

# PERELANDRA

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a monthly amateur magazine of games, chat and delirium



Ye Editor at Leprecon (photo courtesy of Joan Extrom)

## Con on the Rockridges

Another 48 Hours

*This is a team effort, by Daf Langley, Chuff Afflerbach, Cathy and myself.*

*Cathy and I will step in in several places; I'm in Garamond italics, like this; Cathy's in Tekton Oblique; and Daf and Chuff are in Garamond regular. Without further ado...*

Daf Langley

Thursday was a very bad day. I was running late, everywhere I went there was traffic and delays and to top things off, I rear-ended someone on my way to buy Magic cards! With a start like that, I was wondering if the plane would make it all the way to Oakland. It did, and everything started looking up from there. Peter told me he would be late picking me up and to wait at the baggage claim, so there I was with my bag beside me looking out the window. After the first ten minutes I began to look around to find out if there were any other baggage claims areas. Finally he showed up and we got our weekend underway. We went back to Peter and Cathy's new apartment. Cathy was still at choir practice, so Peter and I sat around talking and listening to Pearl Jam. Cathy came home and we talked some more. Cathy had gotten a new job and it started the next day so everyone went to sleep at a decent hour.

*[[I was not at chorus practice, I was at quartet practice. Chorus is on Wednesday nights.]]*

I was on the couch sound asleep when I heard Cathy tiptoe out. She was very quiet. *[[Yeah, until I accidentally slammed the door on the way out.]]* About ten minutes later, or so it seemed (it was really about an hour and a half), I was awakened by a coffee grinder from hell. After coffee and newspapers Peter goes into his office to read his "mail." After a few minutes of wondering why he didn't bring the letters out to the living room to read, I wandered into his office. It turns out he was reading his E-mail. I sat down, looked at the computer screen, and was captured by the evil Internet! I had sworn never to allow myself to get involved with the evil Internet, but here I was staring right at it. I tried to fight it, but it was too strong. It was so strong, I even wrote a "trolling" line on the darn thing—so anyone who wants to read what I think about Pavel Bure of the Vancouver Canucks can look under alt.sports.hockey.nhl.vanc-canucks/Pavel Babe. I couldn't resist putting a little "huff piece" among all the "stat" pieces. I can't wait to see if I get any response. Peter feels sure he will get some. After our evil Internet interlude, we get going towards Chuff's house.

Chuff was picking Don up from the airport and we are to meet them at his house for lunch at 1:00. We arrived at Chuff's house and found no Chuff and no Don. Peter rings the doorbell and, guess what, no  
*[[con report continues on page 2]]*

## The Maine Thing

Our Vacation, Part II

Lastish, Cathy told you all about the first few days of our vacation in Maine. This time you get the rest of her story, plus mine, plus pictures (sorry!). You might remember, Cathy left us on Monhegan Island; her column resumes below.



Pete's Mom with a dinner guest

## It's Me Again!

by Cathy Gaughan

Pete was getting antsy to go on his walk through the woods. Mike and Sandy met up with us at Ice Pond. Pete and Mom headed to the woods. Mike, Sandy and I decided to find the beach where Karen was swimming. As we got closer, Mike decided he would head to the general store and we should look for him around there. Sandy and I got to the beach but there was no sign of Karen. We decided we had to at least put our feet in the Atlantic Ocean off the Coast of Maine. For Sandy it was the first time ever in the Atlantic. I was born in Florida, so I had been in the warm sandy part of the Atlantic. We couldn't believe how cold the water was. I don't know how people could get their whole bodies in the water. Not only was the water freezing, but  
*[[It's Me Again! continues on page 4]]*

## The Roar of the Greasepaint

the letter column

One more time: that address to get a copy of the tape "First Light of Dawn" by folk group Mariposa is Catalpa Records, P.O. Box 1314, Santa Cruz CA 95061-1314. Send at least \$10.

Ward Nash

How's it going? I received the latest issue of *Perelandra* the other day and saw you won the Runestone Poll. Congratulations! I have 'shopped' around for other zines and I also have to rate yours tops of what I have seen so far. Keep up the good work! You have a very professional layout and imaginative subbers.

One of my concerns about the Diplomacy hobby is the proliferation of draw games. Before I discovered email and pbm Dip I had never heard of draws except in the most extreme stalemate situation. I think it defeats the original intent of the game if draws are too readily accepted. My reading of the rules interpreted them to account for only a solo win as an "acceptable" result.

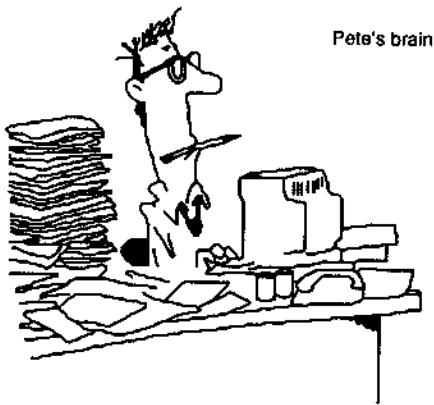
Thinking about this problem I have come up with a possible solution. A new variant where one of the players is secretly told that he is the \_\_\_\_\_ (fill in the blank, "alien" or such). If this player is included in any draw outcome he automatically wins the game. This would result in players being much more hesitant in declaring draws which could possibly include the "alien". Of course, the alien could be wiped out early in the game but nobody would know for sure if he was still a surviving power.

I have to concur with Vince Springer's and your assessment of space exploration although I have one minor difference. I agree space exploration would do wonders for our economy. Many defense contractors are laying people off (even us engineers!) as they see the defense cuts starting to hit their industry. With a retooling of their industry, many defense contractors could easily turn to aerospace suppliers. A complaint about this is the government would be spending big bucks on chasing planets. But the space race gave us many new technologies worth continuing to advance technologically. And the main reason is, as I am a recent graduate engineer I need a job! :)

The one point I disagree with you on is a manned probe to Mars. An unmanned probe can do everything a manned probe can do and at one tenth of the cost! Although landing a man on Mars would be a boost to the national morale, I don't feel the additional expense makes it economically justifiable at this time.

*[[We shouldn't have a space program just for the jobs; in fact, I don't believe government should do anything JUST to create jobs (though there are several government-jobs projects that I think we need for the good of society).]]*

*[[Greasepaint continues on page 7]]*



[[con report continues from page 1]]

answer, so we settle down on the porch to wait. Suddenly the door opens and Carolina, Chuff's wife, is standing there showing someone out. She looks at us and, after several embarrassed apologies, invites us to come in and wait in the house. We met Carolina's mother. These two women were the most gracious women you could ever meet. It was a pleasure to spend time with them. As I was walking around looking at Chuff and Carolina's lovely home, I noticed a huge rib roast sitting in a pan on top of the stove. I thought it was for the con and was marvelling again at what great hosts Chuff and Carolina were. Imagine, making prime rib for gamers. I was looking forward to it.

[[I never saw any rib roast. Did I miss it???]] [[It was for the family and not the gamers!]]

Chuff and Don finally arrived and we walked "a couple blocks" to a little Mexican food place. Great food, good conversation. Peter had ordered nachos and a burrito. The nachos were huge so he put his burrito in a bag to take back to Chuff's for later. After lunch we walked back towards Chuff's house and we stopped at the grocery store for ice. Peter stayed outside saying that he shouldn't go into the store with his burrito. Needless to say, we started teasing him about his massive burrito. [[It tastes great too. I got to eat it!]] Don wanted some juice, so Chuff and I go and get the ice. We are standing in line and Don is still looking at the juices. Always helpful, I yell, "Come on Don—prune juice is prune juice" across the store. The people in our line are laughing, the people in the next line are laughing, Don is blushing scarlet. As we were walking out, one woman came up to us and said, "That was a good one." What can I say? It's a gift.

We got back to Chuff's house and had a short demo game of Merchant of Venus. It was a fun game and we decided to play it when we had more people. Jason Bergmann, Mark Lew and others arrived. Jason brought a game called Elfenroads which we proceeded to play. It was the only game I am aware of where one of the modes of transportation was piggyback. After that game ended, I think I played Magic with Jason. It seemed everyone had a deck of Magic cards. Peter and I had gone to a game store prior to showing up a Chuff's and had bought Cathy a couple of boxes of cards so she could put together a fighting deck of her own. Jason helped her lay out her cards and figure out what to put in her deck. He did a good job. She beat me just about every time we played. Then we (Don, Jason, Peter, Cathy and me) went to dinner.

[[Pete bought Magic cards as a gift for me because I finally got a job. Jason did do a good job helping me with them. I was very thankful and was happy because it will be a little better surprise when I play Pete. Thanks, Jason. Oh thank you Mark Lew also you helped me understand the game itself when we were playing. You're a very good and patient teacher.]]

We were standing out in the driveway deciding what to eat. When Peter asked me what I wanted to eat I

said "American." It threw Jason for a loop. We decided on hamburgers (how American can you get?), walked to a burger restaurant and sat outside and the talk turned somehow to soccer. Everyone at the table had seen or heard the World Cup final broadcast from the Brazilian television crew where someone, I think Pele, keeps yelling "Brazzi!!! Brazzi!!!!" It seemed from that moment on whenever someone played an especially good play, someone would yell "Brazzi!!!!" We told Jason the prune juice story just as he had taken a drink of water; he told us that if we ever did that again he would go ahead and spray it out all over everyone, instead of almost killing himself trying to laugh and swallow at the same time. Don chatted up the waitress who spoke with an Italian accent, yet spoke French. Don wasn't phased, he knows pickup lines in both languages.

[[Don had visited a few weeks ago, and at dinner was flirting with the waitress. So when the French waitress gave him the cool shoulder, I announced that she must have heard about Don through the waitress grapevine. This evolved quickly into a fictional new Usenet group, *alt.fan.waitress.don-williams...*]]

[[I figure most of the hobby already knows that Pete and Don are Daf's Golden Toadies. So also all thru dinner they are trying to one up each other on compliments to her greatness. Jason was filling the role of toady or at least slave to Pete as he was trying to satisfy his mistress. I think he made a very good impression on Daf.]] [[The set-up is, I think, Jason is toadying to me while I toady to Daf, making Jason Daf's Bronze Toady. I made the mistake of naming my new sidekick Pancho, which he took as Pancho Villa but I intended for Sancho Panza. Is that all clear?]]

[[I think it was during a game of Magic that Daf and Jason were playing that Jason started quoting from "Forrest Gump"... Fried shrimp, boiled shrimp, shrimp creole, shrimp salad etc. I was laughing hysterically and adding in shrimp dishes when we realized that Daf had not seen the movie yet. I recommend it highly to everyone. It was wonderful.]]

After dinner, back to Chuff's and more Magic. Around 1:30am Cathy and I are writing and we decide to head on home. Peter and Don were both engrossed in a game. We said goodbye and went home to bed.

[[That game was 1830 and although it was fun, I made a bonehead play that killed it for me from the outset. I tried to float the NYNH&H but set the price a bit too high to do it myself. So I needed to sell one share to raise cash to buy the last share to get it rolling; but you can't sell on the first round, so I had to wait an extra stock round and an extra operating round before I could finally bring it up (loooong story, I know). HOWEVER: I neglected one thing. It's rare to have an 'extra' stock round because the privates don't all sell, but that's exactly what happened—what we thought was the first stock round (which bans sales) was actually the second! I didn't realize this until the next morning. Arrgh.]]

[[Big highlights were meeting Alex Simmons, who

Pete's brain on 1830



was up from Ventura and played 1830 with us, and David Kovar, net.Dip wizard recently moved to the Bay Area. Karl Hoffman was there, pbm Dip GM and also a recent Californian.]]

Saturday dawns and again I awake to the sound of grinding coffee. Perhaps it is my own fault as I am the one who brought the coffee. I figured I might as well be as Seattle a cliché as I could, so I brought Starbucks coffee and Pearl Jam CDs. Another round of coffee and papers. Peter's mother and sister are coming over to have lunch with Cathy so she remains behind while Peter and I go off to Chuff's. When we get there we immediately commandeer the table in the living room and start a game of Merchant of Venus. What a great game! However, by the time I get my little Immoral Grease run going at Triple Demand, Chuff had won the game. Not, however, without Don shooting at him with his lasers, taking every load out of his hold, and then finding that he can't attack because Chuff is sitting on his space station. It was a good try.

[[I kibitzed this game, and played a couple hands of Magic with Mark while watching the Merchant game, and he kept revising the same damn Benalish Hero—Raise Dead, Healing Salve, Regeneration, Death Ward. After the fifth attempt finally failed, Mark (devotee of public transit, as he should be) decided he would have to buy the Hero a monthly pass over the River Styx. I took over MoV for Edi Birsan when the Dip game started, and revolted a station away from Clark Millikan, Merchants Extraordinaire.]]

Don, Peter, Chuff, Rich Irving, Clark Millikan and I went for pizza after the game. Great pizza, and thanks to Don, we also knew what the name of our waitress' perfume was. Back to the house and more Magic with Cathy, Peter and Mark Lew. After a few hours of this, Jason came in and announced he was going to the mexican place for burritos. Did anyone else want anything? We all did, so he wrote it down and off he went. Many minutes went by until he reappeared—without burritos! "That was just the trip to the ATM." Then he finally reappears with burritos; we eat and play Magic.

[[The MtG players had co-opted a small back bedroom, and there were two or three people in there pretty much all weekend, but Magic players were still only 20% of the turnout. In fact, we seriously considered having two boards of Diplomacy—well, considered it for all of one minute—before Railway Rivals sucked off some of the overflow. (Several people had large selections of laminated RR maps, and there was an 18xx (1853?) that I hadn't seen before which had the coolest jigsaw-puzzle map of India!)]

[[The Dip game was well-fought, finishing 1908 in under seven hours. But the monster alliance, England and France (Doug Brown and Edi B.), had to leave, and the potential standbys were busy with other games, so the game turned out to be just a four-way draw.]]

[[The HotW game: I took over for Edi Jr. (a neat kid and enthusiastic gamer) just after he had played Jewish Revolt and occupied a good portion of the Mideast. On the next Epoch, though, Don drew the Arabs and played Treachery on my Jews! Life imitates art... As the end of the game, I took my turn and got up to leave—once you've played your part in a round of HotW, you sit back and just roll dice when someone attacks you. I said someone else could roll my armies for me. But Clark was about to jump several of my pieces and, knowing how I roll dice, he whined that he wanted me to stick around to roll the defenses myself!]]

Melanie and Randy Johnson Davis show up and we are in the process of teaching Melanie how to play the game. Randy was interested at first, but was soon snoozing on the bed in the Magic room we were in. Melanie got the hang of the game quickly. Unfortunately she wasn't able to return Sunday, but she did say she was going to the game store the next day to buy her own cards. Soon after Cathy and I were sagging and Peter

[[more on page 3]]

[[Chuffron concludes, from page 2]]

had finished his game, so we all bundle into Pete's car and go home. I stayed up to read a story by Jim Bailey...

Now, anyone who has been to a three-day house-con knows that Sunday is peculiar. Sundays can be giddy or silly or contemplative or just plain exhausted. Ours was a combination of all of them. During the morning, we discussed capital punishment, city planning, Monty Python and child-bearing and -rearing. During breakfast we were coming up with names to give the hostess to call out over the PA system ("DePapa party of 4?"). We barely got Don to the airport on time and we got me to the airport with plenty of time. All in all a wonderful time. Let's do it again in 1995!

[[After 'brunch' and taking Don to his flight, we headed back to Chuff's for an hour or so of chat before heading out again; we drove Daf to see Jack London Square (Oakland's cheap waterfront, answer to S.F.'s Fisherman's Wharf) before getting her to the airport as well.]]

#### Chuff Afferbach

Last Sunday evening, as were recycling the last beer cans and throwing away the last paper plates, Carolina asked me what was the biggest surprise of the weekend. I told her that the most amazing thing was the way a dozen people dropped whatever they were playing at 5:00 that afternoon and left, right on schedule. I guess that comes from all those deadlines in postal play. Then, a few days later, I find out that several people had merely adjourned to another location to continue gaming well into Sunday night!

Another thing that others may find amazing but didn't surprise me at all is that I am actually looking forward to doing this again next year! The weekend started with a missed connection at the airport, and it ended with a set of keys locked in a car, but the 48 hours in between were more fun and less hassle than I had expected or hoped for. So why not do it again?

And believe it or not, I did actually come out ahead on the deal. I've still got a refrigerator full of beer, someone left me a nice new Monopoly game and the latest edition of "Buy That Guy!", and I just washed a green sweatshirt that I found in the attic. (Tell me what college is named on the front and it's yours!)

Now, as I promised, here is the list I kept of all the people who showed up over the weekend. Friday and Saturday should be pretty accurate; Sunday is recreated from memory because I was having too much fun to take names. I also wrote down the games people were playing, but I didn't keep track of who won what. After all, it doesn't matter who won and who lost, does it? It's how you play the game... and on Saturday, I just happened to play both my games better than anybody else.

[[Chuff selected several Quotes of the Day:

[[for Friday it had to be Daf's "Prune juice is prune juice!"

[[for Saturday: Edi Birsan was complaining about the presence of that noxious weed, Magic: the Gathering. I pointed out that we should be tolerant of others' gaming choices, and Edi said, "Never confuse intolerance with contempt!"

[[for Sunday: Chelsea and Becky: "Tell me when it's my turn!"

[[It all came and went too fast. Thanks again to everyone who attended, and to our hosts for the attention and patience!

[[Chuff's list is somewhat abridged here. Rather than list who played what, I'll list who was there, and what was played—the idea is not to form a formal record, but to give everyone a feel for what the weekend was like.]]

#### PEOPLE

Chuff Afferbach  
Mary Lopez (Chuff's mother-in-law)  
Pete Gaughan

Daf Langley  
Don Williams  
Richard Weiss  
Doug Brown  
Clark Millikan  
Ira Clark  
Patti Newler  
Kent Martin  
John Galt  
Alex Simmons  
Mark Lew  
Jason Bergmann  
Cathy Gaughan  
Conrad Minshall (tall as ever!)  
Don Del Grande (with photographs from World DipCon)

Rich Irving  
Karen Lew  
Edi Birsan, Sr.  
Edi Birsan, Jr.  
David Kovar  
Karl Hoffman  
Mike Rocamora (who 'happened' to be in the area but lives in New York! old-time Dipster, Edi's buddy)  
Melanie Davis  
Randy Davis (who mostly slept)  
Bryan Afferbach (Chuff's cousin)  
Chelsea Afferbach (Bryan's daughter)  
Becky Anderson (Chuff's granddaughter)  
Martin Johnson  
Mark Beyak

#### GAMES

Spite & Malice (card game)  
Survive  
Gunboat Dip (Friday night)  
Railway Rivals  
1830  
Magic: the Marketing  
Elfenroads  
Merchant of Venus  
History of the World  
Diplomacy (Saturday afternoon)  
Coalition  
Acquire  
1853  
Australian Rails  
Outpost  
Splat! (race your clay bugs around a track, sometimes you get to slam the opponents' flat)



**FINDINGS OF one group of medical researchers contained this conclusion: Many coffee drinkers appear to use caffeine, consciously or not, to medicate themselves for depression.**

## Origins

My letter to John Paiva, the Boardgame Director

Dear John,

You may recall our discussion on Saturday morning of the San Jose Origins, regarding the dual Diplomacy tournaments at that convention. As promised, I would like to provide you with some tournament guidelines which have developed in the Dip hobby. I'm sorry this isn't more succinct, so please nag me if something needs clarification.

Most face-to-face tournaments which involve serious Dip fans—who are usually also play-by-mail players—are two- or three-round affairs in which everyone may play any or all rounds. Thus, Friday night, Saturday morning and Sunday morning rounds provide players three chances to play Diplomacy, and often only the 'best two scores' are used to score the tournament, so not much of a penalty is laid on those who have other events to attend. It's usually not hard to fill boards with folks who enjoy playing but are not interested in their tournament score.

Games should be carefully timed, but unlimited in duration. An unlimited game allows for the complete range of techniques to come into play, and an honest result (a small draw or a solo win, rather than a four-way or larger draw). However, in a convention setting games need to be supervised so that losing players cannot drag it out and force winning players to give in for the sake of their next event! Even allowing for the natural drag that fit games encounter, games should be in 1905 at the four-hour mark and move somewhat faster thereafter.

A timed game, or a slow game, will often end in players negotiating several years' worth of moves or supply center occupations in order to get a particular result—players are less likely to stand around and 'decide' who finishes with how many dots if they are busy negotiating and writing orders with little slack time. ...

Scoring systems are hotly debated. I provide two typical systems on an attached sheet, but my opinion is that the numbers in the system are not as important as the philosophy of the system and how it is presented to the players. Players will accept nearly anything that is simple and is known (even if only in outline form) in advance, so they know the conditions under which they will be able to win the tournament. Not all information needs to be public; withholding some details of the scoring system, and keeping game results secret, increases the chance that games will be played naturally.

Most critically for a large con, many people are accustomed to a seeded final round. If the early round(s) are carefully supervised to provide as much 'game' (as many years) as possible, then only the top seven players need play a second game, and the rest can move on to other events. However, most Diplomacy players would prefer to play a second game, in a round where everyone has some (theoretical) chance to win the tournament.

The most successful tournaments are not those with the most rounds, or the most players (though that helps!), or even the fastest pace. The most successful tournaments are those with strong, smart GMs. Every tournament that involves more than ten games will dredge up rules questions which require an expert. Also, the most common complaints (lack of organization, unfairness of scoring system or time-consuming games) are avoided when a GameMaster plans for them and neutralizes them in advance!

While I don't expect to be at Origins next year (I honestly don't know yet), I do know several Dipsters on the east coast who likely will be present and have GMed tournaments in the past. I hesitate to volunteer anyone without their knowledge, but if you need staff I can survey them to see who's attending and interested.

Sincerely, Pete Gaughan

## Gaughan to Maine — July 1994

|                          |                               |                                       |                   |                    |  |                                |
|--------------------------|-------------------------------|---------------------------------------|-------------------|--------------------|--|--------------------------------|
|                          |                               |                                       |                   | fly to<br>Portland | Freeport;<br>Audubon<br>sanctuary;<br>clambake | Camden                         |
|                          |                               |                                       | 13                | 14                 | 15   | 16                             |
| Monhegan<br>Island       | home<br>movies                | Pat arrives;<br>anniversary<br>dinner | Pemaquid<br>Point | puffins!           | Bar Harbor<br>& Acadia<br>N.P.                 | Ctr for<br>Creative<br>Imaging |
| 17                       | 18                            | 19                                    | 20                | 21                 | 22   | 23                             |
| Megunticook Lake<br>swim | Rockland<br>(Farnsworth Mus.) | back to<br>California                 |                   |                    |  |                                |
| 24                       | 25                            | 26                                    | 27                |                    |  |                                |

[[It's Me Again! continues from page 1]]  
the rocks hurt my feet. I stayed in for about one minute max. Sandy was much braver as she went in above her knees and probably stayed in for probably eight whole minutes. She might have gone all the way in but we hadn't brought our swimsuits.

After we let our feet dry out laying on some bigger rocks taking in the view, we went off to catch up with Mike. He was laying in the grass in some shade provided by one of the buildings. It was nice and cool, so Sandy and I decided to join him. Then of course we wanted something to drink so headed over to the general store. I loved the clerk's accent. They just don't like "rs" in Maine. My total was two "dahlahs" and something.

With candy bars and sodas in hand we headed back to where Mike was and sat down. We figured out this was a great place because we ended up seeing everyone at least once and some people twice. Dad came by as he was heading to the beach to take more pictures. Grandpa came by saying he was having a great time, but wished he hadn't brought his jacket because it had really gotten quite warm. Barbara came by asking where was Grandpa because he shouldn't be left alone because he gets lonely. We told her we had talked with him for a while but he was heading toward one of the beaches. (He didn't look lonely to any of us, but we knew better than to suggest that to Barb.) She was already set on finding him. Mom came by said she didn't stick around the woods as long as Pete had. She wanted to check out the general store and look around some more. We told her Barb was on the search for Grandpa. Mom said she had just talked with him on her way here and he was fine. Back came Barb and she still hadn't found Grandpa, and were we sure he had said he was going to the beach. We kind of changed the subject by saying Mom had just come by and was now at the General Store why didn't she talk to her as she had been the last one to talk with him (as far as we knew anyway). Barb headed off in search of Mom and Grandpa.

A little later Peg came by and she had had a wonderful hike on one of the more strenuous trails. I think it was her devotional since she had not been able to attend church that morning. She decided to commune with nature instead of going to a church.

Eventually it was time for us to start gathering by the dock to take the last boat back to Port Clyde. Mike, Sandy and I headed back and on the way we were stopped by two little girls that wanted to sell us some "moon rocks." They were just a bunch of rocks they'd picked up on the beach. We weren't fooled by the cute faces, so were able to refrain from being ripped off.

I was excited because I could go into the gift shop. They had lots for really expensive art from some of the island residents. And then the standard tourist crap. Of course, I bought a coffee mug with Monhegan Island and crabs on it. So I'm a sucker for the tourist crap. What can I say?

Everyone on the island seemed to be making their way down to the dock, and eventually everyone from our party arrived. Grandpa was fine as we all expected. Barb was one of the last to arrive, so I started worrying that she wasn't going to come down here until she found Grandpa. But, she was fine herself. The Laura B arrived and they started loading it with luggage first then people. It was very full coming home. Uncle Jimmie decided to take us around the island on the way back. Most of the passengers thought that was a wonderful idea. A couple of ladies thought they would be late for dinner but didn't complain too loudly.

I was pretty exhausted myself and sat down by the luggage and used it as a pillow and drifted off to a very light sleep. The rocking of the boat was actually quite soothing. After about 20 minutes of snoozing, I woke up quite refreshed and stood up with Pete. He had a... I hate to use religious experience in the woods. Nature—trees and birds in particular—is very important to Pete. It helps him contact his inner self and see where he really is with himself. He did see little houses for fairies, too. As I listened to him talking about his experience in the woods, I again remembered why I love him so much.

I'm sorry to say I should have done this whole story the first week I got back because I can't remember very many details anymore. I do want to say that Pete and I spent a whole day with Mike and Sandy in Acadia and Bar Harbor. It was a magnificent time. We all really got to know each other more than we ever had before. We found out we have lots of things in common, and enjoy lots of the same stuff. Sandy and I are both nervous if we have to speak in front of Pete's Dad; he's just a tad bit intimidating. Mike is a really fun guy and I think Pete finally realized he really is an adult, not just his little brother.

Getting to see Pat, Mom's youngest sister and her two boys Jamie and Michael was quite an experience. Pat seems to have many problems, but the biggest one on this vacation was her fear that nobody wanted her there. Which was not the case, but she began to make it the case by her actions. When she arrived a day later than she had originally told us she would, we had already planned earlier on everyone coming to the house we were renting in Camden to help Grandma with her Birthday puzzle. Pat went to Jimmie and Judy's and there wasn't a house full of people to greet her, so she took that to mean that we purposely were not there because she was coming. We had left a message to call us as soon as she arrived, but the hurt had already started. She did call the house but would only speak to Peggie. Peg was totally confused as Pat was very upset on the phone and wanted Peg to come see her. Peg ask if she could call her right back after she figured out if there was a way for her to get there since she didn't have a car. Barbara said that she would go back and take Peg since her daughter Meghan had come up with Pat and the boys and she was anxious to see her. So Peg calls Pat back at Jimmie and Judy's. Meg answers the phone and says that Pat left with the boys as soon as she got off the phone earlier. Peg wants to know where she went and Meghan says she just took off. She seemed upset but she wouldn't say were she was going.

About 20 minutes later the phone rings and it is Pat. She again refuses to talk to any of her sisters; she want to talk to Peg. Peg is starting to get a little frustrated with this mess, but takes the phone and asks Pat where she is. She was in Camden. Peg said great you should come up to the house. Pat refused and insisted that Peg walk down to the end of the street and meet her. Peg didn't know what else to do so she agreed to meet her. She set her half-eaten bowl of ice cream down, grabbed her wallet and took off. I think Peg was back at the house in about 10 minutes. Barb and I were the only ones in the kitchen when she returned. I could tell she was about to cry. I ask her if she wanted to talk about it she just looked at me shook her head and headed out to the back porch swing to be by herself. I got her ice cream out of the freezer (Barb and I thought it would stay better there than on the kitchen counter) and walked out to the back porch. I said if you need to vent I'm here if you want me to go away I can do that too. She did some venting, but the gist of the whole thing was she went down there to meet Pat. Pat was still hysterical and crying and saying that probably Peg didn't want to see her either. Peg tried to tell her that wasn't the case. Pat wanted Peg to get in the car

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and go with her somewhere, but Peg told her she would not get into her car while she was in the state she was in because she feared for her safety. So, anyway Peg was pretty shaken up by the time she got back to our place.

Of course, that was the same day that we were going to celebrate Grandma and Grandpa's 60th Wedding Anniversary at a restaurant that evening. None of us knew if Pat would show up or not. But lo and behold, there she came; she didn't look too well but she came. She and Peg got to talk during dinner some, so I think they got things squared away. But that was a pretty stressful day. I think Peg was almost relieved that she was going home the next day and not staying for five more days.

I actually had some really good conversations with Pat. I do think she has some weird ideas on life, but don't we all.

.....

Well, I want to tell you some current stuff that's been going on. As Daf already mentioned in her ChuffCon report. I GOT A JOB. I am working a temp-to-perm job. The temp agency is Key Temps. The company is Abbey Home Healthcare.

I went in Thursday Morning at 9am for an interview with Adele. Maddie at Key Temps had not sent my resumé, so I was instructed to take one with me. Usually with the temp agencies they take care of letting the company totally examine you (by your resumé and references) before you even know the job possibility exists. When I arrived (at 8:40) Adele was in a meeting, so I waited patiently listening to the receptionist take what seemed like thousands of calls. She was very good. She didn't have to write down what line people were on she could just remember it. I was impressed.

Adele emerged from her office after several other people left rolling their chairs back out of her office. She welcomed me with a big smile and motioned me into her office to a chair. We were getting along really well, and I remembered she hadn't seen my resumé yet. I gave her a freshly printed copy from that very morning. She wanted a few minutes to look it over. She read the first section and looked up at me very excitedly. She said, "So, you've worked on prescriptions before? Did you like doing that? Why did you leave that position? Can you wait right here while I go talk to Bob? There is actually another position in our company that you look like the perfect match for." And she was out the door.

She came back and told me to come with her to meet Bob Marshall, the Operations Manager. Bob was much more distant than Adele had been. I was very nervous in his office even though Adele was right there doing all the talking. It was strange to have someone you just met telling someone else what a good job you would do for their company. I basically just had to agree with what Adele was saying about me. It was kind of neat in a way.

We went back to Adele's office and she said she for sure wanted me to start as soon as possible in the temp position and she and Bob would let me know about the permanent position. I thanked her and said she should call Maddie at Key Temps and let her know. She was dialing her number as I was getting up to leave. It was a very nice feeling.

On the way home, I started feeling kind of depressed. I decided to go buy some cards for some people that I knew were going through some rough times. I went to my favorite drug store in Concord on the Square. They have some of the best cards. It's also where I found the 60th Wedding Anniversary Plate for Grandma and Grandpa.

When I got home I called Maddie at Key Temps as I had been instructed to do the day before when she had called to set the interview up in the first place. Maddie said, "My goodness, did you make a great impression or what? Adele adores you. Can you start at 8:00 tomorrow?" I answered, "Uh, uh, well I guess so?" She said, "Are you sure you're not busy?" I answered, "Uh, I don't think so?" She said, "Well, OK. Be there tomorrow at 8am. And Good Luck!!"

'When I hung up the phone it occurred to me' that I had totally forgotten that Daf would be in town and ChuffCon was starting. I began feeling more and more depressed. Pete was out banding hawks or at least in a little hut hoping to band some hawks. I really wanted to talk to someone.

Why was I getting so depressed? I had been trying off and on since February to find a job. I finally get one and I'm about to cry. This made no sense to me. I begin to think I'm a very strange person.

Finally I decide to call my dear friend Sally. I figured out why I was so depressed. Sally and I have really become very close over this summer. I have gone to every one of her chemotherapy treatments since March except when we were in Maine. We have shared many things together about ourselves. She has helped me with the death of my mother. And I have helped her with going thru breast cancer, a mastectomy, chemotherapy and her mother dying the day she came home from her cancer surgery. I realized I had lost the freedom of going to Sally's house whenever I wanted or whenever she wanted. I had helped her with house cleaning and laundry when she was too weak from the chemo treatments. So I tried not to, but I cried when I was on the phone with Sally as we both knew this was coming but it didn't make it easier. She was trying her best to cheer me up, saying it was going to be a great job. I didn't want to get her depressed but I didn't know who to call. She was grateful I had called her. She told me to go to my quartet rehearsal and sing my heart out. She knows how I love to sing. I told her I'd try. When I hung up I almost called to cancel out on my quartet rehearsal, but decided sitting in the house feeling sorry for myself wasn't a very good idea and Sally's advice was probably best.

So off to rehearsal I went. I was glad I went because we will send in our registration with International, so we had to get three possible names for ourselves that we could live with. I'm not going to tell you the choices. I'll just let you know our final name once we get word back in about 6 weeks. But it definitely was not a rehearsal I would have wanted to miss. Anyway the people are Cathy Perez, the lead; Gayle Bechtel, the tenor; Julie Rigali, the baritone; and yours truly singing bass. I was in a much better mood by the time I got home.

I was glad since Daf was here when I got home. It was marvelous to see a friendly familiar face. I had left Pete a note—you know, the good news/bad news type. Good news: I got a job. Bad news: I'm depressed about it. Pete and Daf both were so understanding it was great.

We sat around and talked for a while. About midnight I decided I'd better get to bed since I had to be at work by 8am and I wasn't sure how long it would take me in commute time to get there.

I left the house at 7:30 and was at work by 7:40—so much for commute traffic. I met JaNae, who I would be working with. She was very nice and friendly. We worked on verifying Authorization numbers from insurance companies to pay for medical equipment dispensed. JaNae is having to come up with some sort of tracking system as one had not been developed. The company, Abbey Home Healthcare, bought out another company, Homecare Oxygen and Medical Equipment (HOME). They are now in the process of bringing in their nationwide computer system. During the conversion, Abbey is without a computer system at all. It is a real pain when you are used to having one. When a patient or insurance company calls you can't just pull that account up on your computer and check out the whole account. It's really hard. You have to take messages, pull charts, investigate and call back. You usually get their answering machine or voice mail and play telephone tag the rest of the day. But, it was great to be back in familiar territory. I really understood most of what JaNae wanted me to do for her. I left work on Friday very happy about having a job. What a relief.

When I got home, I called Sally first because I knew she would have been worrying about me all day, since I had been so upset the last time we talked. I told her I thought I could deal with working again, and we both promised we would still see one another as often as we could. She's about an hour's drive away, so not that far.

I called Maureen to find out if she had made any progress on getting us a room for International Competition in Reno in November. And of course to talk with her about getting my new job. While talking to Maureen, Pete's sister Peg called as she had made it to Mom's house for her surprise visit. She had been having us check for a couple of weeks to verify that Mom and Dad didn't have any major plans as she wanted to make a surprise visit.

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I called back after talking with Maureen and planned for lunch with Mom and Peg for Saturday sometime before 2pm so I could go back to Chuff's in the afternoon to play and watch games. Anyway, after all my phone calls I finally headed over to Chuff's for the rest of Friday evening. When I arrived, Pete came running over to ask me how my first day went and to tell me he had a surprise for me. He had bought me 2 starter decks of Magic cards, 2 booster packs and clear light blue marble 'life stones.' I found out later, when playing Mark Lew in a game, that Pete had gotten me 25 stones. I had just assumed that there were only 20, Mark kept wondering how I was staying alive for so long when he had been eating away at my lives very steadily. (See Daf's report for more about the ChuffCon weekend.)

Anyway, I went back to work on Monday. JaNae had informed me that she came in at 8:30 and I could do the same if I wished. So, I show up about 8:20 and everyone seems to be there. I go to where I've been sitting next to JaNae and she starts saying she totally forgot that every Monday there is an 8am company-wide meeting. She had explained it to Adele so I wasn't in trouble or anything. Monday went really well. I felt like JaNae was really impressed with my detail and follow through. She didn't have to start at square one all the time as I have some experience in calling insurance companies.

Tuesday, JaNae was at another Abbey branch seeing how they tracked authorizations. She had to go this week because the other lady at that branch was quitting because she and her husband are moving to Argentina or Brazil or somewhere like that. Sometime before 10am, I was called into Bob Marshall's office by Adele. I was offered a permanent position with the company at the CMN (Certificate of Medical Necessity) Desk. November 11th will be my first Day with Abbey Home Healthcare. I don't know how many of you know how temp agencies work, but I have to work for them for at least three months before they will release me and/or the company from the contract. If either of us breaks this contract there is a large fee to be paid. I figure this will give me a chance to really know if I want the job, which at this point I think I do.

I would be totally in charge of prescriptions (CMN's). I will get to set up my own tracking systems as the conversion system comes into effect. I'm in an office where at least for right now it seems like a team. So I'm getting more and more excited about the prospect of getting to the CMN Desk. The only sad thing is it leaves JaNae hanging again, but they are getting her someone else by next Tuesday after Labor Day.

Well, I've probably rambled on way too much this month. Maybe that will make up for the months I skipped a while back.

Cathy '95

## More on Maine

### Pete's Sides of the Story

When we arrived in Thomaston (late the afternoon of the 15th), my brother Mike and his wife Sandy were already there (having driven my grandparents from Rochester). The only Barstow in sight was my cousin Jennifer, a typical flighty college kid who, it seemed to me, only came home once a day to take a shower before work!

But the Barstows filtered in slowly, and their welcome was terrifically warm. They've always been an outgoing family, and we've gotten along famously with them despite long separations—kind of like Daf and Don and myself.

By the time the lobsters arrived (see front page), there were something like fifteen people in a four-bedroom house, with more still to come. Jimmie grilled steaks for those who don't 'do' lobster—and then grilled again the next night for everyone—and then forgot the grill and left it burning! Two days later, no propane...

My grandparents are polar opposites on sleep. My grandfather is an early-to-bed/rise guy; breakfast every morning, doesn't stay up much past the evening news. My grandmother is a night owl, and usually won't be found padding around in her housecoat much before 11 o'clock in the morning.

So, on the days we had plans for outings with them, we had this low-comedy disarray as people tried to get the party rolling but several sleepy-eyed types would join Grandma in slowing things down!



Grandma & Grandpa (Effie & Syl Partridge) in Rockport

Monhegan was just what I thought, a 'town' section and a 'cliff' section, but the 'woods' section was more extensive than I thought. From the horror stories in the magazines and by residents you'd think it was crowded—however, except on the dock itself I never got that impression. (Perhaps my scale of 'crowded' is a bit less sensitive than the locals'?) The trails were well-worn and, for the most part, well-marked.

There's a botanic garden/preserve in Camden named Merryspring, and we spent an afternoon there. Well, it would have been an afternoon, but it was hot and muggy and we were being eaten alive by insects. I think we may have managed to hang in for an hour and a half...

Pemaquid Point Lighthouse is picturesque (in fact, we took pictures of the artists painting the scene!), but little more than a picnic spot. Little bird life, no fishing, no beach—but I'll admit it would be a great place to lay in the shade and watch the wind. By the time we went there, I had seen enough of backroads (they're *all* backroads Down East!) not to be entranced by every yard or lake.

If I go again, I may try to stay in Rockport. Between Rockland (fairly bustling county seat) and Camden (busy busy tourist trap), it's also off Highway 1, and more sheltered and picturesque than either of its neighbors. The anniversary dinner was at the Sail Loft

restaurant in Rockport, the only restaurant I know of which also offers complete marine repair and storage facilities!

The puffin trip was originally set for Wednesday, but showers at sea pushed it back. When we were finally ready to go, what we had was a dozen people on a 30-foot lobster boat. In a calm sea, that turned out to be just right—we had room to move about, but only because Sandy and Meghan were suntanning on the bow.

Eastern Egg Rock itself (where the puffin colony has been reestablished) had quite a few birds—gulls, guillemots, eiders etc—and a couple dozen puffins, all bobbing or standing around in small flocks. I believe we were seeing all juveniles, as every bird had a dusky-grey face. We saw no true pelagic birds such as jaegers or shearwaters, but I did see a Dovekie.

My uncle let the nephews steer the boat several times for long stretches—truly piloting, not just 'hands on the wheel while Jimmie really drives.' He'd been trying to get James to steer to the starboard ("Keep the buoy to *that* side of the bow...") but James would eventually decide that the point of steering is you get to turn the wheel back and forth and so we'd wind up headed to port, and we came up on it so quickly that Jimmie finally took over and slid close by the buoy (reach out and touch it!) so if a Coast Guarder saw us they wouldn't know we'd broken a traffic law!

Acadia Park was very scenic, and I'd love to get up among those rocks sometime, but that trip was primarily 'quality time' with Mike and Sandy; pizza time in Bar Harbor was far more important than any hill. Jordan Pond guesthouse didn't impress me; like Wawona in Yosemite, it looks very out of place as a rich retreat among wild green mountains.

Also unimpressive was the Center for Creative Imaging in Camden. Established by Kodak, this is now a photo school, but the tour (we took it so some part of the trip would be a 'business expense') left me flat. First, the tour was unorganized, conducted by a teaching assistant who really wanted us to guide ourselves. Second, all we saw (other than the superb art on the walls) were a couple of rooms of computer stations—big, with the latest Mac equipment, but the feeling was that the only thing students would learn here was Adobe Photoshop. No darkroom, no studio, little in the way of composition classes—all technique and all digital. (We did finally do some shopping on this return to Camden. Check out the "Leather Bench" shop!)

I hadn't swum in a lake since 1974. It was marvelously relaxing, and with cousin Karen Barstow, a person I now proudly count a friend.

The Farnsworth Museum was on its way to being interesting—by emphasizing the Wyeths and Maine it gives a reason to keep going from room to room. The really wild part, though, was in the library, where (in a back corner) I found the original of Norman Rockwell's *The Fence* (you know, Tom Sawyer and whitewash?!)



Aunt Barbara, cousin Meg, Dad and Pete @ Pemaquid Point

[[Greasepaint continues from page 1]]

But expanding the space program would be good for our country and our culture. It is a long-term, forward-looking move. Government does plenty to improve our standard of living in the next six months, year, two years—why not do something that will improve our society a hundred years from now?

[[And that's why I support manned spaceflight. First, because the public will support manned missions more than unmanned; second, because there ARE many things that can't be done by machines, and there will be many more that only humans can do by the time we get there; and third, if we do not continue to push research into manned flights then our destiny arrives in 2100 or so it will slap us in the face because we won't be ready! If we don't spend the next twenty years finding out how to keep people alive and useful in space, what happens if we discover a new energy source among the asteroids in 21 years!]]

Ward's p.s.: I agree with you on the legalizing of prostitution, so maybe we're not in a small minority?

#### Brent McKee

The radio station you picked up, with the Seattle Mariners' game, was most likely KORD Pasco, WA. One of my hobbies is DXing, collecting distant radio stations. I have a "life list" much the same way you do with birds. In fact, I'm working on a new list since conditions have changed over the years. I won't bore you with details, but current distance champ from Saskatoon is WOAI San Antonio. Although, there are those Spanish-language stations...

I've seen Magic played, but it isn't really my cup of tea. I confess that card games of any sort don't really interest me. It's all those years of having to play solo that created the prejudice. Card games aren't really suited to solo play, unless they were specifically designed to be played that way, like Solitaire. Still it is immensely popular; the local game shop is running a pyramid league.

Vince Springer has a good point about exploration, and I agree with him about continued space exploration and an eventual manned landing on Mars. I'm for it. Indeed, I feel that the lack of an end goal, whether it is long-term exploration and research on the Moon or a manned landing on Mars, is one of the reasons why NASA seems to be drifting from project to project. A space station and space shuttle were first proposed in a report in 1969 as interim steps towards a Mars landing in the late 1980s or early 1990s. They weren't really intended as ends in themselves. Of course the report wasn't helped by being released through Spiro Agnew (in the Vice Presidential role as Chairman of the National Aeronautics and Space Council).

Still, I can't help thinking that we still have a lot of the Earth to explore fully: the wet part. We have barely scratched the surface (pun intended) of the oceans. The sea has a great deal of potential in so many areas, but we need a better understanding of what is down there and what the oceans can sustain. Or maybe I've just been watching too much of "SeaQuest DSV."

I've been avoiding the O.J. stuff as much as possible, and it isn't easy. I think I was the only person to not see the infamous "low speed chase," and I didn't watch any of the preliminary hearing. Still, you can't avoid the antics entirely. It's pretty amazing what the attorneys on both sides are getting away with. As a British journalist wrote "In England they'd be up on contempt of court charges." O.J.'s legal eagles seem to be going with the "reasonable doubt" defense. As for O.J. as a role model, Charles Barkley said that he wasn't a role model, that parents should be their kids' role model. He's right. If you are going to invest that much personal involvement in a figure because he has "made it" then you'd better prepare for disillusionment when the halo you (or the media or whoever) gave him slips.

Does it say anything to you that all three major

networks will be pulling their afternoon schedules to cover O.J.'s trial? For some reason I seem to think that the Watergate hearings were the last time that was done. At that time, and following John Kennedy's assassination, the soap opera fans were making nasty phone calls to local stations. Kennedy, Watergate, O.J. Simpson: which of these things is not like the others?

The jokes in the bottom margin were great. Very Sergio Arragones of you. I much prefer the jokes on the bottom margin to holes on the side margin.

[[Wow. Thanks. I've made it now, folks—I've been compared to MAD Magazine! Just for that, I have one more joke (through a risqué one):

[[If I am into necrophilia, bestiality and sadism... does that mean I am flogging a dead horse?

[[Insert groan here.

[[The O.J. trial tells me nothing, except that we've finally found a portion of reality which can supercede the soaps. Commercial-network news departments are bastard children (from a marriage of profit and public service) so no wonder they often look confused.

[[My problem with the 'I'm no role model' cop-out is that's just what it is. Okay, you shouldn't bear the responsibility of being an example of how to live one's life. Does that mean you still bear no responsibility to live right? Of course not! There's no excuse for rich or famous people deciding that they can be rude, or mean, or violent, or even criminal—yet they do it all the time.]]

#### Alex Simmons

I thought you might find this amusing: one of the people in our office is working down in Brazil. At the end of a message to her, I added the joke from *Perelandra* about Roberto Baggio and the bungled suicide attempt. It turns out that the joke doesn't translate very well: not because it doesn't make sense to the Brazilians, but because they don't even suspect that the idea that Baggio would commit suicide might not be true and just take it as a sad news report.

Added note: My friend was also down there during the World Cup. Her description of Brazil during a World Cup game is "like Christmas in the U.S., except more things are closed".

[[You know, when I included that, I thought the problem would be people not 'getting' the implication of suicide-by-GUN rights off... it never occurred to me that someone in Brazil might see the issue!

#### Jim Burgess

[[WDC stuff cut for now, as Jim did not get around to printing it in his zine yet!]]

Feel free to get Cathy's reaction to this... I thought that your assumptions about finding free and public bathrooms on Monhegan were the problem. You did understand that there was no water on the island (which a lot of people don't), why would you think there would be free bathrooms? You should have asked for a pit outhouse (which anyone would have been happy to give you access to for free). I have my tongue only partially in cheek here. Attitude counts when you approach most Mainers and coming into some guy's restaurant where the first thing you are looking for is the bathroom makes him feel used. You call yourself a diplomat? If you want your ally's supply center to get an extra build do you begin by asking for the supply center?? I would have asked first for the pit outhouse (and then might have gotten the generous offer of the flush toilet) or sat down and ordered first, passing the time of day with the owner and THEN asking for the toilet. It makes a difference and I'm glad it does.

The attitude toward tourists in most of New England is pretty tepid. I happen to like that. It's great for getting beyond simple creature comforts to really getting to know the inhabitants, should one care to do so. Cathy's description of the clambake was closer to my

experience as well as many of the other descriptions. Charlotte's mother lives only a couple of miles from the L.L. Bean store on Route 1 and we also have relatives in Thomaston and Rockland.

I look forward to the conclusion of the story...

Lastly, and you KNOW I couldn't pass this one up... do you NOW know why Mendocino looks nothing like Maine?? Cathy said it herself. "... in front of the library was a sundial in the middle of a bunch of flowers. I loved all the houses that we walked by... The grass and trees were so green. There were different shades of green unlike California..." Flowers, houses, and the greens... that about sums it up. Yes, we get humidity and bugs too!!

[[On the Monhegan Toilet Tale, Cathy shorthanded that a bit. The restrooms weren't closed for lack of water; all toilets on the island are salt water (the only shortage was potable water, which we took with us). The public restroom was put in by the businesses of the island quite gladly (as they are not at all upset with tourist traffic, unlike the retired and artist residents), and it is common public knowledge that they are provided... except that the morning we went out at 7am, nobody yet knew that it was closed because it had stopped up "only the day before".

[[And above all, knowing that the Careless Navigator cafe depends entirely on tourists for its living, the proprietor's attitude was inexcusable. It may be common on the Maine coast, but that doesn't justify it.

[[I had a long conversation with my uncle about this, and we agree. Both of us are fully cognizant that our livelihoods depend on out-of-towners, his completely and mine only in part ('camera' stores in Chinatown, Fisherman's Wharf and Sausalito). We cannot afford to resent their visits OR their habits. Uncle Jimmie says, in fact, that at one point in the mid-80s the resentment got so bad that the following summer NOBODY visited Maine... and all up and down the coast, businesses went up for sale or under completely.

[[Personally, I was not in the group that asked to use the restroom. I wandered inside looking for the others (after observing some baby Swallows in a tree nearby), found out what had happened, sat down, had a soda, used the toilet and left. I was surprised they'd asked, but I guess it was because the cafe did not have the usual (on Monhegan) 'Restrooms for Patrons Only' sign...

[[No :)s here. He blew it. If he had politely refused, I would be a lot more understanding.

[[Now that I have been there, yes, I absolutely know why Mendocino looks nothing like Maine. And I'm astonished that two Californians can figure it out, in just one two-week visit, but you native couldn't put it into words after years up there. While you were here ragging on the subject, I kept trying to get you to say what was different, and all you could come up with was "The sun's on the wrong side." :))

[[Cathy here: I agree with what Pete said. I would have had no problem if he had just refused to let us use the restroom in the first place. He didn't have to agree that we could use it then treat us badly because of it. We did have something to drink and gave him a tip for letting us use the damn toilets. I have no problems using an outhouse, but there weren't any of those around either. I'm finally to a point in my life where I don't think I should always have to put up with people's shit.]]

#### Iain Bowen

I know that you have only recently migrated from the dread AOL to Netcom, but I would have thought that you knew that .de was the ISO standard abbreviation for Germany—Denmark is dk.

[[Thanks (to everyone!) for saying so; I've played against and chatted with Robert Rebbold while all along thinking he was Danish!]]

[[Greasepaint continues on page 8]]

[[Greasepaint continues from page 7]]

I now have a Magic: The Sadness deck, although I have yet to play it and I don't intend to buy any more cards, honest. It was amazingly popular at ManorCon with users^H^H^H^H^H^Hpeople with boxes and boxes of the ruddy things. One chappie even brought a portable PC which had his index of the n-thousand cards he has in a number of shoeboxes. Now that's anal-retentive. I suspect that we will see alt.abuse.recovery.deckmaster soon :-)

Netcom only offer 8,000 newsgroups, well, I have access to 10,200+ and the range is mind-boggling. Some are very disappointing, some are (like alt.folklore.urban) a really too large for dial-up users. One of my favourites is alt.history.what-f.

Sitting here watching a nationally broadcast TV show for gays and lesbians (which dutifully forgets to mention bisexuals) and having spent about a hour catching up on soc.bi makes it easy to forget that hate-filled minority. Thanks for the reminder.

Brad Wilson

Congrats, I guess, on winning the Farce Poll. Which, by the way, showed what a farce it really is by having *Vertigo* on its list despite having just one issue in the last 12 months! Given that the poll rules say 'two issues' it just shows that a) the voters pay no attention to the rules; b) neither does Eric Brosius (I did point out V's ineligibility to Eric). What a joke!

[[I think the rules say two issues since January of the preceding year, which would give about 18 months (1/93 to 6/94) if you voted late. Nonetheless, ANY editor who asks not to be rated should be allowed to opt out.]]

Magic: the Trading Hoarding Discussing Profiteering Obsessing Gathering is a plague, and now you are a carrier. If Dipdom was smart we'd have a quarantine...

[[We didn't keep Titan fans out of the hobby when their game threatened to take over the world. Magic is just real real hot right now; in a year or two it will be just another really good game.]]

Your Origins Dip experience reminds me of the time Rich Delzer and I took over for a no-show GM at GenCon in Milwaukee... kind of un, GMing on the fly, and we made 47 other people happy (7 boards). But, really, these things should be better organized—and would never happen at a NYGB event!

[[Yeah, we Northern Californians just don't have the hive mind that's required to really discipline a tournament into shape. In Los Angeles, on the other hand, they do (Chris Warren, call your office.). Hyork.]]

Mark Weseman

I am not sure why you were repulsed by professional PBM companies trying to sign players up for their games. Please comment further. I have been playing pro PBM games since 1978. I was recruited to the Dip hobby by Stephen Dorneman, whom I met in a game, when he sent me a copy of his zine *Penguin Dip*.

[[Whoa! I don't have any objection to professional GMs signing up new players—it's a great racket, and any businessman (including me) would envy them. I was repulsed as a customer—there was so little of interest to me in the "dealers' room"! It repelled right back out of there.]]

Second comment. In your response to Paris in the press for *Ix* last issue, you used the name Kimba instead of Simba when referring to the Lion King. Was this a misprint or did you deliberately spell the name as it was spelled in the mid-1960s Japanese comic book from which Disney may have stolen the story line?

[[Confusion. I am familiar with the Japanese story (see Brent McKee's comments below) and mistyped.]]

Marcelo Triunfo

Congratulations on your "Three-Pete" in the

Runestone Poll! It is a testament to the high quality of your letters section, and the accounts of your adventures that are always compelling. This is the thanks you get for sharing your thoughts and experiences with all your loyal readers.

I am not a big fan of Magic: the Gathering. It is a concept that was conceived to capitalize on the ongoing popularity of fantasy role-playing and the current obsession in card collecting. The need to acquire "uncommon" and "rare" cards in order to play successfully reveals the game's character as a money drain. MtG proved to be a popular diversion at AvalonCon, so popular that it was reported that a gamemaster was found playing the game just as his event was about to start.

But I was fascinated by your account of your introduction to MtG at Origins. Your determination to keep a limited number of cards at your disposal is an approach to the game that would prove sufficient to any prospective player that would not wish to be consumed by such a faddish concept. I'll admit now that I'm curious about the game, and in a position to find out more about it. Thanks.

[[Snickers—that's another \$5 commission from Wizards of the Coast...]]

[[I have a plain and simple way to sort out the people I might have a fighting chance against from those I won't bother playing. I ask how much they've spent on their complete collection. (Right now, because I bought *Casby* a set-up so we could play at home, we've spent about \$40.) If someone has spent over \$100, chances are I won't beat them and I'll know it ahead of time.]]

If you're looking for more games to start in *Perelandra*, how about *Adel Verpflichtet* (a.k.a. *By Hook or Crook*)? I'm involved in a game in *Cognoscienti*, and played in the Avaloncon event; it was the only non-sports game I was able to play there last week. Although I had the game for some time, I had never played it with other people until that time, and it's a lot of fun! Winning two of my four first-round games might have had something to do with that, but even after failing to make the next round, I still had a good time. Regards to Cathy, and thanks for the postcard!

[[You're welcome! One major qualification for any game to get into these pages is: I have to have played it enough to feel familiar with it. I've never seen *AV*, but if it turns up in Bay Area cons I will give it a look. Would you like to GM a game??]]

Andrew York

It sounds like, for the most part, Origins this year was better organized than last. I suspect your situation in the dealer's room had much to do with last year's fiasco; many game dealers lost a fair chunk of change in '93 from what I hear.

David Wang

[[...who included a Magic card (Mark Lew's favorite, the *Atog*) with his letter—remember, gifts to the editor are always a good idea!]]

Congratulations on "Three-Peteing" in the Runestone Poll! Kind of amusing, isn't it, that the founder of the Hobby Small-Fry Protection League wins with a big zine!

[[as Greg Ellis reminds me every month...]]

I enjoyed your report on Origins. I'm glad you had a good time; it sounded like a lot of fun. One of these days, I hope to make it to a big con (maybe DipCon/AvalonCon next year). So far, I've been to just housecons (*Vertigo* Games in 1991, *Fred Hyatt's* housecon in 1992, and *Diplomacy Incident* in 1993). I like the small gatherings where you get to meet everyone. At a big con, I'm afraid I would walk right by you without even knowing who you are!

So, you've been infected with Magic: the Virus too! I enjoyed your article on the game. Steve

McKinnon and I have been writing about it and trading cards with each other. Steve's also working on adopting Magic for pbm play. Care to join in on the playtest? If anyone else is interested, please write to either Steve or myself. Steve's preliminary rules and our Magic: the Discussion section will appear in the next issue of my zine, *Metamorphosis*. (p.s. Includes free Magic card!)

[[David, I'm going to send you all the MtG stuff I yank off the Internet!]]

Getting back to the good writing, I've been enjoying the latest addition to *Perelandra*, Bruce McIntyre's "The Interim." I read somewhere that the mark of a good writer is the ability to take a normally boring topic (at least to a particular reader) and make it interesting. I am interested in sports, but it doesn't really matter to me whether Vancouver or Toronto get an NBA franchise; yet I read Bruce's essay from beginning to end. I've done the same with all of his columns. In addition, I've picked up APBA Baseball for Windows and am enjoying it immensely. (By the way, do you need the Wizard program, Bruce? I can get the entire APBA DOS game, including *Wizard*, on sale for about \$20 [the list price for *Wizard* alone is \$30].) You're an excellent writer, Bruce! I'm sorry I never saw *Excelior*, but I'm looking forward to more of "The Interim."

[[Bruce's subzine may be on hold for a while. He's dealing with another job change, and more important, Nancy moving out.]]

I also look forward to Steve McKinnon's letters every issue. I like that his "ethnic spelling is left uncorrected;" it's amusing that the English spell "shit" just like we Americans do (issue #116)! (I guess it just goes to show that shit is shit no matter what language!)

I don't think Steve's handwriting is that bad; in fact, it's quite clear. Steve has written many pages to me, many of which I've retyped for *Metamorphosis* (pages and pages of *Star Trek* chat). I've been accurate in my transcriptions, right, Steve?

[[His handwriting is pretty good (I've done pages and pages of it without a problem also), but idiosyncratic, with several letter-styles that have to be learned by the reader. I hadn't seen enough capital Qs to have that one down...]]

I've been wondering about the absence of any of the actresses on "Models, Inc." among Steve's Babes o'the Moment selections. I thought this would be a nearly ultimate babe show. (If you've never seen it, the title says it all.) This leads to the question that's been bugging me for several weeks now: what do you watch on Wednesdays at 9pm, Steve, "Models, Inc." or "Babylon 5"? Do you watch one and tape the other?

And of course, I enjoy your writing, too, Pete! I read your "Monologue" on baseball announcers with great interest. I seem to recall Hank Greenwald as a Yankee radio broadcaster a few years ago and thought he was excellent (unless my memory's amiss?). Although I'm probably more of a Yankee than a Met fan, I enjoy the Mets radio broadcasts more. Hall of Fame announcer Bob Murphy and Gary Cohen are a great team. The Yankee duo of John Sterling and Michael Kay aren't quite as riveting.

[[Your memory is ok; Greenwald was released by the Giants for a season or two in the mid-80s, but they came to their senses and begged him back from New York.]]

Finally, I'm afraid I'm going to have to end on a sad note. As you may know, longtime Diplomacy GM and player Fred Hyatt passed away recently. If you didn't sub to his zine (*The Home Office*) or were in any games with him, you may recognize Fred as the #1 player in last year's Marco Poll, as well as the #1 GM in last year's Runestone Poll (#2 this year). The best compliment I've heard is that people didn't mind losing to Fred, because not only was he a top-notch player, but he took both winning and losing with equal class and style. Fred, though, may be remembered more for his excellent

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[[Greasepaint continues from page 8]]

GMing than his terrific play of the game. Above all, Fred was a gentleman and a friend.

In Fred's honor, I would like to propose the addition of a fifth Diplomacy Hobby Award, the Fred Hyatt Memorial Award for Excellence in GMing. I've written to David McCrumb and all of the members of the Diplomacy Hobby Awards Committee with this proposal. I would appreciate it if you would give this proposal your support, especially if you knew Fred and the person he was. Fred will be missed.

[[I didn't know him, but the dozen Dipsters who have commented on his passing have all echoed your kind words.]]

#### Harry Andruschak

As for Magic... pass. Sounds like it could get too expensive for minimal returns.

As for Scotland, it was wonderful. We toured the Highlands, and the Islands, and circumnavigated Loch Ness, saw the Edinburgh Military Tattoo, etc etc and all in all it was a lot of fun.

But 2 1/2 weeks of mail...

[[I wish I could get to Scotland—Wallace Nicoll's zine from there, Prisoners of War, always had some local color in it, and recently he detailed his trip to the Orkneys and really got me wanderlusting. As for mail, I know what you mean.]]

#### Jim Bailey

That was a great issue of *Pere*. A lot of varied letters, your Origins story, Cathy's Maine story, and of course, the Tralfam start.

Unfortunately, I just got "The Obsession Tree" [[Jim's short story]] back from *Analog*, rejected. I was shocked by the fast turnaround, less than a month. I'm not too surprised by the rejection, all the advice I keep seeing tells beginners to stay away from sending longer works. The good news is that new SF magazines are sprouting up all over, so I'll have to see which ones take long stories and zip TOT around.

[[Discussion of Jim's writing plans and other stories clipped for now—don't know how much of this is *For Print*.]]

The tape I sent has all of my obscure musical babes from the quiz as well as from July's issue. I'm not sure if any of it will catch on with you, but I have pretty mellow tastes so it shouldn't be too painful to listen to. I've given up trying to influence other people's musical choices because I've learned that it rarely works. Music is too personal an experience to expect others to react the same way I do to an artist or song.

In fact, I barely understand how I come to like some acts and ignore others. With the many female artists in my collection, it's rarely just the physical attraction that draws me to them. If it was, I'd be glued to the country video channels all the time waiting for the next home-town girl in tight jeans.

Still, there has to be something there that makes me stop and take notice. Sometimes it's the lyrics, sometimes the voice, usually it's the "sound," something that pierces the drone of known music. Known as opposed to bad. I enjoy most of what I hear on the local alternative station, but I crave to hear new music. I may not like it, but at least I have a chance to find out for myself.

That's probably the biggest musical thrill for me, finding a new act. Preferably, I discover this act on my own. Even if the song is appearing on MTV viewed by millions, or on the radio heard by thousands in the area, I still feel like I've made my own find when I hear an act for the first time and say, "They have something special."

Once a band has been subject to "hype" I rarely become much of a fan. It has happened, but usually only after I find my own reason for liking them. This con-

trariness has become something of an inside joke between me and a music-loving friend. We both know that it is a big mistake to tell the other how great a band may be. The invariable reaction is "They sound OK, but no big deal."

One time I bought an album I just couldn't listen to. When I gave it to him telling him how much I couldn't stand it, he liked it so much he bought the rest of the group's albums and they're now one of his all-time favorite groups. Even though we have over a hundred albums in common, what we each like about them is usually completely different. Despite this contrariness, many of them are because one of us has influenced the other in some way.

With my "musical babes," there's also the element of attraction I mentioned before. There's no use denying it, although it does go beyond physical. Sometimes it's the admiration of talent, whether it's vocal, writing or performing. Other times it's the feeling they are somehow singing directly to me. I know it's an illusion, but it's a damn effective one sometimes.

One thing for sure is that they are all individuals. I had over fifty CDs before I bought the first one with a female vocalist. I just couldn't stand any of the ones that were playing a role in order to fit a marketing niche. The early eighties, when I became musically aware, were filled with "bad girls" like Pat Benatar, "sultry sex kittens" like Kim Wilde, or "saucy tarts" like Madonna.

[[I don't know any of their videos or interviews or whatnot, but each of those three made some damn fine songs. If you can get past the image, often there IS real content underneath.]]

Fortunately, the alternative music scene of the late eighties gave women a chance to front bands on their own terms. I for one appreciate that the images portrayed by most of these acts reflect their true personalities. While some still play the marketing game, it's getting rarer these days, and it's very rare in my collection.

I loved McKinnon's response to my last Musical Babe list. If he thinks he was stumped then, well...

Lameth's Tsar of all the Russias, in conjunction with Tralfamadore's Imperial Japanese Majesty, announces

#### the Obscure Musical Babes Quiz

All you have to do is name the bands that these babes belong to.

1. Rose Carlotti
2. Anneli Marian Drexler
3. Sharleen Spiteri
4. Elly Brown

The person with the most correct guesses gets a free issue of *Pere* (courtesy of Pete). If the winner gets all four correct then the prize is two issues. Tie-break is some kind of comment that lets me know you actually know who these people are (quality of this information to be judged by me). Send entries to Pete and he'll email it all to me for quick judging.

So you know I'm playing somewhat fair and not naming my next-door neighbor, all of these acts have had at least two major-label CDs released since 1988, at least three of them internationally. Use of reference material allowed. If you have a source of information that allows you to get these answers, I want to know about it!

[[Thanks mucho for the tape. No time to listen to it yet but I will. It's just in time, as the McKinnon tape wore out pretty quick (both you guys use the same cheap Maxell cassettes!).]]

One note on "alt.folklore.urban" (Del Grande's letter). The Urban Legend of gang members driving around with their lights off so they can shoot anybody that flashes them has an element of truth to it, as do most legends. In Sacramento several months before the scare, a young woman was shot to death by some gang members who thought that she and her friends were

'dissing' them by flashing their headlights at them. After the courtesy signal, the gang members made a U-turn and started chasing the car with four young adults in it. During the wild chase, they fired at the moving car. One bullet passed through the trunk and struck the girl in the back.

While this was not an initiation rite [[as reported in the UL]], it was a disturbing act of random violence. Even if it started out as a sick joke, there are enough disturbed people out there who would say, "Hey, what a great ideal!" Fortunately, the whole thing blew over when the next World-Is-Coming-To-An-End story hit the media.

[[I don't have the AFU FAQ but I don't recall that UL being in there. I do know the One-Headlights Gang UL has been discussed. One of these days I should run a sample of the AFU FAQ so y'all can see how silly they get.]]

I noticed on CNN a story about "The Lion King" in Japan. It seems that everybody there is noticing the extreme similarities between it and "Kimba the White Lion," a Japanese cartoon character that I remember seeing when I was little (early 70's).

Working in a toy store as I do, with lots and lots of LK merchandise, I've been pointing out the similarities to customers. Those who remember also see the resemblance. (Orphaned lion cub who must return from exile to claim his rightful throne, Simba instead of Kimba, etc.) All I can personally remember is the fact that it was my favorite show, and a few hazy details.

It will be interesting to see if Disney gets sued by the owners of the Kimba franchise in Japan (you don't make \$300 million without somebody suing you). Apparently, the people of Disney are claiming that they never heard of Kimba before, which is rather hard to swallow considering how many people work at the Disney studios.

[[No, several people at Disney have admitted to knowing "Kimba" and claim it's merely artistic influence, or (at worst) a 'remake' like the many "Frankenstein"s. So far the Japanese owners are saying nice things like "we are flattered to be so respected by the great Disney"...]]

#### Rich Irving

From the "It Figures" file:

At the power plant where I work, when the entire work force (about 250 people) work an entire month without any injuries they award a pair of A's tickets to a weekend game in a random drawing to about 20 people. (It would be nice if they had the Giants as well, but hey they're free!) Well, it figures that this is the first time I won and you know the rest! When I picked up the tickets, of course the ones for last weekend (Aug. 6-7) were taken already. I ended up with Sun. Aug. 14, but my only other choice would have been Aug. 27-28.

#### John Galt

Not much new to write about on the home front except that I'm between jobs again.

Re. Magic: I pretty much agree with you that it's a good game. But I have two peevish with it. One is the marketing strategy; it would be nice if you could buy a standard deck (with known contents, for example the one you listed (by clyons@utkvtx.utk.edu)) rather than having to pay collectors' prices to get a deck that can win. The second problem is that, for a year and a half or so after it came out, Magic completely took over every single game convention to the exclusion of all board games! Fortunately that's mostly over with.

By the way, the listed deck is not tournament legal because it is only 57 cards, and tournament rules require at least 60. But it's close.

I'm still learning what is good to have in a tournament deck—but I have quite a few cards and want to sell or trade some of the excess, once I know what IS

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'excess'. (In particular, I have some cards I can't use because I want more of them than allowed under tournament rules. Want a Demonic Tutor? Make me an offer.)

[[Uh, me poor newbie. You take advantage of my deck. Lessee... I traded away my Marble Priest. What do you need?]]

Re. baseball strike: When I grew up, the season ended in mid August, and I like it that way better. If (who? the owners? TV?) want a longer season, why don't they start in February, so as to close the 'dead gap' between The Only Two Worthwhile Sports, rather than making them overlap in the fall? I say thanks to both sides for alleviating the problem this year! B-B

BTW, what do you think of the new football rules? I like the 2-point conversion; am undecided about the spotting change for missed field goals; and hate what the salary cap has done to good teams like the 49ers.

[[I know damn little about football. As a college football fan, I like the 2-pt PAT; I guess I like anything that reduces field goals (does it?); and was under the impression that the Niners were drawing praise for the smooth way they've improved in spite of the cap!]]

Re. new Youngstown map: I like it but want to tinker with some of the space names. For example, Viet Nam is three spaces, so why don't we change the northern one from 'Vtm' to 'Hanoi'? Most of southern Africa sounds like the names were taken at random from bad 50's sci-fi flicks. Oh well.

[[Don't worry. When Tral is finished, we'll play a couple rounds of 'tear this variant apart and reassemble.']]

Re. 'MN is a feuder' controversy: Better be careful; I bet some people will feel that you've just started a feud! (I won't tell CC.) : ^1

[[Then I guess I owe you one!]]

Steven McKinnon

Well, looks like baseball is gonna bite the wienie for this season. That sucks.

[[Cathy again: I think that most of the time one would prefer sucking to biting, but each to his own.]]

Just when I'm starting to get into it. It's at the point where I can tell who plays for whom about 50% of the time just on hearing the name. For me, name recognition is half the battle.

[[I think you're right about the season being wiped out; see my editorial for my opinion on that.]]

To continue the All-Star conversation we were having, who would you pick for an All-Star team made of just 10 guys (nine starters plus a closer)? Not knowing much, and basing it on a lot of my favourites, how about

[[Steven's list on left, mine on right...]]

|    |         |              |
|----|---------|--------------|
| c  | Piazza  | Piazza       |
| 1b | Bagwell | Bagwell      |
| 2b | Biggio  | Alomar       |
| 3b | Baines  | Williams     |
| ss | Ripken  | Larkin       |
| of | Griffey | Bonds (lf)   |
| of | Canseco | Griffey (cf) |
| of | O'Neill | O'Neill (rf) |
| p  | Maddux  | Maddux       |
| rp | Beck    | Lee Smith    |

[[Oh, geez, has your mind been poisoned. Baines?? Canseco?? (Jose may be 'Rico Suave' but he's now down to only third-rate in my book.) Note that I believe left, center and right fielders should be judged separately, and have picked my 'best' at each of those positions; if I simply listed the three best outfielders in the game today Bichette would fall behind a half dozen others.

[[Rod Beck and Darren Lewis have good chances to become the premier men at their positions in the next two years. Lewis is the best defensive outfielder I've ever seen; all these folks who rave about Dave Justice should be shown his game tapes. (Justice has a fine sense for the sensational play,

but continually blows the routine jobs.) Frank Thomas has outperformed Jeff Bagwell steadily for several seasons but true to my own philosophy, Jeff was having the better year.]]

Speaking of which, what can you tell me about Bagwell? I followed Houston a little in past years but, of course, this year he's all over the papers. However, there's never any real bio-information on him.

On a related topic: Bagwell is having a far far better, or at least noteworthy, year than before. Does he have anything in common with others who have had breakthrough seasons, i.e. new batting style, personal epiphany, or just plain coming into his own? How often does this sort of thing happen and how often do such players just fade away again?

[[My hunch is that Bagwell's improvement is real and permanent. There's a phenomenon called 'career year', wherein a player has a season that completely exceeds anything he does before or after (Herr, McGee, and O. Smith for the 1985 Cardinals are the classic example). The opposite effect was described in the '92 Elias Analysis; it had a great comparison of 'break-through' years and 'breakdown' years—years when a player's statistics are completely out of whack with past performance but set the tone for his future.

[[Chili Davis in 1984, Terry Pendleton in 1987, and several Braves in 1991 (Gant, Nixon, and Pendleton again), all had seasons which were way over their heads, yet continued to perform at that level in subsequent seasons. Jeff Treadway had a 'career year' in 1991, but returned to his former journeyman status after that. Some players stay on the mountain, some fall off (to varying depths).

[[What you look for is a player who has NOT made a major change in his playing style (though you can consider big personal-life changes or injury-rehab to be a plus). Bagwell shows all the intangible signs of being in this category, but unfortunately there are no statistical clues to this until he plays a couple more years.]]

Also, re Piazza: is he the biggest star catcher since Bench? What length of career can he expect as a catcher, i.e. would one expect it to be shorter due to strains on the knees?

[[Absolutely, catcher's careers are about two-thirds the lengths of other position players, so where your typical Hall of Fame outfielder plays 15+ seasons, a HoF catcher plays 10. Part of Bench's greatness was his durability—but that's not enough, or Mike Scosia would be in the Hall. Yeah, Piazza is the biggest star as the position in 20 years; Sandy Alomar and Benito Santiago each had a shot at that title but screwed up their chances by being lazy at fundamentals and too concerned with power hitting.]]

I'm finally beginning to note things that are probably blatantly obvious to real baseball fans: hitting percentages by position; late-game pinch-hitters and runners; pitching changes geared solely to facing one like-handed section of batters. That's why the strike bugs me, since baseball has finally become more than "are Texas or Houston on tv?" or hoping for a home run every at-bat. I want to see any game now to suck up all I can.

Though I like the fact a DH can replace a pitcher to increase offense I prefer the NL fashion. Everyone fields, everyone bats seems a better, purer, game. Who are some of the best hitting pitchers these days, and does that mean anything in games/series terms, or is pitching alone considered in trades and come game time?

[[Wish the DH in use throughout the minors (a practice that is short-sighted on the part of NL teams!), the best-hitting pitchers are all veterans; John Burkett of the Giants nearly set an all-time record for most career at-bats without a hit! Orel Hershiser and Greg Maddux are the current best; last year Hershiser nearly hit .400. Best AL pitcher (who batted when he was in the NL): Jesse Orosco; best relievers: Rene Arocha (StL) and Mike Jackson (SF); recently, Mark Portugal (SF) has been on a tear; in older days, Fernando Valenzuela could always be counted on to bat .300.

[[No, when trades and lineup cards are made, nobody cares how well a pitcher hits—but it does sometimes matter when considering a pinch-hitter, and there is a definite trend that the best-hitting pitchers are among the long-term best pitchers as well.]]

You comments in #119 and #120 about uniforms also relate to the World Cup. In the Brazil vs. Sweden semi-final both teams wore their second-strip (away colors). In fact, the whole cup was played American style, where one team was in white at all times. Usually, if one team wears red and the other blue neither changes. Do you know if this was a concession to the U.S. or a new rule? I haven't heard a thing about it. I'm glad to see, on a side note, that at least a half dozen more U.S. players got European contracts. It'll be great to see Cobi Jones and Roy Wegerle playing together with Coventry this season.

[[I didn't know about the uniforms, but on the new group alt.sport.soccer I got this answer from Kenneth Butler (kbutler@fraser.sfu.ca): "Teams usually have "first-choice" colours, which might be dark or light (compare, say, Italy's blue to Germany's white) and, if possible, both teams will play in these colours. If the colours are deemed too close together, though, the away team (or, in the case of the World Cup, the designated away team) has to change. Since darker shirts are commoner than pale ones, usually the away team changes into some pale shade like white or yellow.

[[Because the World Cup has a large third-world audience, who are still watching in black and white rather than colour, the WC organizers had to take a broader view of colours being close together. Blue and red (to take your example) are almost indistinguishable on a monochrome TV, which is why one would have to be changed.]]

Rich Irving

Another good thing about Alzheimer's is you get to meet new people EVERYDAY!

Hopefully the baseball strike will be over in the next few weeks. But at this time I have no confidence that it will be settled in time for the playoffs or World Series. At least football will start next week, but it won't be the same without baseball's end of the season heroics. (This time of year has always been my favorite (at least in terms of sports) with both baseball & football on constantly.)

The thing that really bugs me about the strike is the central issue the proposed salary cap is really bogus. The argument made by the owners is that a Montreal or a Milwaukee can't compete because their revenue is so much smaller than a New York or Atlanta. However, no one outside of baseball has any idea how much the clubs actually make or spend because they don't release any financial statements. If you believe the owners 19 teams are losing money. If you believe Financial World, at most 5 teams are. Limited revenue sharing would help the situation but a salary cap won't.

To explain to all readers: In baseball, all national TV revenues are split equally among the clubs. Local TV & luxury box revenue are the solely the clubs responsibility. Ticket revenue are partially split (Visiting team and league get about \$2 per ticket) I am not sure how licensed products (caps, jerseys, etc.) is divided. The disparity is mostly caused by TV revenue and the luxury boxes. Teams that have large TV markets or superstations (NY, Atlanta, Chicago, LA) or get their localities to build new stadia with lots of luxury boxes (Cleveland, Baltimore, Texas, Toronto) make the most money. Cities that have neither (Milwaukee, KC, Seattle, Montreal) are complaining the most.

If I were a large market owner, why should I share my large revenue with some small fry? The answer is to create a competitive league which creates fan interest in my team. But says large owner, what prevents said small

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fry from simply pocketing the money and not trying to improve his team? That's where this salary cap comes in. The owners drafted a revenue sharing plan, but it only takes effect if the players agree to a salary cap. (There is a maximum & minimum amount that teams must pay all the players on the team.)

The players reasonably balk at the idea that they are considered "partners" but they have NO say on how the clubs are run including accounting, especially when the owners have NEVER bargained in any sort of good faith. If I ran a business and I offered to hire you for 50% of the profits, you'd be damned sure that I don't A) provide inaccurate accounting B) mismanage the business. You wouldn't accept anything less. The baseball owners asking the players to do. On top of that there would be no baseball without the players. They aren't just labor, they ARE the product.

If the owners were really smart (if they were REAL businessmen or women) they would let the free market determine salaries. All players should be free agents, no arbitration. (Exactly the union claims they want: a free market!) The justification for arbitration is that the players only allowed to be free agents when they reach 6 years of service. That means there are few eligible players, restricting supply and driving up their price. If all players were free agents, there would be a much larger supply of players. Stars would still command (and deserve) large salaries because they are irreplaceable. Average players will get the average salaries they deserve—they are relatively replaceable. OTOH, if a team tries to low-ball their players and pay below-market wages, they'll get the below-average players they deserve. If a player (or a team) wants a long term contract the salary will be adjusted accordingly. On the whole this is the best solution for everyone.

As for the point that some of the teams will go under without a cap? Well, maybe a larger percentage of revenue sharing is justified in this case, but that's for the owners to decide among themselves.

But given that the owners won't do this incredibly smart thing (they wanted to keep restrictions on free agency in the first place and still want to get rid of arbitration with minimal increases in free agency: Players over 4 yrs. get FA with right of first refusal to their old club.), I feel this strike will be going for quite a while longer. And we'll get more of the same in about 3/4 years when this CBA [[collective bargaining agreement]] expires.

Mainly, I just want baseball to get the business side settled, so game can continue.

Doug Brown

Okay, so I finally broke down and joined the crowd. I meant to last year after Chuffoon, but never got around to it. *Perelandra* is obviously one of the (read that THE) best 'zines around. Great chat, good games,

timely, etc. From your Cast List, I think I've played games with nearly half these people over the past 15 years. And it will be nice subbing to a California publication other than one of Conrad von Metzke's. Somehow, I've subbed pretty exclusively to East Coast 'zines.

It was good seeing you and much of the *Perelandra* crowd at Chuff's this last weekend (even if nobody would take over my winning English position for Spring '09 when I had to leave. I still think it could be played for a win!).

As for new games, I've enclosed a variant of my own. When you have the chance, space, desire, etc. to publish this, I'd like to be the first signed up to play. It really is fun to GM even though it takes longer to adjudicate and report than any other Dip game.

[[Hmm—a plus (nice design from a guy who's already volunteered to play) and a minus (time-consuming). Maybe I'll print it nextish and see what everyone else thinks.]]

As for other games, ... Too bad I was one issue too late for *Trafamadore*. That looks cool!

[[Don't panic! I'll put you down as #3 standby for *Tral*. (Dan Wartko is #1; Brad Wilson—I didn't forget!—is #2.))] ]

Finally, I'd be happy to join (or even dread to GM) a new gamestart of *Railway Rivals*. Perhaps you know that I've won more games of this by mail than anyone in the US—of course, I've lost more games than nearly anyone in the US... I think von Metzke has that honor.

As to baseball... What if the highest paid star from each team decided to cross the strike lines? Say Bonilla, Bonds, Griffey and the like each decided they were no longer on strike? Could they collect pay and distribute to teammates? Each team's star collects about one fifth of the entire team's salary. That would cost owners a pretty penny! Owners would probably be forced to add Triple-A teammates to the star player and play strike games in order to cut losses and that wouldn't be in the best interest of major leaguers.

Even though major leaguers are 'overpaid', I'm still on their side of this strike. Why can't baseball function in a free enterprise system like the rest of the country? If owners wish to make a profit, cut expenses and expand their profits. Even if they lose a million or two a year, the prices to buy teams have been accelerating so fast, owners still end up with a net profit when they sell. The only flaw with owners expanding their profit is we public get the shaft of higher ticket prices—so in reality I'd like to see some cap of team expenses, but in fairness, I can certainly see the players' point of view. Is this because I am a negotiator and president of my local teachers' union?

Yes, I am ready for some football!

[[It's very good of you to join us, Doug!]]

## Monologues

editorial notes

I am sick of folks getting on the baseball players for going on strike. Here's a sample; randyh@cc.usu.edu writes:

"I am having a hard time feeling any sympathy for people who make six to seven figure salaries playing a game that is fun. I don't know what the minimum salary a player can make, but I think that it is six figures. I would be on cloud nine to be playing baseball and getting paid. MLB players may think life is unfair, but I think they have no reason to complain. I may have a hard heart, but I can't feel sorry for the players."

tannerg@u.washington.edu is more my style:

"I am having a hard time feeling any sympathy for people who have several hundred million dollars of wealth and get to sit anywhere in the stadium that they chose. I don't know what the profits are for any particular owner, but I know that none of them have ever been bankrupted by baseball. I would be on cloud nine to be that wealthy and to have my own team. MLB owners may think life is unfair, but I think they have no reason to complain. I may have a hard heart, but I can't feel sorry for the owners."

Funny how the polls say that more than half of all fans blame the players, but most people I have personal contact with don't.

First off, I'm a union man. I say, if workers want to bargain collectively, they should do so; but *whether they do or not their only real leverage is the act of deciding not to work*. The idea that someone should continue to work under conditions not to his liking, just because he's inconveniencing his industry's customer, is ludicrous unless public safety is involved!

Anyone who complains about the strike by saying the players are trying to get more money hasn't been paying attention. The players are trying to keep the current set-up, not gain new powers and income!

Would you want a cartel of businesses telling you which companies you could go to work for? If the movie studios got together and said "No film may have more than \$10 million in talent cost," do you think Schwarzenegger, Ford or Streep would make even one picture under this ruling??

If you think baseball players are overpaid, take every player making more than \$1 million dollars a year OFF your favorite team, and ask yourself whether you would buy as many tickets to see them play.

It was the *owners* who overturned the cart because they didn't like the shape of the wheels. As Ted Turner said, "We have the only legal monopoly in America, and we're fucking it up."

Everyone who calls him- or herself a 'gamer' should be sure to listen to Dave Edmonds' new tune, "Chutes and Ladders"!

Before I had received David Wang's letter relating the death of Fred Hyatt, Doug Kent posted this note on the rec.games.diplomacy newsgroup:

"Anyone active in the play-by-mail or face-to-face hobbies in the US or Canada is familiar with Fred Hyatt, publisher of the zine *The Home Office*, winner of this year's Marco Poll player award, and successful con player.

"Sunday night [August 14] Fred passed away from a heart attack at the age of 54. Fred had suffered from heart problems for some time, having had triple bypass surgery about 10 years ago.

"Those of us who knew Fred will not forget him, and his loss is a great blow to the hobby.

"I spoke with Carol, his widow, this morning. No services will be held. Fred will be cremated, and his ashes scattered at sea, at his request." ☹

# CALADAN / Merchant of Venus

Cup draws are not printed this time—I did in fact draw them as we went along, looking for demands subsequent players could collect, but there weren't any.

## Turn Seventeen

- Intergalactic Towel Traders—Clark Millikan, Nik**  
Dice are 2666. Move: Cobbleport/o-R-(Y)-B-R-B-(Y)-B-R-B-Goliath/o-B-Greathome/o-B-Grandport/o-R-(Y)-R-NC2-A-Neutron Port.  
Trade: sells Mulch Wine with Demand, and Living Toys; buys two Finest Dust.  
Accounting: \$285 + 120 + 180 - 20 + 124c = \$689.
- Millenium Falcon—Chuff Afferbach, Human**  
Dice are 234. Move: Comfort Station/s-Comfort Station/o-B-R-B/e-Y-B-R-Base.  
Trade: barter Scout and \$90 for Clipper.  
Accounting: \$290 - 90 = \$200.
- We're Dell, Men!—Bill Wordelmann, Dell**  
Dice are 144. Move: Ice Station/o-A-R-Y-B-R-Y-A-Jellybeast Landing/o.  
Trade: sells two ServoMechanisms; buys two Psycho Sculptures.  
Accounting: 58 + 300 + 300 - 160 - 160 = \$288.
- Intergalactic Dead Heads—Richard Weiss, Qossuth**  
Dice are 156. Move: Rumbleport/s-Rumbleport/o-R-B-Y-B-R-B-Y-B-R-TeleGate 2.  
Trade: none. Accounting: \$158.
- Microsoft Big Deal 5.22—Rich Irving, Eepeeep**  
Dice are 2234. Move: Rumbleport/s-Rumbleport/o-(R)-B-Y-B-(R)-B-Y-B-(R)-Jewel Port/o-Jewel Port/s.  
Trade: sells Impossible Furniture for \$180; pick up Fare.  
Accounting: \$180 + 180 = \$360.
- Mr. Ed—Ed Wrobel, Whynom**  
Dice are 4456. Move: (by GM) Open Port-R-B-Y-B-R-B-Y-R20-A-A-R-Y10-Open Port.  
Trade: sells Canned Traits; buys one Space Spice.  
Accounting: \$348 + 240 - 30 = \$558.

## Turn Eighteen

- Intergalactic Towel Traders—Clark Millikan, Nik**  
Dice are 4556. Move: (pn=4)-(Y)-B-R-B-R-Wet Landing/o.  
Trade: sells Finest Dust with Double Demand and Finest Dust with Demand.  
Accounting: \$689 + 150 + 100 = \$939.
- Millenium Falcon—Chuff Afferbach, Human**  
Dice are 245 and new die is 1. Move: -Y-R-B-R/e-B-Y-B/e-R-NC5-NC5-?/[R20]-Shuttle Stop.  
Trade: sells two Mulch Wine; buys Human Factory.  
Accounting: \$200 + 60 + 60 - 80 + 64c = \$304.
- We're Dell, Men!—Bill Wordelmann, Dell**  
Dice are 125. Move: Jellybeast Landing/o-A-TeleGate1 (pn=5)-TeleGate 5-Space Station (a.k.a. "Humanstop")-NC5-B-Y-OpenPort.  
Trade: sells two Psycho Sculpture.  
Accounting: \$288 + 250 + 250 + 25c = \$788.
- Intergalactic Dead Heads—Richard Weiss, Qossuth**  
Dice are 135. Move: (pn 1) -TeleGate 1-A-Y-R-B-Y-R-A-Ice Station/o.  
Trade: sells Immortal Grease with Double Demand and Immortal Grease with Demand.  
Accounting: \$158 + 200 + 150 = \$508.
- Microsoft Big Deal 5.22—Rich Irving, Eepeeep**  
Dice are 2366. Move: -Jewel Port/o-(R)-B-Y-B-(R)-B-Y-B-(R)-Rumbleport/o-Rumble Port/s  
Trade: none. Accounting: \$360 + 35c = \$395.
- Mr. Ed—Ed Wrobel, Whynom**  
Dice are 3445. Move: (switch on Gate Lock) -Y10-R-A-R-B-Y-NC5-MGS-R20-Neutron Port NC5-R-Y-R-Space Station-TeleGate 5-Shuttlestop.  
Trade: sells Glorious Junk and Space Spice with Triple Demand.  
Accounting: \$558 + 240 + 200 = \$1198.

Deadline for Endgame Statements is September 27.

Final net worth and assets:

- Intergalactic Towel Traders .....\$2139  
Equipment: Shield \$60, Relic Yellow Drive \$80  
Deeds: Neutron Port \$200, Jellybeast Landing \$200, Qossuth Factory \$200, Cobbleport \$200, Comfort Station \$200, Nik Factory \$200
- Mr. Ed.....\$2098  
Equipment: Gate Lock \$100, Shield \$60; Deeds: Volois Factory \$200, Airhome \$200, Nillis Factory \$100, Graw Factory \$200, Aerie \$200

- We're Dell, Men!.....\$1388  
Deeds: Terror Station \$200, Whaleport \$200, Dell Factory \$200
- Intergalactic Dead Heads.....\$708  
Equipment: Shield \$60; Deeds: Ydklyx Factory \$200
- Microsoft Big Deal 5.22 .....\$695  
Equipment: Shield \$60, Red Drive \$120  
Deeds: Ice Station \$200, Eepeeep Factory \$100.
- Millenium Falcon .....\$604  
Equipment: Shield \$60; Deeds: Shuttlestop \$200, Human Factory \$100

Merchant Master to Merchants: I ignored any Turn 18 buy orders (except the Human Factory), since ITT had gone over by then. I plugged the Whynom orders in here late (after I had done everyone else's calculations) so please check my work, especially commissions.

I had a great time running this one, once I got my feet wet in the GMing of it. Thanks to each of you for your press, and congratulations Clark.

WDM to MF: Thanks for your help. It looks as if those merchants with OverDrive™ capabilities are pulling away from us. Just to keep up, I picked up an illegal TeleGate map at my homeworld in exchange for some fake Melf pelts that were "floating around". (P.S. Don't tell the MM about this!)

MM to WDM: Somebody really ought to invent a version of this game with a black market... make certain goods salable at certain planets (like Mulch Wine at 9a), but only if you have enough firepower to blast your way out of the system past the planetary cops!

Excerpt from: "Please Your Customers Test" by Microsoft Corporation: Question 57: If a customer visits your establishment and buys some very expensive (and high margin) items, should you: A) Thank them profusely as their purchase greatly enhances your profit. B) Attempt to hard sell him yet another upgrade of our popular Big Deal program. C) Convince him ALL of the hardware & software he bought just last year is now obsolete and tell he has to buy a NEW system for 5000 Bars of Gold-pressed Latinum. D) All of the above E) None of the above. (Answer below)

Microsoft to MM: Can I sue ITT for Anti-Trust violations? He's got a monopoly just about everywhere!

MM to Microbrain: Of course not. Those are merely local monopolies, "Baby Bells" as it were.

VexTurk to MBD 5.whatever: Speaking of lawsuits... Babe o'the Moment is my trademark!

Aboard the Millenium Falcon: "Look, Chewie, it's the princess again, thumbing another ride! Too bad we've got to catch that rag picker before it's too late... Oops! It's too late!"

Dead to WDM: Where in the Dell did you come from and why didn't you go to the double Dust demand on Zum-Zum? Who cares that none were there when you started and only one after you would have landed. I hope someone was nice enough to pop some goods out of the cup for me. And now I guess I'm going to follow you around for a while, both of us soon with combo mega drives. Leave some stuff somewhere, or else I will be "We're Dell Sheep", following you everywhere.

Dead to MM: You hear that, cup? Yeah, I know there was no money in the envelope so what can I expect?

MerchantMaster to DeadHeads: Dead on, little dead buddy.

MoFo to the Terry-Cloth Traitors: Like VISA, you're everywhere I want to be. A grudging salute to your "lucky" win. Now come on over to my house and I'll show you how this game is supposed to be played.

Merchant Master to MoFo: He did, you did, now stop gloating.

WDM to IDH: What is that curse, anyway? BTW: Didn't Jethro Tull do a song called "Quossuth Mary"? <grin>

Eeeps to Dead: I really don't want 2 Psycho Sculptrs, so I guess that curse doesn't apply!

Dead to MM: In reply to your press on the Curse of the Dead, nah, the Curse of the Dead is that you have to follow the Dead around forever, spending all your money on tie-dyes and hoping for a miracle ticket.

Merchant Master to Bergmann: Some of these MoV loads and critters would make good Magic cards... "Psychotic Sculpture / Instant / Drive target creature insane..."

MilFal to MerMast: What do you mean you don't like my press?!? Why, if I had one decent laser on this tub...

MerchantMaster to MilFool: ...I'd blow you out of space!

WDM to Mr. Ed: Sorry about your "special day". It's just that it's difficult to send sugar cubes via e-mail!

MM to WDM: Yeah, and he didn't get the stable blanket I sent, it was stolen by a USPS burro.

(Answer to above is, of course: D) All of the above. If you have such loyal customers, you should stick 'em for as much as possible. Reprinted from Ferengi Rules of Acquisition—Vol. 2)

Intergalactic to Intergalactic: We want a choo-choo game!

Editor to Intergalactic: Masybe... maybe... if I'm paid enough...

# PLATEAU / 1994HJ

We now have a Boardman Number (1994HJ) and the game has been recorded with the hobby's official recordkeeper.

Autumn Retreat: no Russian retreat received, f rum retreats off the board.

## Winter 1901: Coming Out of Both Ends

Austria (Marthew Lahtinen): builds a bud; also has a vie, a rum, f tri.

England (Tim Goodwin): builds f lon; also has f bar, a nwy, f nts.

France (Don Williams): builds f mar, f bre, a par; also has a bel, a spa, f por.

Germany (James Battle): builds f kie, a ber; also has a mun, f den, a hol.

Italy (Victor Thomas): no build received; has a ven, a tun, f ion.

Russia (Jeff August): builds a sev, a stp; also has f swe, a gal, a ukr.

Turkey (Dave Golias): builds f smy; also has f bla, a bul, a arm.

Last Call: Will Chuck Mercer please stand by for Italy? (Sorry to keep picking on you, Chuck!)

## Deadline for Spring 1902 is September 27.

Reagan's Evil Empire to Plateau: "Please allow me to introduce myself... / I stuck around St. Petersburg when I saw it was time for a change / Killed the Czar and his ministers." That's *sympathy* for the devil, gentlemen.

Vexvel Turk to Monsieur Williams: Hey, you old sabretooth, weren't you paying attention back in #118? Ms. Delaney was listed there.

VexTurk to GM: That picture from *Playboy* made it onto my wall almost before I'd read a word.

England to France: I may be younger but am definitely not hipper than the guys in Vexvel. I haven't recognized any of the Babes o'the Moment. In fact, I'm a married fart who is jealous that Pete knows who is appearing in *Playboy*.

GM to England: In fact, I didn't start subbing to *Playboy* until well after we got married. But I don't know most of the BoTMs either—Mr. McKinnon is kind enough to send me an index/crib sheet each month.

Vexvel Frog to Plateau Frog: The *real* Tom Hurst is dead. I'm only using the name as a cover since "Atila the Hun" draws too much fire.

GM to Plateau: Did I invite these fiends in here??

Russia's Babes o'the Moment: Lisa Loeb—I always did like the librarian look.

Archduke to Lyon King: Well, just you wait and see, so there.

V-Turk to Don "the Dragon" Williams: Eech, your gung fu is pretty good! Why don't you try me, now?

Germs to Single Russian Admiral: Did you find what you were looking for?

V-T to France: I'm one of those poor saps who got a hernia carrying around *Upstarts* because of your Shenandoah shenanigans, not to mention eye-strain from reading it all, figuring there had to be a gem in there someplace.

A/H to France: Switzerland?! Why, I want some nice beachfront property, I'm taking Cuba.

Russia to A/H: I'm as big a Red Sox fan as you can find, but if you have them win the World Series what is left to live for?

Baseball Fan to Russia:

Winning it again?

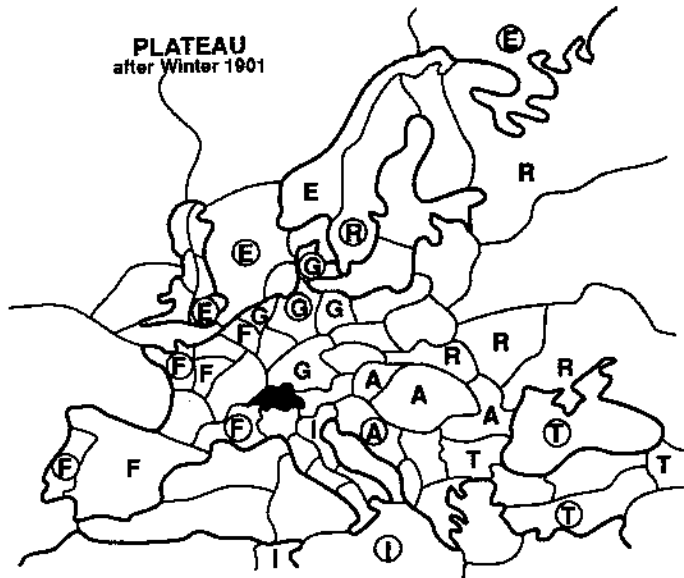
V-T to AEGIRT: You realise, of course, that Williams' press is like a virus, existing at a rate proportional to the cube of the numbers of dots he owns.

Russia to Greenpeace: Cleanup crew needed on Black Sea coast.

Unidentified substance of unpleasant nature approaching our coastline. (no byline): Row, row, row your boat...

A/H to France: Don't you read *Time*? It's no longer hip to be hip. But I am a male so I go for Anna Nicole Smith.

## PLATEAU after Winter 1901



# VEXVELT / 1992R

E/T draw: E yes, FR no, T nvr.

F/T draw: EFR no, T nvr.

R/T draw: R yes, EF no, T nvr.

EFT draw: E yes, FR no, T nvr.

EFRT draw: EFR yes, T nvr.

France repropose EFRT draw.

Autumn Retreat: French a pic orb.

W'09: England builds a lon, f edi; France builds f mar.

## Spring 1910: Printed Into a Corner

England (Lance Anderson): a lon-hol (f nts c), f edi-nwg, a mun s russian f ber (a kie s), f den-bal, f hol-hel.

France (Tom Hurst): a bel-ruh, f tun & f lyo s wes (f spa/sc & f mar s lyo), f wes s tun, a bur s english a mun.

Russia (Russ Rusnak): f swe h, a ukr-mos, a war-pru (f ber s), a mos-war (a lvn s).

Turkey (Steve McKinnon): a sil-war/a sil s ryo-boh /double ordered/, a rum-ukr (a sev s, a gal s), a pru unorderd /annihilated/, f bla s sev, a ryo-boh, a ven-ryo, f pic-lyo (f tyn s (f ion s, f nap s), f eas s

ion, a rom-ven.

## Deadline for Fall 1910 is September 27.

Shameless Plugs: G.W.A.R., *Scumdogs of the Universe*, Sonic Youth, *Daydream Nation*, New Model Army, *The Ghost of Cain*.

ix Turkey to Turkey: Yuck yuck! Come on over to Hoosier Land for some corn on the cobb and pig molestin'! Sorry it took me so long to answer your letter but I had to have one of you keen easterners read your letter to me! None of us Hoosiers know much about readin' and writin'.

Indiana's Babes o'the Moment: Miss Piggy.

Classic Babe o'the Ages: Lee Remick.

Turkey sings: "Hold on. Hold on to yourself, 'cause this is gonna hurt like hell."

Turkey to England: Have you seen *Ruby in Paradise*? It's Ashley Judd's first starring role, and got excellent reviews.

Lon to War: Get with the act or we'll have'ta cut ya out of da action.

Turkey's Film o'the Month: *The Hidden*, w/Kyle MacLachlan, Michael Nouri, Claudia Christian.

Nasal-speaking Babes o'the Moment: Debi Mazar, Annie Potts, Fran Drescher.

Element o'Babeness: Sheryllyn Fenn's Eyebrows.

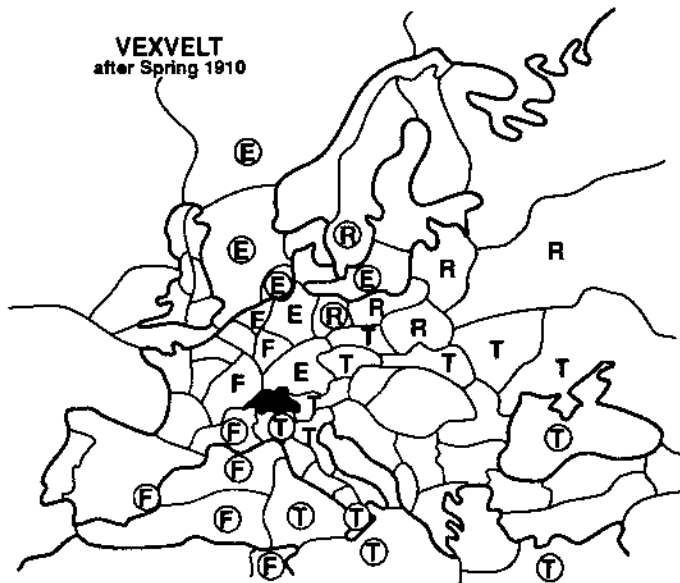
Amphibian to Bird: Win if you can. Just don't expect me to give you my half of the mud puddle.

Turkey to France: Snivel? SNIVEL?! I'll have you know I have not yet begun to snivel.

GM to Turkey: Well, hurry up will you?

Great Moments in Babe-ousness, Part I: Mädchen Amick dancing with her push broom in the theatre lobby in *Sleepwalkers*.

## VEXVELT after Spring 1910



## VEXVELT / SUPPLY CENTERS held as of Winter 1908

|         |     |     |     |     |     |     |     |     |     |     |     |     |     |  |  |  |  |    |
|---------|-----|-----|-----|-----|-----|-----|-----|-----|-----|-----|-----|-----|-----|--|--|--|--|----|
| England | lvp | lon | edi | hol | kie | den | mun |     |     |     |     |     |     |  |  |  |  | 7  |
| France  | par | mar | bre | spa | por | bel | tun |     |     |     |     |     |     |  |  |  |  | 7  |
| Russia  | stp | swe | nwy | mos | war | ber |     |     |     |     |     |     |     |  |  |  |  | 6  |
| Turkey  | con | ank | smy | bul | gre | tri | sev | nap | bud | rom | rum | ven | vie |  |  |  |  | 14 |

# LAMETH / 1992AJ

Autumn Retreat: French a kie to le box.

Winter 1908: England builds f lvp; France builds f bre; Russia builds a sev.

## Spring 1909: Swoop Sweep

England (Stan Johnson): f nat=mid, f lvp=iri, a sil=mun /annihilated/, f kie s hol (f ber s), f bal=lvn (a stp s), f eng=bel (f hol s, f nts s).

France (Martin Johnson): f tyn=wes, f wes=spa/sc, f bre=eng (f mid s), a bel=ruh, a pic=bel, a mun s russ-ian a boh=sil, a pie h.

Russia (James Bailey): a war=pru, a mos=war, a sev=mos, a tyo=boh, a boh=sil, a rum=gal, f ank=bla.

Turkey (Tim Goodwin): f aeg=con (a bul s), a tri=tyo, a rom=tus (a ven s), f nap=rom, f apu=nap, f eas=ion (f adr s).

## Deadline for Fall 1909 is September 27.

Russia to France: Those between a rock and a hard place unite! (How's that for a catchy slogan?)

England to World: I will be on vacation Aug. 16th thru Sept 8th, so don't worry about not hearing from me.

Vexvelk Turk to Russia: Baileyman! See you over in Tralfamadore.

Russia to England: We have seen the enemy and he is him. (No?)

V-T to GM: So true! Ye the purpose of B.o't.M. is for folk to check 'em out and say, "Yep, she is a B.o't.M."

Russia to Turkey: (er... let's see... oh yeah!) Whenever a body exerts a force on another body, the latter exerts a force of equal magnitude and opposite direction on the former.

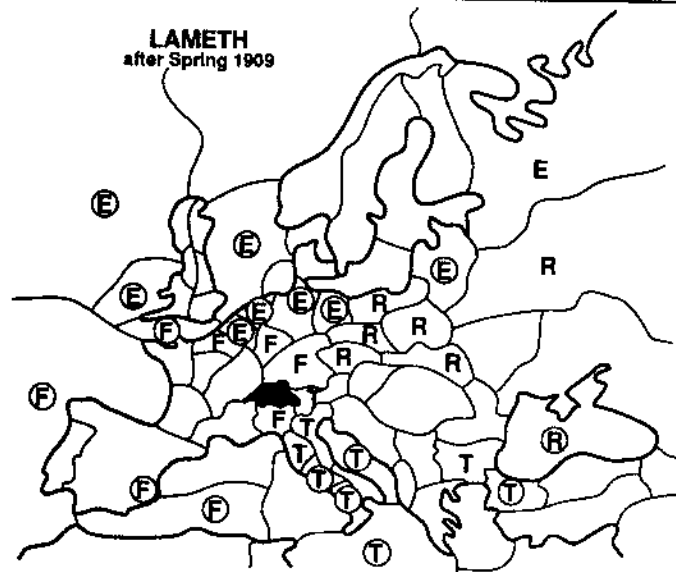
The Tsar laments: "I've got to stop writing press at 2 in the morning!"

[Warning! English-major joke coming up! Look for double meanings!]

GM mutters: "Maybe your period is late."

Russia's Obscure Musical Babes of the month appear elsewhere [see lesser column]] in a quiz sure to challenge even the most obsessive fan of (obscure) modern music.

|         |     |     |     |     |     |     |     |     |     |     |    |
|---------|-----|-----|-----|-----|-----|-----|-----|-----|-----|-----|----|
| England | lvp | edi | lon | hol | nwy | den | stp | swe | kie | ber | 10 |
| France  | par | mar | spa | mun | por | bre | tun | bel |     |     | 8  |
| Russia  | mos | war | sev | vie | bud | rum | ank |     |     |     | 7  |
| Turkey  | con | smy | bul | gre | nap | tri | ser | ven | rom |     | 9  |



|         |     |     |     |     |     |     |     |     |     |     |    |
|---------|-----|-----|-----|-----|-----|-----|-----|-----|-----|-----|----|
| Austria | tri | bud | ser | gre | bul | smy | rom |     |     |     | 7  |
| England | lvp | edi | lon | hol | kie | den | swe | nwy |     |     | 8  |
| France  | par | bre | mar | spa | por | bel | ber | mun | nap | tun | 10 |
| Italy   | vie | ven |     |     |     |     |     |     |     |     | 2  |
| Russia  | stp | mos | war | sev | rum | ank | con |     |     |     | 7  |

# BELT 17 / 1993F

Autumn Retreats: Austrian a ven oth, f nap=apu, French a pru=ber.

Winter 1906: It was rightly pointed out that Austria had only one space open to build in—my error. Austria builds a bud; England builds a edi; France builds f mar; Russia disbands f bar.

Austria proposes AEFR draw.

## Spring 1907: Fortified with THC!

Austria (Rich Irving): a bud=vie, a tyo=ven (a rom s, a tri s), a ser=gre, f adr s russian f ion, f apu=nap.

England (Les Casey): a edi=nts /impossible/ (f den s, f nwy s), f nwg & a swe s f nwy, f nts unordered, f hor=stp/sc, f kie s den.

France (Randy Havens): f mar=lyo, f wes=tun, f tun=ion (f tyn s), a nap s italian a ven=apu /no/, a sil h (a boh & a ber s), a mun=tyo (a pie s).

Italy (Victor Thomas): nmr; a ven unordered /dislodged/.

Russia (Nathan Trent—note COA): a pru=ber, f ska=nts, a stp h (a lvn s), a gal s austrian a bud=vie (a war s), f ion s austrian f apu /otm/.

England did indeed build an army, then try to order it to North Sea.

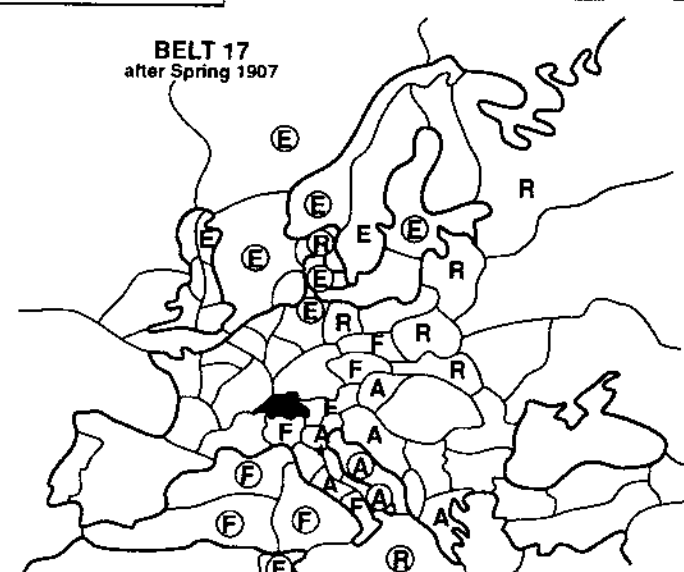
Summer Retreat: Italian a ven.

## Deadline for Fall 1907 is September 27.

England to France: I got your letter, but am off on vacation. Will write for Spring 1907. Worry not, though, my calculations show that by Spring 1912, the entire map is ours.

Austria to All: I propose the 4-way because I think it's the best we're going to get.

GM to Belt 17ers: A brief message from Nathan indicates he's dealing with 1) a new job, 2) a new apartment, and most important 3) a new marriage (27 August). Congratulations!



# TRALFAMADORE / 1994Xm22, Youngstown XV

## Trials and Tribulations!

In my initial listing of units, I converted two armies into fleets: Chile's unit in antofagasta and Egypt's unit in cairo. Both are armies. My apologies for any confusion. Notice was sent to Brazil, Chile, Egypt, Ethiopia and Turkey.

Map questions. First, to Chris: should "Kataroa" be "Katanga"? And second, to everyone: I seem to be missing one center. I have 70 centers owned at the outset, and 65 neutral—one short of the 136 total given in the rules. Can anyone figure out what I've left off?

Michael's two-page map has two errors: Turkestan is adjacent to Moscow (Omsk does not reach as far SW as the Caspian Sea). Also, Azores and Caribbean are not adjacent. Finally, we have renamed "Tonga" back to "Fiji." A revised map will be sent this month.

Chris is going over a few rules clarifications which Michael and I suggested. It is possible that next month I will send out a new, clean, official copy of the rules. For now, these are official and should be noted on your copy:

Rule 16: Venezuela/Windward, B. Guiana/Windward, and Windward/Leeward do affect movement nearby (no movement between Azores and Caribbean).

Rule 17: the list of spaces fleets may convoy through, add Bahamas.

Rule 20: along with Micronesia, armies may not enter Azores nor Canaries, even though these are 'named island groups'.

Miller Number: this game is now on file with the variants record keeper (the "Miller Number Custodian"), Lee Kendler Jr. The file number is 1994Xm22 (X indicates the 24th variant game started in 1994, x is map variants, m is 'world', 22 is Youngstown XV specifically because it's the 22nd such variant on file).

[[Tralfamadore continues on bottom of next page]]

# ARKON/Gunboat Snowball Fighting ASF27

Turn Five: Trading One Master for Another

| WARRIOR              | init | loc | segment 1         | segment 2         | segment 3         | new loc | vp | hp | sb-di |
|----------------------|------|-----|-------------------|-------------------|-------------------|---------|----|----|-------|
| Frost Queen          | FQ   | N2  | collect 2 Sb      | RR at TDM (70,43) | RR at GC (95,76)  | N2      | 7  | 5  | 0-0   |
| George Costanza      | GC   | N8  | collect Di        | Di at TDM (45,27) | collect 2 Sb      | N8      | 10 | 1  | 2-0   |
| Icedance             | ID   | I8  | collect 2 Sb      | RR at GC (94,94)  | RR at GC (95,96)  | I8      | 8  | 7  | 0-0   |
| Mr. Freeze           | MF   | W9  | nmr               | nmr               | nmr               | W9      | 8  | 2  | 2-0   |
| Old Man Winter       | OMW  | V4  | RR at TDM (55,01) | RR at TDM (65,41) | collect Di        | V4      | 6  | 3  | 0-1   |
| Ramtop Chuckers      | RC   | K15 | RR at TDM (70,29) | L14-M13-N12-O11   | collect Di        | O11     | 8  | 8  | 0-2   |
| Splat to the Head    | SH   | C13 | -B12-C11-B10      | collect Di        | RR at ID* (80,33) | B10     | 4  | 5  | 0-1   |
| Tatter D. Mallion    | TDM  | R10 | -S11-R12          | collect Di        | run indoors       | kit     | 10 | 0  | 0-0   |
| Tigger of the Tundra | TT   | W5  | RR at OMW (95,03) | V4, collect Sb    | collect Di        | W5      | 9  | 5  | 1-1   |
| Yosemite Sam         | YS   | kit | sit               | sit               | sit               | kit     | 3  | 0  | 0-0   |

Weather roll = 73. † = dodge. \* marks conditional orders and "RR at nearest." Sam may run out at any time.

Deadline for Turn Six is September 27.

Segment One: Old Man Winter and Ramtop Chuckers decide to do something about the VP standings, and each shoots Tatter D. Mallion in the head despite TDM running behind the Snowman. Tigger of the Tundra takes his shot at Old Man, while everyone else maneuvers for snow or position.

Segment Two: Ramtop now runs into the midst of the crowd, in time to see several others take aim at the leader. Old Man shoots again, Frost Queen also scores off TDM, and George Costanza hurls a Dirigible that sends Tatter to the towels. Icedance nicks a point off of George; Tigger tries to run up and bounce Winter but that's not allowed!

Segment Three: Having repositioned and reloaded, Splat to the Head now finally shoots at Icedance, scoring a hit. Frost Queen pounds George again; ID is busy aiming at George but her shot goes wide, saving Costanza's butt for another Segment.

OMW to GC: Don't just stand there like a wet and shivering target, strike back!

George C. to Splat: No, you don't want to have anything to do with Lusitania. That game *sucks!* Heh, heh. Then again, I thought you and Chucker-head were already there.

Frost Queen to George: You should be careful of your hands. Hands like your are one in a million. Why don't you run along to the kitchen.

GC to Yard: Well, it looks as if I'll be going in sooner or later. Get those pretzels ready! SnowMaster to FQ: Are you feeling quite yourself today?

Frost Queen to SnowMaster: Yes, I know these are really bad, but you haven't seen my troll line yet.

SH to yard: "Splat to the head, yeah, yeah..."

Tedium to Splat: You'll go either way? Daf will be crushed, and I'm putting my back up against a tree!

SnowMaster to Tedium: Daf won't know anything about it—she doesn't read any part of the zine she's not in.

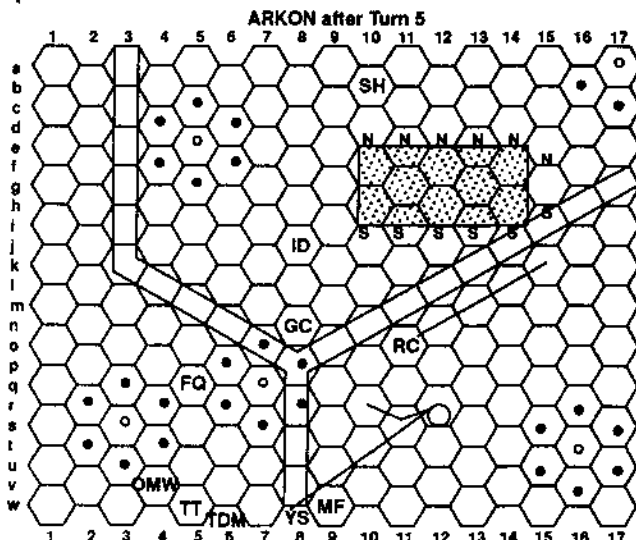
RC to SH: I get the point. Truce.

OMW to Tigger: I hope you aren't planning on picking on a poor old man who hasn't done a thing against you. Go after the real threat—TDM.

Frost Queen to George: With all this cold snow around aren't you afraid of shrinkage?

Tatter's Tater: Ye who fights and runs away...

will live to fight for maybe another thirty seconds or so...



(I prefer blank verse.)

Frost Queen to Tatter: You better watch your step or you'll be a mashed tatter.

OMW to yard: LEADER BASHING TIME!!

RC: Charge!

Frost Queen to SnowM: Thanks for everything.

SnowM: to FQueen: Sure, any time.

OMW to ID: Perhaps there are more tempting targets now...

OMW to FQ: What an arm! (Or, maybe that's "What, an arm?")

Frost Queen to Yard: The next person who hits me with a snowball will have to stand in line for burritos! Jason "Yes, officer, I really am old enough to drive this car" Bergmann (alias Pancho) will be very happy to give over that duty.

## Traifamadore — Lineup & Press

Spring 1901: Still In Action

Australia Z (Michael Alterio): f melbourne, a perth, f sydney.

Austria A (Steven McKinnon): a leopoldville, a vienna, a budapest, f trieste.

Brazil B (Charles Goetz): f Recife, a rio de janeiro, a sao paulo.

Canada C (Jamie McQuinn): a vancouver, f montreal/nc, f toronto.

Chile L (John Bryden): a santiago, a antofagasta.

China X (John Galt): f canton, a hankow, a peking.

Egypt Y (Victor Thomas): a suex, a cairo.

England E (Matthew Lahtinen): f johore, a cape colony, f london, f edinburgh, a liverpool.

Ethiopia P (Michael Quist): a asmara, a addis ababa.

France F (Steve Nicewarner): a abidjan, f saigon, a paris, a marseilles, f brest.

Germany G (Ward Narhi): a dar es salaam, a munich, f kiel, a berlin.

India H (David Schlosser): a calcutta, a delhi, f madras.

Italy I (Chris Warren): f mogadiscio, f naples, a venice, a rome.

Japan J (Jim Bailey): f kyoto, f osaka, f tokyo.

Mexico M (Vince Springer): a mexico city, a guadalajara, f monterrey.

Morocco O (Rich Irving): a marrakech, a casablanca.

Netherlands East Indies N (David Kovar): a palembang, f jakarta, a hollandia.

Russia R (Alex Simmons): a omsk, a irkutsk, f viadivostok, f st petersburg/sc, a warsaw,

a moscow, f sevastopol.

Transvaal V (Eben Kurtzman): a durban, a pretoria.

Turkey T (Matt Heppe): a baghdad, a constantinople, a smyrna, f ankara.

United States U (Martin Johnson): f boston, f norfolk, f los angeles.

Deadline for Spring 1901 is September 27.

Please—I insist—give me a phone number or email address for NMR (No Moves Received) insurance.

Austrian Yellow Pages: Austria can be contacted at (518)463-2164, or for the convenience of Californians, between midnight and 2am Eastern time Wednesday through Sunday, at work, at (518)273-4100. Calls made to work number can obviously be made without regard to time of day, however, for the sanity of my roommate, no calls later than 11pm Eastern to home number, please.

GM to All: Remember, if you want your phone number given out you better do it yourself. I can't keep track of who's "unlisted" and who isn't.

Austria to Japan: Bailey-san! Have you been smitten, as has all of Austria, by this Lisa Loeb, cute-little-granny-glasses woman?

GM to Austria: Read elsewhere to find out.

Austria's Babes o'the Moment: Jennifer Saunders, Joanna Lumley, Kate Nelligan.

GM's Kiss-Up List: Early orders received from Austria, China, and Italy.

# LUSITANIA/Gunboat Snowball Fighting ASF30

## Turn Two: Big Things and Little Notice

| WARRIOR                  | loc | segment 1            | segment 2        | segment 3          | new loc | vp | hp | sb-di |
|--------------------------|-----|----------------------|------------------|--------------------|---------|----|----|-------|
| Butthead (BH)            | N10 | -O11-N12-M13-L14     | RR at VT (95,43) | collect 2 Sb       | N10     | 2  | 8  | 2-0   |
| Droopy (DR)              | T12 | -U11-V10, collect Sb | RR at KC (90,29) | -U9-S9, collect Sb | S9      | 3  | 3  | 2-0   |
| Duke of Xcimasia (DX)    | S5  | RR at IRB (95,05)    | collect 2 Sb     | RR at IRB* (95,94) | S5      | 2  | 9  | 2-0   |
| Ice Root Beer (IRB)      | N4  | collect Sb, -P4-Q5   | collect Di       | Di at DX (50,83)   | Q5      | 1  | 7  | 2-0   |
| Kid Charlemagne (KC; X2) | R12 | RR at DR* (75,14)    | RR at Z* (95,56) | SH at Z* (60,48)   | R12     | 8  | 7  | 0-0   |
| Polywog (PW)             | P10 | De at BH (85,51)     | collect Di       | collect 2 Sb       | P10     | 2  | 10 | 2-1   |
| Señor Beavis (SB)        | K9  | -G9                  | collect 2 Sb     | collect Di         | G9      | 2  | 8  | 3-1   |
| Slushball (SL; X3)       | G1  | -F2-E3-C3-B4         | collect 2 Sb     | -B4-A5-B6-C7       | C7      | 2  | 7  | 2-0   |
| Thing (T)                | H6  | collect Di           | collect Di       | collect Di         | H6      | 1  | 7  | 2-3   |
| Vapor Trail (V; X1)      | K15 | -J14-K13-L12-K11-J10 | Di at SB (75,39) | collect Di         | J10     | 5  | 9  | 0-1   |
| Zonk (Z)                 | Q15 | -R14-S13, collect Sb | collect Di       | Di at DR (50,27)   | S13     | 3  | 4  | 2-0   |

Weather roll = 11. \* = dodge. \* marks conditional orders.

Deadline for Turn Three is September 27.

**Segment One:** Duke of Xcimasia gets right down to business in his new Snow Fort, hurling his first ball in the face of the onrushing Ice Root Beer. Kid Charlemagne jumps up from behind the Snowman and pegs Droopy, who is backing off. Zonk is coming in closer though, and Vapor Trail is chasing Señor Beavis toward the shed door. Butthead is off looking for the vanishing Vapor Trail!

**Segment Two:** It's *menage a trois* as Droopy turns and fires, scoring on Kid C., the Kid hits Zonk, and Zonk loads up big time to go after Droop. Butthead nails VT in the behind. Everyone else is also packing ammo except Vapor Trail, who Dirigibles Beavis in the butt, er, head, er...

**Segment Three:** Zonk delivers his football on top of Droopy, but the Kid grabs the Snowman's head and drops it atop Zonk for a big lead. At the other hideout, the Duke nails Root Beer again but his Fort protects him from Beer's Di. Man, is there a huge amount of weaponry laying around!

**SnowMaster:** I am asked to confirm that the Beavis and Butthead players did *not* know of each other's game names ahead of time—they're as surprised as you are. Also, I omitted Butthead's press lastish—sorry, BH, I have no records of such press. I honestly don't know whether I misplaced them or you never sent them.

**Press of the Month** goes to a line that wasn't in anyone's press, just a note leading off their orders: "What's to discuss. Splat Butthead & reload!"

**Droopy to SnowMaster:** Cut as much of Beavis' press as you want. Reading it gave me a headache; I can't imagine what typing it would do.

**Vapor Trail to Señor Beavis:** You deserve this—and many more.

**SnowMaster to VT:** Don't go out of your way for him—excuse me, too late...

**Beavis to IRB:** Heh, heh. You said 'blow.' Heh, heh.

**IRB to Beavis:** Kiss my root for a hefty toot you stuttering runt I've got more of what you want!

**Beavis to Vapor Trail:** Hey, quit it! This sucks!

**Butthead to Vapor Trail:** Hey, bung-hole, who're you calling a geek? Hey, Beavis, if he calls us geeks again, let's go kick his ass.

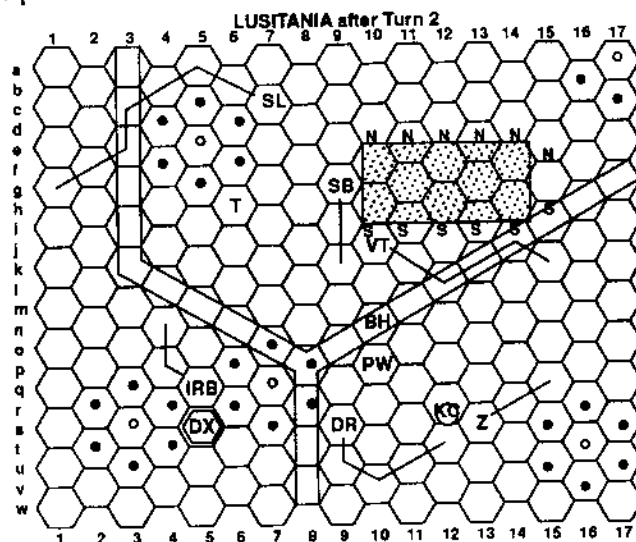
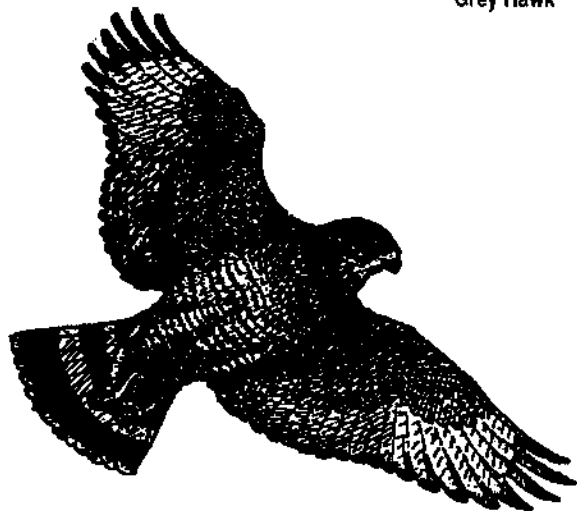
**Wog to Butthead:** Hey! Watch where your goin'! Ouch! Heh, uh, huh, eh, heh!

**Beavis to Butthead:** Hey, quit it! That sucked!

**Poly "I-don't-think-I'm-deaf" Wog to Thing:** Did you say something?

**Wog to B & B:** I found some COOL yellow snow behind the shed. You guys want some?

### Grey Hawk



**Polywog to SM:** No! I didn't do it!

**SM to Polywog:** I don't believe you, and I'm slapping you with a SuperFund toxic cleanup bill.

**IRB to Kid Charlie:** Grab the snow dude's head so he be dead, let'er fly, dirigible high, in the sky, to the sky, out the sky, smash the Droop, like playin' hoop, don't ask why, he's close by.

**KC to IRB:** Thanks, but I've got my own problems over here. Good luck against Duke's Fort!

**Zonk to Droop-A-Long:** A thick, juicy steak? Here—this dirigible is extra slushy!

**Beavis to Polywog:** Yeah, heh, heh. We know each other. And we know your mom, too, heh, heh.

**Beavis to Thing:** Just think how good Jim Abbott will be when he gets you back, heh, heh.

**Butthead to Thing:** Hhhuh-huh, "Thing" ... hhhuh-huh-huh.

**Beavis rants:** I am the great Cornholio. I need t.p., t.p. for my bung-hole.

**Droopy to Beavis:** I bet your reason for not getting women is because you are badly drawn and moronic and stuff.

**Beavis to DX:** Dook! Dook! Dook! Dook of Huzi! Heh, heh.

**KC to Duke:** X2 reminded me of U2, which led to Steely Dan and Kid Charlemagne.

**SM to KC:** In what way does U2 remind you of Steely Dan??

**Droopy to Señor Beavis:** And the same goes for you.

**PW to IRB and KC:** Beer & Champagne! That really makes me thirsty!

**IRB to Duke Zima-Asia:** Zo, you Chinese clear-near-beer ain't one to talk about drinking zomething...

**Beavis to IRB:** Heh, you mean this magazine? Heh, heh, just, like, lookin' at yer sister, hm, heh.

**BH to SB:** Beavis, you're stupid.

**Beavis to Thing:** This rocks!!

**Butthead to Beavis:** Shut up, dumbass! These people don't want to read all that press.

**IRB to Slushie:** Not so nice to hit the Ice, sting the Thing, heave at Beave, quit jammin' me or I'll turn you into a Root Beer float!

**Wog to the Beav:** "Beavis" & "Wisdom" in the same line? Now that's oxymoronic! Or should that be just plain moronic?

**Droopy to Kid Charlemagne:** Excuse me, but that wasn't very nice.

**SnowMaster to Droopy:** Why be nice when you can bomb people?



# DURLA / 1994Wrb32 Gunboat Diplomacy

Players: Please note that this game has been assigned a Miller Number (1994Wrb32), which may be used *with or instead of* "Durla" to identify it.

Spring 1901: Under Western Skies

- Austria: a vic-gal, a bud-ser, f tri-ven.
- England: f lon-nts, f edi-nwg, a lvp-edi.
- France: a par-but, a mar-spa, f bre-mid.
- Germany: a mun-ruh, f kie-den, a ber-kie.
- Italy: f nap-ion, a ven h, a rom-apu.
- Russia: f stp/sc-bot, a war-sil, a mos-war, f sev-rum.
- Turkey: a con-bul, a smy-arm, f ank-bla.

Deadline for Fall 1901 is September 27.

Tsar to Archduke: We here are tired of the many problems that the Serbs continue to cause. Please by all means teach them a lesson.

A-H to East: I hope you realize that the Hedgehog is a defensive measure on my part. I don't want to get blitzed in the first couple of years. I will be less aggressive once I get an idea on who is out to get me.

Rome to Vienna: As you can see, I have no quarrel with you. If you ordered F Tri H or F Tri-Ven I'd like support for A Apu-Gre from Ser, otherwise you can take it yourself. I'm your friend.

New York Times: "Europe at it again; Swiss withdraw request for Supply Center Status."

Reichstag to Europe: Mercenaries for hire (to highest bidder, of course).

Rome to Berlin: I leave Munich in your care for the next five years or so.

Russia to France: I look forward to shaking hands with you. How's Munich sound?

London to World: Did you see the Plateau press? Something about the Red Sox winning the World Series for the next five years? Apparently Hell would freeze over, so much for Global Warming. Doesn't the Book of Revelation state something about Red Sox World Series victories and the Final Judgment Day?

Tsar to Sultan: It is my hope that we can at the least be respectful of each other's borders.

King to Czar: Are all those stories about Catherine the Great true?

Tsar to Kaiser: Due to the many poor wives your country has provided over the years to this family, I have decided to teach you a lesson.

Rome to Ankara: I'm very wary of your moves, as you can see from my opening. If you attack Russia or don't build a fleet in Smyrna, I will view you as a friend to the Italian cause and look for another target, but otherwise I'm your enemy. Don't let us get bogged down in a fleet battle, look for easy centers to grab with armies.

Russia to Italy: Just a hello from your northern neighbors.

Moscow to London: I would also like to be able to meet you, say in Holland?

Rome to Paris: As you can see from my orders, I don't want no war with you. DMZ in Wes, Pie, GoL, NAF, no fleet builds in Mar or Rome, no fleets in Spa(sc). Good hunting up north!

(AP): A new pizza delivery service, operated from Rome, has started doing business today. The marketing director, A. Pizzolini, says that he's looking to expand overseas, in the near future to Africa, but in a few years time "a major decision will be made in which direction we will continue expanding." Mr. Pizzolini is looking for likeminded businessmen to form alliances with that can both make profits and help the cultural exchange.

| GIEDI PRIME / SUPPLY CENTERS held as of Winter 1909 |     |     |     |     |     |     |     |     |     |     |    |
|---|-----|-----|-----|-----|-----|-----|-----|-----|-----|-----|----|
| Austria   | vie | tri | bud | ser |     |     |     |     |     |     | 4  |
| England   | lvp | edi |     |     |     |     |     |     |     |     | 2  |
| Germany   | kie | ber | hol | den | swe | mun | bel | nwy | stp |     | 9  |
| Italy   | rom | nap | ven | tun | mar | spa | bre | par | lon | por | 10 |
| Russia  | mos | sev | war | rum |     |     |     |     |     |     | 4  |
| Turkey  | con | ank | smy | gre | bul |     |     |     |     |     | 5  |

# California Quail



# GIEDI PRIME / 1992AK

EGRT draw: R yes, GIT no, AE nvr.

Germany proposes GIRT draw. Italy proposes GI draw.

Autumn Retreat: Austrian a gre-alb.

Winter 1909: Austria disbands a bud; England disbands f naf, f nwg; Germany builds f kie, a ber; Italy builds f nap, f rom; Russia disbands f bla; Turkey builds only f smy.

Spring 1910: Shuffleboard

Austria (Roger Cox): f ion-gre (a alb s, a ser s), a vie s italian a gal-bud.

England (Jamie McQuinn): f eng-lon (f wal s).

Germany (Lance Anderson): a bur-mar, a bel-pic, a den-kie, f kie-hol, a pru-sil (a mun s, a ber s), a nwy h, f stp/sc-bot.

Italy (Hugh Magen): f nap-ion, f rom-tyr, f bre-eng (f lon s /dislodged/), f por-wes /impossible/, a spa-gas (a par s), a pie-mar, a tyo h, a gal-bud.

Russia (Greg Ellis): a boh-gal (a war s [a ukr s]), a rum s turkish a bul-ser /nsol/.

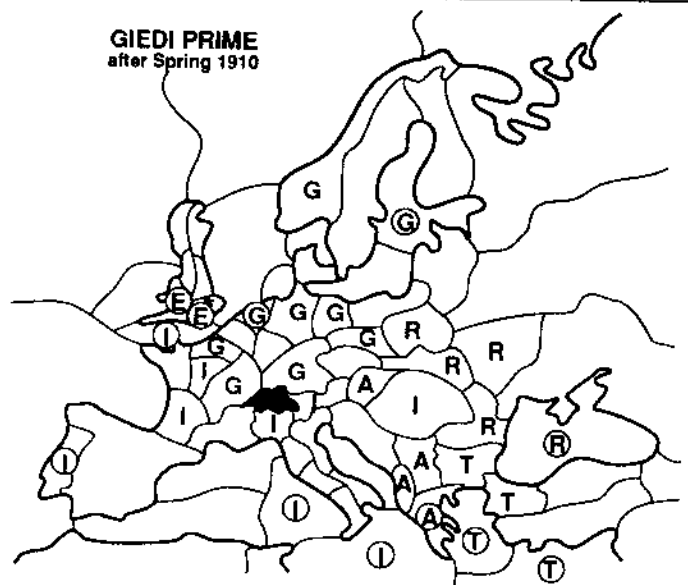
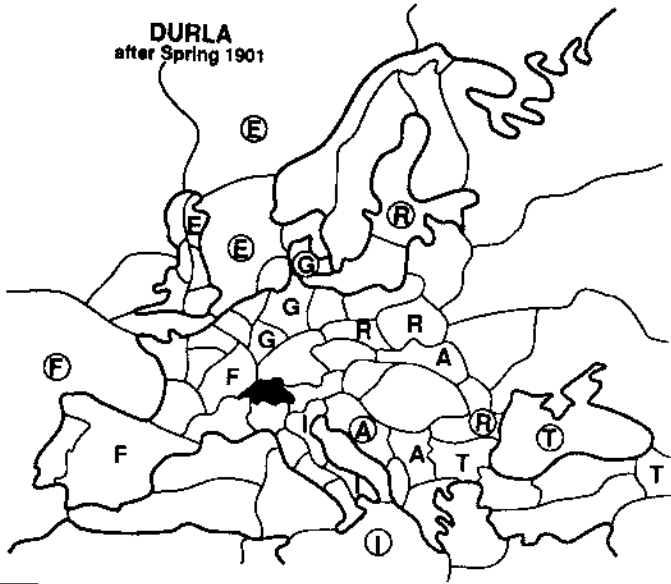
Turkey (Andy York): f gre-aeg, a bul-gre, a con-bul, f smy-eas.

Once again, I caution against using 'nor' as an abbreviation for *any* space.

Summer Retreat: Italian f lon.

Deadline for Fall 1910 is September 27.

Austria-Hungary to Italy: Perhaps my last transmission was a bit premature. Well, better a premature communication than a premature ejaculation.



## IX / 1993HG

Error: Russia should not have been allowed a build last Winter, but the error was not caught until after the Spring had been played. Normally I would have him remove a unit to get even—but we are in the strange position that, due to annihilations last turn, he's actually *short* of units and removing them now wouldn't even his SC count. SO: we'll play on, noting once again that I may be a pretty good zine editor but I hardly ever even reach 'mediocre' as a GM!

Also, I forgot to move France f edi-nwg on the map. Summer Retreats: English f swe to the box, Turkish f ion-nap.

### Fall 1904: Huge Implosion Near Chernobyl

Austria (Kenneth Burke): a vie s turkish a ser-tri.  
 England (Mick Taylor): a lon h /annihilated/  
 France (Don Scheiffer): f lyo-wes, f mid-naf, f nwg s german f ska-nwy, a pie s italian a ven /otm/, a wal-lon (a yor s), f eng-nts.  
 Germany (Roger Cox): a pru-war (a lvn s), a kie-den, f ska-nwy, f den-swe (f bal s).  
 Italy (J.R. Baker): a ven-rom, f ion-nap (f tyn s), f adr-apu.  
 Russia (Michael Quist): a swe-nwy /dislodged/, f

nwy-stp/nc, a war-gal /dislodged/, a mos h??, a gal-rom (f sev s /annihilated/).

Turkey (Vincent Springer): a arm-sev (f bla s, a rum s (a bud s rum)), f nap h /annihilated/, f aeg-gre, a ser-tri.

Once again, I caution against using 'nor' as an abbreviation for *any* space.

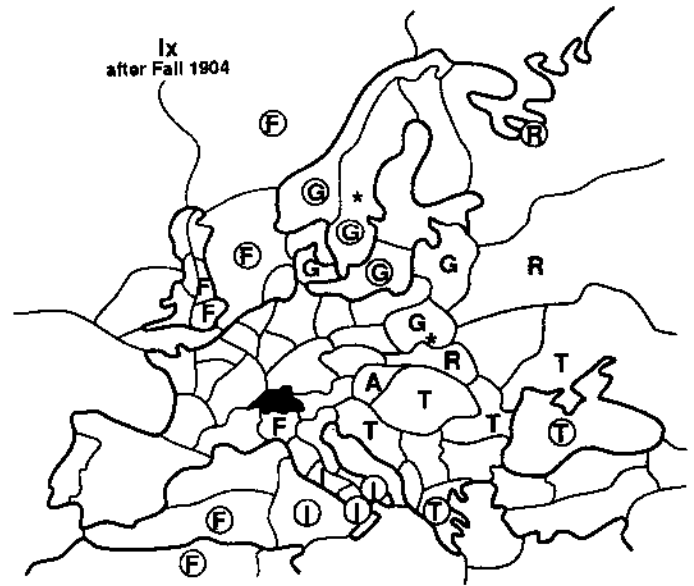
Autumn Retreats: Russian a swe, a war.

Deadline for Winter 1904/Spring 1905 is September 27.

A. H. to World: I hope my countrymen are good at speaking Turkish!

Russia to Turkey: Several people have sent me copies of your letters, so I know what you are up to. Life is too short for feuds so I am declaring this one over—as is our "Alliance" I will resist you with all force possible as long as Germany and France allow.

London to all: Hopefully this is finally the end. Hopefully.



### IX / SUPPLY CENTERS held as of Winter 1903

|         |     |     |     |     |     |     |     |     |     |     |   |   |   |   |   |   |   |   |   |      |                                     |
|---------|-----|-----|-----|-----|-----|-----|-----|-----|-----|-----|---|---|---|---|---|---|---|---|---|------|-------------------------------------|
| Austria | vie | .   | .   | .   | .   | .   | .   | .   | .   | .   | . | . | . | . | . | . | . | . | . | 1/1  | even                                |
| England | lon | owe | .   | .   | .   | .   | .   | .   | .   | .   | . | . | . | . | . | . | . | . | . | 2/0  | out                                 |
| France  | par | bre | mar | por | spa | lvp | edi | LON | .   | .   | . | . | . | . | . | . | . | . | . | 7/8  | may build one                       |
| Germany | kie | ber | mun | bel | hol | den | SWE | NWY | WAR | .   | . | . | . | . | . | . | . | . | . | 6/9  | may build three                     |
| Italy   | rom | nap | tun | ven | .   | .   | .   | .   | .   | .   | . | . | . | . | . | . | . | . | . | 4/4  | even                                |
| Russia  | stp | mos | war | rum | sev | nwy | bud | .   | .   | .   | . | . | . | . | . | . | . | . | . | 7/2  | must remove three, four, or five    |
| Turkey  | con | ank | smy | bui | gre | ser | tri | BUD | SEV | RUM | . | . | . | . | . | . | . | . | . | 7/10 | may build three (and will be short) |

## Perelandra

### HOUSERULES for Postal DIPLOMACY

These rules are intended to give potential players an idea of how a game of Dip will be run in *Perelandra*. Although there are many potential questions not covered by these HRs, the overall gamemastering principle in force 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 (see Rule III). 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. 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. Country selection is by random draw. Concessions or draws may be proposed beginning in Spring 1905, and may exclude one or more surviving countries (this is a change from the standard rules). These proposals pass only on the timely, explicit 'yes' vote of all remaining players. I do publish how each player voted on each proposal, and who did the proposing.

V. Except for 1901 (when Winter will be a separate season), spring retreats will usually be combined with the following fall moves, fall retreats and winter adjustments with spring ("American style"). Deadlines will be one month apart, usually toward the end of the month.

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 unless expressly permitted. 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 will be 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 players both ask for it. However, season separations will not be granted for retreat-only seasons, nor for Winter turns with fewer than four possible builds and removals. Exceptions might be announced at gamestart, or when taking on orphan games.

updated 15 August 1994

## Tonight's Cast

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                        | LancerA@aol.com                | yes            |
| Teresa Armstrong | P.O. Box 3124, Radford VA 24141                                |                                | no             |
| Jeff August      | 5057 South 12th Street, Arlington VA 22204                     |                                | yes            |
| James Bailey     | 8337 La Riviera Drive, Sacramento CA 95826-1654                | JamesAB5@aol.com               | yes            |
| J.R. Baker       | 2709 Colonial Drive, Dickinson TX 77539                        |                                | yes            |
| James Bartle     | 290 Massachusetts Avenue #435, Cambridge MA 02139-4196         |                                | yes            |
| Jason Bergmann   | 5920 College Avenue #5, Oakland CA 94618                       | 72163.3104@compuserve.com      | yes            |
| John Bryden      | Dept of Math., U. of Calgary, Calgary, Alberta T3C 2M2, CANADA | bryden@acs.ucalgary.ca         | email          |
| 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 19401-3745                     |                                | yes            |
| Les Casey        | 10 Wrenwood Court, Nepean, Ontario K2G 5V3, CANADA             | aa158@freenet.carleton.ca      | email          |
| Roger Cox        | 57 Coastline Drive, Inman SC 29349-9655                        |                                | yes            |
| Greg Ellis       | 2005 Dublin Drive, League City TX 77573                        | GregE625@aol.com               | yes            |
| Peter Evett      | 4819 D Swiss, Dallas TX 75204                                  |                                | yes            |
| John Galt        | 701 Welch Road #323, Palo Alto CA 94304-1705                   | john_david_galt@cup.portal.com | email          |
| Charles Goetz    | 3831 N. Fremont #404, Chicago IL 60613-3062                    | cgoetz@kentlaw.edu             | yes            |
| Dave Golias      | 509 South Brian #14, Fort Collins CO 80521                     |                                | yes            |
| Tim Goodwin      | 49 Williams Street #2, Portland ME 04103                       |                                | yes            |
| Randy Havens     | 2626 West Olive Avenue, Fullerton CA 92633                     |                                | yes            |
| Matt Hepp        | 26 Meadowbrook Lane, Chalfont PA 18914                         |                                | yes            |
| Tom Hurst        | 5628 Byrneland Street, Madison WI 53711                        |                                | yes            |
| Rich Irving      | 1505 Caceras Circle, Salinas CA 93906                          | RR11@pgc.com                   | yes            |
| Martin Johnson   | 113 Carey Court, Windsor CA 95492                              |                                | yes            |
| Stan Johnson     | 2225 East Marilyn Road, Phoenix AZ 85022                       |                                | no             |
| Tom Johnston     | 11112 Second Street, Mokena IL 60448                           |                                | yes            |
| David Kovar      | 5 Town and Country Village, San Jose CA 95128-2026             | kovar@nda.com                  | yes            |
| Eben Kurtzman    | 550 Mansion Park Drive #201, Santa Clara CA 95054              |                                | yes            |
| Matthew Lahtinen | P.O. Box 10786, Zephyr Cove NV 89448                           |                                | no             |
| Daf Langley      | 14609 203rd Avenue SE, Renton WA 98059                         |                                | yes            |
| Mark Lew         | 5390 Broadway #2, Oakland CA 94618                             |                                | yes            |
| Hugh Magen       | P.O. Box 131, Redondo Beach CA 90277                           |                                | no             |
| Jack McHugh      | 280 Sanford Road, Upper Darby PA 19082-4708                    | 76646.334@compuserve.com       | yes            |
| Steve McKinnon   | 240 Sheridan, Albany NY 12210                                  |                                | yes            |
| Jamie McQuinn    | 214 E. Church Street, Adrian MI 49221-2902                     | jmquinn@delphi.com             | yes            |
| Chuck Mercer     | 1250 Garden Lane, Sebastopol CA 95472                          |                                | yes            |
| Clark Millikan   | 778 Center Avenue, Martinez CA 94553                           |                                | yes            |
| Conrad Minshall  | 6295 Shadygrove Court, Cupertino CA 95014                      | conrad@apple.com               | email          |
| Ward Nahi        | 46 S. Adolph #4, Akron OH 44304                                | R2WEN@vm1.cc.edu               | email          |
| Mark Nelson      | 21 Cecil Mount, Armley, LEEDS, West Yorkshire LS12 2AP, U.K.   | ant5man@amsta.leeds.ac.uk      | email          |
| Steve Nicewarner | 3602 Abercromby Drive, Durham NC 27713                         | steve@plume.ies.ncsu.edu       | 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    | 16122 Affirmed Way, Friendswood TX 77546                       | Donno@aol.com                  | yes            |
| David Schlosser  | 2041 N Street, Eureka CA 95501                                 |                                | no             |
| Alex Simmons     | 918 Colina Vista, Ventura CA 93003                             | afs@qad.com                    | yes            |
| Vincent Springer | 2550 Yeager Road #21-10, West Lafayette IN 47906               |                                | yes            |
| Mick Taylor      | 23376 Larson Rd., Sycamore, IL 60178-8360                      | t20mgt1@corn.cso.niu.edu       | yes            |
| Bob Theriault    | 156 Lyman Street Ext., Westbrook ME 04092                      |                                | yes            |
| Victor Thomas    | 22782 Via Santa Rosa, Mission Viejo CA 92691                   |                                | yes            |
| Nathan Trent     | 10234-P Manassas Mill Road, Manassas VA 22111                  |                                | yes            |
| David Wang       | P.O. Box 1564, Piscataway NJ 08854                             |                                | no             |
| Chris Warren     | 2425 Purdue #104, Los Angeles CA 90064                         |                                | yes            |
| Richard Weiss    | 1480 Creekside Drive #A316, Walnut Creek CA 94596              |                                | yes            |
| Brendan Whyte    | 96 Waitarua Road, Remuera, Auckland 5 NEW ZEALAND              | B.R.Whyte@massey.ac.nz         | email          |
| Don Williams     | 25252 Via Sistine, Valencia CA 91355                           |                                | yes            |
| Brad Wilson      | Box 532, Paoli PA 19301-0532                                   |                                | yes            |
| Bill Wordelmann  | 541 Canyon Trail, Carol Stream IL 60188-1364                   | bill.wordelmann@subsoft.com    | yes            |
| Ed Wrobel        | 6204 Bardu Avenue, Springfield VA 22152                        |                                | yes            |
| Andrew York      | Box 2307, Universal City TX 78148-1307                         | wandrew@aol.com                | yes            |

## CALLBOARD Game Openings

X-23/Regular Diplomacy (\$5 gamefee): Peter Evett (pd), Lance Anderson (pd), Jim Bailey (notpd), Ward Narhi (pd), Vince Springer (pd), Doug Brown (pd) signed up, can take one more.

SILVERRUN/Snowball Fighting ASF30 (free): Baker, Golias (Freezer Burn), Hurst (Ice Sickle), Narhi, Schultz, Brown (Glacial Gladiator) signed up, can take four more.

OTHER GAMES: What does everyone have in mind? Current suggestions are Dune (Bryden; Irving has now given me a copy of some PBEM rules); Merchant of Venus (KLew, Golias); Cline 9-Man Dip (Springer); Railway Rivals (Brown); Kremlin or Stellar Conquest (Golias) which are handicapped because I've never played either one.

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recycled paper

You may use your subscription balance and free issues: to pay gamefees or to purchase copies of *Zine Register*, or to order samples from the Zine Bank, or to purchase *Diplomacy A-Z*.

ZR and Dip AZ cost \$2 in North America and \$4 elsewhere. Zine Bank costs \$3 in the US, \$4 in Canada, and \$6 overseas.

### Poetry Shelf (the standby list)

The Poets are, for Diplomacy: J.R. Baker, Roger Cox, Randy Davis, Dave Golias, Tom Hurst, Stan Johnson, Jack McHugh, Steve McKinnon, John McLaurin, Jamie McQuinn, Chuck Mercer, Phil Reynolds, John Schultz, Mike Stewart, Nathan Trent, Richard Weiss, Andrew York.

For Diplomacy variants: J.R. Baker, Randy Davis, Tom Hurst, Steve McKinnon, Mike Stewart, Nathan Trent, Chris Warren, Richard Weiss, Andrew York.

CALLED THIS MONTH: Chuck Mercer for Plateau

## Conventions

### DipCon XXVIII

Next summer (August 1995) at AvalonCon. I am considering whether we'll be able to afford the trip—I think we *will* go to one East Coast con next year.

### T.N.T. '94

Bruno Wolff sent me information on the Titan tourney at AvalonCon (for which thanks but not this

year) and, with it, a flyer on the Titan National Tournament. November 10-13 at the Comfort Suites in Laurel, MD—call Brian Sutton at (301) 604-0050 for information.

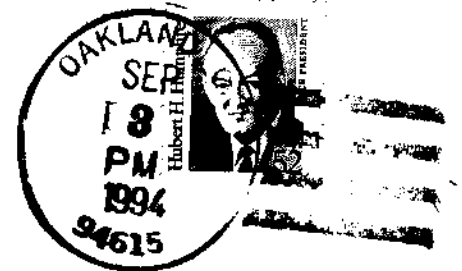
## Calendar

October: 17 Randy & Melanie Davis's anniversary, 28 Andy York  
November: 5 Kathy Caruso, 22 John Caruso.  
December: 1 Bruce McIntyre, 6 Brad Wilson, 8 Melody Lutterbie, 16 Randy Davis  
January: 8 Lance Anderson, 19 Pete Gaughan, 25 Chuff Afflerbach  
February: 9 David Hood, 21 Gary Behnen  
March: 16 Claire Brosius, 29 Casey Elaine Ellis, 31 Daf Langley  
April: 30 Cathy Gaughan  
May: 12 Richard Weiss, 17 Vince Lutterbie, 19 Steve Langley, 26 Walter Devin Ellis  
June: 1 Fred Davis Jr., 12 Ed Wrobel  
Origins: July 13-16, 1995, Philadelphia  
July: 13 Andy Marshall, 24 Tom Johnston  
August: 15 Brent McKee, 16 Brendan Whyte, 29 Don Williams

**PETE GAUGHAN**  
**1236 DETROIT AVENUE #7**  
**CONCORD, CA 94520-3651**

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Codename:  
SCHOOLHOUSE



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