

# Maniac's Paradise

Issue 41

\$1.00

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An Official "Mud-Slinging" - "Heh" - "Sack" - "Surly Creep" -  
"Anal Retentive" - "Beady-Eyed Rat" - "Whining Kent Pig" Production  
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Also available on CompuServe (ID 73567,1414) in the PBMGAMES forum or via Email.  
Subscriptions are \$1 an issue in US and Canada, game fees vary.  
Articles and Sub-Zine submissions are gladly considered provided I can make nasty  
remarks about them behind your back, throw a typo in here and there, and  
that you join my various multi-level hobby conspiracies to further my MegaDip strategies.

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Well, I've done it. I've raised the price for this piece of dreck. Effective immediately, each issue will cost \$1 in the US and Canada. All sub balances have been adjusted to reflect this change. There is always the chance that I'll have to raise the price again at some point, but for at least this issue \$1 it will be.

Check inside your envelope - in everybody's mailing this month I've included a copy of the 1992 PDORA Auction Booklet. This is the annual auction, where hobby members donate items to help support various hobby services. In 1991 we raised over \$500, and I hope to do as well this year (if we're lucky). If you want to bid on an item (or items), send me your bids, specifying the item numbers. You only get one bid per item (in other words, you cannot say "bid \$2, then \$4 is i'm outbid, then \$6, etc. - all you can say is "bid \$5), so bid wisely. Don't send any money now - if you win the item I'll contact you. Thanks to all hobby members for their support of PDORA.

What's inside this month? Well, for starters we have the typical BS ("UUAS", Jack's subzine, games, cartoons). We've also got a Variant Spotlight on Balkan Wars VI, which Jack is offering a game of. SkinnyDip II has been cancelled due to lack of interest. Diplomacy 13 and Diadochi V both start this issue. Current game openings are another game of Gunboat, Middle eastern Dip, and Balkan Wars VI. There's also a promotional page for Jim Meinel's "Encyclopedia of Zines" project, which is nearing completion. Check it out. Runestone Poll Bourse has ended. Next issue I'll publish all the final zine price info and player standings. The game was fun this year (the new rules were much better than the speculation-happy Nash rules from 1991), but I'm not sure if I'll offer it again next year. Not much else to say, except to remind you that the next deadline is:

August 3, 1992 at 12:00 noon eastern - Be There!



## Gamestart!

Announcing a gamestart for Diadochi V, also to be known as "Checkmate" and by its Miller number (1992HMac03). Players and addresses listed below. This game will be played under the normal Maniac's Paradise houserules, with white press only permitted. NVR=Yes. If any player fails to submit moves for Spring 240 B.C., the game will be halted while a standby is found. According to my records, everyone has paid the gamefee. The Spring 240 B.C. deadline will be **July 31, 1992**.

Carthage	Randall Schultz	24 Sandpiper Circle	East Falmouth, MA 02536
Egypt	Mike Oliveri	10033 Schiller Blvd.	Franklin Park, IL 60131
Macedonia	Rick Stuart	33 Sutton Place	Cincinnati, OH 45230
Rome	Herman Bingham	2820 Park Ave.	River Grove, IL 60171
Syria	Jack McHugh	280 Sanford Road	Upper Darby, PA 19082

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## Gamestart!

Announcing a gamestart for Diplomacy 13, also to be known as "Free For All" and by its Boardman number (still pending). Players and addresses listed below. This game will be played under the normal Maniac's Paradise houserules, with white press only permitted. NVR=Yes. If any player fails to submit moves for Spring 1901, the game will be halted while a standby is found. According to my records, everyone has paid the \$5 gamefee except Roger Cox. The Spring 1901 deadline is **August 3, 1992 at 12:00 noon eastern**.

Austria	Randall Schultz	24 Sandpiper Circle	East Falmouth, MA 02536
England	Jim O'Kelley	6469 Apache Drive	Indian Head Park, IL 60525
France	Stan Johnson	10 Pine Street	Edison, NJ 08817-4742
Germany	Roger Cox	57 Coastline Drive	Inman, SC 29349
Italy	Phil Siegel	114 Winthrop Ave	Albany, NY 12203
Russia	Bruce McClung	34372 Epling Terrace	Freemont, CA 94555
Turkey	Lance Anderson	696 Fox Ave #100	Lewisville, TX 75067

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## Diplomacy Houserules

- 1) Standard abbreviations will be used, with the following clarifications: Norwegian Sea=Nwg, North Sea=Nth, Norway=Nwy, North Atlantic Ocean=NAt, North Africa=NAf, Liverpool=Lvp, Livonia=Lva, Tyrolia=Tyr, Tyrrhenian Sea=Tyn.
- 2) GM errors not reported by the following deadline will stand.
- 3) Standard season setup will be Summer/Fall and Autumn/Winter/Spring.
- 4) Seasons separated on request of two or more players. Winter 1901 is not automatically separated.
- 5) Conditional orders allowed for separation of seasons, builds, retreats, standby, GM error, and the like.
- 6) NMR retreats are OTB. NMR removals by GM decision, usually out of nation non-supply center, followed by in home country non-supply, out of country supply centers, and finally in country supply centers. Alphabetical order from there.
- 7) Standby's are called after one NMR usually. If the original player doesn't submit orders for the next season, the stand-by's orders are used and he becomes the player of record.
- 8) Any draw proposal is valid, but must be unanimous. NVR=yes.
- 9) Non-white press will only be permitted in games where it is specified.
- 10) If a situation comes up that is not listed here, I will make the final decision.
- 11) These rules subject to change as needed.

# THE ENCYCLOPEDIA OF POSTAL DIPLOMACY ZINES

It's been over a year in the works, and the Encyclopedia of Postal Diplomacy Zines is almost ready for distribution! This publication lists every North American postal Diplomacy zine ever published since the hobby's founding in 1963 and has entries describing over 800 zines. This Encyclopedia is the product of dozens of hobbyists' contributions in addition to a visit by the editor to the famed "Hoosier Archives" in Indianapolis, Indiana! Other features include:

- Over 800 postal Diplomacy zines listed.
- An index referencing over 500 hobbyists names over the years.
- Sidebars describing various aspects of the hobby.
- 115 pages; full faced, laser printed, spiral bound.

The following is a sample of a typical entry in the Encyclopedia:

## Black Frog

Jack H. Masters

October 1979

Valencia, CA

LKI: #60 October 16, 1982

A digest-size zine which quickly became immensely popular in the hobby as a literary zine, finishing first in the 1981 Runestone Poll. The publisher's fall from grace was just precipitous; it was discovered he plagiarized a famous author's work and passed it off as his own in his zine. Needless to say, the zine's days were numbered after that revelation. Jack ran his Diplomacy games in a separate publication, *East of Eden*.

Price? Only \$9.10 for the actual publication, plus \$2.90 for first class postage to come to a total price of \$12.00. (Canada: US\$12 -overseas price: US\$20) The publication will be ready for distribution by the July 31, 1992 so if you'd like to order early, send \$12 to:

Encyclopedia of Postal Diplomacy Zines  
% Jim Meinel  
2801 Pelican Drive  
Anchorage, Alaska 99515-1364  
hm (907) 243-8337

tear here

Name \_\_\_\_\_  
Street address \_\_\_\_\_  
City, State \_\_\_\_\_  
Zip \_\_\_\_\_

Your Encyclopedia will be mailed via USPS first class in late July. Money back guarantee (less postage) if you're not satisfied for any reason.

Quantity \_\_\_\_\_ x \$12.00 = \_\_\_\_\_ enclosed. (overseas US\$20)

Mail to: Jim Meinel 2801 Pelican Drive Anchorage, AK 99515-1364 (907) 243-8337

## Runestone Poll Bourse 1992 - Turn 7

**Robert Acheson:** Buy - 200 Cheesecake, 200 Dipadeedoodah!, 200 Excelsior, 200 Kathy's Korner, 300 Tactful Assassin, 500 Vertigo. Sell - 100 Metadiplomat, 100 Pontevedria, 100 Protozoan, 100 rails By Mail, 100 Son of Flip, 100 Zine Register, 100 Why Me?, 100 Twains, 100 Touche, 100 Kempelen's Turk, 100 Electronic Protocol, 100 Disoriented Express, 100 Diplomacy Digest, 100 Acropolis.

**Herman Bingham:** Sell - 300 Starwood.

**Joe Brooks:** Buy - 1000 Zine Register, 400 Rebel, 50 Canyon. Sell - 100 Everything, 100 Metadiplomat, 100 Rails By Mail.

**Eric Brosius:** Buy - 4 Alpha & Omega, 3 Appalachian General, 2 Boast, 1 Buckeye Rail Gazette, 2 Canadian Diplomat, 5 Comrades in Arms, 3 Diplomag, 2 Down at the Mouth, 3 Graustark, 1 MetaDiplomat, 2 Perestroika, 2 Tactful Assassin, 1 Twains, 2 Why Me?, 1 Zine Register.

**Roger Cox:** Buy - 400 Concordia, 150 Down at the Mouth, 138 Against the Odds, 50 Well Martha, 11 Zine Register. Forced Liquidation - Sells 18 DOGS of War at 101.

**Stan Johnson:** Sell - 200 Crimson Sky, 500 Hoodwink, 300 Prince, 300 Rebel.

**Alan Levin:** No orders.

**Bruce McClung:** No orders.

**Jack McHugh:** No orders.

**Patrick O'Brian:** No orders.

**Garret Schanck:** Buy - 100 Alpha & Omega, 50 Appalachian General, 50 Boast, 50 Canadian Diplomat, 50 Comrades in Arms, 50 Diplomacy Digest, 50 Diplomag, 50 Graustark, 50 Pilot Light, 300 Zine Register. Sell - 200 Perelandra, 100 Rebel, 100 Well Martha. Forced Liquidation - Sell 78 Upstart at 112.

**John Schultz:** Buy - 300 Well Martha. Sell - 100 Cheesecake, 100 Diplomag.

**Robert Stimmel:** Buy - 100 Absolute, 100 Crimson Sky, 500 Dipadeedoodah, 100 Diplomacy World.

**Tony Strong:** Buy - 1700 Your Zine of Zines. Sell - 100 ark, 100 Carolina Command & Commentary, 100 Concordia, 100 Crimson Sky, 100 Dippy, 100 Down at the Mouth, 100 Empire, 100 Lemon Cury, 100 Orphan Son, 100 Penguin Dip, 100 Perelandra, 100 Rebel, 100 Vertigo, 180 Armchair Diplomat, 180 Gamer's Zine.

**David Wang:** No orders.

**GM Notes:** I'll be running all the final stats next issue, including the zine values and player rankings.

### PRESS

*Schultz - Market:* Whatever happens it will be said he was true to his subscription list.

# Uptight, Upset, and Anti-Social

#24

7/2/92

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## Quotes of the Month:

Garret Schenck (on how he'll handle publishing the Zine Register, Quote #1): "...in the two main "copycats" I've seen, YZOZ and CCCRoZ, hobby "politics" (and quite likely, "real" politics) and quasi-feud-oriented infighting reduced these publications to little more than weapons in their publishers' "MegaDip" strategies. Zine Register, which holds a longtime hobby mandate to provide an objective zine-review and game-opening service to both novices and long-time hobby members alike, can not and will not sink to these depths, at least not while I'm editor/publisher."

Garret Schenck (Quote #2): "What I am going to try to do is keep my god-damned agenda out of Zine Register. I've got Upstart if I want to play bullshit "MegaDip" games - I'll keep Zine Register as free as possible from this sort of noise and static."

Garret Schenck (Quote #3): "As I've suggested in responses to earlier letters, [Zine Register] is not the place for me to dump on pubbers I have personal/political differences with."

## Hobby News and Views:

Zine Register #20 Released: Garret Schenck released his 2nd attempt at publishing an issue of Zine Register. Inside, he has announced that he wants to pass it on to someone else. If you're interested in being the newest hobby publishing icon, drop Garret a line. He suggests that you need five things to do ZR well - a thick skin (because the "hobby loudmouths" will complain after you unfairly bash zines that threaten your precious Runestone Poll performance), deep pockets (especially if you plan on publishing it on a laser printer using recycled paper, and also to pay commercial rates for useless expensive advertising in Science Fiction mags), lots of time (you'll need it to bash anyone who even remotely criticizes you, and to write long two-column letters in 4-point type, in "camera-ready" format), attention to detail (so you can be sure to only make mistakes when you're reviewing a zine published by someone you don't like), and a willingness to take over the North American Zine Bank. If you don't want to spend the \$2.50 to get a copy of ZR #20, I'll give you the condensed version. Zines published by Garret's friends are all great, those published by his enemies stink, and everybody else is just OK - but obviously Upstart is the only zine where \$30 for the life of an average Dip game is worth the cost, even though it normally has a 10-day turnaround time. In particular, zines that don't make it on the "Garret Politically-Correct Perfection Scale" include The Armchair Diplomat, Benzene, The Canadian Diplomat, Comrades in Arms, Maniac's Paradise, Painful Rectal Itch (which Garret amazingly has decided is a feud-oriented anti-Garret zine when the one issue he's seen only mentioned him because he had a letter in it), Vertigo (an especially bad zine), and Your Zine of Zines. Surprised? I can't imagine why! It'll be interesting to see who'll be the next ZR publisher. My money is on Pete Gaughan, provided that he wants the job. After him, the field seems to be wide open. Maybe Sean Brown or Fred Hyatt will throw their hat in the ring? If you think you can be a good toady to Garret,

and cater to his politically-correct hobby and real world views, then get in touch with him right away - if you don't hurry Fidel Castro will be deposed and the job will be taken.

**MegaDip Kremlin:** Phil Reynolds will be offering a game of Kremlin in his zine Dipadeedoodah!. The gamefee will be \$1, and the sub fee is \$1.35/issue. This won't be just a regular game of Kremlin, however. In this game feud-happy hobbyists (Caruso, Schenck, Hood, etc.) vie for control of the hobby through the powerful offices (Zine Register, BNC, Diplomacy World, etc.). Instead of 3 waves you need to win the Runestone Poll 3 times. You get the idea. Should be a riot!

**More Garret Stuff:** Aside from the ZR info and the amusing quotes, let me get a few other Garret things off my chest. First if all, Garret has been ranting and raving about a letter I sent to Bruce McIntyre back in December. Garret calls it "feuding" and "sticking my nose where it doesn't belong." I call it expressing my opinion. What happened was, Bruce (in his fine zine Excelsior) expressed unhappiness over the review Garret had given him in Zine Register #19. Bruce went to far as to suggest he might stop running Dip or publishing altogether if most people felt the way Garret did. In response, I sent Bruce copies of the comments on ZR that had been made in my own publications (MP and Your Zine of Zines). I did so in order to let Bruce know that there were people in this hobby (myself included) who feel that every time a zine folds, this hobby loses something special, and that XL is more than just included in that statement. I didn't have the time to write Bruce a long letter, so instead I felt those photocopies from my zines would make my opinions clear. Now, Garret is all bent out of shape about some supposed behind-the-back conspiracy to bad mouth him and the Zine Register. Get a grip! Garret also includes my hobby discussion zine Foolhardy (formerly called Painful Ractal Itch) in this so-called "farcical redo of hobby history." I urge all readers to avoid involving themselves in this idiocy. There is nothing to be gained by engaging in feuding, and much to be lost. My advice is to leave it to the Garret Schencks of the hobby. My guess is you're here to play games, not to trade nasty insults with small-minded Marxist sleazeballs. And I feel I can hold my own with this guy; please don't feel you need to get involved to "support" me.

### Letters

**Tony Strong:** I'll be going to AvalonCon. The rooms are \$60 a night for 2 beds or \$70 for 3 beds, (plus tax). I'll stay Thursday through Saturday night. Anyone interested in sharing a room for three nights, it will be \$65 with a bed or \$45 without or two can share a bed for \$110. Contact me before July 17. Tony Strong (310) 591-0423 7AM-1PM Monday-Friday & (310) 424-8357 7PM-11PM Pacific Time.

**Stan Johnson:** I could have answered all of Stimmel's questions, but you didn't offer anything for it, so why should I? Let's have some more contests like that Rock Quiz a few issues back.

*[[Maybe I'll run another one in a month or two]].*

**Bruce McClung:** I finally figured out why Stan Johnson gets so hot about NMR's. 1. Because it makes him crazy that other people have a life. 2. Because it makes him twice as crazy that people who don't even submit moves might beat him.

Re: "Turbo Freak". I would like to express thanks to those publishers who fall into this category. I won't mention the Zine but I have been in one game now for almost 2

years and it's still Fall of '05. Not only does this take some of the continuity out of the game it also makes it unlikely that all of the players will live long enough to finish this game.

Pete Gaughan: As for Jack's proposals, I think we should eliminate the Holley award, and all the plaques.

Is \$250,000 really a lot of money in PA politics?! Wow, a cheap state - maybe I'll run for the House there!

And, what we really want to know - will you publish the market values of the various zines along with the final RPB scores?

*[[Sure, I'll publish the final zine scores, listing both the final per-share price that the traders created, and the official value the 1992 Runestone Poll caused. How's that?]]*

Robert Stimmel:

World League - Final 1992

	<u>1992</u>	<u>1991</u>
1) Sacramento	679.17	412.11
2) Orlando	661.25	450.07
3) New York/NJ	617.82	557.63
4) San Antonio	584.42	462.93
5) Birmingham	573.85	525.82
6) Barcelona	492.06	667.26
7) London	461.76	821.62
8) Frankfurt	387.78	523.22
9) Ohio	276.23	216.09 (Raleigh)
10) Montreal	265.66	363.25

Stan Johnson: I agree with Mr. Caruso's very astute comments on social issues. He doesn't mention though that the Haves like Mr. Bush maintain their positions by playing the White Have Nots against the Black Have Nots, against the Hispanic Have Nots, etc. If Mr. Bush succeeds in sending our jobs to Mexico there will be many more white Have Nots. When I lived in the south and a friend would use a racial slur, I'd tell them "To the people with money we're all niggers." Many people who consider themselves Middle Class are only a few paychecks from poverty or homelessness. One thing you have to give Bush credit for - he's consistent; if something will help the Rich he's for it and if it helps the poor or middle class he's against it. Although in this election year he's throwing us dogs a few bones like extended unemployment benefits, cause he doesn't want to be unemployed himself. I am glad it's finally coming out that Bush and his Cabinet members had to file disclaimers before discussing bailing out Kuwait because they all had business interests there. I found it ironic that Americans from the poorest social groups had to die to restore the super-wealthy Emir to power. I am also glad it is finally coming out how much Bush contributed to Iraq's buildup before the Kuwait invasion. Bush is Dr. Frankenstein and Saddam his monster.

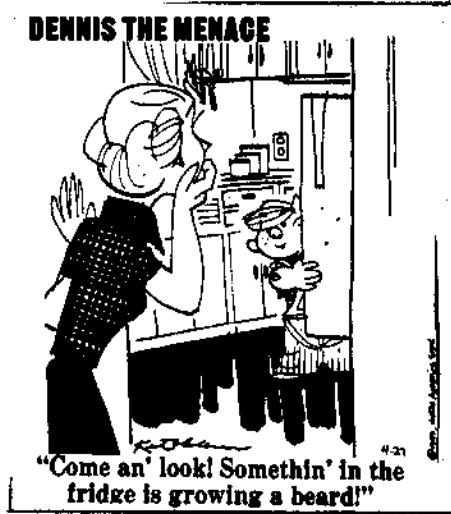
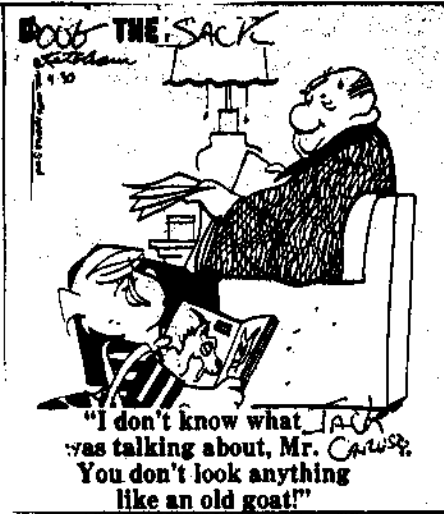
I am for Perot, not because he's perfect or has all the answers but because the election of an Independent rather than a Republican or Democrat will be in effect a revolution in this country and we damn sure need one. I just wonder if Perot wins, if the power structure will bump him off or what. I know they won't go easily.

Robert Stimmel: I expect Perot to win easily, but Clinton should carry DC. The Republicans are too conservative, the Democrats are too liberal. Perhaps there'll be a new party. But I doubt it would be named the Perotista Party.



# Jack's Cartoon Page

collected by Jack McHugh



**DOUGIE**



**PEANUTS**



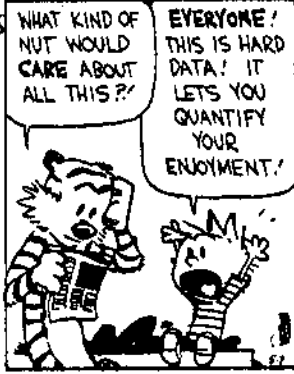
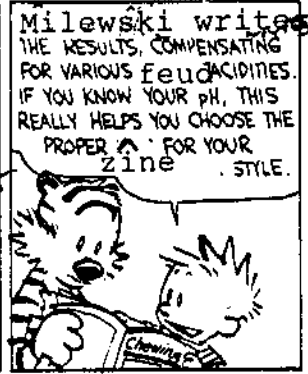
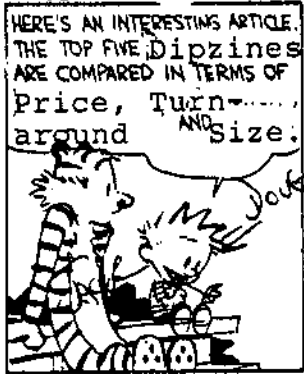
**MAMA & DOUG**



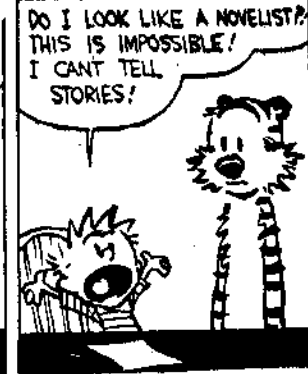
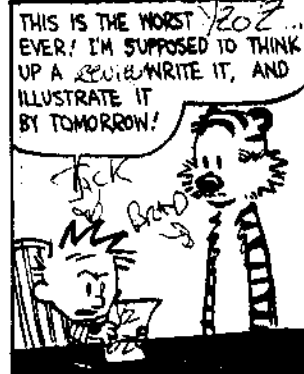
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**Jack's Cartoon Page**

collected by Jack McHugh

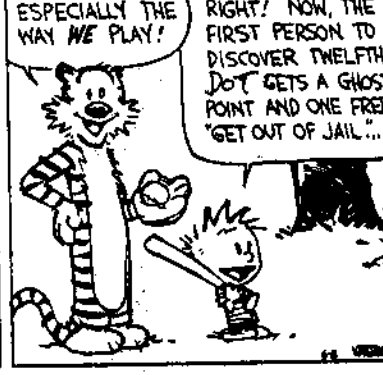
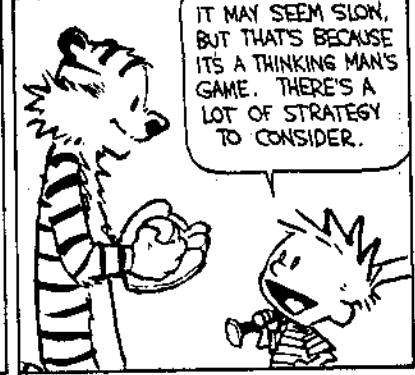
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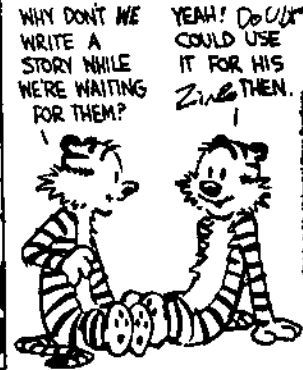
**JACK AND BRAD**



**DOUG AND JACK**



**DOUG AND JACK**



# Variant Spotlight - Balkan Wars VI

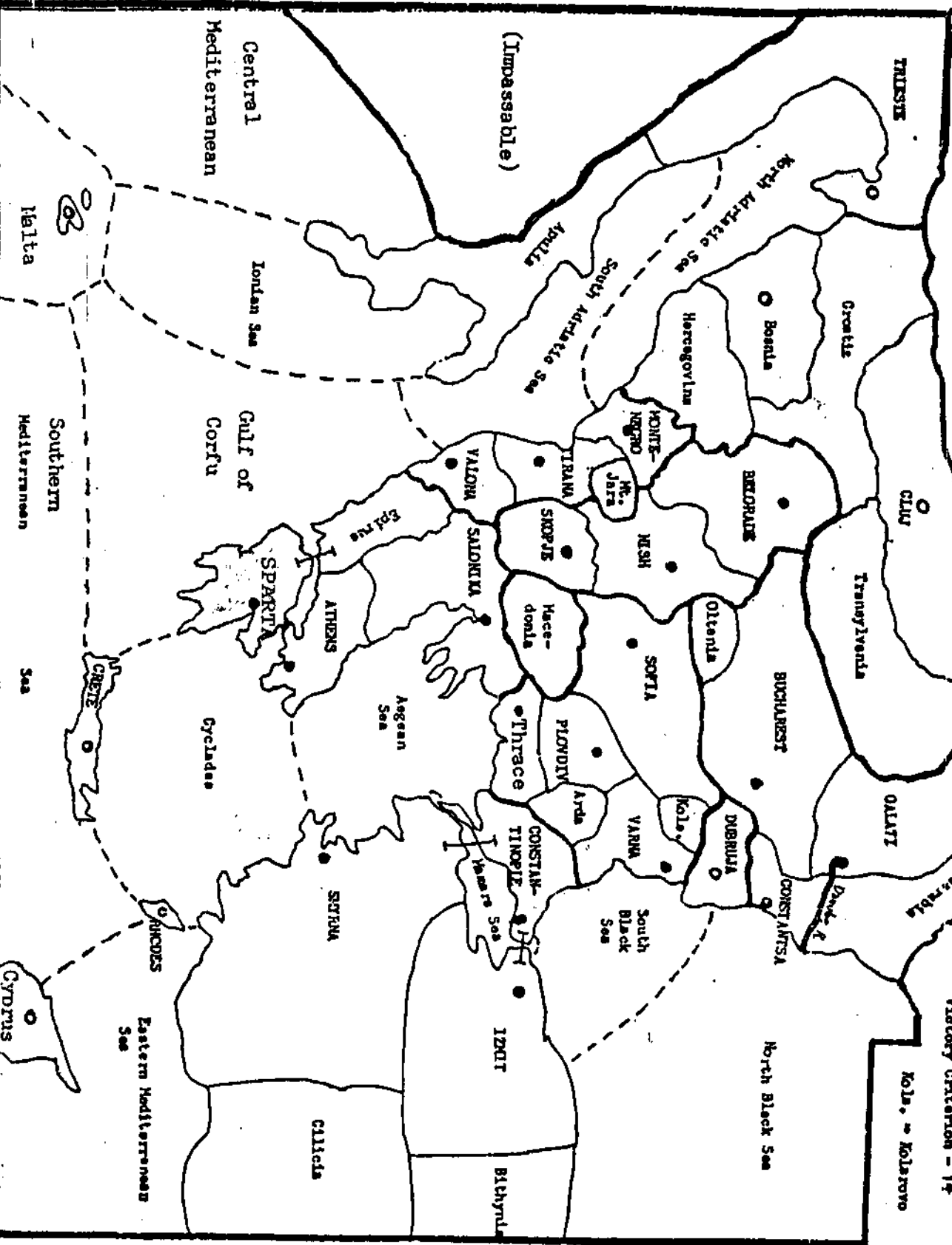
**Balkan Wars VI** is a cut-throat, fast-moving variant for six players. **Balkan Wars I** was designed by Charles Reinsel, Jr. in 1974. Charles also designed a 5-player variant (**Balkan Wars II**). In 1986 Fred David redesigned BW and released **Balkan Wars III**, followed by **Balkan Wars IV** in 1987. In 1989, Brad Wilson produced **Balkan Wars V**, and in 1991 (after playtesting BW V at AtlantiCon) came up with **Balkan Wars VI**. With only 8 neutral centers, and many countries having home centers that border each other, this should be a stab-happy, alliance-switching kind of game. Bulgaria gets four dots because in **Balkan Wars V** it was getting pounded early. The all-choice Albania set-up is for the same reason. Croatia allows Serbia to have a pseudo-seaport without stealing one from Albania or taking Trieste. The Danube River makes Rumania more of a naval power as well as open to naval assault.

## Balkan Wars VI Rules:

1. Where not otherwise specified, the rules of standard Diplomacy apply.
2. The six starting powers and their starting units are:  
ALBANIA: Choice Tirana, Choice Montenegro, Choice Valona  
BULGARIA: A Sofia, F Varna, A Plovdiv, Choice Thrace  
GREECE: Choice Athens (see below), A Salonika, F Sparta  
RUMANIA: A Bucharest, A Galati, F Constanta  
SERBIA: A Belgrade, A Nish, A Skopje  
TURKEY: A Constantinople, F Izmit, F Smyrna  
  
\* - Athens, due to the Cornith canal, is a SINGLE-coast province.
3. There are 27 supply centers (19 home, 8 neutral). Victory condition is 14 centers.
4. A power can build new units in any unoccupied Supply Center she owns. Serbia may build fleets in Croatia when she owns this space. GM's will have to keep track of Croatia's ownership like that of a SC.
5. The game starts with a special Winter 1909 turn for Albania, Bulgaria, and Greece for their "Choice" units. Builds in this winter turn, as in all winters, are simultaneous. The game then starts in Spring 1910.
6. Fleets in Bessarabia or Constanta may move or support, via the Danube River, into Galati, and vice-versa. Fleets can be built in Galati. The Danube is not a space. Fleets remain in the regular provinces.
7. Direct passages: there are several Direct Passages across narrow bodies of water which may be used by both armies and fleets without interfering with the passage of fleets between adjacent sea spaces.

BALCON WARS VI - original design by Charles Reinsel, 1974  
 "III" and "IV" designed by Fred C. Davis, Jr. in 1986 and 1987, respectively.  
 "V" and "VI" by Brad Wilson in 1989 and 1991.

● - Home Supply Center  
 ○ - Neutral Supply Center



— Direct Passage

--- Possible to Fleets (Danube R. & Corinth Canal)

● 27 Supply Centers

Victory Criterion - 1\*

Kol., = Kolárovo

# ...And The Horse You Rode In On Issue #12 July 1, 1992

This 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 and can be reach on PBMGAMERS or CIS E-Mail.) Otherwise known as FlapJack, Big Pig, McMouth and various other hobby nicknames. Like a Hobby Ghod, I am given different names by different people. Soon to be coming to a con near you. Or a yellow postcard.

What do we have this issue? How about my game corrections--okay, so I got them all wrong, so give me a zero in the Runestone Poll--a few top ten lists, a review of a book I read, and some commentary on the hobby. If you agree with me it is commentary, if you don't it is feudish. We also got some letters. Wow, somebody actually reads this drivell!

Signed up for "Mommar" my opening of Phil Reynolds' Middle Eastern Dip are: Bob Acheson, Herman Bingham, Sack Kent, Phil Reynolds, and Tony Strong. Newly signed up this turn is Roger "Coxsucker" Cox. I'm trying to let bygones be bygones, but if you insist on annoying me I will have Boob Acheson call you up and tell you all about his latest win. You call me in tears of boredom and beg me to make him stop! The Sack tells me Roger is his toady, that makes him mine since I control the Sack! <Mohahaha!> Please let me know if you want on or off the list.

Let me warn you guys that I am trying WordPerfect styles for the first time in this issue. If the Sack messes them up--like by messing around with the margins--I take no responsibility for how this thing looks. It looks fine on print preview but since I can't print it myself; I can't see it on paper.

## **The Brad Wilson (standby) List:**

=====  
Andrew York; Steve Nicewarner; Mike Gonsalves; Stephen Dorneman  
New member Stephen Dorneman. Thanks Steve. I can always use more.

## **Top Ten Rejected Names for the Sack's new zine Foolhardy:**

10. Painful House of Rectal Lords Itch
9. Fecal Leftovers and Other Excrements
8. Intestines, Livers, Kidneys and Other Disgusting Organs
7. Home Brain Surgery
6. Journal of the Informationally Challenged
5. How I Took Over the Hobby
4. Puke, Ear Wax and Snot
3. Hairball
2. Can Johnnie be Second Base?

## **And the Number One Rejected Name for The Sack's New Zine**

1. Mangled Baby Ducks

## Top Ten Reasons Eagles signed Hershel Walker

10. Isn't personal friend of Randall Cunningham
9. Can do more situps than Eagles entire offensive line
8. Is used to a line that can't run block
7. Can get out of way of lineman running past to sack Jim MacMahon
6. Doesn't think Owner Norman Bramen is a "cheap bastard" like everyone else on the team
5. Is faster than Roger Vick
4. Eagles want the gold in '94 Winter Olympics if Super Bowl out of ~~the~~
3. Been told that when Eagles fans boo they are chanting secret team fight song
2. Knows Jimmy Jones hairdresser personally

The Number One Reason that the Eagles signed Hershel Walker is:

1. He works cheap

### A Book Review:

**Dreadnought: Britain, Germany, and the Coming of the Great War**  
by Robert K. Massie  
Review by Jack McHugh

I must confess to being a Massie fan ever since I read his previous work Peter the Great, which was written back in the early 1980's. Massie is also the author of Nicholas and Alexandria.

Both of these, as is the current work, are more than mere dry documentaries or histories, Massie tells us intimate details about the lives of the participants. We don't just read that Peter the Great liked ships. We read how Peter travelled incognito around Europe and personally visited shipyards to see exactly how ships are built. Then upon returning to Russia, Peter didn't just inspect the shipyards he worked in them like any tradesmen and learned how to build a ship from the keel up.

Dreadnought is no exception to this rule. Only here we learn of a series for participants, starting with Queen Victoria and Otto von Bismarck all the way through to Sir Edward Grey and German Chancellor at the outbreak of World War I, Theobald von Bethmann-Hollweg. The story focus on exactly what the subtitle says, namely, Britain and German foreign policy in the generation or so before World War I.

If you expecting an intellectual tract on the "balance of power" or a detailed explanation of the Germany Naval Laws you'll be quite disappointed. While both of the above are in fact mentioned at one point or another, the author's writing style is neither dry nor academic.

For example, the book traces the diplomatic revolution of 1898-1905. England and France went from being colonial antagonist to a virtual allies. The developments are traced through the personalities of the day. What struck this American reader most oddly was the sense of honor that shot through the negotiations of all the powers. I had been raised with an American view of nineteenth and twentieth century European negotiations. I expected to see Woodrow Wilson's "secret convents, secret arrived at" by the all the countries of Europe involved. The type of maneuvering that characterizes your average Diplomacy game.

And the Horse You Rode in on #12

A subzine by Jack McHugh

Wrong! These so-called "diplomats" wouldn't last ten minutes on a Diplomacy board in this hobby. For example, Grey spent his ten years in office before World War I having built up the Anglo-French alliance. Foreign Secretary Grey was prepared to resign if Britain refused to back France at the outbreak of war in 1914. He also spurned several German overtures to abandon France because it would violate both his personal integrity and that of the British government.

The basic thrust of the book is that Britain and Germany were on a collision course long before 1914. In fact, there were voices in both governments that were for an Anglo-German agreement such as Joseph Chamberlain in Britain and Count Hatzfeldt, German Ambassador to England. Despite Colonial Secretary Chamberlain's desire to work out an agreement with Germany, a detente similar to the Colonial agreement with France that became the basis for the Anglo-French entente. The proposed alliance never had much of a chance.

Why wasn't there Anglo-German agreement? Most German government officials never believed that the English and French could or would ever overcome their mutual antagonisms. The Kaiser should have known something of England after all. His own mother was English. He was the grandson of Queen Victoria and nephew of King Edward VII. Wilhelm was fluent in English and visited England several times before World War I. His dogma was that the French and the English would allow nothing to interfere with their eight centuries of rivalry. In the Kaiser's opinion, not even a mutual interest in stopping German hegemony could make England and France friends.

Of course, the Kaiser canceled the Reinsurance Treaty with Russia in the belief, supported by his advisors, that Republican France and Autocratic Russia could never ally. Less than four months after Germany's refusal to renew the Reinsurance Treaty in 1890 the French were moving on Russia. A French naval flotilla was hosted at the Russian naval base at Kronstadt. This visit was the beginning of diplomatic maneuvers that lead to the Dual Entente between Russia and France.

The German refusal to believe that Britain was shown in German actions. For example, the Kaiser's refusal to back off the German Naval Laws which set the course of German naval building. These laws were multi-year appropriation bills passed by the German parliament, the Reichstag. These laws publicly laid out the size, strength and cost of the German Navy.

Britain was hamstrung in convincing the Germans she was serious in opposing Germany hegemony on the continent since custom prohibited the British government from making alliances in peacetime. Indeed, this was one of the counter-charges to the finding of "war guilt." This clause in the Treaty of Versailles found Germany guilty of starting World War I. German apologist claim that Germany would not have gone to war had she expected England to join the French and Russians. England had only one written casus belli, namely the defense of Belgian neutrality which was violated by Germany. In looking at German archives the German government was aware of the possibility that England would side with France and Russia.

The story of the development of the ship that the book is named after, the Dreadnought battleship design. Is also explored in the personality of two British admirals, Lord Charles Beresford and Sir John Fisher. The navy is seen in both internal and external ways. Internally the RN

is seen as reflection of its Victorian society. Externally the RN is shown to be the cornerstone of the Empire's foreign and military policy. It is a navy in transition from wood and sail to iron and steam to steel and oil within a 60 year period.

The struggle between Beresford and Fisher began as a struggle between two strategic views. Beresford represented the traditional worldwide Royal Navy who saw its duty in squadrons all over the world. From the coast of North Africa to the coast of China with all the squadrons being of almost equal importance.

The rise of the German fleet. New naval technology. British inability of maintaining her "two fleet" standard (that the RN would be equal to any combined strength of any two others.) Fisher embraced all these changes and more.

Ultimately, to Britain's benefit, Fisher, backed by Edward VII, Queen Victoria's son and successor, and Winston Churchill, won the battle. Fisher's modern Dreadnoughts, gathered mostly in the North Sea, faced a smaller but potent German High Seas fleet through most of World War I. Fisher's newly created Home Fleet was able to turn back the German challenge.

I give the book a hardy recommendation to anyone interested in the era as eminently readable and highly informative without being boring.

#### A Pox on You and Your Ancestors

#### The letter column of And the Horse You Rode in on

Welcome to the letter column And the Horse You Rode in on. This month we've got letters from Eric Brosius (via Compuserve) and Jack "the Ripper" Garret (via the USP(S)). The plan is for all the letters to in italic type and use margins of 1.5" (a half inch smaller than the standard 1" margin) but I don't know if it will look like that or not. It depends on if the Sack screws it up or not by playing with my margins. I'd rather use another typeface than italic but I don't have another one; we'll see if the Sack will breakdown and use styles. If he does he can change the type very easily as it is a style. My answers will appear in regular type with normal margins.

Jack Garret (June 6, 1992)

*In regards to your recent article on hobby awards; I find myself in somewhat in agreement with you. The awards do begin to look like a recurring case of seeing the same people nominated and winning, year after year. How to get away from this problem is not a simple question to answer.*

*In looking at the nominations for each category, I can't see who doesn't deserve consideration for a vote. How then can I choose one individual over another in my voting.*

Your suppose to use favoritism. This is the problem with all hobby "awards", they are "beauty contest" that measure how many friends you've got, not how well you're doing.



*Does the fact that Gary won last year's award make his level of play any less this year? Of course not. Nor is Melinda any less involved in terms of quantity participation.*

I would argue that Gary's play hasn't been that great--not bad mind you, but not great--this year. That's natural, as one gets a reputation for winning it is tougher to find suckers allies to help you win games. Gary gets nominated simply because he is Gary.

If there was a "turn around" award for publishers I bet the Sack would get nominated every year. Even if the Sack slowed down to a 3-7 days, instead of 24 hours, his zine turn around time simply based on his reputation, for a couple of years. Eventually his reputation would catch up, but what if he kept his 24 hour turn around time a few times a year, would he deserve the award?

I also have a bit of egg on my face vis-a-vis the quantity participation award---it seems Ms. Melinda wasn't nominated this year, as the Sack pointed out to me, rather gleefully. My toadies always like it when I make a mistake, rare as it is. <Sigh>

*The real problem here is that there are so many people that deserve consideration in each category that it is really unfair to single out one individual for an award. It is for this reason, among others, that I have all but stopped voting for awards and in polls.*

Bravo, Jack! I agree with you whole hardly. I only vote in positive polls like the Marco Poll--where you list your top five favorite zines--or participate in surveys, like Tom Swider's Xyn's People Read Poll and Games People Play Poll.

*The Runestone Poll has lost interest for me. I have nothing against Eric Brosius but I dislike the fact that the top and bottom few votes are automatically discarded. I can understand how some individuals would use their votes to lower a particular zine or GM rating due to a feud but I still don't like the idea that some votes don't count.*

Bravo, bravissimo, Jack! We'll recruit you the Rebel alliance yet! <grin> Seriously Jack, any social scientist worth a damn will tell you that any survey that arbitrarily throws out answers isn't worth a thing. While I too have nothing against Eric, I despise the Bruxian practice of throwing out so-called "feud" votes. Is it my vote or Eric's? If it is mine than why can't I vote for any zine for any damned reason I want?

Is this objective or subjective poll? If it is objective, then why does the Poll need my vote? If it is subjective, then who decides what is a "feud" vote and why? No pollster has ever answered the latter question to my satisfaction.

*I have, in the past Runestone voting, given some very high votes to deserving zines and GMs. I have also given some lower ratings to GMs who have abandoned their zines and games. If I rate a GM/pubber low because he/she has not put out an issue for 6 months and refuses to respond to my letters of inquiry, I believe my vote should*

*be counted. I have as much right to voice my opinion through my vote as does anyone else. Why then should the Runestone Pollster have the right to edit my votes?*

Why, indeed? This is a rather pathetic attempt to make the data "cleaner", but as I said before, any good social scientist will tell you that without a method, cleaning data simply muddles the results even further.

*With such a small percentage of the hobby usually voting in any particular poll or award, the chance for a few feud oriented votes to influence the outcome is great. Still, there should be a better way to determine a winner.*

You were doing so well until now! <Grin> Two mistakes in your analysis in my opinion. First of all, what is a "feud oriented vote"? I know, a vote that is based on a person's irrational dislike of a zine or a pubber, right? Okay, what's a non-feud vote? A person's vote based on an objective like or dislike of a pubber or zine, right? You want to tell me how to tell them a part? I can't and, despite attempts to do so, I doubt anyone can or ever will.

Second, I'm not sure what you mean by the term "winner". I know lots of "winners", every zine I send a sub check to is a winner in my book. I am voting for the zine by paying my hard earn money to get it. Or any zine I spend time playing in or writing to, etc., etc., is a "winner."

The problem with this mythical "winner" is it assumes that we are all voting using objective, measurable criteria. I would argue, and others have, that we are all voting for different things. I vote for letter columns, Brad Wilson votes for over all writing, Tom Swider votes for variants and non-Dip games, Garret Schenck votes for his letters and maps, etc., etc..

*Maybe the real problem is in having such 'awards' at all. Are we really in the hobby to win the 'best of' anything or is it the play of Dip and related games our real goal? Having ones ego stroked is not always a bad idea but people who must have this attention on a consistent basis will probably not stick around long anyway.*

I agree 100% Jack. Awards aren't a bad idea in theory, but they aren't such a hot idea in practice.

*I can't agree that the articles in The General should not be considered for inclusion on awards ballots. Even though this is a professional published zine, the articles are written by Dipsters, for Dipsters. And there is probably no other publication that reaches so many potential new pbm Dip players. I once figured up the number of The General subscribers based on a percentage figure used in an article in The General. If the numbers used were accurate, there were more than 11,000 subscribers. The General has the potential of being a major pipeline for bringing in new blood to our hobby. Let's not alienate such a tremendous source of publicity for pbm Dip.*

First of all, most General readers are not now, and never will be pbm Dip players. Most are the so-called "hexgamers", who play two player wargames. Second, just because a magazine gets wide scale circulation

in the hobby doesn't mean that it should be included. Let's say we all read Atlantic magazine, should an articles in there be included as well? I wouldn't say so.

I don't think we have to worry about alienating The General. Monarch-Avalon Hill, the company that owns Dip and publishes The General, does it to make a buck and promote their games. I don't think we're important enough to annoy them, no matter what we do.

Thanks for the letter, Jack. I thoroughly enjoyed our little exchange.

Eric Brosius June 6, 1992

*I am reading your subzine in the latest MP.*

*I agree with your editorial on the Hobby Awards. Your proposals make sense and would add a good dose of common sense to the rules. At present we basically trust to the good sense of the committee, which is a "you win some, you lose some" proposition.*

*Also, you ask whether I saw Mike Lowrey's article on the Runestone Poll in DW. I thought it was a good article and I agree with Mike's points. The Poll is not a scientific survey, and it would be silly to pretend it is. I think the confusion comes from people's assumption that people who use statistics must be serious. (Wait a minute; I already wrote to some zine about this topic; I'd better stop before I repeat myself. Northern Flame, I think it was...)*

I was asking the question about Mike Lowrey "Eric Brosius and Paul Milewski are you listening?" in my last issue a bit facetiously. However, you get brownie points for reading my every word. (When Fuhrer President Perot makes me head of State Security that will come in handy! Heil Big Ears.) I still say your disquailifer of "don't take it seriously" tends to get lost in the +70 pages of your Roar of the Crowd publication of the Runestone Poll results.

*(By the way, how can you consistently claim the Poll is completely meaningless if Garret keeps not winning? That has to be worth something to you!)*

It is worth something to me, but shushi! This an anti-Garret conspiracy remember. If you open your mouth Garret will find out. The check is in the mail.

<Cough, cough> Why I don't have the slightest idea of what you mean. I'm shocked, shocked to find that you would even insinuate such a thing.

Thanks for the note. I enjoyed reading and responding to it.

Boob Acheson, No date

*Let's not have any more of this trying to change the awards committee before I get nominated for Best Player Award [Ed.'s note: Boob is on the Hobby Award's Committee, 'nough said.] You know, the more I think that I think of about the these awards. I should be nominated for all of them. I think that after I win them all next year we can examine the role of the committee.*

Yeah, right Boob. Say, you're on the Awards Committee and the PDORA committee as well. If you weren't my toady that would look fairly suspicious to me.

Nice to see you as humble as ever Boob. All the awards? What about the Marco Poll, Xyns People Read Poll and the Runestone Poll? Aren't you going to win those too?

*Now I'm getting tired of reading about Garret's conspiracy theories. What about the Behnen--White--Holley--Smythe conspiracy to defraud (me) of many a win. I'm beginning to suspect that the Schenck (Schmeck, schmuck, whatever...) conspiracy theory is another front by the above mentioned to deflect the mindless masses from the true awareness. Clearly it's becoming evident that a major investigation is due and I believe that they when it's over I'll rightfully take my place as the winningest Dip player of all time.*

First of all I want to thank Boob, for the funniest letter I've ever had the pleasure to receive. The above paragraph should definitely be in the running for the Walker Award. You're a still a pip, Boob, but a hilarious one.

Second, I think I should get an award for translating your chicken scratch you call writing.

Third, I thought I told you to wrest control of the Canadian hobby from Cal White? If I didn't before I am now, you have your orders Boob.

Thanks for the letter; I crack up whenever I think about it.

Oh yeah...the games.....

Commodore Perry 1991 Q/m  
Asian Dip II  
Fall 1992

**Deadline for Winter 1992/Spring 1993 is:  
Wednesday July 29th, 1992 @ 1700 (5 pm) EDT**

GM screws up again

Japan still gets a build, despite loss of a center  
Bor is a home center for Indonesia--not a neutral build

Note that India is even, not down one as I reported

China(Swider): F Yel-Pyo(wc); A Seo-H; A Yun-Lha; F ECS-Tai;

A Chu S A Yun-Lha; A Tsi S A Yun-Lha

India(Kent): F Nep-Cal; ~~A Lha-Chu~~; A Mod-Bom; A Kab-H; F WIO-Cey

Indochina(Acheson): F Mad S A Dac-Cal; A Dac-Cal; F Ben-Cey;

F Ran-H; F Ada-Ben;

Indonesia: (B. Wilson): F Kar-SCS; F Tim-EIO; A Bor-H(Gives 21 gun salute to the Great Ruler of Indochina, Big Bad Bob); F Pps S F

Ter-CPO; F Ter-CPO

Japan(Nicewarner): Ret F Seo-SOJ; F SOJ S A Kyu-Osa; A Kyu-Osa;

F Kam-NPO

Persia(G.Wilson): A Mec-Ara; A Geo-Gor; A Teh-H; A Bag S A Teh

Russia(R. Schultz): Ret A Teh-Lar; A Lar-Bau; A Gor-Geo; A Tmn-Afg;

A Tas S A Tmn-Afg; A Mon-Man; F Vla-ESi

And the Horse You Rode in on #12

A subzine by Jack McHugh

page 8

Indian A Lha can retreat to Tib, Ass or OTB.  
Bold denotes final positions; Underline moves fail; ~~Strikeout~~ denotes failed moves and units which must retreat

Final Unit Positions for Fall 1902:

=====  
China: F Pyo(wc); A Seo; A Lha; F Tai; A Chu; A Tsi  
India: F Nep; A Bom; A Kab; F WIO; A Tib or Ass?  
Indochina: F Mad; A Cal; F Ben; F Ran; F Ada  
Indonesia: F SCS; F EIO; A Bor; F Pps; F CPO  
Japan: F Soj; A Osa; F Npo  
Persia: F Ara; A Geo; A Teh; A Bag  
Russia: A Bau; A Gor; A Afg; A Tas; A Man; F ESi

Centers by Owner Winter 1902:                      Centers/Builds or Removals:

=====  
China: **Seo**, Lha, Home, Pyo, Tai                      8/+2  
India: **Kam Del**, Bom, Ken, Isl, **Lha**                      5/+0  
Indochina: Ran, Home, Cal, Kua                      6/+1  
Indonesia: Home, Phi, Aus                      5/+0  
Japan: Home, Kam, **See\***                      4/+1  
Persia: **Teh**, Bag, Ara, Geo, Pal                      5/+1  
Russia: Home, Mon, **Teh**                      4/-1

**Bold** are centers gained/~~strikeout~~ are centers lost this season.

\*Japan gets to build one despite loss of a center this year due to their NMR last winter.

The Lords of Discipline  
Regular Dip 1992K  
Fall 1901

Deadline for Winter 1901/Spring 1902 is:  
Wednesday July 29th, 1992 @ 1700 (5 pm) EDT

GM error as Austria and Germany get two builds each.  
Also forgot to give you the Boardman number: 1992K

Austria(Kent): A Tyo-Mun; A Ser S F Alb-Gre; F Alb-Gre  
England(Lord): F Eng-Bel; F Nth C A Yor-Nwy; A Yor-Nwy  
France(Strong): A Gas-Spa; F Pic-Bel; A Spa-Por  
Germany(Howell): F Hol S F Pic-Bel; A Kie-Den; A Boh-Vie  
Italy(Brown): F Tys-Tun; A Rom S A Ven; A Ven-H  
Russia(Carlberg): A Ukr-Rum; A Gal S A Ukr-Rum; F Sev S A Ukr-Rum;  
F Bot-Swe

Turkey(B. Wilson): A Bul-Ser; A Con-Bul; F Ank-Con  
**Bold** denotes final positions; Underline moves fail; ~~Strikeout~~ denotes failed moves and units which must retreat.

Season will be separated on two separations. Normally it only takes one in 1901 but due to the delay I want it to be two. After this season it will take three request (or a majority of players--which ever is lower) to separate seasons.

Centers by Owner for Winter 1902:

Centers/Builds or Removals:

=====  
Aus: Vie, Bud, Tri, Gre, Mun, Ser 5/+2  
Eng: Home, Nwy 4/+1  
Fra: Home, Spa, Por, Bel 6/+3  
Ger: Mun, Kie, Ber, Den, Hol, Vie 5/+2  
Ita: Home, Tun 4/+1  
Rus: Home, Rum, Swe 6/+2  
Tur: Home, Bul 4/+1

**Bold** denotes newly captured supply centers; **Strikeout** denotes newly lost supply centers.

Unit Positions at the end of Fall 1901:

=====  
Aus: A Mun; A Ser; F Gre  
Eng: F Eng; F Nth; A Nwy  
Fra: A Spa; A Por; F Bel  
Ger: F Hol; A Den; A Vie  
Ita: F Tun; A Rom; A Ven  
Rus: A Rum; A Gal; F Sev; F Swe  
Tur: A Bul; A Con; F Ank

Marv Throneberry  
Regular Dip 1989IA  
Fall 1906

Deadline for Winter 1906/Spring 1907:  
Wednesday July 29th, 1992 @ 1700 (5 pm) EDT

Yes, that's right a GM error hattrick  
Germany's gain of Bel is GM typo

Eng(Nicewarner): Ret F Swe-Nwy; F Nwy-Swe; A Wal-Yor; F Eng-H;  
F Nth C A Yor-Den; F Bar-StP; F Kie S F Nth-Den(NSO); A Yor-Den  
Fra(Preston?): NRR! A Ven-OTB; A Mun-OTB; NMR! F Mar-H; F Lyo-H;  
F Apu-H; A Bur-H; A Pic-H; F Wes-H  
Ger(Gonsalves): F Bal S A Ber-Kie; A Ber-Kie; F Swe-Nwy  
Rus(J. Schultz): A Lvn-StP; A Boh S A Mun; A Mun S A Ber-Kie;  
A Sil-Ber; A Ven-H  
Tur(Carlberg): F Eas-Ion; F Nap S F Eas-Ion; F Tys-Tun;  
A Rom S A Ven; F Naf-MAO; F Ion-Apu; F Bul(sc)-Gre;  
A Tri-Tyo; A Bud-Tri

**Bold** denotes final positions; Underline moves fail; **Strikeout** denotes failed moves and units which must retreat. NSO=No Such Order. UNO=Unordered. IMP=Impossible.

Will Andy York please standby for France? Thanks. Mickey wrote me and said he wants in the game so I am calling a stand by just in case. Steven Carlberg said he is still not sure that the English unit in Wales is an Army. I am ruling it is an A Wal since the original English

player never bothered to send in any orders and the current English player is treating it as an Army.

Final Unit Positions Fall 1906:

=====  
Eng: F Nwy; A Yor; F Eng; F Nth; F Bar; F Kie; A Den  
Fra: F Mar; F Lyo; F Apu; A Bur; A Pic; F Wes  
Ger: F Bal; A Kie; F Swe  
Rus: A Lvn; A Boh; A Mun; A Ber; A Ven  
Tur: F Eas; F Nap; F Tun; A Rom; F MAO; F Ion; F Gre;  
F Tyo; F Tri

Centers by Owner for Winter 1906:

Centers/Builds or Removals:

=====  
Eng: Den, Hol, Bel, Edi, Lvp,  
Nwy, StP, Kie, Swe 7/+0  
Fra: Home, Por, Spa, Nap, Rom,  
Mun, Ven 5/-1  
Ger: Kie, Swe, Lon, Ber 3/+0  
Rus: Ber, Mun, Ven, War, Mos,  
Sev, Rum, Vie 8/+3  
Tur: Nap, Rom, Home, Bud, Gre,  
Ser, Tun, Bul, Tri 11/+2

**Bold** are centers gained/~~strikeout~~ are centers lost this season.

Top Ten Reasons Why KK is folding:

10. Kathy has decided to leave John and go live with Bob Acheson in pup tent on Baffin Bay.
9. So she can start a new zine with Jim Bob Burgess called Kathy's Toady
8. Tired of typing up stupid baseball questions from British readers
7. So she can devote herself full time to her new book Garret: Great ZR editor or Just Another Big Mouth in Brooklyn?
6. So she can write a subzine in Suicide Squeeze called Beanball
5. Spend more time exchanging press with S'Tan Johnson in MP
4. Will start Females Equality Among Dipsters (FEAR) organization with Melinda Holley that will trade sex by mail in return for dots in Dip games in MP
3. Will turn hobby illuminati Norristown Area Gamers (NAGs) into biggest MegaDip organization because the Trilateral Commission was exposed by Garret
2. Form a peace group and stop wars around the world by moving in with warring world leaders and drinking all their beer and smoking all their cigarettes till they make peace.

And the Number One Reason KK is folding:

1. To become Ross Perot's VP and guarantee him Flushing, NY and Norristown, PA

## Uptight, Upset, and Anti-Social - Part 2

Oops, here's a letter for "UUAS" that I forgot to include. Nothing personal, Stven!

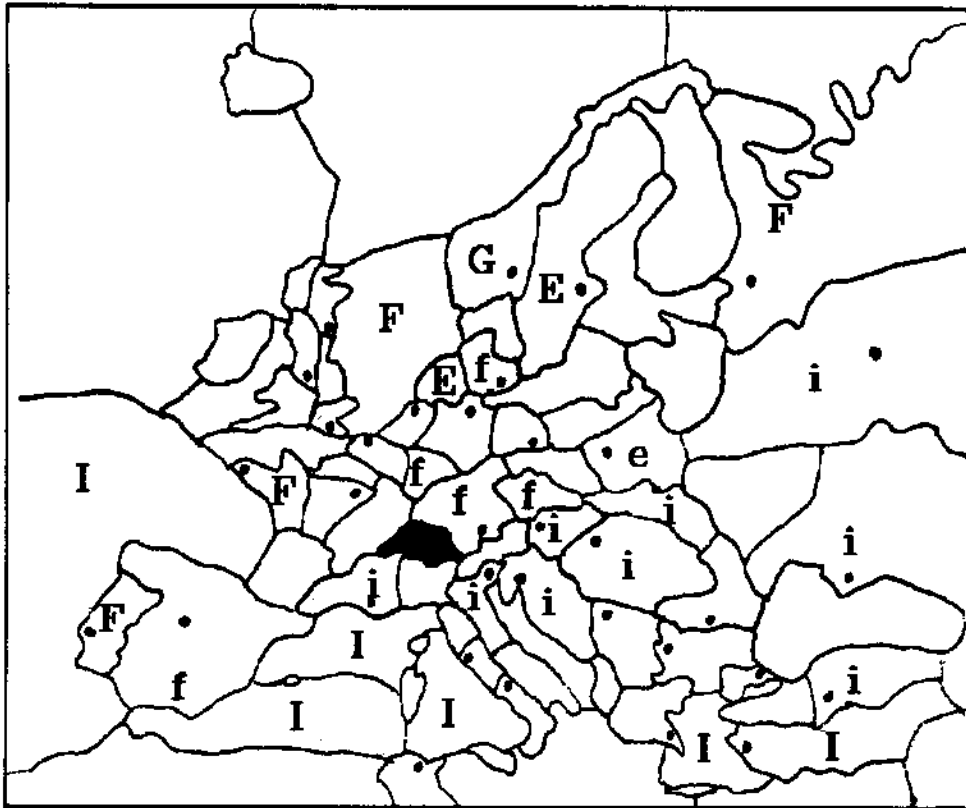
Stven Carlberg: My apologies to Pete Gaughan for saying that Perelandra typically mails a week or two after the deadline. I guess I jumped to conclusions after receiving one single issue later than I expected, and I shouldn't have done that -- especially in the same letter where I was complaining about somebody else doing the same thing to me and Hoodwink.

Also, in the Brad Wilson Promptness Vigil, we note that Brad has failed to go three issues in a row on getting Vertigo game reports out within a week of his deadline. Right now I believe we're at two weeks and counting. How's it coming Brad?

I agree with Mr. Caruso that the struggle of class against class in this country is very clearly drawn along economic lines. I'll bet he'd agree with me that the basic problem is that government takes too much money from the people, and too much of that from the people who are already poor instead of the people who are already rich. Now, having agreed on these things, what sort of solutions can we suggest?

### Diplomacy 5, Pessimism, 1990HB, F 12

*"Italy nearing the win... Can he be stopped before its too late?"*





*England (Weiss):* A War-Mos,A StP S A War-Mos(Dis-ret Lva,Fin,OTB),F Hel-Hol,  
F Swe U.

*France (S. Johnson):* Ret F Mid-Bre..A Boh S A Vie,A Den H,  
A Mar H(Dis-ret Gas,Bur,OTB),A Mun-Tyr,A Ruh-Hol,A Spa S A Mar,  
A Vie S A Mun-Tyr(Destroyed),F Bar-StP(nc),F Bre-Mid,F Nth S A Den,F Por S A Spa.

*Germany (Diehl):* F Nwy S F. F Bar-StP(nc).

*Italy (McClung):* Ret A Vie-Tri..F Mid-Bre,F Wme-Spa(sc),A Pie-Mar,  
F Lyo S A Pie-Mar,A Tyr-Vie,A Tri S A Tyr-Vie,A Gal-Boh,A Rum-Bud,F Bul(sc)-Aeg,  
F Con-Smy,A Ank S F Con-Smy,A Sev S A Mos,A Mos H,F Ion-Tyn,A Ven-Tyr.

*Russia (Brown):* Ret A Ank-Arm..A Arm-Smy.

All Draw Proposals Fail  
Now Proposed - Concession to Italy

### Supply Center Chart

England	Swe,War=2	Remove 2
France	Bre,Par,Por,Spa,Bel,Hol,Mun,Ber,Kie, Den,Lon,Lvp,StP=13	Build 2
Germany	Edi,Nwy=2	Build 1
Italy	Nap,Rom,Ven,Tun,Tri,Vie,Bud,Ser,Gre, Bul,Rum,Con,Sev,Ank,Smy,Mos,Mar=17	Build 2
Russia	None=0	OUT!

### PRESS

*Italy - England:* Thanks for the plug, but next time don't attack me in the same breath. (No hard feelings).

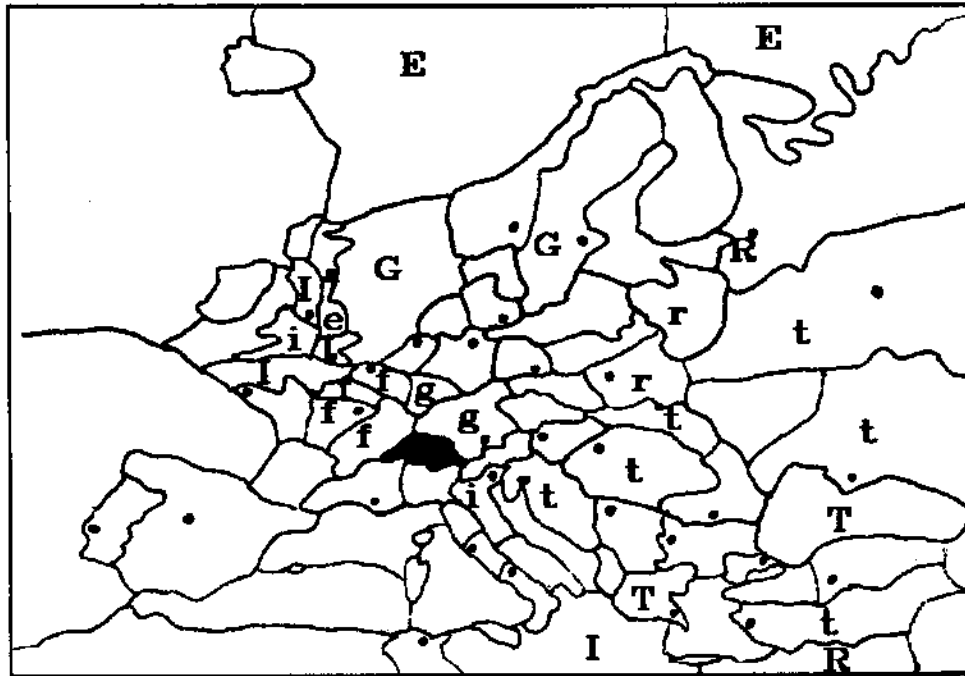
*France - New England:* Sorry you had to be dropped in the middle of this mess.

*Stan - Italy:* Your win doesn't hurt my feelings at all; you played well and deserve victory. The bonehead play of O'Brien mars your victory, however. He, through duplicity or sheer stupidity, obviously threw the game to you. Why did he choose to fight me over Kiel, when Denmark was wide open to him? All he achieved was to deprive us both of badly needed builds. He did it not once but twice, claiming the first time it was an error! After the second error I decided to attack him. His response was to attack Russia and further help your cause. On your victory trophy he should be mentioned as supporting character. I honestly do not understand play like Mr. O'Brien's. I have to believe he is getting something somewhere else from you or that he's just plain stupid.

You can't derive much satisfaction from beating me either; according to the Marco Poll no one in the hobby thinks I play worth a damn. I am beginning to believe I've wasted a lot of time in this hobby and should move on.

# Diplomacy 6, Agony, 1990HA, F 11

"Canuck finally has room to build, but not enough!"



*England (Preston):* NMR! A Yor U, F Nwg U, F Bar U.

*France (Milewski):* Ret A Bel-Pic..A Pic S A Bur-Bel, A Bur-Bel, A Par S A Mar-Bur, A Mar-Bur.

*Germany (J. Johnson):* NMR! F Swe U, A Mun U, A Ruh U, F Bel U (Dis-ret Hol, OTB), F Nth U.

*Italy (Murray):* F Lvp H, F Ech-Lon, A Wal S F Ech-Lon, F Mid-Ech, F Tyn-Ion, A Ven-Tri.

*Russia (McHugh):* Ret F Smy-Eme.. A Mos-Ukr (Destroyed), A War S A Mos-Ukr,  
A Lva-Mos, F GoB-StP(sc), F Emé-Smy.

*Turkey (Acheson):* A Smy H, A Tri H, A Ser-Bud, A Ukr-Mos, A Sev S A Ukr-Mos,  
A Gal-War, F Aeg-Gre, F Con-Bla.

Would Bill Scharf standby for Germany? No standby will be called for England.

## Supply Center Chart

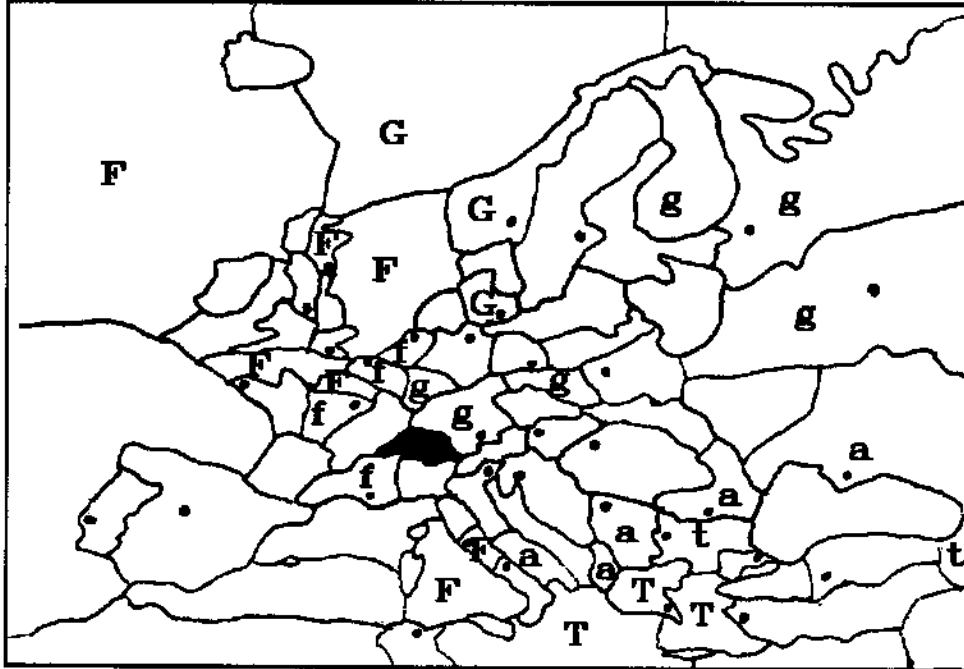
England	Edi=1	Remove 2
France	Bre, Par, Mar, Bel=4	Even
Germany	Ber, Mun, Kie, Den, Hol, Swe=6	Build 1
Italy	Nap, Rom, Ven, Tun, Spa, Por, Lvp, Lon=8	Build 2
Russia	War, StP, Nwy=3	Remove 1
Turkey	Con, Smy, Ank, Bul, Rum, Gre, Ser, Tri, Vie, Bud, Sev, Mos=12	Build 4

PRESS

Rome - Moscow: I may be an idiot, but I'm having a good time for now.

Diplomacy 7,Scoop,1990IG,F 08

"French move by land and by sea..Can Germany or Turkey do anything?"



*Austria (S. Johnson):* A Alb-Gre,A Apu-Nap,A Ser-Bul,A Ukr-Sev,  
A Rom S A Apu-Nap(Dis-ret Tus,Ven,OTB),A Rum S A Ukr-Sev.

*France (Diehl):* F Tyn S F Nap-Rom,F Nap-Rom,F Mid-NA,F Ech S F Nth,  
 F Edi S F Nth,F Nth C A Yor-Hol,A Yor-Hol,F Pic S A Bur-Bel,A Bur-Bel,  
 A Mar S A Par-Bur,A Par-Bur.

*Germany (Holley):* Ret A Bur-Ruh..A Mun-Bur,A Bel S A Mun-Bur(Destroyed),  
 A Ruh S A Mun-Bur,A StP-Fin,A Fin-Nwy,F Nwy-Nth,F Den S F Nwy-Nth,  
 F Nwg S F Nwy-Nth,A War-Sil,A Mos S A. A Ukr-Sev.

*Turkey (Brown):* A Arm-Sev,A Sev-Rum(Destroyed),A Bul S A Sev-Rum,F Aeg S A Bul,  
F Gre-Alb,F Ion-Nap.

All Draw Proposals Fail  
 Now Proposed - A/F/G

Supply Center Chart

Austria	Tri,Vie,Bud,Ser,Rum,Ven,Sev=7	Build 1
France	Bre,Par,Mar,Por,Spa,Lvp,Lon,Edi, Tun,Nap,Rom,Bel,Hol=13	Build 2

Germany	Kie,Ber,Mun,Den,Nwy,Swe,StP,War, Mos=9	Even
Turkey	Con,Smy,Ank,Bul,Gre=5	Even

PRESS

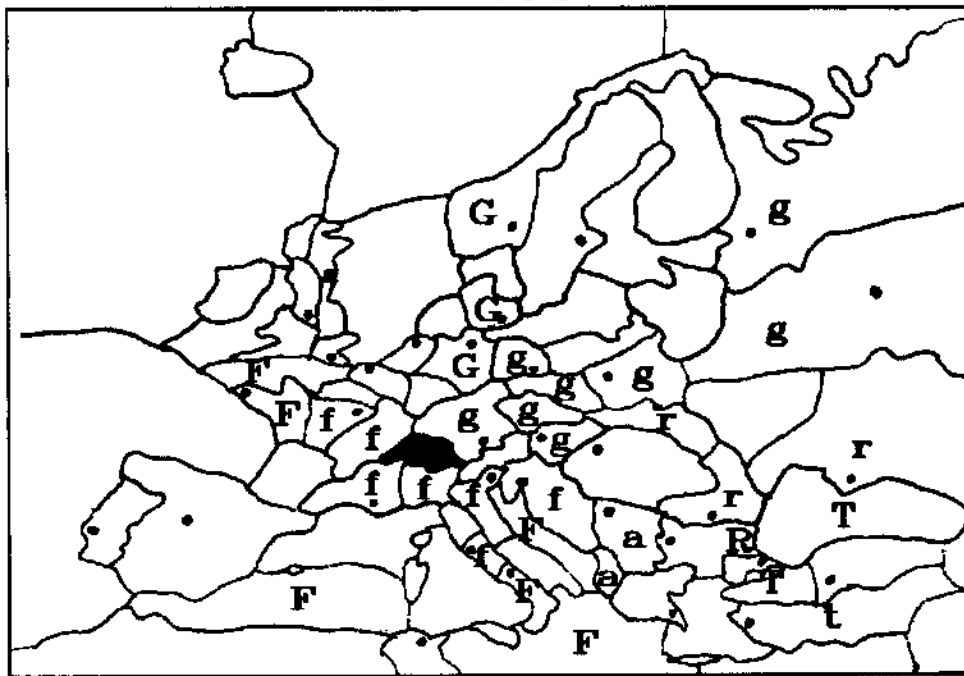
*Austria - Turkey:* Hey Mr. NMR West, if you haven't realized it yet I am going to attack you. Perhaps though I should agree to work with you, then if you follow your S.O.P. you'd NMR as soon as we reached an agreement, then I could walk into your areas.

*Austria - GM:* Why is a quintessential jerk like me doing so well here, while self-proclaimed Diplomacy Genius Mike Lord had to show his guts by bailing out. You must not run these games right!

*GM - Austria:* Geez, everybody's a critic. What, are you applying to take over the Zine Register or something?

## Diplomacy 9,Secrets,1991C,W 07

"Seasons seperated by popular request."



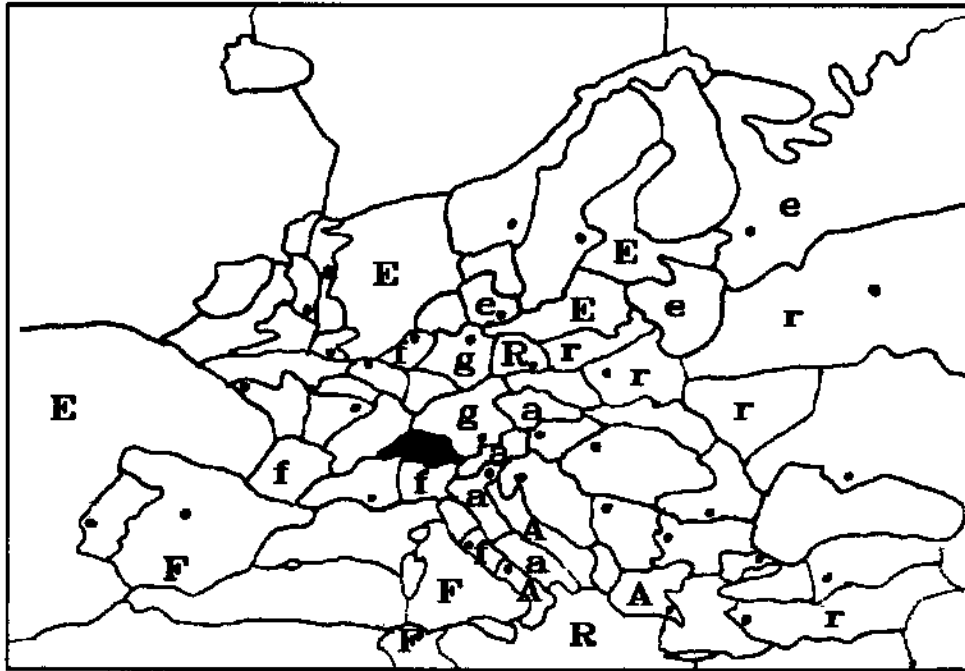
- Austria (Milewski):* Rem F Gre..Has A Alb,A Ser.
- France (Bingham):* Bld A Par,F Bre..Has F Bre,F Ech,A Pie,A Ven,A Tri,F Adr,F Wme, F Ion,F Nap,A Par,A Mar,A Bur,A Rom.
- Germany (Strong):* Ret A Gal-Boh,Bld A Mun,A Ber,plays 1 short..Has A Mun,A Ber, A War,A Mos,F Den,F Kie,A StP,A Vie,A Boh,A Sil,F Nwy.
- Russia (Wang):* Rem A Ukr..Has A Gal,A Rum,A Sev,F Bul(ec).

Turkey (Brown): Has F Bla,F Con,A Smy.

F/G Draw Fails  
Now Proposed - F/G

## Diplomacy 11,Synthaxe,1991AS,F 05

"Italy waves goodbye..Germany still hanging on."



**Austria (Strong):** Ret A Mun-Tyr..A Tri-Ven,F Ion-Nap,F Gre S R. F Aeg-Ion,  
A Apu S F Ion-Nap,A Boh-Mun,F Adr S A Tri-Ven,A Tyr S A Tri-Ven.

**England (Greger):** A StP S A Lva,A Lva S A Den-Pru,F GoB S A Lva,  
F Bal C A Den-Pru,A Den-Pru,F Nth H,F NAt-Mid.

**France (Holley):** A Bel-Hol,A Pie-Ven,A Ven-Rom,F Nap S A Ven-Rom(Destroyed),  
F Tyn S A Ven-Rom,F Tun-Ion,A Bur-Gas,F Lyo-Spa(sc).

**Germany (Levin):** A Ber S A Mun,A Mun S A Ber.

**Italy (J. Johnson):** NMR! F Eme U,A Rom U(Dis-ret Tus,OTB).

**Russia (Carlberg):** F Aeg-Ion,A Smy H,F Ber H,A Pru S F Ber,A War S A Pru,  
A Mos S A War,A Ukr S A Mos.

Now Proposed - A/E/F/R

### Supply Center Chart

Austria	Tri,Vie,Bud,Ser,Gre,Bul,Ven,Nap=8	Build 1
England	Edi,Lvp,Lon,Nwy,Swe,StP,Den=7	Even
France	Bre,Par,Mar,Por,Spa,Tun,Rom,Bel,Hol=9	Build 2

Germany	Kie,Mun=2	Even
Italy	None=0	OUT!
Russia	War,Mos,Sev,Ber,Rum,Ank,Con,Smy=8	Build 1

### PRESS

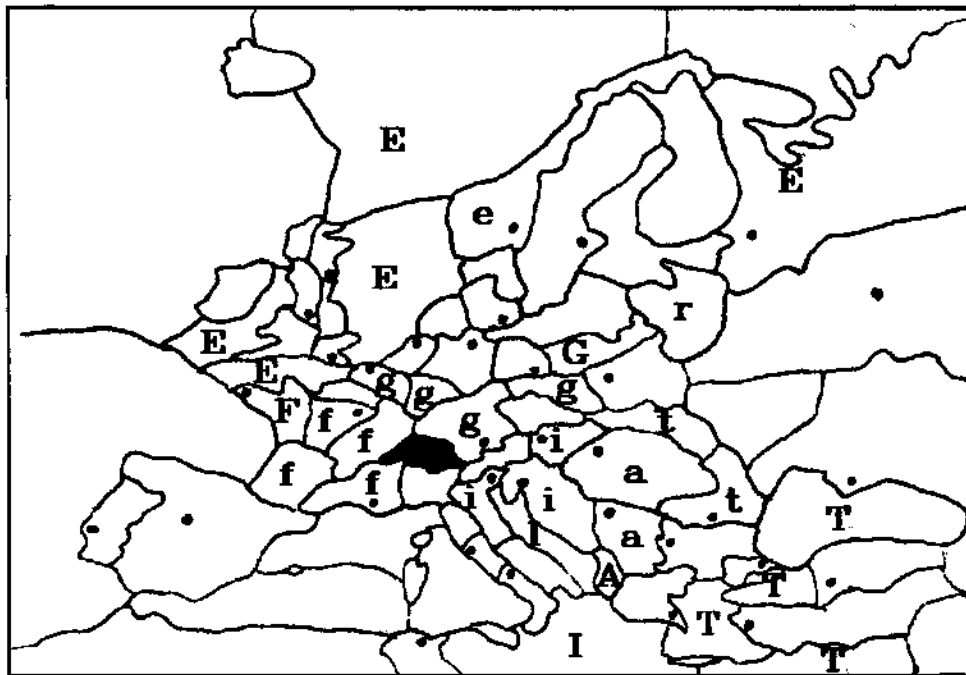
*Austrian Sheep - France:* We have spotted French wolves wearing sheep's clothing headed our way. Cross dressers?

*Russia - Austria:* Would it help any for me to build another southern fleet?

*Germany - France:* Thanks for supporting my move to MUN last turn.

## Diplomacy 12,Heartache,1991AW,F 04

*"Not a single supply center changes hands this year..who knows what is to come?"*



*Austria (Acheson):* F Gre-Alb,A Ser S F Gre-Alb,A Bud S T. A Rum-Gal.

*England (Ozog):* A Edi-Nwy,F Nwg C A Edi-Nwy,F StP(nc) H,F Nth S F Pic-Ech, F Pic-Ech,F Iri-Mid.

*France (R. Schultz):* F Bre-Mid,A Gas-Bre,A Bur S R. A Sil-Mun,A Mar S A Bur, A Par S A Bur.

*Germany (Lord):* A Bel-Bur,A Ruh S A Mun,A Mun S A Ber-Sil,A Ber-Sil,F Bal-Pru.

*Italy (Brooks):* Ret A Ser-Alb,F Aeg-Eme..A Alb-Tri,A Vie S A Alb-Tri, A Ven S A Alb-Tri,F Eme-Ion,F Adr S F Eme-Ion.

*Russia (S. Johnson):* A Lva-StP,A Sil-Mun(Dis-ret Boh,War,OTB).

*Turkey (Greger):* F Bla H,F Aeg S F Smy-Eme,F Ank-Con,F Smy-Eme,A Bul-Rum,

## A Rum-Gal.

### Supply Center Chart

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

### PRESS

*Russia - Germany:* Quintessential huh? What, is your mother writing your press for you now? I know a pinhead like you could never use such a big word on his own. If you're so smart and I'm a jerk, why am I prospering in a position you the Gutless Boy Wonder had to bail out of? I'll admit I did do poorly here, I made the quintessential mistake of trying to work with you - that's been the source of all my troubles. But I have seen the light and expect things to start turning around. So you admit you're not man enough to fight me, you have to let a girl do it. You know that despite the disparity in our forces I'd kick your no-talent ass, and if Turkey and England stop holding me back I'll do just that.

*Paris - Rome:* Times they are changing. France wishes to surrender provinces and supply centers to her good ally in Pope Joe. This is a limited time offer - we should plan the disarming procedure quickly.

*Rome - GM:* My battle has been uphill for the last couple of turns only because Acheson won't cooperate and hand over all his dots to me!

*Russia - Loud-Mouthed Standard Jerk Germany:* So you don't like me and you don't like Jim Diehl and you cannot stand Melinda Holley. Gee, do you get along with anyone, besides your right hand? It must be terribly tough on you to have your genius recognized only by yourself and your mom. Let's see how loud you talk when this game is over, unless you bail out first.

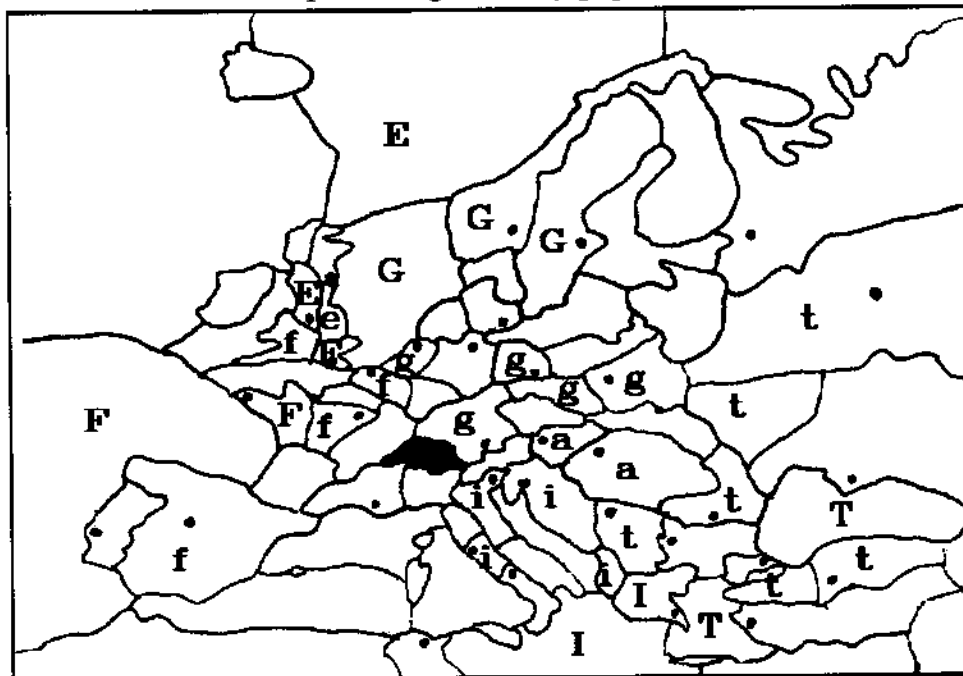
*Paris - Moscow:* I'm returning the favor and thanks. Sorry about your position. Don'twaste your time on Lord. Diplomacy...there's a misnomer.

*Rome - Czar Stanski:* Hang in there 'ol pal, 'ol buddy. Your Polish armies are causing them German folks a lot of "Heartache".

*Stoic Stan - Lilly-Livered Lord:* At least I'm man enough to stay in the game and deal with my mistake, not run like you.

## Diplomacy O-1, General Brock, 1991L, W 03

"Season seperation granted by popular request."



*Austria (K. Caruso):* Rem A Gal..Has A Bud,A Vie.

*England (Milewski):* Rem F Pic,F StP(nc)..Has A Yor,F Lvp,F Nwg.

*France (Gonsalves):* Bld F Bre,A Par..Has F Bre,A Spa,A Par,F Lon,A Wal,F Mid,A Bel.

*Germany (Acheson):* Bld A Mun..Has A Mun,A War,A Sil,A Ber,F Swe,F Nwy,F Nth,  
A Hol.

*Italy (S. Johnson):* Bld A Rom..Has A Alb,A Rom,A Tri,A Ven,F Gre,F Ion.

*Turkey (Strong):* Bld A Con,A Ank..Has A Ukr,A Ser,F Bla,F Aeg,A Rum,A Mos,A Con,  
A Ank.

Press and orders on file will be used unless you tell me otherwise.

## Diplomacy O-2, Elio Chacon, 1989J, End Game

1989J Been There, Done That (to Fall 1908), Maniac's Paradise

GM: Tom Nash (to Fall 1908), Douglas Kent

England/Germany/Italy/Turkey Draw, Spring 1909

	01	02	03	04	05	06	07	08
Austria	04	03	01	01	00	00	00	00
England	04	04	03	04	05	05	05	06

Jim Nickel (OUT F05)  
Bill Hunter (DROP S04)  
Steve Dorneman (DRAW S06)



France	04 04 03 02 01 01 00 00
Germany	05 06 07 08 08 09 10 09
Italy	06 06 09 07 07 07 07 06
Russia	05 04 03 02 01 00 00 00
Turkey	05 07 08 10 12 12 12 13

Tim Moore (OUT F07)  
 George Rifle (DROP S07)  
 Jack McHugh (DRAW S09)  
 Vince Lutterbie (DRAW S09)  
 Jimmy Williams (OUT F06)  
 Karl Hoffman (DRAW S09)

*Stephen Dorneman (England):* Let's see, what was I playing in this game? England? Yeah, that's the ticket, England.

I came into this game as a standby, when it looked to me as if England had just attempted a feeble stab of Germany. In the few BT,DT turns that I think I remember, I pulled away from Turkey, consolidated my predecessors few gains on the continent, and had just decided to break off war with Germany, to unite against the leader. The draw passed, but I would have been convoying A Edi-Norway and moving F Norway-Barents, I think. *(Special Note to Karl Hoffman: The above is just to mollify Jack. I would actually have been attacking Germany, as per your letter. Don't tell Jack. And remember, he can't read letters in bold, italic type, so feel free to talk about him anytime this way).*

Thanks to Doug for picking up this dead horse and beating it a couple more times. Thanks to Karl Hoffman for actually writing to me after the game restarted. Thanks to Vince and Jack for getting this over with. Let's get on to something different. After all, I've Been There, Done That.

Who was Elio Chacon anyway, and why should I care about him?

*GM:* Thanks to the irreplaceable Paul Milewski for the supply center chart - above and beyond the call of duty. A word of explanation - in 1904, Tom Nash incorrectly listed Russia as No Removals Received and removed F Swe, when they did not have to remove a unit. At the same time, he gave Germany credit for still owning Sweden, and illegally allowed them to build a unit. No one in the game ever noticed or complained, apparently. Therefore, the game was played using the chart above, but really in 1904 Germany should be 7 centers and Russia should be 3.

## Gunboat 4, Abby Normal, 1990 Trb32, F 13

*"Slowly but surely, Italy gains a little ground."*

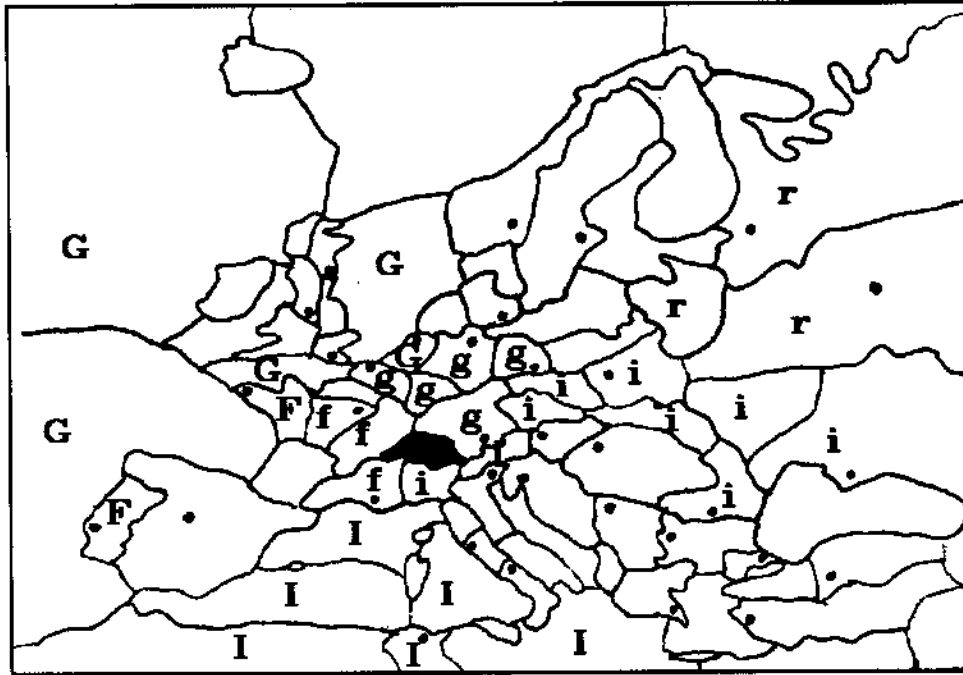
*France:* A Bur-Bel, A Par S A Bur-Bel(Imp), F Bre S A Bur-Bel(Imp), A Gas S F Bre, F Spa(sc)-Por.

*Germany:* A Ruh-Mun, A Kie S A Ruh-Mun, A Ber S A Ruh-Mun, A Sil-Boh(Dis-ret Pru, OTB), A Bel-Ruh, A Pic-Bel, F Hol S A Pic-Bel, F Mid S F. F Spa(sc)(OTM), F NAt S F Mid, F Ech S F Mid, F Nth U.

*Italy:* A Tyr-Mun, A Pie S F. A Gas-Mar(NSO), A Mun-Sil, A Boh S A Mun-Sil, A Gal S A Mun-Sil, A War S A Mun-Sil, A Sev-Mos, A Rum-Sev, F Naf S F Wme-Mid, F Wme-Mid, F Aeg-Ion, F Ion-Tyn, F Tun-Wme, F Lyo S F. A Gas-Mar(NSO), A Ukr S A War.

*Russia:* Ret A War-Lva..A StP S A Mos, A Mos S A Lva-War, A Lva-War.

All Draw Proposals Fail  
 Now Proposed - Every Possible Draw



Supply Center Chart

France	Bre,Par,Mar,Por,Spa=5	Even
Germany	Mun,Kie,Ber,Hol,Bel,Den,Swe,Nwy, Edi,Lvp,Lon=11	Even
Italy	Nap,Rom,Ven,Tun,Bud,Tri,Vie,Ser, Gre,Smy,Con,Ank,Bul,Rum,Sev.War=16	Build 1
Russia	Mos,StP=2	Remove 1

## Gunboat 5,Whipsaw,1990Xrb32,F 11

I/T Draw Passes - End-Game Statements & Report Next Issue

## Gunboat 6,Road Games,1991Hrb32,W 07/S 08

*"Turkish fleets close in on the Ionian..Russians land in Berlin."*

*Austria:* Rem A Tri..A Gal-Ukr,A Bud-Tri.

*England:* Bld F Lon..F Nwg-Bar,F Nth-Nwg,F Hol-Nth,F Hel S F Hol-Nth,F Lon-Ech,  
A Den-Swe,F Kie-Ber,A Gas-NAf,F Mid C A Gas-NAf.

*France:* Ret F Spa(sc)-OTB..A Por H.

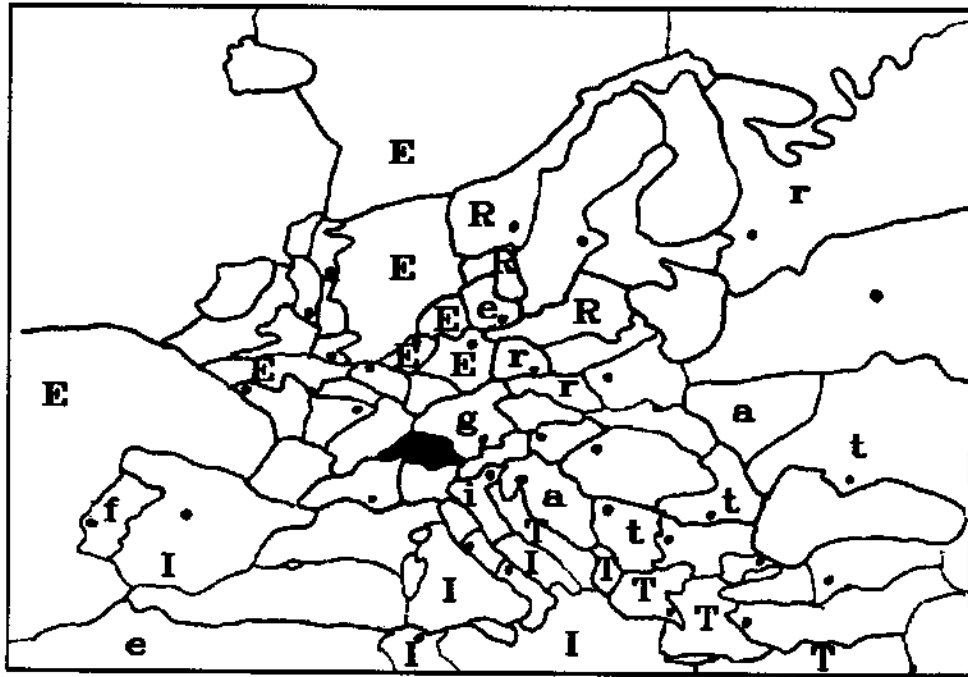
*Germany:* NMR! A Ber U(Dis-ret Pru,OTB),A Mun U.

*Italy:* Bld F Nap..F Spa(sc) H,F Nap-Apu,F Ion S F Nap-Apu,F Tun S F Ion,  
F Tyn S F Ion,A Ven S A. A Tri(NSU).

*Russia:* Ret A Den-Swe,Rem A Vie..A Swe-Ber,A Sil S A Swe-Ber,F Bal C A Swe-Ber,  
A StP-Nwy,F Ska-Swe,F Nwy-Bar.

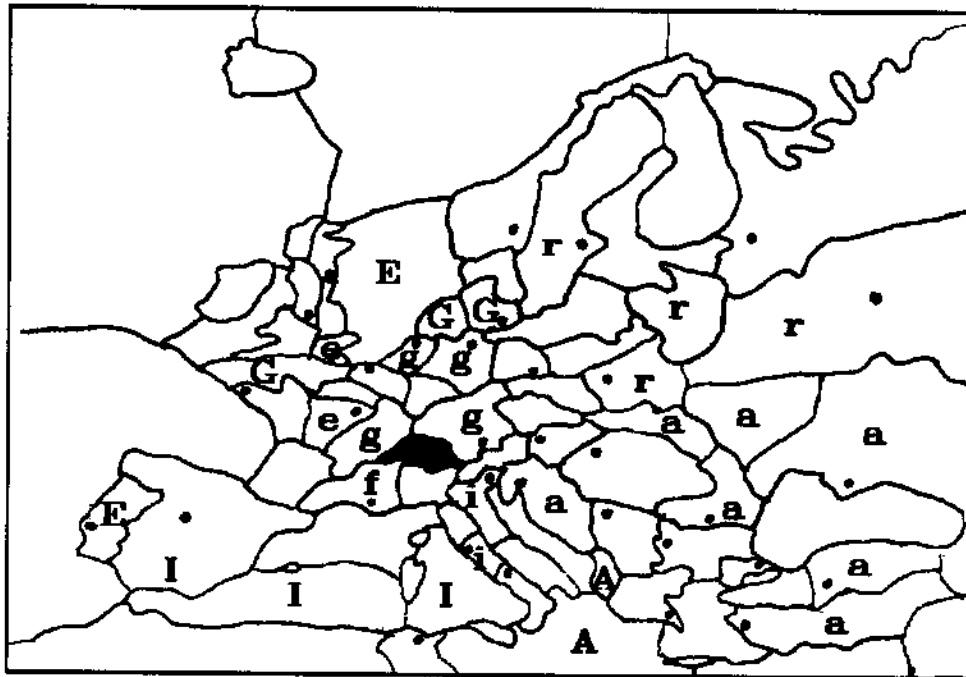
*Turkey:* Bld F Smy..A Ser S F Aeg-Gre,A Rum S A Ser,A Sev S A Rum,F Gre-Alb,  
F Aeg-Gre,F Adr S F Gre-Alb,F Eme S F Smy-Aeg,F Smy-Aeg.

All Draw Proposals Fail



**Gunboat 7, Enigmatic Ocean, 1991 Qrb32, W 06/S 07**

*"Turkish troops having a few problems..England and France hiding under rocks somewhere."*



*Austria: Bld F Tri, A Vie..A Vie-Tri, F Tri-Alb, A Gal S A Ukr, A Ukr S A Rum-Sev, A Rum-Sev, A Bul-Rum, A Smy S A Con-Ank, A Con-Ank, F Aeg-Ion.*

*England: NMR! Ret F Ber-OTB, plays 2 short..F Por U, F Nth U, A Par U, A Lon U.*

*France: NRR! Rem F Tyn..A Mar U.*

*Germany:* Bld F Kie..A Den-Kie,F Kie-Hel,A Hol H,A Mun-Bur,A Ber-Mun,F Bal-Den,  
F Bel-Ech.

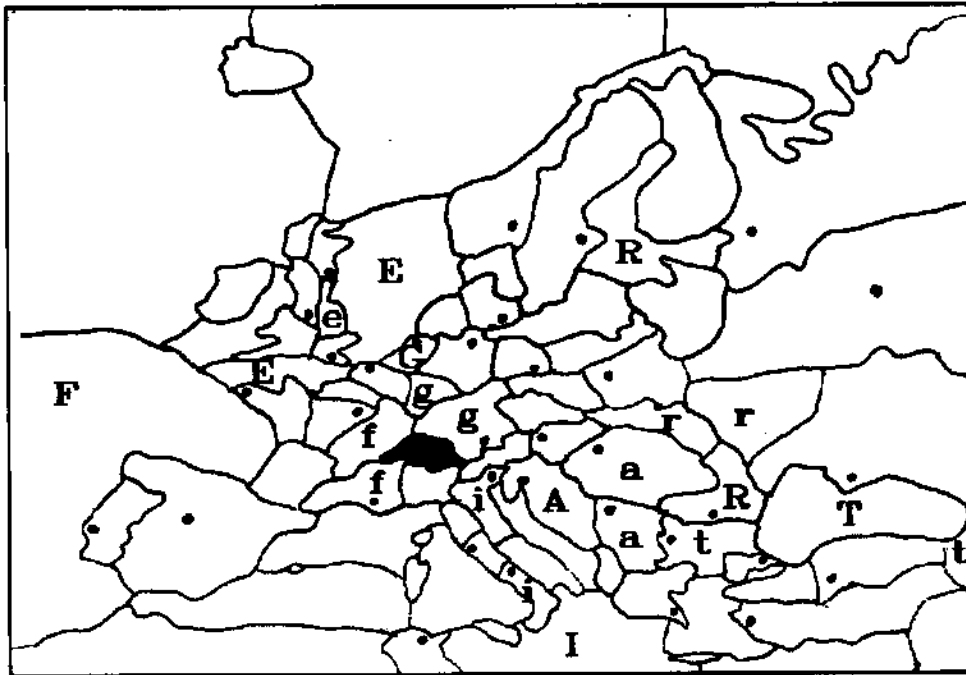
*Italy:* Bld F Rom..F Rom-Tyn,A Nap-Rom,F Tun-Wme,F Spa(sc)-Por,A Ven H.

*Russia:* Bld A StP..A Nwy-Swe,A StP-Lva,A War H,A Mos S A War.

*Turkey:* Ret F Bul(ec)-OTB..A Sev H(Dis-ret Arm,OTB),F Ank H(Dis-ret Bla,Arm,OTB).

## Gunboat 8,Arrival,1992Wrb32,Spring 1901

*"All moves succeed..What a charming war!"*



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

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

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

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

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

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

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

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## Zine Plug

Larry Cronin is hunting for new players, and he's been whining so much I've decided to give in and plug his zine Perestroika. Larry runs Perestroika (like you couldn't figure that out yourself), which is an economic variant he designed (and redesigned, and redesigned). Larry seems to have gotten the rules down by now, so if you're looking for a regular and reliable place to play an economic variant, drop Larry a line. His address is on the back page. There, Larry, now stop whining!

# African Dip, Million Dollar Legs, 1991 Sdm04, F 05

"Say goodbye to the two Canadians...The race for 19 centers is on!"

*Ethiopia (Acheson):* NMR! A Add U(Dis-ret Eri, Ken, Sub, OTB), F NIN U.  
*Ivory Coast (Strong):* F TUN S F Wme-Ion, F WME-Ion, F ITA S F Wme-Ion,  
A ESA S A Ben, A WSA H, A CHA S A Kor, A TRI S A Ben, A KOR S A Kha,  
A KHA S Z. A Dji-Add, F Swa-SIN, A BEN H, F Sin-MAD.  
*Saudi Arabia (Greger):* F ION H, F EME S F Ion, F GRE S F Ion, A EGY H,  
A MEC S A Egy, F RED S A Egy, A KIS H.  
*South Africa (G. Wilson):* Ret A Bot-Nam. A Nam S F Ang(Destroyed),  
F Ang S A Nam(Dis-ret Sea, OTB), A MOZ-Zam.  
*Zaire (R. Schultz):* A SOM S A Dji-Add, A Dji-ADD, A UGA-Kis, A LUB-Zam,  
A Zam-TAN, A BOT S F Kal-Nam, A PRE H, F Kin-ANG, F GOC S F Kin-Ang,  
F Kal-NAM, F Ora-MCH.

All Draw Proposals Fail  
Now Proposed - E/SA/SA, IC/Z

## Supply Center Chart

Ethiopia	None=0	OUT!
Ivory Coast	Fre, Oug, Abi, Cha, Sen, Nga, Mor, Tim, Spa, Tri, Tun, Ben, Kha, Mad=14	Build 2
S. Arabia	Riy, Dam, Mec, Egy, Ira, Gre, Kis=7	Even
S. Africa	None=0	OUT!
Zaire	Lub, Kin, Gas, Uga, Tan, Zam, Zim, Dji, Som, Cap, Por, Add, Ang, Nam, Pre=15	Build 4

## PRESS

*South Africa - Zaire:* We ain't going down easy! Yaz has us outnumbered for years now, and we is still around.

*South Africa - Saudi Arabia:* I feel my days are numbered. You may soon be alone to carry on the fight against Z/I aggression and tyranny.

*South Africa - IC/Zaire:* So who's the toady and who's the master?

# African Dip #2, Ragnar, 1992 Ddm04, F 02

"Go Saudi go! Zaire not doing too bad, either."

*Ethiopia (R. Schultz):* A CEN-Gab, A KOR-Cha, A Sud-Kis(Destroyed).  
*Ivory Coast (Cox):* F NGA H, A WSA-Tim, F Mid-Fre(Dis-ret Gog, OTB),  
A NGR S F Nga, A SEN H.  
*Libya (Strong):* Ret F Sen-Gui, A Wsa-Alg. F Wme-NAT, A CHA S Z. F Gog-Nga(NSO),  
A Alg-TRI, F GUI-Fre, A ESA S A Cha, F MOR-Mau, A MAU-Tim.  
*Saudi Arabia (G. Wilson):* F SOM H, F GOA S F Som, F ARA-Nin, A ERI-Add.

A Egy-KHA,F RED C A Egy-Kha,A Tur-DAM.  
*South Africa (Wang):* A KEN-Add,A TZA-Ken,F GOC S F Swa-Mid,F MCH S F Nin,  
F NIN S A Tan-Ken,F SIN S F Nin,F Swa-MID.  
*Zaire (Garrett):* A Ang-KIN,A Kis-SUD,A UGA S A Kis-Sud,A Mit-KIS,  
 A CON S A Mit-Kis,F GAB H,F Gog-ABI.

### All Draw Proposals Fail

### Supply Center Chart

Ethiopia	Add=1	Remove 1
Ivory Coast	Fre,Oug,Tim,Nga,Sen=5	Even
Libya	Ben,Tri,Tun,Cha,Mor,Spa=6	Remove 1
S. Arabia	Riy,Dam,Mec,Irn,Egy,Gre,Dji,Kha,Som=9	Build 2
S. Africa	Pre,Cap,Por,Zim,Nam,Mad,Tan=7	Even
Zaire	Kis,Lub,Kin,Gab,Zam,Uga,Ang,Abi=8	Build 1

### PRESS

*Addis Ababa - Tripoli:* Desperately we tried to adjust our reception when our T.V. was turned...click...

## Narnia Wars,Midnight,1991AKf101,F 03

*"Not too hard to figure out who's doing well in this game, eh?"*

*Archenland (Anderson):* A Olv-Anv(Dis-ret Bul,Col,OTB),A COR S A Olv-Anv,  
Cor COR S A Olv(Imp).  
*Calormene (Wang):* A Grv-HER,A Pug-SOJ,A Zul-GRV,2A Her-OLV,A/F BOR-Cor,  
 F Pir-SEA,F SPL C Q. A Win-Brn.  
*Dwarves (Brown):* A SWW-Nww,A DAN S A Asl,A ASL S A Dan,A LAN H.  
*Giants (McHugh):* 2A Hel-Bea(Stoned),A SOM S A Des-Cww,A DES-Cww.  
*Lone Islands (Ozog):* F DAW-Fis,A/F GAL S F Emp,F EMP S A/F Gal.  
*Narnia (Bingham):* A GRE S A Coa,A COA S A Gre,A BER H,A Gla-CAI,HK Gla-CAI.  
*Telmar (R. Schultz):* A Rev-ERL,A Res-RHO,A Val-RAV,A Hun-WES,Miraz Fle-SHU,  
 A Fle-SHU,A Nww-CHI,A LAM-Nww,A Ara-NAI,A Bre-ARA.  
*White Queen (Garrett):* Ret A Cor-Anv..WQ HEL Stones G. 2A Hel,A HAR H,  
 A Gia-BOW,A RIS-Fis,A CWW H,A ANV S C. A/F Bor-Cor,A LUN S A Anv,  
 A Win-BRN,A GDW S C. A Grv(OTM).

### Supply Center Chart

Archenland	Cor=1	Remove 1
Calormene	Azi,Iik,Tas,Vtp,Tor,Cal,Ham,Her=8	Build 1
Dwarves	Rhe,Asl=2	Remove 2
Giants	Fis,Ser=2	Remove 1
L. Islands	Doo,Gal=2	Remove 1
Narnia	Cai,Tow,Coa,Gre,Ber=5	Build 1
Telmar	Cas,Tel,Arg,Oct,Cre,Nww,Ara,Lan,Wes,	

Chi,Shu=11  
W. Queen Anc,Cit,Bea,Ett,Cww,Win,Anv,Gia,Har,  
Brn=10

Build 2

Build 2

## PRESS

*White Queen - Giants:* Silent partners can be fun,  
Take their centers, watch them run.

## Next Narnia Deadline - 7/31/92

### Woolworth II-D,Theoretical,1992Jcb19,S 01

*"War finally gets underway. Scandinavia forces its way into the North Sea."*

*Austria (????):* F TRI H,A BUD S A Vie-Gal,A Vie-GAL.

*Balkans (????):* A BUL S A Ser-Rum,A Ser-RUM,F Gre-AEG.

*England (Bingham):* F LON-Nth,F Edi-NWG,F Lvp-NAT.

*France (R. Schultz):* F Bre-PIC,A Par-BUR,A MAR-Swi.

*Germany (Hyatt):* A MUN-Swi,F Kie-DEN,A Ber-KIE.

*Italy (????):* F Rom-TYN,F Nap-ION,A Ven-PIE.

*Russia (????):* A StP-LAP,F SEV-Rum,A Mos-UKR,A WAR-Gal.

*Scand. (Anderson):* A SWE H,F Den-NTH,F NWY S F Den-Nth.

*Spain (Shulman):* F Mor-ALG,A Por-MAD,F Mad-LYO.

*Turkey (????):* F ANK-Con,A CON-Aeg(Imp),F Smy-EME.

## PRESS

*Scandinavia - World:* Are we in the six months of light or the six months of dark? Only time will tell.

*Scandinavia - All:* I do hope we can conduct ourselves with proper decorum - i.e. no cross-gaming, letter-passing, leaks, etc.

## Enemy in Sight - Yellow Submarine

Turn 5

Admiral Schmellson looks over his fleet, and repairs the damage on his Caledonia's hull. Back to full strength, he sets off to find the head, or the poop deck.

Sensational Captain She-Hulk whines about discrimination against green people, and fires three points of damage from her Ville de Paris into the hull of Ahab's Orient.

Captain Ahab reels from the shock of She-Hulk's barrage, and repairs three points of damage from the Guillaume Tell, restoring it's masts.

Captain Barbablanco tires of the female's boasting, and fires three points of damage from the Captain into She-Hulk's Insurgente, dismasting it. He then boards it with the Captain, using two points of grape, She-Hulk choosing to use nothing. Barbablanco takes the Insurgente, removes the damage to the rigging, and adds it to his line.

**Admiral Schmellson** - Yisrael 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. No Red cards. **8 victory points.**

**Sensational Captain She-Hulk** - Mara Kent - 1st Ville de Paris (Fr) 5R/10H, 2nd Argonatta (Sp) 5R/9H, 3rd Revenge (Br) 4R/9H, 4th Africa (Br) 4R/7H, , 6th Randolph (US) 3R/5H. No Red cards.

**Captain Ahab** - Jack McHugh - 1st Orient (Fr) 2(6)R/11H, 2nd Guillaume Tell (Fr) 2(5)R/9H - Dismasted, 3rd Bahama (Sp) 4R/8H, 4th Agamemnon (Br) 4R/7H. No Red cards.

**Captain Barbablanco** - John Schultz - 1st Santa Anna (Sp) 5R/7(10)H, 2nd Dreadnought (Br) 5R/6(10)H, 3rd Captain (Br) 3R/8H, 4th Bienfaision (Fr) 4R/7H, 5th Insurgente (Fr) 3R/6H, 5th Essex (US) 3R/5(6)H, 6th Bonhomme Richard (US) 3R/5H. No Red cards. **8 victory points.**

Top Ship - 5th Vengeance (Fr) 4R/6H  
Top Card - Black

Order for the next turn is M. Kent, Schultz, Y. Kent, McHugh.

PRESS

*Captain Barbablanco - She Hulk:* I ain't scared of anything big and green...HAH!!!

*Admiral Schmellson - Ahab:* Perhaps you haven't heard...BULLETS CAN'T KILL ME!  
Can you swim?

Next Enemy in Sight Deadline - July 31, 1992

## Kremlin

Tony Strong - Yellow, Mike Scott - Green, Bruce Reiff - Blue, Bill Scharf - Red

Turn 2

Phase 1: Cures Phase - D goes to Cure. A ages 3 to 88, C ages 2 to 82, D ages 1 to 75, E ages 1 to 78, Y ages 1 to 53, T ages 1 to 59.

Phase 2: Purge Phase - Green, with C, purges D. C ages 1 to 83.

Phase 3: Spy Investigation - Blue, with E, calls C to trial. C automatically votes Innocent.



Y does not vote. Green and Blue go through a bidding war for T that ends with 8 Green and 9 Blue on T. T votes guilty. They have a bidding war on M next, that ends with 5 Green and 4 Blue. M votes Innocent. The trial fails. C loses his ?. E ages 3 to 81.

Phase 4: Health Phase - A Dies, C Dies, E Dies, Y + to +.

Phase 5: Funeral Commission - Green declares 1 on Y. Green, with Y, nominates M, who automatically succeeds.

Phase 6: Replacement - Green, with M, promotes Y to KGB and T to Defense, and demotes B to People and H to Candidate. M ages 4 to 68. By age, the following promotions take place: F to Foreign, G to Ideology, H to Industry, S to Economy, Z to Sport, and B, J, K, L, and N to Candidate.

Phase 8: Parade - Yellow declares 9 on M. M automatically waves. Yellow has one wave, no one else has any.

#### Final Positions

	Blue	Red	Yellow	Green
Party Chief:				
M, 68	4		9	5
KGB:				
Y, 53, +, ?				1
Foreign:				
F, 71				
Defense:				
T, 59	9			8
Ideology:				
G, 70				
Industry:				
H, 69				
Economy:				
S, 58				
Sport:				
Z, 51, ?				
Candidates: B 75, J, 67, K 66, L 65, N 63.				
People: Q 60, R 59, U 56, V 55, W 54, X 53.				
Kremlin Wall: A, C, E.				
Siberia: D 75 ++, I 68, O 62, P 61.				

Next Kremlin Deadline - July 31, 1992

## Player List

Number Shown is Last Issue in Sub

- Acheson, Robert 1510-10883 Saskatchewan Drive Edmonton, Alberta, Canada T6E 4S6 (T)  
 Anderson, Lance 896 Fox Ave, #100 Lewisville, TX 75067 (49)  
 Behnen, Gary 13101 South Trenton Olathe, KS 68062 (T)  
 Bingham, Herman 2820 Park Avenue River Grove, IL 60171 (41.5)  
 Brooks, Joe 300 Market Street Navarre, OH 44662 (47.5)  
 Brosius, Eric 41 Hayward Street Millford, MA 01757 (43)  
 Brown, Sean J. 1000 North Beaver St. #216 Flagstaff, AZ 86001 (48)  
 Burgess, Jim 100 Holden Street Providence, RI 02908-5731 (T)  
 Carlberg, Steven 1939 Windemere Drive Atlanta, GA 30324 (T)  
 Caruso, John and Kathy 636 Astor St. Norristown, PA 19401 (T + 2.50)  
 Cox, Roger 57 Coastline Drive Inman, SC 29349 (45.25)  
 Cronin, Larry PO Box 40060 Tucson, AZ 85717-0060 (T)  
 Croyle, Don 317 Edgewood Avenue Fort Wayne, IN 46805 (49.25)  
 Diehl, Jim 10530 West Riverview Drive Eden Prairie, MN 55347 (43.5)  
 Dorneman, Stephen 99 Pond Avenue #200 Brookline, MA 02146 (47.5)  
 Gaughan, Pete 1521 S. Novato Blvd. #46 Novato, CA 94947 (49.5)  
 Garrett, Jack 481 W. Lincoln Drive Greenville, OH 45331-2340 (44.5)  
 Gonsalves, Michael 530 Treasure Lake Dubois, PA 15801 (T)  
 Greger, Charles PO Box 897 Mayer, AZ 86333 (44.5)  
 Harper, Andrew 51 School Street Avon, CT 06001 (46)  
 Hoffman, Karl 250 Harrie St. D5 East Stroudsburg, PA 18301 (40)  
 Holley, Melinda PO Box 2793 Huntington, WV 25727 (43.75)  
 Hood, David 2905 20th Street NE Hickory, NC 28601 (39)  
 Howell, Tom PO Box 1450 Port Townsend, WA 98368-0035 (43)  
 Hyatt, Fred 60 Grandview Place Montclair, NJ 07043 (T)  
 Johnson, Jonas 1515 South Yale 5-1A Flagstaff, AZ 86001 (42.25)  
 Johnson III, Stan 10 Pine Street Edison, NJ 08817-4742 (47.5)  
 Kendler Jr., Lee A 376A Willowbrook Drive Jeffersonville, PA 19403 (T+2)  
 Kent, Yisrael 636 Westfield Avenue Apt B3 Elizabeth, NJ 07208 (50)  
 Kirk, John PO Box 1284 Searcy, AR 72143-1284 (42)  
 Levin, Alan 7042 W. Carol Niles, IL 60648 (43)  
 Lord, Michael 4027 Baker Road Minnetonka, MN 55343 (42.5)  
 Lowrey, Michael 3005 Kenninghall Ct. Charlotte, NC 28269 (T)  
 Lutterbie, Vince 1021 Stonehaven Marshall, MO 65340 (40)  
 Mainardi, Tom 45 Zummo Way Norristown, PA 19401-3139 (T)  
 McClung, Bruce 34372 Epling Terrace Freemont, CA 94555 (51)  
 McHugh, Jack 280 Sanford Road Upper Darby, PA 19082 (T)  
 Milewski, Paul 4380 Eastwood Drive Apt 2101 Batevia, Ohio 45103-2417 (46.75)  
 Murray, Mark 14220 Deloice Crescent Newpt Nws, VA 23602 (41.5)  
 Nicewarner, Steve 1310-11 Ephesus Church Road King's Arms Apts. Chapel Hill, NC 27514 (47.75)  
 O'Brien, Patrick 423 McKee Place Pittsburgh, PA 15213 (40)  
 O'Kelley, Jim 6469 Apache Drive Indian Head Park, IL 60525 (50)  
 Oliveri, Michael 10033 Schiller Blvd. Franklin Park, IL 60131 (55.5)  
 Ozog, Cathy 9509 209th Avenue East Bonney Lake, WA 98390 (T)  
 Paulson, Gerry 80 McLeod Place Edmonton, Alberta T5A 3A8 Canada (53.5)  
 Preston, Mickey 3351 Cove Lake Drive #127 Lexington, KY 40515 (44.5)  
 Quigley, John Box 337 RD #1 Zionsville, PA 18092 (47.25)  
 Reiff, Bruce 2207 Smokey View Blvd. Powell, OH 43065 (46)  
 Reynolds, Phil USF #4270 4202 Fowler Ave. Tampa, FL 33620 (45.5)  
 Rosenthal, Jon 35 Mayer Drive Suffern, NY 10901 (47)  
 Scharf, William 4814 Walnut Grove Ave. Rosemead, CA 91770 (46)  
 Schenck, Garret 40 3rd Place Basement Apt. Brooklyn, NY 11231-3302 (41)  
 Schultz, John POB 41-19390 ICH 308 Michigan City, IN 46360 (53)  
 Schultz, Randall Lee 24 Sandpiper Circle East Falmouth, MA 02536 (50)  
 Scott, Mike 857 N. Greenpark Avenue Covina, CA 91724 (49.25)  
 Shulman, Arthur 45-1107 River Drive South Jersey City, NJ 07310 (41.5)  
 Siegel, Phil 114 Winthrop Ave Albany, NY 12203 (59.25)  
 Stanger, James 2933 Barlow Street Madison, WI 53705 (44.5)  
 Stimmel, Robert 2500 'C' Street #10 Sacramento, CA 95816 (47.5)  
 Strong, Tony 1027 E. 7th St #5 Long Beach, CA 90813-4823 (41.5)  
 Stuart, Rick 33 Sutton Place Cincinnati, OH 45230 (42)  
 Sullivan, Peter 16 Neile Close Romanby, Northallerton, North Yorks DL7 8NN England (T)  
 Swider, Tom 75 Maple Avenue Apt. A Collingwood, NJ 08108 (T)  
 Theriault, Robert 156 Lyman St. Ext. Westbrook, ME 04092 (46)  
 Vapolis, Michael 315 N. Carpenter Avenue Indiana, PA 15701 (46)  
 Wang, David Box 275 Summit, NJ 07901 (48)  
 Weiss, Richard 2 Bayside Village Pl. #409 San Francisco, CA 94107 (T + 7.75)  
 Wilson, Brad PO Box 126 Wayne, PA 19087 (T)  
 Wilson, Graham 22 Magwood Court Toronto, Ontario M8S 2M5 Canada (58)  
 York, W. Andrew PO Box 2307 Universal City, TX 78148-1307 (53.5)  
 Young, Eric 4784 Stepany Road RR #2 Armstrong, BC V0E 1B0 Canada (T)

Next Issue's Deadline: August 3, 1992 12:00 Noon Eastern