

THE INTERIM #7

by BRUCE MCINTYRE

I once heard motor racing described as a dangerous, reckless attempt to get nowhere fast, and for a long time I couldn't agree more. Not being in the majority of North Americans who own and drive cars, I have always ignored auto racing, feeling that although there certainly was a great deal of skill involved in driving, testing, building and designing a race car, none of these were anything I could relate to.

What changed my opinion was my passion for sports simulation games, combined with the exponential increase in realism that these simulations can convey, as home computers are able to process data faster and faster. In other words, guided by a glowing (and very well written) review in a local computer magazine, I bought a motorsport simulation, fell in love with the game, and from this fell in love with the sport. The program I bought is called World Circuit, distributed by Microprose, the folks who brought us Railroad Tycoon and Civilization. World Circuit contains graphic simulations of all sixteen 1991 Formula One tracks, and uses most of the teams, drivers, and cars from the 1991 Formula One season (although the names of teams and drivers in the program are fictitious, you can easily change them to the actual names they represent). Races are in real time, and player perspective is from the cockpit, meaning steering and gearing decisions (as well as pit stops: but in Formula One pit stops are for repairs and tire changes only) must be made at the same tempo they would in a real Formula One race. Off the track, there are numerous set-up options for the cars, and pointers in the documentation for the best types of set-ups for each track. Races are run Formula One-style from a standing start, and you can run a full season of races and keep standings based on the Formula One scale of 10-6-4-3-2-1 for first thru sixth. About the only thing that happens in the real world and doesn't occur in the simulation are engine (and other types of) failures, which is probably for the best, since retirements of this type take away from the excitement of the competition. In a simulation, you want to outdrive Nigel Mansell, you don't want to see him suddenly slow down with a puff of smoke and give up, putting you in the lead.

Since the release of the Formula One-based simulation World Circuit, a similar product has been released by a rival company based on the Indy-car circuit in North America. I haven't checked this out, because after driving at famous circuits like Monza and Monaco and Hockenheim, running 500 miles on an oval track or going for a drive along the runways at an airport in Cleveland (this is actually one of the Indy-car circuit stops: and sure enough last year there was a hell of a smash up at the end of the first straight, where the cars, spread eight-wide on the main runway, had to pull off into a narrow taxiway...) is a letdown.

LATE NOTE: Having watched the Vancouver race on the Indy-car circuit yesterday, I realized that the rules of Indy-car are completely silly. During a Formula One telecast you are bombarded with gap times, 1.437 seconds between 8th and 9th, etc. Indy-car telecasts don't bother, and the race was halfway through when I realized why. The rules of Indy-car say that during any full-course yellow (and most races have 5-10 of these temporary stoppages), the pace car comes onto the track ahead of the race leader, slowing him down. Cars are

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AMONG THE TREES

by Pete Gaughan

Hi, kids! Um, er... I've got news. Hey! Hi! ...Uh. This is a tough column to start, but I'll try to just start it, in spite of the state I'm in. Today's October 29th, and I found out today that we're going to be pregnant! No, I mean, I'm going to have a baby! No, wait—Cathy and I are going to be parents!

Whew. There.

I'm in New York City, Cathy's back home. By the time I land in Oakland on Tuesday, she'll be in Reno, Nevada (for the Sweet Adelines International Competition). I'll join her there at the end of next week (and by the end of the column I'll be back home) but by then, we will have been apart for ten days. These trips have been planned for some time (unlike my father's heart attack and the resulting business trips I've been on lately) and we knew we weren't going to see each other for a while—but we didn't know Cathy would 'pass' a pregnancy test in the midst of it.

I'm surprised there hasn't been more strain on us lately. My reaction to my dad's attack has been strange—very passive and analytical. I'm usually that way; I had a large and violent temper when I was younger and schooled myself not to give vent to. But where is the frustration? the fear? the sorrow that should be at least present, if not (thankfully) in control? I have been a bit more aware of my own mortality, but still...

And when Cathy missed her period, she was stressed over it, but I wasn't, though I expected to be. Cathy went off the pill in May (on Mother's Day, in fact), and after a few months to let her system relax a little we finally decided to let nature take its course. But she was in some ways still counting on a few months—she was surprised at us being among those who get pregnant right away. So she worried—was she or wasn't she?—until I finally went out and bought a home test. I kept telling her being pregnant was a good thing (and I really believed it) and when the test came up positive I said it again. When I left she seemed to be a bit calmer.

We kind of held our mental breath until a lab could confirm it. On the phone now she actually sounds happy and relieved, I guess it must help to have other people cheering for her (my mom and a few of C's friends that she's told already).

Yeah, we're breeders. Always have been, actually, just took us a long while to get to the outward signs. We decided before we got married that, while we both wanted children, we were selfish enough to want to enjoy each other *alone* for a few years (we were thinking five, it will have turned out to be eight by the time the kid arrives). We let my mom know what we were up to, and this summer at my grandparents' 60th anniversary (that vacation in Maine we told about in excruciating detail), I told my grandmother we were going to make them great-grandparents for the first time before Grandpa turns 90 (next September—Cathy's probably due in late June or early July).

'the kid arrives'. Whew again. Did I really type that? That'll make the first time ever I referred to my own offspring as anything other than a (er, let's see, 'concept' is not the right word, is it?) potentiality.

We've been reading lots and lots on pregnancy, what to expect and such. I've been trying to be ready for any reaction on her part. Unfortunately, though, we went through a couple of weeks of thinking she was in her second month when actually she's just beginning it.

We're just jumpy, I guess, because we won't even see a doctor about all this until next Wednesday, since Kaiser makes you get the test first *then* set up an obstetrician's appointment.

What's *really* wild is, I'm not really jumping up and down for joy (not even on the inside—I think it would be more than a little out of character for me to jump up and down while all alone in a hotel room). I'm thrilled, and happy, but it still feels muted. You know how sometimes when something big happens, people say, "I knew it hadn't sunk in yet, but it would later"? I don't even feel like it'll sink in later. Just too damn stoic for my own good, I guess. Maybe I'll skip down the sidewalk on my way to the convention tomorrow...

Soooo, *Perelandra* Becomes Baby Zine, film in nine months (no, just kidding, no birth videos...). I don't know what your opinion of 'baby zines' is, the general hobby view is that they're a lost case. Personally, I like any zine that talks frankly about what's going on in the editor's life, and that's what I'll keep doing. I *hope* it just adds another topic, rather than displacing any politics, sports, theater or whatever.

Hobbywise, I've been preparing for this. I've been watching the mix of games here, keeping my GMing load down. I am trying hard to involve more people (Iain writing for me was a wierd stroke of luck) to 'cover' when I don't have time to write as much. I also have plans for the *Zine Register*, I will do one more issue and then turn the job over to someone else, and that last issue will be sooner than I'd planned—perhaps as early as January instead of June.

I'm playing in four games—two by mail and two by email—which is the lowest that number's been since we moved to California.

In the process of cutting back on hobby stuff I'm not retreating altogether. I have just received Mark Berch's archive of Dip zines and articles (hmm, I still need to send Mark a check for the shipping!), and after the holidays I will start opening those boxes and melding those files with my own. My goal is for at least every other issue of *Perelandra* to include a reprinted article or an essay by me on hobby history, *in addition* to the features I'm already running.

But that's a project that fits more easily into "whatever time I can find", moreso than the ZR which really has to come out on schedule, or even the zine itself which has monthly pressures. Readers' horror stories on child-raising will be numerous (and expected) and I will know the effort required, but I still plan on publishing for a long while.

Between all this I also spent two days in Fresno, Calif., doing a 'demo' of Mamiya cameras at Boot's Cameras. The next day in Reno I saw Cathy for the first time in ten days, and had a heck of a time between those two cities tracking down a bottle of non-alcoholic champagne and a corsage... I was hoping to get enough done on the PowerBook while I was on the road to get the zine printed by the 7th but that's not going to happen and you're going to get this some time after the 12th. Makes it awfully tempting to delay the December issue and then skip January altogether (which I used to do every year in college and grad school). I'll decide in the next couple of days and the deadline should be reflected on the back page (thanks to Alex Simmons for reminding me how helpful it is for a zine to print the due date on the cover).

More on other topics on the back page. Thanks for listening, and enjoy this issue!

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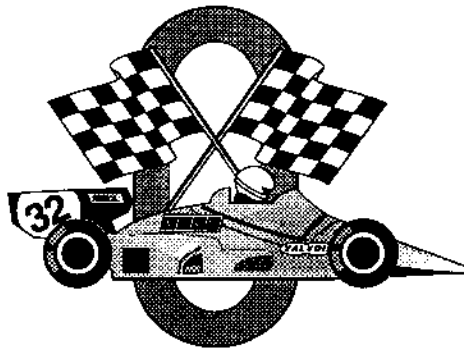
allowed to pull up to the race leader under the yellow, and so if the race leader is about to lap the second-place car when the yellow comes out, the second place car now gets to catch-up almost a full lap under the yellow! A minute and a half lead is reduced to maybe 15 seconds maximum because of an accident somewhere else! This happens so often in Indy-car that the winner is usually decided by the number of yellow flags and where they occur. In Formula One they have the good sense to restrict the yellow flags to the area of the track where the problem is, letting the cars go full speed in the other sections. There have been only two full-course yellows in the two years I've watched Formula One.

Despite the Indy-car program being a little more realistic with the graphics (as long as you have a fast enough machine: I run World Circuit at about 8 frames per second to keep my 386-25 chip from overheating, but a 486 could probably run it at the maximum of 25 frames per second), I became a Formula One fan in record time, and followed the 1993 season very closely. Luckily, in Vancouver each of the 16 races are covered twice, as The Sports Network (Canada's all sports cable station) picks up ESPN's live feed early Sunday morning, and CBC repeats the BBC coverage after the late news Sunday night. Needless to say, it is difficult to be awake for both the 5AM live broadcast, and the rerun eighteen hours later. But I have come to love the BBC version for one reason: Murray Walker. Murray is the play-by-play guy on the BBC broadcast team, and in the heat of the nationalistic fervor he executes many wonderful verbal spin-outs. A collision between two cars vying for the advantage coming into a hairpin is, in Murray-ese, a "coming together." A car exits the pits way too fast to turn onto the course and careens across the track into the gravel on the other side, as British driver Martin Brundle sees only a right-to-left blur while shooting down the main straight at 200 mph. Murray: "That must have been a rather unexpected sight." A classic Murray put-down of Andrea de Cesaris, a veteran driver who has never driven for a contending team: "he is the driver who has driven in the most Formula One races without actually having won one." Or this one about a driver whose best days are now clearly behind him: "he has been invited to seek employment elsewhere." Alain Prost has a huge lead late in the race, his car five seconds faster per lap than most others. Murray, who has peculiar suspicions about all non-European drivers, keeps us from changing the channel: "Prost has a forty-five second lead with ten laps left, but the next two back-markers on his overtaking agenda are Katayama and Suzuki, who today alone went off five times each in practice, so this is by no means in the bag." Of course, with the emergence of British driver Damon Hill as a new young force in Formula One, the BBC crew was pulling for him so much it was sometimes hilarious. During the 1993 German Grand Prix, Prost was assessed a ludicrous stop-and-go penalty for driving over the curb in a chicane halfway around the first lap (his only alternative would have been to wreck the car trying to claim his right-of-way) and this allowed his teammate Hill (who was not at fault) to take the lead, which he held until two laps to go, when his engine failed with a sudden puff of smoke. I was in the bathroom when this happened, and from the "Oh, my God!" commentary I thought Hill had driven into the grandstand.

The 1993 Formula One season saw Nigel Mansell leave for Indy-car, Alain Prost come out of retirement to race with the Williams-Renault team, against his main rival, Brazil's Ayrton Senna, racing for the McLaren-Honda team. By the time the season was half over, it was clear that the Williams cars were far faster than the McLaren ones, and Prost's fourth World Championship title was not going to be contested. At the end, Prost's

teammate Damon Hill took second in the standings, winning a few of the races in the last half of his rookie season, and Senna finished a surprising third. There was a feeling that, more than ever before, the most important factor in how fast a car would go was not who was in it, but what colour it was. The blue and yellow Williams cars were tearing up the circuits, without any effective opposition. Most races would begin with Hill and Prost in the front row, and after a few laps first and second would be predictable, barring accidents or engine failure. Fearing that the Indy-car circuit was taking over as the most popular auto racing competition world-wide, the FIA (Federation Internationale de l'Automobile, Formula One's governing body) announced sweeping changes for 1994, most important among them the banning of many computerized functions that the Williams team had perfected to win consistently in 1993. The overwhelming effect of the changes (in intent, at least) was to put the emphasis back on the drivers and not on the cars, nor the men who perfected their design. This, along with the news that Prost was retiring and Senna would join Hill with Williams for 1994, made the 1994 season look like an exciting campaign. Early speculation made Williams the favorite and Senna a near lock for his fourth world championship.

What actually happened, as we all know by now, was that the cars continued to try to go as fast as they were used to, and without the computers checking to see if the left front tire was spinning as fast as the right rear, accidents began to happen, especially on the bumpier courses. In the third race of the season, in Imola, Italy, just outside the tiny republic of San Marino, tragedy



struck. Rookie driver Roland Ratzenburger was killed in a horrible accident in practice, his car climbing a railing before overturning. The start of the San Marino Grand Prix was marked by a spectacular collision when Pedro Lamy's car stalled, and in the confusion of a standing start, a driver three rows behind accelerated into what he saw as an opening, only to find, when his view became unobstructed, a stationary car dead ahead. Lamy's back left tire went flying over the fence into the grandstand, and another of the eight tires involved went so high it next touched the roof of the grandstand. Luckily, both drivers escaped unharmed, and no spectators were killed.

Then, a terrible shock. After five laps under the yellow caution flag at reduced speeds, while the debris from the accident was cleared, the cars were given the go ahead as leader Ayrton Senna went through the Tragnardo chicane and back onto the main straight. With Benetton's Michael Schumacher close behind, Senna accelerated to almost 200 mph and prepared for the long, top gear left-hander known as Tamburello. I have driven the computer version of this course many times and have never bothered to decelerate for this corner; you set up the car so that the top speed is about 195, the first small bend slows the car about to 180, still in sixth (top) gear, and the second portion of the bend curves away so slowly that 180 is the optimum speed for it. Seldom do you even hear as much as a squeal from

the tires, and in fact your mind is usually focussed on the difficult chicanes and turns ahead.

Senna went around the first portion of the bend, then, it appeared, never turned the wheel. Off lurched the car at 180 mph onto the grass, from which point, at that speed, it was one turbulent second until the car went straight into an unprotected concrete wall at about 150 mph. From there, the car, minus wheels and wings but still intact, bounced back, spun a bit and rolled back onto the track, luckily in a position off the normal racing line, where other cars could easily avoid the wreckage. There was some hope raised when Senna's helmet appeared to move slightly after the car came to a stop, but an hour after Michael Schumacher won the race, doctors reported him as brain-dead, and an hour later he died of massive head injuries. A Williams official later confirmed my own suspicions from the slow-motion replays: that Senna had survived the initial crash with no serious injuries, but the left front wheel bounced high into the air on initial impact and through a terrible fluke came crashing down on Senna's head.

As I turned off the set at 8 AM, I was sure, despite the hopeful words of the commentators, that I had just watched Senna's final drive, and wondered whether or not he would survive. I went back to bed for two hours and had an eerie dream that I was a reporter at the hospital Senna had been taken to, and had to report that he had indeed died. When I woke up at 10 AM, I flicked the remote to the cable station that carries news and information in text onscreen. The first screen I saw—SENNA BRAIN-DEAD, SAY DOCTORS—confirmed that he would never race again, minutes later another screen came on reporting his death from massive head injuries.

Two weeks later, I tuned in to the Monaco Grand Prix, for me a broadcast marking one year of following Formula One. I hit the ON button on the remote with dread—the street course at Monaco is the bumpiest on the Formula One circuit, where all cars are automatically set for maximum downforce. And, of course, the sports-casts had been filled with speculation that anyone and everyone could be going to jail for negligence in Senna's accident, from members of the Williams pit crew, to Williams team executives, to FIA executives, to track officials and even the Imola track manager. A rumour that the Italian government, embarrassed by the incidents, would cancel the Italian Grand Prix, was being circulated by Formula One journalists. And the FIA had hastily changed a few rules for the Monaco race, with the promise of many more rule changes to come. Many teams were not happy about the sudden rule changes, most adamantly the Benetton team, whose number one driver, Schumacher, had won all three races so far. At Monaco a crash in a practice session put Austrian driver Karl Wendlinger into a coma. Ratzenburger's teammate, veteran driver Gerhard Berger, was ineffective in the practice sessions and in qualifying and started the race way down in the grid. The race began with the two spaces in the front row left vacant in memory of Ratzenburger and Senna, but luckily the race went off without incident, Schumacher winning again without difficulty.

People who are not sports fans are often unmoved by tragedies in potentially life-threatening sports such as auto racing, feeling that the participants willingly take the risks, accolades, money, and success, and somehow deserve what they get when everything goes wrong and the risks become reality. It is difficult to argue this point. But in this specific case, the cause is the new rules designed by the FIA to bring parity back to Formula One, without bringing in corresponding safety standards for the cars.

Times in the races since the Imola tragedy have been up to five seconds per lap slower, mostly because

tracks have been altered to slow down the cars in dangerous areas. A few of the fast turns have had artificial chicanes set up before them, so that cars must enter the turns at a much slower speed than in previous years. The question is why the FIA didn't force that these types of changes would be necessary. From the little I know of Formula One history, I think the answer is readily apparent, albeit in hindsight. It seems that accident rates in Formula One go up when the rules are changed and the cars are made less powerful. This occurs every few years when the FIA decides it's time to change the rules, usually because, as in 1994, it is apparent that the skill of the drivers is becoming secondary to the skill of the designers.

In the late seventies, the best teams in Formula One began to develop a design system known as Ground Effects, consisting of aerodynamics on the underside of the car designed to give more total downforce and more equal downforce to all areas of the car. With this increase in traction, turn speeds went up dramatically, and a car with Ground Effects could take a corner in a higher gear than a car without them. Most Formula One overtaking coups are not flat out straightaway races, but outbraking manoeuvres in the corners, so this was a significant advantage. This disparity, plus the fact that drivers were beginning to be concerned with the increase in turn speeds, led to Ground Effects being banned in the early eighties. The season following the ban saw many terrible accidents, including the death of Canadian driver Gilles Villeneuve, as drivers who had learned courses with Ground Effects had to relearn them.

The next Formula One innovation used to advantage was Turbocharging. Powering the engine with fuel under pressure meant that drivers used more fuel (often drivers ran out on the last lap or on the victory lap) but could press a button in the cockpit and immediately get 10% extra power out of nowhere to pass the car ahead (as long as he hadn't simultaneously pressed his button). When Turbocharging was banned in the mid-eighties, there was no increase in the number of accidents, and for this reason, I think, the FIA decided that a new rule change in 1994 would similarly be uneventful.

But there was an obvious problem with this logic. Ground Effects made the cars faster by increasing their traction in the corners. Turbocharging, however, made the cars faster by increasing their top speed in the straights. When Ground Effects was removed, drivers were used to diving through a third-gear turn in fourth, and if they forgot and left it in fourth, the result was anywhere from minor spinout to disastrous crash. When Turbocharging was removed, there was no such problem, since Turbocharging had not allowed the cars to go any faster in the turns: drivers would only use the turbo button in the straights. So when FIA banned computerized suspensions this year, and expected the result to be similar to when Turbocharging was banned (no problem), instead of being similar to when Ground Effects were banned (which was what we saw), this was a mistake that should have been foreseen. Oddly enough, the original reason for the changes, increasing team parity, has gone right out the door: as I finish off this piece, Benetton's Michael Schumacher has won five out of six races (he finished second in one race when his car was stuck in fifth gear for most of the race) and will almost certainly clinch the championship before the season is two-thirds complete. The only questions remaining are: will Schumacher break Nigel Mansell's record of nine wins in a 16-race season, and have the Benetton boys simply anticipated the rule changes, or do they have some new secret weapon that will similarly have to be banned, risking more future injuries?

ADDENDUM: That last sentence was certainly prophetic; as I write this there are five races left, and Schumacher has won eight of eleven so far. Only two

times has another car crossed the finish line before his, at the German Grand Prix at Hockenheim, when he had engine failure, and at the British Grand Prix at Silverstone, where more controversy appeared. Schumacher, leading partway through, was suddenly assessed a black flag. He continued to race as the Benetton team argued the decision; eventually he was assessed only a stop and go penalty. This dropped him back to a second place finish behind Hill, but the FIA eventually upheld the original decision: the black flag was given for temporarily passing pole sitter Hill in the warm-up lap. The FIA also stated at this time that Benetton had failed to make telemetry data on Schumacher's car available before the deadline, and banned him for two races. The Benetton team revealed that some of the banned systems had not yet been deleted from the car's software, but were not used; FIA said they weren't sure. (This apparently happens often; a team's computer techies are reluctant to delete a part of the car's software even if it is not used, for fear that this will cause other bugs.) Schumacher appealed in order to be in his home country Grand Prix (which was a disaster for Benetton: see below), but two races later the decision was upheld, and Schumacher is banned for two races. If Hill wins 'em both, he'll be one point behind with three to go. Meanwhile, the third non-win for Schumacher came just last week in Belgium, when Schumacher was banned because of failure to comply with one of the new FIA rules. Cars must be fitted with a wooden plank on the underside of the car; Schumacher's was too thin, despite his claims that an accidental spin during the race might have scraped a bit off the width. Hill, finishing second, got credit for the victory.

No serious accidents have occurred since the death of Senna, but one incident deserves mention. Baseball writer Bill James, after a last place finish by the Cubs, wrote that Harry Carey was the Cubs greatest asset, and made his point by noting that Harry had several times shouted "he's got him!" even before a pickoff throw had been made. Murray Walker gets a lot of criticism for his rooting and wild excitement, but like Harry, he knows his subject. During the German Grand Prix, Benetton's second driver, rookie Jos Verstappen pulled in for a pit stop. Formula One has reintroduced refueling this year, which has led to more involved pit stop strategy and greater excitement. The camera was only ten feet away when the Benetton refueler pulled the hose from the car with fuel still pouring out of it. Verstappen waved everyone away, and less than a second later the car was suddenly engulfed in flames, there was a final shot of the pit crew scrambling from the car, Murray exclaiming "Oh my Lord!" before the cameraman, backing up for personal safety, fell on his ass and we saw only sky. Half a second later, the producer switched to the wide shot of the pits and it was clear that poor Verstappen was still in the middle of the horrendous flames. I nearly had a heart attack in my easy chair. Murray immediately said "well, let's not overreact and expect the worst here, they have well-trained safety crews for this sort of accident, and the driver will in all likelihood escape unharmed" and by the time he had said this, the fire was out and Verstappen was being helped out of the car. Three minutes later they switched to an interview with a Benetton mechanic who assured us that Verstappen was alright, and the only injury was a very slight burn to the forehead of one of the mechanics. Sure enough, in the next race Verstappen finished third, his first podium finish, and after the champagne showers, the interviews with the top three drivers revealed no scars or burns on Verstappen's face at all. Murray informing us that all would soon be well as we watched the flames rise in pit row was just what we needed after a season where two drivers had already been killed.

The Roar of the Greasepaint

(the abbreviated letter column)

Stan Johnson

I liked "Baseball" much better than I thought I would. I thought the examination of the history of the relationship between owners and players was very timely. I also share Brendan's view of sports. I have never understood the fun of watching someone else play; I'd rather throw the ball back and forth myself. If I have to watch I'd rather watch local little league than big league; it's just more fun.

Ward Narhi

Good news in Akron here. I am about to finish my thesis and have a job lined up! Interbold, maker of ATM machines hired me so I am ready to start my career as a Mechanical Engineer. Now its gonna get fun!!

[[Congratulations!]]

John Bryden

I got the PBM rules for Dune today. Thanks for sending them. After reading them through, there is one modification that I would make. This concerns when the traitor is played. I think that the traitor should be allowed to be called when the results of the battle are released. It would make for an extra communication but this would make it more effective and be truer to fit play.

I'm eager to play!

Bill Wordelmann

Greetings. Sorry, I haven't quite figured out how to send a Guardian Beast and a Diamond Valley via satellite! I need rec.games.decmaster.marketplace! I'm tired of reading in r.g.deckmaster on how everybody hates Blood Moon and why you can't stop a Serra Angel with the Maze of Ith! (Wow! Ten thousand posts in two months to this group!) I want to know how much my cards are worth so that I can sell 'em now - while enough people still want them and before the market is flooded with Fallen Empires / Ice Age and other games. (I've heard that On The Edge is supposed to be pretty good.) I think the time to "cash in" is right about now...

[[I've cut quite a lot of Magic: the Gathering stuff out until I can make it a little more coherent to non-MtGers (some of it is offered trades from readers, too). But you're the second reader to say he's selling off his cards. I don't throw anything away, and I haven't bought anything for the purpose of profiting on its sale, so I'm probably going to keep my cards until I can't find anyone to play against any more.

[[You're certainly entitled to full dollar; but if anyone wants to contribute to the charity of a middle-class Magic lover, send your leftover cards to me! <grin>]]

Alex Simmons

[[after his 'inside comments' on Tralf:]] And in response to your post to r.g.d the other day that there is no "Single Right Reason" (for doing things a certain way, rating systems, I think): I think this just bears out the old adage that all the good ones are married.

[[...and then some! You're really too kind.]]

Andy York

Sorry to hear about your father's latest heart attack. I hope that he recovers and that you are able to get things back in order. My best to Cathy in her support of her friend.

If you want to try other spy books, try LeCarre's *Spy Who Came in from the Cold* or *Tinker, Tailor, Soldier, Spy*. I don't like all of LeCarre's book; but these are his two best.

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[[letters continue from page 3]]

Regarding books, I always have a couple in the car and at work that I'm not currently reading. They fit the category of "something I want to read—sometime". Thus, if something happens while I'm driving or at work, I've got something to occupy myself.

I think you'll like *SNOT*; I know I do. James also has been participating in my zine, so you may get some English commentary from him. Another you may want to try that I just started receiving is *Take That You Fiend*. I'm quite pleased with the one issue I've seen so far, and they have an EMail address if you wish to play with European deadlines (I've put in for a Railway Rivals game). Let me know if you'd like the address (I don't have it handy right now).

I'll be dropping a sample to Paul for *NtD*. It sounds like my cup of tea <grin>.

[[I always have reading material if I'm planning a wait or overnight stay—in the future I'll have stuff along for unexpected downtime!]]

Don Williams

Sounds like it's been a tough month around the Gaughan homestead. My prayers to your dad, you guys, and the rest of your family. Glad to hear, though, that business is picking up...you knew it had to sometime.

I suppose that I don't say it very often, but I enjoy *P* a lot, and generally read it cover to cover. While some parts excite more than others, I usually learn something new. Too, because of my job and my location in this staunch Republican enclave, I don't get a regular feedback loop on liberal thought these days...among other things, *P* is good at restoring balanced perspective in my thinking. (Didn't know you had such a heady part in keeping me from going over to the darkside, hein?) Anyway, I don't participate in most of the discussions you have because, frankly, I often don't have anything intelligent to add. Maybe sooner or later I'll get back to having a view I'm willing to express and defend, but for now the watch word is "zine voyeur."

[[I probably embarrassed you by printing this, but I want everyone to know—deadwood in its many forms are in fact welcome here. Nobody's required to write letters!]]

[[PLEASE don't make me live up to the 'liberal standard-bearer' tag! This year, I voted for three Libertarians, one Republican, four Democrats (although one of those was in a nonpartisan race, State Superintendent of Schools) and two Greens. Hardly 'typical' anything!]]

James Hardy

Really enjoyed Pere 123—I think it was probably the high football (proper football, that is) content. I read Mr Whyte's comments about footballers playing for the team of the town they come from, and basically I agree. It does seem stupid that people cheer on a side that is probably full of players from the town you are trying to beat! I was amused, though, that his example for English football was Liverpool AFC; first up, it's just FC. Most teams have dropped the "A" (Athletic) from their title, only exceptions that spring to mind are Wigan and Bournemouth. Possibly Chelsea? That was a "trick" question a few years back in pub quizzes actually—"What is the first team alphabetically in the football league?" You scribble down Arsenal, and then you're informed that it's actually AFC Bournemouth. Oh, ha ha! So you just point out that "Athletic" comes after "Arsenal" anyway... But, returning to Mr Whyte, out of all the Premier sides Liverpool, though only having a handful of "homegrown" players, probably has one of the better records for local lads made good down the years! I dare say he chose Liverpool simply as it's in his subconscious, playing me in a Dip game? And I don't know if it was just a typo, but it's Teddy Sheringham, not Shuringham.

Read Bruce's World Cup report. Quite interesting to read one from another country's point of view actually. The "improvements" introduced in USA '94 have indeed been adopted here in England, with mixed results in my opinion. The introduction of the "get treatment off the pitch" ruling is indeed an improvement, though seemingly not as rigorously enforced as in the World Cup—Stoichkov last night playing the Scum (Manchester United) rolled around for five minutes after a foul, and when the stretcher appeared up he got and ran off! Surely a bookable offence...? Anyway, unfortunately the very ambiguous offside rules have been adopted too. This makes the whole rule a farce, I think. Either it's offside or not! I dare say it has contributed more goals to the games, but goals don't necessarily equate with match excitement. The Final was a pretty crap game, I thought, football-wise, but I found it very exciting as I had 0-0 in the works sweep! Unfortunately Bulgaria let me down in the 3rd place playoff for the £150. Anyway, it's good to see that somebody over there enjoyed the game, but I doubt that it'll catch on in a major way? Especially with the likes of Joe Whatshisname's review in *Cogniscenti*.

[[Soccer won't catch on any more than it has (as a children's organized recreation up to age 13, and college club sport). There will be yet another professional league launched in late 1995/early 1996, but it'll flop badly.]]

So, Mr Bennet and I are to fill in for Mr Sullivan? That's a tall order I think? Paul could probably replace Pete regards saying intelligent things—what is the connection with *SNOT*? We are both far bastards? Thanks for the plug by the way; shame you put 12 Gourley Road instead of 21... Still, it should mean I get another plug next issue in the correction!

[[oh you sly dog.]]

WorldFrenchCon: I was actually in a Dip game with Don Del Grande, on the Sunday. He was Italy to my Germany, I think we said about 10 words to each other... It was all over really for him (and me eventually after six painful hours of French crap!) pretty soon with the French players controlling TAF. He kept making quick notes throughout the game—I was quite intrigued I can tell you as to what he was doing! Anyway, if you can I'd appreciate a photocopy of his review of WorldDipCon, to see what he was making notes about! In return I've enclosed photocopies of Toby Harris' (*Smodnoc*) review of the proceedings for you. As for the French bulldozing through whatever they like if they think/know they can get away with it, rest assured they will. French arrogance and self-importance is as bad as American foreign policy and appreciation of decent sports...

[[Don is not usually long-winded in his zine, but his WDC review was (I think) three pages, and should be enclosed for you (nag me if I've forgotten).]]

[[For the sake of the readers: Toby's review spends a lot of time on the actual play of games, and goes easy on the French for their pre-arranged alliances; his write up of the WDC Charter meeting is one paragraph and his only real opinion on WDC is that the French have earned the chance to host it.]]

Talking of foreign policy, you think US forces should only be in Bosnia. I'm sure Saddam agrees! The recent mobilization by Iraq will happen again and again, and eventually the West will get fed up or think he's bluffing, and not react. Presumably then we'll see a repeat of the events of a few years ago. Point is, they should have carried on until they caught and locked up the madman, or let the SAS or Israelies take him out clandestinely. Until he's out of the picture one way or another Iraq will need policing.

[[Look, if the world felt it was important to stop or even kill Hussein, it should have stepped up and helped fight him. I do NOT approve of sending US troops to help

defend a 1) monarchy which 2) supports attacks on our allies and 3) won't defend itself and 4) nobody ELSE feels it worth defending either! The token forces from France and Britain just proved how unimportant the whole thing was to anyone but Arabs and rich Americans.

[[War should be reserved as a last-resort method of prosecuting truly defenseless or honorably overwhelmed nations.]]

Brent McKee

Ge, Pete, I don't feel contorted.

Part of the problem is that I think you took everything I had to say and mixed it all together. There were essentially three points.

Point 1. That the USA by having great power has great responsibilities. Absolutely. The situations in Haiti and Somalia were difficult enough to warrant the exercise of that power. The United Nations forces that the military junta agreed to bring in were kept from landing by the military. Unless force was used the junta would have remained in power a lot longer and wouldn't have negotiated. In Somalia the UN troops from Pakistan, who were supposed to be the advance party for UN forces who were to guard aid supplies, were restricted to the airport at Mogadishu. The threat of overwhelming force, of the sort that only the United States is able to deliver in our modern world, was needed to get things moving. What happened afterwards was a case of the police forces becoming judges.

Point 2. That the USA should keep out of peace keeping. This is MacKenzie's view, and one which I mostly (not entirely) agree with. But peace keeping is different from what the USA did in Somalia and Haiti. What the USA did there was to make a peace, or at least create the conditions in which peace keeping forces could be inserted. The problem is that in most cases peace keepers have to be seen to be neutral, impartial. The baggage that the USA (and for that matter the USSR, Germany and Japan, and others) carry in the world make them less, or at least less likely to be perceived as being impartial.

Point 3. A United Nations intelligence capability. MacKenzie mentions that the situations in Somalia and Bosnia were predictable, if anyone had been paying attention. Unfortunately, no one was. Imagine if there had been an intelligence capability. Actions could have been taken to prevent the situation from degenerating to the point that they did. Rwanda was also predictable to a degree. In fact, there were UN troops in Rwanda when the civil war started, although the Belgians, who supplied most of the troops, pulled out very quickly. They had their own baggage to deal with in Rwanda. The situation would have developed far differently had there been more UN troops on hand.

To sum up: The United States has great power and thus great responsibility, that power should only be used in special circumstances; after that they should get out. To succeed peace keepers have to be seen as impartial by all sides, and the Americans (among others) aren't US participation should be the (rare) exception, not the rule. Finally, if the UN had its own intelligence capability, it would be able to react to developing situations sooner, and maybe American power wouldn't be needed so much.

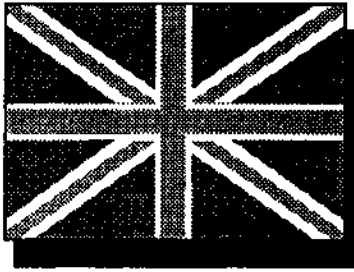
As for Haiti, you wrote "no party in their internal struggle has any connection with the general populace, there is no struggle for people's rights at stake." Oh, really, Jean-Bertrand Aristide was elected by a greater percentage of the popular vote than any other leader in the western hemisphere. People's rights? How about the right not to be beaten or murdered for your political views? How about the right to have a say in the election of your own country's government?

[[letters continue on page 5]]

The First Genteel Debauchment

Being an occasional column for *Perelandra* by the useless **Iain Bowen** of 5 Wigginton-Terrace, the City of York in the County of North Yorkshire within Her Majesties Realm of the United Kingdom of Great Britain and Northern Ireland, available by the beastly telephonic communicator on +44-904-640095 and upon the Global Information Goattrack as afaric@harlech.demon.co.uk. Title stolen from Dr Johnson, inspiration via the medium of Mine Signature, musical accompaniment by Gustav Mahler and wit via the gentle rechauffement of the Oxford Dictionary of Quotations (2nd Edition).

Yon editor has somewhat foolishly enquired if upon folding the somewhat septic rag that I currently make pretences at editing whether I would contribute a column to his magnum opus. My reply was that I had better start now otherwise such an enterprise would be lost in the slough of despond which will undoubtedly follow such an anticlimactic event. Pete wishes me to concentrate on food and politics, sadly, such subjects are currently dull—for the first, I am



too rushed to cook properly at the moment and too broke to eat out in places that are worth talking about. So for the moment, I shall endeavour to bring my popguns to bear on the latter.

If I am to talk about politics, I had best reveal my prejudices on Government—I am generally against it. It has the odd good point such as the UK National Health Service, but in general it costs too much, interferes too much and aggrandises unhealthy amounts of power towards itself.

Politics in the UK are rather dull at the moment, the UnGovernment is unpopular, as it appears to have been since the day of its election. It continues to swirl around in a cesspool of its own making getting nowhere—its opposition, whilst tremendously popular until push comes to shove in a polling booth, remains a House Divided. The larger part of it, the Labour Party has an allegedly pretty young new leader—Tony Blair, who appears to be dressing himself in the previous clothes of the UnGovernment much to the chagrin of the left wing of his party. The smaller part of it, the Liberal Democrats are not enjoying their new position as the radical, left-wing party of Britain nor are they basking in the sunlit uplands of the Media as they were a couple of years ago.

For the next session of Parliament, the UnGovernment has a number of treats for us. It will do something to the Post Office—it hasn't the nerve to privatize it—so it will probably settle for doing what it has done to the National Health Service and increase the number of administrators on fat salaries doing nothing but feather their own nests. A surprising number of these administrators will prove to be

prominent members of the party of Ungovernment or relatives of such members. There will be some sound and a not little fury by the Fourth Estate over this, but the swinish multitude will be far more interested the antics of the House of Windsor.

It's other main treat will be the Criminal Justice Bill, a little number which has elements which would make Draco of Syracuse blush crimson by their presumption. We are to have "voluntary" identity cards introduced, voluntary unless you have a driving license, claim welfare etc. This should wrap up about 80% of the population quite nicely and I don't think the bookies will take bets on the scheme being extended in a couple of years. We are also to have some new police powers, in addition to the fairly gratuitous ones that they have now, that have new special powers over "anti-social" groups, "anti-social" has the usual loose and therefore dangerous definition. Opposition to the CJB has been the usual demonstrations culminating in riots by the rent-a-mob element which is playing into the Governments hands. Not all the CJB is bad, there are elements of it regarding serious crime which are good and there is a small clause regarding the age of consent for male homosexual acts which whilst it does not give equality under the law - does improve the general situation.

That will do for this first installment—I shall attempt to be a little more debauched and amusing next time.



[[letters continue from page 4]]

By the way, I was dismayed by that "silly Canadian" remark. We silly Canadians know quite a bit about peace keeping, more than the USA or a lot of people. The UN peace keeping force as we now know it was invented by a Canadian. Lester Pearson won the 1956 Nobel Peace Prize for creating the first such force to solve the Suez Crisis. Canadians (military, RCMP, and civilians) have served with most of the UN forces that have been sent out since. There are guys from Saskatoon trying to keep the peace in Bosnia today, guys from Trois Rivieres in Rwanda, and the RCMP are training the new Haitian police force to be real cops not political bullies.

Sorry if I ran on, but you touched a couple of my "hot" buttons in your reply.

[[I have no problem with your recap as a loc (letter of comments). I'm glad you took the time to write again.

[[When I said "silly Canadian" I was only referring to one (and even that was clearly hyperbole). I reserve the right to keep calling you that. Brent, I understand the sensitivities of foreign nationals, I don't throw stereotypes around lightly. But why don't you look at your comments from one American perspective? (I realize there are other American perspectives...) I live in a large, wealthy country. You sit in your country and say that because of our wealth we should intervene in wars and rebellions; but because of our political history and philosophy we should get out once things have calmed down and leave the job to others—others who have by and large demonstrated they don't want either job (peace making OR peace keeping; Canada excluded).

[[Which view largely sums up as "Let's sacrifice the Yanks when lives are at stake, then get them hell out of there so they don't offend anyone's politics."

[[Is it any surprise I don't have much respect for this combination? I agree, again, that we have a great responsibility to use our power wisely, but I believe this means we

should restrain ourselves whenever possible, erring to the side of nonintervention. And to the extent that the rest of the world wants us to act as hired guns, we should decline the invitation in direct proportion.

[[I really do appreciate your writing; I'm sorry if I sounded like I was insulting your populace at large.

[[UN intel: hey, everyone saw Bosnia developing (even I knew what would happen when Yugoslavia broke up) but nobody had the stomach to deal with it.]]

Mark Lew

I noticed in *Pere* a while ago you misspelled "supersede" as "supercede," a common mistake which incidentally also appears in the Magic book. The etymology here is Latin, and the root is *sedere*, to sit. As I'm sure you know, *sedere* has cognates in the Romance languages; is the source of our words "sediment," "sedimentary" and, less directly, "seat" and "sit"; and appears in Mass in "Qui sedes ad dexteram Patris."

So if, for example, one court supersedes another, it suggests that the one court sits above the other.

It's actually more complicated than that—*supercede* was already a mature word in Latin and developed a second meaning "to refrain" from the original "to be superior to." The second is the source of the *supercedeas* writ you see in law.

Don Scheiffer

I'm having a blast playing email dip on America Online. I'm in four games, and love the increased interaction between players. Lots of player turnover, unfortunately, but the overall level of play is actually pretty good! Don't know why, but somehow I expected a bunch of rookies. The biggest area of difference between postal and email appears to be standbys/replacements. Lots of problems there. There don't seem to be any standards for how/when to replace an nmring player.

Sometimes countries go into civil disorder, and sometimes the players are replaced. Even in a single game, I've seen one country with four centers go into continued civil disorder, while other players were replaced, one after a turn of cd, and the other with a game delay until a new player was found. It seems to stem from high player dropout, and a difficulty in finding immediate replacements. Have you seen similar situations on other computer services?

Some GMs really seem to have a tough time finding replacements. I'm considering setting up a Standby Coordinator service to facilitate quick player replacements for any AOL GMs who would like to use it. The SC would keep a list of potential standbys, much as postal GMs do. Any GM needing a replacement could email the SC, who would broadcast the opening to the top x number of players on the standby list. The position would be taken over by the first one to "Reply to All" that he would take the position, if accepted for such by the GM. You've had some experience on AOL and other computer services. Any thoughts on the idea? Any problems I'm failing to see? Do you find similar problems elsewhere, or have other computer dippers solved this problem in some other way? My new address, by the way, is DipperDon@aol.com.

[[I don't know about any other self-contained Dip communities (like CompuServe or Prodigy), but the Internet games get lots of turnover also. They rely on volunteerism to fill slots (and generally games cannot proceed until someone is playing each position, no NMRs allowed)

Nayol went to Moscow for two weeks! NASA has several missions coming up which are joint efforts with Russia. Her workgroup met with their counterparts to work out a bunch of details for their area of responsibility (electrical requirements for the payload area). She had a great time doing all the touristy stuff you'd want to do

[[letters continue on page 6]]

Pete's Magic WantList

I want to run this (just once!) so the Magic addicts out there can check and see whether there's anything we can help each other out with.

(in order of priority within each section)

First Priority:

- 2 Maze of Ith (DK/C)
- 4 Ebony Horse (RV/R, also AN/U)
- 3 Avoid Fate (LG/C)
- 1 Sol Ring (RV/U)

Second Priority:

- 1 Aisling Leprechaun (of course!) (LG/C)
- 2 Chain Lightning (LG/C)
- 3 Evil Presence (RV/U)
- 4 Clone (RV/U)
- 4 Vesuvan Doppelganger (RV/R)
- 4 Lure (RV/U)
- 4 Season of the Witch (DK/U)

Less Than Critical (throw these in to bulk up offer):

- 2 Vampire Bats (LG/C)
- 1 Giant Slug (LG/C)
- 3 Pit Scorpion (LG/C)
- 4 Cuombajj Witches (AQ/C)
- 4 Hasran Ogress (AQ/C)
- 3 Rust (LG/C)
- 1 Wall of Shadows (LG/C)
- 2 Glyph of Delusion (LG/C)
- 1 Glyph of Doom (LG/C)
- 1 Glyph of Life (LG/C)

Miscellaneous wanted: Mana Batteries, Strip Mine, multilands

Now, "Trade Bait" doesn't mean I'm going to trade all of these...

TRADE BAIT:.....deck ..p/t..cost ..abilities
 Cat Warriors (2) ..LG/C ..2/2..GG1....Forestwalk
 ConversionRV/U ..ench WW2....all mtns are plains (cost WW each upkeep)
 Farmstead.....RV/R ..ench WWW....ench. land--gain life for WW in upkeep
 FeedbackRV/U ..ench U2ench. ench.--1 dmg ea. upkeep
 Fissure *.....DK/C ..inst RR3....target land/creature is buried
 Giant Shark *.....DK/C ..4/4..U5can gain +2/+0 and Trample but has 'Serpent' Island restrictions
 Giant Tortoise * ..AM/C ..1/1..U1gains +0/+3 while untapped
 Goblin Caves * ..DK/C ..ench RR1....ench. mtn=all goblins +0/+2
 Goblin Hero (2)* ..DK/C ..2/2..R2[only 2/2 goblin]
 Goblin Shrine *.....DK/C ..ench RR1....ench. mtn=all goblins +1/+0 (but they get one damage if Shrine leaves play)
 Holy DayLG/C ..inst W.....cancels battle damage
 Jacques le Vert....LG/R ..3/2..RGW1 ..all green creatures +0/+2
 Living LandsRV/R ..ench G3all forests are 1/1 creatures
 Marsh Goblins *.....DK/C ..1/1..BRswampwalk
 Marsh Viper *.....DK/C ..1/2..G3poison
 Perenl Incarnation RV/R ..6/6..WWW3 ..can redirect damage from P.I. to self, but costs you half your lives if killed
 ResurrectionRV/U ..sorc WW2....summon from graveyard
 Thicket Basilisk ..RV/U ..2/4..GG3....blocker/blockee always dies
 Titania's SongRV/R ..ench G3all artifacts become creatures
 Tolaria.....LG/U ..leg. land ..remove banding fm target
 WhippoorwillDK/U ..1/1..G.....GG, tap: target creature may not regenerate or prevent or redirect damage
 Wolverine PackLG/C ..2/4..GG2....Rampage 2
 plus many many many many extra RV commons

[[letters continue from page 5]]

in Moscow. I wish I could have gone, but we couldn't afford my airfare. Maybe next year. She'd scheduled to go back in February. Hmmm... ..Moscow in February...brrr!...maybe not!

Nicholas just had his second birthday, and Alexander will be five in November. I find it hard to believe, myself. I'm teaching Alexander to play chess. Yesterday, when he counted all the captured pieces and found that he'd taken more of mine, he said, "Don't worry, Daddy. We'll both win!" He then proceeded to let me catch up to him, and wouldn't take any more of mine until I was ahead. I guess it may still be a little too early to teach him Titan...

I read a couple issues back of discussions about Thailand. My brother Steve lives there and works for a huge Thai corporation. He told me about the outlawing of gum also! Pretty weird. I guess they really hate seeing all those black spots on sidewalks and streets. Now that I think about it, I don't like it so much either. But let's not outlaw gum here, I enjoy it too much. How about just a couple good executions of litterers to bring everyone into line. Just kidding.

...I hope your father is much better by the time you get this. I know that prayers probably don't mean much to you any more, but mine will be for you all tonight. *[[People have to stay true to their beliefs--if they are truly going to help it has to be from their hearts. I know prayer still means a lot to Cathy, and I'm not willing to deny any validity to karma or 'positive vibes'. I thank you, my friend.]]*

Steven McKinnon

I'm half-watching t.v. yesterday. I have the picture on and the sound off while the stereo is on and I'm making tea in the kitchen. When I go back in the living room there's no picture. No picture on any of the channels in fact. Cable's out. So I call up the cable folk and after ten phone-tree decisions and four "all our operators are busy" I get a guy to talk to me. He tells me the problem is with their equipment on my end, he'll send a guy out the next afternoon. This sucks, because it's Monday, the biggest t.v. night for me, and one of the reasons I scheduled it as a day off.

So, amazingly, a guy shows up 1pm Tuesday afternoon and after we verify everything is ok in-house he goes outside and climbs his ladder. Two seconds later all is as it should be. He comes back in, shaking his head in amazement. Turns out someone climbed up *their own* ladder, disconnected the feeder cable to our plug and attached it to another house's.

Of the dozen or so feeds in this one box, ours is the only active one, so either the switcher used a voltmeter or just got it by trial and error.

The cable dude called HQ to tell them what happened, and I suppose they'll be calling the switcher or sending him a bill for all our cable (\$42.50) plus an installation fee. I plan to send a letter to cablevision to find out what they did.

Monday's a big taping day for me since there are three shows on, all at the same time, that I watch, so I use VCRs to tape two while watching a third. Plus, it's Monday Night Football, which I cannot miss.

You gotta wonder about the massive combination of Balls and Idiocy going on here. First, to climb a ladder three stories to rewire the cable, then to assume, I guess, that the people whose cable is out AREN'T GOING TO DO ANYTHING ABOUT IT!

[[I gotta wonder why you didn't hear the guy, since at the moment your cable went out he had to be doing the rewiring. I also gotta wonder why your t.v. is on if you're not watching it--sometimes tvradio combos make sense (I listen to the radio announcers of some baseball games while watching the same game on tv), but how many tv shows make any sense at all without the sound??]]

GIEDI PRIME / 1992AK

G/I draw: AEGI yes, T no, R nvr.
 Germany reposeses G/I draw.
 Winter 1910: Italy builds a ven.

Spring 1911: Watch Your Backgammon

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

England (Jamie McQuinn): f nis-edi, f lon-eng.

Germany (Lance Anderson): a bur-mun, a pic-bel, a den-kie, f hol-hel, a boh-vie, a mun-sil, a ber-pru, a nwy-stp, f swe-ska.

Italy (Hugh Magen): f bre-eng, a par h, f edi h, f mid-iri, a gas-bre, a mar h, a ven-tri, a tyo h, f ion-aeg, f wes-tun, a bud-rum.

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

Turkey (Andy York): a bul s russian a rum-ser /nsol (a con s), f eas-ion (f aeg s /dislodged/).

Summer Retreat: Turkish f aeg.

Deadline for Fall 1911 is December 10.

Italy to England: Here we go round the mulberry bush...

GM to Italy: Of things that dance around, I would have thought a piñata is more appropriate.

Germany to A/H: OK, OK—I'm stompin'. Oops, that one slipped. Sorry.

GM to Germany: Look out, the tile in St. Stephen's Square is slick.

GIEDI PRIME after Spring 1911



Italy to A-H, GM: What is it with you two and clusterfuck?

GM to Italy: You know, I can't think of any kind of coherent response to that...

GIEDI PRIME / SUPPLY CENTERS held as of Winter 1910

Austria	vie	tri	ser	gre	4
England	lvp	lon	2
Germany	kie	ber	hol	den	swe	mun	bel	nwy	stp	9
Italy	rom	nap	ven	tun	mar	spa	bre	par	por	bud	edi	.	.	.	11
Russia	mos	sev	war	rum	4
Turkey	con	ank	smv	bul	4

IX / 1993HG

Map error: I left F Alb back in Gre where it'd come from.

FGT draw: GT yes, I no, AFR nvr.

F/G draw: GI yes, T no, AFR nvr.

Concession to G: G yes, IT no, AFR nvr.

Fall 1905: Trade a Czar for Two Dauphins?

Austria (Kenneth Burke): a vie s turkish a tri.

France (Don Scheifler): f nar-nwg, a yor-hol (a bel s, f nts c), f lvo-tyr, f tun-ion, f wes-mid, a tus-pie.

Germany (Roger Cox): a tyo-tri, a war-mos (a stp s), f nwy-nwg, f swe-nwy, a den-ivn (f bal c, f bor s), f kie-den.

Italy (J.R. Baker): a rom-ven (f adr s), f ion-gre, f nap s french f tun-ion.

Russia (Michael Quist): a ukr-sev /dislodged/ (a mos s /annihilated/).

Turkey (Vincent Springer): a arm-sev, a sev-ukr (a rum s), a gal-war, f aeg-gre (f alb s [a tris]), f con-aeg (f eas s).

Deadline for Winter 1905/Spring 1906 is December 10.

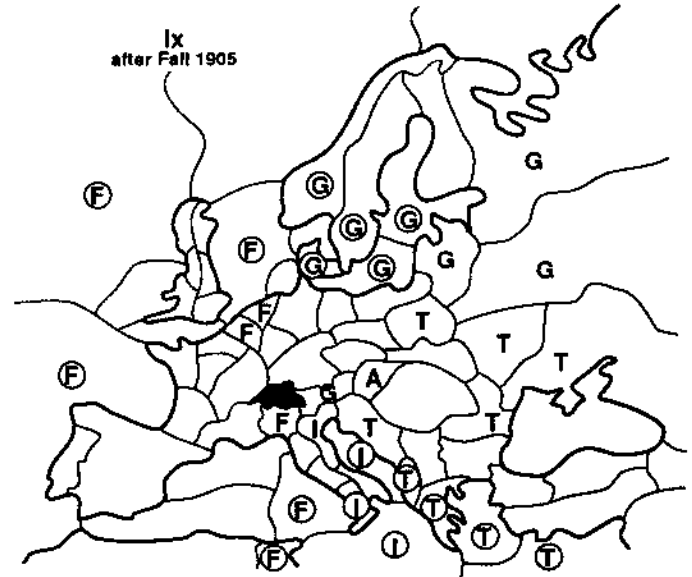
A.H. to World: Wouldn't it be wild if I outlive the countries (Italy and Russia) that stabbed me? Talk of poetic justice!

GameMaster to AH: Is that called counting chickens? You're still one-third their combined size!

Russia to Austria: There is room for one more Imperial staff here at the Zurich Hilton. Service is great, and they are building a huge vault in a nearby bank to hold the English and Russian treasures.

GM to Austria: Don't take the job. The Russians in Switzerland have everyone running around trying to meet their demands, yet they've *still* been forced to give up their rooms to the Sultan's embassy.

IX after Fall 1905



GM to France: Watch the mixed metaphor coming up...

Italy to France & Germany: Take the two-way. If I let Turkey out of the bottle you guys are toast!

GM to Italy: Don't look now, but the Turk could pop your cork pretty dark!

IX / SUPPLY CENTERS held as of Winter 1905

Austria	vie	1/1	even
France	par	bre	mar	por	spa	lvp	edi	lon	HOL	BEL	TUN	.	.	.	8/11	may build three
Germany	kie	ber	mun	bel	hol	den	swe	nwy	war	STP	MOS	.	.	.	9/8	must remove one
Italy	rom	nap	ven	tun	4/3	must remove one
Russia	sep	mos	2/0	out
Turkey	con	ank	smv	bul	gre	ser	tri	bud	sev	rum	WAR	.	.	.	10/11	may build one

LUSITANIA/Gunboat Snowball Fighting ASF30

Turn Four: Selective Amnesia

WARRIOR	loc	segment 1	segment 2	segment 3	new loc	vp	hp	sb	di
Butthead (BH)	L14	affix two Sb to chest of snowman	stand there pointing at the snowman, giggling like an idiot		L14	2	8	2	0
Droopy (DR)	S9	RR at KC (95,30)	-T8-U7, collect Sb		RR at DX (85,31)	U7	7	3	0
Duke of Xeimasia (DX)	S5	collect Di	Di at IRB (fails)		RR at IRB (fails)	S5	6	3	0
Ice Root Beer (IRB)	Q5	RR at DX (85,33)	run indoors			kit	6	5	0
Kid Charlemagne (KC; X2)	W9	nmr	nmr		milk & cookies (+2hp)	W9	8	6	1
Polywog (PW)	P10	collect Di	Di at KC (65,96)		collect 2 Sb	P10	3	6	2
Señor Beavis (SB)	G9	enter shed	explore shed (+2hp)		-G9, collect Sb	G9	8	6	1
Slushball (SL; X3)	D10	enter shed	-G15, collect Sb, -I15-J14		RR at VT (90,83)	J14	4	7	0
Thing (T)	H6	Di at VT (25,05)	Di at SL (15,50)		Di at SB (55,62)	H6	4	6	2
Vapor Trail (V, X1)	J10	-K11-L12-M13-O13	-Q13-R12, collect Sb		collect Di	R12	5	0	1
Zonk (Z)	S13	RR at KC (95,42)	collect Di		Di at VT* (70,05)	S13	8	4	0

Weather roll = . † = dodge. * marks conditional orders. Vapor Trail runs indoors next time.

Deadline for Turn Five is December 10.

WHOOPS: Butthead DID send in orders last time (actually, he sent two sets the previous turn), but I mislaid them. He built a Snowman. Since nobody's VP or HP were affected (the one attack on BH failed anyway), I'll just make the Snowman appear instantaneously right now <poof> and we can continue...

I also managed to mess up nearly all the stats—I stopped editing them after DR and never went back to finish. Sorry! All figures were corrected before this turn was run. A couple of you didn't realize you didn't have the ammo stated on the last chart; I fiddled your orders to make sure you didn't take any impossible shots.

A note on IRB's final RR last turn—he calculated his hit prob as 100% but remember, there's *always* at least a 5% chance of failure (or, a 5% chance of success).

Yes, you can run *through* an occupied hex, you just can't stop on one. Ster that is said, we finally play the game...

Segment One: With the Duke and Polywog collecting snow, Señor Beavis ducks inside the shed and starts poking around. Slushball is right behind him, but he's on his way through and out without stopping to look. Droopy and Zonk take easy potshots at Kid Charlemagne, who seems to have forgotten where he is. Ice Root Beer takes his last toss at the Duke behind his SnowFort. Vapor Trail leaves just that behind him as he runs for the Snowman; Thing hurls a Dirigible after VT and it hits as hard as a Minuteman.

Segment Two: With Butthead giggling in front of his Snowman and Beavis giggling inside the shed, the rest of the fighters can get down to real war. Slushball steps out of the shed and around the corner with a single weapon, showing just enough of himself for Thing to attempt a Di but not enough to hit. IRB runs into the kitchen, neatly avoiding the attack of Mr. X. Polywog figures so long as KC is going to stand still, he'll try to hit him—but Poly can't even hit a stationary target! Droopy crosses the path and, like Zonk, packs snow.

Segment Three: Droopy uses that snow to score off the Duke, who is still futilely firing at Root Beer. Slushball knocks the last point of dryness out of Vapor Trail, but Zonk makes sure by slamming an entire Dirigible on top of VT. Beavis steps back into the sunlight just in time to give Thing a target, but Thing still can't hit!

Señor Beavis mumbles: Heh, heh. Hm. Hey, what's in here? Mebbe there's like, some cool stuff in here...

SnowMaster to Beavis: You want cool? Go OUTSIDE! Like, OUT WHERE THE ACTION IS! Coward!

Duke to Wog: Yeah, REAL royalty lets the peasants fight outside!

Señor Beavis to Wog: Yeah, but, like, my mom says that, like, your dad could be, like, um, my dad, too. Heh, heh. My mom's a slut. Heh.

Butthead to Beavis: Check it out. This snowman is a chick.

Droopy to SnowMaster: I like him. He's silly.

SM to Droopy: Not silly, merely defective.

Señor Beavis mumbles: Hey, Butt-head, there's, like, lots of cool stuff in here. Heh, heh, Dude! Check it out, there's, like, a chainsaw in here. Va-room. Var-room!

Señor Beavis to SM: Heh, heh, yeh. You did say 'blow.' That was cool.

Zonk to SM: Do you think NQ and the THM sound like Steely Dan? Or U2? Or maybe Question Mark and the Mysterians???

SM to Zonk: The only ones I recognize among those are Steely Dan (we have only their greatest-hits album) and U2 (have "War" and "Unforgettable Fire") so I won't express an opinion. But trust me, Beavis will.

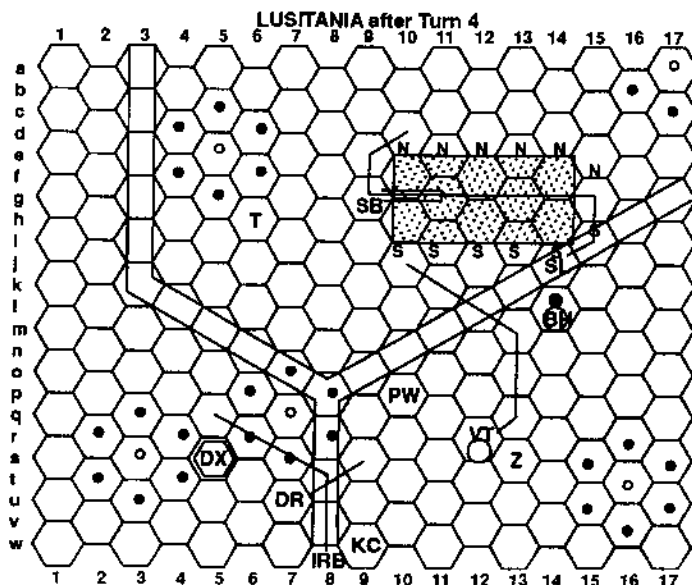
Droopy to Kid Charlemagne: Excuse me, would you mind holding still for just one second?

SM to Droopy: He did just as you asked—do you have the hypnosis program??

Wog to Kid Chicken-mange: Hiding in the kitchen after being hit by a couple of snowballs, Jees! Seems to me your mind is not just warped, but tied into a knot!

Duke to Drink: Your rhyme smells like slime, it wouldn't sell a dime.

IRB to KC: Where ya been, chicken has-been with the cookie grin, do ya think you're gonna win hiding in the k-k-kit-chen?



SM to Root Beer: If you thought it was a bad idea you shouldn't have copied him.

Señor Beavis to IRB: Heh, heh. You said 'meat.' But, like, first you said, "dead." That means, like, you have dead meat. Meat. Meat. heh heh.

Wogmeister to Zonkers: Like that idea with KC. Want to try it again?

Butthead: Hhuh-huh-huh, huh-huh-huh-huh-huh, huh-huh, hhuh-huh-huh.

Vapor Trail to Beavis: I'm getting away from you. The last thing you need is encouragement to write more insipid press.

SM to Vapor Trail: I'll send you as far from Beavis as you can get!

Señor Beavis mumbles: Hey, Butthead, there's like, a load of pipe in here. Heh, heh. Pipe. Pipe. Heh.

Droopy to Xeimasia: Where?

Señor Beavis: Hey, Butthead, there's like, a hose in here. We could hook it up to, uh, one of those, uh... one of those things and then that stuff'll come out and, heh, we could, uh... well, we could, ... uh, hey Butthead, what was I saying? Heh, it was cool.

SM to Beavis: I guess that makes you a hoser.

Butthead: Hhuh-huh-huh, huh-huh, huh-huh-huh-huh, hhuh-huh-huh-huh.

Señor Beavis: I am the Great Cornholio! Cornholio! Heh, heh.

Duke to Root Juice: Go lose hit points somewhere else, you're drooling on my snow.

SnowMaster to Duke: Spitball! Automatic ejection, rule 8.4, application of ice to ball.

IRB to DX: I can eat all the snow you throw, then spit it back at yo, so mmpmh-nyakki! Aaaagghhhh! Maaa-meee, Dukie hit me with a big...

Droopy to Ice Root Beer: Oh, you shouldn't have / or perhaps I might say / I shouldn't have!

Señor Beavis: Hey, Butthead, are we gonna get those tattoos, on our butts? Like a tattoo of a butt, with a butt-shaped tattoo on it. That would be cool!!!

Butthead: Hhuh-huh-huh-huh-huh, huh-huh-huh, huh-huh, huh-huh-huh-huh-huh-huh.

SM to Butthead: Da-doo-doo-doo, da-dah-dah-dah, is all I want to say to you.

Poly (Not me! Him!) Wog to the Droopster: Why are you trying to hit me? I don't have 8 VP. Enough already! I'm just minding my own business then—WHAM!!!

Zonk to KC: Nice move, Babylon Sister. Now "shake it" to the kitchen! Time to join Nestle's Quik and the Toll House Morsels once again!

SM to Zonk: One of Cathy's favorite groups but I don't think she likes them for their music.

ARKON/Gunboat Snowball Fighting ASF27

Turn Seven: Chuckers' Chances Crushed by GM Dice; TiggerWatch is On

WARRIOR	init	loc	segment 1	segment 2	segment 3	new loc	vp	hp	sb-di
Frost Queen	FQ	N2	collect 2 Sb	RR at RC (70,22)	RR at RC (60,76)	N2	9	3	0-0
George Costanza	GC	kit	eating pretzels	the big, soft kind, baby!	-V8-U9, collect Sb	U9	11	10	2-0
Icedance	ID	F8	nmr	nmr	nmr	F8	9	1	2-0
Old Man Winter	OMW	kit	Drink Metamucil	Take Geritol	-V8-U9-V10	V10	9	10	2-0
Ramtop Chuckers	RC	O11	Di at ID (30,62)	collect 2 Sb	RR at TDM* (55,98)	O11	11	4	1-0
Splat to the Head	SH	B10	-D8, collect Sb	RR at ID (95,62)	collect Di	D8	8	2	0-1
Tatter D. Mallion	TDM	kit	-V8-U7	collect Di	Di at YS (45,97)	U7	10	8	2-0
Tigger of the Tundra	TT	kit	Dry Pelt	Imbibe Extract of Malt	Bounce a Little	kit	13	10	2-0
Yosemite Sam	YS	W7	RR at RC (70,63)	collect Di	Di at TDM (45,98)	W7	5	7	0-0

Weather roll = 02 = Blizzard! † = dodge. * marks conditional orders and "RR at nearest." TT may run out on Segment One next time.
 Deadline for Turn Eight is December 10.

Blizzard! everyone who is out of doors two Segments or more takes 2 hp of damage this turn.

Segment One: The kitchen begins to empty as Tatter D. Mallion runs just outside the kitchen door. Yosemite Sam takes a hard swipe at Ramtop Chuckers, who is shooting his Dirigible at the comatose Icedance. RC misses, leaving him at 11 vp. Frost Queen packs weaponry...

Segment Two: ...so she can start shooting at RC! Splat to the Head takes the easy target, scoring off Icedance.

Segment Three: George Costanza puts down his pretzels, and Old Man Winter puts down his prescriptions, and both come running out into the yard. Frost Queen keeps shooting at Ramtop but the Blizzard picks up and the wind swats down her Rattlesnake. Ramtop tries an attack of his own (on Tatter) but it sails high; Tatter is throwing a Dirigible at Yosemite Sam and Sam is returning the same, but neither one has a prayer in this white-out, and everyone except Tigger, George and Old Man gets soaked by the storm.

Splat to Dancin' Fool: You too shall be honored...

Tedium to Yoose-Mite: I-Back-2, HIKE!

Sam to Queenie: Come on, darlin', let's blisterate them side winders!!

Tedium to S-head: It's not the eye I aim for!

SH to FQ: No! I'm Don of Nazareth! :)

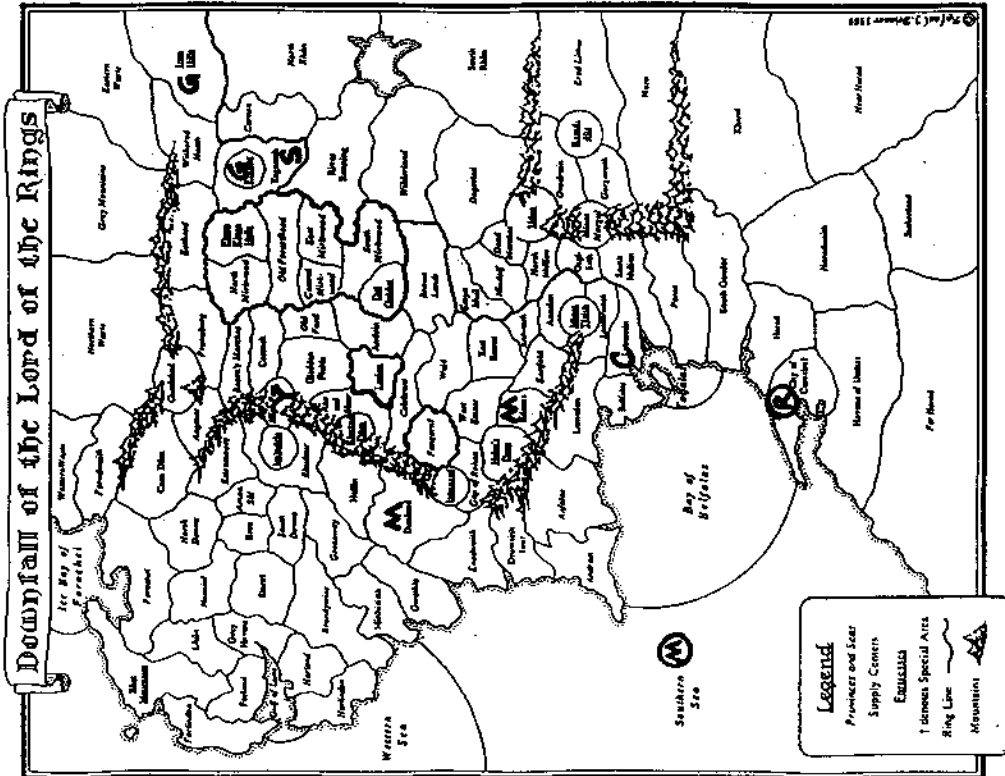
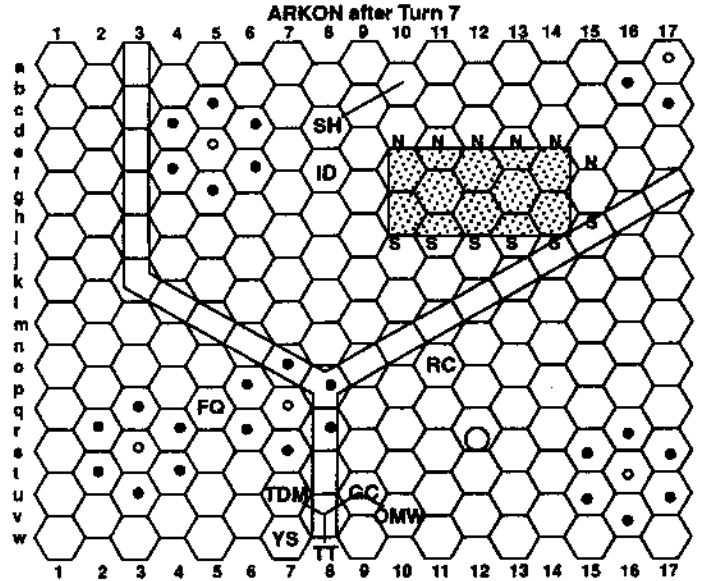
TT to OMW: Sorry, but it is really hard to hold onto a di while bouncing.

Tedium to Froisy: It's especially hard to squeeze "Don Williams" into print each issue when one gags each time one tries it!

George C. to Cowboys Fans: Why, in those pajamas, they *all* looked absolutely dreamy!

It's no wonder they were such losers in the early years.

Tedium to OMW: Good leader-bashing? Is that why you're in the kitchen?



VULCAN / Deviant Dip 92JFrc04

Rules now in effect:

- Rule 0: Master Rule.
 Rule 9: Perpetual Balloting. 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 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 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. Misc. changes in Boobland, Beluga-stan, Arkangel, Gulf of Lyon.
 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 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 Re-proposals.
 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 (excluding rule 0) and revokes it.
 Rule 247: Multiple Orgy. Units may coexist in a province with those of other players.
 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.
 Rule 261: The Dead Sea. Sea spaces may not be supply centers.
 Rule 274: Jump in the Snow! Units may make Snowball Fighting attacks.

pre-Spring 1905

Austria builds a yorkshire; Germany builds f liverpool; Salinas builds a erebor; Turkey builds f jerusalem; Yahweh builds (Poet Warrior) a imladris.
 Neutralized by Black Death: windore.

Spring 1905:

Austria (Andrew York): a10 yorkshire h, RR at a edinburgh; f10 york-north atlantic, RR at a edinburgh.
 Barbary States (Brad Wilson): nmr. f10 casablanca; f10 west africa.
 Conrad (Conrad Minshall): a10 lamedon-lebennin, CS at city of corsica; rf10 minshall-cc:west atlantic-canary islands, BB at f westatlantic and f midatlantic.
 England (Greg Ellis): a8 edinburgh h, RR at f brest; a10 liverpool h, RR at f brest; a10 yorkshire h, RR at f brest; f10 marseilles-catalonia, RR at f brest; f10 south med-jerusalem; f10 irish h, RR at f brest; f10 norwegian h, RR at f brest; cf10 helgoland melts north sea, RR at f brest; cf10 tunis-algeria; cf8 eastern med-alexandretta; cf10 gulf of sirte-western med; ca10 tuscanypiedmont, RR at f brest.
 France (Matthew Lahtinen): no units.
 Germany (John Galt): f10 liverpool-cc:irish-iron hills/hostile to all; f10 galt-north atlantic and dodges (see footnote); a9 erebor holds /hypnotized/.
 Italy (Mark Lew): has a rocket; nmr. f10 mid atlantic, a10 holland, ca10 iraq, ca10 milan, cf2 brest, rf10 catalonia.
 Jim-Bob (Jim Burgess): nmr. a10 burgess.
 Marie (Cathy Gaughan): a10 isengard-dunland, RR at f eastern med; f10 druwaith iaur-southern sea, RR at f city of the corsairs; a10 helm's deep-edoras, RR at f eastern med.
 Nelson (Mark Nelson): no units.
 Persia-Arabia (Jack McHugh): no units.
 Russia (Jason Bergmann): nmr. rf10 bergmann, f7 city of the corsairs.
 Salinas (Rich Irving): a10 irving-cc:west atlantic-casablanca; a10 erebor-esgaroth.
 Turkey (Steve Nicewarner): nmr. ra9 bulgaria, a10 berlin, ca10 belgium.
 Whyte (Brendan Whyte): f10 whyte unordered; f9 west atlantic-cc:irish-liverpool.
 Yahweh (Pete Gaughan): ra10 yahweh rockets to constantinople, RR at a bulgaria; f10 antarctic-apporter, collect D; a10 imladris-high pass, RR at a erebor.

Footnote on German f galt: "Dodge" is not a Snowball Fighting order. "Dodge" is an option when using the "Demon" attack, but no such attack was ordered.

Passed This Turn

- Rule 282: *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. *[[Interp: Since I don't have the rules for Seismic Dip, I don't know what's allowed. Brendan?]]*
 Rule 286: *Blast Off!* Players may build a rocket in each of the Spring, Fall and Winter turns. Rocketting a unit is not a move.
 Rule 287: *Open Builds.* Builds (including special builds) may be made in any unoccupied space.
 Rule 294: *DipCon's Over.* Rule 129 gets trashed. Bribes are now permitted and go directly into the GM's pocket.
 Sunset Clause deletes Rule 14: *Seven Is Not Enough.* Cline 9-Man board returns to being a standard Dip map, and Barbary States and Persia-Arabia are eliminated; this is not quick-kill because Wilson and McHugh own other centers. In the conversion process, many units are annihilated as their spaces disappear. The list of who has what after Spring 1905 is:

Austria (Andrew York):	a10 yorkshire	1s
	f10 north atlantic	1s
Barbary States (Brad Wilson):	no units.	
Conrad (Conrad Minshall):	a10 lebennin	1s
England (Greg Ellis):	a8 edinburgh	1s
	a10 liverpool	1s
	a10 yorkshire	1s
	f10 irish	1s
	f10 norwegian	1s
	cf10 helgoland	1s
	cf10 western med	2s
	ca10 piedmont	1s
France (Matthew Lahtinen):	no units.	
Germany (John Galt):	f10 iron hills	2s
	f10 north atlantic	2s
	a9 erebor	2s
Italy (Mark Lew):	rocket	
	f10 mid atlantic	2s
	a10 holland	2s
	cf2 brest	2s
Jim-Bob (Jim Burgess):	a10 burgess	2s
Marie (Cathy Gaughan):	a10 dunland	1s
	f10 southern sea	1s
	a10 edoras	1s
Nelson (Mark Nelson):	no units.	
Persia-Arabia (Jack McHugh):	no units.	
Russia (Jason Bergmann):	rf10 bergmann	2s
	f7 city of the corsairs	2s
Salinas (Rich Irving):	a10 esgaroth	2s
Turkey (Steve Nicewarner):	ra9 bulgaria	2s
	a10 berlin	2s
	ca10 belgium	2s
Whyte (Brendan Whyte):	f10 whyte	2s
	f9 liverpool	2s
Yahweh (Pete Gaughan):	ra10 constantinople	1s
	f10 apporter	2s, 1d
	a10 high pass	2s

Rule maker builds, Winter 1905: Bergmann 2, Ellis 2, Galt 1, CGaughan 1, Lew 1, Whyte 1.

GM proposes a ACEGJMRSTWY draw (that's everyone with any units). Please vote with next orders; majority of those voting required to pass.

Deadline for Fall 1905 is December 10.

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

[[Vulcan continues on page 11]]

Edicts of the Vulcan GOD

York: You note that the first Downfall center any player takes is a home center. Is my ownership of Forlond this home center?

GOD: No. I'm interpreting that the first center you occupy (move to or build in) is a home center.

Galt a) "Dot Socialism" says it redistributes dots "currently controlled by non-divine original players". I don't think I should have been included.

GOD: Standbys can be specified as a separate class, but generally when you take over for another player you get all the rights and responsibilities with the job—you count, sir. Besides, you traded one dot for another, what difference did it make? No, original can be interpreted to mean people or powers, and in the context (specifying powers) I'll use the latter.

Galt b) "Multiple Orgy" says that a province may contain one or three units. Not two. Therefore any build (or move) which would result in a space containing exactly two units is illegal. If Salinas builds A Erebor, I think the build should therefore fail. (Yes, this would also stop me from building F Liverpool.)

GOD: No, you're thinking of Prop. 244, which did not pass. Multiple Orgy makes no such limits (except one unit per power per space).

Galt c) I think that Prop. 292 would have no effect if passed, because it says that "no other proposals pass" but those it names, and it does not name ITSELF! Also, I'm under the impression that Jason is no longer entitled to be making 4 proposals per turn.

GOD: I interpret 292 to do this: it passes, then goes back and changes the outcome of the voting so 289/290/291 pass and nothing else does. But you're right, JB shouldn't have gotten 4 proposals. Assume that I offered 292 and Cathy offered 291.

Galt d) Are we allowed to rename our countries at will? (I notice Salinas and Marie.) If so, I am now the Dwarven Demolition Team. :)

GOD: No, YOU can't rename your country. I renamed them so we'd have unique first-letter designators, since I made up those names in the first place.

Galt e) Re. Jump in the Snow: What you told Conrad is pretty much what I intended. (But for shed avalanches, it seems to me that each "shed" space does have two "sides," its two alphabetic neighbors.) I am also assuming that a unit which moves has its SF actions restricted as if it had moved the same number of "hexes" (so you can move and gather 1sb (unless you manage to move more than four spaces somehow), but not move and throw an RR.)

Irving 1) Isn't there a Whyte fleet in WAO? It isn't shown on the map.

GOD: Yeah, it's there. My (ahem) error.

Irving 2) I know all units in Britain, Scandinavia, or Atlantic are on ice and can't move or support. Can fleets (in Atlantic) still convoy? That was not mentioned.

GOD: No, they cannot.

Irving 3) Can an army chinese checker over a fleet at sea? a fleet that's iced in?

GOD: Yes, and yes.

Irving 4) Due to Dot Socialism, I received Erebor, but a German army occupies it. Does that mean I'm screwed out of the free build from Dot Sosh?

GOD: No you're not screwed. Re read the interpretation on Rule 264; due to Rule 247 you MAY build in occupied centers.

Ellis: <requested explanation of fleet movement between boards>

GOD: The rule of thumb is: fleets may move between a land and a sea space, or two adjacent land spaces, only if there is a demonstrable coast (you cannot move to a clearly landlocked province). The 'offboard' centers are neither land nor sea and are fair game for fleets.

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. Votes from last time: four for Gaughan (PGaughan, CGaughan, Minshall, York); two for Lew (Galt, Nicewarner); one for Irving (Irving).

John Galt

I toss a proposal
Into the air
It causes chaos
But it's not my problem!

Pete Gaughan

All around the mulberry bush
Miss Mongoose chased Sir Adder.
Nothing can move like a snake in the grass
and so the adder had 'er.

New Proposals

Prop. 295 (Minshall): *Grand Review*. All rules are up for a one-time-only no-confidence vote. For every active rule you may cast a single vote for or against that rule.

God will then (somehow) remove all rules which received more negative votes than positive ones.

Prop. 296 (Galt): *The Great Ice*. Russia, Prussia, and the Baltic Sea and Gulf of

Bothnia are returned to the board — not as separate spaces, but as part of Finland! Finland is still considered to have only one coast.

Prop. 297 (Galt): *Teleportation*. Any unit may "teleport" as its move. If this is done, GOD will roll d400 (d4 [read 0-3] and 2 d10 read in order) and treat the unit as if it were ordered to the "n th" space on the alphabetical list. This move is allowed regardless of whether the spaces are adjacent, and regardless of the type of unit, but is subject to all rules regarding conflicts among units. If the number rolled is zero or exceeds the number of spaces, the unit is destroyed.

Prop. 298 (York): *From Sea to Shining Sea*. The old country is converted to the new world. The Dip map of Europe will be moved to a Map of North America with the states/provinces of the US, Canada and Mexico being the spaces. Water passage is allowed south of Mexico and through the Northwest Passage. The St Lawrence Seaway into the Great Lakes is passable by fleets. Snowballs can only be collected in Canada.

Prop. 299 (York): *When Given Lemons, Make Lemonade*. Everyone must choose a particular fruit to be associated with. Every proposal, in an context reference, must use the name of the fruit. Failure to use the name of the fruit will invalidate the proposal.

Prop. 301 (Ellis): *Go Away!* All rules numbered above 200 are repealed.

Prop. 302 (Irving): *Campaign "Stush" Funds*. Each unit may cast a vote (at a rate of 1 per HP remaining) for/against any one proposal. Units voting this way may NOT split their votes for/against more than one proposal. It's either all or nothing. This is in addition to the Normal Votes which may still be split among proposals. Normal Votes are multiplied by current number of VP held by a player. (Minimum of 1 VP, maximum of 10 VP counted for this rule.) All requirements to pass rules under Pass More Rules 2 are tripled. (+12 to pass normal rules, +36 for porkbarrels, etc.)

Prop. 303 (Nicewarner): *History Skewl*. Each turn the GM must include with the results a quiz of at least three questions covering history. One question must cover an event occurring prior to 1453, one must cover an event in American history since 1945. The last is GM's choice. Players may use references to answer these questions, but must cite the reference. If two players cite the same reference in answering the question, their answer is disqualified. The player who answers the most questions correctly gains one unit (placed immediately in a random owned center) and five points.

Prop. 304 (Nicewarner): *Magic Vortex*. Black Death is repealed. When this proposal is passed a Magic Vortex starts in one random area on either map. The Vortex moves to a randomly determined adjacent space every turn after moves are adjudicated. Any unit in the Vortex's space is eliminated. Any unit which interacts with the Vortex's space [via support, Chinese checker move, convoy, bounce for example] has a 25% chance of being destroyed. Should the Vortex be on a map edge, there is a 25% chance it will move to a randomly determined edge space on the other map as it's move.

Press

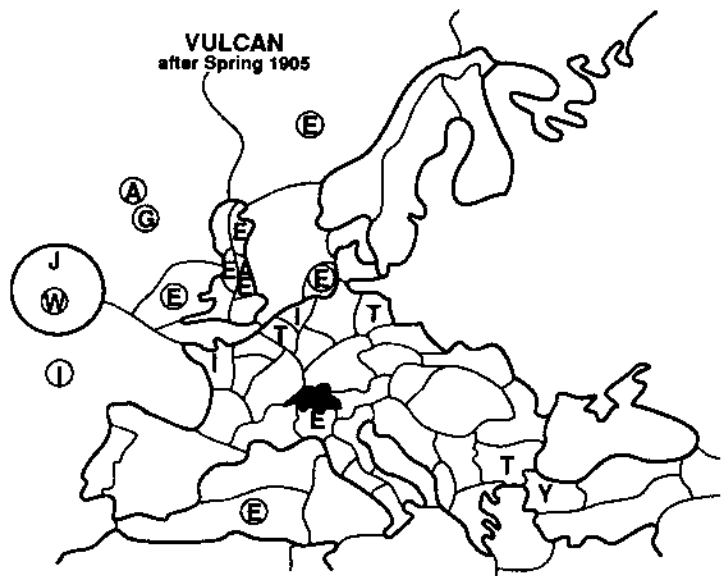
Nicewarner to World: Hey, if you can do a Magic rule better, please try! Pete will tell you that I wan't exactly in my right mind when I came up with the idea?

Germany to World: You guys can have Germany, I'm going to Dwarvenland! :)

Irving to B.S.: Me!?!? Nuts!?!? Heck, you'd have to be crazier than I to treat this game normally!

Nicewarner to Barbary States: Wow, now I have a reputation around here! It's about time.

Nicewarner to World [part 2]: I wish I had enough votes to vote for all the proposals I liked this time.



VULCAN / SUPPLY CENTERS and VOTING STATUS after Spring 1905

		SCs	Votes	VPs	Builds
Austria	yorkshire, apporter, forlond	3	3	2	
Barbary States	city of the corsairs, talisman, osgliath	3	3	0	
Conrad	lamedon, enchanter, river running	3	3	3	
England	estonia , seesaw, khand	3	3	8	
France	constantinople, windore , lebennin	3	3	0	
Germany	liverpool, esgaroth, heterogeneous	3	3	0	
Italy	estebance , canary islands , havens of umbar	3	3	0	
Jim-Bob	edinburgh, alexandria , minhiriath	3	3	0	
Marie	isengard, druwaith iaur, helm's deep, afghanistan , minas morgul	5	7	3	
Nelson	pictism, south gondor	2	2	0	
Persia-Arabia	marseilles, verdigris, grey havens	3	3	0	
Russia	west africa , lorn, east emnet	2	2	0	
Salinas	erebor, moneyed, khazad-dûm	3	3	0	
Turkey	jerusalem , beluga seas , harad	2	2	0	
Whyte	crisis, south ithilien	2	2	0	
Yahweh	pace, imladris	2	4	2	
Any reader	NNS	1	1	0	
Totals:		45	49		

Victory Criterion: 18 centers. Home SCs in bold, new captures in small caps.

Total SCs: 73 + NNSs.

Neutralized by Black Death: minas tirith, windore (corsica, holland [kazakhstan, moscow, sev-astopol])

Neutral: anduin, anorien, barad-dûr, belfalas, blue mountains, bree, convocation, distain, dof gudlor, 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 lorn; England edinburgh, heterogeneous, liverpool, pictism, yorkshire; France convocation, marseilles, seesaw; Germany enchanter, erebor, windore; Italy distain, peril; Persia-Arabia resultate, apporter; Russia city of the corsairs, pace, slash, verdigris, zati; Turkey constantinople, crisis, heir. Also, the first Downfall center any players takes is a home center.



Province List

(spaces are adjacent to those above & below)

space	abbrev	SC	ice
Adriatic Sea	adr		
Aegean Sea	aeg		
Albania	alb		
Amon Sul	amo		
Andrast	adt		
Anduin	and	SC	
Anfalas	anf		
Angmar	ang		
Ankara	ank		
Anorien	ano	SC	
Apparter	app	SC	
Apulia	apu		
Armenia	arm		
Azambuzar	aza		
Barad-dur	brd	SC	
Barents	bar		ice
Belfalas	blf	SC	
Belfalas, Bay of	bay		
Belgium	bel		
Beorn's Marches	beo		
Berlin	ber		
Black Sea	bla		
Blue Mountains	blu	SC	
Bohemia	boh		
Brandywine	bra		
Bree	bree	SC	
Brest	bre		
Brown Lands	bro		
Budapest	bud		
Bulgaria	bul		
Burgundy	bur		
Carn Dum	cdm		
Carmen	cm		
Carrock	crk		
Celebrant	cel		
Central Mirkwood	cmi		
City of the Corsairs	ci	SC	
Clyde	cly		ice
Constantinople	con	SC	
Convocation	cnv	SC	
Crisis	cri	SC	
Dagorlad	dag		
Dead Marshes	dma		
Denmark	den		ice
Distain	dis	SC	

Dof Gudlor	dgu	SC	
Druwaith Iaur	dru	SC	
Dunland	dun	SC	
East Emnet	eam	SC	
East Mirkwood	emi		
Eastern Mediterranean Sea	ems		
Eastern West	ewa		
Eastfold	eas	SC	
Edinburgh	edi	SC	ice
Edoras	edo	SC	
Elven Kings Halls	ekh		
Eryn Mull	emy		
Enchanter	enc	SC	
Eredwaith	ere		
English Channel	eng		ice
Entwash	ent		
Eothood	eot		
Erebor	ere	SC	
Erad Lithui	eli		
Esgaroth	esg	SC	
Ettenmoors	ett		
Fangorn	fan		
Far Harad	far		
Finland	fin		ice
Forlindon	for		
Forlond	fld	SC	
Forochel	fol		
Forodwaith	fdw		
Framsburg	fra		
Gallia	gal		
Gap of Rohan	gap		
Gascony	gas		
Gladden Fields	gla	SC	
Gorgoroth	gor		
Greece	gre		
Greenway	grn		
Grey Havens	gha	SC	
Grey Mountains	gmo		
Gundabad	gun		
Gwathlo	gwa		
Harad	har	SC	
Haradwaith	hdw		
Harlindon	hld		
Harlond	hlc		
Havens of Umbar	hav	SC	
Heir	hei	SC	
Helgoland Bight	hel		
Helm's Deep	hde	SC	
Heterogeneous	het	SC	

High Pass	hpa		
Holland	hol		
Hollin	hiln	SC	
Ice Bay of Forochel	ice		
Imladris	iml	SC	
Insoluble	ins	SC	
Ionian Sea	ion		
Irish Sea	iri		ice
Iron Hills	iro	SC	
Isengard	ise	SC	
Khand	kha	SC	
Khazad-dûm	kdm	SC	
Kiel	kiel		
Lamedon	lam	SC	
Lebennin	lebnin	SC	
Lhun	lhu		
Liverpool	lvp	SC	ice
London	lon		ice
Lorien	lor	SC	
Lom	lom	SC	
Lossarnach	los		
Lyon, Gulf of	lyo		
Marseilles	mar	SC	
Mid-Atlantic Ocean	mao		ice
Minas Morgul	mmo	SC	
Minas Tirith	mti		
Minhiriath	min	SC	
Moneyed	mon	SC	
Munich	mun		
Naples	nap		
Near Harad	nha		
Nenuial	nen		
Nindalf	nin		
North Atlantic Ocean	nao		ice
North Downs	ndo		
North Ithilien	nit		
North Mirkwood	nmi		
North Rhun	nrh		
North Sea	nts		
Northern Waste	nwa		
Norwegian Sea	nwg		ice
Num	nur	SC	
Old Ford	ofr		
Old Forest Road	ofr		
Orodruin	oro		
Osgliath	osg	SC	
Pace	pac	SC	
Paris	par		
Peril	prl	SC	

Picardy	pic		
Piedmont	pie		
Pietism	pit		SC
Poros	poros		
Portugal	por		
Red Sea	red		
Resultate	res		SC
Rhudaer	rhu		
River Running	rru		SC
Rome	rom		
Ruhr	ruh		
Rumania	rum		
Seesaw	see		SC
Serbia	ser		
Shire, The	shi		SC
Silesia	sil		
Skaggerak	ska		ice
Slash	sia		SC
Smyrna	smy		
South Downs	sdo		
South Gondor	sgo		SC
South Ithilien	sit		SC
South Mirkwood	sml		
South Rhun	srh		SC
Southern Sea	sou		
Sutherland	sut		
Sweden	swe		ice
Syria	syr		
Taksmán	tal		SC
Toffalas	tol		
Tunis	tun		
Tuscany	tus		
Tyrolia	tyo		
Tyrnhanian Sea	tyh		
Udun	udu		SC
Venice	ven		
Verdigris	ver		SC
Vienna	vie		
Wales	wal		
West Emnet	wem		
Western Mediterranean Sea	wms		
Western Sea	wes		
Western Waste	wwa		
Wilderland	wil		
Windore	win		
Withered Heath	wit		
Wold	wol		SC
Yorkshire	yor		ice
Zati	zat		SC

TRALFAMADORE / 1994xxm22, Youngstown XV

Map Errors last turn: Transvaal's army only made it as far as Rhodesia, not Barotseland. The Russian unit in Korea and Italian unit in Kenya are still fleets, no matter what I drew... Your supply center chart is on page 13.

Fall 1901: Kulaim Jum-ping!

- Australia Z (Michael Moran Alterio): f tasman sea—new zealand, a perth—south australia, f coral sea—mid-pacific ocean.
- Austria A (Steven McKinnon): a congo—kameroun, a galicia & a serbia s turkish a bulgaria—rumania /nsol/, f albania—greece.
- Brazil B (Charles Goetz): f azores—leeward islands, a Recife—amazon, a sao paulo—la plata.
- Canada C (Jamie McQuinn): a alaska freezes its *, f labrador sea—iceland, f montreal/no—labrador sea.
- Chile L (John Bryden): a antofagasta—peru, a bolivia h.
- China X (John Galt): f yellow sea s japanese f sea of japan—korea /nsol/, a kansu—sinking, a peking—manchuria.
- Egypt Y (~~Victor~~ Thomas Daniel Wartko): a suex—anglo-egyptian sudan, a cairo—cyrenaica.
- England E (Marthew Lahtinen): f thailand/ec h, a bechuanaland—cunene, f english channel—belgium, a yorkshire—norway (f north sea c).
- Ethiopia P (Michael Quist): a wabi—kenya (a jungle s).
- France F (Steve Nicewarner): a gold coast unordered, f south china sea—formosa, a paris—brest, a spain—marseilles, f midatlantic ocean—portugal.
- Germany G (Ward Nathl): a katanga h, a munich—burgundy, f holland—belgium, a kiel—denmark.
- India H (David Schlosser): a madras—ceylon, a calcutta—burma, f west indian ocean—madagascar.
- Italy I (Chris Warren): f kenya h /dislodged/, f tyrhennian—tunisia, a piedmont h, a tuscan—corsica.
- Japan J (Jim Bailey): f sea of japan—karafuto, f east china sea—canton, f philippine sea—philippines.
- Mexico M (Vince Springer): a yucatan—guatemala, a sonora—baja california, f gulf of mexico—cuba.
- Morocco O (Rich Irving): a mauritania—senegal, a sahara—french nigeria.
- Netherlands East Indies N (David Kovar): a jakarta—borneo, f celebes sea—brunei, a new guinea h.
- Russia R (Alex Simmons): a turkestan—sinking, a iredutsk—manchuria (f korea s), f st petersburg/sc—gulf of bothnia, a warsaw—galicia, a ukraine—rumania (f sevastopol s).
- Transvaal V (Eben Kurtzman): a mozambique—barotseland (a rhodesia s).
- Turkey T (Matt Hepple): a nejd—yemen, a bulgaria—greece, a armenia—iran, f ankara—black sea.
- United States U (Martin Johnson): f sargasso sea—leeward islands, f bahamas—hispaniola, f n.e. pacific ocean—hawaii.

Deadline for Winter 1901 is December 10.

(In future years retreats and builds will be sent along with following Spring.)

- China to world: Phone me anytime, 510 278-8392. I can't promise to be home, but I do call back.
- Wiretap of Rick's Cafe American's phone: "Okay, you see, I want girls, girls, girls for my place. Plenty of dancing girls... What do ya mean you don't got any?!?! ... OK, OK, OK, I'll take the colored piano guy, Stan, no Sam. That's it. ... Tell him I just don't want to hear that song! He knows which one I'm talking about! If he does, that's the last time I use your agency!"
- Transvaal to the World: The new address and telephone number for contacting the ambassador of Transvaal is 1099 Indian Summer Court, San Jose CA 95122, (408) 288-6956. My roommate will go to bed around 9:30 pm, so please no calls after that time.
- NEI: If need be, my phone is 415-968-3026, email is kovar@nda.com. The latter is the best way to get in touch.
- Chile: To those of you to whom I have not responded yet, please excuse me. I have had mycoplasma pneumonia for almost four months and then one of my horses was injured in such a way that if he did not receive constant attention he could have been permanently injured. Hopefully, things will return to normal soon.
- Austria sings: "You let me violate you, you let me desecrate you / You let me penetrate you, you let me complicate you / help me I've got no soul to sell."
- Ottawa: CBC announces The all-Canadian Music Tour: Rush, Heart, Barenaked Ladies, Crash Test Dummies, James Keelaghan and LaBottine Souriant. First stop, Reykjavik. Suggestions accepted for other favorite Canadian bands to be added for the Spring 1902 tour.
- GM to Ottawa: My list would've begun with Celine Dion.
- Australia to Everyone I didn't write: Sorry, but the short deadline caught me off guard. Expect to hear from me soon.
- Egypt to All: "Now there arose up a new king over Egypt." - Exodus 1:8

Egypt to GM: Exactly how long am I "provisional"?

GM to Egypt: That's it, the honeymoon is already over!

Austria to Bailey-san: Oh, thanks. I'm waiting a month to find out who those obscure BotM's are and you keep me waiting. What is it about Angie Hart that you like, the spiky hair, the nose ring, huh?

India to Italy: I get the feeling Ethiopia doesn't like you.

Germany to Russia: I'd be happy to send some marines your way to instruct you on how to navigate the Bothnia/Baltic area.

Russia announces delay in opening of Livonian Canal. Rumors suggest that the current canal is not large enough to fit the navy's warships, who seek to use the canal to reach warmer waters.

Australia to Chile, Mexico, U.S.: Don't worry about the Mid-Pac. I'm heading into Fiji, that's all.

Japan to U.S.: Keep those shipments of scrap metal coming and you may keep Hawaii (for now).

Austrian Medal of Heroism: Ian Wright.

India to Russia: What happened, your Czarship?

Turkey to Russia: Due to Russian violation of our Black Sea accord of 1901, the Sultan finds himself with no recourse but declaration of war.

Austria's Babes o' the Moment: Mary Stuart Masterson, Julie Strain.

Italian political babe o' the moment: Turkish PM Tansu Ciller.

GM to Italy: They've still got a woman PM?? And I thought I was out of style...

Japan's Musical Babe o' the Moment: I have to repeat my admiration for Delores O'Riordan of the Cranberries. Her impassioned vocals on "Zombie" surprised me after the "nice" stuff on their first album. #1 on the alternative charts, and they even hit the rock charts. The video is a sight in itself (gold body paint, WOW!).

Russian Nominating Subcommittee to Aust OoMelrose: Honorable Mention to Ms. Cross, but the best babe shows up an hour later on the same network: Paula Devicq.

Transvaal to Germany: What are Russia and Sweden?

GM to Transvaal: They are the common terms for two types of magnetic charge, which appear to repel each other despite a strange attraction.

Australia to China and Japan: Well, it looks like the Russian behemoth may be just a paper tiger. Good luck in the north.

India to the Orient Express: Nice defensive line vs. the Bear.

GM to Russia: Hmm, I'd say you need a new identity in the marketplace. Your public relations message is getting muddled. A new logo and image is in order.

Turkey to the MahaSchlosser: Reception at the Sultan's Palace tonight. The Indian diplomatic corps is cordially invited.

GM to Turkey: What a delicious turn of phrase.

Kaiser to PM: I hope we worked together.

Vienna to Naples: Saucy, eh? Nudge, nudge. Saucy, wooah! Saucy!

Ottawa to Washington: Is it true that you will be re-instating the draft? Quick close the borders!!

GM to Ottawa: I'd think in Canada you'd be accustomed to having the place a little drafty.

Ottawa to Mexico City: As per our NAFTA agreement, we will be shipping American draft dodgers your way.

The deepest parts of Africa: In the unmapped, uncharted, unknown depths of the Congan rainforest a thin line of bearers struggle under boxes of equipment marked "Bist du Karefallen. Fragillenshaft."

In the van of the expedition are two men, hacking the undergrowth, one hacking up a lung. They speak:

OberReichshauptamptFührergesacht PanzerEssen: Reinsfuhl, halten mit der Spittengessen. Deine Habitten mich der Disgusten feelen gibt. Zo, hier is eine Hankerschliefen für das.

UnterSchtupp Reinsfuhl: Ich Apologien du gibst, Mein Herr. Aber die Mosquitten mich sür des Limben bitten habt. Die Zicken amblen Ich habe.

Orhfg PanzerEssen: Hm. Vell, die Zicken über must Sie getzt, für si nicht, diene Leggen must Ich geschliessen.

Australia to France: If you dismiss me because of a grudge, then more the fool you. If you choose to take our past playing experience into consideration into negotiations, sure—but I think it would be foolish to refuse to negotiate at all. Anyway, the question looks moot to me, considering the fix you've gotten yourself into. Better luck next time.

Japan to Morocco: Okay, you can have French Nigeria and Senegal, but everything north, east, south and west of that is MINE!

NEI to India: How can you think with those dogs barking?

GM to NEI: It's a Tantric technique, you don't want to know.

Japan to Russia: Thank you for the trust. In this case it wasn't misplaced.

Japan to China: Unfortunately, in this case it was.

Mao to Stalin: You can't have China—but you can be Chopped "Sooooey!"

Egypt to Brazil: "Don't try to kiss my butt by telling me how good my coffee is. I BUY the coffee. I KNOW how good my coffee is."

GM to Egypt: Whoops, I missed that one. Care to provide a reference?

TRAFAMADORE / SUPPLY CENTERS held as of Winter 1901

Australia	melbourne, perth, sydney, NEW ZEALAND	3/4	
Austria	leopoldville, vienna, budapest, trieste, KAMEROON, SERBIA	4/6	
Brazil	recife, rio de janeiro, sao paulo, LA PLATA	3/4	
Canada	vancouver, montreal, toronto, ICELAND, ALASKA	3/5	
Chile	santiago, antofagasta, PERU, BOLIVIA	2/4	
China	antonow , hankow, peking	3/2	
Egypt	suez, cairo, ANGLO-EGYPTIAN SUDAN, CYRENAICA	2/4	
England	johore, cape colony, london, edinburgh, liverpool, THAILAND, CUNENE, NORWAY	5/8	
Ethiopia	asmara, addis ababa, KENYA, JUNGLEI	2/4	
France	abidjan, saigon, paris, marseilles, brest, GOLD COAST, FORMOSA, PORTUGAL	5/8	
Germany	dar es salaam?, munich, kiel, berlin, KATANGA, HOLLAND, DENMARK	4/7	or 6 depending on retreat
India	calcutta, delhi, madras, CEYLON, BURMA, MADAGASCAR	3/6	
Italy	mogadiscio, naples, venice, rome, TUNISIA, CORSICA, DAR ES SALAAM?	4/6	or 7 depending on retreat
Japan	kyoto, osaka, tokyo, KARAFUTO, CANTON, PHILIPPINES	3/6	
Mexico	mexico city, guadalajara, monterrey, GUATEMALA, BAJA CALIFORNIA, CUBA	3/6	
Morocco	marrakech, casablanca, SENEGAL, FRENCH NIGERIA	2/4	
Neth E Indies	palembang, jakarta, hollandia, NEW GUINEA, BORNEO, BRUNEI	3/6	
Russia	omsk, irkutsk, vladivostok, st petersburg, warsaw, moscow, sevastopol, MANCHURIA, KOREA, RUMANIA	7/10	
Transvaal	durban, pretoria, BAROTSELAND, RHODESIA	2/4	
Turkey	baghdad, constantinople, smyrna, ankara, YEMEN, BULGARIA, IRAN	4/7	
United States	boston, norfolk, los angeles, HISPANIOLA, HAWAII	3/5	
Panama:	neutral. Sinai: neutral. (tracked for canal-closing purposes)		
116 centers owned. Neutral: asir, basoko, belgium, british guiana, cambodia, ceylon, columbia, congo, greece, leeward islands, namaland, newfoundland, nicaragua, outer mongolia, sinkiang, spain, sweden, tasmania, thailand, tonga, vietnam.			

DURLA / 1994Wrb32 Gunboat Diplomacy

Autumn Retreat: Russian f rum—bul/ec.

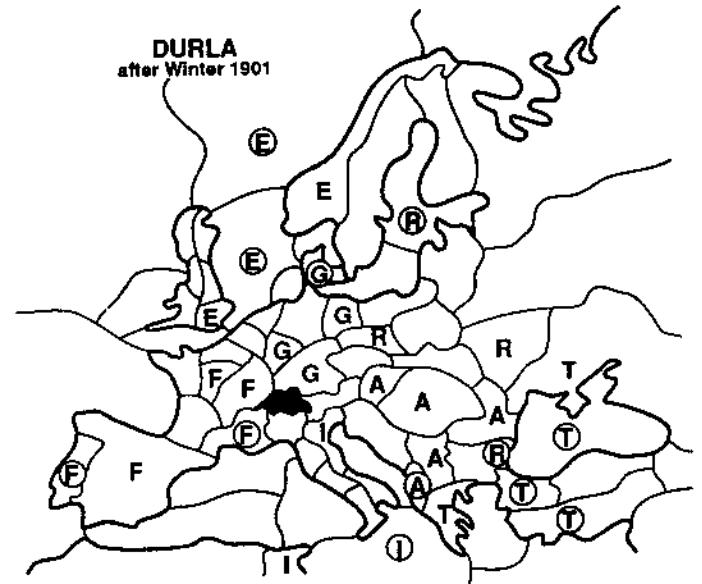
Winter 1901: Lost Sheep Chased By Wolf

- Austria: builds a vie, a bud; also has a rum, a ser, f alb.
- England: builds a lon; also has f nts, a nwy, f nwg.
- France: builds a par, f mar; also has a bur, a spa, f por.
- Germany: builds a mun; also has a ruh, f den, a ber.
- Italy: no builds received; has a ven, a tun, f ion.
- Russia: even, has f bot, a sil, a ukr, f bul/ec.
- Turkey: builds f con, f smy; also has a gre, a sev, f bia.

Would _____ please stand by for Italy??

Deadline for Spring 1902 is December 10.

- Frankfurter Zeitung*: "Franco-Russian Alliance Plans Uncovered." French Diplomat Chercher La Truhte denies Foreign Ministry talks took place with the "Eastern Infidels." Russia Foreign Minister Boris Badenoff blamed the fiasco on "the French laissez-faire attitude and lack of commitment." Defense Minister Ivan Shootemdedsky restated Russia's claim on Prussia and lands West pointing out, "You can't spell Prussia without Russia." Meanwhile, the only response heard in Berlin from Wolfgang Drinkenbier was, "Come and get it, you Pavlovian lapdogs!"
- Germany to England: Thank you friend for your forbearance. God bless you.
- GM to Germany: Nice to see you two playing friendly. Though England's view of friendship is a bit jaded...
- England to Italy: So far in your press you have vowed friendships with France, Austria and Turkey and that you won't build navies in Rome or Naples and that no Armies will be in Italy. Just curious, who are you going to attack, where will your Armies be and where will you build? P.A. I hope I'm not giving anything away.
- AH to I: Wow! It appears that you have sturdy alliances with myself, Turkey, and France! Are you just content with Tunis or are you expecting to invade Switzerland?!
- France to Turkey: I assume Italy is sophisticated enough NOT to be baited by you into thinking that I'm more of a danger to him than you are. I DIDN'T get 3 builds, and I DIDN'T move to Spa (sc), as you were predicting. It is not surprising that you would be very desirous of shifting attention from the very unusual (and scary to the rest of us) situation of your getting two builds, rather than the standard one. Furthermore, without judging your actions, I think your sneak attack on Russia certainly evidences your willingness to quickly go for the jugular, which, when contrasted with MY stance, shows that YOU are the potential volatile figure here... second only to the Czar perhaps. WHO should Italy fear, my dear Ottoman? And, what are YOU doing in Greece?! (I trust you plan on giving Bulgaria to Austria or Italy, no doubt, as fairness would dictate?)
- Czar to World: Just like a Turk to go for the rear.
- GM to Czar: That's a matter of perspective, of course. Just because you were turned the other way doesn't mean it wasn't a frontal assault to him.
- France to England: I respectfully request that we keep the Channel empty. Your thoughts?



GM to France: ...are likewise empty, I'm sure...

London to Paris: I propose that we make the English Channel a neutral zone free of all military vessels, as a gesture of good faith the English people will raise an Army for their beloved King this winter rather than a Navy. In addition, I would hope that the honorably French people and their esteemed leader will see the benefits of directing their fleets toward the Mediterranean, in return the English will not interfere in Belgian affairs.

Germany to France: Now that we have established that I will retain Mun, please vacate the border between our nations. We could both use the units elsewhere to better effect.

Germany to Russia: Thanks for the visit—come again any time!

West Witch to East Witch: A move to Moscow now could yield interesting dividends in the future.

France to Italy: Please be reassured that my stance is solely defensive. I promise NOT to move to Pie or Lyon in the spring. Just trying to establish a firm defensive position while engaging in the least amount of provocation to others. (I consider building F Bre to be much more of an "automatic" provocation to England compared to F Mar vis a vis Italy.) Your trust in me will be validated with the Spring 1902 moves.

Russia to France: Given my present situation I can only say, "Yipes!"

Russai to AH: Ah, you try something a little different and look, no more American whiskey for me.

England to Germany: Your neutrality in Swedish affairs would greatly assist the interests of the English throne, in exchange expect no interference in Holland.

Czar to Führer: The only thing I see getting now is a good stomping.

GM to Czar: Well, I'm glad you're putting a positive light on it!

PLATEAU / 1994HJ

Summer Retreats: Austrian a rum-ser, Russian a sev-mos.

Fall 1902: Failing Grades

Austria (Matthew Lahtinen): a gal u, a vic-ukr /nsu/, a bud-rum (a ser s), f tri h.
 England (Tim Goodwin): fnr-den, a nwy s russian f bor-swe (f bar s), f hol-kie.
 France (Don Williams): f lyo-nus, f spa/sc-lyo, a mar-pie, f mid-wes, a bel-ruh (a bur s).
 Germany (James Battle): a pru-war (a sil s), fwc-h /dislodged/ (f den s), a kie-mun.
 Italy (Charles Mercer Phil Reynolds): a ven-pie, a tun-naf, f ion-syn.
 Russia (Jeff August): a stp-mos, f bor-swe, a rum h (a ukr s), a mos-war.
 Turkey (Dave Golias): facg-bul/sc, a gre-bul, a sev s austrian a gal-ukr /nsu/ (f bla s).
 Autumn Retreat: German f swe.

Deadline for Winter 1902/Spring 1903 is December 10.

AH to Italy: Welcome aboard. I hope we can reach understanding for each our selves.

Italy to France: Someone's got to stop you. Might as well be me.

GM to Italy: *That's* the spirit!

Lyon King to Europe: Okay, okay, so maybe killing off the Italian players is a tad extreme. Excuse me for being exuberant. I'll go easier from here on. (I doubt the Dotsnatcher wants a body count associated with his beloved zine and, besides, he got wise and called on Reynolds... Florida's a little far to drop in on unexpectedly...)

France to Nikki II: Nice work at temporarily fending off the hyenas. Some of them anyway. Too bad the jackals—er, Germans—got a whiff of royal Tsarist blood. You'll note, though, that I've loaded my hunting rifle. I think fall is jackal season...

GM to France: Wabbit season!

??????: Outside of time, outside of space, beyond reality as we know it, there exists a force... a force as integral and basic to the sane governance of our lives, of our universe, as the written word. The written word...

The interior of Continuity Police Situation Room Four was dimly lit with the reflected illumination cast from the interface banks of dozens of softly glowing VLMF monitors. Langley sat at one of the screens remotely studying the pulsating nothingness. He had done so for hours. Langley thought monitor duty tediously boring in general, and this session had been particularly so. He continued to think that very thing right up until the bright red blip on the VLMF screen brought him to full alert in the gloom of the Situation Room. He leaned forward to scrutinize the refractile effect, then thumped the side of the monitor a couple of times. The eerie red blip remained, pulsing steady and strong—an anomaly. An honest-to-the-Muse anomaly! Langley punched up the direct comvid link to the Watch Commander. An anomaly. Damn it to Hell!

Germany to Czar: "I feel your pain... I really do!"

Courtney Love to GM: I'm crushed you've no use for me. Sigh, since Kurt's been gone, I've done nothing but dream of a big, strong, virile, intellectual, press-judging, zine-pubbing, rapturist like you to come along and save me from shallowness and self-obsession. So, who are you anyway? I know, I know, you're that cute drummer from Pearl Jam! Oooh, baby-baby, let's get together and excite our Nasty Tingly Parts...

France to Courtney: Courtney! Courtney! Yoo-hoo! He's a rapturist, not a rapturist. Get into a twelve-step program, doll.

GM to Courtney: I'm already involved with a woman from Seattle who is light-years your superior.

Courtney to Bird Lover: Get lost, feather-ferishist!

Italy to Germany: The front is the other way, Coward!

Duck to PJGIV: Rogers and Hammerstein? Who the hell are they? And why aren't they paying me royalties?

GM to Duck: Because they're both DEAD.

Sheer Babe-osity: Pamela Anderson.

Duck to Italians Anonymous: What is this—are you all part of the Federal Witness Protection Program or something? Sheesh, somebody order a block already.

GM to Duck: Look over at Durla—it's infectious.

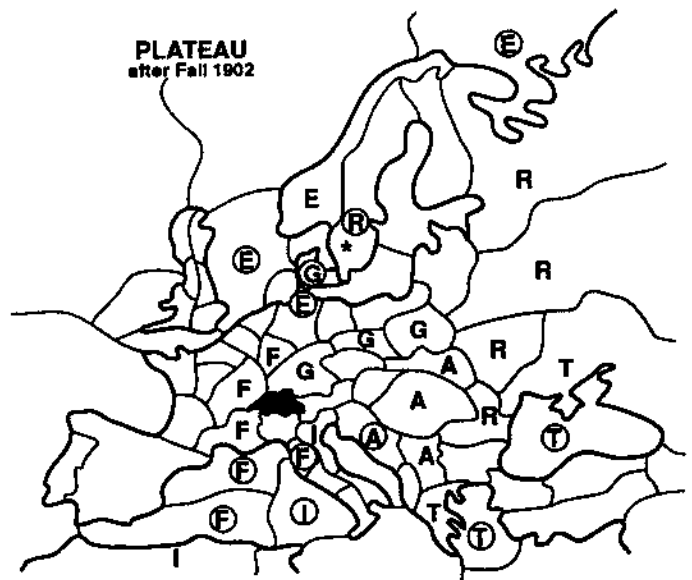
German Wagoneer: "Circle the Wagons! The Injuns are comin'!"

Picardy to Ankara: Greece and Sevastopol? But Grandma, what big teeth you have!

Italy to the East: think "Big Picture", guys.

Lyon King to Britannia: Hope you found Holland to your liking. This could be the start of a musical or something. ("I gobbled up that center so properlay that now I'm ruler of the Queen's Navy!")

Deep Six Nine ("D69"): "Watch Commander," answered the Watch Commander.



"Yes sir, Langley here. I'm monitoring Sector Twelve and..."

"Sector Twelve?" interrupted the Watch Commander.

"Yes sir. That's *Diplomacy* press, sir."

"Yes, it is," said the Watch Commander, recalling bitterly the last time he'd dealt with an occurrence in Sector Twelve. It'd been a nasty episode with a non-descript, blighted, unredeemed, shabby, run-down, two-bit, dismal zine named *Fias Bellum!* Absolutely no reason to note it really, except that it had almost caused the end of reality. Reality with a capital 'R'. He still had the occasional bad dream about it. "What have you got, Langley?"

"An anomaly, sir, a freakin' anomaly! I'm reading a reverse Berch-doppler effect, Hurst Value 8 on the McKinnon scale," answered Langley. "I'm getting non-sequiturs. Split infinitives. Typos, too. Rate of increase is logarithmic on a quadrohelix curve. Anomalic functions all have the same situational epicenter. And the comma count's suspicious, too, sir."

"Spare me the comma count, Langley. Sector Twelve is one weird place. I'm going to call in the Boss. Good job. Stay on the comvid and plug in, we're going to need you. Watch clear." The Watch Commander thumbed the printscan on the Primos DOS-Trey Link and, in hushed words, relayed the information of the quiet man on the other end.

The Boss, a figure of immense girth and reputation, waddled into the tense SitStat room of D69 within minutes. With surprising grace, the huge man lowered himself into the Command Chair. He swivelled heavily around to face Watch Commander Mazzer.

"Bring up Sector Twelve on MADAM. Let's see what we've got here, Mr. Mazzer." The Main Detection Matrix, known by its techs and users as MADAM, was the newest addition to the arsenal of the Continuity Police. The MDM's technical sophistication was exquisite, with fifth-generation AI and computational capacity, it was supported by state-of-the-art superconducting circuitry and two billion gigabytes of RAM. MADAM glowed to life, the central UVLMF screen a softly radiant criss-cross grid depicting the subsections of the sector under surveillance. "Disable MADAM's retinal scan functions, Mr. Mazzer," said the Boss. "We'll do this the old-fashioned way."

The empty, uninhabitable spaces of Sector Twelve were squares that had gone black-hole black. Black, devoid of life... uninhabited and uninhabitable because the host zine at that location had folded. There were many such dead squares in Sector Twelve. Watch Commander Mazzer glanced anxiously at one well-remembered location on the grid and was relieved to see that the *Fias Bellum!* subsector remained mutely black and lifeless. Thank the Muse for small favors, he thought to himself.

Constantinople to Europe: I need some vodka.

GM to Constantinople: Yeah, after all that reading I think I could use some too.

Babe-issima: Anna Falchi.

[[press continues on page 16]]

PLATEAU / SUPPLY CENTERS held as of Winter 1902

Austria	vic	tri	bud	rum	SER	4/4	even
England	lvp	lon	edi	nwy	KIE	4/5	may build one
France	par	mar	bre	por	spa	bel	6/6	even
Germany	mun	ber	ber	hol	den	WAR	5/5	even or may build one
Italy	nap	ven	rom	run	4/4	may build one
Russia	stp	mos	war	war	swe	RUM	5/4	must remove one
Turkey	con	ank	smv	bul	SEV	GRE	4/6	may build two

VEXVELT / SUPPLY CENTERS held as of Winter 1909

England	lvp	lon	edi	hol	kie	den	mun	ber	nwy	9
France	par	mar	bre	spa	por	bel	tun	7
Russia	stp	swe	mos	3	
Turkey	con	ank	smy	bul	gre	tri	ser	sev	nap	bud	rom	rum	ven	vie	war	15

VEXVELT / 1992R

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

E/F draw: EFR no, T nvr.

Russia repropose EFRT draw; England propose EFT draw.

Autumn Retreats: Russian f ber oth, a war-pru.

Winter 1910: England builds a lon, a edi; Russia removes f swe, a sil; Turkey builds a ank, a con.

Spring 1911: Prelude to a Farce

England (Lance Anderson): a lon u, a edi u, f nwy-bar, f nwg-nrs, a kie-ber, a ber-sil (a mun s), f bal-pru, f den-ska.

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): a mos-war (a pru s, a lvn s).

Turkey (Steve McKinnon): a war-lyn /annihilated/, a sev-mos (a ukr s), a ank-sev (f bla c), a con-bul, a boh-sil (a gal s), a lyo-boh, a ven-lyo, f pie piles drivel and snivel on France and really doesn't care what Tom Hurst thinks about its attitude (f tus s), f tyn h (f rom & f ion s).

Deadline for Fall 1911 is December 10.

Shameless Plugs: G.W.A.R., *This Toilet Earth*, Eurythmics, 1984; Danzig, *Danzig II: Lucifuge*.

Plugs to Gaugh-Man: Have you ever bought a book because of the author's prior work? An album because of the artist's other music? Gone to see a movie because of the director's previous efforts, or a certain actor's other roles?

All of the music on Vangelis' new Soundtrack to *Blade Runner* was recorded for the movie, but as some scenes are cut so is some music. Now that 'extra' music is available. And, as a fan of Vangelis' other works, I got it. It's great.

Lance to Pete: Sceptic, nay, Heretic! *Blade Runner's* soundtrack, movie version, was fabulous! Have some faith, baby!

GM to Plugs: Always nice to hook someone when you're trolling...

Turkey sings: "Trapped in a nightmare / Prisoners of warfare / Days gone become years / of suffering... / Fight on but what's to gain? / Misfortune leads to pain... / Cry out but don't cry in agony..."

The Turk to the Frog: Oooo! Taking notes on my attitude. Is that like in High School when they tell you, "This will go down on your permanent record"? Ooooooooooooo! I'm a-feared now!

GM to Turk: Think of it as an honor, a flattery—like, "Can I borrow your notes on the Turk's attitude?"

Crook, Crook & Crook, S.C., Attorneys-at-Law to Cheatham, Lye & Steele, Inc.: We know you can't be lawyers because lawyers can't incorporate. They can only form partnerships or "service corporations" which is just a fancy partnership. Real lawyers would have known that! (p.s. Crook, Crook & Crook was a genuine law firm in Steven Point, WI. It has since changed its name. I wonder why?)

Turk to Lawyers: Great. Just keep your hands off Tralf's Morocco, ok? I have to deal with him an' I don't wanna have to read the fine print.

Turkey's Film o'the Month: "Europa Europa" with Marco Hofschneider, Julie Delpy.

Element o'Babeness: the voice of Lolita Davidovitch.

Mr. White to Gaugh-Man: I'm in "Reservoir Dogs" with Messrs. Blonde, Blue, Brown, Pink and Orange. We all die.

Great Moments in Babeousness, Part III: Every scene in "Only You" with Bonnie

[[Plateau press continues from page 15]]

F to G: One question... are those wagons you mentioned last time volkswagons?

GM to himself: I hate it when the writers start making up their own italics.

The Ghost of Little Tommy Swider to Father Peter: Hyork! Hyork! Hyork! Respect that, chump!

GM to Ghost: Sorry, Tommy is alive and well and serving on the NYGB.

Archduke to Lyon King: Vitriolic? Vitriolic? Well... well, you just wait until I find out what that means. Then, you'll hear from me, you, you... just wait.

AH to V-Turk: How about Dana Delaney, in leather yet.

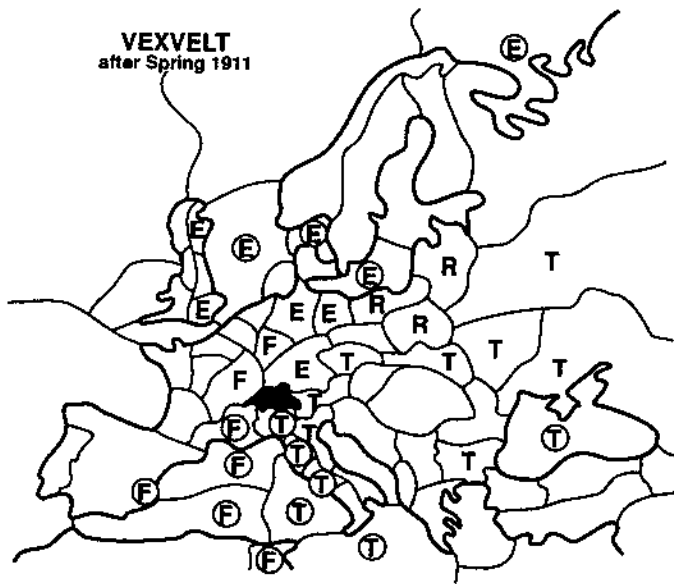
Duck to Dotsnatcher: Generation "W"? How long have you been witless? You're a boomer. Deal with it.

Non-sequitur #39: What exactly is a Mongolian fuster cluck?

AH to Red Sox Fan West: Try growing up 50 miles from Boston, and now living 3000.

Burgundy to Vienna: You have a tiger by the tail. And a Sultan hanging at your back door. This could get interesting very quickly. Suggest you lay off the PBS and go for a little damage control.

VEXVELT after Spring 1911



Hunt in it.

GM's Moment of Babeousness: "I'm pregnant!" "Say that again." "I'm pregnant!" *[[I never knew breasts you can't touch could be so sexy...]]*

Turkey's Babes o'the Moment: Delphine Forest, Isabella Hoffman, Isabella Rossellini.

X-23 / 1994IC

Gamestart

Austria (Vince Springer): a vie, a bud, f tri.

England (Ward Narhi): f lon, f edi, a lvp.

France (Lance Anderson): a par, a mar, f bre.

Germany (Jim Bailey): a mun, f kie, a ber.

Italy (Jim Robertson): f nap, a ven, a rom.

Russia (Peter Evert): f stp/sc, a war, a mos, f sev.

Turkey (Doug Brown): a con, a smy, f ank.

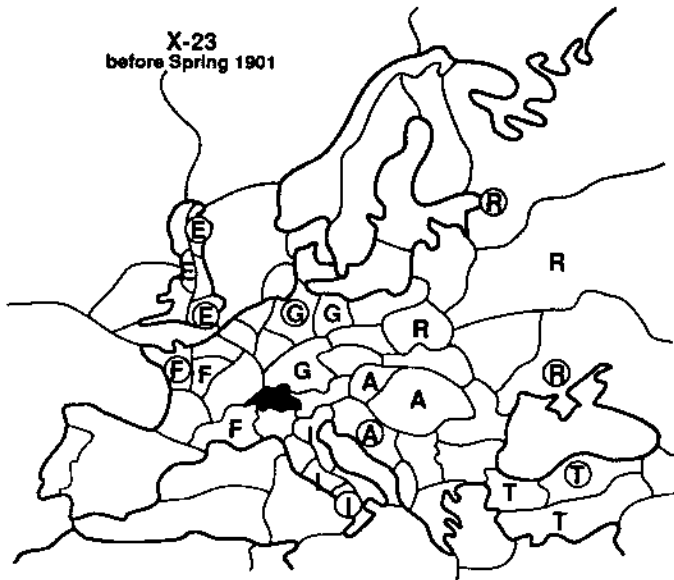
Deadline for Spring 1901 is December 10.

I'm very sorry for omitting Jim Robertson from the Cast List last time. He asks that I print his phone number and since I dinged him I'll make an exception this time: (212) 222-1531. I hope the extra negotiating time also helps rectify my error.

France to All: My apologies for any delay in response—exams, life, etc. It will get better in four weeks, at least temporarily.

England to Europe: The mighty navy of fire and steel puts to sea. Europe trembles.

X-23 before Spring 1901



LAMETH / 1992AJ

Autumn Retreat: French a pic-mar.

Winter 1909: England builds f lon, f lvp, a edi; France disbands a mun, a ruh; Russia removes a sil; Turkey builds a con, a smy.

France and Russia each proposes EFRT draw.

Spring 1910: Penultimatum?

England (Stan Johnson): f lvp-wal, a edi-nwy (f nts c), f nar-mid (f iri s), f pru-lvn, f ber h (f kie s [f hol s]), a mos-sev /dislodged/, f bel-eng (f lon s).

France (Martin Johnson): f wes-lyo (f spa/sc s), f eng-iri /dislodged/, f mid-nar, a mar-pic, a pic-bel.

Russia (James Bailey): a lvn-mos (a war s), a boh-vic, a gal-bud, f rum-sev.

Turkey (Tim Goodwin): a con-bul, a smy-con, f ank-bla, a ser-tri, a tyo h, a pic-mar, a ven-pic, f rym-lyo (f tus s), f ion-rym (f tun s).

Summer Retreats: English a mos; French f eng.

Deadline for Fall 1910 is December 10.

England to GM: While there is a wide divergence of opinion in Dip, most competent players would agree that a stab that causes you to lose four centers is a mistake.

GM to England: But they would disagree on which move constitutes a stab, nez pas?

Martin to Jim: So even if Tim and Stan vote no together, we both work toward giving one the victory outright.

England to Russia: You obviously have mistaken a warning for a threat. Why don't you hold your breath or your water, till you hear from me again.

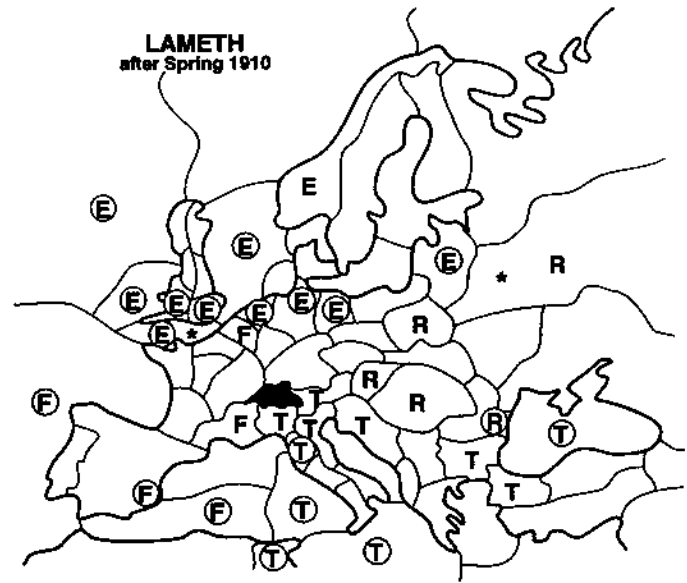
GM to England: Thanks for pointing that out...

GM to Russia: HEY! No piddling on the carpet! (whap) Bad doggie.

Tsar jim to ALL: In consultation with L'Emperor Martin, I am making the following proposal.

Militarily, Russia and France have little leverage, even together. We do, however, possess something vital to the outcome of the game, namely, the Supply Centers that would provide the margin of victory for either England or Turkey. We are prepared to use this leverage.

We hereby propose a 4-way E/T/F/R draw. The conditions are simple. If the draw does not pass, we throw our dots to whichever player votes yes to the proposal. If neither player votes yes, then Martin and I will decide arbitrarily who will get the



victory (consideration given to the aggressiveness of this and the following moves).

The seemingly obvious move is for both of you to vote no and continue the race to victory. However, there is the possibility that even with an agreement, one of you will sneak in a yes vote to guarantee victory. If not, it will not be a race, but rather the acting out of a concession to one player or the other.

This is our last chance to get a result, so our resolve is strong. We will happily give the victory to anyone willing to throw us this bone. Vote "yes" for a sure 4-way or a sure victory, vote "no" for a sure loss or a 50/50 chance at a loss you can do nothing about.

GM to Lamethans: I was asked my opinion on this tactic and remind players that I cannot give opinions on specific game-related actions while the game is underway. It's hard enough to refrain from commenting without having you guys invite me to do so!

LAMETH / SUPPLY CENTERS held as of Winter 1909

England	lvp	edi	lon	hol	nwy	den	stp	swe	kie	ber	bel	mos	12
France	par	mar	spa	mun	por	bre	6
Russia	war	sev	vic	bud	rum	5
Turkey	con	smy	bul	gre	nap	tri	ser	ven	rom	tun	ank	.	11

BELT 17 / 1993F

Winter 1907: Austria builds a bud; Russia builds a mos (my error in counting two last turn).

Austria proposes AEFR draw.

Spring 1908: Nested Russian Dolls

Austria (Rich Irving): a vic-russian a gal-boh /nso/, a bud-gal, a tri-tyo, a ven-rom (a nap s [f apu s nap]), f adr s russian f ion.

England (Les Casey): a hol-kie, f nts u, f ska-nwy (f eng s /no such unit/), f den h, f nwg-bar, a swe-fin (f bot s), f kie-bal.

France (Randy Havens): f wes-mid, f rus-rom, a rom-ven (a pic s), f rym-ion (f tun s), a sil h (a ber s, a mun s [a tyo s mun?]).

Russia (Nathan Trent): a wat-sil (a gal s, a pru s [a lvn s pru [a stp s lvn]]), a mos-war, f ion s austrian a nap.

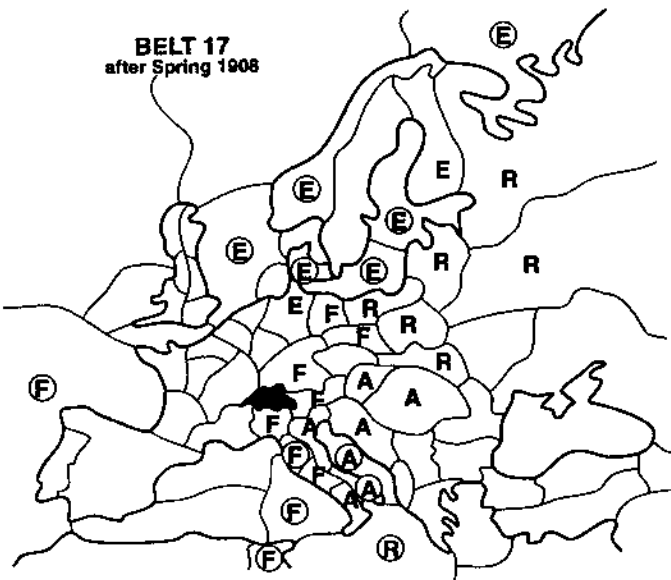
Deadline for Fall 1908 is December 10.

Austria to anyone who'll listen: This has turned into a bored game! If England wants to wait till 1912 to end this, we'll see who rusts first.

GM to Belters: I have all the patience in the world, in case you're wondering.

Austria to GM: I earned a! Wow, I'm honored!

GM to Austria: Just because I was surprised or impressed doesn't mean a good Dip player would also be!



BELT 17 / SUPPLY CENTERS held as of Winter 1907

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

CALLBOARD

Game Openings

KAIDER III/Regular Diplomacy (\$5 gamefee): Dennis Lynch (pd); can take six more. (Help! Somebody else signed up but did not pay the gamefee, and I've misplaced the note!) I have several local players (including two brothers) wanting in; please specify if you prefer a game with balanced geographic distribution.

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

REYNOLDZKAY/Railway Rivals (\$3 gamefee): Okay, okay. Tentatively we have Brown, Irving, York, Brosius, and Quist signed up. I will run one six-player map or two smaller ones, depending on turnout; and I am now taking map suggestions. My own recommendations are Ireland (I; four players), Georgia (GA), or Ohio (OH) but let's hear what you want.

SOLARIS/Diplomacy variant tba (\$5 gamefee): This will be some sort of 'basic' variant—A couple of map changes, a couple of rule changes, nothing too complex. The options are:
Cline 9-Man: adds Barbary States and Persia, slightly expanded map
Diplomacy II: developed by Stephen Agar, there are several small changes which add up to a promising variant—Milan is an SC instead of Venice; north coast of Africa extended to Palestine (with SC in Egypt); Switzerland, Ireland and Iceland passable (Iceland an SC); Siberia added behind Moscow; direct passage across Gibraltar; Russia with option of first-turn fleet placement (StP/nc or sc); build in any SC so long as you own one home SC
Cosmic Dip: each nation has one special power.
a seismic or geophysical variant
others with more radical changes will be pulled out of the box if you want something wilder (U-Boat Dip, a nuclear variant, Algernon Dip)

OTHER GAMES: I've decided Dune, Kremlin, Merchant of Venus, Stellar Conquest or Titan are out for now. MoV or Titan will undoubtedly return in the future. See the separate column for chat about Doug Brown's Blind Dip variant.

circulation of this issue: 105

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, Doug Kent?, Steve McKinnon, John McLaurin, Phil Reynolds, John Schultz?, Mike Stewart, Nathan Trent, Richard Weiss, Andrew York.

Would Doug and John confirm they want to be on this list?

For Diplomacy variant games (some for certain variants only): J.R. Baker, Doug Brown, Dave Golias,

Tom Hurst, Doug Kent, Steve McKinnon, Mike Stewart, Nathan Trent, Chris Warren, Richard Weiss, Brad Wilson, Andrew York.

CALLED THIS MONTH: Some anonymous type for Durla.

Conventions

DipCon XXVIII

Next summer (August 1995) at AvalonCon. I am considering whether we'll be able to afford the trip—current status is "pretty iffy."

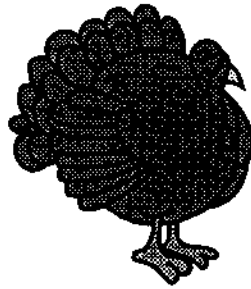
NovaCon V

Our pretty-much-annual housecon is back to its old time slot, this time February 17-19, 1995 (President's Day weekend). It's a little tighter quarters here in Concord but we'd still love to have you come play games and converse all weekend!



Calendar

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
NovaCon: Feb 17-19.
March: 16 Claire Brosius, 29 Casey Elaine Ellis, 31 Daf Langley
April: 30 Cathy Gaughan
May: 12 Richard Weiss, 17 Vince Lutterbie, 19 Steve Langley, 26 Walter Devin Ellis
June: 1 Fred Davis Jr., 12 Ed Wrobel
Origins: July 13-16, 1995, Philadelphia.
July: ?? Junior Gaughan, 13 Andy Marshall, 24 Tom Johnston
August: 15 Brent McKee, 16 Brendan Whyte, 29 Don Williams
October: 6 Harry Andruschak, 17 Randy & Melanie Davis's anniversary, 28 Andy York



Picks and Pans

Mark Nelson has *Variants & Uncles* running again, the official zine of the U.K. Variant Bank. However, his first issue is labelled #32, which was also the number of James Nelson's last issue (October 1992). Mark says, "When I looked through my pile of V&U the last issue I could find was 31... I still haven't discovered where my copy of 32 is... Next issue will be 34.

"Cash subscriptions are available on request... \$1 to the States." Mark is: 1st Floor Front Flat, 3 Kelso Road, LEEDS West Yorkshire, LS2 ENGLAND or email amr5man@amsta.leeds.ac.uk.

Blind Dip Discussion

fm Richard Weiss on Doug Brown's "Blind Diplomacy 1801," to Doug and cc:ed to several zine editors:

It was good to meet you again at Chuff's. Thanks for the help on the rules for PBM Railway Rivals games. My first game as GM is progressing smoothly. Also, we are into the third building turn in the River City Rail Gazette game on your Wine Country Map. Fun so far.

The reason I'm writing is about your proposed game of "Blind Diplomacy 1801." I like the basics of it a lot. I'd like to play it or GM it; but, would like it if you'd make a few changes.

First, let me tell you why the changes. I have as much or more experience with Fog of War Diplomacy as anyone in the country—playing and GM'ing. I've seen most of the results and have recently requested Lee Kendler (the variant custodian) to send me results of all the games. In that variant, Armies cannot see to the seas. Units see anywhere they could legally move. Almost every game has been won by Turkey or France because of the tremendous advantage they possess. Your rules go to decrease this advantage somewhat but I'd like to make it a little bit more even by staggering the starting time of the spies. Specifically, England gets its spy in the Winter of 1901 and France gets its in the Winter of 1902 and Turkey gets its in the Winter of 1903. None of those three countries can have two spies before Winter of 1904.

A second minor change to the rules would be that retreats are without info from the GM on where acceptable retreats are. In the course of a battle there is not such information, especially during a rout, and there is not time to communicate back and forth between GM and player. So, an illegal retreat gets annihilated. However, this is the way the rule is in Fog of War and I've never seen a unit ordered to retreat illegally. (What the retreating unit sees is who attacked from where with what supports and given their information from the preceding season they should have all of the info they need).

I really like the variable sightings based upon orders. I like the seeing of attacks and supports. I like the spy orders being non-contingent. In all, it looks neat.

In fact, I want your permission to run this with one further deviancy. I want to hold a "North American PBM Diplomacy Hobby Zine 1801 Blind Dip Championship" in which 7 different zines field a team. The team has a President (editor or designee) who may or may not be the Commander in Chief or have field rank (control a unit), and a General for each unit (including spy) to start 1901. Thus, each zine would have 4 or 5 members to start. Each general must send in orders for his/her unit separately. There will be two seasons every 6 weeks. Summer with Fall will follow Spring by two weeks. Then there will be a 4 week period between the fall adjudication and the Autumn-Winter-Spring orders Telephone and Email will be greatly discouraged. The field commanders will have to make wise decisions. Year long plans will have to be devised.. Only the President will get a report complete for all of their units except only the spy when in the province of a general gets the spy info. Each general gets a report of their sightings.

I will adjudicate the games. I have a turbo-freak reputation and will run the game very quickly. There will be no season delays. Thus, 10 years of game time could be played in 60 weeks.

I will send a challenge to each and every PBM zine in North America to put up a team. The entry fee will be \$10 per team to me to handle the postage, etc. Then there will be bidding to get in and for selection of a country priority. Highest bid, first country choice, etc. The money raised from this will go to PDORA if Doug

[[continues on page 19]]

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. (Someone else corrected an address this month and I've forgotten whom—sorry!)

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	battleax@athena.mit.edu	yes
Jason Bergmann	5920 College Avenue #5, Oakland CA 94618	72163.3104@compuserve.com	yes
Doug Brown	2517 Indian Wells Road, Placerville CA 95667		yes
John Bryden	Dept. of Math., U. of Calgary, Calgary, Alberta T2N 1N4 CANADA	bryden@acs.ucalgary.ca	email
Jim Burgess	664 Smith Street, Providence RI 02908-4327	burgess@world.std.com	yes
Ken Burke	6 Meadowbrook Road, West Hartford CT 06107		no
Les Casey	10 Wrenwood Court, Nepean, Ontario K2G 5V3 CANADA	aa158@freenet.carleton.ca	email
Roger Cox	57 Coastline Drive, Inman SC 29349-9655		yes
Greg Ellis	2005 Dublin Drive, League City TX 77573	GregE625@aol.com	yes
Peter Evett	4819 D Swiss, Dallas TX 75204		yes
John Galt	701 Welch Road #323, Palo Alto CA 94304-1705	john_david_galt@cup.portal.com	yes
Charles Goetz	c/o S. Kartofels, 625 W. Madison; Tower 4, Apt. 402, Chicago IL 60661	cgoetz@kendaw.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 Heppe	26 Meadowbrook Lane, Chalfont PA 18914		yes
Tom Hurst	5628 Byrneland Street, Madison WI 53711		yes
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[[Blind Dip continues from page 18]]

Kent, etc. is willing. Each zine will be expected to publish the yearly results. I will make public knowledge the # of SC's each zine possesses (unless talked out of this idea). This seems to me to be a fun way to create some interaction among the hobby people, and lots of potential for press as each general can submit press. Bragging rights as "The BEST Zine" go to the winner.

Oh, one more thing. Each new unit must either have a new general, or else K must be forced marched/sailed to a province adjacent to the province where it's commander already has a unit. The existing unit must stand until it is joined. At any time thereafter if one general has command of two units and those two units become no longer adjacent, one of them is annihilated. Although, at any time prior to the season of annihilation, a field promotion could occur and a new general appointed to take over the unit. No two generals for the same zine may have the same general zip code. I'm undecided on what to do if a unit is annihilated, R-ord, or dismantled as far as the General. I tend to think they could come back as another general of another unit if the

President so wishes.

So, I hope you get the picture—I'm excited and got carried away by your variant and want to have some fun with it.

[[Pete here. I'm all for the idea of a multi-zine tournament. It's complicated but I think it's worth it, especially in the format Richard has proposed. The "Grand Tournament" portion (separate generals for each unit) will be the hardest, both finding enough players and then getting those players to coordinate their orders.

[[As for the changes Richard suggests to the rules themselves, I can live with or without them. I think the 2-week/4-week deadline idea for retreat sessions is good, but the staggered spy starts seems like a bad idea until and unless we actually the playtest the game. (I am a big foe of twiddling with rules before the first playtest, as the players in Traftamadore will tell you!)

[[So, readers, send your comments on: the rules of Blind Dip (from last issue) and Richard's changes; the tournaments idea; and whether you would like to participate!]]

Been There, Read That

pagefeature

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DEADLINE: December 10!

I figure it's easier to slide the next two deadlines, thereby missing the Christmas/New Year's week, than to skip a month altogether. I've averaged 10.5 issues per year ever since I started publishing, why should this year be any different??

This is the issue that was supposed to be a warehouse, right? Well, I just had TOO MUCH STUFF to put it all off until next month (even *without* anything from Cathy, boohoo!). I hope nobody minds. Have a wonderful, relaxing Thanksgiving!

Pete

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MORE AMONG THE TREES

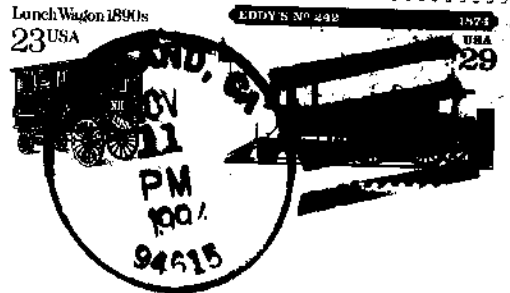
My Dad is going to act in another play, Nov. 4 he opens in "Something's Afoot", a musical take-off of Agatha Christie's *Ten Little Indians*. At least he doesn't have to perform the whole show: he dies four pages into Act Two. He has been told to take it easy—extreme restriction on his driving because of his current drug regimen, he's not supposed to go more than 10 miles from home so I get to keep the Powerbook for a few months. This latest heart attack uncovered some damage and clot-formation the doctors didn't know about before, so they're thinning his blood (using Kumedin), testing periodically, and will check in six months to see if the angioplasty took or if more bypasses will be needed.

About that convention. It was another photo trade show; I don't attend this east coast show (VisComm: visual communication show) unless Mamiya (maker of fine professional cameras) needs help in their booth and pays my way. Well, this year they decided to hold their sales meeting here (HQ is in Westchester County, north of NYC) instead of adjunct to the PMA show in Las Vegas in February. So ALL the sales reps flew in for this one (except my dad who would have begged off anyway for rehearsals), giving me a couple of days to explore again.

It turns out I love Manhattan. Maybe I'd feel different about it if I lived there (wonderful place to visit but...?); I could get tired of the traffic noise (not the traffic itself, mind you—the amount is not much worse than other cities I've lived in, but it's so damn LOUD!) and the cost of living. But as a visitor it's an exciting, interesting place. The museums are way more ^{cool} than any on the West Coast. I spent three hours on a Friday afternoon in the American Museum of Natural History (of the seven or eight I know only the L.A. version is better), last year I spent even more time in the Metropolitan Museum of Art (easily the top).

The theater scene (because it's so concentrated) is far more accessible. And people are generally proud of the right things here, unlike Dallas or L.A. where they're boasting about their cities for all the wrong reasons.

It was strange to see the foliage along the Hudson. I've always heard all the jokes about how dirty that river is, but the Jersey side is lined with trees (and, uprown, tree-covered bluffs) which haven't all turned yet, so there's a thick mix of yellow, brown and green. But the region was still not nice enough to *appreciate* weather delays at the airport!



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recycled paper

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