

Maniac's Paradise

Issue 7

\$0.75

I hope you all enjoyed your Labor Day weekend. I'm writing this front page a little early this month, so I can't say for sure whether I enjoyed it or not, since it hasn't happened yet. Then again, who really cares whether or not I enjoy myself? Certainly not you, the readers. You still refuse to help out and submit winning lottery tickets to me! Your lack of gratitude never fails to amaze me!

So what is going on this time of year? Hmm... In my life, I went to New Hope, Pa. last weekend for a little shopping and to go see the amazing Kreskin at the Peddler's Village Dinner Theatre. It's a nice-enough place, with good food and a show for under \$40 a head, buffet style, and I'll probably try and go back again next season at least once for a show of some kind. In case any of you are wondering, I didn't go up on stage to be hypnotized, since I was afraid my superior intellect and unbelievable mental energy might destroy the old and frail Kreskin. Actually, he puts on a good show and my wife, sister-in-law and myself enjoyed ourselves, even if it was way too hot and humid to do much browsing in New Hope. Next year we'll go back in the early spring, when the stores are empty and the town alot quieter (not to mention cooler).

What of the Dip world? I got word via The Last Resort that The Scribblerist is closing up shop after 8 or so issues. Too bad, I enjoyed the issues I had seen, and will surely miss it. Still, that's the way it goes in the stab-in-the-back, rock-em-sock-em world of Play-By-Mail Diplomacy. In other news, all of the years polls are out, no results worth mentioning. I'm tired of polls anyway, and hope they just fade away until the hobby gets organized and can agree on something hobby-wide.

Lastly, in MP news, I'll be opening a 7 X 7 Gunboat tourney soon, as well as other games of Dip and variants. However, expect *some* of them to require a token gamefee, as the zine is reaching its saturation point at the present 75-cent/no game fee cost level. Rather than hike the zine price, I'd prefer to impose gamefees when I deem it necessary. Standbys, of course, won't have to pay a fee, while players who drop won't be able to get a refund of their fees. By the way, the deadline for issue #8 is:

October 2, 1989

Don't miss it!

Game Openings

The Stock Market Game:

Description: PBM Stock Market. This is the last month I list this.
Players Signed Up: Stimmel, McCrumb, need one to three more.

Yellowstone:

Description: Play-by-mail Yellowstone, a silly herd-animal game.
Players signed Up: Condit, I'm pulling this one next month, too.

Dune:

Description: Obvious, isn't it? PBM Dune is a little slow, though.
Players Signed Up: Erikson, need three to five more.

Woolworth:

Description: A five player Regular Dip-Gunboat combo.
Players signed Up: Oaklyn, Rieff, Shulman, Carlberg, need one more.

Possible Additions for Next Month:

Colonia (with gamefee), Gunboat, Gunboat Colonia (with gamefee), Diplomacy (with gamefee), Youngstown (with gamefee), Beginner's Diplomacy.

Notes to Players: _____

Letters to the Idiot

Bill Becker

Flag Burning-Gee this will be old by now but since no one put it just this way ... The Supreme Court asked if burning the flag is constitutional, studies the Constitution and finds that there is no ruling to be found within its framework, per se. It is not prohibited by the Constitution, and not specifically an issue granted to states to rule on. It is by the broadest sense an individual right falling under freedom of speech. The Supreme Court rules its Constitutional, a very unpopular decision. The President decides to change the Constitution. Do you see any problem here? The Supreme Court rules on abortion, unpopular decision. President wants to change the Constitution. The Supreme Court rules on gun control, unpopular decision. President desires Constitutional change. Setting a precedent to allow presidential overrides of Supreme Court decisions undermines the Constitution.

[[I don't see how that undermines the constitution, at least not by what you are saying here. Is there something wrong with the President trying to introduce laws/amendments into Congress? If so, what exactly?]]

Middle East-There is no ideal solution to terrorism. There is no solution to the Mid East situation short of genocide. There is some satisfaction in executing terrorists, but the killing only begets more killing. There is a need to avenge past wrongs. Vengeance is the history of the Mid East, it is an accepted way of life. From a realist point of view, when you wish to be in their area of influence, you become a target for their way of life. You accept fatalism if you do not retaliate.

I suspect our CIA does retaliate, and it prefers without media fanfare. If we invade in Lebanon or Iran we are easily recognized as the foreign invader, however we would have a difficult time recognizing our native ally from enemy. Open military action will create more terrorism. The sons of the fathers we kill will be terrorist themselves. To the people of the Mid East it is their way.

Short term satisfaction can be had by declaring war, killing as many as we can and getting out. Long term we create fanatical terrorism for the next century, and beyond.

Open military action is a no win situation if you stop short of genocide. Covert action is our course. You hunt down the terrorists you can find and identify. Elimination is the desired outcome. Bringing them to trial is less effective, because people will be taken hostage in an effort to exchange prisoners. If they can offer 6 for 1, and you say no deal, they can kill one and offer 5 for 1. It is their way. We have to become good at killing them in their way. It is unfortunately the reality of the situation. Other solutions depend on miracles.

[[I ask everyone to think about this: terrorism and kidnapping are two separate things, in my opinion. Why is it that only eaterners like americans and English are the ones taken hostage? Why not more of Israel's population? What makes it more appealing to the kidnapppers to use OUR people as the victims of their crimes?]]

Diplomacy Gamestart!!

I proudly announce a gamestart for Diplomacy 4, hereafter also known as "Saturday Night" and by its Boardman number (still waiting on that one). Good luck to all of you. the players and addresses are as follows:

Austria: Stven Carlberg,1353 Grey Rock Drive,Marietta,GA,30066.
England: Arthur Shulman,45-1107 River Drive South,Jersey City,NJ,07310.
France: Bruce Reiff,3240 Rocker Drive,Cincinnati,OH,45239.
Germany: Larry Behrendt,c/o Atlanta Christian College,2605 Ben Hill Road,
East Point,GA,30344.
Italy: Robert Johnson,RR 1,Box 644,Augusta,NJ,07822.
Russia: Mark Murray,14220 Deloice Crescent,Newpt Nws,VA,23602.
Turkey: Phil Siegel,112 Camberly Road,East Hampton,NY,11937.

The Grande Ole Plug Dept.

A couple of things to plug this month, I guess. To begin with, Jim-Bob Burgess publishes a zine/subzine called The Boob Report, and is looking for some new blood in his Diplomacy games. Drop him a line and let him know you would be interested, and he'll most likely start up a new game with you in it. Interested parties can write:

Jim-Bob Burgess,100 Holden street,Providence,RI,02908-5731

Another plug: A subscriber tells me that Eric Brosius is selling great new metallic magnetic Dip sets. To quote, "they're great, except the Brown France." Why not join the ranks of the magnet-heads and buy a set? It's only \$8 plus \$2 handling. Send to:

Eric Brosius,41 Hayward St,Milford,MA,01757

Remember, all you computer and modem owners, that I run Diplomacy games in a nationally "echoed" forum on the RelayNet Relay Network. The games are free, as is access to most of the BBS's who carry the forum. If you are interested give me a yell and I'll try to find the closest BBS to you carrying the conference.

Finally, check out the next two pages for the rules to Lawrence Cronin's new Perestroika Dip, also known as Investment dip. He is running free games, and is still looking for players to fill them up. If you have the time and/or inclination, get in touch with him and sign up. It's cheaper than signing up for a game here, right?

I can't find anything else to plug right now. Remember, I am always looking for articles, variants, etc. to publish. If you have any talent (or even if you don't), send it on in!

PERESTROIKA DIP (AKA Investment Dip)

By Lawrence Cronin

Yes indeed, inspired by a need to restrain the relentless bloodthirsty ravaging encouraged in our world of regular diplomacy, a variant has been developed which may put curbs on this. Ahah, you Vietnam era folks say, finally DOVE DIP! Perhaps - but this game has a profit motive, something for folks of the 80's. Do I hear someone groaning "YUPPIE DIP"? Well economics and ambition certainly plays a part, but the key feature is more cautious militarism. PROSPERITY is a goal, a necessary ingredient to attain prosperity being PEACE.

In honor of that New Wave politician of the east, GORBY DIP occurred to me. Followers of George Bush may prefer the name WIMP DIP, while those of a past era may smell CHAMBERLAIN DIP. Overall I hope we have a game that is both exciting and enlightening as a reflection of the latest in world politics. And now I hear John and Yoko singing "Oh we are saved, just give peace a chance..." Admittedly an economic variant, allow me to introduce a kinder and gentler dip - PERESTROIKA DIP.

We use the SAME BOARD, TACTICS, NATIONS, PROVINCES, SUPPLY CENTERS, and NUMBER OF PLAYERS. The only rule changes are below:

INNOVATIONS involve an ECONOMY and INFRASTRUCTURE. "BUILDING BLOCKS" are added to represent the infrastructure which in turn generates the economy (GNP). Each SUPPLY CENTER in 1900 has FOUR BLOCKS. These blocks each generate a value of ONE POINT EACH per year or four points per supply center initially. A nation's POINTS are totaled each year yielding a GNP. The GNP can be SPENT each year on buying or maintaining fleets and armies (which cost four points each per year), OR it can be RE-INVESTED, i.e. spent on infrastructure (to buy more blocks), which also cost FOUR POINTS each). These must be placed in a nation's supply centers. Points not spent are put in a TREASURY (described below.)

NOTE: The investment scheme which underlies this is one that yields 25% on investments (blocks) per year.

STARTING UNITS: 1900 starts without any armies or fleets, but each supply center has 4 blocks yielding 4 points each. Players decide how they want to spend this in Winter 1900. This reflects the reality that some nations never had fleets and some may not have had to militarize. (Winter '00 and '01 are separate seasons.)

PLAY otherwise begins as usual. In the fall of each year ONE POINT is earned for each building block in each supply center possessed. The number of blocks occupying any given supply center is signified after each center's name, e.g. LPL-5, etc. The sum total is the GNP. For example, if in Fall 1905 England owns the following centers with their respective numbers of BLOCKS: LPL-10, LON-5, EDI-7, DEN-3, NOR-5, BEL-1, then the GNP is 31 points. This may purchase up to 7 new building blocks or maintain (or add) up to 7 armies and fleets (total= 28 points) and still leave three points to add to the TREASURY. Points may be left in the treasury from year to year.

To repeat, each army and fleet costs FOUR POINTS per year. POINTS not spent on military can be used to purchase BLOCKS (for FOUR POINTS each) in any of the supply centers a player possesses. Those points not spent are put in the TREASURY.

THE TREASURY can hold points indefinitely and resembles liquid assets. The blocks reflect non-liquid investments. The liquid assets may also be loaned or given to other nations at any time. Repayment is as reliable as the word of other players.

THE TRANSFER OF POINTS from one player to another is accomplished by simply telling the gamesmaster that such and such is given to so and so, and may be done at any time. These may be gifts or loans. The gamesmaster publishes the amounts transferred each season along with the moves.

OVERSPENDING is not allowed. If orders involve overspending, the orders written first are executed, while those beyond budgetary means are ignored. Thus the order of moves may be important.

NEUTRAL SUPPLY CENTERS put their income back into themselves as building blocks with extra points going in the national treasury.

THE RUBBLE RULE addresses the conquering of supply centers in battles. All warfare follows the usual dip rules. When a supply center is taken by another power without opposition by simply moving a unit in, the number of blocks remain the same. But when it is taken in a battle it suffers economically. Only ONE HALF THE NUMBER OF BLOCKS which were present remain (odd number rounded up.) This is called the RUBBLE RULE. This applies only when a supply center is taken by force, overpowering another power, i.e. there was resistance of any type.

National treasuries are NOT subject to the rubble rule. The treasury is located in the capital unless moved to another supply center. It is moved by simply telling the gamesmaster and costs one point to do so.

DISBANDING: To encourage peace and reflect reality, fleets and armies may be brought home at any time and DISBANDED in home supply centers only. This allows GNP to be spent elsewhere.

THE GOAL OF THE GAME is for a nation to dominate Europe, of course. This is determined by having a GNP equal to one half or more of all Europe's combined GNP.

GO FOR IT!!!!!!!!!!

GAMES ARE FREE!!

Feel free to send questions

MAIL TO:

and recommended changes

LARRY CRONIN
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SIGN UP NOW!!

Diplomacy 1, First Born, 1989AL, Summer/Fall '02



Austria (Diehl): Ret A Mun-Tyr..A Tyr-Tri,A Bud-Rum,A Ser S A Bud-Rum,A Vie-Bud,
F Gre-Aeg.

England (Shulman): A Swe-Den,F Hel S A Swe-Den,F Nth-Hol,F Bel S F Nth-Hol.

France (L. Behrendt): F Lyo-Spa(sc),F Por-Mid,A Par-Bur,A Spa-Mar.

Germany (Erikson): F Den-Swe[Dis-ret Ska,Kie,OTB],A Mun S A Ber,A Ber S A Mun,
A Hol-Bel[Unit destroyed].

Italy (Oaklyn): F Tyn-Lyo,F Wmd-Spa(sc),A Pie S Fr. F Lyo-Mar(NSO),A Ven H.

Russia (Banozic): F Ank-Con,F Arm-Bla,A Rum H[Dis-Ret Sev,Gal,OTB],

A Ukr S A Rum,F Bal S A Sil-Ber,A Sil-Ber.

Turkey (Holley): A Bul S Austr. A Bud-Rum,A Con-Smy,F Aeg-Con,F Eme S A Con-Smy.

PRESS

London - Moscow: All right, I will leave Sweden. However, do not come between the Nazgul and its prey!

London - Turkey: Good luck!

Turkey - Russia: That's the way the cookie crumbles. But I'm not going to crumble that easily.

Reggio Calabria, somewhere in Apulia: Hey, Englander! You going to keep Sweden? Huh!

Firenze, somewhere in Tuscany: Gee, Sultaness! It looks like another game of no kiss. Maybe you should mimeograph your press and save writing the same theme over and over

again.

Genova, somewhere in the Piedmont Mountains: Ah, dear Italian-speaking Frenchman! It was nice thinking up the plan to have the Austrian army retreat into Burgundy and then supporting that army in Marseilles, a move that could not be stopped. Of course, if the Austrian did not retreat to Burgundy, what can I say, now? The next play was to defeat your attempts at a standoff in Marseilles, giving you both the fickle finger of fate as well as the unwanted support, putting, hopefully, your fleet Gulf of Lyon back into Marseilles from whence it came. Of course, if you choose to support your army Spain into Marseilles, you would then risk losing Portugal as a new build and would not try, I hope, to stand me out of Spain. Using all of that information, I decided to change the support into Marseilles and give the finger and the support to the army. This was easy...just do not oppose the move. Now, let's see what happened. I think your plan to attack England directly was much better than losing the game in the name of retaliation on the part of the French-speaking Italian.

Paris - Constantinople: Hi stranger.

Paris - Moscow: I haven't forgotten about you.

Paris - Rome: Further incursions into the French Lake (oft times referred to as the W. Med) will be repulsed.

Paris - Rome: I hope Ceasar likes his new residence in Sicily.

Paris - Rome: Caesar will rot in his castle before he hears from Paris.

Supply Center Chart

Austria: Vie,Bud,Tri,Ser,Gre,Rum=6	Build 1
England: Lon,Edi,Lvp,Nwy,Den,Bel,Hol=7	Build 3
France: Bre,Par,Mar,Spa=4	Even
Germany: Kie,Mun,Ber=3	Even
Italy: Ven,Rom,Nap,Tun=4	Even
Russia: StP,Mos,Sev,War,Swe,Ank=6	Even
Turkey: Con,Smy,Bul=3	Remove 1
Neutral: Por.	

Diplomacy 2, Nudge Nudge, 1989AZ, W 01/S 02



Austria (Obrien): Bld A Bud..F Alb-Gre,A Ser S F Alb-Gre,A Bud-Rum,A Tri-Vie.

England (Wallstrom): Bld A Lon..A Lon-Wal,F Eng S A French A Bur-Bel,
F Nth S A Nwy,A Nwy H.

France (Taylor): Bld F Bre..F Bre-Eng,A Spa-Mar,F Mid-Wmd,A Bur-Mar.

Germany (Diehl): Bld A Mun,F Kie,F Ber..F Den-Ska,F Kie-Den,F Ber-Bal,A Bel-Ruh,
A Mun-Ruh,A Hol-Kie.

Italy (Farha): Bld F Nap..A Ven-Tyr,A Pie-Mar,F Tun-Wmd,F Nap-Ion.

Russia (Stanger): Bld A StP,A War..A Rum S Turk. A Bul-Ser,A Gal-Boh,A War-Gal,
F Sev S A Rum,A StP H,F Swe H.

Turkey (Boymel): Bld F Smy..A Bul-Ser,A Ank-Smy,F Smy-Aeg,F Con-Bul(sc).

Effective immediately: new English player will be Hohn Cho, 2400 Durant Ave,
106 Spens-Black, Berkeley, CA, 94720. Mr Wallstrom has resigned the game although he
did submit his final moves for this turn. Please write Hohn and welcome him.

PRESS

Paris - Rome: Tennis anyone?

Paris - Moscow: Come and get it?

Paris - Constantinople: Shorten the city's name.

Paris - Vienna: Sausage, that is. Good luck.

Paris - London: Ypur palace or mine? [[Obviously not his! See my note above.]]

Paris - Diehl: Don't slip up. The cavalry is coming.

Paris - Doug: Sorry about the lengthy letter. [[Don't worry about it.]]

Diplomacy 3,Dagwood,1989HW,Spring 01



Austria (Carlberg): A Vie-Gal,A Bud-Ser,F Tri-Alb.
England (Behrendt): A Liv-Yor,F Edi-Nwg,F Lon-Nth.
France (Chinnery): F Bre-Mid,A Mar-Spa,A Par-Pic.
Germany (Slaughter): F Kie-Hol,A Mun-Ruh,A Ber-Kie.
Italy (Diehl): A Ven-Apu,A Rom-Ven,F Nap-Ion.
Russia (McClung): F Sev-Rum,A War-Sil,A Mos-StP,F StP-GoB.
Turkey (Oaklyn): A Con-Bul,F Ank-Con,A Smy-Ank,A Syr-Arm(NSU),
F Eme-Bla(NSU,Imp).

PRESS

Eskisehir, near central Constantinople: The summer rains fell to the earth causing a dryness that wet the appetite with a dusty dew. The intense heat of a cool day caused ground moisture to rise into the air allowing one to see forever. Outgassing of frogs in heat lingered in the haze, resulting in air that was impossible to breathe. "Quickly, now, there!" the Sultan commanded. "Bottle that foul air! Don't lose a drop of the vaporless gas!" "Yor Sultanes," asked one of the workers, "what are we going to do with the darkened clear gasless air when we finish the bottling process?" "Drop it from airplanes, drop the bottles in Germany, England, and France! Drop some in Italy...it won't really matter there since they will not know the difference." A small plane was heard overhead.

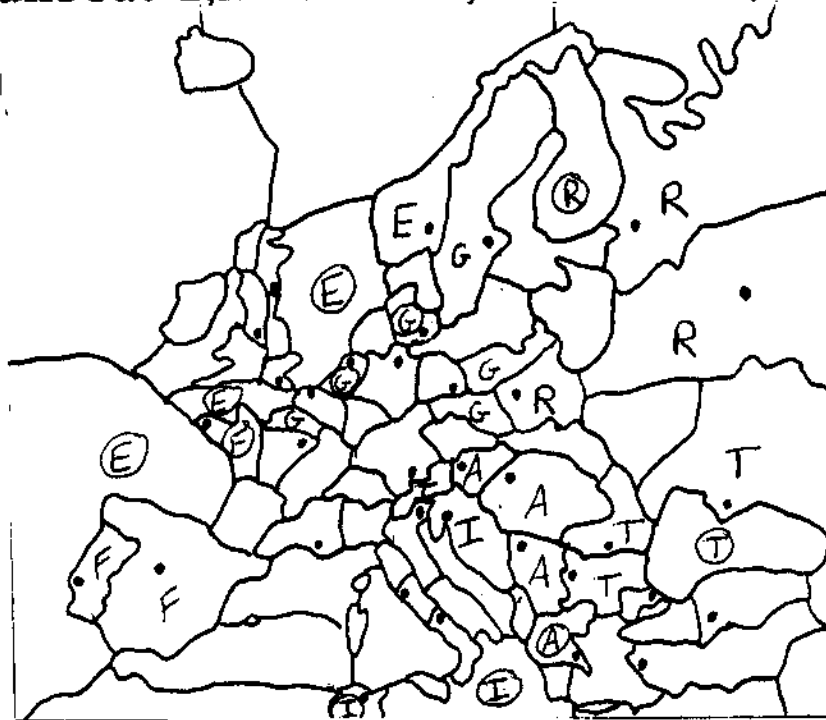
Trabzon, on the Black Sea, somewhere in Ankara: Long telescopes perched upon tripods searched the dense air that lingered just atop the waters of the Black Sea. "No, Sire! We do not see the ships! Perhaps the Russians are not coming after all. Shall we sneak over and see just what they are up to?" "No, bother, men! I am sure the Russian ships will

arrive here some day. After all, the Tzar/Tsar said he would not, now didn't he?"

Antioch, on the southern coast of Smyrna: A secret dispatch entrusted to the children of Antioch was captured by frogmen from other countries. "Well, what news have we leaked this time?" demanded the Sultan. "That we are at war with France, your Sireness!" replied the Captain of the Guard. "But, Sire! Won't that mean that we have to battle Italy first in order to gain access to French forces?" "Seems to say just that, now, doesn't it?" replied the Sultanperson, fingering his beard and stroking one of his wives... here and there. "Seems to say just that!"

France - England: Checked your mailbox lately? I've written to you but no reply. Your lack of correspondence makes me suspicious.

Gunboat 1, In Control, 1989 Yrb32, F 02



Austria: A Tri-Vie, A Bud S A Tri-Vie, A Ser S Turk. A Bul-Rum, F Alb-Gre.

England: F Gas-MAO, F Lon-Eng, A Nwy-StP, F Nth S F Lon-Eng.

France: A Spa-Por, A Mar-Spa, F Pic-Bre.

Germany: F hol-Nth, A Bel-Pic, A Swe-Nwy, F Bal-Den, A Pru-Liv, A Sil-Pru.

Italy: A Pie-Tyr, A Ven-Tri, F Tyn-Ion, F Wme-Tun.

Russia: F Swe ret Fin.. F Fin-StP, A StP-Liv, A Ukr-War, A Mos S A Ukr-War,

F Sev-Rum (Unit destroyed), A Vie H (Dis-ret Boh, Gal, OTB).

Turkey: A Con-Bul, A Bul-Rum, A Arm-Sev, F Bla S A Arm-Sev.

Supply Center Chart

Austria: Bud, Vie, Ser, Gre=4

Even

England: Edi,Lon,Lvp,Nwy=4
 France: Bre,Par,Mar,Spa,Por=5
 Germany: Ber,Kie,Mun,Den,Bel,Hol,Swe=7
 Italy: Ven,Rom,Nap,Tun,Tri=5
 Russia: Mos,StP,War=3
 Turkey: Con,Ank,Smy,Rum,Bul,Sev=6

Even
 Build 2
 Build 1
 Build 1
 Remove 1
 Build 2

Gunboat 2,Pork Bellies,1989 AJrb32,W 01/S 02



Austria: Bld A Vie,A Bud..F Gre-Aeg,A Ser-Gre,A Tri-Ser,A Vie-Tri,A Bud-Tri.
England: Bld F Lon..A Nwy-StP,F Bar S A Nwy-StP,F Nth-Nwy,F Lon-Nth.
France: Bld A Mar,A Par..A Mar-Bur,A Par-Pic,F Por-Spa(No coast given),
 A Mun S A Tyr,A Tyr S A Mun.
Germany: Bld A Ber,A Kie..F Den S Eng. A Nwy-Swe(NSO),A Hol-Ruh,A Bel-Bur,
 A Ber-Mun,A Kie S A Ber-Mun.
Italy: Bld F Nap..F Nap-Ion,F Tun-Wmd,A Tus-Pie,A Ven S A Tus-Pie.
Russia: Bld F Sev,F StP(nc)..F Swe-Nwy,F StP S F Swe-Nwy(Destroyed),
 F Sev S F Rum-Bla,F Rum-Bla,A Gal S A Ukr-Rum,A Ukr-Rum.
Turkey: Bld F Smy..F Bla-Rum[Dis-Ret Ank,Arm,OTB],A Bul S F Bla-Rum,F Smy-Aeg,
 A Con S A Bul.

Gunboat 3, Polyester, 1989 AKrb32, Spring 01



Austria: F Tri-Ven, A Vie-Gal, A Bud-Ser.
England: A Lvp-Yor, F Edi-Nth, F Lon-Eng.
France: F Bre-Eng, A Par-Pic, A Mar-Spa.
Germany: F Kie-Den, A Mun-Ruh, A Ber-Kie.
Italy: A Ven-Tyr, A Rom-Ven, F Nap-Ion.
Russia: F StP-GoB, F Sev-Bla, A War-Gal, A Mos-Ukr.
Turkey: F Ank-Bla, A con-Bul, A Smy-Arm.

Next Deadline:
October 2, 1989
Don't Miss It!

Civilization!

The Players

Egypt: Paul Chinnery

Asia: Nancy Behrendt (check new address)

Thrace: Mike Scott

Babylon: Ernest Hakey III

Africa: Bill Becker

Crete: Geoffrey Richard

Assyria: James Stanger

Turn 1

Initial Set-Up: Egypt E8,Asia J1,Thrace K1,Babylon H2,Africa D2,Crete N9,Assyria J2.

Phase 2:Population Expansion 1T each at Egypt E8,Asia J1,Thrace K1,Babylon H2, Africa D2,Crete N9,Assyria J2.

Phase 5:Movement

Egypt: 1T E8-E7,1T E8 Holds.

Asia: 1T J1-L3,1T J1 Holds.

Thrace: 1T K1-K5,1T K1-A5.

Babylon: 2T H2-H1.

Africa: 1T D2-D5,1T D2-D3.

Crete: 1T N9-N8,1T N9 Holds.

Assyria: 2T J2-J3.

No activity in any other phase.

Census: All nations--2T.

Turn 2

Phase 2:Population Expansion Egypt: 1T E7,1T E8. Asia: 1T J1,1T L3. Thrace: 1T A5,1T K5. Babylon: 2T H1. Africa: 1T D3,1T D5. Crete: 1T N9,1T N8. Assyria: 2T J3.

Phase 5:Movement

Egypt: 1T E8-E7,1T E8 Hold,1T E7-D8,1T E7-E4.

Asia: 2T L3-L2,1T J1-L3,1T J1 Hold.

Thrace: 2T K5-K7,2T A5-A9.

Babylon: 2T H1-H3,2T H1-H6.

Africa: 1T D5-D6,1T D5-D7,1T D1-D3,1T D1 Hold.

Crete: 2T N8 Hold,2T N9 Hold.

Assyria: 1T J3-J2,2T J3-L6,1T J3 Hold.

No activity in any other phase.

Census: All nations--4T.

Final Positions: Egypt: 1T D8,1T E4,1T E7,1T E8. Asia: 2T L2,1T L3,1T J1. Thrace: 2T A9,2T K7. Babylon: 2T H3,2T H6. Africa: 1T D1,1T D3,1T D6,1T D7. Crete: 2T N8,2T N9. Assyria: 2T J6,1T J3,1T J2.

All nations have advanced two turns on the AST.

PRESS

Babylon - World: Here in the valley of the gods, between the mighty Tigris and Euphrates rivers, the first beginnings of human civilization may be found. A land of bounty, fertile and gentle in climate, it has given birth to the tribe of Babylon, and the tribe of Babylon in return vows to remain in this land until the sun no longer shines and the rains no longer fall. Woe unto any other tribe which may attempt to make this land theirs! Although we have no desire to go to war with other tribes, we will do so if necessary to defend our beloved floodplain...let other peoples seek their destinies to the west.

Carthage: With the advent of fire the new stone age is ushered in upon the great salt waste of the Sahara...

"Hey, Hannibal these rocks won't burn."

"Keep trying Bernie."

"Oh, elephant dung!"

Ah, sweet success and the dawning of a new age.

"Stinking Civilization."

"OK men break camp and move up wind."

"Bernie, that's break camp not wind."

"Eh what, don't look at me, Jumbo did it."

Get all orders for turns 3 + 4 in by the deadline!

KREMLIN

Due to two sets of orders that didn't get to me by the deadline, this game will be delayed until the next issue. If you wish any player may resubmit his initial orders and initial placement. Once we get past the first turn NMR's won't be a big problem, but we just cannot start unless I have evryones initial placement, so if you haven't already, get those orders in by the next deadline and we'll start this baby!

College Football Ratings

these ratings were compiled by Robert Stimmel for teams after January 2, 1989. Drop me a line and let me know if you agree/disagree, comments, etc. Here they are!

1) 351.10 Notre Dame	36) 190.42 Army	71) 126.08 U Nev-Reno
2) 348.19 Miami, Fla.	37) 189.48 Ball State	72) 124.59 Miss. U
3) 328.23 Fla State	38) 189.10 Iowa U.	73) 123.17 E. Mich.
4) 311.99 West Va.	39) 185.70 S Carolina	74) 120.90 Ariz. State
5) 307.93 Clemson	40) 183.46 Louisville	75) 117.67 Tennessee
6) 307.14 S. California	41) 182.18 Texas A&M	76) 116.93 SW La.
7) 294.13 Auburn	42) 181.39 Washington U.	77) 116.38 Ohio State
8) 290.86 Oklahoma St.	43) 181.38 Virginia	78) 102.54 Iowa State
9) 290.49 Michigan U.	44) 179.98 Idaho U.	79) 101.81 Toledo
10) 288.35 Nebraska	45) 179.25 Duke	80) 98.30 Boise State
11) 282.60 UCLA	46) 171.16 NW La.	81) 96.99 Texas U.
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15) 258.75 Houston	50) 157.90 Fla. U.	85) 89.81 Tulsa
16) 258.61 Arkansas	51) 155.05 C. Michigan	86) 85.64 Missouri
17) 249.77 Georgia U.	52) 154.95 Illinois	87) 81.68 Tulane
18) 245.08 Wash. St.	53) 153.92 E. Kentucky	88) 78.34 Kent State
19) 243.49 Alabama	54) 153.36 North Texas	89) 77.40 Fullerton St
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22) 232.52 S. Mississippi	57) 146.32 Oregon U.	92) 73.01 Delaware
23) 218.68 La. State	58) 143.83 Kentucky	93) 72.98 Boston Col.
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25) 215.20 U.T.E.P.	60) 141.19 Memphis	95) 70.83 Va. Tech.
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