR-bur**.)

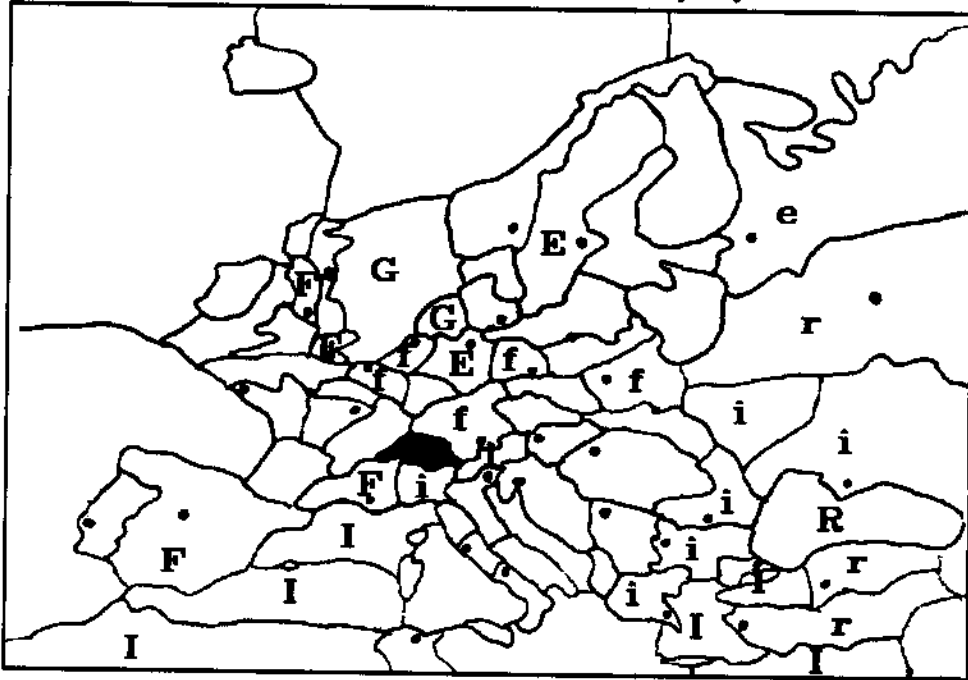
- C. The rule stating "an order, regardless how badly written, must still be followed" will be observed to the extreme.
 - D. Be sure to give enough id on your orders to insure their validity.
 - E. Please submit orders for different games on different sheets of paper.
- V. In paradoxal situations, all involved units hold with any valid supports. A misordered unit can be supported to hold in my games.
- VI. NMR Policies
- A. First turn NMR
 - 1. Game delayed—must have seven orders to begin. No NMRs will be permitted on the first game turn.
 - 2. Standby called.
 - B. General NMR
 - 1. All units hold.
 - 2. Dislodged units entitled to retreat next deadline.
 - 3. Standby called.
 - 4. No position can NMR twice in a row.
 - C. No Builds Received
 - 1. Player plays short units entitled
 - 2. Standby called.
 - 3. No position can NMR twice in a row.
 - D. No Retreat Recived—the unit disbands.
 - E. No Removal Received
 - 1. Units currently not occupying a center are removed in alphabetical order until parity is reached.
 - 2. Standby called.
 - F. No Vote Received
 - 1. With NMR—player votes YES.
 - 2. Without NMR—player votes NO.
 - G. I will not call a standby for any position less then three centers. (This may vary to suit specific varients.)
 - H. If a standby is unavailable the position will Civil Disorder (CD) if I can't find one by the next deadline. (EXCEPTION: the first turn, the game will simply stop and wait till another person signs up or the original sends in orders.)
 - 1. If a standby is found after a position is in CD they may take the position if they choose.
 - 2. No position of less then three centers will be allowed to be played if not already being played. It will stay CD till it is eliminated. (See rule VI.G)
- VII. All votes and proposals are public. If you make a proposal, all players will know who made the proposal. If you veto a draw, all players will know that you did so.

VIII.A. Draws and concessions

- B. May be proposed after the first three years or six turns, which ever comes first.
 - C. Pass only if there are no votes opposing the proposal.
 - D. Draws may only include survivors.
 - E. Should more than one draw/concession proposal pass, ALL of them fail.
 - F. Reasonableness of proposals: Concessions may not be proposed for countries holding fewer than half of the victory criteria. Draws must include enough players such that they control enough centers to win (ex: in Diplomacy, the participants in a draw must control at least 18 centers).
 - G. GM reserves the right to reject frivolous draws.
- IX. Should a game go three consecutive game years without any net supply center change, the GM may at his option declare a stalemate (a draw including all survivors).
- X. Separation of the winter seasons
- A. Upon one reasonable request. Such request must be accompanied by an explanation, and are subject to rejection.
 - B. I will allow a separation should there be more than 3 retreats of 5 build/removals.
 - C. Needing more negotiation time is never an excuse, as is the case with not receiving the xyn on time. Call/write if you think the results are late or lost and it's been at least 10 days after the deadline.
- XI. Press releases of all sorts are encouraged. Press may be datelined from any location, even an opponent's center or name. All games black press unless specified by GM. Press may not be datelined from the following bylines: FLAPJACK, FJ, UPPER DARBY, UD, or GM.
- XII. These houserules may be changed by the GM after a one month warning. Drastic changes in policy will be put up to player vote on a per game basis.
- XIII. Anything not covered here will be resolved by the GM.
- A. If the GM agrees the player may appeal a GM ruling to a mutually agreed upon ombudsmen.
 - 1. If the GM and player can't agree on an ombudsmen the GM will pick one unilaterally.
- XIV. The GM decisions are final and will be incorporated into the houserules.
- XV. Special thanks to Tom Swider who wrote these most of these rules originally and allowed me to change them for my games.

Diplomacy 5, Pessimism, 1990HB, F 09

"English-French alliance broken - to the benefit of the French."



England (O'Brien): Ret F Hel-Hol..A Fin-StP,F Nwy-Swe,F Kie-Hol,F Hol-Bel(Destroyed),
F Nth S F Hol-Bel(Dis-ret Nwg,Edi,Yor,Ech,Ska,OTB).

France (S. Johnson): A Ber-Kie,A Bel S A Ruh-Hol,A Mun S A Ber-Kie,A Ruh-Hol,
A War S R. A Ukr-Mos,F Ech-Lon,F Iri-Lvp,F Mid-Spa(sc),F Spa(sc)-Mar.

Germany (Diehl): F Hel S F Den-Nth,F Den-Nth.

Italy (McClung): A Rum S A Sev,A Sev S A Gal-Ukr,F Smy-Eme,A Gre-Smy,
F Aeg C A Gre-Smy,A Bul S F Con,A Tyr-Mun,A Pie H,F Wme-Lyo,F Tun-Wme,
F Naf S F Tun-Wme,A Gal-Ukr,F Con S A Gre-Smy.

Russia (Brown): A Ukr-Mos,A Ank S A Arm-Smy,A Arm-Smy,F Bla-Con.

All proposed draws fail
Now Proposed - Concession to Italy

Supply Center Chart

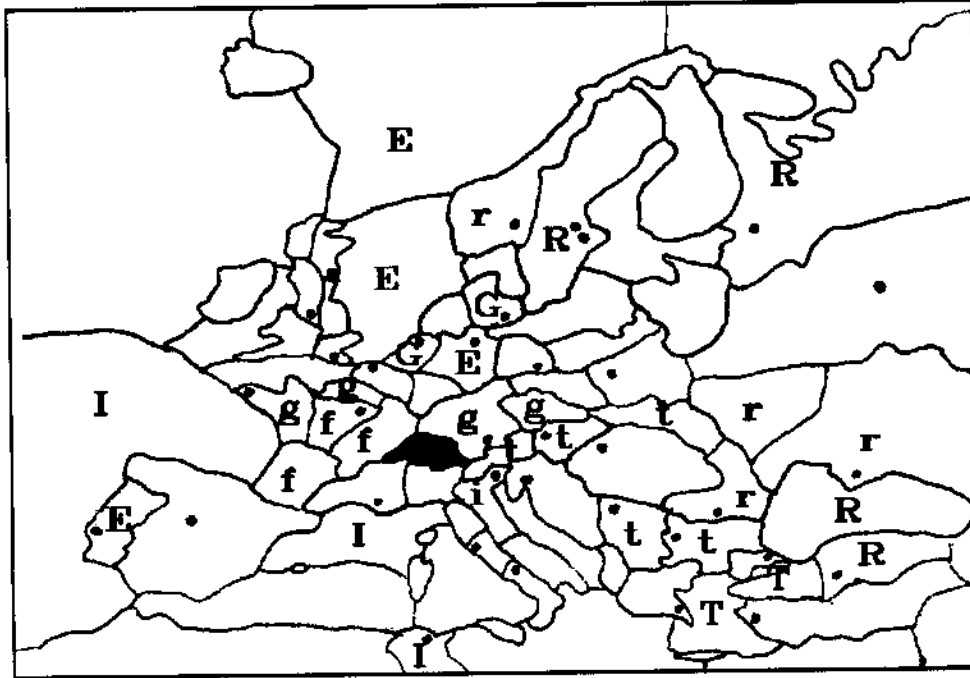
England	Edi,Nwy,Swe,StP,Kie=5	Build 1
France	Bre,Par,Mar,Spa,Por,Bel,Hol,Mun,Ber,War, Lon,Lvp=12	Build 3 Remove 1
Germany	Den=1	Even
Italy	Nap,Rom,Ven,Tun,Tri,Vie,Bud,Ser,Gre,Bul, Rum,Sev,Con=13	Remove 1
Russia	Mos,Ank,Smy=3	

PRESS

France - World: Due to English and Russian stupidity/duplicity, I am willing to concede this game to Italy as soon as he asks for it.

Diplomacy 6, Agony, 1990HA, F 08

"Russian Czar resigns his position in order to maintain fairness."



England (Preston): F Nth-Bel, F Nwg-Nth, F Por-Spa(sc), F Bal-Kie.

France (Milewski): A Gas-Par, A Spa-Gas, A Mar-Bur.

Germany (J. Johnson): A Bre H, A Boh S A Ber-Mun, A Ber-Mun, A Pic-Bel, F Den H, F Kie-Hol.

Italy (Murray): A Pic-Ven, F Wme-Mid, F Tyn-Tun, F Lyo-Spa(sc).

Russia (Brown): A Gal-Rum, A Ukr S A Gal-Rum, A Sev S A Gal-Rum,

F Bla S A Gal-Rum, F Ank-Con, F StP(nc) S A Nwy, A Nwy S F Swe, F Swe S G. F Den.

Turkey (Acheson): A Tyr S A Vie, A Bud-Gal, A Vie S A Bud-Gal, F Con S A Bul,

F Aeg S F Con, A Bul S A Ser-Rum, A Ser-Rum.

G/R Draw Fails

Please note Jonas Johnson's new address.

Thanks to Stan Johnson for the unused standby orders.

Sean Brown has resigned from the game - would Jack McHugh please take over?

Supply Center Chart

England Lon,Lvp,Edi,Por,Kie=5

Build 1

France	Par,Mar,Spa=3	Even
Germany	Ber,Mun,Den,Hol,Bel,Bre=6	Even
Italy	Nap,Rom,Ven,Tun=4	Even
Russia	War,Mos,StP,Sev,Rum,Nwy,Swe,Ank=8	Even
Turkey	Con,Smy,Bul,Gre,Ser,Tri,Bud,Vie=8	Build 1

PRESS

Turkey - Russia: Don't worry about justifying stabs. Leave my centers, start grovelling, and just maybe I won't tactically embarass you as I kick your butt.

Sean Brown - All: I am resigning my position in this game. It happens that Jonas Johnson is now going to be sharing an apartment with me, and I do feel that such a development creates an unethical situation. Since Jonas was an original player in this game, and I was a standby, he'll continue and I'll resign.

Art Shulman - Sean Brown: I read your press and understand your point. It is true that a random person is put into a position not of his making. I apologize if I was impugning your character as that was not my intention. After reading my own press, I can see where you would think that. My point in resigning was that I was disgusted with the consistant NMRing out of games. I have been in the PBM hobby for about four years, and in that time, all the NMRing has been pissing me off. As I stated previously, this is the first time that I resigned. It is less a comment on you then a comment to all the people who quit. I did so, because I had a good position, with a good? ally. When a person leaves a game, it causes the game to go topsy-turvy and wastes a lot of good effort. I won one game outright, because of 2 different players NMRing. I take no pleasure from that win; I would have preferred playing the game out with the original players. Anyway, thanks Doug for letting me get this off my chest, and sorry that I took it out on you Sean.

Diplomacy 7,Scoop,1990IG,F 05

"Austrian King sneaks off to Switzerland as Italy is finally conquered."

Austria (Lord): A Boh-Vie,A Gal S A Boh-Vie,A Tri-Ser,A Bud S A Tri-Ser,A Ven-Tri,
A Tyr S A Ven-Tri.

England (Carlberg): A Lon H.

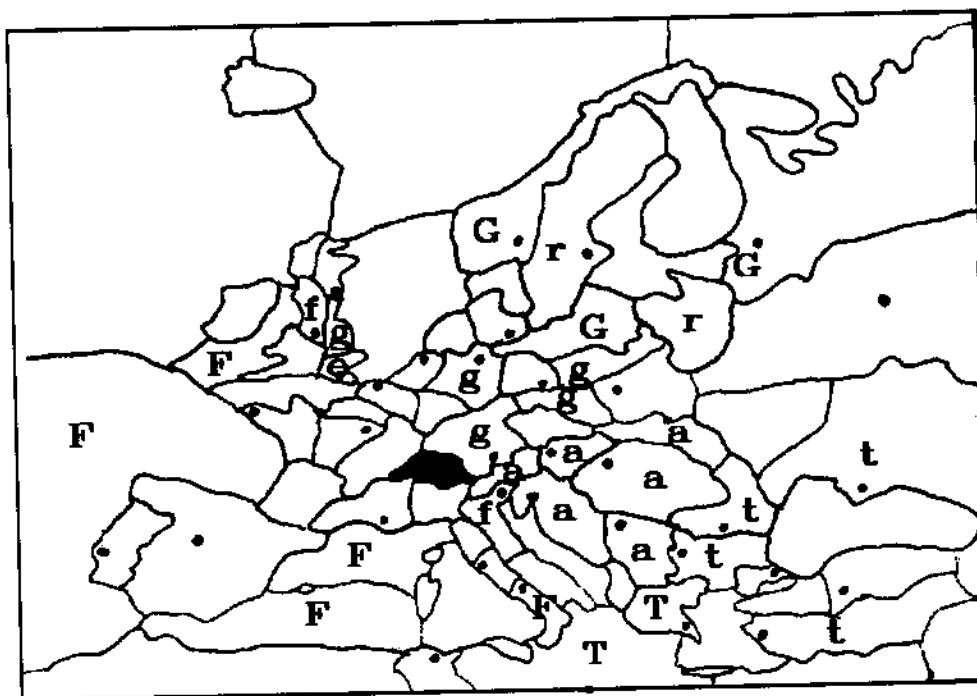
France (Diehl): F Ion-Nap,A Tus-Ven,F Iri C A Mar-Lvp,F Mid C A Mar-Lvp,
F Wme C A Mar-Lvp,F Lyo C A Mar-Lvp,A Mar-Lvp.

Germany (Holley): F Pru-Bal,A Ber-Pru,A Sil S A Ber-Pru,A Mun S A Sil,
A Kie S A Mun,A Yor-Lon,F Nwy S F StP(sc),F StP(sc) S F Nwy.

Italy (Milewski): F Alb-Tri.

Russia (Acheson): A Lva S A. A Gal-War,A Fin-Swe.

Turkey (Brown): F Gre S F Aeg-Ion,F Aeg-Ion,A Arm-Sev,A Bul S A Rum,A Rum H,
A Con-Smy.



Mike Lord has resigned as Austria.
Would Stan Johnson please take over?

Supply Center Chart

Austria	Tri,Vie,Bud,Ser,Rom=5	Remove 1
England	Lon=1	Even
France	Bre,Par,Mar,Por,Spa,Lvp,Tun,Nap,Ven=9	Build 2
Germany	Kie,Ber,Mun,Bel,Hol,Den,Nwy,Edi,StP=9	Build 1
Italy	None=0	OUT!!
Russia	Mos,War,Swe=3	Build 1
Turkey	Con,Smy,Ank,Sev,Bul,Rum,Gre=7	Build 1

PRESS

Paris - Europe: It is time to lance the pimple in our rear.

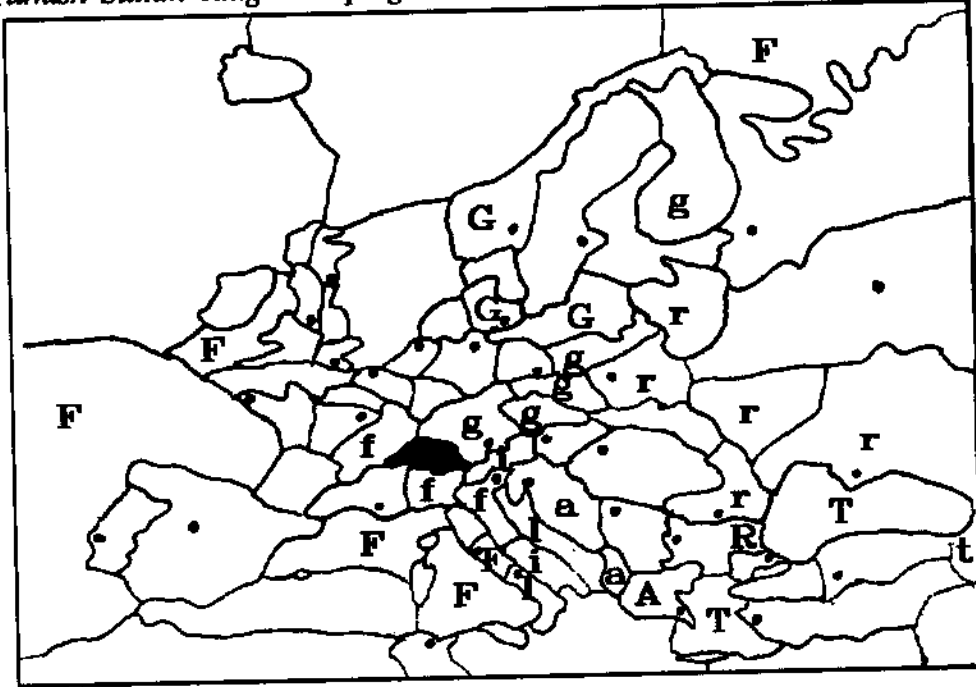
Russia - Turkey: I don't usually admonish "greener" players, but your move on Austria will result in 1) a German Win, or 2) a German-French draw. You'll get dick! Well maybe you might get it after all...

Austria - All: I really can't go on with this charade any longer. Four game years of watching Jim Diehl performing postal cunnilingus - "Diplomacy style" - on Melinda Holley is much more than anyone can be expected to take. Doug, please take "Scoop" out back and shoot it. I resign my position as Austria.

Diplomacy 8, Atavachron, 1990IH, W 05
 A/E/F/G/I/T Draw Passes! End game info next issue!

Diplomacy 9, Secrets, 1991C, W 04/S 05

"Turkish Sultan caught sleeping at the wheel. French fleets continue trek."



- Austria (Milewski):* A Ser-Tri, A Alb S A Ser-Tri, F Gre S A Alb.
France (O'Brien): Bld A Par, F Mar..A Tus-Ven, A Pie S A Tus-Ven, F Wme-Tyn,
 F Rom S F Wme-Tyn, F Ech-Mid, F Nwg-Bar, F Lvp-Iri, A Par-Bur, F Mar-Lyo.
Germany (Strong): Bld F Kie, A Ber..F Nwy S F. F Nwg-Bar, A Mun S A Sil-Boh,
 F Ska-Den, A Pru-Lva, A Sil-Boh, F Kie-Bal, A Ber-Sil, A Swe-Fin.
Italy (McHugh): A Tri-Apu, F Adr C A Tri-Apu, A Tyr-Ven, F Tyn-Nap.
Russia (Wang): Ret F Nwy-Bar, rem A Fin, F Bar..A Boh-Sil(Dis-ret Vie, Gal, OTB),
 A Bud-Rum, A Gal-War, A Lva S A Gal-War, A Sev S A Bud-Rum, A Ukr S A Sev,
 F Rum-Bul(ec).
Turkey (Stanger): NMR! F Aeg U, F Bla U, A Arm U.

Now Proposed - F/G
 Would Sean Brown please standby for Turkey?

PRESS

Art Shulman - McHugh: I don't believe that I have ever been in a game with you and was surprised by your press in a matter that you weren't involved in. I left the game for two

reasons, neither of which was because of you. However, your press shows that 1) you did not know the circumstances between Dave Wang and myself and 2) how much I despise people who NMR or who resign out of a game. Now I know that it is a fact of PBM, since I have been in the hobby for over 4 years, everyone is entitled to get pissed at it once in a while.

As far as people are concerned, I generally don't get annoyed if someone stabs me. I try to get even. However, I believe that what Dave did went far beyond that. Again, you don't know the circumstances. If you look at Dave's press, you will see that he received (and acted on) someone's dispicable policy of passing my letters. It has been a long term tradition in PBM that almost anything goes **except** making a copy of someone's letter and then passing it on. Had Dave been honorable, he would have either 1) destroyed it without looking at it; 2) ignored it; or 3) told me and given me the chance to explain. Instead, he used it.

Finally, as far as maturity is concerned, how would you know anything about me? Apparently, you are a small minded, little man who likes to play with pretty colored strings and little animals and has the maturity of a swamp animal. Why don't you go play Candyland with some of your favorite friends, such as Pee-Wee. You did say one thing that is true, and that is that I hope that I will never play in a game with you, as I believe that you are a interfering little person who puts his nose in things that are none of his affair.

Art Shulman - All: One of the most important precepts in playing Diplomacy by mail is that a letter is not to be Xeroxed/copied. Almost anything else goes in Diplomacy. However, some things must be sacrosanct. In the years that I have been in the hobby, I have become immediately aware that it is an unwritten rule that letters between Diplomacy players are not for publication, without the express prior approval of the letter writer. Apparantly, Alex Leech violated this principle. The consequences being that I immediately resigned from the game. It is an unfortunate thing but an action that I feel was entirely appropriate, considering the circumstances. There are three things that I want to say about the particular circumstance: 1) Alex Leech is a letter copier/passer, 2) if you did not know this was improper, Alex, now you know, 3) to Mr. McHugh, your inappropriate and obnoxious press showed that you did not know what was really going on. Next time find out all the facts before you open up your mouth (or pen).

Italy - Arthur Shulman: **YAWN! (followed by sleeping noises) BORING!**

Dave - World: (This is a public apology to Arthur Shulman) Arthur, I was wrong not to have trusted you. I let myself be swayed by one passed letter, instead of placing greater faith in our extensive direct communications with each other. Although I may not necessarily have agreed with your style of diplomacy, I should have been more flexible and at least given you the benefit of doubt, as well as an opportunity to explain before taking any hasty and ill-advised actions. I'm glad you wrote me after reading my press and that we got a chance to talk. I'm sorry I ruined this game for you; I hope the measures I proposed will go a little ways toward mending things. Again, my apologies.

GM - Dave: Make love, not war. Peace, man, peace. Peace, love, and understanding. Flower power. God bless us.....everyone!

Diplomacy 10, IOU, 1991J, End Game

1991J Maniac's Paradise (GM: Douglas Kent)
 England/France Draw, Winter 1903

	<u>01</u>	<u>02</u>	<u>03</u>	
Austria	04	03	03	Sean Brown (SURV W03)
England	05	06	07	Michael Lord (DRAW W03)
France	06	06	09	Roger Cox (DRAW W03)
Germany	04	03	01	Randall Lee Schultz (SURV W03)
Italy	04	05	03	Jim Diehl (SURV W03)
Russia	06	05	07	Fred Hyatt (SURV W03)
Turkey	04	05	04	Jack Garrett (SURV W03)

England (Mike Lord): This was another contest that Jim Diehl fucked up for everybody else. I suggest a permanent moratorium on Jim (I give head) Diehl. Roger, it was a pleasure working with you!

France (Roger Cox): A most enjoyable game. Thanks to everyone, especially Mike for his valuable assistance and Doug for being the best in the business.

GM: This was the shortest Dip game ever played in Maniac's Paradise. It started out in a fairly unusual fashion. Russia and Turkey seemed to be working together (they both left the Black Sea empty in S 01), while Germany and Russia were obviously at odds, accented by a bounce in Sil. Italy took Trieste, revealing his plan of attack. The rest of the board seemed undecided.

Fall 1901 was stranger still. France picked up three builds, England two. Italy not only took Vienna, but abandoned the typical F Ion-Tun for the more aggressive F Ion-Erne. Germany was the real surprise, ordering an army into Lva, but failing to bounce Russia in Sweden. The only things that remained clear were the two main alliances - E/F and R/T.

Seasons were separated by request. Russia built to surround the German A Lva. France's build of F Mar seemed to suggest a move on Italy. Spring saw England and France continue their assault on Germany, and included a surprising set of Austrian orders - supporting two of Italy's moves, into Gal and Ion. In the Fall, Italy managed to take Rumania, with Austrian support. Meanwhile, France moved fleets into Lyo and Wme, which should have alerted Italy to an impending major offensive.

Italy's Spring 03 press showed he did see the attack coming, but his move revealed that he apparently did not care. Even with three French units closing in on his centers, Italy continued his quarrels with Russia and Turkey, allowing Roger to land unopposed on the Italian beaches.

Fall 03 was basically the end of the game. With Italy and Austria refusing to see the light, and Germany crumbling under the force of the E/F bombardment, Russia and Turkey had little chance to turn the tide. As it was, all players either voted Yes or failed to vote against the E/F draw.

As a GM, the game had a lot of promise, but it ended up to be a major disappointment. Had Italy decided to defend his homeland, much would have differed. Instead, the game is best considered and then forgotten. Hopefully the next game will be of more interest.

Diplomacy 11, Synthaxe, 1991AS, W 02/S 03

"Massive battles around Munich result in little progress."

Austria (Strong): Bld F Tri..A Sil S R. A Mun,A Boh S R. A Mun,F Alb-Gre,

F Gre-Aeg,A Bul-Con,F Tri-Adr.

England (Greger): F Bar S A Fin-StP,F Nwg S F Nwy,F Nwy S A Fin-StP,F Nth H,
A Fin-StP.

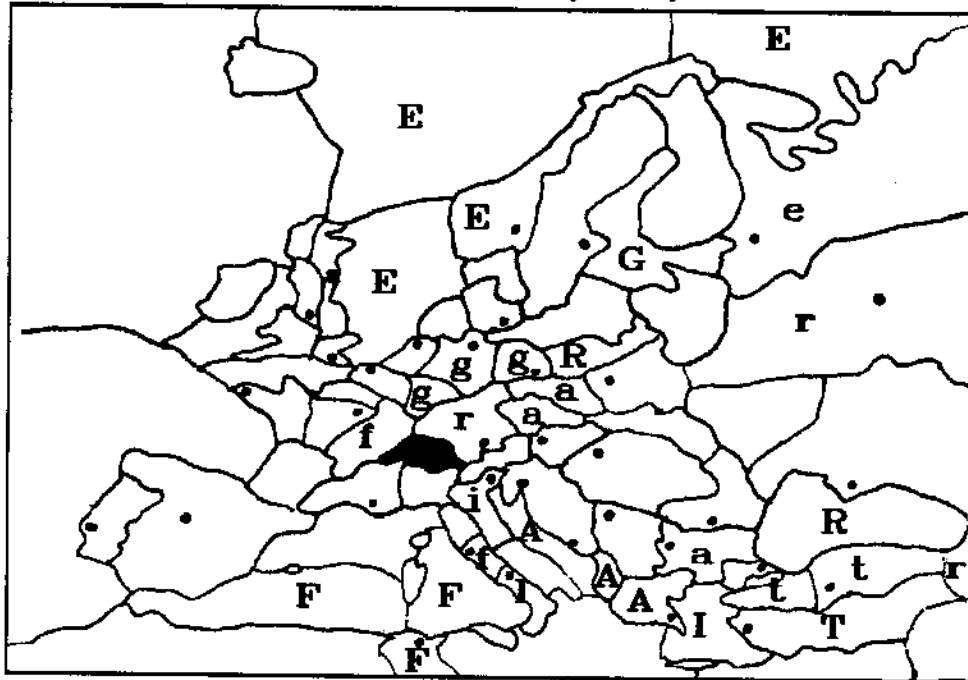
France (Holley): A Tus-Rom,A Bur S G. A Ruh-Mun,F Naf-Tun,F Tyn S F Naf-Tun,
F Lyo-Wme.

Germany (Nash): A Kie S A Ber,A Ber S A Ruh-Mun,A Ruh-Mun,F Swe-GoB.

Italy (J. Johnson): A Tyr-Ven,F Ion-Nap,A Tun H(Destroyed),F Aeg-Con.

Russia (Carlberg): F Pru-Ber,A Mun S F Pru-Ber,A Rum-Arm,F Bla C A Rum-Arm,
A Mos S F StP(sc),F StP(sc) H(Dis-ret Lva,OTB).

Turkey (Preston): A Ank S A Con,A Con S F Smy,F Smy S A Con.



Thanks to Jack McHugh for the unused standby orders.
Please note Jonas Johnson's new address.

PRESS

France - E/G: Thanks for hanging with me, guys.

Vienna - Rome: Has Jonas Johnson left the game to play Candyland or what?

Diplomacy 12,Heartache,1991AW,F 02

"German forces trample English expeditionary forces, but help liberate Sweden."

Austria (Acheson): F Alb-Adr,A Tri-Vie,A Bud S A Tri-Vie.

England (Ozog): F Ech-Nth,F Nth-Ska,F Nwy S F Ska-Swe,F Ska-Swe,
A Bel S F. A Bur(Dis-ret Pic,OTB).

France (R. Schultz): A Par-Bre,A Gas S A Bur,A Bur S E. A Bel,F Mid-Spa(sc).

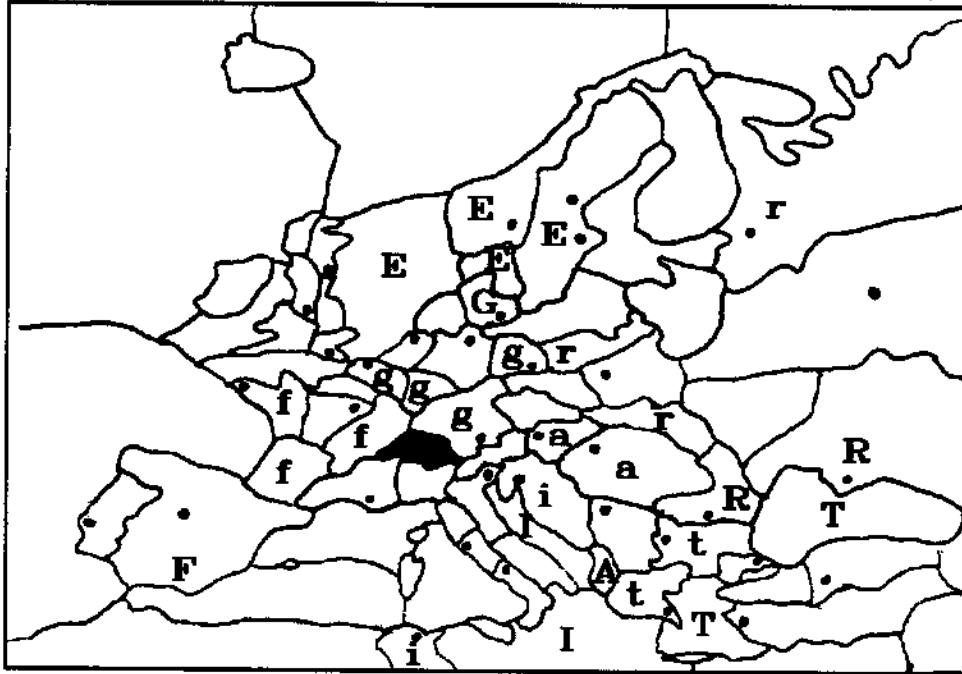
Germany (Lord): F Den S E. F Ska-Swe,A Mun-Bur,A Hol-Bel,A Ruh S A Hol-Bel,

A Ber-Sil.

Italy (Brooks): Ret A Tri-Vie..A Vie-Bud(Dis-ret Boh,Tyr,OTB),A Ven-Tri,
F Adr S A Ven-Tri,A Tun-Alb,F Ion C A Tun-Alb.

Russia (S. Johnson): A Gal-Sil,A StP-Nwy,A War-Pru,F Rum H,F Sev S F Rum,
F Swe S A StP-Nwy(Dis-ret Fin,Bal,GoB,OTB).

Turkey (Greger): F Con-Bla,F Aeg S A Gre,A Bul-Rum,A Gre S A. F Alb(OTM).



Supply Center Chart

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

PRESS

Russia - England: I can't comprehend what you're up to.

Russia - Germany: I can't comprehend what you're up to.

Germany - Russia: Stan, your negotiating methods are quite peculiar...You write me telling me how badly you want me to be your ally and yet you insult me at the same time. Tell me Stan, do you find it effective? How has it helped you in this particular contest? Oh, incidentally, have you told France you have no use for him at all...or would you prefer I tell him for you?

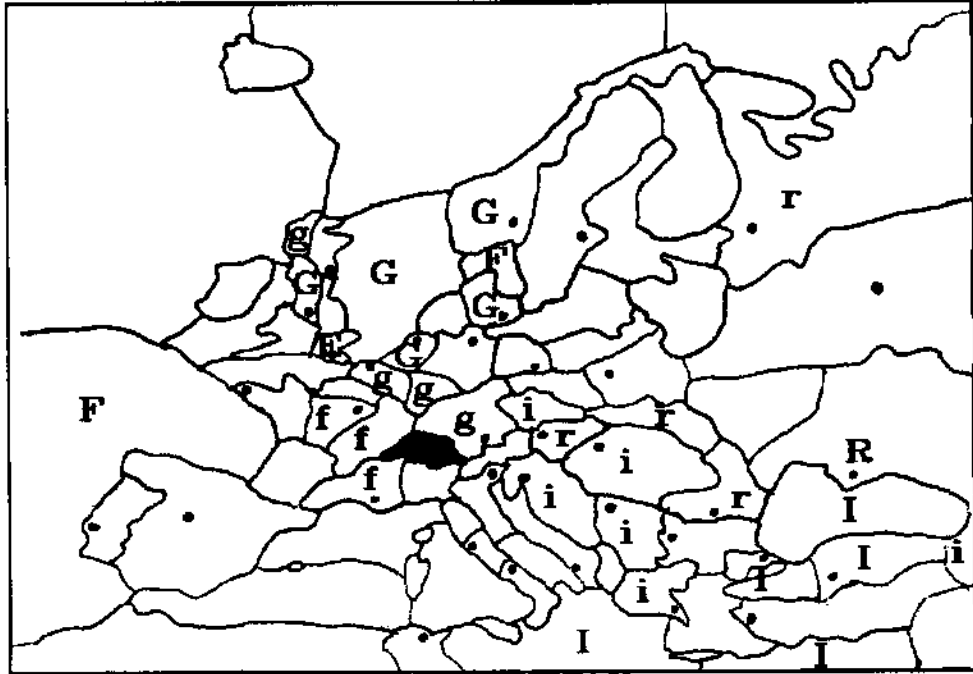
Russia - France: You sound like you want to fight Germany to the last drop of Russian blood.

Germany - Turkey: Our Russian friend says you and I are of the same ilk. Let's open up

a dialogue and share "Stan Johnson" insults!

Gunboat 4, Abby Normal, 1990 Trb32, F 10

"Turkey squashed like a bug..England is probably next."



England: NMR! F Lvp U(Dis-ret Iri,Wal,OTB),F Lon U.

France: A Bur S I. A Boh-Mun(NSO),A Mar S A Bur,A Par S A Bur,F Ska-Den,
F Mid-Ech.

Germany: Ret A Bur-Ruh..A Ruh-Bur,A Mun S A Ruh-Bur,A Bel S A Ruh-Bur,
F Nth-Ech,F Hol-Nth,F Den-Swe,F Nwy-Swe,F NAT-Lvp,A Cly S F NAT-Lvp.

Italy: Ret A Vie-Tri..A Boh S A Bud-Vie,A Tri S A Bud-Vie,A Bud-Vie,A Ser-Bud,
A Smy-Gre,A Arm-Sev,F Bul(sc)-Con,F Con-Bla,F Ank S F Con-Bla,
F Eme C A Smy-Gre,F Ion C A Smy-Gre.

Russia: A Mos-StP,A Vie-Bud,A Gal S A Vie-Bud,A Rum S A Vie-Bud,F Sev-Arm,
F Bla S F Sev-Arm(Dis-ret Bul(ec),OTB).

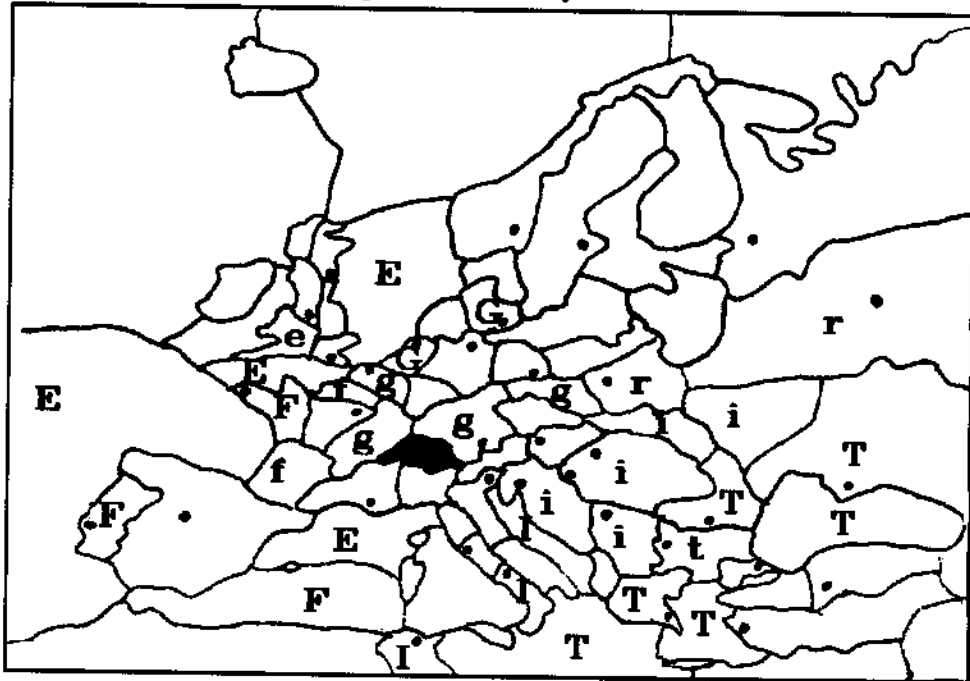
Turkey: No units on map.

All Draw Proposals Fail Supply Center Chart

England	Lon=1	Remove 1
France	Bre,Par,Mar,Por,Spa=5	Even
Germany	Mun,Ber,Kie,Hol,Bel,Den,Swe,Nwy, Edi,Lvp=10	Build 1
Italy	Nap,Rom,Ven,Tun,Bud,Tri,Gre,Ser, Smy,Con,Ank,Bul?=11 or 12	Even or Build 1
Russia	War,Sev,Mos,StP,Rum,Vie,Bul?=6 or 7	Build 1
Turkey	None=0	OUT!!

Gunboat 5, Whipsaw, 1990Xrb32, F 08

"Italian foul-up allows Turkey into the Ionian."



England: A Wal-Pic, F Ech C A Wal-Pic, F Nth S F Ech, F NAt-Mid, F Wme-Lyo.

France: Ret A Bel-Pic..F Mid-Wme, F Por-Spa(sc), F Bre-Ech,

A Bur-Bel(Dis-ret Par, Mar, OTB), A Pic S A Bur-Bel, A Gas-Spa.

Germany: A Ruh-Bur, F Hol S A Bel, A Sil S R. A War, F Swe-Den, A Bel S A Ruh-Bur, A Mun S A Ruh-Bur.

Italy: F Tyn-Tun, F Adr S F Ion(OTM), F Ion-Nap, A Bud-Gal, A Ukr S T. F Rum, A Gal-Sil, A Ser S T. F Gre, A Alb-Tri.

Russia: A War H, A Mos H.

Turkey: A Bul-Ser, F Rum S A Bul-Ser(Imp), F Eme-Ion, F Bla S F Rum, F Gre S F Eme-Ion, F Sev S F Rum, F Aeg S F Gre.

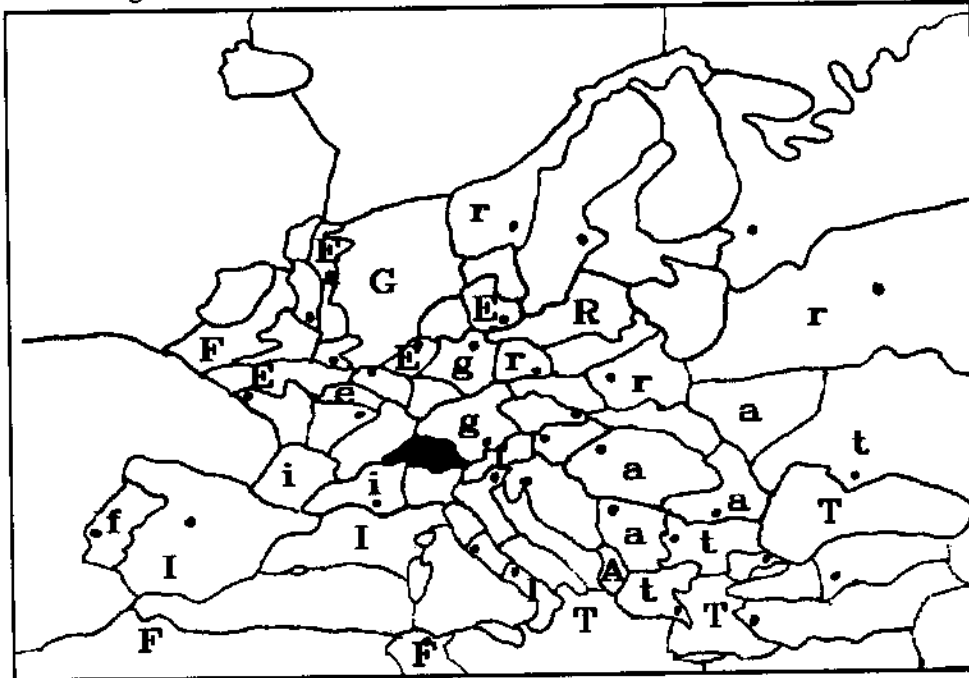
All Draw Proposals Failed
Now Proposed - I/T

Supply Center Chart

England	Edi, Lvp, Lon, Nwy, StP=5	Even
France	Bre, Par, Mar, Spa, Por=5	Remove 1
Germany	Kie, Mun, Ber, Hol, Bel, Den, Swe=7	Build 1
Italy	Ven, Rom, Nap, Tun, Tri, Vie, Bud, Ser=8	Even
Russia	War, Mos=2	Even
Turkey	Con, Smy, Ank, Bul, Rum, Sev, Gre=7	Even

Gunboat 6, Road Games, 1991Hrb32, W 04/S 05

"Returning Italian leader swings into action. Not much else going on."



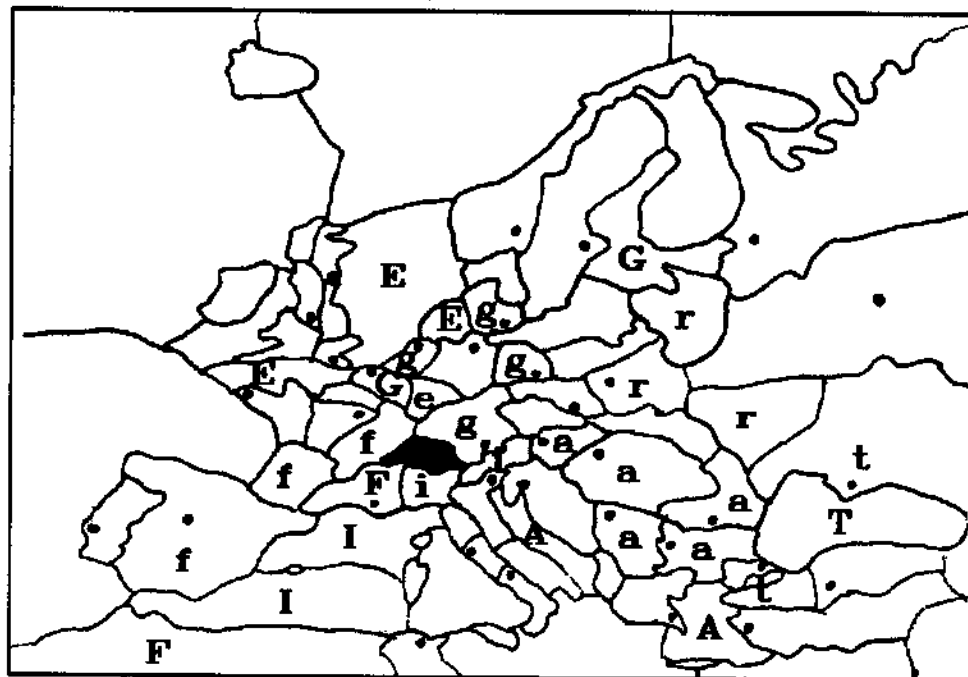
Austria: Rem F Eme..A Ser-Bul,A Rum S A Ser-Bul,A Ukr-Sev,A Bud S A Rum,
F Adr-Alb.
England: Bld A Lon,F Edi..F Den-Swe,F Bel-Hol,A Lon-Pic,F Ech C A Lon-Pic,
F Edi-Nth.
France: A Mun-Tyr,F Wal-Iri,F Mid-NAf,A Por-Spa,F Tun-Tyn.
Germany: Rem F GoB..A Ber-Mun,A Kie S A Ber-Mun,F Nth-Edi.
Italy: Bld F Nap..F Nap-Tyn,F Wme-Spa(sc),F Lyo S F Wme-Spa(sc),A Mar-Gas,
A Pie-Mar.
Russia: A Pru-Ber,A War S T. A Sev-Ukr(NSO),A StP-Mos,A Nwy-Swe,F Bal-Swe.
Turkey: A Sev S R. A StP-Mos,F Bla S A Sev,A Bul H,A Gre S A Bul,F Con-Aeg,
F Aeg-Ion.

Gunboat 7, Enigmatic Ocean, 1991Qrb32, W 03/S 04

"Russian southern fleet finally destroyed..Italy sails west."

Austria: Bld F Tri..A Vie S A Ser-Bud,A Ser-Bud,A Alb-Ser,A Rum S A Gre-Bul,
A Gre-Bul,F Bul(sc)-Aeg,F Tri-Adr.
England: Bld F Lon..F Nth-Hel,F Lon-Nth,A Bel-Ruh,F Ech H.
France: A Par-Bur,A Bre-Gas,F Mar H,A Spa S F Mar,F Mid-NAf.
Germany: A Den H,A Sil-Ber,A Mun S A Sil-Ber,F Pic-Bel,A Hol S F Pic-Bel,
F Swe-GoB.
Italy: F Tyn-Lyo,F Wme S F Tyn-Lyo,A Pie H,A Ven-Tyr.

Russia: Rem F GoB..A Pru-Lva,A War H,A Gal-Ukr,F Sev S A. A Rum(Destroyed).
 Turkey: A Arm-Sev,F Bla S A Arm-Sev,A Con H.



African Dip, Million Dollar Legs, 1991 Sdm04, F 02

"Ivory Coast imitates a Desert Storm in the Sahara."

Ethiopia (B. Wilson): Ret A Tan-OTB..F SOM S A Ken,A KEN S A Kha-Sud,
 A Kha-SUD.

Ivory Coast (Strong): F SPA S F Nat-Wme,F Nat-WME,A CHA H,A TTR S A Alg-Tun,
 A WSA S A Tri,A Alg-TUN,A NGR S A Cha,F MID S Z. F Goc-Swa.

Libya (McHugh): F ION-Gre,A ESA-Egy,A BEN S A Esa-Egy.

Saudi Arabia (Greger): A Gre-TUR,F DAM-Eme,F EME-Gre,A EGY-Esa,
 A KOR S A Egy-Esa,F RED-Egy.

South Africa (G. Wilson): F Mch-SIN,A PRE-Zim,A Cap-KAL,F SEA-Nam,
 A BOT S F Sea-Nam.

Zaire (R. Schultz): A KIS-Sud,A UGA-Tan,A ADD S E. A Kha(OTM),A TAN-Zam,
 A ZAM-Zim,A NAM S F Ang,F ANG S A Nam,F Goc-SWA.

Brad Wilson has resigned from the game.

I'm asking Bob Acheson to standby for Ethiopia. If he doesn't want the position
 then it'll be in CD.

Supply Center Chart

Ethiopia Dji,Som,Kha=3

Even

Ivory Coast	Fre,Oug,Abi.Cha,Sen,Nga,Mor,Tim,Spa,Tri,Tun=11	Build 3
Libya	Ben=1	Remove 2
S. Arabia	Riy,Dam,Mec,Egy,Ira,Gre,Tur=7	Build 1
S. Africa	Pre,Cap,Por,Mad,Zim=5	Even
Zaire	Kis,Lub,Kin,Zam,Gab,Uga,Add,Ang,Zam=9	Build 1

PRESS

Tshombe - South Africa: Many years ago the British and Dutch siezed the lands of South Africa and oppressed the peoples that did not and could not flee North to Middle Africa. Our horses have stood apart too long; let us join together and rejoice Africa. Let us not shed good black blood. The feud is not with Africans but with Europeans.

South Africa - All: Sorry 'bout not writing, but I did not get my issue of MP until Dec 20!

Ethiopia - Zaire: Give it a rest, please. The second card I got from you was snide and the third declared war on me. Sorry if I'm not eager to carry on a conversation or correspondance with you any more. I can't believe its Doug's fault but MP seems to attract arrogant snots like you. Happy New Year, by the way.

South Africa - Zaire: Listen twit, my not writing you does not automatically mean I am going to attack you. It may possible mean that the zine is late, or I am busy, or I am sick (ever heard of flu season?). So lighten up a bit, and get a life.

South Africa - Ivory Coast: Two way draws are for half-people. Go for the gusto! You have an eager potential ally to the south who would love to see Zaire get slimed. I'll write next turn.

Narnia Wars, Midnight, 1991AKf101, Fall 1000

"Narnian forces fight to stay alive..will Good or Evil triumph?"

Archenland (Anderson): A Oliv-HER, A LUN-Win, Cor LUN-Win.

Calormene (Wang): 2A TOR H, A/F RHI S Q. A Gdw-Win, A Cav-VTP.

Dwarfs (Brown): Bld A Wes (see press)..A RHE H, A LAN H, A WES H.

Giants (McHugh): A PUD-Ser, 2A GIA H.

Lone Islands (Ozog): A/F Daw-FIS, A/F NOR S A/F Daw-Fis, F Imp-COA.

Narnia (Bingham): Ret A Bea-Hel.. A HEL-Ser, A Dan-ASL, HK Dan-ASL, A/F Gal-TOW.

Telmar (R. Schultz): A HUN-Wes, A Res-RHO, A Rev-OCT, Miraz Hun-CAS.

White Queen (Garrett): A Cit-BOW, A BEA H, A Rir-GRE, A GDW-Win,

WQ CWW S A Bea.

Please note Lance Anderson's new address.

Next Deadline - January 31, 1992

Supply Center Chart

Archenland	Anv,Cor,Her=3	Build 1
Calormene	Azi,Ilk,Tas,Vtp,Tor=5	Build 2
Dwarfs	Chi,Shu,Wes,Lan,Rhe=5	Build 2
Giants	Har,Ett,Gia=3	Build 1
L. Islands	Doo,Gal,Brn,Fis,Coa=5	Build 2
Narnia	Cai,Asl,Tow=3	Even
Telmar	Cas,Tel,Arg,Oct=4	Build 1
W. Queen	Anc,Cit,Gre,Bea=4	Even

PRESS

Drawfs - All: The Dwarfs are for the Dwarfs!

GM - All: The above press declares the Dwarfs as neutral, giving them A Wes and making Wes a Dwarf home center. After considering the matter, I decided that the rules imply the A Wes being created immediately, and that press would "take place" during, rather than after the turn. Therefore, A Wes was created in time to bounce the Telmar A Hun-Wes order. Hey, I told you people this variant hadn't been played very much yet!

White Queen - Aslan: Who are these little twerps with the long beards and funny hats? Ho-hi, ho-hi!

Calormene - World: "Valley of the Thousand Perfumes"! Who could resist visiting such a place? Certainly not me.

Giants - World: Fe Fi Fo Fum, I smell the blood of the White Queen.

Cor - Telmarine: And what exactly are your intentions?

Calormene - Queen: Wait a minute! If you are the "embodiment of all evil in Narnia," then what does that make me? Chopped liver?

Giants - Lone Islands: I guess you'll have to ally with me since your little brother Tommie Swider, your older brother Bob Acheson, and your father Yawn Caruso aren't in this game.

Narnia - Calormene: You misunderstand us. We have no desire to impose anything on you, nor do we wish your submission or surrender. You see? Your protests are unfounded. Our only desire is to eliminate you. You are unworthy of surrender.

Narnia - Queenie: No matter what you do - I'll always feel the same.

Giants - Calormene: We'll have to see if we can talk you into stabbing yourself.

Metropolis - The Chronicle of the Downfall of Western Civilization
by Mickey Preston

Well! Since I received no letters of complaint concerning my idea to abolish the Second Amendment, I will consider that to mean you are all in agreement. Good! Nice to see the diabolical N.R.A. lobby isn't as omnipotent as it leads us to believe.

Now, on to this month's topic:

Why in the name of sanity does the Bush Administration and the War Hawks insist on needing the 75 Stealth Bombers? Who do they think is left to attack us? Canada? Mexico? C'mon now, who are we kidding? Do we really need to throw away \$585 million dollars for 65 more planes!! And the darn things don't work all that well anyway!! They aren't as silent as they were supposed to be. As a point of fact, the Air Force revised their definition of "stealthiness" to fit what the plane can do. (Wouldn't that be nice if we could all redefine our job descriptions to fit what we are able to do, not what we are supposed to do.) So now, we must spend an obscene amount of tax dollars to find a toy for our Military complex that has no current enemies, to carry bombs to a point that we are not currently defending. So what rational need exists to buy this critter? None. Nada. Zip. Rein. Zilch.

Now, why don't we take that 38 billion that the Republicans want to spend on the Unneeded Stealth, and instead spend it on a much more pressing need. Health Care. • Did you know that current figures put the number of uninsured people in America at close to 45 Million people? That's roughly 20% of our current population that are currently unable to provide for basic health care, much less for catastrophic illness or injuries. That money that we do not spend on unneeded instruments of War can go to providing basic care for people. And I'm not talking about Welfare cases, or the unemployed. I am talking about the lower and middle classes. We could take that 38 Billion and build hospitals, invest in research for all of the great illness, and provide free vaccinations for all children. Perhaps if the Republicans will do all of this, we can let them get another Stealth.

Nah.

In case you would care to share your views on this issue, write me, and I'll include your letter next time.

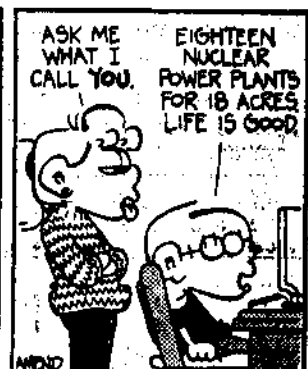
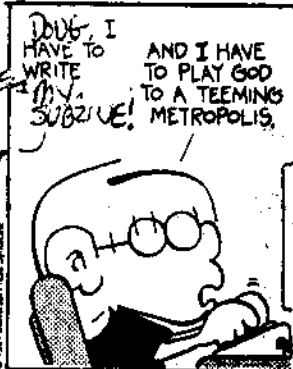
Next issue: What happened to Bruce Reiff - the real story, Why Psychotics make the best NHL Goalies, What Doug Kent knows about Geraldo, and why Astroturf is an abomination of Nature.

Jack's Cartoon Page

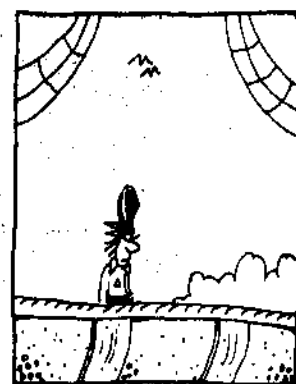
collected by Jack McHugh



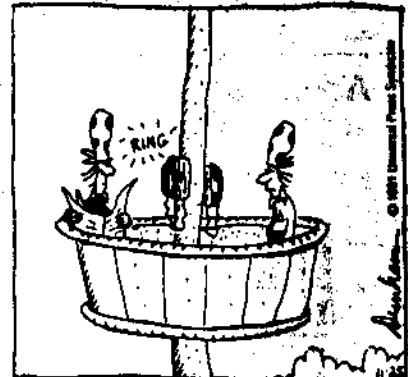
FOX TROT AT THE KENT'S



OVERBOARD



OVERBOARD



College Football Ratings

by Robert Stimmel
After December 14, 1991

1) Miami, Fla.	720.18	39) Air Force	353.82	77) Wisconsin	189.72
2) Florida U.	718.42	40) Arizona St.	351.27	78) Purdue	186.93
3) Washington U.	708.88	41) Indiana	347.78	79) Kentucky	186.82
4) Michigan U.	690.32	42) Fresno State	344.01	80) Wyoming	182.74
5) Florida St.	664.86	43) Illinois	342.50	81) Citadel	176.99
6) Tennessee	632.35	44) Tulsa	340.29	82) Appalachian	173.47
7) Nebraska	612.85	45) Nevada (Reno)	338.13	83) Mich. State	172.70
8) Pa. State	606.29	46) Va. Tech	317.16	84) Ball State	170.80
9) Virginia	571.06	47) La. Tech	314.27	85) Villanova	169.89
10) Texas A&M	565.52	48) Boston Col.	313.53	86) U. Tenn-Chat	168.52
11) Alabama	562.24	49) Kansas U.	304.84	87) Utah State	168.23
12) Syracuse	560.73	50) Pittsburgh	303.42	88) Miami, Ohio	159.88
13) Stanford	557.11	51) Arkansas	301.66	89) S. Mississippi	158.32
14) Iowa U.	552.18	52) La. State	298.17	90) Oregon U.	156.63
15) Clemson	550.93	53) West Virginia	296.30	91) Duke	154.77
16) California	517.02	54) San Jose St.	291.86	92) Samford	154.71
17) Notre Dame	513.47	55) Houston	288.89	93) Tex El Paso	151.81
18) Oklahoma U.	494.63	56) Mississippi U.	287.76	94) Iowa State	144.76
19) Colorado U.	488.95	57) Memphis State	285.04	95) Wake Forest	135.59
20) E. Carolina	487.86	58) Middle Tenn.	280.34	96) Rice	132.02
21) Brigham Young	470.99	59) S. California	270.66	97) Maryland	124.70
22) Miss. State	469.98	60) Ga. Southern	269.65	98) Northwestern	121.67
23) UCLA	469.13	61) Furman	263.28	99) Montana U.	117.28
24) Georgia U.	460.13	62) Youngstown	255.39	100) Weber St.	116.99
25) Baylor	453.42	63) South Carolina	253.62	101) Oregon St.	115.13
26) Ohio State	452.18	64) Texas Christian	253.61	102) Minnesota	106.92
27) N. Car. State	443.39	65) Vanderbilt	247.79	103) Colorado St.	98.32
28) Ga. Tech	440.04	66) C. Michigan	243.41	104) New Hamp.	97.03
29) Marshall	399.68	67) Northern Iowa	238.77	105) Missouri	93.97
30) N. Carolina U.	393.30	68) Utah U.	232.49	106) N. Mex. U.	80.81
31) E. Kentucky	391.69	69) Washington St.	229.12	107) Navy	63.27
32) San Diego St.	372.39	70) Arizona U.	218.78	108) Okla. St.	56.06
33) Texas Tech	367.55	71) Cincinnati	210.64	109) Louisville	46.17
34) Holy Cross	364.57	72) James Madison	208.67	110) W. Michigan	34.58
35) Bowling Green	362.16	73) Delaware	204.46	111) Army	32.87
36) Texas U.	361.13	74) Rutgers	198.26	112) McNeese St.	19.16
37) Auburn	361.09	75) Toledo	197.66	113) Sam Hstn St.	13.50
38) Kansas St.	355.07	76) Hawaii	192.35	114) S. Methodist	12.90
				115) W. Illinois	9.37

NOVACON 2 February 14-17

Just a Reminder on Where to Play

Diplomacy, Survive, Snowball Fighting, Privateer, Circus Maximus, Titan, possibly Civilization and Railway Rivals, and definitely more.

We'll Also Be Plotting...

...our strategy to get Dipcon 1993 to come to the Bay Area, hosted by Pacificon in San Mateo.

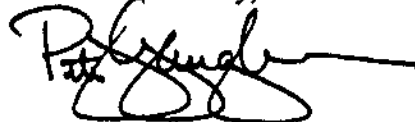
Come meet the Famous Daf Langley and the Infamous Jason Bergmann!

1521 South Novato Blvd. #46
Novato, California 94947-4147
415-897-3629

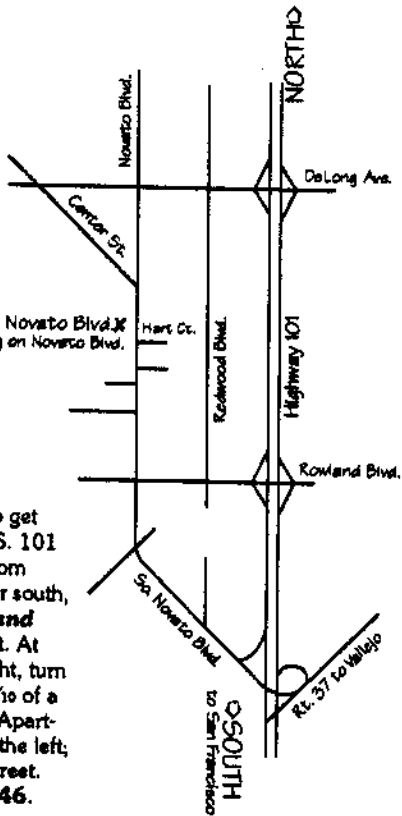
Invite any friends that are gamers and plan on bringing along any games you'd like to suggest.

Feel free to announce this in Dipzines; we'd appreciate it!

sincerely,



Pete Gaughan



Easiest way to get here: take U.S. 101 to Novato. From either north or south, exit at **Rowland** and head west. At the second light, turn right and go $\frac{1}{10}$ of a mile. Otavon Apartments are on the left; park on the street. We're in apt. 46.

announcing THE 1992 MARCO POLL

Vote for what you believe are the five best **zines**. Rank them first to fifth (no ties).
Do the same thing for the five best **players**. Send your votes to:

Pete Gaughan
1521 South Novato Blvd. #46
Novato, California 94947

Votes for the following Dipsters or their zines will not be counted:

Dick Martin, Julie Martin, Pete Gaughan.

Voting deadline is **April Fool's Day 1992**.

PUBLISHERS: Please announce this to your readers!

Player List

Number Shown is Last Issue in Sub

- Acheson, Robert 1510-10883 Saskatchewan Drive Edmonton, Alberta, Canada T6E 4S6 (T)
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Boymel, Paul 12110 Greenleaf Avenue Potomac, MD 20854 (35)
Brooks, Joe 300 Market Street Navarre, OH 44662 (36)
Brosius, Eric 41 Hayword Street Milford, MA 01757 (44)
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Mainardi, Tom 45 Zummo Way Norristown, PA 19401-3139 (T)
Maynard, Greg 3820 Red Arrow Road Flint, MI 48507-5402 (T)
McClung, Bruce 34372 Epling Terrace Fremont, CA 94555 (43.66)
McHugh, Jack 280 Sanford Road Upper Darby, PA 19082 (45.3)
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Murray, Mark 14220 Deloice Crescent Newpt Nws, VA 23602 (42)
Nash, Tom 202 Settler's Road St. Simons Island, GA 31522 (34)
Nicewarner, Steve 1310-11 Ephesus Church Road King's Arms Apts. Chapel Hill, NC 27514 (38)
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Ozog, Cathy 9509 209th Avenue East Bonney Lake, WA 98390 (38)
Preston, Mickey 1108 Tates Creek Road Lexington, KY 40502 (32.66)
Quigley, John Box 337 RD #1 Zionsville, PA 18092 (49.6)
Reiff, Bruce 2207 Smokey View Blvd. Powell, OH 43065 (T)
Schenck, Garret 40 Third Place Basement Apt. Brooklyn, NY 11231-3302 (T)
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Schultz, Randall Lee HC74 Box 4136 Mayer, AZ 86333 (41.3)
Scott, Mike 857 N. Greenpark Avenue Covina, CA 91724 (43)
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 (46)
Stimmel, Robert 2500 'Q' Street #10 Sacramento, CA 95816 (38)
Strong, Tony 1027 E. 7th St #5 Long Beach, CA 90813-4823 (42)
Swider, Tom 75 Maple Avenue Apt. A Collingswood, NJ 08108 (T)
Wang, David Box 275 Summit, NJ 07901 (44)
Wilson, Brad PO Box 126 Wayne, PA 19087 (T)
Wilson, Graham 22 Magwood Court Toronto, Ontario M6S 2M5 Canada (64)

Next Issue's Deadline:

February 3, 1992 12:00 Noon Eastern