

ALLEGRO

OP. 10



Welcome to PENGUIN DIP #14. PD is an SF fanzine, an artzine, a general gaming and role playing game fanzine, and a Dipzine. Edited, published and copyrighted (except where noted) by Stephen H. Dorneman, 95 Federal St. #2, Lynn, MA 01905, available (but not for long!) as a 10 issue (1 year) subscription for \$10.00, \$14.00 outside of the United States, and is also available for contributions of articles and/or artwork or for the Usual stuff.

\*\*\*\*\*NEWSFLASH\*\*\*\*\*

Sub Fees To Increase! Starting next issue (so now's your chance to renew before the new and improved prices take effect), a 10 issue sub to this here zine will set you back \$15, \$20 for subscriptions outside the US. Sad, but true. We now return you to your regularly scheduled program,

### FROM THE FLOE: PENGUIN ARTISTS

are still needed, but I've finally gotten a few covers ahead of the game - and what covers they are! If you've gotten this far you've already seen **Kathy Luzzi's** fantastic underwater fantasy for our special role playing games issue - and just wait until you see **Scott Ruggles'** parody of a 'Nam comic book cover on a future issue!



Speaking of next issue, how about a Hard Science/Science Fiction special issue? Let's see, we'll need some reviews of some hard science SF books, some science fact articles, perhaps a Heinlein retrospective/obituary piece, maybe a Traveller article. Of course, I've only got one article that would fit in so far - I hope all you Larry Niven fans out there are listening!

People that aren't listening include some of my A-Z game players. I'm sure I mentioned last issue that there'd be a fifty cents per turn game fee charged, but only **Cathy Ozog** and **John Schlosser** seemed to hear. C'mon guys, them stamps don't grow on trees! Of course, I don't always listen that well. **Pete Gaughan** asked me to mention Dipcon last issue - which I did, but without mentioning where the premier Diplomacy convention is being held this year! It'll be in San Antonio, Texas, July 1-4. I've only been in San Antonio once (quite a few years ago, for my brother Mike's wedding), but I remember it well as a very beautiful city, especially the River Walk, and the area around the Alamo.

**FRP ARTICLES** this issue are by **John Schlosser**, **Kathy Luzzi**, and **Bill Ricker**. The games themselves are copyrighted, trademarked, etc. by TSR, Inc. (Advanced Dungeons & Dragons, AD&D, D&D), Game Designer's Workshop (Traveller), and The Avalon Hill Game Company (Diplomacy), and their use in the zine means we bought them and play them. (Okay you lawyers, happy now?) **ARTWORK** is by **Kathy Luzzi** (cover), **Scott Ruggles** (2,3,13,15,18), **Phil Tortorici** (7,8), **Steven Fox** (11), and **Russ Miller** (19). Each of them receives two or more issues of PD for their creations. But starting next issue, sub credit will be given out as follows: Articles - one issue credit per complete page of printed text. Artwork - one issue credit per quarter page size of illo. In other words, bigger submissions get you more credit, but any submission used gets you at least one issue's worth. Capitalism runs rampant...

Font of the Month Club this month brings you: **Commando and Courier.**

**THIS SENTENCE IS WRITTEN IN 12 POINT COMMANDO.**

This sentence is written in 12 point Courier.

# LETTERS



## SE STUFF

**MICHAEL HOPCROFT:** "I'm working on gaming for OryCon this year. It should be an interesting experience. So far all I've had to do is go to committee meetings, pay a reduced membership fee, and eat (hot) pizza. The last part is easy, as we all know. But the meetings. . . there's so much about the convention business I don't know. But I'm learning, slowly but surely. (For example, have you ever wondered where the gaming rooms at a convention come from? The hotel donates them, if they get a certain number of people from the convention staying in the hotel. If they don't get the guests, they may end up turning the gaming rooms over to the Rotarians next door.)"

"I expect to be doing a great deal of work over the course of the next few months on this thing. Gaming at conventions isn't all fun. It still hasn't been settled what all we'll be running. Naturally somebody's going to be running D&D, and there will always be the people who spend the whole convention in a single huge game of Star Fleet Battles. My job is in part going to be trying to integrate the gamers into the mainstream of the conventions and vice versa."

**OTTO KITSINGER:** "Re WATCHMEN: Taken as a novel, it's the best thing I've read in four years. . . everyone should go buy it before the Hugos are handed out, as it will be impossible to get then. Science Fiction Book Club has a hardcover version for the same price as the trade, \$15."

**JAMES D HALL:** "I completely agree with your statement about making John Brunner's Stand On Zanaibar required reading. This book shows great insight into the future and what I think our world will be, and is becoming. A must for personal libraries everywhere!"

## SPACE COMMUNICATIONS

**BOB OLSEN:** "I'm a former space enthusiast. When my various memberships come up again they won't be renewed. The handwriting is on the wall, folks; the United States is finished as a spacefaring power, and it'll only take one or two more Administrations to put the finishing touches on this country's complete failure to meet this historic challenge. There's no national consensus on space, since it requires thinking more than two weeks into the future. The US effort regarding (for example) Halley's Comet doesn't even qualify us as a tenth-rate power, since there was none. As to the Shuttle, I figure no better than a 50-50 chance it'll ever fly again, and certainly no more than half a dozen more missions before the whole program is scrapped."

"The sad thing is I don't even care anymore. Wanna be an astronaut? Defect to Russia."

## POPULATION SENDINGS

**DAVID DUNHAM:** "You realize of course that birth control often results in increased population? It gives people the means to space their births, so the mother is more likely to survive (to have more children), and so that children can be born at times when they can get better nutrition (i.e. use birth control during famines, don't when the harvest is going to be good)."

## DRUG DISCOURSE

**OTTO KITSINGER:** [In reply to] Mark Weseman: The crack business is mostly confined to Southeast and parts of Northeast DC. Don't give the whole area a bad name. You are right, though. . . my slightly skewed advice is to get some 'bad' crack into the system that does one of the following: 1. Explodes on contact. 2. Puts users out, or turns them blue or something. 3. Same effects, not addictive. Come on, I know SOMEONE can synthesize this. . ."

### DIPLOMACY MISSIVES

**KATHY CARUSO:** "I would just like to comment on Lutterbie's comments regarding NMRs & Cameron's comments regarding bad GMs."

"There is really not much you can do. I, as a GM, will not allow players who I know are chronic NMRers into my games. I have a standby list, but they are probably the happiest Bullpen in the hobby as they get virtually no use. Yes, I only allow certain subbers - I have a real thing against people who NMR, and I don't want them in my zine. So, I keep them out. I also know many GMs who will not allow a guy to sign up for another game once he NMRs out of one. So some GMs do try to stop this sort of behavior."

"As for GMs who disappear with money, run games biyearly and screw up games totally, well that is much harder to deal with. Somehow the worst GMs always seem to find the new blood. I privately give info out on GMs when asked by newcomers or even other players. I tell them who to avoid & who is good. Other more experienced players do likewise. Word of mouth does help. I recently got involved in a situation where a novice was being raked over the coals & I not only helped him versus the GM - but made it public knowledge in my zine. So, some of us try, but it is a real uphill battle. All I can say is pass the word - there is no other means!"

**BOB OLSEN:** "I can't agree with Ron Cameron on the need for a zine/GM-quality grand poobah. (We have too many poobahs already.) Such a post would be just too susceptible to political manipulation. And who's to say what constitutes a good zine or GM? Is a GM who gets the turn out promptly, but often makes mistakes, better or worse than a GM whose accurate results are two months late? It's all so subjective."

"I feel that the best Censor of the Public Morals in this matter is word of mouth. The word gets out (believe me . . .) and the people who play the games know who's good and who's not. Of course this doesn't help a novice player much, but neither does a Grand Poobah with an axe to grind."

"In my own novice period, one of the first people I came into contact with was one of the hobby's most notorious rogues -- a person almost universally condemned and derided. Knowing no better, I played in his zine and had a fine time . . . in fact my first game under him was maybe the best game I ever played (I almost won). Any Grand Poobah would surely have warned me away from this individual in the strongest terms (and in fact people **did** warn me about him and try to get me to get out of his zine), but as things turned out, I sustained no permanent damage from the association, and even today dine out at conventions on tales of this GM's unique approach to the game. Even the most 'disreputable' GM **might** have something to offer. Before deciding, I'd ask his players, not the pundits or the poobahs."

**CATHY OZOG:** "My suggestion is do not sign up for a game after seeing one issue of the zine. Sub for five issues or so. See how the turn around time is and check the GM's results. If there are delays and mistakes, then don't play there. Word of mouth also gets around about some zines."

"If a player feels a game might be Orphaned they *should* contact Rod Walker or Pete Gaughan [ *of the US Orphan Service* ]. Sometimes Pete or Rod can save the situation before it gets bad. That is what they are there for. Meanwhile, unless Ron wants to run the service, I don't know anyone who wants the job. Perhaps he could ask a GM he trusts about which zine's GM to play under. "

### RPG SCROLLS

**OTTO KITSINGER:** "I'd submit something for the RPG issue but I'm too busy writing for my own [zine] (blatant plug: 1 Baffin Bay Court, Rockville, MD 20853. Free samples to all.) Is anyone out there interested in fighting the bad press against RPGs or does no one really care? Let me tell you, it is hurting gaming. I can't get a games club started in any high school in Montgomery County because the teachers are all of the opinion 'SATANIC BLOODTHIRSTY DEMON WORSHIPPERS!!!' We can't have that, now can we?"

**WAHF:** Pete Gaughan, Bill Ricker, Scott Ruggles, and others I forgot.

# FACE-TO-FACE VERSUS PLAY-BY-MAIL ROLE PLAYING

## Comparisons by John Schlosser

There are a number of different types of Play-By-Mail (PBM) games which have role playing aspects. However, narrative role playing games are the closest to the Face-To-Face (FTF) role playing games with which most of you are familiar. These games differ from other role playing PBM games in that they have been designed to maximize role playing opportunities within the game structure itself (as opposed to relying on special action blocks or the company newsletter). In addition, they usually have free format text turns, meaning the player can write whatever he wants, in any format he desires, for the actions he wishes his character to perform.

Although narrative role playing games are probably closest in feel to FTF role playing games, there are some major differences between them. It's not surprising that the most successful PBM role players are those who are best able to adapt to these differences. Some of these differences, as well as some suggestions on how to adapt to them, are outlined in the remainder of this article.

The most significant difference between FTF and PBM role playing is the lack of immediacy between you, the player, and the moderator and the other players. This is the most disconcerting difference encountered by experienced FTF role players. To overcome this problem, you are forced to provide some of the details that would normally be provided by the Game Master (GM), and even those that would be provided by your fellow players.

In writing your turn, you will often find it necessary to create and describe the atmosphere and setting of a particular event. In FTF role playing, this information is provided by the GM. However, in PBM, your character may find himself in a situation which the GM hasn't been able to describe yet, leaving you to do your best to do it for him. Let me give an example. In a typical FTF game the following scene might occur.

PLAYER: "I enter the bar."

GM: "You enter a dark, smoke filled inn. There are two men at the bar, one of which is smoking a large cigar. In the far corner is a man drinking an ale..."

PLAYER: "What does he look like?"

GM: "You can't tell for sure. His face is hidden by the shadows."

PLAYER: "Okay. Anything else?"

GM: "There is a merchant talking to a warrior at the table in the middle of the room."

PLAYER: "Okay, I take a table next to the merchant so I can try to listen in on his conversation... Oh yeah, I'll also sit so that I can keep an eye on the guy in the corner..."

The GM would then tell the player what happens. This however is not a realistic dialogue in a PBM game due to the fact that the GM lives across the country, not sitting across the table available to fill in the details as you need them. As a result, the PBM player needs to do some of this himself. This is the real challenge to FTF gamers. Here is an example of the same scene as it might appear in a PBM game.

PLAYER: "I was thirsty. Damn thirsty. I had seen a bar down by the docks and decided to get a drink. Okay, okay, a couple of drinks. The bar was dark and filled with smoke. The first thing I noticed were two men sitting at the bar, one of them puffing on a foul smelling cigar. In the far corner of the room was a man nursing an ale. His face was hidden by shadows, but I got the feeling he was watching me. I ordered a beer and sat down at a table next to where a fat merchant was talking to a steel clad warrior. I shifted my chair so that I could both sneak a listen and still keep one eye on the guy in the shadows. I never take chances, and I never pass up a potential business opportunity."

The GM would then tell the player what happened together with making any changes to the player's description. In some cases, unfortunately, he may even have to rewrite it. It may seem a lot of work especially considering that the GM might completely negate what you've written, but in fact, writing your turn in this manner does perform a few important functions.

By making an attempt to fill in detail, you not only keep the narrative going, but you also give the GM an idea of what you are looking for. Remember the GM is as isolated from you as you are from him. If you just write "I enter a bar" and leave it to the GM to fill in the detail, he isn't going to know what you have in mind and will probably just send you a description and say "What do you do?". This slows the game down. With the above description you've not only told the GM where you're going but also WHAT you are doing. In the above example, the player has told the GM that he's looking for work and that he's being cautious. The GM even if he has to rewrite the scene will still know what you're after and hopefully incorporate your intentions in his rewrite.

This approach also has two other advantages. First, it often saves the GM time. If your description is satisfactory, he doesn't have to take the time to write it up himself. Secondly, it can often allow you to influence your character's destiny to some extent. For example, in the above scene, the GM might not have thought to put a job opportunity at the bar, but when he reads your description, he might just say "What the hell" and let it go. Ta Da, a job opportunity has materialized where one didn't exist before.

Obviously, the same problems arise when dealing with other characters. However, they are often more difficult than those dealing with the GM. The problem you face here is how to determine what the other character will say. There are two approaches to this problem. One is to fill in the other character's dialogue as best as you're able, knowing the GM will make corrections where needed. The other is to mark the spot in some manner and to tell the GM where to place the other character's dialogue. Sometimes you might add a comment telling the GM what you're looking for. Here is an example of how I do it.

"Where were you yesterday, Grimm?"

[Grimm's answer. I'm trying to find out if he went to the secret meeting last night.]

"Come on, Grimm. Give me the straight scoop."

[Grimm's answer and any other dialogue needed to get what I can out of him.]

Let me comment on the second statement ("Come on . . ."). I would put it there to show the GM that if Grimm tries to dodge the issue that I'll persist in my questioning. My second comment block tells the GM that I don't know how to carry on the dialogue from here, and that I'm relying on him to play both Grimm and my character to bring this discussion to its resolution.

This brings me to another point. It is often necessary to have the GM play your character from time to time. Hopefully, you have given him enough background and information on your character so that he can do this. The GM will usually not put words in your character's mouth, but in some situations, like the above, it may prove necessary. The GM must also often play your character when other characters interact with your character without your prior knowledge. For example, let's suppose another player has his character, Stepman, stop by where you're staying to ask if you know where Grimm went last night. It's very likely that you wouldn't know that Stepman wanted to talk to you. As a result, the GM will have to play your character for this encounter. Therefore, it's important that the GM understands your character and his personality. Make sure you've communicated this information to the GM.

There are a number of ways of communicating your character's personality to the GM. I use two primary mechanisms to do this. Sometimes I send a character profile to the moderator, detailing his likes, dislikes, general tendencies, and his attitudes toward other people and institutions (i.e. religion, the government, the police, crime, etc.). The second method and my favorite is to do a lot of character development in my turns. I might spend up to 50% of my turn writing things that require no GM responses, but only serve to more clearly define my character and his personality. This is a lot of fun to do and adds color to the campaign which most GMs appreciate. In rare occasions, the GM will give you a predefined character with his characteristics already outlined. However, even in these situations, I like to write character development into my turns using and, in some cases, expanding on the GM defined characteristics. I do this because, in my opinion, character development is the heart of role playing.



Getting back to PBM versus FTF role playing, I mentioned that often the GM is forced to modify or even rewrite parts of your turn. This is par for the course, and you shouldn't let it bother you. You can only do your best and hope you are close. That's part of the game. Here is a real example of one of my special actions in Darkworld (a limited role playing game) and the GM's response.

I wrote as one of my special actions:

Kimono arrived at Jonvil's manor and was shown to his private study. "Are you my new slave girl?", he inquired. She bowed deeply and shuffled meekly to him. She handed him her invitation, touching his hand with a soft caress while doing so. "YOU'RE BLACK WIDOW!" he exclaimed. Kimono smiled and lowered her eyes to where she had slipped one of her hairpins through the chinks in his armor, so that it rested over his heart. Jonvil jumped back with a start. Kimono grinned and asked "When do I start, Jonvil-san?" "Now", he replied, suitably impressed, and began to brief her on her new duties.

The moderator replied with:

The city leader didn't have you searched before you met with him; the advisor who announced you must have told him you were "just" a very beautiful woman coming to see him. He seemed to appreciate the caress you gave him; he is obviously interested in you! You found that your hairpin blunted itself on his fine plate armor; you didn't find a chink in his armor under the robe he was wearing; but he knew you were just trying to impress him! He told you that your duties are simply to keep him alive and report to him any suspicious people roaming around or in the palace.

So, as you can see, it didn't exactly turn out as I had hoped, but I got the job and that was my ultimate goal.

One thing you can do to help mitigate the problems of writing material usually supplied by other people (either the moderator or other players) is to use conditional orders. This allows you to vary your actions depending on how the GM rules a particular situation will resolve or a particular character will respond.

Here's an example.

"I'm desperate, Tolar. I need to get to Shobil by nightfall. Will you take me?"

[If yes] "Thanks, Tolar. I knew I could count on you."

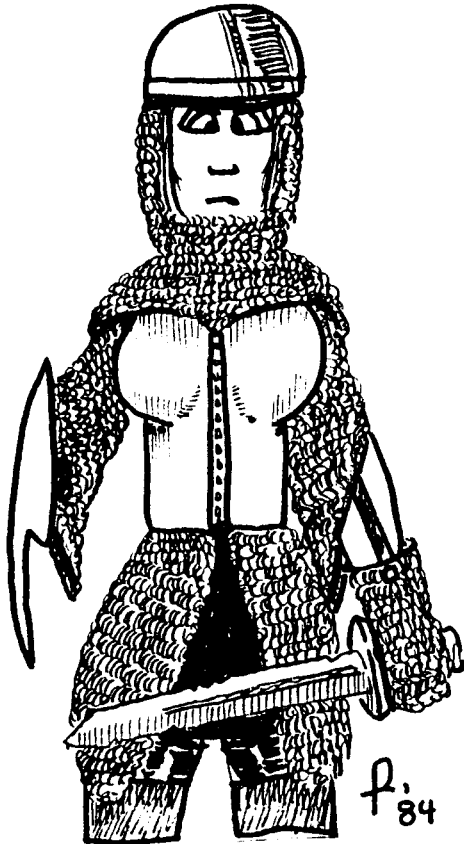
[If no] "It's ok. I understand", I lied. I then went to Danyella with the same request.

[If yes] "How will I ever repay you, Danyella?" "I'll think of something," she replied seductively.

[If no] Dejected I went back to my room at the inn and sulked. Finally, I decided to check on the sword I was having made for my by Randall, the weaponscrafter.

This is a useful approach on many occasions. However, it is not suited to all situations. If both branches have significant detail below them and worse yet more branches, you end up writing considerable material that never gets used. So you have to use your judgement on this one.

As you can see, in many ways PBM role playing is a lot more difficult and complicated than FTF role playing. However, it does have its own rewards. I have found that PBM role playing games provide a greater opportunity for character development. The reason for this is that since PBM role playing is done in a written medium, you can take the time to write in greater detail not only what your character wants to do but also why he wants to do it. In FTF gaming, you have to think quickly, creating on the spot. This usually results in a lot less attention to detail.



In addition, I've noticed that in FTF gaming, role playing tends to be more action oriented. The main emphasis is what you do and how you do it, rather than the underlying motivation or feelings involved. These more subtle aspects of role playing are far more prevalent in PBM gaming. Sure, they probably weren't necessary to the action itself, but they are important in PBM role playing. If you ask why should the GM care what your character's motivation was, he doesn't care in FTF, why should he care in PBM? Well, the reason goes back to the fact that in PBM games, the GM is often called upon to play your character. So any insight you give him into your character will be a big help to him. If you don't provide him with these little snapshots into your character's personality, don't complain if he ends up misplaying your character.

Well, there it is - my views on PBM role playing. Despite its similarities to FTF role playing, there are some significant differences which need to be understood and addressed by you, the player. I've found that the two types of role playing have a very different feel and slightly different emphasis. I think they are both great gaming media, but to say they are the same, and can be played in the same way, is a mistake.





## BEING PREPARED FOR ANYTHING

Observations by **Kathy Luzzi**

Being an AD&D gamemaster requires certain essential items. A set of rule books, a handful of dice, a gamemaster's screen, and a recent module are usually enough to get me through an evening of gaming. Like most gamemasters, I try to lead a simple life. Except when I'm confronted with running an adventure I've written myself. This has a way of unveiling most of my neuroses.

There are gamers who love to talk to every non-player character, check out every threshold and corner of the town, and check out that new monster. For them this is a lot of fun. But they push me to give them more details to satisfy them. Not only would this kill the mystery, as well as the fantasy, but there just isn't enough room on my side of the table.

My own AD&D adventures start off with absolutely every role-playing aid I can fit around me and my chair. The first reason is that I'm always worried about being appropriately prepared for what the players will choose to do next, and the second is that I'm always worried. Each of these considerations alone presents a sizable obstacle to sensible gamemastering, but the combination is enough to collapse a flimsy table or to topple my skyscraper of books.

I have a confession to make. Much as I admire the concept of the pared-down gamemaster -- just tie a pouch of dice to your belt, slip a rule book under your arm, and hit the road -- when it comes to actually starting out on the home-made adventure, I'm more likely to be pared-up, unwilling to leave out a single role-playing necessity. I use far too many necessities, whatever the occasion. "Well you never know," is my feeling -- "no sense in being unprepared." Which is why stacking role-playing aids on the table and on the floor around me seems perfectly reasonable to me. I may introduce a new scenario for my players tonight and have already stowed my notes on the table when it occurs to me: Might there not be two or more new non-player characters they'll run into this evening and I'll want my collection of NPCs? Better have it just in case, and the detailed interior lay-out of the Mermaid Tavern, of course, and my favorite set of colored dice, and perhaps one more set in case they roll on the floor. Make that two mechanical pencils, one may run out of leads. You see where this kind of thinking can lead?

Then there's the weather, and when the sun rises and when the sun sets. Throw in a farmer's almanac and the Wilderness Survival Guide since the players' characters may go on either a land or sea adventure. And I'll need my notebook containing lists of ships and their crews.

What about my detailed map of the town the players want to explore? Somehow I forgot to have it close at hand when the player's characters wanted to *paint the town*. Should I use the full map, or maybe just the notebook I made up about the town? Both, I suppose. The papers and books are laid out around me higher and higher until I'm assured of being immaculately prepared for everything from wintery city encounters to tropical naval combat -- neither of which, as the adventures happen, has even come up in their campaign.

Finished with arranging the papers and books (after having added notes about a new monster and a stack of my hex-grid maps), I turn my concentrated attention to my portable filing box. In it I carefully store all the gamemaster's record-keeping paraphernalia I know I can't do without. Naturally I'll use miniatures: two boxes of monsters and one of NPCs, and another box with cardboard ships and boats.

Well, I will not go on. But there I am surrounded by stacks of books, boxes, and paper, threatening to topple, and I look like a mage researching the philosopher's stone. The great contradiction, of course, is that I love the simplicity of weaving a tale of heroic fantasy -- it gets my players into the action so quickly and for me is great fun.



## FIGURE CONVERSION FOR ROLE PLAYING GAMES

### Painting Techniques by **Bill Ricker**

Lizards or orcs bearing sword-and-shield are easy to find for your non-human characters in fantasy games, but what of science fiction characters, where (arguably) non-human *player*-characters are more likely?

In a highly deviant Traveller campaign (e.g., local Tech Level is 11), my wife and I both have T'sim (reptoid) characters which had enlisted in a human empire's space marines for adventure and to seek their fortune. But alas, the gamesmaster (GM) who invented the species had no figures for them, and no commercial lizard figures were appropriately armed or posed. So I decided to do a "conversion".

I selected a shield and sword lizardman whose pose was generally forward directed and exposed most of both arms. Using hacksaw, Exacto knife, and file, I cut away the shield and sword. The sword arm was removed at the elbow and reattached (after cleaning) with epoxy, running horizontally across the body to support the muzzle of the Advanced Combat Rifle (ACR) with which he is allegedly proficient. I purchased a Twilight-2000 Weapons & Accessories packet from a miniatures dealer from which to select an assault rifle (an AK-47) and a suitable side arm. (The side arm looks like a Soviet assault pistol, but it represents his favorite "Tatri", a variant elephant pistol in use in the campaign.) Finally, the trigger-hand was built-up over the AK-47 with epoxy -- which, when the figure was primed, looked just like the metal. After the primer had dried but the epoxy was still not fully cured, I worked the epoxy with a knife to detail the hand further.

I had planned to build a space suit onto the figure using an impasto of either epoxy or acrylic modeling compound, but decided to try dry-brushing the scales and leather cloak inherent in the casting first to see what 'native costume' for the T'sim home planet might look like. With a decorative scale treatment and dry-brushed contrast, matte finish of course, it looked too nice to spoil with a space-suit, so it stays in civvies.

I have since found a smaller, less Tyrannosaurical, figure which the GM says fits the race better, which will probably (eventually) become a space-suited T'sim; at which point the older figure will be reassigned to a larger and less friendly (more carnivorous) saurian space-faring race.

The other conversion (so far) in this series is for my simian character (not yet in play). Koichi ("little brother") is a small, white, ape-like being from a simian trade-quarter on a port-of-entry planet of a human space empire run by the self-proclaimed descendants of the samurai, dojo, and various Mandarins. I took an old D&D giant rat figure and again filed away the sword, which lay across his chest, and the shield on his back.

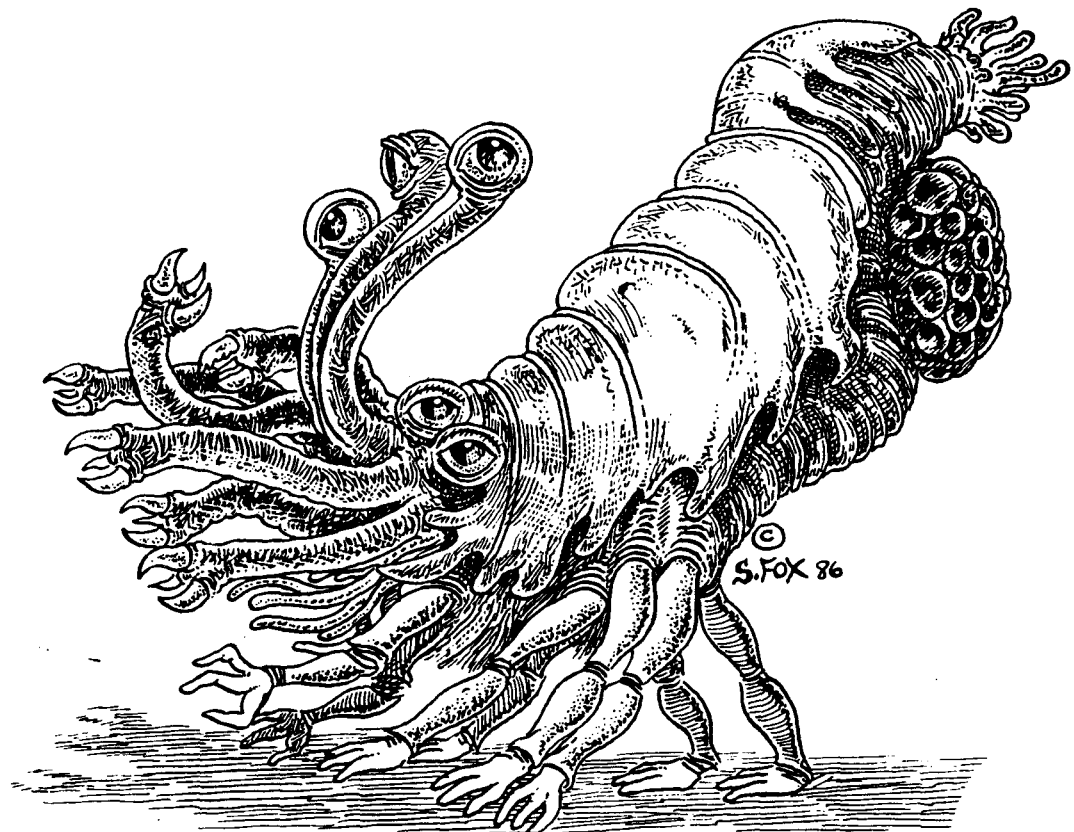
This time, I had to do significant facial surgery to convert a rodent overbite into a Simian pout. (The ears also required work, and the tail was truncated.) In addition to the file and knife, I resorted to a set of dykes (diagonal cutting pliers, for the uninitiated) for gross trimming of large hunks of lead. Instead of trying to retexture his back into fur, I smoothed the back and chest further with the file and epoxy and sculpted a tee-shirt, which was painted with gloss ultra-marine blue -- an oriental blue silk shirt, embroidered with the ideogram for his home town on the back and his name (not legibly!) on the front in gold.

Those who are unkind say the face looks more like an embarrassed panda than a white monkey, but the blue silk shirt and the submachinegun are just fine.

The interesting conversions done for this SF game's bad guys consist of using a 2" toy plastic spider and a collection of broken HO-scale toy tanks and heavy infantry weapons to make 25mm scale Imperial Security Robots (Tech Level 15) for our ship's troops (Tech Level 10) to defeat. My jack-knife awl drilled numerous holes in the chitin and carapace of the arachnid into which the mounting studs and pivots of the numerous turrets, autocannons, machine guns, and pintle-mounted assault rifles were stuck, resulting in a most puissant robot with articulated locomotion. It's two sidekicks were a Panzer turret placed on a two axle dolly from an HO tractor-trailer and another placed directly on the treads of a smaller vehicle.

If the mailbag indicates interest, I could also discuss basic figure painting techniques, such as washes and dry-brushing, but for now I'll just mention the magic-user's cloak I painted with my wife's purple glitter nail polish, and the broken dwarven axe which I repaired by soldering a double-bitted axe head I cut from a copper electrical fitting.

**\*WARNING\*** The tin-lead mixture of most figures melts at a lower temperature than normal solder; thus, typical soldering irons must be used sparingly when trying to fuse other metals into a figure. Also, the high lead content can be toxic in large quantities, so (a) don't let the baby chew them; (b) if you're doing a lot of them, wear disposable surgical gloves (the kind you still have dexterity in).



# The Zoser Chronicles

Volume 3, Number 6

12 Oct, 334 Apshei

**HOBGOBLIN GUARDS FOR ZOSER!** The Lord of Zoser has hired two score of hobgoblin mercenaries to patrol the environs outside of the wall, outfitting the creatures with the insignia of town guards! Some of the guardsmen have resigned in protest, but were quickly replaced, and the Lord continues to hire more humans for the guard, true to his word that "no guardsman will lose his job to a hobgoblin, but all will gain from the greater security of Zoser". Priest Ormr of Odin has joined with Marketmaster Khaldorin to formally protest the new guards. A camp outside the walls is being used as their temporary barracks, and they have been joined by "Slabber", a hobgoblin chieftain, who has come as an ambassador to Zoser. Many of the dwarven merchants who did not attend the Festival have made it known that the hobgoblins are the reason they did not show.

**FESTIVAL HIGHLIGHTS.** Still, the Fall Festival was at least as well attended as usual, and graced by a number of noble guests, taxing the facilities at the Pyramid. Although the Governor of the North was unable to attend, many other notables were present including the Lord of Aptor, the Jarl of Thorsglen, the Mayor of Gilden, and the High Priest of THOTH from Maydum. And aside from the usual market, morality plays at the temples, bards, jugglers, mud-shows and trained animals, the lord held an Italian-style joust, and competitions at skill of arms, archery, and riding!

The joust was surely the most exciting competition, and the most noble, too, with the Lords and Captains of both Zoser and Aptor competing along with other notable horsemen, and, courteously stepping in to make an even eight contestants, the bard Teti of Khnum, on a beautiful white gelding. Teti quickly fell to the prowess of Captain Thorus of the Zoser Guard, though, who advanced to the second round along with the two Lords and Captain Harkim (of Aptor's Sacred Warriors of the Bronze Shield). The luck of the draw pitted the Captains with their respective Lords in the next round, where Ahntek-Mohn easily defeated his guard captain - but the fireworks were in that round's other match. Captain Harkim and Lord Rakhmire broke lance after lance upon each other's shield with consummate skill, their glorious warhorses Goldwind and Nightwind prancing and curvetting after each pass as if their armored riders were weightless. Finally, the Lord of Aptor yielded after a powerful thrust passed completely through his shield and knocked him sore wounded to the field. Then, after a brief respite (and a tending to the wounded by the priests and priestesses), the final round, between Harkim and the Lord of Zoser, began.

The Lord in golden armor on a dun horse, the Captain in silver on a black, they came together in a tremendous clash that silenced the crowd and broke both their lances not once, not twice, not three times, but seven times before Captain Harkim missed his opponent's shield by the barest of margins, and Ahntek-Mohn was declared the winner, but, to the roars of the crowd, gave the first place prize to Captain Harkim.

The melee competition was won, surprisingly, by War Chieftain Avarr of Thorsglen, although Captains Harkim and Thorus, the norsewoman Marina Snowbear, Gundar the weaponsmith, and a dwarf named Rocky all were finalists. None of the Lords chose to enter that event. The archery contest was won by the High Priest of RA himself, while the overall prize in the Riding and Horsemanship events was conceded to Lord Rakhmire, the Paladin of RA, and his marvelous talking horse.

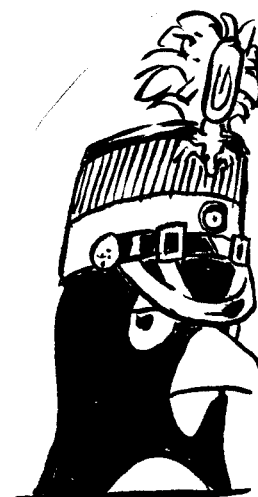
**IN OTHER NEWS:** Before the Festival the guardsmen, accompanied by a human engineer, conducted a complete inspection of the walls of Zoser, finding no evidence of secret passages not in the original plans. Of course, dwarf-built secret doors are notoriously hard to find . . .

Merchants traveling to Zoser for the festival via Aptor have, on a number of separate occasions, been bothered by trees being felled onto their path, great spears thrown at them from ambush, or a brushfire, apparently deliberately set . . . hill giants are reported to have been the attackers, but have only been glimpsed at night or from a distance.

# BLACK TIE AFFAIRS: THE GAME OF DIPLOMACY

## INVITED ARE:

Bob Addison 1602 Carey Lane #237, Silver Spring, MD 20910  
Eric Anderson 820 E. 21st St. #4, Oakland, CA 94606  
Fred Anderson 78 Brightwood Lane, West Hartford, CT 06110  
Larry Botimer 13833 NE 11th St. #3, Bellevue, WA 98005  
Derwood Bowen 989 Morningview, Akron, OH 44305-1474  
Stven Carlberg 316 Cedar Crest Court, Lafayette, LA 70501  
Kirk Carroll 2800 July Street #46, Baton Rouge, LA 70808  
Kathy Caruso 29-10 164th St., Flushing, NY 11358  
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Garret Schenck 40 3rd Place, Basement Apt., Brooklyn, NY 11231  
John Schlosser 107 Cottage Street Apt. 4-B, New Haven, CT 06511  
Michael J. Smith 4329 McPherson Avenue, St. Louis, MO 63108  
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L. Watt-Evans 5 Solitaire Court, Gaithersburg, MD 20878  
Mark Weseman 12495 Palomino Pl, Woodbridge, VA 22192



AUSTRIA - HUNGARY

## ROCKHOPPER'S SOCKHOP FALL 04 1987AU

**Austria (Gonsalves):** (F GRE RETREAT ION) A Tri-Alb(dislodged; retreat VIE or Off), A Ser SUPPORT A Tri-Alb(destroyed), A Bud SUPPORT A Vie-Gal, A Vie-Gal, E Ion-Nap

**England (Hall):** A Lvn-War, A Mos SUPPORT A Lvn-War, F NwS-Bar, F Hol-Kie, F Den SUPPORT F Hol-Kie, F Nth-NwS, F Iri HOLD, F Eng-Nth

**France (Quirk):** (F ENG RETREATS WAL) A Bre HOLD, A Bur-Bel, A Mun HOLD (dislodged; retreat SIL, RUH, BUR, or Off), F MAO-NAO, F Wal-Lon, F WMe-Tun, F Lyo-Spa(sc)

**Germany (Ditter):** A Ber-Mun, A Gal-War(dislodged; retreat SIL or Off), A Kie-Hol(dislodged; retreat BER, RUH; or Off), A Boh SUPPORT A Ber-Mun

**Italy (Ozog):** A Ven-Tri, A TyI SUPPORT A Ven-Tri, F Alb SUPPORT A Ven-Tri, E TyS-Nap

**Turkey (Nickel):** A Ukr SUPPORT F Rum, A Gre SUPPORT A Bul-Ser, A Sev SUPPORT F Rum, A Bul-Ser, F Rum HOLD, F Aeg-Ion

Underlined moves do not succeed. But you didn't come here to read that, you were looking for the supply chart:

AUSTRIA (VIE, BUD) 2 REMOVE 2

ENGLAND (LPL, EDI, NWy, HOL, STP, SWE, MOS, WAR, DEN, KIE) 10 BUILD 2

FRANCE (MAR, PAR, BRE, SPA, POR, BEL, LON, TUN) 8 BUILD 1

GERMANY (BER, MUN) 2 REMOVE 2

ITALY (VEN, ROM, NAP, TRI) 4 EVEN

TURKEY (CON, SMY, ANK, RUM, SEV, BUL, GRE, SER) 8 BUILD 2

SHOUTED OUT THE WINDOW (Press)

**England-Italy:** "What am I doing? Funny you should ask. Looks to me like I'm doing rather well."

**Austrian General Staff to All Troops:** "The End is Near. Remember to save the last bullet for yourselves."

**England-Austria:** "Hang on buddy, the cavalry is on the way!"

**Austria-France/Germany:** "Thanks for writing. I realize the position is hopeless but it is good to hear back from the other players."

**England-Turkey:** "Is your broomstick made by Volkswagen?"

**Italy-Austria:** "I'm probably crazy to do this but I have wanted Tri for so many years! I just couldn't hold the men back."

**Austria-Italy:** "Why, Cathy? Just how long do you think Turkey is going to let you live?"

**Italy-England:** "Thank you, thank you, thank you."

**England-Germany:** "Sorry, but the harvest is before the reaper. Behold! The land of milk and honey!"

**Austria-England/Turkey:** "It should be an interesting race to 18. Good luck to both of you."

**Italy-France:** "You didn't go to Tun did you? Please say it isn't so!"

**Dateline: London:** "After dispute with France over fishing rights in the English Channel, which almost proved disastrous, the two Heads of State have settled the problem and all seems well. The 'Anglo-French Alliance' can now resume their joint conquest of Europe."

## THE MAGELLAN COTILLION FALL 05 1987AV

**Austria (Smith):** A Mun-Ber, A Rum SUPPORT A Ser-Bul(Cut, No Such Order), A Ser SUPPORT A Rum, A Bul-Con, A Tri-Vie(destroyed), A Bud SUPPORT A Rum, A Boh-Sil, F Bla SUPPORT A Bul-Con

**England (Rush):** A Pic-Par, F Den-Kie, F Kie-Hol, F Nth-Edi, F Iri-Lpl, F Eng-Bre

**France (Oaklyn):** A Por-Cly (No Such Unit), A Spa-Mar, A Bre-Par, F NAt-MAO, F MAO-Bre

**Germany (Hauser):** A Mar-Spa

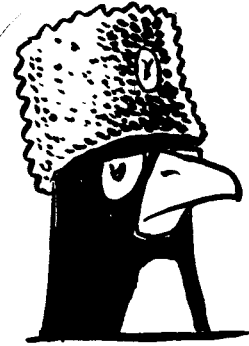
**Italy (E.Anderson):** A Pie-Tyl, A Ven-Tri, F Alb SUPPORT A Ven-Tri, F Ion SUPPORT TUR F Gre

**Russia (Bowen):** A Sev SUPPORT A Ukr-Rum, A Ber-Mun, A Sil SUPPORT A Ber-Mun(Cut), A Ukr-Rum, A Gal-Vie, F Swe-Nwy, F Bal-Swe

**Turkey (Caruso):** A Smy SUPPORT F Con, F Gre HOLD, F Con HOLD

Underlined moves do not succeed. Oh, you guys want a supply chart too? We aim to please. just turn the page:

AUSTRIA (VIE, BUD, SER, RUM, BUL, MUN) 6 REMOVE 1  
 ENGLAND (LPL, EDI, LON, DEN, KIE, BEL, HOL) 7 BUILD 1  
 FRANCE (PAR, BRE, SPA, POR) 4 EVEN  
 GERMANY (MAR) 1 EVEN  
 ITALY (VEN, ROM, NAP, TUN, TRI) 5 BUILD 1  
 RUSSIA (WAR, MOS, STP, SEV, SWE, NWY, BER) 7 EVEN  
 TURKEY (SMY, ANK, GRE, CON) 4 BUILD 1



RUSSIA

WHISPERED IN THE HALLS (Press):

**Turkey-France:** "Long live John Caruso?!! Huh, this is his better half playing. Long live me!"

**London-Paris:** "You didn't think you would get an honest letter from me did you? I live only to crush the Frogs."

**(France):** "Murky fog engulfed the coast of Liverpool. Waves splashed the beach sands as fleets from more than one nation competed for docking space at the massive piers there. Tiny sand crabs were crushed as English fleets battered the shore line in their attempts to regain what they have not yet lost. The shouts were not in vain, and yet, sailors fell to their death as ships capsized on the beaches. The English wondered where it will all end, fearing the thrust of the knife from Russian sailors, those seen peeking over the hills of Norway down into the Norwegian Sea."

**Russia-Turkey:** "Fool, eh. Dopey, eh. Well, I seem to be doing OK here."

**Turkey-Russia:** "Now your cookin!"

**St. Pete-London:** "Two letters mean we can work together. Keep up the good work."

**Turkey-Italy:** "Why do I just know that you blew my fleet into Kingdom come!"

**Russia-Turkey:** "Ree, Ree, Ree. Kick him in the knee. Ras, Ras, Ras. Kick him in the shin."

**Turkey-Austria:** "Get out of my face!"

**London-Vienna:** "Army Munich seems to make a lot of moves that never go anywhere. Still if those Russian fleets move west we can talk business."

**St. Pete:** "Tsar 'Slim' Bowen today tried to figure out why anyone would want a glass nest. Maybe if he had a glass bird."

**Richfield-Lynn:** "Derwood told me that he became a father. I believe him - then again, it could be a trick to lull me into a false sense of security."

**Turkey-GM:** "Gee, not only do you give me these 'great' positions, but you want a sub fee too. Have you no mercy?" [*Actually... no.*]

**England-Turkey:** "Send lawyers, guns, and money. The 'you know what' has hit the fan."

**Turkey-England:** "Just like a lawyer - you're of absolutely no use - what can you do to help vs. the Archdope?"

**England-Germany:** "I hope you are right about this but I moved into Holland as planned. I'd rather have your army around then a build on an island."

**Rush-Lutterbie:** "It's odd that you attack people who NMR and I find out you have been appointed as my standby for England. I could put my tail between my legs and run but your holier-than-thou attack on a lot of people you don't even know is pathetic. I usually try to find out the circumstances behind a player's NMR before I label that person a poor player. If a person does NMR chronically or simply drops a position, that obviously indicates that the person is unreliable or has lost interest in the game or hobby. One NMR does not make one a 'jerk'."

Moreover, while you state that you will hold an NMR against a player in the future, you may have to reconsider since I've known many good players who have occasionally NMR'd. While your comments irritate me personally, to put it mildly, I will not hold these statements against you. In other words, lighten up Vincent."

# THE EMPEROR'S BALL FALL 05 1987AK

**England (Hopcroft):** A Swe HOLD(dislodged; retreat FIN or Off)

**France (Sargent):** A Vie SUPPORT GER A Sil-Gal(Cut), A Tyl-Tri, A Pie SUPPORT ITA A Ven, F Tun SUPPORT ITA F TyS-Ion, F WMe-TyS, F Naf SUPPORT F Tun, F Lyo SUPPORT F WMe-TyS

**Germany (Schenck):** (A GAL RETREATS BOH) A Kie SUPPORT F Nth-Den, A Nwy-StP, A Boh SUPPORT FRE A Vie, A Sil-Gal, F Nth-Den, F Ska SUPPORT F Den-Swe, F Den-Swe, F Ber-Bal

**Italy (F. Anderson):** A Ven SUPPORT FRE A Tyl-Tri, F Apu SUPPORT F TyS-Ion, F TyS-Ion, F Nap SUPPORT F TyS-Ion

**Russia (Holley):** A Bud SUPPORT TUR A Tri-Vie, A War SUPPORT A Gal, A StP-Nwy, A Gal SUPPORT TUR A Tri-Vie(Cut), F Bal SUPPORT ENG A Swe(Cut), F Rum HOLD

**Turkey (E. Anderson):** A Tri-Vie(destroyed), A Ser-Tri, A Gre-Ser, F Alb SUPPORT A Ser-Tri, F Aeg SUPPORT F Ion, F Ion SUPPORT ITA F Tys(dislodged; retreat EME or Off), F Adr SUPPORT F Ion

Underlined moves do not succeed. And, yes, once again there's a supply chart . . .

ENGLAND (0) OUT! [*A SWE REMOVED*]

FRANCE (BRE, PAR, MAR, POR, SPA, LPL, VIE, TRI, TUN) 9 BUILD 2

GERMANY (KIE, BER, MUN, HOL, BEL, EDI, LON, Nwy, SWE, DEN) 10 BUILD 2

ITALY (VEN, ROM, NAP) 3 REMOVE 1

RUSSIA (STP, SEV, WAR, MOS, RUM, BUD) 6 EVEN

TURKEY (CON, ANK, SMY, BUL, GRE, SER) 6 EVEN

Thanks, honor, and sub credit going out to **Michael Hopcroft** for playing out the English position.

## OVERHEARD AT THE BALL (Press)

**Stockholm (England):** "I don't think I want to watch this . . ."

**(German Press Release) ENGLISH AGREE TO TERMS (Berlin's Welt Tagly, Sept. 15,**

**1905):** "The War in the North appears to have ended with the surprising German victory over the forces of the decadent English warlord Michael 'Spike' Hopcroft. Apparently Tsarina Melindavitch abandoned the eminently repressible Hopcroft to his own devices, moving her army out of Scandinavia and leaving the 'Prime Minister' to his fate. Kaiser Stupidshitz has promised that this fate should equal, if not surpass, death in its horribleness."

**England-Germany:** "A single massive attack would be more merciful than a series of tiny attacks."

**Ex-Austrian Kaiserin (in Bavaria, via the German Press)-"Prime Minister" Hopcroft:**

"Yoo hoo! Oh Spi-ike! Kaiser Stupidshitz has asked me to tell you where you'll be staying after surrendering to German forces in Sweden in the next few weeks. With me! That's right, sweetums, in Prince Riptide's castle in southern Bavaria. It's peachy. It used to be called Newschuanstein or something like that, but it's been renamed 'Old Age Home for Ex'Enemies and Toadies.' It's really neat, we play pinochle, shuffleboard and Bingo all day long. If German success on the battlefield continues maybe will t enough relics and deadbeats here to start a game of Diplomacy. Wouldn't that be fun!"

**England-France:** "They say I need more seasoning. How about bay leaves and a dash of cayenne pepper?"

**England-Russia:** "It was a good try. Maybe next game things will work out better."

**England-GM:** "Relief seems due. Remember those three units left hovering in hyperspace? I could use them right about now."



**Kaiser Schtupidshitz-Prime Minister Hopcroft:** "Sorry to be the dirty deed doer, but it had to be somebody. Your pathetic whimpering in last month's press almost stayed my hand, but then I remembered that I had given you at least one previous chance to be my loyal toady and lie supine at my knee and gaze rapturously at my awesome greatness, like some sort of little pup-lap-dog. I really feel if you had acted vigorously in concert with me when you first entered the game, and moved against St. Pete, you would have had a much better chance of living. I think all that I forecast in my letters to you has come to pass. Therefore, ask not for whom the bell tolls; it tolls for thee."

**Stockholm (England):** "Vacancies for the Office of Security, Public Safety, and Prune Inspection!"

**Schenck-Hopcroft:** "To be fair I have to agree that you inherited a distinctly lousy situation. The real villain of this story is probably Tom Plachta. Except for your NMR, which was a great help to me I'll admit, your play was solid while not being predictable. I liked your presence in this game, and feel confident that we would make a good team in some game in the future. I mean we even use the same software to do our zines! IBM users in an increasingly Mac-dominated hobby have to stick together. Better luck next time, pal."

**England-GM:** "OK, where's the next position to wreck?"

**England:** "Somebody threw Edward through a closed window a week or so ago. Now everybody calls him 'the King of Pane'..."

**Germany-Turkey:** "Sorry for not answering your many letters, but it seems like the alliances are pretty well set in this game, and I just didn't have the time. However, please don't take my silence to mean hostility - I have nothing against Turkey if only because our forces are nowhere near contacting each other. If the need arises I will have no problem cooperating with Turkish forces - something you may wish to remember when you decide you are tired of letting Melinda ride your coattails. At any rate, keep the letters and postcards coming, guy."

**German Kaiser-Russian Tsarina:** "How would you like to join the Kaiserin in her stately pleasure dome in Bavaria? What with Hopcroft's expected early arrival there it could get exciting. Let me know if you're interested - I'm sure German forces could pick up the pace a bit if you're getting bored with this game. But if it's a fight you want, get ready!"

**German Kaiser-King Frederico:** "Whatever else happened this turn, I hope you hit the Ion, and hard. Watch out for a sly Turkish convoy, say to Apulia. Why else would Turkey build an army, unless of course he was thinking about stabbing Melinda (hmmmm). Eric has a lean and hungry look; such men are dangerous."

**German Kaiser-French Premier:** "Okay, your ESP proposal - that we use only ESP to communicate from now on - is accepted. There's no need for us to exchange letters anymore - we've proved we can successfully play Dip without such childish devices as letters, postcards, phone calls and the like!"

## KING BASH 1987CP

WINTER 03

(Seasons separated on 2+ requests.)

**Austria (Addison):** NMR! (A TRI RETREATS OFF, PLAY ONE SHORT) Has A Ser, A Con, A Ven, A TyI, F Aeg, F Ion

**England (Schlosser):** (BUILD F EDI, F LON) Has A HoI, A Den, F Swe, F HeI, F Nwy, F NwS, F Edi, F Lon

**France (Rigley):** (BUILD A PAR, A MAR) Has A Pie, A Ruh, A Mun, A Par, A Mar, F Tun, F TyS

**Germany (Hakey):** (A BER RETREATS OFF) Has A Boh

**Italy (Carroll):** Has A Rom, A Tri, F Adr

**Russia (Lutterbie):** (REMOVE A GAL) Has A Arm, A Sil, A Ber, A StP, F Ska, F Smy, F Bot

**Turkey (Vu):** (A SMY RETREATS OFF) Has A Ank

Underlined moves do not succeed. I thought about putting a supply chart here, though, just to be consistent. Would **Pete Gaughan**, 3105 East Park Row #132, Arlington, TX 76010 please stand by for Austria?

### NATTERINGS OF THE COURT (Press):

**Rus-Eng:** "Begone - ye slimy sea dog."

**Turkey:** "Oh woe is me! Down to one last center! Curse you, Austria and Russia! May yon E/F destroy you! May you be chopped up into a thousands bits and eaten by vultures, then deposited into the soil as bird feces, whereupon you will be stepped on by an elephant and trampled on for a year, finally ending being used for a mud brick by some African tribesman! Hope to see you again real soon!"

**Tsar-Emperor:** "Now c'mon buddy - my press is nothing to lose your head over. Go hit England."

**Rus-Ita:** "C'mon over to our side. We need you."

## Adélie Soirée

## FALL 1901

## BN88E

**Austria (Nickel):** A Tri-Vie, A Ser SUPPORT F Alb-Gre, F Alb-Gre

**England (Holley):** A Edi-Nwy, F Nwg SUPPORT A Edi-Nwy, F Nth CONVOY A Edi-Nwy

**France (Botimer):** A Mar-Spa(No Such Unit), A Spa HOLD, A Bur-Bel, F Eng-Lon

**Germany (Weseman):** A Mun HOLD, A Ruh-Hol, F Den HOLD

**Italy (Ozog):** A Pie-Tyl, A Ven-Tri, F Ion-Tun

**Russia (Carlberg):** A Gal-Bud, A StP-Fin, F Bot-Swe, F Rum HOLD

**Turkey (Watt-Evans):** A Bul-Gre, A Smy-Con, F Con-Aeg

Underlined moves do not succeed. You don't have many of them, but you do have a supply chart:

AUSTRIA (VIE, SER, GRE) 3 EVEN

ENGLAND (EDI, LPL, NWY) 3 EVEN

FRANCE (BRE, PAR, MAR, LON, BEL, SPA) 6 BUILD 3

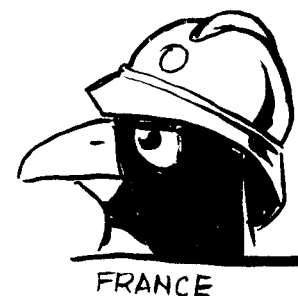
GERMANY (KIE, BER, MUN, DEN, HOL) 5 BUILD 2

ITALY (VEN, ROM, NAP, TUN, TRI) 5 BUILD 2

RUSSIA (STP, MOS, WAR, SEV, RUM, BUD, SWE) 7 BUILD 3

TURKEY (CON, ANK, SMY, BUL) 4 BUILD 1

NEUTRAL (POR) 1



### GENTEEL DISCOURSE (Press)

**Paris-London:** "Okay, so I went ahead and did my Behnen imitation. Just treat the place with care while we visit."

**Turkey-Austria:** "Sorry if this isn't what you expected; you were sorta vague about what you were doing."

**Ven-Tri:** "Go ahead - tell me. What a stupid move this is and didn't I learn anything from 1987 AU?"

**Larry-Millie:** "Ah well, I never was big on reality checks anyway."

**England-Germany:** "If you want to know if the stories are true, write me and find out."

**Paris-Berlin:** "Yeah, this looks quite a bit different than 'Dogs' now that Cathy says she won't pull a Katie Caruso."

**Germany-Italy:** "Well, you're in, and you still haven't written to me."

**Italy-France:** "See, I told you I wasn't being aggressive."

**Marseilles-Venice:** "Question is, did you pull a Katie Caruso or not? If you did I shall not rest till I'm avenged."

**Brest-St. Petersburg:** "I wonder if you're in Finland or tried to bounce in Norway. I wonder if you bounced in Sweden. I wonder if you really are that obvious about the R/T."

**Italy-England:** "LEAVE RUSSIA ALONE!"

**Italy-Russia:** "See, I know how to keep Melinda in line."

**Pravda:** "The Tsar has lost a contact lens and has gone to look for it in Budapest, because the light is better there. He anticipates a warm greeting from the Austro-Hungarians."

**Austria-Russia:** "Thank you for abiding by our recent peace treaty. I knew I could trust you."

**France-A/I:** "I hope you two have battened down the hatches against the R/T."

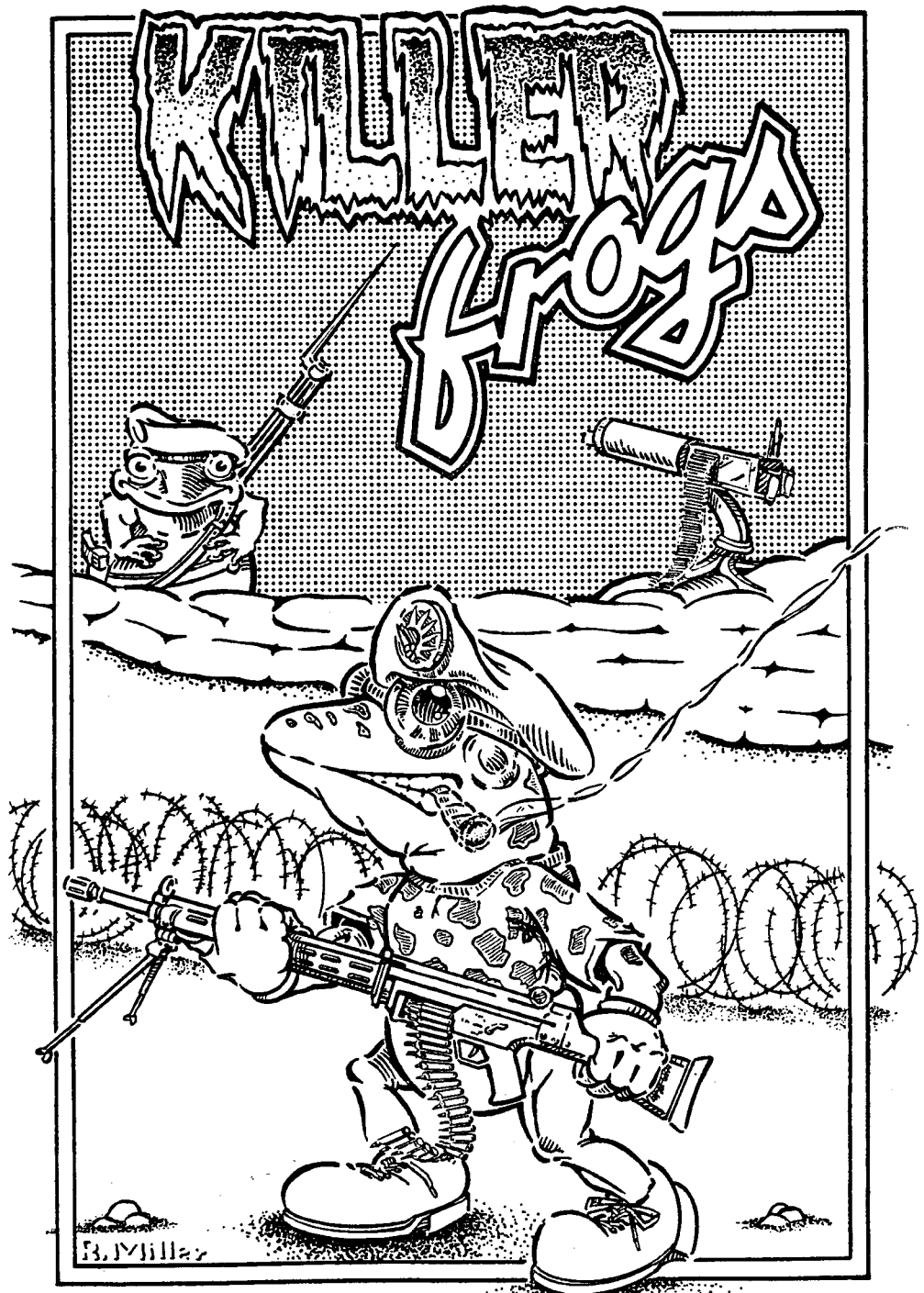
**France-R/T:** "You guys want to let me know what's going on?"

### GATECRASHERS

(Chisholm Gentry, Ron Cameron, Derek Levison, Mark Weseman, Michael Gonsalves, Kathy Caruso, Dave Ditter, Michael Hopcroft, Michael Quirk, John Richards, John Fisher and Bill Ricker). A standby pays no game fees, receives sub credit for submitting unused moves and upon playing a position to completion so let me know if you want on (or off) this list. Thanks to all for helping out!

Deadline for all games (including From Anshar to Zoser) is

**JUNE 18**



Stephen H. Dorneman  
95 Federal Street #2  
Lynn, MA 01905-2230



FIRST CLASS

Rod Walker  
1273 Crest Dr.  
Encinitas, CA 92024

Sub Ends #: 14

## THE BACK PAGE

Now, I'll admit I never have been a big fan of the Reagan Administration. Iran-Contra, the so-called sleaze factor, the Supreme Court appointees, all were big disappointments, even if not unexpected . . . although I was glad to see an INF treaty concluded (if not yet ratified), and Reagan's tax reform was at least a step in the right direction. But the recent revelations in Donald Regan's instant best-seller about the prominent part astrologer Joan Quigley has played (and presumably still plays) in the scheduling of the President's activities just turns my stomach. The loss of world prestige, as other nations laugh at the sight of a hen-pecked US President marching to the tune of his wife's Nob Hill charlatan, hurts -- but it's the shot in the arm that this incident gives to all the pseudosciences that makes me sick.

There is zero evidence that any astrologer's predictions of future events are better than chance. Whatever the methodology of the astrologer (and there are quite a few, often contradictory, ways of preparing a detailed horoscope for any given person or event), the results are the same. Nothing. A dartboard labeled "Good Day", "Bad Day", and "Neutral Day" would be just as useful to Nancy Reagan, and a lot cheaper, than all those long distance calls to California.

But anyone predisposed towards a belief in the supernatural is going to look at the Reagans' belief, and sagely nod their heads. "There must be something to it after all" will be the catchphrase, as astrology is given credence by its use in the highest office in this land.

The businessman who consults his newspaper's astrology column before deciding on a major company move, and the New Age devotee considering laying out \$1,000 or more for a one-hour private session with a self-proclaimed channeler of spirits from another planet can sleep well tonight. I will not.