

BLIND DIPLOMACY 1801

A Diplomacy Variant by Doug Brown

This game starts in 1801, as opposed to 1901. The countries and supply centers are the same as the regular game (although historically there would be some changes). There are two main changes in this from regular Dip. First, you have no view from heaven of the entire board. This game takes place in 1801 and there are no spy planes. You see what you'd really see. Second, there is an addition of Spy/Scout units.

Since your units will not have an overview of the entire European battle, they will be keeping their eyes open but as they stand, support, attack, and convoy, they will be seeing different things depending on how occupied they are. No matter what, you can not see non-bordering areas. If you see an army leave a province, you won't see where it is going unless that destination also borders a province you are looking at.

You do not see NMRs or eliminations. If a player is replaced via NMR, you will get the new players address and the country he/she is playing.

UNIT VISION DURING MOVEMENT

STAND — This order allows you to see all bordering areas.

SUPPORT — This allows you to see all actions taken on the province you are in and the province you are supporting, plus you can declare "look" at one additional area bordering you. You must specify which direction you wish to look. As example, if you are in Sev., whether fleet or army, you can look to the Black Sea while you are supporting Rumania.

ATTACK — This order permits you to see only actions taken in the area you attack and in any area you attacked from.

CONVOY — The convoy order allows you to see actions taken in place you picked up army, the sea that you occupy, and the place you drop off army. If the convoy goes across two seas, this still applies. Your drop off point, would be where you put army on the second fleet.

Always when you see an area, you see any supports and attacks on that area. Example: If in Sev. and you are supporting Mos., you would also see any attacks and supports on Moscow, even if they are coming from the St. Pete side of Moscow.

SPY/SCOUT — You automatically receive a spy for every 3 centers you own, fractions less than three do not add to this total, but no player with any units has less than one spy. Examples: 1 to 5 units = one spy; 6 to 8 units = 2 spies, etc.

Since spies are sneaky and only a single person, they can always get their hands on a boat. Therefore, they are amphibious.

Spies start the game in the following provinces and belong to the player in charge of that province at gamestart: London, Paris, Munich, Venice, Vienna, Constantinople, and Warsaw.

All future spies can be built in the winter after armies and fleets are built. These new spies may be built wherever you currently have an army or fleet unit. They are not built on home supply centers unless you wish to do so and have an army or fleet in that center.

The advantage of your spy, is that he can travel up to three spaces in a single turn. This should greatly help your knowledge of the board. However, you don't know what your spy sees until he rejoins with one of your regular units. Also, when you send your spy out into the

field, he has a complete set of orders that he must follow. He may not have contingency orders. (He's dumb!) For example: With your spy starting from your army in Warsaw, you may order your spy as follows:

Spring 1801 = (Warsaw)-Silesia-Munich-Kiel. Fall 1801 = (Kiel)-Berlin-Prussia-Livonia, etc. Whenever a spy comes in contact with a member of his own armed forces, (this being a full unit fleet or army and not another spy) the spy breaks off his order and reports his findings.

Spies move immediately after the normal spring and fall and after any retreats. Spies see no actions (such as who attacked whom, supports, etc.) but only reports who is in what province or sea at the end of spring, fall, etc.

Spies may help you with either offense or defense. You can keep a spy circling areas at your back and see approaching enemies trying to sneak in. Or you can send your spies to regions where you plan future attacks. The enemy never sees your spy. Spies can not be killed or captured except by losses of supply centers and the forced rebuild of a spy if insufficient centers are held.

By the way, knowing what supply centers you own can sometimes be a problem. Let's say you are Russia and you leave Moscow in your advance to take over the world. You can no longer see Moscow, unless a new army is built there or nearby. Sometimes it may come as a complete surprise when the GM tells you to disband two armies. **WHICH TWO** centers did you lose!!!! **WHO ATTACKED???** Answers to these questions are sometimes hard to come by unless you use your spies and vision abilities well.

Other strategies to note regarding spies. Remember that if your army Warsaw is attacking Galicia, that army only sees Warsaw and Galicia. You may want your Warsaw spy to move from: (Warsaw)-Prussia-Silesia-Galicia. If your move succeeds into Galicia with the army, you would get a report on any actions in Prussia and Silesia as well. But remember, if your move to Galicia with your army fails, your spy still goes to Galicia. Therefore, it is necessary to supply your scout with long orders before he leaves. Otherwise, he'd just sit in Galicia forever if you never get your army into Galicia! So, while the above spy order may be a great Spring 1801 order, do remember to order a fall order and perhaps more to make sure your spy eventually gets back to one of your own units. Sending your spies too far can be a problem too because when they report, they tell you what was in the province when they were there. Your spy result will list the season, year, province and what was there at that time. Press is very important as is communication between players.

You may make a treaty with Germany (for example) and Germany may tell you she has seven units when actually they have ten units. Exchanging communication and spy results between allies can prove extremely valuable.

RETREATS — If you are forced to retreat, for example from Munich in the spring, with your spring results, the GM tells you that you must retreat army Munich and your retreat options. This could give you a bit of extra information, because some provinces are clearly occupied, since you can't retreat there.

Convoys can not be seen at sea. The army is below deck. You see the ship if you look to sea and that's it. If you look at Brest when an army is convoyed in, you just see an army land in Brest. You don't know where it came from.

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Deadline for all games is now
NOVEMBER 2.
See reasons on page 20.

This game is more complex to GM because there are no general results. All players get one publication of press and such but no results other than personal results. It is, in my opinion, very interesting to GM. You get to see huge mistakes developing and players walking into pitfalls. I've GMed two games by mail and enjoyed them both. It is a pain sometimes keeping track of what each spy saw, but I kept a running account in my own personal files.

Hopefully Pete or some brave soul will want to GM this baby.

This is the ultimate in Diplomacy, strategy, long range planning, and skill. Hope to see you on the battlefield. I've never played this variant — even though I created it — so I do hope someone GMs. —Doug

THE INTERIM #6

by BRUCE MCINTYRE

[[I apologize to Bruce for reversing the order of his next two columns, but I want to get this one in while the World Cup is still at least a lingering memory. Thanks for sending 'em Bruce!]]

On the first day of summer of 1988, the International Federation of Football Associations, known by its French acronym FIFA, announced that the press conference, during which the 1994 soccer World Cup Tournament would be awarded to one of three countries in the Western Hemisphere who had bid for it, would be moved ahead four days. This was odd, since FIFA had been trying to decide the issue for many months: but then somebody realized that the original press conference date was June 30, and it was immediately obvious which country was going to host the world most prestigious sporting event.

(Lest this last statement bring protest, let me remind you that the FIFA has more member nations than the International Olympic Committee, or even the United Nations. Newly-formed nations often apply for membership in FIFA before thinking about joining the United Nations. The Olympics bring the world together in almost all sports, but soccer is the world's number one sport, and currently the Olympic soccer tournament is limited to amateurs, or professionals under the age of 23.)

The spectacle of holding the World Championship of the world's number one sport in the only country in the world which ignores it as a habit drew laughter at first, but as I write, a few days after the end of the first round, I can say with confidence that World Cup '94 USA will be the best ever. What essentially has happened is that the officials in the American organizing committee told FIFA why their game was not succeeding in the U.S., suggested some potential ways to fix it, and, to everyone's great surprise, FIFA accepted the suggestions. The first 36 games of this World Cup have been curiously devoid of irritating events such as dirty play, time wasting, injury feigning, defensive play, and blown offside calls. What has remained is the game as I would have liked very much to see it since I began watching World Cup tournaments in 1982.

The format of the tournament is simple. The host, defending champion, and 22 other countries determined in zonal playdowns qualify, and are seeded into six groups of four. Each group plays a round-robin, and the top two qualify for the next stage, along with the four third place teams with the best record. The sixteen remaining teams then play single elimination games leading to a third-place game and a final.

Group A (United States, Columbia, Romania, Switzerland) promised to be interesting. There was speculation that the Americans had drawn an easy group, and they did open with a 1-1 draw with Switzerland. Columbia, after shocking Argentina 5-nil in Buenos Aires in qualifying, was picked by Pele to win the whole shebang, and they were all over Romania in the first few minutes of their match, but then the Romanians opened the scoring on a counterattack. A few minutes later, Romanian star Georghze Hagi scored an incredible goal. He was 35 yards away and about 20 yards off to the left of the goal, and when he kicked the ball high towards the far post he did so with a sweeping motion of his left foot. The Columbian goalie, standing near the far post, along with 90,000 spectators and the massive TV audience, figured this was a cross that would curve away from the end line, hoping to find a Romanian head about 10-15 yards from goal when it came down. The goalie thus ran out about 10 yards to meet the ball, and

looked up to see the ball NOT spinning and therefore heading straight for the spot he had occupied when the ball was kicked: two-nil Romania! Columbia scored before the end of the first half, but in the second another Hagi cross (this time it was a cross) was kicked out of danger by Columbian defender Escobar, unfortunately into his own goal. Thus Columbia lost 3-1 while clearly having the better of the chances. But in Pele's favorites second game the American team played brilliantly in defense, realizing that the Columbians relied on getting the ball through the middle for a shot, as opposed to crosses from the wings, which they seldom tried. The U.S. squad covered the area twenty yards in front of the goal with masses of defenders, and the Columbians looked terrible, and never changed their tactics. The U.S. eventually won 2-0 on two nice goals after frustrating the Columbians into submission. Late in the game, an American corner came to an unmarked defender who scissor kicked the ball (with his back to the goal and the ball about neck high, he threw himself to the ground on his back, to get his boots at the right height to kick the ball towards the goal on the volley) just wide of the post, which was probably good because the fans might well have invaded the pitch in jubilation had that one gone in. In the end, Columbia was eliminated as the U.S. and Switzerland finished tied at 1-1-1, and Romania was 2-1.

The final Group A matches were completed before other groups final games, and for a few days it was uncertain whether the U.S. would qualify as a third place team. Two of the six third place teams would be eliminated, based on their record. A crucial change was made for this tournament to award three standings points for a win, along with the usual one for a draw. The premium on wins made a big difference: only 8 of the 36 first round games were draws, and goals per game was way up from previous years.

Group C (Germany, Spain, Bolivia, South Korea) went as expected, Germany and Spain going through although South Korea shocked Spain with a late tying goal, and came back from 3-nil to lose to Germany 3-2. The surprising Koreans also tied nil-nil with the Bolivians in the longest match of the first round, the Scottish referee working from a weakened watch battery or something, because both halves were extended far more than the usual 2-3 minutes for stoppages. 0-1-2 was almost certainly not good enough to qualify the Koreans for the second round.

Some World Cup critics suggested that the Bolivia-South Korea nil-nil draw was extended as long as it was because of a FIFA directive to avoid scoreless draws at all costs. If so, this is unfortunate, for the game was by no means a defensive struggle. Scoreless draws in past World Cups have been tedious affairs, with faked injuries and long pauses for substitutions delaying the game forever. Not so this year. There were many dives, but no extended writhing by uninjured players, due to a new rule which said injured players must be taken off the field on a stretcher or substituted for within one minute. Once the referee had called for the stretcher, a player who suddenly discovered he was all right after all was given an automatic yellow card for his shenanigans. A simple rule that allowed for no bullshit, and worked perfectly.

Group E (Italy, Ireland, Norway, Mexico) was nicknamed the "Group of Death" for its parity, and made the predictors look good by becoming a toss-up until the final whistle of the last game. It began with Ireland over Italy and Norway over Mexico, both 1-nil. Then Italy beat Norway 1-nil and Mexico beat Ireland 2-1, so all four teams were 1-1. At this point Mexico and Ireland had slight advantages, since the tiebreaking formula was goal difference followed by goals scored, and Mexico and Ireland had scored one more than Italy and

Norway. The final set of games were played simultaneously, and you can bet that scoreboards were watched closely. Italy scored the first goal, against Mexico, but Mexico quickly tied the score. The put the pressure on Norway, in the other game, to score against Ireland: if both games ended tied the team scoring the least number of total goals in the three games would be eliminated, but the Irish defended well, realizing that if they gave up a goal and lost, they would surely be out. So Norway finished fourth at 1-1-1 and was tuffed. Mexico won the group based on scoring three goals, Ireland was given second based on their win against Italy. Italy's third place finish was good enough to get through.

You should know that the final two games in each group are now played simultaneously because of an incident in 1982, when Germany (having lost earlier to Morocco) played Austria, knowing what the result of the other game was. The meta-game situation was: If Germany wins 1-nil they and Austria will go through; win by scoring more than once, and Germany and Morocco go through. If Austria wins or ties, Austria and Morocco go through. To no one's surprise, Germany opened the scoring after 11 minutes, and the rest of the game looked like the soccer version of what the Harlem Globetrotters do to the music of "Sweet Georgia Brown." The newspaper headline the next morning was ELEVEN MINUTES OF FOOTBALL. Morocco was not amused.

In Group B (Brazil, Russia, Cameroon, Sweden), the Africans, who had gone out in 1982 in the first round on goal difference—without losing to anyone—and had lost a nail-biter to England in the 1990 quarter-finals, were expected to be a sentimental favorite, but fell apart in their final game against Russia, losing 6-1. Meanwhile Brazil and Sweden had locked up the top spots in the group, each undefeated. While Russia's striker scored five goals in the rout, the real record was Cameroon's Roger Milla (the hero of Cameroon's 1990 run to the quarterfinals) scoring a goal at the age of 42.

The final games in Groups B and E were played on what the organizers cleverly called "Super Tuesday," and with two third place teams (Korea and Russia) finishing lower than the U.S., the Americans clinched a spot in the second round. Korea's two points on two draws were not going to be enough whatever happened; amazingly, Russia's 6-1 rout of Cameroon had gotten them into contention with three points, and likely through, as they seemed likely to be better than the third-place team from...

Group F (Belgium, Netherlands, Saudi Arabia, Morocco) seemed like a foregone conclusion. The Europeans would trounce the others; the Belgium-Holland game would decide first place, the Saudi Arabia-Morocco game third. Belgium and Saudi Arabia won the crucial matchups, but in the final set of games, Saudi Arabia surprised Belgium with a 1-nil win to finish second in the group, same goals for and against as Holland, but Holland beat 'em, so they took first. Belgium's 2-1 record was a cinch to qualify as a third-place team.

The surprise of Saudi Arabia amassing two wins was disheartening for the Russians, but they still had a tiny chance to qualify, depending on very favourable results in...

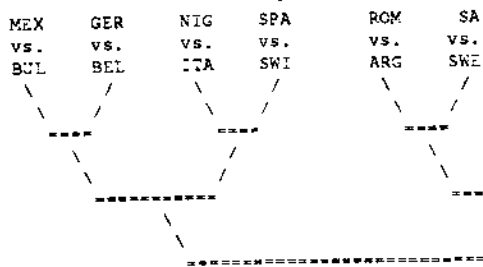
Group D (Argentina, Greece, Nigeria, Bulgaria) was expected to be a three-horse race, and proved to be just that, as Greece lost all three matches by a combined 10-nil. Argentina, after losing 5-nil at home to Columbia in qualifying, forcing a do-or-die playoff with Australia, had called upon former superstar Diego Maradona to revive the team. Maradona was the clear MVP of Mexico '86, and if 1986 comes around again he'll probably have another great tournament. In 1994 he did look quite good in the first two games, until it

was discovered that his uncommonly high energy level was due to no less than five banned drugs. Argentina without Maradona lost to Bulgaria in their last game and finished third in another group with three teams at 2-1, decided (in favour of African champion Nigeria) by goal difference and who-bear-who. Group D being another group where the third place team had amassed two wins, the unfortunate Russians were eliminated on the final day of the first round.

It was known before the final day of Group D that that group's winner would play Italy, the second place finisher would play Mexico, and the third place finisher (assuming their record was good enough), would play Romania. This led some to speculate that Argentina lost their last game to Bulgaria on purpose. I suppose this is possible, but the fact is that Argentina had not lost their last game...

(At this point I'd like to mention that the local bridge club ran a World Cup pool which sadly drew only five entrants. The first-round predictions produced a draft order for the sixteen teams in the second round, prizes being awarded to those picking the winner, runner-up, and third-place team. Having won the first round prediction contest, I drafted Brazil with the first pick, Italy with the sixth, Romania with the eleventh, and to my great surprise the Americans and the Saudis were taken fourteenth and fifteenth, leaving me Bulgaria with the final pick.)

The second round matchups and seedings were:



There is a World Cup jinx which has only been broken once (By Brazil in 1958 in Sweden). The jinx says: if the World Cup is played in Europe, a European team will win, and if played elsewhere, a non-European team will win. With this in mind, it was a surprise to find only one non-European team left after the round of 16. Germany beat Belgium 3-1. Spain dispatched Switzerland 3-nil. The Saudis played well but lost to the Swedes 3-1. In an exciting matchup, Maradona helping out with the radio play-by-play, Argentina lost 3-2 to Romania. The Dutch ended all British hopes by defeating Ireland 2-nil. And despite a fine performance by the Americans, Brazil prevailed 1-nil. The final day of this round saw Nigeria leading the blue shirts of Italy with two minutes left and Italy having lost a man to a poor red card decision, but Italy drew even in the 89th minute and won it in extra time. In the last game, Mexico and Bulgaria played 120 minutes without breaking the 1-1 tie, and went to the penalty kick shootout, where somehow the first three Mexican shooters failed to score, leaving them little chance to recover. So the Elite Eight looked like Brazil had been invited to take part in the European Championships:

BUL vs GER ITA vs SPA ROM vs SWE NL vs BRA

(You'll note that I had all four teams left, and one in each quarter-final.)

Italy vs Spain (Foxboro Stadium, July 9): The story of this game was a clever Spanish strategy, which might well have worked if the weather hadn't been so uncharacteristically cool. With Italy leading at halftime by 1-nil, the Spanish substitutes were unleashed, and ran down the weary Italian legs, tying the score midway through the second frame and coming within inches of

going ahead a few times. With five minutes to go, the result seemed certain: Italy's tired team, even if it held Spain for five more minutes, would certainly not last another extra time session, and their youthful substitutes were too much of a risk to bring on. But with three minutes to go, a defensive clearance found a blue shirt in midfield, and a defensive mistake and a lucky deflection led to a Dino Baggio goal, which sent Italian cities, and Italian communities the world over, into a wild frenzy. Never would have had a chance of happening had it been 20 degrees warmer.

Netherlands vs Brazil (Cotton Bowl, July 9): The first half of this much-anticipated game was a dreadful bore. No goals at half time, and few chances. But the Brazilians, eager to make the semis for the first time since 1974, popped in two quick goals in the first 20 minutes of the second half. Up 2-0, the result in the Dallas heat seemed all but assured, and the drummers that accompany the Brazilian team to each game pounded away happily. But Holland scored only a minute later, and tied it with about a quarter hour left. It was left to striker Branco of Brazil to win it with a free kick from 25 yards which skimmed along inches above the ground, just past the side of the defensive wall, and in off the far post.

Bulgaria vs Germany (Giants Stadium, July 10): Another great bore in the first half: this match, conceded to Germany by 110% of the experts, started at 9AM Pacific time and I wasn't awake until 10 minutes in, so I missed the shot off the post that might have opened the scoring for the Bulgarians but for a few inches. In the second half, German striker Klinsmann went down in the Bulgarian penalty area with a half-hour to play. It was a bad call—Klinsmann once more had made a disgusting dive to aid the decision—but the referee made it, and German captain Lothar Mattheus converted the point-blank penalty kick to open the scoring. At this point, the German record of screwing with the rules in four successive World Cups came before the Court of Fates, and with a stinging deposition from the energetic but young American delegation ("for the good of a game which deserves more fame than it gets in our country"), was found guilty as all hell. Bulgaria scored two magnificent goals in the last thirty minutes to depose the champions.

(I had to leave for a bridge tournament just after the opening goal, but my team had six-players, allowing my partner and I to play the first match, then rejoin the team during the dinner break after watching the Romania-Sweden match. Imagine my surprise when we found a TV and discovered that the Germans had been defeated. Imagine the incredulity on my partner's face when he worked out that I now had three teams in the semi-finals, with Romania still to play. The whole pool could be over before the semis began!)

Romania vs Sweden (Stanford Stadium, July 10): Brazil-Holland was the game that observers said could easily be won by either team; this was a game, some smartass said, that both teams might lose. He was only half right: both teams did lose—twice. Romania saw 70 minutes of excellent chances (yes, another first half that ended scoreless, although there were in this one many fine chances, the great bulk of them for Romania) fade away to a 1-nil Sweden lead, when Tomas Brodin scored off a faked shot on a free kick. Charge Romania with a loss—but wait, Sweden has allowed Romania to equalize on a free kick deflected to an open winger with two minutes left, and we go to extra time! Ten minutes into the first of two fifteen-minute extra time periods, Romania scores on a nineteen yard shot off the post to the goal-

keeper's left: charge Sweden with a loss. Oh, hold on, it's not sudden-death: Sweden fights on, and in the second extra session scores on a cross when the Romanian goalie reacts slowly and is outjumped by the goalscorer. We're going to the penalty-kick shootout. First one to screw up in this can't-miss situation (teams alternate taking shots from the penalty spot twelve yards out, with the goalie not allowed to move until the kick is taken—five from each team, then sudden death) usually loses. And Sweden kicks the first shot over the bar! (Charge that shooter with a loss.) The next six shooters score, and the fourth Romanian takes a fine shot that Swedish goalie Ravelli blocks! The fifth shooters from both teams score, and we go to sudden death. Sweden scores! Romania's sixth shooter kicks the ball just inside the right post: but Ravelli is there: charge the final loss to Romania, and Sweden goes through! The semifinals are set: Bulgaria vs Italy, and Sweden vs Brazil.

(We left the TV at my partner's place at full time to go to the restaurant where we'd meet our bridge teammates. We got there and reserved a table with a view of the TV, and immediately Romania scored. My partner greeted the teammates with "Bruce is buying." I was watching the monitor and began banging my head on the table as Sweden equalized, and later choked back a hamburger when the final shot was saved by Ravelli.)

Bulgaria vs Italy (Giants Stadium, July 13): In 1982, a disappointing Italian team, refusing interviews and practicing in secret, tied all three matches in the first round, against Poland, Peru and Cameroon. By the tiniest margin, they went through to the second round, a three-team round robin involving Italy, Brazil and Argentina. To the surprise of everyone, the Blueshirts (Italy for some reason always wears blue) found the net with ease, advancing to the final four, and eventually becoming champions of the world. Emerging in the games against Brazil and Argentina was a striker named Paolo Rossi, who scored twice in the final against Germany. Twelve years later, after Italy again qualified by the slimmest of margins, it was Roberto Baggio who emerged from apparent chaos to score the big goals, not in the first round, but when the money games began. He found the net twice against Bulgaria in the first half hour, and although Bulgaria scored on a penalty kick later, the game was in effect over. But in the late stages, Baggio on a run near the goal line pulled up in pain and he was listed as a doubtful starter for the grand finale.

Sweden vs Brazil (Rose Bowl, July 13): An odd thing happens when a red card is given in a soccer game. The offending player, of course, is expelled from the game and cannot be substituted for, and his team plays a man short for the remainder of the game. But unlike in hockey, a soccer power play seldom leads to an obvious advantage. In the Sweden-Brazil semi, a Swedish player was sent off with about 20 minutes left in a Brazil romp which through the grace of God was still scoreless, the Brazilians finding many never before seen ways of blowing easy shots and missing empty nets. The commentator remarked that teams that had had a player sent off had actually outscored their opponents in the tournament thus far! But just as it looked as though the game might go into extra time despite Brazil outshooting Sweden about 33-2, Romario headed in a cross and Brazil was into the Final against Italy, a repeat of the 1970 Final in Mexico, Brazil then winning 4-1 in Pele's final appearance for his country.

The third place game was won by Sweden in a 4-nil romp over Bulgaria, it being quickly evident that Sweden wanted to prove that they'd been ousted by a single goal, and Bulgaria apparently looking only to make their marksman Stoichkov the tournament scoring leader, which made the defense elementary. This result cost me some money, but it could have been worse: the only team I didn't have from the semis might have made

started the book in Turlock and read the last page as the bus exited I-880 in Oakland.

I enjoyed the book thoroughly, just as I had *The Hunt for Red October*. I don't always agree with Clancy's philosophy that spies and weapons are Good, but he spins an excellent yarn, he's verbose (which isn't usually positive but this time I liked it), and when his characters pause to deliver homilies it makes sense for them to do so. Cathy and I saw "Clear and Present Danger" at the movies last month, so I guess I am now officially a Clancy fan—I'm not sure whether I'm a spy-novel fan yet, I'll have to try a few other authors and see whether they write as well.

While I'm talking about my job, here's a tidbit you might not know. There's always a lot of talk about tax loopholes and getting business to pay their share; what do you think of this one?

I pay the IRS, each quarter, about 20% of my commissions in a check I write. No withholding here. And at the end of the year, I have to write another check, mostly for social security tax, to bring the balance up to 30% (15% tax bracket plus 15% SS). (If you are working for an employer, you are having social security withheld from your pay, at a rate of 7.5%, I think, of your gross. Your employer pays the other 7.5%, you pay no taxes on the 'invisible income' this provides to you.)

If you are like most Americans you are having medical insurance deducted from your check for a group plan at work. You get a reduced rate for being in a group, or your employer pays a part of the premium (or all of it)—again, you pay no tax on the benefit, and you get to deduct the monthly premium as a medical expense if you itemize deductions.

In the past I have been able to deduct 25% of my premiums—this deduction was killed in the wreckage of all the health reform bills. It was expected to be increased this year, but instead Congress threw the baby out with the bathwater.

It's just sour grapes, I know. But since they've phased out the deduction of meals as a business expense, from 80% to 50% to zero (meaning, if I go to Fresno, let alone New York, exclusively on business, I can't claim that eating there is part of the cost of doing business), I feel entitled to make my own 'whine'.

I did *not* enjoy Ken Burns' miniseries, "Baseball", as much as you might expect. Sure it's neat; I learned a lot more trivia, and it's enjoyable to put faces to some old names. But I could do without most of the interview comments. Some of the interview subjects had actual historical data or analysis which was interesting, but the tales of childhood love for the game left me lukewarm.

I don't know why—after all, I love the game too. I think it seemed Burns was trying too hard. Nothing was part of everyday life, it was all magnified out of proportion. And worst of all, it was entirely the Story of New York City! Sure, it was the 'baseball capital', but after telling us blessed little about the Boston Braves and Cleveland Indians, it would have helped to at least hear from fans in those towns.

Except for Series years, the Browns, Phillies, Kansas City (both teams!), Senators, and Pirates got real short shrift (the Pirates only got attention because of Wagner, the Senators for Johnson). Of course it got worse as the show went on, because there were more and more teams and cities but the same limits of time for each episode. Before I saw the final episode, I could only pray it wasn't preoccupied with commissioner's meetings in New York, the '77 Yankees, or the bickering '80s Mets. I only got answered on one out of three...

This extended to the interview subjects. Billy Crystal? Stephen Gould? Some Ph.D. historian I've never heard of before?? Get real—if you want to interview celebrities, even intellectual ones, work for Hollywood. George Will at least has a baseball pedigree,

but why not interview some real ordinary people about their baseball anecdotes? Mind you, these folks *did* relate their baseball experience; they were literate and interesting. I just think Burns had better fish to fry. It seems Burns chose his interview subjects based on how close they lived to his base of operations in New Hampshire.

The emphasis was always on the winners, the best teams and the best players. But baseball is one game where the 'lovable loser' is at least as important, and beyond the Sox' "Curse of the Bambino" Burns gave only lip service to the Cubs drought, and made no mention at all of Mario Mendoza. The mid-'60s Mets weren't the only example of fun bumbling, but the NY/New England bias held them up as such. And late in the film, true stars buried on bad teams (Nolan Ryan) were truly shortchanged.

Toward the end, as the game bogged down in labor disputes, it was teaching me stuff I already knew, but fortunately I held off the remote control until "extra innings" came around. There the talk about 'what baseball means' really shone.

Banding: our study of diurnal raptors is now in its tenth year (fourth year for me), and again this year we will set a record for number of hawks banded ("ringed" for you British subjects). With the season (Aug 15 to Dec 15) only 40% gone, we've already broken our record for Kestrels in a year, and will come close in each of the smaller hawk species (Sharp-shinned and Cooper's), largely because this year we have a large and reliable supply of linnets to use as lures, and are losing them far less often than in the past. Smaller hawks prefer smaller prey, which we can now provide.

By that I mean, the lures are surviving better. Because some of you have subbed since I last talked about this, let me clarify: we use live birds, in harnesses and connected to long lines, as lures to bring hawks into our traps. We use two types of passive traps, which the hawks fly into, and also use bownets, which are active traps—the hawk lands on a lure, we pull another line, and the trap swings over the hawk like a mousetrap with netting.

Because we are subjecting lure birds (pigeons, starlings, and linnets) to capture, caging, and luring, some of them die. Most deaths happen in their cages, for no readily apparent reason; we conclude it's the stress of the situation. But every one of these birds would have been killed anyway—we got them from pest control agencies and private farmers authorized to destroy them in order to protect crops or some such.

We are careful to provide food and water, baths and rest for lures. Occasionally a lure does die as the result of a hawk attack. We work hard to keep this from happening, but consider the study of the raptors, which are small in number, to be more valuable than the already-spared lives of common non-natives.

Back to the main point, then: we have learned a great deal about raptors. We are the largest singled volunteer program in a National Park in the West (250 people), the largest all-volunteer effort in the entire scientific community, and the largest raptor study effort on the West Coast. And with all these volunteers, we still know damn little about what's going on in a migration. To wit: We radio-tagged a Cooper's Hawk for the first time this month. (Because of private donations, we can afford tail-mounted radio transmitters, and the motel and meal expenses of a couple of vans of people to chase the bird wherever it goes, four times a year.) "Everyone knows" that Coops are fast point-to-point flyers, probably migrating long distances each day to their winter grounds in Central America. But this bird only went as far as the City (the tracking team watched both the hawk and the 49ers' football game, from the hill overlooking Candlestick Point!), and after a couple of days as far northeast as Martinez, where it roosted every night for

a week until the tracking team gave up.

The next tracking effort was a Broad-winged Hawk, uncommon in California and even more infamous long-and-fast flyer—Broad-wingeds spend their winters in Argentina, for crying out loud. The teams were all set for a week of spending nights in their own comfortable beds, but this bird flew, on successive days, 90 miles, 150 miles, 200 miles, and 100 miles, and was probably in Mexico the next day but our teams do not have permission to travel there. Before this every bird we'd tracked had been a Red-tailed Hawk, and all of them had settled down between S.F. and L.A., the furthest south reaching only to Valencia.

What we are trying to do is put data to the legends. Do Cooper's really only live in dense forests? Or, as our tagged bird seem to tell us, can they handle a small stand of eucalyptus surrounded by cow pasture? Are Broad-wingeds really hurt by the lack of natural wetland in our state—or do they make their beeline for Patagonia without much regard for the terrain below.

And I suppose the moral is: help us find out. If you contribute to the program, we'll be able to get some of the information that is missing from most legal and societal discussions of nature. Write your check to the "Golden Gate Raptor Observatory" and send it to me. Just like PBS, we've got premiums: \$30 gets you a sub to the *Pacific Raptor Report*, and \$100 gets you the GGRO sweatshirt. But even a couple of bucks would help buy one more motor for a robot lure, and \$10 pays for ten miles of tracking-van gasoline!

Did I say robot lure? Well, "Robolure" is the proper name. We are the only group in America working to develop a mechanical lure. We have been told many times, by the myriad of other banding groups and by many old-timers in our own program, that a mechanical bird will *never* attract hawks. We assume hawks are attracted by the flapping, the fluttering of our lures (most raptors have excellent sight and poor smell)—and imitating the motion of a real bird is nearly impossible in its intricacy.

Also, different-size hawks prefer different-size prey (hence the three types of lures in use)—but the only toy motor we can find that doesn't burn out too rapidly to be useful is a size appropriate to a starling body. So Robobanders don't have the advantage needed to effectively trap Kestrels (at the small end of the scale) or Ferruginous Hawks (at the large end).

But that doesn't explain why, as of the latest numbers I'd seen, Robolure is only 25% less successful than live lures in raw trapping numbers, and the anecdotal evidence is that a great many hawks 'stoop' on Robo (a hunting dive), only to pull up within a couple of feet, presumably because they sense something is wrong.

And this is only a prototype! The current Robo effort is a harshly-designed *study*, with selected blinds and days, to see whether developing a robot lure would be worth another year's effort. While I'm pretty sure it is worth it—if for no other reason than to stop using live lures—it is expensive to buy motors and tools. At the rate they wear out we will likely need 500 motors each year to keep all four of our banding stations open on a Robo-only program.

Part of my desire to talk about Robolure here is that I am back in the program, after working with live lures for the first part of this season. Since I last used Robo, there have been huge advances. It no longer flaps like a sick pigeon, it truly flutters like a starling or sparrow. And with starling skins (ready available by walking through any local vinyard) stretched over the mechanism, the deception is excellent.

Think about it. You can be part of that all-superlative crew I bragged about a few paragraphs back. Join the GGRO, so to speak, even if you can't get out into the hills with us.

The Roar of the Greasepaint

(the letter column)

Roger Cox

Piazza, biggest star behind the plate in 20 years? Nooooo! Think back, grasshopper, to the golden days of Carlton Fisk—you know, the guy who hit all those homers and broke the record for games in the mask? And mostly always played on shitty teams. And Thurman Munson was no slouch either. And let's not forget Earl Williams, the one-time wonder of Atlanta Piazza's good, but let's be real.

[[Fisk in his prime was better than Piazza is now, true—but Fisk was a Bench contemporary, we were talking about "since Bench", Piazza is the best to debut in the past 20 years. (Is that enough clarification? Sorry.) Piazza is already better than Munson ever was, and Williams doesn't even belong in the same paragraph with Piazza and Fisk.]]

Randy says someone wrote recently that after non-Dip zines were removed from the Runestone Poll, his/her zine would have won. Do you know if this is true? If so, who is that idiot? If the socialists were removed from the subzine list, I'd have won, too! What does all this mean?

[[I don't know, are you sure you haven't got it backwards? If non-Dip zines were removed from the Runestone Poll, Perelandra would still win. If zines with Dip in them were removed, then #9 Protozoan would have won (ahead of #11 Cogniscenti).]]

Brendan Whyte

Letter to the *Perelandra*. In today's copy of *Chaff*, the Massey Uni student paper, the editors wrote a crawling apology to all Maori readers, insisting that a few spelling mistakes in the Maori Language Week centre-spread (all in Maori and so unreadable to over 85, probably 95% of the readership) were NOT a deliberate insult to the mana (pride) of Maoridom, and should not be construed as such, and that all future Maori language copy would be fully proofread and given to the Maori studies dept for criticism and checking.

While it is necessary to ensure a reasonable standard of language, the extent to which the paper is prepared to go for such a (vocal) minority is pathetic PC pandering considering the frighteningly high incidence of illiteracy in the English parts of the paper (ie all of it usually), and the lack of a proofreader let alone an editor who can spell. The fact that someone out there took offence and sought drastic redress shows the power that PC thinking is having even in this previously sane corner of the world. Is this a flash in the pan or are such events happening in the US and elsewhere too? Why is it OK to abuse English to the point of incommunicability (maths assignments I marked this week often used the word 'except' instead of 'accept' yet I cannot deduct marks for this) but a couple of spelling mistakes in a minority language becomes a *casus belli*? Would cutting my penis off and painting my skin black help? Or am I doomed to be a patriarchal hegemonist and thrash myself with birch switches all my days? Can any black feminist pregnant gay whales out there cast any light on my dilemma? Yours, in self-flagellation for my ancestors' sexual preferences, but damned if I'm going to feel bad about it.

<<next letter>> Dear Pete, Whoops, I guess I should read the zine before writing letters. But, what has Don got against me? "You can tell Brendan Whyte that...". He has met me, but I didn't think I was THAT rude! But, could you please tell him, that the only reason I can afford to go is that it is an exchange so I pay Massey fees, in the order of \$2000 NZ dollars, and crosscredit the papers back to here. I still need to find about \$20 000 NZ again, to prove my eligibility. Donations kindly received. I thought it was bad paying \$300 in 1988!

[[I think Don's comment was not a slam, merely a complaint about the high tuition prices.]]

<<third letter>> I cannot see the attraction of professional sports. It is like watching a chartered accountant auditing. Amateur games where you have personal friends involved are much more exciting, and you don't have to pay to watch. Charging admission to see grown men get sweaty is daft. Yet every day thousands of people would rather pay good money to watch in person, or turn on the box than get out and participate themselves. The other thing that gets me is the whole thing of the (insert favourite city name here) team playing the (insert other city name here) team. When these are professional teams, the players don't originate from the city, or even like it, often. It is purely a mercenary prostitution of the city name for commercial purposes, to try and rouse the inhabitants of said cities to pay good money to cheer someone-else's sons. I look at Australian League, English football and American basket/base/foot ball. Take Liverpool AFC. How many of the team were born/raised in Liverpool? Few if any. The teams we cheer and follow are no more than a collection of people from all over, who can be afforded by the big clubs. The whole point of a team named for one's city is to cheer one's own boys on, and be proud that if they win, it is because they were raised here, and not in Scunthorpe or Canberra or where ever. Schoolboy sports are restricted to those people attending said school. There is none of the buying in of talent. When a game comes down to whichever club has most money and can afford the best players (at ridiculous salaries, anyone paid over \$50 000 should be taxed the balance to pay the national debt), there seems little point in playing any longer. By restricting the New York Neurons (or whoever) to New Yorkers, not Los Angelines, then there is cause to support the local team, to take pride and interest in them, and to use the city name as part of the team name. Rugby in this country is Amateur. Therefore the players live and work in a city and player rugby for a local club and are selected for provincial teams based on where they live and work. Then at least the Auckland team can be said to be great because they are Aucklanders. If it was made up of Canabrians and Outlanders, it would no longer be the Auckland team, and should not be called so.

I DO think professional sportsters are overpaid. And I would be more willing to see them play when I know I am contributing to help them live, if they must be professional, and not to put them over the \$1 million mark. Money like that is obscene. Ok, I have no money, so maybe it is sour grapes. I believe in equity in income, based on performance. You cannot tell me that a baseball player paid \$1 million is 50 times as useful as a streetsweeper on \$20 000 to humanity. I'll tell you which does the more useful job. Especially if one sees the state of sports grounds after an event. The litter is appalling.

But that is another issue. Clubs should be locally based and the players come from the area the club is named for, else, there should be a non-geographic naming system: number thirteen club will play z-club tonight. Something like that. Just my tupp'n'orth.

Excuse the bad typing/capitalisation etc. I have sliced two fingers on some glass, so have only eight working.

[[Equity in income based on performance is fine, but you want it based on pulse rate—everyone who is alive gets the same salary. The baseball player is not 50x more useful to humanity, but he does generate 50x more profit...]]

[[Yes, this is sour grapes. And you seem also to say, "Since I don't enjoy this, nobody should be allowed to enjoy this." I don't like pro wrestling, or dog racing, or in-line skating, but I don't advocate their elimination, as you are advocating (essentially) the elimination of pro sports.]]

MTG is catching on here fast. In fact rumour has it that NZ has more MTG cards per capita than the

States. They are HOT here for some reason. The sums some people pay for them is scary. At least one friend buys a booster each working day to fill his lunch hour, and empty his wallet. I know one Auckland bod who spent over \$1000 on it. And you don't even get bubble-gum with the cards!

Personally, I'd xerox someone else's set off. Saves heaps of money, and is more fun to colour in yourself, and 'personalise' the set. It IS a brilliant idea: collector cards to DO something with besides swap, and a great marketing one too. Someone should write a thesis on it. I refuse to play because fantasy, and the nasty pictures and the occult overtones are anathema to me, and because it is so obviously a marketing ploy, with deliberately produced 'rares' etc. But I must take my hat off to the inventors, ... and their bank manager. Magic: the poor blind fools! I have heard there is another game by the same crowd, called Jihad or something? Any info? Also, anyone heard of/played/seen Maharaja, an Indian version of Britannia? Who publishes it and how much? Thanks mate, Brendan

[[Yes, there is another game from Wizards of the Coast, with the same structure as Magic, called Jihad (instead of wizard/magic theme, it's vampyres).]]

[[I am very interested in producing a Magic: Perelandra expansion. Readers can start sending suggestions for cards (Daf Langley/Summon Sex Goddess? Banded Hawk/Enchant Creature? Gary Behnen/Summon Legendary Dipster?), though I don't promise to organize the data in 1994...]]

Eric Brosius

The main reason I haven't even looked at MtG is that it arouses an irrational opposition in me. It's exactly the same feeling I get with CDs, cable TV, and touch-tone service (none of which I have spent a dime on.) Even though I might enjoy them, I have the feeling that I'm being exploited, and I am willing to give up the obvious benefits I would gain from a fairly small investment in order to not give in to the exploitation. It doesn't make any sense when I think about it logically.

[[Well, even though CDs get a higher profit margin than other music, I don't give a flip whether something is on CD or cassette, I buy each just as seldom. I wouldn't even try to get by these days without touch-tone (which doesn't cost extra here), since I have several phone service providers and multiple accounts to charge calls to. Cable TV is certainly priced higher than it would be if there were competition but I can only get three channels without it so I pay to get my choices. In each case, nobody is exploiting, there are simply different proportions of price to cost of production, and in the case of cable and touch-tone, no real alternative product. (I realize you said this isn't logical. I'm not trying to sway you, just rambling in response.)]]

[[Magic:the Gathering is different. First, the production cost is very high, so the originating price is reasonable (about \$30 to get started). What drives the dollars up is second-time buying (from collectors or hoarders) and I avoid that simply by not patronizing them. But second, unlike cable and touch-tone, there are lots of alternatives! You can spend \$30 on many many games which are just as enjoyable. So I chose MtG because the game system appealed to me, and I didn't buy Star Fleet Battles because it didn't. Others will make the reverse choice.]]

Tell Doug Brown he'd better end his "Railway Rivals" vacation if he wants to maintain his position as the North American player with the most wins. Jim Goode is breaking down his neck. (I happen to be running four games in ark, and Doug (sniff!) isn't playing in any of them!) Sign me up for Doug's game, even if he runs it on a loser like Map A..

[[We'll see if we get a game rolling (I will probably GM the next one; if I want to start two RRs then I might ask Doug to guest GM.))]]

In the most recent issue of *Perelandra*, Brad Wilson claims that I violated Runestone Poll rules by including *Vertigo* on the list despite the fact that there was just one issue during the preceding 12 months. (I could add as another example your own *Zine Register*, for which the same is true.) Brad has misunderstood the Poll eligibility rules. Because several other people have misunderstood the same point, I thought I'd write to explain.

The rule in question actually reads as follows: "You may rate any amateur postal or e-mail zine that you've read enough of to rate fairly. This means you've seen (or would have seen if not for delays) at least two issues since July 1, 1993." The purpose of this rule is two-fold. First, to make it clear that you may not vote for a zine on the basis of a single issue you may have received as a sample (the rule also suggests that you may decide not to vote for a zine you *have* seen two issues of because you think you still haven't seen enough to rate it fairly.) Second, to define the scope of the Poll by excluding publications that come out annually (or even less frequently,) so that, for instance, the Poll Publication *The Roar of the Crowd* is not eligible.

The definition includes the phrase "or would have seen if not for delays" specifically to make it clear that a voter *may* vote for a zine to which he or she subscribes, but which is suffering from excessive delays. If a zine is intended to come out more than once a year, I will permit any subscriber to vote for it in the Poll even if it comes out only once in the year. I believe this was the case for both *Vertigo* and *Zine Register* last year.

In the case of *Vertigo*, I believe Brad does run the games in "Meet George Jetson", a flyer he sends to players only. In the past I have ruled that such flyers or other material written by the zine publisher count as part of the zine, and not as separate subzines. As such, the players in *Vertigo* do have more material than one issue to base their votes on.

In the case of *Zine Register*, it is my opinion as a subscriber that the zine was on a twice-yearly schedule during the bulk of the polling period, and that it came out only once because of delays. Recently you announced that *ZR* is moving to an annual schedule, which means it will no longer be eligible for next year's Poll. I suppose you *could* argue that it has been an annual since mid-1993, and that you waited until this year to announce this fact publically, but that's not how I saw it. I kept looking for that next issue of *ZR* all year.

As you point out, Pete, many people (including Brad) have argued that I should keep a zine out of the Poll if the publisher asks me to. That's certainly a reasonable opinion, although I don't agree with it myself. I'm not writing to protest that part of Brad's letter and your reply. I'm only trying to clarify the intention of the Poll eligibility rules, and to explain why I included *Vertigo* on the list.

Finally, I'd like to say that *Vertigo* is one of my favorite zines. I am always glad when I see it in my mailbox. I don't always agree with Brad's viewpoints, but I find it more interesting to read an author I don't agree with than one I do agree with. Brad does a better job than most of giving an argument a fair hearing even if he disagrees with it, rather than shouting it down by brute force. I regret that Brad's busy year has made it so tough to get the zine out, and I hope the upcoming year will provide him with some relief.

[[RP and annual zines: before I even got ZR I felt it didn't belong in the RP. Nor does DW. But those questions were decided long ago. Your description of the rules sounds very much as though you want to include absolutely anything that could conceivably be a Dip-related amateur work, and I'm on the other end of the scale from that. (Zine Register was announced as an annual in April of 1994, after producing two issues in 1993.)

[[The disclaimer "(or would have seen if not for delays)" and the bit about flyers being part of the zine—both were probably never seen or were ignored by Brad and both would be much clearer if you simplified it to "You can rate anything that hasn't folded yet." People weren't rating MGJ, they were rating V, and since V didn't exist for over a year I think that's inappropriate unless you state up front that such things will be included.

[[Brad's response was certainly much more a product of his view of the Poll than the fact that his zine was included or finished low!

Ward Nash

I enjoyed reading your response in the latest *Perelandra* ish. I would like to include some thoughts on your response as I think you may have misconstrued some of my remarks.

I do support manned space-flight and we should advance in this direction. I suppose I was limiting my thoughts to an imminent flight to Mars. Here I do not believe we should concentrate on landing a man because of cost constraints. Course the PR would be great but America is no longer a super wealthy country and should consider cheaper options!

I do support the space station and your more far-reaching goals but feel the Mars mission, if approved, is not the place for the additional \$\$ at this time. Lets keep working on Space Station as far as human projects.

Woe is me! *Perelandra* has an incorrect Internet address for me which I am hoping you will change next issue. I have received some notification from fellow Trals so no biggie. The address should be:

R2WEN@vm1.cc.uakron.edu

[[My apologies, Ward!]]

John Galt

Political thought for the month:

Why don't we give those unemployed baseball players something to do? Put them on OJ's jury! They may be the only people who haven't heard as much of that s_t as the rest of us. :)

Rich Irving

A comment on Ward's opinion about draws in Dip. I don't think that are too many draws (especially draws agreed to before the game was dead.) and not enough wins in PBM Dip. (Didn't Alan Calhamer say the only perfect Diplomacy game was a 7-way draw where no player could ever get the upper hand because everybody else will knock him back down?)

Most mail and E-mail players have several advantages that fit players don't have. 1) They have more information available either from zines (*Dip World*, *Dip AtoZ*, general zine chat, novice packages, etc.) or the net (rec.games.diplomacy, ftp sites, AOL & CompuServe forums, etc.), particularly about stalemate lines and grand strategies for each power. 2) They have more time to consider their moves, thus reducing the chance of a tactical blunder.

PB(e)M players also tend to have more experience, tend to play at cons, etc. All of these things tend to increase draws.

As for "Bene Gesserit Dip" (It reminds me a bit of the prediction the BG player makes in *Dune*.), the "BG" player is going to have every incentive to simply go for the draw or propose an alliance calculated to simply get the player to drawing position. (e.g. France an FG vs. E, Austria AR (or I) vs. T) The game would be extremely boring if the BG player were England or Turkey because (if they survive) they have so many stalemate lines at their disposal. The BG would have tremendous advantage that he others don't have. And it would often cheat the other players out of a share of a draw when they earned it. (Let's face it, if one player threatens to win, it

behooves all of the other players to team up to stop him (even if you aren't the BG). It just behooves the BG player much more!) Overall, it think would make the game less interesting.

Steven McKinnon

Some days just make my life the fully-realised spectacle it should be. You'll recall, I expect, my visit to Boston last year to see my beloved England go down disgracefully to an inspired US, 2-0, at Foxboro.

Well, this past Wednesday, 9-7-94, the US travelled to Wembley for the first time ever, and were treated to a life-affirming 2-0 reversal of fortune.

Had it not been for US 'keeper Friedel's inspired play, and England striker Teddy Sheringham's nervously uncontrolled shooting, it could have been worse. As it was the game held great promise for England. New manager Tony Venables has them moving and passing in a more Continental style, and even without Paul Ince and Paul Gascoigne, two premier ballhandlers, the squad executed very well. The US was held to three shots, only one very weak one requiring Arsenal's David Seaman to save it.

The two goals were fine examples of Blackburn's Alan Shearer's great finishing, which they missed sorely during his injury in the WC qualifying stages. US defender Alexei Lalas can be blamed for not challenging on the first, a 15-yard run followed by a pinpoint worm-burner inside the near-right post. But the second was a deadly header off a cross placed only where Shearer could find it. Magic: the Revenge.

On the US side, the absence of Ramos and Harkes again demonstrated the devastating lack of depth in the US midfield. Dooley and Reyna are not enough in and of themselves. The USSF must pressure their club teams to free them for WC98 qualifying in two years.

I got another taste of 'home' when I picked up a magazine (available as an import only) called *Loaded*. It's a little like *Spy*, all irreverence and a little smugness, with the cover caveat, "For men who score on and off the pitch." The chief topics are 'football, boozing and shagging,' and they don't mean fly balls. There is a great photo-layout of some, rather attractive women in some of the Premier League's top teams' uniforms.

You'll see the first-try rules for Magic: PBM with the next *Metamorphosis*. I'd be happy to have any number of people try it. There will of course be gas to work out, if not to determine it's completely unviable. But the first few tests I'd like to run by flyer, as fast as the players can mail in orders. As David says, perhaps you and your good lady wife might even help?

[[You might very well think so, but I couldn't possibly comment.]]

Jim Bailey's musical comments ring awfully true. It's never my expectation that anyone will enjoy groups as much as I do. However, the fact that some people do take up one 'sound' and run with it is inspiration enough.

I, too, find musical babes to be babes based rarely on their physical state. It is almost always the voice alone that draws me to them. As for his obscure babes contest... I plead no contest. Haven't got a bloody clue!

Incidentally, Pete, if page 11 of #122 is any indication, you should get that large nasal growth seen to. Most unsightly, indeed.

[[Steven also included several MG cards for Cathy and me, including a "Drowned" card in honor of the fact that he drowns me wish press and letters!]]

Bruce McIntyre

I'm doing fine, still at the same place, enjoying *Pere*, enjoying everything about the things I'm doing right now except for the fact that I haven't enough money to make ends meet. My parents are helping out

for now; I suspect because they don't relish me returning home! If you like, you may report in your zine (or privately to anyone who asks) that Nancy and I have amicably split up, after she found somebody else and I discovered that I could muster no stronger emotion at this news than ambivalence. The other man having died (not unexpectedly) a few months later, Nancy is now experiencing serious psychological trauma, and is returning to Montreal in hopes that this will be good for her. I hope so, but I don't expect we'll be together again. It is, of course, natural for people to send condolences when this sort of news breaks, and I thank Fred Davis (whose letter I received today) and anyone else whose letter might be on the way, but assure everyone that we are still friends, no disputes over the breakup have emerged, and all is well.

Sorry about sending two more articles on sports (might have been three, but the Canucks Stanley Cup run came just as things got weird around here), but perhaps it might help as we miss baseball (and new it appears hockey as well). I am leaning towards the owners in the baseball strike, but not for the knee jerk reason that the players make too much. The players vs owners dispute is another example of a disturbing trend. When any system produces an environment that is unbalanced in favour of some and against others, there is always a temptation for the disadvantaged group to push too hard once the system, by whatever means, balances itself. The players have been poorly treated for the majority of baseball history, but since gaining free agency, the players have been making steady gains, to the point where now they are clearly asking for too much. I must be missing something: what exactly is the problem with a salary cap, anyway? Since I haven't been able to fathom the reasons behind the players association's thumbs down, it seems that there are only two possibilities: a) they suspect that the salary cap will be set low enough so that player salaries will be lower than they are now, or b) they want player salaries to continue to escalate as they have been. If the former, surely there must be some way to ensure that the revenues of baseball are impartially and fairly accounted for. If the latter, which I suspect, then they'll have to explain how the current rate of salary escalation can continue until the money runs out.

[[There is no way to ensure that owners account for their revenues fairly. That aspect of the situation is analogous to employees being told, "Your pay will be tied to the profitability of the company—but we will decide how profitable the company is."]]

There are two questions which, to my mind, the players have never answered. First, are the players willing to accept a percentage of baseball's revenues, and if so, how much, and if not, who do they expect to pay the bills? Second, if all players want to be able to sign with the highest bidder at the end of their contracts, how do they expect the owners to finance their training through the minor leagues if they will in all likelihood not be able to keep them beyond a year or two?

I guess this is the sort of stance you might expect from a supporter of the Montreal Expos. But I think the owners have major beefs. They develop players at their expense, then lose them through free agency or salary arbitration. Every attempt the owners have made to control their free agent expenses has led to successful collusion lawsuits. (The point not being that owners should be allowed to collude, but that the structure is such that the exponential pace of high-end salaries cannot be controlled.) Arbitration is, I think, heavily favoured towards the player. Most arbitration cases boil down to whether Mr. X is comparable to Mr. V or Mr. Z when in fact he is not anywhere close to either. But if Mr. X has hit 12, 15, 18 and 19 homers in his first four years, who will the arbitrator believe, the player whose reps say he is ready to have a career year and hit 23 like Mr. V, or the own-

er's reps, who point out that his average is about 16, like Mr. Z? It's two weeks to spring training, the player is 25, and the arbitrator usually decides to make the team pay for the career season the player is sure to have. And the next year, after he hits 14, some other player, Mr. Q, wants the big bucks Mr. X was paid because Mr. Q himself about to make the breakthrough and have the career year that will get him 14 hrs. It's like the argument that says we should have Bobby Clobber in the Hall of Fame because Joey Swift is there and Bobby hit more hrs than Joey did, when in fact Joey is in the Hall because he stole two or three bases per time at bat: if you accept this argument qualifications for the Hall go down further and further, until there aren't any.

The owners, however, must get their act together. Selig fully deserves the adjective "Acting" before his Baseball Commissioner title. The salary cap aside, the players probably should have walked when it became obvious that the Commissioner's Office was going to be filled by an owner's guy, or failing that, an actor. Even though I support the owners, I hope the anti-trust exemption baseball enjoys is overturned.

One excuse I might have mentioned for making you wait so long is that I'm back into desktop publishing. Last year I began to volunteer with the Vancouver Unit of the American Contract Bridge League, arranging partnerships at tournament, managing the monthly Unit Championship games and calculating the masterpoints races from local tournaments. This year my duties have been expanded, and I'm the new editor of the *Maschpointer*, a copy of which is enclosed. For a slave wage of \$6/page called an "honorarium" I get to do a bridge zine five times a year for free, and hear the complaints of everyone in the area!

[[I originally wrote far too much on this subject. Here's what I've cut it back down to. No recriminations (well, maybe one or two), just solutions.

[[Sure, drop arbitration. It's pretty irrelevant.

[[Pool some revenue, and only pay it out to owners who meet a minimum payroll.

[[If an owner sees he has \$80M coming in, via tickets and TV and hot dogs and whatever, and his costs for rent and ushers and baseballs are going to be \$40M, then he has all the information to decide whether he should hire players at a total of \$35M or \$40M. He shouldn't say he has to pay players \$50M and then claim he's losing money.

[[There are people out there saying that an owner can maximize his revenue, but that players shouldn't be allowed to maximize theirs! If the owners were hard-nosed businessmen, they would have long ago reduced payrolls by refusing to pay journeymen a million a year. That they decline to use their freedom is no reason the players should give up theirs.]]

p.s. Played MtG. Interesting. The collectables aspect isn't, but the game itself is. This is high praise coming from an anti-fantasy person like me.

Brent McKee

It is truly ironic that Ken Burns' documentary "Baseball" came out just when we needed it most. I think it is as good, if not better, than his "Civil War". Highly recommended, no matter what Tony Kubek *[[for Pete Gaughan!]]* says.

One thing that the series made clear is the truth of the saying "Le plus ça change, le plus c'est la même chose." (The more things change, the more they stay the same.) The owners have always thought that the players were overpaid even as they rushed to overpay them, and the players have always thought that the owners were miserly SOB's who didn't pay them enough. And oh yes, no one, but no one, listens to the fans.

Haiti is likely to come up in the letter column so I guess I'll have a few words on the subject. I admire the way that the whole thing developed, namely that a

peaceful solution was finally worked out, even if the actual mechanisms for an invasion had to begin before the agreement came into being. Something that the opponents of action in Congress might want to remember is that with great power comes great responsibility, and this is part of that responsibility.

Still, I can't feel too happy, at the moment at least, about how things have developed since American troops moved in. On the first day the troops sat by and watched as the Haitian police and military did exactly the same things as they had done before the Americans arrived. The NCOs and privates who were watching seemed to be under the impression that this was what they were there to stop. So was I. I fear that the authorities in the US military and government have a great deal to learn about peacekeeping. The idea is to get between the two sides and to act impartially to both sides, stopping either side from taking provocative actions. The sooner the US gets out of Haiti and leaves things to people who know the job, the better.

In fact, I am inclined to agree with Canadian General Lewis Mackenzie. In the paperback version of the book *Peacekeeper*, General Mackenzie has a chapter directed towards the United States in which he says that the US military shouldn't be involved in peacekeeping, mainly because of the baggage that the United States carries on the international scene. Too many people hate/resent the US and its activities.

One other thing in Mackenzie's book is quite interesting and pertinent. He suggests that the UN begin developing an intelligence capability. He points out that the situations in Somalia and Bosnia could have been predicted, and need not have come as a surprise to anyone, if anyone had been watching for the signs. To that you can add Rwanda. That situation could have been stopped sooner if there had been a UN intelligence set up available.

[[You really look funny, all contorted that way. Brent! Here's the silly Canadian, telling Americans that they have this huge responsibility because they are so strong; and in the next paragraph saying we should keep out because people don't like us.

[[Well, I think we should have stayed out of all four countries you name for all the good we did. If a democratically-elected government which is allied with us, requests our help in repelling a foreign invader, then we should be prepared to fight on their behalf and be damned with any other country's criticism. Thus, in Bosnia, an invasion might have been warranted. I don't think we should be in Haiti; no party in their internal strife has any connection with the general populace, there is no struggle for people's rights at stake. Somalia and Rwanda never asked for our help, never wanted it, and are no different today for our having been there in force; relief efforts would have been our entire duty in those countries.

[[I still believe that if there is any overseas purpose for a US armed force these days, any reason at all beyond defending our own shores, Bosnia is that reason and we are completely failing in that test.]]

Chuff Afferbach

Fire season has begun in Oakland—should have a week of hot, windy weather to keep us all on edge. If you're ever in the neighborhood, check out the new Firestorm Memorial Mural just installed outside the Rockridge BART station. It's all done in tile, each square seems to be a kid's drawing which has been fired into the ceramic. Very touching. It's already drawing a crowd, and all the tiles aren't even up!! It's also got a security guard on duty. Sign of the times...

[[Thanks to all who wrote. My apologies for the curt nature of some replies, I hope you agree it's better to go to press with what I've got than take another week or two to get this out.]]

ARKON/Gunboat Snowball Fighting ASF27

Turn Six: Weaselling Their Way In

WARRIOR	init.	loc.	segment 1	segment 2	segment 3	new loc.	up	hp.	sb-di
Frost Queen	FQ	N2	collect 2 Sb	RR at TT (95,07)	RR at TT (fails)	N2	8	5	0-0
George Costanza	GC	N8	BB at ID (50,47) & RC (60,64)	run indoors	sit	kit	11	0	0-0
Icelandance	ID	I8	collect 1 Sb, -H8-F8	RR at SH (95,10)	collect 2 Sb	F8	9	3	2-0
Old Man Winter	OMW	V4	Di at TT (70,60)	run indoors	sit	kit	9	0	0-0
Ramtop Chuckers	RC	O11	Di at GC (60,38)	Di at ID (45,86)	collect 2 Sb**	O11	11	8	0-1
Splat to the Head	SH	B10	Di at GC (40,55)	collect Di	Di at ID (70,13)	B10	7	4	0-0
Tatter D. Mallion	TDM	kit	mix hot toddy	drink hot toddy	scream through blistered lips	kit	10	10	2-0
Tigger of the Tundra	TT	W5	Di at OWM (70,95)	RR at YS (95,43)	run indoors	kit	13	0	0-0
Yosemite Sam	YS	kit	-V8-W7, collect Sb	RR at TT (95,76)	RR at TT (fails)	W7	4	9	1-0

Weather roll = (1)00. † = dodge. * marks conditional orders and "RR at nearest." TDM may run out on Segment One, GC & OMW on Segment Three next time.

Deadline for Turn Seven is November 2.

Mr. Freeze nmr'ed again and has dropped out.

Segment One: Yosemite Sam is back! He runs out into the fray and picks up a third weapon, while Frost Queen and Icelandance also rearm. George Costanza picks on the retreating ID with a Barnard Bolero attack, but the other half dies short of its target (Ramtop Chuckers), presumably because RC just hit George in the face with a Dirigible! That's enough to send George to the coffee shop, and he's lucky Splat to the Head's Di didn't hit him as well. Tigger of the Tundra and Old Man Winter trade Di's, which ruins the Old Man and brings Tigger's pelt very near soaking.

Segment Two: As GC and OMW join Tatter D. Mallion in the kitchen, Frost Queen hits Tigger with a Rattler, and Tigger and Yosemite Sam trade shots, all of which finishes Tigger for the time being. Ramtop now turns and tries to hurl at Icelandance, but ID is too far off and is scoring a Rattlesnake on Splat.

Segment Three: FQ and YS try to get in one last shot at Tigger, but the door slams in their faces as their attacks flail harmlessly at the wall of the house. With so many combatants indoors and with RC and ID collecting, it's left to Splat to make the lone attack, a Dirigible which nails Icelandance.

Frost Queen to Tedium: Get away from that tree. I thought you said you were going to put your back to it.

TDM to Gang: Esh aast dime Eye ipsh doddy so aast! [trans: It's the last time I sips toddy so fast!]

OMW to TT: You did. Well, it pains me to have to do this... NOT!

SnowMaster to Tigger: And at his age, there's very little that doesn't pain him.

SH to TDM: It's just a jump to the left... and then a Splat in the eye!

OMW to TDM: How's that for leader bashing?

Señor Beavis to George Costanza: Heh, heh, you said 'sucks.'

SH to GC: Nothing personal, but your butt was hanging out in the breeze!

Frost Queen to George: Just do the opposite, George old boy. Don't throw at me and quit winning. Go into the kitchen and have a cup of coffee. And stay out of the whipped cream! Not even on your pretzels!

SnowMaster to Frost Queen: They're all trying to figure out why you'd be so concerned about the whipped cream.

Frost Queen to Snowy: Well, if they don't know now, they never will.

SH to SM: Hmmm. If Daf's not here, then who is ____? :)

GC to FQ: Shrinkage? Not a concern, once I go inside and slip on an extra layer of protection. Care to join me in the kitchen in the meantime?

Frost Queen to Splat: You go either way? I like a snowball fighter who's flexible. It's always good to keep your options open. Love the one you're with is what I always say!

SnowMaster to Splat: Tell her you meant gymnastics. Go on...

OMW to Splat: How about coming out from behind the shed? Unless you prefer playing with yourself...

Sam sez: Iiiii'm Baaaaaack!!!

Frost Queen to SnowMaster: I read this rag from cover to cover. Don't you remember that you have to print my name at least three times an issue or you know what will happen? Sometimes you make me work to find it, but it is always there.

SM to FQ: Don, you're only in one (non-anonymous) game—you know how tough it is to squeeze the name "Don Williams" in except as a response to a Don Williams letter?!

GC in the kitchen: Some are small and hard, and some are big and soft. Yet both kinds are called pretzels—I've never fully understood that.

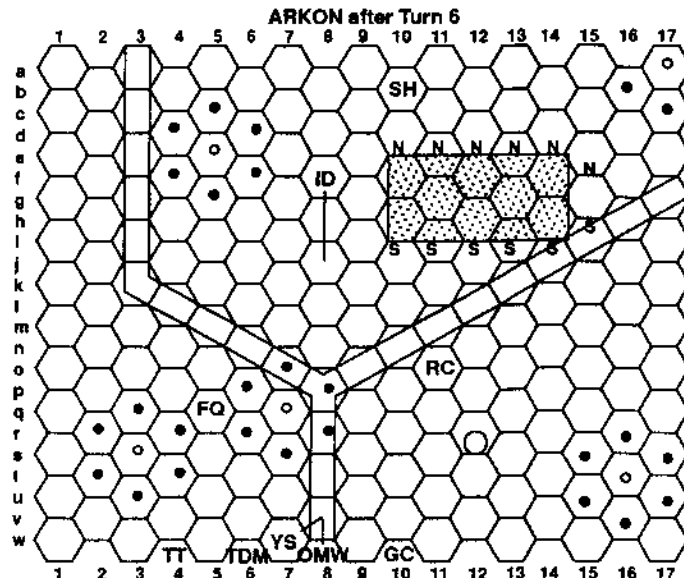
SM yells: I LOVE this game!

Señor Beavis to Frost Queen: Burritos? Where can I get some? Nachos rule!

OMW to yard: I do believe that this Tigger person will soon be the new leader. I hope to see him in the kitchen before I leave it.

Frost Queen to Pancho: I meet you, Pancho. Your Cowboys looked kinda scrawny on Monday Night Football. All except for that Troy Aikman boy. He's sure got a pretty mouth.

SnowMaster to Pancho: Are you reading this? I'll be surprised if you are. But if so, let's have your defense of those 'Pokes, okay? 🐾



VULCAN Update!

All Perelandra Players Please Read

First, You're All Invited...

Vulcan will now be appearing in the main zine again, instead of on its own flyer (I'm tired of doing two mailings and having players forced to meet two deadlines). ALL participants in the zine may have some role in the game, and if you're interested in playing you can ask me to explain the options open to you.

Changes Since the *Vulcan Times* #11

Conrad Minshall had these questions regarding Snowball Fighting:

"I'm unclear how the Snowball Fighting move sequencing integrates into vulcan. Do we now have three SF "segments" each Spring/Fall? (If so, can we move units on only one segment and which one?) Or is there one ordinary vulcan movement followed by three SF segments? Or followed by one SF segment? Or is the one ordinary vulcan move now replaced by a solitary SF segment?"

"That's the primary question I need answered for the current moves. Down the road I'm sure I'll be curious about other stuff. For instance, how does a "shed avalanche" work when there are so many shed spaces? Are they all part of one shed or separate sheds? And what is the north/south division of adjacent ("marked") spaces?"

GOD: One ordinary Vulcan move MAY be accompanied by one Segment of Snowball Fighting orders. Anything that takes three Segments in SF will be deemed to require game-year in Vulcan (Spring, Fall, and Winter being the three Segments). SF orders are adjudicated as usual—movement first, then attacks (except movement here is done via Dip/Cline-9/Multiple Orgy rules).

Shed avalanches: since there are no 'north' or 'south' sides to the sheds, the rolls for side and success (90%, then 90%), will be built into the basic roll. Shed Av. hit prob now starts at 65%. Each shed space is a separate shed, though I don't think that matters.

Bergmann Was Not Entitled to Four Proposals

Please note the change in authorship of Prop. 291 & 292. 🐾

The Vulcan Times

#11—from Pete Gaughan, 1236 Detroit Avenue #7, Concord CA 94520-3651 (510-825-2165; fax 510-825-3419)

VULCAN / Deviant Dip 92JFrc04

Rules now in effect:

- Rule 0: Master Rule.
Rule 9: Perpetual Bailout. Cathy gets two votes. Anyone in the zine may propose a rule.
Rule 10: Secret Ballot. Voting on rule changes is kept secret.
Rule 12: Perpetual Deviant. Game may not end in a draw of less than eight players.
Rule 14: Seven Is Not Enough. Game becomes Cline 9-Man.
Rule 17: More Proposals. Each player may propose two rule changes per turn, and Pete one.
Rule 20: Hypnotism. Once per game year, each player is allowed to hypnotize any unit.
Rule 27: Offboard Dot. All players receive one offboard SC.
Rule 32: Chinese Checkers. Units may jump over 1 unit into a nonadjacent province, half-strength.
Rule 49: Unconditional. No conditional orders, except those under Rule 157.
Rule 77: Black Death. Black Death destroys a random SC's status each turn.
Rule 90: Olio. Beluga-stan is adjacent to Wales, F Gulf of Lyon rolls an extra die down a slope.
Rule 127: Blessed Are The Rule Makers. Players get an extra one-time build (in any owned SC) for every passed proposal they author, to a max of two builds per year.
Rule 129: Potpourri. GM receipts placed in pool for DipCon; Vulcan rules proposed elsewhere cause loss of two units.
Rule 157: This is America, Bud! Orders may be made conditional on builds, removals or retreats; proposals from British deviant games are invalid; proposals with the word "whilst" are invalid.
Rule 183: Gaughan is now spelled GOD. Pete is divine and omnipotent.
Rule 186: Let Our Units Go! No rules that inhibit the movement of units may be passed.
Rule 192: Clones. Clones need no SCs to support them and operate just as regular units.
Rule 197: Not Just Normal Spectators. Anyone with fewer than two SCs, who can vote on or submit proposals, gets a supply center adjacent to NAO, WAO and Ura (but not to each other) and may build immediately.
Rule 199: Pass More Rules 2. Any rule which receives net +4 or more votes is passed, unless it is (1) a "quick-kill" rule (passes with 8+ yes and 0 no votes); (2) a "porkbarrel" rule (net +12 or more); and (3) a "quick-win" or "not-so-quick-win" rule (only by having the highest vote total).
Rule 207: Hack Job. Off-board centers converted to on-board. Player may win by either holding a majority of SCs or 18 centers.
Rule 212: Planet Downfall. Players may build rockets, which can: 1. Allow a unit to move to any province on the current map; 2. Destroy a unit or a supply center (destroyed centers return in two years); 3. Allow one unit to move to/from any space on Planet Downfall.
Rule 215: No More Reproposals.
Rule 220: SC Conversion. Only spaces with 9 or more characters in their names become SCs.
Rule 224: Save the Whales. Nukes destroy Norway and Russia.
Rule 237: Procedural Matters. Rules take effect following the next season. GM gets two votes.
Rule 241: Sunset Clause. Each season GOD randomly chooses one rule from the ten lowest numbered rules (excepting rule 0) and revokes it.
Rule 247: Multiple Orgy. Units may coexist in a province with any other player's.
Rule 252: Passages. Two spaces are also adjacent if one immediately follows the other on an alphabetical list; also, the first and last spaces on the list are adjacent.
Rule 256: Hey, Greg. Remember This? Britain, Scandinavia and Atlantic become an "Ice Rink"
Rule 258: Return of the Poet Warriors. Players vote on each other's writing, winner gets one build and three votes (once only), second-place gets a build.

Winter 1904: Aint No Pop Files On Us

- Austria (Andrew York): builds f york.
Barbary States (Brad Wilson): builds f casablanca; also has f west africa.
Conrad (Conrad Minshall): builds f minshall; also has a lamedon.
England (Greg Ellis): builds a edinburgh, a liverpool, a yorkshire; also has f marseilles, f south med, f irish, f norwegian, cf helgoland, cf tunis, cf eastern med, cf gulf of sirte, ca tuscany.
France (Matthew Lahtinen): nmr, no units.
Germany (John Galt): builds f galt; also has a erbor.
Italy (Mark Lew): disbands a crete; still has rocket, f mid atlantic, a holland, ca iraq, ca milan, cf brest, cf catalonia.
~~Boobshoviks~~ Jim-Bob (Jim Burgess): nmr, has a burgess.
Marie (Cathy Gaughan): builds a isengard; also has f druwaith iaur, a helm's deep.
Nelson (Mark Nelson): nmr, no units.
Persia-Arabia (Jack McHugh): nmr, no units.
~~Monarchists~~ Russia (Jason Bergmann): builds f bergmann; also has f city of the corsairs.
~~Monohoviks~~ Salinas (Rich Irving): has a irving.
Turkey (Steve Nicewarner): builds f aleppo /no such space; besides, alexandretta isn't owned/; has ra bulgaria, a berlin, ca belgium.
Whyte (Brendan Whyte): builds f whyte; also has f west atlantic.
Yahweh (Pete Gaughan): builds ra yahweh; also has f antarctic.

Passed This Turn

- Rule 261: *The Dead Sea*. So long as this rule is in effect, no sea spaces may be supply centers. All current sea-space SCs vanish. This rule has no effect on Not Just Normal

Spectator SCs.

- Rule 264: *Dot Socialism*. All dots currently controlled by non-divine original, Cline 9-Man, or Russian Revolution players are immediately redistributed evenly and randomly among those same players. Players may immediately build in these dots. This rule takes effect before "Give us our damn dots back" if both pass. *[[Because of Rule 247, players may build in occupied centers, prior to Spring 1905. Centers for such builds are underlined in the SC charts.]]*
Rule 274: *Jump in the Snow!* All units can now throw snow at each other, according to the rules of Snowball Fighting. For this purpose:
 - All units begin with 2sb.
 - Any two adjacent spaces on either map are considered to be one hex apart.
 - The spaces created by rule 197 are in the kitchen.
 - Spaces on neither map (apporter, convocation, crisis, etc.) are inside sheds.
 - It is not possible to throw between the Cline map to the Downfall map.
 - Snow may be gathered in any land space, but not at sea or in sheds.
 - Snow Forts may be built in any supply center; to do this, the unit building the fort must hold, and not be attacked, for one full game year. A Snow Fort is destroyed if a unit holding in that space is dislodged.
 - The spaces that were capitals of countries in Cline 9-Man and Downfall have trees in them (and will shower all adjacent spaces if hit by a CS). *[[Capitals are: Vienna, Casablanca, London, Paris, Berlin, Rome, Mecca, (Moscow), Constantinople, Iron Hills, Elven King's Hall, Shire, Minas Tirith, Barad-dûr, Edoras, Isengard, City of the Corsairs.]]*
 - When a unit reaches 0 HP, it is disbanded.
 - A player's VP from all snow attacks are saved, and may be spent for extra builds in any build turn, at the rate of 10 VP = 1 build.In addition, each player is awarded two centers, at random, from those now unowned; one on the Cline map, and one on Planet Downfall. *[[This last clause is a problem. There aren't enough Cline 9-Man dots to go around, so I had to dip into the 'invisibles' to give everybody two centers.]]*
[[See Supply Center chart for this and other effects of 261, 264, and 274. Other than SnowForts, NO optional Snowball Fighting rules will be used. If you don't have the SF rules, just ask.]]

For an explanation of how SF rules work in Vulcan, see the previous page!

Rule 276: *Other Players*. Rule 33 is amended to add section IX as follows:

- IX. Other Players—All players not previously mentioned by this rule shall receive a number of votes equal to three times the number of units each has on the board. These votes are in addition to all other votes, however obtained.

Then, Sunset Clause takes a random rule down with it, this season it's the ninth on the list (omitting Rule 0): Rule 33, Russian Revolution. (Rule 276 dies with it.) Per RR, the repeal of Rule 33 eliminates the Boobshoviks and Mensheviks and gives control of their units and centers to the Monarchists, who revert to Russians. Jim and Rich are still in the game, of course, since Rules 197, 264 and 274 give them centers. Russia loses its five extra votes and double number of proposals. If Livonia or Ukraine are brought back by any future rule, they are not supply centers; Moscow would be only a normal SC; and Exile does not exist. The victory criterion is returned to ownership of 18 SCs.

Rule maker builds, Winter 1905: Bergmann 2, Ellis 1, Galt 1.
NNS spaces disappear as all players now own two or more other centers, but I will allow units in those space to exist until they move out.

Deadline for Spring 1905 is November 2.

Note: this is a change to the previous mailing!

- Game Paradigm: Black Death strikes (Spring and Fall only)
rocket builds (Fall only)
orders (incl. Chinese Checkers, Hypnotism, melting; builds in Winter)
votes on old proposals, those passed take effect
Sunset Clause kills one rule
new proposals offered
Official Spectators: Bob Theriault.

Edicts of the Vulcan GOD

I was a bit lax in the SC chart. Note that NNSs may only propose one rule change, while players of 'countries' may propose two even if they only own their NNS space. Also, for those of you who thought Kaz. shouldn't have been Black Deathed, it still existed in Spring so when I selected the Black Death for the Spring turn, it was still there to be zapped.

There are several spaces on the Downfall map whose map abbreviation matches

one on the Cline 9-Man map. I recommend you use the abbrev's listed last turn! I will try to remember to change these but no promises.

Speaking of abbreviations: unit designations will now include Hit Points. Designators will be xtn, where x is any special unit-type (currently r=rulemaker, c=clone), t=type (a=army, f=fleet), and n=number of HP remaining (from 1 to 10). Right now all units are at 10 HP. Following the unit's order will be a tally of its remaining ammo.

This game will be moving back into the zine and will run with *Pete* no matter how many players show up. After next turn, however, maps will only be sent to players. Consensus: Diplomacy: the Gathering was a good idea but flawed execution.

Return of the Poet Warriors

Players and spectators are invited to submit poems and vote on which is best. Winner gets a build and three votes, second gets one build.

Pete Gaughan

There were no bears inside the cave.
I think they were up in the hills.
Missing them was not much fun.
But if they'd been there, were we brave
enough to gain such ample thrills?
Or would we simply turn and run
To save our souls from the furry Hun?

Rich Irving

There once was a Twin Fan from Nantucket
Whose all-time favorite star was Kirby Puckett,
But when they all went on strike
Our fan said, "Guys, take a hike!
If you wan so much money, you can f---k it!"

Mark Lew

From the top of a ten-story building I dropped it
(An orange).
It sped through the air, till the parking lot stopped it
(Squornch!).

Brad Wilson

As the rain slowly falls
I myself wonder
When
The pizza man will call...

New Proposals

Prop. 278 (Minshall): *Simple Simon*. Builds may be made in any 100% owned center (home or otherwise). All players may make exactly one proposal per turn and all players get exactly one vote per turn, except as modified here... Everyone who casts all their votes in favor of this proposal will get two votes per turn, and anyone who casts any votes against it will get zero votes per turn. *[[Pork-barrel rule, requires a net vote of at least +12.]]*

Prop. 279 (York): *It's Now A Dyson Sphere*. The mapboards combine into a Dyson sphere in whatever manner GHOD finds most expedient. Up to 10 additional spaces may be created to make the maps "fit". Also, all off-map areas are incorporated into the map—allowing normal movement between all areas. Are there outlets?

Prop. 279 (York): *Let's Share*. For every unit, a player must list another player they will share their unit with. IF the other player gives orders for the unit, those orders will be followed; otherwise the owner of the unit's orders will be used. If the owner of the unit gives an order of "SHARE" while the indicated sharing player gives an order, the unit will feel special and move/defend at double strength for that turn only.

Prop. 280 (Wilson): *Saruman's Revenge!* Wormtongue is unleashed on the Downfall map. All units on the Downfall map must spend one out of every three turns combatting Wormtongue's evil effects. If they do not they are imprisoned in Isengard and may be freed only by the coming of the Dark Lord.

Prop. 281 (Wilson): *Leonard Jeffries is Correct*. All 'Sun People' units—defined as any in or adjacent to Africa—move at double strength.

Prop. 282 (Whyte): *Earth-Shattering News!* The rules now allow a seismic attack as per Seismic Dip, one per player each fall turn, adjudicated after all other fall adjudications.

Prop. 283 (Whyte): *Got Your Checkbook, Vermont?* Provinces and dots gain income as per provinces and cities in Machiavelli, allowing bribings and counterbribings of units as per Machiavelli. Players start next gameyear beginning with owned provinces and dots earning the opening balances.

Prop. 284 (Irving): *USENET News Bonus*. Each game year Pete sees a Usenet news item authored by another player, that player receives a free unit to be built in any SC they own. Pete can get a free unit only if a player replies to a Usenet post he's written

(and leaves Pete's .sig in the reply). Only one unit per year may be gained this way. Post must not mention this game in any way.

Prop. 285 (Irving): *Mafiosi*. GOD is promoted to Godfather. The Godfather may offer anyone "an offer he can't refuse" (one offer per turn, any number of players). If the offer is not carried out, the Godfather will "rub out" one unit. If the offer is carried out, recipient receives a "favor"—a choice of any proposal up for vote automatically goes into effect regardless of the voting. Godfather never rubs out the last unit of any player (he's such a NICE guy!).

Prop. 286 (Ellis): *Blast Off*. Players may build a rocket in each of the Spring, Fall and Winter turns. Rocketing a unit is not a move.

Prop. 287 (Lew): *Open Builds*. Builds (including special builds) may be made in any unoccupied space.

Prop. 288 (Lew): *Constrition*. Any player who has proposed a rule which slammed Andy Bate must apologize in the press for each offense. (Upon passage of this rule, GM may cite specific instances of such slams, and determine an appropriate penalty for failure to apologize.) "Shut the Fuck Up" is repealed. Andy is invited to rejoin the game with an army in Switzerland, a fleet in Norway, and an artillery rowboat in Iceland; those three spaces become passable supply centers, home centers for Andy, and controlled by him.

Prop. 289 (Bergmann): *Sauron the Great and the Great Eagles*. The first person to control Udun, Barad-dur, Minas Morgul, Nurn, and South Rhun in any Winter turn becomes Sauron the Great. This player will receive 3 off-board easterlings supply centres, a Sauron personality unit, and two random units will double in strength. All provisions of this rule are to be read consistent with rules of Definitive Downfall.

Pete gains the great eagles position on the Middle Earth Map. Pete may build one free Eagles unit every winter in Beorn's Marches. Eagles may move up to three spaces per turn, must remain on the Middle Earth Map, may not take supply centres, and have no strength holding or moving by themselves, but may add one strength to any unit they "move with" in any first phase movement (as per the Definitive Downfall rules). Both the Eagles and the unit they "move with" must issue the order. Eagles may not "move with" any unit controlled by Pete or Cathy, nor may they move with the same player's unit two seasons in a row.

Prop. 290 (Bergmann): *Toto, we're not in Kansas anymore*. The Cline 9 map is destroyed. All units (real, clone, or rulemaker), supply centres, off board centres, etc. on or adjacent to this map (except those on the Middle Earth map or in an NNS space) are destroyed, gone, kaputt, dead, history. All NNS spaces are now adjacent to the ICE BAY of FOROCHEL and the WESTERN WASTES.

Prop. 291 (PGAughan): *Where are those goddamned Elves when you need them?* The Elves position, as it begins in the starting turn of definitive downfall, is offered to the following people, in order of preference: Cathy Ozog, Eric Ozog, Brian Hogan, Michael Jackson (the singer), Michael Jackson (the football player), Keebler, and Daf Langley. The first player on the list to accept the position may play. If no players on the list accept the position, noone shall play the Elves, and all four elvish home centers lose their supply center status.

Prop. 292 (CGaughan): *Middle Earth beckons*. "Sauron the Great and the Great Eagles," "Toto, we're not in Kansas anymore," and "Where are those goddamned Elves when you need them?" all pass regardless of the number of votes cast on them. No other proposals pass, regardless of the number of votes cast on them.

Prop. 293 (PGAughan): *Chaos Orb*. Before each winter season, GM prints a copy (preferably enlarged) of the after-fall map and attaches it to a convenient wall or floor. An unsuspecting visitor to the Gaughan household is invited to throw a cherry tomato—or some other succulent, spheroidal object—at the map. Any units on the map which are thoroughly soiled by the Orb's debris are removed from the game; any units suffering minor stains are considered tapped.

Prop. 294 (CGaughan): *DipCon's Over*. Rule 129 gets trashed. Bribes are now permitted and go directly into the GM's pocket.

PRESS

Barbary States to Nicewarner: Your Prop. 270 shows conclusively that you are the warped, twisted fiend that this hobby has needed as a scapegoat since Bernie Tretick/Buddy Oaklyn/Buddy Eboon left. Let the bashing begin!

Butthead to Bozo: Hey, butt-breath. I saw that rule you proposed. Come on over to Lusitania and I'll kick your ass!

Barbary States to Irving: You're just nuts.

B.S. to Kaiser: *Dip!* This ain't no Dip game. Go buy some peanut butter and groceries.

Whyte to England: Ouch, that smokestack burnt my keel. Put that light out, sailor!

Lew to Gaughan: So why isn't "Blast Butthead" a punching-bag rule? It's clearly designed to pick on whoever is playing BH in the snowball game. What if the BH player were also playing in Vulcan? Then would you call it a punching-bag rule? If not, why not? And if so, by *not* declaring it haven't you compromised "Butthead's" identity in the other game?

GOD to Lew: It's not a punching-bag rule because it has no deleterious effect on a Vulcan player *within Vulcan*, whether Butthead is in Vulcan or not. And my decision on whether it was a punching-bag rule was not influenced by whether or not BH is playing in Vulcan. And it didn't pass anyway, so shut up!

VULCAN / SUPPLY CENTERS and VOTING STATUS after Winter 1904

		SCs	Votes	VPs	Builds
Austria	<u>YORKSHIRE</u> , APPORTER, FORLOND	3	3	0	
Barbary States	casablanca , west africa , <u>CITY OF THE CORSAIRS</u> , TALISMAN, OSGILIATH	3	3	0	
Conrad	lamedon, ENCHANTER, RIVER RUNNING	3	3	0	
England	<u>lrv</u> , <u>edi</u> , <u>yor</u> , <u>for</u> , <u>msz</u> , <u>olea</u> , <u>ems</u> , <u>ttwg</u> , <u>hel</u> , <u>ems</u> , <u>gaa</u> , CATALONIA, SEESAW, KHAND	3	3	0	
France	<u>CONSTANTINOPOLE</u> , WINDORE, LEBENNIN	3	3	0	
Germany	<u>erebor</u> , <u>LIVERPOOL</u> , ESGAROTH, HETEROGENEOUS	3	3	0	
Italy	atalonia , mid-atlantic , <u>CASABLANCA</u> , CANARY ISLANDS, HAVENS OF UMBAR	3	3	0	
Jim-Bob	<u>EDINBURGH</u> , ALEXANDRETTA, MINHIRIATH	3	3	0	
Maric	isengard, driwaith laur, helm's deep, AFGHANISTAN, MINAS MORGUL	5	7	0	
Nelson	PIETISM, SOUTH GONDOR	2	2	0	
Persia-Arabia	<u>MARSEILLES</u> , VERDIGRIS, GREY HAVENS	3	3	0	
Russia	<u>city of the corsairs</u> , <u>WEST AFRICA</u> , LORN, EAST EMNET	2	2	0	
Salinas	<u>EREBOR</u> , MONEIED, KHAZAD-DCM	3	3	0	
Turkey	<u>constantinople</u> , <u>JERUSALEM</u> , BELUGA-STAN, HARAD	2	2	0	
Whyte	west-atlantic , CRISIS, SOUTH ITHILIEN	2	2	0	
Yahweh	antarctic , PACE, IMLADRIS	2	4	0	
Any reader	NNS	1	1	0	
Totals:		45	49		

Victory Criterion: 18 centers. Home SCs in bold, new captures in SMALL CAPS.

Total SCs: 74 + NNSs. Neutralized by Black Death: minas tirith (corsica, holland [kazakhstan, moscow, sevastopol])

Players may build in underlined SCs prior to Spring 1905, notwithstanding the presence of other units. (England may not, already has too many units on board.)

Neutral: anduin, anorien, barad-dûr, belfalas, blue mountains, bree, convocation, distain, dol guldor, dunland, eastfold, edoras, gladden fields, heir, hollin, insoluble, iron hills, lorien, nurn, peril, the shire, slash, south rhûn, udûn, wold, zati

The following will be home centers if taken by the appropriate power: Austria moneyed, insoluble; Barbary States casablanca, lorn, west africa; England edinburgh, heterogeneous, liverpool, pietism, yorkshire; France convocation, marseilles, seesaw; Germany enchanter, erebor, windore; Italy distain, peril; Persia-Arabia resultat, apporter; Russia city of the corsairs, pace, slash, verdigris, zati; Turkey alexandretta, constantinople, crisis, heir. Also, the first Downfall center any players takes is a home center.

Province List

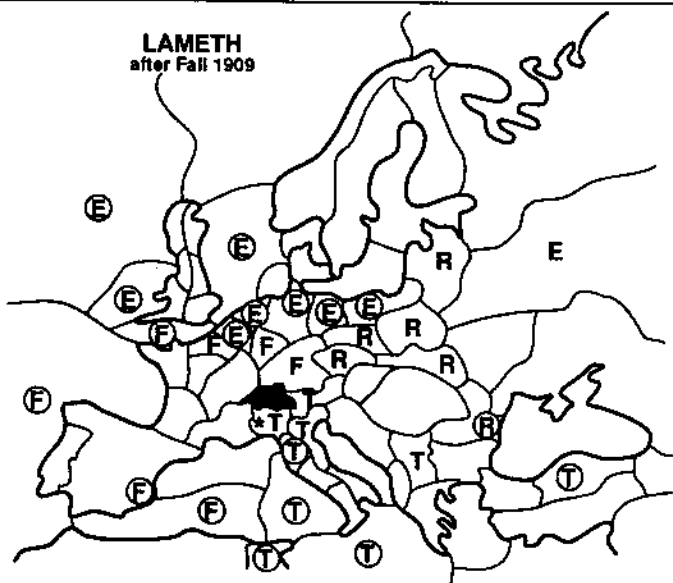
(spaces are adjacent to those above & below)

Aden, Gulf of	ade	Dagorlad	dag	Imladris	iml	Piedmont	pie
Adriatic Sea	adr	Dead Marshes	dma	Indian Ocean	ind	Pietism	pit
Aegean Sea	aeg	Denmark	den	Insoluble	ins	Poros	poros
Afghanistan	afg	Distain	dis	Ionian Sea	ion	Portugal	por
Albania	alb	Dol Guldor	dgu	Iraq	irq	Red Sea	red
Alexandretta	a/a	Druwaith laur	dru	Ireland	ire	Resultate	res
Algiers	alg	Dunland	dun	Irish Sea	iri	Rhudaur	rhu
Amon Sul	amo	East Emnet	em	Iron Hills	iro	River Running	ru
Andrast	adt	East Mirkwood	emi	Isengard	ise	Rome	rom
Anduin	and	Eastern Mediterranean Sea	ems	Jerusalem	jer	Ruhr	ruh
Anlalas	anf	Eastern Waste	ewa	Khand	kha	Rumania	rum
Angmar	ang	Eastfold	east	Khazad-dum	kdm	Sahara	sah
Ankara	ank	Edinburgh	edi	Kiel	kiel	Seesaw	see
Anorien	ano	Edoras	edo	Kuwait	kuw	Serbia	ser
Antarctic Sea Box	ant	Egypth	egy	Lamedon	lam	Shire, The	shi
Apporter	app	Elven Kings Halls	ekh	Lebanon	leb	Sicily	sic
Apulia	apu	Eryn Mûl	emy	Lebennin	leb	Silesia	sil
Armenia	arm	Enchanter	enc	Lhun	lhu	Sine, Gulf of	gos
Azanulbizar	aza	Enedwaith	ene	Libya	lib	Skaggerak	ska
Barad-dûr	brd	English Channel	eng	Liverpool	lrv	Slash	sla
Barenis	bar	Entwash	ent	London	lon	Smyrna	smr
Belfalas	blf	Eotheod	eot	Lonon	lor	South Atlantic Ocean	sao
Belfalas, Bay of	bay	Erebore	ere	Lorn	lor	South Downs	sdo
Belgium	bel	Ered Lithui	eli	Lossarnach	los	South Gondor	sgo
Beluga-stan	big	Esgaroth	esg	Lyon, Gulf of	lyo	South Ithilien	sit
Beorn's Marches	beo	Ettanmoors	ett	Marseilles	mar	South Mediterranean Sea	sms
Berlin	ber	Fangorn	fan	Mecca	mec	South Mirkwood	smi
Black Sea	bla	Far Harad	far	Mid-Atlantic Ocean	mao	South Rhun	srh
Blue Mountains	blu	Finland	fin	Milan	mil	Southern Sea	sou
Bohemia	boh	Forlond	for	Minas Morgul	mmo	Sudan	sud
Brandywine	bra	Forlond	for	Minas Tirith	mti	Sutherland	sut
Bree	bree	Forochel	for	Minhirath	min	Sweden	swe
Bresl	bre	Forodwaith	fdw	Moneyed	mon	Syria	syri
Brown Lands	bro	Framburg	fra	Munich	mun	Taliaman	tal
Budapest	bud	Galicia	gal	Naples	nap	Tehran	teh
Bulgaria	bul	Gap of Rohan	gap	Near Harad	nha	Toifalas	toi
Burgundy	bur	Gascony	gas	Nenuial	nen	Tunis	tun
Canary Islands	cai	Gladden Fields	gla	Nindalf	nin	Tuscany	tus
Carn Dum	cdm	Gorgoroth	gor	North Atlantic Ocean	nao	Tyrolia	tyo
Carnen	cm	Greece	gre	North Downs	ndo	Tyrnhenian Sea	tyh
Carrock	crk	Greenway	grn	North Ithilien	nit	Udun	udu
Casablanca	cab	Grey Havens	gha	North Mirkwood	nmi	Venice	ven
Caspian Sea	csp	Grey Mountains	gmo	North Rhun	nrh	Verdigris	ver
Castile	cat	Gundabad	gun	North Sea	nws	Vienna	vie
Catalonia	cat	Gwathlo	gwa	Northern Waste	nwa	Wales	wal
Celebrant	cel	Harad	hrd	Norwegian Sea	nwg	West Africa	waf
Central Mirkwood	cmi	Haradwaith	hdw	Nurn	nur	West Atlantic Ocean	wao
City of the Corsairs	cit	Harlindon	hld	Old Ford	olo	West Emnet	wem
Clyde	cty	Harkond	har	Old Forest Road	ofr	Western Mediterranean Sea	wms
Constantinople	con	Havens of Umbar	hav	Oman	oma	Western Sea	wes
Convocation	cnv	Heir	hei	Orodruin	oro	Western Waste	wwa
Corsica	cor	Helgoland Bight	hel	Osgiliath	osg	Wilderland	wil
Crete	cre	Helms Deep	hde	Pace	pac	Windore	win
Crisis	cri	Heterogeneous	het	Paris	par	Withered Heath	wit
Croatia	cro	Holland	hol	Peril	prl	Wold	wol
		Hollin	hol	Persian Gulf	prs	Yorkshire	yor
		Ice Bay of Forochel	ice	Picardy	pic	Zadar	zad
						Zali	zali

LAMETH / SUPPLY CENTERS held as of Winter 1909

England	lvp	edi	lon	hol	nwy	den	stp	swe	kie	ber	BEL	MOS	10/12	may build three
France	par	mar	spa	mun	por	bre	tun	bel					8/6	must remove one or two
Russia	mos	war	sev	vic	bud	rum	ank						7/5	must remove one
Turkey	con	smv	bul	gre	nap	tri	ser	ven	rom	TUN	ANK		9/11	may build two

LAMETH after Fall 1909



LAMETH / 1992AJ

Fall 1909: Walk On By

England (Stan Johnson—note COA): f nar-mid, firi-eng, f lvn-pru (f ber s [f kie s (f hol s)]), a stp-mos, f bel h (f nts s).
 France (Martin Johnson): f sws-mid (f spa/sc s), f eng-nts, f mid-eng, a ruh-kie (a mun s), a pie h /dislodged/, a pie-bel.
 Russia (James Bailey): a pru-ber (a sil s), a war-pru, a mos-lvn, a boh-vic, a gal-war, f bla-rum.
 Turkey (Tim Goodwin): f con-ank, a bul-ser, a ryo-vic, a tus-pie (a ven s), f rom-tus, f nap-ryn, f ion-tun, f adr-ion.

Autumn Retreat: French a pie.

Deadline for Winter 1909/Spring 1910 is November 2.

England to Russia: You are obviously one of those who does not learn from his mistakes.
 GM to England: Or, perhaps a difference of opinion on what constitutes a mistake?
 England to Turkey: Since Russia likes press so much let's press him between us.
 Russia to England: That was a rather empty threat. I was expecting better from you.
 GM to Russia: You can press tighter if there's nothing there!
 GM to France: So quiet, so sudden?

VEXVELT / SUPPLY CENTERS held as of Winter 1909

England	lvp	lon	edi	hol	kie	den	mun	BER	NWY				7/9	may build two			
France	par	mar	bre	spa	por	bel	tun						7/7	even			
Russia	stp	swe	nwy	mos	war	ber							6/3	remove 1 or 2			
Turkey	con	ank	smv	bul	gre	tri	ser	sev	nap	bud	rom	rum	ven	vic	WAR	14/15	may build two

VEXVELT / 1992R

EFRT draw: EFR yes, T no.
 France and Russia repropose an EFRT draw.
 England proposes an E/F draw.

Fall 1910: Lone Gunman Theory

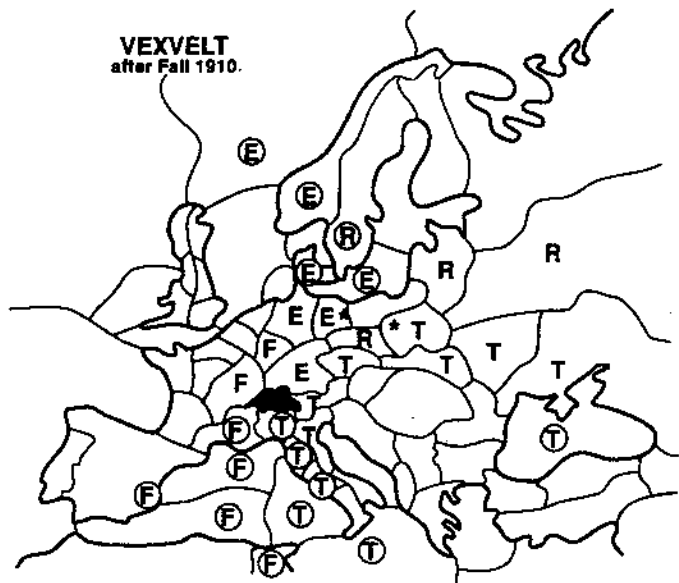
England (Lance Anderson): a hol-kie, f nts-nwy (f nwg s), a kie-ber (a mun s, f bal s), f hel-den.
 France (Tom Hurst): a ruh & a bur s english a mun, f tun ms f wes, f lyo ms f mar (f spa/sc s lyo).
 Russia (Russ Rusnak): f swe-nwy, a mos-ukr, a pru-sil, f ber h /dislodged/, a war-mos /dislodged/ (a lvn s).
 Turkey (Steve McKinnon): a sil-war (a gal s, a ukr s), a sev-mos, f bla vacations in odessa, a ryo-mun (a boh s), f ryn-tus (f pie s [a ven s pie]), f ion-ryn, f nap-rom, f cas-ion.

Autumn Retreats: Russian f ber, a war.

Deadline for Winter 1910/Spring 1911 is November 2.

Frog to Big Bird: "Snivel"? So sorry. I meant "drivel." Such are your thoughts about winning (whining?) this one. Russ, Lance and I are too experienced to hand you the win on a silver platter. I advise saving time and trouble by taking with good grace the draw that we can now force. Otherwise I'll just xerox my next six turns and make a note of your attitude for next time. Ta! It's been nice, though boring.
 Shameless Plugs: Fear of God, *Jaxie Voodoo*, Soundtrack, *Valley Girl* Soundtrack, *Blade Runner* (yes! Vangelis himself, not an orchestra, with the tracks not used in the movie).
 GM to Plug: Now, I've never understood that. How on earth do they promote a 'soundtrack' if there's sound that never made it onto the track? How do we know we want to buy this record, if we've never been able to hear the music before?
 Turkey sings: "All we wanted was the dream, to have and to hold every precious little thing. Like every generation yields a new-born hope unjaded by their years."
 Cheatham, Lye & Steele Lawyers, Inc. to Vexed Turk: Unfortunately, Microsoft has just declared bankruptcy due to the failure of its Big Deal Software. Microsoft's assets were acquired by the Intergalactic Towel Traders, Inc. All requests, lawsuits, subpoenas etc. concerning the Big Deal product should be addressed to them. Thank You.

VEXVELT after Fall 1910.



GM to Cheatem: You can run, but you can't hide out in my zine. Complete and separate liability, that's our policy.
 Turkey's Film o'the Month: "Reservoir Dogs", with Tim Roth, Harvey Keitel, Michael Madsen and Steve Buscemi.
 England to Turkey: Waiting for it to go to video. Looking forward to it.
 Element o'Babeness: Joanna Gleason's Hair.
 Great Moments in Babe-ous-ness, Part II: Kirstie Alley "holding up the damn elevator" in "Star Trek II: The Wrath of Khan."
 Babes o'the Moment: Bess Armstrong, Hilary Swank, Lisa Kudrow, Mary Pierce.
 GM's "Separated at Birth?": Heather Locklear and Nana Visitor.
 Mr. White: Just hit 'em on the nose with your gun. They drop to the floor, blood goes everywhere... you won't have any trouble with 'em after that.
 GM to Mr. White (who?): They'll be more useful to you, though, if you use a wet newspaper instead.

TRALFAMADORE / 1994xxm22, Youngstown XV

Add'l map correction (sorry!): Katanoa should read Katanga.

Spring 1901: Clumsy As A Dancing Bear

- Australia Z (Michael Moran Alterio): f melbourne-tasman sea, a perth h, f sydney-coral sea.
Austria A (Steven McKinnon): a leopoldville-congo, a vienna-galicia, a budapest-serbia, f trieste-albania.
Brazil B (Charles Goetz): f recife-azores, a rio de janeiro-recife, a sao paulo h.
Canada C (Jamie McQuinn): a vancouver-alaska, f montreal/nc-labrador sea, f toronto-montreal/nc.
Chile L (John Bryden): a santiago-antofagasta, a antofagasta-bolivia.
China X (John Galt): f canton-yellow sea, a hankow-kansu, a peking-manchuria.
Egypt Y (Victor Thomas): nmr. a suex, a cairo both hold.
England E (Matthew Lahtinen): f johore-thailand/ec, a cape colony-bechuanaland, f london-english channel, f edinburgh-north sea, a liverpool-yorkshire.
Ethiopia P (Michael Quist): a asmara-wabi, a addis ababa-junglei.
France F (Steve Nicewarner): a abidjan-gold coast, f saigon-south china sea, a paris-burgundy, a marseilles-spain, f brest-midatlantic ocean.
Germany G (Ward Narhi): a dar es salaam-katanga, a munich-burgundy, f kiel-holland, a berlin-kiel.
India H (David Schlosser): a calcutta-madras, a delhi-calcutta, f madras-west indian ocean.
Italy I (Chris Warren): f mogadiscio-kenya, f naples-tyrhennian, a venice-piedmont, a rome-tuscany.
Japan J (Jim Bailey): f kyoto-sea of japan, f osaka-east china sea, f tokyo-philippine sea.
Mexico M (Vince Springer): a mexico city-yucatan, a guadalajara-sonora, f monterrey-gulf of mexico.
Morocco O (Rich Irving): a marrakech-mauritania, a casablanca-sahara.
Netherlands East Indies N (David Kovar): a palembang-jakarta, f jakarta-celebes sea, a hollandia-new guinea.
Russia R (Alex Simmons): a omsk-turkestan, a irkutsk-manchuria, f vladivostok-korea, f st petersburg/sc-baltic sea /impossible/, a warsaw h, a moscow-ukraine, f sev-astopol-black sea.
Transvaal V (Eben Kurtzman): a durban-mozambique, a pretoria-rhodesia.
Turkey T (Matt Heppel): a baghdad-nejd, a constantinople-bulgaria, a smyrna-armenia, f ankara-black sea.
United States U (Martin Johnson): f boston-sargasso sea, f norfolk-bahamas, f los angeles-n.e. pacific ocean.

Standby: will Daniel Wartko please submit orders for Egypt?

CALADAN / Merchant of Venus

Endgame Statements

Eeepeeps—Microsoft BigDeal 5.22 (Rich Irving): This game I got off to a rocky start through both bad luck and (more importantly) bad strategy. (I seem to play this game better with 2-3 players which means you start with less initial cash (and therefore, less temptation to recklessly run over \$20 penalty ovals without a shield.)) First, I find the Dell system. (Oh, great Finest Dust! :-)) After a bad roll on turn two (It wouldn't allow me to make it to either an unexplored or useful system), I probably should have dumped the strategy and tried something else. But I didn't, so I ended up fifth (I could have taken 4th (4th vs. 5th—BIG DEAL!) if I tried to make a quick sale of a Psychosculpt at the end, but the option I chose would have given me slightly more \$ after completing the route—if I had time to finish it.)

Congrats to Clark on his victory. Overall, the game was a lot of fun especially the press. Thank you Pete for running the game. A few minor errors but given the amount of info you have keep track of, on the whole a commendable job!

Humans—Millenium Falcon (Chuff Afferbach): "Okay Chewie, we're finally going to test those engine modifications you've been working on, in between bottles of chicle liquor and mulch wine. So hang on while we make the jump to lightspeed and leave all those intergalactic downs in our atomic dust! What did you say? You mean the game's already over?!!!"

At ChuffCon last month we discussed the inevitable end of this game, those of us who were there, and I admitted at the time that I had lost this game on the first move. At the same time, I launched the Towel Traders on their way to the win. I just looked back over my orders for that first move, and I see that I simply didn't understand the rules! If I had realized that I could discover a culture from a newly-found Open Port, it would have been a very different game indeed. I would have had the Volois IOU and a load of Voll Silk to take right back to the Humans, my own culture. From there a spaceport, clipper ship and galactic domination would have followed. Instead, the Towel Traders got both the Human and Volois cultures, and what did I get? A Shenna IOU that I'm still carrying around at the end of the game!

Well, I am actually surprised that Clark won it, because a few turns back I decid-

Deadline for Fall 1901 is November 2.

India to all: If need be, my phone # is 707-443-4256. I generally work evenings so the best times to call are Monday or Tuesday night or weekend mornings.

Mexico to World: My phone number is (317) 463-0503. Best time to catch me is after 8:00 pm. I am also "on-line" and can be reached at: springev@sage.cc.purdue.edu
GM to World: My transcription error last month—Austria's work phone should read (518) 273-4110.

Kaiser to GM: So if I take Holland, does the Netherlands East Indies company come under my control? Please?

GM to Kaiser: Not even close, Dutch Boy.

Austria sings: "A drunk, a pervert, a junkie and a womanizer, but you can call me the Salaminiser!"

India to NEI, Egypt and Ethiopia: Lack of response is a terrific way to generate paranoia in your fellow players. I know it does in me.

Italy to World: If you didn't answer me, shame on you!

France to World: Apologies for the lack of letters. You can tell it's been a busy time when I fall behind on my *email*.

Turkey to Egypt: Your failure to respond to the Sultan's diplomatic efforts is endangering Middle Eastern peace. The Sultan hopes that you will send an envoy immediately so that diplomatic relations can be established. If you prefer the Sultan is willing to send a large diplomatic mission in 1902. Please make reservations for 100,000.

GM to Turkey: He probably already has reservations about that many!

Australia to World: Thanks to those who commented on the map. Please let me know if you find any more corrections. My apologies to those who have not heard from me yet, and tho those who I have not heard from, please be in touch.

India to Western Hemisphere: I'm not ignoring you, just busy trying to get settled in my own neighborhood first.

Ad found in the Casablanca *Camel*: Everyone goes to Rick's Café Americain! Opening Soon!

Chairman Mao to world: All we want is a little piece! ; -)

France to Australia: You know, after the way you used me and threw me away in Vexvelt, you have a lot of nerve coming to me for an alliance! For a while there I was convinced you were simply a cover name for Gary Behnen!

The deepest parts of Africa: Two men, one spent and bony, sweating profusely in the sweltering swelter of the Sub-Saharan sward; the other cool and composed, as though his immaculate black uniform was a self-contained cryo unit, peer northwest through field glasses. The tall, broad, cool one speaks:

OberReichshauptamtFührergesacht PanzerEssen: Ja! Der Krieg kommen again, Reinsfuhr. Here in das Afrikanischentheatre unserer Truppen jurn für das Violentaktionlechten. Zince unserer Transferrenam aus die Osterreichien Veldtruppen Ich für Krieg slaverten.

UnterSchupp Reinsfuhr: Keine mich, mein Herr. Ice ein bier vanten.

Orhfg PanzerEssen: Oh, ja, das also.

India to my neighbors: Peace and good fortune to us all.

Germany to France: Oops, did I do that?

Venice to Paris: Que sera sera... (or is that, gre sera sera?)

India to Turkey: We hope you have received our ambassadors with pleasure.

Germany to Allies: The Kaiser, being quite gregarious, enjoys hearing from you as much as possible.

Germany to Enemies: No enemies at this time.

Austria's Babes o'the Moment: Julia Swalha, Marcia Clark, Cory.

Japan's Musical Babes O' the Moment: I'll jump on the Lisa Loeb bandwagon, I have to admit that I stay glued to the tube whenever "Stay" appears. Also Angie Hart of Fronté.

Austrian Medal of Heroism: Alan Shearer.

Naples to Vienna: Lisa Loeb's ok, but we prefer the saucy Mediterranean type.

India to the Americas: We wish you peace and good fortune in your own hemisphere.

Germany to world: If I have to hear from one more person about Russia and Sweden...

Mexico-Europe: So most of you thought it wasn't even worth the bother to write little old Mexico. Tsk tsk Europeans...

Rome to Elba: Here we come, Napo!

Austrian Order of Melrose: Marcia Cross, Laura Leighton, Daphne Zuniga, Josie Bissett.

ed the game was going to Mr. Ed, of course, of course. That was when the Dell Men and myself hatched a plot to freeze Ed out of the Melf Pelt market we thought he was heading for. It was a great plan, too: we would both get to the Shenna before Ed and buy everything in sight, including both spaceports and the factory. Naturally, Ed did something entirely different, and so did we. But for one turn, we thought we were banding together to stop the leader. This was my only communicating during the game; I wonder did anybody else do any negotiating?

Besides learning about Open Ports, I also learned from this game the value of a clipper ship in the early going. Seems like that's all we had in "Caladan"—early-

[[continues on page 15]]

LUSITANIA/Gunboat Snowball Fighting ASF30

Turn Three: Standin' On The Corner

WARRIOR	loc.	segment 1	segment 2	segment 3	new loc.	vp	hp	sb	di
Butthead (BH)	N10	nmr	nmr	nmr	N10	2	8	2	0
Droopy (DR)	S9	RR at FW (95,83)	U9-W9, collect Sb	RR at PW* (95,39)	S9	5	3	1	0
Duke of Xeimasia (DX)	S5	RR at IRB (95,67)	collect Di	Di at IRB* (70,70)	S5	2	9	2	0
Ice Root Beer (IRB)	Q5	collect Di	Di at DX (50,03)	RR at DX	Q5	1	7	2	0
Kid Charlemagne (KC; X2)	R12	run inside	milk & chocolate chip cookies!	-W9, collect Sb	W9	8	7	0	0
Polywog (PW)	P10	Di at KC (fails)	BB at KC (fails) & VT (70,22)	collect Di	P10	2	8	2	1
Señor Beavis (SB)	G9	Di at VT (65,11)	BB at T (70,61) & VT (75,66)	RR at SL* (95,10)	G9	2	5	3	1
Slushball (SL; X3)	C7	De* at T (70,86)	B8-D8-E9	De at SB* (80,02) -D10	D10	2	7	2	0
Thing (T)	H6	nmr	nmr	nmr	H6	1	7	2	3
Vapor Trail (V; X1)	J10	Di at SB (65,93)	collect Di	Di at BH (70,98)	J10	5	9	0	1
Zonk (Z)	S13	collect Di	Di at KC (fails)	RR at KC (80,12)	S13	3	4	2	0

Weather roll = 55. † = dodge. * marks conditional orders.

Deadline for Turn Four is November 2.

My apologies for leaving Butthead off the map; his orders were LATE! and I was too lazy to open up Aldus FreeHand again...

Segment One: Two snow-warriors are struck dumb by the beauty of the winter scene—and luckily, only one of them is struck by another warrior! The Duke of Xeimasia takes a potshot at next-door neighbor Ice Root Beer, who, like Zonk, is packing a monster ball. Kid Charlemagne runs inside to escape his tormentors, which means Polywog's Dirigible fails. Droopy slaps Poly with a Rattler in the back. Señor Veavis strikes Vapor Trail a wicked blow (heh, heh, I said "blow") while VT's return shot really sucks. Finally, Slushball tries to take advantage of Thing's incoherence but can't hit the mark even when stock still.

Segment Two: This time it's IRB's turn to pound the Duke. Polywog tries a Bolero attack on KC and VT, but of course only half of that can work because the Kid is snacking indoors. (Likewise Zonk's shot at KC fails.) Beavis shows 'em how the Bolero is done, hitting both Thing and Vapor, but also notices that Slushball is running up behind him.

Segment Three: Slushball unloads his namesake atop Beavis, but the Beave is ready and scores a point off SL. Having hit Beavis, VT tries to hit the second half of the daily double, but his Di at Butthead flies high and left. Droopy slaps Poly with another Rattler in the back. IRB and DX continue their barrage, it's a close match indeed. Kid Charlemagne figures it's safe to show his head again but WAIT! Zonk is ready and nails him as he comes out the door.

Turn it up, man, it's Press...

KC to Zonk: "Zonk"! Is that the sound a Dirigible makes when it lands on you?

Beavis to Butthead: Stupid? Um, I'm not stupid, Butthead, I'm just, um... heh, heh.

Oh, yeah, that's right, I am stupid. But, like, I'm stupider than you, uh, yeh, heh, heh.

Beavis to Vapor Trail: Yeah, heh, heh, and, like, you deserve this ass-kicking, you choad-smoker.

Wog to Señor Beav: If you do anything to my mom, you'd have to worry about my dad! You little punk!

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

Beavis to Butthead: Hey, Butthead, let's kick his ass anyway, heh, heh.

KC to SM: It's Kid Charlemagne, not "mange"!

SnowMaster to Kid: Depends on the condition of your pelt...

IRB to Thing-a-ma-Bob: Where you plannin' ta throw all that snow at your feet, they be dead meat, not at me let me repeat!

Beavis to IRB: Heh, heh, you said 'heave.' Hm. Uh...

Wog to the Mangy One: That target you're wearing looks nice.

Poly "Want a Cracker" to Super Slushy: C'mon join the party!

Beavis to Droopy: No, I don't get chicks, 'cause, like, your butt-munch ass is always hangin' around. Heh. I said 'munch.'

Droopy to Yard: I'm very very UNhappy.

IRB to Droopster: Yo, homey, I got da Duke trapped in his bowl, come score a goal, roll on over here and drop a ball down the hole!

Beavis to Beavis: Heh, hm, I said, 'ass', heh.

Beavis to Butthead: Hey, Butthead, have you heard the new GVAR album? It ROCKS! Uhn!

IRB to Puke Zimz: We're gonna throw so much snow, gonna fill your fort, only your head be showin', look like a wart!

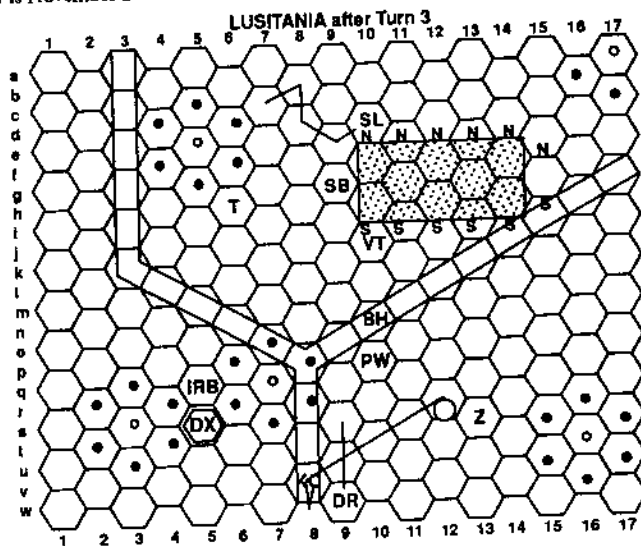
Wog to the Duke: Hiding in your castle like REAL royalty, huh?

Beavis to Zonk: You said 'thick', heh, and then you said 'juicy', heh, heh.

Slusher to IRB: What's this—more vanilla ice?! As to floats, your 'advice' is full of ****. And I don't mean shinola either!

Beavis to KC: Hey, yeah, like I think of U2 and Steely, uh, Steely, Steely... Steely Dan, 'cause they both suck.

KC to SM: In what way does U2 remind me of Steely Dan? I'm so glad you asked! As one of the foremost practitioners of "cross-zining", let's play "Two Truths and a Lie" (as featured in Richard Weiss' zine, *Zero Sum!*) Two fo the following statements are



true, while one is a lie! Guess which is which!

1. Don't you think U2 and Steely Dan sound alike?

2. In striking up a conversation with a young woman, I asked about her musical tastes. I was astonished that she was unfamiliar with U2. I thought they were still current, but I guess not. This reminded me of Steely Dan's "Hey Nineteen" ("Hey nineteen that's Aretha Franklin / She don't remember Queen of Soul / Hard times have fallen sole survivors / She thinks I'm crazy but I'm just growing old."), which led to "Kid Charlemagne."

3. I have a really warped mind.

On second thought, let's not play this game and say we did!

SnowMaster to KC: But that would be "One Lie!"

Zonk to KC (& the S.B.): It's time for you to "do a little dance" to the kitchen!

Beavis to Butthead: Don't make me kick your nads again, heh, heh, hm.

[[*Caladan endgame statements conclude!*]]

going and endgame statements. And that's the other lesson I had hammered home: when the game is only played to \$2000, it is a bad idea to end any turn Lost in Space. You have to make that sale and keep moving merchandise.

I can't believe this game lasted only a calendar year. I would love to play again, maybe next time to \$3000, and with combat rules! As GM, Pete always had the game under control, which comes as no surprise to anyone anymore. The map layout was superb [[*thank you, Garret Schenck!*]], and it meant there was no need to use my own game to set up each turn. The few minor discrepancies in game reports were corrected with humor and grace (though I should have grabbed that illegal clipper when it was offered to me! [[*You weren't the only player who caught it!*]]). My thanks to my many worthy opponents who bested me in this game. I have come to know Richard, Rich and Clark as personal friends. Ed, it was great to cross paths with you once again. And Bill, thanks for writing and thanks for a fun game. Lastly, my sincere congratulations to those Intergeneriatric Towel Taters for an undisputed victory.

Dell—We're Dell, Men (Bill Wordelmann): Maybe if I had only bought a shield... Congratulations to Clark for a well-deserved win. Thanks to all for a competitive and a hilarious game. Every month, I laughed out loud at the press. And thank you, Pete, for running this insanity in the stars...

P.S.: We want a rail game! We want a rail game!

BELT 17 / 1993F

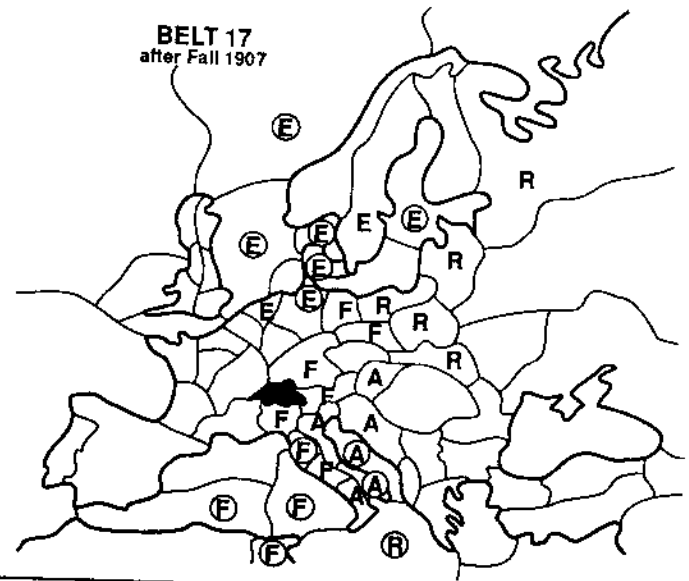
Erratz: Since Germany retreated to A Pru-Ber, Russian A Pru-Ber bounces on it.
 AEFRR draw: AR yes, EFI nvr.
 Summer Retreat: no retreat received, GM retreats Italian a ven to the box.

Fall 1907: How Many Years Must The Cannonballs Fly?

Austria (Rich Irving): a vies russian a gal, a venms a tri, a gre-nap! (f apu s, a rom s /annihilated/), f adr s russian f ion.
 England (Les Casey): a edi-hol (f nts c), f nwy-ska (f den s), f nwg-nwy, a swe-nwy, f bot-stp/sc, f kies french a sil-ber /nsol/.
 France (Randy Havens): f lyo-tus, f wes-tun, f run-ion, a nap-rom (f tyn s), a sil h (a ber s), a boh-mun, a vo-vie, a pie-ven.
 Italy (Victor Thomas): no units.
 Russia (Nathan Trent): a pru ms a war, f ska u /annihilated/, a stpms a lvn, a gal s austrian a vie, f ion c austrian a gre-nap.

Deadline for Winter 1907/Spring 1908 is November 2.

England: 1912 and the game is over!
 Gm to England: In that order?
 Austria to England: You must have been thinking of some other game, since you & France are definitely NOT going to sweep the board by 1912. (If this game lasts that long!)



Country	tri	bud	ser	gre	bul	sm	rom	NAP	VEN	VIE			
Austria													
England	lvp	edi	lon	hol	kie	den	swe	nwy				7/9	may build one (will be short)
France	par	bre	mar	spa	por	bel	ber	mun				8/8	even
Italy	vie	ven							nap	tun	ROM	10/10	even
Russia	stp	mos	war	sev	rum	ank	con					2/0	out
												7/7	may build two

DURLA / 1994Wrb32 Gunboat Diplomacy

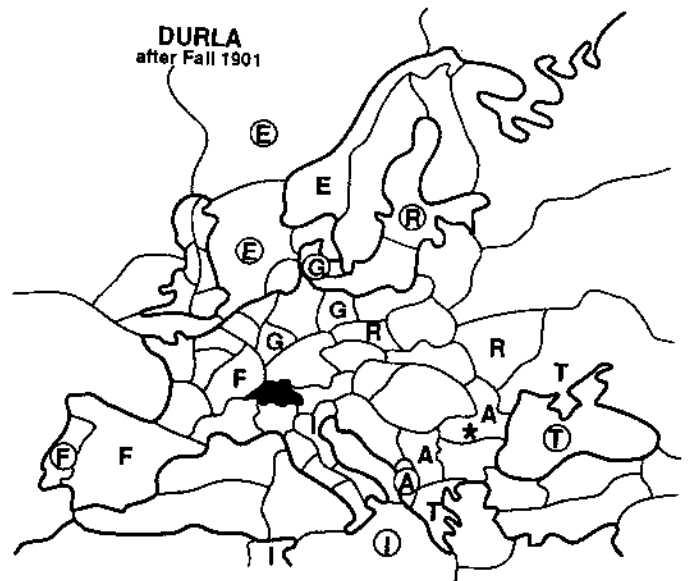
Fall 1901: Why Do Bears Hibernate?

Austria: a gal-rum (a ser s), f tri-alb.
 England: f nts-bel, a edi-nwy (f nwg c).
 France: a bur-bel, a spa h, f mid-por.
 Germany: a ruh-mun, f den-swe, a kie-ber.
 Italy: a ven h, a apu-tun (f ion c).
 Russia: f bot-swe, a sil-mun, a war-ukr, f rum-sev /dislodged/.
 Turkey: a bul-gre, a arm-sev (f bla s).
 Autumn Retreat: Russian f rum.

Deadline for Winter 1901 is November 2.

France to World: Yes, I AM a person and DO exist. Just forgot that this gunboat game has press.
 AH to T: You gotta love a Turk who goes for the gusto!
 Rome to Constantinople: Nice moves! You and I could be really nice buddies! If you have continued to attack Russia and haven't moved to Greece this turn, I won't build my fleet in Naples but in Rome instead. In return, I don't want any Fleet Smyrna. You keep only one fleet in the Med, and we've got an agreement.
 Turkey to Austria: Any help against Russia would be appreciated. I propose that we split the Balkans 2/2; the exact split can be determined later.
 King to Sultan: Shall the Wicked Witches rule?
 France to Russia: Very nice. A man (person?) who knows what he wants. But you made it unclear whether you were asking for MY support into Munich, or whether you wanted to support ME in.
 AH to R: Whoah! That opening is going for a little too much gusto! But hey, it's gunboat so I commend you on your gutsy choice.
 GM to AH: One man's gusto is another man's poison.
 Germany to France: Et tu?
 Rome to Vienna: I hope you didn't waste any support on me, 'cause I guessed you would attack Rumania instead. I don't want any fleet builds in Trieste, you won't see an army anywhere in Italy.
 AH to I: I hope you understand why I did not support you into Greece. The opportunity over Rumania took precedence. I am glad that you are not hostile to me.

DURLA after Fall 1901



Country	vie	tri	bud	SER	RUM			
Austria								
England	lvp	lon	edi	NWY			3/5	may build two
France	par	mar	bre	SPA	POR		3/4	may build one
Germany	mun	kie	ber	DEN			3/5	may build two
Italy	nap	ven	rom	TUN			3/4	may build one
Russia	stp	mos	war	sev	BUL?		4/4?	may build one
Turkey	con	ank	sm	SEV	GRE		3/5	even either way
Neutral: bul?	bel	swe	hol					may build two

London to Rome: I'd like a large pepperoni and a large cheese pizza delivered to 1 Buckingham Palace, London.
 Turkey to Italy: Sure, I'll refuse to build F Smyrna if you don't build F Naples. By your last message, I assume it's OK for me to have one southern fleet if I'm attacking Russia. I'd be more wary of the French than of me. The French look to build three this turn and have F Spain(sc).
 France to Italy: I decided to show good faith towards your offer by moving my fleet to Portugal. BUT, I am waiting to see how things shake out, and so cannot say anything regarding the Med.
 London to Paris: I want no war with you, simply looking for a quick second build for Belgium. SEK (Silly English K-nigix) ISO Western parity and peace for Britain.
 GM to London: Sorry if I fractured your press, I didn't understand it.
 Rome to Paris: I hop eyou will see that a fleet in Rome (if Turkey has made some friendly moves) isn't a bit more threatening than a fleet in Naples.
 Germany to England: Care to negotiate for SWE?
 Führer to Czar: Come and get it. I, too, can play that way or were you expecting to get SWE? Hope you didn't overextend yourself too much. Just a guess but which one of us isn't building? Now who feels smart?
 Berlin to Rome: You're too kind. Really.
 GM to Rome: And too quiet. Really.

GIEDI PRIME / 1992AK

GIRT draw: R yes, I no, AEGT nvr.
 G/I draw: GI yes, R no, AET nvr.
 Italy reposeses G/I draw.
 Summer Retreat: Italian f lon-nts.

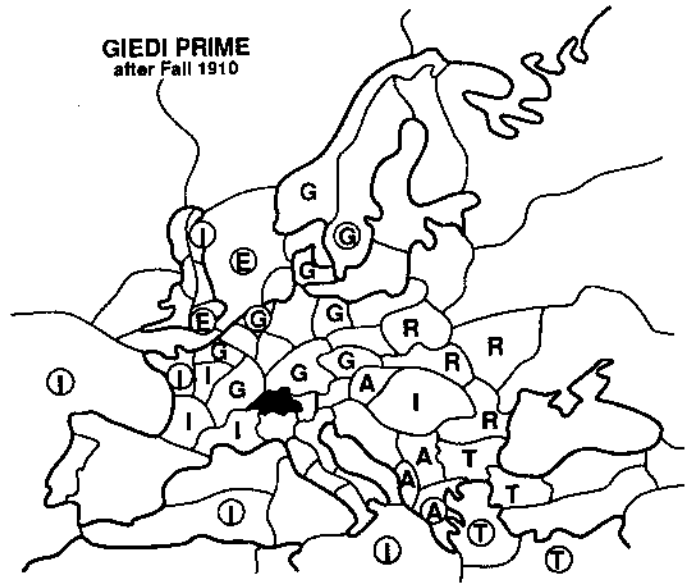
Fall 1910: Mexican Balkan Standoff

Austria (Roger Cox): f gre-aeq, a alb-erc (a ser s), a vie s italian a bud.
 England (Jamie McQuinn): f lon-nts, f wal-ion.
 Germany (Lance Anderson): a bur-par (a pic s), a kie-den, f hol h, a sil-boh (a mun s) (a ber s), a nwy h, f bot-swe.
 Italy (Hugh Magen): f eng-bre, f nts-edi, f por-mid, a par u (a gas s), a pie-mar, a tyo-mun, f ion s austrian f gre-aeq, f tyn-wes, a bud s austrian a ser.
 Russia (Greg Ellis): a gal-bud (a rum s), a ukr-gal (a war s).
 Turkey (Andy York): a bul-ser, a con-bul, f eas-ion (f aeg s).

Deadline for Winter 1910/Spring 1911 is November 2.

AH to Germany: Lance, if you could find it in your heart to hurry and stomp on Northern Russia, I'd be most grateful.
 Germany to A/H: Your days as I's toady are nearly over.
 AH to Italy: Looks like a Mongolian clusterfuck to me.
 GM to AH: What, did you have a bet to see whether you could get the word "clusterfuck" into the zine?
 Italy to World: Help! Help! England kicked me out of London.

GIEDI PRIME after Fall 1910



GIEDI PRIME / SUPPLY CENTERS held as of Winter 1910

Austria	vie	tri	bud	ser	GRE	4/4	even
England	lvp	edi	LON	2/2	even
Germany	kie	ber	hol	den	swe	mun	bel	nwy	stp	9/9	even
Italy	rom	nap	ven	tun	mar	spa	bre	par	lon	por	BUD	EDI	10/11	may build one	
Russia	mos	sev	war	rum	4/4	even
Turkey	con	ank	smy	gre	bul	5/4	even

IX / 1993HG

Autumn Retreats: Russian a swe otb, a war-ukr.
 Winter 1904: France builds f mar; Germany build f kie, f ber, a mun; Russia disbands f stp and a gal; Turkey builds a ank, f con, f smy.
 Germany and Turkey both propose an FGT draw; Italy, France and Germany also propose an F/G draw and Turkey proposes a concession to G. Votes on all three, please.

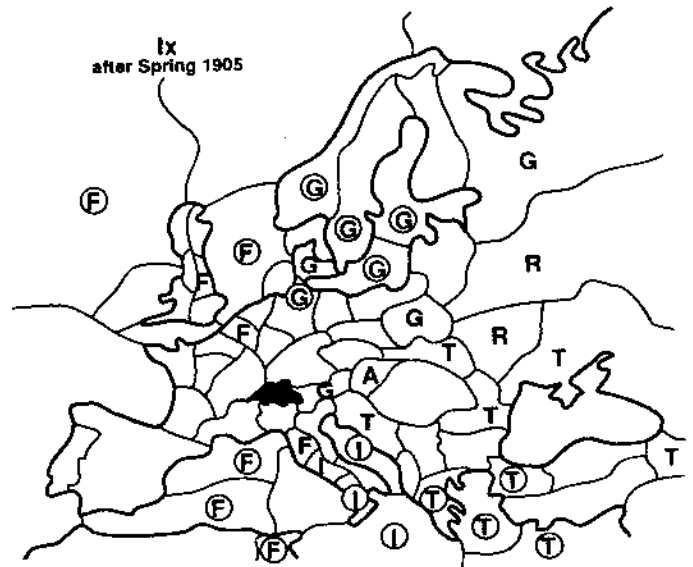
Spring 1905: Meet Your Hammaker

Austria (Kenneth Burke): a vie unordered.
 France (Don Scheffler): f nwg-nat, a lon-bel (f nts c), a yor h, f mar-lyo, f naf-tun (f wes s), a pie-rus.
 Germany (Roger Cox): a mun-tyo, a war-mos, a lvn-stp (f nwy s), f swe-nwy, a den-swe, f kie-den, f ber-bal, f bal-bot.
 Italy (J.R. Baker): a rom-ven, f tyn-ion (f nap s), f apu-adr.
 Russia (Michael Quist): a ukr-sev (a mos s).
 Turkey (Vincent Springer): a ank-arm, f con-aeq, f smy-eas, a sev s german a war-mos (a rum s), f bla-con, a bud-gal, f gre-alb, a tri-ven.

Deadline for Fall 1905 is November 2.

Germany to France: Cheers!
 Italy to France: I was going to write but ESP is less expensive.
 Marseilles to Rome: What can I say? Sorry, but I don't have a lot of options. If I were in your boot... :-) ... I'd vote for the two-way and take a survival.
 Pope to Insultin: Surrender, death is quick and painless.
 GM to Pope: You're thinking of suicide. Death takes on many forms...
 Paris to Black Stallion: Whoa! Easy there, big fella! Let me just put this saddle onto that low place on your back. That's it... reelaax... Oookay... good... eesay boy... come on now...
 A.H. to World: My prophecy concerning Italy's fate has proven true. Never, as Italy, backstab Austria-Hungary (unless you can get away with it, of course!).
 Russia to World: Well, the national treasury is packed in Imperial Train and I am off

Ix after Spring 1905



to Zurich where I will smoose about with the English King and that wierd Austrian guy. I have left my army orders to fight Turks to the last man.
 Russia to Germany: One word of advice, don't turn your back on Turkey as I did.
 T to R: Whatever... As if I am the bad guy here. Look at the bright side, at least I got some kind of response out of you!
 Italy to Germany: If you built three armies and can beat Turkey to the stalemate line it's all downhill from here...
 Brest to Con: Still gonna throw in the Turkish bath towel? Hope so. I'd hate to have to fight my way to the Black Sea. Too much work.
 GM to Ixians: Geez, Dip players today are so lazy. Now when I was a lad...

IX / SUPPLY CENTERS held as of Winter 1904

Austria	vie	1
France	par	bre	mar	por	spa	lvp	edi	lon	8
Germany	kie	ber	mun	bel	hol	den	swe	nwy	war	9
Italy	rom	nap	tun	ven	4
Russia	stp	mos	2
Turkey	con	ank	smy	bul	gre	ser	tri	bud	sev	rum	.	.	.	10

Tonight's Cast

NMR Insurance means I will either phone you collect, or email you ('email' means I will only contact you that way).
Bold indicates a new address.

PLAYER	ADDRESS	EMAIL	NMR INSURANCE?
Michael Moran Alterio	P.O. Box 713, Millbrook NY 12545		yes
Lance Anderson	1200 Dallas Drive #824, Denton TX 76205	LancerA@aol.com	yes
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 Battle	290 Massachusetts Avenue #435, Cambridge MA 02139-4196		yes
Jason Bergmann	5920 College Avenue #5, Oakland CA 94618	72163.3104@compuserve.com	yes
Doug Brown	2517 Indian Wells Road, Placerville CA 95667		email
John Bryden	Dept. of Math., U. of Calgary, Calgary, Alberta T3C 2M2, CANADA	bryden@acs.ucalgary.ca	yes
Jim Burgess	100 Holden Street, Providence RI 02908-5731	burgess@world.std.com	no
Ken Burke	6 Meadowbrook Road, West Hartford CT 06107		email
Les Casey	10 Wrenwood Court, Nepean, Ontario K2G 5V3, CANADA	aa158@freenet.carleton.ca	yes
Roger Cox	57 Coastline Drive, Inman SC 29349-9655	GregE625@aol.com	yes
Greg Ellis	2005 Dublin Drive, League City TX 77573		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	yes
Charles Goertz	3831 N. Fremont #404, Chicago IL 60613-3062	cgoertz@kentlaw.edu	yes
Dave Golias	509 South Brian #14, Fort Collins CO 80521	bugman@lamar.ColoState.EDU	yes
Tim Goodwin	49 Williams Street #2, Portland ME 04103		yes
Randy Havens	2626 West Olive Avenue, Fullerton CA 92633		yes
Matt Heppie	26 Meadowbrook Lane, Chalfont PA 18914		yes
Tom Hurst	5628 Byrneland Street, Madison WI 53711		yes
Rich Irving	1505 Caceras Circle, Salinas CA 93906	RRJ1@pgc.com	yes
Martin Johnson	113 Carey Court, Windsor CA 95492		no
Stan Johnson	2942 East Indian School Road #252, Phoenix AZ 85016		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		yes
Mark Lew	5390 Broadway #2, Oakland CA 94618		no
Hugh Magen	P.O. Box 131, Redondo Beach CA 90277		yes
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	jmcquinn@delphi.com	yes
Chuck Mercer	1250 Garden Lane, Sebastopol CA 95472		yes
Conrad Minshall	6295 Shadygrove Court, Cupertino CA 95014	conrad@apple.com	yes
Ward Narhi	46 S. Adolph #4, Akron OH 44304	R2WEN@vm1.cc.uakron.edu	yes
Mark Nelson	21 Cecil Mount, Armley, LEEDS, West Yorkshire LS12 2AP, U.K.	amr5man@armsta.leeds.ac.uk	yes
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
Phil Reynolds	2896 Oak Street, Sarasota FL 34237		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		yes
Alex Simmons	918 Colina Vista, Ventura CA 93003	afs@qad.com	yes
Vincent Springer	2550 Yeager Road #21-10, West Lafayette IN 47906	springev@sage.cc.purdue.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
Chris Warren	2425 Purdue #104, Los Angeles CA 90064		email
Daniel J. Wartko	1325 18th St, NW #311, Washington DC 20036-6505	Daniel_J_Wartko@csj.com	email
Brendan Whyte	96 Waitarua Road, Remuera, Auckland 5 NEW ZEALAND	B.R.Whyte@massey.ac.nz	yes
Don Williams	25252 Via Sistine, Valencia CA 91355		yes
Brad Wilson	Box 532, Paoli PA 19301-0532		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, Lance Anderson, Jim Bailey (send money!), Ward Narhi, Vince Springer, Doug Brown, Jim Robertson signed up, see gamestart inside.

KAIDER III/Regular Diplomacy (\$5 gamefee): can take seven.

SILVERRUN/Snowball Fighting ASF30 (free): Andruschak (Haggis Hound), Baker (Dirty ol' Man, or Dirt for short), Golias (Freezer Burn), Brown (Glacial Gladiator), Hurst (Ice Sickle), Narhi, Schultz, Wang (Atog) signed up, can take two more.

OTHER GAMES: What does everyone have in mind? Current suggestions are Merchant of Venus (KLew,

Golias, Irving); Cline 9-Man Dip (Springer); Railway Rivals (Brown, Irving).

I've decided Dune, Kremlin, Stellar Conquest or Tiran are out for now.

Is anyone going to be interested in playing Blind Diplomacy? It looks like a lot of work for me, but I'm intrigued from all these years of watching Jim Burgess' Spy Dip...

circulation of this issue: 114.

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, Dave Golias, Tom Hurst, Stan Johnson, Steve McKinnon, John McLaurin, Jamie McQuinn, Phil Reynolds, John Schultz, Mike Stewart, Nathan Trent, Richard Weiss, Andrew York.

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

CALLED THIS MONTH: Daniel Wartko for Trafalmore (Egypt); Phil Reynolds for Plateau (Italy).

Picks and Pans

Peter Sullivan has announced the fold of *C'est Magnifique*, the most internationally-minded of the British Dipzines. To help fill the gap (I hope) I've been starting up new trade: with James Hardy's *S.N.O.T.* (a new meaning for this acronym is given with each issue) and possibly with Paul Bennett's *Nothing to Declare*.

Nothing to Declare is Paul's contribution to a calm, urbane society, with discussions on proper English and proper motoring techniques, plus a variety of rail, skittles and Dip games. It's pricey for a sub (£1.30) but editors may want to exchange samples to check out a possible trade: Paul Bennett, 103 Deleval Close, Newton Aycliffe, DL5 4QP, U.K.

Next on the U.K. Hit Parade is *S.N.O.T.*, which takes self-abuse to a new level. That is, James Hardy reveals in describing all the annoying stereotypes around "Scouters", which are residents of Liverpool (which includes James). A raucous lettercol and subzines from Vic Hall and Pete Haslehurst help diversify the tone more than the average zine. James Hardy, 12 Gourley Road, Liverpool L13 4AY, U.K.

And: then there's David Oya. Long-time Dipster finally goes zine-pub, produces "post-ironic hardcore neo-fluffykins games zine" while maintaining own geek and waffle quotients. Title says it all: *Where is my mind?* Offers the typical bangers-and-mash mix: Dip, variants, Railway Rivals, various non-negotiating games (Snowball) Fighting, Golden Strider, etc) and does excellent job of giving impression of someone you can leave your impression on. Oya, 24 Kingsway, Banbury, Oxon OX16 9NJ, England (for some reason, instead of U.K.).

Over Here, Thomas Pasko is taking his subzine "Tar Pits" out of *Cognoscens* and creating a new zine, called *The CDD Medical Journal Colonial Diplomacy* will be featured (its designer is listed as a co-editor), subs will cost a buck a month. Write Thom for a sample: 73 Washington Court, Bristol CT 06010.

The Noble House, from our own Mark Weseman, (Hwang Mok Park & Jin, 6th Floor, Peeres Bldg.; 222, 3-ka, Chungjung-ro, Seodaemun-ku, Seoul 120-013 KOREA) is a new six-weekly zine (price \$1). Mark will be running Diplomacy, Gunboat, Britannia, Sopwith, Tribute, Middleman, and Golden Strider. He's an American Dip veteran who has read many U.K. zines, and is living and practicing law for several years in Korea. His zine will be full of a variety of multi-player games, plus Mark's comments on the Pacific Rim. He's an intelligent and witty commentator in U.S. zines, so this new pub should be fun and insightful.

One final new zine to report, and no I don't expect any of you to sample this one. "Our own" Bruce McIntyre (god, it's good to be able to say that) is back at the helm of a zine! But no Diplomacy this time, it's a bridge club newsletter. Bruce sent me a sample, and while it is nicer than the average social-group organ, it's even nicer to see his stamp (fonts, phrasing, and opinions) all over it! Thanks, McBruce. (For an update on Bruce's life see the Roar of the Greasepaint.) [[Hey, Bruce: was "The eight of diamonds return was won by South" on p. 3 a typo?]]

Cal White turned *Northern Flame* over to subzine editor Rob Lescro, with Cal bumped upstairs to the title of Editor Emeritus. We can only hope that Cal continues to pitch in on the chat side, while Rob has demonstrated that he can turn a phrase and this is an altogether Good Thing for *NFFans*.

Daive Cleopatre and Edoardo Mattei put together an "International Edition" of their Italian zine *Compendio ars Diplomatica*. You can see what they're up to by writing Eddy at Viale Sartorio, 95, 00147 ROME, Italy

Finally: I have now read first-hand reviews of

World DipCon IV, held in Birmingham at ManorCon in late July, in the following zines: *Diplomas*, *Spring Offensive*, *C'est Magnifique*, *Lemon Curry*, *S.N.O.T.*, and *Y Ddraig Goch* (sorry, I may have missed one). In addition, there has been a great deal of second-hand comment in other zines and on the Internet, and I had a brief conversation with WDC attendee Don Del Grande.

First, what happened at WDC: the French attendees allied with each other to the general exclusion of non-French players. In a disgusting show of meta-gaming and pre-arranged outcomes, player after player relates that a French participant would not obstruct the moves of another Frenchman.

Second, what happened regarding the Charter: Jim Burgess reports that the amendments which were offered in advance (all from non-attendees, why else do you think they were offered in advance?) were a mixed bag, but the *über*-fact that Iain would not allow amendments from the floor generated some resentment against the amendments themselves. The French, by my reading, were spoiling for a fight anyway—Steve Nicewarner's amendment clarifying WDC and DipCon coordination was apparently treated (incorrectly) as an 'ugly American' dominance ploy.

The French voted as a bloc, and plenty of Brits joined them in voting down both amendments and the Charter itself.

Third, what happens next. There will be no legitimate World DipCon Charter in the next couple of years. The French will pass a Charter at their WDC (Nov. 1995), and I believe it will be unacceptable to the rest of the world, or at the very least to the non-European hobbies. This will lead either to a series of "Anti-Charters" or to the other hobbies throwing up their hands and simply inviting the world to their 'national' DipCons every couple of years.

A "legitimate WDC charter" is one which addresses the concerns of all major national hobbies, and/or is reviewed and approved by all major national hobbies (these may seem interchangeable, but the differences grammatical forms represents the two means toward a common end).

The ManorCon draft charter was a good start but we all *knew* it would not have representative input from North America or Down Under. My amendments regarding phase-in or ratification were an effort to remedy that. The French will make no such effort (and now I put my generalizing, judgmental hat on)—they will draft a charter which fits their hobby, pass it, declare it international and final and the rest of the world will either scream in anger or laugh them off.

I am not saying that any charter the French pass is illegitimate, I am saying that I do not believe they will have any concern for the rest of the world. Their decision not to participate in the international postal hobby, outside of the Continent, backs me up. My conversations with Xavier Blanchor when he was here demonstrated to me that though he is a nice guy, he has an overdeveloped sense of French worth, and reports in other zines demonstrate that his attitude is widespread among French Dipsters.

(Jim's only response to that paragraph: "Understatement...")

The French have never attended a WDC before; Americans have been present at every one. They suddenly got interested *after* everyone else had batted the idea around for six years. And no matter what they say about the 'language of diplomacy', most of the world and most of the world's Dipsters speak English first.

Thus, "World DipCon" becomes a phrase like "World's Fair"—any city/con that wants the label can appropriate it. That's too bad, and it will lead to more strife in the hobby. Ugh. Rail games, anyone? ✦

Calendar

October: 6 Harry Andruschak (sorry I missed it here, Harry, but congrats on 50!), 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 Afferbach
February: 9 David Hood, 21 Gary Behnen

Caveat Lector!

(Let the Reader Beware!)

This has been a long, strange trip this issue, and it's going to get stranger next time.

This edition fell behind because lots has been happening in my life lately. I've started a writing class; this puts a lot of tension on me, because although I think I'm a pretty good writer, I hate having people evaluate things I do (I don't play the piano when anyone else is around, for instance). Plus, that's two more evenings (one for class and at least one to write) when I might have been doing the zine.

Business is up—has been all year, but in the past six weeks it's gotten ridiculous. I volunteered to band hawks every Thursday because my schedule is so flexible; well, I've had to cancel two such Thursdays because I simply didn't have time to get away from my trade! Driving to Mendocino for an extra sales call, in the rain, was a lot of fun (hell, *rain* itself is lots of fun around here) but that's six hours cut out of zine-production or hawk-catching.

Just as I thought I was going to get this out, bad news starting springing up. The lightning on Tuesday evening took our office computer down a couple of times (no permanent damage). Cathy's good friend, Sally, who has been battling breast cancer for a year (recall, Cathy's mom died of this), learned Thursday that her father had died—so between class and business and chorus rehearsal and Cathy (quite properly and necessarily) sitting up with Sally for 24 hours, I didn't have a conversation with my wife for about four days.

And yesterday (Friday the 7th), my father had another heart attack. He was, fortunately, at his thrice-weekly cardiac rehab appointment when it happened, so it was no trouble to get him down the street to the hospital and checked in. But I won't know until later today just how serious this is (I know, a heart attack is serious; but since this is his third, the family is just a little blasé on top of the normal fears and worries...)

I have some comments on Haiti and Iraq that will have to wait. I have my MtG card 'wantlist' that didn't find room this time. Even the Calendar got cut short. And I have business trips: KC next week (standing in for my dad who would have made that trip), New York over Halloween, Fresno (business) and Reno (Sweet Adelines) the first week in November. So I am announcing *now* that nextish will be a warehouse—I will try to work on the games via laptop in New York, come home to grab the last few sets of orders, and get the reports out before I leave for Fresno. I pushed the deadline so you'd have something like normal negotiating time both this month and next, but deadline extensions and separation requests will be much more lenient this time.

I hope you will still write letters and press, even though my responses this month are limited to what I had set up before last week. The issue *after* next should have Bruce McIntyre on race-car driving, and travel chat from me plus chorus stuff from Cathy.

I wanted to do more for the October issue—got several cartoons and clip art I could've used, but we'll have to settle for black cats as a closing tag. I hope everyone has a creepy and spooky month but all in fun, and help us all out by getting your orders in on time! ✦