



# Northern Flame

Issue # 42

A Magazine of Postal Diplomacy

\$2.00

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## Here It Comes!

Comments and Criticisms on the "Deluxe Diplomacy Affair"!

### SUBSCRIPTIONS

\$2.00 inside North America  
\$2.50 overseas - most currencies  
accepted at par

### GAME OPENINGS

#### Regular Diplomacy:

Fred Wiedemeyer  
Alan Stewart (PD)  
Rick Stuart (PD)  
Jerry Ritcey (PD)

Three needed.

#### GunBoat Diplomacy:

Five signed up, two needed.

#### Escalation (3 man)

No one.

#### Escalation (4 man)

No one.

All Dip games are \$5 + sub.

#### Standby List

John McLaurin, David Anderson, Melinda Holley, Mark Nelson\*, Brad Wilson\*, Phil Reynolds, Doug Kent, Bob Acheson, John Breakwell, Mario Cauz, Frank Cauz, Dave Elliott, Stuart Eves, Claude Gautron\*, Bill Lafosse\*, Brent McKee, Gale Wetmore\*, Fred Wiedemeyer, Andy York.

If there is a \* beside your name, then I'm not sure you still want to be a standby. Please confirm by next issue or I'll delete you for now. Any other volunteers for this list are most welcome.

Phil Reynolds of Tampa, Florida writes:

*What you have shown us looks very nice; you did a good job, Cal. The problem is that I - and a lot of other people - have is the seeming secrecy of the whole affair. I was under the impression there would be more and varied hobby input; instead, it seem like the hobby-at-large was shut out from making a contribution. I know that you were operating under time constraints from AH, but surely the Committee of Five could have kept the rest of us updated on events, at the very least. I would have liked to have made some small contribution - perhaps I still can - but I kept waiting for one of you to publish something asking for ideas. Our hobby has its share of political divisions and controversies; secrecy and power grabs just add more fuel to the fires. Remember that your try at public relations is a two-way street. For your flyer, introductory package, new Gamer's Guide, etc, to be as effective as possible, current hobbyists need to be sold as well as prospective hobbyists.*

*I read in McHugh's subzine to MANIAC'S PARADISE that John Caruso had wanted one name on the flyer for contact. What's the deal? Who's in charge? And why?*

Your letter asks some valid questions and gives me a chance to go over the whole thing again. Here goes:

At DipCon in Kansas City in 1992, Rex Martin asked the hobby-at-large to work with him on the following things: preparing a flyer for inclusion in the gamebox (back page of the Rulebook, as it turned out), and writing a new Gamer's Guide to replace the one Rod Walker did a few years ago. We were given a time frame of late October for the flyer and Spring for the Gamer's Guide.

David Hood was appointed as the focal point (Chairman, if you will) of these efforts because of his position as the publisher of Diplomacy World. David chose myself and Gary Behnen to work with him in setting up these projects.

I volunteered to do the flyer because, to put it bluntly, I had already done the exact same thing for Tom Shaw. When I first heard of AH's plans to do Deluxe Diplomacy, nearly a year earlier, I had already been in touch with Tom on other Dip related matters. It seemed opportune to take advantage of that to try and get a flyer in the game box (this hadn't been discussed yet). I wrote up some copy and sent it to Tom to look at with the hopes of getting him to use it. Unfortunately, Tom was in the process of retiring and never did get back to me with any firm answer.

Now, at DipCon, it was pointed out that with Rex and AH offering us a chance for real exposure to the gaming public, we needed a better system of handling newcomers. In the past, we have never really been organized to handle a large influx of novices.

Edi Birsan, who attended KC, put forth the idea of the "Mentor System" as he called it, modeled after, if I'm not mistaken, the world of Postal Chess. Basically put, there would be a panel of people who would deal with any problems that the newcomer might experience. Whether it was finding game openings, finding zines or simply answering questions, there would be an "official" person in each region who would provide needed information. These would be the people who were listed in the gamebox flyer.

After some discussion, this format met with general approval. At the time, it was thought that five Contacts would be an optimum number. With the final form of the flyer due within 12 weeks, this was the premise I went on.

The first step to getting the flyer done was to choose the Committee. Gary and David had both volunteered, as had I, so I needed Regional Contacts for the NorthEast and the West coast. I knew I wouldn't have time to set everything up via post, so I started making phone calls. David and I discussed candidates. The main criteria were thus: 1- long time hobby member; 2- likely to remain for some time; 3- stable address; 4- not likely to move in the foreseeable future.

John Caruso was chosen for a number of reasons. First off, he certainly fit our criteria as listed above. Second, he had heard about the gamebox flyer and had already been in touch with David about doing up some sort of novice package (this pretty much ended up being what we are sending out now). Third, John is an excellent idea man - the idea for the coupon page in the novice package was his. Last, (and certainly LEAST, given all his other qualifications) we hoped that having John on the panel would assuage any wounded feelings on the part of those who read political motivations into everything. If you don't know what I mean by THAT, you haven't been in this hobby long...

Don del Grande was chosen for being steady and reliable as well as for the criteria listed above. My only doubt was that he lived with his parents, but, in a phone call, he reassured me that he would be living there for quite some time to come.

Note: we thought that Pete Gaughan would have been an ideal choice as well, but with his acquisition of the Zine Register, he was just too high on the "ROB" scale. (ROB = Risk Of Burnout)

As you point out, Phil, all this was done under time constraints, therefore, the Regional Contacts were chosen quickly and the flyer done up and sent to Rex Martin.

My question is this - just where was there time for general hobby input? I've never seen a complete hobby discussion done in less than four or five months. And do you think there would have

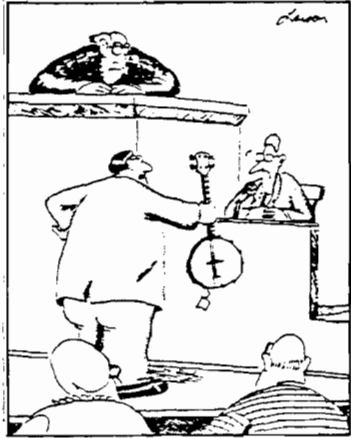
been consensus on the identities of the Regional Contacts? In this hobby? And who would have been the first to suggest an election? And would that have been the ideal way to do it? How about the flyer? I guarantee that within a month there would have been at least ten versions popping up in various zines. Is that the way to do that? And if more than one had been mailed to Rex, how impressed would he have been with our unanimity?

Now, if you're saying that the Gamer's Guide is subject to general hobby input, that's fine, but I'll reiterate what I said last issue. I'm not really interested in hearing from people who are all talk and no initiative. People who say "well, somebody oughta..." are a dime a dozen in this hobby. I want to hear from people who say "I've got an idea for an article I think you should include in the GG and, if you want, I'm willing to write it."

To be totally honest, I'm NOT going ignore someone who writes to me and says "Look, I think the GG should have at least something on [insert topic here] and while I'm not the person to write it, I think you should consider it." Cut me some slack people. Everybody who is reading this knows me well enough to know that I never slough anybody off (not really, anyway). I intentionally chose my words to be a bit harsh last issue ("we'll only really listen if they can point to or write an article on that topic."), to cut down on any useless comments I'm bound to receive from the armchair quarterbacks out there. Sigh. Write me. I'll listen.

On your other points:

Is there *REALLY* a publisher out there who would refuse to help publicize the hobby because he didn't like the way we set up this new system? I can see people being pissed off at not being included (hey, we all have egos in this small pond), but isn't that just a bit TOO childish? Well, if there is someone like that, tell me who he is and, if he wants, I'll write him a personal apology in return for his help. I think what we've done will help Dipdom in the long AND short run and I'd hate to see petulance ruin it.



"So you admit that this is indeed your band, the police found at the scene. But you expect this jury to believe you were never in the kitchen with Dinah?"

By the way, I'd like to know how this is a "power grab". All I see so far is "extra work". Where's the power?

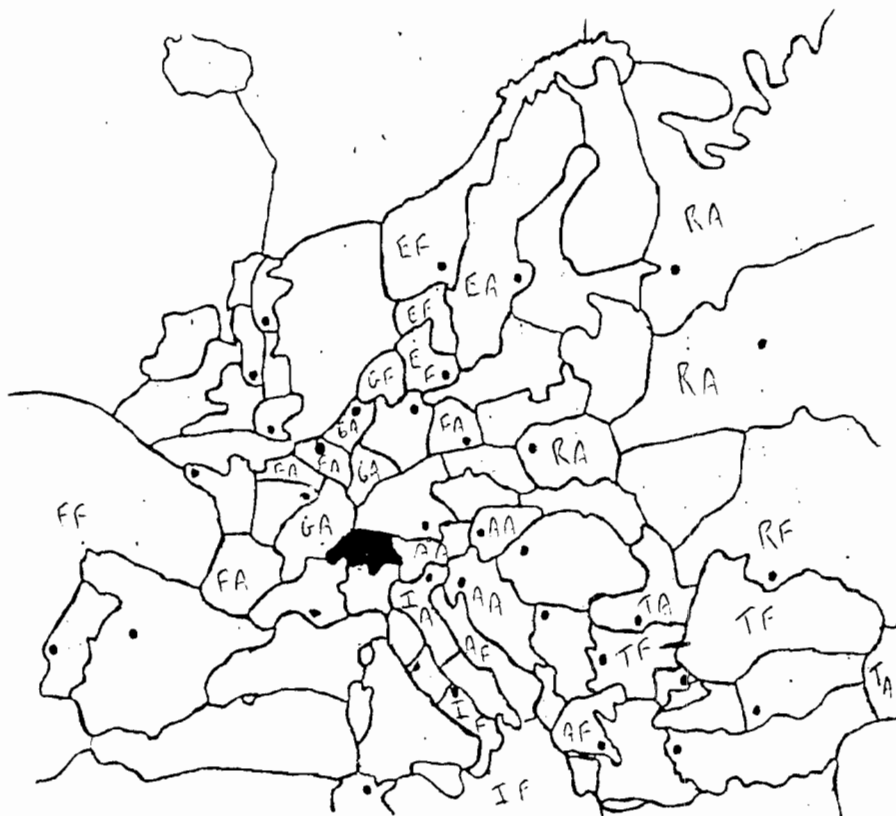
As for what you read in **MANIAC'S PARADISE** is quite correct. John Caruso wanted his name to be the only one to appear in the game box. I strongly disagreed (and still do). My point of view won out (even though he had convinced David and Gary) for one simple reason: before John made his point, the flyer had already been sent to Rex and accepted. *Fait accompli*.

Even if it hadn't been such, I am still very much against the idea of having a single name in the gamebox flyer because of the damage that person's burnout can cause. For years, we had no effective hobby contact in Canada because Ron (Canada) Brown became inactive and it was his name in the Waddington's set. Sure, with five people you may have four more chances at burnout, but IF and when that happens, your system is only down to 80% instead of being totally inactive. I don't understand John's objections to this at all. Anybody else care to comment?

As for your question of who's in charge, I'd have to say that, for the most part, the people who do the work are in charge. Ergo, the Flyer and Regional Contact setup and supervision are my bailiwick, the Gamer's Guide is both David's and mine and the material to be distributed to novices is John Caruso's.

As for the Flyer and Gamer's Guide, FINAL authority is, of course, Rex Martin's. I guess any "official" authority David and I have is delegated from Rex. As for the Regional Contact Committee and materials distribution, well, as I said, them that does the work calls the shots. I suppose, even here, there's a case for Rex Martin being the final authority as he's the one who actually printed the names of the contacts on the gamebox flyer.

Any more questions?



### 1992SRB32 THE ROBERT JOHNSON GAME

Fall 1902 AQUAMAN OUT OF HIS ELEMENT AS SUPE AND THE FLASH CLEAN HIM LIKE A FISH!

Austria (Green Lantern) A tri-TYO, s by A VIE; A ser-TRI; FADR-ven; FGR-ien.

England (Superman) A nwy-SWE, s by FSKA; Fbar-NWY; Fnth-DEN.

France (The Flash) Retreats A mun-SIL. A GAS-bur; A bur-BEL, s by A PIC; A sil-BER; F MID h.

Germany (Aquaman) F den-HEL; A HOL-bel; A mun-BUR, s by A RUH.

Italy (Wonder Woman) A tyo h/dislodged, retreat to boh, pic, oth/s by A VEN; F tun-ION, s by F APU.

Russia (Metamorpho) A STP's English F bar-eng /imp/; F swe s German F den/dislodged, retreat to fin, bot, bal, oth/; A MOS s A stp; F SEV s Turkish A arm-sev /imp/; A ukr-WAR.

Turkey (Batman) A ARM-sev; F BLA s F bulec; A RUM s F bulec; F BUJEC s A rum.


#### SC'S AFTER 1902

- A: home, ser, tri (5) Even
- E: home, nwy, SWE, DEN (6) +2
- F: home, mun, por, spa, BEL, 1 short (8) +2
- G: kie, [ber], hol, [den] (2) -2
- I: home, tun (4) Even/+1
- R: home, [swe] (4) -1/Even
- T: home, rum, BUL (5) +1

Batman: do NOT forget to specify which coast your unit in Bulgaria is on. It didn't do this time, but it's a good habit to get into.

**THE DEADLINE FOR WINTER 1902 BUILDS AND SPRING 1903 MOVES IS MARCH 17, 1993.**

SPRING MOVES MAY BE MADE CONDITIONAL ON RETREATS AND/OR WINTER BUILDS/REMOVALS. I WILL SPLIT THE SEASONS UP ON RECEIPT OF ONE REQUEST TO DO SO.



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1- And another issue of **NORTHERN FLAME** hits the newsstands late, this time by a whole two weeks. Sigh. The reason is simple, folks. In the last half of last month, my finances took a tumble with the Honda that I use for work deciding it was time for a new transmission and the Christmas holidays driving business into the ground.

Fortunately, my warranty covered the cost of installing a new tranny, but the resultant week off of work costs me a fair bit in commissions (I'm a courier, for those of you who didn't know). It eventually came down to a choice of putting out **NF** or eating for the two weeks (quiet, Lafosse!). The choice was simple.

I DID get the game results out to the players pretty much on time and this week's paycheck has restocked the fridge with beer and chili...

2- I think I'm finally going to be able to get a project off the ground that I had been considering for two or three years. Remember when the Nelson bros were talking about doing an issue of a Dip zine strictly on audio cassette tape? Well, I think I've managed to round up enough friends who have tape-to-tape dubbing facilities to be able to pull something like that off.

Therefore, I am asking the readership to send any submissions for next issue (#43) **ON TAPE** if at all possible. Any actual typed or written letters **WILL** be used, but you'll have to put up with Mike Agnew, Andrew Hymas, Mike Carrick, myself and others doing the reading of your work. Also, if anyone would like to send any musical pieces for inclusion (nothing overly long here, okay, this ain't a radio broadcast) or possibly something comical, please do so.

The deadline for submissions will be March 12, 1993. That weekend, my "crew" will get together and put the whole thing together on Mike's porta-studio. Oh, there will be some Heartland material on the tape, and possibly an original song about Diplomacy (it's been written and scored - I just have to get it recorded). This should be fun... (famous last words)

3- Because of my cash flow hassles, the new hard drive and motherboard are on hold for some time, so this is being done up on Clytemnestra, my 286 (eat your heart out, Brent!).

4- Speaking of computers, I'm trying to save time by importing my WordStar files directly into PageMaker (having become too lazy to convert them). This works pretty well **EXCEPT** that the characters "p73" have a way of inserting themselves into text every now and then. I hope I've caught most of them, but if not you'll know what you're looking at.

#### 5- **NEW BLOOD** (David Hood, please note)

Mike Szarka 133 Gamble Av. #202, Toronto, Ontario M4J 2P2  
OR mszarka@alchemy.chem.utoronto.ca  
Jason Mowat 11-212 Langside St, Winnipeg, Manitoba R3C 1Z7

Both Mark and Jason were mailed a copy of the new novice guide as put out by John Caruso, along with a copy of Kanuck Game Openings. They'll also both be receiving this issue, having both sent in SASE's. Welcome to the hobby, guys!

If anyone else would like a copy of the novice guide to see what is being sent out, it's available for a stamp.

6- I received my copy of **DELUXE DIPLOMACY** from Rex Martin and, *overall*, I approve of the way it's been repackaged.

The board is completely redone by AH artist Charlie Kibler and it's not too bad. Maybe a touch bland, but the brightly coloured wooden blocks set it off nicely. Burgundy is misspelled as Burgandy, but I hear that'll be corrected in the next edition. I was surprised to find that the blocks came in a plastic bag which was marked "Made In Canada". When Waddington's was still making the game up here, they got their blocks from West Germany! Apparently, AH has had a problem with quality control as some sets were shipped missing the German fleets completely. I assume this problem will disappear in time.

One mistake I was delighted in seeing was that I got an extra misshapen (half-length) German fleet. This reminds me of the old Games Research sets circa 1970 which always seemed to have one mutant unit (usually a short Austrian army). A fine tradition revived.

Now, **complaints**: the plastic tray which is included with the game may be fine for ASL units, but it is completely inadequate for the wooden blocks. They should have stuck to the old cardboard tray. Also, nothing seems to fit in properly. There is an inner box bottom which is the size of the usual AH bookcase game. Unfortunately, this holds the board and nothing else. The rulebook, conference maps and plastic unit tray are too large to fit, so everything tends to get stuck on the side of the box without the "inner box bottom". Should have just left it out.

My biggest complaint is this: While, on the whole, I really like what Rex and AH have done to repack the game, I see absolutely **NOTHING** to justify charging \$55 US and \$72 CDN (!) for this game. Frankly, and I say this without really knowing the production costs involved, it isn't worth half of what is being charged.

From a hobby point of view, I think that we are not going to get the flood of novices we hoped for. Time will tell.

I have a few questions I hope Rex will answer:

- 1) Is there going to be a NON-"Deluxe" version of Dip made available?
- 2) If so, what rulebook will it contain?
- 3) How much will it cost?
- 4) What will be left out to remove it from "Deluxe" status?

Over to you, Rex, buddy.

7- A couple of awards thingies that deserve your support:

First, the annual **Diplomacy Hobby Awards** run by David McCrumb, are now open for nominations. These are the **Don Miller Award** for hobby service; the **Rod Walker Award** for literary excellence; the **John Koning Memorial Award** for outstanding play of Diplomacy; and the **Melinda Holley Award** for general participation.

For more details write to David McCrumb 3636 Oldtown Rd, Shawsville, Virginia 24162 USA.

The deadline for nominations is April 1, 1993.

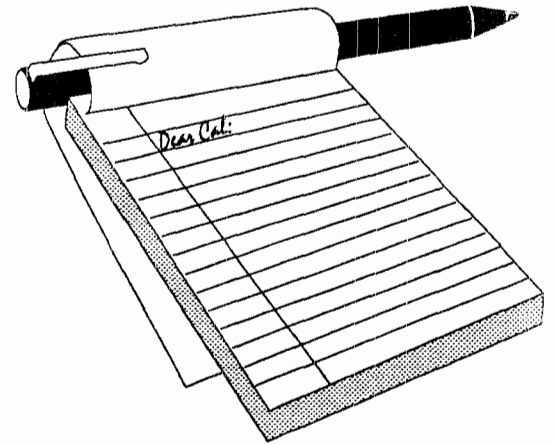
Second, Doug Kent is running the **1993 Rusty Bolts Awards** which are, for the most part, a hobby lampoon. The 11 categories are (deep breath):

- 1) **Bernie Oaklyn Memorial Award** for worst diplomatic skills.
- 2) **Dumb Idea of the Year Award** for the most moronic idea of 1992.
- 3) **Ms. Nar Award** for most entertaining game press.
- 4) **Fast Trax Award** for the most unreasonably delayed zine.
- 5) **Black Splotch Award** for the ugliest Dipzine.
- 6) **Been There, Done That Memorial Award** for the most eagerly anticipated fold.
- 7) **Acquire Number Custodian Award** for the most unnecessary hobby service.
- 8) **Paul Milewski Award** for the most boring topic of hobby correspondence.
- 9) **Steve Sulzby/Jonas Johnson Award** for the nastiest game press.
- 10) **Ego trip Award** for silliest hobby debate topic.
- 11) **Rookie of the Year Award** for the best new Dip zine of 1992.

#### 8- **IMPORTANT!**

If you missed my note about next issue being on audio cassette tape, go back and read item #2.

# The Mailman Cometh!



PETE GAUGHAN  
NOVATO, CALIFORNIA

Well? Can I go back to reading my copy of NF yet? I stopped reading at the end of the Bass Notes bit on MALOC...

*((Only if you sent Brent a cheque...))*

My surfer friends claim "hot-dogging" is their creation, co-opted by skiers. (I don't surf, but I have boogie-boarded, so I don't get jeered off the beach) Etymology probably goes back beyond surfing in the early 60s to the exclamation "Hot DOG!" which was a mid-50s slang for "WOW"...

*((I probably shouldn't admit it in front of the Nelson waifs, but I do remember the phrase "Hot Dog". Yeah, now that you mention it, I DO remember hearing the phrase "Hot-dogging" used by surfers in any one of those old beach movies or Dobie Gillis shows.))*

Look, I don't think less of Europeans for failing to follow the pro surfing or beach volleyball circuits, why should they frown on us for ignoring things that don't get played here? I'd LIKE to keep up with (team) handball, but there is no readily-available outlet for that information.

That, I think, was the point of the Triple Cast and NBC missed the point. It was three separate channels, with the network commentary and even some in-line voice-over commercial plugs, and with sports grouped for interest - basketball was entirely on one, so a B-Ball fan wouldn't have to buy all three channels. But the programming was 80-90% major sports: athletics, swimming and diving, baseball and other team sports. No team handball at all; minimal archery (one hour, I heard somewhere); minimal judo and so on. I think they would have made boodles more money if, instead of the 12 hour repeat cycle, they had broadcast 12 hours of live major events and then packaged 6 hours of minor stuff. Even if the lesser known events had to be broadcast in the wee hours, a lot of us would have bought a channel and time-shifted it with our VCRs.

Now, admitting that archery does not make much of a television event, aren't there a couple of thousand archers in the US who are enthused enough about it to go out of their ways to see an advanced-scheduled event? hat better use of the airwaves from 4-4:30 AM?

*((Sounds like a good idea to me, but, obviously, the network didn't think that it could sell enough advertising to cover the cost of producing the minor events. Either that, or the 12 hour and repeat cycle was worth more to the advertisers who, after all, call the*

*shots. Commercial television and especially, Pay-TV (which was what this was) is ruled by the Almighty buck. Don't ever think otherwise.))*

I think the most likely type of society to develop three hundred years from now in North America is some type we haven't seen before. I see no evidence that the set of known/historical systems (theocracy, tribal nomadism, communism, etc) is a complete set of the possibilities. The cyber-punk revolution - for God's sake, 120Mb hard drives will be commonplace 10 years from now - leads me to believe that direct democracy will be tried and either fail or succeed completely by 2150. Some kind of secessionism will infect the USA by then and a war will be fought, a Second Civil War, which will succeed in keeping the breakaway regions in the Union, BUT with a realignment of state/federal boundaries and some kind of devolved government in each of the regions.

So, how about a federation consisting of anarchy in the West, direct ("electronic townhall") democracy in the NorthEast and oligarchy in the South? Who knows, even these feeble parallels to the past may be too tradition bound to describe the situation. With the pace of technology and history these days, we're like Catholic scholars of the Inquisition trying to foresee the world of 1900.

*((Quite interesting, though I would have had the NorthEast in anarchy (or at least NYC) and the West with Electromocracy. But, do you really see North Am getting away from capitalism though? Seems to me that, before direct democracy could be implemented, everyone would have to have a computer (I'll leave the nuts 'n' bolts problems of having a guaranteed unrigged election to you). As I see things today, we are having a radical widening of the gap between rich and poor. My guess is that this is a result of technology eliminating jobs and increasing profits. How do you provide the nouveau-impooverished with high tech consumer goods? Or will your Second American Revolution solve this?*

*This is a fascinating topic. Anybody else care to opine on the sociopolitical form of North America in 2150 or thereabouts? A free lifetime sub to the Dipzine of their choice to whoever's closest to being right...))*

I like the way your game reports are presented - your headline for the Steve Earle got me to stop and carefully read the adjudication - but it would seem to discourage press... Did your players write more, less, or the same amount on flyers? Did they have about the same space? Just for scientific purposes is all? (The size of the Steve Earle press discouraged me from reading it, that's for sure; I'm only 31, but my myopia is pretty advanced - your normal (7 pt)? (No, 8)) font is almost the lower limit of my ability to read without strain).



GET A LOAD OF THIS DUMB ASSIGNMENT! I'M SUPPOSED TO WRITE ABOUT AN ADVENTURE I'VE HAD!

I HAVEN'T HAD ANY ADVENTURES! MY LIFE HAS BEEN ONE BIG BORE FROM THE BEGINNING!



HAVE I EVER BEEN ABDUCTED BY PIRATES? HAVE I EVER FACED DOWN A CHARGING RHINO? HAVE I EVER BEEN IN A SHOOT OUT, OR ON A BOMBING RAID? NO! I NEVER GET TO HAVE ADVENTURES!



WHAT ABOUT THE TIME YOU BACKED THE CAR THROUGH THE GARAGE DOOR?

YOU CALL THAT AN ADVENTURE? I DIDN'T EVEN GET ON THE HIGHWAY.



*((I have purposely never actively encouraged OR discouraged press. The reason is simple: I don't like press, but some people do. Maybe I should qualify that - it's not that I dislike press, it's just that it is rarely ever any good. I detest the sort of press release like "Eng-Rus: I hope you moved like I asked you. If not, there'll be trouble!" BOOOORing. I give this stuff the treatment it deserves, ie 6 pt type and jammed in wherever it p73 will fit. If someone takes the time to write some decent press, I will make sure it is given respectable space (and font size). As for the flyers, my players have ALWAYS (and I'm going back to 1975 here) been minimal press writers. Maybe it IS me, but until now, I have never ever mentioned a preference for press one way or the other. Go figure.))*

Have you seen Richard Egan's zine, LIES (Bristol, UK)? Beautiful DTP and funny contents to boot. Well, actually, the layout is a bit cluttered up (it's that old problem of inconsistency - half the pages are fantastic and the other half are just good) in places.

*((I'll bet the fantastic parts are the ones done early in the production stages. I know the more I'm rushed, the more I'll compromise on fancy DTP tricks.))*

Latest word on a baseball lockout: in the same vote where the owners just barely okayed reopening the Basic Agreement (making a lockout possible), they also voted to change the bylaws on a lockout. It now requires a two-thirds or three-fourths (I've forgotten which) instead of a simple majority. I think the expansion teams and new owners in Houston and San Francisco convinced the others that a lockout would be so massively bad for PR AND bottom lines that it would be a last resort.

*((Personally, I think that the 1993 season WILL go on as scheduled simply because the owners want the last year's worth of big TV money, although I agree that even those idiot owners can't help but notice how bad it would be to have the opening season of two expansion teams delayed by labour troubles. Look for any lockout to happen in '94 if it's going to happen at all.))*

### FRED C DAVIS JR ELLCOTT CITY, MARYLAND

I very much like the flyer, as reprinted in NF. I hope that many extra copies of this flyer will be made available to various hobby people, in order to spread the word. I would like to have a batch to send out with my recruiting attempts within the Mensa Club. Or, permission to make copies of same, if permission is going to be needed. (I could make, say, 50 copies with no problem from my private source, but need to know if there's any objection to my doing so).

*((Knowing how much value that Rex Martin puts on the postal hobby, I'm quite sure that anyone will be free to make copies of the Rulebook flyer for the purposes of promoting the hobby. The rest of the book is obviously under AH copyright, but I would be pretty sure they'd waive that for the back page only. I'll ask Rex to confirm that. Rex?))*

I like the idea of having five Regional Contact People to advise people. The only problem I see is that people are going to be moving about and/or dropping out of the hobby. You've picked five very stable people, but only one, Hood, is using a PO Box. p73 I know you own your own house, so chances of your moving are slight. However, you may want to suggest to some of the others that it might be a good idea to use a PO Box address in the future to avoid needless address changes if and when they move within the same metropolitan area.

*((I made enough long distance phone calls and had the proverbial heart-to-heart with each of the people on the list and, to a man, they all expect to be able to use the same address for at least the next ten years. I suppose that a PO Box would be some extra*

*insurance, but I for one wouldn't want the extra expense. I figure to lose enough money just in mailing costs should this project take off. As for dropping out, well, I tried to make sure that the five Regional Contacts were stable in hobby terms. As an example, my first choice for the Western Region Contact was Pete Gaughan, but with Pete taking on ZR he is, quite frankly, in the high risk burnout category (don't be offended, Pete, I was looking at it the way an insurance company would), so I chose Don del Grande. Don has as long a hobby record as Pete, but his hobby workload isn't as heavy. I think the group of RC's we have will be around for a long time.))*

I do not see any problem with this flyer coming from the "volatile and vocal old guard", to quote Rex Martin's letter.

If there is any way that a small plug could be inserted somewhere either in the flyer or the new Gamer's Guide for the Mensa Diplomacy SIG, please advise me. As a result of the survey I took of current SIG members, I'm probably going to place an ad for the DipSIG in a future issue of THE GENERAL. A mention in THE GENERAL is often good for contacts for many years. I'm still receiving letters concerning the North American Variant Bank as a result of the GENERAL plug of some four years ago!

Coupons for free issues of DW, ZR or PONTEVDRIA are an excellent idea! Please push that for all it's worth. And please let me know if you want me to give you a brief plug for the Diplomacy SIG for the Gamers Guide. I could give you something of 50 words or less if you wanted it.

*((As you know, Rex has given approval to your Mensa Dip-SIG ad. Just send him the plug along with a letter of permission for its use.))*

One other point on a different subject. Are you now on the mailing list for the revised GAMES BY MAIL BARGAIN LETTER? As you must know, Andrew Webber restarted his games by mail business out of Ottawa around the summer of 1992. Back when you could still order a Canadian-made Dip set, with real wooden blocks, from them, I used to plug them several times a year in BUSHWACKER and DIPLOMAG. Now, of course, they only handle the Avalon Hill sets, but they also have quite a stock of other boxed games and magazines, from US, Canadian and overseas sources.

Their address is: Games By Mail PO Box 8676, Stn T, Ottawa, p73 Ontario K1G 3J1 Phone (evenings & weekends) (613) 523 3699

*((I had no idea that Andy (Puns o' Fun) Webber was still around. We used to trade zines back when I was doing Electra Glide Blue and he did Cheddar's Digest. I'll definitely send him this copy of NF and maybe give him a call. If I remember, I owe him a whole bunch of sub credit from Janus days...))*

In conclusion, I, for one, am glad that you guys got together and got this done so quickly. I'm also rather glad that I didn't have to do any of the work, as I was not feeling well at all from July through about September 15, and even now, I don't seem to have much energy left over after I take care of the necessary things to do. I used to be a night owl, but now I find myself running out of steam around 8 pm every night. Old age, I guess.

*((Well, seeing as I've gotten four letters from you in the last week, I hope I can assume you're feeling better now. Or is that a function of Inge being in Germany over the holidays? Chuckle.))*

ROBERT LESCO  
BRAMPTON, ONTARIO

I think you should ponder how valuable your "feud-free" label

**PHIL REYNOLDS  
TAMPA, FLORIDA**

Re: John McLaurin's letter. First, I always thought fascism was on the extreme right of the political spectrum, whereas communism is at the extreme left.

"Born Again" means, to me, someone who has undergone a spiritual reaffirmation of his beliefs, perhaps via baptism or some other ritual. Of course, I am speaking as an atheist not quite up to p73 date with religious terminology. I do not know the exact definition, or even if there is one. Colloquially though, "Born Again" suggests holy rollers, fundamentalists, and extremists within the array of Christians denominations. In a political sense, it suggests someone who once embraced a certain philosophy which that person is now reasserting. A "Born Again" liberal, for instance. (Whereas a "Neo-Liberal" suggests a new twist on an old idea).

THE HANDMAID'S TALE remains one of my favourite novels after several years. At the time, I thought it a chilling tale, and one which I could imagine coming true moreso than 1984. That does not mean Atwood's tale would come true in every sense, but elements of it - the suppression of women, the suppression of thought, the loss of civil liberties and rights, mindless wars - like a bad mutation, can come about with the right circumstances. These things would not happen overnight; it would take years, in most cases, for these phenomena to develop and become firmly entrenched in society. But would we know we were traveling down such a road at the time, or only after irreversible harm has been done? The movie sucked big time - do not judge the book by it. There are elements of the original story adapted for the screenplay, but the filmmakers took liberty with important details. Besides, the acting is atrocious - who could believe Victoria Tennant as an evil brainwashing tool of the State? Nevertheless, there are a lot of narrow-minded conservative religious-types who would love to return to a bygone time which foreshadows Atwood's kind of future. Scary stuff, when you really stop to think about it.

((I've never seen the movie, but I have read the book. Unfortunately, I don't remember the details - just a few impressions. I remember thinking it was a bit surreal and that the ending was a cop-out, but that it was well-written and not totally far-fetched. It certainly wasn't a world I would want to live in.))

**STUART EVES  
READING, ENGLAND**

Found issue #41 of NF fascinating; many thanks. I'm glad that AH still value Diplomacy enough to repackage the game. I'd be interested to know what the rule amendments that you proposed were. I would have thought that a pretty convincing case could have been made for some clarifications, at the very least.

((I leave the major rules worries to the lawyer-types. My comment was that the variant listed for a five player game (leaving out Germany & Italy) wasn't a very good one, and that the best five player variant is when you leave out England and Turkey. I've played this a couple of times and it is quite good.))

The revised Gamer's Guide also sounds like required reading. The original version was biased more towards FTF play, whereas your contents list implies a greater emphasis on the postal game. I've been researching an article on POSTAL "dirty tricks" (since p73 Rod Walker's examples are almost exclusively confined to FTF). Would you be at all interested, either as a possible submission for the Guide or for NF?

((Definitely. Send me a draft.))

Watch out for some criticism regarding your unilateral stance

is to you before you insult anyone on the basis of their religion, as you seem to suggest you will be doing soon.

My impression is that "born again" refers to a new (or renewed) discovery or belief or commitment to Christianity> It also exposes anyone to unusually harsh sentencing if convicted of overbooking a hotel, hence their under-representation in the hospitality industry.

Interestingly, the born-again/fundamentalists save their harshest words for the Catholics. Why, I don't know. By cheering Sinnead O'Connor's tearing of the Pope's photo, you are not hurting fundamentalists, you are in fact abusing a sizable number of people for the crime of being of the Catholic faith.

((It's not Catholics per se I'm condemning, it's all of organized religion. I believe that Sinnead's point was that the Catholic church has caused much of the suffering in the world today (repression of women, sexual repression, massive guilt complexes, etc). I concur wholeheartedly but, frankly, I don't think she went far enough. Can you point out any sort of man-made institution which has caused more horror and suffering throughout history than organized religion?))

Before we concern ourselves with the prospect of a theocracy, it might be revealing to investigate how many people, particularly young people, actually attend church. I don't think we've much to worry about.

((I was talking about a few hundred years in the future. Think about how much social mores have changed since the early 1700s. There are quite a few varieties of possible futures ahead, none of which have a percentage chance that can be expressed in whole numbers. I'm just citing what I think is a reasonable likelihood. Check back with me in 2293 - if I'm wrong, I'll refund your sub fees...))

For the benefit of non-Canadians who might not be familiar with Margaret Atwood, perhaps they might recall a short story of hers in a recent ATLANTIC magazine of a first-person reminiscence of a friendship between two young girls of different backgrounds ending in the death of one under circumstances pointing to the narrator's involvement, which, of course, is nothing like John Knowles A SEPARATE PEACE which concerns itself with two young BOYS of different backgrounds in a first person reminiscence, who befriend one another, ending in the death of one under circumstances pointing to the narrator's involvement. You might also mention Atwood's WILDERNESS TIPS which features a short story of a character with a cancerous growth which, upon operation, turns out to be hairy and with teeth, part of the protagonists twin which is, of course, nothing like the bit from Timothy Findlay's STONES, of some years back, which had a tale of an internal growth, also hairy, and... oh dear.

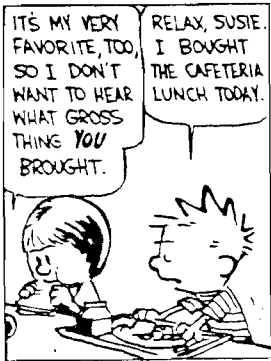
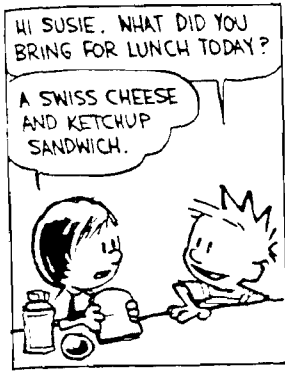
On other matters, I received "Garth Brooks" Boardman Number. A question: hasn't it been traditional to award Canadian games with BN's beginning with the letter "C" to distinguish it from other games?

((It has been, but only occasionally. At DipCon in KC, Gary asked me if he thought anybody up here in the Great White North would mind if he discontinued the practice. I said I could only answer for myself, but I doubted it. We no longer start enough games up here to justify a series of 26 Boardman Numbers to be set aside for us.))

In reference to John Leeder's letter, I wouldn't say that Mr Mulrone is amoral, rather he lacks a political philosophy, short of expediency. Otherwise, John and I are in total agreement. I'm not ready to vote Reform until I see some evidence that they are more than a one-man act. Even then, I would hesitate. Our current lineup of political leaders gives me cause to consider the benefits of Monarchy (unless Kim Campbell or Barbara McDougall take over the PC party).







concerning the contents of the flyer (though you appear to be anticipating this). Danny Collman has come in for a fair amount of stick on this side of the Atlantic for taking a single-minded approach. (Personally, I think you've done an excellent job). You only printed a black-and-white copy of the flyer (obviously), but a couple of things puzzle me about the flag designs used. The British "Union Flag" is NOT the flag of ENGLAND, the name used in the game. Also, the design of the Russian flag doesn't look much like the "tricolour" that I've seen being waved on recent news footage from Moscow. Can you enlighten me a little here? I bet your post-bag is pretty full this month! Oh, by the way, do you know how much the new issue of Diplomacy will cost?

*((According to Bob Sorfleet, who purchased Deluxe Dip for Christmas, he paid \$72 Canadian for it. I believe the US retail price is \$55 US. As for the flags, well, I only provided copy for the flyer, not the actual design (for that matter, the copy itself was pretty much adapted from the 1971 GRI flyer. I just updated it for the 90s). You'll have to ask AH artist Charlie Kibler why each particular flag was used. In the case of the Union Jack, well, it may be called England in the game, but it does cover most of Great Britain. As for Russia, I have no idea.))*

**STEVE NICEWARNER  
CHAPEL HILL, NORTH CAROLINA**

Do you really have to humiliate me with last year's baseball picks? Oh well, maybe this year will be better. My money says we'll be seeing more Toronto-Atlanta games this year. Maybe they can leave the SkyDome roof open this year so it can snow during a World Series game. BTW, did you notice that my AL East was my BEST division?

*((Yeah, I made a mistake. It was Pete Gaughan that picked the AL East in (almost) reverse order...))*

I almost forgot my Fred Davis story. Just after we moved to Sanford, I went out to the field for a field exercise. On the way home (three days later), I fell asleep at the wheel and hit a ditch at about 50 MPH ((80kph)). The car went airborne and landed on its roof. Believe it or not, I walked away from the wreck!

*((Thankfully so. Well, Fred, how many people are on the list of Dip pubbers almost killed in vehicle crashes now?))*

**JOHN ELLMAN II  
LAUREL, MARYLAND**

In reference to John McLaurin's question about "Born Again", there are several definitions. It originates from the New Testament in John 3:3 "Jesus answered him, "Truly, truly I say to you, unless one is born anew, he cannot see the Kingdom of God." Jesus goes on to say that a believer must be baptized by water and the Holy Spirit to receive eternal life. Therefore, the most general definition of "Born Again" is any baptized Christian.

During the inquisition, the term was applied to those that taught baptism must be done to adults only, which usually meant the person was baptized a second time. Those people were considered heretics and treated brutally. Many of these "Born Again" came to the New World for religious freedom. In the early part of this century, the term was applied to those adults who were baptized at a revival meeting and changed their lives around. These newly baptized Christians would often evangelize their neighbours excessively leading to a negative connotation to the term.

Today, the political use of the term is reserved for the more politically active Christian denominations. These are also called the "religious right" and typically support prayer in schools, tax breaks

for parents who send their children to private school, and banning abortion. The use of this term against opponents attempts to paint them as fanatical right wingers who wish to take away freedom of choice.

*((I think we have our answer. Ta.))*

**JOHN BREAKWELL  
READING, ENGLAND**

The new flyer in the Dip box is good news, though the changes in the box leave me a bit non-plussed, never having seen the old versions. I am not too sure that having articles on openings and the like is a good thing as people are bound to take them as gospel. I'd rather leave the Guide as open as possible, but I expect you've covered it well enough. Do you know what will happen to other Diplomacy game manufacturers - do they have any contact with AH at all? The back page looks great and should do wonders - just don't move house, okay? ((Yaa.)) I think keeping the discussion behind closed doors was a good idea - the people involved should have a good grasp of what is needed. It will also mean that discussions can proceed within the general body on what was missing, if anything, and how to approach the next version of the Guide.

*((I'm not sure what is happening with the other manufacturers of the game, but I'd be interested in finding out. I'm sure they have some contact with AH who, after all, licence them to make the game. The other thing I'd be interested in knowing is if the old game is still available.))*

Sorry I didn't write earlier about the computer problems you were experiencing. When I read your descriptions, I was thinking "Oh, no, he didn't, did he? Aaagh! He did!" and knowing that I had all the information you needed for an event that had happened days earlier! Anyway, good luck with the 486 motherboard - check the BIOS out (get the newest version you can), make sure the memory chips are fast enough. And buy a stack of floppies to backup your hard disk with! Give MicroSoft Canada a call and see if they have any listed problems with the hardware you are after.

*((The 486 has been put on hold for a bit, financial things et al, but I'll keep your advice in mind.))*

5 years? Congratulations!

*((You're the only person who noticed that. 'course with zines like COSTA and GRAUSTARK around, five years is pretty insignificant. Mind you, I've outlasted my first incarnation (with JANUS & ELECTRA GLIDE BLUE) by a full year.))*

On the Olympics, a major problem I see is that not all sports are funded the same. For example, in figure-skating it is possible to win gold as an amateur before going on to riches in the professional field. Similarly, athletics is predominantly an amateur sport where it is down to sponsorship for the bare essentials. On the other hand, football is normally professional, so I would not expect the England squad to play in the Olympics. I feel the Olympics should be restricted to sports that predominantly amateur - the various World Championships can cope with the pros.

*((The problem with your idea lies in the fact that the spirit of amateur sport is, at least on the Olympic scale, dead. In the days of the Cold War, The US and Soviet Union considered their international prestige to be on the line in the Olympics and stopped at nothing to win (steroids, fixed judging, etc). No longer are the top athletes satisfied with "testing their ginger" against the best in the world. Winning isn't everything, it's the only thing.))*

I don't think obscuring logos is a good idea. A lot of money is paid by some power-crazy multinational to help each Olympics



appear so competitors are not being very professional about "brand loyalty". I can't imagine they would have covered up the logos if their other sponsor hadn't ordered them to. It is petty and childish, but then you have to make sacrifices as a sponsor's puppet. They certainly don't win any respect from me, but then, with their money, I doubt they care!

*((You're probably right that the athletes wouldn't have bothered to cover up the logos unless ordered to, but I can see the companies point of view. How would you like to pay somebody hundreds of thousands of dollars to use and display your product and then see them do it for your competitor for free?))*

You don't use trains? Well, I suppose you don't need one. I'd be really isolated without one - the place I work at is right next to a station (and motorway as well). I can't get to London or visit my parents without a train. What do people in Canada do if they can't drive.

*((Stay home and watch American TV mostly... But seriously, we have very little inter-city train service. If you don't drive, you would probably take a bus or fly. Train travel (what little there is) has become prohibitively expensive. Toronto does have a government funded system (called "GO trains", with "GO" standing for Government of Ontario) which brings workers to Toronto from the outlying areas and is relatively clean and inexpensive. Still, most people here in the Great White North drive their cars before they take anything else. You have to remember the distances involved in traveling in Canada. How far can you get in England if you got in your car and drove for 24 hours? I wouldn't even be out of Ontario...))*

Stars and anchors as Dip pieces? Never seen those - very American to have Stars. I wouldn't use them on principle. I stick to my shells and ships, thank you.

*((Give me the old wooden blox. I've seen your shells and ships and am not very fond of having my armies rolling off the table...))*

Ban fans? Are you crazy? Nobody would play, let alone pay! No sport could possibly survive without a live audience as that is a major part of what the competitors got into it for. No, the idea just couldn't catch on.

*((Funny, I thought they played because they got paid to. Silly me...))*

#### RE: SLAPPY'S CORNER

I think Michael is a bit hard on people who are afraid of people with HIV - this isn't measles, you know. I agree that it isn't easy to catch and you should be safe in their company, but the people who are complaining are just thinking how much safer they are if the carriers aren't around at all. What would you rather have, a million-to-one chance of a fatal accident through catching HIV or no chance at all? Some people won't mind, but others do - I'm not stupid or uneducated, but their presence would definitely make me nervous. I call it an inbuilt sense of self-preservation, but I'm sure Michael will think otherwise.

*((I have an inbuilt sense of not discriminating against people who are suffering from other people's overreactions, but as I said once before, I'd think twice about playing ball against Magic Johnson. I wouldn't be scared about touching him or getting his sweat on me. I would be scared about touching his blood and, since I play a lot of basketball over at the rec centre, I know that blood is spilled in basketball. I have numerous scars on my hands as testimony to that.))*

Oh no... an 800 number. How useful. I can't even phone PTP to see if they have a European distributor. Well, as a member of the minority, I shall have to resort to the post although I have had little response from those US-based games companies I have written to in the past.

*((I thought that 800 numbers were world wide. No? Also, if you get no response, let me or Michael know (preferably him as he's more conversant with these companies) and he'll write them ourselves. Fair enough?))*

### BRENT MCKEE SASKATOON, SASKATCHEWAN

Since I wrote you last time, a Strip Club has opened in Toon Town (a nickname occasionally used for Saskatoon). Note that I didn't say a Strip Bar. The place isn't licenced, so you can't get a drink there. What would our founders have said?!? You know, of course, that Saskatoon was founded by the Temperance Colonization Society. The Society itself was founded in Toronto because they felt it was too sinful and booze-soaked a place. The Penthouse Club is able to operate because it isn't covered under any of the liquor laws, or any of the other laws.

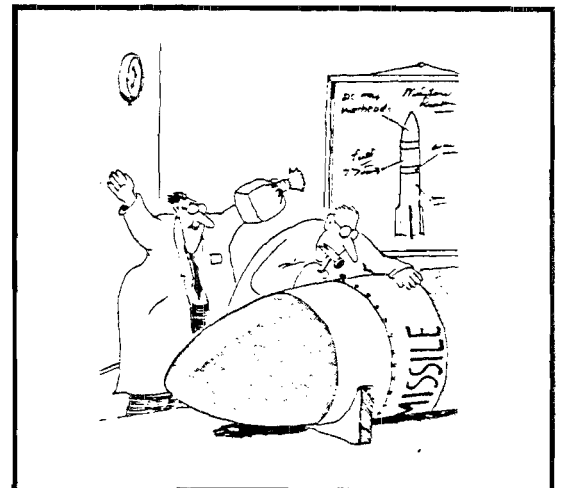
*((Where do they make their cash? Admission? \$5 soft drinks? \$10 cups of tea (like psychics)?))*

The ideas that have come out about the deluxe version of Diplomacy sound great. A few questions. Is the older version still going to be sold and, if so, will it have the new Rulebook? How often will the PBM flyer be updated? With the issue of the new edition of Diplomacy and the new version of THE GAMER'S GUIDE TO DIPLOMACY, has there been any thought given to producing articles to be run in THE GENERAL around the time these items start to go on sale? Just asking. I'll have to see about ordering the new Rulebook from AH's replacement parts list.

*((To answer your questions: 1- I don't know; 2- Presumably, every printing (a couple of years apart?); 3- Not that I know of, but I doubt if Rex'd miss a trick like that. Right, Rex? Rex? Uhh...))*

The Blue Jays won all right. I tuned in to the final game at the end of the ninth inning (didn't want to jinx them). The game was a real nail biter. Now we have to see if this was a one time wonder. They lost a lot of good people through free agency and I don't think the new acquisitions are nearly as good.

*((The way I see it, the Jays are pretty much as good now as they were at the start of the year in 92. Moliur can easily replace Winfield and I could probably replace Kelly Gruber. Dave Stewart should be able to replace Jimmy Key. The only real losses are David Cone and Tom Henke. Duane Ward can replace Henke (their biggest problem is replacing Ward in the setup role - I have my doubts about Mike Timlin's stamina over a full season) and it will be up to Pat Gillick to come up with another Cone. The only team that worries me in the AL East is Baltimore. Milwaukee lost too much in losing Moliur and Cleveland and the Yankees are a year away from challenging (although they'll both win more than they lose this year.))*





# FACTS IN FIVE

	Computer Terms	Fruit	Chemical Elements	Geometry Terms	Kitchen Items
Sandi Hood  216 points	Spell Checker Apple Hacker Reprogram Printer	Scuppering Grape Apple XXX Raisin Peach	Silver Argon Hydrogen XXX Phosphorous	Side Angle Hexagon Rhombus Proof	Spatula Apple Corer Hot Plate Roaster Pan
Mike Carrick  250 points	Software Array Hard Drive RAM Poke	Strawberry Apple Honeydew Melon Rhubarb Pomegranate	Sulphur Actinium Hydrogen Radon Phosphorous	Spherical Assymetrical Hyperbola Radius Perimeter	Spatula Apple Corer Honey Dipper Roasting Pan Pressure Cooker
Conrad von Metzke  250 points	Scroll ALT key Help RAM Print	Strawberry Apple Huckleberry Raspberry Peach	Sulphur Arsenic Helium Radium Plutonium	Side Angle Height Radius Pentagon	Sink Appliance Hot Pad Refrigerator Pantry
Paul Cauz  216 points	Software Access Time Hard Disk RAM Printer	Strawberry Apple XXX Raspberry Pomegranate	Silver Aluminum Hydrogen Radium Plutonium	Sine Angle Hexagon Radius Pythag.Theor.	Spatula XXX Hot Plate Roasting Pan Paring Knife

### Turn 2 Notes and Commentary

**Computer Terms:** Answers disallowed: none.

**Fruit:** Answers disallowed: none.

**Chemical Elements:** Answers disallowed: none. Funny how anyone who got "Radium" also got "Radius" in the next category, eh?

**Geometry Terms:** Answers disallowed: none. Haven't any of you ever heard of *Rectangles*?

**Kitchen Items:** Answers disallowed: none. "Hot Pad" = Hot Plate; "Pantry" isn't necessarily only a name for a room. By my understanding, it's also a word used to refer to a set of kitchen cupboards.

A pretty easy turn. I'll try and make things a wee bit more difficult this time. BTW, Sandi Hood's score has been adjusted to 216 from last time as she admitted confusing Desdemona with Desmerelda.

#### SCORES AFTER TURN TWO

Sandi Hood	216	+	216	=	432	points
Mike Carrick	172	+	250	=	422	"
Conrad von Metzke	158	+	250	=	408	"
Paul Cauz	160	+	216	=	376	"

#### CATEGORIES FOR TURN THREE

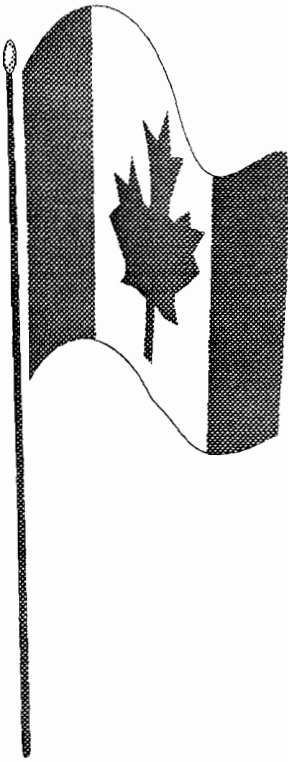
- Types of Books (Horror, etc)
- Transportation
- Astronomy Term
- Hockey Players (Active) (heh, heh)
- Movies (Westerns)

#### LETTERS

- M
- B
- N
- L
- C

**DEADLINE FOR TURN THREE IS MARCH 17, 1993**





# Notes From the Bunker

A big welcome back to all of my faithful readers! The Bunker's holiday hiatus is over and it's time to put the pen to the grindstone again. A new and surprisingly intense love has been consuming most of my free time for the last four months or so, but I'll spare you the boring domestic details. However, I did find time enough to go to a science fiction convention in Detroit on the weekend of January 22 with members of the science fiction club I belong to.

Speaking of the US ((*Uh oh...CW*)), the Bunker offers a hearty congratulations (and a huge, collective sigh of relief) to President Bill Clinton on his election win. There was a lot of interest north of the border in this US election; more than usual, I think. Now, if we could only get rid of Brian Mulroney, too!

Anyway, the convention in Detroit (called "ConFusion"; all SF cons have cutesy names) wasn't bad, but not nearly as much fun as last year's. The Guest of Honour was Fred Saberhagen (like his writing a lot, but, man, is he DULL in person!). The dealer's room was not as good as usual, though I bought a few items - a raygun with light and sound features (for a Halloween costume I have in mind) and a bumper sticker for Cal that reads:

"QUANTUM EXPRESS - WHEN YOU DON'T KNOW  
WHEN IT'LL ARRIVE OR WHERE IT'S GOING!"

Actually, the last few cons I have attended have been lacklustre and others in the SF club agree with me. We can't decide if they are really less good, or if we are suffering from a jaded "been there, done that" sort of attitude. We are all saving up to go to the World Science Fiction Convention in San Francisco this September ((*same weekend and city as DipCon, as a matter of fact! CW*)) and have big expectations of having a good time there.

On the drive down to Detroit on the Saturday morning (there were six of us piled into a member's van), we had a very interesting discussion about the nature of men and women especially in the context of North American society. The debate was sparked by a member named Caroline whose theory (which I will share with you momentarily) it was.

As a preface, let me say that Caroline is a fascinating person who has a wealth of experience to draw her conjectures from. Her theory comes from observations gained through years of running a social services agency and her current work as a Gestalt therapist. According to Caroline, our perceptions of what men and women are really like are wholly formed and coloured by the fact that we live in a patriarchal culture (I don't think anyone can deny our culture is still, by and large, patriarchal? Men remain in the overwhelming majority in positions of power and influence, though slightly less than 20 years ago). In our patriarchal culture, we are taught that men are the stronger sex in most senses - smarter, more aggressive, more logical, more able to deal with the dog-eat-dog world we live in. We are taught that women are the weaker sex, more emotional, less stable, that they need more protection, and in return will provide the males with domestic support and will rear the children. Our cultural precepts are all based upon this world view. Well, Caroline's theory is that this is a complete distortion of the natural emotional states of men and women, a distortion necessary to the maintenance of a patriarchal culture. She thinks that, far from being these controlled "Mr Spock" types, men are not less, but MORE emotional than women are, more inclined to swings of mood and passion.

If one looks at so-called more "primitive" cultures, we see different male-female interactions. In many North American Indian societies, women were allowed a much larger say in the running of tribal affairs than is commonly thought and were often considered

the "cooler heads" during heated negotiations with other tribes. Most of humanity's span upon this planet has been spent as hunter-gatherer nomadic groups, and if one looks at those types of cultures, you often see men as the expansive, open, expressive types, while the women provide the solid core to tribal life. Women have to worry about the issues of life and death much more than men - women are the bringers of life into this world and most often make difficult decisions about it. During a famine, which children are to be fed enough to survive if there is not enough for all?

These decisions require a strong inner core, a strength that I sense in many women, though our culture says that they are dependent creatures and supposedly need "a man's strength". This is the great lie, after all, how can you justify women's subservience to men if you acknowledge the tremendous strength that women possess? Many people who support the patriarchal viewpoint point to the Bible as a source of justification for the "man as lord and master" creed. However, if you look at the Coptic Christian church in the first few centuries after Christ, women were not only equal members of the parishes, but often served as priests as well! When the Roman Empire became Christian in the fourth century AD, the very patriarchal views of the Romans took over in the church and the Coptics were declared heretics of the most heinous type. At a large synod of the Roman church in the late 300s AD, they chose which gospels would be "official" from over 100 that existed at that time. Among those discarded were Gospels according to Peter and Mary Magdalene! Those chosen conformed to the Roman idea of a male dominated church and society. Of course, the Christian is not alone in this; the Muslim religion is extremely patriarchal as well.

Well, enough of that digression - back to Caroline's theory. When she disclosed this idea to us in the van, we got into a very animated discussion, with most of us more or less agreeing. To me, it seemed obvious once you had it pointed out. Well, if men are these emotional creatures and our society demands that they repress that, what form does the sublimation take? In North America, males are allowed to be openly, publicly emotional in the context of one main area - sports. Is it any wonder that pro sports are such a huge phenomena on this continent? When the Jays won the World Series, I saw thousands of complete strangers (MALE strangers) hugging each other joyously in the streets.

The edifice of patriarchy is showing a few cracks this past decade, as more women refuse to accept the role that our society puts upon them. The response to this has been an increase in violence by men against women and such incidents as the Montreal massacre (for those who don't know, in 1989, a man killed over a dozen women at a Montreal university before turning the gun on himself. He left a three page suicide note that ranted against feminism and how those feminists all deserved to die).

There is increasing archaeological evidence that the first settled human cultures were almost all matriarchal, but were overthrown by more warlike patriarchal ones, which continue to rule today. I think that the only hope for the human race is a culture where neither sex is dominant over the other, and power is shared in a spirit of cooperation and tolerance. For this to occur, men must acknowledge their own true nature, and also acknowledge the strength of women.

((The opinions expressed in the Bunker are absolutely not those of the management and staff of **NORTHERN FLAME** who do not hesitate to disassociate themselves from such sexist trash as may be contained therein, although, mind you, they probably wouldn't feel that way if the contents of the highlighted theory weren't so anti-male and were ACTUALLY aimed at the stated goal of sexual equality instead of espousing female superiority/domination by implying that, 1- patriarchal cultures are the result of a male plot when they were, in reality, an overall HUMAN response to the new found trend (circa 3000 BC) towards violence ie wars, as brought on by societal population pressure, NOT men playing power games; and 2- men are not in control of their inner emotions when, in reality, women simply are trained (by society) to be better at showing their emotions than men, who are forced (no wonder!) into emotions of the dam bursting sort as opposed to a controlled flow (ie the Montreal massacre. G' day, eh!))

BY

MKE

AGNEW

"I THINK THAT THE ONLY HOPE  
FOR THE HUMAN RACE IS A  
CULTURE WHERE NEITHER SEX  
IS DOMINANT OVER THE  
OTHER AND POWER IS SHARED  
IN A SPIRIT OF COOPERATION  
AND TOLERANCE. FOR THIS  
TO OCCUR, MEN MUST  
ACKNOWLEDGE THEIR OWN  
TRUE NATURE AND ALSO  
ACKNOWLEDGE THE  
STRENGTH OF WOMEN."

## ESCALATION DIPLOMACY

(SIMPLY THE BEST  
LESS-THAN-7-MAN  
GAME FOR DIPLOMACY)

By Edi E Birsan

*((At DipCon in Kansas City, Edi showed me this variant and we played a game of it. I was so impressed by it that I asked Edi to write it up for NORTHERN FLAME. Here it is:))*

Diplomacy is best played as written with 7 players, one for each of the 7 major powers. Unfortunately, the realities of gaming are that circumstances for 7 players to have time to put aside a very long day for the game are not a common feature. Often, there are only 2 to 5 players available and time is much shorter than what is needed for a true game.

The rulebook offers less than 7 player positions using the existing countries and all of them are grossly defective in balance and rather boring to play.

Some 25 years ago, facing the same circumstances, Robert Komada and I came up with a variation of the game that provided ample flexibility for repetitive play with 2 or more players. (The system was actually first developed by us for a homegrown chess variant). In fact, the system, called Escalation Diplomacy, was used as a "training tool" by us to develop our own skills. The system is simple:

- 1- Each player has a randomly agreed numbered of starting pieces;
- 2- Randomly decided who goes and in what order;
- 3- The "escalation" period then begins: each player, in sequence, places one piece (can be an army or a fleet) ANYWHERE on the board. Pieces can be in supply centres, vacant land spaces or open provinces at sea. Any piece that starts on a centre automatically controls it for the player.
- 4- After all the agreed pieces are placed on the board, the first season is then played from the position created.
- 5- During the first Winter season, the players must declare which three supply centres are their HOME centres. They may be any three centres the player controls eg edi, lon & nwy. These centres are revealed WITH the Winter builds.

For a two player game, we often played with 15-17 centres each which makes for a quick game. We even had a few games with more than 17 a side. In fact, the 17-17 setup was the designated tie-breaker method for the DipCon run in Baltimore in the early 70s, though it never came into play. It would be interesting to run a tournament with 2 player 17-17 Escalation at a DipCon so that all those who get wiped out in the early parts of the regular game can go into an extended tactical exercise to display their talents.

Three player games played in what is called a GunBoat style (no negotiations) can be quite enthralling with 8-11 pieces a side, while the 4 and 5 player games can see all sorts of havoc break p73 out depending on the "escalation" style of the players.

Either way you cut it, or however you want to interplay the diplomacy side of things, the Escalation system can provide you with a mechanism for fast play with less than 7 players then can be balanced, based only on the skill of players.

## ESCALATION BY MAIL HOUSERULES

by Cal White

Since it would take too long to run this game with each player submitting one piece at a time, Postal Escalation uses the Three Stage Draft system. For example, in the four player game, each power places 7 units. To do this he sends in a pref list which is 24 positions long, ie 1- F Ion, 2- FNTH, 3- A MUN, 4- ETC. The GM then adjudicates the list SIMULTANEOUSLY, with coin tosses deciding ties. To do this, the GM simply goes down each list and gives the player the first available position from his list.

Each round lasts until each player has placed two or three pieces (depending on the number of players (see below)). Positions to date are then published and players are asked to submit new Draft Lists for the next stage.

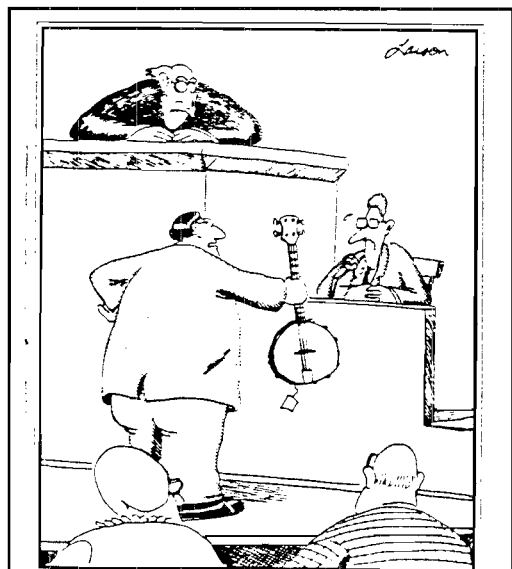
If a player's list is exhausted before all the positions are assigned, position assigning is stopped at that point and the players are advised of the positions to that point and asked to submit new lists.

Once all units are placed, the game proceeds as in Regular Diplomacy.

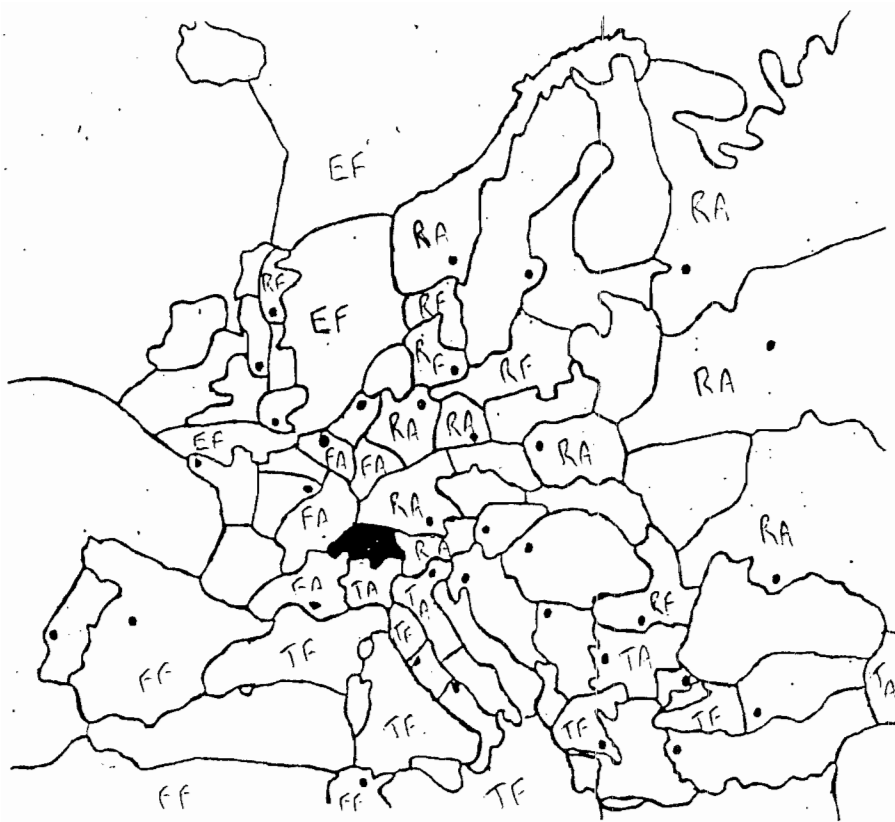
The following number of units will be used depending on the number of players:

PLAYERS	UNITS PER STAGE				POSITIONS LISTED				
	1	2	3	4	1	2	3	4	
STAGE=									
6	5	1	2	2	-	24	14	24	-
5	6	2	2	2	-	20	20	20	-
4	7	2	3	3	-	24	16	16	-
3	9	2	3	4	-	18	18	18	-
2	17	4	4	4	5	16	24	28	32

*((With the abandonment of the 1885 waiting list, I will open two sections of this game, one four player and one three player. If I get any requests for a two man game, I'll consider that as well.))*



"So! You admit that this is, indeed, your banyo the police found at the scene ... But, you expect this jury to believe you were never in the kitchen with Dinah?"



Fred Wiedemeyer 7632 92nd Av, Edmonton, Alta T6C 1R4  
 Andrew York Box 2307, Universal City, TX 78148  
 Phil Reynolds USF #4270, 4202 Fowler Av, Tampa, FL 33620  
 Steve Nicewarner #1310, 11 Ephesus Church Rd, Chapel Hill, NC 27514

### 1990CF THE STEVE EARLE GAME

The draw failed 3Y, 1N.

#### WINTER 1908

England (Fred Wiedemeyer) Retreats Fkie-HOL.

Removes A Hol, F Hel.  
 Has F's h NTH, ENG, NRG.

France (Andy York) Retreats F lyo-SPASC.

Even.  
 Has A's MAR, BUR, RUH, BEL.  
 F's TUN, NAF, SPASC.

Russia (Phil Reynolds) Retreats F nth-EDI.

Builds A's MOS, WAR, SEV.  
 Has A's MOS, WAR, SEV, KIE, BER, MUN, TYO,  
 NWY, STP.

F's BAL, DEN, SKA, EDI, RUM.

Turkey (Steve Nicewarner) Retreats F tun-ION.

Removes A rom.  
 Has A's ARM, BUL, PIE, VEN.  
 F's LYO, TUS, TYN, ION, GRE, CON.

I think that a updated version of the SC chart is on order, no?

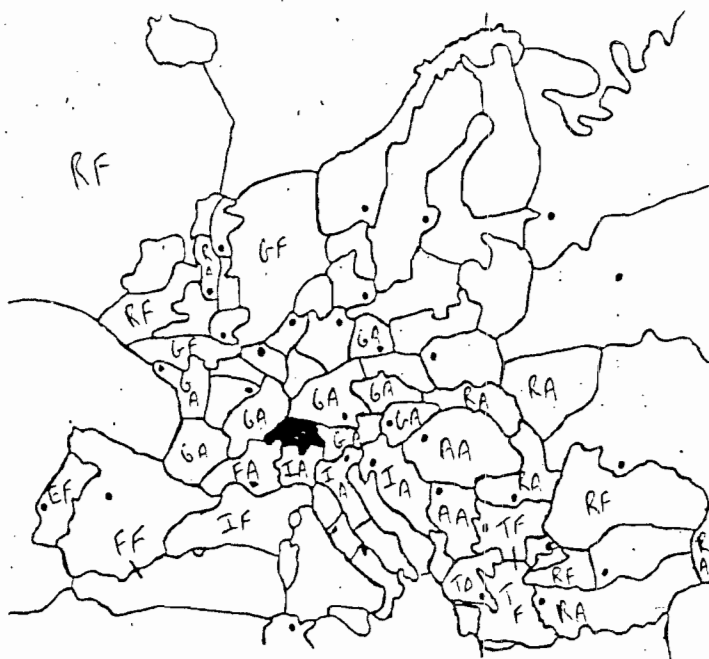
#### SC'S AFTER 1908

E: lon, lpl, hol. (3)  
 F: home, spa, por, bel, tun. (7)  
 R: home, rum, bud, nwy, vie, mun, ber, swe, kie, den, edi. (14)  
 T: home, gre, bul, ser, tri, ven, rom, nap. (10)

We have the following proposals to look at for Spring 1909:  
 R/T, F/R/T and a concession to Russia.

THE DEADLINE FOR SPRING 1909 IS:  
 MARCH 17, 1993

HAPPY ST PATRICK'S DAY!



Paul Cauz 209 Silverthorn Av, Toronto, Ontario M6N 3K2  
 Don Gill 40 Goldpine Av, Courtice, Ontario L1E 1P2  
 David Charleston 2216 Concord Circle, Harrisburg, Pennsylvania 17110 USA  
 Gerry Paulson 80 MacLeod Pl, Edmonton, Alberta T5A 3A8  
 David Anderson 18 B St, Pontiac, Michigan 48340 USA  
 Robert Lesco 49 Parkside Dr, Brampton, Ontario L6Y 2H1  
 Dave Elliott 51 Findlay Blvd, Downsview, Ontario M3H 3L8

### 1990CG THE RUSS BLINCO GAME

FALL 1908 ALLIES FINALLY FORCE THE MID-AT  
 LANTIC AS DARDANELLES DANCE  
 CONTINUES!

Austria (Paul Cauz) A BUD s A ser; A SER s A bud.

England (Don Gill) FPOR s Italian F mid.

France (David Charleston) F SPASC s Italian F mid; A MAR s  
 Italian A pic /otm/.

Germany (Gerry Paulson) F bre-MID, s by FENG; A pic-BRE;  
A GAS-mar, s by A BUR; A BER h; A ruh-MUN; A TYO s A vie;  
 A BOH & A VIEs A tyo.

Italy (David Anderson) Retreats A tyo-PIE. F mid h /dis-  
 lodged, retreat to wes, naf, otb/; A PIE-tyo, s by A TRI; A VEN s  
 A tri; FLYO s French A mar.

Russia (Robert Lesco) Retreats F con-ANK. FNAT &  
 FIRI s German F bre-mid; A LPL looks at the clock and switches to  
 soda water; F ank-CON, s by F BLA & A SMY & A bul /dislodged,  
 annihilated/; A ARM s A smy; A RUM s A bul; A UKR s A rum;  
 A GAL s German A vie.

Turkey (Dave Elliott) Retreats A bul-GRE; F con-BULSC, s by  
 F AEG & A GRE.

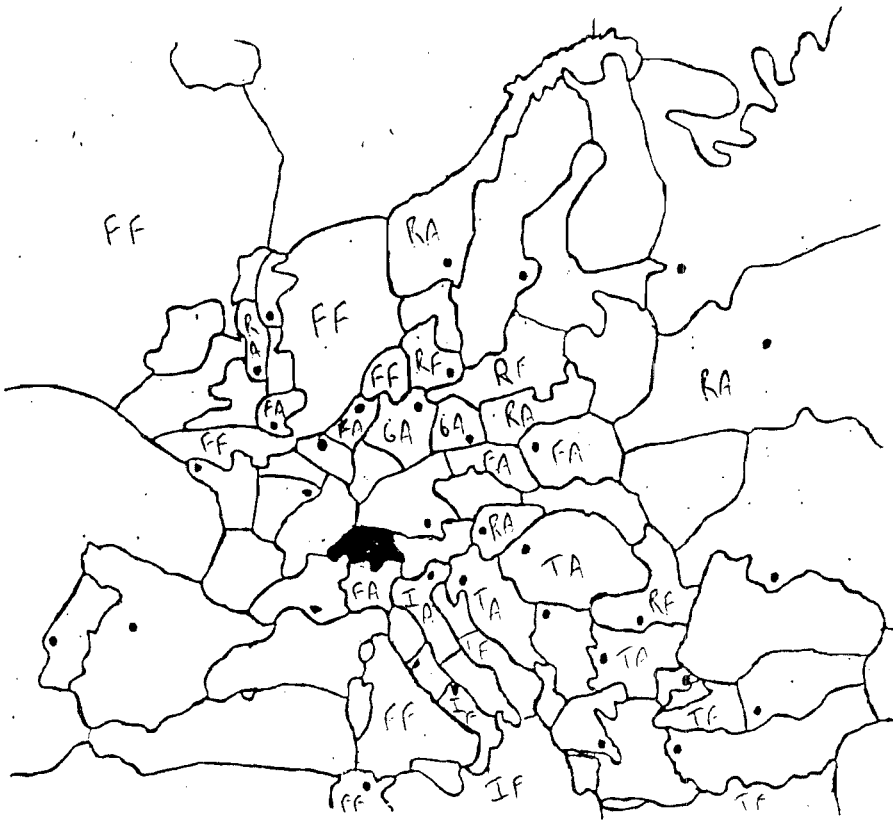
#### SC's AFTER 1908

A: bud, ser (2) Even  
 E: por (1) Even  
 F: spa, mar (2) Even  
 G: home, hol, bel, den, lon, bre, vie, par (10) Even  
 I: home, tun, tri (5) Even  
 R: home, swe, nwy, rum, lpl, edi, con, ank, SMY, 1a (12) +2  
 T: bul, gre, [smy] (2) -1

DEADLINE FOR WINTER 1908/SPRING 1909 IS:  
 MARCH 17, 1993

HAPPY ST PATRICK'S DAY!

Press for this game appears on the back page...



**1990CJ THE MERLE HAGGARD GAME**

FALL 1907 FRENCH OUTGUESS RUSSIANS AS GREAT BEAR TAKES A LICKIN' (BUT KEEPS ON TICKIN'...)

Austria (CD) A TYOh.  
 France (Gale Wetmore) Retreats F nth-HEL. F HEL-den; ENAT-lpl; F edi-NTH, s by FENG; A LON h; A HOL s German A kie; A SIL s German A ber; A WAR-mos; A PIE s Italian A rom-ven; FTYN & FTUN s Italian F apu-ion.  
 Germany (Bob Sorfleet) A KIE s French F hel-den; A BER s A kie.  
 Italy (Stuart Eves) A rom-VEN; F apu-ION, s by F NAP.  
 Russia (Randolph Smyth) F RUM h; A MOS-war; A VIE s Turkish A tri-tyo /mos; ANWY-edi, c by F nth /dislodged, retreat to yor, bel, ska, nrg, otb/ & s by ALPL: APRU-ber; FBAL-kie, s by EDEN.  
 Turkey (Graham Wilson) A tri-BUD; A alb-TRI; F aeg-CON; E adr-apu, s by a ven /dislodged, retreat to tus, otb/ & F ion /dislodged, retreat to gre, adr, aeg, alb, otb/; FEAS s F ion; A BUL uno (h).

SC's AFTER 1907

A: [vie] (0) OUT!  
 F: home, spa, por, (bel?), lon, mun, edi, hol, war, TUN (11/12) +1/Even  
 G: ber, kie (2) Even  
 I: rom, nap, [tun], VEN (3) Even  
 R: stp, mos, sev, rum, swe, nwy, lpl, [bud], den, VIE, (bel?) (10/9) Even/+1  
 T: home, bul, gre, ser, tri, [ven] BUD (8) E/+1/+2

THE DEADLINE FOR WINTER 1907 /  
 SPRING 1908 IS  
 MARCH 17, 1993

HAPPY ST PATRICK'S DAY!

Gale Wetmore 2235 Halifax Cr, NW, Calgary, Alberta T2M4E1  
 Bob Sorfleet 3420 Albion Rd, Ottawa, Ont K1V 8W3  
 Stuart Eves 24 Birch Rd, Burghfield Common, Reading, Berks RG7 3LT  
 Randolph Smyth #1221, 555 St Mary Av, Winnipeg, Man R3C 3X4  
 Graham Wilson 22 Magwood Ct, Toronto, Ont M6S 2M5

**1992AS THE DOLLY PARTON GAME**

Fall 1901 LOTS OF FAILED MOVES THIS TURN!

Austria (Vance Copeland) F alb-GRE, s by A SER; A BUD s A ser.  
 England (Bob Sorfleet) ENRG-nwy; A edi-DEN, c by FNTH.  
 France (Fred Wiedemeyer) F mid-POR; A mar-SPA; A BUR-bel.  
 Germany (Martin Phillips) A ruh-BEL, s by F HOL; A kie-MUN.  
 Italy (Nelson Heintzman) A apu-TUN, c by FION; A TRI-ser.  
 Russia (Grant Current) F bot-SWE; ARUM-sev; A gal-UKR; A STP-nwy.  
 Turkey (Bob Acheson) A arm-SEV, s by F BLA; A BUL-rum.

SC'S AFTER 1901

A: vie, bud, [tri], SER, GRE (4) Build 1  
 E: home, DEN (4) Build 1  
 F: home, SPA, POR (5) Build 2  
 G: home, HOL, BEL (5) Build 2  
 I: home, TUN, TRI (5) Build 2  
 R: stp, mos, war, [sev], SWE, RUM (5) Build 1  
 T: home, BUL, SEV (5) Build 2  
 Neutral: nwy (1) Total 34

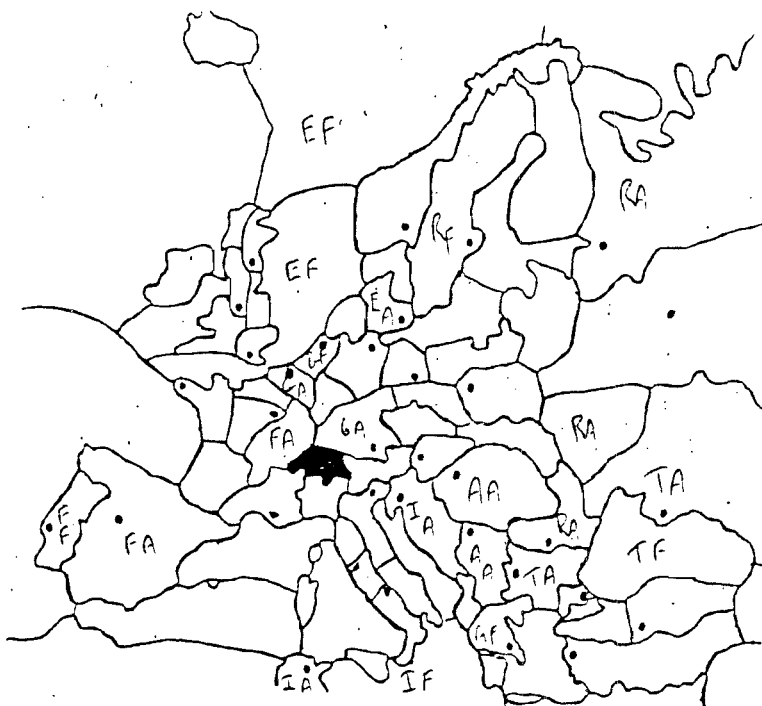
Note 1: centres in [ ] have been lost; centres which are capitalized and underlined have been gained.

Note 2: The datelines "GM" and "Barad-Tumberry" are reserved for the GM.

Note 3: Several of you cut it VERY close with this deadline. I strongly suggest that everyone send in a tentative set of orders as soon as you get your results. They can always be changed later (unlike an NMR!).

THE DEADLINE FOR WINTER 1901 IS  
 MARCH 17, 1993

HAPPY ST PATRICK'S DAY!



Vance Copeland 52 Steeles Av E, Hornby, Ontario L0P 1E0  
 Bob Sorfleet 3420 Albion Rd, Ottawa, Ontario K1V 8W3  
 Fred Wiedemeyer 7632 92 Av, Edmonton, Alberta T6C 1R4  
 Martin Phillips 31 Fearn Cr, Ajax, Ontario L1S 5L4  
 Nelson Heintzman Box 603, East Amherst, New York, 14051 USA  
 Grant Current 2135 Lynhaven Rd, Peterborough, Ontario K9K 1Y6  
 Bob Acheson 1.5715 92 Av, Edmonton, Alberta T5R 5C5

THE GARTH BROOKS GAME 1992AR

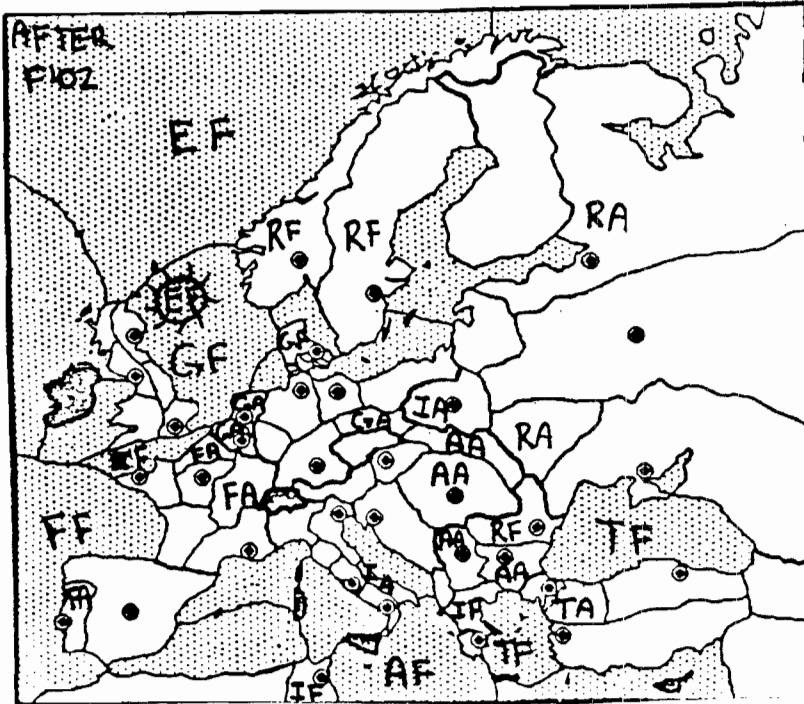
Thanks go out to Gary Behnen for the Boardman Number and to Mark Berch for sending along "Once Upon A Deadline"

I will separate the seasons upon receiving one request.

Deadline: The Friday before Cal's games come due (printed elsewhere in NF)

GM: Robert Lesco  
49 Parkside Dr.  
Brampton, Ont.  
L6Y 2H1

Plug: Check out Brent McKee's new 'zine, Making Love In A Canoe. He is looking for players and, being a long-time prominent hobby participant, he may soon have one of the best 'zines going.



WITCHES SNOOZE WHILE THE CENTRE OF THE BOARD EMPTIES!!!CENTRIFUGAL FORCES???

AUSTRIA(Fred Wiedemeyer 7632 92nd Ave., Edmonton, Alberta T6C 1R4)  
A GAL S Ita A Sil-War; A BUD-Rum; A BUL S A Bud-Rum; A SER S A Bul;  
F ION-Aeg;

ENGLAND(Bill Lafosse? 65 Barbara St., Trenton, Ontario K8V 1Z6)  
NMR! F ENG H; F NWG H; F Nth H (disl./ret Lon, Yor, Edi, Ska, otb);

FRANCE(Don Gill 40 Goldpine Ave., Courtice, Ontario L1E 1P2)  
A Spa-POR; F MAC-Bre; A PIC-Bre; A BUR-Bel;

GERMANY(Pierre Touchette 400 Rue Nadon, Buckingham, Quebec J8L 3X5)  
F Hel-NTH; F DEN S F Hel-Nth; A Mun-SIL; A Ruh-BEL; A HCL S A Ruh-Bel

ITALY(Bob Sorfleet 3420 Albion Rd., Ottawa, Ontario K1V 8W3)  
A Sil-WAR; F GRE S Aus A Bul; A Rom-APU; F Tyn-TUN;

RUSSIA(John McLaurin RR#3 Huntsville, Ontario POA 1K0)  
F RUM S Tur F Aeg-Bul(nso); A UKR S F Rum; F SWE S F Nwy; A Fin-STP;  
F NWY S Ger F Hel-Nth;

TURKEY(Jeff Hubbell? 5 Cambrai Dr. Toronto, Ontario M4C 2P7)  
NMR! F AEG H; A CCN H; F BLA H;

disl=dislodged;ret=may retreat to;otb=off the board;nso=no such order;

Would Melinda Holley(PO Box2793 Huntington, West Virginia USA 25725 please standby for ENGLAND?

Would Andrew York(PO Box 2307 Universal City, Texas USA 78148) please standby for TURKEY?

A big thank you to Mr. White for letting me dip into his standby list.

THE GARTH BROOKS GAME 1992AR (F'02 continued)

Supply Centres after 1902

- A: Home, Ser, ~~NWY~~, BUL (5) Even
- E: Home, ~~NWY~~, 1a (3) Even
- F: Home, Spa, POR (5) Build one
- G: Home, Den, Hol, BEL (6) Build one
- I: Home, Gre, TUN, WAR (6) Build two
- R: StP, Sev, Mos, Swe, ~~NWY~~, NWY, RUM (6) Build one
- T: Home, ~~BUL~~, 1a (3) Even

1a = 1 unit was annihilated

PRESS: GM-Pierre: It's a good thing you called. I still haven't received your letter.

Italy-Germany: It was nice to view the Silesian countryside while passing through: the people were very friendly to our tourists and we thank them for their hospitality. However, as was said last season, we can't stay: our destination lies to the East. Best wishes for the winter season and the coming year.

Russia-GM: Indeed bill has a valid point which points out one drawback of the "neutral orders in '01" school of thought. Could someone expound on it?

GM: Cal can probably defend the practice better than I. The "OUAD" package mentioned earlier comes down against it for the most part. Hey Cal, how about your comments?

Moscow-England:	Not	Not	GM:	Not	(It looked
	Especially	England		Emitting	like so
	Unfriendly	Usurping		Unit	much fun
	Thus	Today		Tasks	so I
	Responding	Rather		Rapidly	joined
	Anglo	Anglo		Aggravates	in)
	Letters	Liberating		Lesco	

Nothing personal, no bias, no partiality. You just happened to have an army in the country we wanted.

St. Petersburg, Oct 1902: The wonderful leader was studying his great maps, looking for his next brilliant move (not searching his mind for it, just looking about the room) when he suddenly heard the phone ring and upon answering it, heard the caller say, "My guitar wants to kill your mama!" He was visibly shaken, as there have never been death threats against his mother before. The police in St. Petersburg are investigating even now. Nothing is expected to come of it though. The rest of the Tsar's day was spent at the Eric Dolphy Memorial Barbecue.

GM: I love it! (RZZZZZ!)

Special note to Brent McKee(although others may learn from it also): This is not a sub-zine. It's not a sub-zine, it is a space-filler-thingee. I am guest-GMing for Cal which means he can name the game and spend the game-fees. In return he doesn't beat me up. Besides, a sub-zine would have a title.

BARAD-TURNBERRY: LET'S CALL IT "PRELUDE TO THE AFTERNOON OF A SEXUALLY AROUSED GAS MASK?"

15



Press for 1990CG

Lisbon (Reuters): The British Admiralty and Government-In-Exile today, after reviewing their admittedly poor situation, resorted to the ancient Druidic religion. In a hastily constructed stone circle near Lisbon, four men claiming to be Druids, chanted and read the entrails of wild boars. High ranking officials have confirmed the Druids were able to cast a "Protection From Germany" spell, lasting two turns with an eight percent effectiveness in the first turn and fifty percent in the second. The King was reported to be amused...

Lisbon (Reuters): The postal system is working in Lisbon. Rumours of its demise were fueled by a lack of letters received from Europe's major capitals (Constantinople, Vienna, Rome, Berlin, Moscow and Paris). However, of late, several letters from Mr Ed McMahon have been received.

Russia-Turkey: My German/English dictionary says it's "Lucke". What is your point, sir?

Russia-GM: we're in a very supportive frame of mind in Russia, as you can see. Won't you join us in a "group-hug"?

GM-Russia: Haven't you heard? Real Men Don't Bond...

Turkey-Russia: Just keep coming...

Press for 1990CJ

Italy-Turkey: Okay then, Pretty Please; (and, before you ask, Pretty Please with knobs on)!!

Italy-France: Hope my letter reached you in time.

GM-Italy: Given the eleventh hour phone call, I'd say you just made it.

Press for 1992AS

Turkey-France/England: You two wouldn't be game long allies now, would you?

Turkey-Italy: Nelson, a surprise attack in Spring 01? Careful now, Big Brother is watching.

Barad-Tumberry: That's okay, I don't mind...

Turkey-Russia: We can always talk!?

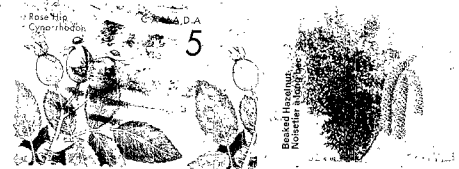
Turkey-England: Care to write one letter?

Turkey-France: Freddie, don't forget to wipe that grin off your face.

Turkey-Germany: Martin, go for Belgium!

Russia-Turkey: A big, happy smile to you, sir.

NORTHERN FLAME #39  
Cal White  
1 Turnberry Avenue  
Toronto, Ontario  
CANADA  
M6N 1P6



TRADE \_\_\_\_\_

SUB TO ISSUE

COMP \_\_\_\_\_

SEE PAGE

STANDBY