

Penguin Dip



#20

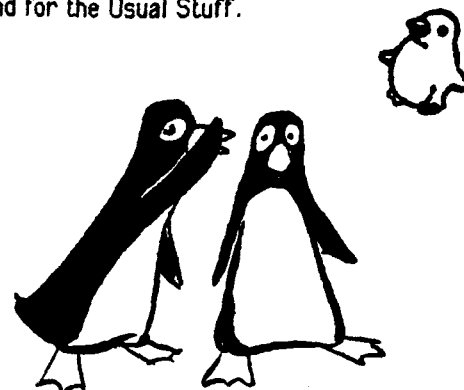
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Welcome to PENGUIN DIP #20. PD is an SF fanzine, an artzine, a general gaming and role playing game fanzine, and a postal Diplomacy zine. Edited, published and copyrighted (except where noted) by Stephen H. Dorneman, 94 Eastern Ave #1, Malden, MA 02148, and available as a 10 issue (1 year) subscription for \$15.00, \$20.00 outside of the United States, it is also available for contributions of articles, artwork and for the Usual Stuff.

You get a reputation for liking a certain antarctic aquatic avian, and the next thing you know, they're arriving in boxes, envelopes, and being abandoned in wicker baskets on your doorstep. And as I write this, it's not even Christmas yet - who knows how many of the little black and white fellows are lurking under the tree? I guess it's just another of those

FROM THE FLOE: PENGUIN HOLIDAY SECRETS.

secrets like who sent the gift-wrapped penguin Ink stamp and similarly-packaged penguin address stickers (with the misspelled street address) shown here. Well, to whoever the mystery benefactor is, thank you very much for thinking of me, and have a very Happy Holiday.



Stephen Dorneman
94 Easton Ave. #1
Malden, MA 02148

Thanks also to all the Penguin Dippers who sent Christmas cards, and especially to **Mike Ours** and **Chris Rudy** for the stuffed penguin (we've named him Dipper) with his Gummi-Penguin offspring.

Not in the holiday spirit by now? Well, then you must not have seen *Scrooged*, the new Bill Murray movie. An enjoyable update of Dickens' *A Christmas Carol*, filled with special effects, guest stars, a marvelous performance by comedian Bob Goldthwaite, and just the right touch of holiday *schmaltz*. And once in the holiday spirit, we put up our Christmas tree and decorated it with help from our local (and one not so local - hi, Chuck!) friends. This year, for the first time, we bought an artificial tree. Something about fire hazards still preying on our minds...

Not too much else to worry about, though. Penny's been working as a Temp while waiting to hear from Honeywell-Bull (and others) after a very successful second series of interviews, and I'm taking these last few weeks of December as vacation (use it or lose it). With the help of Master Card and Lady Visa, I'm sure we'll have had a very Merry Christmas by the time you get to read this, and we'll be looking forward to a Happy New Year of Penguin Dip.

Starting the third year of Penguin Dip... It's still a young zine, though (haven't even finished a single Diplomacy game yet), so I won't wax nostalgic here. But I will take the time to say a general "thank you very much" to all the fine people who, through their contributions of excellent articles and artwork, or through their interest in postal Diplomacy, science fiction, and/or role-playing games have made this zine a joy to edit and publish. And if you're still reading this after two years, you know that it includes you.

A lot of digitized artwork this issue, including the Cover (Boris' DragonPrince, rendered for the Mac by Dr. Thomas Abdella), as well as works by **Scott Ruggles** (2,10), **Scott Washburn** (12), **Sheryl Birkhead** (15), and **Phil Tortorici** (16). Articles this issue by **Michael Hopcroft**, and **Rod Walker** (twice!). I hope it's just the usual holiday slowdown in contributions - or next issue's going to be an awfully short one... How about every Penguin Dipper making a New Year's resolution to get that artwork or article finished and in the mail?

Let ERB

SF&F STUFF

PETE GAUGHAN: "There was a great review of the phenomenon known as 'cyberpunk' in In These Times (11/23/88), basically a review of Mona Lisa Overdrive but running down the 'history' (such as it is) of this movement. It's about to be overrun by analysis, so look out -- soon cyberpunk will simply be the next incarnation of postmodernism."

ROD WALKER: "'Ethshar Geography' is of course exactly the sort of thing I enjoy hearing from/about books, interesting and anecdotal. I have both the Ethshar books but haven't read them yet. (Anything I buy which relates to my interest in maps/mapping generally gets put on the shelf until I'm ready to tackle that particular place.) Fascinating: Lawrence Watt-Evans does a map from pin-holes; I've done one from coffee stains (haven't found a use for it yet, though)."

"Multiplicity of names: Well, yes, Earth is certainly replete with many examples of this. I can't offhand think of any identity of names which is entirely coincidental. Mostly it's naming this place in honor of that place (there are two towns in California, for instance, named after the city of Cardiff in Wales). A good many identical names are actually synthetic. For instance, there is a Moscow in Idaho -- but there is no Moscow in the USSR. That city is really Moskva; only English-speakers call it 'Moscow', after the German 'Moskau'. In Russian, that 'v' has a lot of 'w' in it, so that the last syllable is more like '-vva'. Furthermore, the city's pronounced 'MOSK-va', but the river of the same name is pronounced 'mosk-YA', which is how you keep track of which one you're talking about."

LAWRENCE WATT-EVANS: "Fred Davis is somewhat confused; John W. Campbell took over as editor of ASTOUNDING in 1939, not 1929. Pete Gaughan can rest easy: Richard Adams, author of Watership Down, is indeed British."

TOM NASH: "I'll bite at this top 10 Science Fiction list. Like Fred Davis, I make the distinction that these represent only a sense of what gave me pleasure. In no way do I consider myself widely read enough in the field to come up with a true '10 Best' (now if we were to talk about modern fiction, that's another story). Unlike Fred though, some of these are ones I've read quite recently. They made an impression. In no particular order but how they come to mind:

Startide Rising and The Uplift War - David Brin

Dhalgren - Samuel Delaney

Neuromancer - William Gibson

The Illuminati Trilogy - Robert Anton Wilson and Robert Shea

Dune - Frank Herbert

Clans of the Alphane Moon - Philip K. Dick

Stand On Zanzibar - John Brunner

The Left Hand of Darkness - Ursula K. LeGuin

The Martian Chronicles - Ray Bradbury

The Earth of the New Sun series - Gene Wolfe

If I wrote it tomorrow, there may only be seven of these on the list, and three more that I'm currently forgetting added. At first glance, I can't believe there's no Silverberg. But no one single thing comes to mind, except, perhaps, Dying Inside."

ROD WALKER: "FANTASY: OK, let's have my '10 best fantasy novels or series', as long as that's been brought up:

1. The Lord of the Rings - Tolkien
2. The Wizard of Oz - Baum
3. Shardik - Adams
4. Lud-in-the-Mist - Mirrlees
5. the Zothique stories - C.A. Smith
6. the Narnia series - Lewis
7. the Third Hemisphere stories - Dunsany
8. The Blue Star - Pratt
9. The Dying Earth - Vance
10. the Prydain novels - Alexander

These are hard choices to make. I regret leaving out Delany's Neveryona novels or Donaldson's first Thomas Covenant trilogy or Roberts' Pavane (which may or may not be fantasy) or . . . well, an extended list. There are many modern fantasy novels and series which are unread on my shelves, and many of them may be terrific, for all I know. Somebody may wonder why I didn't include a novel such as Dracula -- I tend to differentiate the horror genre from fantasy. I chose The Dying Earth over Eyes of the Overworld because while the latter is intensely amusing, the former is also filled with a more subtle whimsey and an ineffable sense of sadness which I find more artistic. Some of the choices seem almost too obvious (Tolkien), although there would be (and have been) some minority voices which don't rank it very highly at all. It goes without saying I'd probably give you a slightly different list next year if you asked me."

POLITICAL PONTIFICATIONS

MICHAEL HOPCROFT: "Hey, the Duke carried Oregon, the first Democrat to do so since 1964! Actually, I had a long internal debate about whether I should vote. I knew all along how I would vote (pretty much a straight Democratic ticket), but there were several conflicting strains in my fevered brain. There was the Heinleinian argument from Starship Troopers: I hadn't carried out my primary obligation as a citizen, which is acceptable service to the nation. Since I was an Army washout, I'm not really a citizen of the country and therefore should not be allowed to vote. That's Attack #1. Attack #2 was the economic argument: I couldn't support myself without the help of the government, therefore I had forfeited my right to vote when I accepted state money. . . Attack #3 is along similar lines: only taxpayers should vote, and since I don't pay taxes (I collect them) I should not vote. Attack #4 was Hysterical New-Paranoia: Opposition to *laissez-faire* capitalism is treason, and traitors must be killed. To elect traitors to office is treason. Therefore to vote for anybody to the left of Robert Dornan is treason. (Serve the Dollar. The Dollar is Your Friend!). If I were to vote for such a person, I am a traitor and should turn myself in to the authorities for execution. And it gets even worse. Finally, though, I stuck to my guns and voted early in the morning. Now, of course, my ticket to Hell has already been paid. . ."

TECHNOLOGY VIEWS

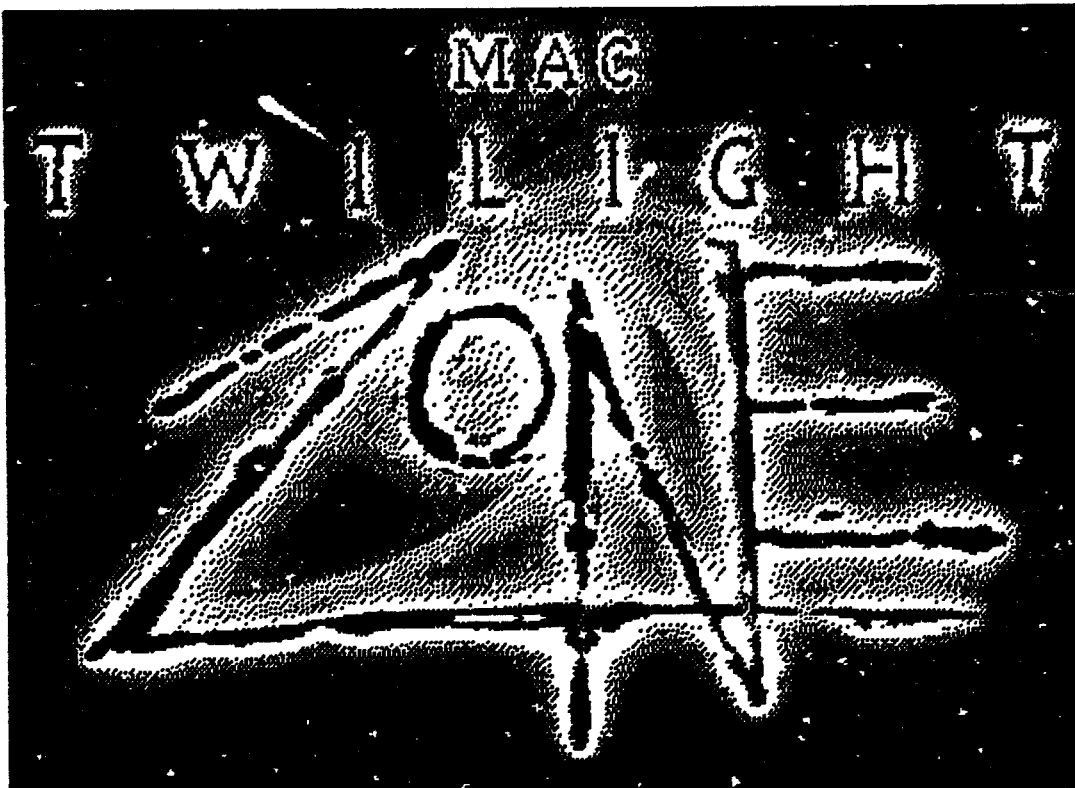
HARRY ANDRUSCHAK: "Don't assume that France is going to be the place to find a future of plentiful, clean, nuclear power. France has swept quite a few problems under the carpet, and delayed coming to grips with things like waste disposal, low-level contamination with radioactive discharges, debt on capitol investment, decommissioning costs, and future replacements. And in addition, since France has not had a citizen over-watch, however biased that over-watch may be, safety has been a bit more lax there than in the USA. To date, there has not been a serious nuclear accident in France involving the release of radioactivity (A Class Nine Incident). But since the main French reactor design is Light-Water-Pressurized, it is subject to possible nasty accidents. I am a great believer in Murphy's Law, and can wait patiently for it to strike France. Wanna make a \$10 bet on France having a Class Nine accident by 1995?"

FANDOM IS JUST A GOD-DAMNED HOBBY

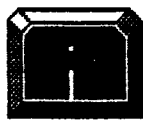
MICHAEL HOPCROFT: "I'm trying to see if there's a market out there for a Japanimation version of Gilbert & Sullivan's THE MIKADO . . . I think it's a great idea. There is so much out there to be satirized; giant robots, interstellar empires ruled by total lunatics, futuristic troubadours, beautiful women with huge eyes. I think it would be great fun! I'm very confident about how I can adapt the show to its new setting, as little details keep coming up all the time. . . The List song from this is due to be published in the newsletter of an informal postal G&S group, the Jack Point Preservation Society. People who want more information on the Pointies should write Lord High Everything Cheryl Duval at P.O.Box 179, New Ellenton, SC 29809-1079."

COMPUTER BITS

ERIC KLIEN: "Do you know of anyone who has the Diplomacy map in Macintosh format?" [*Good question. No, I don't, and I'd like to find a copy of such a file, myself. Anybody out there with access to a good scanner? Dick Martin? Ken Peel? Chuck Palmer?*]



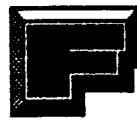
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ead



rom:

Sheryl Birkhead, Jack Jewart, and Bruce Linsey

DESTROY EUROPE IN ONE AFTERNOON WITH 512K!

Computerized Adventures and Misadventures of **Michael Hopcroft**

When I got my Amstrad PC1512, one of the things I wanted to do was play games on it, games like Diplomacy and the statistical sports games I have grown to know so well. Not necessarily great Diplomacy, but Dip nonetheless. Unfortunately it took four months to find a copy of CompuDip (as I have come to call the COMPUTER DIPLOMACY program released by The Avalon Hill Game Company) that would work on my computer. I had also thought it would make a great GMing tool to have a machine around that knew all the rules down pat. It didn't help all that much, as all who have had the dubious pleasure of playing a postal game with me as GM will attest. But I still have fun taking out the game and trying to pillage and plunder.

In CompuDip, as in any computer game using modern equipment, the computer doesn't actually think. Instead, it uses an algorithm to determine its moves. Now there are some games for which this is all that's needed. Chess, for example, can be played very well using algorithms, to the point that there are computer programs which can defeat 98% of all the Chess players in the world. Other traditional games are harder to model, and for some new games the task is very difficult indeed. I think Diplomacy is one such game. When they can come up with a computer that can bluff you into exposing Brest, or that you can bully into joining your attack, then computers will be able to play Dip.

The mental game of Diplomacy is totally gone when your opponent is a non-thinking machine. You can't threaten an algorithm. But nor can you reasonably predict what the computer will do. You can think of what you, as a competent player, would do in another person's shoes. Unfortunately, the computer is not necessarily competent. I have seen the computer as Italy making no effort to move into the Ionian or seize Tunis. A computer England will go right after the Channel better than half the time (ignoring the North Sea), even though a thinking human England would consider such a move as a last resort and would want to secure the North Sea first among everything. I have seen computer Russians who will pass up moving their Fleet St. Petersburg to the Gulf of Bothnia! And so it goes. Most players are not prepared to face a truly stupid opponent.

That is why one human player against the rest of the board is a fair proposition when the program plays the other six powers. The combination of algorithms and random numbers means that nobody will mount a concerted campaign in attack against you other than by chance. Some positions are vulnerable to random action, like Germany. But Turkey is just about invulnerable. This gives you the luxury of picking and choosing your opponents for decisive action. The board will not gang up on you when you hit 10 supply centers. I played Turkey to an 18 center win once, and could theoretically have gone beyond.

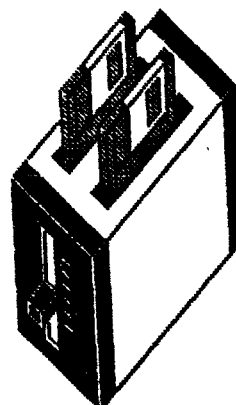
Beyond victory? Yes. When a player hits 18 centers, the computer asks him if he wants to go on with the game. If the player says yes, the computer ignores the victory and continues. I've never done it myself; it seems silly to me. But it does bring the ultimate challenge for the Dip tactics monster: Conquer Europe! ALL of Europe! See if you can seize all 34 supply centers and become the only extant power on the board! Now there is a strategic task worthy of a Napoleon or a Caesar.

In that respect, CompuDip can be fun. Fans of Gunboat Diplomacy, who can't get enough of the 7X7 Round Robin tournaments, should love it. I should warn you that it isn't a battle of wits, unless you consider duck hunting a battle of wits.

Now I'm a sports fan from a long way back. Although I was never very athletic, I enjoy watching sports and I enjoy the strategy involved in the various games. A computer is a neat little tool that way; sports simulation board games are fun (I never developed a real appreciation for baseball before I started playing Strat-O-Matic Baseball), but a little bit frightening for the beginner. (I once had one of my teachers compare players of these games to accountants. But it wasn't Tom Treblehorn, who played S-O-M quite well and went on to manage the Milwaukee Brewers.) Computers, with their ability to store information and generate random numbers as needed, are great for such simulations. And simulations of sports can be played very quickly, and with computer graphics they are interesting to watch play as well.

I must admit that even after a year I still get a big kick out of EARL WEAVER BASEBALL, an IBM and Amiga program published by Electronic Arts. It is a simulation of baseball based on the strategic ideas of Earl Weaver, long time manager of the Baltimore Orioles and winner of several American league pennants (Weaver was the manager when the 1969 Orioles dropped the series to the Miracle Mets, and was also the manager in 1978 when they lost a closely-fought series against Willie Stargell's Pittsburgh team and a young Dave Parker). Weaver's teams stressed long-ball hitting and solid pitching. The game itself is designed to work both with statistics and without, as an arcade game, and to use arcade-quality color graphics throughout. When the game is in Super speed, it is something to watch. I understand the Amiga version looks really spectacular, complete with a digitized public-address announcer. It looks, feels, and sounds like real baseball. And since you can have the complete at-bat resolved on the decisive pitch it can go quite quickly.

But most of my copies of the game found themselves on top of my stereo speaker, and the data got corrupted. For a while I didn't think I had any copies at all, but I found one. I didn't have a backup copy of the Start-O-Matic computer game, though (it was copy protected), and now it's history. Be careful about copy-protected games, ladies and gentlemen; safety from pirates is nice, but it doesn't help against magnetic fields...



There are other sports games I've tried and liked on my machine, and a few I tried and discarded for the most part. I'm thinking of investing seventy bucks in XOR's top-of-the-line football game NFL CHALLENGE. I would save a lot of money by buying Avalon Hill's football game SUPER SUNDAY, which is a good game and at a great price (the last GENERAL had an ad for SUPER SUNDAY that listed its by-mail price as \$19.99!). But I'm undecided. I had fun with SUPER SUNDAY when I borrowed a copy, but the computer coach, much like the computer diplomats in CompuDip, is an idiot, and even with an inferior team I could run it ragged. If I had more sports fans in my local circle, I could remedy that by playing against them, in which case it would be absolutely super; it's already a good statistical simulation. But I'm not sure where or how I would find them. XOR flaunts its computer coach as having three distinct "personalities" and being a real challenge. But the full price is a hundred bucks! Too rich for my class, I fear. One mail-order place has it down to \$59, which is much better even with three bucks added for shipping.

There are more sports games out there than I can afford. There are more everything games out there than I can afford. Despite this, though, I get a lot of entertainment out of my computer. If what you can afford is a PC clone, then go for it. And let me know what software you get...



Book Review by **Rod Walker**

There is a great pleasure in picking up the latest Mike Resnick novel (Tor Books, 1988; \$17.95). It's the promise that what you're going to read may be surprising, but it will never be disappointing. There is also the confidence that this book is going to be worth reading. The science fiction genre seems dedicated to more and more complex and splashy and intricate plots and effects . . . but by contrast, Resnick's voice is the quiet, compelling voice of the storyteller. One can get tired of an endless parade of wonderfully bizarre threats to Civilization (or the Planet, or the Universe, or Whatever) and really enjoy a story which is "merely" about people rather than the present moment's buzz issue.

Having said that, it's only fair to note that the "buzz issue" is unequivocally present in Ivory. The book radiates a quiet but intense rage at the (apparently) never-ending slaughter of African life. Toward the end of the book, Resnick presents a sad, eerie picture of the Serengeti Plains 7000 years from now. They still teem with life: grass and insects. Period. No lions, no okapi -- nothing but grass and insects. Even the last bird has been taken as a "trophy" by the kill-hungry hunters of the future. Indeed, the terrible price we must all pay for the amusement of our hunters is a note continuously sounded throughout the book. Yet this picture, which with many writers might form the core of a novel, is here only a quiet (if powerful) backdrop to the human drama.

The "ivory" of the title is a pair of tusks, by far the largest such trophy known to the record books. By fits and starts, in an intriguing byplay of going both forward and backward, Ivory traces their history and ultimate fate from 1898 Anno Domini to 6304 Galactic Era. Fascinating -- but not so fascinating as what the book is really about.

Ivory is about obsession. In a way, all of Resnick's books are about people who are obsessed in one manner or another. In Ivory, however, this quality which he detects in all our race becomes the focus of the tale he is going to tell us. It is a tale of greed and of selflessness, of treachery and of sacrifice -- all of them obsessive. It's difficult not to read the telling observation between the lines -- that we would be a lot happier without our obsessions. (In this regard, read one of Resnick's earliest novels, Birthright, in which Mankind's most compelling obsession, territoriality, leads to the extinction of the race in about 17,000 G.E.).

And yet . . . would we be happier without our obsessions? Perhaps "better off" would be the better term. Perhaps obsessiveness is part of being human. Take the cases of Duncan Rojas (Senior Researcher for Braxton's Records of Big Game) and Bukoba Mandaka (last of the Maasai). Rojas' obsession is his job; Mandaka's, his fate. Mandaka knows from the beginning that he will be happier (better off) without his obsession. Rojas learns the same lesson through fellowship with Mandaka. Yet their obsessions are more powerful than anything else -- more powerful even than the alleged instinct for self-preservation.

It is the mystery of the tusks that drives the action. When Mandaka comes to Rojas with a request to help locate them, they have presumably not been seen or heard of for about 3000 years. It's not long before Rojas is utterly determined to find the tusks and to find out why Mandaka seems willing to pay anything to locate them. His search forms the frame for ten wonderful short stories which describe different episodes in the history of the tusks. Between the stories, the main plot is concluded in a series of interludes. It is, in some ways, a sort of detective story, and the mystery of the tusks is hard to put down or put aside; I was compelled to read the book at one sitting.

The ten stories are themselves excellent reading. They are not only episodes about the object of Rojas' and Mandaka's hunt, they are also self-contained pieces. True, they are all made deeper and more interesting by their common relation to the Ivory of the book's title, but each of them would be a good read by itself. Many of the stories are full of Resnick's wry wit and piquant humor; all of them show compassion for those whose obsessive struggles are losing ones.

This is in fact a very compassionate book (as, again, so many of Resnick's books are). The sadness of the fates of Rojas and Mandaka are compellingly underlined. But nowhere, nowhere is there more compassion than when the author contemplates the original owner of that ivory.

He was *Malima Temboz*, Mountain That Walks; *Mrefu Kulika Twiga*, Taller Than Giraffes; *Fezi Mypi*, White Gold; the Killimanjaro Elephant. He died; and there was left of him only a pair of relics, barren and useless, and of great price. It is a strange obsession that gives more value to dead things than to live ones. The Earth, too, grows more valuable the more we kill it. Ivory is filled, as with a background harmony, with an immense sadness for the Earth that was, for the Africa that was, and may soon be irredeemably lost. In this bittersweet, funnysad book, the ivory becomes much more than a trophy: a symbol, a myth, and a warning.



THE LAST TEMPTATION OF CHRIST/MARTIN SCORSESE, DIRECTOR

Film Review by Rod Walker

When Nikos Kazantzakis' novel was published (1955; the English translation in 1960), it generated a storm of critical opinion, both positive and negative. The film based on the novel has done the same thing. Reviews I've seen are generally of two types: thoughtful reviews which regard it as a great picture and idiot fundamentalist reviews which regard it as a travesty.

This review is therefore a minority opinion -- namely, that the book is a masterpiece of which the movie is a travesty. Save your money -- go buy the book.

The Last Temptation of Christ isn't really an historical novel, but rather a long psychological meditation on the struggle between spirit and flesh. Kazantzakis shows a wonderful disregard for perfect historical accuracy; his "ancient Judea" is really more like modern Crete. His characters frequently eat corn and red peppers (New World foods), for instance -- yet the many anachronisms in the novel don't detract from it, but rather emphasize the timeless character of its story. Even the book's opening premise is impossible, and yet central to the development of the plot: Jesus is presented as a carpenter in Roman-occupied Nazareth who makes crosses. (This is impossible because in Jesus' time Nazareth was part of the Tetrarchy of Herod Antipas and was not under Roman occupation.)

Jesus is shown as a reluctant messiah -- and once his reluctance is overcome, a confused one. His revelations shift and change (this confusion also infects Kazantzakis' writing, as he occasionally loses track of what state of mind Jesus is currently supposed to be in). In the end he chooses to be Isaiah's "suffering servant" and provokes his own execution. The "last temptation" of the title refers to a vision he has on the cross, in which he escapes death and lives out his life happily as an artisan, husband, and father. The implication of the vision is that at some point it will become an irrevocable reality. In the end, however, he rejects this last fleshly yearning and dies on the cross.

The film makes clear in the opening credits that it is only "based on" the novel, and not a reproduction of it. Unfortunately, at every point at which it departs from its source, it becomes weak, confused, and irrelevant. Motivations become obscure in this version, and it adds anachronisms which are useless and intrusive. (Perhaps the most ridiculous of these is the depiction of the Temple as lying within a sort of casbah-like maze, and having a statue of a Roman Emperor at its main entrance.)



The film goes to a lot of effort to omit scenes that were in the book. OK -- that would be necessary because the novel is very long (almost 500 pages in my edition). However, a bunch of time is wasted adding scenes that aren't in the book -- the cure of the Centurion's daughter is replaced by various other rather silly miracles (in the context of the novel, that is), such as the water-into-wine bit and curing a blind man by rubbing mud into his eyes.

Moreover, the presentation of John the Baptist is, at best, a mere parody of both the real character and the character in the novel. At the end, the tempting "guardian angel" is changed from a man with green wings (who transforms himself into a little black slave) into a prepubescent girl. The death of Mary Magdalene in the "last temptation" vision is recast in a feebly ineffectual manner. The resurrection and subsequent career of Lazarus is redone in such a way to mute and almost destroy Kazantzakis' original depiction of it as a "failed" miracle. The scenes in which Jesus overcomes the last temptation are scripted and presented in such a way that they have all the intellectual and emotional impact of an Italian western.

In short, this movie has done to Kazantzakis' novel precisely what the movie "Dune" did to Frank Herbert's novel. The longer I sat through the thing, the more I asked myself why I wasn't leaving. Perhaps the most ridiculous scene in the whole film is one in which Jesus, having already done his bit with the money-changers in the Temple courts, returns later on and tries to lead the people in storming the Temple itself -- in which he fails miserably through lack of nerve (or something -- neither the script nor the acting takes much of a stand on that issue). The whole affair is trivial and misconceived -- and ludicrously followed by scenes in which Jesus' disciples are still loyal and acting as if nothing had happened.

The great tragedy of this film is that it would have been possible to give a felicitous representation of Kazantzakis' novel -- the travesty of the actual flick is all the greater because it amply demonstrates that potential, even while failing to meet it. The great amount of time the film wasted in presenting material not in the book could have been used in staying closer to its source. The script could have avoided so many actual departures from the original, since almost every departure made the final result shallow rather than significant.

Isn't it amazing how often Hollywood can make a molehill out of a mountain, or a sow's ear out of a silk purse?



BLACK TIE AFFAIRS: THE GAME OF DIPLOMACY

INVITED ARE:

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
Ron Cameron	7821 Bouma Circle, La Palma, CA 90623
Kathy Caruso	29-10 164th St., Flushing, NY 11358
Dave Ditter	8049 Idaho Circle North, Minneapolis, MN 55445
Pete Gaughan	3105 East Park Row *132, Arlington, TX 76010
Chisholm Gentry	470 South Main Street, Bradford, MA 01830
Michael Gonsalves	1401 Haven Rd. *T-6, Hagerstown, MD 21740-3071
James Hall	4316 Ewing Avenue S., Minneapolis, MN 55410
Robert Hauser	7 Mead Terrace, Glen Ridge, NJ 07028
Melinda Holley	P.O. Box 2793, Huntington, WV 25727
Jack Jewart	24508-38th Ave. Court E, Spanaway, WA 98387
Derek Levison	26 Mt. Hope Blvd., Hastings-on-Hudson, NY 10706
Jim Nickel	429 E. Columbia Street, Falls Church, VA 22046
Cathy Ozog	P.O. Box 5225, Munds Park, AZ 86017
Michael Quirk	3830 Chester Drive, Glenview, IL 60025
John Rigley	RD 1 Box 170, Richmondville, NY 12149
Steve Rush	6301 Lyndale Avenue South, Apt. 102, Richfield, MN 55423
Mike Sargent	P.O. Box 190286, Anchorage, AK 99519
Garret Schenck	40 3rd Place, Basement Apt., Brooklyn, NY 11231
John Schlosser	11027 Beacontree Lake Dr., Apt. 304, Reston, VA 22090
Mark Sheron	1924 Heritage Park Dr. *107, Oklahoma City, OK 73120
L. Watt-Evans	5 Solitaire Court, Gaithersburg, MD 20878
Mark Weseman	124 Burleigh Drive, Ithaca, NY 14850

TURKISH INFANTRY
PENGUIN
C. 1901



ROCKHOPPER'S SOCKHOP

FALL 06

BN87AU

England (Hall): A War SUPPORT A Mos-Ukr, A Mos-Ukr, A Lvn SUPPORT A War, E Kie-Hol, F Den-Bal, F Yor-Nth, F Wal-Eng, F Lon SUPPORT F Yor-Nth, F NAO-MAO

France (Quirk): A Bre-Nap, A Bel-Ruh, A Hol SUPPORT A Bel-Ruh(Cut), A Pie-Tyl, F MAO CONVOY A Bre-Nap, F Eng-Bel, F Tun SUPPORT ITA F Ion(Attempting to Move), F WMe CONVOY A Bre-Nap, F Spa(sc)-Lyo

Germany (Ditter): A Sil-Mun, A Ber-Kie

Italy (Ozog): A Vie-Tri, A Tyl-Ven, F Tri-Adr, F TyS-Nap, F Ion-Gre(Dislodged; retreat TyS or OFF)

Turkey (Nickel): (F ION RETREAT APU) A Gal-Vie, A Alb-Gre, A Rum SUPPORT A Ukr, A Bud SUPPORT A Gal-Vie, A Ukr HOLD, F Sev HOLD, F Aeg SUPPORT F EMe-Ion, F Apu-Ven, F EMe-Ion

Underlined moves do not succeed. This issue's statistics are from US NEWS & WORLD REPORT, Dec. 12, 1988. Things like the book that is most often censored or challenged in public schools is Steinbeck's Of Mice and Men.

ENGLAND (LPL, EDI, Nwy, STP, SWE, MOS, WAR, DEN, KIE, LON) 10 BUILD 1
FRANCE (MAR, PAR, BRE, SPA, POR, BEL, TUN, HOL) 8 REMOVE 1
GERMANY (BER, MUN) 2 EVEN
ITALY (VEN, ROM, NAP, TRI) 4 REMOVE 1
TURKEY (CON, SMY, ANK, RUM, SEV, BUL, GRE, BUD, VIE) 10 BUILD 1

SHOUTED OUT THE WINDOW (Press)

Italy-France: "It's not that I don't want to trust you, it's just that I'm naturally paranoid."

An ENGLAND/TURKEY DRAW has been proposed. Please vote with your orders.

THE MAGELLAN COTILLION W/S 06/07 BN87AV

Austria (Gonsalves): (REMOVE A SER) F BIa CONVOY TUR A Ank-Sev(No Such Order)

England (Rush): (BUILD F EDI) A Mar-Pie, A Pic-Bel, F Nth SUPPORT F Den, F Den SUPPORT F Nth, F NAO-Nwg, F Bre-MAO, F MAO-WMe, F Edi SUPPORT F NAO-Nwg

France (Levison): (A PAR RETREATS OFF) F Naf-Tun, F WMe SUPPORT F Naf-Tun(Cut)

Germany (Hauser): A Par-Bur

Italy (E.Anderson): (BUILD F NAP) A Tri-Ser, A Vie-Tri, A Alb SUPPORT A Tri-Ser, A Ven SUPPORT A Vie-Tri, F Gre-Ion, F TyS-Lyo, F Nap-TyS

Russia (Bowen): (BUILD A WAR, A SEV) A Ukr-Rum, A Kie HOLD, A Tyl-Tri, A Rum-Bud, A Bud-Vie, A Boh SUPPORT A Bud-Vie, A Gal SUPPORT A Bud-Vie, A War-Ukr, A Sev SUPPORT A Ukr-Rum, F Nwg-Nwy, F Swe HOLD

Turkey (Caruso): A Smy-Con, A Ank SUPPORT A Smy-Con, F Bul(sc) SUPPORT F Con-Aeg, F Con-Aeg

Underlined moves do not succeed. Judy Blume, however, has four books in the Top Ten censored titles.

Mike Gonsalves is our new **Austria** (thanks muchly!)

WHISPERED IN THE HALLS (Press)

Jesse Jackson Rush-Germany and France: "We are the Rainbow Coalition. United we win, our patch will never be big enough."

St. Petersburg: "Tsar 'Slim' Bowen formally protests the Italian ban on Russian yodeling. We uns likes to yodel, and by golly we uns are gonna do it."

Austria: "A quick hello to some old friends here; not bad Derwood, Kathy, how could you let Booper get so big? I suggest you, Italy, & England work together to stop him. I don't know the Italian but England is not a bad dude."

Gomer Pyle Rush-Russia: "Shame, shame, shame."

Flushing Flame-"Bums" Rush: "I don't need advice - I need an ally."

England-Turkey: "You have to admit, I'm making a lot of sense here. *Capice*, Caruso?"

Italy: "Does anyone want to avoid a R/E draw? How about one of you two; want a solo win? Anyone with ideas, please write!"

Turkey-Italy & Russia: "Tell ya what - I'll flip a coin - if it comes up heads or tails I ally with Russia - if it lands standing up on edge, Italy wins."

Turkey-GM: "Now that's fair, isn't it?!" [*What could be fairer?*]

Austria-GM: "I am glad I packed light. Somehow I don't think I will be here long." [*But a welcome guest nevertheless...*]

Mrs. Met [Turkey]- Mr. Met: "Hey, us little guys gotta stick together, otherwise the Italian will have us for dinner."

THE EMPEROR'S BALL W/SPRING 07/08 BN87AK

France (Sargent): (BUILD A MAR) A Vie-Bud, A TyI SUPPORT F Apu-Ven, A Tus SUPPORT F Apu-Ven, A Tri-Ser, A Par HOLD, A Mar-Pie, F Tun-TyS, F Apu-Ven, E Nap-Apu, F Rom-Nap, F TyS-Rom

Germany (Schenck): (BUILD A MUN, A KIE, PLAY 1 SHORT) A Boh-Gal, A Mos SUPPORT A War-Ukr, A Gal-Rum, A Lvn-War, A Sil SUPPORT A Boh-Gal, A War-Ukr, A Mun-Boh, A Kie-Mun, F Hol HOLD, F Swe-Den, F Nwy HOLD, F Den-HeI

Italy (F. Anderson): NMRI Will "play" with no units...

Russia (Holley): (REMOVE F SEV) A Ukr SUPPORT TUR A Rum-Sev

Turkey (E. Anderson): (BUILD F CON) A Bud-Rum, A Rum-Sev, A Alb-Ser, F Adr-Apu, F Aeg SUPPORT F Ion, F EMe SUPPORT F Ion, F Ion SUPPORT F Adr-Apu, F Con-Bla

Underlined moves do not succeed. In December, 12.4% of the annual US liquor consumption takes place.

The **CONCESSION** to **GERMANY** has **Failed**, along with the **FRANCE/GERMANY/TURKEY DRAW**. A **FRANCE/GERMAN DRAW** has been proposed, along with a **FRANCE/GERMANY/TURKEY DRAW**.

OVERHEARD AT THE BALL (Press)

Germany-Turkey: "They say quitters never win, but losers always lose!"

Turkey: "And to think, I started playing Diplomacy to get more mail. What was I thinking?"

France-Turkey: "C'mon Eric, you know I sent you a postcard sometime way back when. You may as well vote yes on the F/G draw, as I'm perfectly willing to concede to the German player once the last Turk is down the drain."

Germany-Turkey: "Seriously, I think your attitude could use some improvement. Why be such a spoilsport about the draw -- it's obvious that France and I have demonstrated sufficient tactical expertise to crush R/T (as well as the rest of the players), do you really believe there's a ghost of a chance that we'll screw up the end-game? Remember, this is the Kaiser Schtupidshitz talking! The hard part of the game is over; you and Melinda lost. There's no way you have anything approaching a stalemate line. You were a worthy opponent -- it's time to move on to the next field of battle without leaving a sour taste in our mouths (gunpowder, presumably) from this one. Vote yes of the resubmitted draw."

Paris-Rome: "I told you I'd let you hang around."

Rus-Tur: "Sorry I haven't written but I've been down with the flu. Keep the faith!"

KING BASH

FALL 06

BN87CP

Austria (Gaughan): A Bud-Gal, A Ser-Bud, A Tri SUPPORT A Vie, A Vie SUPPORT A Bud-Gal, F Aeg-Ion, F Ion-TyS

England (Schlosser): A Lvn-StP, A Pru-Lvn, A Den-Kie, A Yor-Den, F Bal-Bot, F Ber SUPPORT A Den-Kie, F Bar SUPPORT A Lvn-StP, F Nwy SUPPORT A Lvn-StP, E Swe-Fin, F Nth CONVOY A Yor-Den

France (Rigley): A Tyl-Ven, A Ruh-Mun, A Boh-Gal, A Pie-Tus, A Mun-Sil, F Tun SUPPORT F TyS, F TyS SUPPORT A Pie-Tus(Cut)

Italy (Cameron): A Rom SUPPORT F Ven, F Ven HOLD, F Nap SUPPORT AUS F Ion-TyS

Russia (Gentry): A Sev-Ukr, A War SUPPORT F Bot-Lvn, A Mos SUPPORT A War, A Fin-StP, F EMe HOLD, F Bot-Lvn

Underlined moves do not succeed. The mandatory jail term for a second drunk-driving conviction in Delaware is 60 days, the longest in the nation.

The **CONCESSION** to **ENGLAND** has **Failed**, as has the **ENGLAND/FRANCE DRAW**. The **ENGLAND/FRANCE DRAW** has again been proposed, as has a four-way **AUSTRIA/ENGLAND/FRANCE/ITALY DRAW**. Please vote with your orders.

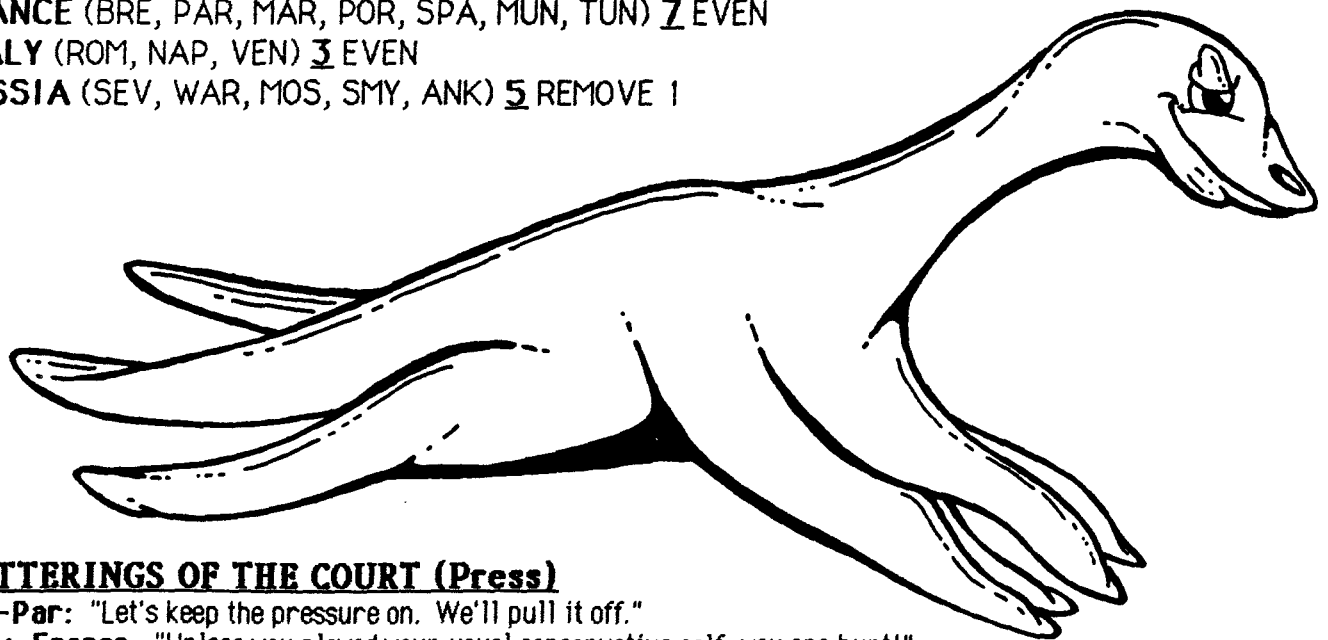
AUSTRIA (VIE, SER, BUL, GRE, CON, TRI, BUD, RUM) 8 BUILD 2 (But No Room)

ENGLAND (EDI, LPL, LON, Nwy, BEL, DEN, HOL, KIE, BER, SWE, STP) 11 BUILD 1

FRANCE (BRE, PAR, MAR, POR, SPA, MUN, TUN) 7 EVEN

ITALY (ROM, NAP, VEN) 3 EVEN

RUSSIA (SEV, WAR, MOS, SMY, ANK) 5 REMOVE 1



NATTERINGS OF THE COURT (Press)

Lon-Par: "Let's keep the pressure on. We'll pull it off."

Italy-France: "Unless you played your usual conservative self, you are hurt!"

Lon-All: "Happy Holidays!"

Paris: "Today the Grand Emperor ordered new pine boxes to be built. The first one is to be 6' x 3' x 1", he's going to be a little flat when I'm done. Just like pizza."

Venice-Vienna: "My plan could of worked, had we time to put it into effect! Don't blame the Tsar if he did as suggested."

Adèle Soirée

FALL 03

BN88E

Austria (Nickel): (A BUD RETREAT GAL) A Gal-War, A Rum HOLD(Destroyed)
England (Holley): F Nwy SUPPORT GER A Mos-StP(Cut), F Nth SUPPORT F Nwy
France (Botimer): A Spa-Gas, A Bel SUPPORT A Bur, A Bur SUPPORT A Bel, F Yor SUPPORT F Eng-Lon, F MAO-Spa(sc), F Iri-Lpl, F Eng-Lon
Germany (Weseman): (F SWE RETREAT SKA) A Mos-StP, A Kie-Hol, A Lvn SUPPORT A Mos-StP, A Sil-War, F Ska-Swe, F Den SUPPORT F Ska-Swe, F Bal-Bot
Italy (Ozog): A Vie SUPPORT A Bud, A Bud SUPPORT TUR A Bul-Rum, A Tri SUPPORT A Bud, F Ion-TyS, F Adr-Ion, F TyS-Lyo
Russia (Carlberg): A StP-Lvn(Dislodged; retreat FIN or Off), A Sev-Mos, A Ukr SUPPORT A Sev-Mos, F Bot-StP(sc), F Swe-Nwy(Dislodged; retreat FIN or Off)
Turkey (Watt-Evans): A Ser SUPPORT A Bul-Rum, A Bul-Rum, A Arm-Sev, F Gre HOLD, F Bla SUPPORT A Arm-Sev

Underlined moves do not succeed. But on a first offense, the toughest state is Alaska, with its mandatory 3 days.

AUSTRIA OUT! [*GM removes A Gal*]

ENGLAND (EDI, Nwy) **2** EVEN

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

GERMANY (KIE, BER, MUN, DEN, HOL, SWE, WAR, STP) **8** BUILD 1

ITALY (VEN, ROM, NAP, TUN, TRI, VIE, BUD) **2** BUILD 1

RUSSIA (MOS) **1** REMOVE 4

TURKEY (CON, SMY, ANK, BUL, GRE, SER, RUM, SEV) **8** BUILD 3

Sub credit and much thanks to **Jim Nickel** for playing out his position.

GENTEEL DISCOURSE (Press)

Fra-Ger: "What a rotten thing to say about Cathy!"

Fra-Ita: "I hope you noted that insult in the press."

Turkey-Russia: "The Sultan's troops are on their way to save Holy Mother Russia from the dreaded Hun. Too bad there are Russians in the way!"

Fra-Tur: "How's your reaction to these moves?"

Germany-France: "I sure hope you stayed in the West."

Fra-Rus: "My heart bleeds for you."

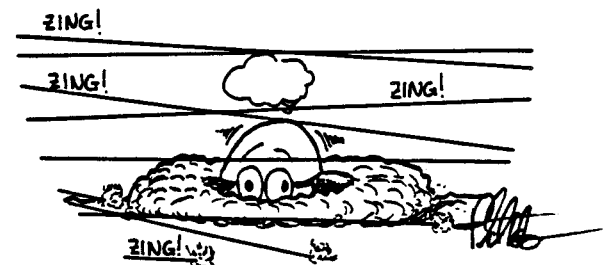
Eng-World: "Sorry for the silence but I've had the flu."

German Army Moscow: "Let's try the women in St. Pete."

Fra-Aus: "Tenacious, aren't you?"

Turkey-Austria: "Jeez, still hangin' in there, huh?"

DON'T
 WORRY ABOUT
 BEING SCARED...
 IT PROVES THAT YOU'RE ALIVE.



SPHENISCIDAE HOLIDAY SPRING 1901 BN88HI

Austria (Holley) A Vie-Bud, A Bud-Ser, F Tri-Alb
England (Watt-Evans) A Lpl-Edi, F Lon-Nth, F Edi-Nwg
France (Jewart) A Par-Pic, A Mar-Spa, F Bre-MAO
Germany (Ditter) A Ber-Mun, A Mun-Ruh, F Kie-Hol
Italy (Cameron) A Rom-Ven, A Ven-Pie, F Nap-Ion
Russia (Sheron) A Mos-Ukr, A War-Gal, F StP(sc)-Bot, F Sev-Rum
Turkey (Levison) A Con-Bul, A Smy-Arm, F Ank-Con

Underlined moves do not succeed. So have a Happy and Safe New Year - and read whatever you want to.

I still need the \$6 game fee from **Derek Levison**.

HOLIDAY GREETINGS (Press)

Vie-World: "Sorry for not writing but I've had the flu awfully bad."

Vie-Lon: "Good luck."

Italy-World: "Best to All! Melinda and I will win. You'll help, won't you David?"

Vie-Rom: "I totally agree."

France-??: "Let them eat cake!"

Aunt Melinda-Nephew: "We both need 360 degree vision - correct?"

Italy-France: "Well, as you say no one trusts anyone. Let's talk."

Vie-Ank: "Sounds good."

England-World: "Dear old Queen Victoria asks that you pay no attention to all those nasty rumors of impending war; surely we can settle our differences peaceably!"

Vie-Ber: "Here's hoping."

Italy-England: "The E/F/G you desire will never happen."

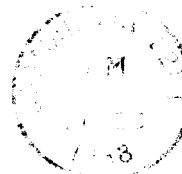
Vie-Mos: "You're right."

GATECRASHERS (Kathy Caruso, Dave Ditter, Michael Hopcroft, Michael Quirk, John Richards, John Fisher, Bill Ricker, Mark Sheron, Don Williams, Greg Maynard, Michael Gonsalves and Lee Kendter, Jr.). A standby pays no game fees, and receives sub credit for submitting unused moves as well as upon playing a position to completion, so let me know if you want on (or off) this list.

Deadline for All Dip games is

JANUARY 21, 1989.

Stephen H. Dorneman
94 Eastern Ave #1
Malden, MA 02148



FIRST CLASS

*Thanks for the
articles - I sure
needed them for
this issue!
Happy New Year,
Stephen*



THE BACK PAGE 0

With the New Year comes the swearing in of a new president, our 41st, George Herbert Walker Bush. President-Elect Bush comes into power at an exciting time in world politics, with possibilities opening up for diplomatic solution to long-term problems in the Middle East, Namibia, Central and South America, and in relations with the Soviet Union.

It is also a time of new economic challenges - the promise of the European Economic Community is becoming a reality, the Pacific Rim nations capturing not only the lion's share of industrial production but now becoming the major players in the financial markets as well, the slumbering Bear and Dragon of the Communist nations becoming more and more involved in world trade.

And please, Mr. Bush, do not forget the domestic front. Drug use, the homeless, the environment - America has a lot of setting her own house in order to do, as well as meeting the challenges of a new world order for the 1990s.

The announced appointments for the new administration don't give me much hope for seeing a visionary approach to the challenges of today and tomorrow - Jack Kemp for HUD? Well, maybe. I would like to see the Urban Enterprise Zone idea given a chance. But John Tower for Defense (Casper Weinberger redux)? John Sununu for Chief of Staff (not a man known for his ability to reach out and make compromises)? Still, I'm willing to give Bush & Co. the benefit of the doubt. But will the rest of the world?