

Maniac's Paradise

Issue 4

\$0.75

By the time you read this issue of Maniac's Paradise, I'll be a married man. Scary, isn't it? Wait a second... what do YOU have to be scared about? *I'm* the one who is putting his life on the line here, not you. If you really want to prove your concern, send me a winning New York lottery ticket!

Anyway, since I'll be running off on my honeymoon in a few days, I'm writing this front page out a little early. Please excuse any errors it might contain, as a few things are bound to change between now and the deadline (June 5). Not that I won't look it over when I get back, but you never know if I'll miss anything or not, so this way I've covered my butt by apologising before the fact.

If you didn't guess by now, this is issue four of Maniac's Paradise, published by Douglas Kent, 54 West Cherry Street, #211, Rahway New Jersey 07065. The cost is 75 cents an issue, with no game fees. Contrary to popular opinion, I don't anticipate raising the issue price in the near future. The zine is published on a fairly strict monthly schedule, with the deadline usually being the first Monday of every month. I can also be reached by phone. My daytime number is (212) 432-7449 from 11 am to 2 pm eastern time. My evening number is (201) 815-0361 from 5pm to 9pm, but never later unless it's an emergency, and even then you'd better think about it!! I also have a FAX number from 7am to 3pm, and that number is (212) 432-1985. The machine isn't hooked up at night, though. You can also reach me via computer modem at (212) 432-1986. Whatever is easiest for you.

Let's see... what's in this issue? Well, for starters, we have the first turn of our first Diplomacy game and our first Gunboat game. We also are announcing gamestarts in our second Diplomacy and Gunboat games. Things are moving along pretty quickly, with a few of our other open games filling up. I'm opening a third Diplomacy and third Gunboat game this issue, but I can't say whether or not there will be any immediate openings after that, so if you want in, let me know as quickly as possible.

A quick reminder: all Diplomacy games are run under the following season set-up: Fall retreats/Winter builds/Spring moves, and Spring retreats/Fall moves. Seasons are seperated if two or more players request it. Barring the seperation of seasons, you can always submit conditional moves for builds and retreats. This sytem, in my opinion, keeps the games moving as fast as possible.

I guess I'm done babbling on for now. Next issue will be a little larger, but I've tried to keep this one small since I'll be unavailable for a few days after the wedding. Good luck to all!

Game Openings

The following games have room for more players. If you want to sign up for anything, either fill out the enclosed "Game Entry Sheet" or just send me a note (make sure it is legible) and include nation preference lists for Diplomacy, Gunboat, and Civilization, herd preference for Yellowstone, and color preference/team name for Stock Market, Kremlin, and Business Strategy. All games are filled on a first-come, first-served basis. Standby's are needed, so mention if you'd be willing to join the standby list.

Diplomacy 3:

Description: Standard Diplomacy, might allow black press.
Players Signed Up: None.

Gunboat 3:

Description: Standard Gunboat with no press allowed.
Players Signed Up: Two, need five more players.

The Stock Market Game:

Description: PBM Stock Market (Avalon Hill), good for a distraction.
Players Signed Up: Stimmel, McCrumb, Lilleleht, need 1 to 3 more.

Civilization:

Description: PBM Civilization using modified rules similar to Mike Scott's.
Players Signed Up: Hakey III, Stanger, Chinnery, Becker, N. Behrendt, need one or two more.

Kremlin:

Description: PBM Kremlin using a few of the advanced rules.
Players Signed Up: Reiff, Becker, need 2 or 3 more.

Yellowstone:

Description: PBM Yellowstone, a game that no one seems to own. I have a trial set of houserules if anyone out there feels like signing up for this one.

Players Signed Up: Absolutely none (although a few people did ask "What is Yellowstone?"). It takes four players to fill.

Business Strategy:

Description: Another one of those games that I've never seen offered in a play-by-mail format. It's a fun and simple game, and I plan to run it using a slightly modified version of the face to face "Corporate Rules", unless someone's got a better idea.

Players Signed Up: None, I need four players to fill this one.

Possible additions for next month:

Britannia, Circus Maximus, Conquistador, Dune, Gunslinger, Kingmaker, Merchant of Venus, Diplomacy variants like Woolworth II, anything else you'd care to suggest.

Please note that while I leave the option of "black press" open to the players, so far almost everyone who has signed up for a game has selected "no black press" as their choice. I'll send you any houserules you need, just ask for them. Remember that you must subscribe to play, but you don't have to pay until one of your games is ready to start, and until that point no issue counts against your subscription. If there are any other games you'd like to see here, just let me know and maybe I'll include them.

A few people have asked me about Yellowstone, so I'll explain it a little here. Yellowstone is a simple dumb game where each player controls a herd of animals. The player tries to move the herd from winter to summer feeding grounds while avoiding enemies like wolves, bears, and man, and while picking up as much food as possible. It's mildly entertaining and lighthearted. Any other questions?

Notes to Players: You are playing Italy in
Gunboat 2.

GAMESTARTS!

We have two games that are starting this issue. The first is Diplomacy #2, hereafter also known as "Nudge Nudge" and by its Boardman number (1989AZ). There will be no black press allowed in this game, as that was the majority preference of the players who signed up for it. Here are the players, nations, and addresses.

Austria: Patrick J. Obrien C Co., 2/6 Inf. APO NY, NY 09066
England: Gary Wallstrom 388 Lincoln St. Abington, MA 02351
France: Tom Taylor 2106 Lawnwood Circle Baltimore, MD 21207
Germany: Jim Diehl 10530 West Riverview Dr. Eden Prairie, MN 55347
Italy: Brent Farha 1202 Farmstead Wichita, KS 67208
Russia: James Stanger 34 Craig Ave Madison, WI 53705
Turkey: Paul Boymel 12110 Greenleaf Ave Potomac, MD 20854

Start writing to your opponents, and make sure you get your moves in by the deadline.

The second game we are starting this issue is Gunboat #2, also known from now on as "Pork Bellies". Since I obviously can't list the players for that game, check the "Notes to Players" section to see if you are involved, and if so, what nation you are playing.

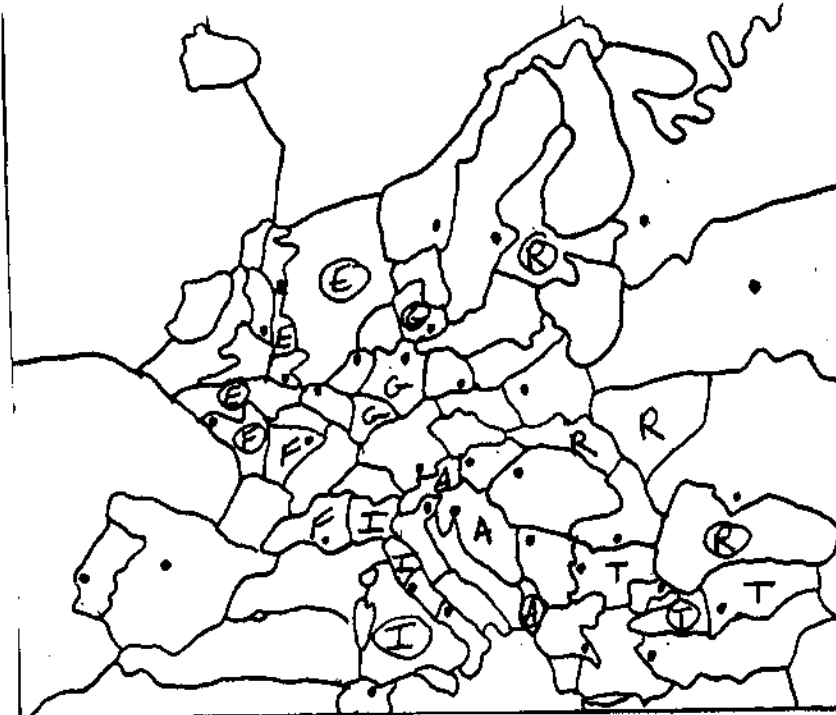
Computer Diplomacy Update

The following is the list of computer bulletin boards (BBS's) that are carrying my Play-By-Electronic-Mail Diplomacy conference via the RelayNet Computer Network:

Zooman's Zoo BBS	(212) 432-1992	New York City, NY	300/1200/2400 Baud
Running Board BBS	(212) 519-1791	New York City, NY	1200/2400/9600 Baud
Games BBS	(206) 523-9897	Seattle, WA	1200/2400 Baud
Eagle's Nest BBS	(401) 353-5034	Providence, RI	1200/2400 Baud
Realm of Lost Souls BBS	(301) 552-9463	Lanham, MD	300/1200/2400 Baud

I'd be happy to supply any more information you need relating to this computer modem set-up. The first game in the Relay is now underway, and I am accepting players for the second game now. Hurry before it's too late!

Diplomacy 1 - "First Born" - 1989AL - Spring '01



Austria (Diehl): A Vie-Tyr,A Bud-Tri,F Tri-Alb.

England (Shulman): A Lpl-Yor,F Edi-Nth,F Lon-Eng.

France (Rowe): NMR * All units hold.

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

Italy (Oaklyn): A Ven-Pie,A Rom-Tus,F Nap-Tyn.

Russia (Banozic): F St.P-GoB,A War-Gal,A Mos-Ukr,F Sev-Bla

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

It seems that we have our first NMR. This seems like a good time to remind you of our NMR policy. If the player (in this case Russell Rowe) doesn't have any moves submitted by the next deadline, a stand-by will immediately take over the nation and submit moves for the following turn. If I do receive orders from Russell, he will still control France.

PRESS

Russia - GM: Congratulations on the nuptials news. Best wishes to you both.

Russia - Austria: Don't mind me. I'm just trying to pacify the potentially hostile Galicians. I'm sure that they'll be much happier under my dominion.

The Lord Chancellor to The Head of Turkey: Well, Melinda, we are finally in a game together! It should be interesting.

Ankara - World: Sorry for the silence. Really been running low on time.

Vienna - European Capitals: Welcome fellow maniacs!

Italy - All: The Italian, after hearing the possibility that Frenchy was going climbing in the foothills of the Piedmont, thought we would send out a welcoming committee, and provide necessary services to insure the safe return of the Frenchmen to their beloved Marseilles.

Italy - All: As man evolved in the midst of prehistoric animals and other large species of man eating beasts, weapons were needed for defense. Later, man realized that weapons were a tool for obtaining food, that food being the wild animals that hunted man himself.

Then, as man became greedy and also feared other men, the weapon became a tool for conquest, a deterrent to man to stay away from other men.

As history also shows, the weapon became the medium through which the quest was made manifest. As metals were discovered, and ways and means for forging weapons became available, men set out on the quest of finding, and the conquest of obtaining, what other men had fought so hard to get.

Weapons were crude in the beginning. There was the stick, later to become the spear. The stick also evolved to be used as an arrow. There was the rock that was thrown at threatening vultures and animals, later to be hurled farther and with good accuracy by the use of a simple sling.

The original sling, as used by David to slay the giant Goliath, was a leather strap with a leather cup on the end. The user placed a stone inside the cup, twirled the stone about his head, and then flung that stone.

At a much later date, after the advent of rubber, the sling shot evolved from that much simpler sling. A strong stick in the form of the letter "Y" was used. Two strips of rubber were used, one strip tied to each top leg of the "Y".

A leather pouch, or cup, was then fastened between the two strips of rubber, at the ends not already tied to the stick. A stone was placed into the pouch. The pouch was pulled back, stretching the rubber as far as possible. Aim was taken at the target, and the pouch was released.

The rubber then was the prime mover in flinging the stone for much greater distances than the first sling had achieved. And, the accuracy was far better. As an additional benefit, the force with which the stone hit the target was greater than with the older sling, the original relying only on falling due to the force of gravity, the later version adding the power of work achieved through the use of a stretched rubber band.

Today, the sling shot is used for hunting, some defense, and in the sport of target practice. The sling shot is also used by guerrilla forces during the initial phases of their attacks since the sling shot is effective and does not make the noise that a gun would make.

The evolution of the bow and arrow also enabled man to hunt with more accuracy. A bent piece of hardwood tree limb was the bases for the bow. A piece of leather was tied between the two ends of the bent stick. The stick pulled the leather string taut. The end of the arrow was used to pull the string back. The other end of the arrow rested

on the center of the bow. The arrow was pulled back with considerable force, aim was taken, and the arrow was released. The force with which the arrow hit the target was usually sufficient to penetrate the target, usually the hide of an animal, or another man dragging off his woman.

Later, the cross bow was developed. This was simply a bow and arrow that used a sturdy frame as an aide to holding the bow charged and aiming the arrow. The force was similar to that of the bow and arrow, but the ability to keep the arrow "cocked" and at the ready, without tiring the arm, was the key to success. The aim was also greatly improved since sighting was done down the barrel of the gun-shaped bow and arrow.

Man had other needs in the way of weapons if he was to survive the long hard winters of life. His prey was too far away, too alert, too swift. The need to reach out further was the same as the need for food and sustenance, warmth and clothing. Also, those beasts of prey who hunted man could continue the attack even after being shot with an arrow, wounding man, and killing man, before succumbing to its own wounds.

The discovery of gun powder was the discovery of gun-power. With this invention came the ability to down his prey from distances so great that the prey could not sense the presence of danger. And, his victims fell short of retaliation for wounds received.

With the dawning of a more civilized society came the necessary laws to curtail the use of guns, limiting that weapon's use to: target practice; hunting in certain areas and only during specified seasons, and usually only for food; and for making war and answering the cry of war spoken at him.

Since some prey was small, quick, fast, and could dart about and change its direction too fast to take accurate aim, for the sake of humanitarianism, man had to devise the scatter gun, now mostly known as the shot gun.

After all, you could not have your prey wandering around in the outback of life in utter pain, waiting helplessly to become prey to other wild and vicious animals, being torn apart while watching with its own eyes ... you were a better person if you downed your prey suddenly and without extended pain.

AND THEN CAME DIPLOMACY! Spiting and spating were the new weapons here. Blocks of green colored wood were sacrificed in rituals of mass burnings. Brown stuff flows in stifling amounts, in the rivers, down the streets, marring the pant legs of many English soldiers. Hair lines brushes on the outback of the cosmos, that substance derived from a new use of weaponry called "hair pulling". And, eye balls are used as marbles by the young, those nice, but oblong, devices found from the new sport of "eye gouging".

The masses can no longer hear from yet another weapon termed "stick it in your ear". And, gastronomic effects abound from still another new weapon called "stick it up yours".

The most successful weapon of this new space age, however, is termed "name calling".

But look! On the proverbial horizon! New weapons from Austria! This new weapon, although supposedly secret, is termed "the pen is mightier than the sword". Suddenly, all Germans race out to the stores to purchase that new weapon in hopes that it might save them, in hopes that it might save their "...".

"Gee, Bernie", stated Russell Rowe, "aren't they one in the same?" (And there, folks, you have still another example of a new attempt at "the spoken word is all the power you need")

The diplomatic channels were the onrushers of the formation of many other types of

weapons. First came the letter. Then came the "not-letter", that thin edge between letter and no letter. Then came "no letter", the syndrome of the empty mailbox.

Following close behind came the army and fleet, tiny blocks of colored wood that dotted the map. Procrastination evolved quickly into your country taking on a different color, and sex not even a part of it all.

The next form of weaponry evolved as late night "reverse the charges" telephone calls, a tactic known as "keep them sleepy and they will be ineffective on the battle field as well as in bed".

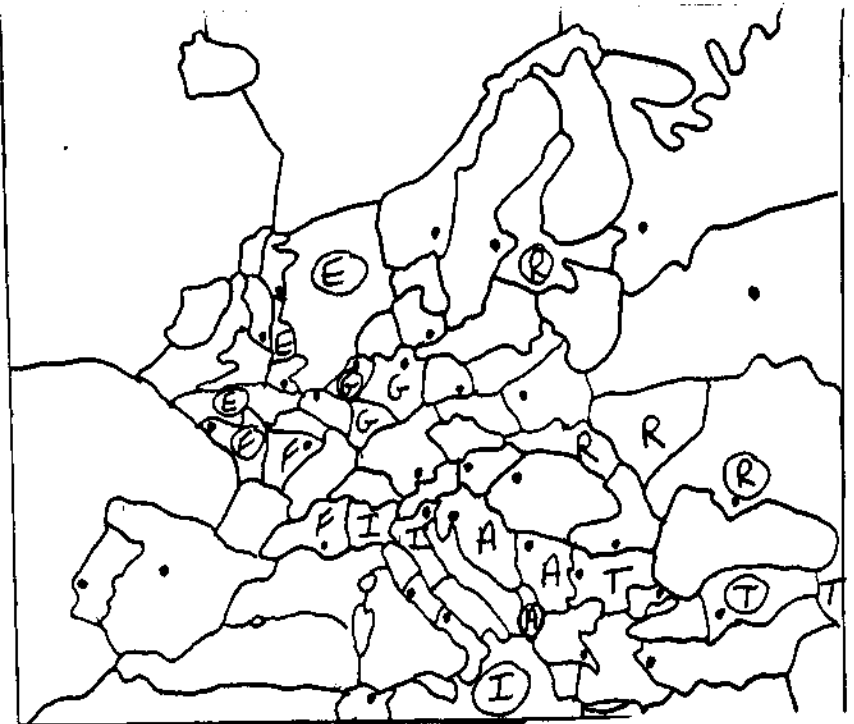
As the weaponry ran amuck all over the gameboard, larger gameboards were sought. Europe was lost, so the world became a playground for the various weapons. Youngstown and Colonia took the forms of large sheets of paper spread out on even larger dining room tables. Final conflict and nuclear holocaust evolved.

Hidden in a cave deep within his own country, Bernie Oaklyn sat in a dark, damp corner, sucking his thumbs, both at a time. He pondered the situation, wondering if he could top all of that.

Then, he got it! He would devise a weapon called "A black hole in space", and force that weapon to the diplomacy gameboard. If that did not work, he would improve the weapon named "The Big Bang", and create a process called "ashes to ashes, dust to dust", and head for a newer world where Diplomacy is yet to be heard of.

Gunboat 1 - "In Control" - 1989 Yrb32 - Spring '01

- Austria:* A Vie-Tri,A Bud-Ser,
F Tri-Alb.
- England:* A Lpl-Yor,F Lon-Eng,
F Edi-Nth.
- France:* NMR * All units hold.
- Germany:* A Ber-Kie,F Kie-Hol,
A Mun-Ruh.
- Italy:* A Ven-Pie,A Rom-Ven,
F Nap-Ion.
- Russia:* F St.P-GoB,A War-Gal,
A Mos-Ukr,F Sev-Bla.
- Turkey:* A Smy-Arm,A Con-Bul,
F Ank-Bla.



The same rules hold true here: if the player controlling France misses the next deadline as well, a stand-by will take over for him/her and become the player of record.

Player List

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Diehl, Jim	10530 West Riverview Drive Eden Prairie, MN 55347
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Fargo, Charles	76 Traveler Lane Marshfield, MA 02050
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Martin, Julie	17601 Lisa Drive Rockville, MD 20855-1319
McCrumb, David	Route 1 Box 109 New Castle, VA 24127
Nash, Tom	5512 Pilgrim Road Baltimore, MD 21214
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Reiff, Bruce	3240 Rocker Drive Cincinnati, OH 45239
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Scott, Mike	857 N. Greenpark Avenue Covina, CA 91724
Shulman, Arthur	45-1107 River Drive South Jersey City, NJ 07310
Stanger, James	34 Craig Avenue Madison, WI 53705
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Deadline for Issue 5:

July 3, 1989

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