

It's Not the Pace of Life that Scares Me—It's the Sudden Stop at the End!

The Goofy Variant of Diplomacy

by Robert Rehbold

(email address: Robert.Rehbold@zfe.siemens.de)

Rules & Winning Conditions:

All standard rules of Diplomacy apply except for winning conditions. To win you don't have to get 18 SC, but have more points after the builds of 1910 (defined end) than anybody else or be declared the winner by unanimous vote of all powers (including eliminated ones!!). If anybody makes it up to 18 SC or more before 1910, the game continues until one of the above conditions is met!

Goofiness Points

Now how do you get points? After every season (moves+retreats) all players vote about each others goofiness. For this, they can spend (exactly) 7 goofiness points for the other players (not for themselves, of course :-). Voting is done by splitting up the 7 points among those powers that were still able to move in that season except ones own up to a maximum of 3 points for one power (should there remain 4 powers, the max. is raised to 5 points, with 3 powers, it's 6 points, and with 2 powers, seven points).

The GM may also assign 7 points in the same fashion. Moreover players get two points for each SC they own at the end of a year. Builds or press should not be considered for goofiness.

Eliminated players can still vote on goofiness, however they only have 3 goofiness points to spend in the years after their elimination:

Goofiness point results are published at the end of each year, and unless a winner is agreed upon before, the person with the most accumulated goofiness points at the end of 1910 is declared the winner ("Goofy of the Year" :-).

What is Goofiness?

Goofiness is hard (or impossible) to define. Yet most players seem to know what kind of play is goofy and what is not. Goofiness ranking is completely up to the player assigning the points and can not be questioned by anybody else (of course it can be commented upon! :-)

A possible problem in a game in which goofiness is encouraged can be that what is goofy in a normal game may not be considered goofy in a goofy game. Maybe normal play is goofy if the goal is to be goofy!

Goofiness is in the eye of the beholder. :-)

Lemming Variant

by Joel Finkle

Uses standard map and rules, except for starting position:
England:

F: NAt, Nth, Wal, Yor, Edi
A: Nwy, Bel, Lon, Lvp, Cly

Germany:

F: Ska, Hel, Bal, Ber, Kie
A: Mun, Sil, Ruh, Den, Hol, Pru

Russia:

F: Bar, Bot, Sev, Lvn, Swe, Nrg
A: StP, War, Mos, Ukr, Fin

Turkey:

F: Bla, Gre, Aeg, Eas, Con
A: Bul, Arm, Ank, Smy, Syr

Italy:

F: TyS, Wes, NAF, Ion, Tun, Tus
A: Pie, Rom, Nap, Apu, Ven

Austria:

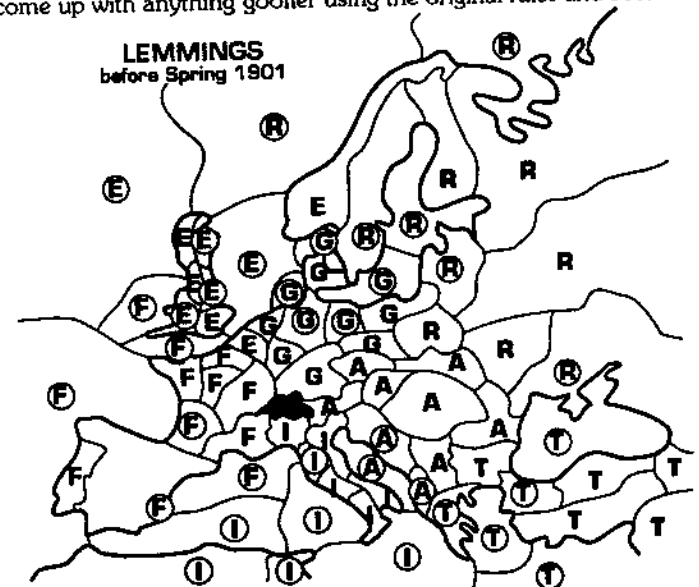
F: Tri, Alb, Adr
A: Trl, Boh, Gal, Rum, Vie, Bud, Ser

France:

F: MAO, Eng, Gas, Iyo, Spa (SC), Iri
A: Mar, Par, Bur, Bre, Pic, Por

S01 proceeds as (cough) usual, as does F01. By Winter of '01, you must drive yourself into the sea or scuttle the boats if you can't support all 10-12 units.

This probably still needs a little balancing ;^ Can anyone come up with anything goofier using the original rules and board?



Perelandra, a monthly amateur magazine of postal games, literature and leftish sensibilities. Your editor is:

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Among the Trees

by Pete Gaughan

The most important item to pass along this time is the news on my dad (I have exchanged letters and/or email with several of you so I have already received a few well-wishes on this topic). He had a heart attack back on December 5th.

There's a history of heart disease among men in my family, and my father had a heart attack in 1983. In fact, that one was three days before I was set to leave for a summer job in Japan; I went, and had to learn by phone that he'd had four successful bypasses. He became a very conscientious patient. He committed himself to the rehab program. By the time I returned from Japan, not only had his diet completely changed, but he was able to walk a mile around a track faster than I could.

For ten years (he's now 58; I'm 32), Dad has watched his diet. He's had to pay even more attention to it because he's affected by a couple of other conditions. He's exercised as much as he can (limited by arthritis). He looks great, performs on stage when his business permits, travels to conventions, takes publicity photos (setting up his own lights and camera). He went into the hospital last summer to have a tachycardia problem fixed (a 'short circuit' unrelated to cholesterol blockages; essentially an electrical problem while arteriosclerosis is a plumbing problem).

So out of the blue he gets hit again. Right away we all wonder whether his original bypasses are failing; the grafts have a tendency to come loose after ten years.

Nope, it turns out the bypasses are strong. Dad has new blockages in two places (one in a bypass and one in a 'natural' artery). Angioplasty, where a balloon is run through the blood vessels to reach the block, then inflated to push the walls apart, was used, and the docs now say that a couple months of well-observed rest should be all he needs.

But of course it's got me scared. I've always been pretty thin, but the past four years I've gained twenty pounds and three inches on my waist. And now my sister says her cholesterol level is a dangerously-high 240. Cathy's gone on Weight Watchers and lost 16 pounds in three weeks. Could it be that I'll stop eating hot dogs and pizza?? Uh-oh—I cut the skin off my chicken last night!

And this, of course, is all at Christmastime. I have a real love-hate relationship with the holidays. I love giving presents, and I love seeing the excitement Cathy goes through at this time of year. But the cynical loner inside me (and it's not *deep* inside, let me tell you) wants to slam the door and sit alone, reading a book. I am always down about something this time of year (this year it happens to be my health and my career). When the zine gets delayed I get even more down on myself for not meeting my commitments, so let's hope we can rush forward to the next deadline!

And it's in that spirit (!) that I nonetheless present *Perelandra's* Top Ten Holiday Movies:

10. Scrooge (1970 musical with Albert Finney)
9. Holiday Inn (Cathy prefers White Christmas)
7. (tie) Die Hard 2
7. (tie) Die Hard
6. It's a Wonderful Life (ending*)
5. Home Alone
4. Trading Places
3. It's a Wonderful Life (most*)
2. Charles Dickens' A Christmas Carol (1951 w/Alistair Sim)
And the #1 *Perelandra* Holiday Movie...
1. Miracle on 34th Street

*IAWL is an excellent movie up until George dives into the river. After that it's merely good.

Incredible But True: Tracy Ringolsby of *Baseball America* reports that Major League Baseball is again discussing expansion, as early as 1997! Rockies owner Jerry McMorris is pushing for an NL franchise in Phoenix; here are the plusses:

- Solid owner group, starting with NBA owner Jerry Colangelo
- Retractable-dome stadium, built with government money, likely
- Natural rivalry with Colorado in a town that is already crazy about baseball due to spring training and Arizona Fall League

Hand-in-hand with this is the need to put a franchise in St. Petersburg (despite the abomination of a turf dome there), probably an American League franchise to provide better marketing vs. the Miami NL team. Problems:

- Odd number of teams in each league creates need for inter-league play
- Division realignments would upset some, please others (KC moved back into the West against their will, but Texas would prefer to have another central-zone team in the West with them)
- *Fait accompli* — other expansion candidates (D.C., Buffalo) will be angry that this one is being decided without bids from them
- No commissioner! Somebody's got to be in charge before this will happen

Several people commented on the format lastish (the 11x17 'broadsheet' paper). I didn't say anything about it, largely because so little changed in the layout of the zine—all that happened is I got a deal on three reams of broadsheet. If I can continue to get recycled 11x17 at a good price, I'll use it whenever the pages come to a multiple of four; otherwise, when the current supply runs out, expect *Perelandra* to return to standard open-page technology! An email edition is at least six months away...

(For those of you who suggested center-staples: sure, they'd be an improvement. But I'm not going to spend the money on a saddle stapler, especially considering that I save a tiny bit of money by not having to corner staple the open sheets!)

Electronic Mail Can Be A Pain. On Monday, 20 December, alone, I received 78 email messages. That's mostly because I'm signed up for "dipl-I" (the Diplomacy discussion group, same news and postings you hear about as "rec.games.diplomacy") and the various birdwatchers' discussion groups—75% of my email comes from these two sources.

And most of that, while interesting (without it I never would have heard about the arrival of Pine Siskins in Kansas and a Snowy Owl in Corvallis), is just a distraction. I have had a very hard time getting rolling with the zine this month, and so sitting at the computer it's easy to procrastinate by checking the email and spending valuable time responding to it.

Remember lastish when I was lamenting not being able to read all the zines I receive because of ZR? Well. Usenet and email and listserv all increase that workload. I will have to do a better job of setting priorities, scheduling leisure time, and weeding my computer files. It should be at least April Fool's before I get all caught up.

The variants printed on the front page are the result of a recent discussion on the Internet about the standard houserules to be used there. One of the rules proposed to ban "goofy play" and, of course, a long argument ensued about 1) what is goofy play and 2) should it be banned.

"Goofy Dip" was a frivolous suggestion which became a reality; "Lemmings" was really frivolous and so, of course, I will try to make it even more real. I will accept names for both of these waiting lists but will not take suggestions for changes (these games have already had all the thought put into them that they deserve!).

One of the folks discussing Lemmings is Dan Percival (email at dperciva@westmx.westmont.edu) who says, "Democracy is the belief that 20,000 lemmings can't ALL be wrong." ☺

((These rules are based upon an original design by Phil Creed and Mark Nelson which were posted to rec.games.diplomacy in May 1993. This new set of rules is based upon the resulting extensive discussion about the game. The designers would like to thank everyone who took part in the discussion, in particular: Rick Desper, Gary Duke, Lars Henrik Mathiesen, Robert Reibold, Joel Evan Rosenberg and Frederick Scott. This revised set of rules is dated 29th July 1993.))

ROOT Z DIPLOMACY ROOT Z DIPLOMACY

BY PHIL CREED, TOM HYER and MARK NELSON

ROOT Z DIPLOMACY is a variant for 7, or possible 14, players.

1 Introduction

The idea for this variant comes from the mathematical concept of a cut in the complex plane. When applied to two diplomacy boards this creates a link between the two boards. Locally the cut appears to have no effect because a unit 'views' exactly the same provinces across the cut line as in standard diplomacy. However a unit trying to move across the cut line moves from one board to the other.

Natural extensions of the idea introduced in this variant would be to have one, or more, cuts on two, or more, boards.

1.1 Comments By Greg Tanner (gregt@u.washington.edu)

In essence, the Root Z variant allows seven players to control a power on each of two identical Diplomacy boards, with access between the two boards by moving across any province of the border line running from Mar-Pie in the north to Mao-Naf in the south.

The effect is quite different from simply imposing one board on top of another, as in 'parallel dimensions' where say, Bur1 accesses Bur2 and Bud1 accesses Bud2. A better analogy might be an interlocking spiral (joined at the ends). As the designers say below, the talk of 'two boards' is confusing: this is really *one* board!

Another way for the non-mathematicians (like myself) to view it is as follows: Picture a stick with one end placed at Switzerland and running to the Mao-Naf border. Now, holding the Switzerland end at Switzerland, swing the other end toward Italy, and around the board to France.

When reaching the Mao-Naf border again, the stick now transports to the same place on Map 2. Again, move the stick around the board, and when reaching the Mao-Naf border a second time, the stick returns to the starting place on Map 1. As described before, the effect is that of a spiral joined at the ends, creating a single board!

2 THE RULES

1.0 The 1971 rules of diplomacy apply except where modified below.

2.0 There are two 'boards', denoted by '1' or '2'. All country and province names are amended according to the number of the board it is on. ie we talk of Par1 and Par2, or Italy1 and Italy2. There are seven players, each of whom controls two powers; see rule (4).

2.1 In adjudications units are labeled in the format iJK where i (i=1 or 2) is the board on which the unit was built, J (J =A, E, F, G, I, R or T) is the country which built the unit and K (K =A or F) is the unit type. eg if France on board one builds A(Par1) this is denoted 1FA(Par1), if Germany2 builds F(Kie2) this is 2GF(Kie2).

3.0 There is a cut along the two boards as follows (the cut is identical on both boards): Along the Mar-Pie border, the Mar-GoL border, the Spa-GoL border, the Spa-Wes border, the MAO-Wes border, and the MAO-Naf border where the cuts hits the edge of the board.

- 3.1 The cut has no effect *except* that a unit moving across the cut moves to the corresponding province on the other board; e.g, Mar1 is adjacent to Bur1, Gas1, Spa1, GoL2 and Pie2.
Locally, the adjudication of orders proceeds as if the pieces involved were on a single board (since the placement of the cut is purely conventional, we can imagine performing the adjudication on a board where the cut is far from the area involved). Thus A Mar1 SF GoL2-Pie2 has the same effect as A Mar SF GoL-Pie would be expected to have.
- 3.2 Provinces on different board should be treated as distinct with respect to movement. Specifically, A Mar1-Pie2 does not stand out F Pie1-Mar2, as the two actions take place in different sectors of the board.
- 3.3 Convoys: Convoys across the cut are allowed; e.g., F Wes2 C A Spa1-Tun2.
- 3.4 Supports across the cut are valid; see (3.1).
- 4.0 The map, described in rule (3.0), contains two disconnected 'mega-zones' of sea provinces (for example, no fleet can move from Bar1 to Eas1). Each player must control one power adjacent to each 'mega-zone'. When joining the waiting list, a player shall enter two preference lists, one corresponding to each 'mega-zone'. Such a list might look like: E1,G1,F1,T2,A2,R1,I2; T1,A1,G2,F2,E2,I2,R2. (This particular list is strongly anti-R1, as the top choices on each list are adjacent to R1.)
- 4.1 For purposes of allocation of countries, R1 shall be considered to adjoin the mega-zone containing Bar1, not that containing Bla1.
- 4.2 No player may control A/R or R/T.
- 5.0 A centre captured on board 1(2) by a unit built on board 2(1) is owned by nation on board 2(1).
- 5.1 Although there are 7 players there are 14 distinct powers in this game. France1 can attack France2, France1 can dislodge France2 units and France1 can capture France2 centres. If your powers are Austria1 and England2 then Austria1 can attack England2, can dislodge England2 units and capture England2 centres.
- 6.0 The victory condition is 28 centres, owned by a combination of a player's two powers. If two players reach this target simultaneously the player with the most centres wins. If they have the same number of centres then they share a two-way draw.
- 7.0 OPTIONAL RULE: This variant could be played as a 14-player game rather than a 7-player game. In this case the victory criterion should be reduced to 18 centres. The designers believe that the 7-player game is better.

APPENDIX ONE

The following table shows which combinations of powers are not allowed by rules (4.1)-(4.4)

	Board One							Board Two							
	A	E	F	G	I	R	T	A	E	F	G	I	R	T	
Board One	A	X	-	-	-	X	X	X	-	X	X	X	-	X	-
	E	-	X	X	X	-	X	-	X	-	-	-	X	-	X
	F	-	X	X	X	-	X	-	X	-	-	-	X	-	X
	G	-	X	X	X	-	X	-	X	-	-	-	X	-	X
	I	X	-	-	-	X	-	X	-	X	X	X	-	X	-
	R	X	X	X	X	-	X	X	X	-	-	-	X	-	X
	T	X	-	-	-	X	X	X	-	X	X	X	-	X	-

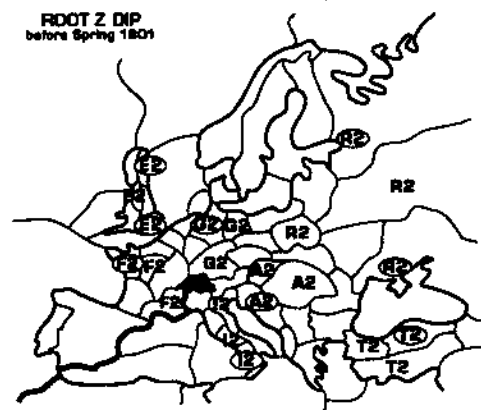
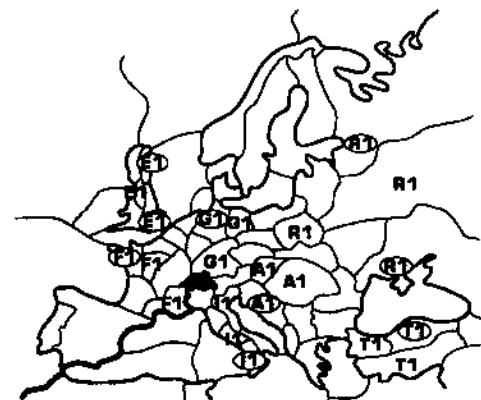
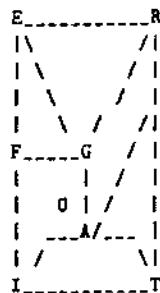
(Root Z Diplomacy continued)

Appendix Two

This is an attempt to show the relationships between the powers in this game. In regular Diplomacy, the relationship between the powers can be represented by Illustration 1 (right). The 'pole' is at "0", Switzerland.

In this variant the effect of the cut is to link the two boards together as outlined in Illustration 2. The map is cut open, then compressed to cover 180 degrees around Switzerland, instead of 360. Map two is formed in identical manner, then glued to map one along the cut.

Illustration 2 (below) shows that our earlier talk of 'two boards' was slightly misleading. What we really have is one topologically confusing, yet still planar, map! The below map readily shows that a 14-player version would work. We dislike it because there wouldn't be very much contact between the players.

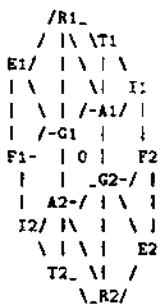


[[Publisher's note: Anyone willing to try redrawing the maps at right into one map?]]

Appendix Three

These rules may be freely distributed around the net. However, they may only be reprinted in a snail fanzine if each of the authors is sent a copy of the issue which contains the reprint. You should send a copy of your fanzine to:

- Phil Creed, c/o/ Old House Farm, Batheaston, Bath. AVON. BA1 8ES, England
- Tom Hyer, Bin 81, SLAC, POB 4349, Stanford CA 94305.
- Mark Nelson, c/o 112 Huntley Avenue, Spondon, DERBY. DE2 7DU, England.



WORLD DIP CON 4/MANORCON 12

**Thursday 21st to Monday 25th July, 1994
at Lake Hall, Birmingham University, England.**

The first World Dip Con was hosted by Manorcon in 1988, the second was in the U.S.A. in 1990 and the third was in Australia in 1992. In 1994, World Dip Con returns to the UK, once again hosted by Manorcon.

In 1988, World Dip Con attracted 330 games players, including a dozen from overseas. Since then, Manorcon has attracted around 300 players, with the overseas attendance growing to over 20. In 1994, we are expecting between 350 and 400 games players, including 40 to 50 from overseas. It will be the largest amateur games convention ever held in the UK, and probably the largest international gathering of players ever held in the World.

FACILITIES

We have the whole of Lake/Wyddrington Hall building which contains a large main games room, four secondary games rooms, a canteen and a separate lounge/bar on the ground floor with bedrooms above. If, as expected, we overflow the bedroom facilities, additional rooms will be available in a neighbouring hall a few hundred yards away. All bedrooms have tea and coffee-making equipment, and room rates included a full English breakfast.

There is ample free parking outside the hall.

PRICES

Registration is 5 pounds sterling per day, or 15 pounds sterling for the whole convention. Room rates are being held at 1993 levels of 20 pounds sterling per night in a single room, or 19 pounds sterling per person per night in a twin room, although we reserve the right to increase these if VAT is increased before the convention. A small number of family rooms are also available by prior arrangement and at extra cost.

Registration fees and a room deposit of 5 pounds sterling per person per night is payable at the time of booking, with the balance of their room rate payable by April 1994. To avoid the expense of

international payments however, overseas visitors may pay the whole of the cost when they arrive at the con, and we will accept cash in any EC currency, or that of Sweden, Norway and the USA.

DIPLOMACY TOURNAMENTS

There will be five rounds of Diplomacy from Thursday to Sunday, though you will not have to play in all five to compete for the World Individual Championship. The Saturday round will form the World Team Championship.

OTHER TOURNAMENTS

World Championships for United and Railway Rivals will be run as well as tournaments of Acquire, 1830, Bridge, Croquet, Rostherne Games, Hartland Games, Kingmaker, and Intimate Diplomacy. At least three other tournaments are also planned and will be announced during 1994.

WORLD DIP CON DEBATE

When World Dip Con was initiated in 1988 it was agreed that an international debate would be held in 1994 to discuss its progress and plan its future. This will take place on the Saturday evening and will be structured to allow all the national hobbies represented at the con to voice their opinions.

OTHER EVENTS

Several games manufacturers and distributors will be in attendance offering games at discount prices.

A second-hand games sale will be held on the Friday and, if there is sufficient demand, also on the Saturday.

At least two 'special' events will be organised to commemorate the occasion and will be announced during 1994.

FURTHER DETAILS

For further information, please contact :

Richard Walkerdine, 6 Honeybourne Way, Wickwar, Wotton-under-Edge, Gloucestershire, England, GL12 8PF. (telephone : 0454 299073) Or contact Peter Sullivan [100101,1204] by CompuServe mail or in GO PBMGAMES forum, or by email to peter@manorcon.demon.co.uk.

The Broom Closet

sweeping out the corners of the hobby

Chuff Afflerbach lives in Oakland; Richard Weiss lives in San Francisco. What's strange: this month I got orders from Chuff postmarked "San Francisco" and from Richard postmarked "Oakland."

Peter Sullivan will be taking over publication of *Mission from God*, the British zine-review zine. He expects to get something out late in January, even if it's a rough-cut without all the format and trimmings he hopes to do in later issues (the current issue has been delayed for several months now).

Jack McHugh announces that he'll be the new editor of *Diplomacy World*. David Hood has sent Jack all the material to produce *DW#73* and Jack will copyread it, using Doug Kent (yet again!) as a publisher.

I'm sorry to have to increase the price of *Perelandra* for overseas air mail readers, effective with next issue. In 1994, I need to hack the Dip deficit a bit (I did the same kind of price balancing with *ZR* also). We'll see how many I lose at the \$2 level. Opening this many game lists at one time will probably mean a flood of new readers, and if extra copies and extra pages increase costs too much then I may wind up shutting down one or more lists. (You may have already noticed that I've allowed quite a few games to finish without opening any new ones; this was to find out just how many pages and subbers I'd have if I stripped the zine back to minimum.)

PLANS FOR 1994: There will undoubtedly be a redesign this year, with more graphics and fonts to break up the nonstop type-setting somewhat. There will be no formal Reader Survey or Poll, but your input on the zine is always solicited during Runestone Poll season. And I hope to have a long article on bird banding in general, and Peregrine Falcons in particular, within the next two months.

John Galt reports: "DunDraCon XVIII will be held Presidents Day weekend, Feb 18-21, 1994, at the Marriott Hotel in San Ramon. To pre-register, send \$25 by Feb 1 to DunDraCon Inc, 1145 Talbot Ave, Albany, CA 94706. It's \$30 at the door.

To run a scheduled game (which gets you free membership and priority admission to one other scheduled game), contact Art Pruyt, 358 Lester Ave, Oakland, CA 94606. I'll try to reproduce his form below. The deadline for this is 1/8/94, but the sooner the better. You still need to send your name and address to the registration people, with no money but a note "Applied to be GM."

The hotel's address is 2600 Bishop Dr, San Ramon; their phone is 510 867-9200. Rooms can be reserved now; \$72/night for up to 4 people, \$10 more for roll-away beds. If you're coming from out-of-area it is important to reserve early as there are no other hotels nearby.

Directions: 680 to Bollinger Canyon Rd, east; left at the first signal after the freeway, which takes you in through the Bishop Ranch industrial park. Then follow the signs.

Some comments: This is a good convention, the best run of the three major Bay Area gaming cons. Most roleplaying games are scheduled, and there are plenty; most board- and war-games are not, and there are plenty. I rate this con highly because it's easy to find unscheduled games (not so at GamesCaucus) and because it pretty much keeps going all night (some others don't).

Folks like me who like to pop out for fast food and snacks should be warned: there's very little in the neighborhood, so do your shopping before you leave for the con."

and Andy York reports: "Origins will be July 7-10 in San Jose. The address for info is GEMCO's (POB 609; Randallstown MD 21133). However, I've heard that the folks that "own" Origins

have severed ties with GEMCO over the fiasco of last year in Dallas (GEMCO's home ground). So, this may be erroneous info—or this may be GEMCO's swan song with Origins. I'll let you know if I find anything else out."

I have just received my copy of the new *Gamer's Guide to Diplomacy*. I haven't had time to read the whole book (I have other priorities just now, as you can imagine; among other things, 16 pages are filled with a reprint of the "Leviathan" game that Gary Behnen ran in Don Williams' *Fiat Bellum!*)—however, the two articles I've read completely were excellent. Lew Pulsipher's grand introduction to the game and how to play it is the best piece of writing about Diplomacy that I have ever seen. And the three-page introduction to online Dip is wonderfully convincing, in case you've been wondering whether to get involved (although it hypes GEnie as an online service out of proportion to the total amount of email Dip being played). GG is a very good tool, but not indispensable to the experienced player.

Zine Register news: #23 will be mailed sometime in mid-January; not a good performance, I know, but as well as can be expected this time.

The GOOD *ZR* news is that the PDO Auction, which had a balance of more than \$1000 before this year's subsidies were paid out, voted to send \$86.66 to subsidize *ZR*. Jim Burgess sent a \$20 donation and many many people have subscribed to #23, all of which brings our total net expense for the year so far (with #23 still to be mailed; 53 trades and 30 subscriptions so far) to \$149.31. I expect that figure to be about \$250 after #23.

Zine Register 23

Send me \$2.00 (\$4US overseas) for information on over 100 postal game zines. (If you're in Britain you can buy one from Iain Bowen for £1.)

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!

It now looks as though this issue will be handed out in person to several readers at our New Year's Con. Maybe in nextish I'll be able to report on what happened. ☺

The Roar of the Greasepaint

Andy York

Well, the reason I wrote on this topic *[[in Orphan Son]]* was that it effected me that day at work. As you'll remember, I'm a police officer, and I'd had a difficult run-in with a kid who knew that there wasn't diddly we could do with him. That's usually how I come up with my topics—when I'm ready to write, I try to come up with a topic. Something on the top of my mind is usually what I end up babbling about.

My, personal, view on juvenile crime is that the punishment must be sure and swift—and should start at an early age by the parents. A kid that commits a crime should

#1—Lose Priviledges. This can be as simple as keeping them in their room without access to Nintendo, TV and such—only decent reading and homework to bide their time. In the criminal justice system, it should be at a juvenile home if the parents can't control them. In home curfews (grounding) are an excellent option as well.

[[lettercolumn concludes on following page...]]

#2—Restitution. Either through working for the victim (repairing the damaged fence, 'working off' the cost of a broken window) to community service for the more serious offenses (working to clean up parks, repainting vandalized walls, etc).

#3—Shock Effect. For those who commit violent crimes, the possibility of boot camp programs, community service work in Emergency Rooms (to see the effect—both physically and emotionally—of shootings, muggings, etc).

#4—Diversion Programs. For those who continue to commit crimes, afterschool and weekend programs to keep them in a controlled environment and away from 'bad' influences is necessary.

#5—Making Parents Accountable for their Offspring. Mandatory parenting classes for repeat offenders, parent involvement in the diversion programs, and repayment of costs.

I also feel that most, if not all, juveniles by the age of ten know right from wrong (many before that). Surprisingly, those at the age of fifteen or sixteen don't seem to the difference (or if they do, they won't admit that they did wrong). Some of the nuances of the laws do escape juveniles (for instance, the differences between burglary and theft; or mitigating factors); but, the basic 'rightness' or 'wrongness' of the acts is known.

It is striking to see the attitudes of those nearing the age of adulthood. They know that on their seventeenth birthday (in Texas), their slates are clean. With only a VERY few exceptions, every crime committed as a juvenile is like it never happened. Additionally, juvenile records are all but sealed—so they can't be used to show a pattern of criminal activity (and it is difficult to coordinate between agencies even when they are a juvenile).

In the county we are in, there is a big dilemma about juveniles. Warrants issued for crimes as a juvenile are hard to serve once they become an adult (it routinely can take 6-12 months for a case to be built, and the warrant issued so a person who commits a crime three months before they reach 17 will be an adult before the system can react). If they are arrested on the warrant, the juvenile home can't take them as they are an adult (and now a threat to the darling youngsters there) and the adult system can't take them as they have no jurisdiction over juvenile offenses. Further, the juvenile court doesn't have jurisdiction over adults and the primary penalties they can assess are within the juvenile structure (juvenile homes, Youth Commission—kiddie jail, et al).

[[I guess I'm still not clear on one point. You said that kids ten years old cannot, under law, commit a crime. Your phrasing seemd to imply that you think this should be redefined, so that 10-year-olds CAN be charged in criminal court. If that's your view I am strongly opposed. Ten is too young to set such a legal threshold, no matter what your opinion of children's capacity to determine right from wrong. If instead you mean that we need a category to correct 'criminal' activity of ten-year-olds without trying them as adults, then I'm for it.]]

Stan Johnson

I agree with most of John Galt's ideas. I also agree with him that lawyers as lawmakers is a very bad idea. Some laws do need to be complicated, but they all don't have to. If you don't think they convolute the law you simply have not read much law; rather than acheiving a crystal clarity, they twist it so much they can often make the results come out the way the money wants it to.

Alaska is part of country USA, but is not in the USA, as its borders do not touch those of any other state. If you want to nitpick, nitpick the mote from your own eye first...

I congratulate Mr. Bailey. The biggest step is putting it on paper and going for it!

[[Sorry, no mote here. Alaska is "in the USA." The "USA" is a nation and a physical place and Alaska is part of both.

[[Some letters held over for next issue...]] ☺

AURORA / Railway Rivals 1025CN

Races For Round Nine: WINC Leaps Forward Despite Two Upsets

- 15. 35/Bakersfield.....15/Ft. Bragg or Red Bluff
 - 1. WINC (24 to Red Bluff)
 - 2. ICE-D (29 to Fort Bragg)
 - COLTS (24 to Red Bluff)
- 16. 64/Loveluck or GerlachSpecial 2/Mexico
 - 1. SMOG/COLTS j.r. (52 from Loveluck)
- 17. 42/Los AngelesSpecial 1/Oregon or Idaho
 - 1. WINC (44) [2 to SMOG]
- 18. 66/Reno54/Ryan or Trona
 - 1. S&RVL (25 to Trona) [2 to RENO, 8 to COLTS]
 - 2. WINC (37 to Trona) [3 to S&RVL]
- 19. 41/Los Angeles25/Sacramento
 - 1. ICE-D (27) [3 to RENO]
 - 2. COLTS (26) [2 to SMOG, 4 to WINC]
 - WINC (24) [2 to SMOG]
 - SMOG (28) [3 to RENO]
- 20. 26/Stockton34/Hanford
 - 1. ICE-D (10)
 - 2. COLTS (12)
 - WINC (9)
 - SMOG (10)

Builds

- ICE-D (Richard Weiss, red): (N42)-O43-EUREKA-R43-T42-U43-V42.
- RENO Line (Pat Conlon, black): nmr.
- SMOG (Southern Metro Over Gauge—Chuck Mercer, brown): (G28)-G29-H29-Blythe; (H29)-J30 [1 to S&RVL].
- S&RVL (Sleet & Rain Vacation Line—Bob Theriault, green): (San Luis Obispo)-R10 [1 to ICE-D].
- WINC (Wordelmann's Inroad to NV and CA—Bill W., yellow): no.
- COLTS (Crass Outlandishly Late Train Service—Andy Bate, blue): (Bieber)-S50-T50-T52-ALTURAS; (N18)-N20 [1 each WINC, S&RVL]; (T52)-V53.

	begin	races	to rivals	fm rivals	builds	end
ICE-D	\$102	+50	- 3	+ 1	- 14	\$139*
S&RVL	\$113	+20	- 11	+ 5	- 6	\$121
WINC	\$64	+50	- 7	+ 5	-	\$112
SMOG	\$95	+10	- 4	+ 6	- 8	\$99
COLTS	\$70	+30	- 8	+ 8	- 8	\$95*
RENO	\$76	+	-	+ 8	-	\$84

*City Income: ICE-D 3 for Eureka; COLTS 3 for Alturas.
I would have written substitute race entries for RENO but there didn't seem to be any worth entering!

Deadline for Round Ten is January 24. Races For Round Ten

- 1. 51/BlytheSpecial 4/Utah
- 21. 13/Westwood or Chico52/El Centro
- 22. 21/Monterey66/Reno
- 23. Special 3/Arizona52/El Centro
- 24. 16/Santa Rosa33/Frenso
- 25. 25/Sacramento63/Cobre or Shafter
- 26. 55/Las Vegas21/San Francisco
- 27. Special 5/Arizona or Utah45/San Bernardino
- 28. 12/Bieber or Alturas46/San Diego

Enter any six races.

You may then build up to seven hexes at any cost you can afford.

ZEBRA / Snowball Fighting ASF25

Turn Four: Tight Race

WARRIOR (PLAYER)	loc	segment 1	segment 2	segment 3	new loc	up	hp	sb	di
Alaskan Alkie (Pat Conlon)	I13	nmr	nmr	nmr	I13	5	3	0	0
Big Bad Frank (Brad Wilson)	O5	nmr	nmr	nmr	O5	7	2	1	0
Bullwinkle (Mark Weseman)	J16	RR at SP (nope)	RR at PM (32,18)	collect Di	J16	7	5	0	1
Comet (David McCrumb)	S5	RR at BBF (95,98)	RR at TF (90,07)	collect 2 Sb	S5	5	6	2	0
Crow T. Robot (Paul Glenn)	D2	run to O7	run indoors	sit inside	kit	4	10	0	0
Floating Zeppelins (Randy Davis)	R12	SA! south (80,88)	Di at B (45,38)	collect 2 Sb	R12	5	6	3	0
75mm Long Barrel (Steve McKinnon)	V10	collect 2 Sb	RR at C (90,46)	RR at C* (85,43)	V10	5	5	0	0
Pallida Mors (Lance Anderson)	K11	Di at AA (75,25)	-J10-I9-G9	collect 2 Sb	G9	7	3	2	0
Puff (John Schultz)	B8	-D8-F8-H8	RR at PM* (95,23)	RR at PM* (95,32)	H8	7	7	0	0
Snow Poke (Cathy Gaughan)	L14	run into barn	stay in barn	stay in barn	shed	7	5	0	0
Terry Forster (Mike Stewart)	S1	RR at BBF (95,21)	-O1 collect Sb	RR at BBF* (95,97)	O1	5	2	0	0

Weather roll = 59. † = dodge. * marks conditional orders and "RR at nearest."

Deadline for Turn Five is January 24.

Word of Warning: When you emerge from the kitchen or shed having run inside voluntarily, you don't get any free weapons. You'll have to stop and collect if you want 'balls.

Segment One: Two of the leaders go walkabout, turning in circles and staring up into the clear, cold sky. Snow Poke and Crow T. Robot both evade their enemies (real or imagined) by ducking inside—Bullwinkle is a *real* enemy of SP and is foiled by this maneuver. Comet and Terry Forster try to hit Big Bad Frank, who's not so bad this turn; TF hits him but Comet's shot goes clean over the fence. Floating Zeppelins lofts a shot toward the Shed roof, but it goes a bit too far and doesn't cause an Avalanche. Pallida Mors heave his White Death at Alaskan Alkie, whose stupor increases the chance of damage—pow!

Segment Two: Everyone turns their attention to a new target. In spite of PM running behind the shed, Comet has more luck hitting Pallida Mors than he did SP. Puff, who strolled in for a close shot, had no idea how close he'd be, as PM runs into his face just in time to meet Puff's Rattlesnake. FZ takes a more conventional approach, using a Dirigible to stagger Bullwinkle. 75mm Long Barrel hits Comet's tail, ...

Segment Three: ...and hits him again just for good measure. Puff can't resist the close-up shot on PM, who like several players at this point is reloading. Terry Forsters makes another attempt on Frank's life, but this time it's a wild pitch.

75mm Long Barrel to Comet: BOOM-SKI!

Comet to SM: Sorry. New England beauty made me forget.

SnowMaster to Comet: Enjoying the environment is a high-priority excuse around here. No problem.

SP to Puff: I think I've been everybody's target.

Bullwinkle to Puff: Why don't you come and join the fun on our side of the yard?

Floating to Bullwinkle: I've never had that 'kind of a nice feeling' before either, I'm hoping you obliged.

SP to 75mm: All this bragging about less than 3". Geez. Get real.

75mm to SM: That's 75mm in DIAMETER, my friend. 75mm wide, immeasurably Looooong Barrel.

Puff to 75 and SM: I guess length is relative...eh?

75mm reports: A guy asked me, "Hey, is it this long?" and I said, "No," I said, "It's longer."

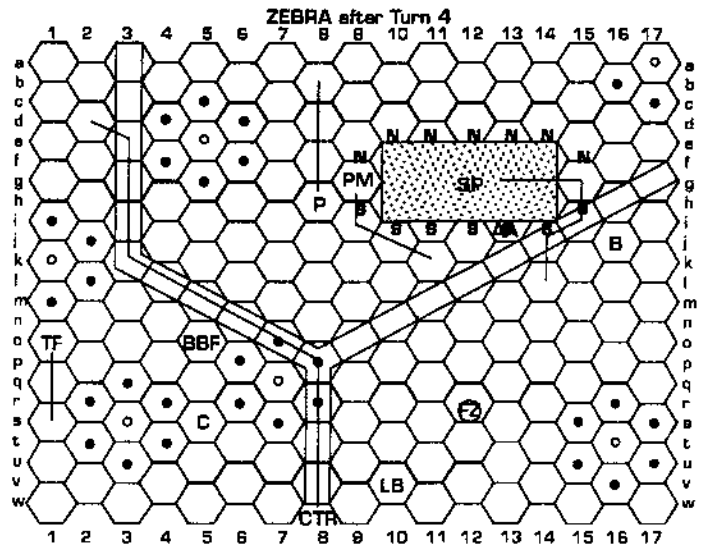
75mm chants: "Smokin' the corn! Smokin' the corn!"

75mm reports: So he says, "Oh! Well, is it this long?" and I have to tell the truth, "No, it's looonger."

Comet to Bullwinkle: I have to pick on somebody. Besides, I figured your antenna would give me a +5% at least.

75mm Long Barrel to Comet: BOOM-SKI!

SM groans: Antenna!?!? Try antlers...



75mm to Bullwinkle: What's your favorite film, "Rocky"?

Zeppelin to Alkie: Don't look up now!

75mm reports: So the guy says, "Oh, wow! So it's like this long?"

And I says, "Nope, it's loooooonger."

Bullwinkle to SP: To the kitchen with you. Maybe the SnowMaster has a hot toddy ready for you.

SP to SM: Will you come to the barn, please? I really need some warming up.

Bullwinkle to SM: You can keep her for as long as you like. There are still plenty of targets available.

SM to B: Selection and service, that's our motto!

Comet to Snow Poke: Goodbye darling. Take your time getting warm. I'll be out here when you get back. And I'll have a nice present for you. Something you can slip down your back.

SnowMaster to Comet: It better be a longhandled backscratcher or I'll have to confiscate it from you.

Comet to SM: Oh! I can hardly wait.

75mm to Bullwinkle: Gonna throw another Di at me? Never happen, my friend.

Comet to Puff: I guess you got too excited last time when you plastered CTR and then blew an easy shot.

75mm report: So finally the guy says, "Wow! I can't believe how long it is." And I says, "See, I told you."

Zep to Pokie: Don't worry, I haven't forgotten about you.

75mm Babes o' the Moment: Anna Nicole Smith, Nana Visitor, Markie Post.

SnowMaster: seconds the nomination of Anna Nicole Smith and offers Kate Moss (see cover of *American Photo*). ☺

LAMETH / 1992AJ

Summer 1905 Retreat: Italian a tyo to pie.

Fall 1905: The Minus-One-Dot Stab

England (Stan Johnson): f nts-nwy (f ska s, f swe s /dislodged/), f den s french a mun-kie, f bel-hol, f bar-stp/nc.

France (Martin Johnson): f tyo-ion (f nap s), a mun-kie (a ruh s), a bur-mun, a spa-por.

Germany (Randy Havens): f mid-bre.

Italy (Kathy Caruso): f apu-ven (a rom s, a pie s), f tun s french f tyn-ion.

Russia (James Bailey): f nwy-ska /dislodged/, a kie-den /annihilated/, a ber-mun, f bal-swe (a fin s), a sil-gal (a vie s), a tri-ser.

Turkey (Tim Goodwin): a gre h, f ion h (f eas, f adr, f alb all s), a rum-gal, a bud h, a tyo-pie.

Retreats for Autumn 1905: English f swe to bot or otb; Russian f nwy to nwg, bar or otb.

Deadline for Winter 1905/Spring 1906 is January 24.

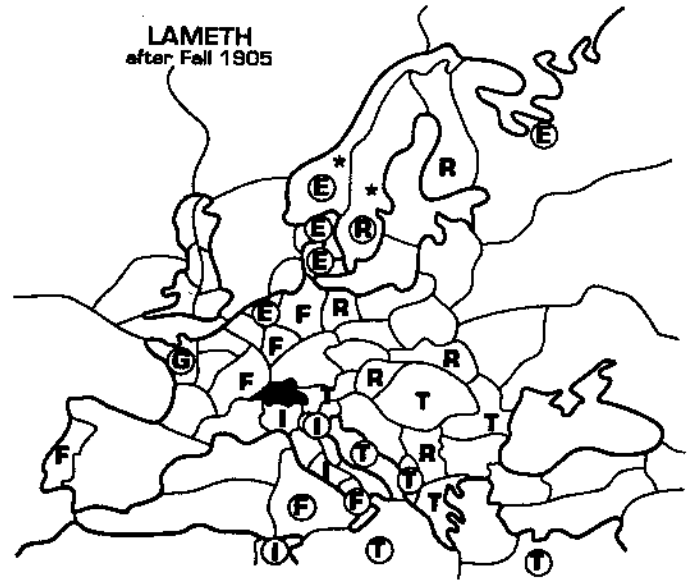
Seasons separated on two requests.

London to Moscow: You shall soon have irrefutable evidence that your attack on me was a very bad idea.

Moscow Sun/Star/Globe—TSAR GOES INSANE: Sources inside the palace indicate that the Tsar has completely lost his mind.

Officials are scrambling to do something about the situation, but as one said, "We haven't been able to find anyone willing to lead a coup against him, so I guess we're stuck with that maniac."

Martin to Kathy: Is it considered a stab if you've been invited to stay the Winter?



London to Teasing Turkey: I'll kick his butt with or without your help! Russia's Musical Babes o'the Moment (released before the breakdown): Julianna Hatfield; Julie Ritter and Gretchen Seager of Mary's Danish; and I'll second the nomination of Delore O'Riordan of the Cranberries. I could tell you exactly why Bjork, but then the pleasure would *really* be guilty! (Will seven more people please sign up for Tralfamadore so that McKinnon and I can continue this in a common location? Hey, Snowfighting people! Just think of the press-war opportunities in a game with 21 people!)

LAMETH / SUPPLY CENTERS held as of Winter 1905												
England	lvp	edi	lon	kie	hol	nwy	DEN	STP			6/7	may build one
France	par	bre	mar	spa	bel	mun	KIE	POR	NAP		6/8	may build two
Germany	per	BRE									1/1	even
Italy	rom	nap	ven	tun							4/3	must remove one
Russia	stp	mos	war	sev	vie	ber	tri	swe	den	SER	9/8	may build one or two
Turkey	con	ank	smy	bul	gre	rum	bud	ees			8/7	must remove one

BELT 17 / 1993F

OOPS: I neglected to credit England with Kiel lastish.

Autumn 1903 Retreats: Austrian f con to aeg; German f kie otb.

Only one player requested a season separation, and combined with the SC error that's enough to wait.

Winter 1903

Austria (Rich Irving): builds a bud; also has a bul, f aeg, a ser, a vie, a tri, f adr, a rom.

England (Les Casey): builds f edi; also has f nwg, a yor, f hel, f kie.

France (Randy Havens): has f tyn, a pie, a ruh, a bur, a bel, f mid.

Germany (Stan Johnson): removes a ber; still has a sil.

Italy (Victor Thomas): has a mun, a tyo, f apu.

Russia (Tom Johnston): has f stp/nc, a fin, a swe, f ska, a sev, f arm, a war.

Turkey (John McLaurin): has a con, f bla, f smy.

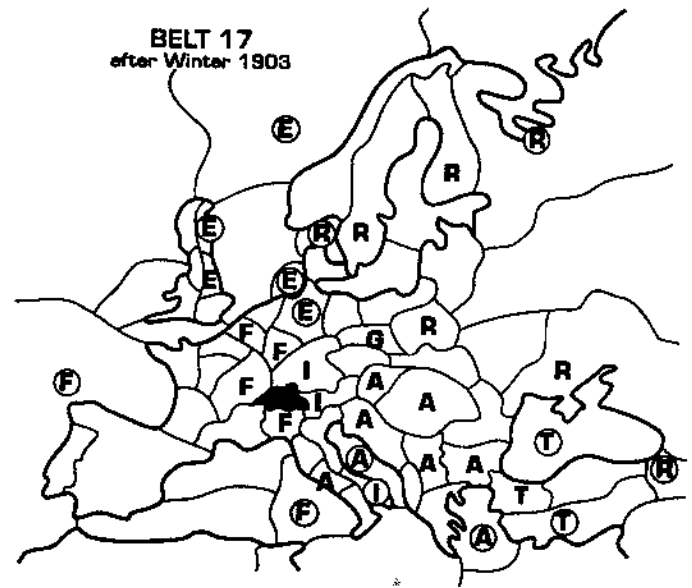
Deadline for Spring 1904 is January 24.

Germany to Russia: It's not nice kicking a man when he's down.

As an ally you were a big disappointment to me.

GM to Germany: Is he meeting expectations as an enemy?

The United States Postal Service announces that at 29 cents, a letter is a good deal for communicating with other people. And we're trying to improve our image with our \$8 kazillion, new, high-tech logo. How do you like it? What do you mean it would help if you got your inauguration invite on time, a year ago?



IX / 1993HG

Fall 1901: HOLY COW! Turkey +3, others stumbling!

Austria (Kenneth Burke): a vie unordered, a sers turkish a bul-rum /no such order/, f trih /dislodged/ (a gal/s /no such unit, impossible/).

England (Mick Taylor): fnwg-nor /ambiguous/, a yor-lon (f nts s).

France (Don Scheifler): a pic s german a ruh-bel, a spa-por, f eng-nts.

Germany (Roger Cox): a kie-mun, a ruh-bel (f hol s).

Italy (Bob Ozerov-Clark): a tyo-tri (a ven s), f ion-tun.

Russia (Michael Quist): a war-gal, f bot-swe, f rum h (a ukr s).

Turkey (Vincent Springer): a bul-gre, a con-bul, f bla-sev.

Retreat: Austrian f tri to adr, alb or otb.

Deadline for Autumn & Winter 1901 is January 24.

GM to Ixians: This is one of the strangest set of 1901 outcomes I've ever seen. I've seen people disorder units; I've seen people forced to retreat in 1901 (hell, I've been forced to retreat in 1901); and I've seen countries double their strength in the game's first year. But I've never seen *all* of that happen at once!

Russia to World: Reports of a Turkish pirate fleet infesting the Black Sea were confirmed today by the Russian Imperial War Office. Sources in the St. Petersburg Palace have revealed that a full-scale mobilization is underway in the south of Russia. Masses of peasants have rushed to recruiting offices in Sevastopol and

IX / SUPPLY CENTERS held as of Winter 1901						
Austria	vie	tri	bud	SER	3/3	even
England	lvp	edi	lon		3/3	even
France	par	bre	mar	POR	3/4	+one
Germany	kie	ber	mun	BEL HOL	3/5	+two
Italy	rom	nap	ven	TRI TUN	3/5	+two
Russia	stp	mos	war	sev RUM SWE	4/5	+one
Turkey	con	ank	smy	BUL GRE SEV	3/6	+three

VEXVELT / 1992R

Autumn 1906 Retreat: Turkish f tyn to nap.

Russia proposes EFRT draw.

More than one player requested a season separation.

Winter 1906

Austria (Michael Alterio): removes a gal, a boh; still has a tyo, a mun, a ukr, a sil.

England (Lance Anderson): has f nts, f hel, f nwg.

France (Tom Hurst): has a mar, f tyn, f lyo, f wes, f mid, 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 ska, f bal, a lvn, a mos.

Turkey (Steve McKinnon): builds f smy, a con; also has f tri, a ven, f adr, f nap, a bud, a rum, f bla, a sev, a ser, a gre, f aeg.

Deadline for Spring 1907 is January 24.

Turkey's Babes o' the Moment: Sherilyn Fenn, Racquel Darian, Dolores O'Riordan.

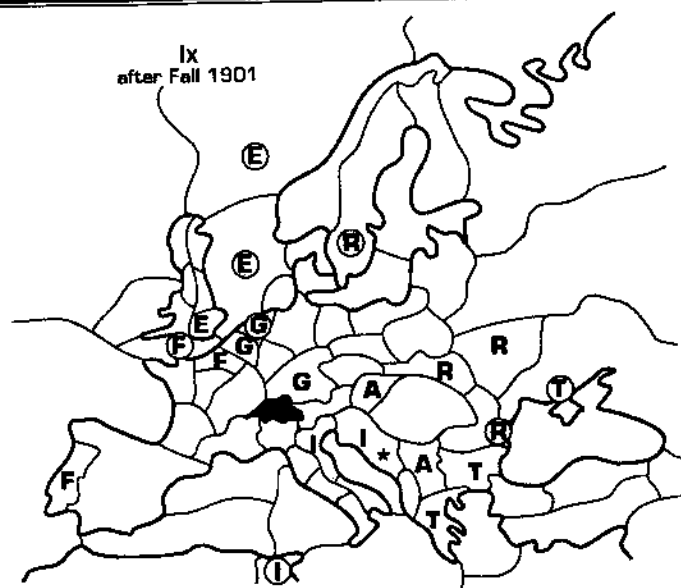
GM to Turkey: You lost me after Fenn...

Shameless Plugs: Tool, *Undertow*; The Breeders, *Last Splash*; Slayer, *South of Heaven*.

Turkey sings: "I will work to elevate you, just enough to bring you down."

The Turk to the Austrian: Huh?

Turkey to England: Oooh, you're scarin' me, big fella! I'm glad you can't come down here and kick my poor little butt. Grow a pair



morale in the Russian military forces is very high. The Tzar, vacationing in Yalta, will remain in the area and personally oversee the conduct of the operation.

England to France: So much for the grand western alliance. Read my last press release and tremble.

Paris to Munich: Welcome to the game!

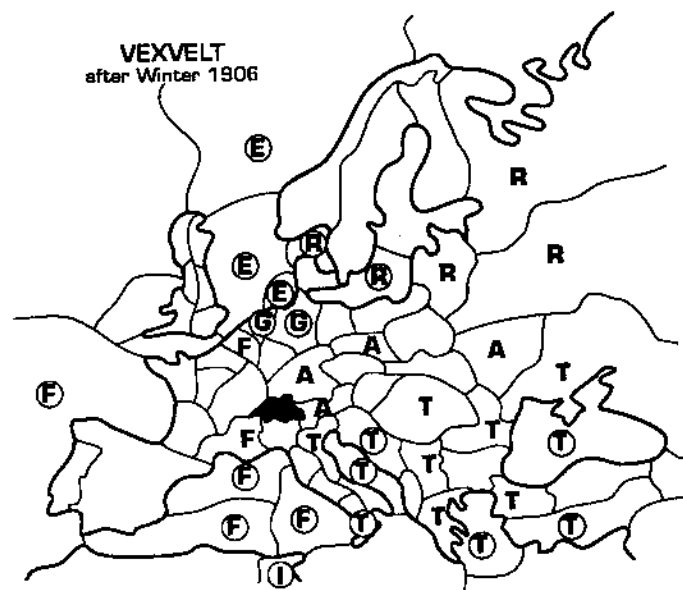
Germany to Europe: Hi, y'all!

A-H to Italy: I shall drink your blood in Rome, pizza puss(y), while my Turkish ally dines on Russian bear meat in Moscow.

Turkey to Russia: I hope I guessed right.

Russia to Turkey: How many Turk pirates must die before you return to your senses and remove your vile fleet from my Black Sea?

Brest to London: It's just a merchant ship heading for Scandinavia. Don't we have a free trade agreement here?



and attack someone.

GM to Readers: Typo of the Month is "bug fella" in the prior item. Sultan to Southern Fried Frog: Hey! Go away, I never said Italy, I said Tunis.

France to Lance: Try it the other way and you'll succeed.

Frog to World: I'll hold him in the Med as long as you leave me the troops to fight with. Don't grab without thought! ☺

MODERAN / Snowball Fighting Champions' Game ASF26

Turn Three: You're No Good, You're No Good, You're No Good, Baby You're No Good

WARRIOR (PLAYER)	loc	segment 1	segment 2	segment 3	new loc	up	hp	sb-di
Comet Chucker (Clark Millikan)	Q7	Di at D (80,90)	collect Di	Di at D (8056,)	Q7	5	8	0-0
Desperado (Teresa Armstrong)	P6	nmr	nmr	nmr	P6	1	0	0-0
PeD Mang (David Wang)	Q3	collect Di	Di at D (70,100)	RR at D* (95,35)	Q3	4	9	0-0
Hoi Polloi (J.R. Baker)	B12	RR at PP* (85,96)	RR at PP* (85,86)	RR at PP* (85,91)	B12	0	9	0-0
Ice Man (Andy York)	G7	-17-K7, +Sb	CS at S7 (90,44;70,22)	collect 2 Sb	K7	3	3	2-0
Lasher (Daf Langley)	O11	RR at D (95,87)	RR at D (95,45)	collect 2 Sb	O11	5	9	2-0
Pheckless Phool (Tom Hurst)	D8	Di at IM (50,52)	RR at IM (95,02)	RR at IM* (95,18)	D8	7	8	0-0

Weather roll = 61. † = dodge. * marks conditional orders. D must run and sit inside all of next Turn.

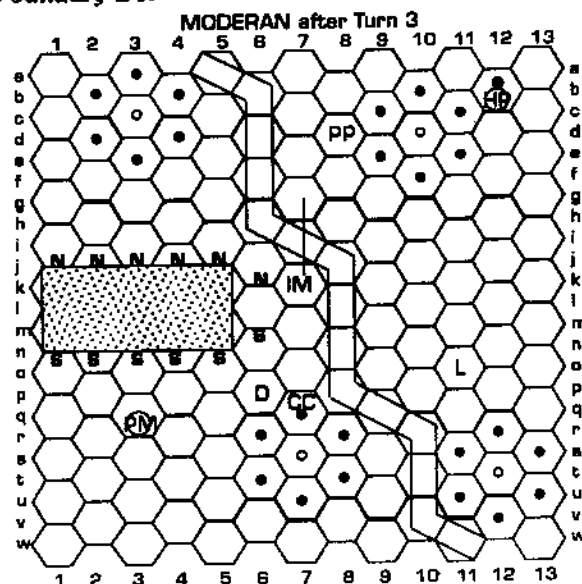
Deadline for Turn Four is January 24.

Segment One: Desperado has forgotten how to fight but those nearby her have forgotten how to hit. Comet Chucker is standing within arm's reach but can't hit D with his Dirigible; Lasher just barely scores off D with a Rattlesnake. Ice Man crosses the path to pick up a Snowball, and that little motion is just enough to throw off Pheckless Phool's Di attack. Under one Snowman, PeD Mang is collecting a Dirigible, while under the other Hoi Polloi begins an assault on Phool but phails to hurt him.

Segment Two: Mang takes his Di shot this time, and just like CC he misses. Lasher hits D again, reducing D to 3 hit points. Hoi Polloi keeps whistling ammo over the head of Pheckless, who strikes at Ice Man again, this time successfully. Does IM take note? Not at all. He's busy banging the conifer that Comet is standing under with a Snowball, causing CC to take a point of wetness.

Segment Three: Finally CC gets it right, smearing Dirigible Snow all over the back of Desperado. Mang also scores against the Unmoving One. Things haven't changed much up north, where HP and PP continue their attacks; HP still can't hit PP, but PP keeps pissing off Icy.

PeD Mang to the Yard: Happy Holidays to all!
 PeD Mang to 75mm: Congratulations! You're absolutely right!
 How did you figure it out? And by all means, come on over to our Yard and join our game!
 CC to Desperado: Comets have longer capes than he does anyway.
 Phrustrated to Whiplady: OK, you name the place and I'll bring the likker. Just don't make it the kitchen. Mommy may not be shocked, but she'll certainly be jealous!
 GM sings: "Goo goo ca choo, Mrs. Robinson!"
 PP to CC: To answer your question about Lasher's spring thaw, if you spring for it, she thaws.
 CC to PDM: 'Tis easier to destroy a snowman than to create them, eh?
 Lasher to Desperado: Sorry, toots, this yard ain't big enough for the both of us. Why don't you hop on into the kitchen and make some hot chocolate for the boys?
 SM to Lasher: Are you sure that "toots"?
 PeD Mang to Desperado: I suppose I could make a philosophical comment about seeking to destroy that which you do not understand, but it escapes me at the moment. Then again, maybe that's why you do so well at Fog of War Gunboat Diplomacy!
 CC to Desperado and Lasher: Do to me what you will. If it's anything like the talk I hear, I want to be part of it.
 SnowMaster to CC: As the grape said, "Whip me, crush me. make me wine!"
 Phoolish to Despy: Is that a bunny tail I see on your snowsuit, or the Manggot's latest offering?
 CC to Phightin' Pharce; Chemistry humor is second only to Vogon Poetry...
 SnowMaster to CC: Ten Press Points to the man who recognizes "Vogon Poetry."



Phiesty to Manggot: We step on bugs around here, especially snow lice like you!
 PeD Mang to 'Iw'oj Gharwl': NuqneH!
 PeD Mang to the Yard; Yes, I'm speaking Klingon! My reference source is *The Klingon Dictionary* by Marc Okrand. PeD is Klingon for "snow" and Mang is "soldier" (the closest word I could find to "warrior"). I'm still working on the vocabulary and grammar, so I'm relying on the "Selected List of Useful Klingon Expressions" to get by for now. For instance, there's *THingan Hoi Dajath'a'* ("Do you speak Klingon?"), *NuqDaq 'oH puchpa'e'* ("Where is the bathroom?"), *Hijoi* ("Beam me aboard!"), *VeQDuj 'oH Dujll'e'* ("Your ship is a garbage scow"), and my favorite *NuqDaq yuch Dapol* ("Where do you keep the chocolate?").
 Phules' Philosophy Lesson #1: The Hoi Polloi is best left alone—let the sleeping dog lie!
 PP to CC: Are you suggesting that you and Daf get together and pull each other's ends? Kinky, ve-e-ry kinky!
 Phiesty to SM: Only toads are slimy. I use a different lubricant.



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ARRAKIS / 1991HM

F/I/R draw: F I yes, R no, G nvr. (Remember, not showing up to vote counts as a no.)

Winter 1910: France removes a ruh; Germany builds a ber; Italy declines a build.

France proposes FGIR draw. Italy repropose FIR draw.

Spring 1911: I Guess I Shouldn't Cut & Paste This Season

France (Don Scheifler): f bal-bot, f bar-nwg, f nts-nwy (a swe s [f ska s swel]), a spa-mar (a gas s, a bur s) /annihilated/, f mid-spa/sc, f bre-mid (f por s).

Germany (John Schultz): a ber-mun, a mun-ruh (a kie s).

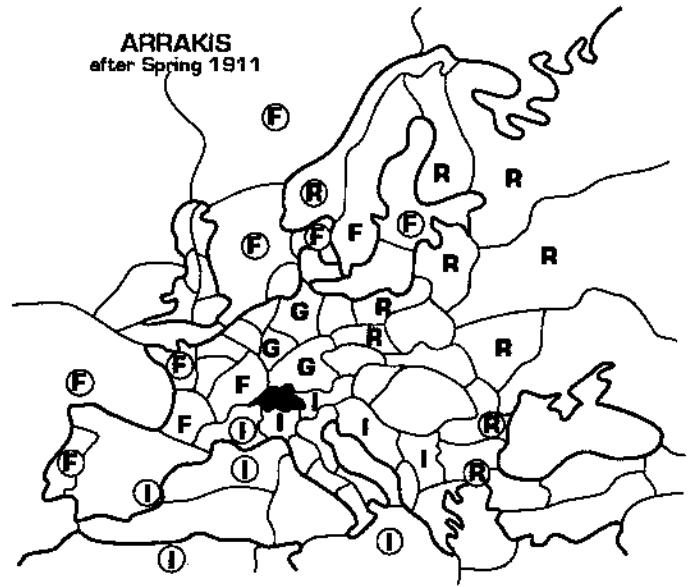
Italy (Mike Stewart): f naf-mid, f wes-spa/sc (f mar s [a pie & f lyo s mar]), f ion-gre, a ser-gre, a tvo s german a mun /otm/, a ven-tri.

Russia (Eric Voogd): a stp s nwy (a mos s), a fin-swe (f nwy s), a lvn produces solid hockey players, a sil s german a mun /otm/, a pru s german a ber /otm/, a ukr reconsiders nuclear disarmament, f rum wonders why so many of its units have nothing to do /because you folks haven't gotten as bored as the rest of us yet/, f bul/sc vetoes Balkan Free Trade Agreement because all the industry will move to Albania.

Deadline for Fall 1911 is January 24.

Germany to France; Now, *that* adds a little color to the picture.

GM sings: "Momma don't take my monochrome awaaaaay!"



Paris to Munich: We both figured wrong.

Russia to All: Is this game so boring that we can't even write press?

GM to Russia: You got it, finally, right on the head.

Brest to R/I: Okay if I liven things up a bit by getting the German back into the fray? At my expense, of course.

French Chef to Hungry German: Bon appétit!

ARRAKIS / SUPPLY CENTERS held as of Winter 1910

France	par	bre	por	spa	lvp	edi	lon	bel	hol	den	swe	11
Germany		mun	ber	kie								3
Italy	rom	nap	ven	tun	ser	vie	tri	bud	gre	mar		10
Russia	mos	war	sev	rum	bul	ank	smy	con	nwy	stp		10

GIEDI PRIME / 1992AK

Austria proposes A/I draw.

Fall 1906: Swing Your Partner

Austria (Roger Cox): a gre-alb, a rum h (a ser s, a bul s), a bud-vie, f aeg-con, f eas-ion.

England (Jamie McQuinn): f hel-den (f nts s), f mid h /dislodged/, a bel-hol, f nwy-swe.

France (Pat Conlon): nmr. f por, a bur, a ruh all unordered.

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

Italy (Hugh Magen): f wes-mid (f spa/sc s), f gas-bre, a mar s spa, a sil-mun (a tvo s).

Russia (Greg Ellis): a war-sil, a sev-rum (a ukr s), f bla-bul/ec.

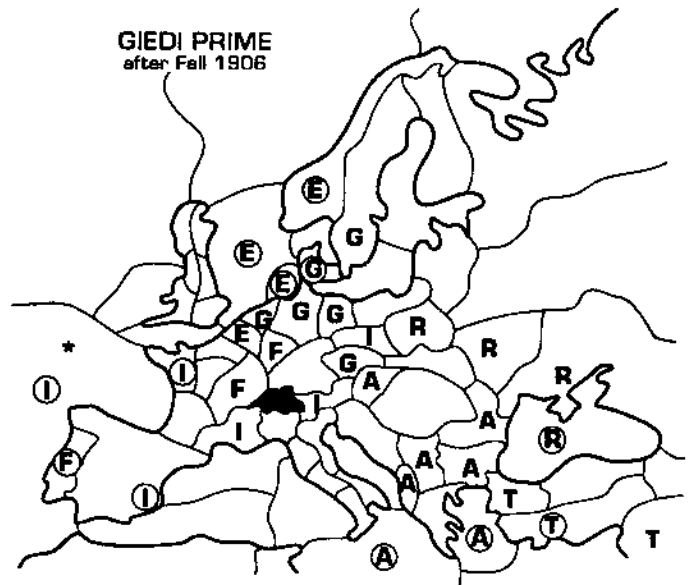
Turkey (Andy York): a ank-con (f smy s), a syr s smy.

Retreat: English f mid to nat, tri, eng, gas, naf or obt.

Standbys are not called for positions with fewer than three centers.

Deadline for Winter 1906/Spring 1907 is January 24.

(Season separation will require three requests.)



GIEDI PRIME / SUPPLY CENTERS held as of Winter 1906

Austria	vie	tri	bud	ser	gre	bul	rum	7/7	even
England	lvp	edi	lon	nwy	bel			5/5	even or may build one
France	par	bre	spa	por				4/2	must remove one
Germany	kie	ber	hol	den	swe	mun		6/6	even
Italy	rom	nap	ven	tun	mar	SPA	BRE	5/7	may build one
Russia	stp	mos	sev	war				4/4	even
Turkey	con	ank	smy					3/3	even

CALADAN / Merchant of Venus

OOPS: The Millenium Falcon can't trade his ship in the Zum system. Give him back his Scout...

Turn Four

Millenium Falcon—Chuff Afflerbach, Human

Dice are 225. Move: none.
Trade: barter IOU for two Chicle Liquors.
Accounting: \$70.

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

Dice are 116. Move: -Jewelport/o-B-Jellybeast Landing/o-A-? [[TeleGate 1]]-B-Y-? [[TeleGate 2]].
Trade: none. Accounting: \$140.

Intergalactic Dead Heads—Richard Weiss, Qossuth

Dice are 346. Move: -Space Station.
Trade: sells one Mulch Wine [[da Cup says, "Demand for Space Spice at 4b"]]; buys one Rock Video.
Accounting: \$118 + 60 - 120 = \$58.

Microsoft Big Deal 4.3—Rich Irving, Eeeppeep

Dice are 346. Move: -R-A-R-Y10-?? [[Open Port]]-R-B-Y-Airhome/o-R-? [[B30]].
Trade: none. Accounting: \$60 - \$10p = \$50.

Mr. Ed—Ed Wrobel, Whynom

Dice are 2555. Move: -Rumbleport/o-R-B-Y-B-R-B-Y-B-R-Jewelport/o-B-Jellybeast Landing/o-Jellybeast Landing/s.
Discovers 10 Culture (Qossuth).

Trade: sells Impossible Furniture [[da Cup says, "Demand for Melf Pelts at 6"]]; barter IOU and \$40 for one Psychotic Sculpture.
Accounting: \$100 + 180 - 40 = \$240.

Intergalactic Towel Traders—Clark Millikan, Nik

Dice are 2356. Move: -Terror Station/o-R20-? [[Yellow Drive]]-A-R-B-Y-NC5-Multi-Generation Ship.
Trade: sells Voll Silk [[da Cup says, "Fare to Base from 10"]]; buys Neutron Port.
Accounting: \$46 - 20p + 220 - 200 = \$46.

Deadline for Turns Five and Six is January 24.

Order of play and dice for Turns 5&6, net worth and assets:

1. Towel Traders	2444 / 2456.....	\$46
Neutron Port \$200		
2. Millenium Falcon.....	145 / 556.....	\$70
3. We're Dell, Men!.....	111 / 166.....	\$140
4. Dead Heads.....	246 / 346.....	\$58
Shield \$60		
5. MSBD.....	155 / 345.....	\$50
6. Mr. Ed	3456 / 2233.....	\$240

TeleGates open: 1, 2, 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.

Deadhead to ITT: Remember, you did not win Nicron—the mighty Qossuth did.

Mr. Ed: No Michael, No Magic, No Bird. MoV: I love this game.

It's phantasmagorical!

Deadhead to MBD 4.2: Your reasoning on \$1 vs. \$10 was sound. I find myself \$2 short.

Venus Today (Money Section) (A Gannett News Service Report): Many users of the Microsoft Big Deal program have experienced annoying bugs. A typical user, businessman Gajkfh Qfosauf said, "First, DOS 6.0 Doublespace crashed my hard drive. Now Big Deal wanders off in the middle of nowhere. When will this company get things together?" The Billgates Chip (Model 7.52) containing the company founder's personality and memories responds, "Since I intro..."

Deadhead to Passerby: Spare \$2 for a rock video man? At least I'm honest.

Aboard the Millenium Falcon: "Nice work, Chewie! You got this baby souped up to clipper class in no time at all—even if the work isn't all exactly legal. Now let's make the jump to light-speed before some Imperial cruiser stops us and asks to see the registration..."

ITT to Han and Chewie: You carry a grudge, don't you? Not only did I read that Humans were boycotting Voll Silk, but when I got to Graw you had conned them into joining the boycott!

Rules Lawyer to M-Fin' Hooman: What kinda jive you pullin' in Zumland, man? You better hope the Imperial State Troopers don't catch you in that souped-up "clipper."

MM to Rools Lawyer: Astounding how alike minds work...

Horse Sense to Communications Giant: These silk towels don't exactly sop up the sweat. Got anything in cotton?

MM to Horse Sense: You want two-legged or four-legged?

MBD 4.3 to MM: Hey, I made the paper! Did you see the full-color chart! By the way, where the heck am I?

ITT to MBD: May your ship be crushed by that asteroid with the big 'IOU' on it.

The Mil-Fal to Micro BFD: Does it seem that, wherever you turn, the Diaper Dealers are there in front of you? Well, you're caught in a space warp—a sort of intergalactic towel spin cycle. I just got spun dry myself!

Mr. Ed to Mil-Fal: Y'know, the Shenna will never honor that IOU—Shenna Easton is not a rock musician, silly human.

ITT to the MF: I wouldn't trade your sleazy rock videos; besides, with that chain store selling used copies there's no money to be made in them.

MBD 4.3 to Mr. Ed: I've got bits, but I don't have a bridle or saddle so Wilbur will have to ride you later. But a horse is a horse, or course, of course.

Bean-Counting Quadruped to MegaBiteMe: "Day Late and a Dollar Short" is the MoV swan song, young trashcan lad.

Hippie to Mil-Fal: Far too early. You don't know how strange it can get, driving a thousand miles through the Great South, Easy Rider. Hope you're rollin' four dice, you hippie sumbitch.

Deadhead to MM: I passed three Billy Goats at Galactic Base. They were chewing on cans connected by string, using these devices to talk to each other. I definitely heard one tell one of the others, "You promised us a troll on this route." The other answered gruffly and I couldn't quite hear. The other just "tromped" on his can. "Tromp, tromp, tromp" (bad fitting dentures, I guess).

ITT to Dead-Brains: Don't call us Niks shifty-eyed.

Aging Hippie Freak to Dead Fans, uh, I mean, Fans of the Dead, uh, Necrophilians?: Workin' on a "Truckin'" opus, so far I have one stanza offensive to the religious right and gun nuts and another attacking youthful republicans in suits. Any suggestions? Put on your flannel shirts and work boots and stoke up the word-processor, all you anachronisms!

ITT to MM: We want a rail game! We want a rail game!

MM to ITT: Come over to the apartment and let's play one. ☺

WUNDERLAND / International Snowball Fighting ASF23

Turn Ten: FDR Lives to Celebrate V-Day!

WARRIOR (PLAYER)	loc	segment 1	segment 2	segment 3	new loc	up	hp	sb	di
Baldrick/B (John McLaurin)	R12	collect Di	Di at BF (35,67)	collect Di	R12	5	9	2-1	
The Bay Bomber/BB (Randy Davis)	O3	N4-M5-N6-O7-N8	RR at BF (60,44)	collect Di	N8	4	1	0-1	
Baron Frog/BF (Andy Bate)	M13	De at N (80,21)†	De at N (80,63)†	run for cover	T8	13	0	0-0	
Daf's Daydream, DD (David McCrumb)	M7	Di at IP (40,15)	collect Di	Di at BB* (70,58)	M7	14	1	0-0	
Flingin' Deadly R'snakes/FDR (Paul Gardner)	S9	R8-P8-O7-N6-M5-N4	collect Di	Di at BB (70,21)	N4	16	10	0-0	
Ice Pike/IP (John Schultz)	Q7	collect Di	run inside	twiddle thumbs	kit	11	0	0-0	
Nanook/N (Chris Hassler)	I9	BB at BF (35,80) & FDR (35,85) / collect Di / Di at FDR (50,56)			I9	9	2	0-0	
Phightin' Phule/PP (Tom Hurst)	U9	Di at FDR (30,58)	Mendham Maniac!§	run into kitchen	U9	7	6	0-0	

Weather roll = 59 † = **dodge** * marks conditional orders and "RR at nearest" Sorry 'bout that extra FDR Sb, guys. § but no targets!

Segment One: Flingin' Deadly Rattlesnakes decides he's too likely to be a target, with his game-leading 13 Victory Points, so he runs up the path toward the Bay Bomber. However, BB is running in to get a better bead on his next target. The commotion forces Phightin' Phule (Dirigible) and Nanook (Barnard Bolero attack) to miss FDR, and Nanook also misses the other half of his attack, on Baron Frog, who is Dodging. The Frog aims and returns fire on Nanook, putting BF up to 12 VP; while Daf's Daydream beans Ice Pike, taking away the last shreds of dryness and forcing IP indoors.

Segment Two: Baldrick and Bay Bomber determine that BF is the bigger threat to win; Baldrick's Di goes wide but BB hits him. The Frog, unperturbed, hits Nanook with yet another Demon. Down South, Phule goes into a fit of snowflinging with a Mendham Maniac attack, but unfortunately for him anyone who could be hurt by that has moved off!

Segment Three: Well, there's some unneeded snowpacking and Phule ducks into the kitchen, but the main action is Dirigible throwing. Nanook tries just one more time to get into double VP digits but fails to hit FDR at long range. Daf's Daydream scores again, this time on BB, vaunting him to 14 points. But Flingin' Deadly Rattlesnakes flings much more than that, hurling a game-ending lethal Dirigible in the face of the Bomber.

DD to SM: Sorry. I guess it's too late now.

Ice Pike to FDR: Just stand *real* still. That's all I ask.

Nanook to IP: Don't just stand there looking cold, get out from under the tree before FDR storms it again!

SnowMaster to Nanook: Mr. Pike doesn't believe in Conifer Storms, you see. He maintains that the protection trees give will always outweigh the hazard.

DD to IP: Eat snow, you bum. I'll not allow you to defend your mistress's honor.

Bombed to Ice Pick: Tried one last time to send the little bugger to the kitchen, but it appears FDR is taking you out on his way to victory. I was wondering how long you could get away with hangin' under that tree? Two points for a snowball is the best deal going!

Pheckless to Phlinger: You may still win, but you won't get your final points from me this turn. Besides, I want a head start on the mulled cider!

Nanook to Froggy: Let's see if we can send you to the kitchen before this ends.

Bombed to Baron: I may have even missed my last toss, can't seem to hit much, but all that running from me gave the others a chance. It's been fun!

Baron Frog: "Bugger! Bugger! Bugger!"

Tomphule to Phroggy: Toady only when Daf is around. Otherwise it doesn't pay.

SM to Tomp: Wrong. Like good manners, toadying is its own reward.

DD to Wunderland: Don't worry about the press. This babe is over anyway. ☺

LITERARY QUIZ

You may win free issues of *Perelandra* by sending in Literary Quiz answers... or by sending in Literary trivia questions. If I publish your question, you get one free issue; if at least three people respond to the quiz and none of them gets it right, you get another. (You must include the correct answer!)



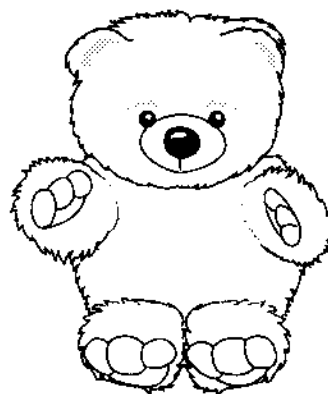
For Next Issue

I'm going to be a real sweetie and give everyone another month on the SuperTough. I have two answers and I'm sure y'all can do better than that! There's also a new quiz after that...

SuperTough, 105: One of the most beloved creatures of a lifetime is the teddy bear. Who created the following stuffed characters? One free issue if you get three, another if you get four, and three issues for anyone who gets all five.



Aloysius
Winnie-the-Pooh
Paddington
Rupert Bear
Boots, Slippers and Socks



Literary Predictions: Guess the 1994 recipient of any of the following awards: Pulitzer for novel, play or poetry; Nobel for literature; American Book Award for novel. One free issue for every correct author.

HOUSERULES for Postal DIPLOMACY and Variants

These rules are intended to give potential players an idea of how a game of Dip will be run in *Perelandra*. Though there are many possible questions not covered by these HRs, the overall gamemastering principle will be "Give the player the benefit of the doubt—once."

I. Players should maintain a subscription to *Perelandra* in order to receive game reports, but if a player's sub lapses and he still manages to get orders in on time, he's still in the game. Make arrangements with the GM to get flyers if it's absolutely necessary. Standbys must likewise maintain a sub, but will be awarded free issues for their help.

II. The GM agrees to manage the game in an accurate and prompt manner, and to provide the smooth transfer of the game to another GM if he is unable to do so. "Accurate" means correcting mistakes—IF the GM is made aware of the error before the next deadline. The players agree to abide by the limits set out at the start of the game (or announced changes later) on such things as forbidden hours for phone calls or press datelines.

III. A player who fails to submit orders ('nmr's) in consecutive turns has dropped out and a standby will receive his position, unless the player has fewer than three centers at the time of the second nmr. These small-power exceptions will go into permanent CD when a player drops out.

IV. Country selection is by random draw. Concessions or draws may exclude one or more surviving countries (this is a change from the standard rules). Proposals pass only on a 'yes' vote from all remaining players. I do publish how each player voted on each proposal, and who did the proposing.

V. I use a modified International system of play: spring retreats will be due **with spring moves**, and fall retreats **with fall moves**. Winter adjustments, if not played as a separate season, will be due with the spring moves. Deadlines will be one month apart, usually toward the end of the month. Standing orders and implied orders are permitted, but general orders and proxy orders are not. Unwanted convoys are possible.

VI. Telephone orders are not accepted between 11pm and 8am Pacific Time. **Orders are sometimes accepted after the deadline**; if this bugs you find another gamemaster, since I would rather try to get a set of orders, even late, than run with an nmr. I will try to call an nmring player collect, unless it's someone who's habitually late. Under no circumstances are changes in orders allowed after I have given out results, nor after I have printed out the zine masters.

VII. Press may not be datelined from another player or another player's country or centers. The editor reserves the right to edit—if your press is personally abusive or extremely long, it will likely not be printed. *Perelandra* is, after all, a Feud-Free Zine.

VIII. Each player is issued a codename which he may use to identify himself, especially on the phone, to the GM. Orders without the codename, which cannot be positively identified in some other way (e.g., handwriting, stationery) may be refused.

IX. Any of these rules will be reconsidered (if good cause is given) on request—but you are more likely to get a season separation or other rule change if two or more players ask for it. Exceptions might be announced at gamestart, or when taking on orphan games.

In games which are already running as of 1 January 1994, the following rules are amended:

III. Dislodged units of an nmr power will not automatically be disbanded, and removals will not be made until Winter orders are due from the other players also.

IV. One-dot powers cannot veto proposals.

V. Spring retreats will be combined with the following fall moves, fall retreats and winter adjustments with spring ('American style').

updated 1/1/94

Pete Gaughan

PYRRUS / Postal Monopoly

Order of play is: Deals; Bank Windfalls (underlined); Bank Debts (underlined); Player Debts; Player Windfalls; Development; then I report the next turn's movement. * = player holds Comm. Chest Get Out of Jail Free card; † = Chance card.

Round Thirtyone

player	ending position	windfalls	debts	portfolio
Kay Shapero	Jail			\$651, Bal ¹ , Med ¹ , StC ³ , Sta ³ , Vir ³ , rea, prr, b&o
Mark Lew	Jail			\$224, Ori ² , Ver ² , Con ¹ , StJ ³ , Ten ³ , NY ³ , Ken ³ , Ind ³ , Ill ³ , atl, uen, mg, pac, nca, PenAv, Park, Boa, ShL, EC, WW

Development: ML mortgages Marvin Gardens, unmortgages Oriental, Vermont, Connecticut; buys one or two houses each for the Oranges and the Light Blues.

Movement: KS (dice 7/6) lands on Chance, where she is told to Go To Jail! Her next roll can't get her out. ML (dice 8/8) throws twice but is still stuck in Jail.

Round Thirtytwo

player	ending position	windfalls	debts	portfolio
Kay Shapero	New York		50, 600	\$651, Bal ¹ , Med ¹ , StC ³ , Sta ³ , Vir ³ , rea, prr, b&o
Mark Lew	Pennsylvania Av. 600			\$224, Ori ² , Ver ² , Con ¹ , StJ ³ , Ten ³ , NY ³ , Ken ³ , Ind ³ , Ill ³ , atl, uen, mg, pac, nca, PenAv, Park, Boa, ShL, EC, WW

Movement: KS (dice 11/9) must pay a fine to use that nine, moves to New York. ML (dice 12*/6) rolls his way out of Jail and onto Chance (he must Advance to nearest Utility), then from Water Works he moves to Pennsylvania Avenue.

Mark proposes a concession to himself. Kay, will you give me your answer this turn?

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

Deadline for Rounds Thirtythree/Thirtyfour is January 24.

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.

Bold indicates a new address.

PLAYER	ADDRESS	EMAIL	NMR INSURANCE?
Chuff Afflerbach	5632 Oakgrove Avenue, Oakland CA 94618		yes
Michael Alterio	P.O. Box 713, Millbrook NY 12545		yes
Lance Anderson	1200 Dallas Drive #824, Denton TX 76205	LanceA1963@aol.com	yes
Teresa Armstrong	P.O. Box 3124, Radford VA 24141		no
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	72163.3104@compuserve.com	no
Jim Burgess	100 Holden Street, Providence RI 02908-5731	burgess@world.std.com	yes
Ken Burke	6 Meadowbrook Road, West Hartford CT 06107		no
Kathy Caruso	636 Astor Street, Norristown PA 19401		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, USA		yes
Paul Gardner	5 Timber Lane, Brattleboro VT 05301-2616		yes
Paul Glenn	1101 W. Columbia Ave. #B212, Chicago IL 60626	xilopfg@lucppua.bitnet	yes
Dave Golias	10750 Greenwood Avenue N #102, Seattle WA 98133		no
Tim Goodwin	49 Williams Street #2, Portland ME 04103		yes
Chris Hassler	11735 S. Valley View Ave. #10, Whittier CA 90604		yes
Randy Havens	2626 West Olive Avenue, Fullerton CA 92633		yes
Tom Hurst	5628 Bymeland 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	3712 W. Northern Ave. #454, Phoenix AZ 85051		no
Tom Johnston	11112 Second Street, Mokena IL 60448		yes
Daf Langley	14609 203rd Avenue SE, Renton WA 98059		yes
Mark Lew	5390 Broadway #2, Oakland CA 94618		yes
Hugh Magen	3248 Judith Lane, Oceanside NY 11572		yes
David McCrumb	3636 Old Town Road, Shawsville VA 24162-2038		yes
Jack McHugh	280 Sanford Road, Upper Darby PA 19082-4708	76646.334@compuserve.com	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	steve@plume.ies.ncsu.edu	yes
Robert Ozerov-Clark	9056 Eighth Avenue NW, Seattle WA 98117		yes
Michael Quist	2875 Irving Avenue #24, Minneapolis MN 55408	73312.1677@compuserve.com	yes
Russ Rusnak	1551 High Ridge Parkway, Westchester IL 60154		yes
Don Scheifler	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
Vincent Springer	328 Lawn Avenue, West Lafayette IN 47906		yes
Mike Stewart	901 North Citrus Drive #10, La Habra CA 90631		yes
Mick Taylor	311 1/2 W. Roosevelt Street, DeKalb 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	P.O. Box 1564, Piscataway NJ 08854		no
Richard Weiss	554 Liberty Street, San Francisco CA 94114-0001		yes
Mark Weseman	Hwang Mok Park & Jin, CPO Box 98, Seoul, KOREA	71053.2515@compuserve.com	no
Brad Wilson	3306 N. Southport Ave, Apt 1-Rear, Chicago IL 60657		yes
Bill Wordeimann	541 Canyon Trail, Carol Stream IL 60188-1364		yes
Ed Wrobel	6204 Bardu Avenue, Springfield VA 22152		yes
Andrew York	Box 2307, Universal City TX 78148-1307	73210.3053@compuserve.com	yes

Game Openings

ALL POTENTIAL PLAYERS, NOTE! I am going to run *all* future Dip and Dip variant games, except Tralfamadore, in a mixed-International Style (predictive retreats, but not builds & removals). I am willing to back off of this plan if enough outrage ensues, but read the house rules for the system I feel is necessary.

PLATEAU/Regular Diplomacy (\$5 gamefee): Dave Golias paid; needs six more.

DURLA/Gunboat Diplomacy (\$5 gamefee): One signed up; needs six more. Will allow grey press.

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 (pd), Richard Irving (pd), John Galt (pd), Martin Johnson (pd), Matthew Lahtinen (pd), Doug Kent (notpd), Steven McKinnon (pd), Jamie McQuinn (pd), Steve Nicewarner (notpd), Michael Quist (pd), Vincent Springer (notpd), Victor Thomas (pd), Brad Wilson (notpd)—**7 positions remaining**. C'mon, folks, we've been hangin' on 14 for four months! This game will *not* be predictive retreats, since so many of you had already signed up before I made the switch.

ARKON/Gunboat Snowball Fighting (free): Two signed up; needs eight more. (John Schultz, take note: Snow Men Can't Jump is ASF28.)

The following lists are tentative; I'm not sure the zine can provide enough demand for all these variant games at once. Speak up if you're interested!

KITHRUP/Root Z Diplomacy (\$5 gamefee): needs seven.

REYNOLDZKAY/Goofy Diplomacy (free, playtest): needs seven.

SOLARIS/Lemming Diplomacy (free, playtest): needs seven.

Fantasy Hockey: Martin Johnson's league got up and running, but since Martin only got four managers I've withdrawn the prize. However! Martin can still welcome late players, or interested parties for future seasons. Call him at (707) 838-0824.

I've been asked several times to offer another game of Titan, but I really am turned off by the work that entails. I've had to bust my butt either to educate players or to straighten out battles in each of the three games I've run. Give me some time.

Poetry Shelf (the standby list)

The Poets are, for Diplomacy: J.R. Baker, Kathy Caruso, Roger Cox, Randy Davis, Tom Hurst, Stan Johnson, Jack McHugh, Steve McKinnon, John McLaurin, Jamie McQuinn, Chuck Mercer, Arthur Shulman, Mike Stewart, Richard Weiss, Mark Weseman, Andrew York.

For other games (Dip variants if not specified): J.R. Baker, Randy Davis, John Galt (asf rr dev), Chris Hassler (mov), Tom Hurst, Steve McKinnon, Jamie McQuinn, Mike Stewart, Richard Weiss, Bill Wordelmann (mov), Andrew York (var mov).

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., but if a position nmrs more than once I try to call the same standby again.

CALLED THIS MONTH: Nobody (thanks!).

1994 MARCO POLL

Vote for what you believe are the five best zines. Rank them first to fifth (no ties).

Do the same for the five best players.

ZINES	1.	2.	3.	4.	5.

PLAYERS	1.	2.	3.	4.	5.

VOTERS NAME: _____

VOTERS SIGNATURE: _____

Mail your ballots to:
 Bob Acheson
 15715-92 Avenue
 Edmonton, Alberta
 T5R 0C5

* Ineligible Zine: The Canadian Diplomat
 * Ineligible Player: Robert Acheson

DEADLINE: APRIL 1, 1994

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16	Player Roster
17	Records / game openings , etc.
17	Marco Poll announcement

* see *The Vulcan Times* for complete details

Next Deadline is likely to be February 22.



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It's not that life is short... It's that you're dead for so long!

Perelandra

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