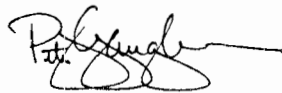


DipCon XXVI

Many Dipsters will be seeing *Perelandra* for the first time, by picking up a free sample at DipCon in San Mateo. Welcome!

Perelandra is, in many ways, a typical Dipzine, but it's bigger than most because we keep a running conversation going via letters, articles and stories. New readers are encouraged to buy a subscription and join in, either in the letter column or in a new game. Talk about anything that interests you—literature, politics, music, sports, games, philosophy, language, stamps, wildlife, *we want to hear from you!*

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ULTIMA RETURNS

a Gaming Fable by Vince Lutterbie

The Awakening

He was dreaming again. THAT dream, the one he couldn't quite remember upon awakening. There were trees, he knew, and thoughts of beasts, but what they did or looked like was always a mystery when his eyes opened. The man rolled over and reached out for his wife. She wasn't there. The man groped around the bed, never opening his eyes. Nope, she was definitely gone. Groaning, the man rolled back to his side of the bed and half opened one eye. The digital alarm clock read 1:20 in blinking red numerals, 1:21. "Odd," crossed the man's foggy brain, but as he was not totally roused, he snorted a few times, then dropped off to sleep again.

There was a rumble behind him, he turned around. The night was still, but the earth was murmuring under some sort of strain. There! He felt it more than heard it, and he saw absolutely nothing. The trees were of a familiar type, but not easily placed. Some sort of ancient oak with moss upon their outstretched arms. The sun was minutes away from appearing, evident by a faint rosy hue that was beginning to appear through the branches of the nearer trees. The man stopped dead still, turning only his head. quiet was imperative, he knew. Someone, something, was nearby. With all senses screamingly alert, he allowed his head to empty of all thought and allowed himself to just FEEL. There, there it was again, not so much a movement as a feeling of unnaturalness. The trees seemed to be swaying a bit, but he could feel no breeze upon his cheek. THUMP, THUMP loudly in his ears. What was it? Where was it? Something big behind that tree, or was it even a tree? Could that be... a scream, again and again. Was it a scream? Was it a siren? No... it was the ...alarm.

His eyes opened, the man was back in his bedroom, the thumping coming from the door. Kids yelling, "Dad, mom, we've been robbed!" The man leapt from the bed, fully awake now and glanced at his wife. That side of the bed was empty. Racing to the closet for a bathrobe and into the front room. The kids were standing in the center of what appeared to be the remains of a beer bust. Pizza boxes were everywhere and cheap, generic yellow cans with the black lettered 'BEER' stamped upon them were haphazardly strewn all around. "Where's mom?" the youngest inquired, "She's not gonna like this." "What's missing?", the man asked, even as a sickening feeling came upon him that he should already know the answer to that.

"I don't see anything missing," the eldest stated in her lordly tone. "Did you and mom have a drunk last night?"

"If we drank that much, I wouldn't be standing up right now." the man replied. "Where's your mother?"

The first sign of panic struck the kids as they looked with wondering eyes at their father, "We thought she was with you." Instant action, as everybody started calling her name and scrambled around the house in search. The man went to the garage, yes, her car was still there, as was his. Where the hell is she? How could

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RUFFIAN / 1990IY

RUFFIAN / 1990IY Regular Diplomacy
zine: *Diplomacy Downs* (through Spring 1903); *Perelandra*.
GM: Bruce Reiff; Pete Gaughan.

Austria: David Polley.
England: Keith Guercio (drop Su03); Chuck Mercer (out W07).
France: Michael Alterio (wins).
Germany: Stven Carlberg (resign Su03); Steve McKinnon.
Italy: Cecil Hutto (drop Su03); J.R. Baker (out W08).
Russia: John Bibler (drop Su03); Art Shulman (out W06).
Turkey: Doug Smith (resign W01); Kathy Caruso.

	01	02	03	04	05	06	07	08
Austria	5	6	7	7	8	8	5	3
England	4	3	3	2	2	1	0	
France	5	5	5	6	7	9	11	18
Germany	5	6	6	7	7	8	10	8
Italy	4	4	4	4	3	2	2	0
Russia	6	5	3	2	1	0		
Turkey	4	5	6	6	6	6	6	5

Never before have I put any priority on endgame statements, but Ruffian was special. The players involved kept a running chatter going about their negotiating tactics and motives, and David Polley's notes usually filled a typed page. This may only be of interest to a small group of *Perelandra* readers, but if you like Diplomacy sooner or later you'll want to see a game recap that goes into this kind of detail and clarity. Let's run the 'Ruffian Game Review' and see how it scans...

RUFFIAN

Restart after orphaning—Fall 1903

AUSTRIA: I can't tell you how much I've looked forward to starting up "Ruffian" again! It's been a wonderfully interesting game so far; and since I hope you'll enjoy watching it develop as much as I've enjoyed playing in it, I thought I'd take a little time here to tell you how (through the eyes of Austria) the game has developed up to now.

Several things were apparent early, and had a great impact on how the game unfolded. First, Germany and Italy were good friends of long-standing, and Austria quickly joined the group to make for the start of an IGA before the first moves were sent in. Also, Turkey and Russia were deathly silent. Not knowing yet that these two were just that way, the IGA grew stronger, fearing the silence meant that RT had hit it off and were allying (what better thing to galvanize central Europe?). I invited Italy to send A Ven north through Tyo and Boh, offering him War for his help. Italy felt he could spare the army, with France agreeing to work with Germany against England. Quickly it was clear that there would be no RT, and Germany began working with Russia (as much as you can with a silent partner) against England as well; Germany told me this was partly out of curiosity—he'd never seen an RG against E. Before the three hit England though, France balked. He'd talked with Italy, broaching the subject of hitting Germany then or in the future. France says Italy told him that he'd "been friends with Stven (Germany) for 20 years, and wouldn't attack him lightly." France immediately figured he'd be the next target of IG after England, and so switched sides and helped England. (Soon I got letters from Germany complaining that France had "lied" to him. He hadn't lied at all! Italy had changed France's mind.)

By now, the plan was for RGI to hit EF, while Russia helped me take on Turkey. I would have little Italian help, as Italy needed

his fleets against France; even the Italian army that made it to Boh was sent back home. Considering I was to crack a tough nut with help only from what I considered an unreliable Russia (Would he help? Did he prefer me or Germany as a friend? Who knew...), I decided to join with Turkey and hit Russia. Turkey was even more silent (I NEVER got a letter from him), but I knew Italy would have to help me against Turkey later because a growing Turkey would be a threat to Italy. Besides—I was generally upset at being given the toughest assignment in the IGA alliance, and was balking at my assigned role.

So my plan was to hit Russia with Turkish help, then stab Turkey before he could grow into a nuisance. To get the ball rolling, I asked Turkey to build an army in Winter 1901 to aim at Russia.

Just at this time Turkey resigned, and due to a lack of press, the GM gave the position to Kathy Caruso to liven up the game. Of course, this changed EVERYTHING. My first big stroke of luck was that the build of A Smy was accepted before Kathy joined on, forcing her hand. That A Smy limited her options to the point that she almost HAD to work with me, although the fact that I didn't take that for granted may have helped. I wrote Kathy often, sending her long letters. It also helped that she said all her other neighbors were ignoring her. (Another reason I figured Kathy would help—I knew Russia wouldn't bother to contact her.)

Kathy went along; her press to Russia when we attacked him said "Hey, don't blame me, I'm not the bozo who built A Smy!" She didn't trust me, but nicely enough we got along real well—so well that I made a momentous decision. I would probably not stab Turkey even after Russia was crippled. I was still a neophyte, but I knew I was about to try to set up not only what I thought was (in my FTF experience) the toughest alliance to iron out—AT—but do it with one of the most feared and respected players in the game! what a challenge!! Yet I was enjoying working with Kathy immensely, so even if she eventually stabbed me, I knew that as long as the AT lasted I'd have a lot of fun... and maybe learn a thing or two. My goal with Kathy is this: always make sure she has more to gain from siding with me than against me, and avoid developing where I would be between her and a potential Turkish ally. Tricky. This thinking is what I believe got us started, because my first offer to her was to help her into Sev in a way that would annihilate the Russian southern fleet, always an annoyance for a Sultan. Things have worked real well for Kathy and me.

My next problem was when France made a masterful move in the Med, threatening to get the upper hand against Italy. He made a very tempting offer to quickly carve Italy up, knowing that my F Ion was the deciding factor in the Med. I could guarantee either Italy's survival or destruction. I decided to support Italy, the main reason being that I needed Italy as AT's next target after Russia, and I wanted to be able to offer Rom, Nap and Tun to Turkey in exchange for my having had more of the Russian spoils. Other considerations were that it would make Italy feel secure enough about my friendship to move west and leave himself vulnerable from the east, and that I didn't want to help France grow too strong—I'd prefer to time my Italian stab for when France is "on the ropes." The biggest problem with carving up Italy then, though, was that upon completion France would make a very appealing prospective ally for Turkey—with me the victim. I conveyed to France what I would do, and he backed away from Italy without even attempting the doomed attack.

Negotiating the stab of Italy with Kathy was no easy task; we exchanged letters twice in one season, making proposals and counter-proposals. I wanted Turkey's F-Bla moved south; Turkey wanted Bul secured from any possible attack from me, and to have her newly built F Smy sent to Aeg, rather than EMe where I

wanted it to go. I was also very much afraid that she'd stab me instead of hit Italy because I would have Mos and War guaranteed, while she would be risking getting no build at all. Here I made by big offer: 1) F Bla HAD to go to Con, 2) F Smy could go to Aeg, and—the big one—3) Turkey could order A Bul-Gre. (Kathy called this "a compromise I can definitely live with!" I'll bet ...) The plan would then be to convoy A Gre-Nap the next season. This way, Turkey is guaranteed her build—either the stab succeeds and she gets Nap, or the stab fails and the army stays in Gre and picks that dot up from me. I didn't mind offering this because I'm sure Italy won't cover Nap, even if Kathy's not (France started to sue for peace with Italy after I stymied that French attack on Italy, and Kathy is worried France will succeed in patching things up). I feel Kathy is getting a good enough deal from me this way that she won't stab me instead.

Unintentionally—but conveniently—the Turkish move to Austrian-held Gre made for a nice little small fake stab. Kathy defended her "stab" in the press by saying I'd been greedy and she wanted just her fair share. Hopefully Italy bought my act when I told him I was worried that Kathy's move would turn into a full-fledged attack.

So we had the stab perfectly set up, mailed in our moves, and ... *Diplomacy Downs* folded! Just at the crucial moment! I've been waiting 10 months to see if my first big stab of an ally is a success. I hope this gives you a feel for the new game you've taken on. I like to let the GM know what's been going on, and why I'm ordering my units as I do. Thanks again for rescuing "Ruffian"!

FRANCE: ...To the present state of the game. Although it is premature, I am very happy with my prospects. Germany and I are growing, while I think we can contain or push back A/T. I think we have a good chance at a F/G two-way. It could end up a F/G/A/R stalemate. Frankly, I expect to see Kathy stab David. She has no prospects for growth. But she must realize that with out a commitment from Steve or I to stab the other simultaneously, she must realize that if she does stab David, F?G will gobble up a great chunk of his centers, too. Which would make her odd player out in the three player end-game. It will be exciting to see how it goes.

As for me, I am morally committed to Steve for the long haul. I would be happy with an F/G. However, what true Diplomacy player has any use for morals? Which is to say, if I decide I have a good chance at a solo win, I'll be very tempted. I have to note that in mopping up E/R/I, I stand to gain 4 or 5 centers to Steve's 1. We'll have to see. It would be a nice feather in my cap to gain a solo win for my first game of postal Dip.

Fall 1906

AUSTRIA: The game certainly got a lot more interesting this turn (and about time, I guess)! Kathy's move to Bul last season was not her first move that LOOKED anti-Austrian, but it was the first one made without consultation and without my permission—making it GENUINELY anti-Austrian. Expecting a Turkish stab at Ser and/or Rum, I now have to change my old plans completely. No longer can I afford to support England into StP, which I had earlier offered in exchange for Chuck's convoying me from Livonia to Kiel. I can afford to lose a unit from the certain loss of Ven, but not two units as I would if/when Kathy picks up a Balkan dot.

I immediately wrote France encouraging him to work with England. If England snuck into Kie while France snatched Lon, then France could get three builds and perhaps an English ally while Germany builds zero. I hope I was convincing. We had at least had an exchange of friendly letters a few weeks back, though they'd had no real info — just to keep the lines open.

I was prepared to turn back on Turkey without making any overture to Germany, since Germany has a reputation for betraying people a little too easily — I'm sure he would have had NO

trouble using anything I told him against me with Turkey. I just had to hope that as I turned south, he would finally realize the danger France posed and back off, especially if I'd succeeded in talking France into stabbing Germany (Austrian wetdream material, that). I was prepared to risk a two-front war if I had to, since Turkey is now my greatest threat, and since Germany has hopefully tired of bashing his head against the Austrian brickwall, anyway.

This afternoon, I received a peace offer from Germany (it took 6 days to arrive after its postmark date, blast it), and am very pleased with it. He actually succeeded in sounding sincere. I'll have to write him back by priority mail, or he won't get the reply — and he'll need it since I can't do what he wants. What he suggests is I attack Tyo from Boh; he wants an empty Boh and no attacks on Sil/Pru as part of the bargain. He offered to then support me back into Ven with his army in Pie (after I dislodge it from Tyo) in 1907, when the stabs of F and T would begin. I'll have to let him know that I can't do it, since I want to move south NOW. A-Boh will have to cover Gall in case A Gal-Rum goes through. Problem is, if A Gal-Rum DOESN'T go through, then Boh won't be demilitarized. I also can't dislodge him from Tyo (though maybe I can make that sound like a concession to him), since A Tri has to try to caver Ser. It'll be interesting to see what happens... One interesting risk I'm taking is that I didn't write Kathy at all, the first turn I didn't. It undoubtedly telegraphs my distrust, but to write at this stage would require telling lies to her, and I just don't want to do that. Working with Kathy back in *Diplomacy Downs* days is the one lasting joy I have had in postal Dip, and I want our parting of ways to be as amicable as possible. As many times as I've written her, silence is practically a declaration of war — and as honest a one as there can be. Not that I never lie at all, but Kathy has earned better treatment from me. (I guess I'll never think or play like a really good Dip player should.)

Fall 1907

AUSTRIA: For two months I was at absolute rock bottom, and Dip was the last thing on my mind. It seemed a shame to waste such a good Austrian position on a player like myself who just didn't care anymore. Last season I lost my trust in Germany when he offered to support my fleet into VEN (he couldn't POSSIBLY have thought that that was an effective way to attack France and Italy — he MUST have done it to string me along). I responded by telling him that I wouldn't go for it, that I was staying put and supporting VIE from GAL while I moved against Turkey. I said I would then gladly coordinate with him once his armies were already marching against France. I also rewrote my orders and made them more conservative, but then I just never sent them. If I had, I'd have sent in a resignation notice with them, and I just couldn't bring myself to do something I thought so unsporting as to quit. That letter to Germany in March is the last I've written for Ruffian so far. I did get a nice note from Germany this season apologizing, but that was it. I'm really surprised Michael hasn't written in so long he never responded to my long plea to him last January to stab Germany while I turned back against Turkey.

My moves may look a bit odd in that if they go through, Kathy gets Sev back. That isn't a mistake on my part. I like Kathy, and don't want to see her suiciding out of this game to get back at me. I feel guilty about not having trusted her, and if there's going to be a draw in this game I want it to be an FGT rather than an FG. Therefore, I'm going to try to hold War in a way where Kathy can have Sev back and not have to disband units. I'd rather it look like a mistake, because she'd lose more respect for me if I'm softhearted than if I make an error. If she survives this turn well enough, she'll probably be too competitive to REALLY feed her centers to France, though I don't mind France doing well in this game either.

Winter 1907

GM: France inquired of Austria whether he'd help France get a solo win. Austria's response is a full-page classic (I won't reprint it all here). He says, essentially, stab Germany for that win and I'll do anything you ask. Try to hurt Turkey for it and I'll ensure that she survives the game. Clear, literate, detailed and avoiding melodrama; I wish every negotiation I received looked like this one.

Fall 1908

AUSTRIA: The readjudication was handled well. Germany even took it like a good sport; I got a card from him this turn that really cracked me up:

"Well, I screwed you, you trounced my strategic position, and France has reamed me. I feel the time is ripe for futile gestures..."

He then proposed to support me into Budapest. How can I not like the guy who wrote that! If only there was anything we were positioned to really accomplish together, that one short post-card might have won me back over to his side. >>>>>

As it is, France is incredibly close to victory, and Turkey and I would both probably feel satisfied to see him win. If Turkey were to propose a way to rebuild the tattered A/T, I'd listen, but it's probably too late. Perhaps I should write myself, but this has been such a busy month that trying to start things up again with Turkey didn't even OCCUR to me until a couple of days ago.

Endgame

[[Pete here. I've edited the Austrian endgame statement, because he repeats much of what he said in his 'orphan-restart' letter above.]]

AUSTRIA: The new Italy's first letter said that he would cover his centers, and I had to decide if he was bluffing. I called Kathy up after I got J.R.'s note, asking if we should go for Apu instead of Nap, and we decided to go for broke. We were bounced out of Nap, the first of Italy's many moves that kept A/T at bay.

From there, everything went downhill. The new Germany chose to ally with France, moved his army out of Bur, and went straight for my throat. I conquered Russia, but A/T still looked to be on the weaker end of things versus F/I/G. As Kathy ran out of ideas on how to make headway, I began to worry that she would side with Germany and stab me, hoping to get at least part of a draw with F/G—perhaps hoping she and Germany could hit France later. I don't know what she was thinking, but I couldn't imagine that Kathy Caruso was really out of ideas on how to win a game. When she started moving her armies toward the Balkans I worried more, and when she reached Bul and had armies positioned to stab some of my undefended centers, paranoia got the better of me. I made one more plea for Germany to strike France while I turned south to defend myself against Kathy's coming stab.

Germany saw my move south as a perfect chance to kill me off, and I was dumbstruck when Kathy—proving to be a loyal ally after all—chose merely to hold and support. Not wanting to lie to her, I had not written her at all that turn. Boy, did I feel like an idiot! Remorseful, I LET her have Sev back the next season [[GM: See the Fall '07 comment above.]]; I knew I was not long for this world, and my goal was now to see that either Turkey was part of a G/F/T draw or that France won outright.

France now had a solid friendship with everyone on the board (I wanted to help him vs. Germany, Kathy wanted to help him vs. me). Attacking Germany would do nothing to upset any other of this allies, so I'm not surprised he went for the win. I'm surprised Germany didn't see this possibility—and he paid for not turning back against France when I begged him to. The fatal blow for Germany came in Spring 1908, when France wrote me a last-minute letter telling exactly what moves I should submit to counter Germany's attack against me that turn. After that, school was out...

So that's it. I could complain that it was fate that killed my

position when *Dip Downs* folded at the crucial moment; but then, my alliance with Kathy was a product of just such a twist when the previous Turkey resigned as he did (right after building A Smy) and stuck her with a position that almost forced her to at least give the A/T a shot. A lot of things fell France's way, but Michael was skillful in taking advantage of the opportunities.

Thanks to Pete for finishing the game in *Perelandra*, and to all the players. You were all fun to correspond with, especially Kathy and Michael. I hope to run into you all again someday.

[[GM: Like Austria's Much of France's endgame statement was actually written when the game was moved in *Perelandra*...]]

FRANCE: I'm surprised that you're surprised that Ruffian is my first Postal Dip game, but maybe I misrepresented myself. I'm no neophyte to the game. I've been playing casually since high school (late '70s), and with more fanaticism since '89. I've played and run maybe five or nine E-Mail Dip games on the Vax main-frame system at the University of Buffalo (where I've taken some graduate courses). At a year a week, E-Mail Dip goes fast. Also, I ran a (I am proud to say) 16-player (yes, that's ONE SIX) variant I called Blind Dip. In it, only I had a complete map. Players didn't know anything except the limited area their units had explored. They didn't even know who the other players were, how many there were, or how the board was made! (It was a huge thing that wrapped around all sides.) I played one season a week, and every Saturday I came into work and made custom maps for each player (in FreeHand) showing what they had most recently found. It was fun, but not to toot my own horn, the point is I've played a fair bit of Dip, I think.

I got a free issue of David Hood's *Dip World* after I went to Atlanticon in 1989, I guess. I saw openings in Bruce Reiff's *Dip Downs* (and in another 'zine called *Diplomatic Immunity*, but the game I started there didn't even finish 1901 before the 'zine folded). That game in *Dip Downs* was Ruffian (named after a racehorse, as all the games there were).

Even before I wrote to any of the other players, when I found out I was France I decided I would like to try out a strategy I had been mulling over for France for a while. It entailed allying (or getting a good neutrality) with England and Germany (paid for by relinquishing rights to Bel); taking Iberia with the two armies; and ordering F Bre first to Mid, and then to Wes in Fall 1901. That was what I wanted to try.

Well, England turned out to be another first time postal player, Keith Guercio. He was very receptive to alliance, and considering our surnames, I invited him to join the attack on Italy ("Italy for the Italians," so to speak). In fact I invited him to send a fleet to the Med via Mid—risky, I know, but I figured the glory of it outweighed the risk. Plus I had a good feel for Keith. He, as it turned out, wasn't too keen on throwing a fleet into the Med, but we did stick together through the duration of the game's run in *Dip Downs*.

Germany, played by Stven Carlberg, was another story - none too keen on a Western Triple, he wanted an F/R/G to dismantle England. Italy, played by Cecil Hutto, seemed a potential dupe for my plan, but I learned he and Stven had been friends for 20 years.

This scared me plenty: if I did go along and help wipe out England, would Stven turn on his longtime pal, or, as seemed much more likely to me, join with Italy to take me out. I tried to put off Germany as long as possible (by not committing to England verbally and offering Bel) while hoping to smash Italy fast and help prop up Keith. I started looking for Eastern allies.

I didn't have much to say to Kathy in Turkey, and John Bibler in Russia never wrote (evidently, he also didn't write to Turkey or Austria, which is why they allied against him, as I understand it!). David in Austria and I struck up a very friendly correspondence,

but we shall see what became of that...

By the end of 1901 I had units in Spa, Por, and Wes, with a new F Mar and A Par. Cecil was screaming bloody murder, and I was very lucky (or Diplomatically persuasive) in that he had taken Tun with his fleet, not via convoy. In 1902 I convoyed A Spa to N Af and moved F Mar to Lyo. In the fall I planned to use F Lyo to cut support from Italy's F Tyr, and support myself into Tunis. It could not fail!

But it did. Austria-Hungary had moved his fleet into the Ionian and promised to support Italy in Tunis. Meanwhile, Russia and Germany had forced England out of Scandinavia, and Germany was about to invade France. Faced with an A/I/G/T vs our lowly E/F, and realistic about survival at that point, I convoyed my African army back to France and settled in for a siege.

To this day I am nostalgically bitter about that turn of events. If Austria had not intervened, I would have taken Tunis. The wind would have been taken out of Italy's sails, and with a new A Par, I could have held off Stven while continuing to press forward in the Med. And it is especially ironic in that even then, I believe A/T planned to stab Italy in just a few turns.

So I scrambled to defend the homeland. And I did a fair job, if I do say so myself. It's funny, but in this game, as in *Witch of Endor* and *Pique* in Stven's 'zine *Hoodwink* (which I later started), I have found that I do well as an underdog resisting invasion by a more powerful enemy. Anyway, I was struggling with Germany over Bur when the 'zine folded. Then everything changed.

In its new home, Ruffian mutated. With Keith choosing not to continue, I felt no loyalty to England, especially since the new England never wrote to me (or at least, not that I remember now, although I wrote him). And my enemies in Germany and Italy were gone, replaced by a friendly JR and an ally in another game, Steve. So Germany and I allied against England, and I sat on the fence for a couple turns in southern indecision. Attack JR? Defend JR? Wash my hands? I regret my wishy-washy-ness, because I could have been in the Med a year earlier than I was, and I could have communicated better with JR. But see, when I first went to the Western Med, I didn't know whether it was to support Austria in, take it myself, or support JR! As it has turned out, though, maybe it worked out for the best: JR lasted long enough to hold off A/T, but he was also depressed, discouraged, and in dire straits long enough that when I did hold out a helping hand, he started dropping centers into it. Actually, I was impressed with the fancy footwork he had used in keeping A/T at bay (it reminded me of me in very similar situations), and I was happy to prop him up. I offered to take only Ven or Tun, so as to give me a front vs. A/T, while he could still play a viable position. However, discouraged as he seemed to me, he welcomed me into both Ven and Tun.

So, with Russia and England eliminated, and Italy a loyal vassal, the game boiled down to F/G vs. A/T. But Steve and I simply had a head start, or a better position, and we continued to expand as A/T languished. I believe the game could well have continued from that point to an F/G draw, with which I would have been content. I thought about the possibility of a stab for a solo win, but viewed it as not likely.

Still, I kept the lines of communication open to Kathy in Turkey, and we corresponded. A couple letters to David in A-H didn't really lead anywhere, which surprised me since we had had a lively correspondence in the *Dip Downs* days. As it turns out, his quietude hid negotiations of treachery!

He and Steven had agreed to each stab their allies. David would stab Turkey while Steven simultaneously stabbed me. Steven, however, told me of the plot, since he had no intention of keeping the deal. I pretended I had already heard about it, feigned distrust, and used it as an excuse to put a fleet in more northern

waters.

Sure enough, David stabbed Kathy right on cue, while Steven plowed into his rear. And that decided the game. With the A/T alliance in shreds and Kathy calling for David's blood, there was nothing to stop F/G.

Kathy was so pissed at David that she offered to help me into his centers. Then, seeing the handwriting on the wall, she offered to help me to a solo win. At this point, Steven was ragging on David in the press, which did not endear him to Steven. So when I asked for his help for a solo win, he was happy to oblige.

I figured I would not stab Steven right away, but rather build up faster than he could. Then he stabbed me in *Vexvelt* because I was a bigger ally. That made me decide to stab him sooner rather than later, since he would not allow me to outgrow him.

So, seeing I could win the game, I stabbed Germany. With Italy, Turkey and A-H all giving me their centers, I could hardly lose.

I guess that people usually think of an 18-center win as a titanic struggle in which one player forces through to the magic number. Well, I understand that my win came as a gift from the other players, especially JR, David, and Kathy, any of whom could have betrayed me this turn and prevented my victory. I want to thank them for a win in my first postal game of Dip ever. Steven, I would like to thank for being a good ally and correspondent, not to mention a good sport. And thanks, Pete, for taking over the orphan game and doing a good job of it.

One last note: If you're not already signed up for *Tralfamadore*, please consider it! *[[Nice try, Michael, but probably very few people have read this far!]]*

GERMANY: I came to this game as a standby, sometime around 1903, and as with most standby positions I came in with a sense of vertigo. I didn't have a clue what had been going on beforehand.

It appeared that A/T were very much in the superior position, and that I was pretty much helpless, my units were not only spread out but were a turn behind the tactical situation due to my predecessor's NMR or incompetence or confusion.

Fortunately France (Michael) and I were enjoying a good working relationship elsewhere and he was also the only neighbor (F, E, R) who both accepted and offered help.

Because of this I was able to send armies to the Austrian border while my fleets worked with France to defeat England and Russia.

Everything was going well, we (G/F) managed a stalemate line and had turned A/T in the Med when I made my huge mistake. I worked with Austria plotting a simultaneous stab of our allies, which, had we followed through, would have worked very well. When I say we, I should say I, because I stabbed Austria instead, and explained to France exactly how I was to have stabbed him. It would not have taken more than one center, but would also have left me with a much superior tactical position.

So what does he do? He claims fear of a real stab to gain position on me, then feeds the Austrian my moves and wrings my chicken neck to gain his own position from which to stab for the victory.

Add to that the Turkettes' desire to quit the game and he has the six dots needed to win. A fantastic piece of both timing and diplomacy! Huh, huh. That was cool.

This game raised questions of cross-gaming for me. By means of one of Pete's GMing mistakes there was a delay that made the turn of my stab in *Vexvelt* coincide with my putative stab here in Ruffian.

It also coincided with the turn in *Hoowink's* "Pique," when I

was about to feed Michael's Italian moves to France to allay his anger over my actions there.

I won't claim I was in good conscience enough not to screw him over in three games in one month. I simply thought I'd do better with the G/F, and in any event I blew France away in Pique, since Turkey there agreed to peace.

As for the abilities of my opponents: David, as Austria, you played well but you made two mistakes. I never really believed you'd 'stab' Turkey since your original stab of her was a ploy. Second, I knew you were about to be stabbed yourself and you were too vulnerable not to be since you were in no way going to make gains on us. However, your blocking of my moves was excellent, even if Turkey's fold made it moot.

J.R., you didn't have much of a chance except as a puppet, but you never gave in.

Kathy, I guess if not Queen then Kingmaker, huh?

And, of course, Michael. Sterling performance! I'll see you in Tralf. And, of course, Vexvelt!

I love this game!

ITALY: All I can say is that the list of players who haven't stabbed me yet continues to get shorter!

David, I would have liked to play with (alongside of) you—perhaps another time. Kathy, if only you had tried a bit? Steve, I didn't see it coming either. Michael, good—I enjoyed helping.

Pete, from the restart I thought Michael was my problem as it was obvious that France had been invading the Med. But we hit it off and he turned around just as I realized that David had sold me out—perhaps Kathy made him an offer he couldn't refuse—as I was taking over the position. Perhaps it wasn't a stab but I still felt betrayed and preferred to puppet to F/G just to get even!

Revenge is sweet.

*

The Roar of the Greasepaint

(the letter column)

[[Two big letters held over this time, because I'm out of time and out of pages in this issue: Michael Quist on abortion and RICO, and Jim Bailey on cheap foreign oil.]]

David McCrumb

The new local hockey team [[a minor-league team David mentioned lastish]] announced an NHL affiliation last Friday. It is with the San Jose Sharks. How about that. Maybe they will last more than one season. I wouldn't bet on it, but they might.

[[Martin Johnson has some ideas for a fantasy hockey league which parallel Gonzo baseball and football—draft players, play games against other fantasy teams based on players' performance during the preceding week. Thos who are interested had better write to Martin quick if you want him to guest GM a league in Pere.]]

Steven McKinnon

Yeah, it had to happen. I mention football (call it soccer if you must) and someone has to jump all over it.

My reasons for wanting Americans to see the World Cup have very little to do with whether or not I feel it is the World's game, or that it is better than baseball or American football. My reasons are selfish. I want to be able to see soccer as often as possible while still living in the U.S. The only way to do that is going to be if it becomes a popular sport. I'd settle for it being as popular as hockey, the least popular of the four major sports.

The unfortunate fact is that American's don't like anything they can't win at, or that they're not involved in. The Olympic games are a perfect example. One afternoon last summer I sat through three hours of 'up close and personal' because NBC advertised fencing. They showed less than 30 seconds of the best American, who finished out of the medals, and NONE of the medal-winning matches in any of the disciplines.

Incidentally, Jack, you ever hear of a game called rounders? Four bases, a small sphere thrown at the home base, hit by a player with a bat who attempts to 'round' the bases? Baseball is not so much American as Americanised.

As for your being told to see the World Cup... well, then, it's not for you. In fact, I think you'll find their ad campaigns aren't really meant for you. The driving force here is to get the millions of youth and college players and fans up in arms to show there is a market for the game, as evidenced in the NASL's heyday. However, it must be handled better.

The complete sell-out of all early-round tickets demonstrates there is interest. Granted, the expense is a mistake. The tickets were sold in groups of four because USSF and FIFA feared single-seat tickets would only draw sell-out crowds to the big-name teams. Would you spend your money to see a Giants vs. Braves game or a Mets vs. Marlins game?

Not everyone in Europe likes soccer. How else can we explain European baseball: cricket?

For people who would be swayed by U.S. success in soccer, or who would be turned on by exposure to World Class quality soccer, or through the usual strong ethnic pride Americans have in supporting their 'homeland': Ireland, Poland, Russia, Italy, etc... that is why all the hype is upon us. FIFA doesn't expect to see people who dislike soccer support it. They hope to win over those who are winnable.

[[European baseball is called baseball. Don't confuse the issue—there are baseball leagues in Europe that are not cricket.

[[To see soccer you'll either have to 1) get more people

AURORA

Railway Rivals 1025CN

Oops: S&RVL's 6c was actually to V30, not U31.

Round Seven: HELD OVER

I have found that my interpretation of the 'alternate' keynumbers is wrong. It so happens that my interpretation is Conrad von Metzke's (not to blame him) and is perfect sensible; but apparently the intent of the dual-number towns was that players could race to either of a pair.

The inventor intended this, and it has apparently affected some players' builds as well. SO, here are the correct races for Round Seven:

1. 51/Blythe to Special 4/Utah
2. 55/Las Vegas to 46/San Diego
3. 33/Fresno to 23/San Jose
4. 12/Alturas or Bieber to 44/Long Beach
5. 14/Marysville to 63/Shafter or Cobre
6. 21/San Francisco to 61/Caliente or Ely
7. Special 3/Arizona to 36/San Luis Obispo

Of course, you still can't run races 1, 6 or 7 yet, but you now have the opportunity to rewrite your race and build orders. Sorry for the delay, but I felt it was only fair to switch this since we hadn't yet run any races and I never said how I would actually rule on the alternates.

Deadline for Round Seven is September 27.

interested, or 2) pay a bundle. Networks are creatures of profit, they don't show soccer for the same red-ink reason they don't show road bowling.]]

Rich Irving

I went to two Canadian football games in Sacramento. My parents have season tickets to the Gold Miners. If you like passing and punt returns, you'll like the CFL. With three downs, 12 players, larger field (110 yds w/20yd endzones), unlimited motion, no fair catch (defenders must give five yards room) and the rouge (any kick not returned out of the end zone, kicking team receives one point and the receiving team takes possession at the 35), there is no "three yards and a cloud of dust" in this league, but only an occasional draw play to break up the constant passing and few sustained drives. I like the game, I think the NFL or college football is more interesting with a balance between passing and running.

As I write this Florida and Colorado are out of last place in their divisions. The Padres and Mets should be ashamed of themselves, the Pads for their fire sale (I wouldn't be too surprised if the team is sold to a group from St. Petersburg) and the Mets, well, for being the Mets. The Mets with Vince "Firecracker" Coleman and Bret "Bleachgun" Saberhagen would lose a popularity poll with the IRS. The Giants start a big series with the Braves tonight. If they split this series and the one in Atlanta next week, the NL West race is pretty much over.

[[Of course, we now know that SF was swept by Atlanta in the first of their series. I would be stunned if baseball allows the Padres to be sold to St. Pete—the owners just do not want to give up any market they're already in, thinking they can put St. Pete off indefinitely with the promise of an eventual expansion franchise.]]

Mark Lew

I thought the Jurassic era was a subset of the Mesozoic age, yes? [[Yes, but most of the dinosaurs were from the Cretaceous (period following Jurassic) and many of the plants were Cretaceous or even later.]] The movie violence which keeps me out of theaters is the violence to my ears. It seems movies just get louder and louder, especially when shown in a big theater. Not that I'm a big moviegoer anyways, but I simply can't sit through an action movie unless I plug my ears for most of it. The only movies I go to now are the romantic comedy movies ("chick-movies" as they'd have said in *Sleepless in Seattle*, which is undeniably a chick movie, in spite of the stars' protests on talk shows that it should appeal to men and women equally). No matter, I tend to like those better anyways. Someone told me that in *Jurassic Park* the beasties are noisily gronking away throughout most of the show, and I'm sure there's plenty of loud stomping and crashing as well. I'll just have to wait for it to show up on cable.

From your description, it sounds like the Jeff Goldblum character is trying to pass of chaos theory as a scientific equivalent of Murphy's Law. I'm curious where this dubious representation comes from: the book, the movie, or your review?

In case anyone cares, I own a complete set of *Diplomacy Digest*, molding away in a box in my closet.

[[The Murphy's Law treatment is clear in the movie; it's disguised and justified in the book, but I think you'll find it there too.]]

Stan Johnson

Do you know anyone who would like to buy old copies of *Diplomacy World* #13-19, 30-33, 38, or the 1975 *Diplomacy Handbook*?

[[If I knew what the Handbook was I might be interested. Care to provide any details?]]

Andy York

I'd like to recommend a newsletter for you to get about Sci-Fi and Star Trek. It is *The Space-Time Continuum* by Bjo Trimble (2059 Fir Springs Dr, Kingwood TX 77339). She was Gene Roddenberry's secretary for many year during Classic Trek and maintains friendships with many of those stars. The publication is bi-monthly, and the cost is \$2/issue. AND, look for me as the convention clearing-house and occasional writer. I think you'll like it—and it covers almost all Sci-Fi on TV and the movies, including such shows as "Beauty and the Beast," "Lost in Space," and "Babylon 5."

For your info, Bjo's last letter to me (August 3rd) said that Walter Koenig [[Chekov]] is doing quite well after his heart attack and surgery; he's expected to be in better shape after he recovers. Get well cards can go to P.O. Box 4395, North Hollywood CA 91607.

Eric Voogd

Just an aside about the computer game Civilization. Bless the fact that you don't have it, it's worse than drugs. It hogs up all your free time and then you feel like crap after playing because you spend so much time without any gain. All for now, I've got to play right now. Aaaaagh stop. Now I'll have to kill myself!

Greg Ellis

So is Gov. Pete [[Wilson of Calif.]] making a bid for the Presidency? In the news a lot on really stupid issues lately, so I was just wondering.

[[No, the Bland Man is just trying to up his recognition to hold on to the Governor's Mansion. I think Kathleen Brown has him scared, and he thinks that low-brow issues like immigrant-bashing will help him pick up working-class votes that Brown's family might otherwise get her. (Republicans in this state are hopping mad with Wilson for being so negotiation-prone, which I usually see as a virtue in a politician. Also, opinion is split on whether Wilson's dive into the gutter is good or bad, but his still-miserable approval ratings have risen from 15% to 25% in the past couple of months.]]

Editor's Notes

- Reminder to all Diplomacy players—I do not use preference lists. All country selection for regular Dip games is random—I literally draw blocks out of the box top (or a dice bag). In variants such as Downfall I used to permit preference lists, but for Youngstown we'll use random selection.

- An interesting quote from Carl Pope, who was until recently the Sierra Club's top man on political strategy (now he's executive director of the club). He wrote an article in *Sierra* on the automobile and its future, worrying that concentration on The Free Market would take attention off the need to reduce pollution; readers wrote in to criticize him and he clarified:

"The problem is not the use of *market mechanisms*; they can indeed be both powerful and reliable. The problem is that most people who think and write about markets, or who design them, ignore critical moral elements. Markets reflect the values of those who participate in them—and weighted values at that, based on the participants' wealth. Thus, the interests and preferences of future generations, species other than *Homo sapiens*, and as a practical matter the poor of the world, are absent from the mechanisms of normal markets. We could design market mechanisms to reflect these excluded parties; we will, however, only do so as the result of an extended moral dialogue among all citizens. Market mechanisms, then, should be the outcome of such a dialogue—not, as too many currently assume, a substitute." *

VULCAN / Deviant Dip 92JFrc04

Rules now in effect:

Rules with one-time effects (repeals, invitations) drop off this list.

Rule 0: **Master Rule.**

Rule 9: **Perpetual Balloting.** Cathy gets two votes. Anyone in the zine (except John Galt) may propose a rule. Original players get an off-board supply center.

Rule 12: **Perpetual Deviant.** This game may not end in a draw of less than eight players; or in a victory by any one person, else that person pays an SC tax. May only be repealed by a rule which specifically repeals it and does nothing else.

Rule 14: **Seven Is Not Enough.** Game becomes Cline 9-Man.

Rule 17: **More Proposals.** Each player may propose two rule changes per turn. Pete may propose one rule change per turn.

Rule 20: **Hypnotism.** Once per game year, each player is allowed to hypnotize any unit on the board.

Rule 27: **Offboard Dot.** All players receive one offboard SC.

Rule 32: **Chinese Checkers.** Units may jump over one unit into a nonadjacent province, at half-strength.

Rule 33: **Russian Revolution.** Russia is divided.

Rule 40: **Shut the Fuck Up.** Any turn in which the GM receives two letters by Andy Bate, forwarded by players, Andy will nmr.

Rule 49: **Unconditional.** Players are not permitted to make conditional orders.

And passed this turn:

Rule 10 (Goodwin): **Secret Ballot.** Voting is kept secret.

Rule 56 (McHugh): **Jihad!** A holy war is declared by the Grand Mufti of Jerusalem.

Rule 59 (Bate): **Somewhat Demiurgic.** Players may cast all or none of their votes for or against each proposal. A proposal becomes a rule if more than half of the votes are cast in its favour. Vote totals are public, no more than 50% of proposals may pass.

Rule 60 (Ellis): **Repealer.** Rules 2 and 23 are repealed.

Rule 67 (Hood): **Hobbyführer Flexes Muscles.** David Hood enters the game as Hobbyführer.

Rule 71 (Bergmann): **More Players.** Dan Sellers is invited to play Switzerland. Vince Lutterbie has agreed to play Atlantis.

Rule 72 (Anderson): **Fog of War.** The game becomes "Fog of War." No unit can see another unit unless adjacent.

Rule 75 (Young): **No Passing Zone.** Each time a player's single proposal passes, one of his units is removed from board.

Full text of all current rules is at the end of this report.

Fall 1901: Your Units Did This:

And They Can See These Other Units:

Deadline for Winter 1901 is September 20.

Game Paradigm: Passed proposals take effect; Winter adjustments; Votes on current proposals; New proposals offered.

Court of Appeals

READ THIS SECTION OR ELSE!

Appealed: that Jihad! is banned by More Deviant; claim is that

Jihad! helps a few nations by name. My interpretation is that Jihad! did not necessarily provide "favors" to the Muslim nations. It forms a forced alliance, and rebalances land vs. sea units (stronger on land, weaker at sea), but these aren't necessarily favors. These changes can be for better or worse, and to invoke More Deviant prohibitions I had to believe that the proposal is of necessity helpful. (Moot point now that More Deviant is gone.)

"How can a rule require more votes to repeal than it got to pass? And how can it be possible to prohibit or limit future amendments? Anything a legislature does it can undo with the same ease; the same rule should apply here." Well, Greg, if you think that rule should apply then get it passed. This ain't no legislature. You players passed More Deviant, Perpetual Deviant and others which limited your own future actions. Unlike Congress, everything you do is binding on yourselves!

Chinese Checkers must jump over a unit, not an empty space.

Rule 19, Even More Deviant: This does not mean that some rules expire after five years. What it means is that whichever rule passes with the most votes gets offered as a proposal five years down the line. Don't worry, Even More Deviant died with Prop. 59.

Penalty Phase: Okay, now you've done it. You passed Fog of War and pissed me off, so here's the price you pay. Deadline for Vulcan is now seven days before all other games; players who are missing moves in Vulcan will not receive NMR calls; Vulcan will be run separate from Perelandra in a zine called Vulcan, which will be mailed with Pere only to Vulcan players (readers of Pere may still submit proposals but won't be able to kibitz the outcome). No maps will be produced.

Current Proposals

Prop. 76 (Young): **Brownian Motion.** Any unit which does not move (for any reason) is forced to move to a randomly-selected adjacent and vacant space, unless by holding the unit allows a new unit to be built.

Prop. 77 (Young): **Black Death.** Incensed African witch doctors vent their rage at Eurocentric gamesters by causing the Black Death to appear in a randomly-selected supply center each turn. Each SC struck by Black Death permanently loses its SC status.

Prop. 78 (York): **Please Help.** Any non-player may submit an order for ONE unit on the board. If he is the only person submitting a move for that unit, other than the unit's owner, the order shall be followed.

Prop. 79 (Goodwin): **Closure.** This game ends.

Prop. 80 (Goodwin): **Space Saver.** Pete must use a small enough font to fit the whole Vulcan game report on one page. Readability is not an issue. If his computer, printer or copier are not capable of such reductions, Pete will leave out every other word in the report. If the report still does not fit onto one page, Pete will leave out every other word of each resulting report until it does fit onto one page.

Prop. 81 (Bergmann): **Boggle Diplomacy.** After Pete draws the map, he must randomly distribute letters in all unoccupied spaces (letters are shuffled again after every turn). Unit letters on the board remain the same.

Players then play Boggle. They must send in words with the next set of orders. Points may be saved, or spent as follows: 1 point per additional yes vote; 3 points per additional no vote; 5 points to support an unsupplied unit in a winter turn; 8 points to build a supply centre in an empty province, 10 points to improve a supply centre to a double supply centre (supports a double unit or two single units); 20 points to build an impassable off-board supply centre. *[[Interp: I don't own Boggle, so it will be up to Jason to supply rules.]]*

Prop. 82 (Bergmann): **More Players.** (reproposal of #71) 1. Dan Sellers is invited to play Switzerland. Dan may not vote on proposals, may not propose rules, and may not build units. Switzerland is impassible to all but Dan. Dan may order one support per turn from Switzerland, as if he had an army there.

2. Vince Lutterbie is invited to play Atlantis. Atlantis is a supply centre that sits at the bottom of the Western Med (and is only adjacent to the Western Med). Atlantis may be entered only by artillery rowboats and submarines. Only Atlantis may build artillery rowboats, and Atlantis may build nothing but artillery rowboats. An artillery rowboat may move as a fleet, but may also fire shells at adjacent provinces (in lieu of a movement order). A shell will destroy any unit(s) in a province. If no units are in the province, a shell will turn an owned province into a neutral one, or a neutral province into an Atlantean one. Atlantis has 4½ votes per turn and two proposals per turn.

3. If either player declines the invitation, Pete should not fill the positions. *[[Interp: I don't think this rule will have any effect.]]*

Prop. 83 (Bergmann): **More Deviant II.** The following types of rules are banned: (1) "quick-win" rules, i.e., any rule which directly or indirectly causes a win or draw; (2) "not-so-quick-win" rules, i.e., any rule which is designed to award a dominating advantage to any player or players; (3) "quick-kill" rules, i.e., any rule which eliminates a player or players, or else screws him so bad that his elimination becomes imminent; and (4) "pork-barrel" rules, i.e., any rule which hands out small favors to a selection of players, for the purpose of securing each player's vote.

Determination of which rule proposals fall into these categories is according to the judgment of the GM. The GM may make general statements about how he will rule in such cases. However, he is not allowed to answer questions about specific proposals, nor may players make orders conditional on whether a proposal would be banned. Any time a player makes a proposal which is deemed illegal under this rule, one-third of that player's units (rounded up, chosen at random) are removed from the board.

Prop. 84 (Bergmann): **Iceland I.** Pete gets a home center in Iceland. Pete starts with an artillery rowboat there, and may only build rowboats and armies. *[[For Rowboat specs, see More Players rule above.]]*

Prop. 85 (McCrumb): **Curfew.** Vulcan is discontinued with issue #115.

Prop. 86 (Anderson): **Reversi.** All fleets become armies and all armies become fleets, regardless of position on the map. Incompatible units are removed.

Prop. 87 (Ellis): **Repeal, dammit!** Rule 12 is finally, permanently, and irrevocably repealed. And only Rule 12. Rule 12, the whole rule 12, and nothing but rule 12. Repealed. That's all.

Prop. 88 (Ellis): **Junta Dip PLUS Back to the Future.** The game is returned to the original Dip board with seven great powers controlled by the seven original players. Any unit in a space not on the original Dip board will be placed in the nearest supply center as the GM sees fit. The added players (Wilson, McHugh, etc) keep their units but they are randomly placed on the board, and supporting supply centers are also randomly chosen. These random units become units of the nearest great power, but will still be controlled by the player who controlled the units in Cline 9-Man. To the extent that Rule 33 or any other rules are in conflict with this rule, those rules are amended to conform with this rule. Any *Pere* reader may declare a Junta once during the duration of the game and take over one unit on the board. That unit remains a part of its great power, but will only accept orders from its new commanding General. Units

built as a result of centers taken by units commanded by a Junta General will also be controlled by that General; the Head of State (the original player) decides what units to build (or whether to build) and which General controls the new units. Bolshevik and Menshevik units become Junta units of Russia, with Jason Bergmann as Head of State for Russia.

Prop. 89 (Irving): **Cloaking Device.** Each player may "cloak" one unit at a time by ordering, for instance, 'French F Mar Cloak' (this order is revealed). The unit does not move and then becomes invisible. A cloaked piece may not give nor receive support and does not cause a standoff. On each successive turn it may make a legal move in secret (no convoys; example French CF Mar-Lyo). Pete must list locations of cloaked pieces privately to their owners on each turn. When moving, a cloaked piece never gets stood off by either cloaked or uncloaked pieces. Two or more cloaked pieces may occupy the same space with or without an uncloaked piece. The piece may be uncloaked during a retreat phase if it is in a vacant territory (even if the territory is vacant due to standoff)—other cloaked pieces MAY be in the territory. If a unit retreats to the same territory as the uncloaking, or two or more units try to uncloak in the same territory, they are all disbanded. Cloaked units must be counted when determining adjustments.

Prop. 90 (Lew): **Olio.** The wiggle province borders within Germany are redrawn to match the borders on the normal Diplomacy map. The Bolsheviks are renamed the "Boobsheviks" and Baltic States province is renamed "Boobland." Baluchistan is renamed "Beluga-stan" and is adjacent to Wales. A player who earns five hundred points may acquire Arkangel. A fleet in the Gulf of Lyon rolls an extra die when striking down a slope.

Prop. 91 (Lew): **Single Ocean.** Any time a group of two or more adjacent sea spaces are unoccupied, all the spaces in the group are combined into one large sea space. (The GM may then rename the sea space as he sees fit.)

Prop. 92 (Bate): **The Key To It All.** A unit which attempts to move and which fails to do so will defend its starting space with a strength one less than its true strength.

Prop. 93 (Bate): **Twice the Fun.** The present board is known as Board A. The position on Board A is replicated on an identical board, which is known as Board B. Provinces are referred to by their name, followed by the board they are on (e.g. war-b, lon-b). A province on one board is considered to be adjacent for all purposes to the province with the same name on the other board. Each player controls one power, which consists of the units and centres of that power on both boards together.

On board A, a unit may only move to a province if the name of that province shares a vowel with the name of the province in which the unit starts the turn. On board B a unit may only move to a province if its name shares a consonant.

Prop. 94 (McHugh): **Alphabetical Order.** Units do not move simultaneously—they move in alphabetical order by the name of the province they start in. *[[Interp: Support orders would become worthless.]]*

Prop. 95 (McHugh): **UN Peacekeepers.** 1. The UN's Peacekeeping forces are available to be deployed and any player may ask for their deployment once per game. These troops must then occupy one land province designated by the player. All requests are public. 2. The player requesting Peacekeeping forces must control the province by being the last player to have entered the space, or (for unowned spaces) by having a unit in an adjacent province. 3. The Peacekeepers make a province impassible for movement, but the owner still receives credit for any supply center therein. 4. Peacekeepers arrive at the end of

the next Fall or Spring turn after they are requested, disarming ~~[[disbanding]]~~ any unit in their province. ~~[[Interp: I rewrote this pretty extensively for simplicity, without changing any effects.]]~~

Prop. 96 (PGAughan): **Revelation**. Fog of War, Rule 72, is repealed.

Prop. 97 (Burgess): **Rivers Run Deep**. All land-province boundaries which are not straight lines are deemed to be rivers and passable by fleets. There are no multi-coasted provinces; fleets can enter a coastal space along one coast and leave along another. ~~[[Interp: in essence, all land space-edges are converted to coasts except the following: WAf/Alg, WAf/Sah, Alg/Sah, Sah/Sud, Lib/Sud, Lib/Egy, Egy/Sud, Egy/Jer, Jer/Mec, Jer/Irq. Thus, 'fleet prussia-silesia' would be a legal move.]]~~

Prop. 98 (Burgess): **Iceland II**. Iceland becomes a new Great Power and a passable supply center. Don Williams is the player of record. Units moving or supporting from Iceland are considered adjacent to any province on the board. Don cannot NMR.

Prop. 99 (Nicewarner): **The World is Round, Dammit!** The current board becomes a torus, with all the provinces on the eastern side of the map touching provinces on the western side just as if the current map was wrapped into a cylinder. In addition, Exile is considered adjacent to all provinces on the western side of the map.

Prop. 100 (Nicewarner): **Up and Down the See-Saw**. Once per turn, a player (defined: a person with units on the map or control of an on-map supply center) may raise or lower a province one elevation, or prevent a province from undergoing elevation changes. There are five elevations: alpine, mountain, plain, sea, deep sea. Alpine areas are impassible and all units therein are destroyed. Armies in sea or deep sea spaces are destroyed. Supply centers in sea areas still exist but those in deep sea are destroyed; centers in alpine areas revert to neutrality but are not destroyed. Switzerland is considered an alpine area with a supply center; Iceland is an alpine area.

Vulcan Press

Everyone to Andy: No hard feelings, eh? We're just having a little fun.

Andy to Ig: Thanks for the letter.

England to GM: Almost a letter this time (does a fax count as not calling in orders?)!

GM to England: Absolutely. Anything that keeps me from transcribing on *your* timetable instead of my own! (Ten players combined for sixteen pages of fax this month...)

England to World: I thought about writing to some of you this season, but this restart meant I haven't screwed up this game yet, so why take a chance?

Mensheviks to All: I hope no one voted against Proposal 59. After all, three votes don't go very far when there are 26 proposals!

GM to Mensheviks: You can't complain, I let you vote two extras last turn!

England to Germany/France: So what is so special about Belgium?

VULCAN / Deviant Dip Rules

Complete Text of Rules in Effect (Amended clauses in ~~strikeout~~ type.)

Rule 0. **Master Rule**. Each turn, each remaining player may propose a rule change. All proposals will be submitted for a vote, each player having as many votes as he has supply centers. ~~Players may divide their votes among the proposals as they see fit, and may vote 'yes' or 'no' (each no vote cancels one yes~~

~~vote). The proposal which receives the most votes takes effect following the deadline of the vote; if two or more proposals tie for most votes, all such tied proposals take effect.~~

Rule 9 (Bergmann): **Perpetual Balloting**. Cathy gets two votes. Anyone in the zine, except John Galt, may propose a rule. All of the seven original players will always own one off-board supply center, which will not count toward the victory criterion.

Rule 10 (Goodwin): **Secret Ballot**. Voting on rule changes is kept secret.

Rule 12 (Bergmann): **Perpetual Deviant**. This game may not end in a victory by any one person. If conditions occur which would result in a win, the player who would have won must pay a supply-center tax of half of her centres (chosen randomly) to all other starting players (divided equally and randomly).

This game may also not end in a draw of less than eight players. If conditions occur that would bring about a draw of less than eight players, Pete may congratulate those players for their achievement but the game will not end.

This rule may only be repealed by a rule which specifically repeals it and does nothing else. This rule will not expire as the result of the action of any other rule. ~~[[Interpretation: Such amendment conditions as these will be enforced.]]~~

Rule 14 (Nicewarner): **Seven Is Not Enough**. The game changes to the most recent version of Cline 9-Man. Brad Wilson and Garret Schenck are invited to play the extra two powers; if they decline Pete can select others. For all purposes, the two "new" players are considered "original players." ~~[[Interpretation: The new game would be Deviant Cline 9-Man.]]~~

Rule 17 (Bergmann): **More Proposals**. Each player may propose two rule changes per turn. Pete may propose one rule change per turn.

Rule 20 (Lew): **Hypnotism**. Once per game year, each player is allowed to hypnotize any unit on the board. With his spring or fall orders, the player designates the unit to be hypnotized, and writes an order for that unit. The hypnotic suggestion must be an ordinary order—hold, move, support or convoy; hypnotism can't be used for builds, votes or any special powers created by deviant rules. In adjudicating, the GM will use the hypnotic order. The game report will show that the unit was hypnotized, but not which player did the hypnotizing. If a single unit is hypnotized by more than one player in the same turn, and the hypnotic orders conflict, the unit follows its non-hypnotic orders.

Rule 27 (Bergmann): **Offboard Dot**. All players receive one off-board supply center (which does not count towards victory criteria, but does provide one vote and supply one unit) and Veto is repealed.

Rule 32 (Nicewarner): **Chinese Checkers**. Veto Power is cancelled and all rules that would have passed were it not for the veto rule are automatically resubmitted. Units may jump over other units into a distant province. The destination area of a "Chinese Checker" move may not be adjacent to the starting province, thus f spa/nc-wes is not legal. Chinese Checkers may be supported and count as ½ unit when moving.

Rule 33 (Bergmann): **Russian Revolution**. I. A Russian revolution has begun. Russia is divided into three factions: Monarchists, Bolsheviks and Mensheviks. The Monarchists will be played by Jason Bergmann, Bolsheviks by Jim-Boob Burgess, and Mensheviks by Andy Bate.

II. Bolsheviks—The Bolsheviks immediately receive a home supply center in Livonia, which is renamed "Baltic States." Bolsheviks immediately receive a unit (of their choice, army or fleet) in Baltic States, destroying any unit currently there. The Bolsheviks may propose rule changes and receive one vote for each supply center as normal. Half of all current Russian supply

centers (rounded up) are randomly awarded to Bolsheviks as home supply centers. Half of all current Russian units (rounded down) are also randomly awarded to Bolsheviks.

III. Mensheviks—The Mensheviks immediately receive a home supply center in Ukraine, which is renamed “Kiev,” and an army in Kiev, destroying any unit currently there. Mensheviks may propose rule changes and receive one vote for each supply center as normal. All Russian supply centers and units not awarded to Bolsheviks awarded to Mensheviks as home supply centers.

IV. Moscow counts as two supply centers for Bolsheviks, Mensheviks, and Monarchists.

V. Monarchists—The Monarchists are the Russian gov’t in exile. Capitalist support for the Russian gov’t in exile grants the Monarchists the ability to propose twice as many rules per turn as the median number of rules allowed to other players. They receive five free votes per turn plus one vote per unit-worth of supply center. The Monarchists receive an impassable, off-board home supply center named Exile, adjacent to Bar, StP, Mos, Sev, Arm, and Syr. The supply-center is a double center which may support two single units or one double unit. Double units function as those in Downfall. The Monarchists may build units here and move into adjacent provinces; no unit may move into Exile. Any supply center owned by the Monarchists is a home center for them.

VI. The victory criterion is changed. To win, a player must own a majority of the unit-worth of supply centers.

VII. This rule may be added to, but not changed except by repeal of the entire rule—e.g., a rule allowing Bolsheviks two votes per center would have no effect unless this entire rule is first repealed.

VII. Repeal of this rule eliminates Bolsheviks and Mensheviks and gives control of their units and centers to Monarchists, who revert to Russians. Excess units and added centers are not adjusted until the next Winter turn.

Rule 40 (Bergmann): **Shut the Fuck Up.** Any turn in which the GM receives two letters written by Andy Bate, forwarded by players, Andy will nmr.

Rule 49 (Young): **Unconditional.** Players are not permitted to make conditional orders.

Rule 56 (McHugh): **Jihad!** A holy war is declared by the Grand Mufti of Jerusalem! The following rules are in force for the duration of the Jihad:

1. Each of the Muslim nations (Turkey, Persia and the Barbary States) must attack one non-Islamic power’s units, or take one new supply center or province (not already held by any Islamic power) from any non-Islamic or neutral power each year. If they fail to do so they will go into civil disorder for one year due to an Islamic revolt on the fall turn following their failure.

2. The Islamic powers are considered double armies for attack and normal for defense, but halved at sea for attack and normal on defense.

3. The Muslim states may not attack each other for the duration of the Jihad.

4. The Jihad lasts until the first winter turn that at least three on-Muslim powers are knocked out of the game or the Muslim powers hold a combined total of 23 or more centers.

Rule 59 (Bate): **Somewhat Demiurgic.** Players no longer have to divide their votes between all of the proposals but they may cast all of their votes for or against each proposal (they may not abstain unless they choose not to vote on any proposals that turn, or they NMR). A proposal becomes a rule of the game if more than half of the votes are cast in its favour. The number of votes cast for and against each proposal will be revealed in the

adjudication. If more than half of the proposals are passed in any turn then only the one(s) with the biggest majority will become a rule of the game. If this is still more than half then no rule changes are passed that turn. Rules 2, 19, 29, and 36 are all repealed; Rule 10 is reintroduced.

Rule 60 (Ellis): **Repealer.** The following rules are repealed: Rules 2, 12, 23, 28. *[[Interp: This proposal does not meet the amendment conditions of Rule 12. 2 and 23 die but 12 does not. 28 already has no effect.]]*

Rule 67 (Hood): **Hobbyführer Flexes Muscles.** David Hood enters the game as Hobbyführer, with five off-board centers. Every turn he picks up to five units on the board to order as he sees fit, superceding any other orders for those pieces. He can also steal one center on the board per Fall turn and call it his own, building there in the next Winter. The center remains his until taken back in a Fall turn by another player.

Rule 71 (Bergmann): **More Players.** 1. Dan Sellers is invited to play Switzerland. Dan may not vote on proposals, may not propose rules, and may not build units. Switzerland is impassable to all but Dan. Dan may order one support per turn from Switzerland, as if he had an army there.

2. Vince Lutterbie is invited to play Atlantis. Atlantis is a supply centre that sits at the bottom of the Western Med (and is only adjacent to the Western Med). Atlantis may be entered only by artillery rowboats and submarines. Only Atlantis may build artillery rowboats, and Atlantis may build nothing but artillery rowboats. An artillery rowboat may move as a fleet, but may also fire shells at adjacent provinces (in lieu of a movement order). A shell will destroy any unit(s) in a province. If no units are in the province, a shell will turn an owned province into a neutral one, or a neutral province into an Atlantean one. Atlantis has 4½ votes per turn and two proposals per turn.

3. If either player declines the invitation, Pete should not fill the positions.

Rule 72 (Anderson): **Fog of War.** The game acquires “Fog of War” characteristics. No unit can ‘see’ another unit unless adjacent to it.

Rule 75 (Young): **No Passing Zone.** Each time a player’s single proposal passes, one of his units is removed from board randomly. *

VULCAN / 1992JFrc04 Deviant Diplomacy					
zine: <i>Perelandra</i>					
GM: Pete Gaughan					
	00	01	02	00	01
Atlantis: Vince Lutterbie	-	-	-	-	1
Austria: Dennis Young	3	5	4	3	4
Barbary States: Brad Wilson	-	-	-	3	3
Bolsheviks: Jim Burgess	-	-	-	4	5
England: Greg Ellis	3	3	3	3	5
France: Tim Goodwin	3	6	6	3	3
Germany: Lance Anderson	3	4	5	3	6
Hobbyführer: David Hood	-	-	-	-	0
Italy: Mark Lew	3	4	6	3	6
Mensheviks: Andy Bate	-	-	-	2	3
Russia/Monarchists: Jason Bergmann	4	6	6	2	2
Persia-Arabia: Jack McHugh	-	-	-	3	5
Switzerland: Dan Sellers	-	-	-	-	0
Turkey: Steve Nicewarner	3	4	3	3	4
Total Supply Centers	34	34	38	50	51

* indicates one unit short the following Spring. SCs which do not count toward the Victory Criterion are not included in chart. SC chart is on following page.

VULCAN / SUPPLY CENTERS and VOTING STATUS as of Winter 1901

								VC	SCs	votes	prop's
Atlantis	atl							1	1	4.5	2
Austria	(off)	(off)	vie	zad	bud	BUL		4	6	6	2
Barbary	(off)	(off)	cas	alg	tun			3	5	5	2
Bolsheviks	(off)	stp	mos	mos	bst	KIEV		5	6	6	2
England	(off)	(off)	lvp	edi	lon	BEL NWY		5	7	7	2
France	(off)	(off)	par	bre	mar	CST		3	5	5	2
Germany	(off)	(off)	mun	kiel	ber	SWE HOL DEN		6	8	8	2
Hobbyführer	(off)	(off)	(off)	(off)	(off)			0	5	5	2
Italy	(off)	(off)	rom	nap	mil	COR PIE PAR		6	8	8	2
Mensheviks	(off)	kiev	sev	RUM	WAR			3	4	4	2
Monarchists	(off)	(off)	exi	exi				2	4	9	4
Persia	(off)	(off)	jer	mec	teh	CRE EGY		5	7	7	2
Switzerland?								0	0	0	0
Turkey	(off)	(off)	con	ank	smv	GRE		4	6	6	2
Cathy										2	2
Pete											2
Anyone but John Galt											1

Neutral: ser, sud, cai, por.

Everyone may build a unit in each open home center; some will still play 'short.'

Number of Centers: 51; Victory Criterion: 26 ('(off)' centers do not count toward VC). Home SCs in bold.

BELT 17 / 1993F

OOPS: Italian a sil was misplaced on the map. We only had two requests for separation but I had to call another player to notify him of the error so we'll go slow.

Autumn 1902 Retreat: German a bel-ruh.

Winter 1902: A Moving Experience

Austria (Rich Irving): builds f tri, a bud; also has f aeg, a bul, a gre, a vie, a ven.

England (Les Casey): builds a lvp; also has f hel, f hol, f nts.

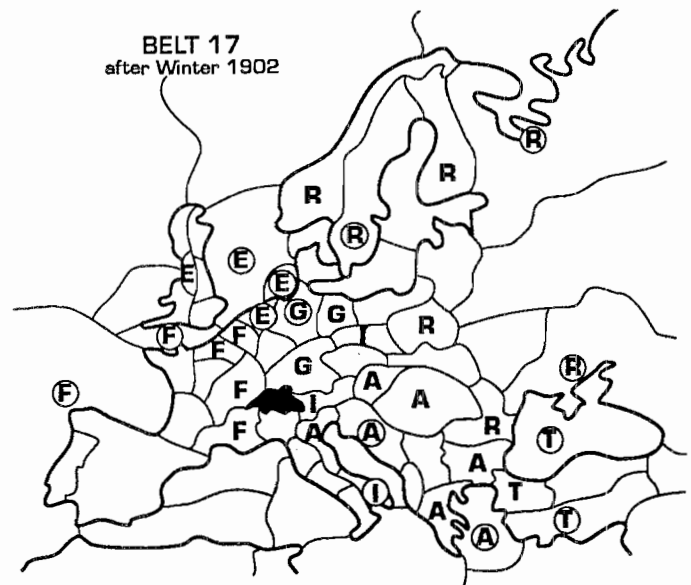
France (Randy Havens—note COA): builds a mar; also has f eng, f mid, a bur, a bel, a pic.

Germany (Stan Johnson—note COA): disbands a ruh; still has a mun, a ber, f kie.

Italy (Victor Thomas): disbands a tun, f eas; still has a tyo, a sil, f apu.

Russia (Tom Johnston—note COA): builds f stp/nc; also has a fin, a nwy, f swe, a rum, f sev, a war

Turkey (Bob Arnett): even, has f smv, f bla, a con.



Deadline for Spring 1903 is September 27.

From *All the Archduke's Men*: The Archduke, in the interests of history, had Fraulein Grandknocker make secret tapes of meetings in his private offices. They reveal some interesting conversations such as this one between the Archduke and an unknown official, possibly Mr. X, head of AUSTERE:

Mr. X: But, sire?!?!?!?! I thought you said you wanted Italian pasta?

AD: Well, you didn't have to invade the country to get it! But while you're there, pick up some chianti and parmesan cheese. I jus...

The next 18½ minutes are missing. What fascinating, and possibly incriminating conversations are now lost forever? Maybe this was intentional, but then again it could only be Fraulein Grandknocker using the tape machine to play her favorite Michael Bolton hit. We'll never know.

Poor communication and barbaric hordes to the east spell setback to the Italian Empire (short reign).

GM to Telegrammaton: There are players wanting to know who you're calling barbaric!

IX / 1993HG

Not Rolling Yet

- Austria (Kenneth Burke): a vie, a bud, f tri.
- England (Mick Taylor): f lon, f edi, a lvp.
- France (Don Scheifler): a par, a mar, f bre.
- Germany (Donald Yates—note COA): a ber, a mun, f kie.
- Italy (Bob Ozerov-Clark): a rom, a ven, f nap.
- Russia (Michael Quist): a mos, a war, f stp/sc, f sev.
- Turkey (Vincent Springer): a con, a smv, f ank.

Deadline for Spring 1901 is September 27.

Double deadline was granted easily.

GM to Ixians: I hasten to point out that your game name is a word, not a number. Ix is a planet of techno-biologists in *Dune*.

Note that Vince Lutterbie has issued us Boardman Number "1993HG."

NICRON / Merchant of Venus

Turn Seventeen: Go Stand in the Corner

X—Ed Wrobel, Human

Dice are 2555. Move: Y-B-R-B-R-Wet Landing/o-Wet Landing/s. Trade: sells Megalith Paperweight *[[Rock Videos is launched from the Cup]]*; buys Psychotic Sculpture; picks up Fare.

Accounting: $\$298 + 160 - 160 + 66c = \364 .

Robocop—Andrew York, Eepeeep

Dice are 236. Move: Whale Port/s-Whale Port/o-A-NC2-B20 and stop.

Trade: none. Accounting: $\$40$.

Voogd's Venusian Voyager—Eric Voogd, Nik

Dice are 135. Move: R-NC3-A-Wet Landing/o-R-B-R-B-Y-Neutron Port.

Trade: sells Space Spice *[[Infinite Puzzles is launched from the Cup]]* with triple Demand *[[Demand for Melf Pelts at 6 is launched from the Cup]]* and Space Spice *[[Demand for Immortal Grease at 9a is launched from the Cup]]* with double Demand *[[Rock Videos is launched from the Cup]]*; barter Scout and $\$90$ cash for Clipper; buys Primitive Art and Rock Videos.

Accounting: $\$440 + 200 + 160 - 90 - 60 - 120 = \530 .

Interstellar Master Traders—John Galt, Dell

Dice are 2456. Move: Rumble Port/o-Jump Start to Tele Gate 2/ne-R-A-R-B-Y-B-R-B-R-Y-Aerie-A-B30-Asteroid City West.

Trade: buys Aerie.

Accounting: $\$727 - 200 - 30p = \497 .

StewBall IV—Howard Hugh, Whynom

Dice are 3456. Move: Y-NC3-A-NC3-Y-B-R-B-R-Wet Landing/o.

Trade: sells Pipe Organ *[[Demand for Impossible Furniture at 9b is launched from the Cup]]*; buys Infinite Puzzles.

Accounting: $\$135 + 160 - 120 + 76c = \251 .

Synthetic Water Supply—Clark Millikan, Qossuth

Dice are 1124. Move: none, holds at Comfort Station/s.

Trade: sells Voll Silk *[[Demand for Designer Genes at 10 is launched from the Cup]]*; buys Dribble Glass and Finest Dust.

Accounting: $\$75 + 220 - 130 + 60c = \225 .

Turn Eighteen

X—Ed Wrobel, Human

Dice are 3445. Move: Wet Landing/o-A-NC4-R-Y-B30-Y-Moonport/o-Moonport/s.

Trade: sells Psychotic Sculpture *[[Melf Pelts is launched from the Cup]]* with Demand *[[Servo-Mechanisms is launched from the Cup]]*; buys Space Spice; picks up Fare.

Accounting: $\$298 + 340 - 30 + 24c = \632 .

Robocop—Andrew York, Eepeeep

Dice are 346. Move: -NC4/n-R-(Y)-R-A-R-Minion/o-Minion/s.

Trade: sells Psychotic Sculpture *[[Demand for Psychotic Sculpture at 2 is launched from the Cup]]*; barter IOU and $\$10$ for Glorious Junk.

Accounting: $\$40 + 250 - 10 = \280 .

Voogd's Venusian Voyager—Eric Voogd, Nik

Dice are 1125. Move: (NC2)-R-Y-R-Space Station-TeleGate 4 (jump to Gate 2)-R-A-Ice Station/o.

Trade: sells Primitive Art *[[Demand for Bionic Perfume at 3 is launched from the Cup]]* and Rock Videos *[[Pipe Organ is launched from the Cup]]*; buys two Chiclé Liquor.

Accounting: $\$530 + 160 + 200 - 80 + 50c = \860 .

Interstellar Master Traders—John Galt, Dell

Dice are 2356. Move: -Jump Start to Tele Gate 2/ne-R-A-R-B-Y-B-R-B-R-Y-Aerie.

Trade: sells Immortal Grease *[[Demand for Melf Pelts at 6 is launched from the Cup]]* with triple Demand *[[Impossible Furniture is launched from the Cup]]*; sells Immortal Grease *[[Designer Genes is launched from the Cup]]* with double Demand *[[Demand for Mulch Wine at 5 is launched from the Cup]]*; barter IOU and cash for one Servo-Mechanism and a Red Drive.

Accounting: $\$497 + 250 + 200 - 100 - 120 + 77c = \804 .

StewBall IV—Howard Hugh, Whynom

Dice are 1234. Move: -A-NC4-R-Y-R-A-R-Minion/o-Minion/s.

Trade: sells Infinite Puzzles *[[Demand for Finest Dust at 7b is launched from the Cup]]*.

Accounting: $\$251 + 250 = \501 .

Synthetic Water Supply—Clark Millikan, Qossuth

Dice are 3455. Move: -Comfort Station/o-B-R-B-Y-B-R-Galactic Base-Y-R-B-R/w-Interstellar Biosphere.

Trade: buys Bypass.

Accounting: $\$225 - 200 + 30c = \55 .

The conditionals and late orders piled up on me this turn, so if I've made a mistake just hang in there. Working on an 8x10 map on a 5x8 screen makes it hard to keep track of which Goods have gotten back on the board. Does anyone feel that we need to slow down to one turn per month? (I don't.)

Looks like a very close race, and I do mean race. We just got through exploring the board and we're already into the endgame.

Deadline for Turns Nineteen/Twenty is September 27.

Order of play and dice for Turns 19/20, net worth and assets:

1. SWS1356 / 1124.....\$1355
Shield \$60, Human Factory \$100, Zum Factory \$200, Ice Station \$200, Cholos Factory \$200, Volois Factory \$200, Dell Factory \$200, Bypass \$200
2. X2345 / 1366.....\$1132
Switch Switch \$100, Shield \$60, Neutron Port \$200, Terror Station \$200, Eepeeep Factory \$100
3. Robocop234 / 234.....\$380
Auto Pilot \$80, Yellow Drive \$80, Mulligan Gear \$120, Nillis Factory \$100
4. VVV3344 / 4455.....\$1060
Gate Lock \$100, Shield \$60, Graw Factory \$200
5. IMT1134 / 2344.....\$1204
Spy Eye \$100, Jump Start \$120, Air Foil \$80, Rumble Port \$200, Aerie \$200
6. StewBall.4455 / 2456.....\$1301
Shuttlestop \$200, Whynom Factory \$100, Qossuth Factory \$200, Wollow Factory \$100, Wet Landing \$200

TeleGates open: 1, 2, 3, 4. Net worth is total of deeds and cash; equipment or ships, like goods, have value only when traded and their barter value (half of purchase price) is not included.

MM to Ed: You're quite right, in order to buy two goods you have to say "Buy two goods;" I can't assume that you don't have something else going on.

MM to Eric: Looks like it all worked, and I couldn't find the rule you broke. *

WUNDERLAND / International Snowball Fighting ASF23

Turn Seven: Slapstick Slapshots

WARRIOR (PLAYER).....	loc.....	segment 1.....	segment 2.....	segment 3.....	new loc..	up.....	hp.....	sb-di
Baldrick/B (John McLaurin).....	kit.....	sit.....	sit.....	sit.....	kit.....	4.....	10.....	2-0
The Bay Bomber/BB (Randy Davis).....	N4.....	RR at BF (75,80).....	collect 2 Sb.....	RR at BF* (fails).....	N4.....	3.....	7.....	1-0
Baron Frog/BF (Andy Bate).....	O3.....	-M3-K3-I3-G3-E3.....	-E3-D4-C5-C6.....	-E7-F8-G9-shed.....	shed.....	10.....	2.....	0-0
Daf's Daydream, DD (David McCrumb).....	O13.....	-N12-M11-N10-O9-N8.....	Di at FDR (60,27).....	RR at IP (no ammo).....	N8.....	7.....	4.....	0-0
Flingin' Deadly R'snakes/FDR (Paul Gardner).....	M7.....	CS at Q7 (95,17;70,42).....	collect Di.....	run inside.....	kit.....	10.....	0.....	0-0
Ice Pike/IP (John Schultz).....	Q7.....	RR at BF (60,73).....	RR at BF (65,96).....	collect 2 Sb.....	Q7.....	8.....	7.....	2-0
Nanook/N (Chris Hassler).....	B6.....	-B6-C7-E7-G7.....	RR at FDR (90,70).....	RR at FDR (fails).....	G7.....	8.....	4.....	0-0
Phightin' Phule/PP (Tom Hurst).....	V6.....	Di at BF (20,46).....	collect Di.....	Di at BF* (fails).....	V6.....	6.....	6.....	1-0

Weather roll = 80. † = dodge. * marks conditional orders. B and BF may run out at any time; FDR must sit three Segments.

Deadline for Turn Eight is September 27.

Segment One: While Baldrick licks his wounds in the kitchen, Baron Frog decides his injuries are about to get even worse. The Frog sets off up the path, away from his attackers, successfully evading Rattlesnakes from Bay Bomber and Ice Pike and a Dirigible from far-off Phightin' Phule. Nanook and Daf's Daydream run into the fray, right up into the face of Flingin' Deadly Rattlesnakes. FDR is busy aiming at the conifer, and his shot brings down a dump of snow atop the Pike.

Segment Two: Baron Frog keeps running. Nanook (a RR) and Daydream (a Di) slam dunk their weapons right down FDR's neck. Piker is still trying to track the flying Baron, while the Phule collects a replacement Dirigible.

Segment Three: Things clear out quick as the Baron reaches the protection of the shed and FDR drags his soggy self into the kitchen. This means Bomber's, Phule's and Nanook's attacks fail, splatting harmlessly against the doors. Daf's Daydream tries to pound Ice Pike, but he forgets—when you move you can carry a Dirigible or two Snowballs, but not one of each.

Baron to Ice Pike: It is a done deal. Well, just as soon as I get off my butt and produce another issue it is.

PP to Pike: It's called phelicity of style.

SnowMaster to Phule: I'm phlegmatic about such phrivility.

FDR: Prediction—the weather will improve (just a hunch).

SM to FDR: Yes, a clear, crisp, sunny day.

Nanook to SnowMaster: What is it with this heat wave?

SM to Nanook of the North-by-Northwest: I know it's not your cuppa, but blame FDR for summoning the sun.

DD to SM: Getting to be quite a crowd.

SM to DD: Spoken too soon, you now have only four players in the whole yard.

DD to N: Come join the party. It may not last long, but it should be wild.

(SM imagines DD's thoughts: "Closer, closer, ... c'mon, a little closer...")

Phiesty to Nanook: Laser sights are passé. Bean him with a baseball bat! You don't need sights!

Baron to All: Get Ice Pike. He's doing rather well, you know.

SnowMaster to Baron: Except for his spine, maybe.

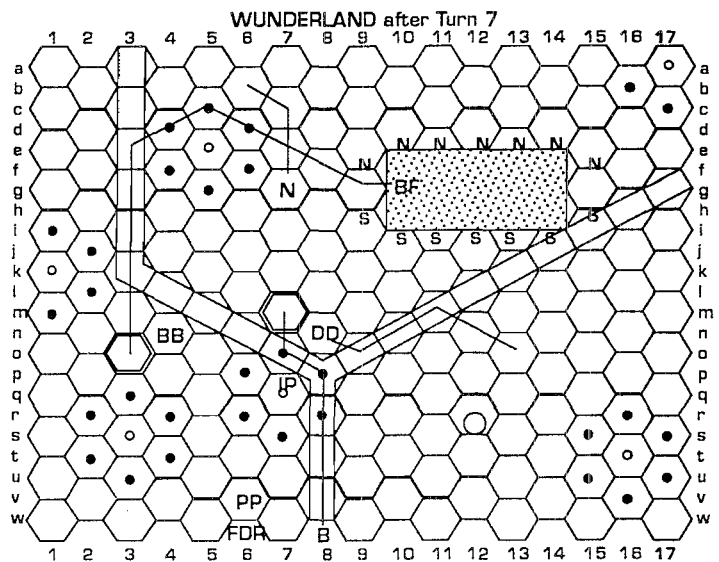
Bomber to Baron: It's been fun trying to catch you, now off to the kitchen with ya!

SM to Bomber: Are you dizzy?

BB to IP: There's so much darned snow out here, I'm surprised I found the little sneak! If he hasn't gone down, then this one's probably about over. Watch out for Rattlesnakes!

SM to IP: And you might want to look up every now and then.

Baron to Ice Pike: Sorry to miss your Snow game in *Cogniscenti*. I had vaguely challenged Burn Ward to a game, but he didn't show either. Perhaps when (if?) you run another Pete'll have time to play.



Burn Ward Gaughan to Baron Bate: Burnout is what killed that, all right—due to the huge backlog of zines on my desk, I didn't get my entry in to John until after he had published the lineup! But several of my games are ending this month (in fact, I just got a two-way draw in a *Cheesecake Dip* game) so if someone will just volunteer to GM Snowball Fighting, I'll play.

DD to IP:

SM to DD: I couldn't tell whether that was invisible ink, an intentional silence, or you were simply interrupted in mid-press.

Bomber to Daydreamers: Let's call a truce and direct our actions towards the leaders.

DD to BB: Chicken!!!

SM to DD: Hamburger!!!

Bomber to Baldrick: You too, let's fire at the leaders. Watch out, the Baron returns! This one's going down to the wire, let's play spoilers.

BB to FDR: How did you ever manage to build two snowforts and collect as many VPs as you have?! Good going, but I think it's time you go down!

SM to Bomber: He tried ducking down behind the fort, but would up down at the bottom of the map instead.

Nanook to FDR: Nothing personal, I just want your fort.

Baron to Bomber: The fort's all yours.

SnowMaster to Bomber: Wouldn't you really rather have a Buick his victory points?

DD to FDR: Slam dunk time!!

SnowMaster to Daydream: NOT so fast, you! You're whistled for travelling.

*

ZEBRA / Snowball Fighting ASF25

Turn One: Milagro Beanball War

WARRIOR (PLAYER)	loc	segment 1	segment 2	segment 3	new loc	up	hp	sb-di
Brad Wilson	N2	nmr	nmr	nmr	N2	0	7	2-0
Bullwinkle (Mark Weseman)	Q15	RR at SP (95,52)	RR at SP (65,40)	collect Di	Q15	2	9	0-1
Comet (David McCrumb)	S5	RR at BW (5,06)	RR at BW (95,63)	collect 2 Sb	S5	2	10	2-0
Floating Zepplins (Randy Davis)	L10	-M11-O11-Q11-R12	collect Di	RR at PC* (95,85)	R12	1	9	1-1
Kro T. Robot (Paul Glenn)	D2	RR at MS (95,29)	RR at BW (95,06)	collect 2 Sb	D2	2	9	2-0
75mm Long Barrel (Steve McKinnon)	V14	collect Di	collect Di	collect Sb	V14	0	8	3-2
Mike Stewart	H6	RR at FZ (50,99)	-G5-H4, collect Sb	RR at KTR (95,56)	H4	1	8	1-0
Pallida Mors (Lance Anderson)	B14	-C13-D12-C11	RR at P (95,20)	-D10-E9, +Sb	E9	1	9	2-0
Pat Conlon	U9	RR at LB (95,92)	RR at LB (95,41)	collect 2 Sb	U9	2	9	2-0
Puff (John Schultz)	B8	RR at MS* (85,63)	RR at PM* (90,27)	collect 2 Sb	B8	2	9	2-0
Snow Poke (Cathy Gaughan)	K15	RR at B (95,89)	down path -N8	RR at FZ (85,40)	N8	2	8	0-0

Weather roll = 83. † = dodge. * marks conditional orders and "RR at nearest."

Deadline for Turn Two is September 27.

Sorry, you can only dodge when throwing a Demon attack.

Segment One: Big start as everyone gets off two Rattlers on Turn One except Kro T. Robot, 75mm Long Barrel (gathering weapons and waiting to see who his enemies will be), Floating Zepplins and Brad Wilson (Brad is hopping back and forth, trying to decide whether to wimp out and run back indoors). Bullwinkle hurls a "Rattlesnake at SnowMaster's Sweetie (SP) (sorry about that, Pete)," and like most of the other attacks at the outset, succeeds—fortunately, Snow Poke returns fire and also scores. Comet nails the immobile Brad, Kro and Puff pound Mike Stewart, and Pat Conlon hits Long Barrel.

Segment Two: Bullwinkle hurls yet another "Rattlesnake at SnowMaster's Sweetie (oops, did it again)," managing to hit her in spite of the fact that she's now a moving target. Pat continues to whip Long Barrel. Kro joins Comet in beating up Brad Wilson; Pallida Mors has run into range of Puff and the two of them now exchange hits.

Segment Three: Most of the yard is replenishing its stockpiles, but Floating Zepplins, having run behind the Snowman, now launches his first attack, scoring off Pat Conlon; while his head is turned, Snow Poke hits him in spite of the Snowman. Mike Stewart gets on the board by nailing Kro T. Robot.

Comet to All: Look out. My goal in this game is to throw the biggest snowball imaginable. I'm going to plaster somebody.

SM to Comet: Those imagined snowballs aren't nearly as effective as the real ones, you know.

FZ to SM: Gee, thanks, smack dab into the middle of the yard. Help!

Snow Poke to Yard: I never played this by mail, so be nice, ok?

SnowMaster to SP: Nice?? This crowd?? Nice is for people who think the world is fair!

Bullwinkle to Yard: No fair. No fair. I don't want to start next to SM's sweetums.

Comet to Cathy and Mark: The two people I'd like to hit first are clear across the yard. I guess I'll have to settle on Brad.

FZ to Bullwinkle, 75mm & PC: Race ya to the snowman.

SM to Zep: You've got them right where they want you.

Bullwinkle to SM: Good luck with DipCon.

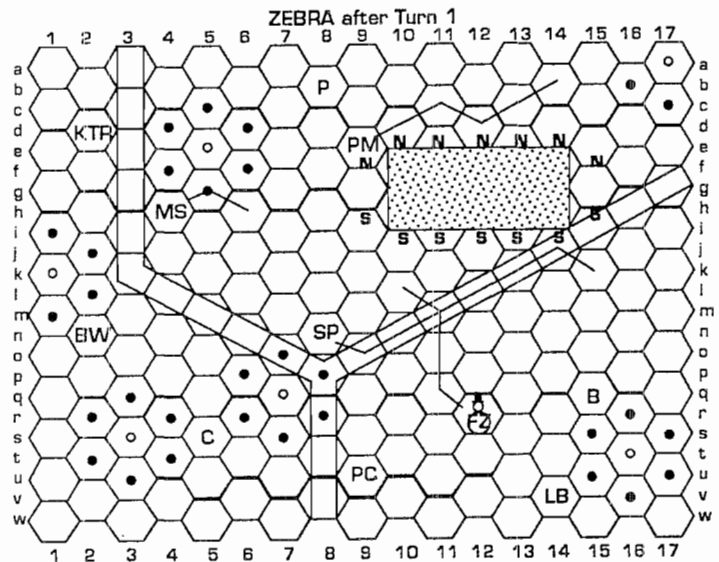
SM to Bull: Good luck beating my wife.

Comet to JS: Think we can be friends this time? I promise not to cast any aspersion on your all-powerful mistress this game.

SM to Comet: When in doubt, pick the target least likely to fight back.

Comet to SM: With the yard this crowded, I should be able to hit somebody.

SM to Comet and PC: Like shooting fish in a long barrel, isn't it?



MODERAN / Snowball Fighting Champions' Game ASF26

Turn Zero

WARRIOR (PLAYER)	loc	up	hp	sb-di
Comet Chucker (Clark Millikan)	U9	0	10	2-0
David Wang	W3	0	10	2-0
Ice Man (Andy York)	F4	0	10	2-0
Hoi Polloi (J.R. Baker)	J12	0	10	2-0
Lasher (Daf Langley)	O11	0	10	2-0
Pheckless Phool (Tom Hurst)	D8	0	10	2-0
Desperado (Teresa Armstrong)	P6	0	10	2-0

Deadline for Turn One is September 27.

Well, well, well—look

who's run out of the kitchen...

I got some orders late and

Daf's entry may change

someone's decision, so let's

wait one more month to start.

David, now you have time to

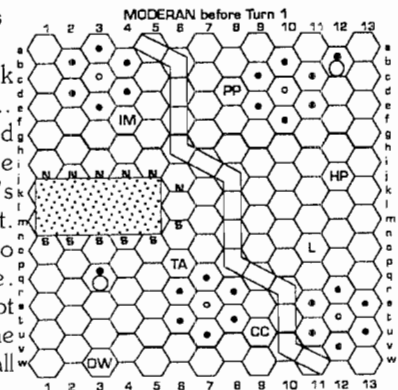
figure out a game name.

Everyone has orders in except

Daf. Teresa, if you send me

your phone number I can call

you for missing orders.



ARRAKIS / 1991HM

FlR draw: FG yes, R no, Gl nvr.
France proposes R/I draw.

Fall 1909: Well, That Solves the Build Problem...

France (Don Scheifler): f den-ska, f bal-swe, f bar-stp/nc, a bur-mar (a spa s [f por, f mid, a gas s a spa]), a kie s german a mun (a ruh s), f eng s f mid.

Germany (John Schultz): a ber ms a mun.

Italy (Mike Stewart): f naf-mid, f wes-spa/sc (f mar s [a pie & f lyo s mar]), f ion-gre, a ser-gre, a tyo s german a mun, a ven h.

Russia (Eric Voogd): a nwy-swe (a fin s), f swe-ska, a stp-mos, a lvn-par /impossible/, a sil s german a mun, a pru s german a ber, a ukr h, f rum h, f bul/sc-gre.

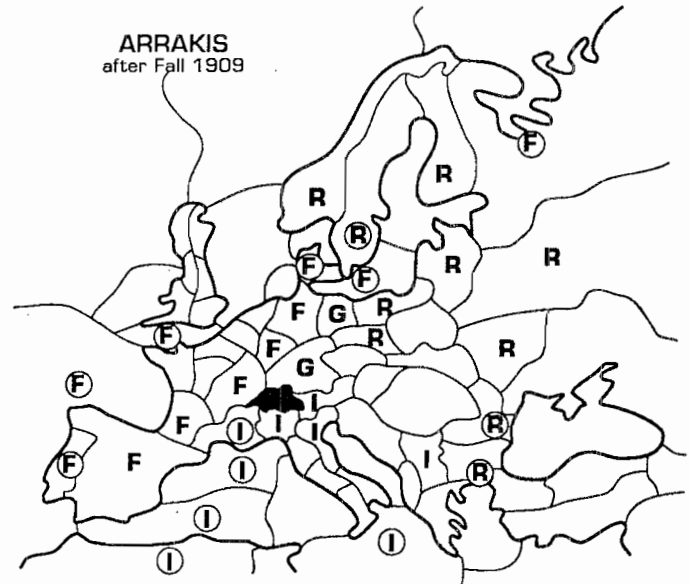
Deadline for Winter 1909/Spring 1910 is September 27.

Germany to GM: *Dune* grows on you. I've seen it three times now and it gets a bit better each time.

GM to Germany: I'll agree with that, but the hole was so deep to start with that it's not quite out yet.

Russia to France: OK, embarrass me again.

Russia to Italy: I'm not proud. If France wants to give it to us, let's take it.



ARRAKIS / SUPPLY CENTERS held as of Winter 1909

France	par	bre	mar	por	spa	lvp	edi	lon	bel	hol	den	kie	STP	12/13	may build two
Germany	mun	ber												2/2	even
Italy	rom	nap	ven	tun	ser	vie	tri	bud	gre					9/9	even
Russia	stp	mos	war	sev	swe	rum	bul	ank	smy	con	nwy			11/10	even

CALADAN / Merchant of Venus

Turn One: Mr. Ed Shows No Horse Sense

Microsoft Big Deal 4.0—Rich Irving, Eepeeep

Dice are 236. Move: Base-NC6-? [[Y20]]-Space Station-R-Y-R-NC6-R20-Multi-Generation Ship. Discovers 4a (Dell) Culture.

Trade: buys one Finest Dust.

Accounting: \$130 - 40p - 10 = \$80.

Mr. Ed—Ed Wrobel, Whynom

Dice are 333. Move: Base-NC3-NC3-NC3-? [[Tele Gate 4]]-NC3-R-Y-A-Dry Port/o. **Observes** Culture.

Trade: none. Accounting: \$130.

Intergalactic Towel Traders—Clark Millikan, Nik

Dice are 256. Move: Base-NC6-Y20-Space Station. Discovers 4b (Human) Culture.

Trade: barter IOU + Scout for Clipper.

Accounting: \$136 - 20p = \$116.

Millenium Falcon—Chuff Afflerbach, Human

Dice are 245. Move: Base-NC5-Y20-Space Station-? [[Tele Gate 5]]-NC5-NC5-B-Y-? [[Open Port]]-R-Poison Port/o. **Observes** Culture.

Trade: none.

Accounting: \$140 - 20p = \$120.

We're Dell, Men!—Bill Wordelmann, Dell

Dice are 135. Move: Base-Y-R-B-R/w-B-Interstellar Biosphere. Discovers 9b (Wollow) Culture.

Trade: barter IOU for one Megalith Paperweight.

Accounting: \$140.

Intergalactic Dead Heads—Richard Weiss, Qossuth

Dice are 245. Move: Base-R-B-Y-B-R-/s-B-R-Cobbleport/o -Cobbleport/s. Discovers 3 (Niks) Culture.

Trade: none. Accounting: \$138.

Deadline for Turn Two is September 27.

Order of play and dice for Turn 2, net worth and assets:

1. Dead Heads.....	124.....	\$138
2. MSBD.....	233.....	\$80
3. Mr. Ed.....	256.....	\$130
4. ITT.....	2256.....	\$116
5. Falcon.....	456.....	\$120
6. WDM.....	556.....	\$140

TeleGates open: 4, 5. Net worth is total of deeds and cash; equipment or ships, like goods, have value only when traded and their barter value is not included.

Merchant Master sez: Auto Pilot, if it shows up, lets you roll one less die and automatically consider the missing die a '4.' The Relic Laser is *not* on the board...

Microsoft Corp.: Make trades and deals the EASY WAY with Microsoft Big Deal 4.0 for your Macintosh (system 67.1 required) or Windows PC (Version 3.14159245...). Microsoft Big Deal 4.0 interfaces automatically with other traders (both carbon- and silicon-based) and will DOMINATE THE COMPETITION! ORDER NOW!!!!!! Special introductory price \$99 until October 1, later the list price will rise to \$1,999,999.

MBD 4.0 to ITT: Did you go to ITT Technical Institute? I met this really sexy oscilloscope there. She had long, slinky leads and knobs that just wouldn't quit. *

RAMA / Spectrum Titan

Round Thirtyfive

BLACK LEGIONS (Vince Lutterbie) die roll 1: Eye holds in Jungle J125; Hand Woods W39-Plains P138; Arrowhead Mountains 1000-Plains P1; Skull Brush B3 (E34); Rose Tundra 6000-Marsh M36.

GOLD LEGIONS (Lance Anderson) die roll 1: Sun holds in Woods W30; Talons Marsh M136-Tower 600 and splits with Fireball.

RED LEGIONS (Art Shulman) die roll 2: Torch holds in Jungle J135; Spiral holds in Tower 300; Double Eagle Desert D7-Brush B3; Frog holds in Marsh M140; Hourglass holds in Brush B106; Sword holds in Marsh M13; Jester Desert D35 (E33); Scimitar holds in Desert D35; Star Brush B3 (E34); Bleeding Heart holds in Swamp S111; Shield holds in Tower 500.

Engagements

Engagement 33: Blue Trident defeats Red Jester in Desert D35, but Blue TITAN dies. TITAN 6x4, 4 Hydras, 2 Giants, 2 Griffons, 2 Warbears, Unicorn die in battle but no full points awarded; Red receives 10 half-points for a Blue Warlock.
Engagement 34: Black Skull attacks Red Star in Brush B3.

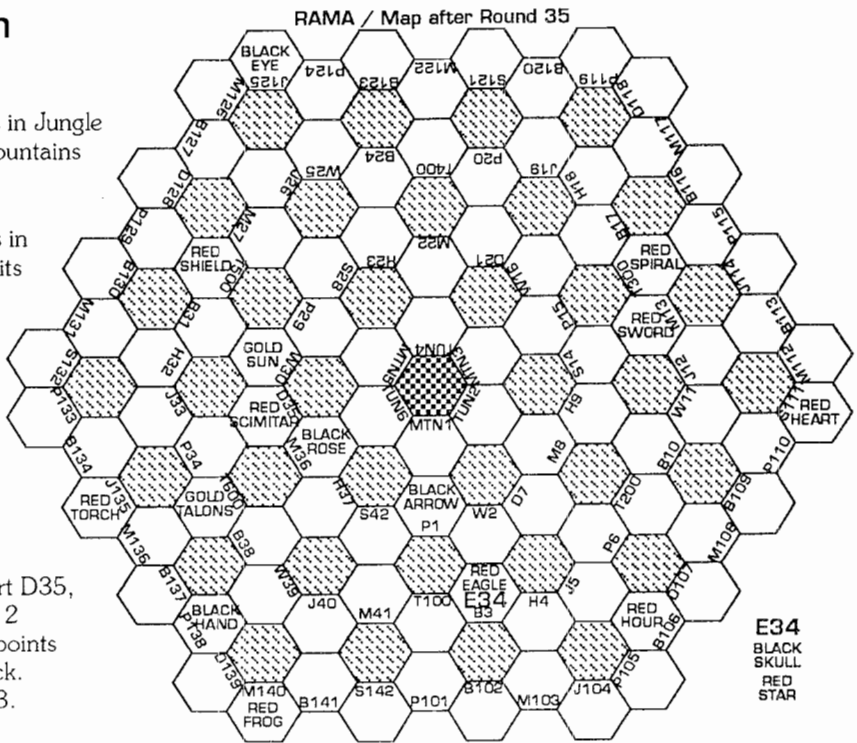
Point Count: Red 947, Gold 768, Black 39, Blue 36.

Musters, Round 35: none.

Die rolls available for Round Thirtysix: Black 5; Gold 2; Red 4.

Markers Owned: Red holds the Blue, Green and Brown markers.

Deadline for Round Thirtysix is September 27.



RAMA Creature Status

	after rd. 35	orig	box	dead	board
Angel	18	12	—	—	6
Archangel	6	5	—	—	1
Behemoth	18	3	8	7	—
Centaur	25	0	18	5	—
Colossus	10	0	0	10	—
Cyclops	28	0	23	5	—
Dragon	18	16	0	2	—
Gargoyle	21	6	10	5	—
Giant	18	10	4	4	—
Gorgon	25	0	15	10	—
Griffon	18	7	5	6	—
Guardian	6	4	—	2	—
Hydra	10	0	9	1	—
Lion	28	1	21	6	—
Minotaur	21	8	9	4	—
Ogre	25	1	20	4	—
Ranger	28	1	15	12	—
Serpent	10	0	2	8	—
Troll	28	6	19	3	—
Unicorn	12	0	3	9	—
Warbear	21	12	6	3	—
Warlock	6	5	—	1	—
Wyvern	18	10	3	5	—

ZYRA / Dip Battleship

Round Seven

Board 1 (Emperor Muad'Dib), 3 salvoes against: H3, H5, H11.

Board 2 (Elric of Melniboné), 20 salvoes against: A7, B12, **C2**, C6, **C9**, **C10**, D1, **D2**, D3, F1, G7, G8, G9, G11, I10, K5, **K6**, **K7**, K8, L12.

Board 3 (Admiral Ishmael), 0 salvoes against.

Board 4 (Apassionata von Climax), 3 salvoes against: H2, H11, K4.

Board 5 (Dirk Struan Tai-Pan), 5 salvoes against: G6, **H5**, L4, L5, L11.

Board 6 (Yossarian), 12 salvoes against: E3, E6, E9, F7, **G1**, H6, H8, J1, J7, K2, K5, K10.

(Hits, in **bold** type, mean a new hit; 'miss' can mean no ship, or a previously hit section.)

Board 1 (Emperor Muad'Dib), salvoes remaining: 5.

Board 2 (Elric of Melniboné), salvoes remaining: 5.

Board 3 (Admiral Ishmael), salvoes remaining: 8.

Board 4 (Apassionata von Climax), salvoes remaining: 6.

Board 5 (Dirk Struan Tai-Pan), salvoes remaining: 2.

Board 6 (Yossarian), salvoes remaining: 4.

Deadline for Rounds Eight and Nine is September 27.

Send two sets of shots. (second set may be in order of preference).

Yossarian to Elric: "It's a miracle I tell you," the chaplain proclaimed, "a real miracle. If Orr could row to Sweden, then I can triumph over Colonel Cathcart (Dirk) and Colonel Korn (Muad'Dib)."

Muad'Dib to GM: Just ... just.

Tai-Pan to Muad'Dib: I don't know anything about the 'God' business laddie. I never touch my merchandise. Rumor has it, though, that you have been indulging in yours. There are consequences that you are not aware of lurking in your future if you keep hitting your stash.

Yossarian to Ishmael: "Bring me crab apples and horse chestnuts before it's too late, and get some for yourself."

Yossarian to Climax: "Bring my buck teeth too, and a valve to fix and a look of stupid innocence that nobody would ever suspect of any cleverness. I'll need them all."

Tai-Pan to GM: I agree to Yossarian's proposal for two rounds each issue.

Muad'Dib to GM: Double turns are cool with me.

GM to M: And apparently with everyone else. Folks, I am going to go back through each turn and make sure I've got the hits and misses right—every time I adjudicate this game I come up with a different number of salvoes remaining. "Correct" map next turn. I swear to you that the above figures are the correct ones so far as I can tell.

GIEDI PRIME / 1992AK

Potential Oops: There was a suggestion that Turkey did not in fact take Bulgaria in Fall '04. I can only guess that the player believes that bul-con cuts support; not true, because a unit cannot alone cut support for an attack against itself.

Autumn 1904 Retreats: Austrian a bul-gre; Turkish a smy-syr.

Winter 1904: Italy builds f rome.

A/I draw: AF yes, G no, RIT nvr.

France repropose A/I draw.

Spring 1905: Wine-ing for a Response

Austria (Roger Cox): a ser s a gre-bud /impossible/, a gre-bul, a gal-rum (a bud s), a war-ukr, f smy-con, f eas-aeg.

England (Jamie McQuinn): a yor h, f nts h (f nwy s), f eng-mid.

France (Pat Conlon): a spa h (f por s), a gas-bur (a ruh s).

Germany (Lance Anderson): f den ms a swe, a ber-mun (a kie s), a hol ms f bel.

Italy (Hugh Magen): f rom-tyn, f lvo-spa/sc, f mid-gas (a mar s), a tyo-mun, a mun-bur /dislodged/.

Russia (Greg Ellis): a lvn-war (a mos s), f rum s turkish f bul /otm; dislodged/, a ukr-gal.

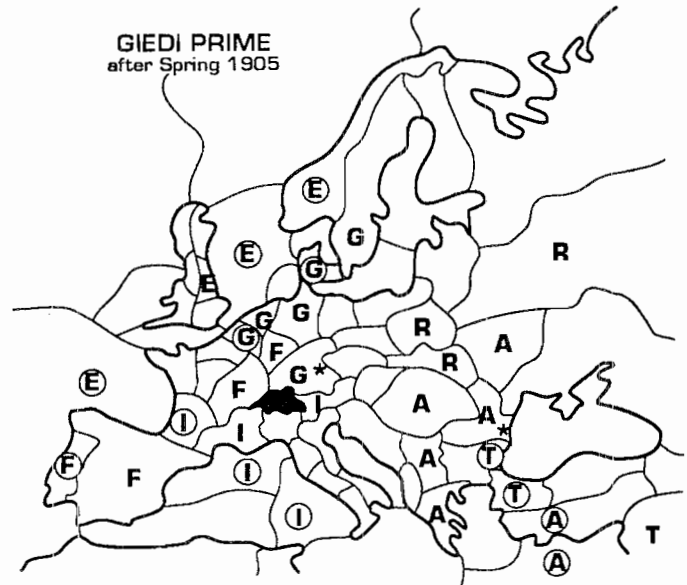
Turkey (Andy York): f bul/ec-con, f con-aeg, a syr-smy.

Summer 1905 Retreats: Italian a mun to sil boh otb; Russian f rum to sev bla otb.

Deadline for Fall 1905 is September 27.

Paris to Berlin: Just imagine a French army in kie, supporting the Italian conquest of Germany.

Germany to France: Your warning has been heeded, take note.



Paris to London: Or a French fleet in edi, supporting the Italian conquest of Britain.

Paris to Rome: Froggy can jump VERY high, any direction you want.

Bulwinkle to Rocky: Watch my pull an elephant out of a thimble.

Rocky to Bulwinkle: Aarrgh, AGAIN?!?!

LAMETH / 1992AJ

Autumn 1903 Retreats: German a hol otb, a bel otb.

Winter 1903: England builds f edi; France builds f mar; Germany disbands a mun; Turkey builds a con, f smy.

Spring 1904:

England (Stan Johnson—note COA): f edi-nwg, f lon-wal, a kie-den (f hel s), f den-ska, f hol-nts.

France (Martin Johnson): f mar-lyo, f tyn s italian f ion /otm/, a bel-ruh (a bur s), a pic-bel, a bre h.

Germany (Randy Havens—note COA): f eng-mid.

Italy (Dennis Young): f ion-adr, f tun-ion, a ven-tri, a tyo s a mun /nsu/.

Russia (James Bailey): a swe-nwy, a ber-swe (a fin s, f bal c), a sil-ber, a gal-sil, a tri ms a vie, f aeg-ion.

Turkey (Tim Goodwin): a con-bul, f smy-aeg, f eas & f alb & f gre s russian f aeg-ion, a bul-rum, a ser-bud, a bud-gal.

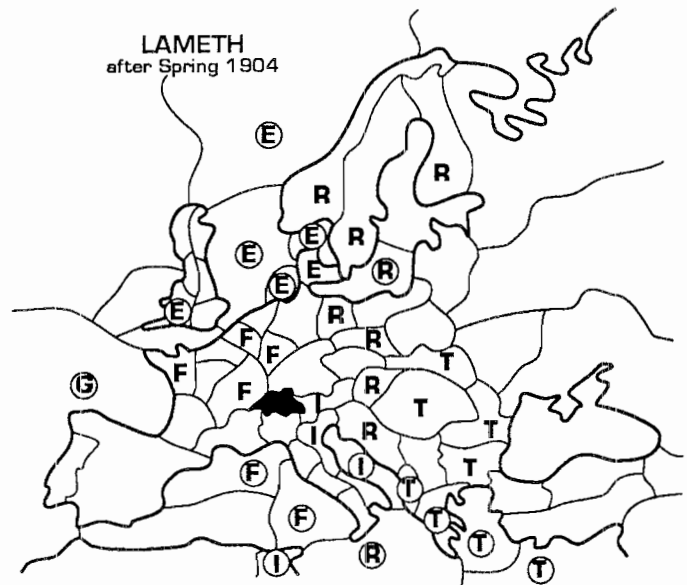
Deadline for Fall 1904 is September 27.

Vladivostok: The Tsar has decided to take an extended vacation in this seaport town. Golf, tennis, chess, and Japanese lessons are on the itinerary for the stay of undetermined length. The Tsar's press secretary vehemently denied that the excursion was an excuse for the Tsar to wage the war from way behind the lines.

Randy to Everyone: A good strategy in Dip is to first attack the players with the most experience, that way you only have novices to worry about in the endgame. How come you haven't figures that out yet? Or is there some kind of Old Boys' Club living in Pete's zine?

GM to Randy: The Old Boys that inhabit *Pere* aren't in Lameth; I suspect that the others would defend their choice of targets here as 'kill the easy meat first.'

King Stan to Tsar Jim: Yes, you did, I thought you were smarter than that. I never trusted you any more than you trusted me, but given my position, I had no choice but to go along with your



proposals.

Various locations on the Black Sea coast: The recently-ousted Archduke has taken up the Tsar's offer of a retreat in the favourite vacation spot in all of the Russian Empire. As the correspondent assigned to follow him on his last journey, I can assure my readers that he is more relaxed now than he has ever been since the turn of the century. We have been to several resorts to decide where to spend the winter, and I believe that he will be selecting the newly-completed Royal Bailey Hotel and Luxury Resort. The Archduke has refused to unwrap his free issue of *Perelandra* until he is comfortably seated at the seaside at the Hotel he finally chooses. "Then I can read about someone else's misery," he says.

VEXVELT / 1992R

Sorry, I neglected to allow France his build (he played 1905 short).
Autumn 1905 Retreat: Austrian a sev-mos.

Winter 1905

Austria (Michael Alterio): disbands a mos; still has a boh, a sil, a tyo, a vie, f ven, a rum, a ukr.

England (Lance Anderson): disbands a lvp; still has f nwg, f eng, f nts.

France (Tom Hurst): builds f mar; also has a gas, f spa/sc, f mid, f bre, a bel.

Germany (Richard Weiss): has f kie, f hol.

Italy (Steve Nicewarner): has f tun.

Russia (Russ Rusnak): builds a stp; also has f nwy, a den, f bal.

Turkey (Steve McKinnon): builds a con, f smy; also has a bul, a bud, f adr, a rom, f ion, f tri, a sev, a arm, f bla.

Deadline for Spring 1906 is September 27.

Phrench Phry to (oops! Sorry! Wrong game!)

France to Lance: OK. If you were serious about being in Eng by mistake, the worst that can happen is I will withdraw in my turn.

If you grabbed Bel, though, I'll come down on you like a ton of French flounders—week-old!

Austria-Hungary to England & France: I truly hope you will have decided to come to terms. Your war only benefits the Turk, and hastens the day of his victory.

Turkey's Babes o' the Moment: France Fisher, Rosie O'Donnell, Rene Russo, Carey Lowell, Alexandra Vandernoot. (It's been a good month!)

Austria-Hungary to the Turk: Cease and desist your unjust and unprovoked war on me! The League of Nations shall hear about this! (Okay, so the League won't be founded for another 15 years. But in 1920 you'll be sorry!)

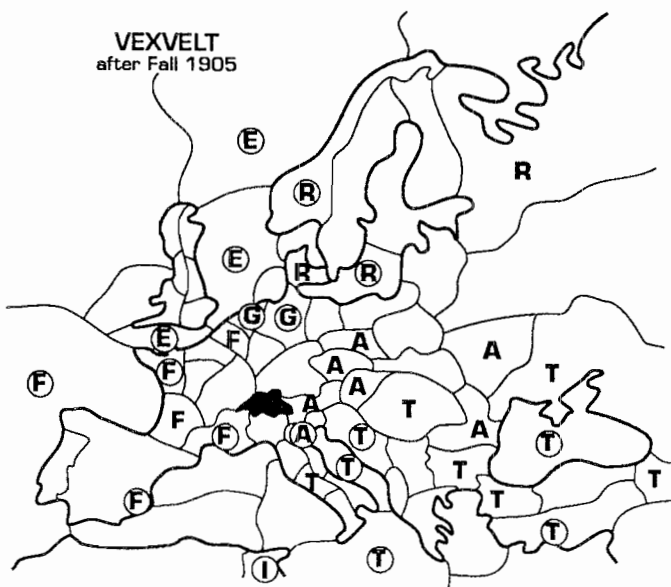
France to Austria: Don't worry about your back. Stabbing you is like stabbing myself!

Austria-Hungary to Germany, Russia & France: I am willing to do anything to stop the Turk, including giving away my centers. But realize that any center you take from me is one less unit I have to throw against the Turk. So long as I am no threat to you (and I am certainly no threat to you), why not let me be your surrogate, since I have the advantage of position at the front?

England to Russia: Wasn't I 'puppetish' enough? Or did you prefer a puppeteer?

GM to Vexvelt: Look, the glove calls the hand black...

France to Italy: Hang in there. Your fleet is more valuable than it seems.



The Broom Closet

sweeping out the corners of the hobby

I'm dropping the bibliographic data (zine addresses and prices) since it takes up space. If you want more information on a zine I mention, buy a copy of *Zine Register*!

I have a request to make. If you voted in the Runestone Poll, or reviewed zines for the *Zine Register*, listen up: I want to know which zines you voted on/reviewed, but don't subscribe to or trade for. In other words, once and for all I want to get hard facts on this controversy of how nonsubscribers get copies of zines, and how their votes/reviews affect perceptions of those zines. Be sure to tell me *how* you saw the copies of each zine on which you based your judgment.

This month's *Cogniscenti* came complete with a game! It's called The Con Game and players represent, of course, attendees at a gaming convention. It's all here: the dealers' room, the bar, role-playing, and plenty of sex in the guest rooms (draw a card: "Nature Calls. Lose 1 Stamina and any Partner you currently have.") We'll have to try this at the next NovaCon; we can make a 'homemade game' series, with Con Game, Snowball Fighting and Buy That Guy, and maybe follow it up with Christians and Lions.

Talked with Rick Kohman this month—Fort Ord is shutting down pretty quick now and Rikko says he still doesn't know where he's going to find a job (trying to get an Army transfer may mean moving to the Midwest). Meanwhile he's reducing his hobby risk by not joining new or standby games—I recently watched him make his graceful exit from *Kathy's Korner*, which is another old Dip soldier on its way out.

In other personnel news (?), Randy Havens came up to Santa Cruz for what I thought was a vacation (camping?) and wound up moving!

Stephen Agar's *Spring Offensive* has evolved into a real *tour de force* among zines. Its heavy emphasis on variants has been lightened just a little lately, and *SpOff's* combination of news, letters and discussion of The Game Itself is the best around.

Fred Davis wrote to say that on the one hand he has lowered the price of the novice booklet *Supernova* to \$1; this is good news. On the other hand, he cannot give it away because of current printing costs (the two-page Supplement he sends out with each copy). I presume that postage also plays a role, though he doesn't mention it, because 'over-the-counter' sales are 50¢.

Jim Burgess' *The Abyssinian Prince* continues to report on the efforts of electronic-mail Dipsters to organize their hobby; now they're working on a set of standard houserules, including decided whether abusive language shall be allowed and whether draws will be permitted without stalemate lines (that is, they are considering banning any game-end until a solo win is impossible!). Jim's zine is so eminently interesting, it reminds me how nice it used to be to have time to write letters to nearly every zine I see...

Marco Poll

Bob Acheson is the new custodian. Look for a ballot announcement from Bob sometime around Christmas.

International Subscription Exchange

Jim-Burgess is now the North American representative (Iain Bowen is the rep for the United Kingdom). Jim's address is 100 Holden Street, Providence RI 02908. If you want to sub to a U.K. zine, send US money to Jim and he will arrange it, avoiding currency exchange fees. I don't know what policies Jim will follow regarding Canadian transactions; with the official fold and gafiation of John Cain I am going to assume that Australian ISE activity is closed.

>>>>>

Zine Register 22

Send me \$2.50 (\$3.50 US overseas) for 62 pages of zine information, hobby directories, and the inside sleaze on what Dipsters think Needs To Be Done. (If you're in Britain you can buy one from Iain Bowen for £1.) Sales of ZR22 will stop on November 1 in preparation for ZR23.

If you want to get a sample pack from the Zine Bank—two pounds of zines, usually about 18-24 sample issues—send \$3 in the US, \$4 in Canada, or \$6 overseas. You may of course specify zines you do want to (or especially don't need to) see, or which types of zines (British, rail-game, etc) you'd like.

Local game news—NovaCon 4!

Yes! It's time again to start reserving space on your calendar. The next Gaughan Dip-party will be a New Year's Con...
December 31-January 3

All the usual amenities will be available (floor space, couch space, cheap soda) and the usual gang of idiots is expected to attend.

Also in local game news is the impending wedding of Randy Davis and Melanie Winters. Free issues to any reader who manages to pull practical jokes on these two at DipCon.

Game Openings

TRALFAMADORE/Youngstown Diplomacy XV (\$8 gamefee will include rules and maps): This will be a playtest—the game has not been run postally before. Michael Alterio (pd), Jim Bailey (notpd), Randy Davis (pd), Richard Irving (pd), John Galt (pd), Martin Johnson (pd), Doug Kent (notpd), Hugh Magen (pd), Steven McKinnon (pd), Jamie McQuinn (pd), Steve Nicewarner (notpd), Michael Quist (pd), Vincent Springer (notpd), Victor Thomas (pd), Brad Wilson (notpd)—**6 positions remaining**. Michael Alterio has done a clean, computer version of the YV15 map (and retyped the rules); with the gamestart you will each receive the new map for 'conference' use, but you will also receive copies of all the map sheets I have from the Variant Bank, so you can tape them up and play this on a large table if you like.

New Game Openings in Dip and Snowball Fighting might be announced no sooner than the December issue.

Zine Business

circulation: 87.

These readers are getting their last issue of Perelandra:

Buz Eddy, David Polley, Eric Voogd, David Wang.

You may use your subscription balance and free issues to pay gamefees or to purchase copies of Zine Register.

Poetry Shelf (the standby list)

The Poets are, for Diplomacy: Baker, K. Caruso, Cox, R. Davis, Hurst, Johnson, Magnuson, McHugh, McKinnon, McLaurin, McQuinn, Mercer, Shulman, Stewart, Weiss, York.

For Dip variants: Baker, R. Davis, Hurst, McKinnon, McQuinn, Stewart, Weiss, York.

For others: Hassler (MoV), Hugh (MoV), Wordelmann (MoV), York (Deviant).

A free issue goes to each standby when he picks up a game and when he plays it out (subber currently in fewest games will be chosen first). *

PLAYER ROSTER

If you don't have NMR insurance (=collect calls), it could be because

I don't have your	phone number, or because I have to call you for orders too often.
PLAYER	ADDRESS.....NMR INSURANCE?
Chuff Afflerbach	5632 Oakgrove Avenue, Oakland CA 94618.....yes
Michael Alterio	60 Russell Avenue, Buffalo NY 14214.....yes
Lance Anderson	1200 Dallas Drive #824, Denton TX 76205.....yes
Teresa Armstrong	P.O. Box 3124, Radford VA 24141.....no
Bob Arnett	1500 Waterway Circle, Chesapeake VA 23320.....yes
James Bailey	8337 La Riviera Drive, Sacramento CA 95826-1654.....yes
J.R. Baker	2709 Colonial Drive, Dickinson TX 77539.....yes
Andy Bate	4, Channel Road, Clevedon, Bristol BS21 7DR, U.K.....yes
Jason Bergmann	10000 N. Lamar #2041, Austin TX 78753.....yes
Jim Burgess	100 Holden Street, Providence RI 02908-5731.....yes
Kenneth Burke	6 Meadowbrook Road, West Hartford CT 06107.....no
Kathy Caruso	636 Astor Street, Norristown PA 19401-3745.....yes
Les Casey	10 Wrenwood Court, Nepean, Ontario K2G 5V3, CANADA...no
Pat Conlon	7180 Shoreline Drive #5110, San Diego CA 92122.....yes
Roger Cox	57 Coastline Drive, Inman SC 29349-9655.....yes
Randy Davis	3019 Bertram Court, Concord CA 94520.....yes
Greg Ellis	2005 Dublin Drive, League City TX 77573.....yes
John Galt	701 Welch Road #323, Paio Alto CA 94304-1705.....no
Paul Gardner	5 Timber Lane, Brattleboro VT 05301-2616.....yes
Tim Goodwin	49 Williams Street #2, Portland ME 04103.....yes
Chris Hassler	285 N. Holuston Avenue #2, Pasadena CA 91106.....yes
Randy Havens	P.O. Box 504, Mt. Hermon CA 95041no
Melinda Holley	Box 2793, Huntington WV 25727-2793.....yes
Howard Hugh	2541 Laurence Avenue, Carmichael CA 95608-4602.....yes
Tom Hurst	5628 Byrneland Street, Madison WI 53711.....yes
Rich Irving	1505 Caceras Circle, Salinas CA 93906.....yes
Martin Johnson	113 Carey Court, Windsor CA 95492.....yes
Stan Johnson	2225 East Marilyn Road, Phoenix AZ 85022no
Tom Johnston	11112 Second Street, Mokena IL 60448yes
Daf Langley	14609 203rd Avenue SE, Renton WA 98059.....yes
Mark Lew	5390 Broadway #2, Oakland CA 94618.....yes
Vince Lutterbie	1021 Stonehaven, Marshall MO 65340-2837.....yes
Hugh Magen	218 88th Street, Virginia Beach VA 23451.....yes
David McCrumb	3636 Old Town Road, Shawsville VA 24162-2038.....yes
Jack McHugh	280 Sanford Road, Upper Darby PA 19082-4708.....yes
Steve McKinnon	71 Chestnut #14, Albany NY 12210.....yes
John McLaurin	RR #3, Huntsville, Ontario P0A 1K0, CANADA.....no
Jamie McQuinn	214 E. Church Street, Adrian MI 49221-2902.....yes
Chuck Mercer	1250 Garden Lane, Sebastopol CA 95472.....yes
Clark Millikan	778 Center Avenue, Martinez CA 94553.....yes
Steve Nicewarner	1310-11 Ephesus Church Road, Chapel Hill NC 27514.....yes
Bob Ozerov-Clark	9056 Eighth Avenue NW, Seattle WA 98117.....yes
Marc Peters	370 North Street, Sun Prairie WI 53590.....no
David Polley	2504 Huntwich Drive #1007, Austin TX 78741.....yes
Michael Quist	2875 Irving Avenue #24, Minneapolis MN 55408.....no
Russ Rusnak	1551 High Ridge Parkway, Westchester IL 60154.....yes
Don Scheffler	16201 El Camino Real #10, Houston TX 77062.....yes
John Schultz	Box 41-19390, F-W43, Michigan City IN 46360.....no
Kay Shapero	12536 Short Avenue, Los Angeles CA 90066.....yes
Arthur Shulman	3 Wooded Hill Lane, Randolph NJ 07869.....no
Vince Springer	328 Lawn Avenue, West Lafayette IN 47906.....yes
Mike Stewart	901 North Citrus Drive #10, La Habra CA 90631.....yes
Mick Taylor	311½ W. Roosevelt Street, De Kalb IL 60115-3647.....yes
Bob Theriault	156 Lyman Street Ext., Westbrook ME 04092.....yes
Victor Thomas	22722 Via Santa Rosa, Mission Viejo CA 92691.....yes
Eric Voogd	22620 Byron Street, Hayward CA 94541.....yes
David Wang	Box 1564, Piscataway NJ 08854.....no
Richard Weiss	554 Liberty Street, San Francisco CA 94114-0001.....yes
Brad Wilson	3306 N. Southport Ave, Apt I-Rear, Chicago IL 60657.....no
Bill Wordelmann	541 Canyon Trail, Carol Stream IL 60188-1364.....yes
Ed Wrobel	6204 Bardu Avenue, Springfield VA 22152.....yes
Donald Yates	11821 Foothill #M-69, Lakeview Terrace CA 91342-7200.....yes
after 9/5:	2134 La Cañada Crest, La Cañada CA 91011yes
Andrew York	Box 2307, Universal City TX 78148-1307.....yes
Dennis Young	22420 Fuller Avenue, Hayward CA 94541.....yes

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What's Inside

page	Deadline is September 27 for:
17	Arrakis / 1991HM Diplomacy
7	Aurora / Railway Rivals 1025CN - held over!
13	Belt 17 / 1993F Diplomacy
17	Caladan / Merchant of Venus
19	Giedi Prime / 1992AK Diplomacy
13	Ix / 1993HG Diplomacy - held over!
19	Lameth / 1992AJ Diplomacy
16	Moderan / Snowball Fighting Champions - held over!
14	Nicron / Merchant of Venus
22	Pyrrus / Monopoly
18	Rama / Spectrum Titan
20	Vexvelt / 1992R Diplomacy - held over!
15	Wunderland / Snowball Fighting ASF23
16	Zebra / Snowball Fighting
18	Zyra / Dip Battleship
	Deadline is September 20 for:
9	Vulcan / 1992JFrc04 Deviant Diplomacy
	Deadline is October 4 postmark for:
⊗	Brotisserie League baseball

page	feature
1	The Adventures of Ultima / by Vince Lutterbie
7	The Roar of the Greasepaint / letter column
20	The Broom Closet / hobby news and notes
21	Records / player roster, game openings , etc.

page	Endgame Statements for:
2	Giffard / Gunboat Titan
3	Ruffian / 1990IY orphan game Diplomacy
none	Tupile / Monopoly

My apologies again for not including a Literary Quiz. There *will* be a quiz next month; space has been at a premium but once Vulcan is booted out of these pages and the endgame-statement business dies down we'll be back to normal (normal being where I scramble to find things to fill paper each month...).

PYRRUS / Postal Monopoly

Round Twentysix

player	dice	ending position	windfalls	debts	portfolio
Kay Shapero	7/7	CChest 3	45		\$254, Bal ^H , Med ^H , StC ⁴ , Sta ³ , Vir ³ , Rea, PRR, B&O
Mark Lew	3/4	Luxury Tax	75		\$137, ori, ver, con, StJ ¹ , Ten ² , NY ² , Ken ³ , Ind ³ , Ill ³ , atl, ven, MG, pac, nca, PenAv, Park, Boa, ShL, EC, WW

Development: ML unmortgages Pennsylvania Avenue. (Sorry, Mark, not enough cash for the rest of your orders.)

Movement: KS moves to Atlantic and Community Chest (she draws Stock Sale \$45). ML hits Pennsylvania Avenue and Luxury Tax.

Cash Shortages: none. Buildings remaining in Bank: 10 houses, 10 hotels.

I propose increasing the pace to four movement rolls each turn, with conditional development orders permitted after roll two.

Deadline for Round Twentyseven is September 27.

Perelandra

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1521 South Novato Blvd. #46
Novato, CA 94947-4147

(415) 897-3629

Always Drunk In San Francisco (sing to a nightclub/swing beat)

"I'm always drunk in San Francisco,
 I always stay out of my mind.
 But if you've been to San Francisco,
 They say that things like this go on all the time!

It never happens nowhere else—
 Maybe it's the air.
 Can't really seem to help myself
 And what's more, I don't care.

I'm always drunk in San Francisco,
 I'm never feeling any pain.
 But tell me why does San Francisco,
 Just like a lover's kiss, go straight to my brain?
 I guess it's just the mood I'm in that acts like alcohol
 Because I'm drunk in San Francisco,
 And I don't drink at all!"