

# NO FIXED ADDRESS

is a magazine of postal Diplomacy, etc. (especially etc.) published by Steve Hutton

Permanent Address: 704 Brant St.  
London, Ont.  
N5Y 3N1 CANADA

Current Address: 103 Dumber Rd E  
Waterloo, Ont  
N2L 2E4 CANADA

(519)-434-7596

(519)-743-3994

10 issues cost \$6.50 in Canada, \$6.00US in the US, \$7.00US elsewhere.

You may notice a couple of things that are different about this issue. For starters, all of my US subscribers and hundreds of unsuspecting non-subscribers are getting this sent to them from New York City. That's because I'm going to be in NYC for the weekend of Nov 5-7. You should get the 'zine faster, and it's cheaper for me that way. The return address on the back is John Caruso & Kathy Byrne's place. I'm going to be seeing them this weekend. I'm looking forward to meeting them, seeing Phyllis's infamous room, giving Bloodsucker her birthday kiss, etc.

The next difference that you may notice is that my price has changed. The prices above are more realistic and will apply to all new subscribers and subscription extensions. Anyone who subbed at the old rates will still get these issues at the old price. (i.e. the price increase is not retroactive)

For those of you who haven't seen this 'zine before, perhaps I should explain a few things. The 'zine is called No Fixed Address because I move every 4 months. (My next move will be in late December.) I have no game openings and don't expect that I'll have any for quite a while. The one game inside that ended will likely be replaced by a couple of orphans from the Limestone fold. (They aren't exactly orphans, since John hasn't abandoned them.) If you really want to play in NFA, you can join my standby list. The standby list includes the likes of Dave Carter, Garry Paulson, Blair Cusack, Steve Colombo, Peter Ashley, Claude Gastron. Let me know if you want on or off. My games are run on 5 week deadlines.

I'm always looking for good (especially humorous) writing and illustrations. If you play your cards right, you can play a 10 issue subscription into several years' worth of NFA. If you send me anything that is not original, you must tell me where you got it from. I generally only print material that is original or from another Diplomacy magazine.

I hope you'll like what you see inside. I personally think that this is one of my better issues. If you think this issue's feature puzzle is too hard, blame Ron "Snafu" Brown who said that my first puzzle was easy.

What more can I say? I've got to fill the first page up, or everyone who sees this for the first time will say, "Gee. He's not much of a publisher if he can't even fill up the first page of the 'zine." So, I guess I'll just ramble aimlessly for a couple of lines until it's time to give the standard Calhauer/Avalon Hill/House of Games plug. Then, I'll be able to stop writing and you'll be able to stop reading. Look, I'm there now!

Diplomacy is a registered trademark for a game invented by Allan Calhauer, copyrighted by Avalon Hill, marketed in Canada by House of Games and played by all of us. The postal Diplomacy hobby is one big happy family!

((This is the first in a series of articles on the often neglected aspects of Diplomacy.)

Magic & Diplomacy by Arthur Majoor

It is well accepted that the use of magic in warfare is a longstanding, and indeed, common practice. The Greeks read chicken entrails to foretell the outcome of battles. Celtic tribesmen had symbols of power and protection tattooed onto their bodies. More recently, Hitler often consulted horoscopes before embarking on a new project. As late as 1979, the Pentagon was reported to have spent \$6 million on paranormal or psychic warfare research, as well as paying out \$10 000 per year to psychics to detect Soviet submarines.

Well, if magic has seen such a long history with war, might it not apply to wargaming as well? After all, putting a small hex on your opponent would have the same effect as putting a large hex on a real army. (Scale is important here. With Panzerblitz, a company sized curse will do, while in Third Reich, you would have to curse an entire country in "real life".)

Think also of the satisfaction of seeing your opponent writhe in real pain while you beat him, as opposed to some mental anguish if you beat him normally.

Like most good things, magic has its drawbacks! These fall into three main categories: religious, range and control.

Most magic is religious in nature, and requires that the user, and often the victim believe in certain things. Pointing a magic bone at your opponent and chanting the Aboriginal death spell is unlikely to work in Canada, for example. ((It's always worked for me!)) Consider some of the implications. You must first become converted to some religion, and then you've got to convert your victim. This often tips him off th what you are doing and can result in some powerful anti-magic being performed on you. Deprogramming is not nice, I've heard.

The range drawback is more limiting in some ways. The vast majority of spells require a component from the victim (such as hair, sweat, blood or clothing) thus ruling out the use of such spells in PBM games. Another side effect is that the GM will sometimes intercept the spell, with disastrous results on the game...((See house rule 14689.2: If the GM is incapacitated by a spell or curse which you have cast upon him, he may cast a counter-spell which will cause your units to hold for the rest of the game.))

→ Controlling the spells is often the most difficult part of magic. It is a tendency of beginners to use magic which is more powerful than necessary, often causing a boomerang effect. Invoking Cthulhu against an opponent is definitely in this class.

No doubt readers of this magazine will wonder about the usefulness of magic considering the above objections and limitations. Some new research has shown ways to get around these limitations, particularly in PBM games.

The most promising aspect is the use of the chemical DMSO along with potions. It is generally accepted that the active ingredients of a potion (eye of newt, wing of bat,...) must be absorbed in the blood stream in order to work. Suspending a potion in DMSO allows it to be absorbed through the skin. In practical terms, this means you can paint a letter with the compound, rather than attempting to send a vial via Canada Post and waiting a mail truck. This also avoids the old problem of getting him or her to drink the damned stuff. This form of chemical warfare is also very easy to control, acting only on a spot target, so to speak.

# \$AUCTIORS\$

Since nobody bid on last month's auction item, I guess I'm stuck with it. Perhaps there will be more interest in this item...

Item 3: Your very own copy of Mos Eisley Spaceport, Irksome issue. I got an extra copy, so I'm willing to part with this gem. It's two sides of a page, complete with pictures, cartoons, and John Michalski's writing. John publishes MESS every so often and gets other publishers to insert it into their 'zines. This last one appeared in Irksome. This item is certain to be a collector's item. Be the only kid on your block to have one!

Minimum Bid: 5¢

((Magic & Diplomacy, continued))

It is unfortunate that in these so-called modern times, most useful ingredients of spell potions have passed out of existence. Whales, for example, are almost extinct, and a great many animals and plants no longer exist. ((Can you imagine trying to mix a whale into a potion?)) It would be very immoral for me to suggest looking up spells calling for snail darters, Panda's blood, rhino horn or components of other endangered species. A good potion to start with is the one given in Macbeth (although I cannot vouch for the availability of some components like "Blood from blaspheming Jew"...). This potion should give the imbiber certain insights about the future, though they may be limited to the succession of British royalty.

Other magical methods include sending your opponent's mailing address to the Unification Church of Sun Myung Moon ((or Eric Ozog)). The unfortunate victims will often lose their minds within 2-5 weeks ((even less time with Ozog)).

Another is openly plotting behind the opponent's back. This often brings out the best paranoid symptoms in people. Think about how your opponent would play if he were convinced that everybody was "out to get him". It is important to remember that in this game people really are out to get you, one way or another...

You could also send confusing letters. This is the modern equivalent to chanting spells, curses or hexes upon people. A flood of letters, often in conflict with each other, is the equivalent to a "spell of confusion". With any luck, all of the players will be paralyzed with indecision and unable to take effective action. Sending no letters at all is another, cost-effective way of doing this.

In conclusion, magic can add a whole new dimension to your game (perhaps an astral one, for example), as well as being an exciting (!) hobby on its own. It should be used carefully, and discretely as overuse will tend to spoil the game, while creative and subtle spell use will enhance your game and help you become a winner.

((Next issue: Photography & Diplomacy))

The square root of -69 is "1 8 something" (that's a joke, get it?)

What's brown and sits on a piano bench?.....Beethoven's Last movement.

Why did the punk rocker cross the road?.....Because he was stapled to the chicken.

Happy birthday to you. Happy birthday to you. Happy birthday dear Kathy.  
Happy birthday to you.

Houserules

First, I'd like to thank Ben Schilling and Michael Kortzen for pointing out that "stare decisis" is a legal term which means that precedents will be followed. I guess I can agree with that.

When I started the 'zine I just had 3 Passchendaele orphans and everybody had a copy of Passchendaele's houserules. I said that I'd run the games by the Passchendaele houserules with a few exceptions. But, since more and more people are playing in NFA who don't have copies of P's houserules, I'm going to make up a formal set of houserules of my own. I hope to have them ready for next issue.

Dave Carter has suggested that I change the following section of my rules: ...If you intend to deliberately misorder a unit, write '(misordered)' after it. I will interpret 'misordered' to mean "I assume you will rule that this order is ambiguous. If not, please change it to something similar that is ambiguous."

This situation should be quite rare, but it could happen. Suppose that you have told your ally that you're going to order A Rum-Bul, but that you don't want to. You could send in the order "A Rum-Bug" hoping that the GM call your order impossible. In that case, your unit gets to hold, and you can say to your ally, "Gee, I must have spelled Bul wrong, I really intended to order A Rum-Bul..." The problem is that the GM may feel that 'Bug' is an unambiguous abbreviation of 'Bulgaria' in which case A Rum-Bug is treated the same as A Rum-Bul. Most GMs (I think) would allow you to make a list of orders conditional on whether or not they are ambiguous. Thus, you could order "If 'A Rum-Bug' is ambiguous; A Rum-Bug. Otherwise, A Rum-Bux...". The list of conditions could conceivably be infinitely long. What my house-rule offers is the chance to avoid having to list an infinite number of conditions. If you order 'A Rum-Bug(misordered)' and I think that A Rum-Bug is unambiguous, I would change it to say 'A Rum-Bux' which is ambiguous. (I do think that A Rum-Bug is unambiguously A Rum-Bulgaria.) I don't think that I'm changing anyone's orders since they have explicitly stated that they want a unit misordered.

I'd like to hear any comments you have on this rule. If many people still dislike it, I won't include it in my houserules.

Contests: You have until Dec 2 to send me your idea of why I move every four months. I already have submissions from Scott Hanson and Arthur Major. The best suggestion gets 5 free issues.

Conventions, etc.: Over the last month, I missed Kalamazoo Kon and a Byrnecon both on the same weekend. I also won't be able to attend next weekend's Wintercon in Detroit. (I've managed to get a nearly free trip to Nova Scotia that weekend.) I will be at Origins/Dipcon/Michicon next year, and I hope I'll be able to make next April's Kalamazoo Kon.

A Bad Joke That I Made Up Myself: I lived in San Francisco for a couple of months last year. As you probably know, they have a lot of strange religious cults in San Francisco. One of the newest and strangest cults is the "spongeheads". They got this name because they wear sponges on their heads and, indeed, their entire bodies. Whenever four of them bump into each other, they immediately stretch out their hands and form an oval. Now, I'm quite used to this now, but when I first came to San Francisco and saw these spongeheads forming an oval, I had to ask "Who are those four porous men of the ad hoc ellipse?" ((Sorry!))

A Star Trek Satire

((This is sort of the first play I've ever written. You see, it's sort of a play and it's sort of my first. It was performed at a variety show put on by the graduating class of my high school. Since I wrote it, I got to play Kirk. Arthur Majoer (who has an article elsewhere this issue) was Spock, and Bill Brown and Antony Chodas (both of whom have promised to write for future issues) were also in the cast. Our high school was small, so we had to do a rewrite when we couldn't find a black female to play Lt. Uhuru. I hope you like it.))  
 (Taped opening from show.) (Open curtain.)

Kirk: Captain's Log stardate 5235.1. The Enterprise is being held by a strange type of force field. The force field seems to originate from a large alien vessel. Ten crew members were injured in the collision with the force field. Because Communications Officer Uhuru was among the injured, Yeoman Rand is filling in. ((You know the real reason!)) We are attempting to initiate communication with the alien vessel. Yeoman Rand, open hailing frequencies.

Rand: I have, Captain. No response.

Kirk: (into his chair) Mr. Scott, can you get us out of this force field?

Scott: (from off-stage microphone) I'm tryin' Captain but the warp drive isn't functioning properly.

Kirk: Keep working on it.

Scott: I will, Captain.

Rand: I have visual, now Captain.

Kirk: Put it on the screen. (All stare at the 'screen' which is above the heads of the audience.)

Spock: Fascinating. The crew seems to be composed entirely of human females.

Chkov: They're naked, too Captain.

Sulu: I want the little geisha girl on the left!

Kirk: Calm down. It could be a trick. I'd better get a medical opinion.

(into chair) McCoy to bridge. (enter McCoy and Chapel) (McCoy looks

at screen, interested) (to McCoy) We need your professional opinion, Bones.

McCoy: They're definitely female, Jim.

Spock: Very observant, doctor.

Kirk: (to Rand) Can we get audio yet?

Rand: It's very weak. They seem to be saying that they need a man, Captain.

Chkov: Request permission to go on this dangerous mission!

Sulu: No, I'll take the risk -- I'm more expendable.

Kirk: No, this is too important. I'll have to go myself.

Rand: ...uh Captain...they don't want you sir.

Kirk: What?? Who do they want?

Rand: They want (puzzled -- pauses) Dr. McCoy, sir.

Kirk: Are you sure they said Dr. McCoy???

Rand: I'm sure, Captain.

McCoy: I'm a doctor not a gigolo, damn it!

Spock: Doctor, I would have expected you to be enthusiastic at the opportunity to explore new medical horizons.

Chkov: I'll explore their horizons, Captain.

Kirk: No, I'm afraid it will have to be Dr. McCoy. Be careful, Bones.

McCoy: I will, Jim. Nurse Chapel, you're in charge of the sick bay while I'm gone. (exits) (Nurse Chapel wanders over to Spock)

Chapel: You look ill, Mr. Spock. How about a physical?

((continued next page.))

Spock: I assure you that I'm in excellent physical condition.

Chapel: That's why I want to examine you, Mr. Spock!

Kirk: Take it easy, Nurse Chapel. No sex during the family hour.

Rand: No sex???

Kirk: Well, we can bend the rules a little. (motions to doors) (exit Kirk and Rand) (everyone switches chairs.)

Spock: Mr. Chekov, are there any other alien vessels in the vicinity?

Chekov: No, Mr. Spock. Just us and the women.

Spock: I would have expected Klingons in this quadrant.

Sulu: They've probably gone to McDonalds. ((At this time, McDonalds had just started selling their Star Trek Meal which was advertized by Klingons.))  
(enter Kirk, not at all fatigued) (all return to original chairs)

Kirk: Did I miss anything, Mr. Spock?

Spock: No, captain. (enter Rand, totally exhausted with her hair and clothes messed up -- a total wreck)

Chapel: Are you alright, Yeoman?

Rand: I'm fine honey, just fine.

Kirk: Try to re-open communication.

Rand: Sure thing, sugar.

Spock: Yeoman. According to the Starfleet Manual, a starship captain is to be addressed as "Captain" or "sir". "Sugar" is not considered appropriate.

Chapel: Oh Spock! Don't be such a jerk. It's bad enough that you only get the urge once every seven years, but do you have to be such a clone?

Spock: A clone? I assure you that my genetic material is uniquely mine.

Chapel: Ooh! (storms off stage)

Rand: A message is coming in, Captain. It's from Dr. McCoy.

Kirk: Put it on the screen. (all look at 'screen')

McCoy: (off-stage mike) Hi Jim.

Kirk: How's it going, Bones?

McCoy: It's great, Jim. I just called to warn you that the commander is pretty unpredictable. She could decide to blow the Enterprise any time. Escape as soon as you can.

Spock: I would have thought the doctor would somehow manage to keep the commander occupied.

McCoy: Damn it, I've tried Spock, but the woman can never get enough.

Kirk: We can't leave without you, Bones.

McCoy: I'll never forgive you if you 'rescue' me from this ship full of beautiful women.

Kirk: You'll get a commendation for this heroism, Bones.

McCoy: I don't want a medal, Jim. I'm happy to be able to serve the Federation. —oh, she's coming back...

Kirk: That's a real hero.

Chekov: Request permission to be heroic, Captain.

Kirk: Control yourself, Mr. Chekov. (into chair) Scott to bridge. (enter Scott) Any progress, Scotty?

Scott: No, Captain. The force field is just too powerful.

Spock: Have you considered reversing Electromagnetic valve number 31?

Scott: Mr. Spock! That'd blow us clear to Edinburgh!

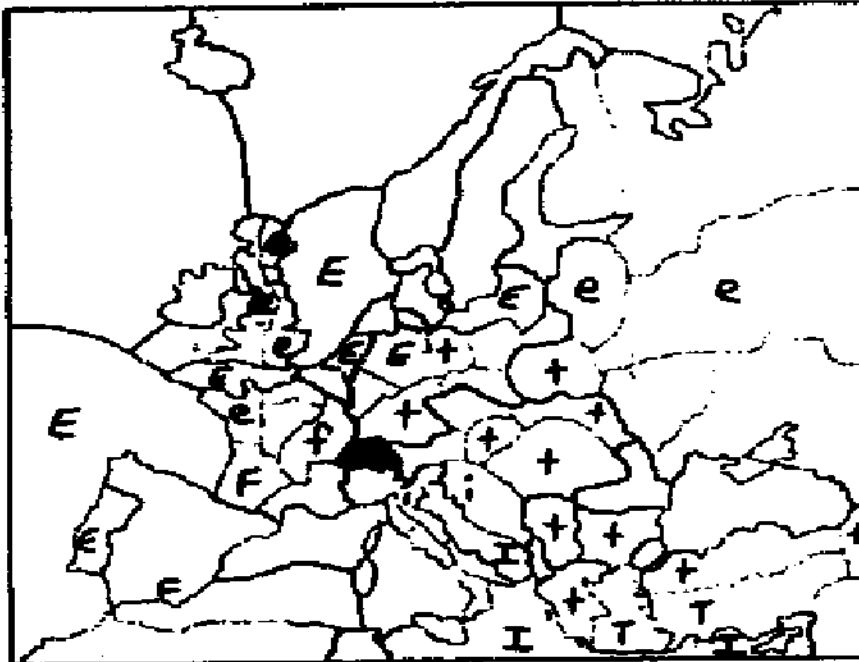
Spock: The probability of destruction is approximately 36.89%.

Kirk: Well, Scotty, would it supply the necessary power?

Scott: That it would, but I don't like it. The engines would be irreparably damaged.

Kirk: We'll have to risk it. There's no other way.

((exciting conclusion, bottom of page 10))



The concession vote was Yes: 1; No Vote (Yes): 2, No: 1. Thus, the concession failed. Italy wants it known that he voted Yes.

A season separation was requested due to the complexity of removals, etc. It seems justified, so I have only adjudicated Fall 1910 and Winter 1910. An ET ((go home?)) draw has been proposed. The deadline for Spring 1911 and the draw vote is December 9, 1982. Everyone already has some sort of orders on file, so at least there will be no NREs.

As of November 28, Steve Berrigan's address will be 100 Leacock Drive/ Kanata, Ont/ K2K 1S6 CANADA.

Fall 1910/Winter 1910 only: **HOW BORING!**

England: Build A Lon, A Edi, A Liv. (that's Al Hoffman)

France (Peter Ashley): F Bre rat -Gas.

Italy (Dave Carter): A Via rat -Boh. Remove A Boh, A Syr.

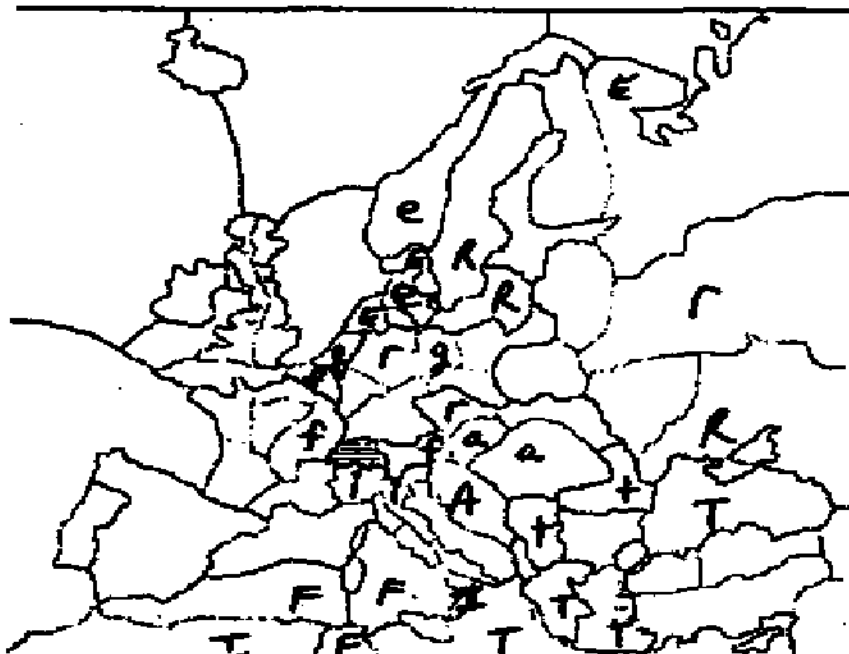
Turkey (Steve Berrigan): A Moe rat -War. Build A Con.

Note: The season separation creates a strange situation for the draw vote. If everyone votes Yes, the draw vote will pass. If anyone votes No, the draw vote will fail. If no one votes No, but some people don't vote, the draw will automatically be re-proposed next season. The reason for this is that some of you may be happy with the orders you've already sent in for next season and not want to send in orders again. I don't think a draw vote should pass just because no one sent anything to me next month.

Most of the problems associated with the Passchendaele fold have already been cleared up. But, some people still need game statistics for former Passchendaele games. I have no stats for 1979AB before 1906. It was in Toronto Telegram for at least part of that period. Ron "Snafu" Brown needs game stats for 1976CX before it was in Electra Glide Blue. I think that it was in Janus for its earliest seasons (these would be around 1976, of course.)

If you can dig up those statistics and send them to me, I would be most grateful. I can forward the 1976CX stats to Ron. What we need are player lists and SC charts (the sort of information that is in the 1980IH game wrap-up in this issue).

If any other GM needs stats from Passchendaele, Electra Glide Blue, or Can Grano Salis, I can probably supply them.



Neither the Turkish player of record nor the Turkish standby submitted orders. The replacement (not just standby) for Turkey is Claude Gautron/620 rue St-Jean-Baptiste/Winnipeg, Manitoba/R2H 2Y1 CANADA. Thanks to Steve Colcabo for unneeded German standby orders. Claude, you will find every address on page 4 of NFA #1 or page 3 or 6 of NFA #2.

It appears that Blair Cusack's address is c/o General Delivery//Revelstoke BC//VOE 2S0 CANADA, as on the NFA #2 errata sheet.

The deadline for Winter 1904/Spring 1905 is December 9, 1982.

#### Fall 1904: EUROPE IS SHAKEN BY AUSTRIAN AND TURKISH REVOLUTIONS

Austria (Michael Kortzen): A Gal-Vie; A Bud S A Gal-Vie; A Tri S A Bud (No Such Unit); F Tri H unordered.

England (Peter Ashley): F StP(nc) H; A Nvy-Swa; F Nth-Sks; A Den H; F Hal S A Den.

France (Dave Carter): F Was-Mid; F Lyo-Tyr; F Tum S F Lyo-Tyr; A Pie-Tyrolia; A Bur-Mun; A Bel S ENGLISH F Nth-Hol (No Such Order).

Germany (Blair Cusack): A Ber-Kie; A Hol S A Ber-Kie.

Italy (Al Hoffman): F Tum ret -NAf. F NAf-Mid; F Nap S TURKISH F Ion-Tyr (NSO); A Tus-Pia; A Ven S A Tus-Pia.

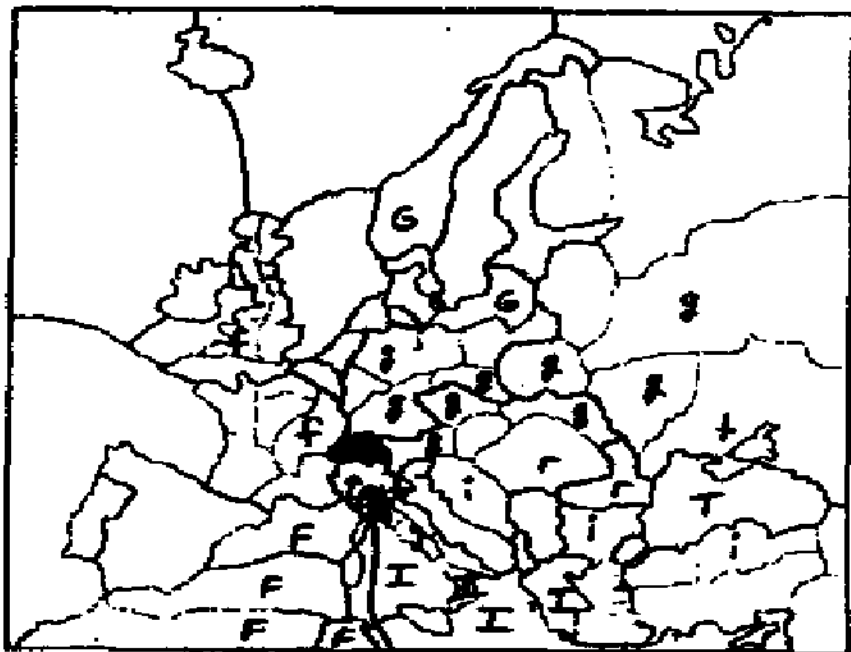
Russia (Bob Acheson): F Den ret -Bal. A Kie-Ber; A Boh-Mun; F Sev S AUSTRIAN ...A Gal-Rum (NSO); A Mos S F Sev; F Bal S A Kie-Ber; F Swa-Den.

Turkey (Spiridon, Mervin, Claude Gautron): NAf; A Rum H; A Sar H; F Ion H; F Bla H; F Crs H; F Aeg H.

#### 1904 SG Chart

Austria: Home (3) ...Even  
 England: Home, Nvy, StP, Den (6) ...Build 1  
 France: Home, Spa, Por, Bel, Tum (7) ...Build 1  
 Germany: Ber, Hol, Kie (2) ...Even, as one more unit retreated OTB than necessary.  
 Italy: Home, Tum (3) ...Remove 1  
 Russia: Mos, War, Sev, Swa, Mun, NAf, Kie (6) ...Even  
 Turkey: Home, Gre, Bul, Sar, Rum (7) ...Build 1, as played one short.  
 ((Press on page 10))





A France-Germany draw was proposed last issue. The vote is Yes: 3, No vote (yes): 2, No: 0. Thus, the draw PASSES!

I'd like to thank the players for never MISSING in the seasons that I GMed. If only I could say the same for the players in my other games!

I hope that you will all send in end-game statements. The deadline for end-game statements is December 2, 1982 (a week before my game deadline).

**DO NOT DITHER TAKE NOTE: THIS GAME IS NOW OVER!**

I almost forgot — Germany and Russia asked me to make it public that they voted YES.

Winter 1985/Spring 1986: NOT WITH A BANG, BUT A WHIMPER.

France (Don Tinker): F Maf-Tun; F Wes S F Maf-Tun; F Lgo-Tyh; F Mid-Maf; A Pie-Van; A Ivo S A Pie-Van (ret -Pie, OTB); A Bur H; A Wal H.  
 Germany (Dave Carter): Build A Mun, A Ber. A Mun S A Tyr; A Tyr S FRENCH A Pie-Van; A Mos S A War-Ukr; A Gal S A War-Ukr; A War-Ukr; A Sil-Boh; A Ber-Sil; A Kia H; F Wey H; F Bal H; A Pre-War.  
 Italy (Bob Achason): Build A Rom (plays two short). F Tyr S F Iop-Tun; F Iop-Tun; F Nap S F Tyr; A Bul S RUSSIAN A Rom; A Con-ank; F Ang-Gre; A Tri-Tyr; A Van-Tus; A Rom S A Van-Tus.  
 Russia (Steve Berrigan): A Mos ret -OTB. A Bud S A Rom; A Rom S A Bud.  
 Turkey (Steve Colombo): Remove A Arm. A Sev-Rum; F Bla S A Sev-Rum.

#### Press

((Italy)) Italy proposes a) a concession to Germany; b) French/German draw.

Head Anarchist: You're right on the top of things, as usual, Bob.

#### Game End Statistics for 1980IN

TZines: Assorted Garbage to W02; Panschaussale to S05; No Fixed Address to the bitter end.  
 GMs: John Lipscomb to W02; Francois Coerrier to S05; Steve Button to the bitter end.

Austria: Neutral\* to W01; Gene Boggess (out '03)  
 England: Joseph Petria (dro W02); Mike Carrol (out '03)  
 France: Don Tinker 2-WAY DRAW

\*The player of record for Austria was Don Norman, but he never submitted orders. Neutral orders were used for S01(A via b; F tri-alb; A bud-ser) and F01(a via tri; f alb-gre; a ser s f alb-gre).

((CONTINUED TOP OF PAGE 10))

## 1980KH Game End Stats, continued

Germany: Dave Carter 2-WAY DRAW  
 Italy: Bob Acheson LOSES  
 Russia: Gary Fairburn (res P04); Steve Barrigan LOSES  
 Turkey: Dan Falter (dro WQ2); Clive Tonge (dro P03), Steve Colombo LOSES

SC Chart

	01	02	03	04	05	
Austria:	3	1	0	-----		
England:	4	1	0	-----		
France:	4	6	9	8	8	2-WAY DRAW
Germany:	5	6	7	9	11	2-WAY DRAW
Italy:	5	6	7	10*11**		*means played one unit short
Russia:	6	8	7	4	2	
Turkey:	5	5	4	3	2	

## 1980KH continued (Press Releases)

Russia-Austria: Need an ally?  
 Russia-GM: You should feel fortunate that you've never played in a game with Hutton!  
 Head Anarchist: But I have played in many games with Hutton. For some reason, I've never gotten a letter from him.  
 Berlin: Take that, ...and that and that...and that centre too you Russian schweinhardt...!  
 ((Russia)) We are pleased to announce that the current 5-year plan shows clearly that we can expect a one-fifth increase in military production this fall! Another triumph for the Socialist system! Unless, Lenin forbid, England and Germany join capitalist lackey forces and wipe us off the European map. Nah! Never happen! end of message - - - -  
 Head Anarchist: Glad to see that you guys are writing press releases now. Just a reminder that you can write black press. i.e. you can use a dateline from someone else's country, and you can even use my dateline (Head Anarchist) and my double parentheses.

((exciting conclusion to Star Trek satire))

Scott: Aye, Captain. (exits)  
 Kirk: Mr. Sulu, lock in a heading of 4-2-6-point one.  
 Sulu: Course locked in.  
 Kirk: Ready when you are, Mr. Scott!  
 Scott: (off stage) Here goes. (crew shakes, some fall out of chairs)  
 Kirk: (to chair) We made it, Mr. Scott. (to Chekov) Damage report.  
 Chekov: No major damage, Captain.  
 Kirk: (to chair) Any injuries, Nurse Chapel?  
 Chapel: (off stage) None, Captain.  
 Kirk: Mr. Sulu, lock in a heading of 8-9-7-point five.  
 Sulu: Course locked in. Where are we heading, sir?  
 Kirk: Loblaws.

((the end))

# ? PUZZLES?

First off are the solutions to the puzzles from NFA #2. The cryptogram was "Everie married woman shall be free from bodilie correction or stripes by her husband, unlesse it be in his owne defence upon her assalt. If there be any just cause of correction complaint shall be made to the Authoritie assembled in some Court, from which onaly she shall receive it." from the Body of Liberties of Massachusetts Bay. As I promised, it was a simple substitution cryptogram with a little trick (that it was written in old english). The only solution came from Carrol Colombo who is, appropriately, a 'married woman' herself.

The other puzzle had the solution "M: I ask for nothing, Master. F: And you shall receive it in abundance!". It comes from a conversation between Magenta and Frank in The Rocky Horror Picture Show. The only correct solution came from Dave Garter who asked that, instead of giving him free issues, I not write an article for his magazine. Dave will be happy to know that the article is already not written and has been not sent to him. I work fast! Moonie got the source of the quote, although Dave guessed that it was a conversation between Dick Martin and Julia Glass.

This issue we have two puzzles, once again. The first is a submission by Bill "five free issues" Becket. There are two sets of clues — forwards and backwards. The word given by a clue starts at the position indicated and goes as long as necessary. Sometimes, words will overlap.

  K  U  R  U  B  L  A  S  E  E  I  U  R  E  
  1  2  3  4  5  6  7  8  9  10 11 12 13 14 15 16

Forward

Backward

- |                                       |  |
|---------------------------------------|--|
| 1. So cold, lose "p"                  | 16. before Germany                         |
| 3. a piece of frat Greek              | 15. industrial zone                        |
| 4. Babylonian rival                   | 13. salt air with bite                     |
| 5. Shakespearean "Catch 22"           | 12. Napoleonic hideaway                    |
| 7. tall all                           | 10. Calhoun borrowed from <u>Monopoly!</u> |
| 8. black dog                          | 9. Red China's ally                        |
| 9. Company "A"                        | 8. British currency                        |
| 10. too much i                        | 7. red wine                                |
| 13. Ben the chariot man               | 5. hot toddy                               |
| 14. Wippy's gratitude after a hamburg | 3. the beer capital                        |

Some of the clue answers are related to Diplomacy. If you want a real challenge, try it with only the forward clues. Three free issues for the first correct solution. (An extra issue if you can explain to me what the clue for 10 forward means. I still haven't figured it out!)

The next puzzle is the type that you are all too familiar with by now. As usual, it has nothing to do with Diplomacy. This time, it's a lot longer, and I think it's a lot harder. Most of the clues this time are joke definitions of the words to the right. Each of the words to the right is an actual English word.

1. Dr. Kildare's monogram
2. Chinese teenagers

  D  E  C  A  Y  
10 83 211 213 23

184 128 147 6 63 153 54 112 177 37

- |  |   |
|--|---|
| 3. knighted for his cloth                              | <u>163</u> <u>17</u> <u>99</u> <u>156</u> <u>167</u> <u>90</u> <u>134</u>                                 |
| 4. no quiche ester!                                    | <u>49</u> <u>137</u> <u>171</u> <u>22</u> <u>100</u> <u>43</u> <u>115</u>                                 |
| 5. obscure — all 144 of them                           | <u>73</u> <u>192</u> <u>126</u> <u>180</u> <u>61</u>  |
| 6. neither white nor 'in'                              | <u>65</u> <u>119</u> <u>26</u> <u>109</u> <u>183</u> <u>215</u> <u>105</u> <u>87</u>                      |
| 7. looks after pope                                    | <u>29</u> <u>77</u> <u>91</u> <u>199</u> <u>48</u>  |
| 8. how you solved my last puzzle                       | <u>159</u> <u>72</u> <u>142</u> <u>121</u> <u>86</u>  |
| 9. Praise? No, actually, just the opposite             | <u>13</u> <u>144</u> <u>199</u> <u>60</u> <u>127</u> <u>174</u> <u>49</u> <u>151</u> <u>189</u> <u>94</u> |
| 10. Buy a little? No...                                | <u>202</u> <u>67</u> <u>143</u> <u>164</u> <u>207</u> <u>196</u> <u>107</u> <u>116</u>                    |
| 11. party for the 'in' crowd                           | <u>33</u> <u>84</u> <u>36</u> <u>172</u> <u>209</u> <u>175</u>  |
| 12. not dat group                                      | <u>18</u> <u>194</u> <u>138</u> <u>69</u> <u>165</u> <u>55</u> <u>206</u>                                 |
| 13. arithmetic for parrots                             | <u>60</u> <u>203</u> <u>157</u> <u>198</u> <u>100</u> <u>200</u> <u>129</u> <u>46</u>                     |
| 14. And the policeman replied, "I am not!"             | <u>53</u> <u>131</u> <u>82</u> <u>204</u> <u>22</u> <u>3</u> <u>75</u> <u>7</u>                           |
| 15. the prisoners' theatre probably has one            | <u>39</u> <u>58</u> <u>15</u> <u>103</u> <u>202</u> <u>32</u> <u>1</u> <u>60</u> <u>27</u>                |
| 16. I know what that round thing is, it...             | <u>35</u> <u>8</u> <u>21</u> <u>130</u> <u>110</u> <u>78</u>  |
| 17. "Let's get small" "Okay, let's..."                 | <u>141</u> <u>5</u> <u>170</u> <u>152</u> <u>162</u> <u>25</u> <u>181</u> <u>98</u>                       |
| 18. goes in da socket                                  | <u>193</u> <u>19</u> <u>127</u> <u>33</u> <u>97</u> <u>113</u> <u>93</u>                                  |
| 19. vampire's toast                                    | <u>154</u> <u>71</u> <u>132</u> <u>120</u> <u>179</u> <u>2</u> <u>41</u>                                  |
| 20. how the musician was paid                          | <u>82</u> <u>160</u> <u>57</u> <u>125</u> <u>169</u> <u>70</u> <u>24</u> <u>50</u>                        |
| 21. crazy movement                                     | <u>217</u> <u>140</u> <u>39</u> <u>14</u> <u>49</u> <u>81</u> <u>188</u> <u>11</u> <u>191</u> <u>178</u>  |
| 22. for making light cloth, I suppose                  | <u>212</u> <u>47</u> <u>182</u> <u>51</u> <u>205</u> <u>133</u> <u>88</u> <u>199</u>                      |
| 23. You know, most people can do it without assistance | <u>42</u> <u>96</u> <u>22</u> <u>60</u> <u>100</u> <u>114</u> <u>185</u> <u>40</u>                        |
| 24. slender monarch                                    | <u>149</u> <u>122</u> <u>11</u> <u>201</u> <u>183</u> <u>130</u> <u>34</u> <u>146</u>                     |
| 25. what you probably did to my last puzzle            | <u>106</u> <u>62</u> <u>9</u> <u>216</u> <u>79</u> <u>97</u> <u>92</u> <u>190</u> <u>111</u> <u>45</u>    |
| 26. What floor cleaner would you use on that?          | <u>16</u> <u>135</u> <u>32</u> <u>44</u> <u>194</u> <u>170</u> <u>66</u>                                  |
| 27. swerve again                                       | <u>80</u> <u>208</u> <u>4</u> <u>124</u> <u>99</u> <u>28</u>  |
| 28. what she had left after selling her dresses        | <u>186</u> <u>52</u> <u>197</u> <u>138</u> <u>210</u> <u>12</u> <u>5</u>                                  |
| 29. why guys go to the beach                           | <u>150</u> <u>1</u> <u>195</u> <u>64</u> <u>180</u> <u>158</u> <u>73</u> <u>95</u> <u>56</u>              |

- 30. what they did to the movie in Boston 168 101 20 10 152 139
- 31. what Bri'tish mothers tell 'are kids to do 104 151 116 74 52 173 7
- 32. minussed? 161 85 38 82 119 128 35 112 67 29
- 33. separates my yard from my neighbour's 108 214 89 28 143 121 155
- 34. song by The Cars 211 187 123 76 148 31 117
- 35. animal that's not old 118 102 210
- 36. search, for silver perhaps 176 204 68 36
- 37. 6 consecutive strike-outs 24 136 59 9 168 208 34 17 145 91

"	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20	21	22	23	Y
24	25	26	27	28	29	30	31	32	33	34	35	36	37	38	39	40	41	42	43	44				
45	46	47	48	49	50	51	52	53	54	55	56	57	58	59	60	61	62	63	64	65	66	67	68	
69	70	71	72	73	74	75	76	77	78	79	80	81	82	83	84	85	86	87	88	89	90	91	92	93
94	95	96	97	98	99	100	101	102	103	104	105	106	107	108	109	110	111	112	113					
114	115	116	117	118	119	120	121	122	123	124	125	126	127	128	129	130	131	132						
133	134	135	136	137	138	139	140	141	142	143	144	145	146	147	148									
149	150	151	152	153	154	155	156	157	158	159	160	161	162	163	164	165	166	167						
168	169	170	171	172	173	174	175	176	177	178	179	180	181	182	183	184								
185	186	187	188	189	190	191	192	193	194	195	196	197	198	199	200	201								
202	203	204	205	206	207	208	209	210	211	212	213	214	215	216	217									

As you can see, I really went wild on this one! Note that 6-10 and 11-12 are two different words and there is no punctuation mark between them. If a clue starts with a capital letter, it's not a definition. (The only exception is clue 2 which starts with a capital 'C' and is a definition.) You'll earn 10 free issues if you send me the first postmarked solution to this puzzle. You get an extra 5 if you're the first person to give me the author and work from which the quote was taken. Good luck!

---

Art: Raquel Welch (.) (.) Dolly Parton ( . ) ( . ) Twiggy oo ... Do Derek's brain . ((These 'typobosoms' are supplied by someone who wants to remain anonymous because he thinks he has a reputation as "a warm, sensitive, caring, intelligent, lunatic." Little does he know that his reputation was doomed the minute he subscribed to NFA!))

## LETTERS

((Letter excerpts are regularly printed in NFA. Unless you specifically say that something is not for publication, it may get printed.))

((Don Ditter)) I got NFA #1 -- good issue -- I really enjoyed the Mamas & Papas article, they were one of my favourites too -- I'll have to catch them if they're in my area. ((At last, a subber who has some taste in music!))

From Prime Minister Michael Kortzen, Loyal Servant of the Ailing Austrian Kaiser. To Steve Button, Mars, God of War. ((There's a subscriber who knows how to treat his GM with the proper amount of respect!)) Obey. I am but a lowly administrator compared to the Ailing Kaiser Himself, but still, if (God forbid) his Kaiser's death (by acute RMR. Some sort of respiratory problem, I believe) should add to the troubles of this, our troubled state, I would have no choice save to ...((his orders, etc.))...Pickled faces! I have an essay to write right now. You are corresponding with the Grand Master of Procrastination, here. Of which this is a grand example. Well, I'd best wrap this up soon. Yup, any minute now. Yup. Real soon, Yeah. Ever hear of Gary Dumford, gossip columnist for the T.O. Sun & author of Never Sit Where The Cat Sat, from which I have stolen this joke: Do ya know what you get when you cross an Expo with a Blue Jay? A frog who can't catch flies. ? I guess not. ...I am ending this letter NOW. Right now. I have work to do. This is it. I mean it. now.

((John Michalski)) Decent issue -- too bad it's reduced though. Damn things are so hard to read for us old fogies over 30. ...Could you skip a line between letters? They tend to run together too much. ((Done.)) What are these "projects" all these guys are working on? The changes of address show that 15% of Canada is working on secret projects at the North Pole. Trying to educate the walruses, or discover the secret as to why you tolerate Quebec, or what? ((If I told you, it wouldn't be a secret any more.))

((Ron "formerly Quebec, but now Ontario" Brown)) ...Anyhow, really enjoyed NFA #2, as mentioned last ish. Maybe soon you'll be rivalling SK! (Tall Dave I said that--I love getting his goat!) ((I had no idea that you two were into bestiality.)) ...I finished my operator's course seven weeks ahead of schedule (for a 3 $\frac{1}{2}$  month course, that's not too bad). So now I'm beyond minimum requirements and heavily into COBAL--which is a great relief after JCL! Just starting my first COBAL program. It's great fun writing programs, though studying systems is a pain--glad that's over with! ((I guess they taught you the course in the right order -- JCL, then COBAL. I've never used COBAL, but everyone I've ever heard talk about it has hated it. But, I guess after JCL, even COBAL would seem like a relief.))

((Harry Drews)) I'm not sure exactly how you got ahold of me, but yours will be the first new zine I'm subscribing to in quite a while. You did a pretty good job on issue 2, hope you can keep it up and not get burned out. Do you realize that I date to the old, old days in the hobby, the early 70's, and that I published a zine for a few years (Paroxysm). Nah, didn't think you did and it doesn't matter anyhow (I'm feeling maudlin this A.M.). ((I've heard of Paroxysm, but never seen it. I have some old issues of Cum grano Salis and Electra Glide Blue, which probably date a couple of years after your 'zine. CSC and EGN were excellent 'zines. Thanks for a letter that should make even Dave Carter and John Michalski feel young. If you ever feel like writing an article about the good old days, let me know.))

((Don "not him again? yes, I'm afraid so" Brown)) Issue #2 of NFA was really good. You seem to be finding your own style very quickly. The letter section was very well put together (you showed very good judgement in selecting the first to appear in your letter column). ...I didn't get that much flack over Passchendaala; where I got that upon was over Jihad! ...Anyhow, I'm a big boy. As I say this issue of S((nafu))!, I'm always right; if you want to believe otherwise that's your problem. That way I don't lose any sleep.

((John Caruso)) Received issue #2 of NFA. It is very good. You'll do just fine as a pubber. Enclosed you'll find some funny money (Canadian Pesos, eh!). Please accept it as sub money. Good idea to run the puzzles every month. It will keep interest and participation high -- but do try to keep the puzzles solvable for the average person. ((I'll try to vary the difficulty of the puzzles so that some will please people who want a real challenge and others will please those who want something they can solve.)) I sure hope too much of Dave Carter doesn't rub off on you and NFA. The puzzles and letters are good. The jokes, I suppose we can live with. But if you start going bald and getting a "Carter Bear Belly", that's where we draw the line. Good Luck. P.S. Your \$5 was counterfeit. The FBI will be paying you a visit shortly. ((Do you think the FBI can keep up with my address changes? At least I sent you some US money that I thought might have a value; you sent me Canadian dollars that you knew were worthless.))

((Scott Hanson)) ...NFA seems to be a rina of autograph stories, so I'll tell my own. My taste of music runs a bit different to the Mama's and the Papa's, tho...I'm a bit more of a punker. Last fall the Ramones were at a club here, and a bunch of us from the student radio station I work went down. Most of ((them)) were fans...except the guy who was going to interview them! But he made it through anyway, and the rest of us stood by the backstage door, we mature, serious college students ((sounds like a contradiction to me)), yelling and screaming like girls used to scream at the Beatles. We each got a autograph apiece. Then, this summer, The Clash came to the Civic Center in St. Paul. The main floor was reserved for "dancing" so I spent ((the rest)) of the concert with the teeming mass in front of the stage. I was completely drenched and exhausted afterwards, so I didn't leave right when they turned on the house lights. Good thing, too...unlike the heavy security of most bands, The Clash let the fans who stick around long enough into their dressing room! So I got each of them to sign my ticket, and chatted a bit about their new album. They were all talkative and quite nice, and their dressing room was quite bare ((except)) for a ragge tape playing and the Japanese bear they were drinking. We got to stay about five minutes before the next group was ushered in. Also, when I was 8 years old I got a baseball autographed by the Oakland A's one of the years they won the World Series, but my little brother took it and played baseball with it. Keep up the good work! Don't forget I am hoping to revive the Freshman Poil for the new rines of '82... hopefully I have the details settled by my next issue.

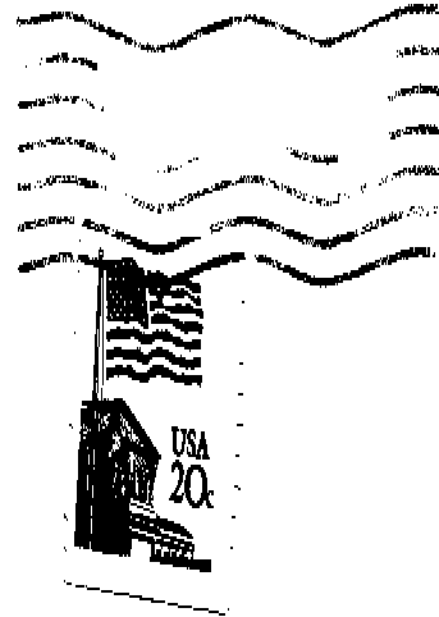
---

((bad jokes from Engineers the University of Waterloo Engineering "newspaper")  
 What's the hardest part of a vegetable to eat?.....the wheelchair  
 Why can't you eat a worm?.....because you can't spread its legs

160-02 43 Ave  
Flushing, NY 11358

16

FIRST CLASS MAIL FIRST CLASS MAIL



FIRST CLASS MAIL FIRST CLASS MAIL

NYA #3

QUALITY INSPECTED  
BY OPERATOR  
6 1 0 1 0 0 0

Steve Knight  
St Olaf College  
Northfield, MN 55057