

Maniac's Paradise

Issue 37

Still \$0.75

An Official "Living Hell" - "Heh" - "PBJ" - "Sack" - "Surly Creeps" -
"Snide Remark" - "Procrastination" - "Whining Kent Pig" Production

Published by Douglas Kent 54 West Cherry St, #211 Rahway, NJ 07065

Phone: Days 7am-3pm 201-912-0123 Eves 5pm-9pm (never later) 908-382-0326

Modem line: 24 Hours 908-381-5682 Fax: 7am-3pm Mon-Fri 201-912-9885

Also available on CompuServe (ID 73567,1414) in the PBMGAMES forum or via Email.

Subscriptions are 75 cents an issue in US and Canada, game fees vary.

Articles and Sub-Zine submissions are gladly considered as long as I can make nasty remarks about them behind your back and throw a typo in here and there.

Okay, ladies and gents, it's time for the **1992 Rusty Bolts Awards!** With the blessing of the late (and later) Tom Nash, we'll do our best to carry on the tradition. Nominations are now being accepted for the following categories:

- 1) Bernie Oaklyn Memorial Award for worst diplomatic skills.
- 2) Ego Trip Award for silliest hobby debate topic.
- 3) Paul Bolduc Award for most insipid game press.
- 4) Silly Putty Award for most easily manipulated player.
- 5) Retaliation Award for most unreasonable delayed zine.
- 6) "Crows Nest" Award for most banal Hobby News column.
- 7) Been There Done That Memorial Award for most eagerly anticipated fold.
- 8) Steve Sulzby/Jonas Johnson Good Sportsmanship Award for nastiest exchange of press.
- 9) Paul Milewski Award for most boring topic of hobby correspondence.
- 10) Surly Creep Award for the zine with the most personally nasty players.
- 11) John Caruso Award for most visible and active "retired" hobby member.
- 12) "Fuck All of You" Award for most exciting hobby burn-out.
- 13) Jim Diehl Award for the most relentless toady.

As you can see, some categories from last year were kept, some were changed, and some were dropped. The Awards Committee will choose five of your nominees from each category to compete for the awards. As per Tom Nash's policy, bribes are permitted.

Besides that, check inside for what's going on. Lots of activity this month in "Uptight, Upset, and Anti-Social." We've also got a gamestart in Enemy in Sight, Jack's McHugh's subzine (can't get rid of him, can we?), Runestone Poll Bourse, and crap like that. What do you expect for 75 measly cents a month, Bonfire of the Vanities or something? Next deadline will be:

April 6, 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, Scharf, up to 2 more, will start next issue.

Woolworth II-D:

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

Middle Eastern Dip:

Description: Map and rules in this issue. Free, run by Jack McHugh in his subzine.
Players Signed Up: Doug Kent, Strong, need 5 more.

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

Notes to Players:

Bruce,

write me or I'll
kidnap your dogs and
leave Garret in their
place!

[Signature]

Close Your Eyes and Think of Dip
Issue #8
February 28, 1992

The title of this subzine refers to what Queen Victoria said to one of her daughters about her impending marriage. The daughter was being married to a prince she didn't love and asked her mother how she could have sex with a man she didn't love. The Queen said, "Close your eyes and think of England."

Don't throw this away! You may have already won ten million dollars! Of course, this has nothing to do with that, but it got your attention, didn't it? This for a subzine is brought to you by Jack McHugh (280 Sanford Road, Upper Darby, PA 19082 (H)215-352-7479 (W)215-832-3612 CIS ID#: 76646,334) who probably will never be president. I have strongly held opinions that I won't change just for a vote. I have never evaded the draft or written agonizing letters about my refusal to be drafted. More proof of my lack of political timber is that I am not married. This means I am unable to have extra-marital affairs and be forced to give my bimbos jobs with my state government to shut them up.

Enough about my lack of political opportunities, let's get on to the subzine. What do we have today? Well, kiddies, we have a couple of top ten lists, more **Wild Dipdom**, and my review of **Vertigo Games 4.5** (or **How I Spent President's Day Weekend**.) Oh yeah, we also got a **Diplomacy** gamestart, **The Lords of Discipline** and **Fall 1901 of Asian Dip**, **Commodore Perry**. I still have openings for **Mommar**, my **Middle Eastern Dip** opening. Rules were in last issue but we'll be using the new map put out by **Phil Reynolds** in **Dipdeedohdah's** last issue. Write me for rules or the new map. Signed up: **Tony Strong** and **Doug Kent**. Needs five more. Never game fee, well hardly ever. I also can use more standbys (see the game reports in this issue.)

Doug "the Sack" Kent Dept.: Doug is the official "Sack" of the hobby. He stole my idea in **YZOZ** and had changed where it goes in **YZOZ**. It goes after Doug's name, not mine. Doug's official name is **Doug "the Sack" Kent**. Any other use of this name or rebroadcast of the term "the Sack" is forbidden without the express written consent of this writer and Major League Baseball.

Wild Dipdom: **Pete "Pistol" Clark**, **Melinda "Millie" Holley** and **John "Yawn" Caruso**. I have decided to include the genius name in quotes to help you Dip Scientists in the field identify these species. See the research these articles require? It's staggering the sacrifices I make for Dip Science.

Our first animal is one **Pete "Pistol" Clark**. Pete is extremely rare and known mostly to be an audiophile. He is usually found on its favorite habitat, the telephone. Pete is also only find on free long distance lines. This presents an interesting dilemma. While Pete is rarely found, when it is found it is possible to study its habits for hours, even days, at a time. As only the search for food, water and a paycheck will get it off the phone.

Be wary of this animal's lies. If he is found in a Dip game, he can be dangerous to both friend and foe. Attacking Pete early

usually pays off as he's easily distracted by losing supply center(s). Pete has been known to resign when losing, citing such lame excuses as "lack of time." Pete claims only to remain in games that he says "are in zines I really like." The researcher will note that his supply center counts and zines that Pete likes are comparable.

Pete is a creature of habit. It is known to call only at certain times. Over and over, same time and same day, thus simplifying the researcher's task.

Our next animal is slowly dying out. John "Yawn" Caruso was a hobby major force in his day. His day has long since passed. His mate, the dreaded Kathy "Baglady" Caruso, has since taken over much of his hobby role. In a curious role reversal Kathy, despite advancing senility, now wears the Dip pants in John's family.

John has become a hobby hermit and is now difficult to find. The determined hobby researcher must make the trek to Norristown to see it at all. John simply refuses to travel any further than necessary from his beloved abode. He is easy to study at close range since only presents a danger to his immediate family. He may bore them to death.

John can usually be found staring for hours at a time at its newest toy, a computer. Here John is usually watching the computer adjudicating his baseball league. Some fun, eh?

Finally, we have the hobby animal Melinda "Millie" Holley. This animal is known for overrunning its Dip habitats. Annual hunts are held to rid most zines of this animal. If she is not kept by down by predators, Melinda will soon overgraze her dots and look to others for more centers. Fortunately, its deficiencies are soon found and other Dip animals will take the necessary actions.

Where can Melinda be found? Where can't she be found? The latter is a better question. This animal is everywhere in the Dip world. There is no known hostile habitat. It is as difficult to study as to find. It is known to like dots, so watch those SCs. Melinda is not much on writing, but usually good a line or two about some made-up difficulty regarding her neighbors. Perhaps a letter about some untruths about your allies plans for your dots. Always be on guard with this sorceress.

Melinda is always found through the mail and rarely leaves its home turf of Huntington, WV. However there are rumors that she will make an appearance at Dipcon in Kansas City this summer. We'll be awaiting word anxiously here at **Close Your Eyes**.

From the Philadelphia Daily News of 2/10/92 by Jack Fallon:
The Top Ten Reasons Why Philadelphia Should Secede from the Union:

10. To run another silly contest in the Daily News for a national anthem.
9. To make the Daily News a national publication.
8. To further frustrate mapmakers.
7. To keep the Philadelphia Naval Yard open by making part of our own Navy.
6. To require people from New Jersey to have passports.
5. To ban the Goodyear Blimp from using our airspace.

4. To make greasy cheesesteaks the national dish.
3. To elevate City Council members to the College of Cardinals.
2. To declare Mayor Ed Rendell the Pope.

The Number One Reason Why Philadelphia Should Secede from the Union:

1. To declare war on the United States and collect foreign aid.

And now a top ten list from me:

The Top Ten Hobby nicknames for Jack McHugh

10. Backflip
9. Oh Flapped One
8. McFlap
7. McMouth
6. FJ
5. The guy Doug Kent Toady's to/Doug Kent's Toady
4. The Flapper/Flapster
3. Big Pig
2. The Greatest Subzine Writer of All Time

And the Number One Nickname for Jack McHugh in the Hobby is:

1. FlapJack

Vertigo Games 4.5 or Brad Wilson's President's Weekend Bash: Brad Wilson, the ever popular Emperor of the PIG (Pennsylvania Interested (in drinking) Gamers) Board, threw another of his galas. This East Coast Clique bash took place at the Wilson Estates in Paoli, PA over President's Day weekend.

Of course, my presence is what made the whole party shine. First, we played my game of "Doolittle and Waite," a takeoff on the legal profession. I told Tom and Brad that I usually do well at this game. So they zeroed in on me and I won in one round around the players instead of two. Yawn!

Was I congratulated on my glorious victory over the forces of evil?! No, I was not. Instead I was told that my victory was due to luck. Tsk, tsk, it is a shame what jealous does to my fellow PIGsters. Perhaps someday they'll understand.

Next we played Diplomacy. I drew England, Brad "Bozo" Wilson drew France and Donna Higgins, well known novice of the Philadelphia area drew Germany. Brad and I decided to prop up Donna immediately against R/T. Russia was "Little" Tom Swiper Swider and Tom "Fast Fingers" Mainardi was Turkey. My brilliant maneuvering with Brad we forced an R/T war. Together we moved on Germany who, despite help from Russia was falling to the E/F attack.

Meanwhile in the Mediterranean area Italy, Steve "Cochise" Courtemanche, and Austria, a new guy whose name I don't know, weren't working and playing well with others. Brad was steaming down there to keep Fast Fingers bottled in the Med and help himself to Steve's dots A/I hold back Turkey.

An E/F has many potential problems, usually like "let's stop them" alliance by the rest of the board. Or the powers can disagree over how to split up dots. Or, well, you get the idea.

While I was up north, reclaiming the English Viking ancestors homelands, Little Tommie walks over to Brad and suggests an alliance against me with himself and Germany. So Bozo, thus living up to his well deserved nickname, throws away two hours of gaming and does a stupid stab of me.

Why was it stupid? He got two centers from me but lost Brest. Only the most important fleet base for any French attack on England. Additionally Bozo thought that Germany and Russia would actually work with him after we spent four years pounding on them. Yeah, right Brad, like they are going to accept you as a full partner with you having seven dots to their four dots each. No way, Bozo.

Of course, they didn't accept Brad and immediately joined me in an attack on the arrogant French President. After a couple of seasons of the three of us pounding on France, Brad comes up to me and begs for an alliance. While he has a unit in the Irish Sea sitting off of Liverpool, he wants me to ally with him. Brad argues that we can take out Germany and he offers me dots in the Low Countries and in Germany itself to help. I go along to screw Brad over a bit more.

By this time A/I had collapsed in the south and Germany has been forced to help Russia. I suspect a more experienced player could have done better. I'm not sure how much better. The situation in the south is a growing Turkish threat unchecked by anyone, mostly due to Fast Fingers playing the Austrian novice like a fine instrument. Turkey soon has most of Austria's dots. Cochise is unable to do more than contain Turkey behind the Ion.

Up north Brad and I are unable to work together as I don't trust him anymore. Nor do I believe that any gains I get on the continent can be held, Without an experienced Germany player, Little Tommie is dictating the terms. France and are both down to about three dots each.

We propose a two way R/T after Italy begins to crack once Turkey has digested Austria. Our proposal was shot down by Donna, now reduced to a toady of R/T. Donna had delusions of being included in a three way draw. Brad and I veto that and eventually Tom & Tom swallowed up Germany. Another novice learns the hard way.

Also there were large quantities of beer drunk and cold cuts eaten. There was much frolicking with Patches. Patches is the official con dog of Vertigo games. A Sunday drive to Manallia's, a dinner in near the Wilson Estates, resulted in brunch as we cleaned out the fridge. We also polished off several cases of beer and soda. No expense was spared, as we brought in the finest brew from the far corners of Pennsylvania.

We also played some of Tommie "Gamestore" Swider's mindless games. That's right we played ~~Beretown~~ Boomtwn and ~~Diceway~~ Broadway, mindless games. Boomtwn is a simple who-do-I-hate-the-most game and Broadway is a simple who rolls the highest wins.

We all had a grand time. Thank you Brad.

Commodore Perry

Asian Dip II

Fall 1901

Deadline is April 1, 1992

Russia and Persia at War--Russia wins round 1 but ignores Kab
Indochina attacks India for one supply center

Everyone else is a bore and grabs neutral supply centers

If you won't attack each other--at least send press

China(Swider): A Sha-Pyo; F Yel C A Sha-Pyo; A Pek-Kan; F For-Tai

India(Kent): A Nep-Lha; A Isl H; F Wio-Ken

Indochina(Acheson): A Ran-Dac; F Beb-Cal; F Tha-Kua

Indonesia:(B. Wilson): A Bor-H; F Cbs-Phi; F Cor-Aus

Japan(C. Ozog): F Jap-Seo; A Osa-Kyu; F Okh-Kam

Persia(G.Wilson): A Tky-Geo; A Tmn-Afg; F Mec-Pal

Russia(Schultz): A Mon-H; F Vla-H; A Afg-Teh; A Tas-Ast

Bold denotes final positions; Underline moves fail; ~~Strikeout~~
denotes failed moves and units which must retreat

Supply Center Chart:

Centers/Builds

China: Home, **Pyo**, **Tai**

5/+2

India: Del, Bom, **Lha**, **Ken**, Isl {Cal}

5/+2

Indochina: Home, {Cal}, **Kul**

5/+2

Indonesia: Home, **Phi**, **Aus**

5/+2

Japan: Home, **Seo**, **Kam**

5/+2

Persia: Bag, Ara, **Geo**, **Pal**, {Teh}

4/+1

Russia: Home, **Mon**, {Teh}

6/+2

Bold are centers gained/underline are centers lost this season.
Supply centers marked with [] are gained home SCs /{} are lost home
SCs. Centers unmarked are neutral SCs.

Press:

=====

Ancient Chinese Saying: Shut Up, Jack

**GM-Ancient: Don't annoy me or some of your units may suddenly
burst into flames.**

**India-Indochina: Hey Poop, sure you can take Calcutta from me, but
can you read and comprehend a calender and get your Runestone Poll
Bourse orders in on time once this century? P.S. Heh**

**GM-India: You're not fooling with your insincere hehs. Everyone
knows your out to get Bob and that your trying to throw Runestone
Poll Bourse to the House of Brosius. Of course it's moot as I will
win. Mohahahahah! <--cue evil laugter**

**Winter 1901 builds and Spring 1902 builds are due at 17:00 (that's
5 p.m., Bob) EST, Wednesday, April 1, 1992. Seasons will be
separated upon two requests. After 1901 it will take three request**

to separate seasons. Mail in those orders early, I'm not making NMR phone calls unless you give me permission to call collect or I can call you from 9-5 EST from work and I feel like it.

The Brad Wilson (standby) lists:

=====
Asian Dip: Steve Nicewarner, Eric Young
Regular Dip: Nada. C'mon I need some regular Dip standbys.
Middle East Dip: Nobody home.

**NEW DIPLOMACY GAME START:
The Lords of Discipline
Winter 1900
Deadline is April 1, 1992**

Austria: Doug "the Sack" Kent
England: Mike "the Excitable One" Lord
France: Tony "The Price Is Right" Strong
Germany: Tom "Thruston" Howell
Italy: Sean "Charlie" Brown
Russia: Stven "Buy a Vowel" Carlberg
Turkey: Brad "Bozo" Wilson

Okay guys, I want a good fight. Not a good clean fight, just a good fight. Your Spring 1901 orders are due at 17:00 (5 p.m.) EST on April 1, 1992. I will delay the game upon two requests.

ISE Dept: John Cain, publisher of the Australian zine Victoriana, who is also the ISE for Australia, has informed me that the ISE worldwide has collapsed. The ISE stand for International Subscription Exchange, which allows foreign dipsters to subscribe to overseas zines without having to worry about exchanging currency. Basically it involves sending your foreign zine sub fee to an American ISE, who in turn offsets that deposit with subfees sepositied with other nation's ISEs. John tells me that Bruce Reiff is no longer active as the United States ISE, and there is no ISE for the UK at the present time. However, John is still willing to be the ISE for Australia, provided that someone comes forward to take over the US ISE post. The job shouldn't cost very much money, and the person who takes the job should be able to recoup his ir her losses from the PDO. If anyone wants to volunteer for the position, get in touch with myself or John.

Uptight, Upset, and Anti-Social

#20

2/27/92

Quotes of the Month:

Tom Nash (on the Rusty Bolts Awards): "I really think you should have a category like Burn Out or Flame Out of the Year. I want to win something this year."

David Wang (on being everything that's wrong with the hobby): "So, if I'm only 50% of what's wrong with the hobby, don't you think you should print a retraction?"

Jack McHugh (on how his letters in Vertigo always get demolished - add a smudgy fingerprint to achieve the full effect of this quote): "You d.....ay with making cracks about cor.....n you in your own zine where I can slam you?"

Hobby News:

PDORA Update: Below is a PDORA financial recap for this year: money collected, carried forward, the funding requests (including the amount asked for and the amount approved) and the remaining balance to be carried over to next year.

Collected this year (thus far)	\$525.03
Carried over from last year	\$180.76
Total Available for Services	\$705.79

<u>Requests This Year</u>	<u>Amount Asked</u>	<u>Amount Approved</u>
BNC - Gary Behnen	\$270	\$270
MNC - Lee Kendter, Sr.	\$50	\$50
MNC(uc) - Brad Wilson	\$10	\$6.66
Orphan Service - Eric Ozog	\$100	\$100
Zine Register - Garret Schenck	\$400	Not Approved
NAVB - Lee Kendter, Jr.	\$30	\$30
Hobby Awards - Fred Davis (Treasurer)	\$100	\$43.41
Pontevedria - Phil Reynolds	\$40	\$35
Emergency Account - new proposal	???	Not Approved
Totals	\$1000	\$535.07

As you can see, the only requests that were denied and will receive no funding were the Zine Register and the proposed Emergency Account. Although I didn't voice my feelings to the financial committee, I am glad to see the Emergency Account proposal shot down. In my opinion, it was a good idea, but one that would have had bad results. I'll be appointing a new committee member (to replace Bill Quinn) and sending out auction item

requests in late March/early April. Hopefully we can make this year's auction as big a success as years past.

BNC Update: The BNC will be slowing down number-assignment, according to inside sources. Actually, BNC Gary Behnen himself told me of his plan to start sending out numbers only 6 times a year, once every two months. I had called him to inquire, in a Diplomatic fashion, if he was still "active" as BNC. As the new PDORA head, I had tabulated all the PDO Financial Committee votes, and wanted to be sure he wasn't passing the BNC on to someone new before I sent him a check for the approved funds. At the time, I did not want to get into an in-depth discussion with him about this startling revelation, but I would be interested in hearing his reasoning. With the number of folds we've seen lately, it could create confusion - for example, "Davout" in the folded California Acres was recently re-housed to Costaguana. We're now faced with confusion: John Fisher didn't have a Boardman Number for the game when he folded. Is there one? I know John had applied for one, a few months before he officially folded. It's not that big a deal, but it does make things harder.

Response to Tom Nash: Tom Nash's letter in Vertigo #108 was certainly dated, but it does contain a few points worth noting. First of all, I'd like to address the evolving definition of Turbo Freak. When Tom was still publishing on a regular schedule, Tom was the original "Turbo Freak." Back then, the term meant that a zine's regularity and speed were a few of the major factors that mattered to you as a subscriber and player. Exceptions were always made, for zines that offered something different or unusual, but speed and consistency were a major factor in deciding where to play. Somewhere between then and now, Turbo Freak has changed. According to Tom's letter, it now refers to those Dipsters who care only about the speed of a zine. Is there anyone who really fits this definition?

The fact is, the zines in the hobby are a product of those who participate in the hobby. If people are presently more concerned with reliability, they'll flock to those zines that provide it. If Dipsters feel that they'd prefer a zine which isn't as fast, but offers something else, they'll either search that zine out and sub to it, or someone out there will start one to fill the void. I don't believe that most Dip players are mindless zombies who read a review of a zine and form a solid opinion from that - more likely is they ask around, find someone who gets the zine they're interested in, and ask that person for an honest review.

Where the problem really surfaces is with novices. If you're new to the PBM hobby, you don't know anyone to ask, so you go to places like the Zine Register, where according to Tom the so-called Turbo Freaks can mold them into future Turbo-Freaks. I would imagine that unless a novice knows that larger, slower, chatty or fannish zines exist, he or she would never think to look for them. As a novice who's first experience was send for info from Elmer J., I know that first impressions can also be your last. Fortunately, I sent for info from a few other ads in The General and eventually found zines that interested me.

A final point on Turbo Freaking. I can't deny that I take pride in my zine's turnaround time and reliability. When I started publishing, I didn't set out to have such

an anal-retentive schedule, but it turned out that way. However, there is a big difference from my side between publishing in such a way and being a Turbo Freak. For example, as a player and a subscriber, I don't fall into the Turbo Freak category. I play in slower zines like Vertigo and Canadian Diplomat, new zines like Canyon, middle-of-the-road zines like Hoodwink and The Home Office - my point is just to silence arguments that my opinions might be slanted towards the Turbo Freaks just because my zine comes out as quickly as it does.

Then again, strange that Tom Nash would complain about Turbo Freaks, and then trim his hobby participation down so that he spends more time playing on Compu\$erve than anywhere else. After all, on Compu\$erve if a GM is a few hours late with a game report he's liable to be trashed mercilessly, and the powers that be threaten him with "no more GMing duty for you!"

My section of Tom's letter was where he complained about David Hood's positive opinion of Northern Flame, most specifically in the on-shot CCC Review of Zines (I still can't believe Tom or anyone else can hold a grudge against a one-time publication from 11 months ago). Tom suggests that maybe David Hood and the CAD's talk up NF so much because they could bear the thought of "extreme lefty and Dixie basher Garret Schenck winning." Oh, please! Tom attacks "misinformation" in their campaign for NF, and points out that Hood and Co. "went on and on in CCCRoZ about NF's regularity, when in the period reviewed, BTDT...came out more often than NF." Talk about sour grapes! Not to mention, Tom's own brand of misinformation. Let's take a closer look at the NF review in CCCRoZ: David Hood didn't mention regularity, only saying that NF hadn't "fallen apart" yet. Mike Lowrey had a 38-word review, where his only mention of NF's schedule was calling it "regular," not exactly going "on and on" as Tom claims.

My Comments on Brad's Response to Tom: Without question, the hobby as a whole is nastier now than any other time that I've been involved. I think it comes from people forgetting the key word in that sentence - hobby. Players and publishers alike seem to take this hobby far too seriously. The game Brad uses as an example, "Million Dollar Legs," didn't seem particularly nasty to me, but certain other games in MP over the past year have seen an exhorbinant degree of venom. Take 1990HA "Agony" as an example, or take the case of 1990IH "Atavachron" where a stab (later revealed to be due to a case of letter passing) created a major argument between Arthur Shulman and David Wang - Arthur apparently felt David should have asked permission before he stabbed him or something. Not exactly a kinder and gentler bunch of games, eh? Then again, not every game ends up as an argument. For an example of people having fun, take a look at the Narnia Wars game I'm running - enjoyable press, interesting moves, and overall a fairly good time.

What do the various "nasty" games have in common with each other? The players involved always took the game far too seriously. If you don't like a particular player, attack him. If you don't want to be in any more games with that player, let the GM know - I know that many GM's (including myself) allow players to submit a list of players they do not want to be in games with, and I oblige. If you really can't take it anymore, resign and let a standby take over. There's no reason to get emotional over a stupid game where you push pieces around on a decorative cardboard slab, is there?

What about editing press? To be honest, I don't like GM's who edit press, and I don't do so myself without letting the player know first. From my experience, if a player can't vent his spleen openly, sometimes it makes the situation worse - nasty letters between the involved parties and fuming tempers. I prefer to print the press, and let the players judge things for themselves. After all, if a player I was having a disagreement with blasted me in the press wrongly, I'd either defend myself, or just say nothing if the attacker made a big enough ass of himself. Besides, how does a GM determine what press is a nasty personal attack between enemies and what press is a jab between two friendly hobby members? I don't relish playing in a game of Politically Correct Diplomacy, where every bit of press that might possibly offend anyone is filtered out. Maybe we should filter out offensive moves as well? A Bur-Mun, nope, sorry, that's an attack on the German player - not allowed! Might offend somebody!

Letters

Herman Bingham: (on David Wang) Wang is everything wrong with this hobby - he sent me my first MP, and now I'm a subscriber! I thought he was my friend!

Stan Johnson: (on Jonas Johnson's Quote of the Month) Well you've certainly got my vote, although your paramour Down Town Brown is running a close second. Perhaps the Flagstaff water should be tested for some idiocy causing containment.

Eric Brosius (to Paul Milewski): Just one question for Paul Milewski before I launch into a big argument. Paul, what are you using for your hypothesis and null hypothesis here? I was assuming your null hypothesis was that all teams were equal. Obviously I misunderstood you. Could you please clarify this point so I can argue more intelligently?

Arthur Shulman (to Stan Johnson): I agree with your comments about letter passing and also about NMR's. About the letter passing, it is frowned on in the hobby and most people abide by the unwritten rule. Obviously, this is a game, and rules such as these cannot be enforced. However, my purpose in pulling out and publishing what happened, was 1) because I didn't feel like playing in that time of game anymore, and 2) to make people aware that letter passing is not an accepted practice.

Paul Milewski: The instructions on the 1991 Runestone Poll ballot were to "rate each zine from 0 (the worst) to 10 (the best) - no fractions, please." My analysis of the votes cast suggests that there is insufficient basis for discriminating between zines with close average ratings, although there may be for zines with average ratings that differ substantially.

For instance, compare first-ranked Northern Flame with second-ranked Perelandra. For convenience, I will round my figures to two decimal places. The 38 individual ratings of Northern Flame average 8.74 against the 48 individual ratings of Perelandra. The standard deviation of the Northern Flame ratings is 1.33 against the 1.61 standard deviation of the Perelandra ratings. The standard deviations of the sample means are calculated to be 0.22 for Northern Flame and 0.23 for Perelandra. The standard error of the difference between the sample means is 0.32, from which we calculate z to be only

1.10 and not statistically significant compared to the 1.96 critical value of z .

Zines receiving less than the ten-vote minimum but more than one vote are also reported but not ranked. Of these, compare Protozoan and Suicide Squad. The 8-10-10-10-10 five ratings of Protozoan average 9.6 against the 8.5 average of the 7-7-8-9-10-10 six ratings of Suicide Squad. Of course, this calls for small-sample techniques. Sparing you the intermediate calculations, Student's t is calculated to be only 1.53, which is less than the critical value of 2.26 for 9 degrees of freedom and is not statistically significant. This is despite a correlation coefficient of 0.45 calculated by performing simple linear regression on the same data. The linear regression used a dummy variable equal to 1 if the rating was of Protozoan and equal to 0 if the ratings was of Suicide Squad. That results in a regression equation of $y = 8.5 + 1.1x$ for which the 1.1 coefficient is not statistically significant. Student's t from the linear regression is the same as that calculated directly using more familiar small-sample techniques. It is easier for me to load the data into my calculator for the regression, and my calculator provides me with the correlation coefficient from which I calculate the Student's t , although it may not be obvious that linear regression is an efficient small-sample technique.

The 1st-ranked GM, Eric Brosius, was compared with the second-ranked GM, Bruce Linsey. Linear regression with a dummy variable ($x = 1$ if the rating is of Brosius, $x = 0$ if for Linsey) produces the regression equation $y = 9.28 + 0.35X$ with a 0.17 correlation coefficient. Student's t of 0.90 is not statistically significant compared to the critical value of 2.06 with 26 degrees of freedom. (Rounding my figures to two decimal places creates the appearance of inaccuracy in the calculations that is due entirely to the rounding.)

On the other hand, comparing 1st-ranked Eric Brosius with the lowest-ranked Geoffrey Richard produces a Student's t of 4.72 that is statistically significant compared to the critical value of 2.20 for 11 degrees of freedom. A statistically significant result was also obtained using Wilcoxon two-sample test for the unpaired case, a nonparametric technique.

I also compared Herb Barents (not ranked by reason of having been rated on fewer than five ballots) with the celebrated John Boardman, who was ranked, having received five ratings. The comparison of Barents' 6-7-7-7 four ratings to Boardman's 1-8-9-9-10 five ratings using the Wilcoxon two-sample test for the unpaired case produced a result that was not statistically significant. Running the numbers through a direct calculation of Student's t and also through a sample linear regression with a dummy variable both produced a Student's t of 0.35, which is not significant compared to the critical value of 2.37 for 7 degrees of freedom.

As a generalization, and without meaning to overstep the bounds of my analysis, one can probably safely proceed on the assumption that the difference between the average rating of a zine near the top of the list and the average ratings of a zine near the bottom of the list is statistically significant, but you cannot safely make the assumption about any two zines close together on the list, whether they are from the top, the middle, or the bottom of the list.

Of course, all this assumes that these numerical ratings have inherent meaning. What one person means by a 7 is what another person may mean by a 5. We would find this out by asking each person to articulate what the particular number meant to him. The usual practice is to avoid this problem by attaching a fairly simple and unambiguous

semantic scale to the possible responses. Unfortunately, the 0-to-10 scale used in the Runestone Poll is virtually totally unstructured. To compound the problem, the zines listed in the poll differ markedly in what they are intended to be. To stretch an analogy to the limit of its elasticity, to compare Upstart with Rebel is like comparing Penthouse with Business Week insofar as a person might subscribe to and enjoy both for entirely different reasons, or accept one and reject the other precisely because both are what their publishers intended them to be.

Stan Johnson: I would like to clarify a few things. I never attacked Tom Nash's lateness. I helped Nash find replacement players when people lost interest, because of long delays. My sole problem with Nash (prior to his putting on sanctimonious airs about his withdrawal from the hobby and attacks on hobby members) was his outright refusal to forward game information on a game he had abandoned to a GM I had found who was willing to take it over. I also felt that when someone wrote Mr. (No Class) Nash and asked what was happening, they deserved the courtesy of a reply. What does it take to write a few words on a postcard? Whatever it is, Nasty Nash evidently don't got it.

It's true that I don't like Brad (NMR) Wilson, but this is based solely on the fact that he NMRed every other turn in virtually every game I've been in with him, which have been quite a few. I don't recollect calling Brad the Anus of the hobby although I have blasted him several times and may have used words to that effect; but I have never subscribed to The Abyssinian Prince or sent a letter to it, so I doubt the authenticity of the quote. I can think up enough insults for Brad (NMR) Wilson without anyone's help thank you. Sure I blast folks in the press sometimes, but don't mean anything by it, except in the strictest context of the game it was printed with. As I have said before, neurotic people who take to heart comments by someone who has never met them and knows virtually nothing about them (beyond the game) should stick to Monopoly.

A self-centered person like Brat Wilson who thru his NMRs ruins a gamestart 6 or 8 other people have invested a lot of time and effort in should be run out of the hobby on a rail. Yet I have seen Mr. NMR Wilson NMR out of one game and start another in the same issue of a zine. The GM's who permit this kind of behavior must also be faulted. After reading Jack's "Secrets" press, he's got a lot of damn nerve to call me mean or to talk about my temper. At least I don't play like an airhead as he does. PS - What the hell is fannishness anyway?

Arthur Shulman (to Jack McHugh): I pulled out of the two games I was in for two different reasons. One was because I was sick of NMR's and the other was because of the letter writing. I fight my own battles to the bitter end, however, even a saint can get sick and tired of this type of stuff. Your press, on the other hand, shows what a small minded little twerp you are. First, I never passed a letter in my life. Second, I play in the game for fun. When a game ceases to be fun for whatever reason, I am not going to stick around. Based on your press, you obviously aren't in the hobby to have fun, rather to be an obnoxious overbearing gravy sucking turkey pig. Please note that I have not stooped to your infantile level to write obscenities about you. Your press shows you for the illiterate foul mouth blue collared jerk that you are.

Bob Acheson (to Jonas Johnson): Why try to do something that just comes naturally?

Runestone Poll Bourse 1992 - Turn 3

Robert Acheson: No orders.

Herman Bingham: Buy 2000 Zine Register, 500 Canadian Diplomat. Sell - 100 Blind Ambition, 100 Coach Express, 100 Diplodocus, 100 Diplomag, 100 Electric Trains, 100 Lemon Curry, 100 Loco Motives, 100 Mad Dog, 100 MetaDiplomat, 100 Orphan Son, 100 Pilot Light, 100 Pontevedria, 100 Protocol, 100 Kathy's Korner.

Joe Brooks: Buy - 275 Zine Register. Sell - 100 Against the Odds, 100 Assassin's Blade, 100 Abyssinian Prince, 100 Armchair Diplomat, 100 Encounter, 100 Gamer's Zine, 150 Get Them Dots Now, 75 Kempelen's Turk, 100 Loco Motives, 100 Pilot Light, 100 Prince, 100 Disoriented Express, 100 Touche, 100 Twains, 100 White House Mania.

Eric Brosius: Buy - 400 Abyssinian Prince, 100 Appalachian General, 300 Comrades in Arms, 100 Perelandra, 100 Perestroika, 100 Pilot Light, 100 Starwood, 400 Zine Register. Sell - 100 benzene, 100 Coach Express, 42 Concordia, 100 Diplomacy Downs, 100 DOGS of War, 100 Encounter, 100 Eyewitness News, 100 Frueh's Folly, 100 Ramblings by Moonlight, 100 So I Lied, 100 Upstart, 50 Acropolis, 100 Canyon, 100 Maniac's Paradise, 100 Your Zine of Zines.

Roger Cox: Buy - 100 Perestroika, 500 Rebel, 500 Excelsior. Sell - 100 Acropolis, 100 Disoriented Express, 100 Everything, 100 Absolute, 100 Orphan Son, 100 Pedro in the Rain Forest, 100 Carolina Command and Commentary, 100 Cheesecake, 100 So I Lied, 100 Kempelen's Turk, 100 Crimson Sky, 100 Abyssinian Prince.

Stan Johnson: Buy - 200 Rebel, 300 Prince, 200 Crimson Sky, 400 Hoodwink, 300 Maniac's Paradise, 200 Starwood. Sell - 900 Home Office, 400 Canadian Diplomat, 100 Abyssinian Prince, 100 Frueh's Folly, 100 Northern Flame, 100 MetaDiploa, 100 Perestroika, 100 Protozoan, 100 Coach Express, 100 Electric Trains, 100 Loco Motives, 100 Lemon Curry, 100 Blind Ambition, 100 Pilot Light, 100 Pontevedria.

Alan Levin: Buy - 1800 Zine Register. Sell - 100 Blind Ambition, 100 Why Me?, 100 Eyewitness News, 100 Caveat Emptor, 100 Megalomaniac, 100 Orphan Son, 100 Heroes of Olympus, 100 Graustark, 100 Get Them Dots Now, 100 Gamer's Zine, 100 Frueh's Folly, 100 Diplomacy Digest, 100 Diplodocus, 100 Costaguana, 100 Comrades in Arms.

Bruce McClung: No orders.

Jack McHugh: Buy - 500 Vertigo, 300 Canyon, 300 Hoodwink, 350 Your Zine of Zines, 400 Maniac's Paradise. Sell 200 Zine Register, 100 Absolute, 100 Acropolis, 100 Against the Odds, 100 Alpha & Omega, 100 ark, 100 Batyville Gazette, 100 Down at the Mouth, 100 Buckeye Rail Gazette, 100 Coach Express, 100 Continual Crisis, 100 Diplodocus, 100 Diplomacy Digest, 100 Dippy, 100 Disease City.

Patrick O'Brien: No orders.

Garrat Schenck: Buy - 300 Abyssinian Prince, 300 Comrades in Arms, 100 Down at the Mouth, 100 Graustark, 200 Starwood, 600 Zine Register. Sell - 100 Against the Odds, 100 Armchair Diplomat, 100 Assassin's Blade, 100 Blind Ambition, 100 Cheesecake, 100 Costaguana, 100 Diplomacy World, 100 Dippy, 100 Electric Trains, 100 Everything, 100 Gamer's Zine, 100 Loco Motives, 100 Pontevedria, 100 Spindle, 100 World Diploacy.

John Schultz: No orders.

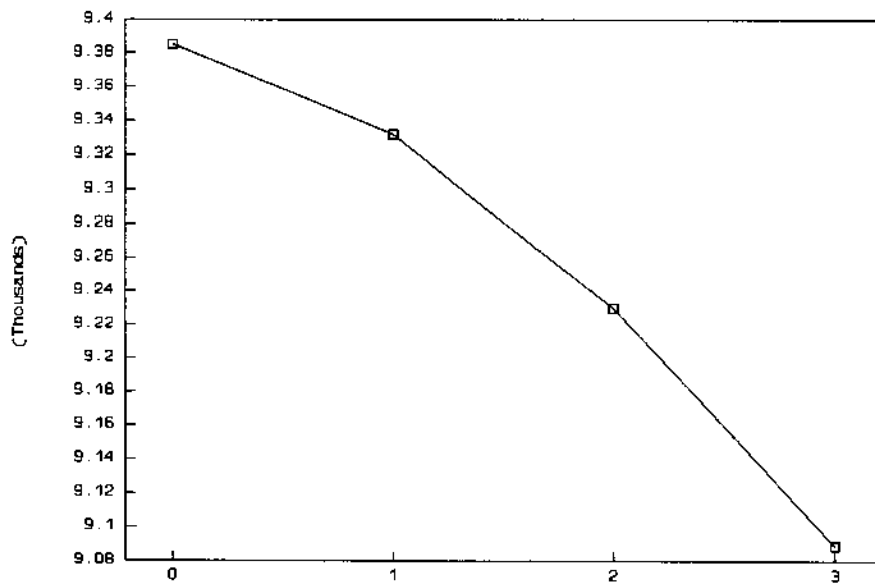
Robert Stimmel: Buy - 300 Crimson Sky, 500 Zine Register. Sell - 200 Diplomacy Digest, 200 Upstart.

Tony Strong: Buy - 400 Dogs of War, 400 Maniac's Paradise, 400 Zine Register, 100 Perestroika, 100 Prince, 100 Rambling Way, 100 Ramblings By Moonlight, 100 Rebel, 100 So I Lied, 100 Ter-ran, 100 Upstart. Sell - 100 Against the Odds, 100 Costaguana, 100 Gonzo Rails, 100 Loco Motives, 100 Megalomaniac, 100 Metadiplomat, 100 Protocol, 100 Ralls by Mails, 100 Son of Flip, 100 Spindle, 100 War Fair, 180 Caveat Emptor, 180 Disoriented Express, 180 Pedro in the Rain Forest.

David Wang: Buy - 800 Zine Register. Sell - 100 ark, 100 Buckeye Rails Gazette, 300 Caveat Emptor, 100 Eyewitness News, 100 Fast Trax, 100 Hoodwink, 100 Kathy's Komer, 100 Maniac's Paradise, 100 Northern Flame, 100 Perelandra, 100 Upstart, 200 Well Martha, 100 White House Mania, 100 Why Me?, 200 Your Zine of Zines.

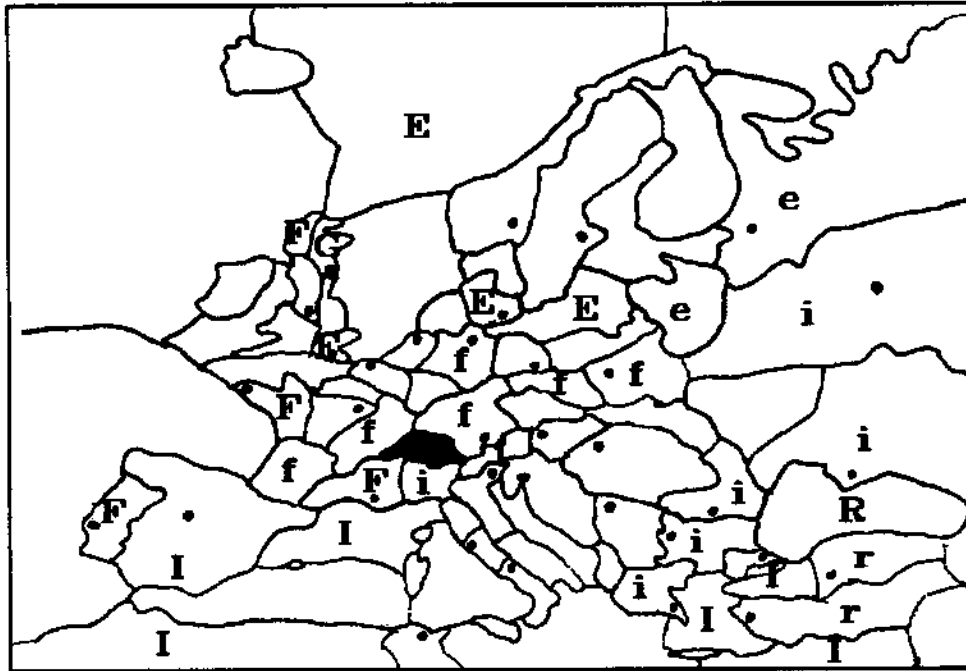
GM Notes: Once again I shortchanged Robert Stimmel - this time I only showed him owning 100 White House Mania, when in fact he owned 200. Oh, well! Below is a graph of the RPB Index, an index composed of one share of each zine listed. As you can see, the index value is declining at an accelerating rate. Bear market in zines, I guess! Late update - a few of you got your orders in far too late. Please note the earlier deadline for RP Bourse. Once the deadline passes and I do all the computations, there is no way I'm gonna go back and redo it for late orders.

Next RP Bourse Deadline - March 31, 1992



Diplomacy 5, Pessimism, 1990 HB, F 10

"Italian empire continues to grow... Can a total victory be far off?"



England (O'Brien): A Nwy-StP, A Lva S A Nwy-StP, F Swe-Bal, F Den S F Nwg-Nth, F Nwg-Nth.

France (S. Johnson): Ret F Spa(sc)-Por..A Ber-Sil, A Gas S F Mar-Spa(sc), A Kie-Den, A Mun-Tyr, A War-Gal, F Bre-Mid, F Cly S G. F Nth-Edi, F Lon-Nth, F Mar-Spa(sc), F Por S F Mar-Spa(sc), A Bur-Mar.

Germany (Diehl): F Nth-Edi.

Italy (McClung): F Spa(sc)-Mar, A Pie S F Spa(sc)-Mar, F Lyo S F Spa(sc)-Mar, F Naf-Mid, A Tyr-Mun, A Mos S E. A Lva-War(NSO), A Sev S A Mos, A Rum-Gal, A Bul-Rum, A Gre-Bul, F Aeg S F Con, F Con S F Eme-Smy, F Eme-Smy.

Russia (Brown): F Bla-Con, A Ank-Smy, A Smy-Con.

All Draw Proposals Fail
Now Proposed - Concession to Italy

Supply Center Chart

England	Nwy, Swe, StP, Den=4	Remove 1
France	Bre, Par, Mar, Por, Bel, Hol, Mun, Ber, Kie, War, Lon, Lvp=12	Build 1
Germany	Edi=1	Even
Italy	Nap, Rom, Ven, Tun, Tri, Vie, Bud, Ser, Gre, Bul, Rum, Con, Sev, Mos, Spa=15	Build 2
Russia	Ank, Smy=2	Remove 1

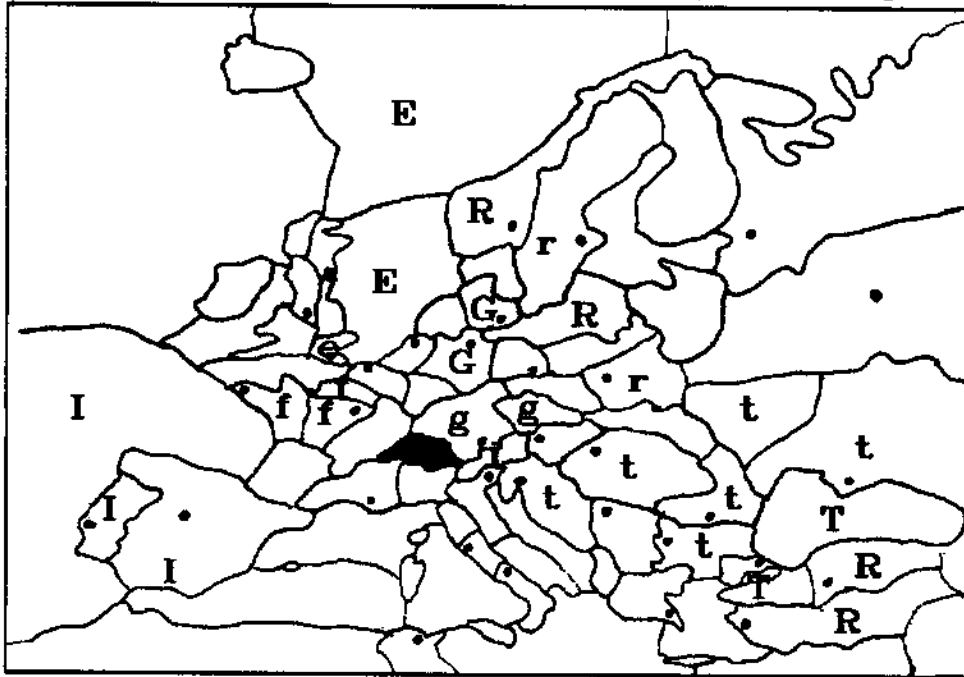
PRESS

France - England: I may be a quitter but at least I'm not a bungler like you are; thru sheer stupidity or demented duplicity you threw away an easy three way draw. If Italy promised you something for being such a jerk, you're a crossgamer; if you're not getting anything for such an illuminating display of ignorance, you're just a pinhead. If you disagree with my assesment, then explain the reasoning behind your idiocy.

France - Italy: Would you like a head to go with the fingers? You wouldn't be riding so high if England wasn't such a total butthead; so a touch of modesty woul dbe highly appropriate.

Diplomacy 6,Agony,1990HA,F 09

"Turkey seems to be everywhere, except in Turkey..Italy's grape harvest helps boost GNP."



England (Preston): A Lon-Bel,F Nth C A Lon-Bel,F Por H(Destroyed),F Nwg-Bar,
F Kie-Ber(Dis-ret Hel,OTB).

France (Milewski): A Bre S A Bur-Pic,A Gas-Par,A Bur-Pic.

Germany (J. Johnson): A Pic-Bel(Destroyed),A Tyr-Mun,A Boh-Vie,F Hol-Kie,
F Den S F Hol-Kie.

Italy (Murray): F Spa(sc)-Por,F Mid S F Spa(sc)-Por,F Wme-Spa(sc),A Ven-Tyr.

Russia (McHugh): A Swe-Nwy,F Nwy-Bar,F Bal-Ber,A War-Gal,
A Sev-Rum(Dis-ret Mos,OTB),F Con-Smy,F Ank H.

Turkey (Acheson): A Rum S A Arm-Sev,A Gal-Ukr,F Bul(ec)-Bla,F Aeg-Con,
A Ser-Bul,A Tri-Vie,A Bud-Gal,A Arm-Sev.

Supply Center Chart

England	Lon,Lvp,Edi=3	Remove 1
France	Par,Bre,Mar=3	Even
Germany	Ber,Mun,Kie,Den,Hol,Bel=6	Build 2
Italy	Nap,Rom,Ven,Tun,Spa,Por=6	Build 2
Russia	War,Mos,StP,Nwy,Swe,Ank,Smy=7	Even
Turkey	Con,Bul,Rum,Gre,Ser,Tri,Bud,Vie,Sev=9	Build 1

PRESS

Turkey - Italy: I only want the dots that you can't be bothered with.

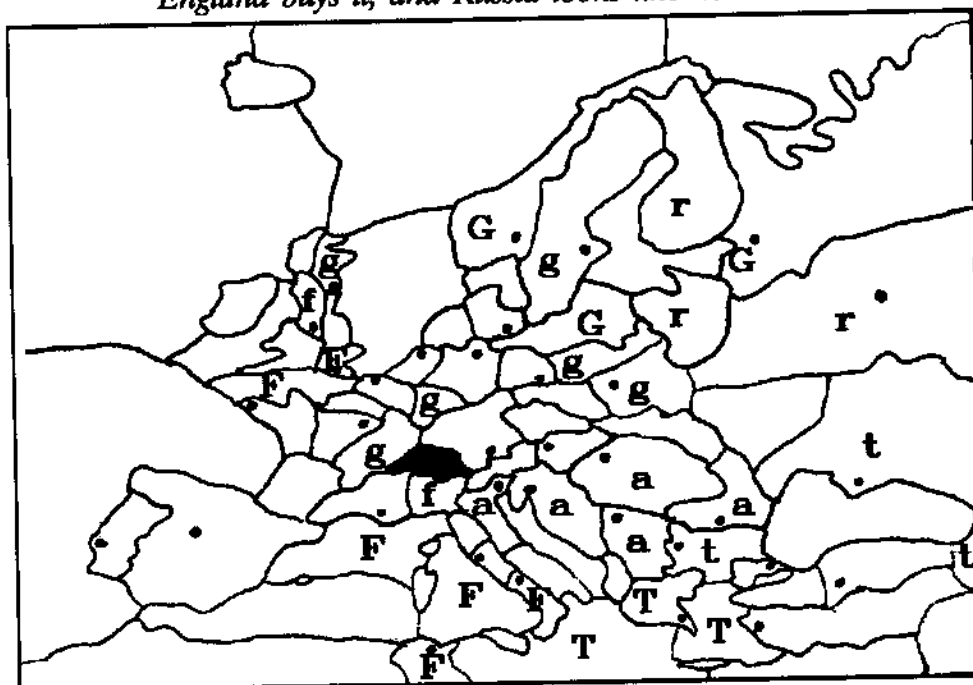
Rome - Moscow: Yes, Bob has already grabbed one of my dots. It seemed my A Vie was in his way. But don't worry, I told him not to do it again, and he promised. Did you get that letter that I passed on to you?

Turkey - Russia: Listen Jack, if we're both still battling after these moves, we'll talk.

Turkey - Germany: Spend \$0.30 and explain your moves. Better, spend \$300 and see a shrink.

Diplomacy 7,Scoop,1990IG,F 06

"England buys it, and Russia looks like he's next."



Austria (S. Johnson): A Bud S A Gal-Rum,A Gal-Rum,A Ser-Bul,A Tri S A Tyr-Ven,

A Tyr-Ven.

England (Carlberg): NMR! A Lon U(Dis-ret Yor,OTB).

France (Diehl): A Mar-Pie,A Ven S A Mar-Pie(Dis-ret Tus,Rom,Apu,OTB),
A Lvp S G. A Edi,F Ech S F Wal-Lon,F Wal-Lon,F Spa(sc)-Lyo,F Nap S F Tyn,
F Tyn S F Nap,F Tun S F Tyn.

Germany (Holley): A Kie-Ruh,A Sil-War,A Pru S A Sil-War,A Mun-Bur,A Edi H,
A Swe-Fin,F Nwy S F StP(sc),F Bal-Lva,F StP(sc) H.

Russia (Acheson): Ret A Swe-Fin..A Fin-StP,A Lva-War,A Mos-Sev.

Turkey (Brown): A Arm S A Sev,A Rum S A Bul(Dis-ret Ukr,OTB),A Bul S A Rum,
F Gre S F Ion,F Aeg S F Ion,F Ion H,A Sev S A Rum.

F/G/T Draw Fails

GM Notes: France's A Mar was unordered last season, and left off the map. Apologies.

Supply Center Chart

Austria	Tri,Vie,Bud,Ser,Rum,Ven,Rom?=6 or 7	Build 1 or 2
England	None=0	OUT!!
France	Bre,Par,Mar,Por,Spa,Lvp,Lon,Tun, Nap,Rom?=9 or 10	Even or Build 1
Germany	Kie,Ber,Mun,Hol,Bel,Den,Nwy,Swe, Edi,StP,War=11	Build 2
Russia	Mos=1	Remove 2
Turkey	Con,Smy,Ank,Sev,Bul,Gre=6	Remove 1

PRESS

Austria: Everytime I turn around; I'm up against Down Town Brown.

England - World: Nyaaaaa!!!

Austria - G/F: Toady available cheap!

Russia - France/Germany: Another day, perhaps.

Russia - Austria: Yeah, maybe he shouldn't have bailed, but...

Diplomacy 9,Secrets,1991C,W 05/S 06

"Sneaky Russians end this silly Turkish bouncing in Con."

Austria (Milewski): A Tri S R. A Vie,A Alb S A Tri,F Gre-Aeg.

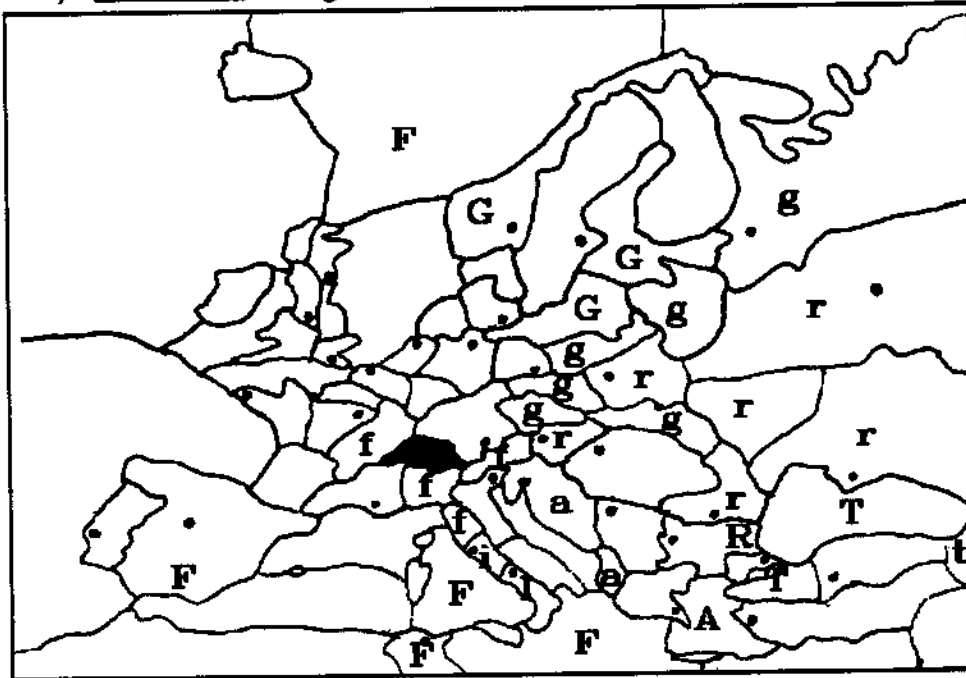
France (O'Brien): Bld A Par..A Par-Bur,F Bar-Nwg,A Pie-Tus,A Mar-Pie,F Wme-Tyn,
F Mid-Spa(sc),A Tyr-Tri,F Rom-Nap(Destroyed),F Tyn-Ion,F Tun S F Tyn-Ion.

Germany (Strong): Bld A Ber..A Ber-Pru,A Pru-Lva,F GoB S A Pru-Lva,
F Bal S A Pru-Lva,A StP-Mos,A Boh-Gal,A Sil S A Boh-Gal,A Mun-Boh,
F Nwy-StP(nc).

Italy (McHugh): Rem F Ven..A Apu-Rom,F Nap S A Apu-Rom.

Russia (Wang): A Lva-Mos,A Rum S A Sev,A Sev S A Lva-Mos,A Ukr-Gal,
A Vie S A. A Tri,A War S A Lva-Mos,F Bul(ec) S T. F Aeg-Con.

Turkey (Brown): F Bla-Con,F Aeg-Con,A Arm H.



F/G Draw Fails
Now Proposed - F/G

PRESS

Germany - World: I hope the writers of the press in this GAME are having as much fun writing it as I am having reading it.

Diplomacy 11,Synthaxe,1991AS,W 03

"Seasons separated by player request..Hey Mickey, you play an exciting Turkey!"

Austria (Strong): Has F Ion,F Alb,F Aeg,A Bul,A Sil,A Boh.

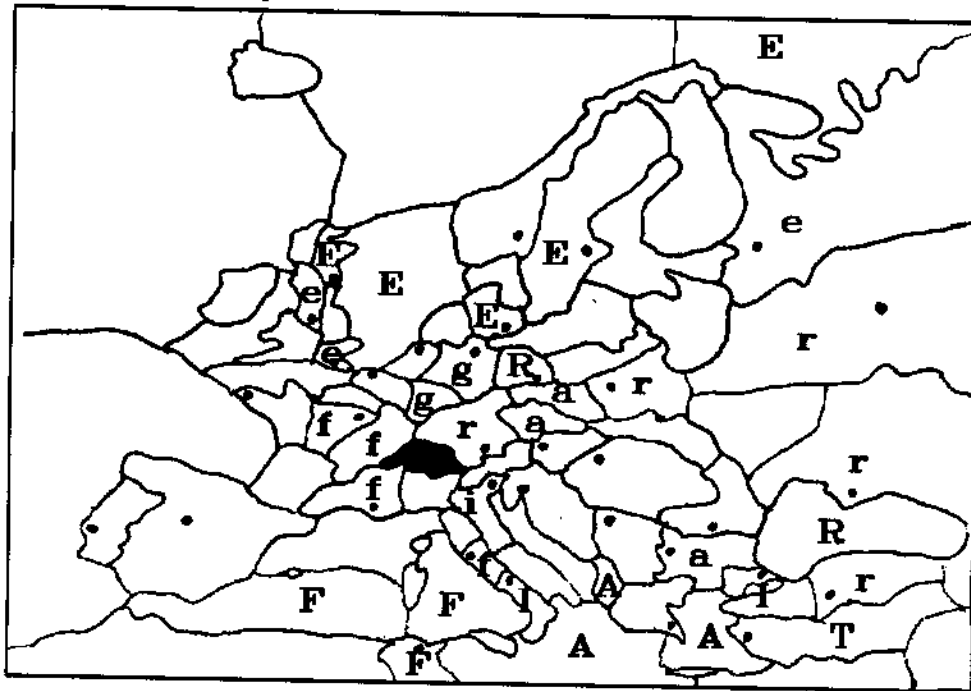
England (Greger): Bld A Lon,A Lvp,F Edi..Has A Lon,A Lvp,A StP,F Edi,F Bar,F Swe,
F Nth,F Den.

France (Holley): Bld A Par,A Mar..Has A Rom,F Tyn,F Tun,F Wme,A Bur,A Par,
A Mar.

Germany (Levin): Rem F Bal..Has A Kie,A Ruh.

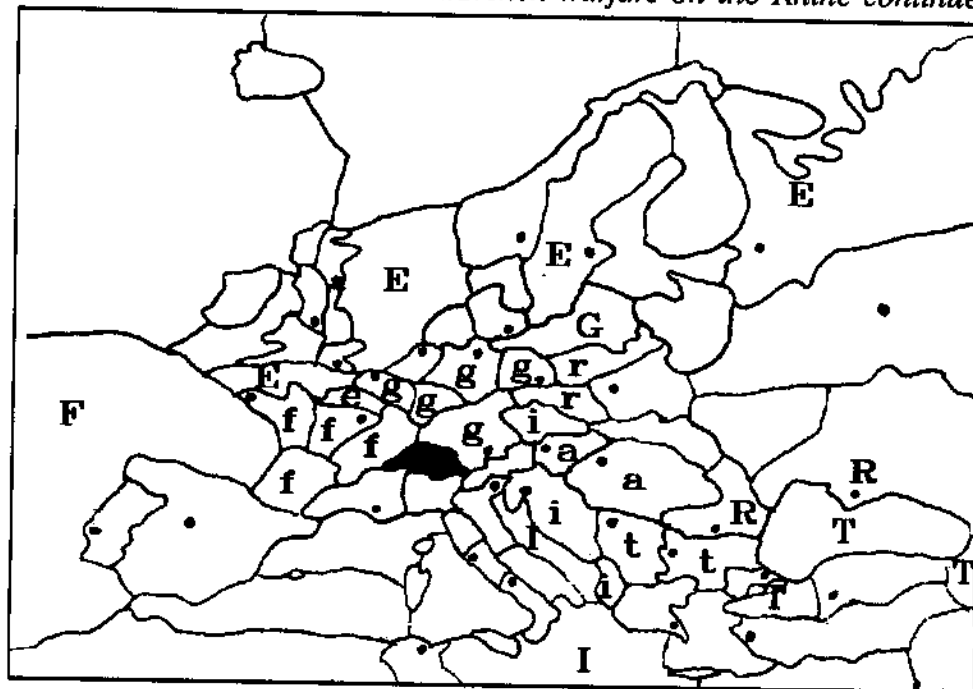
Italy (J. Johnson): Has F Con,A Ven,F Nap.

Russia (Carlberg): Bld A War,A Sev..Has A War,A Sev,A Mun,A Mos,A Ank,F Ber,F Bla.
Turkey (Preston): Has F Smy.



Diplomacy 12,Heartache,1991AW,S 03

"Italian marines land in Albania..Trench warfare on the Rhine continues."



Austria (Acheson): A Bud S A Vie,A Vie S F Alb-Tri,F Alb-Tri(Dis-ret Gre,OTB).

England (Ozog): F Nth-Ech,A Pic S G. A Ruh-Bur,F Ska-Nth,F Nwy-StP(nc),

F Swe S G. F Den-Bal.

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

Germany (Lord): F Den-Bal,A Bel S E. A Pic,A Ruh-Bur,A Mun S A Ber,
A Kie S A Ber,A Ber S A Mun.

Italy (Brooks): A Tun-Alb,F Ion C A Tun-Alb,F Adr S A Tun-Alb,A Tri S A Tun-Alb,
A Boh-Vie.

Russia (S. Johnson): A Gal-Sil,A Pru S F Bal-Ber,F Bal-Ber(Dis-ret GoB,Lva,OTB),
F Rum S F Sev-Bla,F Sev-Bla.

Turkey (Greger): F Bla S A Bul-Rum,A Bul-Rum,F Ank-Arm,F Aeg-Con,A Gre-Ser.

PRESS

Germany - France: Declare war on me if you like. You've constipated yourself with armies and have not a chance against me. You have turned potentially the strongest country on the board into a yapping chihuahua.

Russia - England: Take me I'm yours; give me a good licking.

France - Paul Wolf-Metternich: The human loss was horrible...Newsflash: Elements of German cavalry and infantry crossed the French borders in a surprise attack. Heavy fighting is reported near Verdun. French infantry walks slowly to the front putting plugs in for Cubism at the line. There is no sadder course than war. Due to German transgression against France, France has no choice; As of January 12th, 1903, France will engage in total war against Germany.

Germany - Russia: I can't comprehend what you'll do to save yourself.

Russia - Germany: Well if anyone knows peculiar, it's you. I must bow before your superior expertise. I'm sorry if you considered telling you the truth about yourself, to be insulting you. I notice you did not actually dispute anything I said, your correspondence did range from sporadic to nonexistent and you did have the unique viewpoint that a Russian army in Finland constituted an attack on Germany. When I said Turkey was a player of your ilk, I was (as stated) only referring to his lack of correspondence; I did not mean to imply in any way that he was an asshole as you are. I'm not saying you're an asshole for anything you have done here; I am referring to your maturity level in "Scoop." Now I've got to clean up the mess you bailed out of there. Gee, I wonder how long you'll last here. I'll show you some real insults from here on out.

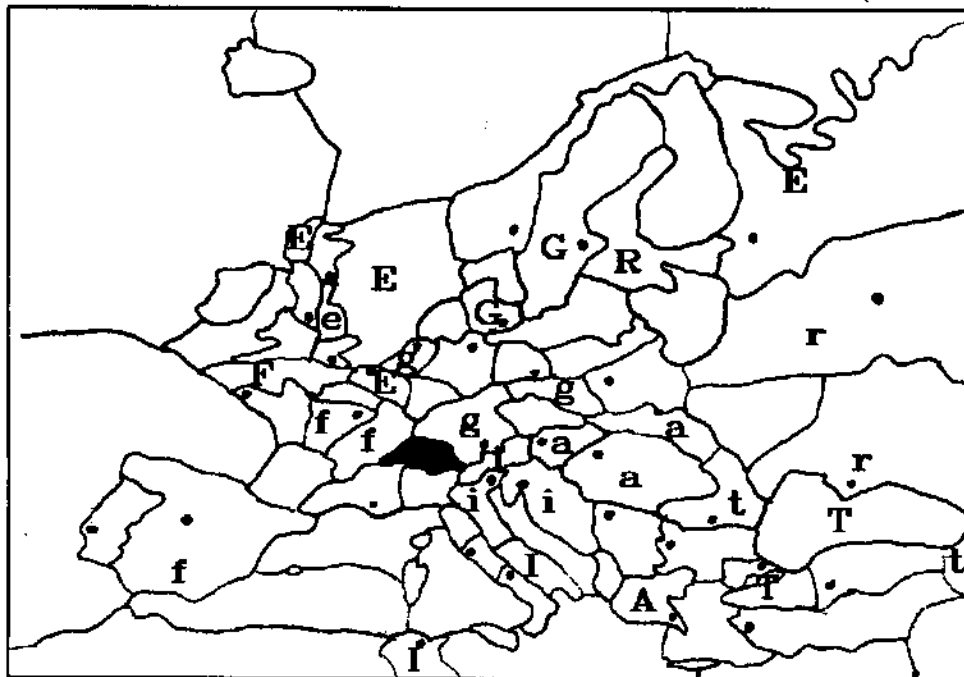
Diplomacy O-1,General Brock,1991L,S 02

"Russia stumbles a bit, while Austria sits and spits."

Austria (K. Canuso): A Gal S A Vie,A Vie spits at Johnson,A Ser-Bud,F Gre-Ion.

England (Milewski): A Yor H,F Nwy-StP(nc),F Bel H,F Lvp-Cly,F Lon-Nth.

France (Gonsalves): F Mid-Ech,A Par S A Mar-Bur,A Mar-Bur,A Spa H.
Germany (Acheson): F Kie-Den,F Swe-GoB,A Hol H,A Ber-Sil,A Mun S A Ber-Sil.
Italy (S. Johnson): A Tri-Vie,A Tyr S A Tri-Vie,A Ven-Tri,F Nap-Apu,F Tun-Ion.
Russia (Vaporis): A Sil-War(Dis-ret Pru,Boh,OTB),F GoB-Swe,A Mos-War,
 A Sev S F Rum,F Rum S A War(Destroyed).
Turkey (Strong): A Arm-Sev,A Bul-Rum,F Bla S A Bul-Rum,F Con-Bul(No Coast, Holds).



The proposal to use Black Press has been defeated - White Press only will be allowed.

PRESS

Austria - Russia: You don't remember me - do you?

Italy - 4/60 F World: So we meet again.

Austria - Stan the Man: I'm glad this game started up again - my life was empty without you and your incredibly stupid press!

KK - GM: Mara tells me that you just lost your job, that your dog died, and that your parakeet eloped with Jack McMouth! I told her that it didn't really bother me that you were going to 8 week deadlines, however Mr. Canuckie told me that he will not put up with a slow GM! He demands timeliness! By the way, who is breaking the new 2 month deadline news to Stan the Man?

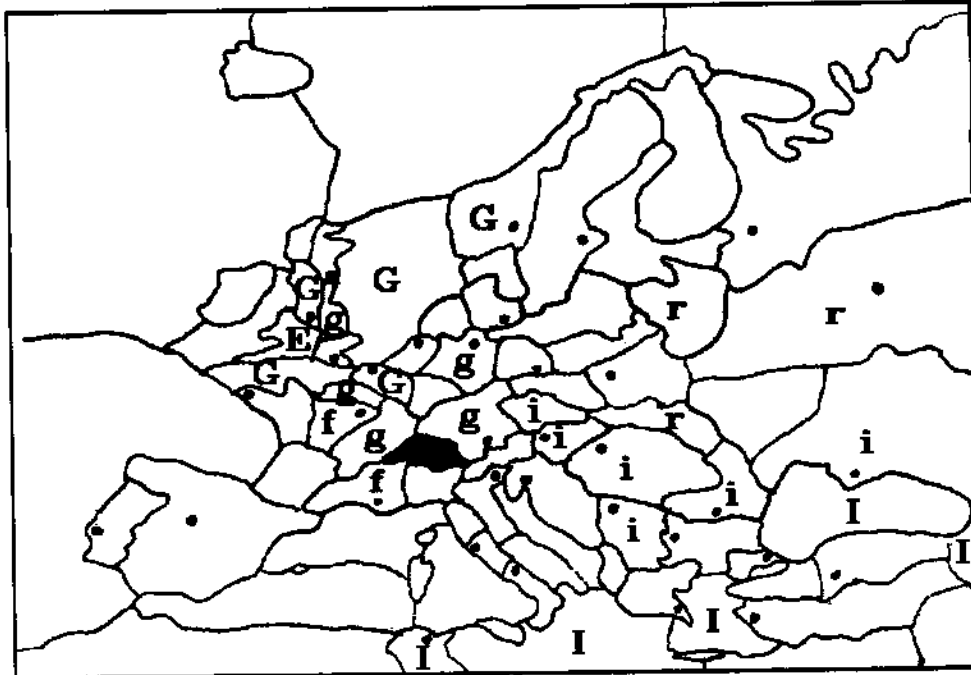
GM - KK: I had asked Mara not to reveal that information - I was trying to run up some big "non-refundable" sub fees before I spilled the beans to the hobby. YZOZ will be going to a 7-month schedule (assuming that Jack doesn't make it slower than that with his

ineptitude). As for Stan, I figured we would send you over to his place, Federal Express, in fishnet stockings, 4-inch heels, a black bustier, and a sign hanging around your neck with a downward-pointing arrow and the words "Stab Me!" in big red letters. If he wants to complain after all that, so be it.

Italy - Austria: You attack me in three games and you consider that fair play. I attack you in one game and I'm to be considered a dirty, cheating, crossgamer. Of course no one in the hobby has ever seen Italy attack Austria before, so there must be a devious reason behind it. The childishness of your reasoning is only matched by your childish decision to throw the game the instant things don't go your way. Anyone who thinks you are such a hobby icon, should observe your pouting performance here! Well, I don't give a damn how much you carry on; and I don't care who gets your centers as long as you don't have them. Don't go away mad, just go away!

Gunboat 4, Abby Normal, 1990 Trb32, F 11

"Italian stock market roars to new highs on the strength of the defense industry."



England: NMR! F Wal U.

France: A Par-Bre, F Ech-Bre (Dis-ret Lon, Iri, Mid, OTB),

A Bur S I, A Boh-Mun (Dis-ret Gas, OTB), A Mar S A Bur.

Germany: F Lvp-Wal, A Edi-Yor, F Nth-Ech, F Bel S F Nth-Ech, F Ska-Nth, F Swe-Nwy,
A Den-Kie, A Ruh-Bur, A Pic S A Ruh-Bur, A Mun S A Ruh-Bur.

Italy: A Boh-Gal, A Vie S A Tri-Bud, A Tri-Bud, A Ser S A Bul-Rum, A Bul-Rum,
A Arm-Sev, F Con-Aeg, F Bla S A Arm-Sev, F Ank-Arm, F Ion-Tun, F Adr-Ion.

Russia: Ret A Vie-OTB [gm]..NMR! A Mos U, A Lva U, A Gal U, A Bud U (Destroyed),
F Sev U (Destroyed).

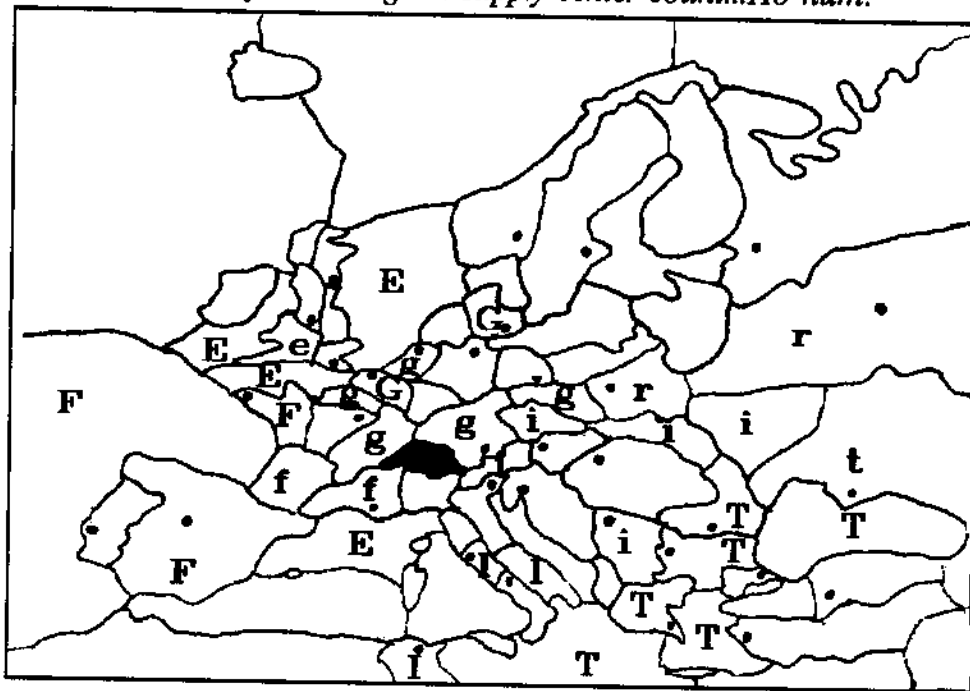
All Draw Proposals Fail
Now Proposed - F/G/I/R, G/I, G/I/R

Supply Center Chart

England	Lon?=0 or 1	Even or OUT!!
France	Bre,Par,Mar,Por,Spa,Lon?=5 or 6	Build 1 or 2
Germany	Mun,Ber,Kie,Hol,Bel,Den,Swe,Nwy, Edi,Lvp=10	Even
Italy	Nap,Rom,Ven,Tun,Bud,Tri,Vie,Ser, Gre,Smy,Con,Ank,Bul,Rum,Sev=15	Build 4
Russia	War,Mos,StP=3	Even

Gunboat 5,Whipsaw,1990Xrb32,F 09

"Absolutely no change in supply center count...Ho hum!"



England: Ret F Mid-Iri..A Wal-Bre,F Ech C A Wal-Bre,F Nth S F Ech,F Lyo-Mar,
F Iri-Mid.

France: A Spa-Mar,A Gas S A Spa-Mar.F Por-Spa(sc),F Bre-Ech,F Mid S F Bre-Ech.

Germany: NMR! A Bur U,F Bel U,A Sil U,F Den U,A Pic U,A Mun U,A Hol U.

Italy: F Tun S T. F Ion-Tyn(NSO),F Rom-Nap,F Apu-Nap,A Ser H,A Ukr-War,
A Gal S A Vie-Boh,A Vie-Boh,A Tyr S A Vie-Boh.

Russia: A War H,A Mos H.

Turkey: F Gre S I. A Ukr S T. A Sev-Mos(Imp),A Mos S I. A Ukr-War(NSU),A Bul-Sev,
F Bla C A Bul-Sev,F Rum-Bul(ec),F Sev-Rum,F Ion S I. F Rom-Tyn,F Aeg S F Ion.

All Draw Proposals Fail

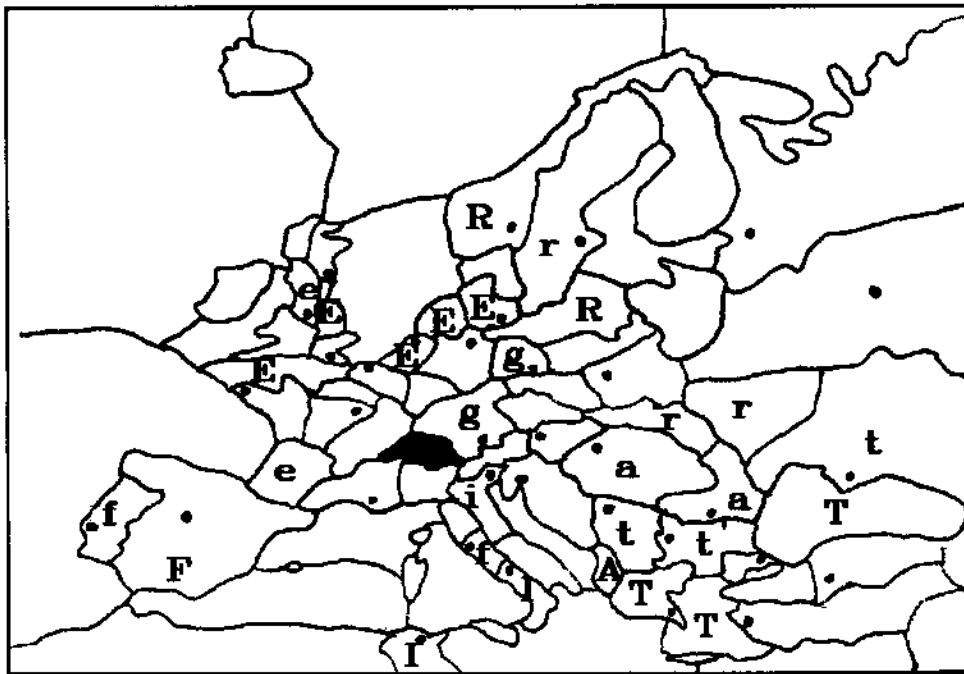
Now Proposed - G/I/T, I/T

Supply Center Chart

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	Even
Italy	Ven,Rom,Nap,Tun,Tri,Vic,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 05/S 06

"Austrian leader takes a powder..Trusting Russians lose Ber."



Austria: NMR! Ret A Ukr-OTB..A Ser U(Dis-ret Tri,OTB),A Rum U,A Bud U,F Alb U.

England: Bld A Lvp,F Edi..F Bre-Ech,A Par-Gas,A Lvp-Wal,F Edi-Yor,F Nth-Hel,
F Hol S R. A Ber-Kie(NSO),F Den S R. F Bal-Kie(NSO).

France: Rem F Naf,F Mid..A Por S F Wme-Spa(sc),F Wme-Spa(sc),A Ven-Rom.

Germany: F Lon-Wal,A Kie-Ber,A Mun S A Kie-Ber.

Italy: Rem A Gas..A Pie-Ven,F Tyn-Tun,F Spa(sc) H(Dis-ret Lyo,Wme,Mar,OTB),
F Nap H.

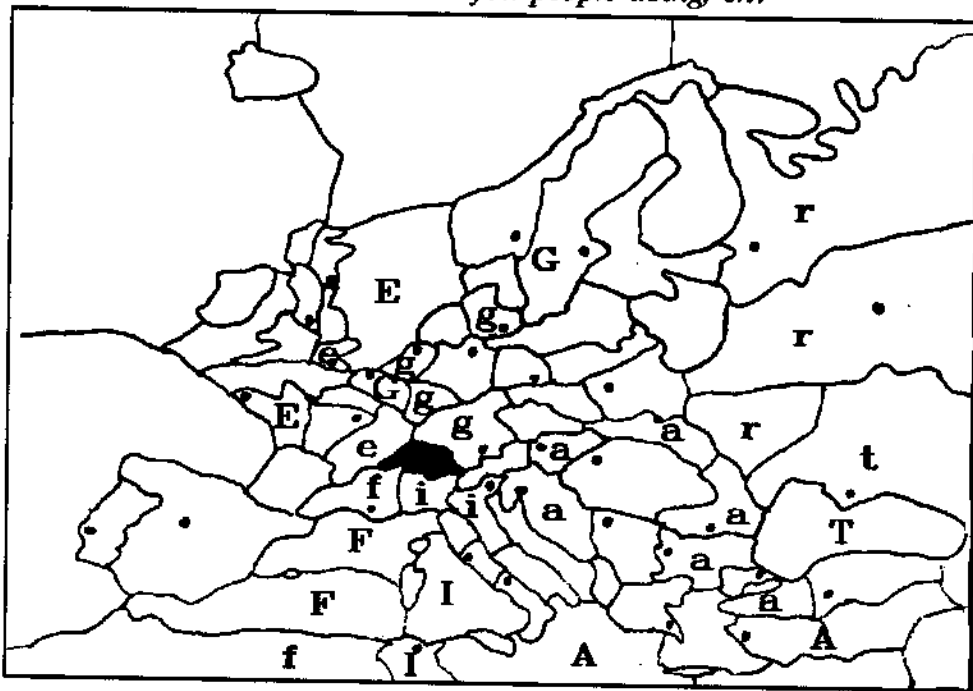
Russia: Bld F StP(nc)..F StP(nc)-Nwy,F Bal S A Nwy-Swe,A Nwy-Swe,
A Ukr S A War-Gal,A War-Gal,A Ber S G. A Kie(Dis-ret Sil,Pru,OTB).

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

All Draw Proposals Fail

Gunboat 7, Enigmatic Ocean, 1991Qrb32, W 04/S 05

"What the hell are you people doing, eh?"



Austria: Bld A Tri..A Vie-Gal,A Gal-Ukr,A Ser-Bul,A Rum S R. A Mos-Sev(NSO),
A Bul-Con,A Tri H,F Smy S A Bul-Con,F Adr-Ion.

England: Bld A Lon..F Den-Swe(Dis-ret Hel,Bal,Ska,OTB),F Nth C A Lon-Nwy,
A Lon-Nwy,A Ruh-Bur,F Bre H.

France: Rem A Gas..F Wme C A Spa-NAf,F Lyo S F Wme,A Spa-NAf,A Mar-Pie.

Germany: A Kie-Den,F Swe S A Kie-Den,F Bel-Nth,A Mun-Ruh,A Hol S A Mun-Ruh,
A Ber-Mun.

Italy: F Tun S F Tyn,F Tyn S F Tun,A Pie-Mar,A Ven-Pie.

Russia: A Ukr-Sev,A Mos S A Ukr-Sev,A StP-Nwy.

Turkey: A Sev H,F Bla S A Sev,A Con-Smy(Dis-ret Ank,OTB).

African Dip, Million Dollar Legs, 1991Sdm04, F 03

"Jack finally bites the dust..Ivory Coast and Zaire on the move."

Ethiopia (Acheson): Ret A Sud-Kor..A Ken-SOM,A Kor-KHA,F Nio-MAD.

Ivory Coast (Strong): F WME-Ion,F ITA S F Wme-Ion,A Esa-BEN,A TRI S A Esa-Ben,
A Wsa-ESA,A TUN S A Tri,A CHA S A Wsa-Esa,F MID-Swa,A NGR S A Cha,
F Abi-GHA,F Gui-SEN.

Libya (McHugh): A Ben-Egy(Destroyed).

Saudi Arabia (Greger): A CEN S A Egy-Kor,A Egy-KOR,F RED S A Dam-Egy,
A Dam-EGY,F EME S F Ion,F ION S I. A Tri-Ben(NSO).

South Africa (G. Wilson): F Nam-ANG,A BOT S F Nam-Ang,A KAL-Nam,
A Zim-Zam(Dis-ret Pre,OTB),F SIO-Swa.

Zaire (R. Schultz): Ret A Nam-Ang, A Ang-Bot(Dis-ret Kin,Lub,Zam,OTB),
 F SEA-Nam,F SWA-Sin,F Goc-GAB,A Zam-ZIM,A MOZ S A Zam-Zim,A TAN H,
 A UGA S A Tan,A Sud-ADD,A Add-DJI.

Supply Center Chart

Ethiopia	Som,Kha,Mad=3	Even
Ivory Coast	Fre,Oug,Abi,Cha,Sen,Nga,Mor,Tim,Spa, Tri,Tun,Ben=12	Build 1
Libya	None=0	OUT!!
S. Arabia	Riy,Dam,Mec,Egy,Ira,Gre=6	Even
S. Africa	Pre,Cap,Por,Ang=4	Remove 1
Zaire	Kis,Lub,Kin,Nam,Gab,Uga,Tan,Add,Zam, Zim,Dji=11	Build 1

PRESS

Ivory Coast - World: If it seems as if we're barking like dogs it's because we are, after all, part dog. Woof!

Tshombe - Saudi Arabia: Turbins, dust devils in Central Africa; by the Zulu in each of us that's part of Zaire. No grain...this means we have a bit of a territorial dispute wouldn't you say. I have no choice but to declare war on Saudi Arabia.

African Dip #2,Ragnar,1992Ddm04,Fall 2000

"Fierce fighting around Tanzania..African economies expanding rapidly."

Ethiopia (R. Schultz): A Add-KHA,A KEN-Tan,F NIN S A Ken-Tan.

Ivory Coast (Cox): A Gui-SEN,A Ngr-TIM,F Gog-NGA.

Libya (Strong): A Esa-CHA,A Alg-MOR,F Wme-SPA.

Saudi Arabia (G. Wilson): A Irq-IRN,F Mec-RED,F EGY H.

South Africa (Wang): A ZIM H,F Sea-NAM,F Sin-MAD.

Zaire (Garrett): F GAB H,A ZAM-Tan,A UGA S A Zam-Tan.

Supply Center Chart

Ethiopia	Add,Dji,Som,Kha=4	Build 1
Ivory Coast	Fre,Oug,Abi,Sen,Tim,Nga=6	Build 3
Libya	Ben,Tri,Tun,Cha,Mor,Spa=6	Build 3
S. Arabia	Riy,Dam,Mac,Irn,Red,Egy=6	Build 3
S. Africa	Pre,Cap,Por,Zim,Nam,Mad=6	Build 3
Zaire	Kis,Lub,Kin,Gab,Zam,Uga=6	Build 3

PRESS

Libya - World: Our Surgean General has determined that some of the Libyan rats are diseased. A plague on anyone crossing into Libyan territory!

Narnia Wars, Midnight, 1991 AKf101, F 01

"Queen extends the reaches of her realm...Lone Islanders get that sinking feeling."

Archenland (Anderson): A Col-LUN, Cor Col-LUN, A Nai-HER, A Olv-COL.

Calormene (Wang): A Zul-GRV, A Pit-CAL, 2A Pug-WAD, A/F RHI S WQ. A Win, F SEA C A Pug-Gde(NSO).

Dwarves (Brown): A CHI S A Lan(Imp), A WES H, A Lan H(Stoned), A RHE S A Rir, A RIR S A Rhe.

Giants (McHugh): Ret A Pud-Som.. A MID-Ett, 2A Ris-FIS, A SOM-Ser.

Lone Islands (Ozog): F EMP C A Brn-Coa, A Brn-COA, F BOR S A Brn-Coa, A/F PUD-Ser, A/F Nor S A/F Pud-Ser.

Narnia (Bingham): A/F Tow-GAL, A HEL S G. A Som-Ser, A RIE-Cai(Imp), HK RIE-Cai(Imp).

Telmar (R. Schultz): A Teh-CRE, A Shr-TEH, A LAM S A Sww-Nww, A Sww-NWW, Miraz CAS H.

White Queen (Garrett): WQ LAN stones Dwarf A Lan, A ETT-Pud, A Bea-CWW, A Sto-NAR, A WIN H.

Supply Center Chart

Archenland	Anv, Cor, Her=3	Even
Calormene	Azi, Ilk, Tas, Vtp, Tor, Cal=6	Build 1
Dwarves	Chi, Shu, Wes, Lan, Rhe=5	Even
Giants	Har, Gia, Fis=3	Even
L. Islands	Doo, Brn, Coa=3	Remove 2
Narnia	Cai, Asl, Tow, Gal=4	Build 1
Telmar	Cas, Tel, Arg, Oct, Cre, Nww=6	Build 2
W. Queen	Anc, Cit, Gre, Bea, Ett, Cww, Win=7	Build 3

GM Notes: I've written to Brian Hogan (designer of Narnia Wars) to get a few answers. So, here are a few points about the rules. First of all, I had ruled that since the White Queen didn't start with an army in CWW, and since she only starts with four units, CWW starts as a neutral center. After considering these points, Brian has decided that White Queen **does** own CWW at gamestart, and that she starts one short anyway. I will stand by my ruling for this game, but in future games will use Brian's ruling (sorry, Queenie, but oh well). Next, I had asked for some info on stoned units. Stoned units may be removed by their owner in Winter if the player wants to do that to make up for losing centers. If in a fall turn a non-stoned unit moves into a supply center occupied by a stoned unit, the center ownership goes to the non-stoned unit's owner. However, when the stoned unit recovers, any other unit in the area must vacate as per the normal stoned unit rules.

PRESS

Narnia - Telmar: Things have settled. Let's talk.

White Queen - Giants: "Out of Ett, into Pud"

"Out she goes; boom, bang, thud."

Archenland - Lone Islands: Did you read my mind, anticipate my press, or am I in trouble?

Narnia - Giants: I hope, I hope.

Narnia - Dwarves: We could look back on this as a decisive move.

Archenland - Telmar: Alright, I'll respect your borders but you'd better do the same.

Narnia - Calormene: I'd nuke you if I had 'em!

Next Deadline - April 3, 1992

Gamestart!

Enemy In Sight

Announcing a gamestart in our Enemy in Sight game, also to be known as "Yellow Submarine." The four players and their ships are listed below, as well as whether they have any red cards. If you're playing in this game, your cards will be listed in the "Notes to Players" section. Anyone who wants to can give me a "Captain Name" or faction name - do try to be clever and amusing, people. Don't worry, I'll do my best to give my relatives preferential treatment in this game.

Andrew Kent - 1st Caledonia (Br) 6R/11H, 2nd Franklin (Fr) 5R/9H, 3rd Droits L'homme (Fr) 4R/8H, 4th Yarmouth (Br) 3R/6H, 5th Guerrier (Br) 3R/6H, 6th Baionnaise (Fr) 3R/5H. Andrew holds 1 Red card.

Mara Kent - 1st Ville de Paris (Fr) 5R/10H, 2nd Argonauta (Sp) 5R/9H, 3rd Revenge (Br) 4R/9H, 4th Africa (Br) 4R/7H, 5th Insurgente (Fr) 3R/6H, 6th Randolph (US) 3R/5H.

Jack McHugh - 1st Orient (Fr) 6R/11H, 2nd Guillaume Tell (Fr) 5R/9H, 3rd Bahama (Sp) 4R/8H, 4th Agamemnon (Br) 4R/7H, 5th Serapis (Br) 3R/5H, 6th Ambuscade (Br) 3R/5H.

John Schultz - 1st Santa Anna (Sp) 5R/10H, 2nd Dreadnought (Br) 5R/10H, 3rd Captain (Br) 3R/8H, 4th Bienfaision (Fr) 4R/7H, 5th Essex (US) 3R/6H, 6th Bonhomme Richard (US) 3R/5H. John holds 1 Red card.

Top Ship - 5th Shannon (Br) 3R/6H
Top Card - Black

Order for the first turn is A. Kent, M. Kent, McHugh, Schultz.

Your cards are as follows:

Enemy in Sight Deadline - 4/3/92

Player List

Number Shown is Last Issue In Sub

- Acheson, Robert 1510-10883 Saskatchewan Drive Edmonton, Alberta, Canada T6E 4S6 (T)
Anderson, Lance 696 Fox Ave, #100 Lewisville, TX 75067 (52)
Behnen, Gary 13101 South Trenton Olathe, KS 66062 (T)
Bingham, Herman 2620 Park Avenue River Grove, IL 60171 (42)
Brooks, Joe 300 Market Street Navarre, OH 44662 (40)
Broelius, Eric 41 Hayword Street Milford, MA 01757 (44)
Brown, Sean J. 520 S. Verde Street Apt K Flagstaff, AZ 86001 (50.6)
Burgess, Jim 100 Holden Street Providence, RI 02908-5731 (T)
Carlberg, Stven 1939 Windemere Drive Atlanta, GA 30324 (T)
Caruso, John and Kathy 636 Astor St. Norristown, PA 19401 (T + 7.50)
Cox, Roger 57 Coastline Drive Inman, SC 29349 (39)
Cronin, Larry PO Box 40090 Tucson, AZ 85717-0090 (T)
Croyle, Don 317 Edgewood Avenue Fort Wayne, IN 46805 (39)
Diehl, Jim 10530 West Riverview Drive Eden Prairie, MN 55347 (44.6)
Garrett, Jack 481 W. Lincoln Drive Greenville, OH 45331-2340 (46)
Gonsalves, Michael 530 Treasure Lake Dubois, PA 15801 (T)
Greger, Charles PO Box 697 Mayer, AZ 86333 (46)
Holley, Melinda PO Box 2793 Huntington, WV 25727 (45)
Howell, Tom PO Box 1450 Port Townsend, WA 98368-0035 (44)
Hyatt, Fred 60 Grandview Place Montclair, NJ 07043 (T)
Johnson, Jonas 520 S. Verde Street Apt K Flagstaff, AZ 86001 (43)
Johnson III, Stan 10 Pine Street Edison, NJ 08817-4742 (42)
Kendter Jr., Lee A 376A Willowbrook Drive Jeffersonville, PA 19403 (39)
Kent, Andrew PO Box 5766 Clark, NJ 07066 (52)
Kirk, John PO Box 1284 Searcy, AR 72143-1284 (43.5)
Levin, Alan 7042 W. Carol Niles, IL 60648 (44)
Lord, Michael 4027 Baker Road Minnetonka, MN 55343 (43.33)
Lowrey, Michael 3005 Kenninghall Ct. Charlotte, NC 28269 (T)
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 Freemont, CA 94555 (43.66)
McHugh, Jack 280 Sanford Road Upper Darby, PA 19082 (45.3)
Milewski, Paul 4380 Eastwood Drive Apt 2101 Batavia, Ohio 45103-2417 (39)
Murray, Mark 14220 Deloice Crescent Newpt Nws, VA 23602 (42)
Nicewarner, Steve 1310-11 Ephesus Church Road King's Arms Apts. Chapel Hill, NC 27514 (38)
O'Brien, Patrick 423 McKee Place Pittsburgh, PA 15213 (40)
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 Zionville, PA 18092 (49.6)
Reff, Bruce 2207 Smokey View Blvd. Powell, OH 43065 (T)
Scharf, William 11 S. Barranca #24 West Covina, CA 91791 (48)
Schenck, Garret 40 Third Place Basement Apt. Brooklyn, NY 11231-3302 (T)
Schultz, John 19390 I-308 In. St. Prison POB 41 Michigan City, IN 46360 (44)
Schultz, Randall Lee HC74 Box 4136 Mayer, AZ 86333 (41.3)
Scott, Mike 857 N. Greenpark Avenue Covina, CA 91724 (43)
Siegel, Phil 114 Winthrop Ave Albany, NY 12203 (39)
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)
Vaporis, Michael 5190 Ferguson Road Indiana, PA 15701 (38)
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)
Young, Eric 4784 Stepney Road RR #2 Armstrong, BC V0E 1B0 Canada (T)

Next Issue's Deadline:

April 6, 1992 12:00 Noon Eastern