

The Roar of the Greasepaint

(the letter column)

[[Belated answers to Jim Bailey's Obscure Musical Babes Quiz are in the Trafalmore press. Some one person answered one of the names, but I've forgotten who.

[[Of course nearly everyone wrote to wish us well. However, one reader couldn't do this. I realize that congratulations are not to be expected, but appreciated—I do not 'expect' people to be happy for us. But this person's response was unique and therefore a topic for conversation:

My usual reaction to hearing of a pregnancy/birth is something along the lines of "Congratulations on contributing to the world's overpopulation problem" but that seems to upset people who think their babies are going to be something special, so I won't say it.

[[...which feels, of course, even more insulting than simply saying it. I'll give you my take on this necessity.]]

Paul Gardner

Congratulations on the conception! When Helga (now 3 1/2 years) was conceived I didn't know what to feel and I was definitely slow picking up the books (although I really feel the key to being a good labor partner—if that's how you're going—is to be comfortable together). Personally I couldn't do a zine and give her the time she deserves. But everyone's different about that. Eric Brosius, on the other hand, has two kids, a serious job and look at all the hobby stuff he does...

All I can really say is "good luck".

[[The big difference here is, I don't have a serious job! Maybe I'm overly optimistic but being self-employed means never having to say "I'm working late"...

[[Yes, I intend to be Cathy's labor coach. We may not be fanatic natural-childbirthers, but I won't be deprived of being an active part of this process.]]

Vince Springer

Greetings and congratulations on the new cridder! Hope the pregnancy goes smoothly—for the both of you! Making babies is way down on my totem pole right now but you are going to have to keep me posted [as if I had to ask!]

Brendan Whyte

Congratulations on the impending family! May the patter of tiny feet continue to delight you even at 2 am!

Queries to James *[[Hardy]]*: Isn't AFC "Association Football Club"? AFC's here are. And I thought Charlton was the only "Athletic" club? But I haven't bought *Shoos* magazine's league ladders for several years. I chose Liverpool because it is famous and kids root for it because it is famous and wins. I support teams I have a connection with somehow, however well they do; so I support Meadowlark Thistle in the Scots leagues because the school 50m up our road is Meadowlark Primary (which I attended).

[[Truly a tenuous connection! You're lucky it wasn't Queen of Angels, in which case you'd have to root for Queen's Park or Los Angeles!]]

Nathan Trent

Congratulations! Best wishes to you both for a healthy pregnancy. Follows is from a poem by Anne Waldman titled "To Baby":

"A little saint best fits a little shrine."

[[for Nathan's poem and the rest of the letters, turn to page 7...]]

The Second Genteel Debauchment

Iain Bowen

Genteel Debauchment is an occasional column by the dread Bowen who has been known to be resident at 5 Wigginton-Terrace, in the City of York within the County of North Yorkshire within her majesty's realm of the United Kingdom of Great Britain and (pro tem) Northern Ireland. Access via the beastly telephonic communicator is +44-1904-640095 and via the global InfoBahn at alaric@haritech.demon.co.uk.

Last time I wittered about the Ungovernment, those who follow the news broadcasts may have heard that their latest wheeze is to have signed a collective Cabinet suicide pact should they be defeated on an EU budgetary measure—promising us a General Election should this Parliamentary trifle fail. This ensures that it will pass, saving us from the spectre of Citizen Blair and his new model Labour party sweeping to power by some massive majority before I can flee to some useful tax haven. Blair is, allegedly, a socialist and whilst I personally have no brief for them, the hostility shown by some Americans to even the mildest support for such beliefs can be quite terrifying. But, I digress, it is not Blur's tax policies that frighten me—more his general puritan demeanour and low Anglican illiberalism. I think I would rather spend the forthcoming Blair years from another country—destination as yet decided but if any one needs a Limey Oracle programmer, please don't hesitate to get in touch (below the Mason-Dixon line preferred).

Anyway, as I said politics is dull—no Tory Minister has been caught with his hand in someone's else's pocket, nor have been caught with another woman (save for perpetual sinner Steven Norris who has six mistresses but no wife) nor with another man (save for Michael Brown, a thoroughly decent Libertarian type representing the good people of Brigg and Cleethorpes, who has finally decided that closets are uncomfortable places to reside) or with a Shetland pony. The National Lottery has gripped the country—forcing me to change my supplier of gentleman's periodicals as I can't get to the counter for the prole hordes buying the tickets. At a mere 14 million to one to scoop the pool you can't fail of course and it has just turned four more lucky punters into squillionaires.

So, with dull politics, I shall turn to food—my other prescribed subject. I could rattle about a recent restaurant meal—but I've already done that in my own zine (yes, it still lives, but only just). So, I shall twitter about Imperative Cookery—I am an Imperative Cook—mèals are not labouriously planned, diets are not followed, although I occasionally attempt to follow one to remove excess poundage. Imperative Cookery is easy: you shop often looking for the freshest and best ingredients, you cook to the seasons to ensure this.

So, if the decent butchers on Petergate has good rabbit, then you buy the rabbit—then off to the market for the vegetables to go with it. Creme Fraiche from the supermarket, Dijon Mustard from the stores at home. And voila, lapin au moutard with new potatoes and maybe some fresh peas. Mind you, some times you might see the nice rabbit is good—but the belly pork is better then it might be pork with mashed potatoes and spiced cabbage. The whole idea

is to eat what is best and the most surprising thing is that frequently this is cheapest (but not during those weeks when Scott's have fresh partridge).

This idea gives you lot of scope for experimentation—the only problem with culinary experimentation is that you have to eat your mistakes, occasionally the local Chinese take-away gets my unexpected custom. For instance it took several attempts to get meatballs right, a couple of which were totally disastrous. For guests, things are a little more difficult—you can't experiment too much for fear that it will be a failure and ruin the evening. This means that it can limit the Imperative Cook

Obviously, I don't have time to practice this all the time, and a small supply of food lurks in the freezer compartment in case of overtime or being in a rush—or just feeling lazy. Also you cannot buy everything for every meal, stores must be placed on hand, pulses, grains, some frozen vegetables, dried herbs, some dried pastas (others can be made), spices, a few tins (anchovies, tuna, tomatoes etc.). The other thing you must have is a good source of recipes—an aged grandmother is best, one who cooked before the advent of Taste Stringfurters with EazyKook Krinkchips and yummy Old Grandma's giblet sauce. Other than that—a wide collection of books from around the world will suffice.

I shall leave you a fairly Imperative recipe—do not follow it slavishly, adapt for your best ingredients and your own taste—be Imperative. This is, however, a winter dish best on a cold winters night. It's origins are based in Italy—Arrosta di maiale al latte.

Pork Cooked In Milk

1kg of loin of porked or boned leg with some fat on it

300ml of white wine

3 tbsp of white wine vinegar

3 tbsp of olive oil

575ml of full-cream milk

some rosemary, salt, and pepper

Mise en place: Marinade the meat overnight in the wine and vinegar in a cool place—not a fridge unless it is too hot.

Cooking: Remove the meat from the marinade and dry it with paper towels—season it with salt and pepper. Place the olive oil into a casserole dish and place over a medium heat until hot but not burning. Brown the meat in this until uniformly brown.

Pour the milk around the meat, add the rosemary, put the lid on but leave it a little offset to allow the liquid to evaporate. Adjust the heat to simmer and do it for around 1 and a half hours turning the meat from time to time.

When the meat is done—remove it and skim off the fat that is sitting on the surface. Turn up the heat and boil to reduce, when you have a dark brown residue add 150ml of the marinade and deglaze. There may be some curdled lumps but these can be sieved out. Carve the meat into thickish slices.

Personally I serve with new potatoes and spinach.

I must flee now, the Chancellor will be having his budget on Tuesday and I must go to the shops to stock up on Belgian beer, Bourbon and fags before the impending "sin tax" rises. Will this do?

[[It will, quite.]]

VULCAN / Deviant Dip 92JFrc04

Rules now in effect:

- Rule 0: Master Rule.
Rule 9: Perpetual Balloting. Cathy gets two votes. Anyone in the zone may propose a rule.
Rule 10: Secret Ballot. Voting on rule changes is kept secret.
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, may build immediately.
Rule 199: Pass More Rules 2. Any rule which receives net +12 or more votes is passed, unless it is (1) a "quick-kill" rule (passes with 24+ yes and 0 no votes); (2) a "porkbarrel" rule (net +36 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 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.
Rule 282: Earth-Shattering News! Players are allowed one seismic attack after each fall turn.
Rule 286: Blast Off. Players may build a rocket in each turn. Rocketing a unit is not a move.
Rule 287: Open Builds. Builds (including special builds) may be made in any unoccupied space.

Text of 282 (Seismic Dip): add the following...

A seismic attack is an order to separate two adjacent provinces, and join the two province that touch the separated border (e.g., Sep Bre/Par, Join Gas/Pic). The edge of the board, and Switzerland, each counts as an impassable province and may be used in seismic attacks. A province may be completely surrounded by water (e.g., Separate Spa/Por, Join Mid/Mid => Por becomes an island in Mid).

Orders fail if ambiguous or impossible, or if they conflict with each other (e.g., Sep Tyn/Ion, Join Nap/Tun will conflict with Sep Tyn/Tun, Join Ion/Wes). Orders can never split a province in two. The GM will supply coast names required to determine fleet positions if players do not provide them.

Pre-Fall 1905

Austria, Conrad, England, Italy, Turkey and Yahweh build rockets.

Poet Warrior builds: Italy a marseilles; Yahweh a harad.

In my list of spaces last time I forgot to reinstall the original-Dip provinces which were converted to something else under Cline 9-Man. Spain and North Africa are the ones I'm aware of (thanks, Greg)—any others? I also forgot to "de-ice" North Sea.

I also forgot that units may not collect snow in 'sheds' (non-map spaces).

Finally, a couple of you didn't read the hypnotism rule—it may only be used for ordinary orders—specifically, not for Snowball Fighting.

De-SC'ed by Black Death: pictism.

Fall 1905: Class Struggle

Austria (Andrew York): a10 yorkshire rockets to shire, RR at a edinburgh

f10 north atlantic melts nwg /hypnotized/, RR at english a edi

Barbary States (Brad Wilson): no units.

Conrad (Conrad Minshall): a10 lebennin rockets to barad-dur, RR at a belgium

England (Greg Ellis): rocket unused

a7 edinburgh h, RR at f brest

a10 liverpool h, RR at f brest /unit destroyed by rocket/

a10 yorkshire h, RR at f brest

f10 irish h /hypnotized/; ammo left = 1s

f10 norwegian h, RR at f brest

cf10 helgoland h /hypnotized/; ammo left = 1s

cf10 western med h /hypnotized/; ammo left = 2s

ca8 piedmont-syrolia /hypnotized/; ammo left = 1s

France (Matthew Lahtinen): no units.

Germany (John Galt): f10 iron hills h, RR at a esgaroth; hostile; ammo left = 1s

f10 north atlantic-cc:mid-atlantic-marseilles, De at a piedmont; ammo left = 1s

a9 erebor-ered lithui /hypnotized/; ammo left = 2s

Italy (Mark Lew): rocket destroys english a liverpool

a10 marseilles h, RR @ a piedmont; ammo left = 1s

f10 mid atlantic h, RR at f irish; ammo left = 2s

a10 holland rockets to khand; ammo left = 2s

cf0 brest melts mid-atlantic /annihilated by snow/

Jim-Bob (Jim Burgess): nmr. a10 burgess unordered; ammo left = 2s

Marie (Cathy Gaughan): a10 dunland-east emner, RR at f city of the corsairs

f10 southern sea-minhiriath, RR at f city of the corsairs

a10 edoras-edinburgh, RR at f city of the corsairs

Nelson (Mark Nelson): no units.

Persia-Arabia (Jack McHugh): no units.

Russia (Jason Bergmann): nmr. rf10 bergmann unordered, f0 city of the corsairs

unordered /annihilated by snow/

Salinas (Rich Irving): a10 esgaroth-elven king's halls /hypnotized/; ammo left = 2s

Turkey (Steve Nicewarner): ra9 bulgaria rockets to barad-dur; ammo left = 2s

a10 berlin-munich; ammo left = 2s

ca9 belgium h; ammo left = 2s

Whyte (Brendan Whyte): f10 whyte-cc:mid-atlantic-north africa; ammo left = 2s

f9 liverpool unordered; ammo left = 2s

Yahweh (Pete Gaughan): rocket destroys lorn

ra10 constantinople h, RR at f city of the corsairs

f10 apporter h, RR at f city of the corsairs; ammo left = 1s

a10 harad h, RR at f city of the corsairs; ammo left = 1s

a10 high pass-gladden fields, RR at f city of the corsairs; ammo left = 1s

Seismic attacks:

Austria: Separate Por/Spa, join Mid/Mid. (Portugal is an island, Spain has one coast.)

Conrad: Separate Sou/Bay, join Adt/Cit. (Bay of Belfalas is a lake.)

Germany: Separate Esp/Esg, join Ere/Wit (Erebor sucks up to Withered Heath.)

Salinas: Separate Esp/OFR, join RRu/EKH. (River Running and Elven King's Halls reach out to connect.)

Turkey: Separate Bur/Mun, join Bel/Mar (fails: appropriate 'join' is Ruh/Switz.)

Whyte: Separate Mid/Wes, join Spa/NAF. (Gibraltar is closed. Spain now has two coasts again, North Africa also has two (w/lec).)

Yahweh: Separate Yor/NtS, join Edi/Lon. (Yorkshire is landlocked.)

Passed this turn:

Rule 295: *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. *[[This vote occurs after build in W'05, before regular rule-voting.]]*

Rule 296: *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. *[[Interp: there's one HUGE space on the east edge of the map. This space has a very long 'coast' from Barents to Armenia. Fleets in Finland may move to any sea or previously-coastal space adjacent to Finland. Norway now has two coasts. Note that Finland is still iced.]]*

Rule 297: *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.

Rule 302: *Campaign "Slush" 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.) *[[Interp: basically, you get two sets of votes. Each of your units gets as many votes as it has HPs (which can't be broken up between proposals); each player also gets votes equalling SCs*VPs (which can be broken up).]]*

Rule 303: *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.

Sunset Clause then deletes Rule 12: Perpetual Deviant. Game may now end in a draw of less than eight players.

Rulemaker builds, Winter 1905: Bergmann 2, Ellis 2, Galt 3, CGaughan 1, Irving 1, Lew 1, Minshall 1, Nicewarner 1, Whyte 1.

Poet Warrior builds, Winter 1905: Galt 1, PGaughan 1. (These require a center to support them and so will not be separate from regular builds during Winter turns.)

ACEGIJMRSTY draw: ATW yes, CE no, GSY abstain, others nvr. A resounding non-result in my opinion; we will continue.

Deadline for Winter 1905 is January 20.

Don't forget to send your year or may to each rule currently on the books.

Game Paradigm: Poet Warrior builds (Spring, Fall, Winter)

rocket builds (Spring, Fall, Winter)

Black Death strikes (Spring and Fall only)

orders (incl. Chinese Checkers, Hypnotism, melting, teleportation; builds in Winter)

Seismic attacks (Fall only)

Snowball Fighting attacks

History Skewl quiz

votes on old proposals, those passed take effect

Sunset Clause kills one rule

new proposals offered

Edicts of the Vulcan GOD

Several of you tried to attack spaces you moved away from. No can do (or at least, verry difficult). When calculating 'range' for snow attacks, it's the positions of the units *after* movement, just like in SF. See the 'Pre-Fall' turn for more rulings.

Someone suggested identifying the supply centers. They're already identified on the Downfall map; I've added little doughnuts on the Dip map for SCs.

Conrad: Oh my! What fun! What happens if one uses this against an island's border. Or let's say I decided to separate Erebor and Esgaroth?! Heh, heh, cut Erebor right out of the map! And can this be used to put breaks in the alphabetical adjacencies too?! I love it! No doubt you'll have to keep giving us new maps each season... Well here are my revised orders then:

GOD: Remember, for every Separate there must be a Join order. If you cut an island, you have to join it to something. In the example I gave, the Por island in Mid can be 'undone' by ordered Sep Mid/Mid, Join Por/Spa. You cannot give an order which only involves two provinces. (You may cut breaks in the alphabetical adjacencies if you can demonstrate which two other provinces would be joined at the ends of the cut border-segment.)

Ellis: So how come Germany gets to move on the ice and I don't? That is NOT how the ice storm works: nobody moves on, nobody moves off.

GOD: Wrong. "Units in an ice space can't move or support but may hold." Nothing said about moving *into* an ice space.

Ellis: The last words I remember on supply centers were rules 220 and 261. Does rule 220 somehow not apply to the Downfall spaces? Or the offboard spaces?

GOD: Sorry. 220 was a one-time effect, it does not ban spaces of less than nine letters becoming SCs after 220 kicked in. 261 (no sea-space SCs) IS such a ban.

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: 5 for Galt (CGSTW), 3 for PGaughan (AMY).

Mark Lew

There once was an Angel named Serra,
Who isn't the least bit embarrassed that once, in her youth,
She shackled up with an Uth-den Troll. "Was he good?" "Oh, yes, verra!"

Pete Gaughan

It's rained once or twice, mostly at night,
and been cold days (cold for people), so the strip of green
has been silent. But today...

The sun on the creek wakes the frogs from sleep

and the shamrock spreads out, waving at the draperies,
rising as slowly as the couple in the next room.

An egret gives up, flies east to the marsh
but the gulls never quit. Their harsh caws
take over the soggy field where children
are forbidden from play.

The early birds are the little hooded friars—
juncos, the grave, grounded cousins of finches,
blessing a sacred sight as they glance in the window.
Even the jay can't scare the juncos away.

Something rattles outside the bedroom—
has a raccoon finally found the birdseed stash?
Nothing there; just the clash
of jaysong and frogs, harsh and tender,
short and sharp, sweet and long
like the night's love echoing back.

New Proposals

Prop 305 (Minshall): *Splice or Dice*. Each adjudication (right before voting) you may either cut a province into two provinces or you can join two adjacent provinces into one. If you join two provinces then you specify which name is used for the resulting combined province. That name determines whether the combined province is water or land, whether it is a supply center, and which unit(s) if any occupy it. If you split a province then you invent a new name and specify which province gets the new name and which keeps the old one. The SC status of the split province makes both new provinces be either SCs or non-SCs, but created SCs are neutral.

Adjudication of everyone's "splice or dice" orders should be sequential, and in a random order, with GM ignoring all orders that turn out to be unimplementable (due to earlier splice/dices or seismicity or

Prop. 306 (York): *Suitcase Nukes*. Everyone who has a proposal pass (including this turn) gets one suitcase nuke for each passed proposal. These can be used at any time to destroy any center on the board.

Prop. 307 (York): *Happy New Year*. GOD/GM sends everyone in the game (with a unit) a magnum of champagne to celebrate the new year with.

Prop. 308 (Whyte): *Double Shake*. Players may, instead of ordering a seismic attack, support another player's seismic attack. Supported attacks will succeed versus unsupported attacks; attacks with equivalent support are still impossible.

Prop. 309 (Ellis): *Capital Gains Tax Cut and Welfare Reform (in celebration of the Republican sweep!)*. Any player that lost supply centers due to rule changes or sunset repeals since November 1992 is awarded an equal number of supply centers chosen at random from the neutral supply centers effective immediately. Any player receiving supply centers under this rule may build on them during any season, but only during the first year of ownership. Any player that lost units as a result of any rule change or sunset repeals since November 1992 receives that same number of units placed randomly on the board. Any player granted a center as a result of Dot Socialism (#264) loses that center at the end of Fall 1906 (unless the center is earned by that time).

Prop. 309 (Ellis): *Proposition 187*. Persons illegally in the game are not allowed to receive any government services or benefit from any rule changes. A person is in this game illegally if that person has failed to submit either moves or proposals for two consecutive seasons.

Prop. 310 (Lew): *Triumph of the Poet Warriors*. All spaces, units, rules, proposals, deviant paradigm, etc. are repealed; the only thing remaining is the poetry contest. Any player or spectator can send a poem. Any player or spectator can cast two votes: one for the best poem, and one for the worst. Player receiving the most "best" votes gets +3 points, second-most "best" votes gets +1 point. Player receiving the most "worst" votes gets -3 points, second-most "worst" votes gets -1 point. Player who reaches +18 or above, or -18 or below, wins the game. ("Best" and "worst" are separate polls; votes are not summed. Positive and negative points are summed.)

Prop. 311 (Lew): *Nuke Kids on the Block*. Vulcan becomes a Nuclear Yuppie Evil Empire Dip game, starting fresh in pre-1901 positions. GM picks seven players whom he deems are demonstrating the most interest in the game and assigns them the seven original positions, somewhere close to the position they've been playing in Vulcan. Other players are each assigned a neutral center and one nuke.

Prop. 312 (Irving): *Population Explosions*. After each Winter's adjustments, each unit on board will produce new units in each adjacent province (including through the passages). Armies produce armies only, fleets produce fleets. Anything else produces anything else. Armies cannot be created at sea; fleets cannot be created on land. These units must be disbanded the following Winter if a player has more units than SCs, just like normal units. *[[Interp: conflicts will be resolved at random, except that conflicts at coasts will be resolved in favor of the 'possible' explosion. Rulemaker and clone units will NOT propagate these attributes, since P.E. specifies excess must be disbanded.]]*

Prop. 313 (Simmons): *The Livonian Canal Rule*. Any attempt to move between two

VULCAN / SUPPLY CENTERS and VOTING STATUS after Fall 1905

	SCs	VPs	Normal Votes	Builds*	
Austria	Yorkshire , apporter , forland , SHIRE	2	4	8	even
Barbary States	city of the corsairs, talisman , osgiath	3	0	3	+2
Conrad	lamedon , enchanter , river running , 1/2BARAD-DUR	3.5	4	14	+2
England	caulonia , socsaw , khand , YORKSHIRE, 1/2EDINBURGH	2.5	12	25	-2
France	constantinople , windore , lebennin	1	0	1	out
Germany	liverpool , esgaroth , heterogeneous , IRON HILLS, 1/2MARSEILLES	3.5	2	10**	+1
Italy	casablanca , canary-islands , havens of umbar , KHAND, 1/2MARSEILLES	2.5	0	2.5	-1
Jim-Bob	edinburgh , alexandria , minibirich	0	0	0	out
Marie	isengard , druwaith laur , helm's deep , afghanistan , minas morgul , 1/2EDI, MIN, EEM	6.5	6	41	+3
Nelson	pietism , south gondor	1	0	1	+1
Persia-Arabia	mascotias , verdigris , grey havens	2	0	2	+2
Russia	west-africa , lor , east-ermet	0	0	0	out
Salinas	erebor , moneyed , khazad-dûm , ELVEN KING'S HALLS	4	0	4	+3
Turkey	jerusalem , beluga-stan , harad , 1/2BARAD-DUR	5	0	5	remove a mun
Whyte	crisis , south ithilien , LIVERPOOL	3	0	3	+1
Yahweh	pace , imladris , APPORTER, CONSTANTINOPLE, GLADDEN FIELDS, HARAD	6	6	38	+3
Totals:		41		139	

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

Total SCs: 65. Neutralized by Black Death: minas tirth, pietism, windore (corsica, holland, kazakhstan, moscow, sevastopol); by rocket: lor (F05).

Neutral: **arduin**, **anorien**, **barad-dûr**, **belfalas**, blue mountains, bree, convocation, distain, dol guidor, dunland, eastfold, edoras, heir, hollin, insoluble, lorien, nurn, peril, resultat, slash, south rhûn, spain, uddn, wold, zari

The following will be home centers if taken by the appropriate power: Austria moneyed, insoluble; Barbary States lor; England heterogeneous, liverpool; Germany enchanter, erebor; Italy distain, peril; Persia-Arabia resultat, apporter. Also, the first Downfall center any players occupies is a home center.

* Regular builds—RuleMaker builds are in addition to these figures.

** Includes three bonus votes from Poet Warriors.

Remember *each unit*, including new builds, may vote its HP count.

Province List

(spaces are adjacent to those above & below)

space abbrev. SC. ice

Adriatic Seaadr.....
 Aegean Seaaeg.....
 Albaniaalb.....
 Amon Sulamo.....
 Andraetadt.....
 Anduinand.....SC
 Anfalesanf.....
 Angmarang.....
 Ankaraank.....
 Anorienano.....SC
 Apporterapp.....SC
 Apuliaapu.....
 Armeniaarm.....
 Azanubizaraza.....
 Barad-durbrd.....SC
 Barentsbar.....ice
 Belfalasbfl.....SC
 Belfalas, Bay ofbay.....
 Belgiumbel.....
 Beorn's Marchesbeo.....
 Berlinber.....
 Black Seabla.....
 Blue Mountainsbk.....SC
 Bohemiaboh.....
 Brandywinebra.....
 Breebree.....SC
 Brestbre.....
 Brown Landsbro.....
 Budapestbud.....
 Bulgariabul.....
 Burgundybur.....
 Cam Dumcdm.....
 Camencm.....
 Carrockcrk.....
 Celebrantcel.....
 Central Mirkwoodcmi.....
 City of the Corsairsct.....SC
 Clydecly.....ice
 Constantinopleoon.....SC
 Convocationcnv.....SC
 Crisisori.....SC
 Dagorladdag.....
 Dead Marshesdma.....
 Denmarkden.....ice
 Distaindis.....SC
 Dol Guidordgu.....SC

Druwaith laurdru.....SC
 Dunlanddun.....SC
 East Ermeteem.....SC
 East Mirkwoodemi.....
 Eastern Mediterranean Seaems.....
 Eastern Wasteewa.....
 Eastfoldeas.....SC
 Edinburghedi.....SC ice
 Edorasedo.....SC
 Elven Kings Hallsekh.....SC
 Eryn Muiemy.....
 Enchanterenc.....SC
 Eredwaithene.....
 English Channeleng.....ice
 Entwashent.....
 Eotheadeot.....
 Ereborere.....SC
 Ered Lûthieli.....
 Esgarothesg.....SC
 Ettenmoorseti.....
 Fangornfan.....
 Far Haradfar.....
 Finlandfin.....ice
 Forlindonfor.....
 Forlondfid.....SC
 Forochelfcl.....
 Forodwaithfdw.....
 Framsburgfra.....
 Galiciagal.....
 Gap of Rohangap.....
 Gasconygas.....
 Gladden Fieldsgla.....SC
 Gorgorothgor.....
 Greecegre.....
 Greenwaygrn.....
 Grey Havensgha.....SC
 Grey Mountainsgmo.....
 Gundabadgun.....
 Gwathlogwa.....
 Haradhrd.....SC
 Haradwaithhdw.....
 Harlindonhldn.....
 Harlondhar.....
 Havens of Umbarhav.....SC
 Heirhei.....SC
 Helgoland Bighthel.....
 Helms Deephde.....SC
 Heterogeneoushet.....SC
 High Passhpa.....
 Hollandhol.....

Hollinhin.....SC
 Ice Bay of Forochelice.....
 Imladrisiml.....SC
 Insolubleins.....SC
 Ionian Seaion.....
 Irish Seairi.....ice
 Iron Hillsiro.....SC
 Isengardise.....SC
 Khandkha.....SC
 Khazad-dûmkdm.....SC
 Kielkiel.....
 Lamedonlam.....SC
 Lebenninlebnin.....SC
 Lhunlhu.....
 Liverpoollv.....SC ice
 Londonlon.....ice
 Lorienlor.....SC
 Lornlom.....
 Lossamachloa.....
 Lyon, Gulf oflyo.....
 Marseillesmar.....SC
 Mid-Atlantic Oceanmso.....
 Minas Morgulmmo.....SC
 Minas Tirthmti.....
 Minhirathmin.....SC
 Moneyedmon.....SC
 Munichmun.....
 Naplesnap.....
 Near Haradnha.....
 Nenuialnen.....
 Nindalfnin.....
 North Africanaf.....
 North Atlantic Oceannao.....ice
 North Downsndo.....
 North Ithiliennit.....
 North Mirkwoodnmi.....
 North Rhunnrh.....
 North Seants.....
 Northern Wastenwa.....
 Norwegian Seanwg.....
 Numnur.....SC
 Old Fordofo.....
 Old Forest Roadofr.....
 Orodruinoro.....
 Osgiliathosg.....SC
 Paecepac.....SC
 Parispar.....
 Perilpri.....SC
 Picardypic.....
 Piedmontpie.....

Pietismpit.....
 Porosporos.....
 Portugalpor.....
 Red Seared.....
 Resultateras.....SC
 Rhudeaurrhu.....
 River Runningrru.....SC
 Romerom.....
 Ruhrruh.....
 Rumaniarum.....
 Seesawsee.....SC
 Serbiaser.....
 Shire, Theshi.....SC
 Silesiasila.....
 Skaggerakska.....ice
 Slashsla.....SC
 Smyrnasmy.....
 South Downsedo.....
 South Gondorsgo.....SC
 South Ithiliensit.....
 South Mirkwoodsrm.....
 South Rhunsrh.....SC
 Southern Seasou.....
 Spainspa.....SC
 Sutherlandsut.....
 Swedenswe.....ice
 Syriasyr.....
 Talismantal.....SC
 Tolfalestol.....
 Tunistun.....
 Tuscanytus.....
 Tyrofatyo.....
 Tyrrhenian Seatyr.....
 Uduudu.....SC
 Veniceven.....
 Verdigrisver.....SC
 Viennavie.....
 Waleswal.....
 West Ermetwem.....
 Western Mediterranean Seawms.....
 Western Seawsw.....
 Western Wastewwa.....
 Wilderlandwil.....
 Windorewin.....
 Withered Heathwit.....
 Woldwol.....SC
 Yorkshireyor.....ice
 Zarizari.....SC

non-adjacent spaces will create a "canal" which will allow future movement of all unit types between these spaces. *[[If you've been watching Tralfamadore, you'll get the joke.]]*

Prop. 314 (Galt): *Sunrise Clause*. Each turn, the GM selects at random one rule which was previously proposed in Vulcan but did not pass, and enacts it as if it were being voted on on the current turn and passed. Rules enacted this way shall have the same numbers they had when first proposed (so that Sunset can kill them easily).

Prop. 315 (Galt): *Who Says I Can't Park Here?* Fleets may occupy any space, and may move from any space to any adjacent space. Exception: A move between two land spaces which are physically adjacent on the map is allowed only if they are both coastal provinces and are adjacent along a coast, as required by regular Diplomacy rules. This rule does not make any province "two-coasted" which is not that way on the map. If any rule change (including repeal of this rule) or map change makes it impossible for a fleet to leave the space it is in, then on the next Spring, Fall, or Winter turn, the fleet's owner may convert it to an army or disband it, or do neither.

Prop. 316 (PGaughan): *Where Have All the Flowers Gone?* All neutral supply centers which cease to exist.

Prop. 317 (Nicewarner): *Maven Anyone?* All bribes must be in the form of collectable trading cards. Pete will judge the value of the card to him and act accordingly. INWO cards have double value. Fnord.

Prop. 318 (Nicewarner): *More Supplies*. Any space on the "normal" diplomacy board which would be a supply center becomes one. This does not change the supply center status of other centers on the board.

Press

England to Germany: So how come you show up on my little island right after proclaiming you are going to Dwarvenland? I am a halfling, not a dwarf!
Ellis to Lew: An NMR?! Mark, I am SOOOOOOOOOO disappointed!

Conrad: A few examples of "splice or dice" orders: SPLIT North Sea from boundary with Yorkshire to boundary with Denmark. Name the southern piece "Anglican Sea". (So the northern part stays "North Sea", and any occupying units stay there).

JOIN Tunis and Ionian and call it Tunis (ION is gone along with any units in it and TUN is now adjacent to NAF, TYN, NAP, APU, ADR, ALB, GRE, AEG, & EAS)

SPLIT Spain from boundary with Western Med to boundary with Western Med. Name the southern piece "Valencia" (Valencia becomes a neutral supply center bordering only Spain and Western Med).

JOIN Barents and St. Pete and call it Barents (separates Scandinavia from Russia and say good-bye to STP and any units in it)

Scene for *Escape from NNS Island*, starring Clint Eastwood: "OK Boys, we just made it off 'The Rock.' The first land lubbers ever to escape from that hell hole of a prison to the City!" (Suddenly, the ground beneath them disappears due to a virulent Sunset Clause.) "AAAARRRGHH! We're FFFAAALLLLLLLLLLLIINNNGG!!!! MMMOOOMMMMMYYYYYYYY!!!!"

VULCAN / Deviant Dip Rules Complete Text of Rules in Effect after Fall 1905 (amendments in ~~strikeout type~~)

Rule 0. Master Rule. Each turn, each remaining player may propose a rule change. All proposals will be submitted for a vote, each player having as many votes as he has supply centers. Players may divide their votes among the proposals as they see fit, and may vote 'yes' or 'no' (each no vote cancels one yes vote). The proposal which receives the most votes takes effect following the ~~deadline of the vote~~; if two or more proposals tie for most votes, all such tied proposals take effect.

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

Rule 10: Secret Ballot. Voting on rule changes is kept secret.

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

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

Rule 32: Chinese Checkers. Units may jump over other units into a distant province. The destination area of a "Chinese Checker" move may not be adjacent to the start-

ing province, thus ~~fsa/no-wes~~ is not legal. Chinese Checkers may be supported and count as 1/2 unit when moving.

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

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

Rule 90: Olio. The wiggle province borders within Germany are redrawn to match the borders on the normal Diplomacy map. ~~The Dolohovits are renamed the "Boob-shovits" and Baltic States province is renamed "Boobland." Baluchistan is renamed "Beluga-istan." A player who earns five hundred points may acquire Arkangel. A fleet in the Gulf of Lyon rolls an extra die when striking down a slope.~~

Rule 127: Blessed Are The Rule Makers. For every proposal passed by a player, that player gets an extra build in the upcoming winter turn, ~~in any unoccupied center owned by the player~~. No player may receive more than two builds per year via this rule.

Rule 157: This is America, Bud! 1. Orders may be made conditional on the previous turn's builds, removals or retreats. 2. Any deviant rule or proposal, or portion of a rule or proposal, which was first proposed in a deviant (or deviant-like) game played in a British zine is invalid. 3. Any proposal which contains the word "whilst" is invalid.

Rule 183: Gaughan is now spelled GOD. Hereafter Pete is raised to divine status and becomes omnipotent. Anything he writes in regards to the game must be, literally, followed. If a player fails to follow the edicts of Gaughan, he will be subject to the Wrath of Gaughan and must endure any penalty Pete conjures up.

Rule 186: Let Our Units Go! All rules that inhibit the movement of units are considered repealed, Rules 159 and 67, and no others may be passed while this rule is in operation.

Rule 192: Clones. ~~All units on the board when this proposal takes effect produce a clone in their current space. Clones need no SCs to support them and operate just as regular units. They MUST be successful in leaving the area they were created in in the first turn or they AND the producing unit, even if it leaves, are destroyed.~~

Rule 197: Not Just Normal Spectators. Anyone who can currently vote on or submit proposals now has a separate supply center adjacent to NAO, WAO and Ura [but not to each other]. When these players receive their new center, they can immediately build any currently legal unit. If at any time, a player controlling a center granted by this rule controls two other centers, he loses the NNS center.

Rule 199: Pass More Rules 2. Any rule which receives net +12 or more votes is passed, unless it is one of the types banned by rule #2. Of those types, (1) a "quick-kill" rule, i.e., any rule which eliminates a player or players, or else screws him so bad that his elimination becomes imminent, passes if it receives net +24 or more, and does not receive any no votes; (2) a "porkbarrel" rule, i.e., any rule which hands out small favors to a selection of players, for the purpose of securing each player's vote, passes if it receives +36 or more; and (3) a "quick-win" rule, i.e., any rule which directly or indirectly causes a win or draw, may pass only in the usual way, i.e., by having the highest vote total. This rule takes effect immediately and applies to the current voting round. A "not-so-quick-win" rule, i.e., any rule which is designed to award a dominating advantage to any player or players, may pass if it has the highest vote total.

Rule 207: Hack Job. All off-board centers are converted into on-board centers, with names chosen at random from an unabridged dictionary. These converted centers are unoccupied home centers for their previous owners, but must be taken before they can count or be used toward builds. A player may win by either holding a majority of SCs or 18 centers.

Rule 212: Planet Downfall. During a fall turn, each player has the option of building an interplanetary rocket. The rocket can do one of the following (one time only)

1. Allow a unit to move to any province on the current map
2. Destroy a unit or a supply center, including off-board centers (destroyed supply centers return in two years)
3. Allow one unit to move to/from any space on Planet Downfall

Planet Downfall is represented by a Downfall map. Planet Downfall is not adjacent to any other space currently in existence, except by rocket. The first supply center a player captures on Planet Downfall is considered a home center for the player. Planet Downfall centers count for votes, builds, and victory conditions. When this proposal is passed, Cathy gains control of Saruman's home center, Isengard. Cathy can immediately build a unit.

Rule 215: No More Reproposals. After this season, any rule that is reproposed will not pass, no matter how many votes it receives. A rule is "reproposed" if, under the discretion of Pete, the rule substantially or significantly duplicates a rule that has already been proposed in this Deviant game. Pete should indicate that a rule is a reproposal when the rule proposal is reported, not when the voting on the rules is reported.

Rule 237: Procedural Matters. This game may end in a solo win, without imposition of an SC tax or continuation of the game. Rule 0 is amended thus: "following the next deadline" becomes "following the next Winter, Spring or Fall". The GM gets two

votes.

Rule 241: Sunset Clause. Each season GOD randomly chooses one rule from the ten lowest numbered rules (excepting rule 0) and revokes it. That is done by whatever means GOD finds expedient. For example, if the target rule requires a specific rule be passed to revoke it then GOD might write such a rule and declare it passed. Etc. This rule may eventually delete itself. So what?

Rule 247: Multiple Orgy. Unless declared hostile to another player specifically in that turn's orders, a player's units may coexist in a province with any other player's. Therefore standoffs do not occur unless at least one of the involved players has declared hostility to another. Supports are therefore often redundant. Ownership of multiply-occupied centres is split between occupying powers, and fractions from various centres can be combined to make whole 'centres' (i.e. a half ownership in Par and a third in Mar and a quarter in Rom = 13/12, i.e. an ownership of one for build purposes. Hostility may only be declared at the start of any movement turn and lasts only the duration of that turn, so does not last into builds. Builds are only available in entirely self-owned home centres. Only one unit per player may be in any one province. If forced to retreat by hostile units, retreats cannot be conducted into spaces occupied by the dislodging power or by any other power supporting the dislodgement, even if hostility was not declared between either the supporter or retreator.

Rule 252: Passages. Two spaces are adjacent if one immediately follows the other when the names of all spaces, excluding NNS spaces, are listed alphabetically; also, the first and last spaces on the list are adjacent. This is in addition to current adjacencies.

Rule 256: Hev Grog. Remember This? All spaces in the British Isles, Scandinavia and the Atlantic Ocean become an "Ice Rink." Units in an ice space can't move or support but may hold. A unit in a non-ice space may spend one spring or fall turn "melting" an adjacent ice space, which permanently negates the effect of ice there. *[[Ice Spaces are: bar, cai, chy, den, edi, eng, fin, ire, iri, lon, lyp, mao, nao, nns, mug, sao, sha, swe, wao, yor.]]*

Rule 258: Return of the Poet Warriors. With each turn's orders, each player must submit a piece of original poetry or prose of not more than one page. These original works will be printed with the moves, and each player with a center, a vote, or the ability to propose rules must vote on the best one. The winner of the vote will receive one build, which he may use immediately in any controlled, unoccupied center and three votes towards next turn's proposals. Second-place will receive a build as per the above.

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

Rule 274: Jump in the Snow! All units can now throw snow at each other, according to the rules of Snowball Fighting. For this purpose:

- All units begin with 2sb.
- Any two adjacent spaces on either map are considered to be one hex apart.
- The spaces created by rule 197 are in the kitchen.
- Exile, and the other spaces on neither map (apporter, convocation, crisis, etc.) are inside sheds.
- It is not possible to throw from the Cline map to the Downfall map or vice versa.

- Snow may be gathered in any land space, but not at sea or in sheds.
- Snow Forts may be built in any supply center; to do this, the unit building the fort must hold, and not be attacked, for one full game year. A Snow Fort is destroyed if a unit holding in that space is dislodged.
- The spaces that were capitals of countries in Cline 9-Man and Downfall have trees in them (and will shower all adjacent spaces if hit by a CS).

- When a unit reaches 0 HP, it is disbanded.
- A player's VP from all snow attacks are saved, and may be spent for extra builds in any build turn, at the rate of 10 VP = 1 build.

In addition, each player is awarded two centers, at random, from those now unowned;

one on the Cline map, and one on Planet Downfall.



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. A seismic attack is an order to separate two adjacent provinces, and join the two province that touch the separated border (e.g., Sep Bre/Par, Join Gas/Pic). The edge of the board, and Switzerland, each counts as an impassable province and may be used in seismic attacks. A province may be completely surrounded by water (e.g., Separate Spa/Por, Join Mid/Mid => Por becomes an island in Mid).

Orders fail if ambiguous or impossible, or if they conflict with each other (e.g., Sep Tyn/Ion, Join Nap/Tun will conflict with Sep Tyn/Tun, Join Ion/Wes). Orders can never split a province in two. The GM will supply coast names required to determine fleet positions if players do not provide them.

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

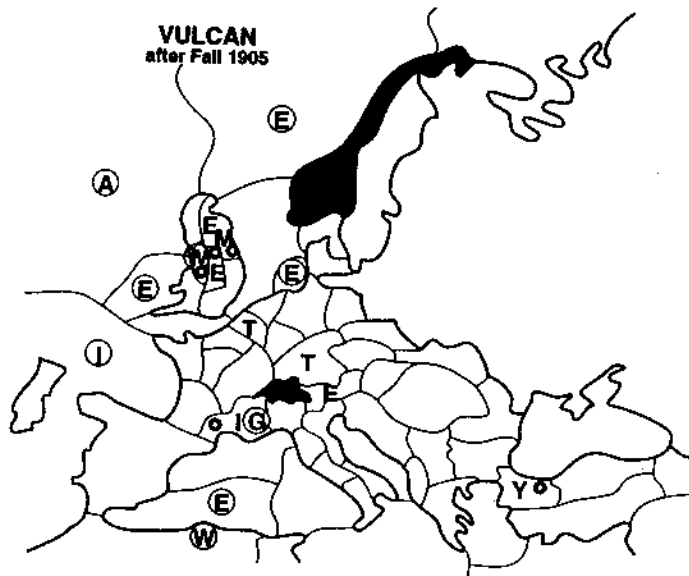
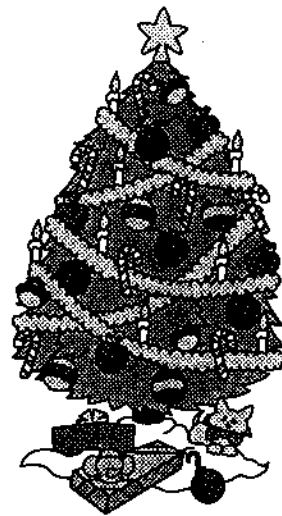
Rule 287: Open Builds. Builds (including special builds) may be made in any unoccupied space.

Rule 296: 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. *[[Interp: there's one HUGE space on the east edge of the map. This space has a very long 'coast' from Barents to Armenia. Fleets in Finland may move to any space adjacent to Finland. Norway now has two coasts. Note that Finland is still iced.]]*

Rule 297: 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.

Rule 302: Campaign "Slush" 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.) *[[Interp: basically, you get two sets of votes. Each of your units gets as many votes as it has HPs (which can't be broken up between proposals); each player also gets votes equalling SCs*VPs (which can be broken up).]]*

Rule 303: 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.



[[letter column continues from page 1]]

What you are makes me grow
younger to meet you.
Everything gets new,
lacks death. Heart
sighs "Beauty"
rocking lamb
to sleep

I'm looking forward to hearing how you both are doing.

Roger Cox

Congratulations on your new family member! I understand at least some of your feelings—or lack of them. When I discovered Jane was pregnant, I wasn't mortified, nor was I euphoric. Maybe I was in denial. Anyway, congrats and my hopes for the best for all of you.

Chris Hasler

Just got the November *Pere*, congrats to you and Cathy! Glad to see someone had a good month in October <grin>. I agree with you on the use of Americans in Bosnia. It'd be one of the only morally defensible deployments in our history. Read in the paper this morning how one of the biggest Bosnian enclaves is in danger of being overrun by the Serbs, and it's doubtful that even air strikes will help. Personally, I think a lot of people saw this coming, but were too scared of a bloody nose to risk intervention.

...Anyway, things are a little calmer down here. The amount of paperwork over mom's estate is slowly subsiding. After graduating from college last June, I really haven't done much singing and I miss it so much, I'm getting plans together to put together an a cappella group. Should be a blast. I figure I'll end up with a mixed group of 4-6 good voices, who will also be showmen/women/people and good musicians. At least I can get back to the things I love.

Hugh Magen

what happened to literary quiz?

[[Fell victim to several things, mostly my limited time and my desire not to give away to many freebies. (I want to have my cake and eat it to: lots of participation in LitQuiz but very few correct answers!) It'll be back, if not this issue, then next.]]

Rich Irving

Congratulations to you and Cathy on Jr. Gaughan! I hope both mother and child will be both happy and healthy!

I had a few comments about Bruce McIntyre's *Interim* on Formula One vs. Indycar. I consider myself a casual fan of both forms of racing—meaning I follow them on TV but I don't go to the races. (Cost is certainly an issue here: it was about \$30 to get a general admission pass at the Laguna Seca Indy Car race and that doesn't include a grandstand seat. You sit on the hillside watching the cars whiz by on the small section of track you can see. Definitely get a better perspective on the race at home.)

The most important difference between the two forms of racing is the attitude towards safety by the organizers (IMHO). Formula 1 seems to have a lax attitude on the subject and often makes bizarre decisions which endanger drivers, crew members and sometimes even spectators. The best example is refueling. As Bruce pointed out, Jos Verstappen's car burst into flames during a small fuel spill. Luckily, no one was seriously hurt. But F1, in order to keep up fast pit times, allows pumping gasoline under pressure. This means if the shut off valve fails, it is likely a large amount of highly hazardous

fuel will be spilled. In comparison, Indycar requires the use of alcohol (ethanol—200 proof), which is less volatile and can be diluted with water to reduce it below the flash point. The fuel must be gravity fed (unpressurized elevated tanks) to prevent major spills. (The one main disadvantage of ethanol is that it burns with nearly invisible flames. The safety crews have to assume a car is always on fire after accident since they can't see the flame. But if a fuel leak is suspected, they can (and do) spray down the car before it can ignite.)

The problem with refueling in F1 is that it was added solely for the sake of adding "excitement" to racing, not for technical reasons. (Prior to 1994, the cars carried enough fuel for the entire race and refueling was specifically banned. The new rules, as far as I know, did not regulate a smaller fuel tank. You can still run a full race without a pit stop, but carrying the extra fuel will slow you down.) When implementing it, they allowed a dangerous technique simply so they can keep pit stop times under 8 seconds, to keep a "competitive advantage." But obviously, if all the drivers have the same handicap, the competition argument becomes meaningless. (Note: Indycars take about 15 seconds to fill the tank during a race and refueling is required because the cars are allowed to carry only 40 gallons of fuel, enough for about 70 miles.)

There are many other examples: number of pit workers (Indycar allows only 5 crew members to work on the car, F1 as many as 25 people can work on it! If a car ever loses control in the pits in F1, instant disaster!), pit construction and regulation (Indycar has wall to separate workers which aren't actively working on cars from other cars running in the pits—F1 tracks don't), reducing downforce and eliminating traction control (on which I agree with Bruce), the standing start (the driver of a car whose engine stalled is a sitting duck).

In a sport as dangerous as auto racing, safety has to be the first priority.

I noticed a misinterpretation of the Indycar yellow flag rules. On road courses, Indycar generally uses single-corner yellows in the same way as in F1 if the track is not blocked: drivers must slow their cars and no passing may be attempted. However, Indy will not hesitate to call for a full-course yellow (pace car is brought out and the cars bunch in behind it) if the track is blocked by wreckage or the safety vehicle. Still, it is not uncommon for an Indycar road race to finish without a single full-course yellow, as the road courses have "run-off" areas for out-of-control cars. On oval tracks (6 of 16 races were held on ovals in 1994), there simply isn't any run-off area, so full-course yellows are routinely called on in oval races.

As for the two major auto simulations on the market: World Circuit (called F1 Grand Prix in Europe) and Indycar Racing. Both are excellent. Both have control of just about every detail involved in setting up a racecar and a race, fantastic graphics and realistic driving. World Circuit has 16 road tracks and learning aids: automatic shifting and braking (the car slows itself down in corners), showing the correct path, etc. This makes it a lot easier to learn. Indycar Racing has a few more things to adjust (almost twice as many including different engine and chassis models), allows two players to race against each other (via modem), and is a little more realistic (when a car isn't handling well, you know it!). The only problem with Indycar Racing is that it only has 8 tracks (4 road course, 3 small ovals and a superspeedway), and it doesn't include Indy. The remaining 7 tracks and Indy are available in two expansions, which also add a few more bells and whistles (car painting, updated car specs, etc.).

Eric Brosius

You asked for map input on "Reynoldzky". I sug-

gest that you go with the Georgia map. I actually prefer the older card version of the map, but either is okay. Ireland is good, but you've already used it twice. Ohio would be good too.

[[I'm leaning toward Ohio just now.]]

Don Del Grande

Bruce McIntyre doesn't remember that in Indy-car racing about 20 years ago, they didn't allow bunching up during full-course yellows (at least not in 500-mile races); at the Indianapolis 500, there was a system of numbers and lights that paced the cars around the track so they kept their relative distances from each other, with a one-lap penalty for anybody moving closer to the car in front. And don't Indy-car races on road courses have "limited area" yellows just like Formula 1? Some people complain that Formula 1 races are too predictable—how often does the pole-sitter not win other than when his car breaks down?

The notes I was taking at WORLD DIP CON (remember, it's three words) during the game: just a few comments about who was what country and how the early alliances were forming, so I could report on how well (cough wheeze) I did, as it would be a month before my next issue came out. (As I headed towards yet another ignominious elimination, I took some notes on the scoring system—each day, the previous days' games were posted, and as I headed towards yet another ignominious elimination, I took some notes on the scoring system—each day, the previous days' games were posted, and as I was just about the only one who understood how the scoring actually worked, I was keeping a rough count on where everybody stood.) And speaking of WDC, note that the one "big" Dip tournament that can't host it if it's in North America in 1996 is, of all things, the USA National Championship (aka Avaloncon—especially now that Rex Martin is gone, so there's nobody to argue against the AH policy of "all Avaloncon tournaments are National Championships"). Not that it matters, as USA and Canada are considered "one combined hobby area", and regardless of what DIPCON isn't, it IS the North American Diplomacy Championship. The question is, who will be attending in Paris from North America to put bids forward and to get some say in on the charter?

[[Thanks for your letter. I have every intention of running a baby pool, and I thought of it before you did, since I thought of it before you knew there was a baby! (but didn't squeeze it into lastish). By all means fire yours up also, as we each have some unique subbers...]]

[[I for one will continue to refer to DipCon as the North American Dip Championship and let AvalonCon do whatever they please. Because of the baby it's far far less likely that we will travel for Diplomacy next year (including Paris, which was a long shot but under consideration).]]

Instead of separate pools, I'll just wait until you announce your rules and then plug your pool—they can send the money directly to you. (One pool is much better than two if for no other reason than with a bigger prize, you're more likely to draw more players.) Alternatively, anybody writing to me anyway (i.e. sending in orders) can include a (paid) guess and I'll send them in to you when it's time.

Did I say "it's time"? That's one thing you can say about Homer Simpson—he didn't panic when Marge went into labor, both when Bart and when Lisa were born. (Later this season, there's supposed to be an episode about Maggie's birth...)

John Galt

To the people who find Christmas really meaningful, it seems to be about one or both of two things: religion, or homage to one's family.

[[letter column continues on page 8]]

[[letter column continues from page 7]]

On the religion topic, I'm a "weak agnostic" (that is, I don't know, but am still learning; as opposed to the "strong agnostic" who is sure that no one else knows either). I think I've heard all the common arguments for and against God, and have decided that I don't care if He exists or not; if He really cared whether I believe, He would send a message that I can understand. And I have faith in only two things: the scientific method, and the Golden Rule (which comes from Herodotus, by the way). To have faith is to assume, and if done carelessly, assuming leads to fallacies.

I would like to see all children taught basic logic, with emphasis on fallacies, before they are exposed to religious or political argument of any brand. Maybe put X-ratings on all such material! This makes a lot more sense than trying to keep kids from learning about sex. But I digress.

As far as the family aspect, it's great if you have a family and feel good about it. But it rings kind of hollow otherwise.

Christmas, for me, is like the OJ case: I'm tired of being flooded with it in the media, and I wish those responsible would get a life.

Doug Brown

Just got the latest *Perelandra*. Congratulations on your news! That's great! I remember when my wife was pregnant... 13 years ago now... and I had enough doubts, nervousness, worries etc. that I fluctuated from thrilled to terrified, but basically I managed to be content, stoic, etc. Hope yours will work out as wonderfully as ours.

Well, how 'bout them Niners beating the 'boys! Yeah, yeah, I know it's only November but it'll shut up those front-running 'fans' who have sprung up across the nation with Cowboy jackets. Actually, it probably won't until after the Super Bowl when they trade in those jackets for whoever wins this year (if it's not the Cowboys). This is a pet peeve of mine. If I see somebody in a Denver Broncos hat, or a Cleveland Browns jacket, or even a Miami Dolphins shirt I usually feel respect of some kind. Sort of a kindred football fanatic. But when I see someone who doesn't live in Dallas, in a world champion Cowboys jacket (and man there are a lot of them here in California!), I have an immediate disgust. Er, what's that, Pete? You say you own one of those jackets? Never mind!

[[You're safe here—not only am I not a Cowboys fan, but our #1 Cowboy-lover (Jason Bergmann, who at least is from Dallas) doesn't read anything besides his game results and will never see this...]]

[[And since he doesn't, I think I'll gloat that 'my' Browns beat his 'boys' when they were sailing free! I am a fan of the game (I can sit and care while it's on) but I have little emotional attachment to any team. I guess I'd like to see S.F. win because I think Young deserves the Big One; I'd like to see the Browns be the AFC patsy just because they're the only pro team whose home games I've ever seen.]]

On to my Blind Dip game: I actually invented this game about seven years ago and registered it. Two play-by-mail games were run with me GMing and the results were logical and no great advantage was seen by any country. I like Richard's comments and appreciate his offer. I'm all for it. I would, however, like to keep an offer going here. I heard from two people besides Richard wanting to play. One was a nice letter from Eben Kurtzman and one was from someone else that I can't currently recall. I too would like to play a country. So if Richard would like to play locally, that would bring the total to three or four and hopefully three or four more will join the fray!

As to Richard's suggested minor changes, thank

you for sticking up for the original. The spies starting simultaneously have not been a problem at all. In fact, in the two games played, Turkey and France have won neither. So much for advantage. As to retreats, I'm not sure I made those rules very clear. The original rules are if you are retreating from say Warsaw, you know where the advancing army is coming from. And when forced to retreat you are not given a list of places to retreat. What happens is you list provinces of retreat in order of preference and you get the first available. If your first choice is to retreat to Galicia, you know it's occupied but you likely wouldn't know by whom. And I had people list retreats with their original moves.

[[I think Richard wanted to prevent players gaining information on unit positions via retreating.]]

[[Thanks for the Star Trek stuff. I think it'll make it into nextish.]]

Ward Nash

Read Richard Weiss' discussion on 'Blind Dip' but decided it wasn't for me. I am very interested in trying out the 'Blind Dip' variant but feel being in a megagame commanding one army does not really stoke my fires. I don't want to deter others from defending *Perelandra* in battle but I'll pass.

I would like to see Doug Brown's game played in *Perelandra* and I heartily vote for it as the next game opening!

[[I'll plug it in the Game Openings section and see if we get more bites.]]

Brent McKee

Important things first. I am sure you have been inundated with congratulations on the announcement, but I'll add my own. I hope the next nine months (and the next 21 years for that matter) will be peaceful and uneventful for all concerned.

[[Thanks for the sentiments. I, on the other hand, am eagerly awaiting all the events/turns we can get!]]

I don't expect *Perelandra* to change a great deal. It has been a zine where the publisher's life has been a pretty open book. Just try to keep the diaper-changing stories to a bare (no pun intended) minimum. Once is fine, every issue is annoying. As to the *Zine Register*, well I really was expecting you to get rid of it sooner rather than later. History records that it is a killer.

Then there's my part in the letter column. Well, I said you touched one of my hot buttons. As far as the sensitivity to the "Silly Canadian" remark, mostly I knew it was directed at one "Silly Canadian" (me). I have a tendency to respond to sarcasm with sarcasm.

Actually Mackenzie's remarks on using Americans in peacekeeping roles was different from the impression I created. He too is worried about American lives. According to him, in addition to the baggage the Americans carry internationally, internal considerations come to the fore. The best way to get the USA on your side in any internal conflict is to kill a few Americans and put the blame on your enemies. Ten dead Americans get on the cover of *Time*, ten dead Canadians don't. We may get angry, but the USA has the power to do something about their anger, thereby contributing to the problem rather than the solution. At best the US role should be restricted to support.

I'm not sure if I agree with this argument in its totality. Were we really supposed to sit back and watch the famine in Somalia simply because the UN couldn't put in the troops to stop the thugs from stealing the food aid without American help. (Well, actually, maybe we should have. After all, that's what the world has been doing for years about Sudan.) Yet once in, the situation rapidly became what Mackenzie described. The US took sides, and in a peacekeeping mission even the appearance of taking sides is fatal to credibility. Look at the way

things are developing in Bosnia since the US ended the embargo and started NATO airstrikes. The peacekeepers are in danger. As I write this, a large number of UN personnel, including 55 Canadians are being held as 'guests' of the Bosnian Serbs in case NATO tries that again.

You might have been expecting the Bosnian situation to go the way it did. I know I was worried, although I expected the threat to come from Serbia rather than from within. Unfortunately no one seems to have told UN headquarters. They set up the headquarters for the UN peacekeeping force in Croatia (Mackenzie's HQ unit) in Sarajevo. They were the only UN troops in the country when the fighting started, even though it was seemingly predictable.

[[So we both want to keep Americans out of peacekeeping missions, but for different reasons. Cool. I can tell I don't understand 'peacekeeping' when someone says that peacekeepers shouldn't take sides. Of course they shouldn't! But if this includes standing idly by during violent incidents, then why are they there in the first place? If Americans weren't supposed to take guns away from people who were robbing Somalian aid convoys, why send them? And if the Canadians in Bosnia weren't prepared to shoot those armed men who were trying to capture them, why were they there? (Boy, I'm beginning to hear myself use the "They knew the job was dangerous when they took it" argument—sorry!)]

[[This week the Serbs have taken to halting fuel trucks but allowing food deliveries. I guess if the UN insists on pushing fuel through to Sarajevo they're taking the side of the Bosnians!]]

[[I rarely agree with William Safire but in a recent column he objected to the US providing ground troops to cover the UN's retreat from Bosnia, on several grounds: contrary to Clinton we did not commit to this previously; no other nation has committed 25,000 troops; we bolted the job early and we're giving up too soon. All of these are correct. The solution in Bosnia is for the world to admit that it will throw up its hands and sigh whenever one country takes over another, or send the Bosnians arms and drop bombs to drive the Serbs out.]]

[[I found it fascinating that the President of Croatia issued an explicit invitation to the UN to bomb rebel and invading forces within his own country, and the UN refused! A small neighbor who's being mugged calls for the police to shoot, or at least beat, the mugger and the police say, "Let's wait just a little longer to see if he stops."]]

Clancy isn't really spy fiction. He's more in the field of "techno-thrillers." Personally, I think he's about the only good writer in the field. You might try Frederick Forsythe. His *Fourth Protocol* wasn't a bad book, even if they did make a dreadful (except for Joanna Cassidy's nude scene) movie out of it. There's also Len Deighton.

Currently (i.e. when I get a chance) I'm trying to get through a new translation of Sun Tzu's *The Art of War*. The problem with most copies of Sun Tzu is that the commentary takes precedence over his actual writings (and is inevitably longer). Most of this book is given over to the interpretation of characters. Still, Sun Tzu offers a great many suggestions of use in life, beyond the field of war.

[[It was pretty strange to read Patriot Games and, within a month, have a bomb go off in Newry which the IRA blamed on a hard-line rebel faction within their ranks! I think the world of Gerry Adams for trying to get the colonialists out of Ireland once and for all but it was tough to ignore Clancy's anti-IRA stand after this life-reflects-art incident.]]

Kay Shapero

Congratulations to both of you! (Come to think of it, I should probably say all three of you. :-)) Here's a

[[letter column continues on page 9]]

[[Letter column continues from page 8]]

copy of a few notes I made when Vicky was a baby and have been enclosing in cards for baby showers ever since.

Congratulations on being about to receive one of the the most strenuous blessings God bestows upon us... Before Vicky arrived I read a number of books which were very useful, but didn't quite cover everything. A few tips which might be helpful:

Unless your changing table is in the bathroom, keep a thermos bottle of warm water on it, along with a box of tissues or some washcloths, for use in washing the baby's behind whilst changing diapers. Not only does this avoid startling the kid with a cold baby wipe on the rear at 3 AM, but if you also place a basin nearby you have something to wash your own hands with.

Especially at first you'll find yourself washing your hands more in one day than you used to in three. Try using baby bath soap; it helps keep them from drying out as much.

For the first 6 weeks it appears to be impossible to have too many receiving blankets.

Regardless of what type of diapers you plan to use, buy a package of unfolded cloth diapers. They make excellent burp cloths, dust rags, makeshift receiving blankets, wash cloths, towels, baby carriage sun screens, emergency head-scarves...

And speaking of diapers, one more advantage of a diaper service besides the ones you've doubtless already heard is that extra cloth diapers are the best thing I've found to clean up baby bowel movements (even better than washcloths, and there's the added advantage of not having to clean the things yourself!)

That little squeeze bulb ear syringe they send you home with along with slightly unnerving instructions about what to do if the kid develops a clogged nose is perfect for rinsing off the baby's hair after you shampoo it.

If you're breastfeeding, wait until almost the last minute to shop for nursing bras. Find one that fits perfectly, then buy one or two one size larger. These should do for the hospital; you'll have a better idea later what size you will actually wear. (And avoid the EVENFLO nursing shields; they're thick, round, and clearly visible through your blouse. Try the thinner, horseshoe-shaped ones. I got mine from the MOTHERHOOD MATERNITY chain; I don't know who else carries them.

If you aren't given a baby bathtub, buy one. It'll save you no end of aggravation...

Expect to wash baby clothes almost daily. It's amazing what a mess someone shorter than your arm who sleeps most of the day can make!

You will probably be given a ton of samples of baby powder, lotion, oil and so on for use in changing the baby. Most of this is superfluous—all I ever needed with Vicky was Vaseline (most of the time) and Desitin ointment (when she had diaper rash.)

[[Thanks thanks and thanks, Kay. Let's hope I haven't lost Brent as a reader yet]]

[[My impression is that the past few years have seen immense improvement in the popular prints regarding children and birth. There are still a few old standards around (one of the best, a gift from my sister-in-law, is from 1977) but the last few bestsellers in the field have been written by non-doctor mothers, with input from physicians.

[[Nonetheless, tips are wonderful as it gives us the (probably mistaken) impression that we're well-prepared. The thermos-bottle and spare-diaper ideas were completely novel to us.]]

Greg Ellis

The elections were just phenomenal. I can't believe the Republicans actually took the House! This next two years should be fascinating: can the Congressional Repubs lead, or like all guerilla insurgents are they only

able to snipe from outside the power structure? After years of blaming Congress, can Congress take the lead and get some major changes in federal policy, or will the Republicans be thrown out in 1996? If Congress does pass some major legislation in their "100 days" will Clinton stay true to the Democratic core and veto, or will he follow the political winds and try to take credit for the changes? GOD I LOVE POLITICS!

Texas didn't change nearly as much as the rest of the country, but two old war horses are gone: Congressman Jack Brooks (chair of the House Judiciary Committee) and State Senator Carl Parker (the mouth that roared). The Texas Senate will be MUCH quieter! My favorite Parker story is from the time I was general counsel for the freshman Republican Senator from Mount Pleasant. Early in the session a newspaper printed a story about then-Senator Craig Washington, but included a picture of Parker labelled as Washington, a rather egregious error since Parker is white and Washington is black. (Parker used the occasion to point out that it was easy to see the difference between the two: Parker was the liberal from Port Arthur and Washington was the liberal from Houston.)

About a week later, my boss was debating a bill he had co-sponsored with Washington, and after answering several friendly questions from Washington, he started

answering questions from Parker. In his reply, my boss mistakenly referred to Parker as Senator Washington. Parker blustered, "Why is everyone confusing the two of us lately? Senator, Mr. Washington sits two rows back." And the gallery all laughed politely. My boss responded, "Well Senator, it was such an intelligent question, I thought it had to have been Mr. Washington's." It was the first and only time I saw someone shut Carl Parker up, and leave him speechless for several minutes!

James Hardy

Thanks for another excellent issue of Pere: if that's a warehouse edition, I'd hate to see the bumper anniversary ones... So, Don Scheiffer's brother lies in Thailand eh? And works for a huge company? How do we know this is true if he lies? Shame though he was only kidding about executing a few litterbugs to deter others doing the same—personally I think it's a damn good idea! Outdawing the disgusting habit of chewing gum sounds pretty nifty too.

[[It's going to get a little ridiculous searching for the rest of the Roar after this, so let me direct you: we've headed to the box in the middle of page 19 for the conclusion of James' letter. Sorry! I should've summarized this all sooner... and I'm still holding over one good letter (Jim Basley on kids) for next time!]]

Among the Trees

by Pete Gaughan

It's two days after the election and not only is it clear how big the Republican win was, but even the close races are now starting to be decided. Dianne Feinstein squeaks back into the Senate despite running out of money (and pulling all her tv ads as a result) four days before the election, despite facing an opponent whose party was dominating everywhere else, who spent nearly \$30 million of his own money, and who was virtually unaffected by his own nannygate scandal.

Tom Foley conceded far earlier than I thought he would (and Michael Huffington still hasn't conceded). And even the close races in the California Assembly are sorting themselves out.

That Assembly is going to be as interesting as the national legislature. At first it looked like a 40-40 split, which is a strange enough result. Now it looks like 41 or 42 Republican seats, which means that our Speaker of 14 years, Willie Brown (D-S.F.), will have to give up all the perks he's built up in the Speaker's office: private tv studio and distribution network, four-city intercom network, and (He's not going quietly; he got one Repo to quit the party and vote for him, causing the 40-40 deadlock to continue for now.)

California really didn't experience as much revolution as the rest of the country. Only three House incumbents (all Democrats) lost here, one at each end of the state (Eureka, San Diego) and one in the middle (Fresno-Madera). In the North Coast district, a Republican who held the seat from '80 to '92 came back to boot a one-term Democrat. In all three of those seats the district has been strongly Republican in the past (San Diego is a retired-military bastion) where the Democrat holding the seat was really an aberration.

People forget how conservative California voters are. This is the state of Nixon, Reagan, Moese, Wilson, Dornan and Rohrabacher. There are lots of liberal ideas out here—lots of far-out, futuristic attitudes—but when it comes time to vote a lot of the liberals (poor or disillusioned) don't vote, and the conservatives who are willing to tolerate weirdos on the streets won't tolerate the slightest independence in office.

With term limits on the state legislators now, many of the top Assemblymen and Senators decided to run for statewide offices like Treasurer and the Board of

Equalization. Of course, there are far fewer of those jobs than there are former legislators, so we have a lot of politicians returned to private life.

OK, quiz time: the Republicans have sworn to pass term limits. The Republicans have also see what happens to term-limited legislators. Does anyone think the Republicans will really live up to this promise??

Random Thoughts and Bon Mots

Molly Ivins is sorry Huffington and North didn't win, saying, "You have to think entertainment at a time like this, and the rule is: the more outrageous, the better." Well, that's a rare positive spin on a disaster.

It's a damn good thing we've come as far as we have in getting people to stop smoking, because we now have the Representative from Philip Morris' district in charge of the Health and Environment subcommittee; between their PAC money and the Republican resistance to helping get medical insurance for the poor, public expenses are going to skyrocket.

Ron Dellums, the near-Communist who represents Oakland, demonstrated a great ability to pare the defense budget. We can now expect Strom Thurmond (do the people of South Carolina really believe he's the best person in their state to serve in Washington???) to blow that pufferfish of a budget back up, helping wreck the federal debt and, in the process, giving President Clinton an opportunity to bash Congress.

The worst thing about this election was having a newspaper strike! The *Chronicle* ("The Voice of the West") typically has columns and columns of agate type with results of elections and ballot proposals the morning after. With the staff on strike this time, we had to wait two more days for that data. All during the strike, we've had to put up with typos, misprints and missing information (one weather report said "FOUR LINES - check with Tahoe on precip/temp") in addition to all the columnists who were, rightfully, honoring the picket lines. (Strike started Nov. 1 and was finally settled on Nov. 13.)

In the midst of the national debacle, most people didn't notice that we came pretty close to extraditing former State Senator Paul Carpenter from Costa Rica. He was actually in the custody of C.R. officials, on his way to the airport, when another motion in their courts saved him. Carpenter will eventually be returned to the U.S. to serve his sentence for political corruption.

LUSITANIA/Gunboat Snowball Fighting ASF30

Turn Five: Mulberry Shed

WARRIOR	loc	segments 1	segments 2	segments 3	new loc	sp	hp	sb-di
Butthead (BH)	L14	SH at SL (20,95)	RR at SL (52,65)	RR at SL (35,07)	L14	3	8	0-0
Droopy (DR)	U7	collect 2 Sb	T8-R8-P8-O7-N6-L6	RR at DX* (75,81)	L6	7	1	1-0
Duke of Xeimasia (DX)	S5	collect 2 Sb	RR at DR (80,79)	RR at DR* (95,54)	S5	8	3	0-0
Ice Root Beer (IRB)	kit	milk & cookies	-v8-u9-t10-s11	HL at Z* (65,74)	S11	6	5	2-0
Kid Charlemagne (KC)	W9	collect Di	Di at DR (05,49)	RR at Z* (95,08)	W9	9	2	0-0
Polywog (PW)	P10	Di at KC (65,57)	BB at DR (40,97) & Z (60,78)	collect Di	P10	6	8	0-1
Señor Beavis (SB)	G9	-J10, collect Sb	-M13	BB at Z (60,79) & BH (95,99)	M13	8	6	0-0
Slushball (SL)	J14	-I15-G15-E15-D14	collect 2 Sb	-D14-E13-D12-E11-D10	D10	4	6	2-0
Thing (T)	H6	nmr	nmr	nmr	H6	4	6	2-0
Vapor Trail (V)	R12	run inside	sit	sit	kit	5	10	2-0
Zonk (Z)	S13	-T12-U11, collect Sb	RR at KC (95,45)	collect Di	U11	9	3	0-1

Weather roll = 60. + = dodge. * marks conditional orders. Vapor Trail may run back out on Segment Two next time.

Deadline for Turn Six is January 20.

Segment One: Vapor Trail and Ice Root Beer serve their sentences in the kitchen, while Thing stumbles and, despite being all hands, can't get up. KC, Droopy and Duke pack snow, Beavis and Zonk move a little and pick up one weapon. Butthead 'rears' up with the Snowman's head in his hands, and throws it after Slushball, but Slush disappears around the back of the shed in time to avoid the pain. Polywog has a Dirigible he's not afraid to use, and beats Kid Charlemagne with it.

Segment Two: Slushball lurks behind the shed, packing more ammo, while Butthead continues his futile quest to hit him. Zonk pounds the Kid with his new 'ball, as Ice runs out of the house and Señor Beavis runs up alongside Butthead to check out the snowchick. Duke of Xeimasia whips his Rattler out and across Droopy's chops. Droop senses a trend and scatters up the path out of range, just in time to avoid a Dirigible from the Kid and a Bolero attack by Polywog.

Segment Three: While Poly and Zonk repack snow, and Slushball runs around the far end of the shed back into play, everyone else is picking out nearby targets. Butthead hits Slushy, almost by accident; Droopy and Dukie trade shots, Duke being protected by his Snow Fort but Droop without such help. Root Beer and Charlemagne both peck at Zonk, but Root Beer's shot is a Hise Hammer (scoop and throw all at once) and the hurried attempt fails. Beavis tries to nail two birdies with one attack but both halves of his Bolero fail miserably.

Butthead to Slushball: I hit you—huh-huh—I hit you in the *bust*.

Beavis to Butthead: Hey, dude, that's, like, so cool. Now we can, like, score, finally. Heh, heh.

SnowMaster to Beavis: You couldn't even score with those snowballs, fool.

Señor Beavis to SM: Hey! Heh, heh. How come Butthead gets to, um... I mean you, like, let him go, er... heh, heh. You let him say, like, huh, a thou... er, a milli... oh, lots of times, heh.

SM to SB: 'Cause he's less obnoxious than you, spitwad.

Butthead to Beavis: No, dumb-ass, Steely Dan is that old guy who sings that song "FM." That was back in the '70s, when they didn't have TV and they had to play videos on the radio. Huh-huh-huh. He's *old*.

Beavis to Butthead: Dude, make those things, like, bigger. Heh, heh.

IRB to X-Duck: Don't be dis'in me, you be pissin' me, OFF!

Beavis to Butthead: Heh, heh. She looks like that chick in that video, the one where, uh, heh... where, heh, heh, heh... where there's lots of big things.

Droopy to Polywog: I'm a BAAAAAAD boy.

SnowMaster to Polywog: You have permission to spank him.

Señor Beavis: Snow. Snowball. Heh, heh, I said "ball." That was cool.

Droopy to SnowMaster: Oh, wait. Those guys were at Universal. I was at MGM.

Droopy to Ice Root Beer: Excuse me, sir, would you mind coming out and drawing the Duke's fire for a while?

SnowMaster to Duke: Would you hit a man when he's drooping down? Apparently.

Duke to Droop: χειμασσία —winter season storm, in Greek that is. Only there are no "Dukes" in the Hellenes, except when they're watching John Wayne movies, of course.

Beavis to Butthead: Dude, you must be like that rapper. Heh. The big butts guy, 'cause, like, this snowchick has a big butt.

IRB to Droopy-Drawers: Got tired of da wait, for you to take da bait, and help me with Duke Hate, you were too late, so I had me a plate, OF C-C-COOKIES!

Wog to IRB: Stop cryin' in your (root) beer.

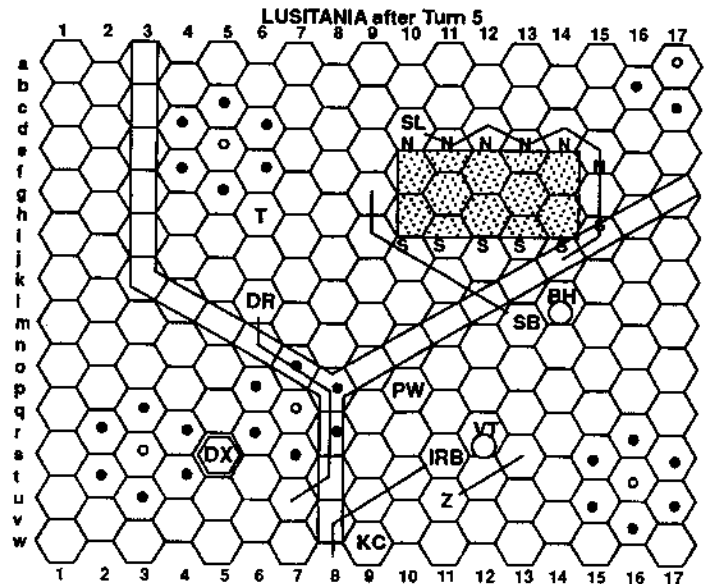
Zonk to MultiWog: By jove, you're reading my mind! Let's make The Kid's next trip to the kitchen an "involuntary" one!

Señor Beavis: Heh, Ice said 'Dukie', that's like, heh, heh... 'dookie.'

Butthead: Eeuh! That band sucks! They're, like, from that country where everyone's a wuss. Yeah, and they all talk funny, too.

Señor Beavis to Dook of Xic... er, Xeimush... er: Hey, your rhymes suck. Are you in, like Winger, 'n' stuff, or do you, like, just suck as a rule? Heh.

SnowMaster to Beavis: There are *no* style points in this war!



PolyWog to SM: It sure is hard gripping these snowballs with only flippers!

Señor Beavis to Snowchick: Hey, chick, like, wanna get lucky, heh, heh?

SnowMaster to Beav: You mean, you're going back in the shed?

Beavis to Butthead: Dude! She didn't say no! I'm in! Heh, heh.

Beavis' Wisdom: Hey! Like, um, heh, heh, if I had a kid, I'd call him something cool, heh. Like, uh... Slayer, or something.

Butthead to Beavis: Hey, monkey-spank, you forgot to do up your pants. What were you doing in that shed, anyway?

Zonk to SM: You have a "global" prospective of things. So tell me—what *was* Beavis doing in the shed??

Beavis' Wisdom: Or Tool. 'n' he could grow up to be like, a handyman.

SnowMaster to Zonk: He appears to have his mind in his pants, and a firm grip on his reality.

Wog to Beav: Say there was a chainsaw in there? Why don't we use it to cut down one of these trees? Maybe that'll get the Duke out of his fortress.

SnowMaster to Wog: He has his mind on another power device...

Beavis' Wisdom: Then, like, when stuff was busted, like people would say, "You know what you need to fix that... the Tool."

Droopy to SnowMaster/Soon-to-be-Daddy: I suppose I won't be the first to say this, but here goes... "I didn't know you had it in you!" :-)

SM to Droop: In this instance it was Cathy that had something in her... usually is and still does.

Beavis' Wisdom: The Tool. The Tool is cool. Heh, heh.

Butthead: Rock on, Beavis.

Beavis' Wisdom: Heh, heh. The Tool has left the building.

Beavis' Titters: Heh... I keep saying 'tool.'

Wog to All: Hey, guys, a stationary target!

SM to Wog: Isn't there where you send a letter bomb?

DX to IRB: I thought you would run, just like your nose. I'd wipe it for you, but all I've got are these snowballs here. Oh, well.

SM to DX: Use those. It's environmentally correct!

IRB to Zonked-Out: Yo mama! She want you in da kitchen, dude.

Beavis' Wisdom: Heh, heh, heh. The Tool has left the Space/Time Continuum.

SM to Yard: We can only wish.

TRALFAMADORE / 1994xxm22, Youngstown XV

Autumn Retreat: Italian f kenya-mogadiscio.

Austria declares Leopoldville as a build center. Did I miss anyone else's announcement?

Winter 1901

- Australia Z (Michael Moran Alterio): builds f melbourne and resigns; also has f new zealand, a south australia, f mid-pacific ocean.
- Austria A (Steven McKinnon): builds a budapest, a leopoldville; also has a kameron, a galicia, a serbia, f albania.
- Brazil B (Charles Goetz): builds f recife; also has f azores, a amazon, a la plata.
- Canada C (Jamie McQuinn): builds f toronto, f montreal/nc; also has a alaska, f iceland, f labrador sea.
- Chile L (John Bryden): builds f santiago, f antofagasta; also has a peru, a bolivia.
- China X (John Galt): removes f yellow sea; still has a kansu, a peking.
- Egypt Y (Daniel Wartko): builds f suex, f cairo; also has a anglo-egyptian sudan, a cyrenaica.
- England E (Marthew Lahtinen): builds f liverpool, f edinburgh, f johore; also has f thailand/ec, a cunene, f english channel, a norway, f north sea.
- Ethiopia P (Michael Quist): builds a adis ababa, a asmara; also has a kenya, a junglei.
- France F (Steve Nicewarner): builds a paris, f abidjan, f saigon; also has a gold coast, f formosa, a brest, a marseilles, f portugal.
- Germany G (Ward Nardi): builds a dar es salaam, f kiel, a munich; also has a karanga, a burgundy, f holland, a denmark.
- India H (David Schlosser): builds a delhi, f madras, a calcutta; also has a ceylon, a burma, f madagascar.
- Italy I (Chris Warren): builds f rome, f naples; also has f mogadiscio, f tunisia, a piedmont, a corsica.
- Japan J (Jim Bailey): builds f tokyo, f osaka, f kyoto; also has f karafuto, f canton, f philippines.
- Mexico M (Vince Springer): builds a mexico city, f monterrey, f guadalajara; also has a guatemala, a baja california, f cuba.
- Morocco O (Rich Irving): builds f casablanca, a marrakech; also has a senegal, a french nigeria.
- Netherlands East Indies N (David Kovar): builds f palembang, f jakarta, f hollandia; also has a borneo, f brunei, a new guinea.
- Russia R (Alex Simmons): builds a moscow, a irkutsk, a st. petersburg; also has a turkestan, a manchuria, f korea, f gulf of bothnia, a warsaw, a rumania, f sevastopol.
- Transvaal V (Eben Kurtzman): builds f durban, a pretoria; also has a barotseland, a rhodesia.
- Turkey T (Matt Hepppe): builds a baghdad, a constantinople, f smyrna; also has a yemen, a bulgaria, a iran, f black sea.
- United States U (Martin Johnson): builds f los angeles, f norfolk; also has f sargasso sea, f hispaniola, f hawaii.

Michael Moran Alterio has resigned. Would Doug Brown please take over the Australian units?

Deadline for Spring 1902 is January 20.

Transvaal to the World: I am having terrible trouble with the U.S. Mail: I know of at least three letters that I have not received since I moved. This does not take into account the letters that I do not know were mailed to me. I respond to all correspondence. If I do not respond to your letter, I did not receive it. Please call me at (408) 288-6956 if I do not respond to your letter within two weeks. Thank You.

France to World: Sorry, I was feeling especially uncreative today. No belly laughs this time. Australia to himself, musingly: India and I sure missed the mark with our press last issue, assuming China and Japan are allied. We pretty much revealed that we didn't have a clue. I think I had better play my cards closer to my chest from now on. Hey, wait! Why am I typing this?

Brazil to Australia: Excuse the mixed metaphor, but if all goes well there will be peace in our time. Until, that is, the Shadows from the Rim descend upon us all. If events do not occur as has been worked out, then all I can say is "forget them, they are dying."

Austria to Bailey-san: Yeah, the Goldfinger treatment for Dolores. Got to wonder who sold her on the albino hair, though. She looks like a bog brush.

Japan to Austria: Oops! I let Pete know who the obscure babes were, but never gave him word to release them.

Rose Carlotri is from the Heart Throbs from England. If you want a female vocalist who can rock while slapping you around with brilliant lyrics, she is it. Rose puts Courtney Love to shame in every respect.

Anneli Marian Decker is the singer for Bel Canto, a Eurotechnopop group that I haven't yet been able to pin down to a specific country. They have Germanic/Scandinavian names, record in Belgium, and sing in English and Spanish (?). Voice and looks are close to the singer from Cocteau Twins.

Elly Brown is from the American group Grace Pool. This is probably the most obscure of the bunch, not having released an album since 1990. Ireland's Deka Bloom appeared on one song.

Sharleen Spiteri sings for the Scottish band Texas. Very cute little brunette with a strong voice. Very good mix of Rock, Country and Blues from this band. They made an appearance on the Tonight Show over the summer.

As for Angie Hart, well, the first video she was sans ring and cropped hair. I still like her voice, though (I'm a sucker for an accent, especially one that comes through even when singing.)

Australia to Egypt: Welcome aboard! And congrats on a quick recovery!

France to World: My New Year's Resolution is to write more and get my moves on time. No you guys are not being slighted, I've been playing all my games gunboat lately.

Italy to India: I get the idea Ethiopia doesn't like me, too, but it's hard to tell since he's never answered a letter!

India to Turkey: I realize that magnetic north is not the same as true north, but it seems you and Austria need to synchronize your compasses.

Austrian Movie Quotes Handbook to Gaughman: That quote by Egypt is from *Pulp Fiction*. Rome to GM: The coffee reference is from "Pulp Fiction." Gets a recommendation from me, but the pope doesn't like it much.

Austria to Egypt: Hey, can you give us the quote from Ezekiel?

Egypt to India: My, what big fleets you have! Biblical quote of the month: "And they committed whoredoms in Egypt: there where their breasts pressed, and there they bruised the teats of their virginity." Ezekiel 23:03.

Italy to World: Joke's on the Ethiopians. We like retreating! Something's just so reassuring about an Italian marching backwards...

TRALFAMADORE / SUPPLY CENTERS held as of Winter 1901

Australia	melbourne, perth, sydney, new zealand	4
Austria	leopoldville, vienna, budapest, trieste, kameron, serbia	6
Brazil	recife, rio de janeiro, sao paulo, la plata	4
Canada	vancouver, montreal, toronto, iceland, alaska	5
Chile	santiago, antofagasta, peru, bolivia	4
China	hankow, peking	2
Egypt	suez, cairo, anglo-egyptian sudan, cyrenaica	4
England	johore, cape colony, london, edinburgh, liverpool, thailand, cunene, norway	8
Ethiopia	asmara, addis ababa, kenya, junglei	4
France	abidjan, saigon, paris, marseilles, brest, gold coast, formosa, portugal	8
Germany	dar es salaam, munich, kiel, berlin, katanga, holland, denmark	7
India	calcutta, delhi, madras, ceylon, burma, madagascar	6
Italy	mogadiscio, naples, venice, rome, tunisia, corsica	6
Japan	kyoto, osaka, tokyo, karafuto, canton, philippines	6
Mexico	mexico city, guadalajara, monterrey, guatemala, baja california, cuba	6
Morocco	marrakech, casablanca, senegal, french nigeria	4
Neth E Indies	palembang, jakarta, hollandia, new guinea, borneo, brunei	6
Russia	omsk, irkutsk, vladivostok, st petersburg, warsaw, moscow, sevastopol, manchuria, korea, rumania	10
Transvaal	durban, pretoria, barotseland, rhodesia	4
Turkey	baghdad, constantinople, smyrna, ankara, yemen, bulgaria, iran	7
United States	boston, norfolk, los angeles, hispaniola, hawaii	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.		

Brazil to the Symbiotic Transvaal/English Behemoth: I've received each of your letters. Sorry for not responding but work/school/exams have grossly diminished my gaming time. Neither of you have anything to be concerned about regarding Brazil. There are other matters that I need to address. I will, however, issue the same statement/sentiment: Fleets in the South Atlantic would be a VERY unwelcome sight. Each of us has more fruitful things to be doing than bumping heads in the middle of the ocean. Let's work this out amicably. Then we each can go our own way without worries.

Kaiser to Frenchie: Hey, I don't want a war or anything. Just a vacation in Paris! Course the beaches of the Med sound inviting as well!

Austrian Medal of Heroism: Paul Ince. *[A collective "huh?" from the audience.]*

Uncle Enzo to Selassie: We wouldn't want da nobody should get hurt!

Austrian Babe-vero Sub-subcommittee: We don't even watch *M!* Figure that out.

GM to Austrian Bureaucracy: We don't even know what *M!* stands for.

Brazil to Egypt: Regarding your last post, a slightly altered original in response: "...and so you know, and he knows that you know, and you know that he knows you know, and that is how it is better." "Interesting theory."

Egypt to Brazil: Me and some boys are going to get to work with a blowtorch and a pair of pliers. (gettin' medieval...)

France to Japan: When I drove to Alabama for Thanksgiving, I must have heard "Zombie" a million times [OK, five]. If I hear that damn song again anytime soon, I might hurt someone!

Russia to Austria: I don't think we can have peace while you are in Galicia and Paula isn't on POF.

Morocco to Japan: Stop me, hen. Well, I'm not going to let you take Formosa or Saigon!

Piedmont to Marseilles: Allo? Is anyone home?!

I, Claudius Pronounces: We shall have to defend our beaches! Man the gringirimes!

Q&A—Corsica: A short, neurotic man was found today on the beaches, demanding to be taken to France and be proclaimed emperor. Naturally, the Italian high command has no choice but to comply with his wishes.

A submarine, slipping out of a hidden den on the barren coast of Cyrenaica. Two men stand in the conning tower, smoking. The trails of smoke whisk behind them as the sub makes good surface time under a sliver of Mediterranean moon.

OberReichshauptamtFührergesacht PanzerEssen: Iff ist is keine ein Tingen, eine oder est. Die Ottomanen Treacherren Hundt sind. Vir aus Kreten UnterseeBoot Pennen gefloaten.

UnterSchtupp Reinsfuhr: Fur das Minotauren Sachtenfin beshmeit?

Orhfg PanzerEssen: Reinsfuhr, sie Scheisse geschprechen.

UnSp Reinsfuhr: Bitte, mein Herr.

Orhfg PanzerEssen: Du in Turkestaft vell Doen. Deine mounthen alles mit Scheisses fullen sind.

Austria's Babes o'the Moment: Gillian Anderson, Holly Marie Combs.

Japan to GM: Celine Dion? The voice and looks are passable, but the constructed career where they even choreograph her left pinky in her power-ballad videos is the antithesis of Musical Babeousness in my (admittedly subjective) book. Even straight-laced Amy Grant knows the meaning of spontaneity (much) better than Celine.

GM to Japan: Fortunately for me I can remain blissfully ignorant of such industry crap and enjoy the ends instead of the means. Aside, my college roommate had a crush on Grant—even though I was religious at the time I just couldn't see why. Second and further aside, I've lately taken a liking to Blues Traveler and Hooty and the Blowfish (how do you spell "Hooty" anyway?).

Austrian to Papa Gaughan: We also recommend the name Katherine for your putative daughter. Or, Steven for a boy. And none of the 'ph' rubbish!

Thereby hangs a tale, from Vienna: We used to date this female who asked us what we'd name our son. We told her 'Feyd', after the great Dune character. She said that was a stupid name, that he'd be ribbed for it. So we said that it's not like we'd be calling him 'Teapot' or something.

GM to Vienna Tale: It is a stupid name.

Russia announces formation of The Tsar's Engineers, specializing in canal building.

Brazil to US: There is still an opportunity for us to discuss this silliness.

France to Australia: Apparently I forgot to put the smiley at the end of that. As Foghorn Leghorn says "It's a joke, son, get it!" Actually, I was impressed with your diplomacy in Vexvelt until the unfortunate meeting with the Turk.

Script from *Casablanca II—The Wrath of Rick* (Ilse and Sam at the piano)

Ilse: Play our song for me, Sam?

Sam: No, Miss Ilse, the boss said for me not to.

Ilse: (sobbing) Play it again, Sam! Rick doesn't have to know!

Sam: Well OK, Miss Ilse. (singing) Grandma got run over by a reindeer. Walking home from our house Christmas E...

Rick: (rushing out to slam the piano lid) I TOLD you, Sam, never to play that song!!!

GM to Scripwriter: Wow, Rick is even classier than I thought.

German to Transvaal: God it's hot down here. How can you stand it? I wanted so badly to build a fleet in Dar so my men could escape the heat but those damn Ethiopians keep me needing forces inland.

It's Me Again!

by Cathy Gaughan

Well, Pete's been bugging me to write something for the zine. I seem to have tons of time and no time at all. I seem to have hormones jumping in all directions. Being pregnant is fun, scary, a pain, and a blessing. I get lots of attention sometimes which I like. I'm tired all of the time which I don't like. I don't even know which issue Pete is up to these days. I do read the zine (well the letters and the snowball games), but I've been busy.

I've been getting ready for my Chorus Christmas Show "Jingle 'n Jazz" on Dec. 3rd. My quartet, "Full of Surprises" will be singing two songs, as well as the whole chorus repertoire. I'm also on the front row so I have more complicated choreography. The busy part has come from all the extra rehearsals needed for each of these things. I'm still not very comfortable with the X-mas songs. I don't know them as well as the regular songs. But it will all come together this Saturday night!

I'm pretty excited because my Dad is coming to visit us from Florida. I haven't seen him since my Mom died. He's coming on Christmas Day and staying until Jan. 6th, I think. I will finally get to see how he is really doing. It's very hard to tell on the telephone. Especially because he doesn't like telephones much.

Well, it's several weeks later and I'm trying to finish this article. I still seem to be OK with being pregnant. Boy, my emotions (hormones) have really gone wacky. I seem to get teary eyed over just about everything. Pete has been very understanding and he doesn't laugh at me. Sometimes I laugh at how silly it seems, but I usually can't help it.

Well, I'm unemployed again. A really great Christmas present I thought, but what can I say. Jeesh, I just wanted to last a few more months, but I just couldn't hack it. I think when they found out I was pregnant they were looking for reasons to let me go. I was there as a temporary employee, but had been told they would probably hire me permanently. But that obviously didn't happen. It's the first time I've actually been fired, not laid-off. I couldn't keep up with all that they wanted me to do. It's really strange, I kept thinking I was getting closer to catching up and then they would ask about something I had put on a back burner while working on another project. It was pretty bad, I guess. The jobs I've had in the past were so different. If you felt you were overwhelmed, you never spoke up or you got in lots of trouble. This place really did want to know how I was doing and I guess it took me too long to figure out that they were very serious about wanting to know. I had taken over a position that had been vacant for about a month or so before I started, so the desk was already behind. The company was also in the process of getting a new computer system. I had to learn the old system to work on current and old stuff. But the new system had to be learned to work the new orders. There was no training on the new system and no manual. I did not have someone to ask how to problem solve in the new system, so I felt pretty lost most of the time. So my being fired didn't come totally as a shock. I had called the Temp Agency about a week earlier and said that I didn't think I would want a permanent job with this company and she could start looking for other temp positions for me.

Well, she hadn't found anything for me yet. And since my Dad is coming in about a week, I don't think I'll get too serious about looking again until January. Part of me doesn't want to look for a job at all which makes Pete very unhappy, so I think I'll look for something part-time when I start looking.

The Sweet Adelines Christmas Show went very well!!! We had lots of fun and believe that we sufficiently entertained our audience. Diablo Vista Chorus has really been fun and challenging. I have met a lot of really nice ladies that are becoming good friends. One sad note, the chorus I used to belong to is in the process of dissolving. They had one last Christmas party for us all to say good bye. We had fun at the party but it was sad to know there will not be a Marin Chorus anymore. I really feel sorry for the ladies that will not find it convenient to join another chorus. Sweet Adelines is such a great organization it will be sad to have them have to drop out.

Well, I hope everyone has a wonderful holiday season!! And a Great New Year!

PLATEAU / 1994HJ

Autumn Retreat: German f swe off the board.

Winter 1902: England builds f edi; France builds mutant nuclear croissant warriors;

Germany builds a ber; Italy builds f rom; Russia disbands a stp; Turkey builds f con, f smy.

Spring 1903: Smashing Pumpkins

Austria (Marthew Lahtinen): a gal u, a bud u, a ser u, f tri u.

England (Tim Goodwin): f edi-nts, f nts-hel (f kie s /dislodged/), f bar-stp/nc (a nwy s).

France (Don Williams): f tus-tyn (f lyo s, f wes s), a mar-pie, a bur-mun (a ruh s).

Germany (James Battle): a war-mos, a sil-mun, f den-nts, a mun-kie (a ber s).

Italy (Phil Reynolds): a ven-pie, a naf-tun, f tyn-tus /dislodged/ (f rom s).

Russia (Jeff August): f swe s english a lon-den /nsu/, a rum-sev (a ukr s, a mos s /dislodged/).

Turkey (Dave Golias): f con-aeg, f smy-cas, f aeg-ion, a gre-bul, a sev s german a war-mos (f bla s).

Summer Retreats: English f kie, Italian f tyn, Russian a mos.

Deadline for Fall 1903 is January 20.

GM to Plateauians: There is quite a lot of press this time. I happen to like press. On the off chance that you only want game-related press, I'm putting the Golden Age snuff at the end—but don't mistake that to mean I don't encourage it (in general).

Duck to Donnatcher: Swider is serving time on the NYGB; you call that living?

PJG/V to Duck: Others have escaped—where there's hope there's life.

France to Nikki II: You need more than vodka, guy... good luck.

Italy to Germany: Still running from your problems?

Germany to Cur Dogs: Jackals' Rabbits? The only wild animals I know about are the ones sniffing my butt. And I'm facing East.

GM to Germany: Um, hate to break it to you, but in baboon society that would be considered a 'submissive' position. And believe me, Diplomacy ain't that much above the level of baboons.

Courtney Love to GM: I think I'll write a book and call it *POWER-SULKING: How To Sulk Your Way To The Top*. I think it would sell a lot of copies in Germany right now.

Love's Hole to Heartless Bastards: Dammit, you guys, I'm a widow. I'M IN MOURNING. My husband, the world's sweetest man, dies in a bizarre avant-garde, Jackson Pollack Wallpaper, art-project accident; my bass player didn't know which was a tbl. and which was a tsp. and died in a bizarre heroin-mainlining accident and all you can do is ridicule me.

It's enough to make one take up strange behaviour, like wearing baby clothes and naming your children after vegetables.

And as regards my dating Trent Reznor: I don't want to hear any jokes that include the phrase "shotgun wedding." And I've taken out the passenger seat in my Nissan Kamikaze so you can't "ride shotgun" with me. And Trent wasn't being psychic when Nine Inch Nails' first single was "Head Like a Hole." Besides, *The Rifleman* was a show set in the old west, not about depressed, overrated Puget Sounders hunting themselves in suburban cities.

Keep up this disgusting, insulting behaviour and I'll have no course but to secure the services of Cheatham, Lye and Steele, Inc. and SUE YOU ALL NEW ASSHoles!

Babe-not: Pamela Anderson, Baywatch ho-bag.

V-Turk to A-H: As a rule, I try to get as much Leather-Clad Delaney in my life as I can.

GM to Vexvelt-Turk: Your overuse of Capital Letters is going to wreck my typing skills.

Babe-of-the-month (via France): Stephanie Williams—my wife.

Williams' Women o'the Week (not from Williams): Marilyn, Janis, Kirsten.

Successfully suicidal women can't tell you to shut the fuc# up.

GM to Weak: You have a twisted sense of success, monsieur.

Successfully Suicidal Greek Philosopher: BYT I KAN. SYT OE FYK YPI!

Duck to PJGIV: Dead guys, huh? Well, don't they have estates or something?

GM to Duck: How postmodern of you! Don't you recognize the existence of a culture before litigation? These are no disco stars we're talking about.

Non-Sequitur #17: That's the way, uh-huh, uh-huh, I like it, uh-huh, uh-huh!

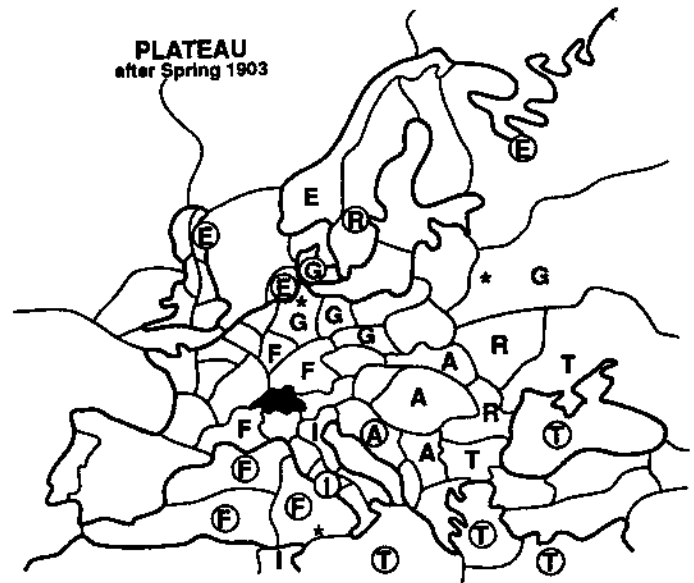
V-Turk to Reynolds: Bet you raced right out and saw *ST:Generations*, you closet Kirklover.

GM to VTurk: I raced right out and saw it, and cheered when he died. I think Kirk stole all the best one-liners that should've been Picard's.

Vienna to Constantinople: It looks like we all need some vodka.

GM to Vienna: A nice hot mead will do for me, thank you very much.

Duck to Italians: Got your postcard, sorry I didn't get back to you. It's true we needn't be at war and can easily disengage, and I'd like to do that, I think. On the other hand, you're going to have to do better than telling me to move two-thirds of my



forces in the opposite direction without some show of good faith on your side, too.

Italy to France: Yeah, Pete got wise. So when are you going to wise up?

Lyon King to Pope Guido: There you go again. You Catholic heirarchy types are so into ruining the fun for everybody else. Well, heck, I'm not even doin' nothin'! I suppose next you'll tell me to stop or I'll go blind. (The question is, can I do it just 'til I get nearsighted?)

Italy to Turkey: I really need your help... like now.

France to Germany: Cat got your tongue? I've heard of brevity, but your last letter takes the cake for stoic pithiness... it had the terseness only a Spartan could love. Hope you found my response-in-kind to your liking.

Valencia to Concord: Did you know that Williams is one of the five most common names in the United States? (The others being Smith, Jones, Brown and White.) It's occasionally a pain in the ass, because I get calls for other people named Don Williams [*(the poor, tortured souls)*], and once a court judgment of \$8,000 was levied against a namesake of mine in San Diego; it ended up on my credit report. (That only took eight months—and eventually an attorney—to correct.) It can be amusing, though. I get kidded regularly about being a country-western singer, I just found out there is an actress named Stephanie Williams on the day-time soaps, and you'll no doubt remember the ribbing I got a few years back because of my ex's name, Vanessa...

GM to Valencia: Yeah, it was with great disappointment that we in the hobby let you divorce her.

Burgundy to Vienna: See, I told you he had big teeth. And two builds. I'm not trying to start anything, but you and the Sultan might need to renegotiate the spoils soon.

Archduke to Lyon King: Still looking up 'vitriolic'.

Samurai Kraut to fellow Underdogs: "One's way of dying can validate one's entire life."

GM to Kraut: Gary Gilmore??

Italy to Austria: Keep your fleet where it is. We might both need it.

A-H to Italy: Believe me, I'm thinking big picture.

GM to A-H: Maybe you need to buy enlargements.

Paris to Vienna: We need to talk, at the very least to clear up what you said in your last letter. I don't exactly understand what you meant when you said that German armies are part of the French spearhead into... Russia? Actually, at this time the Kaiser is so mad at me he could just spit fire and cremate me on the spot. Maybe I didn't understand what you were getting at?

!?!?!?: The logic circuits on MADAM-prime were channelling electrons beyond all technologies' capability to measure. Sub-subprogramme nu-omicron coughed out the paradigm basis: if a tree falls on a Valencian's head, is anyone there to hear it, and do they care? If I release a hammer on a planet with positive gravity I need not watch it fall to know that it has fallen. If the government has money it will find a way to spend it. If a criminally-verbose 91355-3235-class hominid knows of the existence of white space it will expand to fill it.

"Buz's Teeth," erupted Swiss Watch Commander Mazzer, "it's the Williams Effect, the classical infinite-mirrors-into-the-depths-of-the-horizon problem!" He reached for the Dose of Reality throw switch, his hand brushed it when—!

"Don't touch that!" Mazzer and the Boss snapped their heads around to the trans-phasic VR pad. The projected head of Sub-I.G. Master C. Love, the infamous Widow Hole, scornfully overbore them from the 1600 ft² com-hole.

"I'm sorry Sub-I.G. Master," abased Mazzer, "but you know what this means."

"OF COURS E I DO!" screamed The Widow, as was her custom. She paused to finger the shotgun insignia on her white cotton I.G. Babydoll uniform.

"It's the Williams Effect. The anomaly you're monitoring exists on the realms of Sector Twelve."

"Yes, and—"

"SHUT YER HOLE! You were about to Reality Check the entire Sector. YOU FOOL!"

"Now, listen! The phenomenon-basis for Sector Twelve is press. The rocket scientists over at Sector Activity have made a major discovery. Some verbal-diarrhoeic in California put out so much press he broke the Continuum barrier."

"When they tracked the leakage they had a brainstorm. They themselves were Creatures of Press."

Nearly five seconds passed before The Boss shifted in his overstrained Command Chair and said, "Then that would mean..."

"YES," screamed The Widow, "this whole chickenshit outfit is press. We're, ourselves, overflow from the Williams Effect."

"But, Widow," gulped Mazzer, stumbling as he realised he'd called her the Forbidden word, "If we're press, who's writing us now..."

The Widow nodded. "You see it, Mazzer. There's only one answer. Williams exists. And what's worse, he's God."

V-Turk to World: Christ he's at it again. We're doomed.

GM to Plateaunians: And now, folks—Your host for this evening...

The Diplominati — Part 2

ABOARD THE SPACE STATION DEEP SIX NINE: The illuminated squares of MADAM's detection matrix grid were zines in current production, capable of supporting text, grammar and syntax, and therefore capable of generating the anomaly Langley had identified. The Boss turned to Lahtinen, his Computer Engineering officer.

"Power up the Calhmer Thesaurus, 1976 Edition. Code in word values for Sector Twelve and bring in on-line. Bring it up slowly."

"Access Berch's 'Lexicon of Diplomacy' file for cross-reference?"

"Christ, Lahtinen, nobody's cracked that data in fifteen years. Even MADAM would dog-down under that load. It's archaic."

"Thesaurus on-line, Sir," replied Lahtinen.

"Gentlemen," said the Boss, "let's get to work." Watch Commander Mazzer leaned forward and spoke into his microphone.

"Okay, standard anomaly search pattern. By the numbers, people. Ops Officer, let's start with one across."

"One across, Sir," replied Operations Officer Goodwin, intent on his monitor.

"Five letter word for wimp."

TOADY

The white squares filled with letters as MADAM scanned the vectors of Sector Twelve.

"That's a fix, Sir. Two across?"

"Affirmative. Go."

"Continent, six letters." The VLVMF monitor flickered briefly, then steadied.

EUROPE

"Got something? We got something with that!" said Mazzer.

"Fifteen down..."

"Sir, no," said Goodwin. "I think it's deeper." The Boss considered this briefly.

"Very well. Twenty-seven down..."

"Lying scumbag stabber, eight letters." Instantly, MADAM's monitors began to flicker wildly. The soft illumination in each of the zine subsectors quickly became an intense red, casting a bloody hue from the main detection monitor across the room.

"We're losing it! We're losing it!" cried Mazzer. The Boss faced Goodwin.

"What's happening, dammit!"

"It's Behnen's Corollary, Sir. MADAM's processing an exponential transverse situational algorithm, an ETSA, with an extenuated hypervacillating baud factor of..."

"In English, Goodwin!"

"Too many possible correct answers to the clue, Sir."

"Give it more power, Mr. Lahtinen!"

"Ai'm sorrah, Sir, boot Ai'm gi'en ye all she's goht! If Ai push heer hairder, she'll blow thesaurus! We cuhd be spaichless f'weeks!"

"Twenty-three across to stabilize!" snapped the Boss.

"Eight letter word for simple-minded antelope."

BOBOLSEN

"Hold that! It's a fix," said Mazzer. "That makes twenty-seven down WILLIAMS'."

"What's that give us, Goodwin? And, Lahtinen... where'd you get the accent?"

"I don't know, Sir," Lahtinen blushed hotly. Goodwin meanwhile checked his vidstation.

"It's an absolute lock, Sir. It looks like a subtext."

"Very good, people, good work," said Watch Commander Mazzer. "We got lucky. Goodwin, can we triangulate?"

"Yessir. Thirty-two across. Six letters for hot, last letter 'E'."

PLATEAU / SUPPLY CENTERS held as of Winter 1902							
Austria	vie	tri	bud	ser	.	.	4
England	lyp	lon	edi	nwy	kie	.	5
France	par	mar	bre	por	spa	bel	6
Germany	mun	ber	hol	den	war	.	5
Italy	nap	ven	rom	tun	.	.	4
Russia	stp	mos	swe	rum	.	.	4
Turkey	con	ank	smy	bul	sev	gre	6

CATHY

"Six letters, ends with 'E'!" said Lahtinen, swatting the side of his VLVMF screen with his open palm. The display dissolved in shifting pixel patterns, changed.

DAPHNE

"That's better, that's a fix, Okay, thirty-four down. Starts with 'L', four letters... nice guys' place."

LAST

"That's a fix. Mark it!"

"Forty-one across... omnipotent, eternal being. Three letters."

GOD

MADAM's main monitor began to flicker again. No match. Mazzer looked to the Boss, but the Boss was already intent on MADAM.

"Play a hunch. Cross-link to Williams, Quinn, and Caruso," he said calmly. The screen steadied momentarily.

BNC

"That's a fix, Sir. Nice call. That makes forty down start with 'C'. GM's mental prowess, eight letters."

CRIPPLED

"Bingo! We got a bogey!" cried Goodwin.

"Classification?" asked the Boss. Watch Commander Mazzer nodded.

"Yes, Sir. It's a sub-text alright. Benzene-class hull. Normally displaces five syllables, but can achieve seven if properly equipped. Carries a heavy array of weapons, sensors, and semantics. Top of the line, Boss, the best they have. Pretty nasty in a fight."

"What's her location?"

"Perelandra, Sir."

"Definitely a hot one, Commander," said the Boss. "Goodwin, punch up Star 2-Blue and get a unit scramble to Perelandra from Deep Shit Six. Somebody get me Langley on the comvid..."

"Here. Been plugged in since you ordered it, Sir."

"Langley, what's the status of your anomaly now?"

"It's doubled in size in the last ten minutes. And it's growing."

Watch Commander Mazzer of the Continuity Police sat listening uneasily.

Perelandra, he thought. Why did he not feel good about this?

IN A SUPERCONDUCTING MICROCHIP (HALF THE SIZE OF A GNAT'S ASS), LOCATED SOMEWHERE IN MADAM: Electrical current flowed into the chip as it had been designed to do and as it had never previously done. In micro-nanoseconds, a series of coded messages and exquisitely sophisticated programs were shunted from the microchip and spread at near light-speed through MADAM's motherboard and into the multiple harddrive crystals and main ROM circuitry. There, they attached like a symbiotically parasitic virus. Quietly, an existing, unused, and in fact secret, circuit came to electronic life and started feeding into a parallel system deep in MADAM's heart.

RUN+++Program///nbc/cbs/abs/cnn/fox///fiatbellum

PROGRAM:DIPLOMINATI;THEENLIGHTENEDMASTERSOFDECEIT//TEM

OD

FNORDFNORDFNORDFNORDFNORDEHLIMIKEFNORDFNORDFNORDF

NORDFNORD

SEQUENCEINITIATED>>ACCESS:EXTREMEULTRAPREJUDICE///ACCEPT

VISADISCOVERNOTAMEXP

LOCALSEQUENCESELFINTIATED:FIX AT PERELANDRA

KEYCODE: PERELANDRA PROJECT

PASSWORD: PERELANDRA

PLAY+++DIPLOMINATI/TEMOD/VIRTUALDIPLOMACY

As quietly as it had started, the circuit went silent. But it was no longer inactive.

MADAM's high-tech, ultra-sophisticated software sentries and defenses from viral, hacking and other penetrations were not triggered by the trip-wire program. The PERELANDRA PROJECT had been installed by MADAM's creators, or at least one of them. Lahtinen, who'd been involved almost from MADAM's conception, knew nothing of the program and would have paid dearly for the information. As it is, MADAM's well-kept secret will make everyone pay dearly.

GM to Plateaunians: So ends another thrilling chapter. Join us again next month to find out whether someone who is not even connected to this game can become so enraged on your behalf as to murder one of the participants!

BARSOOM / SUPPLY CENTERS held as of Winter 1905												
England	lvp	lon	edi	nwy	swe	spa	DEN					6/7
France	par	mar	por	bel	hol	bre	MUN	KIE				6/8
Germany	mun	kie	den									3/0
Italy	nap	ven	rom	tun	sev	ber						5/4
Russia	stp	mos	war	sev	vie	ber						6/5
Turkey	con	ank	smy	gre	ser	bul	rum	bud	TRI	VIE		8/10

BARSOOM / 1993HI

This is an orphan from Keith Seeler's *I Still Live!*, which doesn't. Keith published a zine several years ago which vanished without announcing a fold, helping rehouse the games, or refunding subscription money. Keith has just done this again, although he did at least announce that he was disappearing (said he's giving up Diplomacy for Magic: the Gathering). I know he doesn't care about the hobby's opinion (his inconsiderate acts prove that even if he hadn't said it explicitly himself) but I will nonetheless call him a liar and a chear, and warn people not to get involved with him if he shows his face around here again.

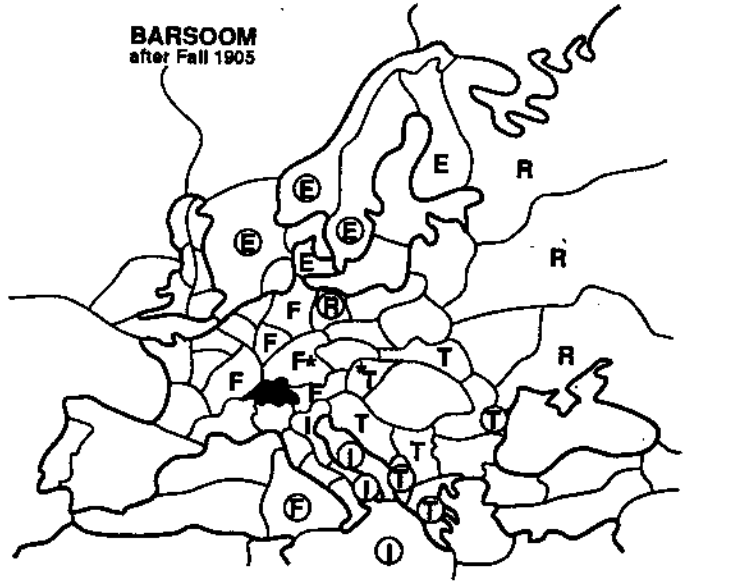
On a happier note, I'll point out that I happened to get the one game from *ISL* which is named after a fictional planet: I can maintain my naming system!

Autumn 1905: Russian a vic-, a mun-

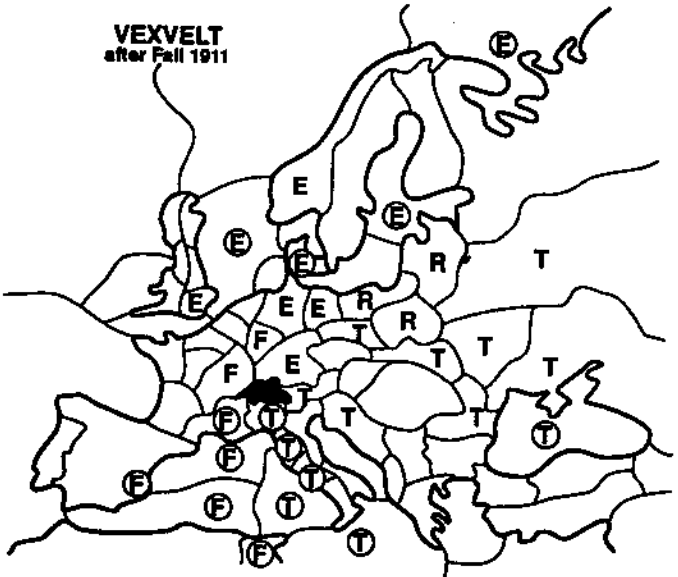
Restart

- England (Jim Grose): may build two; has f swe, a ln, f nwy, a den, f nts.
- France (Paul Rauterberg): may build two; has a tyo, a mun, a kie, a ruh, a bur, f tyn.
- Italy (Jason Wilke): even, has f ion, a ven, f adr, f apu.
- Russia (Nelson Heintzman): build or remove depending on retreats; has a sev, a mos, a stp, f ber, a /dislodged/, a /dislodged/.
- Turkey (Tom Johnston): may build three; has a tri, a ser, f alb, a vic, a gal, f rum, f gre.

Deadline for Autumn/Winter 1905 is January 20.
Would *Dave Golias* please send standby orders for Jason Wilke? He's the only player I haven't heard from, everyone else confirms they'll continue to play here.



- GM to Elementary: Yikes! Weird taste, man, and not an evolutionary-successful one considering its rarity.
- Turk to Gaugh-man: Congratulations! Now, a good name for your child: Steven. Or, if you are gifted with a girl: Katherine.
- GM to Turk: I didn't realize you were Steven Katherine McKinnon.
- Turkey's Babes o' the Moment: Sherri Stringfield, Robyn Lively.
- GM's Babes o' the Moment: Susan Sarandon, Demi Moore.



VEXVELT / 1992R

EFRT draw: ER yes, T no, F nvr.
EFT draw: ERT no, F nvr.
Turkey proposes E/T draw, England reproposes E/F/T.

1736

Fall 1911: Song of the Vulgar Boatmen

- England (Lance Anderson): a lon plays hooky, a edi-nwy (f nts c), f bar-stp/ng, a kie-ber, a ber-sil (a mun s), f bai-bot, f ska-den.
- France (Tom Hurst): a ruh & a bur s english a mun, f tun ms f wes, f lyo ms f mar, (f spa/sc s lyo).
- Russia (Russ Rusnak): a war s english a ber-sil (a pru s), a lvn-stp.
- Turkey (Steve McKinnon): a ukr-war (a mos s [a sev s mos]), f bla chimes in with f tyn, a bul-rum, a boh-sil (a gal s), a tyo-mun, a ven-tri, f tyn also couldn't care less about Tom Hurst's opinion of Turkey's attitude (f rom s, f ion s), f pie heartily agrees with f tyn's apathy (f tus s).

Deadline for Winter 1911/Spring 1912 is January 20.

- Shameless Plug: The Afghan Whigs, *Gentleman*; The Cranberries, *No Need to Argue*; Soundtrack, *Dune*.
- GM Anti-Plug: Bought the Nylons' Christmas tape and was sorely disappointed. All the tracks have instrumentals and drums (this was an a cappella group!), and more than half the tracks are solos with backup rather than their usual close harmony.
- Brit picks: R.E.M., *Monster*.
- GM picks: Beethoven's 2nd, Mahler's 4th (I get in these strange moods sometimes...).
- Turkey wails: "I've been watching TV / In Tiananmen Square / Lost my baby there / My yellow rose in her bloodstained clothes."
- Turkey's Film o' the Month: *Pulp Fiction*.
- GM's Film o' the Month: ain't seen any, but *Judge Dredd* is in production!
- Great Moments in Babeousness, Part IV: Jennifer Tilly's legs going from her ass "all the way to the ground" in *Les Is Ride*.
- GM to Great Mom: I guess it wasn't a space flick, right?
- Element o' Babeousness: Terry Farrell's Trill Leopard Spots.

VEXVELT / SUPPLY CENTERS held as of Winter 1911																	
England	lvp	lon	edi	hol	kie	den	mun	ber	nwy								9/9
France	par	mar	bre	spa	por	bel	tun										7/7
Russia	stp	swe	mun														3/2
Turkey	con	ank	smy	bul	gre	tri	ser	sev	nap	bud	rom	rum	ven	vic	war	MOS	15/16

DURLA / 1994Wrb32 Gunboat Diplomacy

Spring 1902: Meteors

- Austria: a vic-gal (a rum s [a bud s rum]), f alb-gre (a ser s).
- England: a lon-nyw (f nts c), a nwy-fin, f nwg-bar.
- France: a par-pic, f mar-lyo, a bur-bel, a spa-gas, f por-mid.
- Germany: a mun ms a ber, a rub-bel, f den h.
- Italy: a ven-pic, a tun h, f ion-agg.
- Russia: f bor-ssp/sc, a sil-war, a ukr-mos, f bul/ec thumbs nose at Turkey /annihilated/.
- Turkey: f smy-agg, a gre-bul (f con s, f bla s), a sev h.

No word from either the original Italian nor the standby, so I called a *different* standby for orders at the last minute. Thanks, Mr. Unknown!

Deadline for Fall 1902 is January 20.

West Witch to East Witch: I hope that you have invested wisely in the future, see last turn's press and next turn's.

Ice Queen to Witches: Don't even think about it.

GM to Witches: Yeah, market manipulation doesn't go down well in this blue-collar zine!

New Italy to GM: Gee, Dad, didya hear that new song on MTV called the "12 Days of HipDipHer"? The last verse is really cute, it goes like this:

- "5 E-F love notes
- 4 Austrian armies
- 3 Turkish fleets
- 2 Unfriendly neighbors
- and a no-build 1901!"

France to Italy: Jawbones like crazy in the press, and then doesn't build. Unbelievable! I am sorry, but since I'm not even sure you're still you (if you know what I mean), I chose to move to the Gulf of Lyon. If anything, I think you (or your replacement) will be needing my help to fend off the pending Turkish assaults, before it's too late.

GM to France: Gas is still with us, but in gas new person.

AH to F: I hope you will strongly consider not attacking the Italian—no matter who it might be. If Italy is engaged with you then Turkey will be around until the endgame. The flow of the board dictates that you stay involved in the west.

New Italy to A/T/F: Did my predecessor really mean all that? Perhaps his was a planned disappearance (for the insurance 5).

England to GM: Perhaps Italy is merely complying with all of its treaty promises by not submitting its build.

GM to England: That was certainly possible. It's not my job to read minds, though, so a standby must be called. (I can do it, mind you, it's just not my job.)

AH to I: Greetings new person????

England to Germany: It would seem the days of the Russian being a thorn in your side (backside) will soon be ended at least for now.

Germany to World: WNW; that was a close one. Not what I would classify as a 'good' start.

GM to Germany: That's the problem—you thought it was a starting gun, everyone else thought it was the Shot Heard 'Round the World.

Moscow to Berlin: We have deeply enjoyed our visit to your country. We hope in the future, that we may again visit the beautiful lands of Germany (minus the guns).

France to Germany: I would respectfully ask for your kindly deferring to me on Belgium. I would like you to know that I have not ever contested Munich, and hope that my press comments to Russia do not suggest otherwise. I agree with your desire for a vacating of the volatile Munich/Ruhr/Burgundy areas, and have moved accordingly this turn. Please move accordingly (if you haven't already this turn) so as to validate that you desire an "enhanced" position of neutrality between us.

I to F: Were your fingers crossed behind your back?

Moscow Times: Defense Minister Ivan Shootemdedsky has been replaced by Waldamir Tuisonataluic (Russian for 'suck up to Germany').

GM to Times: Those Russians, they've got a different word for *everything*.

England to France: I'm glad to see that we are on the same wavelength. Consider the Channel empty. I will be quite interested in your spring moves based on your communique with the Italians.

France to England: Looks like we had the same thing in mind last turn regarding keeping the Channel neutral. That is good. I trust my build in the South validates my desire to go along with a "sacrosanct" Channel.

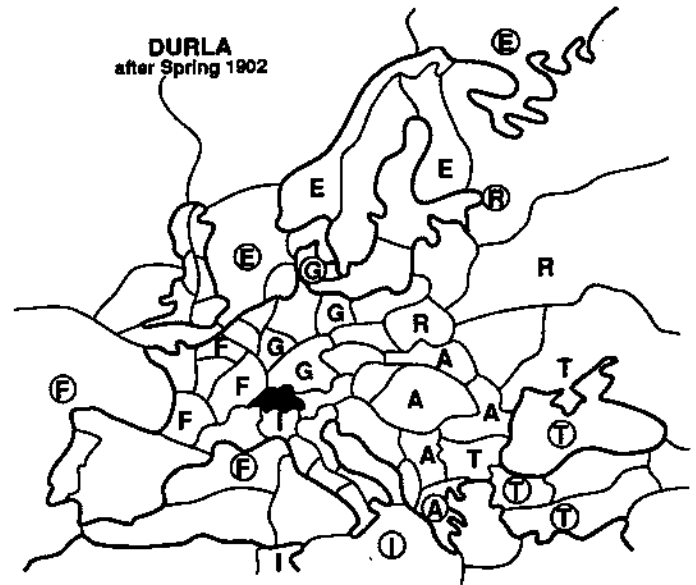
Czar to Archduke: It would seem to be in our best interests to work together against the Turkish foe. What say you?

AH to T: It appears that I have picked a fight with you. I am just too nervous about being in a gunboat game with a Turkey that is in Greece AND Sevastopol in the first year. If we are going to work things out then I have to keep Greece.

London to GM: Jaded, huh???

GM to London: No, marbled.

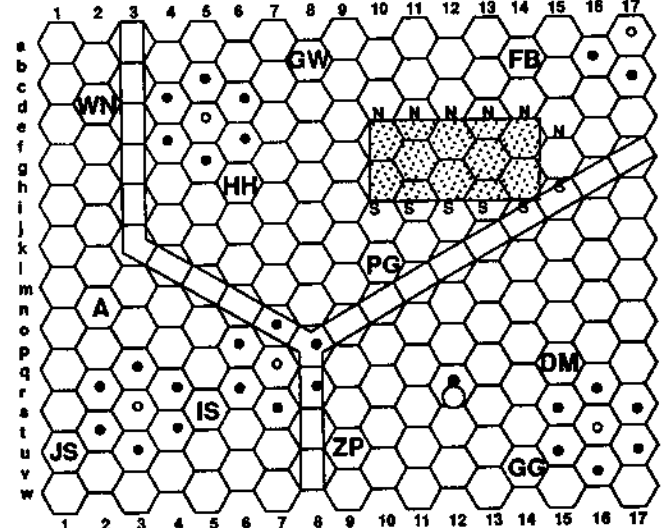
Pink Floyd to Italy: "Is anybody out there?"



DURLA / SUPPLY CENTERS held as of Winter 1902

	vic	tri	bud	ser	rum	GRE	5/6	+1
Austria	vic	tri	bud	ser	rum	GRE	5/6	+1
England	lvp	lon	edi	nwy	.	.	4/4	even
France	par	mar	bre	spa	por	.	5/5	even
Germany	mun	kie	ber	den	.	.	4/4	even
Italy	nap	ven	rom	tun	.	.	4/4	+1
Russia	stp	mos	war	sev	.	.	4/3	even
Turkey	con	ank	smy	sev	gre	BUL	5/5	even

SILVERRUN before Turn 1



SILVERRUN/Snowball Fighting ASF31

Gamestart: THIS GAME WILL BE PLAYED TO 20 VP.

WARRIOR	Player	loc	vp	hp	sb-di
Atog	Wang	N2	0	10	2-0
Dirty ol' Man	Baker	Q15	0	10	2-0
Freezer Burn	Golias	B14	0	10	2-0
Glacial Gladiator	Brown	V14	0	10	2-0
Guess Who?	McKinnon	B8	0	10	2-0
Haggis Hound	Andruschak	H6	0	10	2-0
Ice Sickle	Hurst	S5	0	10	2-0
(John Schultz)	Schultz	U1	0	10	2-0
(Paul Gardner)	Gardner	L10	0	10	2-0
(Ward Narhi)	Narhi	D2	0	10	2-0
El Zorro de Plata	Kohman	U9	0	10	2-0

Weather roll = . + = dodge. * marks conditional orders.

Deadline for Turn One is January 20.

SnowMaster to Silvrerunners: Guess Who? is really "Hey, Hurst! Guess Who?"; El Zorro de Plata translates as "The Silver Fox"; Atog is a really irritating waste of card stock used in games of Magic: the Gathering.

BELT 17 / 1993F

AEFR draw: AR yes, E no, F nvr. Austria reproposes AEFR draw.

Fall 1908: Do The Creep

Austria (Rich Irving): a vie s russian a gal-boh, 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 kie-lvn (f bot s, f bal c), f nts h, f den h, a fin-stp (f bar s, f nwy s).

France (Randy Havens): f mid h, f rus-rom, a rom-ven (a pic s, a tyo s), f run-ion (f tyn s), a sil h (a ber s, a mun s).

Russia (Nathan Trent): a gal-boh, a war-sil (a pru s [a lvn s pru {a stp s lvn}]) /stp & lvn annihilated/, a mos-war, f ion s austrian a nap.

Deadline for Winter 1908/Spring 1909 is January 20.

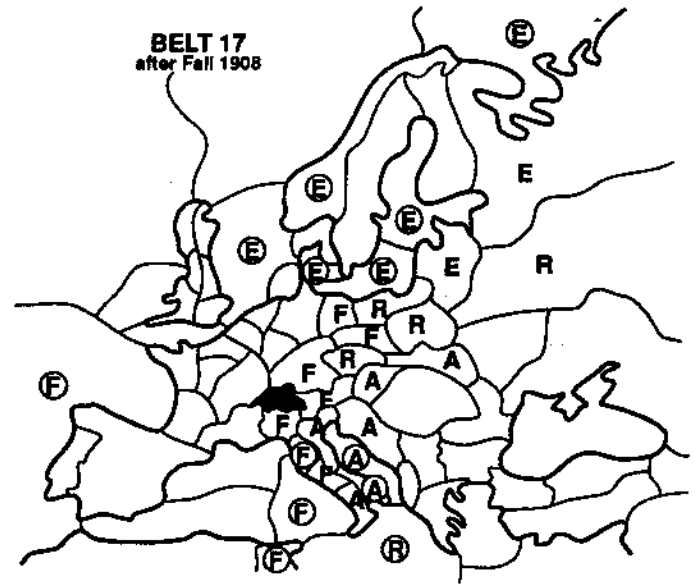
Russia to World: I know this publication is in black and white, but that doesn't mean we can't add our own color, i.e. good old-fashioned press.

Austria: While we're waiting here, anyone see any good movie lately? Read any good books?

Russia to England: Where are your daggers? Swords are for attacking, and daggers are for stabbing.

England to Austria: As I said, by 1912, the end will come.

Russia to France: Strong Autumn winds blow the Mid-Atlantic fleet into the Irish Sea! Will it crash on the rocks of Liverpool coast? Well, no, not if the sailors left their daggers at home.



BELT 17 / SUPPLY CENTERS held as of Winter 1908

Austria	tri	bud	ser	gre	bul	smv	nap	ven	vie			9/9	may build one (will be short again)
England	lvp	edi	lon	hol	kie	den	swc	nwy	STP			8/9	may build one
France	par	bre	mar	spa	por	bel	ber	mun	tun	rom		10/10	even
Russia	osp	mos	war	sev	rum	ank	con					7/6	may build one (two annihilations)

ARKON/Gunboat Snowball Fighting ASF27

Turn Eight

WARRIOR	init	loc	segment 1	segment 2	segment 3	sp	hp	sb-di
Frost Queen	FQ	N2	nvr	nvr	nvr	10	3	0-0
George Costanza	GC	U9	BB at OMW (70,06) & TDM (75,33)	collect Di	Di at TT (70,58)	16	6	0-0
Icedance	ID	F8	RR at SH (95,97)	run for cover	run for cover	9	0	0-0
Old Man Winter	OMW	V10	RR at RC (95,100)	RR at RC (95,28)	collect Di	10	8	0-1
Ramtop Chuckers	RC	O11	RR at GC (95,84)	collect Di	Di at GC (55,43)	15	2	0-0
Splat to the Head	SH	D8	Di at ID (70,08)	Mendham Maniac!	collect Di	11	2	0-1
Tatter D. Mallion	TDM	U7	BB at YS (80,10) & OMW (70,78)	collect Di	Di at YS* (80,84)	11	4	0-0
Tigger of the Tundra	TT	kit	run to W9	RR at OMW (95,19)	RR at YS (95,26)	15	7	0-0
Yosemite Sam	YS	W7	collect Di	Di at TDM (80,44)	collect Di	8	5	0-1

Weather roll = 24. † = dodge. * marks conditional orders and "RR at nearest."

Deadline for Endgame Statements is January 20.

Segment One: As Tigger of the Tundra emerges again from the kitchen, Frost Queen settles down for a long winter's nap, and Yosemite Sam mutters to his new weapon, all the other snowwarriors hurt. George Costanza selects two targets for his Barnard Bolero attack, and hits both Old Man Winter and Tatter D. Mallion. Tatter is likewise trying a Bolero, but he only hits Sam. Ramtop Chuckers nails George with a Rantler while neatly avoiding the incoming Rantlesnake from OMW. Splat to the Head and Icedance trade shots; Icc-D's misses but Splat's more dangerous Dirigible scores enough to drive Ice into the house.

Segment Two: George, Ramtop and Tatter load up with Di's. Splat whirls about to attempt the Mendham Maniac—hurling loose snow in every direction—but since Icedance is headed for the warm stove, there's nobody nearby to be hurt by the wild-man act. Old Man tries again to hit Ramtop and succeeds this time; Tigger hits Old Man at point-blank range; and in turn, Yosemite pounds Tigger like a wild beast.

Segment Three: Several players collect Dirigibles, but that's a vain hope as the others are on the verge of winning. Tigger takes a point off of Sam to move to 15vp. Tatter D. tries to slam his football-size 'ball on top of Tigger but misses—I guess he was coming down while Tigger was bouncing up. Ramtop hurts George bad, real bad, bad enough to also score 15—but George tops 'em all by driving his Dirigible into Tigger's muzzle, giving him 16 vp and the victory! Everyone retires into the house for hot chocolate and re-hash.

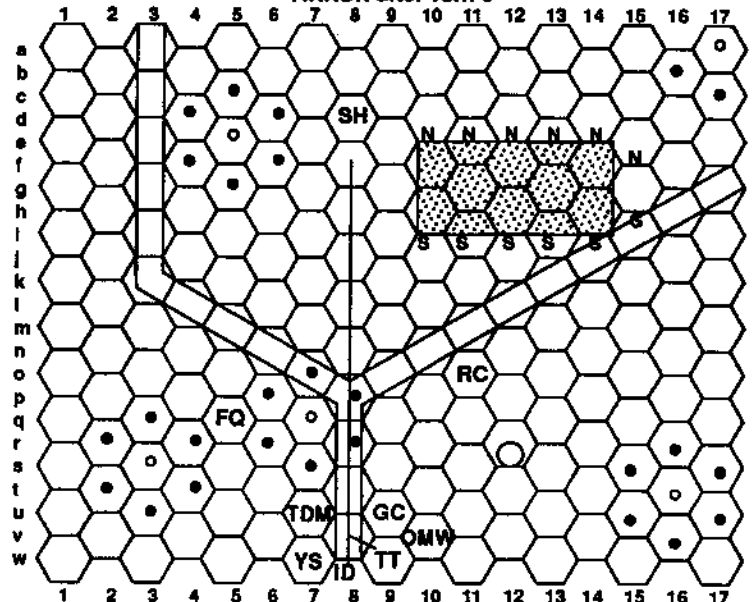
YS to the Red-Headed God of Belligerent Midgets; a prayer: ...gabble-fratzin' dingblat skully-woggin misflammerated slug-beslimed unglommerated shat-slingin festerated pack o' bifusticated varmintins...

SM to YS: I can hear the whispers of mischievous little elves, methinks. Or is that just something I ate?

OMW to Tedium: Ah, but the leader was in the kitchen, too.

awMaster to Arkons: And so this game ends with a bang on the field, but a whimper the press. Ah, dear Frostie, we missed you so this time...

ARKON after Turn 8



GIEDI PRIME / 1992AK

G/I draw: AEGI yes, RT no.
 Summer Retreat: Turkish f aeg-smy.

Fall 1911

Austria (Roger Goss): f gre & a ser s italian f aeg-bul/sc/nso, serbia dislodged/ (a alb s gre), a vic-boh /dislodged/ and resigns.
 England (Jamie McQuinn): f nts-nwy, f lon-eng.
 Germany (Lance Anderson): a mun h, a bel-hol, a kie-den, f bel-hol, a boh-gal, a sil-war (a pru s), a stp-mos, f aka-nor /ambiguous/.
 Italy (Hugh Magen): f bre-eng, a par-bre, f edi h, f iri-lvp, a gas h?, a mar-pie, a tyo-vic (a tri s), f aeg-con, f tun h?, a bud-rum.
 Russia (Greg Ellis): a gal-war (a ukr s), a rum-ser, a war-mos.
 Turkey (Andy York): a bul s russian a rum-ser (a con s), f ion-nap, f smy-aeg.

No standby will be called for Austria (house rule—fewer than three centers). NMR retreats are made off the board (so serbia and vienna, being the only retreats, are removed), removals are furthest from home centers first.

Deadline for Winter 1911/Spring 1912 is January 20.

Russia to Germany: Well, you are rge to form. Every time I actually write to you, I get a knife!
 GM to Russia: Keep writing, after ten you get a potato peeler!
 Germany to World: Ah, double digits at last. Now we're getting somewhere.
 GM to Germany: Do you need a road map? Or a nautical chart?
 Russia to Italy: I hope we eliminated Au. tria this turn so that we can turn our attentions to Germany.
 GM to Russia: What's this 'we', kemosabe?
 Austria: Adios, Hugh! Good luck!
 GM to Hugh: No better curse than good wishes from the dead, I say.
 Russia to GM: Can I change my name in this game to Charlie McCarthy (or its Italian

GIEDI PRIME after Fall 1911



equivalent)?
 GM to Russia: You can call yourself Ray, or you can call yourself Jay, or you can call yourself Ray Jay, or you can call yourself R. Jay, or you can call yourself R. Jay Johnson, but ya doesn't have to call your puppetmaster Mister!
 Italy to World: What do you say we just call the thing a draw. You don't want Germany and I to spank you, now do you?
 GM to Italy: Fearsome threat from someone with a Turk on his rump.

GIEDI PRIME / SUPPLY CENTERS held as of Winter 1911

Austria	vic	sei	see	gre	4/1	remove one
England	top	lon	NWY	2/2	even
Germany	kie	ber	hol	den	swe	mun	bel	nwy	stp	9/8	remove one
Italy	rom	stp	ven	tun	mar	spa	bre	par	por	bud	edi	RUM	LVP	VIE	TRI	.	.	11/14	+2 (still short)	
Russia	mos	sev	war	rum	SER	4/4	even	
Turkey	con	ank	smy	bul	NAP	4/5	build one	

LAMETH / 1992AJ

EFRT draw: FR yes, ET no.
 Summer Retreats: English a mos-ukr; French f eng-bre.

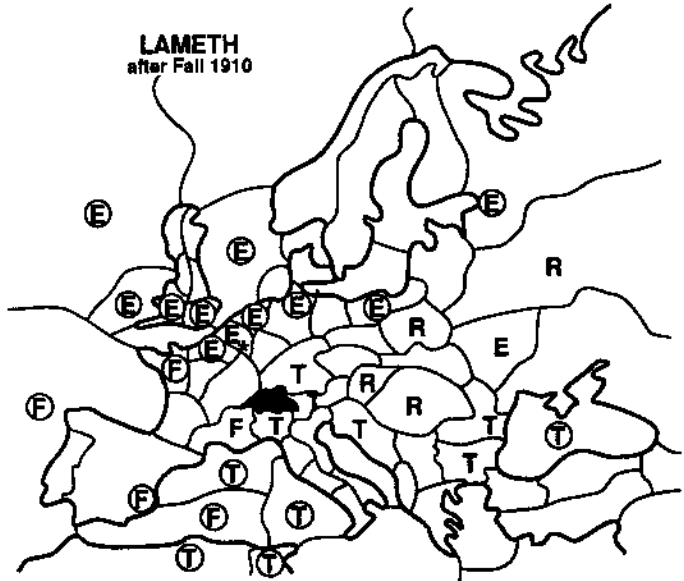
Fall 1910: Decision Time

England (Stan Johnson): f wal-iri, a nwy-bel (f nts c, f hol s), f iri-mid (f nar s), f lvn-stp/sc, f ber-pru, f kie h, a ukr-war, f eng-pic, f lon-eng.
 France (Martin Johnson): f wes-lyo, f bre-eng (f mid s (f spa/sc s mid)), a mar-pie, a bel-hol /dislodged/.
 Russia (James Bailey): a mos-sev, a war-ukr, a vie ma a bud, f rum-sev /annihilated/.
 Turkey (Tim Goodwin): a bul-rum (f bla s), a con-bul, a tri-bud, a tyo-mun, a pie-mar, a ven-tyo, f tus-lyo (f tyn s), f ion-tun, f tun-naf.
 Autumn Retreat: French a bel.

Deadline for Winter 1910/Spring 1911 is January 20.

John Bull to Tsar Jim: I voted no to 4way. I'd rather see you throw the game to Turkey than be blackmailed into including two gudess backstabbing wormeating losers like you and France in a draw you don't deserve.
 GM to Jim: Worms?? Where did I miss the worms?
 England to GM: There can be a dispute over what constitutes a stab, I'll agree. However, in this case there was no dispute that he had stabbed me.
 Russia to France: Tails.
 GM to Russia: As in, kick in the...?
 Russia to all: If this game is still going, we can now see who the winner will be either by the actions taken above or by the luck of the draw. Enjoy.
 GM to all: That's taking a long view, and I'm nearsighted.

LAMETH after Fall 1910



Tsar Jim to L'emperor Martin: Whatever the outcome may be, I think we have participated in a unique Diplomatic event. It's probably rare that the "weak" powers ever have this much say int he ultimate outcome of the game while still preserving a chance for themselves. It's been good playing and working with you.

LAMETH / SUPPLY CENTERS held as of Winter 1910

England	lvp	edi	lon	hol	nwy	den	stp	swe	kie	ber	bel	mos	12/11	remove one
France	par	mar	spa	rum	por	bre	6/5	re-
Russia	war	sev	vie	bud	rum	MOS	5/5	ma
Turkey	con	smy	bul	gre	nap	tri	ser	ven	rom	tun	ank	MUN	RUM	11/13	.	

X-23 / 1994IC

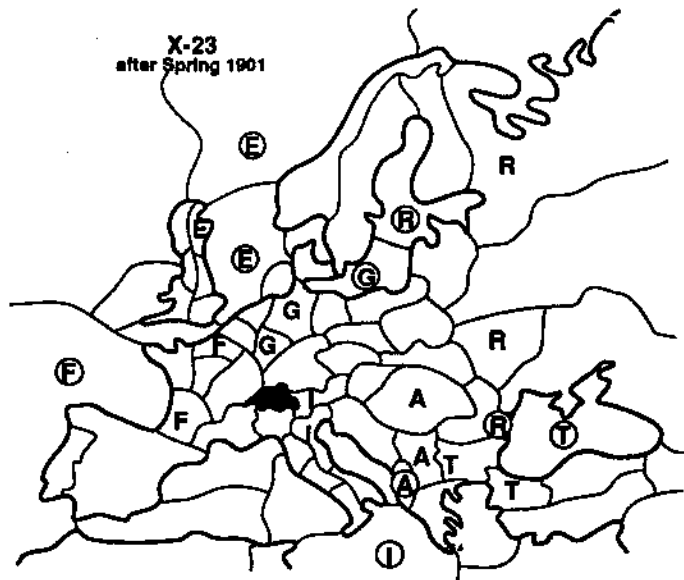
Spring 1901: Full Bore Drill

Austria (Vince Springer): a vic-bud, a bud-ser, f tri-alb.
 England (Ward Nahri): f lon-nts, f edi-nwg, a lvp-edi.
 France (Lance Anderson): a par-pic, a mar-gas, f bre-mid.
 Germany (Jim Bailey): a mun-ruh, f kie-bal, a ber-kie.
 Italy (Jim Robertson): f nap-ion, a ven-tyo, a rom-ven.
 Russia (Peter Evett): f scp/sc-bot, a war-ukr, a mos-stp, f sev-rum.
 Turkey (Doug Brown): a con-bul, a smy-con, f ank-bla.

Deadline for Fall 1901 is January 20.

I printed Jim Robertson's area code wrong!! It's 201, not 212!
 Pommie to Kaiser: Your fleet is exploring unknown waters for 1901!
 Constantinople to World: Don't let my lack of email discourage you from writing or calling. My phone is (916)644-4781 but call early evenings if you call.
 Pommie to Sultan: Shall we vacation together in Moscow? I'll race ya!
 Excerpted from the *Berlin Intelligencer*: In a press release this morning, the Kaiser has announced the movement of the great German War Machine against those who would seize Europe for themselves. "We cannot stand by while the other supposed Great Powers subjugate the minor nations toward their own ends. I have therefore decided to pre-liberate our neighbors Belgium, Holland, Denmark and Sweden." The release also called for a universal draft to fill vacancies in the German Army and Navy.
 Turkey to World: Thank God, by the time this turn is done Thanksgiving (Turkey Day) will be done and I'm still alive!

X-23 after Spring 1901



England to Turkey: Blind Dip! Blind Dip! Blind Dip!
 Smyrna to Austria: What did you say to Russia to get him after your homeland in 1901?!!
 England to Russia: Hey you! Out there all alone!

[[letters continue from page 9]]

[James Hardy] And so to your reply about Saddam: I shall try to keep unoffensive. OK, so the US sent more troops and hardware than other involved nations—don't you think the US had the most to lose, along with Germany and Japan? Whilst the US has its own oil reserves, correct me if I'm wrong, but aren't YOU just as dependent on Kuwait's/Middle East oil as the other nations who have no oil of their own? The UK has the North Sea oil (which I *know* some gets exported to the US—probably still trying to pay off the lend-lease agreement...?), and France and Italy I suspect get oil mainly from their ex-colonies in North Africa. Because let's face it, that's what the Gulf War was all about—OIL. So, nobody stops Saddam taking Kuwait; next comes Saudi Arabia, and then we would have all been in trouble I think? Once he controls that much power and wealth the scandal of the "supergun" would have been derisory. I agree in that who gives a shit about a bunch of big-nosed nepotistic two-faced ex-camel salesmen, but, hey, let's make sure it's a bunch of harmless inbreds that control 10% of the World's fuel stocks, not some nutter that'll

convert it into WW3. And please, what the hell is an "honourably overwhelmed" nation? Surely you mean DIShonourably? And finally, I don't know where you're coming from about the "supports attacks on its allies" line, but at least they didn't bomb the shit out of British troop carriers and then bullshit their way out of any responsibility. Could it be nobody *wanted* to turn up once they heard the US was coming along too...?

Anyway, maybe I've touched a few nerves there, but I was just returning the compliment as such. Who know, print that and you may get overwhelmed with letters from Angry of WI and Upset of CA etc? Then again, probably not. I do enjoy a good argument.

[[So do I. Your repugnant ethnic attitude aside, you missed my points—we shouldn't have been in the Gulf AT ALL. The fact that we were there alone made it worse, but not by much.

[[Honourably overwhelmed—trying to defend themselves but outgunned. Y'know, like most of Europe fifty years ago? hyork hyork. That's the letters for this month, thanks!]]

IX / 1993HG

One player requested a separation of seasons, and another has resigned, so we only play Winter for now...

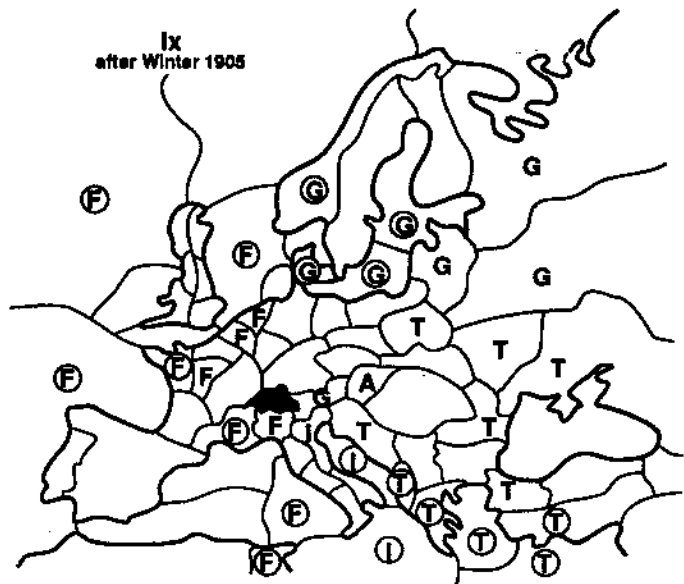
Winter 1905

Austria (Kenneth Burke): has a vic.
 France (Don Scheiffer): builds f bre, a par, f mar; also has f nat, a hol, a bel, f nts, f tun, f mid, a pic.
 Germany (Roger Goss): removes f awe and resigns; still has a tyo, a mos, a stp, f nwy, a lvn, f bal, f bot, f den.
 Italy (J.R. Baker): removes f nap; still has a ven, f adr, f ion.
 Turkey (Vince Springer): builds a con, f smy (I forgot he was one short due to lack of room last winter); also has a sev, a war, a ukr, a rum, f alb, a tri, f aeg, f eas, f gre. Will John Schultz please take over as the new German?

Deadline for Spring 1906 is January 20.

A.H. to Germany: You face an intriguing problem. Such a magnificent navy you have, yet it is totally useless against the French armies at your gate. Your alliance with France may have been a good idea to start with, but, in Diplomacy, alliances are such fragile things.
 rmany to France: Bon chance, mon ami!
 I. to Turkey: In the name of all that is righteous, seize the Ionian!
 to France: I admire the way you backstabbed Germany. Its treachery was elegant!

Ix after Winter 1905



IX / SUPPLY CENTERS held as of Winter 1905

a	vic											1
	par	bre	mar	por	spa	lvp	edi	lon	hol	bel	tun	11
ly	kie	ber	mun	den	swe	nwy	stp	mos				8
	rom	nap	ven									3
	con	ank	smy	bui	gre	ser	tri	bud	sev	rum	war	11

1 December 1994

TO: All Diplomacy Hobby Members
FROM: Dave McCrumb, Awards Chairman
SUBJECT: 1994 Diplomacy Hobby Award Nominations
DEADLINE: 15 March 1995

I would like to take this opportunity to request nominations for the 1994 Diplomacy Hobby Awards. These Awards are designed to recognize those individuals who have contributed to our hobby during the past year. This is an excellent opportunity for you to show your appreciation for someone that has helped to increase your enjoyment of this hobby. All it takes is a few minutes of your time, but the recognition received by the nominee will be greatly appreciated.

Nominations are being requested for the following awards: (Please list the reason you have submitted your nomination. For the Walker Award, a copy of the article should also be included.)

Don Miller Memorial Award for hobby service. This is normally considered the most prestigious award. Past recipients have included some of the hobby's most distinguished members. The recipient should be one who has made a major contribution to the hobby in the past year.

Rod Walker Award for literary excellence. Designed to recognize the best article written and published within the past year, this award may be given for an individual or collaborative work.

John Koning Memorial Award for outstanding play of Diplomacy. This may be for PBM, PBEM, fif, or tournament play during the past year.

Melinda Holley Award for general participation in the hobby. This award is designed to recognize those people who make this hobby so enjoyable and functional year in and year out.

Send all nominations to: David McCrumb, 3636 Oldtown Road, Shawsville, Virginia 24162 USA

Nominations in each category will be screened by a committee to reduce the list to five finalists in each category. These five finalists will then be presented to the Diplomacy hobby, with votes being solicited from each hobby member in each category. The recipient of each award will be announced at the 1995 DipCon meeting at AvalonCon.

Thank you for your support in the past and I look forward to receiving it again this year.

