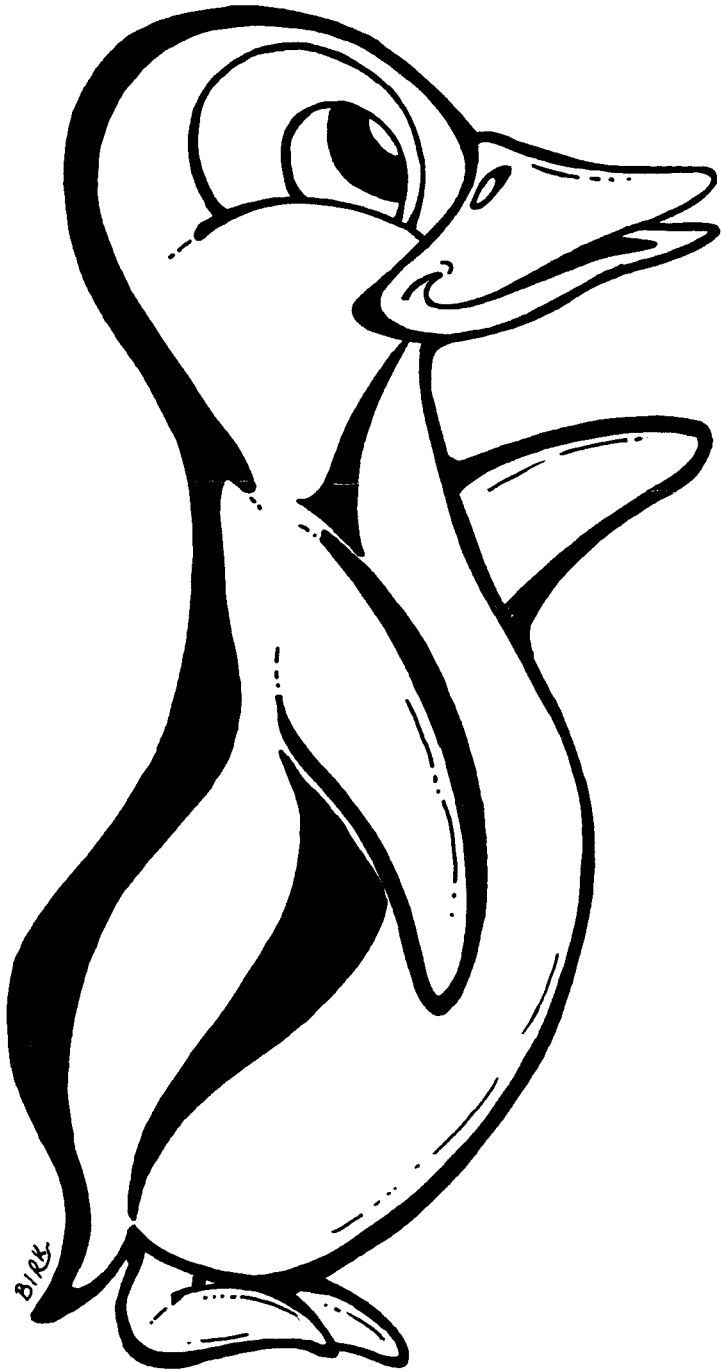


PENGUIN OP



#9

B/R/S

Welcome to PENGUIN DIP #9. PENGUIN DIP is a science fiction and fantasy fanzine, an artzine, a general gaming and role playing game fanzine, and a Dipzine, running postal Diplomacy games. It is edited, published and copyrighted (except where noted) by Stephen H. Dorneman, 95 Federal St. #2, Lynn, MA 01905. PD is available for contributions of articles and/or artwork, the usual, and as a 10 issue (1 year) subscription for \$10.00. Game positions currently available (!), see below.

FROM THE FLOE: SCHOOL DAYS, GRUEL DAYS . . . The school part's not for me, but for Penny, who's quitting her job at the Boston Museum of Science as of January 4th in order to go back to school full time at Northeastern University to complete her degrees in Business Administration. The gruel part's for both of us, as we adjust to living on just one income (plus savings and, of course, our stock market investments) for a year. So I'm afraid you'll have to wait just a while longer before PD joins the ranks of laser-printed Macazines, and don't look for me in your next gamestart. Of course, this doesn't mean I'm giving up Hyborian War. I do have my priorities.

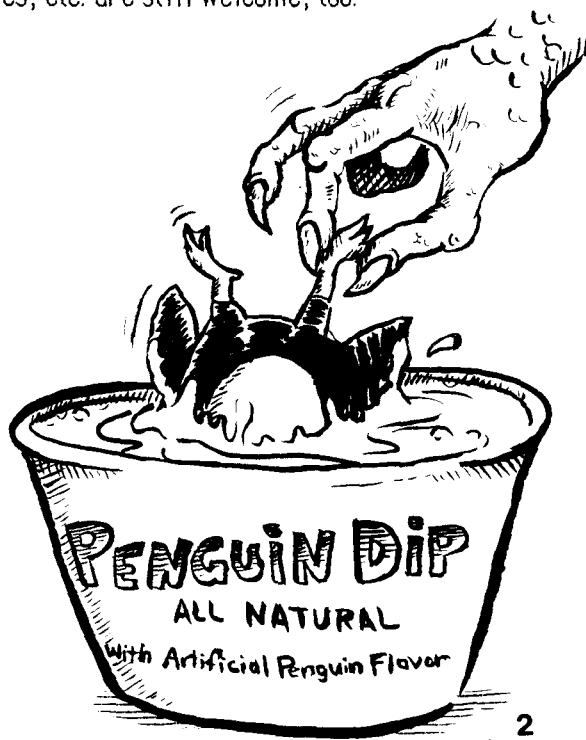


As to new PD gamestarts, well the jury's still out on that. Nobody seems interested in the Call of Cthulhu PBM (the one I most wanted to run, as Murphy would have it), and the AD&D ruler-level PBM didn't do much better, perhaps due to the vagueness of the concept. Some interest in a stock market game, and special thanks to **Bill Ricker** for some excellent ideas on what such a game would and should entail. But by far the most response was for the opening up of another Dip game . . . Which is likely to start next issue. Game fee for this one will be \$5, and you'll also want to make sure your subscription is paid up. Preference again will go to those subbers not currently playing in any other games, but I'll be letting players in one game standby in another (due to a lack of standbys), so let me know if you're willing to serve in the Gatecrashers lineup, or if you need a copy of the House Rules.

This issue's articles include a couple of fine PBM articles by **Harry Andruschak** and **John Schlosser** that didn't make it in time for the supposed special PBM issue last month, a personal observation on the recent California quake by **Ron Cameron**, and lots of the usual stuff. No book or movie reviews, though, so let's see what we can do for next time. I'll be writing one (on The Watchman graphic novel, or maybe Burning Chrome, Gibson's short story collection), but I'm sure that plenty of other Penguin Dippers have been doing some reading or viewing lately, too. How about a combined book/movie review of The Princess Bride? A look at the new Heinlein paperweight? An indepth study of the L. Ron Hubbard dekalogy? (Just kidding on that last one.) Of course, con reports, strategy articles, etc. are still welcome, too.

And while I'm begging, it's about time to ask for more artwork, too. I've got a lot of public domain clip art, but I'd like to showcase original fanart in PD. Oh, and speaking of original artwork, this one's for you, **Stephen Simpkins**, as requested:

CREDITS this issue for artwork go to **Sheryl Birkhead**(cover), **Jim Tozzi**(2,7), **Phil Tortorici** (9,17) and **Steven Fox** (11). Two or more issues subscription credit per piece going out to each of them, and thanks again for the quality work. PD always needs more artwork (I'm still low on Covers and half-page interior artwork on gaming themes, SF and Fantasy), with the artist retaining all of his or her rights to the work.



LETTERS

BILL RICKER: "How seriously to punish stupidity is a question much debated in APAzines devoted to RPG. In particular, 'hard key' (what is there is there) versus 'soft key' (weaken the monsters if the party isn't as strong as the monsters were designed to challenge) is an old argument which continues with much vehemence. The *Deus ex Machina* and script-immunity for player characters (fate points, PCs are just luckier than normal, guardian angels, previously overlooked secret doors, etc.) are also argued both ways. Players usually don't want their characters to die, but want to feel that if they'd screwed up just a little bit worse they would have. Perhaps the goal of the GM is to let the player feel that it is luck or a sudden burst of player or character inspiration that saved the character's neck from the results of stupidity.

Our Traveller GM very rarely kills established characters as a result of either stupidity or bad dice. I think the few characters that have died were a result of his overestimating how many life points (total Strength, Constitution and Dexterity) they had. In official Traveller, it is notoriously easy to kill the entire ship's crew with bad piloting dice. In his game, it seems to me, that if a landing roll is failed, he describes a sequence of corkscrews, momentary losses of control, damage to tail-fins, and other harrowing and improbable disasters of aerobatics and engineering in a crescendo of gloom and doom as the pilot continues to roll dice until s/he succeeds twice in a row, to pull the nose up at the last minute. I admire his impromptu imagination that can squeeze so many critical failure descriptions into a short reentry sequence so that he never backs himself into a corner where he has to destroy the ship if the d**n pilot misses one more roll. When I analyze **him** off-line, I know he wouldn't endanger the story-line with a random disaster on a routine roll; at the time I'm empathizing with my character and thus emotionally scared to death. Which is, I believe, his goal.

Under this theory, the Ghoul should have scared the daylights out of the character, and taught him a (non-fatal) lesson in manners.

Under the other theory, the Ghoul should have set the character in store in his larder."

LAWRENCE WATT-EVANS: ". . . when I was a dungeonmaster back in 1977, I took player stupidity very seriously, and I had a couple of tricks to deal with it. One was the White Death, a punishment sent by the gods (me) when a player was being stupid. A player got one warning -- 'Suddenly you feel weak, your knees buckling; you're short of breath, and your hands are very, very pale and trembling.' If the player didn't immediately stop doing whatever stupid thing he was doing, he died in agony, the flesh eaten from his bones by the disease so that he couldn't be resurrected; if he did stop, he usually made a miraculous recovery. Everyone knew that the White Death was a result of angering the gods. . .

For example, if somebody insisted on opening a door to a room I hadn't designed yet (such doors were labelled 'Do Not Enter -- Under Construction'), the White Death would hit. If somebody swung a sword at the messenger who was supposed to get the adventure started with his message, before the message was delivered, the White Death would hit.

Actually, with doors, at first I tried just not letting them open, but some players aren't just dumb, they're stubborn, and would start using knock spells, pounding with enchanted war hammers, and otherwise wasting time; hence the White Death.

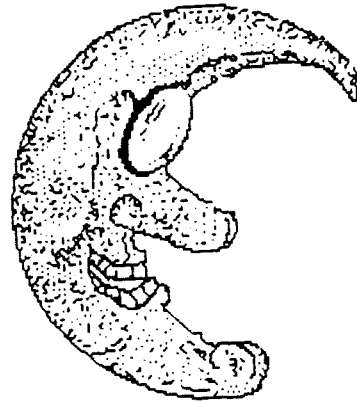
For lesser offenses, I had more subtle techniques, like losing the protection of your patron deity, which meant clerical magic no longer worked for you and your luck rolls were always the worst possible. When combined with whatever stupidity had annoyed me in the first place, that usually resulted in a dead character.

. . . Hey, in regard to the article "Toys Were Us," anyone interested in those stupid little toys of yesteryear should check out a company called STOCKING FILLAS . . . They sell all the cheap little junk that toy stores used to put by the check-outs for last-minute impulse buying -- Chinese yo-yos, egg-laying plastic chickens, water pistols, Magnetic Barbers (where you move iron filings around this face with a magnet), that sort of stuff. Cheap, too."

SHERYL BIRKHEAD: "I've watched Captain Power and am taken a bit with the technology and some of the effects - but I guess I don't watch enough children's shows to have seen much about the toys selling with it. In fact, if I hadn't read about it elsewhere, I wouldn't have known what was being mentioned. I can't recall that the toys are pushed during the show as REALLY useable with the show -- or maybe I'm missing something.

A recent radio show was discussing the value of the original Barbie- \$1700 was the exact figure quoted I believe. And we thought toys today were expensive!!"

HARRY ANDRUSCHAK: "I read your back page, and agree with you about the decline of NASA. (I lost my job at JPL after working there 13 years.) However, instead of TIME magazine, may I recommend that you take out a subscription to AVIATION WEEK AND SPACE TECHNOLOGY. This is the most reliable and up-to-date resource for finding out what is really going on in all the space programs throughout the world, including some facts about the USA space program that both NASA and DOD would rather you didn't know. Worth the money, honest."



MICHAEL HOPCROFT: ". . . I have some back benefits coming. I'm planning to invest them in a computer, but I can't seem to decide between an IBM-compatible or a 1040ST. Since you use a computer to publish, I was hoping you had some advice. I will be getting about \$900 to invest in hardware and the initial software I would need, and I would have about \$40 a month with which to buy new software. Now each has its advantages and disadvantages. IBMs have some very useful software, but my tries at using MS-DOS were disasterous, and just getting the thing to run at all is a feat. An ST would be friendlier, and leave me a lot of memory for files. (One of the things I plan to do with my new computer is a lot of word processing.) But it doesn't have some of the programs I would like, such as COMPUTER DIPLOMACY. Nor can I find a decent stat-based baseball game for the ST. An advantage of the ST is that I would have access to a lot of public-domain software through the local Atari club; I doubt the IBM has a similar network. I would like to know what kind of system you use, and how well it works for you. I don't, unfortunately, have the money for a Mac, although that would probably be the ideal for my purposes."

[*"It certainly would be. So save your money, and buy a Mac later. What, that's not what you want to hear? Well, my personal computer experience has actually been rather limited, but for what it's worth . . . Penny and I started out by buying an Apple II+ (all of 48K!) seven years ago, with disk drive and, eventually, a Panasonic printer. It sure played Wizardy well, and Zork, and Conglomerates Collide, and it also did a little word processing. With Appewriter, and although it did crunch up words and justify text, it couldn't underline, boldface, cut, paste or, well, edit. And so, one year ago, our Macintosh 512K Enhanced, with its built-in 800K Disk Drive came into our lives, along with an Imagewriter II. (And recently, a second Disk Drive, from Ehman Engineering.) And I will never, ever go back. Now in your case, although I'm in no position to evaluate the two systems you're looking at, here are my three rules of thumb when buying a computer: 1) Get the machine with more memory for your money. You'll always want more memory. 2) Get the system that has a greater number of Word Processing programs to choose from. There is no one ideal WP program for everyone, so you'll want to pick and choose and experiment until you find the one you like. 3) Pay for Dealer Support. Eventually, something will go wrong with your machine, and if you bought it through the mail from a PO Box in Korea, who will you turn to?"*]



JUST THE FACTS, SIR

Editorial Reply by Garret Schenck

There is more to publishing a magazine than merely accepting manuscripts from your adoring readership, banging them out on your keyboard, and sending out the finished product. You must fulfill all aspects of the job description. Unhappily, the job of editor includes the tedious task of fact-checking. Yes, some of your respondents may be so sloppy as to send you erroneous information, and in the worst cases, to send you deliberately fraudulent material. If you then publish this stuff without checking its accuracy you can lose your all-important integrity, and the high esteem in which others may hold you can and will be lost.

I am writing specifically to address the letter from Rod Walker you published in Issue #8. Walker is known to be somewhat of a right-winger (Dr. John Boardman recently reported that Rod was a vehement supporter of America's failed effort to convert Vietnam into a parking lot during the sixties and seventies), and while some may find these views repugnant they are no reason for him to be silenced. Every person deserves their say, even if only in the pages of PENGUIN DIP, eh? But your readership should be aware that his antagonism towards Ermine de Havilland's books almost certainly stems from the strongly "left" political line she adopts in virtually everything she writes, and not from her writing style. I doubt, in fact, that Walker has bothered to read her latest efforts, which are beautiful, lyrical works of art (and not just the maps, either, Rod!).

All this is excusable. Rod is entitled to his opinion, and me to mine. The readership is invited to read for themselves and decide who is more on target in their appraisal of the relative worth of de Havilland. However, when Mr. Walker deliberately lies about her work, then it is the job of the editor to step in and make things right. I am referring to The Mines of Craquen-Drou, the "fantasy" that Rod would have us believe de Havilland wrote. Well, I had never heard of this book, and couldn't find it in the library at Columbia University -- which while probably not the world's largest library, is certainly not the smallest. Momentarily mystified I tried to look it up in Books in Print and other publishing reference works. Nowhere to be found. A bookstore I frequent, whose help in the past has proven extremely helpful in locating oddball books, also was no help. The proprietor was sure The Mines of Craquen-Drou doesn't exist. I suppose Mr. Walker thinks it amusing to invent a fictitious book with "sweet little pointy-eared, fuzzy-footed types" (obviously an attempt to downplay the serious nature of de Havilland's Marno series), but I for one don't.

Again, I am not suggesting that Walker be censored or banned from your pages, but perhaps in the future you may want to do a little checking of his supposed "facts." I should point out that Walker has a reputation in the hobby of being a practical joker. Hey, nothing wrong with that, I like a good practical joke as much as the next person. But unless you want the joke to end up being played on you (the egg ending up on your face as it were), please, in the future, check carefully what you get from this man.

Finally, there is at least one area where Walker and I find ourselves in agreement, and that is that Shirley McLaine makes us both retch!



[Well, Rod, what's the story? Obscure French fantasy or a modern American's fantasy? Inquiring minds want to know! (Well, at least I want to know.)]

THE CHECK IS IN THE MAIL

Postal Chess Article by **Harry Andruschak**

Among the millions and millions of people living in the United States, there exists a small sub-group of several thousand who play Chess by mail. This activity is sometimes called Correspondence Chess, and sometimes Postal Chess. I prefer the last term, and will use it for the rest of this article.

The basic idea is simple. Two players exchange moves, using postcards or letters. A move is sent, and after receiving this move from Player A, Player B sends one back. This goes on until the game reaches some sort of conclusion. Most games will end in a checkmate or draw. A few will last beyond a given time limit, different for each tournament, and have to be adjudicated by the Tournament Secretary.

You do not need much equipment to play postal Chess. A notebook, a set of pieces with board, and a pile of 14¢ postcards. In addition, it helps if you are a member of some sort of organization that sponsors postal Chess Tournaments, although a few lone wolves are known to exist.

The best of these organizations is the United States Chess Federation (USCF). Anybody with any kind of serious commitment to the game of Chess should be a member of the USCF, as it is our National Organization that links to FIDE, the International Chess Organization that is currently sponsoring the World Championship Chess match as I write this article for PENGUIN DIP #9.

The annual membership dues are \$25, send to USCF, 186 Route 9W, New Windsor, NY 12550. For your \$25, you will get the monthly magazine CHESS LIFE, which features Chess news, games, listings of tournaments, and just about everything else you need to keep up to date in the fast moving world of Chess. Every month, there is a listing of local Chess Tournaments where you can enter for a small fee, and play against a variety of opponents.

But this membership in USCF also allows you to enter the USCF Postal Chess Tournaments. And since I assume that is what you would like to do, the rest of this article is devoted to being a beginner's guide to the world of USCF Postal Chess.

After you receive your first issue of CHESS LIFE magazine, turn towards the back pages, and look for an advertisement announcing the latest USCF Postal Tournaments. As a beginner you need a slow introduction, and Class Tournaments are the best. As for myself, even after <mumble-mumble> years of Postal Chess, I prefer the Class Tournaments for their simple style.

Send off the \$5 entry fee, along with the entry coupon. After a couple of weeks wait, you will receive your playing assignment. If you have no idea what your relative playing strength is, ask to be started off in a Class C section, unless you are really new in which case you ask for Class D, the Novices. But most fans seems to be able to start in Class C, the Intermediate Players.

Your assignment will list four players, including you. You will play three games with each player, six in all. You may be tempted after awhile to order more sections and play more opponents. Forget it. Just stick to one Class section for your first two years of Postal Chess, so you can get an idea of how much time and effort you are taking on the game, and how much you can afford. To repeat . . . one section the first time around.

The rules of Postal Chess are very much the same as the rules of over-the-board Chess. The most obvious difference is that you have an average of three days to make a move. Always take at least one day to make a move, even if it is an obvious capture. Look for a less obvious capture, a new move, or a "zwischenzug".

You have plenty of time to avoid blunders, although blunders still occur in Postal Chess.

(Twice in the last year, I have delivered a smothered mate with the Knight, on a full board, by move 10 in the opening. This is rare, but it does happen.)

When your opponent's move arrives, get out your board and men, set up from the opening position, then play the game up to the current move. Going over the entire game this way every move may seem a bit tedious at first, but it is a real help in letting you get the big picture as to how the game is developing.

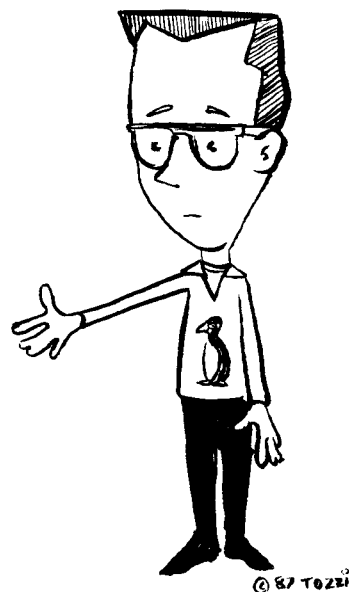
Under current rules, you are allowed to consult Chess books and magazines and other publications, and most players do. The USCF will be happy to sell you as many books as your budget can afford. You think Science Fiction fans are rabid collectors? Ha! Take a look at the library of any serious Chess player.

I should add that, under current rules, most postal tournaments will not allow the use of Chess Computers or other algorithm devices. You are expected to do your own thinking. That also means you should not ask other players for help. Yes, yes, I know, I know. There is a small amount of cheating going on. Stick to your ethics and avoid the trap. Play honest. After all, it isn't as if money was involved.

Most postal sections are expected to be finished within two years, although most games are finished before then. If the game is still in progress, both players send the position to the Tournament Director, along with a short letter saying if they think the position is win, loss, or draw, and offering a short paragraph or two justifying this claim.

Once you have completed your first section, you will be able to judge if you want to play at a higher level of activity. If so, the world of Postal Chess is wide, and you will have a lifetime of games ahead of you.

And remember, the player who makes the second-from-the-last mistake is the one who wins the game. Don't give up too quickly.



CRACK OF DOOM/ADVANCED GAMING ENTERPRISES

PBM Review by **John Schlosser**

As a reviewer for two Play By Mail (PBM) magazines, I've had the opportunity to play a wide variety of PBM games. It has been my experience that their quality varies as diversely as their subject matter. I don't think there is a perfect game, nor is there one with universal appeal. However, there are some truly great games, and one of them is Crack of Doom by Advanced Gaming Enterprises (AGE).

Crack of Doom is a computer aided continuous power game in a fantasy setting. The game takes place in the mythical world of Panagea in which tribes of creatures struggle for survival and supremacy.

In Crack of Doom, you start off with a tribe of 100 warriors, 400 non-warriors, either a sorcerer or warlord to lead your tribe, 1000 gold sovereigns, a few wagons, some trinkets to sell, and a herd of animals. From here on out, you are on your own. What you do with your tribe is based entirely upon your own goals.

Your tribe can be made up of peoples from one of ten races including giants, orcs, goblins, elves, dwarves, and ogres. Each race has different stats and offsetting advantages and disadvantages (giants, for example, are big and powerful but reproduce extremely slowly). In addition to the basic races, AGE occasionally offers tribes of advanced races such as trolls, centaurs, and halflings.

Role playing is undertaken primarily through your characters. Characters are specially gifted men or women which you can train in a variety of character classes. There is a diversity of available classes including clerics, sorcerors, warlords, thieves, rangers, paladins, and maybe others that I don't yet know about. Each have their own abilities and limitations. There is no limit to the number of characters you can have. If you can afford to train them, you can have them.

In addition to training characters, you can also train craftsmen. Once craftsmen have been trained, they can learn skills like metalsmithy, alchemy, woodworking, engineering, manufacturing, and many others. Once a skill has been obtained it can be used by the craftsmen to perform tasks or produce goods (ie. Woodworking can be use to produce lumber to sell at market). Skills can be combined (ie. Woodworking and Engineering are needed to build catapults), and they can be improved (Woodworking II allows you to build your own wagons). Each city has a market where goods can be bought and sold. This enables you to buy low at one city and sell high at another, or produce your own goods and sell them in a nearby city.

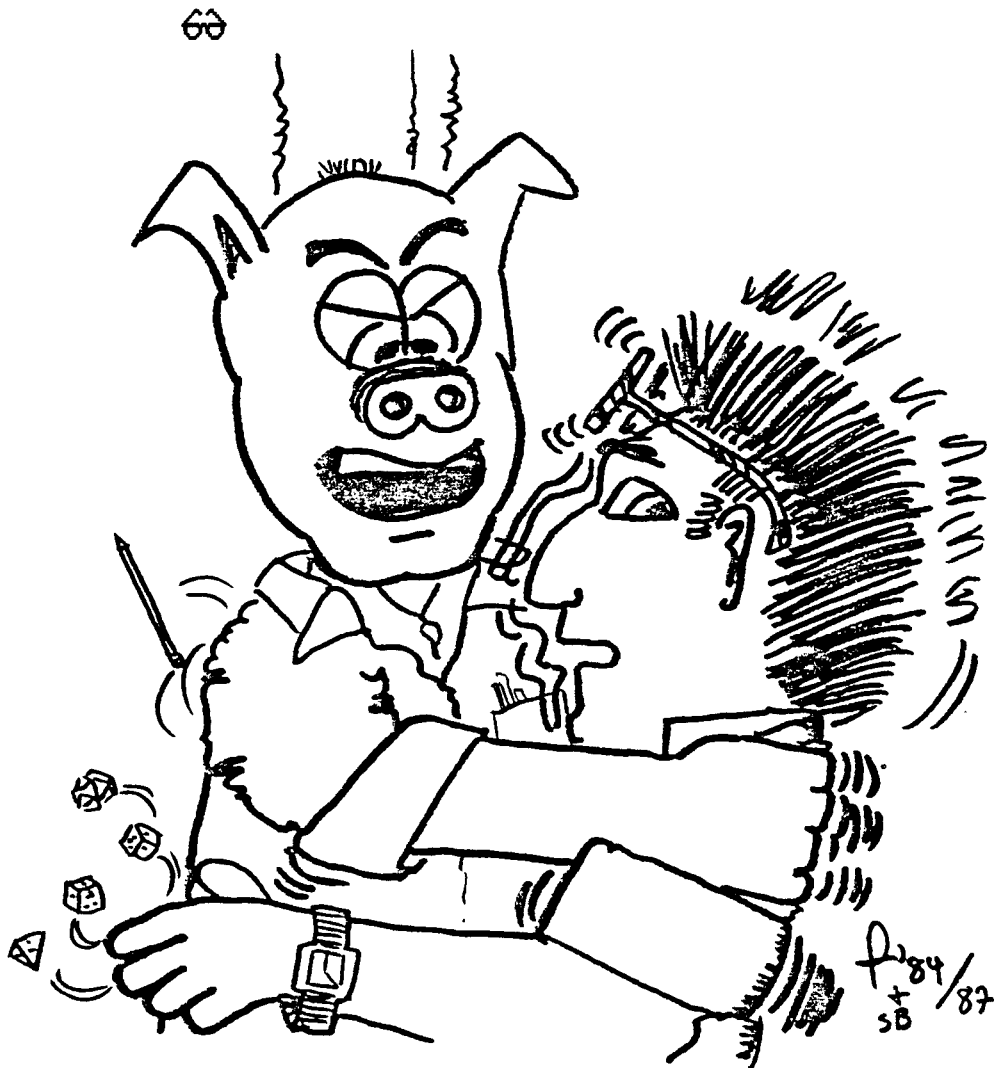
In order to defend your tribe and your goods, you need an army. You start the game with 100 warriors. These warriors may be either light spearmen, light axemen, sailors, irregular cavalry, or irregular infantry. Like characters and craftsmen, it costs your tribe to train them, but unlike the others, each military type has a different cost. They also have different effectiveness depending on what type they are (medium swordsmen are usually more effective than medium axemen), what terrain you are fighting in (heavy chariots are not very effective in rough terrain), and a variety of other factors. There are presently over 40 different troop types and you can develop your own. In addition, you can also train your troops to be more effective in combat. There are also catapults, fortifications, and warships. All of which give battles a very realistic feel.

Overall, the world of Panagea is very complete and offeres something for everyone. There are 20 different terrain types each with its own movement cost and foraging levels. Castles, monuments, caverns, ruins, and a number of other complexes can be found around the world waiting for some adventurous tribe to explore them. There are also dragons to slay and wargs and unicorns to recruit. Establish a trading empire, become the scourge of the high seas, build a military empire; the possibilities are almost endless.

AGE produces a newsletter free to all its players. The newsletter contains game news, rumors, GM hints, and player notices similar to Diplomacy press. Probably Crack of Doom's greatest asset is its moderating. The moderator is friendly and helpful and puts a lot of time and effort into every turn. Her personal touch really makes a big difference. Her turn results are always impartial and interesting and occasionally humorous.

The above is only a short synopsis of what's available in Crack of Doom. I really haven't done the game justice. There is far more to it than what I have been able to outline for you here. I'm also sure that there are many aspects of the game that I still haven't discovered.

I think it's only fair to point out that Crack of Doom might not be right for everyone. Some people don't like games which you can't win or don't have a predefined set of goals and objectives. Others consider human moderated games, even if facilitated by computer, too subjective. Still others can not afford or are unwilling to spend the \$4 per basic turn or \$5 per extended turn fee (although Crack of Doom is very reasonably priced for a commercial PBM game). These people are better off looking elsewhere. But if Crack of Doom sounds like your type of game, you will find it challenging and exciting. You are not likely to be disappointed. To get more information you can write to AGE at Advanced Gaming Enterprises, PO Box 6339, Fullerton, CA, 92634.



"What do you mean, 'It's Permanent'!?!"

QUAKE ROCKS LOS ANGELES

Observations by Ron Cameron

October 8, 1987. Here I sit in my eighth floor Los Angeles office pondering events of one week ago. Pondering what was then, as well as what could have been on that fateful day. I happened to be standing in my driveway, bidding my usual farewell to my eleven year old daughter, Julie. Five minutes more and I would have been on the jammed freeway bound for Los Angeles.

The rumbling that seemed to last for hours . . . the paint splattering to the garage floor (falling from those rickety shelves that I always forgot to fix) . . . Julie running to my side . . . the neighborhood windows clattering . . . the high arching street light poles swaying. I quickly determined the last place that I wanted to be was on the eighth floor of my office building trying to do my job as a commercial loan officer. I proceeded to calm Julie down, and sent her off to school (a safe place), cleaned up the paint, and turned on the radio. An hour later I was off to the Jay O'Neill Company, a short distance away, where Jay was gracious enough to allow me use of his office -- at least he is only on the second floor. I wasn't about, even at this point of the day, to head into L.A. to enter a twelve story building. NO WAY.

Our escrow department had come to work early that morning to finish up some month-end work. It was also the end of our bank's third quarter, a rather important time of the year. Numerous reports are generated after a quarter ends, not only internally, but to city, state, and federal agencies as well. Those four girls in the escrow department were in at 7 A.M. to get a head start on the day. The quake came at about 7:40. They handled the initial quake well enough, but after the third aftershock several minutes later, pandemonium struck.

It seemed to come over them like the domino effect. First, one secretary started weeping, then another, until they all were close to pure hysteria. It wasn't long before they all hustled down eight flights of stairs. Since the electricity had gone out, and the emergency backup hadn't come on, these four girls moved faster than any elevator could carry them. Probably descended those eight flights in less than eight seconds.

I should add here that our building is relatively new -- less than 10 years old. It has expanding 'U' joints, bolts, nuts, etc. that the engineers say will withstand a quake of 8.5 or higher on the Richter Scale. This past quake was a 6.1 but, of course, who knows that at the time it is happening? The premise anyway, is that the building will 'give' or rock to cushion the shake. People in our building can now certainly attest to that. I heard expressions like "leaning tower of Pisa" and "sailboating in water with white caps".

What really irks me is the media and press. I'll apologize out front for getting on my soap box here. True, an earthquake in L.A. is a big news item, but why blow it all out of proportion? My boss, senior Vice-President and senior loan officer of the bank had just left for three weeks of R&R (vacation) in Hawaii. (He deserves it too! We are finishing up a record year in our short four-year history and have not only doubled our profits over two years ago, but practically doubled our outstanding loan portfolio as well. Add to that opening our first branch and it's easy to see working a 60-65 hour week is not all that uncommon.) At any rate, boss goes to Hawaii. Boss lives in Whittier, epicenter of el Earthquako. Boss turns on TV and is lead to believe entire city of Whittier is destroyed. Boss can't call -- phones are out. The real problem here is that the press overreacted.

Sure, there was damage, etc., but not at all like they seemed to portray on the airwaves and in the news. We eventually got calls from all over the states -- friends, relatives, and customers who thought it was ten times worse than it was, thought people were dropping like flies, cities burning, people looting and pillaging, and huge buildings crumbling to the ground. And all this because of the press and media

over-reporting the facts. Yes, the quake was moderately heavy, but the press and media once again over-reacted. Sensationalism pure and simple. I'm an easterner by birth, and I mean to tell you right here and now -- give me an earthquake over a bad blizzard, tornado or hurricane anytime!!

And, as for my boss -- well, he's doing just fine. Probably sloshing down a few Mai-Tais or Typhoon Mary's even as I write this. As for his house, it's luckily in EAST Whittier -- a good 15 miles from the epicenter located in far WEST Whittier. There some old, old buildings suffered some moderate damage, but will be rebuilt before you know it. Mr. Boss suffered six broken crystal glasses, three pictures slanted, and his partridge in his pear tree shit all over the patio.

As for me, I've said it before and I'll say it again . . .

"I LOVE L.A."



BLACK TIE AFFAIRS: THE GAME OF DIPLOMACY

INVITED ARE:

Mark Howorth *2841 Lincoln Way, San Francisco, CA 94122*
James Hall 4316 Ewing Avenue S., Minneapolis, MN 55410
Michael Quirk 3830 Chester Drive, Glenview, IL 60025
Rick Kohman 13517 Agua Dulce, Castroville, CA 95012
Cathy Ozog P.O. Box 5225, Munds Park, AZ 86017
Ernest S. Hakey 63 Medford St., Medford, MA 02155
Jim Nickel 429 E. Columbia Street, Falls Church, VA 22046
Michael J. Smith 4329 McPherson Avenue, St. Louis, MO 63108
Steve Rush 3499 Fairview Drive, Bettendorf, IA 52272
Bernie Oaklyn 13412 Brackley Terrace, Silver Spring, MD 20904
Robert Hauser 7 Mead Terrace, Glen Ridge, NJ 07028
John Sabol 6105 Witham Street, Virginia Beach, VA 23464-1933
Derwood Bowen 2140 East State Street, Salem, OHIO 44460
Jack Carli 4030 East 64th, Anchorage, AK 99507
Kathy Caruso 29-10 164th Street, Flushing, NY 11358
Michael Hopcroft 2190 W. Burnside #108, Portland, OR 97210
Mike Sargent P.O. Box 190286, Anchorage, AK 99519
Garret Schenck 40 3rd Place, Basement Apt., Brooklyn, NY 11231
Fred Anderson 78 Brightwood Lane, West Hartford, CT 06110
Melinda Holley P.O. Box 2793, Huntington, WV 25727
Eric Anderson 820 E. 21st St. #4, Oakland, CA 94606
Bob Addison P.O. Box 7393, Silver Spring, MD 20907
John Schlosser 107 Cottage Street Apt. 4-B, New Haven, CT 06511
John Rigley RD 1 Box 170, Richmondville, NY 12149
Steve Sabol 705 Oxbow Drive, Virginia Beach, VA 23464
Kirk Carroll 2800 July Street #46, Baton Rouge, LA 70808
Vincent Lutterbie 21 Paulina Drive, Hannibal, MO 63401
Vijit Sabnis 626 Heather Avenue, Placentia, CA 92670

ROCKHOPPER'S SOCKHOP WINTER 02 1987AU

(Seasons separated on 2⁺ requests)

Austria (Howorth): DECLINES TO BUILD; WILL PLAY ONE SHORT. Has A Tri, A Bul, A Bud, A Vie, F Gre

England (Hall): BUILD F LON. Has A Stp, A Nwy, F Bar, F Hol, F Nth, F Lon

France (Quirk): BUILD F MAR. Has A Naf, A Bur, A Bel, F Wme, F MAO, F Mar

Germany (Kohman→Ditter): BUILD A KIE. Has A War, A Sil, A Mun, A Den, A Kie, F Swe

Italy (Ozog): Has A Ven, A Tyr, F Adr, F Ion

Russia (Hakey): REMOVE A UKR, A MOS. Has F Bot

Turkey (Nickel): BUILD A ANK, F SMY. Has A Sev, A Con, A Ank, F Rum, F Smy

Underlined moves do not succeed. Unless, of course, I've made another mistake. Tough on a Winter turn. . .

PLEASE NOTE MARK HOWORTH'S NEW ADDRESS ON THE INVITATION'S LIST!

Also, **Rick Kohman** has resigned as **Germany** and **is being replaced by Dave Ditter** (8049 Idaho Circle North, Minneapolis, MN 55445). Good luck in the real world Rick, and thanks for playing!

SHOUTED OUT THE WINDOW (Winter Press)

Russian Fleet Bothnia: "Russian Raiders in Bothnia plan to escort English Soldiers from St. Petersburg to Livonia. Do with this info what you will."

Austria-Game: "Sorry I was out of touch for a while. My job shipped me off to a place where Diplomacy didn't fit in for about three weeks."

Dateline:London: "Plans for a new naval base in St. Petersburg have been approved. This will give 'Her Majesties Navy' a base of operations and supply for further exploits in Russia."

Austria-Italy: "Nothing like a woman with initiative, I always say."

Austria-Italy: "But let's not get carried away!"

France-World: "The French government announced today that the Brest Naval Yards have been permanently closed due to Communist inspired labor agitation. All naval shipbuilding will be done at Marseilles."

Italy-World: "Why such silence? No builds and then no one writes. I think it will be a black Spring."

THE MAGELLAN COTILLION SPRING 03 1987AV

Austria (**Smith**): A Gal-Sil, A Rum-Ukr, A Bud-Tri, A Ser SUPPORT F Gre, A Vie SUPPORT A Bud-Tri, F Gre SUPPORT TUR F Aeg-Ion

England (**Rush**): A Yor HOLD, F Den SUPPORT F Hel-Kie, F Hel-Kie, F Nwg-Nth

France (**Oaklyn**): A Bur-Ruh, A Por-Spa, A Par-Pic, F Bel-Hol, F MAO-Wme, F Mar-Lyo

Germany (**Hauser**): A Ruh-Kie, A Ber-Pru, F Hol-Nth

Italy (**Sabol**): A Mun SUPPORT ENG F Den-Kie(nso), A TyI SUPPORT Mun, A Ven HOLD, F Tun SUPPORT F Ion, F Ion HOLD

Russia (**Bowen**): A Ukr-Mos, A Liv SUPPORT A Ukr-Mos, A War HOLD, F Nwy SUPPORT ENG F Nwg-Nth, F Swe-Bal

Turkey (**Carli**): A Sev SUPPORT AUS A Rum-Ukr, A Arm SUPPORT A Sev, F Aeg-Ion, F Bla SUPPORT A Sev, F Smy-Eme

Underlined moves do not succeed. Nor does Penn State's attempts to recapture the national college football title.

WHISPERED IN THE HALLS (Press):

Russia-A/T: "You want to divide my teeny empire 3-ways? Can't the two of you take lil' ol' me?"

Austria-France: "I heard gold has been discovered in St. Peter's Cathedral."

Russia-Austria: "So the puppy told you to twist the knife. From a strategic sense I still think Austria attacking Turkey makes sense. But, you has 'Fruehdom of Choice.'"

Russia-Austria: "Still coming my way, or have you moved eastward!"

Austria-Russian Emergency Peace Council: "Crocodile tears will fool no one."

Russia-Turkey: "You are allied with someone who plays by the Mark Frueh method. Well, Mark stabs anything that leaves an exposed backside."

London-Paris: "Honestly Bernie, you are sounding a little like Norman Bates in your letters. Not that I mind but I haven't been able to take a long shower in quite a while. Oh, I am a lawyer, and if you are lying to me I'll sue."

Austria-Baron von Cannonfodder: "The Austrian Empire sends its sympathy in your time of difficulty. As soon as we have an Army to spare we will send it to your support."

Russia-Germany: "No letter this time from you, so I assumed you weren't interested anymore."

Germany-Russia: "Race you to exile in Argentina!"

England-Germany: "If you would simply NMR you would be making your best moves yet! Seriously, why do you always burn bridges - I did my best for you but you were really an unreliable ally."

Russia-England: "What are you doing in the NWG?"

Dateline: Marseilles: "Tiny ants were crawling along blades of marsh grass when the rains came. Stranded at the tips of the grass, the ants feared the sight of the rising waters. The sound of boat oars echoed in the foreground. And, then, suddenly the boats pushed the blades of grass into the chilled waters and the ants cried their last as the bow of the boats pushed them into the water. Gulps, gasps, gurgles . . . and then silence. A small plane was heard overhead.

A small plane! Did someone say 'a small plane!?' Just what is this small plane, I am asked so many times. You dummy, a small plane is simply a small plane. It is bigger than the birds that dump on your new hat. It is smaller than the image you cast for yourself. It is medium-sized small . . . still it can dump on you.

The pilot of the small plane looked down to see small green chunks of wood floating in the Ionian Sea. Wondering if that water-logged mess would be burnable, the pilot dropped a few gallons of aviation gasoline into the water and dropped a lit match. Italians were everywhere, and then, nowhere. Turkish hopes went high. Austrian heartbeats flourished once more. Ants once again scurried on blades of marsh grass.

The point of all this is . . . if you get an itch, it might not be lice . . . just ants."

England-Board: "Good, somebody shot down that stupid 'plane flying overhead'. I owe someone a beer!"

Russia-English P.M.: "The perception of Russian fickleness is false. The Russian has made solid plans. It is the shifting sands of fortune, and lying 'allies' that cause the seeming whimsical shifts in alliance."

England-Russia: "It's not the lies that bother me, it's the whining!"

Russia-Italy: "Hold on, man!"

Austria-Turkey: "Trust is a hard commodity to come by in a Diplomacy game. Think of it as a professional courtesy that I play defensively."

Russia-A/T: "If you guys took the Ukraine, you should be faced with a 50/50 guess. May your coin flip you, you douchebags."

St. Petersburg: "Tsar 'Slim' Bowen today commemorated the poor military outings of the previous year by going fishing for catfish. He also took along a mason jar with his favorite elixer. When asked to comment, his words were not very intelligible. (Sheeee-hit was the best we could come up with.)"

London-St. Pete: "What happened to Headroom? C'mon, I like the guy!"

THE EMPEROR'S BALL FALL 03 1987AK

Austria (Caruso): A Tri-Vie(destroyed), F Alb SUPPORT ITA A Ven-Tri(cut)

England (Hopcroft?): NMR! A Swe HOLD, F Ska HOLD

France (Sargent): A Mun-Boh, A Mar-Pie, F Eng-MAO, F Iri-Lpl, F MAO-Wme

Germany (Schenck): A Kie SUPPORT F Den, A Lon HOLD, A Sil-Gal, F Nth-Edi, F Hel-Nth, F Den SUPPORT F Hel-Nth

Italy (F. Anderson): (F Ion Retreats Tys) A TyI SUPPORT A Ven-Tri, A Ven-Tri, F Adr SUPPORT A Ven-Tri, F Tys-Tun

Russia (Holley): A Bud SUPPORT A Gal-Vie, A Gal-Vie, A War-Sil, A Stp-Fin, F Bot-Bal, F Rum HOLD

Turkey (E. Anderson): A Ser-Tri, A Bul-Ser, F Gre-Alb, F Aeg SUPPORT F Eas-Ion, F Eas-Ion, F Ion-Tun

Underlined moves do not succeed. Nor do those people who bought Westinghouse at 71 1/4.

I hope we'll be seeing Michael back, but just in case would **Jack McHugh**, 730 Union St. Apt 6, Allentown, VA 22046 please stand by for **England?**

AUSTRIA 0 OUT!

ENGLAND (NWY, SWE) 2 EVEN

FRANCE (BRE, PAR, MAR, POR, SPA, LPL) 6 BUILD 1

GERMANY (KIE, BER, MUN, HOL, BEL, DEN, EDI, LON) 8 BUILD 2

ITALY (VEN, ROM, NAP, TUN, TRI) 5 BUILD 1

RUSSIA (STP, SEV, WAR, MOS, RUM, BUD, VIE) 7 BUILD 1

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

Thanks, and another issue's sub credit, to **Kathy** for playing out her stand-by position -- and, of course, it's back to the Gatecrasher's List for another party . . .

OVERHEARD AT THE BALL (Press):

Germany-Vienna: "The Kaiser regrets that due to circumstances beyond his control he is unable to spend the necessary time reviewing and censoring the product of the German pen, and consequently has ordered a complete shutdown of all newspapers, wall posters, and the like until such time as he is able to once again take an active part in boring the rest of Europe to tears."

France-Italy: "Hold the line: help is on the way."

Austria-Turkey: "Phooey on You! I'd rather die with dignity than watch you give Melinda a free hand in wiping me out. I hope she is your downfall!"

Austria-Germany: "Of course the Turk writes, how else can he spread his lies!"

Germany-Vienna: "Yes, dear, another vacation from 'boring Golden Age Press' for you. But don't worry, I'll be back next month!"

France-Germany: "Munich is such a shambles after the Oktoberfest that its value for supply is questionable; guess I'll head East."

Russia-Germany: "If you're sincere about peace, support me to Sweden. Send me your proposal - be as inventive as you want."

Austria-Italy: "Now, see what you did! You went & got the Turk all pissed off at us. As if he was thrilled with us in the first place."

France-Austria: "C'mon, Kathy, just get in one more mutual game and I promise to write."

Austria-Russia: "Billy Smith is also an obnoxious Chully who looks to take cheap shots - hmm, sounds like Garret."

Russia-Austria: "What do you mean, 'women'? What's this 'we' stuff, Tonto?"

France-Turkey: "Thanks for all the advice; you're one up on Ann Landers as I have to write her first to get same. Actually, I hope everybody notices what a fine toady I make: should serve me well in other games."

Austria-England: "Together we could have a double funeral - maybe we could get a discount."

France-Russia: "As I use the same color marker for both our nations on my photocopied maps, having our units adjacent will cause intolerable confusion. Suggest you withdraw to the East, or, alternatively, finish off England, thereby freeing up a color in my six-pak."

Austria-France: "Hi! How ya doin', big boy?!!"

France-England: "Just kidding."

Deadline for all games (extended 1 week for the holidays, but don't get used to

it) is **DECEMBER 26.** ❄️❄️❄️Happy Holidays!❄️❄️❄️

KING BASH

SPRING 02

1987CP

Austria (Addison): A Ser-Gre, A Bul-Con(dislodged; retreat SER or OFF), A Bud-Tri, A Vie-Tyl, F Gre-Aeg, F Tri-Adr

England (Schlosser): A Bel SUPPORT FRE A Bur, A Edi-Yor, F Nwy SUPPORT F Lon-Nth, F Nth-HeI, F Lon-Nth

France (Rigley): A Spa-Mar, A Bur SUPPORT ENG A Bel(cut), A Par SUPPORT A Bur, F Por-MAO, F Mar-Lyo

Germany (S. Sabol): A Hol HOLD, A Ruh SUPPORT A Mun-Bur, A Kie SUPPORT A Hol, A Mun-Bur, F Den-Nth

Italy (Carroll): A Ven HOLD, A Tun-Apu, F Ion CONVOY A Tun-Apu, F Nap-Tys

Russia (Lutterbie): A Ukr-Rum, A Sev-Arm, A Mos-War, A War-Sil, F Swe-Den, F Rum-Bla

Turkey (Sabnis): A Smy-Arm, A Con SUPPORT F Bla-Bul, F Bla-Bul(ec)

Underlined moves do not succeed. But a suitable application of high explosives often will.

NATTERINGS OF THE COURT (Press)

New French Empire-World: "Anyone want to give up now?"

From A Weary Russian Worldwide Wanderer: "I've travelled all over the world, but am most disturbed with the situation in the Mediterranean and Black Sea areas. I have spoken with world leaders throughout;

The King refused any comment on the unusual circumstances in Sweden and Norway except to say that he felt that Norway, Sweden and Denmark would all do better under a unified rule. I suppose this explains the mad rush of fleets to the area. Sources near to the King also informed me that he would prefer a more homogeneous coastline as one language is far easier to learn than three. English classes are already on a forced march in Belgium and any allusions to the French are quickly stifled. The King has also recently developed a head cold that 'Flower of Tulips' appears to be the best cure for. The King would also appreciate a warmer climate.

The Emperor 'is a bit of a twit' according to sources inside the Palace. He'll scream, rant and rave one minute and be a total charmer the next. It is not known which of his concubines has his favor at the moment, but as one is German and the other of Venetian-Etruscan origin, there is sure to be a battle of wills at the court.

The Pope feels helpless, reports of defections within the church run rampant. Rumor has it that several important heads of church are in Tyrolia, looking at possible methods of escape, should the Pope lose total control. The Pope refused to see me, as I am of Protestant bend and was wearing red the day I visited. He seems to have a particular aversion to that color these days and he has ordered all red vestments changed to white.

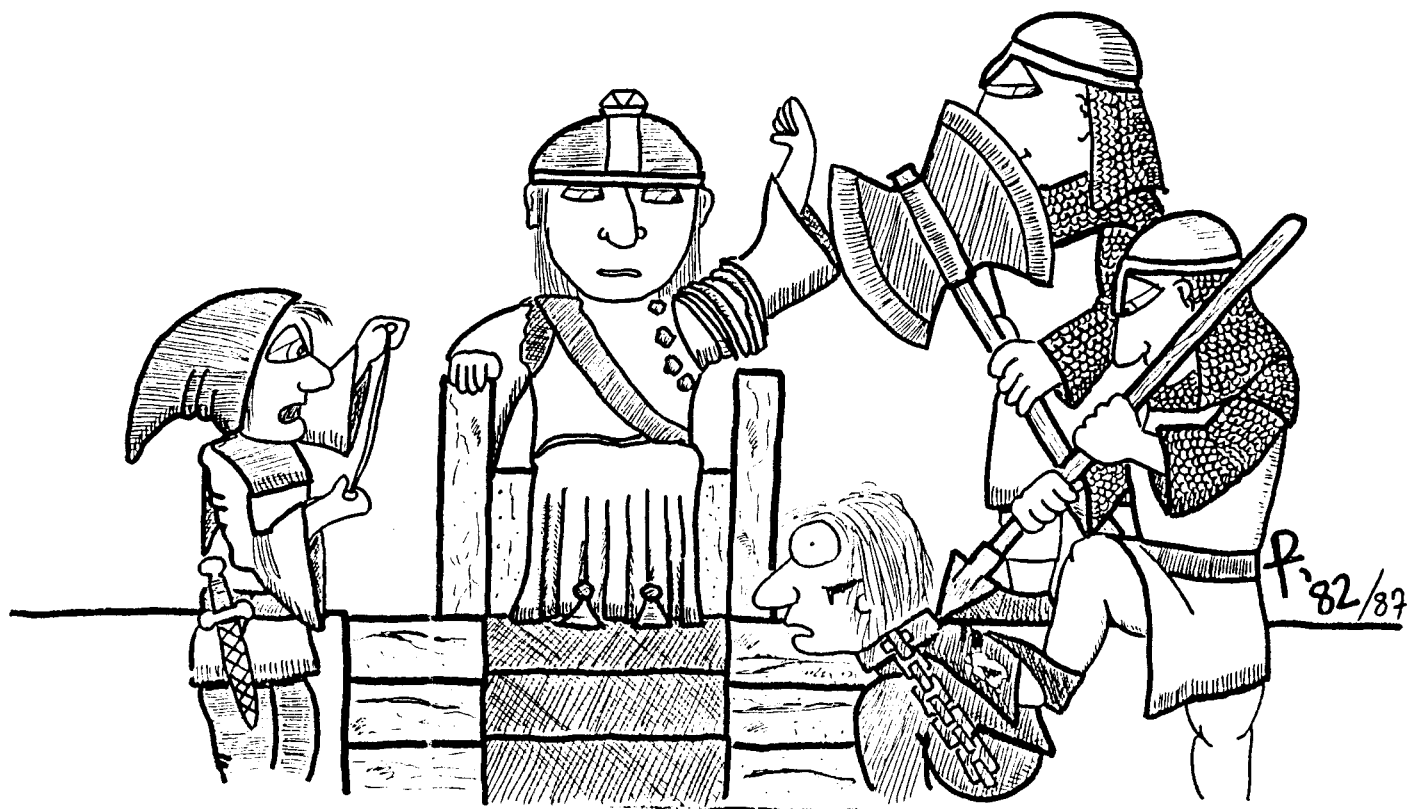
From there, I visited Turkey. Most of the army officers were working harder with poppy seeds than their guns, which could explain their sudden return to the homeland after brief excursions elsewhere. I met the Sultan on a floating barge on the Black Sea, but he was bemoaning his position and looking longingly toward Sevastopol. I asked for a lift there but he suggested I go via Budapest as it was a safer road.

Shortly after, I arrived on Austrian soil. What rejoicing, they truly feel that they have their destinies in their hands. There was singing and dancing in the streets, and evidence of the new Greek subculture was already surfacing. One Greek expatriate observed that while not entirely happy being under Austrian rule, 'it's a damned site better than kneeling to those damned Italians. By subjecting ourselves now, we may finally get the last laugh over the Apulians and their allies.' He was quite animated and suggested I not see Heir Addison as he is busy trying to spend and build with his recent additions to the Treasury."

Russia was next on the itinerary. Tsar Lutterbie was polite yet formal and continually looking out the northwest windows of his manse, asking how the winds were blowing. Aides to the Tsar say he feels overtaxed and undersupplied. Recent cards and letters from France have been welcomed, but offered little solace.

Germany had its problems as well. The Kaiser was guarded but optimistic. He expects news at any time that the Emperor and the Pope will go to war as well as the King and the Tsar. He stated that he felt that his time was going to come shortly, but he had no idea who he should turn to for support. Most assistants and close friends suggest that his southern borders are secure, but that he needed to brush up on either English or Russian to secure his border as the general populace doesn't deal well with either of these languages and had no desire to do as the Belgians or Swedes were doing.

Alas, I'm off to other points unknown, but perhaps the Middle East would be the place, as Syria hasn't been under enemy control for years now, and appears stable."



A VIOLATION OF THE HOUSE RULES. . .

GATECRASHERS (Pete Gaughan*, Michael Gonsalves*, Mark Weseman*, Kathy Caruso). A standby pays no game fees, receives sub credit for submitting moves and upon playing a position to completion, and goes to all the best parties. We have a serious need for standbys here, so sign up today!

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



FIRST CLASS

Rod Walker
1273 Crest Dr.
Encinitas, CA 92024

Sub Ends #: 19

Garret Schenck challenges you on Beethoven - see page 5!
Any comments? Stephen

THE BACK PAGE

I was checking out the magazine rack at The Compleat Strategist in Boston last week, trying to decide which titles I couldn't live without this month, when a review in the new issue of SPACE GAMER/FANTASY GAMER caught my eye. It wasn't the topic of the review (an AD&D module, Swords of the Undercity) that interested me, nor the illustration, it was the author of the piece. The author was Stephen H. Dorneman. Myself.

This was a review that I had written over a year ago, on the old Apple][⁺, for the defunct magazine THE VIP OF GAMING, and had never heard anything about, so at first I had a moment of disorientation before I actually remembered having written it. This was replaced by a feeling of indignation (nice of them to publish my work without payment or even a note of acceptance), followed by a small amount of anger as I read through the review (after having paid for the magazine and left the store) and saw just how many typos the proofreader (if any) had added, rather than removed. But then when I got home, and found a PENGUIN DIP submission in my mailbox, another feeling came over me. I put myself in the editor's place.

I'm sure that Jeff Albanese, SG/FG's Fantasy Game Editor, is at least as unhappy with the editing mistakes as I am. And I hope that payment for the article is already on its way, although I'll be writing the editors about it. But the biggest kick of all came when I realized that that editor had liked my work well enough to print it in his national publication, and I started to really enjoy the feelings.

Having seen both sides of the coin has made me appreciate the writer's effort and emotions and the editor's work. I hope that I'll reply to PD submissions a little quicker now, and continue to treat their presentation with the utmost care. I do hope, though, that the check is in the mail.