

Maniac's Paradise

Issue 42

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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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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.

Welcome to another issue of Maniac's Paradise, where the Kent grassroots movement was started. If you all want me to run this hobby, fine, I'll be your servant. **You own the hobby.** I'm just here to work for you. There ya go, problem solved. Actually, I'm dropping my bid for Grand Hobby Poobah, since I don't want to throw the thing into the House - that would be disruptive. All my supporters out there should still put my name on the ballot, to send a message to those politicians ~~up in Brooklyn~~ down in Washington!

Guess what? That's what. All right, enough of that. It's another big month here in MP. We've got the Runestone Poll results (MP came in a startling 2nd, a bit better than I expected). We've got the final scores and zine prices for 1992 Runestone Poll Bourse. We've got "Uptight, Upset, and Anti-Social", with letters from Crazy Markie Nelson, Paul Milewski, and Stan Johnson, David Hood, Bruce McIntyre, and others. We've got an end-game report for Gunboat 5, as well as all the usual game crap. We've got the answers to Robert Stimmel's quiz from a few issues ago. We've got Jack McHugh's subzine (stop snoring). We've got the winner of the 1st MP 7X7 Gunboat Tourney. We **don't** have a "You're the One" this month - Mara is still very ill, and there's no telling if and when she'll be up to doing any writing. I also haven't heard anything from Mickey Preston lately - his "Metropolis" may be a thing of the past. Anyway, there's not much else going on. Note that the deadline falls on a **Tuesday** this month, because of the Monday holiday. Speaking of which, the next deadline is:

September 8, 1992 at 12:00 noon eastern

Uptight, Upset, and Anti-Social

#25

7/29/92

Quotes of the Month:

Crazy Markie Nelson (reviewing a zine he doesn't quite like): "Recommended course of action: thermo-nuclear strike."

Crazy Markie Nelson (reviewing a zine he really doesn't like): "Recommended course of action: Two thermo-nuclear strikes."

Quiz of the Month:

Answers to Robert Stimmel's Quiz Questions

1) Cervantes died April 23, 1616, in Spain (on Gregorian calendar). Shakespeare died April 23, 1616 in England (on Julian calendar). There was a ten day difference then, now its thirteen days.

2) In England, Feb. 15 1650 came after July 15, 1650. At that time their new year started in March.

3) Austria, Slovakia (unless its still Czechoslovakia), Ukraina, Rumania, Yugoslavia (Serbian part), Croatia, and Slovenia border Hungary. Before World War II only four countries bordered Hungary.

4) If Bush, Perot, and Clinton force the election into the House, and they cannot agree on one of them, the Senate will pick from the top 2 VP candidates for acting President. That could be Quayle, but more likely Gore.

5) The Counts of Reuss always named their sons Heinrich since the year 1200. In each century the numbering began anew. (There were several divisions of Reuss). In the 18th century Heinrich XLII of Reuss-Schleiz named his sons Heinrich, LVIII, LXII, LXV, LXVII, LXVIII, LXXI (71st). Heinrich LXXII was from Reuss-Ebersdorf. Heinrich LXXIII and LXXV from Russ-Köstritz.

Of the people who tried to answer these questions, Don Croyle and Pete Gaughan got four correct. As a matter of fact, no one got #5 correct. I'll probably do another Rock Quiz (as per Stan Johnson's suggestion) in an issue or two.

Hobby News and Views

Runestone Poll Bourse Ends: The RPB game has ended, and the official winner is Alan Levin. The final zine values are listed elsewhere, and the final player standings are listed

below. The "High", "Low", and "Last" values are those prices that occurred during trading. "Close" is the final zine value based on the 1992 Runestone Poll results. Congrats to all who did well, and PPHPHT!!! to everyone who didn't:

1). Alan Levin	1084956
2). Eric Brosius	1033687
3). Roger Cox	993214
4). John Schultz	972360
5). Tony Strong	961814
6). Joe Brooks	952196
7). David Wang	899718
8). Herman Bingham	897320
9). Jack McHugh	872901
10). Patrick O'Brien	869556
11). Stan Johnson	841822
12). Garret Schenck	840065
13). Bob Acheson	812352
14). Bruce McClung	750167
15). "Others"	670100
16). Robert Stimmel	612758

MP 7 X 7 Gunboat Tourney #1: The first MP 7 X 7 Gunboat Tourney has finally ended, leaving Larry Cronin the uncontested winner. Larry won three of the games outright, and was part of draws in two other games. He was not eliminated in any of the games. Under the scoring system, Larry came up with 204 points, with second place going to Jim Diehl with 73 points. Congrats on a job well done, Larry!

David Wang's New Zine: David Wang, a reliable player here in MP, has taken the plunge and started his own zine, entitled Metamorphosis. David is planning on publishing monthly, and charging 50 cents an issue (going up to 75 cents if the thing gets bigger than one ounce). Issue 1 contains info on the Baseball league he's playing in, the poop on David's car getting stolen, and two orphan games moved from Bruce Reiff's folded zine Diplomacy Downs. David is listing openings in regular Dip (grey press) and Gunboat (no press, no delays). He also suggests possible future openings in Colonia VII [don't do it Dave] and Snowball Fighting. If you are looking for another place to play, or want to get involved in a new gamestart, drop Dave a line. His address is on the back page.

Polls and Awards: You'll find the Runestone Poll results somewhere in this issue. MP came in a close 2nd, a spot or two better than I expected. Thanks to everyone who voted. As I've said in the past, I don't put too much stock in the polls, but I figure if I finish near the top all that really means is a lot of you enjoy the zine, and I'm always happy to hear that. Also, the winners of this year's Hobby Awards have been released. They were: Don Miller Award - John Boardman, John Koning Award - Gary Behnen, Melinda Holley Award - Kathy Caruso, and Rod Walker Award - Garret Schenck. Congrats to the winners.

Change of Leadership for the DOGS: El Coyote (Kevin Kinsel) has announced that due to lack of time, he'll be turning over the publishing reigns of DOGS of War to his good buddy Hellhound, also known as Giovanni O'Campo. DOGS has been a great publication so far, and I wish Gio much luck in continuing with that tradition. Hey Coyote, don't spend too much time on your surfboard!

Letters

Stan Johnson: In reply to McClung's statements I say: being so disorganized that you don't have five or ten minutes to write orders, and being so undependable that you can't keep a commitment that you made voluntarily, and being so selfish that you ruin a game for the other six people, doesn't necessarily mean you have a life. More likely you're a self-centered airhead. I don't condemn people who once in a great while NMR; I'm referring to people who NMR every second or third turn. I have never seen people of that stripe beat anyone. I can understand why Bruce loves NMRers so much though; without them he'd never win a game. I have more of a life than McClung could ever dream of; but I don't use that as an excuse to duck commitments I make. It's a quality called maturity, Bruce, you ought to try it. It only looks hard. P.S. Bruce, I promise not to complain if you NMR in "Pessimism", so feel free to do so.

Mark Nelson: Included [in MP] was a picture you had cut out from some magazine. Was this supposed to mean something to me? Explanation wanted!

Can't remember if I asked you this or not (I think not). Why did you decide to start running Maniac's Paradise and which zines have influenced the way you run the zine? (I am compiling answers to this question from different editors).

I never understood why Diadochi V was on Fred Davis' list of "10 Best Diplomacy Variants". I played in two postal games of this variant and spent many hours studying the game. As a result of my dissatisfaction with the game I designed Diadochi VI which I consider to be a far superior game.

The main faults with Diadochi V are:

- (a) Too many supply centers.
- (b) Supply center province/non supply center province ratio is too high, meaning that the map quickly gets cluttered with too many units (a common fault with many Dip variants from the mid 1970's).
- (c) Too many stalemate lines. In particular one running down the middle of the board which has more than 50% on one side of it! It's possible for one player to set the stalemate line up and then eliminate the other players from his side of the board and win the game!
- (d) Rome is too strong (IMO) unless played by a dick-head who NMR's on a reasonably frequent basis.
- (e) Powers too uneven in their strength.

Still, it would be good to get another opinion on the game. Even better if you persuade the people playing in Diadochi V to sign up for Diadochi VI so we could get a comparison between the two games. If I can twist your arm to open up a Diadochi VI waiting list (rules from the NAVB) than I will sign up for the game.

Comments on your houserules:

(1) I personally prefer that NVR=no for votes. Otherwise a player NMRing can end up in a result he doesn't want (excluded from a draw, prevented from winning a cast-solid game) etc. So what if the game gets extended a turn because people NMR? I would prefer one more turn then the game ending in a false result.

(2) You don't actually define what white press is, which is something you should do for all the neofans! (Also, different zines have different definitions of what white press is).

The quotes of the month were amusing, but would have been better if you had stated where you got them from.

I need to get hold of a copy of ZR #19-20. Anyone want to sell me their copies? I can give credit for a Brit zine or mail money through the ISE.

Someone over here has already set up a Hobby-based Kremlin game. All the politician names have changed to hobby names and (best of all) they have passable pictures on them as well! Someone with a set of hobby photos and some spare time could (should?) produce a deluxe hobby version of Kremlin.

You write "My advice is to leave it to the Garret Schencks of the hobby." Slightly re-arranging the words you get my advice: "My advice is (for) the Garret Schencks of the hobby to leave it."

By the way, there is nothing wrong per se in a hobby listing zine being biased towards a certain group of people or having hobby politics in its pages. But if you want PDO funding then you obviously need to take a neutral line. There is also nothing wrong in having more than one listing zine, in fact the more the merrier because then punters get more choice and have a better idea of the true picture.

Re Stan Johnson's press in Diplomacy 5. I think you'll find that almost all games which have ended in a win are a cause of bad play by someone in the game at some stage of the game!

[[Geez, where do I begin? A few other subbers have commented on the pictures/cutouts included in the envelopes lately. That's one of Mara's contributions to the zine. Every issue she throws an extra little something into each envelope. Sometimes it's random, sometimes it's meant especially for you - its up to you to figure it out.

I started MP because I thought it would be a good way to get free zines (by trading for them). Hah! What a mistake that was! As for influences, in the beginning I was influenced by Victims Wanted and The Last Resort, which were two of my favorite zines at the time. After issue 2 or 3, my influences came from the subscribers and what they asked for, not other publications.

I've never played Diadochi V or Diadochi VI. Diadochi V just looked like fun, so I offered a game. If some of players in that game want to play in Diadochi VI as well, I'll offer that too.

The quotes of the month were all from Upstart #46 in the "Let Her Call" section, and were all direct word-for-word quotes. That happens to be a great issue of Upstart for Garret quotes - there's nothing I like better than throwing a hypocrite's own words back in his face. As a matter of fact, that's what the "leave it to the Garret Schencks" paragraph was - one of Garret's attacks on me (and others) slightly re-worded. Heck, it seemed to fit so well I couldn't resist using it. I've grown tired of Garret's holier-than-thou high-and-mighty attacks on me, but they don't do any real damage so maybe he'll get tired of throwing stones and

crawl back under his rock. As for getting copies of ZR, maybe Garret has spare copies for you to buy? Oh, I forgot, you told me Garret does not allow overseas subbers.]]

David Hood: (1) You'll be glad to know that Garret won the 1992 Miller Award for his ZR #19...

(2) Perot is a serious flash-in-the-pan, and will be a non-player in November. That's my prediction. Even Clinton will beat Perot in popular and electoral votes. Perot will fade as he is forced to actually come up with a platform.

(3) Picking Gore for VP was a coup for Clinton, and may put him back in the running. He can bring Clinton the south (Clinton had no local on it) and it avoids tying a weight to Clinton's neck like Jackson or Cuomo. Gore may also be able to organize the green vote.

(4) Bush will win anyway, though.

(5) Thanks to Bruce McClung for being honest about the "Turbofreak" thing. I like to read XL too, but I won't send novice players there to play games. I know I almost dropped out of the hobby because the first game I was in was in Cathy Ozog's six-week turns in Cathy's Ramblings. CR was a great zine - but not for a new player who wanted to play on weekly turns!

Bruce McIntyre: I guess I owe you an apology for fueling this conspiracy theory by withholding [your] name from my issue before last. [You and Jack have] both taken some heat from Garret thanks to my stupid omission, and I wish that hadn't happened. I did write to Garret explaining that I was satisfied nothing of the kind was going on and I wouldn't like it if there was. As for the Marco Poll, I thought its *raison d'etre* was to discourage feud votes. The only way feuds could beat you would be if you didn't get a vote at all - if somebody deliberately wrote that an inferior zine was better than yours, knowing that not to be true.

I can't let this go unmentioned. When I was writing in letters for units on maps, I could never understand why there seemed to be a majority of publishers using lower case for fleets and upper case for armies. To me it seemed logical to use upper case for fleets, since capitals are larger, and water spaces tend to be larger. Seems logical to me, but it sure confused people. I now use the icon approach for maps, but it's good to see someone using letters logically.

Robert Stimmel: Stanley Johnson has almost defeated me in our two two-man Colonia games. He will be world champion until someone challenges him.

People want to raise taxes on current income of the wealthy. But what about the vast amount accumulated in the past? Under the New Deal taxes kept people from becoming newly rich (except by loopholes, such as oil) while many families retained vast wealth.

Paul Milewski: Jack McHugh made the following parenthetical comment in his subzine carried in Maniac's Paradise #40:

By the way, the latest issue of Diplomacy World, Summer 1992, contains an excellent article by Mike Lowrey on the misuses of the Runestone Poll results

and is an excellent read, especially for those of you publishers finishing lower in the vote, I mean, "poll", than you think you deserve. Eric Brosius and Paul Milewski, are you listening?

Having now read the article after Mike Lowrey kindly sent me a copy at my request, let us discuss the alleged misuses.

Let's take a particular assertion from Mr. Lowrey's article:

Furthermore, publishers vote at a much higher rate and tend to give lower scores than nonpublishers.

This seems to be drawn directly from Eric Brosius, The Roar of the Crowd 1991, page 100:

Another fact may be less obvious: when we compare publishers and non-publishers who vote for the same number of zines, the publishers still vote lower by about 0.34 on average. As a mental exercise, I performed a multi-linear regression to obtain a formula that would predict a voter's average vote based upon the number of zines voted for and whether or not the voter is a publisher. The result was the following (the numbers are rounded for simplicity):

Average vote = 7.72 - 0.03 (for each zine voted for) - 0.34 (if voter is a publisher).

This is an excellent example of the abuse of statistics. Linear regression is a technique routinely misused in this manner. Unless the regression coefficient -0.34 is shown to be statistically significant, it is wholly unjustified to assert that there is any difference between the voting of publishers and nonpublishers. It was exactly that assertion by Mr. Brosius that prompted me to examine the statistical significance of the ratings difference between any two particular zines. How ironic that Mr. Lowrey makes an assertion that cannot be supported without statistical analysis in an article in which he criticizes statistical analysis. Likewise:

History has shown that those that "support" (read: print ballots and say good things about the poll) tend to do better than those that don't.

The definition of a random sample is a sample in which any one member of the population is as likely to be included as any other. Is there anyone in this hobby who did not receive at least one Runestone Poll ballot? Do only kooks on the fringe respond? How do you show this? You guessed it: compare some hobby members who did not respond with some who did and see if there is a statistically significant difference in their opinions. Yes, you detect a recurring theme.

Runestone Poll Bourse - Final Zine Values

<u>ZINE</u>	<u>HIGH</u>	<u>LOW</u>	<u>LAST</u>	<u>CLOSE</u>
Absolute!	101	85	88	90
The Abyssinian Prince	116	105	116	119
Acropolis	106	87	87	80
Against the Odds	65	56	59	0
Alpha and Omega	67	58	67	73
The Appalachian General	85	74	85	96
ark	128	115	115	123
The Armchair Diplomat	100	80	80	0
The Assassin's Blade	82	66	66	74
Batyville Gazette	100	81	81	0
benzene	118	104	104	89
Blind Ambition	100	91	91	0
Boast	68	62	67	75
Buckeye Rail Gazette	121	107	109	94
The Canadian Diplomat	97	89	97	92
Canyon	103	99	101	81
Carolina Command & Cmtry	123	113	113	118
Caveat Emptor	103	91	93	0
Cheesecake	127	120	122	121
The Coach Express	100	84	84	0
Comrades in Arms	98	86	98	95
Concordia	120	115	118	105
The Continual Crisis	100	89	89	0
Costaguana	81	64	64	88
Countermeasures	75	59	59	0
Crimson Sky	106	94	104	102
Dipadeedoodah!	80	68	80	83
Diplodocus	83	71	75	0
Diplomacy Digest	74	68	72	72
Diplomacy Downs	122	107	107	71
Diplomacy World	129	119	122	113
Diplomag	85	75	75	91
Dippy	100	91	91	0
Disease City	111	93	93	0
Disoriented Express	100	87	87	0
DOGS of War	119	107	119	115
Down at the Mouth	79	70	75	77
Electric Trains	100	80	80	0
Electronic Protocol	112	101	101	0
Empire	100	85	88	0
The Encounter	100	84	84	109
Everything	100	83	83	0
Excelsior	107	102	106	106
Eyewitness News	103	89	89	87
fast trax	134	118	118	97
Frueh's Folly	100	90	90	103

<u>ZINE</u>	<u>HIGH</u>	<u>LOW</u>	<u>LAST</u>	<u>CLOSE</u>
The Gamer's Zine	100	84	84	0
Get Them Dots Now!	86	81	83	93
Gonzo Rails	92	73	73	0
Graustark	97	88	97	98
Heroes of Olympus	91	77	77	85
The Home Office	120	113	119	111
Hookwink	134	123	130	120
Kathy's Korner	134	128	134	126
Kempelen's Turk	100	83	83	0
Lemon Curry	101	91	91	114
Loco Motives	100	82	82	82
Mad Dog	71	60	60	0
Maniac's Paradise	142	130	142	128
Megalomaniac	82	63	63	0
The Metadiplomat	116	104	101	0
Northern Flame	136	131	132	127
Orphan Son	98	85	85	116
Pedro in the Rain Forest	100	87	87	0
Penguin Dip	124	108	108	117
Perelandra	135	127	127	129
Perestroika	91	87	90	84
Pilot Light	117	108	114	125
Pontevedria	100	85	85	76
The Prince	120	111	111	0
Protocol	77	57	57	0
Protozoan	100	81	81	0
Rails by Mail	103	83	83	0
Rambling Way	108	100	107	101
Ramblings by Moonlight	116	112	112	122
Rebel	117	100	116	108
So I Lied	108	92	92	78
Son of Flip	100	81	81	0
The Spindle	100	85	85	0
Starwood	101	92	92	0
The Tactful Assassin	86	76	80	104
Ter-ran	96	87	91	0
Touche	100	86	86	0
Twains	100	87	87	0
Upstart	134	130	132	124
Vertigo	109	103	109	86
War Fair	100	82	82	0
Well, Martha...	115	98	115	112
White House Mania	132	120	120	0
Why Me?	100	90	90	0
World Diplomacy	100	83	83	79
Your Zine of Zines	108	100	108	107
The Zine Register	104	78	104	110

See "UUAS" for the final player scores!

...And the Horse You Rode in on!

Issue #13

July 29, 1992

This is the famous subzine, 'by.....some other hobbyist,' that you've heard soooo much about in the last issue of Garret Schenck's *Zine Attack Register*. Yes, that's right, I'm the other part of *Maniac's Paradise* that "might not be so clear cut" according to Mr. Schenck.

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), Diplomacy's answer to Saddam Hussein and Stan Laurel. I enjoy taking 17 center standby positions, teasing Doug about his receding hair line and collecting hairballs. I am also now in complete control of the hobby---I even have a toady in the UK, take that Richard Walkerdine!

What do we have in this issue? Why should I tell you? What's in it for me? You'll be my toady....okay, it's a deal. If you read this paragraph your my toady.

Have we got an issue for you! Do we? I guess so. We have another one of my hobby articles, some letters and a few games of course.

So's Your Old Man

The Hobby Commentary Section of And the Horse You Rode in on...

Hobby News and Reviews: Atlantic Con was held at Townsend, MD on the University of Maryland campus there. The Diplomacy tournament had three boards on the first day and two on the second. The winner was Frank Jones. While the con was fun, the turnout was disappointing. See the article below on some of the reasons why.

I also ran *Junta* and *Republic of Rome*. Both had two boards of seven players each in the first round and one board of seven players in the second round.

My only complaint was that the dealer room, where the winners got merchandise certificates worth \$5.00, was deserted by the dealers well before the 5:00 pm closing time on Sunday. It made it difficult for some of us running late tournaments since we finished between 4 and 5 pm on Sunday.

Brad Wilson has announced in in both *Meet George Jetson #75*, where this annoucnement is quoted from verbatim, and *Vertigo #110* there will be:

VERTIGO GAMES VI VERTIGO GAMES VI VERTIGO GAMES VI VERTIGO GAMES VI VERIGO: "Remeber that VERTIGO GAMES VI, the East Coast's premier housecon, will by **SEPTEMBER 4TH-7TH** --Labour Day weekend -- the Wilson Estate (a.k.a., at Brad's mom's house), 302 Friendship Drive, Paoli, PA. Starts around Friday noon, ends whenever late Monday/early Tuesday. Price: free outside of (large) food contribution. Games: you name it we play it. Fun: a hot tub ~~and~~ ~~orgy~~, the hobby's only on outside California. Patches, the con mascot and as always, plenty of good Eastern beer to wash down all that gaming."

For more info you can call Brad at (215)747-8763 or me, since I'm again the associate host of the Vertigo games. This is really the East coast version of Mad Con and the one of the best two, Mad Con being the other, house cons in the country. Be there, aloha!

...And the Horse You Rode in on!

LATE REPORT: I just got back from one day at Avalon Con. It was fairly decent. They had all the gaming in one room. Of course it was Avalon Hill only in the tourneys. I don't like that at all. There were some CAD's there led by hobby Fürher David Hood, some northeasterners like Fred Hyatt and Lee Kendter Sr, and some out of towners, like Paul Bolduc and Ms. Nar. The games looked good; I didn't play just became the kibbitzer from Hell and annoyed people.

Looks we had about five boards on Saturday in Dip. Jim Yerkey ran the Dip tourneys. Jim learned from us at Atlantic Con since he always turns up there and does rather well. Jim took Robert Sacks system and slightly modified it for Avalon Con. It looked good to me when he showed it to me at Atlantic Con last month.

Went to Don Greenwood's version of the hobby meeting at Atlantic Con. He talked about the "50% increase" in attendance since last year. Could be, I wasn't there last year, but me thinks Don is speaking through his hat. Don also whined whenever anyone asked him to do anything. Don also wants more people, but he'll have to move from the Penn Harris if they get many more.

A smokers versus non-smokers argument/complaint match broke out to my surprise. We only hung out in the gamer area and I had to go outside to have a butt, so I was curious as to what the anti-smoker who brought the topic up was complaining about. Apparently the entire hotel had not been declared smoke free and this upset one the non-smokers.

Typically the anti-smoking facist smelled smoke and was upset. Quite frankly these anti-smokers people must never buy smoke alarms or every get caught in a fire. They can smell a smoker out at 100 yards or better so they must smell every fire before it get's too close. They didn't even let us smoke at the hobby meeting even though it was right in front of (e.g. in the same room with) the hotel bar!

Greenwood also couldn't understand why Strategic Con in LA didn't fly their champion gamers out here to play. How about expensive air fare? AH is also trying to spread the "National Boardgame Championships" around the country via the local cons. I can't take Avalon Con's "National Boardgaming Championships" seriously without non AH games. That's still Orgins, Don.

Apparently Greenwood isn't happy with GAMA (the Game Manufactures Association) who include other game manufactures besides AH and run Orgins every year. They also sponsor Atlantic Con every year as well I believe as well as other regional cons like Strategic Con and Gen Con. Greenwood doesn't like the fact they don't do things the AH way, or at least that's the impression I got, although he didn't talk about it too much.

My biggest complaint, which Brad and I discussed it on the way home - when Brad wasn't being a crab and giving me the "silent treatment" - was, whether AH wanted Avalon Con to be a "family/fun" con or a AREA rated, gronard serious gaming event.

They had family type "junior events" where GM's taught kids under 12 how to play games like *Enemy in Sight*. At the same time, as Brad pointed out to me, there were also signs up at tournaments saying "mature gamers only" which were, to me, specifically meant to exclude adolescents. It isn't good for the growth of the hobby if, as Brad said, "we are giving 12 year old kids, who want to learn how to play board games, the finger at our cons."

Equally bad was the fact that the tournament seem to go on forever and there was all this emphasis on multiple round tourneys with everyone getting all excited about their score. Greenwood talked about expanding the con 24 hours more and making four days instead of three but wouldn't guarantee one person who said basically, "Why add another day for another round?"

...And the Horse You Rode in on!

So who is this con for? The family/casual gamers or the AREA rated fanatics? AH doesn't seem to know or want to make a decision one way or another for fear of alienating the other group.

Greenwood made the point that AH doesn't pay the GMs so he really can't control how events are being run. Maybe if AH would stop being a bunch of cheap bastards Greenwood could control how the events are run. AH could certainly try and set a trend. Perhaps if the AH skinflints would give some things like free passes out, cut rate hotel rates and merchandise certificates out among the GMs, they would have more influence among the GMs.

While I like Avalon Con, I do hope AH isn't going to be stupid and disruptive to the gaming hobby by trying to use it to divide and conquer the rest of the hobby. I'd hate to see them try and put Atlantic Con out of business just because they won't praise AH products enough.

If you want to GM (or a Junior event or a teaching event) an AH game there you were encouraged by Don Greenwood to drop him a line at AH and explain what you want to GM and how it would work (i.e., scoring system, number of rounds, etc., etc.,).

Here is another in a series of articles on the hobby. Yawn Caruso will attack me for my "stupid" ideas---really trying to encourage hobby discussion, eh pizzano?---while the rest of you will continue to ignore these articles for S'Tan Johnson's press and various other "feud" oriented writing.

I'd like to see some discussion on this and other hobby issues. I'd like my opinions on hobby apathy, as I expressed it last issue, to be proven wrong, so write me about this. Even if you disagree write and we'll have a discussion on this.

What's Wrong with Dip Con?

Kansas City, MO, hosted Dip Con this year, away from the most of hobbyist on the East and West Coast. As has happened every year since 1983, except 1990 in Chapel Hill. We've had a small con that's far away from most gamers.

Guess what? Nobody came, what a surprise! The same old crew, David Hood, Larry Peery, Edi Birch and Eric Brosius showed up. A few new people like Melinda Holley came along with some regional guest like Marc Peters. Of course, there were no new people. Why? Well, we don't want their play contaminating the North American Diplomacy Championships---or whatever pompous name we're calling the Dip Cons game this year? Doesn't look like it.

Finally the West Coast people have awakened to the need for a Dip Con associated with a larger gaming con, i.e. an Origins or a regional gaming con. After voting down Origins and Dip Con two years ago in Chapel Hill, they are doing that type of arrangement. The northern California bid won and Dip Con and a larger gaming convention are together for the first time since 1983.

Why am I harping on this? There supposed to be a hobby crisis, remember? A dearth of new zines? A decline in the number of active Dip players out here in PBM land? Then why aren't we making an effort to use every reasonable opportunity to pull in new players? Diplomacy's greatest expansion in the early to late 1970's came via the wargaming hobby. Why are we ignoring this resource?

Large cons that feature wargaming/role playing/miniatures represent an opportunity for pbm Diplomacy to reach beyond college campus and *The General* for new members. Paradoxically, a large con is, the very type that could attract new members, is viewed with suspicion by most hobbyist.

...And the Horse You Rode in on!

Large Cons Vs Small Cons

Some complain about diluting the strength of play or scaring off novices with our 'great' con play. Others whine about non-existent problems between Diplomacy GMs/players and the con staff. Still others complain that they like a weekend devoted exclusively to Dip. These players enjoy the closed atmosphere of 'hobbyist only.' Finally some players, in the only argument I find reasonable, don't want to have to choose between Diplomacy and some other game.

Let's go through these arguments one by one, shall we?

Larry Perry won a game at Dip Con last year in Toronto. What makes us think we're so hot? We don't have to worry about our 'great' players scaring off anyone. Seriously, I think cons are like any other sports/hobby event. Anybody can beat anybody else on any given day.

First, Diplomacy and large cons have been getting along at Atlantic Con for more than 10 years. We've never had a problem with Robert Sacks, Tom Mainardi and myself running Diplomacy. The staff this year was very good, despite it being their first year at running Atlantic Con.

These rumors come from big mouths like Larry Perry who don't even attend the larger cons like Atlantic Con. I go every year and GM at Atlantic Con, therefore my opinions are *firsthand*. I don't mind *informed* criticism, but don't waste my time screeching a critique from 3000 miles away based on second hand knowledge. (Actually, I don't like criticism--who does?--but I am willing to listen to constructive criticism from those who attend a con event I run.)

An Elitist Argument

As for the 'hobbyist only' argument....do I really have to answer this elitist argument? Are we here to attract new blood or just socialize with our friends? I don't see why they have to be mutually exclusive. We're all ambassadors for this hobby, or should be. Given the constant overturn of people and zines in this hobby, attracting newcomers is a priority.

I also find it rather dull to play with the same old people over and over, both in person and pbm. If you don't want to meet new people, fine; even at a large con, no one is going to force you to talk to anyone.

The last argument, strikes me as the most reasonable. Ducking the problem is incompatible with attracting new members. If we want to help get new players, we have to go where they are. That means making the sacrifice of having to choose between Diplomacy and other games. This is always true for those of us who GM. We don't even get to play. (Whine, whine, whine!)

Finally, I am getting a little sick of all the awards dominating Dip Con. Doesn't anybody go to play or meet people anymore? Is it just the Hobby Old Farts patting each others' asses and handing out plaques? Meanwhile the Hobby is dying from lack of new players/pubbers. Doesn't it strike anyone else there is something wrong when we can come up with money, time and energy for plaques but none for helping find new hobbyist? While we fiddle---with Dip Cons in the middle of nowhere with no other cons attached---the hobby burns. (I'm not criticizing Vince and Gary, I think they did a good job with Dip Con, but Kansas City isn't a hotbed of gaming.)

At Atlantic Con, we have a "Novice Seminar" every year. We try, in the two hours just before the Diplomacy tournament, to teach novices how to play Dip. Then they can join the tournament and play a game of Dip. We give out flyers with names and addresses of reputable Gms. We give out samples of zines---if you want some give out next year, send them to me or Brad Wilson.

Is this type of publicity really that difficult? If it is, what else can we do? If not, what can you do to help?

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The Answer is Atlantic Con in '95

The answer to this problem is clear. We must try to use large cons to attract more gamers into this hobby. A first step was taken at this year's Dip Con. A large con on the West Coast in California will be a real help. The fastest growing portion of the hobby is Californians.

Those of us who will be voting in Chapel Hill in 1994 have a duty to make sure a large con gets it. The two contenders will be Avalon Con in Camp Hill, PA and Atlantic Con in the Baltimore area. The most important task is to see that a con like this gets it to expose our hobby to the maximum number of gamers possible.

Although Avalon Con is closer to me in the Philadelphia area, I feel I must support Atlantic Con. Although I am sure I could run at least one game, *Republic of Rome*, at Avalon Con, that I ran this year at Atlantic Con. Avalon Hill's insistence that only their games, and only their games be run, will hurt Dip. We need to attract multi-player gamers. I couldn't run the other game, West End Games' *Junta*, I ran at this past Atlantic Con at Avalon Con. *Junta* is not an AH game.

We are much more likely to find Diplomacy players at a *Junta* tournament than at an *Advanced Squad Leader* tournament. Diplomacy is a multi-player game of interaction, not a two player game of military maneuvering. For our purposes we need more, not less, multi-player gaming at large cons.

Dip Con is also in sync with Origins. It will follow Dip Con around the country to a certain extent. Origins will be in the Midwest this year. It moves on to Dallas in '93, in LA in '94 and back in Baltimore in '95. We can couple Dip Con with Origins. The last time we did that in Detroit in 1983 we had +150 gamers there. That's the type of turnout we need to generate some excitement and new blood.

Location, location, location

Attendance at a Dip Con comes down to three factors: location, location, location. This means that Baltimore's nearness to I-95, which links the megapolis of Boston-NY-Philadelphia-Baltimore-Washington D.C.-Richmond, we can generate a large turnout. While Camp Hill is closer to Philadelphia, it is much more difficult to get to from anywhere else. Camp Hill is off 95 and away from the main rail and air routes.

The new site of this years Dip Con, University of Maryland campus in Townsend, MD, was only easy to get to if you were driving. Unlike downtown Baltimore there weren't any train or bus stations within a few blocks of the hotel. I also suspect that the Inner Harbor of Baltimore is easier to find than the Adult Education Center in Townsend.

I think the lower turnout had something to do with the remoteness of the new location vis-a-vis non-drivers. We had Origins and Atlantic Con together last year. Usually the first year after Origins is always a slow one for Atlantic Con and this year was no exception.

Baltimore or Bust in '95

We should all rally round the next few Dip Cons and avoid any undue controversy. The schedule should be: Northern CA in '93, Dixie Con in '94 and Atlantic Con/Origins in '95. Let's use these cons to increase the size and excitement in our hobby.

For the good of the hobby and fairness to the East Coast, it's Baltimore or bust in '95.

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GM Question

Kathy's Komer had a feature called "GM Question" where readers would send in a GMing question and Kathy would print the question. In the next issue Kathy would print her readers' response as well as her own. *KK* is running down to a fold, unfortunately for us and the Hobby, and Kathy is only printing her remaining games. I think that it was a great feature and would like to revive it here.

My first question involves a situation I was in with a GM recently. If a player sends in two sets of orders and they are undated, what does a GM do? The GM I dealt with said if couldn't date my orders (using the postmark) he would have NMRed me.

My question is what would you do in this situation? If a player sends in multiple sets of undated orders, what would you do as a GM? Would you NMR the player, as my GM would have? Send me your responses and I will reprint them with my response in the next issue. Please send me any questions for future issues.

Zine Plugs: Paul Kenny (75 Maple Ave, Apt A, Collingswood NJ 08108-1008) is looking for new players for his zine, *Absolute* to play in gunboat Dip and Paul's own variant, **Northern Ireland**. I can highly recommend the later as a great cutthroat variant. The price is cheap at \$.40 an issue and the political conversation is always welcome. As Paul says, "any peace plan for Northern Ireland will be discussed." Paul is big on, but not limited to, the issue of Northern Ireland.

Speaking of politics, *Benzene*, the zine "loosely associated with the postal Diplomacy hobby," and its premier political zine, is looking for new subbers. Publisher Mark Lew (5390 Broadway #2, Oakland, CA 94618) claims that *Benzene* is gearing up for the '92 campaign and looking for subbers. Mark doesn't run too many games anymore, this clearly a reading only zine.

It is available of \$.80 per issue. Be forewarned Mark clearly says he will keep all of the back submoney when he folds. I doubt that'll be soon though. Mark just returned from a publishing hiatus. He is in one of his publishing moods so I expect a lot of issues between now and the election. Lots of post election analysis from Mark and his subbers.

Mark is a conservative, neo-liberal who is strongly pro-Clinton. He and I agree on a lot of things, but don't let that scare you. Mark is always open to new ideas and is an independent thinker.

For those of you looking for games there is always the hobby standby *Vertigo*. Brad Wilson, see the sublist for the address, has just two openings in Philly Dip, two in Gunboat, five in Regular Dip and five in Balkan Wars--get 'em while their hot. Philly Dip is Brad's very own variant based on Philadelphia city politics. *Vertigo* can be had for the price of 45¢ (cheap!) an issue. Philly Dip features a cast of hobby illuminati, me, Phil Reynolds, Mike Lowrey, Paul Bolduc among others.

Top Ten Reasons David Hood Should be Hobby Führer

10. Never seen wearing women's clothing (at least not in public.)
9. Despite three years of distinguished service with the SS armored division *Nörd Carolin* on the Eastern Front, Mr. Hood was never prosecuted for war crimes.
8. Once made Bob Odear smile *during a game!* (this is only a rumour.)

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7. Has never been seen watching the TV show of the South, *Hee Haw*.
6. Is so mean, he once stabbed a player just for sounding like Garret Schenck.
5. A man so gullible, he almost let Larry Perry win a game at last year's Dixie Con.
4. Hasn't yet doubled over laughing at Phil Reynolds haircut.
3. Went on a hunger strike until Democrats picked two Southerners to run for President and Vice-President.
2. Made Larry Perry stop publishing *Larry's Diplomacy World*.

And the Number One Reason David Hood Should be Hobby Führer

1. Believes those who enjoy *Love At First Sight* TV show should be prevented from having children and further lowering the national IQ.

Welcome to the letter column *And the Horse You Rode in on*. This time we've got letters from Mark "Crazy MARkIe" Nelson (via Internet on CI\$), Mike Lowrey and Bruce "McBruce" McIntyre (via USP(S)).

Bruce McIntyre (June 9, 1992)

Could you guys stop the media blitz? Sheesh! I get a sub cheque from Doug, then an MP sample, then a YZOZ with a fine review of XL. I wonder what will be in the mail tomorrow. I haven't even responded to the sub cheque yet. Sorry about that Doug. I'm only kidding about that first sentence, of course.

You'll have to talk to the Sack about the 'media blitz' McBruce. I haven't send you anything since my sub check. The Sack, being anal-retentive also went apeshit when you didn't cash his check. I failed to notice myself. Glad you liked your review in YZOZ

I think we're pretty much in agreement on the PDORA vs ZR fiasco. I guess the way I read Doug's original response I got a slightly off impression: I had the impression that the members must have consulted one another, or how else would an amount as \$43.41 be decided upon?

I knew as soon as a saw a bizarre figure like \$43.41 that Doug took an average. If their had been any consulting they would have come out with a nice round number.

Anyhow, Doug's explanation of how the whole thing works clarifies it alot, and I will report this in the next issue of XL. Whoever designed the system of fund allocation (John Caruso?) [Ed. note: It was John Caruso] deserves some praise for a job well done. I also like your idea, Doug, of including breakdowns of requests in the summary sent to the Committee. It also might be useful to breakdown a large request such as the one Garret made into the sum of a few smaller ones - especially since some portions of the request might get different ratings.

Not bad ideas McBruce. However I think the right to breakdown request should be left to the unpaid and overworked chair to decide. If Doug wants to find time to do it, fine, but he shouldn't have to. After all, where not dealing with the quarterly report for GM here. By the way, what does Doug

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do if some people don't want their bid broken down or refuse to break it down for Doug?

Interesting points you made on the hobby awards in your subzine, Jack. I think the way these things work is that there is a period where they collect nominations from anyone and then the committee sifts down the nominations down to a group of five (plus ties - I think there were nine in when an article I wrote was nominated in 1985 by committee preference. I don't know how they do this, but I agree it would be a good idea to disallow a committee member to vote on his own stuff. Here's a suggestion that gets to the nitty gritty a bit, but it might work. At the committee voting stage the committee gets the list, and must pick five "yes" [votes] and the rest are "no" [votes], except for the abstentions - a committee member would have to abstain from on any nominee whose nomination is based wholly or partly on material appearing in the publication of the committee member. The votes would be tabulated and the highest five ratios of "yes" [votes] to "no" [votes] (throwing out the abstentions) would be the five on the ballot.

I believe you're pretty much right on how the nominations work for the hobby awards, Bruce. As for how they work, perhaps one of our readers, like Brad Wilson, could write us a letter on this? I think you're idea is a fine idea, but I don't think the hobby committee will change anything. Maybe I'm wrong, but I don't think that the new chair, Dave McCrumb, is interested in change.

I met Dave at Dixie Con, he ran the United tourney. Dave is a fair man, a fine publisher (of *The Appalachian General*) and all around good egg. I also don't think Dave wants to do anything "controversial." As long as Garret is on the awards committee, as long as he is on the committee I don't think much I'll change <sigh>.

As for terms [for the awards committee members], your suggestion would be a good idea, Jack. Maybe along side the ballot could be another ballot for new committee members. The plaques are not a very major expense given the current level of funding from PDORA put them into the black according to Fred Davis, so they aren't running a deficit to keep the plaques.

Does this mean the awards committee will stop wailing for money every year and acting like the sky will fall if they don't get it? The money they get could be used for other hobby projects, like attracting novices and pubbers, subsidizes for cons, etc., etc.. Just because it comes from PDORA doesn't mean it isn't a major expense.

I guess I owe you an apology for fueling this conspiracy theory by withholding Doug's name from my issue before last. You've both taken some heat from Garret thanks to my stupid omission, and I wish it hadn't happened. I did write to Garret explaining that I was satisfied nothing of the kind was going on and I wouldn't like it if there was.

I wouldn't worry about it, Bruce. Garret has had it in for me and Doug ever since we launched YZOZ last year. The G-man thinks that only the holy ZR is entitled to have reviews its sacred pages. I've specifically stated on numerous occasions in print that I consider us a companion, not a replacement, of the ZR. Despite this, Garret has had a bug up his ass about

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me and Doug. The hobby's answer to Idi Amin just banned me from *Upstart* since I won't toe the party line and kiss his ass every issue. His loss.

I don't think your letter had anything to do with Garret's dislike of us one way or another, if hadn't had your comments he simply would find some other reason to bash us (or make one up.) Don't lose any sleep over it, I'm not and I know Doug isn't either.

As for the Marco Poll, I thought its raison d'etre was to discourage feud votes. The only way the feuds could beat you would be if you didn't get a vote at all - if somebody deliberately wrote that an inferior zine was better than yours knowing that not to be true.

I don't know if that is why the Marco Poll was started or not. Perhaps you should write Pete and ask him? I'd ask him to answer it here, but I don't think he gets MP.

I am going to sound like a broken record here, but this is what I believe, so here I go again. You throw terms around like "feud votes" and "inferior zines" like they are objective terms with objective meanings we all agree on. (Perhaps that's not what you mean but it sounds like that to me.) I will say this again, they're are no objective measures of zines. To each his own. Every zine with a subber list has at least a few people - subbers - who like the zine.

What in God's name is a feud vote? What is an "inferior zine?" If I don't like zines without chat, does that invalidate my vote? If I don't play Dip but write letters, does that mean I can't vote for zines? Where the hell is this objective criteria that people - not you, Bruce, I'm writing of the hobby at large here - keep referring to? Will someone please tell me?

I vote for my top five favorite zines in the Marco Poll. Is that list biased? Of course, they are my, Jack McHugh's, five personal favorite zines. I don't pretend they are anything else. Will everyone agree with my votes? No, of course not, if we all agree then why have an election at all? Why even have an announcement? We all should know the top five zines if it's that obvious, right?

Sorry about that Bruce, I don't mean that as attack on you. I just am tired of hearing these scientific and objective terms banded about, when I don't think that they mean anything in the context of a popularity poll.

I can't let this go unmentioned. When I was writing in letters for units on maps, I could never understand why there seemed to be a majority of publishers using lower case for fleets and upper case for armies. To me it seemed logical to use upper case for fleets, since capitals are larger, and water spaces tend to be larger. Seems logical to me, but it sure confused people. I now use the icon approach for maps, but it's good to see some using letters logically.

When I came into the hobby seven years ago most people were still using hand made maps and they were using lower case letters for armies and fleets. They differentiated the two by circling fleets and I found that pretty confusing at first. Now everyone, even the hand made map people, use upper and lower case. Is it better? I think we should try and standardize stuff like that for novices, I don't think it makes any difference to veteran players at all. Thanks for a great letter!

Mike Lowrey (July 8, 1992)

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Just a few thoughts.....You were too gentle on the hobby awards. While I think they are good thing , the current setup cheapens the process. The Hobby Service and play awards are fine, though, though I agree with the Gold Glove effect you describe. The real problem to me are the Writing and Holley awards. Conceptually, I think a hobby writing award is a good idea. Unfortunately, in practice it's a farce.

*Why? Because, aside from the committee, about three people have read all five of the nominated pieces!! This year I saw two before *The Canadian Diplomat* arrived the day after the voting deadline with most of the pieces. Of course, I suppose you could spend the two dollars (or whatever it is) to get a copy of all the articles, but that seems an unlikely course of action for most people in this hobby. Republishing the articles is the other option but that's not possible, especially if you nominate a 64 page zine!! So if you're going to have something like a writing award, I think having the committee select the winner makes a lot more sense.*

Brad Wilson also thought that I was "too easy" on the hobby awards. Of course, Brad is on the committee so what does he know? Seriously, I will tell you the same thing I told Brad, I was trying to be constructively critical and I didn't want to go overboard naming names, pointing fingers, etc., etc.. I wanted to give some reasonable criticism that would get people's interest without starting the mud flying. As I said I don't like the idea of committee members being nominated, since Garret won that just proves my point and yours. It just makes the award very shabby.

As for a committee to decide the writing award....I don't know about that. I think if the committee simply moved faster and limited the nominees to a thousand words or less, I think we could disseminate the nominees to everyone. However this month the voting period was only about six weeks.

The Holley Award is just silly. Melinda has done a lot for the hobby but does that mean we have to honor here with an ward in her name? Especially when its a "quality participation" and all the nominations are so cliky that the average person in the hobby would never get it?

See Mark Nelson's letter. Mark calls the Melinda Award, the "Best Burn Out." I agree, the problem with that award was it was suppose to be "Women hobbyist of the year" and the few women in the hobby got upset so it was renamed to its current name. It also was changed from female of hobbyist of the year to the current "quantity participation award", i.e. the overextend and burnout award.

As for "clicky" nominations, I've thought that it was a problem for years and still think it is a problem. I don't think the addition of Brad Wilson to the committee has solved the problem. Part of the reason I want to have a rotating committee is so that one section of the hobby won't dominate the awards for too long.

Note that this next letter from Mark Nelson is part of a series of notes between us. He contacted me and I responded. He quoted my note, in single quote marks, in his response.

Mark Nelson (July 10, 1992)

'Markie,'

Please note that the correct form of address is either "Sir" or "Crazy Markie" ?

Are you for real? No be a good toady and don't talk back!

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'What is this "pond" deal anyway? All the Brits at work refer to the Atlantic as the "pond"? Is this some kind of secret British thing or what?'

Actually us Brits refer to it as the "Atlantic", it's only you Yankees who refer to it as the "pond". I was trying to impress you with impressive command of American. Guess that didn't work, eh?

Your command of "American", wow, now we got our own language and everything. Are you one of those Brits that still refers to the US as the colonies too?

'It has my subzine "....And the Horse You Rode in on" which I think is quite good, better than the Sack's drivel anyway.'

*I have in front of me *Maniac's Paradise* 41 (July 1992). Now I hope you will excuse me, I want to get some serious toadying in to you.*

Not bad, you know, not bad. Are you sure you don't have any British blood in you?

British blood? Didn't you see the last name, McHugh? My ancestors would spit in your eye for calling them British. That's okay, I forgive you. I'm just naturally talented.

The problem with most Hobby Awards is that there are a very few people who really deserve to win them, after they've won them you either start downgrading the worth of the award by giving it to people who don't merit it or you keep on giving it to the same old people.

The UK equivalent of The Miller Award is The Pimley Award, named after an early UK pioneer who died at a young age in the 1970's. It's awarded for 'outstanding contribution to the hobby' over either a period of years or in the last year. Well, it's a reasonable enough idea to recognize the contribution that people have made to the hobby. The problem is that all the people who really deserve to win it have already won it, and it's a bit of mockery to award it to them again for the same reason.

No, the main fun of most hobby awards seems to be in the fixing of them. Not that I would ever stoop to such behavior you understand.

You wouldn't try and fix the hobby awards would you Markie? Nah! The original idea of the Miller Award was the correct one. An award that should be offered once every two years to a member for outstanding service to the hobby.

In particular I believe that the "Melinda Ann Holley Award for Quantity Participation" is a waste of time. Why not have an Award for "The Best Burn-Out"? I don't think we should encourage people to overextend their hobby workload in an attempt to win an award.

I agree, your observations had me laughing out loud to boot! Seriously it is quite a silly award and should be dropped but I doubt it will be as we now have money to buy the plaque. That is what this hobby is about right? Winning plaques - that's certainly the reason I write this. Hey how about the best subzine writer award and your subzine has to be at least ten pages long?

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I don't particularly see anything in wrong in Eric Brosius "throwing out" certain votes, since as well as throwing out low votes he throws out an equal number of high votes. And if a zine really is bad then there will be so many bad votes (or good votes) that throwing out one or two of them will not effect the average score.

Still it would be interesting if Eric printed the "proper average score" as well as the "modified average score" for each zine in the Poll so that we could see what effect throwing out votes has on the score. If it has very little effect then there will be a good argument for dropping the modifications.

I do see something wrong with anyone throwing out the votes for no reason. I don't think a vote, if this is to be a democratic vote as opposed to a statistician's delight, should throw out any votes without good reason, period. Quite frankly I don't buy into this statistical jargon that has us dropping votes.

I do not believe that articles in The General should be eligible for Hobby Awards. The General is a professional publication and people who have their articles printed therein receive their own rewards for doing so. Hobby Awards should for fanac in the hobby, not for non hobby material.

And so what if we don't allow General articles to be nominated for Hobby Awards. Is this going to stop someone from having an article published in The General?

Am I really going to think, "Oh no, better not have this articles published in The General because I won't be able to win an Hobby Award for it?" No!

Michael Lowrey's article in DW was ok except that he has some strange ideas on what the Poll is trying to be. The Poll is not a survey of Hobby opinion (in the scientific sense) and has never claimed to be!

I agree with you 100% about *The General*. They give out merchandise certificates to their writers and no one will pass up the opportunity for an article in a real magazine. Writers want to be read by as many people as possible. Besides I'm sure you publish something in both a zine and *The General* if you really had to win a hobby award.

The Poll doesn't claim to be a scientific survey. No it just issues a 70+ page report of its findings with more charts and graphs than a census report. Gee, wonder what gave anyone the idea it was scientific? Maybe all the science/stats jargon like "modified mean preference," "standard mean", and "standard deviation," that is used throughout the results? Could be.

Now for something completely different....

Commodore Perry 1991 Q/m
Asian Dip II
Autumn/Winter 1902/Spring 1903
Deadline for Fall 1903 is:
Sunday August 30th, 1992 @ 1200 (12 pm) EDT
Chinese continue to march into Asia
Indonesia/Indochina and Russia/Persia bounce over dots

Autumn 1902:

India retreats A Lha-Ass

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Winter 1902 Adjustments:

China: Build A Pek, F Sha.

India: No change.

Indochina: Build A Sai.

Indonesia: No change.

Japan: Build F Tok.

Persia: Can't build, plays one short.

Russia: Remove F Esi.

Units positions at the end of Winter 1902:

China(Swider): F Pyo(wc); A Seo; A Lha; F Tai; A Chu; A Tsi; A Pek; F Sha

India(Kent): F Nep; A Bom; A Kab; F WIO; A Ass

Indochina(Acheson): F Mad; A Cal; F Ben; F Ran; F Ada; A Sai

Indonesia(B. Wilson): F SCS; F EIO; A Bor; F Pps; F CPO

Japan(Nicewarner): F Soj; A Osa; F Npo; F Tok

Persia(G. Wilson): F Ara; A Geo; A Teh; A Bag

Russia(R. Shultz): A Bau; A Gor; A Afg; A Tas; A Man

Spring 1903:

China(Swider): F Pyo(wc)-Yel; A Seo-Pyo; A Lha-H; F Tai-ECS; A Chu-Kan;
A Tsi-Sin; A Pek-Inn; F Sha-For

India(Kent): A Nep S A Ass-Dec; A Bom-Mad; ~~A Kab-Isl~~; F WIO-Cey;
A Ass-Dec

Indochina(Acheson): F Mad S RUSSIAN A Bau-Bom(NSO); A Cal-H(UNO);
A Nep S CHINESE A Lha-Nep(NSU); F Ben-Cey; F Ran-Dac; F Ada-Ben;
A Sai-Han

Indonesia(B. Wilson): F SCS-Pps; F EIO-Cey; A Bor-H; F Pps-CPO;
F CPO-Kor

Japan(Nicewarner): F SOJ C A Osk-Pyo; A Osa-Pyo; F NPO S F SOJ;
F Tok-CPO

Persia(G. Wilson): F Ara-Abs; A Geo-H; A Teh S A Bab-Lar;
A Bag-Lar

Russia(R. Shultz): A Bau-Isl; A Gor-Geo; A Afg-Kab; A Man-Vla
A Tas S A Afg-Kab

A Kab is dislodged and may retreat to Del, Him or the box.

UNO=Unordered NSU=No Such Unit NSO=No Such Order OTB=Off the board

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

No one asked for a separation of seasons which, if hadn't been for the delay, I am normally generous with '01. With the delay I probably would have denied it. Although Steve Nicewarner got his orders in, this is the second month in a row I had to call or visit Steve to get the orders. I am not calling Steve or going to NC again next month! Will Mike Gonsalves send in standby orders for Japan, just in case?

Top Ten Lines at Atlantic Con '92

10. Yes, I'd like to leave a message for Mr. Hood....tell 'em Atlantic Con called, he'll know what it means.
9. Room service.....send up another bed, me and my eight friends broke this one.
8. You really are *crazy* aren't you, Crazy Egor? You must be if you think anyone will buy old, bad SPI games for that price.

...And the Horse You Rode in on!

7. All 18XX players please report to the train station for resettlement in the East.
6. Jim Yerkey and Dan Mathias on the same board again!!
5. Brad you said these players wouldn't lie to me; you lied to me again.
4. Hobby Fuhrer David Hood is at DipCon in Kansas City, perhaps I could help you, Fraulein?
3. It's 9:45 (p.m.), I'm exhausted and going back to my room to sleep. (Yes, Robert Sacks said this and then did it!)
2. I'm Doug Kent and I worship Jack McHugh. (I actually used this line on a number of people and it worked.)

And the Number One line at Atlantic Con '92 was:

1. You're presentable in a rude sort of way. (Robert Sacks told me, of all people, this. What a guy!)

The Lords of Discipline
 Regular Dip 1992K
 Winter 1901/Spring 1902
Deadline for Fall 1902 is:
Sunday, August 30th, 1992 @ 1200 (12 pm) EDT
 Russia stabs Turkey with help from friends
 Russian Troops mobilize in West
 Austro-German War continues, sort of
 F/G vs E continues in West

Winter 1901 Adjustments:

 Aus: Builds A Bud; A Tri.
 Eng: Builds F Lon. Plays on short
 Fra: F Bre; F Mar; A Par.
 Ger: Builds F Kie; A Ber.
 Ita: NBR! Plays one short.
 Rus: Builds F StP(nc); A War.
 Tur: Builds F Smy.

Unit Positions at the end of Winter 1901:

 Aus: A Mun; A Ser; F Gre; A Bud; A Tri
 Eng: F Eng; F Nth; A Nwy; F Lon
 Fra: A Spa; A Por; F Bel; F Bre; F Mar; A Par
 Ger: F Hol; A Den; A Vie; F Kie; A Ber
 Ita: F Tun; A Rom; A Ven
 Rus: A Rum; A Gal; F Sev; F Swe; F StP(nc); A War
 Tur: A Bul; A Con; F Ank; F Smy

Spring 1902 orders:

 Austria(Kent): A Mun-Tyr; A Ser S RUSSIAN A Rum-Bul; A Tri-Tyr;
 A Gre S RUSSIAN A Rum-Bul; A Bud-Vie
 England(Lord): F Eng S F Nth; F Nth S F Eng; A Nwy-Swe;
 F Lon S F Nth
 France(Strong): A Spa-Gas; F Bel S GERMAN F Hol-Nth; A Por-H;
F Bre-Eng; A Par-Bur; F Mar-Spa(sc)
 Germany(Howell): F Hol-Nth; A Den-Kie; A Ber S A Den-Kie; F Kie-Hel
A Vie S RUSSIAN A Gal-Bud(NSO)
 Italy(Brown?): NMR! F Tun-H; A Rom-H; A Ven-H

...And the Horse You Rode in on!

Russia(Carlberg): A Rum-Bul; A Gal-Sil; F Sev-Bla; F Swe-Bal;
F StP(nc)-Nwy; A War-Pru
Turkey(B. Wilson): ~~A Bul-Ser~~; A Con-Bul; F Ank-Con; F Smy-Aeg
Turkish A Bul has nowhere to retreat and goes to the box.

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

Top Ten Reason Phil Reynolds stop being Garret Schenck's toady:

10. Good review of Phil's aborted *Ishkibibble* in *Zine Register* makes Phil feel guilty
he didn't even come out with a single issue.
9. Fearful of bad review in *Your Zine of Zines* for his zine *Dipadeedoodah!*
8. Actually is yet another Doug Kent zine. Another of the Kent clan live and mail out the zine from Florida for the Sack.
7. Garret was expelled from the CPUSA Central Committee so Phil doesn't have to listen to "Chairman" Garret anymore.
6. Phil decides to join a long list of Jack McHugh hobby toadies after tearfully announcing this subzine as the best thing in *Maniac's Paradise* publicly at this year's Dixie Con.
5. Phil thinks that Doug Kent is really Rev. Moon and Phil is a Moonie.
4. I said something nice about the *Ren and Stumpy* Show on the phone to Phil so he wants to be my buddy now.
3. I promise to get rid of Richard Weiss as soon as Phil gets rid of Garret.
2. Phil is as tired as I am listening to Garret drone on about how he is such a great writer. (Well, maybe he isn't but I am!)

And the Number One Reason Phil Reynolds' stop being Garret Schenck's Toady:

1. Phil will soon raise the price of *Dipadeedoodah!* to \$3.00 an issue and lift his one pound limit and go all out to beat *Upstart*, I mean *Perelandra*, in the Runestone Poll.

Marv Throneberry
Regular Dip 1989IA
Winter 1906/Spring 1907
Deadline for Fall 1907:
Sunday August 30th, 1992 @ 1200 (12 pm) EDT
Show down in the East or Cooperation?

Winter 1906 Adjustments:

Eng: No adjustment

Fra: Removes A Pic

Ger: No adjustment

Rus: Builds A War; A StP; A Mos

Tur: Builds A Smy; A Con

Final Unit Positions Winter 1906:

Eng: F Nwy; A Yor; F Eng; F Nth; F Bar; F Kie; A Den

Fra: F Mar; F Lyo; A Bur; F Apu; F Wes

...And the Horse You Rode in on!

Ger: F Bal; A Kie; F Swe
Rus: A Lvn; A Boh; A Mun; A Ber; A Ven; A War; A StP; A Mos
Tur: F Eas; F Nap; F Tun; A Rom; F MAO; F Ion; F Gre;
F Tyo; F Tri; A Smy; A Con;

Spring 1907:

Eng(Nicewarner?): F Nwy-Bar; A Yor-Nwy; F Eng S F Nth; F Nth C A Yor-Nwy;
F Bar-StP;

Fra(York): F Mar-Pie; F Lyo-Tys; F Apu-Adr; A Bur-Gas; F Wes-Spa(sc)

Ger(Gonsalves): F Bal S F Swe; A Kie-Den; F Swe S A Kie-Den

Rus(J. Schultz): A Lvn S A Mos-StP; A Boh-H; A Mun S A Ber-Kie; A Ber-Kie;

A Ven S TURKISH A Tyr-Pie(NSO); A Mos-StP; A War-Sil; A StP-Fin

Tur(Carlberg): F Eas S F Gre-Ion; F Nap S A Rom-Apu; F Tun-Wme; A Rom-Apu;

F MAO-Por; F Ion-Adr; F Gre-Ion; A Tyr-H(UNO); A Tri S A Pie(NSU);

A Pie-H(NSU); A Smy-Ank, A Con-Bul

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

Only one player asked for a separation but I denied it since it was more to do with being unready then to do with the game.

Note the new player of record for France is Andy York, welcome aboard Andy! I got England's orders from Steve Nicewarner when I called him on the phone. Just in case Steve almost NMRs again (and I'm not calling him next month!) would **Steven Dorneman** please submit orders for England? Thanks guys!

The Brad Wilson (standby) List:

#####

Roger Cox; Mike Gonsalves; Stephen Dorneman; Andrew York; Steve Nicewarner Brad Wilson. New members are Brad Wilson and Roger Cox. Thanks for agreeing to stand by Roger and Brad!

Standbys called this issue: **Mike Gonsalves** in Commodore Perry for Japan in Asian Dip. **Stephen Dorneman** for England in Marv Thornberry in Regular Dip. Standbys get warm fuzzies from the hobby and my thanks. Sorry S'Tan "I'd play but there is no prize" Johnston, but virtue is its own reward.

Top Ten Reasons I've Been Banned From Upstart:

10. I stopped going to the CPUSA annual cookout and Party Congress
9. I once said that Garret wasn't in charge of the Dip Hobby.
8. I've never been seen at the "Garret for Hobby Dictator" rallies held monthly outside of Garret's apartment in Brooklyn.
7. *ATHYRIO* doesn't use ZR approved adjudications for its games.
6. I exposed the truth behind the Jim Diehl-Garret Schenck connection.
5. Thinks I am Doug Kent\Brad Wilson\Cal White.
4. Garret believes that I was behind the counter coup that put Gorbachev back in power last August and has led to Boris Yeltsin's Presidency in Russia.
3. Garret thinks I invented the "Turbophreak" term and am behind the hobby conspiracy to "Get Garret." (This is all actually Brad Wilson.)
2. Refuse to pay ZR protection money so my zine won't suddenly "burst into flames in the next ZR," as Garret told me.

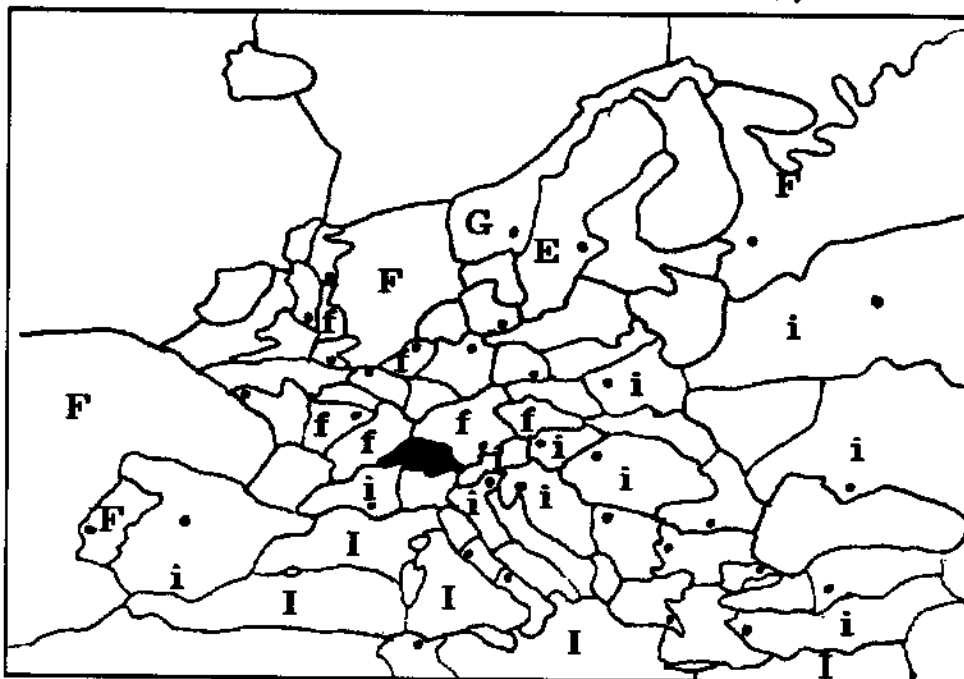
And the Number One Reason I've been banned from Upstart:

1. Now that Garret won the Walker award, he doesn't need peons like me.

...And the Horse You Rode in on!

Diplomacy 5, Pessimism, 1990HB, W 12/S 13

"Spain and Warsaw fall..looks like it's about over, folks!"



England (Weiss): NMR! Ret A StP-OTB, Rem F Hel..

A War U(Dis-ret Sil,Pru,Lva,Ukr,OTB),F Swe U.

France (S. Johnson): Ret A Mar-Bur,Bld A Par,plays 1 short..A Boh-Gal,A Bur-Mar,
A Den-Yor,A Mun-Tyr,A Par-Bur,A Ruh-Hol,A Spa S A Bur-Mar(Dis-ret Gas,OTB),
F Bre-Mid,F Nth C A Den-Yor,F Por S F Bre-Mid,F StP(nc) H.

Germany (Diehl): Plays 1 short..F Nwy S F. F Nth.

Italy (McClung): Bld A Rom,A Nap..A Nap-Spa,F Tyn C A Nap-Spa,
F Lyo C A Nap-Spa,A Mar S A Nap-Spa,F Wme S A Nap-Spa,A Rom-Ven,A Gal-War,
A Mos S A Gal-War,A Ank-Smy,F Aeg-Ion,F Smy-Eme,A Bud-Gal,A Ven-Tyr,
A Tri S A Ven-Tyr,A Vie S A Ven-Tyr,F Mid-Por(Dis-ret NAf,Gas,Ech,Iri,NAf,OTB),
A Sev S A Mos.

Concession to Italy fails
No standby will be called for England

PRESS

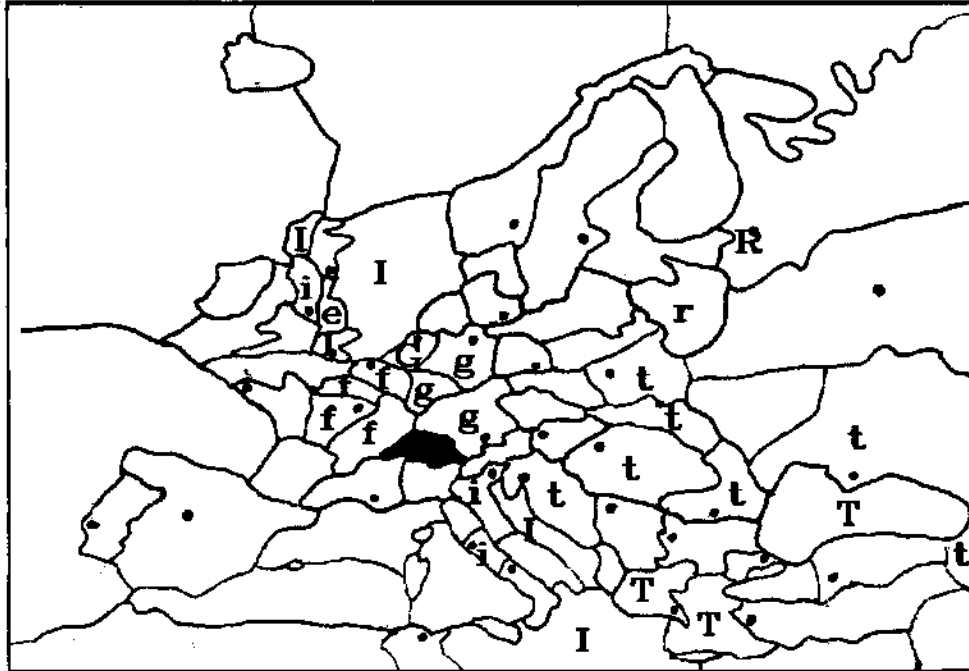
France - Italy: You are one to talk about having a life, when the highlights of your week are your Saturday night bath and self abuse. Winning this game will probably be the most exciting thing ever to happen to you. You'll probably be pounding your chest for a month. No wonder you love NMRers so much; without them you'd never have won.

Italy - France: Stan; you're a fairly honest player, (I can sight some exceptions) and a

pretty good guy. But I don't understand why you are obsessed with being such an incredibly bad sport. What's wrong with simply saying "good game" rather than going into a tirade that does nothing to diminish my victory and everything to diminish your stature.

Diplomacy 6,Agony,1990HA,W 11/S 12

"Nice going Jack, you're letting Boob win!"



England (CD): Rem F Nwg,F Bar..A Yor U.

France (Milewski): A Pic-Bur,A Bel-Ruh,A Par S A Pic-Bur,A Bur-Ruh.

Germany (J. Johnson): Ret F Bel-Hol,Bld A Kie..F Swe-Nwy,A Mun-Bur,
A Ruh S F Hol-Bel,F Nth S F Hol-Bel(Dis-ret Edi,Nwg,Ska,Den,Hel,OTB),F Hol-Bel,
A Kie-Hol.

Italy (Murray): Bld A Rom,F Nap..F Lvp-Cly,A Wal-Lvp,F Ech-Nth,F Lon S F Ech-Nth,
A Ven-Tyr,A Rom-Ven,F Ion-Adr,F Nap-Ion.

Russia (McHugh): Rem F Eme..A War S A Lva-Mos(Dis-ret Pru,Sil,Ukr,OTB),
A Lva-Mos,F StP(sc) H.

Turkey (Acheson): Bld F Con,A Ank,plays 2 short..A Tri-Tyr,A Bud-Tri,F Con-Aeg,
F Gre S F Con-Aeg,A Ank-Rum,F Bla C A Ank-Rum,A Mos-War,
A Gal S A Mos-War,A Sev-Mos,A Smy-Arm.

Thanks to Bill Scharf for the unused standby orders

PRESS

FlapJack - Boob: Well, what lies have you for me this turn?

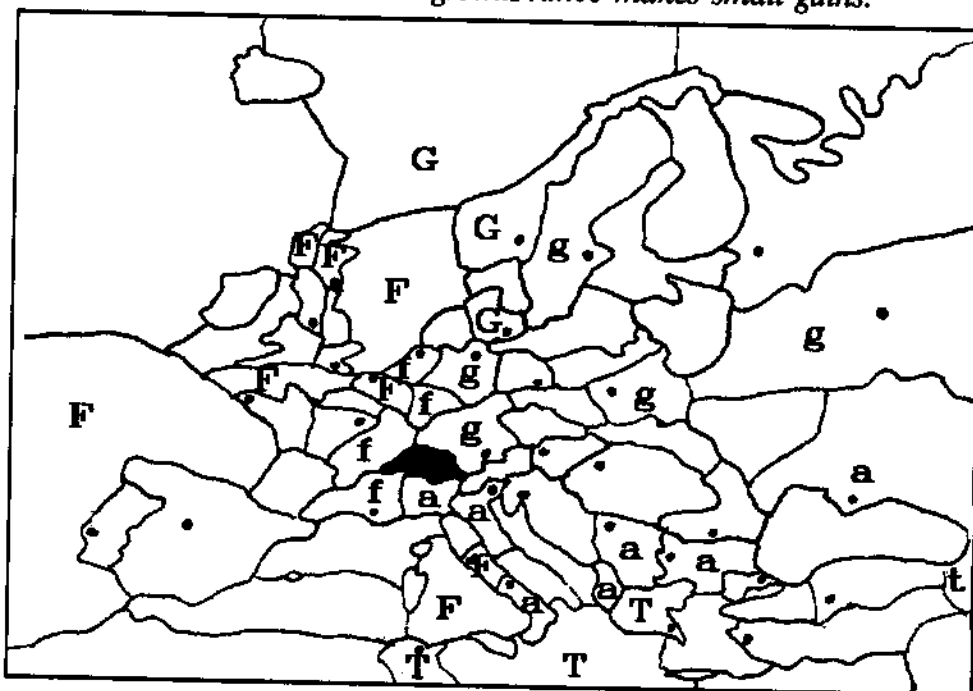
Russia - Italy: You blew it, now Boob will be coming for your dots within a year. Don't buy his BS about not wanting to attack you. He tells me you're next after Germany.

Russia - Sack: Bill Scharf? Oh boy, now I'll get nasty notes as Bill writes and claims that War is really German. Thanks, Sack!

GM - Flapjack: Calm the frig down, Jonas is still here to annoy you.

Diplomacy 7,Scoop,1990IG,W 08/S 09

"Austrians continue to grow..France makes small gains."



Austria (S. Johnson): Ret A Rom-Tus,Bld A Tri..A Alb-Gre,A Apu-Nap,A Rum-Bul, A Ser S A Rum-Bul,A Sev-Arm,A Tri-Ven,A Tus-Pie.

France (Diehl): Bld F Bre,plays 1 short..F Bre-Mid,A Hol S A Bel-Ruh,A Bel-Ruh, A Mar S A Par-Bur,A Par-Bur,F Tyn S F Rom,F Rom S T. F Ion-Nap(NSO), F NAt-Cly,F Pic-Bel,F Edi S F Nth,F Ech S F Nth,F Nth S G. F Nwy-Ska(NSO).

Germany (Holley): A StP-Mos,A Mos-War,A Sil-Mun,A Mun-Kie,A Fin-Swe, A Ruh S A Mun-Kie(Destroyed),F Den-Nth,F Nwg S F Den-Nth,F Nwy S F Nwg.

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

A/F/G Draw Fails
Now Proposed - A/F/G

PRESS

Austria - World: It will be a sin, if France is allowed to win.

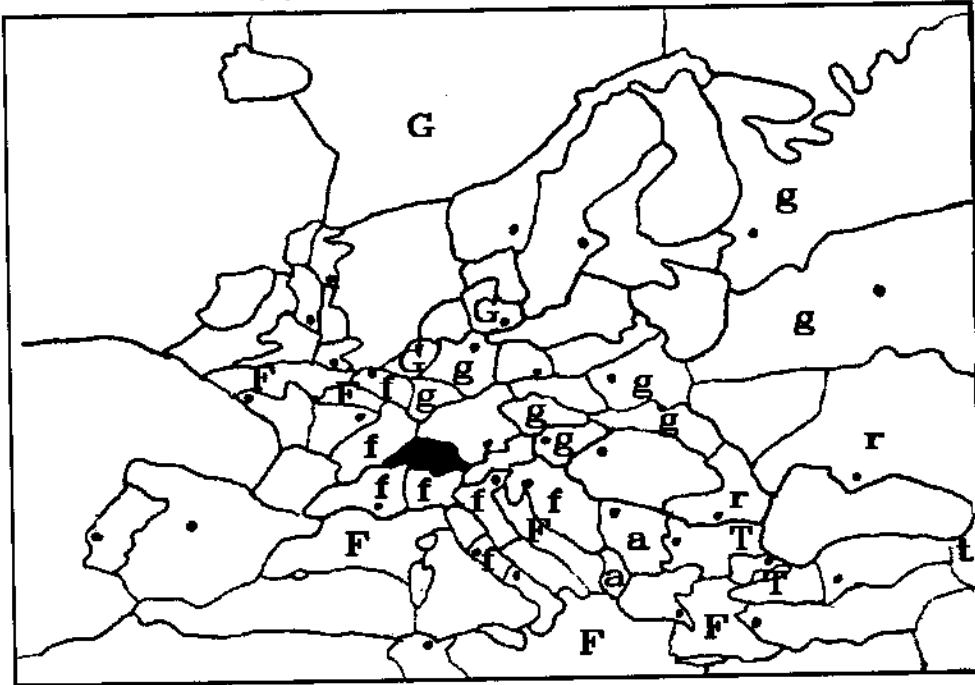
Turkey - Austria: I must have ESP because every time you're about to compliment me, I NMR. So stop it! Sorry about Mission Impossible.

Austria - GM: Did you slip Brown some wake up pills or what? I have never seen him go so far without an NMR. Maybe McClung should talk to him about life.

Turkey - Austria: I was in shock from your letter. I never got back to answering it, but I hope my moves meet with your approval.

Diplomacy 9,Secrets,1991C,S 08

"France and Germany face off..Russia experiencing a few minor problems."



Austria (Milewski): A Alb-Gre,A Ser-Gre.

France (Bingham): F Bre-Pic,F Ech-Nth,A Pie S A Ven,A Ven S A Tri,
A Tri S A Ven,F Adr S A Tri,F Wme-Lyo,F Ion-Aeg,F Nap-Ion,
A Par-Bur,A Mar S A Par-Bur,A Bur-Bel,F Rom-Tyn(NSU),A Rom U.

Germany (Strong): A Mun-Ruh,A Ber-Kie,A War S A Mos-Ukr,A Mos-Ukr,F Den-Nth,
F Kie-Hol,A StP-Mos,A Vie-Bud,A Boh S A Sil-Gal,A Sil-Gal,F Nwy-Nwg.

Russia (Wang): A Gal-Bud(Destroyed),A Rum-Ukr,A Sev S A Rum-Ukr,
F Bul(ec) S T. F Con(Destroyed).

Turkey (Brown): F Con S F Bla-Bul(ec),F Bla-Bul(ec),A Smy-Arm.

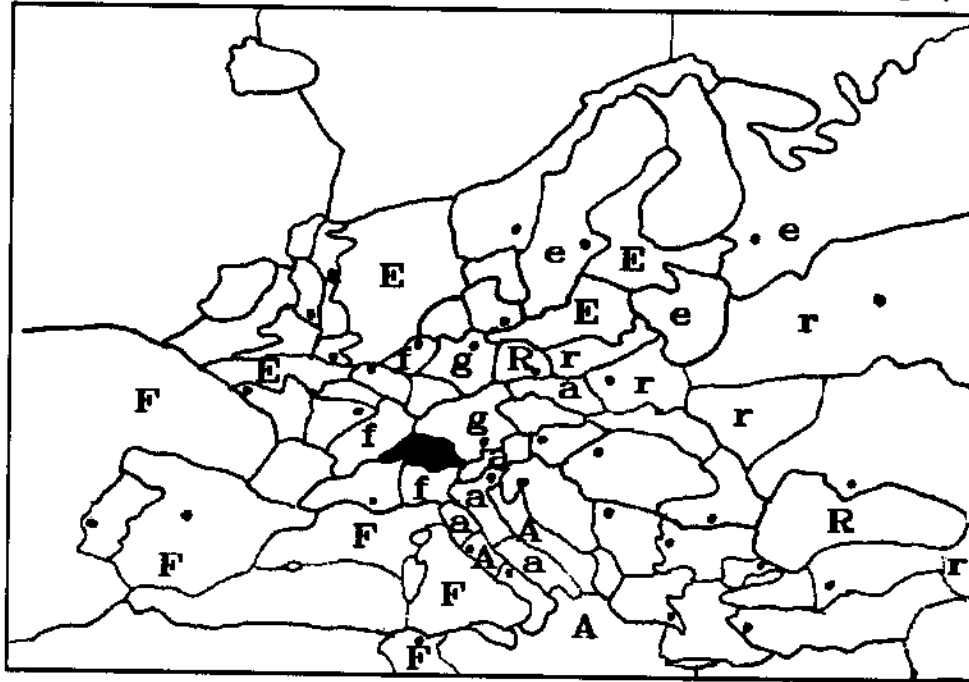
F/G Draw Fails
Now Proposed - F/G

PRESS

Russia - Germany: Hah! So it's you who's been vetoing the F/G draw! Since the rest of us are doing horribly, it had to be either you or France who wanted the game to continue so you could try for a win. France NMRed last turn, so you're the one! I hope the new French player wises up before you turn on him, too!

Diplomacy 11, Synthaxe, 1991AS, W 05/S 06

"Austria enjoys success in Italian campaign..Germans dig in and pray."



Austria (Strong): Bld A Tri..A Tri-Ven,F Nap-Rom,F Gre-Ion,A Apu S F Nap-Rom,
A Boh-Sil,F Adr S F Gre-Ion,A Tyr S A Tri-Ven,A Ven-Tus.

England (Greger): F GoB S A Lva,F Bal S G. A Mun-Ber(NSO),A Lva H,A StP S A Lva,
A Den-Swe,F Nth S F Mid-Ech,F Mid-Ech.

France (Holley): Bld F Bre,F Mar..A Hol S E. A Den-Kie(NSO),A Pie-Ven,
A Rom S A Pie-Ven(Destroyed),F Tyn S A Rom,A Gas-Bur,F Bre-Mid,
F Spa(sc) S F Bre-Mid,F Mar-Lyo,F Tun S F Tyn.

Germany (Levin): A Kie S A Mun,A Mun H.

Russia (Carlberg): Bld F Sev..F Sev-Bla,A Smy-Arm,F Ion-Tyn(Dis-ret Alb,Aeg,Eme,OTB),
F Ber S A Pru,A Pru S F Ber,A War S A Pru,A Mos S A War,A Ukr S A Mos.

A/E/F/R Draw Fails

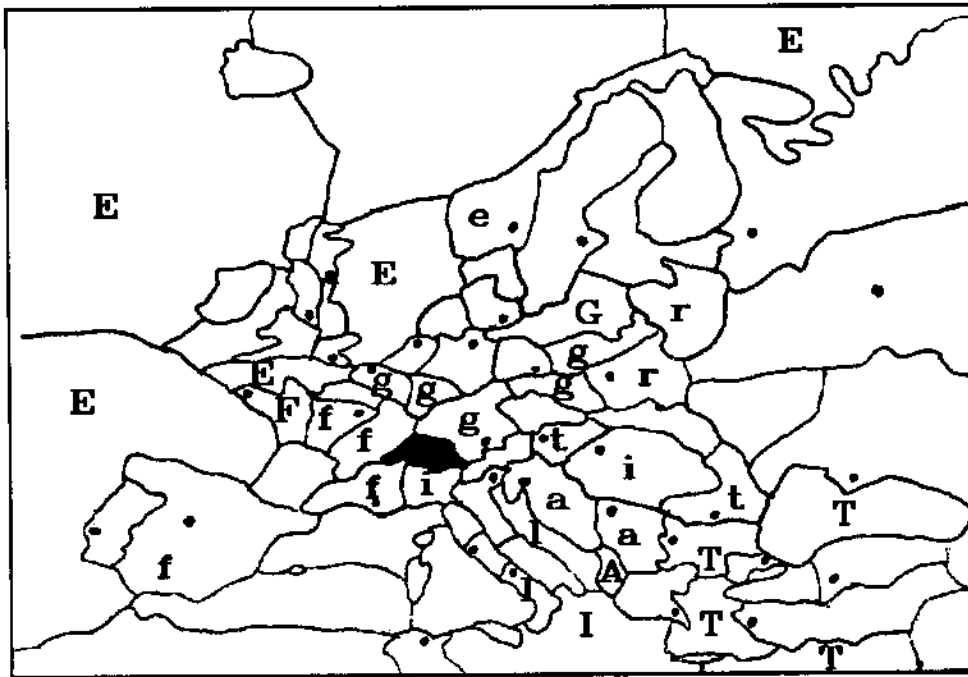
Now Proposed - F, A/E/F/R, A/E/F/G/R

PRESS

Austria - France: We have loosed the herds of feral and domestic Austrian sheep upon you.

Diplomacy 12,Heartache,1991AW,W 04/S 05

"Musical dots in Austria..English fleets make a move south."



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

England (Ozog): F StP(nc)-Bar,A Nwy-StP,F Ech S F Iri-Mid,F Iri-Mid,F Nwg-NAT, F Nth S F Ech.

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

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

Italy (Brooks): Bld F Nap..A Vie-Bud,A Tri S A Vie-Bud(Dis-ret Tyr,Ven,OTB), A Ven-Pie,F Adr-Alb,F Ion H,F Nap S F Ion.

Russia (S. Johnson): Ret A Sil-War..A Lva-StP,A War-Sil.

Turkey (Greger): F Bla S A Rum,A Gal-Vie,A Rum S A. A Bud(OTM),F Con-Bul(sc), F Aeg S A. F Alb-Ion(NSO),F Eme S A. F Alb-Ion(NSO).

PRESS

Rome - Paris: The Roman Empire will be happy to extend her protecting arms to her good neighbor France.

Paris - London: This has worked out better than expected.

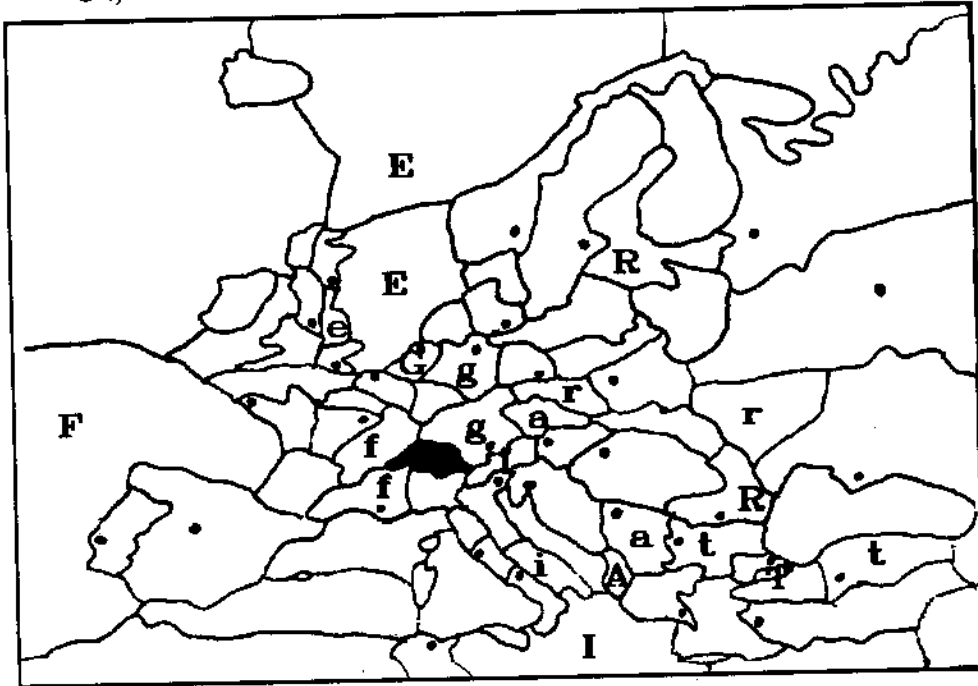
Rome - Ankara: Storm Warning: All fleets are advised to return to their home ports &

weather out the coming storm. It should pass in a couple of turns!

Paris - Rome: Say a prayer for the French infantry for they do try.

Diplomacy 13, Free For All, 1992??, Spring 1901

"Oh, what a marvelous war..5 nations hover around Munich!"



Austria (R. Schultz): A Vie-Boh, A Bud-Ser, F Tri-Alb.

England (O'Kelley): F Edi-Nwg, F Lon-Nth, A Lvp-Yor.

France (S. Johnson): A Mar S A Par-Bur, A Par-Bur, F Bre-Mid.

Germany (Cox): F Kie-Hol, A Mun-Bur, A Ber-Kie.

Italy (Siegel): A Ven-Tyr, A Rom-Apu, F Nap-Ion.

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

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

Now Proposed - F

PRESS

French Fries - GM: If this game is Free for All how come we had to pay?

GM - French Bread: That would be telling.

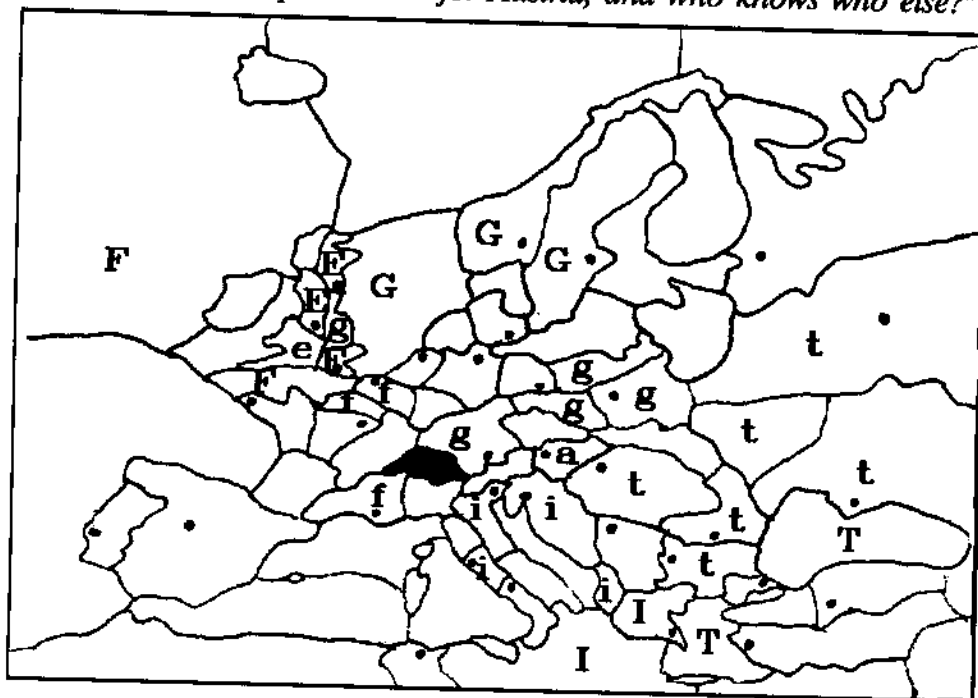
England - Europe: As the mighty Royal Navy sails grandly into the icy waters of the North and the proud but tiny Royal Army prepares for battle, I would like to take this opportunity to apologize in advance to anyone I might screw during the next 10 or so years. Thank

you and good luck.

Russia - France: Stan; Your fingers have sure been broken for a long time.

Diplomacy O-1, General Brock, 1991L, S 04

"I/T cooperation spells doom for Austria, and who knows who else?"



Austria (K. Caruso): A Bud-Tri(Destroyed), A Vie S A Bud-Tri.

England (Milewski): A Yor-Wal, F Lvp S A Yor-Wal, F Nwg-Edi.

France (Gonsalves): F Bre-Ech, A Spa-Mar, A Par-Pic, F Lon S G. A Hol-Yor, A Wal-Lvp(Destroyed), F Mid-Nat, A Bel H.

Germany (Acheson): A Mun-Tyr, A War-Mos, A Sil-Gal, A Ber-Pru, F Swe-Nwy, F Nwy-StP(nc), F Nth C A Hol-Yor, A Hol-Yor.

Italy (S. Johnson): A Alb S A Tri, A Rom-Ven, A Tri S T. A Ser-Bud, A Ven-Tyr, F Gre H, F Ion S F Gre.

Turkey (Strong): A Ukr-Gal, A Ser-Bud, F Bla C A Ank-Sev, F Aeg S A Con-Bul, A Rum S A Ser-Bud, A Mos-StP, A Con-Bul, A Ank-Sev.

PRESS

Italy - GM: Both!

GM - Italy: You should open your mouth a little wider when you speak.

Austria - All: Bang! I'm dead.

GM - Austria: Almost! You can't even get **that** right!

Turkish Dog - Austrian Queen: I just can't apologize enough to you. So I won't. If we were in reverse positions, I'd like to think you would have done the same or similar moves. On the bright side, now that you don't need to spend much time with this game, you will have more time to spend with your friends Jack, Stan, and Jonas.

Stan the Man - Austria: You really crush! You'd toady to a Canuck before me; no wonder the country's going to hell with attitudes like that.

Germany - Italy/Turkey: Look at all those armies. Allies for life I'd say.

Stan the Man - Austria: I'm a remarkable guy I admit, but even I could not simultaneously rape Turkey while spray canning Mr. Kanuckie's backside, and what's France going to be doing while all this takes place anyway? I know it was crazy to attack you, but hey I'm not nuts!

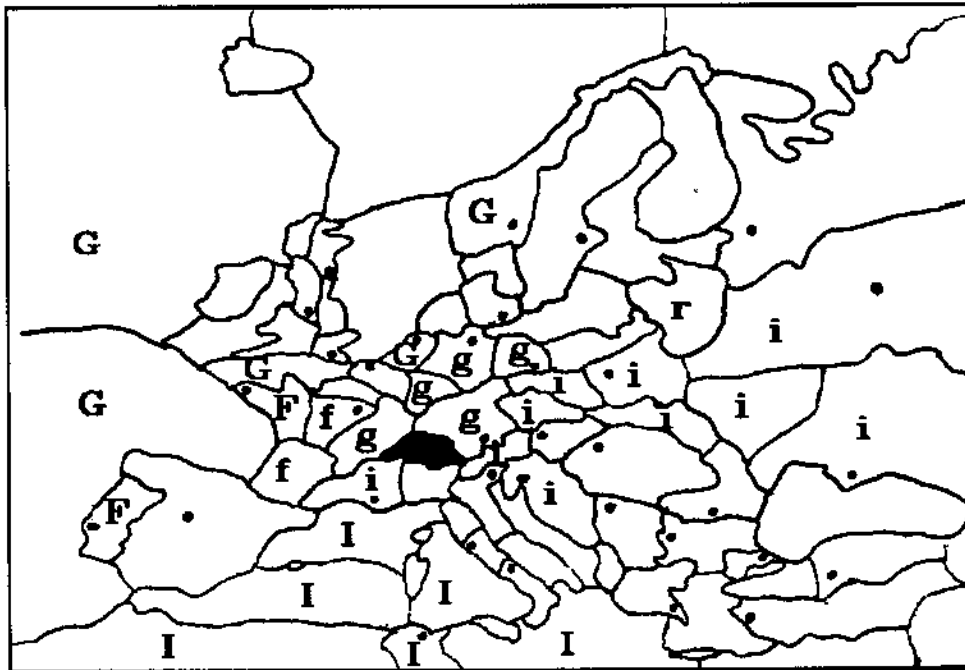
Germany - France: I hope that you also noted the builds.

Austria - Turk: You don't need all those units versus me, why not have Stan the Man for dessert!

Stan the Man - Austria: You say you won't toady! That's funny cause you look like you're ready to croak!

Gunboat 4, Abby Normal, 1990 Trb32, W 13/S 14

"Moscow and Marseilles fall..Could this be it?"



France: A Gas-Spa, F Por S A Gas-Spa, F Bre S I. F Wme-Mid(NSO), A Par S F Bre,

A Bur S I. A Tyr-Mun(Dis-ret Pic,OTB).

Germany: NRR! Ret A Pru-OTB,plays 1 short..A Bel-Bur,A Ruh S A Bel-Bur,
A Mun S A Bel-Bur,A Kie S A Mun,A Ber S A Mun,F Mid S F. F Por-Spa(sc)(NSO),
F NAt S F Mid,F Ech S F Mid,F Nth-Nwy,F Hol S F. A Bur-Gas(Imp).

Italy: Bld A Ven..A Tyr S A Sil-Mun,A Pie-Mar,A Sil-Mun,A Boh S A Sil-Mun,
A Gal-War,A War-Mos,A Sev S A War-Mos,A Ukr S A War-Mos,A Rum-Gal,
A Ven-Tri,F N Af-Mid,F Wme S F Lyo-Spa(sc),F Ion-Tyn,F Lyo-Spa(sc),F Tun-N Af,
F Tyn-Lyo.

Russia: Rem A StP..A Mos H(Dis-ret StP,OTB),A Lva S A Mos.

All Proposed Draws Fail
Now Proposed - Every possible draw

Gunboat 5,Whipsaw,1990Xrb32,End Game

1990Xrb32 Maniac's Paradise GM: Douglas Kent

Italy/Turkey Draw in Fall 1911

	<u>01</u>	<u>02</u>	<u>03</u>	<u>04</u>	<u>05</u>	<u>06</u>	<u>07</u>	<u>08</u>	<u>09</u>	<u>10</u>	
Austria	04	04	02	02	01	00	00	00	00	00	Arthur Shulman (OUT F06)
England	04	04	05	05	05	05	05	05	05	05	Melinda Holley (SURV F11)
France	04	05	05	05	05	06	06	05	05	04	Stven Carlberg (SURV F11)
Germany	05	06	06	05	07	06	06	07	07	06	Don Croyle (SURV F11)
Italy	05	05	08	09	07	08	08	08	08	11	Steven Sulzby (RES S05)
											Fred Hyatt (DRAW F11)
Russia	04	04	02	02	02	02	02	02	02	00	Larry Behrendt (OUT F10)
Turkey	05	06	06	06	07	07	07	07	07	08	Alan Levin (DRAW F11)

England (Stven Carlberg): Unfortunately, England decided at the very beginning of the game to attack France, Germany joined in a bit, and I quickly found my strategic options limited to sheer defense. I have the satisfaction of knowing I defended well: the game ended in 1911 with France still in the game and England and Germany not in the tie. Basically England kept coming after France the whole game and gave me no choice but to keep proving to him that he was making a mistake. I wish he'd had the sense to accept the fact that the war on France was getting him nowhere and reverse his field so that one or both of us might have had a chance to get into the action with the big boys.

Germany (Don Croyle): This is the first game that I've played to completion in a postal zine and in looking back my first thought is that two years is far too long for a Gunboat game. I NMR'd twice during the game, once due to the mail delays and address confusion caused when my Reserve unit suddenly left for Saudi Arabia after puttering around at Ft. Campbell for six weeks, and once due to sheer idiocy when for some reason I thought that Doug was publishing every five weeks instead of the first Monday of each month. It was the second NMR that did me in, Italy got into position to grab Munich and I spent the remainder of the game trying to chase him out.

Turkey (Alan Levin): An I/T draw? Head for the hills, this must surely be an omen of

When the game began, my plan was to turn the Black Sea into a Turkish lake and then head west. Unfortunately, while I was able to take Sevastopol in 1901, Italy subjugated Austria so quickly that I was never able to get very far west.

Italy and I spent a good long while sparring in the Balkans. During that time, I devoted my energies to holding onto what I had and hoping that one of the Western powers would enter the Mediterranean in force and pry Italy off of me. Unfortunately, the Western powers were tied up in a knot and did very little to distract Italy.

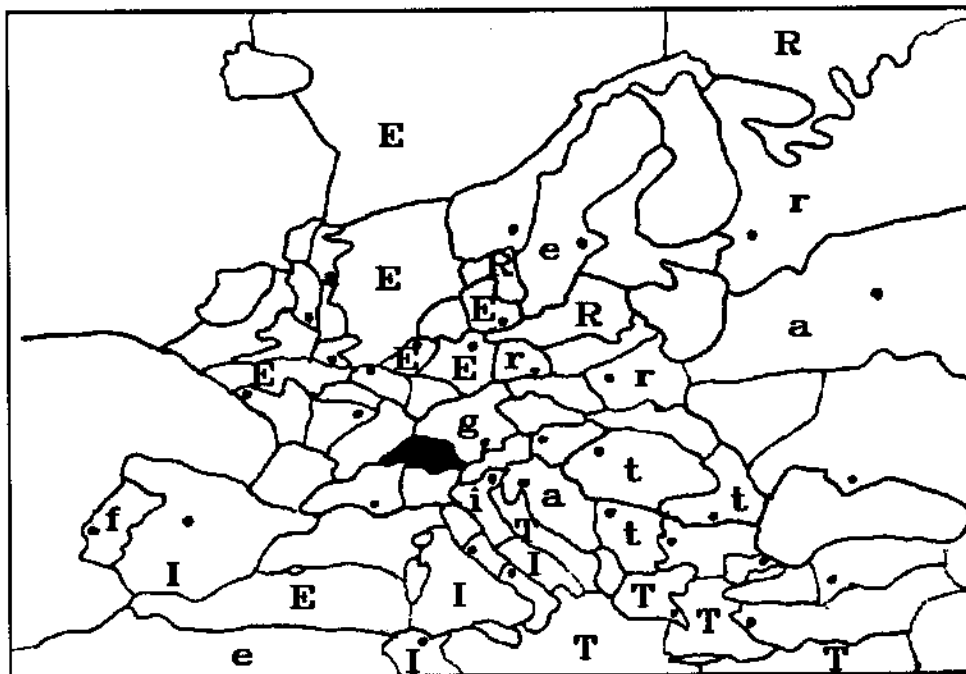
Two events in the east played a key role in enabling me to fend off Italy. The first was Russia's decision to become a neutral party. Italy might have taken some Turkish centers in the Balkans with Russian help but Russia would only order his units to hold. Second, Italy made a mistake in not supporting his army Serbia. Although I knew that I could never hold Serbia with only two armies against the inevitable Italian counterattack, by taking it for one turn, I gained the position I needed to take Greece from Italy. And Greece I held.

After banging his head on the walls of Fortress Turkey for a number of years, Italy wrote orders indicating that he was willing to cooperate with me. I took him up on his offer and he and I then proceeded to eliminate Russia and start sending fleets west. And the rest, as they say, is history.

I would like to compliment France for his noteworthy defense of his homeland against a numerically superior E/G alliance, Italy for being an excellent opponent and a reliable ally and Doug for a terrific job of GMing. To England, Germany, Austria, and Russia, thank you for a fun game.

Gunboat 6,Road Games,1991Hrb32,F 08

"9 fleet battle for Ionian finally ends - Turks are the victors."



Austria: A Ukr-Mos,A Tri H.

England: A NAf-Tun,F Mid-Wme,F Ech U,F Nth-Nwy,F Nwg S F Nth-Nwy,F Hol-Kie,
A Den-Swe,F Kie-Bal,F Hel-Den.

France: A Por-Spa(sc).

Germany: Ret A Ber-OTB..A Mun H.

Italy: F Spa(sc) S E. F Mid-Por(NSO),F Ion H(Dis-ret Nap,OTB),F Apu S F Ion,
 F Tun S F Ion,F Tyn S F Ion,A Ven S A. A Tri.

Russia: A StP-Nwy,A Ber-Kie,A Sil-War,F Ska S A StP-Nwy,F Nwy-Bar,F Bal U.

Turkey: F Adr S F Alb-Ion,F Alb-Ion,F Gre S F Alb-Ion,F Aeg S F Alb-Ion,
 F Eme S F Alb-Ion,A Ser S A Rum-Bud,A Rum-Bud,A Sev-Rum.

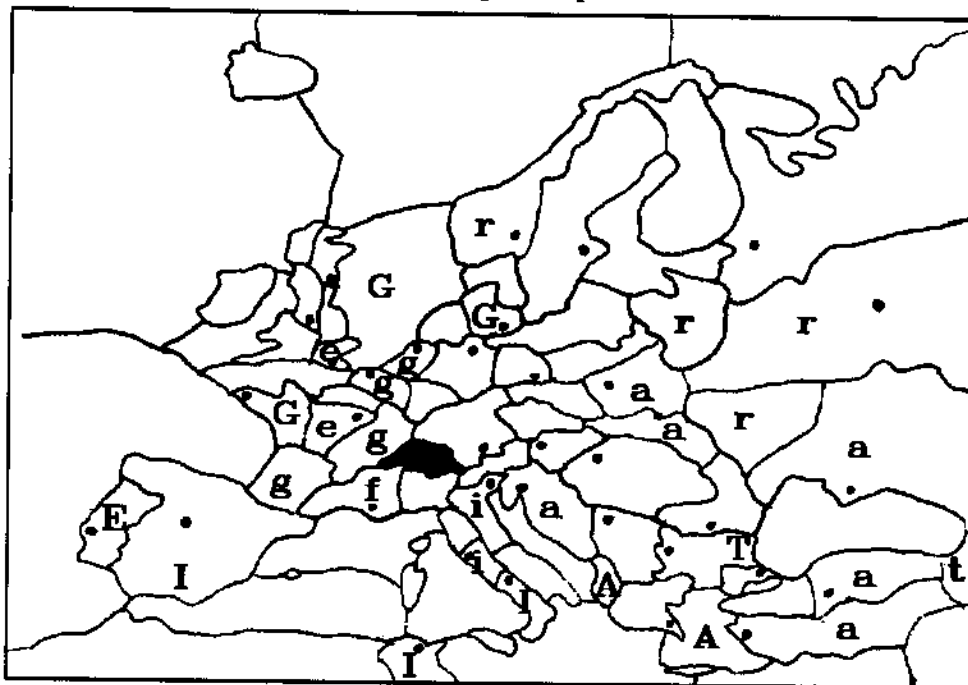
Now Proposed - E

Supply Center Chart

Austria	Tri,Mos=2	Even
England	Lvp,Edi,Lon,Hol,Bel,Bre,Par,Kie, Den,Swe=10	Build 1
France	Por=1	Even
Germany	Mun=1	Even
Italy	Ven,Rom,Nap,Mar,Tun,Spa=6	Even
Russia	War,StP,Nwy,Vie,Ber=5	Remove 1
Turkey	Con,Smy,Ank,Bul,Rum,Ser,Gre,Sev, Bud=9	Build 1

Gunboat 7,Enigmatic Ocean,1991Qrb32,F 07

"Austrian expansion picks up some steam."



Austria: A Tri-Tyr,A Gal-War,A Ukr-Mos(Dis-ret Rum,OTB),A Rum-Gal,
 A Sev S A Ukr-Mos,A Smy S A Ank,A Ank S A Smy,F Ion-Aeg,F Alb-Tri.

England: NMR! F Por U,F Nth U(Dis-ret Yor,Edi,Ech,Nwg,Ska,OTB),A Par U,A Lon U.

France: NMR! A Mar U.

Germany: A Kie-Hol,A Hol-Bel,A Mun-Bur,A Bur-Gas,F Hel-Nth,F Den S F Hel-Nth,
 F Ech-Bre.

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

Russia: A Swe-Nwy,A Mos S A War-Ukr,A War-Ukr,A Lva S A Mos.

Turkey: Ret A Sev-Arm,F Ank-Bla..A Arm-Ank,F Bla-Bul(ec).

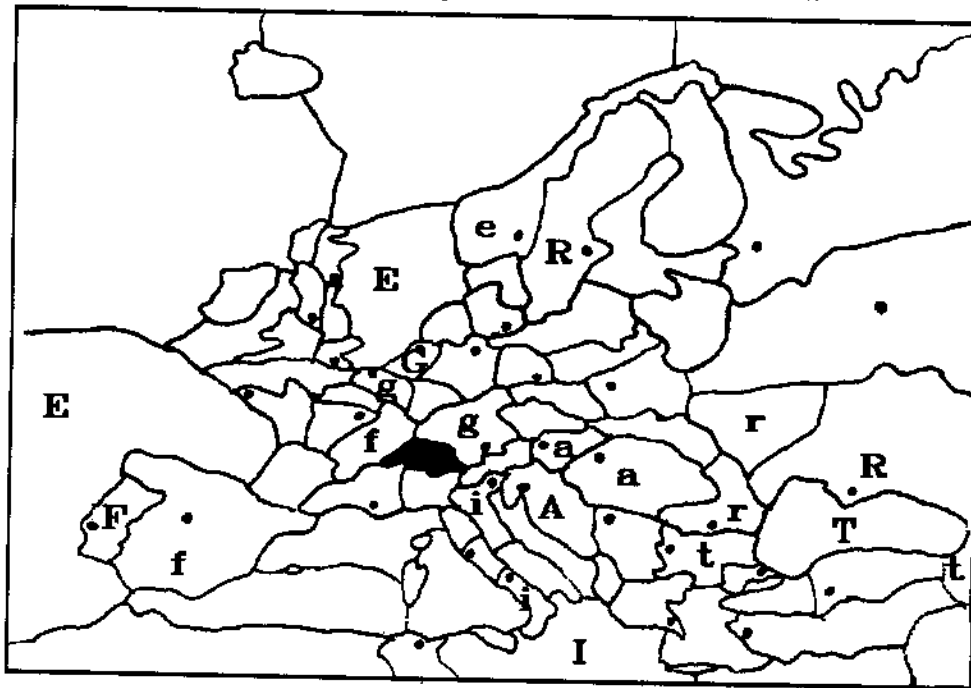
Now Proposed - A

Supply Center Chart

Austria	Tri,Vie,Bud,Ser,Gre,Rum,Con,Smy, Ank,Sev,War=11	Build 2
England	Lon,Lvp,Edi,Par,Por=5	Build 1
France	Mar=1	Even
Germany	Kie,Mun,Ber,Hol,Bel,Den,Swe,Bre=8	Build 1
Italy	Ven,Rom,Nap,Tun,Spa=5	Even
Russia	StP,Mos,Nwy=3	Remove 1
Turkey	Bul=1	Remove 1

Gunboat 8,Arrival,1992Wrb32,F 01

"Two nations NMR.four centers remain neutral."



- Austria:* F Tri H,A Bud-Vie,A Ser-Bud.
- England:* F Ech-Mid,A Yor-Nwy,F Nth C A Yor-Nwy.
- France:* F Mid-Por,A Bur S E. F Ech-Bel(NSO),A Mar-Spa.
- Germany:* A Ruh-Bel,F Hol S A Ruh-Bel,A Mun-Bur.
- Italy:* NMR! A Ven U,A Nap U,F Ion U.
- Russia:* A Ukr S F Rum-Sev,F Rum-Sev,A Gal-Rum,F GoB-Swe.
- Turkey:* NMR! A Bul U,F Bla U,A Arm U.

Supply Center Chart

Austria	Tri,Vie,Bud=3	Even
England	Lon,Lvp,Edi,Nwy=4	Build 1
France	Bre,Par,Mar,Por,Spa=5	Build 2

Germany	Kie,Mun,Ber,Bel,Hol=5	Build 2
Italy	Nap,Rom,Ven=3	Even
Russia	War,Mos,StP,Sev,Rum,Swe=6	Build 2
Turkey	Con,Smy,Ank,Bul=4	Build 1

African Dip,Million Dollar Legs,1991Sdm04,W 05/S 06 Ivory Coast/Zaire Draw Passes!

End game statements and report next issue

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

"Seasons separated by player request."

Ethiopia (R. Schultz): Rem A Kor..Has A Cen.

Ivory Coast (Cox): Ret F Mid-OTB,Bld F Fre..Has F Fre,A Wsa,F Nga,A Sen,A Ngr.

Libya (Strong): Rem F Mor..Has F Nat,A Cha,A Tri,F Gui,A Esa,A Mau.

Saudi Arabia (G. Wilson): Bld A Mec..Has A Dam,F Ara,F Som,F Goa,A Eri,A Mec,
F Red,A Kha.

South Africa (Wang): Has A Ken,A Tan,F Goc,F Mch,F Nio,F Sio.

Zaire (Garrett): Bld A Lub..Has F Abi,F Gab,A Kin,A Kis,A Con,A Uga,A Sud,A Lub.

Narnia Wars,Midnight,1991AKfl01,W 03/S 04

"A lot of shuffling around, but not much progress."

Archenland (Anderson): Ret A Olv-OTB..A COR H,Cor COR S A Cor.

Calormene (Wang): Bld A Ilk..A Ilk-ZUL,A Soj-ANC,A HER S A Grv,2A OLV S A Her,
A GRV S A Her,F Sea-SIL,F SPL-Emp,A/F BOR S F Spl-Emp.

Dwarves (Brown): Rem A Lan,A Sww..A DAN S A Asl,A ASL S A Dan.

Giants (McHugh): Rem 2A Hel..A SOM S A Des-Cww,A DES-Cww.

Lone Islands (Ozog): Rem F Daw..A/F GAL S F Emp,F EMP S A/F Gal.

Narnia (Bingham): Bld A Rhe..A BER-Tow(Imp),A CAI H,HK Cai- ,A Gre-STO,
A COA S A Gre-Sto,A Rhe-RIR.

Telmar (R. Schultz): Bld A Cas,plays 1 short..Miraz Shu-RHE,A Shu-RHE,A Rav-SHU,
A Erl-VAL,A Rho-TEH,A Nai-BUL,A Ara-NAI,A CHI S A Lam-Lan,A Lam-LAN,
A Cas-LAM,A Wes-FLE.

White Queen (Garrett): Bld A Cit,A Anc..A BRN H,A Ris-FIS,A Bow-ETT,A Cit-BOW,
A Har-GIA,A CWW H,WQ Hel- ,A LUN S C. A/F Bor-Cor(NSO),
A ANV S C. A/F Bor-Cor(NSO),A Gdw-WIN,A Anc-GDW.

Now Proposed - C/T/W, C/N/T/W

PRESS

Narnia - White Queen: You're not fooling me. You're out to win this game, aren't you?
And doing a mighty fine job of it, I might add.

Cor - White Queen: Have fun while you can, Queenie
Telmar is about to show you his weenie.

White Queen - Giants: Giants in Hel,
Stoned, pell mell.
In a grove,
Just can't move.
Want to stomp,
Without pomp.
Be back soon,
'Neath the moon.

Narnia - Forces of Good: I hope we don't look back on this turn as a decisive one, unless it's decisive in our favor, of course.

Miraz - High King: Two arms...two legs it is a crazy man that begs. To lag...too shag a roll thus frond there wavelets touch the shore of that distant pond.

Narnia - World: Tired of being evil or at best neutral? Too bad! Chances of me trusting you now are less than...well, I don't really know cuz NONE OF YOU HAVE CONTACTED ME!

Woolworth II-D, Theoretical, 1992Jcb19, F 01

"Austria is the big winner in 1901..England leaves her shores unprotected."

Austria (????): F Tri-VEN, A Bud-SER, A GAL H.
Balkans (????): A RUM S A Bul, A BUL S A Rum, F AEG-Smy.
England (Bingham): F Nat-ICE, F Lon-NTH, F NWG S F Lon-Nth.
France (R. Schultz): F PIC S A Bur-Bel, A Bur-BEL, A Mar-SWI.
Germany (Hyatt): A MUN H, A KIE-Hol, F DEN H.
Italy (????): A Pie-MAR, F TYN-Lyo, F ION-Tun.
Russia (????): A Lap-STP, F SEV S A Ukr-Rum, A UKR-Rum, A WAR-Gal.
Scand. (Anderson): F Nth-Hol(Dis-ret Edi, Yor, EchHel, Ska, OTB), A SWE S F Nwy,
F NWY S A Swe.
Spain (Shulman): F ALG-Tun, A MAD H, F LYO-Tyn.
Turkey (????): A CON-Smy, F Ank-ARM, F Eme-CRE.

Supply Center Chart

Austria	Tri, Vie, Bud, Ser, Ven, Gal=6	Build 3
Balkans	Gre, Bul, Rum=3	Even
England	Lon, Lvp, Edi?, Ice=3 or 4	Even or Build 1
France	Bre, Par, Swi, Bel=4	Build 1
Germany	Mun, Ber, Kie, Den=4	Build 1
Italy	Rom, Nap, Mar=3	Even
Russia	StP, War, Mos, Sev=4	Even
Scand.	Nwy, Swe, Edi?=2 or 3	Remove 1 or Even
Spain	Mad, Por, Mor=3	Even

PRESS

England - World: Anyone interested in curbing the Nordic mongrel should call my London office.

France - Spain: Are you after Italy or France?

England - Scanda(lous)navia: I understand it's a small world after all, but not returning my message is a bit too small. If you can't afford a stamp, I'll buy one for you.

Diadochi V, Checkmate, 1992HMac03, Spring 240 BC

"Game delayed due to player request to make corrections."

There were a few questions/corrections I need to clarify before this game can start. First, Egypt starts with a fleet in Cyr, not Cyp. Second, Cyrene's abbreviation is (as I just said) Cyr, not Cry. Third, I should point out that Egypt and Syria start one unit short, and Rome starts two short. That's the way the game is designed. Anyway, below are the proper starting positions. Spring 240 BC deadline will be September 4, 1992. All moves and press I have on file will be used unless you send me any changes.

Carthage (R. Schultz): Has F Car,A Had,A New,A Gad.

Egypt (Oliveri): Has F Alx,F Cyr,A Pto.

Macedonia (Stuart): Has F Kor,A Lar,A Pel.

Rome (Bingham): Has F Nea,F Rom,A Bru,A Rav.

Syria (McHugh): Has F Ant,A Arb,A Sel.

Enemy in Sight - Yellow Submarine

Turn 6

Sensational Captain She-Hulk decides to strengthen her fleet, and plays an Additional Ship card. The Vengeance joins her fleet, with pride.

Captian Barbablanco decides to spread the misery, and has his Captain fire 3 points of damage into Schmellson's Yarmouth, dismasting it. He then makes a boarding attempt with the Beinfaison, firing 3 points of grape. Schmellson offers no defense, and the boarding succeeds. Barbablanco takes the Yarmouth as a prize.

Captain Ahab gets some revenge, firing a point of grape and a bow rake at the hull of Barbablanco's Dreadnought.

Admiral Schmellson decides getting mad isn't as much fun as getting even. He has his Franklin fire 3 points of grape into Barbablanco's Captain. After dismasting it, he tries to board it. Schmellson uses 4 points of grape, while Barbablanco uses 2. The boarding succeeds, and Schmellson takes it as a prize.

Admiral Schmellson - Yisrael Kent - 1st Caledonia (Br) 6R/11H, 2nd Franklin (Fr) 5R/9H, 3rd Droits L'homme (Fr) 4R/8H, 5th Guerrier (Br) 3R/6H, 6th Baionnaise (Fr) 3R/5H. Prize - 3rd Captain (Br) 3R/8H. No Red cards. **8 victory points.**

Sensational Captain She-Hulk - Mara Kent - 1st Ville de Paris (Fr) 5R/10H, 2nd Argonauta (Sp) 5R/9H, 3rd Revenge (Br) 4R/9H, 4th Africa (Br) 4R/7H, 5th Vengeance (Fr) 4R/6H, 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 Barbablanc - John Schultz - 1st Santa Anna (Sp) 5R/7(10)H, 2nd Dreadnought (Br) 5R/4(10)H, 4th Bienfaisance (Fr) 4R/7H, 5th Insurgente (Fr) 3R/6H, 5th Essex (US) 3R/5(6)H, 6th Bonhomme Richard (US) 3R/5H. Prize - 4th Yarmouth (Br) 3R/6H. No Red cards. **8 victory points.**

Top Ship - 3rd Bellerophon (Br) 4R/8H
Top Card - Black

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

PRESS

Captain Barbablanc - *Admiral Schmellson*: Just didn't want to leave anyone out. Besides, your crows nest was sleeping. Blame him, not me.

She-Hulk - *All*: Plan B goes into action. No, better yet, plan C.

Captain Barbablanc - *She Hulk*: So...how's the bloody nose you green amazon vixen?

Next Enemy in Sight Deadline - September 4, 1992

Kremlin

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

Turn 3

Phase 1: Cures Phase - Yellow declares 10 on T. M ages 1 to 69, Y ages 1 to 54, G ages 1 to 71, Z ages 1 to 52.

Phase 2: Purge Phase - Green, with Y, purges G and H, but fails to purge T. Y ages 5 to 59.

Phase 3: Spy Investigation - Yellow, with T, condemns K to Siberia. T ages 2 to 61.

Phase 4: Health Phase - S ++ to ++, Z + to +.

Phase 6: Replacement - Yellow, with M, shifts Y to Foreign, F to Defense, and T to KGB. By age, the following promotions take place: B to Ideology, J to Industry, and Q, R, and U to Candidates.

Phase 7: Rehabilitation. Green declares 1 on Z. Green, with Z, rehabs K.

Phase 8: Parade - M automatically waves. Yellow has two waves, no one else has any.

Final Positions

	Blue	Red	Yellow	Green
Party Chief:				
M, 69	4		9	5
KGB:				
T, 59	9		10	8
Foreign:				
Y, 59, +, ?				1
Defense:				
F, 71				
Ideology:				
B, 75				
Industry:				
J, 67				
Economy:				
S, 58, ++				
Sport:				
Z, 57, ?, +				1
Candidates: L 65, N 63, Q 60, R 59, U 56.				
People: K 66, V 55, W 54, X 53.				
Kremlin Wall: A, C, E.				
Siberia: D 75 ++, G 71, H 69, I 68, O 62, P 61.				

Increasing influence will take place before turn 4, in the following order: Green, Blue, Red, Yellow.

Next Kremlin Deadline - September 4, 1992

The 1992 Runestone Poll

Main List entries finishing at or above average

Zines

(59 on main list)

Rk	Zine Name	Votes	Score
1	Perelandra	34	9.081
2	Maniac's Paradise	30	9.078
3	Northern Flame	27	8.977
4	Kathy's Korner	26	8.716
5	Pilot Light	11	8.236
6	Upstart	35	8.161
7	ark	12	8.126
8	Ramblings by Moonlight	24	8.109
9	Cheesecake	25	7.705
10	Hoodwink	18	7.562
11	The Abyssinian Prince	17	7.543
12	Carolina Cmd & Cmnty	23	7.528
13	Penguin Dip	19	7.504
14	Orphan Son	12	7.500
15	DOGS of War	18	7.455
16	Lemon Curry	17	7.403
17	Diplomacy World	51	7.370
18	Well, Martha...	21	7.208
19	The Home Office	25	7.064
20	The Zine Register	54	7.028
21	The Encounter	10	6.977
22	Rebel	26	6.806
23	Your Zine of Zines	24	6.636
24	Excelsior	21	6.510
25	Concordia	14	6.496
26	The Tactful Assassin	11	6.438
27	Frueh's Folly	12	6.394
28	Crimson Sky	21	6.388
29	Rambling Way	26	6.382
30	The Curator	11	6.297

All the zines listed above finished at or above average.
The 29 zines that finished below average are not listed here.

To order the 1992 Runestone Poll publication, send \$5.00 to Eric Brosius, 41 Hayward St., Milford MA 01757.

I expect to mail the publication around September 1.

Subzines

(22 on main list)

Rk	Subzine Name	Votes	Score
1	The Hounds of Hell	7	8.857
2	DIDOES	17	8.322
3	You're The One	8	7.701
4	Notes from the Bunker	16	7.438
5	Close Your Eyes...	14	7.302
6	Poll Talk	19	6.786
7	The Unabashed Bo(t)	13	6.191
8	Standard Deviation	12	6.010
9	It's Me Again	15	5.893
10	The Unzine Voice	5	5.825
11	Water on the Knee	12	5.738

All the subzines listed above finished above average. The 11 subzines that finished below average are not listed here.

GMs

(54 on main list)

Rk	GM Name	Votes	Score
1	Bruce Linsey	8	9.236
2	Andy Lischett	17	9.033
3	Lee Kendter, Sr.	8	8.474
4	Eric Brosius	8	8.431
5	Kathy Caruso	13	8.377
6	Fred Hyatt	14	8.115
7	Chris Hassler	6	8.081
8	Douglas Kent	18	8.077
9	Jim Burgess	10	7.877
10	Scott Cameron	11	7.874
11	Garret Schenck	22	7.864
12	Russ Wallace	7	7.683
13	Kevin Brown	9	7.677
14	Michael Lowrey	10	7.627
15	David Hood	5	7.605
16	Jim Meinel	7	7.593
17	Stephen Dorneman	8	7.553
18	W. Andrew York	7	7.395
19	Stven Carlberg	6	7.359
20	Michael Gonsalves	13	7.303
21	Pete Gaughan	18	7.287
22	Mark Frueh	5	7.261
23	Eric Ozog	9	7.165
24	Conrad von Metzke	8	7.156
25	Steve Heinowski	7	7.093
26	Bob Hartwig	6	7.061
27	Don Del Grande	5	7.031

All the GMs listed above finished above average.
The 27 GMs that finished below average are not listed here.

Player List

Number Shown is Last Issue in Sub

- Acheson, Robert 1510-10883 Saskatchewan Drive Edmonton, Alberta, Canada T6E 4S6 (T)
 Anderson, Lance 696 Fox Ave, #100 Lewiaville, TX 75067 (49)
 Behnen, Gary 13101 South Trenton Olathe, KS 66062 (T)
 Bingham, Herman 2820 Park Avenue River Grove, IL 60171 (47.5)
 Brooks, Joe 300 Market Street Navarre, OH 44662 (47.5)
 Brosius, Eric 41 Hayward Street Milford, 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 (46)
 Cronin, Larry PO Box 40090 Tucson, AZ 85717-0090 (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 697 Mayer, AZ 86333 (44.5)
 Harper, Andrew 51 School Street Avon, CT 06001 (46)
 Holley, Melinda PO Box 2793 Huntington, WV 25727 (43.75)
 Hood, David 2905 20th Street NE Hickory, NC 28601 (48)
 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)
 Kendter 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 (48)
 Lord, Michael 4027 Baker Road Minnetonka, MN 55343 (42.5)
 Lowrey, Michael 3005 Kenninghall Ct. Charlotte, NC 28269 (T)
 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)
 McIntyre, Bruce 6636 Dow Ave #203 Burnaby, BC V5H 3C9 Canada (47)
 Milewski, Paul 4380 Eastwood Drive Apt 2101 Batavia, Ohio 45103-2417 (46.75)
 Murray, Mark 14220 Deloico Crescent Newpt Nws, VA 23602 (41.5)
 Nelson, Mark 21 Cecil Mount Arnkey, Leeds, West Yorkshire LS12 2AP England (T)
 Nicewarner, Steve 1310-11 Ephesus Church Road King's Arms Apts. Chapel Hill, NC 27514 (47.75)
 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 18082 (47.25)
 Reiff, Bruce 2207 Smokey View Blvd. Powell, OH 43065 (46)
 Reynolds, Phil 2896 Oak Street Sarasota, FL 34237 (45.5)
 Rosenthal, Jon 35 Mayer Drive Suffern, NY 10901 (47)
 Scharf, William 4814 Walnut Grove Ave. Rosemead, CA 91770 (46)
 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 (45)
 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 (49.5)
 Stuart, Rick 33 Sutton Place Cincinnati, OH 45230 (43)
 Sullivan, Peter 16 Neile Close Romanby, Northallerton, North Yorks DL7 8NN England (T)
 Swider, Tom 75 Maple Avenue Apt. A Collingswood, NJ 08108 (T)
 Theriault, Robert 156 Lyman St. Ext. Westbrook, ME 04092 (46)
 Vaporis, Michael 315 N. Carpenter Avenue Indiana, PA 15701 (46)
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