



Several months ago, Al Giddings came down to San Antonio, from Enid, Oklahoma, to spend a few days. Bobby Stephens and I took him out to dinner and to show him the town. It was interesting. Bobby complained of a pain in one of his molars and, after dinner, Al did a little dental work for him--in the back seat of my 280Z in the parking lot for the restaurant. (Apparently he knew what he was doing because Bobby has not had any more pain in that tooth.)

The most interesting thing about Al's dental kit was that he had a Diplomacy set right in the top of it. After the dental work was done, we went down to the Alamo Mall and shopping center and set up the game to play. We tried to draft four passerbyers to join the game with us--but only succeeded in getting two of them. We finally played a game with only five people. It was not much of a Diplomacy game and I don't even remember how it ended. The important thing was Al Gidding's Diplomacy set itself.

The French fleets were ORANGE! Eventually Al did explain this. "The French and Italian units were so close to the same color", he explained, "that they were hard to tell apart, so I decided to paint the French units orange." "Well, I didn't know if the paint I had was right to use on the wood blocks, so I decided to paint the fleets only to see how it worked. It worked OK but when I went back to paint the armies, I found that I had left the lid off of the can of paint and it had all dried out. I have been unable to get any more paint the same color. So my Diplomacy set has orange French fleets."

This certainly makes Al's Diplomacy sets one of the more unusual ones around. Since my Diplomacy 'Zine is going to also be one of the more unusual ones around as well -- I decided to name it:

#### "NAVEL ORANGE"

Navel Orange is published by Jean Marie Corfeld, 5327 Purington, Ft. Worth, Texas 76112. 451-4135. It will feature Diplomacy by mail and inside information on members of the hobby. Jean will be ably assisted by Bobby Stephens who will guest GM some of the games.

Diplomacy is a multi-player war game invented by Allan Calhmer in 1961 (although it was not until 1980 that Bruce Linsey perfected the rules) and currently owned by Avalon Hill, Inc.

This is volume #1, Issue #1. The first issue is dedicated to John Michalski who showed me a good time in Moore, Oklahoma when I visited him this last February (although he thought I was Jane Proskin.)

## How to subscribe to Navel Orange

After this initial sample issue, in order to receive Navel Orange, you must play a game of regular Diplomacy in the 'zine.

The gamefee is \$40.00 per game, but you will receive Navel Orange for as long as you are alive in the game. Forty bucks may seem a bit steep, but I assure you that I will personally fly to the home city of each game winner to personally reward him (or her) for the win.

Larry Peery (in Xenogogic) has established special entrance criteria games for his 'zine. This seems like such a very very good Idea that I am going to do the same thing. Thus, the following games will be available in Navel Orange:

- (1.) Convicted felons game. All players in this game must be convicted felons. If you sign up for this game, you must submit copies of your police record.
- (2.) AB+ game. All players in the game must have AB+ blood type. If you sign up for the game, you must submit two gallons of your own blood, so that this can be verified.
- (3.) Edsel owners game. Players must own an Edsel. Photocopies of your registration papers are required if you sign up.
- (4.) Preparation H users game. George Brett will be in this one (his first Diplomacy game). Submit a notarized statement from your druggist.
- (5.) Bastard game. Yes you must be one by birth.
- (6.) Paupers game. For paupers only. Submit certified copies of your 1040 forms from last year showing that you had income of less than \$700.00.
- (7.) Sickle-Cell Anemia game. You must be suffering from this disease. Give medical proof to enter.
- (8.) Ten Most Wanted game. You must be listed among the F.B.I.'s ten most wanted criminals. No need to send proof--I'll check you out at the post Office.
- (9.) Left-handed Taurus game. You must be both left-handed and born under the astrological sign of Taurus. A birth certificate and other proof will be required to enter.
- (10.) All of the above game. To enter this game, you must be qualified (and submit proof) to enter each of the others. This one may take several months to fill.

A number of years ago, when I was a teenager, I modeled for an ad for OKOLEHAO Ti root extract. A copy of this ad is reproduced on this page.

I still have quite a few good connections in the advertising world, and I am using those connections to bring you NAVEL ORANGE. On the next three pages, you will see me modeling to promote my advertisers products.

The advertisers are paying the cost of bringing you this issue of NAVEL ORANGE, so I would appreciate your patronizing them.

There is another very good reason for these four pages ..... the reader will be able to see my best assets - that I think qualify me very well for the most important position of hobby QUEEN.

Give it some very careful thought, please do patronize my advertisers and do VOTE for JEAN MARIE CORFELD for hobby QUEEN!!!!





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Who needs "Reggie"??

## BRUXIAN DIPLOMACY

Introducing a new variant game. You will not find any openings in Navel Orange, but look for some soon in Voice of Doom.

All rules of regular Diplomacy apply except as follows:

1. The player starts with one unit (his own choice of F or A) in Belgium.
2. All seven great powers have their normal compliment of starting units, except all will be in civil disorder.
3. Player may win the game if he can acquire 18 supply centers under his control by the end of 1906.
4. This is not a solitaire game, you are competing against the GM.
5. The GM will very carefully scrutinize your orders each season and will do his best to "shoot" them down.
6. Your orders will fail if you:
  - (a.) fail to give the proper abbreviation for a province.
  - (b.) fail to identify your units properly as to a F or A.
  - (c.) fail to cross a "T".
  - (d.) fail to dot an "I".
  - (e.) fail to provide the following data with your orders.
    - date
    - game year
    - your name
    - signature
    - social security number
    - codeword
7. On any support or convoy order you must indicate the supply center and year of origin for the unit being convoyed or supported. For instance:
  - A NWY to SWE
  - A FIN (s) A NWY (that was built in Edinburgh in 1903) to Swe.if this information is given incorrectly, the order will fail.
8. The player may incur additional penalties for any of the following errors.
  - (a.) Spelling out the name of any province instead of using the standard abbreviations. (This often happens when the player is uncertain of the official abbreviation) The penalty for this is that in addition to the order not succeeding, the province that was spelled out will become permanently impassable for the balance of the game.



- (b.) Using the abbreviation TRO for anything. Doing this will cause the GM to disband all of your units on the board and you will have to start over with a single unit in Belgium.
  - (c.) NMR's. The player who NMR's in any game of Bruxian Diplomacy will have his name permanently assigned to Dave Manuel's black list.
  - (d.) Having any corrections on submitted orders (erasures, strike-overs, use of correction fluid, etc.) If this happens, not only will the entire set of orders be invalidated but the player will be required to give the GM his telephone credit card number before he can continue in the game.
9. Bribes. The GM will accept bribes. In cash only. Any attempt to tender a bribe of less than \$20.00 may result in the player being thrown out of the game with the GM retaining the bribe.
  10. Deception of the player. The GM is permitted to do anything within his power to deceive the player. He may for instance go so far as to publish a "fake" zine with "fake" adjudications for the game in order to deceive the player. Any other deception on the part of the GM to confuse the player and cause him to make a mistake is also allowed.
  11. Deception of the GM. Absolutely prohibited.
  12. Press. Press is mandatory for all players. Black Press is allowed but discouraged.
  13. In case of any dispute in the interpretation of these rules, the GM is always right.

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Well this does it for the premier issue of Navel Orange. I hope that you like it and will sign up for one of my games. In any case please vote for me for hobby queen!

In the next issue, I should see a couple of the game starts. I will have more pictures and a very interesting but true story about John Michalski.

-- Jean Marie