

Nothing worth having comes without a fight
Gotta kick at the darkness till it bleeds daylight

PERELANDRA

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LUSITANIA / ASF30

Gunboat Snowball Fighting

Endgame Statements

WARRIOR.....	player.....	vp.....	hp.....
Kid Charlemagne (KC).....	David Wang.....	15.....	3
Zonk (Z).....	Bill Wordelmann.....	15.....	7
Polywog (PW).....	Rich Irving.....	13.....	1
Vapor Trail (V).....	Phil Reynolds.....	12.....	5
Duke of Xemasia (DX).....	Nathan Trent.....	11.....	0
Señor Beavis (SB).....	Steven McKinnon.....	9.....	2
Ice Root Beer (IRB).....	Stephen Glasgow.....	8.....	3
Droopy (DR).....	Brent McKee.....	8.....	10
Slushball (SL).....	Lance Anderson.....	7.....	6
Butt-Head (BH).....	Mark Lew.....	5.....	8
Thing (T).....	Mark Weseman.....	5.....	3

David Wang, "Kid Charlemagne": This was a very interesting game. I racked up 8 VPs in the first two turns and jumped out to an early lead. Then I tried to play conservatively and was duly punished. NMRing didn't help, either. So, it took me six more turns to get the final 7 VPs and I almost didn't make it. <grin> Still, a win is a win! (Even if it's a tie!)

Congratulations to Bill Wordelmann on the co-win! Thanks to everyone for playing and for the press, and thanks to Pete for GMing the game!

PS. Hey, Phil Reynolds finally lost a game! Did you see that, John Schultz? Of course, Phil blames me and not Bill! <grin>

[[I now show Phil with 4 wins in 5 games (one of the wins being a tie).]]

Bill Wordelmann, "Zonk": Congratulations to David on the shared victory. I had a good chuckle when I saw that we each delivered the "knockout blow" to each other—and lived to savor the victory. Thanks to all who participated, especially Rich for missing me in the first segment! And thank you Pete for a well-run game.

Have you thought about tweaking the rules for this game? My thoughts are that the sb-di ratio is too great—make a sb two points instead of one? Then change the victory conditions to 20 or 25, but keep hits in the ten point area. I'd be looking for more defense/movement, as opposed to "pick a buddy close by and sling Dirges until you win". Other thoughts: drop ammo if you're hit; extra protection from trees (invite more CSs). Just ideas to try to work more of the existing rules into gameplay.

[[I have, in fact, tweaked these rules repeatedly down through the years. The designers weren't really serious, and every GM who runs SF makes his own changes. I'll probably be in a mood to alter them again after a couple more games so I'll keep these ideas in mind.]]

Steven McKinnon, "Señor Beavis": Hm, heh heh. This was, like, cool, or something. There was like, a whole bunch of dudes runnin' around and, like yellin' an' stuff. And then they all like, threw snow at me, 'n' stuff. And there was all this, like, cool stuff in that store over there. Heh heh. Then Butt-Head made that snow-chick. Heh heh. That was cool. It ruled!

But, like, I never went in the house 'cause there was that lame stuff in there. They didn't have nachos or the hard stuff. And those dudes that won, do they get like, nachos, or something? Like, who's in charge, 'n' stuff, 'cause he should give me an' Butt-Head the nachos for the snowchick and stuff.

Hey, do I get to keep the chainsaw? It rules! Heh, heh, and the pipe does too. Pipe. Pipe.

When we get to do this again? I got a whale of a bunch of stuff to say. Heh heh. Pipe. heh heh heh. Pipe.

SnowMaster: You get NO nachos and you get NO chance to play in this zine again! Instead of Heh heh heh I say Ha! Ha! Ha!

Rich Irving, "Polywog": So close! Yet so far! My "strategy" was simply run in the center and hope other players didn't hit me. It ALMOST worked. Congrats to David & Bill on their joint win. To all, the press was fun (if a little nasty now and again). I enjoyed both reading and writing it. On my name, Polywog, it was a handle I used when I logged onto to BBS's while I was college. (Back when 1200 baud was fast modem! I went to Cal Poly—get it! No, I don't use it anymore.) I'll have to get into another "Snowkreig" soon.

Brent McKee, "Droopy": Droopy was an MGM cartoon character, the creation of the legendary director Tex Avery. Droopy was a dog, probably a Bassett Hound who, in spite of being small, laconic and rather dull-looking, always managed to defeat his adversaries through a combination of out-thinking them and getting where they are going before they got there. Having decided on a name I had to decide on strategy. I decided on a strategy that would appeal to Droopy himself, a run and shoot offense. By being mobile, I hoped to reduce the ability of the other guys to hit me, while I was able to keep gathering snow. I think I averaged about 1.5 shots per turn, but the strategy was only partially successfully. Starting off surrounded didn't exactly help. If I were to do it again I might have focussed my fire on the nearest target, thereby increasing the likelihood of hitting something. When can we do this again?

SnowMaster: Well...

This was a fun game, a return to the press styles (and lengths!) of yesterPerelandrayear. With the demand from this game and at Daf's command, I'm offering another SnowFight in the Callboard... *

Monologues

by Pete Gaughan

Baseball is back. Forget Paul Gardner's maples (though, believe me, we here among the trees very much appreciate them!)—the thing that revives my soul each year is our National Pastime.

The good news: the season is rolling along with all the predictable and unpredictable twists we get every year. We all knew that Matt Williams (suddenly not healthy) and Mark McGwire (healthy at last), would blast the ball; the Marlins would stink; and Hideo Nomo and the Rockies would each cause a sensation.

But who would have foreseen that Geronimo (The Chief) Berroa would be among the league leaders in HRs and average? That the Reds would be saved from a losing streak by the hair of a (dead) dog? That Orel Hershiser would wake up thinking this year is 1988? (yey! I dig Orel!)

Somebody finally beat some sense into the owner and player negotiators, and they're patching up the status quo (owners making pension plan payments they'd skipped, players agreeing to play the All-Star Game without a contract).

The bad news: things are going to get worse. Oh sure, not as bad as no-baseball-at-all, but worse than they are today. Attendance will not pick up until mid-September, and then only in cities where the team is above .500. By season's end all but three, maybe four, teams will lose money. A new collective bargaining agreement might be in place (but might not). The owners will return to their whining, and return to the practice of jettisoning good players under the excuse that they can't afford them. Fans get turned even further off and, except for the four expansion cities, turn out in even smaller number next year. (In fact, if the Marlins continue to play this poorly, even Miami will stop going to games.)

So the Supremes have struck down state term limits on federal reps, eh? Makes sense to me. Sure, the Constitution doesn't say that its list of qualifications is exclusive. But nobody denies that term limits are a change to the Constitution—and whether it's the letter of the law or merely the spirit, it seems to me that such changes should be done explicitly, and nationally, by means of amendment.

I personally don't favor term limits, I favor voting against incumbents (I am beginning to hope Barbara Boxer is tossed out at the end of this term). But those of you who do favor them had better hold your politicians' feet to the flame, because there is apathy on this issue on Capitol Hill like no other. They've paid all the lip service to it that they intend to pay.

And while on politics: look out for—and help fight—any legislation that would limit First Amendment freedoms on computer systems. James Exon has introduced a particularly odious House bill; I can't understand why people who would never dream of saying the government should read your mail, are now saying the government should read your email!

New feature: Custom Albums. Pick a name and a theme, then list up to one CD's worth of music (100 minutes possible, but most discs only carry 12–15 songs) on that theme. All submissions will be printed (space permitting) but witty ones will win free issues.

Example: when I mentioned this, Jason Bergmann got out a cassette titled "Various Women". Songs are: Roxanne, Julie, Maggie May, Sherrie, Cecilia, Veronica, Sara, Valerie, Elanor Rigby, Little Jeanie, Dear Eloise, Kathy's Song, Allison, Annie get your gun, Molina, Rhiannon, Lovely Rita, Christie Lee, Blue Jean, Darling Nikki, Layla, Suzanne. Next month I'll give you mine, "C'ynic." *

The Roar of the Greasepaint

(the letter column)

[[I've had a couple of complaints about the font size, especially in the letter column where text is denser. I'm willing to change back to nine point type (this paragraph is nine point) if there's more demand for that—originally I went to eight-point to save pages, but with fewer games that's not as important any more.]]

Kevin Wilson

Got *Pere* #128 last week. Glad to see Kaider III is off and running. If other players are willing, I would be willing to speed things up a bit. July 27, 1995 seems a bit long, I would welcome an end of June first turn deadline.

[[Dub. Sorry. Pregnancy makes it hard to think...]]

Also, I would like to contact Tim Stabosz regarding his collection for sale however his USPS and email addresses were included. Could you please send me either or both of his addresses.

[[Dub. I ran that ad, and then forgot Tim's address. He's at: 1307 Monroe Street, La Porte IN 46350; email fffjy89a@prodigy.com .]]

Daf Langley

Thank you so so much for the pictures. Steve looked at the picture of you two and said that you look the same. And he hasn't seen you in years. So, you are timeless and immortal, at least according to the Magus.

I'm sorry I NMRed out of the Snowball Fight on the last turn. It doesn't look like I'm going to get to play any time soon either if you aren't opening any more games until October. Maybe if I asked really, really nicely and included chocolate with this letter I could get you to put one more together? We'll see.

[[I love it when she does that.]]

So you've decided on Sally Ann Marie for baby girl Gaughan. When Cathy told me about the name I thought about it and thought a cool way to spell it would be "Salleanne" (she hadn't told me about the Marie part yet).

B-Day must be getting close! I will be at my sister's house the first week in July, but I will be available for any birth announcement that may come my way. Hopefully she isn't on stage singing somewhere when the baby decides to make a showing. Are you nervous yet?

[[No, not yet. Cathy has no more performances scheduled—chorus is in 'offseason' and quartet is turning 'em down until she has the baby. Plus, now the lead in her quartet is also pregnant.]]

Paul Gardner

The little tiny maple sprouts are everywhere. Mature maples are only slowly leafing out and won't really be full till mid-May, but parts of our yard are blanketed with pointy green cofyledons aiming for the sun, the red tip of the first real pairs already showing on many. Last year it was oaks and pines the year before hemlock. These things just seem to have their cycle—all the trees produce some seed every year, but mostly it's a token amount till *this* year comes around, then boom, maples everywhere!

I think politics is the same—maybe less predictable—I don't know. Clinton trying to finger talk radio was off the mark in my opinion. Oklahoma City's bombing would have happened without Reagan or Limbaugh. Might as well blame Abbie Hoffman, Jerry Rubin, the Black Panthers and the guy who wrote *The Anarchist's Cookbook*. We're all part of the tide.

[[I was really enjoying your scene, then suddenly it became an analogy! (One which I won't let Analogy Man deconstruct.) You're right of course, but Clinton's literal words are still true: "We hear so many loud and angry voices

es in America today, whose sole goal seems to be to try to keep some people as paranoid as possible and the rest of us all torn up and upset with each other." Funny that Rush and Neut should so suddenly decide that the shoe fit.

[[The bombing and the talk are symptoms of the same problem. What that problem is, I'm not sure—to me, it seems to be the problem of ignorance and self-pity on behalf of many working class people.]]

Mark Weseman

I have returned to the U.S. *[[from Korea]]* since I last communicated with you. I am at my parents' house right now, but I am leaving Friday *[[May 26]]* to drive to Spokane, Washington. My wife and I have decided to set down roots in the Pacific Northwest.

A quick comment or two re David Hood's letter. First, I detest economists and others who refer to people as "resources." People are much more than that. Second, measuring "success" first depends on what the definition of "success" is. I can see that my definition is completely different than David's.

[[Ah, my friend, you've either said too much or too little! What is success to you? Good luck on your new start.]]

Robert Greene

Somehow, I don't think discussing politics is conducive to being able to continue in a diplomacy game. I don't think drawing Italy is conducive to playing a long time either but that's another issue. Anyway, I noticed your fine magazine was lacking a bridge column and I thought I could fill the void (quarter). The other night I had a triple squeeze:

- ♠AJ8x
- ♥Qxx
- ♦8xx
- ♣A32
- ♠Kxx
- ♥Jxxx
- ♦xx
- ♣KT74
- ♠T9xx
- ♥Kxx
- ♦QJ9xx
- ♣5
- ♠Qx
- ♥A79
- ♦AK3
- ♣QJ986

I win the opening 4C lead with the six, run the QC and cash the AC, RHO discarding 9 and then a little diamond. Reading the position, I cash AK of diamonds and then knock out the KC, RHO pitching a small heart. LHO exits a small spade (perhaps because of the heart pitch) to my Q. On the fifth club RHO is squeezed in three suits. Making five.

[[Very nice. I played bridge some years ago, and have thought recently about getting back up to speed. Readers who play include Clark Millikan and Alex Simmons, plus occasional columnist Bruce McIntyre, who has resisted the urge to do several pages of bridge comment... Thanks for your quickie!]]

David Schlosser

John Galt's letter in favor of the Balanced Budget Amendment strikes me as the same argument people have been using to push for term limits. While the action may prove necessary, I find the concept somewhere between bothersome and offensive since it essentially says neither the voters nor the elected officials want to be bothered with actually studying issues or making decisions and want the rules rewritten to save them the trouble/responsibility. There are times to be the voice of your district and times to be the voice of your conscience. I know that begs a few questions but *[[I]]* won't bring them up.

Recently a Southern California legislator was recalled. The recall—urged by many of the Republican

leaders in Sacramento—was due to his changing affiliation to Independent after the November election. What I find somewhere between annoying and hypocritical is that I've heard nothing about similar outrages about a couple of Representatives from the South (GA?) who switched to the Republican party after their elections. Maybe Democrats just aren't the crybabies some GOPers are?

[[Big difference. In the South, Demos have been losing power to Reps for decades—it's just a slow process for all those conservative pols and voters to make the switch. In SoCal, that one Assemblyman (Horchel?) switched specifically because he was helping keep Willie Brown as speaker (and has a long history of not voting with the Repo agenda in Sacramento). The Repo leaders had to replace him in their effort to get Jim Brulte elected speaker. Without the combination of past annoyances AND present power struggle, the switch would've only produced a few grumbles.]]

Steven McKinnon

As a television addict, I have to come to its defense, especially the cable issue. I'll begin with specific addresses to the issues raised in Matt Heppe's letter.

I've done my share of active participation in sports. As a former player of soccer, rugby, football, swimming, track and even baseball, either in school, college or thereafter, I also appreciate the skills evidenced by professionals. I only live in Albany, so at best I can only attend minor-league events. As an admirer or the ability of top-level athletes, why not use the telly to see these things done as well as they can be?

I lived without a t.v. for 7 years through college and a couple of years after. During that time I spent my evenings with "hobbies, books, sports, loved ones and went to bed at decent hours." But I don't have the talent to be a musician, so I listen to music. Should I shelve Diplomacy and join the army or the diplomatic corps? Decent hours? Why not tape a show to view later, or even exercise some self-control and just go to bed and miss the show?

Cable has much to offer. As an avid history buff I really enjoy the offerings of A&E, Discovery and other stations that air related shows/documentaries. Are we to assume the quality of the material is lessened because it isn't read from a page, or sought by personal interview with the subject?

It is difficult to make a decent t.v. show. The huge volume of garbage you're likely referring to as 'sitcom reruns' and 'trash' has to be sifted. But there are plenty of crappy books. There are plenty of days it rains, or is cold, or is bakingly hot, too. You may play a Dip game where no one writes and you wonder what the point is.

If we're talking about doing something rather than passively absorbing telly, why don't you practise it, Matt? If Philly has no news but murder and rape, why not go out and participate in urban renewal, or do something newsworthy that's good to hear about?

As for touting videos over commercial t.v., well, the same arguments apply. Sequels are the video equivalent of "programming... designed to be addictive." I'm sure you don't advocate randomly picking up any old movie, or mindlessly renting *Rocky II-V* just because the first won an Oscar.

It's only a matter of semantics to say don't watch life, live it, to saying don't watch a performance, perform one. Well, that would rule me out seeing Bruce McIntyre do his computer wizardry, and I'd really enjoy that given a chance because music, electronics and computers are hobbies of mine.

Hey, I just realized Matt is trying to kill me in Tralfamadore. I thought I recognized the name. I better vent the side of me that is "shallow, and only interested in externals" and write some "one-man bashing" press!

I had a similarly-themed discussion with a friend

of mine, on a more specific scale. As a cable-less fan of "Beavis and Butt-Head" he had me send him some on tape, but wanted the videos edited out. He hates music videos, despite the fact that they "...have a beginning and end, they don't just run on..." His position was that the music should stand alone, as music. His basis for such a decision was his artistic bent as developed at Julliard. [Shameless plug: When in New York, see *Three Tall Women* at the Promenade Theatre. Support the careers of McKinnon's friends.]

Again, music video is titillation and excess, but some is rather artfully crafted and a lot of thought and effort goes into its creation. Somewhere along the line Music Video itself has become a distinct media form, to be used and abused as anything else. If you can watch a music video with the sound off, and still understand the message, yet take even more from it when the music is added, what is so bad? As a fan of Tool, I love their music, and their videos, replete with stopmotion and computer animation, are fantastic.

The end result was that my friend will now watch videos, if they're on "Beavis and Butt-Head". And, despite the above, that's the only time I watch them unless they're by an artist I listen to anyway. MTV's only purpose is "Beavis and Butt-Head" and to rerun *My So-Called Life*, after all.

And as for the 'television's just selling you things' argument, most of my viewing is from tapes. FF takes care of adverts.

[[First: that comment on urban renewal is a cheap shot at Matt. Second, much of what you say begs the question. Suggesting that other things we can spend our time on are as bad, or that Matt's arguments lead to flaws when taken literally, doesn't alter the fundamental truth: most of television is addictive dreck. You haven't offered evidence to the contrary.

*[[It's a matter of priorities, not ethics or high philosophy. There's not a television show on today, with the exception of sporting events, that would be more important to me than something else I can be doing. News I'm getting from a paper (in less time than a news broadcast); fiction I'm reading in books and magazines (and getting far more mental exercise with far fewer commercials); history I never was eager to watch except for special events like *The Civil War* miniseries. So the only reason I was spending \$30/month was habit!]]*

What was the reason for the picketing of groceries? I'd heard years ago that some were boycotted for price gouging during the riots/aftermath, but what's the current problem?

I hadn't seen anything on the news, but then I won't watch Turner's channel, ABC for 1 year, CBS because of Connie Chung and NBC because their news department staged the truck explosions on *Dateline*. Our local papers would say, "California, where's that? Europe?"

[[Local grocery employees were on strike; the big chains here were trying to take away medical and vacation benefits, and shift more workers to part-time. They had to compromise in the end (it only lasted a week or so).]]

J. R. Baker

Monday 5/15 was a teachers' work day... Teachers have to catch up on their training and paperwork and students get the day off (one of the perks of being married to a teacher is that she has the same holidays as the kids and now they have to mess with that). My three kids, aged 13, 15 & 17 were home alone (modern-day dilemma). All went well until lunchtime. My 15-year-old wanted a BLT sandwich. Making bacon in the microwave is no problem but our five-year-old microwave had crashed and was in the shop for an estimate (\$90 estimate so in reality it is dead). However, he had seen Dad fry bacon in the frying pan the day before

and it didn't look difficult. He put six fat strips of bacon in the pan and turned the heat up and soon had some good-looking bacon strips, so he took them out and added six more strips (he's big for 15—6'2" and 225#). Not much later the heating element on high got the frying pan hot enough to ignite the inch-plus layer of grease in the pan.

The first thing my son did was pick up the frying pan and move it off the hot burner. Unfortunately, he spilled grease from the pan onto the stove and Formica-covered cabinets and down the front of the cabinet door, which burst into flames and filled the kitchen with smoke. This set off the smoke detector which tripped the security system and the operator monitoring our alarm called the fire department.

Next he tried throwing half a box of salt on the fire but it sank through the grease.

My daughter (17) came into the kitchen and threw a blanket over the frying pan and put the fire out (the blanket was one that my wife's grandmother had made before she died).

My son took the blanket off to see if the fire was really out and the frying pan re-ignited and the grease soaked blanket burst into flames, so he dropped it on the floor and stomped it out. This melted a few holes in the linoleum.

Since the blanket had seemed to work, he grabbed a couple of thin towels and threw them on the frying pan... they caught fire.

My son then ran next door and my neighbor ran over with a chemical fire extinguisher and put the fire out (fortunately he works shift work and was home that day).

When the fire department arrived the fire was out but the house was still full of smoke. They did not break out the hoses and spray down the kitchen, but they did provide some big fans to suck all the smoke out of the house.

I got a call at work from the security system. They told me the alarm had been set off and they had dispatched the fire department and that they had called the house and my son had told them the fire was out. The fire department called me at work from my house and told me that there had been a small kitchen grease fire, but it was out. I was under the impression that it had been contained to the frying pan. Nothing really prepared me to the black ceiling, burned cabinets, blistered Formica, melted linoleum.

Life is a bitch, first you take the test, then you learn the lesson! I was fortunate that no one got hurt and in a month, I'll have a new kitchen. I hope you never take the test.

[[All our sympathies and relief! I've never experienced a fire; we had a roast catch fire in an oven once, and friends once had their basement burn (which ruined the rest of the house with smoke) but I hope that's as close as I ever come to seeing what it's like.]]

Jim Bailey

On the writing front, I only have one story out at the moment ("Seer" at *Realms of Fantasy*). Lack of time has left me stranded on three rewrites. I'm trying to get them all ready so I can hit one magazine with them rapid-fire. Editorial turnaround is two weeks, so I'm hoping that hitting the editor with four stories in a row, sending out the next as soon as I get the rejection, I can make my name at least recognizable by the time I get around to the last one. The first will be "46th Contact", light but clever, then two new stories, then climax with "Flutter". I figure it's worth a shot.

One project I'm starting up (I do like to juggle) is a SF: Voyager script. They're opening submissions July 1st, and I want to have it ready to go in with the first batch. It's a Q story, which they have said they will be

doing, and I'm quite excited about it. This is one case where I can confidently say that I have the best possible story for the introduction of Q to the series. I just have to create a script that does the story justice.

I really liked the new *Dip World*. Doug Kent did a tremendous job reviving it, so hopefully he gets some support. Excellent layout, and good articles for short notice. The David Smith article on Dip in School was great! It reminded me of my own high school Dip experience.

Speaking of David Smith, he was about to win a game I was in in REBEL. That fold was a shocker! Fortunately for me, that was the only game I was in, and it was one year from ending. I'm sure you'll have a report about it in Pere.

[[I was under the impression that the latest issue of DW was more of Jack's collection, but...]]

Doug Kent

Actually, the only articles actually submitted to Jack that appeared in that issue were the Calhamer piece and an earlier version of David Smith's article. Jim-Bob had promised the article to Jack, but never actually written it, and the rest came in when I started beating the walls looking for contributors. I have one more Jack article now on hand—a piece by Melinda Holley on 7X7 tourneys.

[[It was very good work, Doug. Thanks.]]

John David Galt

Re: children. Like Tom and Andy, I don't believe the biosphere is in trouble or will be in the next 100 years—but I do feel that a lot of the headaches we face as a group (crime, smog, traffic congestion, having to keep adding capacity to infrastructure, etc.) are caused or worsened by overpopulation. In addition, kids themselves are a nuisance: they make messes, break things, and make intolerable noise—and most people (and the law) wrongly consider it your problem if you object, or if the kids hurt themselves around you.

A good example is a case that happened in the south bay a few years ago. A toddler got out of the house without her parents knowing. She wandered half a mile, and into the wrong back yard. (The gate had been pulled to but was not latched.) There was a bulldog chained in the yard (and a sign on the gate, which the girl, of course, couldn't read). You can guess the rest. The dog's owner was tried and convicted of manslaughter. I would have left him alone and convicted the girl's parents instead.

To deal with these problems, I would:

1. Eliminate the tax deduction for having kids, and subsidies such as tax funded schools and AFDC. Instead, you should have to prove you can afford to raise kids yourself (by insurance or posting bond, as is now required of auto drivers) before you can have them, and perhaps pay an additional tax, to deal with the environmental impact. Parents who can't comply should have their kids taken away. To those who would call this "genocide," I can only say that it is abuse to cause a child to be born into poverty.

[[I hate to break up letters but I will have to answer your points as they come. Russ Rusnak has argued this with me before, just as ineffectively—we can have reasonable debate on a lot of things but anyone who says that having children should be penalized by society is simply asking not to be taken seriously.]]

2. Eliminate the California law that says "adults only" apartment houses can't exist. Parents should bear the expense of protecting others from nuisances they create.

[[I don't have a problem with this.]]

3. Make The Pill, RU486, and any other birth control that may be invented, available *without prescrip-*

tion. (This is aimed at teenage pregnancy. It is effectively impossible for teenagers to get a prescription today, since they would have to let their parents know they are having sex.)

[[These things are still medicine. You'd have to be willing to consign hundreds of women to illness or death because they got bad drugs or used them incorrectly over-the-counter. I'm not.]]

4. Legalize parental choice for men. That is, if a pregnancy occurs, and the man wants it aborted but the woman decides to have the child anyway, then the man should not be held responsible for that child at all (because its continued existence is the result of her choice, not a result of having sex).

[[This is a stupid, ignorant proposal: I thought we were out of the age when men dictated what happened to women. How is it going to improve the fight on poverty to increase the number of children who aren't supported? Men have a choice; it's called, if you don't want a baby don't have sex. Enforced abortion is just as moral (i.e. not at all) as enforced emasculation, enforced amputation, or enforced blindness.]]

5. Have the law explicitly recognize that it is parents' responsibility to keep their children away from hazards they can't handle—and it is NOT the responsibility of everyone else to child-proof the outside world.

[[I also don't have a problem with this.]]

Re: immigration. I would open our borders totally, but eliminate the dole. Let them come, but pay their own way.

[[I sure hope you aren't collecting unemployment.

[[The problem with beating up on people who are different from you is, what happens when it's your turn? Okay, John, you don't like children, so you propose to hurt people who choose to have them. What happens when the rest of us who don't like computers decide to tax computer owners, make them pay a six-year deposit on their electricity bills, and allow police to make unauthorized searches of their databases? I think you might protest, but it would be just as reasonable.

[[And you're hypocritical, twice. First, you want parents to bear every cost of perpetuating society; but then you want MALE parents to be able to simply and easily dismiss those responsibilities. Second, I assume you are not yourself a pure example of this politics—maybe you didn't attend public school, maybe you were never loud in public (the 'noise' issue is entirely your problem and not exclusively with children), maybe your parents could have put up such a bond as you propose, but I dare say that at some point some stranger's kindness or thoughtfulness kept you from harm.

[[If I thought you were getting any, John, I'd be worried.]]

Rick Kohman

Isn't it time we resurrected Pete's old nickname... "Pops"? And at this stage of development, we could refer to Cathy as "Mrs. Growin'"! (Growin' happily and healthily I hope, Sweetheart.)

Pete... may the gods smile upon your dad the way they did on mine. After 4-6 months of recuperation from his lung-cancer surgery (where the drs. removed a golf-ball-sized tumor), he's in better health and spirits than I've seen in 15-20 years... miracles do happen!

Your *Pere* deadline (May 27) is my getaway day—going to spend a week in SoCal, then escort my Mom to Okie-City to stay with her relatives while I scoot north to Detroit to see my baby! (Well, all three of my babies counting my son and daughter-in-law, but you know I mean my grand-dot Brittany when I say "my baby".) Would you believe she's already 4½? And I haven't seen her for three years (¼ of her life!)? I call 'em 'bout once a month, and Brit has been saying lately, "Papa-Rick... I love you... when are you come down to my house?" It

Okay, we messed up a reader advert lastish, let's try a different one (correction to last month's ad is at the start of the letter column)...

from Steven McKinnon: You may have noticed in Metamorphosis that I am planning to run a Hockey League. It is true. I was hoping that you could see fit to reporting the startup of this league in Pere. Even with your help last time Martin Johnson was only able to get four managers, until the last minute when he drafted a friend and his wife. So, I figured I'd start early, and ask Gonsalves to advertise in Crimson Sky, too, where all the Hockey fanatics hang out.

The league will be draft-based, with League Players' performances based on their real-life NHL counterparts'. Interested parties should contact me or the Wang, and we'll send rules. The draft will be this Summer.

That's McKinnon: 240 Sheridan, Albany NY 12210; email sb0781@albany.net .

tears the holy-beejebbers out of my heart—I want to hug her so bad! (Soon, Rick... quite soon...)

Anyhow, when I return in mid-June, I'll give you a buzz to catch up on the Lepreghaugh situation, probably before I run down to the P.O. to claim my mail. Some things in life have 'automatic ultimate priority'—and isn't it great?

Cathy: I know you're taking good care of Rikki-Tikki-Teddy-Poo. I gave him to you, and it's your choice whether or not to relinquish custody to that ugly purple squawling stinky demanding egomaniac in your belly. "Unka Rick" will make everything o.k.

[[Going to see the kidlet, eh? Maybe that's why you looked a little less scruffy than usual at our most recent con! Glad you were here, and thanks for the sweetness!

[[As for "Pops", that was all a mistake. Between Daf (before she met me) thinking I was an old guy, and Eric O. calling me "Father Gaughan", Kathy Byrne decided on "Pops"—it really hasn't ever fit me, in any way, until Cathy got pregnant.]]

Brendan Whyte

Sorry to hear about your father, but glad things are getting better.

I wouldn't mind joining the RR game, but can't easily send \$3. Would \$2.05 in stamps do (all I have)? You want MORE than 6 for the game? Which maps? But rather than playing, I would be interested in you trying out my own Auckland map, based on the NZ rail system, Auckland-Tauranga-Rotorua-Hamilton etc. It plays up to 6. I haven't been able to get my friends or subbers interested in it, despite RR interest. What maps do you have?

[[I don't want six in one game, but I do want the players who are signed up to pay the fee so we can get started.]]

What's happened to Michael Quist's zine? *[[See Picks and Pans]]*

You can write to me at the above address <smith@stat.auckland.ac.nz>, and include it in your address listings, but being my boss' address, be sure to include my name in the subject line, or he may trash it!

Andy York

What is this "upcoming major change in career" you allude to on page #3? Could you be getting a real, 8-5 job <grin>?

[[Maybe spoke too soon. I'm not going to be a traveling salesman forever; but there's some question whether I'll be out of the trade this year or next. Right now a nice, secure, boring/dependable paycheck would be worth a hide-bound desk job.]]

Vince Springer

I noticed that the variant opening is in danger of closing. May I recommend a couple other games that might draw more interest? 1) How about a Woolworth II variant. It only takes five players to play and thus should fill rather quickly. *Crimson Sky* was offering one for this reason but I don't know if it filled. I faded away

from that one. 2) My personal favorite but much maligned LotR variant. It still takes 7 players but they always seem to draw interest.

The Indy 500 is this weekend—my prediction is either Scott Goodyear {he's riding with Firestone tires which is rumored not to be able to last for 500 miles so don't put any money down on him, Jacques Villeneuve {he's due}, and my darkhorse is AJ Foyt's driver (his name escapes me right now — he's in car #14).

[[You picked 'em—Goodyear would've won if he'd had a brain, and Villeneuve did win.

[[I've never had very good reaction to variant openings in this zine. And whatever I do run, I prefer games where I don't have to send separate materials or reports to players (hence no LotR, where it seems everyone has some kind of hidden unit AND half the players always drop out). special announcement by Vince

Starting August 12, 1995, I will be leaving West Lafayette [thank God! :-)]. I will be moving to Shiprock, New Mexico for at least the rest of the year. I will be teaching social studies at Shiprock Public High School. For those of you that are up on your Native American History, Shiprock is in the northeast corner of the Navajo Indian Reservation. I am looking forward to this experience with giddy anticipation as I know it will be a very fruitful and challenging experience. I am only working for room and board for the fall semester (as per the requirements of the program I am involved in at Indiana U.), but there is a chance that I will be retained in 1996. If not I will be somewhere with my girlfriend (who is working hard on her job search!) to finish up my Master's degree in history.

The above moves on my part are going to necessitate some change in my regular diplomacizing. First, e-mail will probably be totally out of the question. There is a small annex of the Navajo college in Shiprock but I am not getting my hopes up on this one. Second, my access to a phone will be limited to incoming calls will probably be next to impossible. I will be able to make phone calls but I am guessing that it will only be convenient during regular business hours. Third, mail *might* be a tad irregular at times. I have been told that it takes a week to mail something from the reservation to Indiana and vice versa so expect the mail to take an extra day or so to reach its intended target. Fourth, in my first stint in the hobby (1984-1990?) I received letters from people who put diplomacy 'stuff' on the outside of their letters (does anyone remember Jason Nonis??). I have not had any trouble with this since I returned to the hobby but for future consideration please *do not* do this. I will be under intense scrutiny by the society that I am living in and I don't need my neighbors asking questions about why I want to invade France, or Gondor, or whatever.

I will send my Shiprock address to my GMs once things get more finalized at the end of the summer. Let me stress to you and the people that I am playing with that I do not intend to drop out of my games or become a silent partner in them. The only drawback that I am going to have to face is that I, and my allies, are going to have to be a lot more dependent on the regular post. *

1830: Railroads and Robber Barons

by Rich Irving

I got 1830 for the PC a few weeks ago. I liked it SO much, I bought the... Err—I wrote this review.

PC CD-ROM, MSDOS 5.0 or higher
386SX or better
4MB required (8MB preferred)

1830 is AH's latest venture into computer games. If they continue to be like this one I can't wait for the next one! This is just about as good as computer version of a boardgame is likely to get.

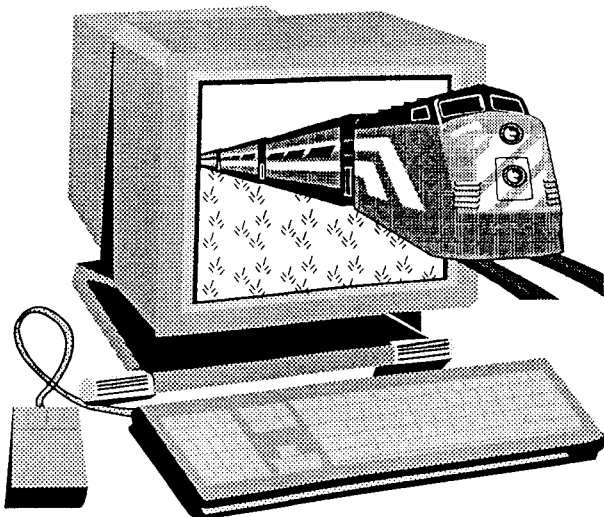
1830 the program looks good on screen. The graphics are more functional than eye-popping, but that's exactly what's required for this game. Although it only uses VGA graphics, everything on the map is relatively clear. The only things that can be tough to pick out are the station tokens (which can get hidden under city values and some of colors are pretty similar). Various screens can be called from a Windows-like interface: trains available, the stock market, tiles left, corporate and player holdings. The best one is graph showing corporation stock value and player stock and cash value from the start of the game—it shows who's ahead at all times and who's gaining.

When you are playing, the controls are intuitive and obvious. When you want to lay a tile, the board will shade the hexes where it is legal to lay or upgrade—even accounting for cash limitations and the remaining tiles. When you click on the hex, the legal tiles and their rotations will be displayed until you decide what you want. When you ask for a station, all legal locations are shown. If you want to see the routes that your trains will run, click on the trains on the right side of the board. (The computer will determine the highest paying routes. You can't choose your own.) When you buy a train or a private company, the computer will show exactly what's available and will allow you set a price if allowed. The stock screen is also easy to use, simply click on the stock you want to buy or sell. When you start a new company, the computer will tell you how many shares you can buy with your cash on hand (no more guessing whether its 5 or 6). When your opponents buy or sell, the share moves to the appropriate portrait representing your opponent.

Because the speed the computer handles the money and the ease of the interface, an 1830 game can be played in an hour or two!

But what about the AI? The computer plays a tough game and makes few mistakes—even on the easy level. (And it doesn't cheat, but everything is above board in 1830 anyway.) They are programmed with the optimum openings for each RR and do a good job of track and station handling. The train purchases are good, but sometimes a questionable sale takes place—usually when trying to stave off bankruptcy. The computer players will work together to defeat the human player(s), especially on the higher levels. They'll dump your stock, make tile plays that screw you over, sell trains to each other for maximum benefit, will intentionally bankrupt the weakest player, if it can, to prevent the human player from winning. OUCH! They are also inscrutable and will help each other out, but never help the human. The levels seem to get more ruthless as they get harder. The AI is good enough that if two people want to play 1830, they can add as many (and as difficult) computer opponents as they want. Overall, you'll have to play well (and team up with other human players, if any) to beat it.

What if the game gets stale? 1830 has a lot of optional rules to make the game easier or harder or to spice it up. The best is random maps where the computer will create an entirely new map from scratch. (If you like a map and want to play on it again, you can save the random seed number used to generate it, located in the file LASTSEED. You then can copy the saved LASTSEED file to READSEED if you want to play the map again. You can also type in a READSEED file using a text editor. It is



simply a 10 digit ASCII number.) In addition to random maps, there are these other options:

- Random Revenues: Train routes pay between 80% to 120% of their normal amounts.
- Split Revenues: 50% of revenue is paid out in dividends while the other 50% is retained in the company. The stock price stays on the same square when this option is taken.
- Reading RR: Adds the Reading RR. (This variant was introduced in the *General*—Vol. 23, No. 6.) The Reading normally starts one hex east of the Penn and makes some modifications to some hexes and tiles. Also the Reading has a 30% President's share.
 - No Diesels. (Recommend only with the short game.)
 - Optional 6 train.
 - Extended or Short Game: Add \$8000 or remove \$7500 from the bank.
 - Delayed Obsolescence: Trains are not scrapped immediately when the appropriate train is purchased. They will be allowed to run one more operating round before requiring their removal. (only good for beginners)
 - Delayed Company sales: Delays sale of private companies until the start of the first operating round after 3 trains are bought. (Prevents one player being able to sell a private before anyone else and thus getting an early advantage.)
 - Unlimited tiles.
 - Additional tiles: New tiles added to the game. (For player's info: the added tiles are used in 1835: 5, 6, 12, 13, 87, 88, 203, 204, 205 & 206. Add all of these tiles included from an 1835 set.)

Now the quibbles:

- There seem to be some minor bugs. The most serious I've found is one where the computer will sometimes lock up when a new train comes into service. (But on other computers this doesn't happen. Why? I don't know.) The computer shows a graphic of the new engine roaring down the track and lists all of the rule changes that take effect. This can be made bearable by setting the game to Autosave which saves the game at each operating round, reboot the computer and select Continue and the game will resume from the start of the operating round.

- There is no PBEM or modem play capability. The only way to play more than one player is by "hotseating", one player at the screen at a time. (But it works OK because everything is above board so your opponent won't find out any secret info and any number of computer opponents can be added to fill out the board. But it can be cumbersome with more than two people.)

- A few interface ideas would have been helpful: the name of the computer player should shown when the computer operates a RR (it is shown for a human player); the name of the computer opponent should be shown on the stock screen (only a portrait of a real robber baron is used to identify the players.); when you lay tiles and stations allow the player to see the new routes and at the end of a game allow the player to look at more info (instead of just quickly showing the player holdings and final cash totals and that's it.)

- Maybe my biggest complaint: the Hall of Fame. The computer will rank your performance against earlier ones and assign a rating. The following formula used is:

$$\text{rating} = \frac{(\text{Final Assets}) * (\# \text{ of players})}{(\# \text{ of SR's}) * \log_2 (\# \text{ of SR's})}$$

(Log₂ is the base 2 logarithm: log₂ x = ln x/ln 2)

The formula has almost nothing to do with the skill of the player. If you come in second you'll often get a better rating than if you win. If you bankrupt someone you'll never do well since most of the cash is still in the bank and the stock hasn't appreciated yet. The effect of the game length is completely ridiculous—the effect of playing a short game is much greater than the effect of your assets. Here's an extreme example:

If you are playing a 4 or a 6 player game and your rating is exactly 1000, here's the assets you had for each game length. (Most games end on either 8 or 9 stock rounds):

Stock Rds	Assets (4)	Assets (6)	
7	\$4913	\$3276	(Probably a last place finish.)
8	\$6000	\$4000	
9	\$7133	\$4755	(Probably 2nd or 3rd place.)
10	\$8305	\$5537	(Probably a win.)
11	\$9514	\$6343	
12	\$10755	\$7170	(A complete whitewash!)

But all of these games would rate at 1000—good enough to be a conductor (between 801 & 1200 points)! I'll just ignore the Hall of Fame completely!

But the game is well done and the computer players provide a formidable challenge. If you have a PC (sorry, no Mac version yet!) and you even like 1830 only a little bit, you should run down to the computer store and buy it.

I think that's enough for now on this!

THE INTERIM #9

by BRUCE MCINTYRE

ADDENDA (To various *Interim* pieces published in *Pere*)

COMPUTER BASEBALL: Baseball for Windows version 2.0 has been released by Miller Associates; you'll probably see it in software stores before the next major league game gets played, but I guess that's not saying much for the real game. Version 2 has a whole bunch of minor cosmetic fixes, such as the ability to have a traded pitcher win and lose a suspended game by pitching for the team he is traded to when the game is completed. (Funny, I never came up against that bug; I wonder who did...) More exciting improvements are the ability to combine teams and players from the three data disks; in version 1.0 the players on different data disks couldn't be combined without the use of a separate GM-type program. And version 2.0 has enhanced play-by-play, more ways to describe "grounder to third," plus a selectable level of play by play (plays only, light commentary, or full broadcast) and even announcer bias! The manual says that the colour guy makes extra comments based upon the "tension level" of the game. This meant that my first game using 2.0 took rather longer than I expected because with the score tied in the thirteenth inning, the tension level is so high that the colour guy starts making five or six meaningless comments before each play. But this feature can be disabled.

With a ten game lead in the league I was running, I gave it up and created a new one by taking twelve top teams from the late 60s to the early 80s, amalgamating the players into ten teams named after local suburbs, with players initially being assigned alphabetically to the teams (Burnaby, for example, got players numbered 1, 11, 21, etc.), then I made strategic trades to ensure each team had a minimum of four infielders, three outfielders and a catcher with 400+ AB, and at least nine pitchers with 100+ innings. Also, I plan to run this season slightly differently, with each team having multiple lineups to choose from, and I myself will manage each team for only five series. All of the teams have 35-man rosters, and are going to have great players sitting out; when players sit out in this game, they get "Itchy," and when finally played they might play better then their stats or worse for the first little while. My plan is to penalize players who leave good players on the bench by enforced trades; after every series I'll roll two 30-sided dice, and if both are below 11 and not the same the two teams will have to trade their Itchy players, and re-do their lineups! I hope to get all this off the ground soon (I'm still setting up rotations and lineups for the teams), and I'll probably try not to play a game a day, so it might take most of '95.

ROUND-ROBIN SCHEDULES: Something weird came up last summer after the schedule piece I wrote. We had 13 teams signed up for the summer bridge league, and I was asked to come up with a round-robin schedule for the qualifying round. In team bridge with an odd number of teams there is a way that you can have three teams play two half-matches against each of the others while the others pair off for a normal match. So my plan was to have six weekly sessions with ten teams playing two full-matches, while the other three would play all night in a round robin. I started the grid like this:

	A	B	C	D	E	F	G	H	I	J	K	L	M
A	-	(2)	(1)										
B	(1)	-	(2)										
C	(2)	(1)	-	(4)	(3)								
D			(3)	-	(4)	2			1				
E			(4)	(3)	-	(6)	(5)		2	1			
F			2	(5)	-	(6)					1		
G				(6)	(5)	-	(8)	(7)			2	1	
H						(7)	-	(8)			2	1	
I			1	2		(8)	(7)	-	(10)	(9)			
J				1				(9)	-	(10)		2	
K					1	2		(10)	(9)	-	(12)	(11)	
L						1	2			(11)	-	(12)	
M							1		2	(12)	(11)	-	

You can see that I've mapped out the round robins in brackets (each team plays, over the six sessions, in round-robins twice) for the twelve sessions, plus the matches for the first week. The round-robin is between teams A, B, and C, for the full night; the rest of the teams play DI, EJ, FK, GL, HM, take a break, then play DF, EI, GK, HL, JM.

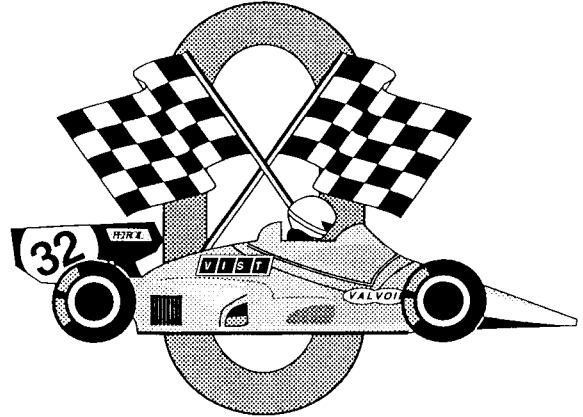
For those confused, a bridge match is played between teams of four players, of which two take the North-South cards at table one and the other two take the East-West cards at table two. Theoretically, if your North-South pair wins 400 points, with the same hand your East-West pair ought to lose 400. The differences in the results decide who wins. In a round robin, each of the three teams plays two matches by way of the following schedule:

1ST HALF	1NS vs 2EW	2NS vs 3EW	3NS vs 1EW
	Set 1	Set 2	Set 3
2ND HALF	1NS vs 3EW	2NS vs 1EW	3NS vs 2EW
	Set 3	Set 1	Set 2

Looking at the match between teams 1 and 2, we see that the part where team 1 holds the North-South cards is played in the first half, and the part where team 2 holds the North-South cards is played in the second half. In a normal match they'd be played simultaneously. It seemed like a great solution to avoid having byes in the schedule.

But surprise! I couldn't get the numbers to fit into the grid without repeating a number in a column or a row. A computer program hastily assembled, given the same head start, got bogged down and never completed the grid. With time running out, we called a math professor at the University of B.C. who is an expert bridge player: his opinion was that if the grid seemed unable to be filled in, it might be remotely provable that it couldn't be. By the time players began filing in we were beginning to believe this, but the good news was that only 12 teams showed up, making things simple.

A few weeks later, a friend of mine who'd moved to Duncan, BC, who I'd given the problem (I knew he'd be interested), phoned to say that he had a solution, but it involved throwing out the stipulation that all teams play in two round-robins: under the solution given, some play three, some play one, some don't play any. To date we haven't heard of a solution where each team plays exactly two, nor any proofs of its impossibility from the university.



FORMULA ONE AUTO RACING: For those who missed it, a short description of the exciting finish to the 1994 championship. Damon Hill did indeed win the two races while Michael Schumacher sat out his suspension to close to within a single point in the driver standings. In the antepenultimate race, after the close of the Indy car season, with Nigel Mansell taking the second Williams car behind Hill, Schumacher won with Hill second, and Schumacher's lead was five points. But in Japan, with Mansell on the pole but relegated to fifth after a bad start, the race was stopped after fifteen laps in heavy rains, and after the restart, we were informed that the race would be run in two legs, and Schumacher's fifteen second lead would be added to his time for the second leg to determine the winner. But under the wet conditions, Schumacher's season-long strategy of three stops (to Hill's two) cost dearly, as Hill's tires were not stretched as they would be under dry conditions. Hill had a twenty-five second lead on Schumacher as the German exited from the pits after his last stop, with about twelve laps to go. With five laps to go, the lead was under twenty seconds, meaning that Schumacher was in effect only five seconds behind. He drove well, but had the worst of the traffic in the last few laps, and came about three seconds of gap time short. Schumacher's lead going to Australia: one point.

In Adelaide, Mansell again took the pole and the early lead but came in for his first pit stop after only a few laps, leaving in fourth place. Schumacher and Hill battled it out for over half the race, coming in for pit stops and leaving at nearly the same time, with no lead changes and half a minute on the third place car. Hill was less than two seconds behind, and had been gaining for five laps, when Schumacher went off in a chicane. He hit the tire barrier on the right, and then careened across the track into the one on the left, hard enough to know he would not be able to finish the race. He bounced back onto the track and as Hill was passing him on the inside, turned directly into Hill's path. Schumacher's car, hit in the side by the front end of Hill's, went into the left-side barrier again and nearly overturned; Hill's continued and limped into the pits. Schumacher had by now climbed out of his wreck, we'd seen the footage of the "accident" which looked awfully deliberate to me, and Gerhard Berger had taken the lead in the race, with Mansell close behind. The Williams pit crew would have three, maybe four minutes to fix the damage in time to get Hill back into the race for a chance to get the two points (fifth or better) he needed to win the championship (sixth wasn't good enough, as Schumacher had won more races than Hill), and they didn't appear to be working with much urgency. Three minutes later, not with a bang but a whimper, Schumacher won the drivers championship as Hill got out of his car. Mansell eventually passed Berger and won the race. No protests were filed, but Gerhard Berger later told the press "Schumacher says he could not steer left, only right; I am not sure I believe this. But under the circumstances I might do and say the same thing."

SILVERRUN/Snowball Fighting ASF31

Turn Four: Little Nasties

WARRIOR	Player	loc	segment 1	segment 2	segment 3	new loc	vp	hp	sb-di
Atog	Wang	V4	HH at IS (85,87)	run for cover	sit	kit	5	10	2-0
Dirty ol' Man	Baker	kit	sit	sit	sit	kit	6	10	2-0
Fearless Reaper	Narhi	I5	J4-K3-L2-M1	collect 2 Sb	RR at PF (95,14)	M1	5	6	1-0
Glacial Gladiator	Brown	W9	RR at IS (95,52)	RR at GW (95,92)	collect Di	W9	7	2	0-1
Guess Who?	McKinnon	S7	RR at IS (95,79)	collect 2 Sb	RR at GG* (95,34)	S7	5	3	1-0
Haggis Hound	Andruschak	H6	Di at FR (35,70)	collect Di	Di at FR (50,97)	H6	4	8	0-0
Ice Sickle	Hurst	V6	BB at A (75,21) & GW (55,95)	run for cover	imbibe†	kit	10	10	2-0
Puff&Fresh Snowboy	Schultz	U1	RR at IS (90,09)	RR at FR* (90,52)	collect Di	U1	8	9	0-1
Rude 'Dolf	Gardner	L10	collect 2 Sb	CS at Q7 (90,10; 70,46)	collect 2 Sb	L10	6	9	3-0
El Zorro de Plata	Kohman	R12	collect Di	collect Di, make SH	RR at RD (85,83)	R12	5	3	0-1

Weather roll = 31. * marks conditional orders. Atog & IS may run out on Segment Three next time; DoM on Segment One. Remember, we're playing to 20 vp.

Deadline for Turn Five is June 27.

Segment One: El Zorro de Plata prays at the shrine of La Doña. Ice Sickle sees the writing on the shed wall and flings his last two weapons in a Bolero at Atog and Guess Who? He hits 'Tog, reducing him to a soggy, kitchen-bound mass, but misses his other tormentor. Atog packs and throws a Hise Hammer but the rush is too much and he misses. Glacial Gladiator, Puff & Fresh Snowboy, and Guess all nail Sickle with Rattlers, so he'll join Dirty ol' Man and Atog in the kitchen. Haggis Hound rises up and leaves a Dirigible at Fearless Reaper, but Fearless is—unafraid, mind you—running away to the fenceline at the west side of the yard, and Hound's Di never catches his trail.

Segment Two: El Zorro prays hard for a miracle (the restoration of La Doña's head) and gets it! With most of the yard packing weapons, Puff looks for a new target and hits Fearless Reaper. Gladiator turns his attention on fellow Sickle-feller, Guess Who? Rude 'Dolf takes the cross-your-fingers route with a Conifer Storm, hoping to catch someone besides GW napping—no such luck, but he does bring a heap o' snow down atop Guess for one point.

Segment Three: Haggis Hound is still smarting over the Reaper's attack and throws another Di at him, missing again. Reaper repays Puff & Fresh with a one-point hit of his own, and Guess Who? likewise retaliates against Glacial. Ice Sickle † 'imbibes copious quantities of fermented malt beverages.' Zorro snaps out of his religious catatonia (shouldn't that be "Catalonia"?) and flings a Rattler at Rudey, which is successful.

Fearless declares: I shall bore you all to death in an attempt to achieve the fabled two pages of press. Beware!

SnowMaster to Silverrunners: The gauntlet is thrown...

Haggis Hound to Atog: Apologies, but the snow on my glasses obscured my vision. But now I am able to see VERY CLEARLY who is nearest to me.

Lost: Left-handed scythe with initials "F.R." carved in the haft. No reward.

Reaper to Zorro: Si necesitas hablar con una voz de un nombre que no es su nombre verdad, ¿Quién tiene los cojones? Nunca necesito esconder proque soy mas fuerte. ¿No me pones verde!

Atog to Guess Who?: Atog is HUNGRY! More FOOD FOR ATOG!!!

Food for Atog: Whammo Super Soaker. Held over from last summer, hits on 50% at range 1, -10% per hex farther away. Target loses permanent 5% to all to hit in future due to discomfort of cold water-soaked clothes. Not cumulative.

Sickie to Hooley: Have you got a fixation or something? Ever since I robbed you of a win in Vexvelt it seems you got it in for me. Well, blather on, little man, if you think it makes you happy.

Guess Who?: You know, I'm really easy to get along with, most of the time.

Found: Limited-edition cookbook—876 blank pages of toilet tissue entitled *Food for Atog*.

Atog to Sick-o: Bad pun! Bad pun! Snowball for Sick-o!

Reaper to Yard: I'm so disappointed. The Electric Hellfire Club cancelled their concert here in Cleveland. May be Thrill Kill Kult will come by again this summer. We can only hope.

Fearless to Beavis: Chill, dude. I threaten everybody on an equal basis. And as to 'sucking', I'm off to a slow start but I always win in the end. I notice you didn't crack (...heh...I said crack) into double digit VPs so you really do suck.

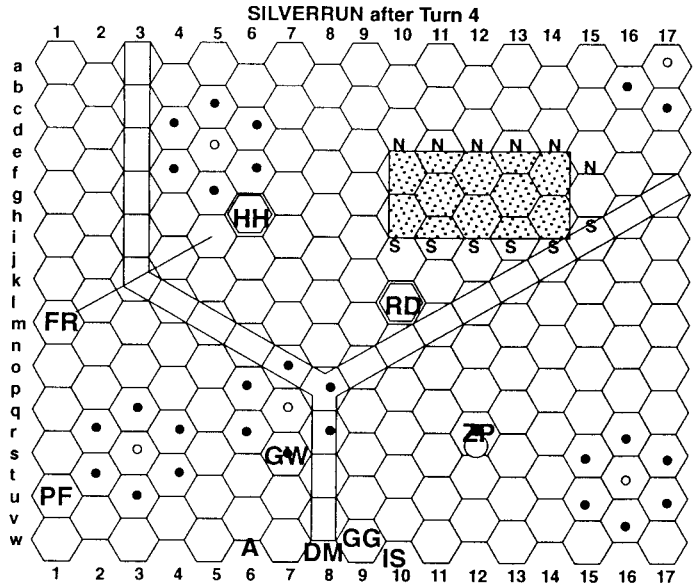
Fearless the Punker reminisces: And speaking of sucking, who can forget that Meatmen Album entitled, "We're the Meatmen and you suck!", with the cartoon guy on the back cover saying, "You guys really do suck." Was he referring to the band (appropriate) or their fans (even more so)?

Señor Beavis: Hey, heh, heh. Like, my game is over. Can I come over there 'n' like, join in and stuff?

FR to SM: Man, that McKinnon chap is certainly long-winded. Is there a limit to the amount of press we can write? No? No matter how droll?

SM to FR: The limits here are entirely subjective—it's "how much can the SnowMaster take?" You seem to be testing the limits, but you're far from over the line yet. ("Meatmen"? Keine Ahnung...)

Haggis Hound to SM: I only mentioned my 8 Megabytes RAM since I need it to play nifty games like SimCity 2000.



SnowMaster to Hardware Hound: I'm so old fashioned. The only reason I have 9 Megs (18 if you count RAM Doubler, which I finally debugged) is so I can keep my database, page-layout, and graphic (read: map) programs open all at once! You people better appreciate me! (whine whine!)

ZP to La Doña: Heavenly Mother, grant me the endurance to restore your shrine; and then grant me to strength to do unto him who has done this unto you!

Fearless to Zero de Puta: Are you fixated on my cojones? Isn't that always the case that we are fascinated by that which we lack. For example, males are commonly interested in breasts (bigger the better as some would say). Put in that light I understand your interest in my cojones.

Lost: The head of La Doña del Llanos Blanco... wait! this just in... the head has been found and replaced! We don't recall it being so white, lumpy and featureless, but we like the new flirty mask!

Fearless to Snorror: Señor Zorro, with each press you write I fear you less and less.

GG to Yard: Next month I'm going to Alaska (for real) to check out real glaciers. Watch for some rock hard ice chunks being hurled next turn.

Reap to GG & Zorro: Destiny? The only destiny you two will share is a quick demise. this is snowball fighting, not some sort of reshaped 60's love-in.

Food for Atog: Gortex Hooded Parka. Snowball Fight equivalent of kevlar vest and helmet. Renders wearer immune to Super Soaker, Conifer Storms and Shed Avalanches.

Haggis Hound to Cathy: Hi there, little girl. Want to come up to my apartment to see my... simulations?

Cathy to Hound: What's under your kilt is a simulation? Eeeuuuuuw!

Guess Who?: But I don't like bullies, and I don't like threats, and I don't like you GG!

Atog to Dirty Ol' Man: Atog is HUNGRY! Save food for Atog!

FR to Atog: Hey, nobody assigned me a special ability. My guess is your special ability concerns offending other's olfactory sense.

Puff & Fresh to GG: I worry not of the Dirty Ol' Man. My mother just happens to be the one and only Lorena Bobbitt... scourge of Dirty Ol' Men and Wife Beaters alike.

GG to SnowMaster: I think it's time I get my muffler on! It's cold out here! Hey, how do you continue last month's press before it starts?! you must be P.G.—that's Publishing God.

SM to Glad: I like it, I like it!

[[press for Silverrun continues on page 8.]]

Restart: orphaned from *Rebel*

- Austria (Michael Gonsalves): a tri, a bud, a vie, a boh, f /dislodged/.
- England (Bob Acheson): a pic, f mid, f bre, f iri.
- France (Jack Garrett): a mar, a par, f lvp, f spa/sc.
- Germany (Andy York): a kie, a mun, a bur, a gas, f bel.
- Italy (Stan Johnson): a tyo, a /dislodged/, a pie, f gre, f tun.
- Russia (Doug Kent): a ukr, a gal, a bul, f bla, f rum, f swe.
- Turkey (Frank Wranovix): f eas, f ion, f aeg.

Autumn Retreats: Austrian f bul/sc; Italian a tri.

Deadline for Autumn/Winter 1904 AND Spring 1905 is June 27.

GM to Omegans: I have orders on file, forwarded from Melinda, for all countries except Turkey. You all have the option of getting either my entire zine (\$1/month), or just the page with your game (free).

Please check the units above and the map, I may very well have made an error transcribing this game into my system.

I also enclose a copy of my houserules. I don't have Melinda's, so I'm not sure where we differ. I'm pretty sure my draw votes (public) are different—if anyone wants to keep a rule of Melinda's we will do so, but you have to let me know what it is. In *Pere*, NVR=no.

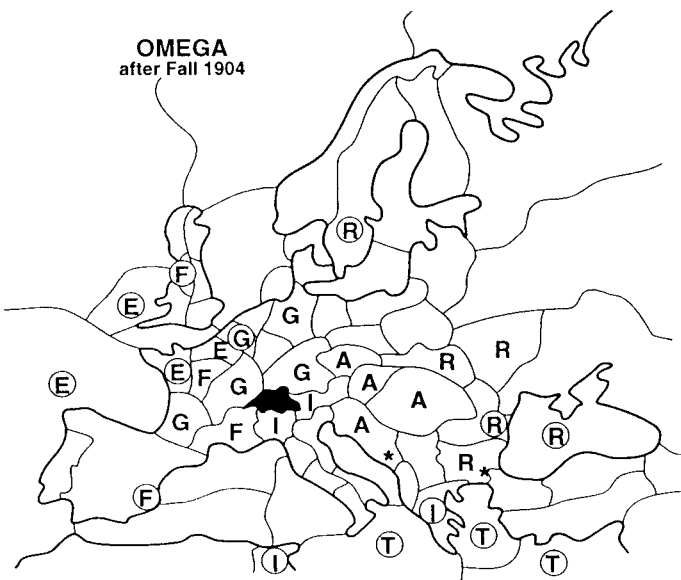
Please tell me whether you'd like your phone number, or email address if you have one, listed in *Perelandra*. Anybody have a supply center chart from 1901?

Addresses I have are:

- Austria: Michael Gonsalves, 530 Treasure Lake, Du Bois PA 15801
- England: Bob Acheson, 15715-92nd Avenue, Edmonton Alberta T5R 5C5, Canada
- France: Jack Garrett, 481 West Lincoln Drive, Greenville OH 45331
- Germany: Andy York, PO Box 2307, Universal City TX 78148-1307
- Italy: Stan Johnson, 2942 E. Indian School Road #252, Phoenix AZ 85016
- Russia: Doug Kent, 6151 Royalton Drive, Dallas TX 75230
- Turkey: Frank Wranovix, 710 North Belvedere Blvd., Memphis TN 38107

GM: Pete Gaughan, 1236 Detroit Avenue #7, Concord CA 94520-3651
 phone: (510) 825-2165
 fax: (510) 825-3419
 email: gaughan@netcom.com

OMEGA / SUPPLY CENTERS held as of Winter 1904							
Austria	vie	tri	bud	ser	CON?	.	4? even
England	lon	edi	nwy	bre	.	.	4 even
France	par	mar	por	spa	lvp	.	5 +1
Germany	ber	mun	kie	hol	den	bel	6 +1
Italy	nap	ven	rom	tun	gre	.	5 +1?
Russia	stp	mos	war	sev	rum	swe	7 +1
Turkey	con?	ank	smv	bul	.	.	3? -1?



Oops: French A Tyrolia should not have succeeded in moving to Bohemia. Turkey's army in Galicia should have bounced him.

F/T draw: FGIT yes.

Game Over. Congratulations (and thanks for not making me adjudicate the Fall).

Deadline for Endgame Statements is June 27.

Italy to Germany: Now would be a real good time to switch sides! I think you can hold the stalemate in the north and watch them slug it out in the center...

Germany to Turkey: Make no mistake about it. We are allies. But I will toady no one to an easy victory. Consider that in any decisions you make. Right, Don?

Italy to France: I thought about letting you have Naples... but I don't think you can get another ship in place before Vince brings his fifth fleet into play.

zine: *Perelandra*

GM: Pete Gaughan

Austria: Kenneth Burke.

England: Mick Taylor.

France: Don Scheiffer (2way draw, Su07).

Germany: Donald Yates (res Sp01); Roger Cox (res W05); John Schultz (sur).

Italy: Bob Ozerov-Clark (res F02); J.R. Baker (sur).

Russia: Michael Quist.

Turkey: Vincent Springer (2way draw).

	01	02	03	04	05	06
Austria	3	3	1	1	1	0
England	3	3	2	0		
France	4	5	7	8	11	12
Germany	5	6	6	9	8	7
Italy	5	4	4	4	3	3
Russia	5	7	7	2	0	
Turkey	6	6	7	10*	11	12

* indicates one unit short the following Spring

Silverrun press continued

Reap to Hound: No offense taken regarding your two(!) RRs. I tried to return the favor with a dirigible but I had one eye on my scythe which seems to have put my aim off. Haggis Hound to Fearless Reaper: Once you are out of range I will aim at other targets. Get the hint?

Fearless to Fox: You strike me as someone who's interests in life are twofold. 1- Snowball fighting, and 2-Collecting bits of aluminum foil to add to your record setting 4.52' diameter foil-ball.

Zorro to José (a.k.a. "Jay Black"): And I knew, yes, I knew I should run—but then I heard her say-yay-ay... (excellent bit of press, amigo; and so appropriate...)

FR to Sick-O: Please don't waste valuable press space with jokes so bad Death himself years for the reprieve of death.

Food for Atog: Janeway Action Figure, a talisman of inspiration. Spend one complete turn in shed enacting puerile fantasy, gain +5% bonus to all attacks until cooled down with dirigible to face.

Found: Plastic ice-cube tray impaled with a #6 bass hook. Found nearby this note: "Hey, Beavis! I just, heh, y'know, learned how to go ice fishing! This is, like, gotta be the coolest sport since LaToya Jackson!"

Haggis Hound to El Zorro de Plata: If logic prevailed, men would ride side-saddle.

Puff & Fresh to ZP: OK! I'm not aching for a fight any more than you are. I submit! You, kind sir, are much worse at this game than I.

Puff & Fresh to SM: Between you and me, I just never figured I'd run across anyone who would admit to such a humiliating fact. By the way, press has been quite lively... has it not?

SnowMaster to Puffer: Sure has. Hey, there are all kinds of weirdos in this zine, El Zorro is his own distinct kind.

Che-Guess-Tay to SM: Atog was throwing at IS. Haggis was throwing at Fearless. Wasn't anybody in this yard throwing at P&F?

Food for Atog: Dog whistle, usable once. All other snowball fighters have 50% chance of doing nothing this phase as terror strikes when neighbourhood dogs start barking madly.

Rickie to Sickie & Haggis: Hey! We Californians like to spend exorbitant prices for inedible biological waste! You'll find haggis on the menu somewhere between alfalfa sprouts and tofu.

SnowMaster to Rick: Do we need a new press category, "Food for Californians?" I hope not!

Narhi to Rikko: Re your commentary, I think I'm getting a little queasy already.

BELT 17 / SUPPLY CENTERS held as of Winter 1910														
Austria	tri	bud	ser	gre	bul	sm	nap	ven	vie	ROM	TUN	MUN	9/12	may build three
England	lvp	edi	lon	hol	kie	den	swe	nwy	stp	bel	.	.	10/10	may build one
France	par	bre	mar	spa	por	ber	mun	tun	rom	.	.	.	9/6	must remove two
Russia	mos	war	sev	rum	ank	con	6/6	even

BELT 17 / 1993F

Austria proposes an AER draw.

Fall 1910: Marquis of Queensbury

Austria (Rich Irving): a vie-boh, a boh-mun (a tyo s), a gre-tun (f ion s), a bud-ser, a nap-rom (a ven s), f apu-nap.

England (Les Casey): a bel-bur, a bre-par /annihilated/ (a pic s), f eng-iri, a stp h (f bot s), f kie-ber, f hol-nts, f nts-eng, f nat-mid.

France (Randy Havens): f mid-eng, f wes-mid (f naf s), a rom h /annihilated/ (f rus s), a bur-pic, a ber u, a par-bre (a gas s).

Russia (Nathan Trent): a pic-tus, a pru-ber, a sil s war-ber /nso/, a mos h, a war-pru, f tyn-lyo.

Deadline for Winter 1910/Spring 1911 is June 27.

Austria to Russia: What can I say? Without our mutual help, we both would have been TOAST!

GM/Rocky Horror Fan to Austria: Did you say (flinging bread...) TOAST?!

Austria to GM: Despite the leprechaun on the box, Lucky Charms are not Irish. But then again, French Fries aren't French and Chinese Checkers come from Sweden. (Really.)

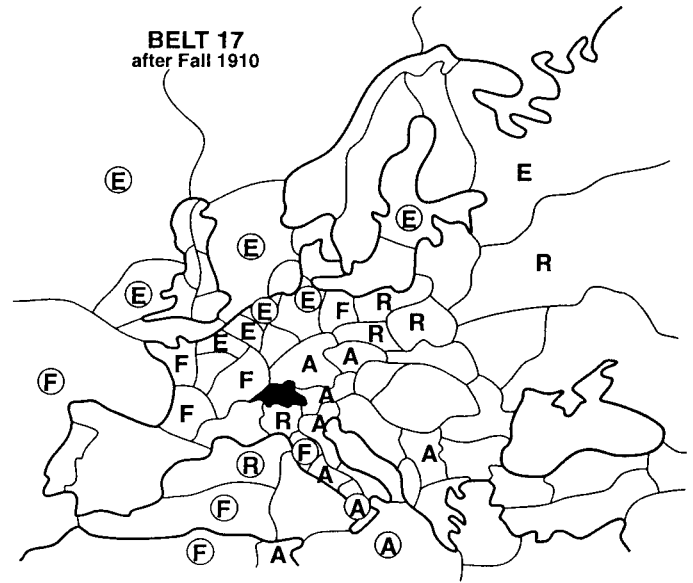
Russia to GM: I have never found a four-leaf clover in my life, but just yesterday I looked down in the grass and my eye fell directly on to a big one. I plucked it, smashed it into a book, and now count myself luckier. This, even after the unfortunate Lucky Charm incident of last issue. The Leprechaun Antidefamation League must be weak in this area.

GM to Russia: Weak indeed—north of you are the Irish centers of New York and Boston, south is Tara—but nobody to uphold the tradition in the middle, I'd say. On the other hand, Austria had better be checking over his last will and testament, since he lives only ten miles from me. (Damn—I've had him over to play games three times this month and never knew he held such subversive ideas!)

Austria to England: You're right. Austria NEVER wins :-), but at least you won't this time either. The most you're getting is 15, so why don't we all declare victory and go

home.

Austria to France: If you want a survival, vote YES on the proposal. That's all you're gonna get.



BARSOOM / 1993HI

Autumn Retreats: Italian f tun nrr, GM disbands it; Russian f ber to the box.

Winter 1906

England (Jim Grose): disbands f bar; still has a nwy, f nts, a fin, f wes, a den, f bal.

France (Paul Rauterberg): builds f bre, f mar, a par; also has f spa/sc, f tun, a ber, a kie, a ruh, a ven, a bel, a pic (still one short).

Italy (Dave Golias?): nmr. GM disbands f ion; still has f nap, a rom.

Russia (Nelson Heintzman): disbands a war; still has a arm, a ukr, a mos.

Turkey (Tom Johnston): builds a con; also has f eas, a ank, f sev, f gre, f aeg, f smy, a tyo, a vie, a tri, a gal.

Many thanks (and two free issues) to Nathan Trent for unused standby orders. No standby will be called for Italy (house rule: fewer than three centers).

Deadline for Spring 1907 is June 27.

England to GM: I have no regrets, although France soon will.

GM to England: Slogan of the day is "No Fear", not "No Regrets."

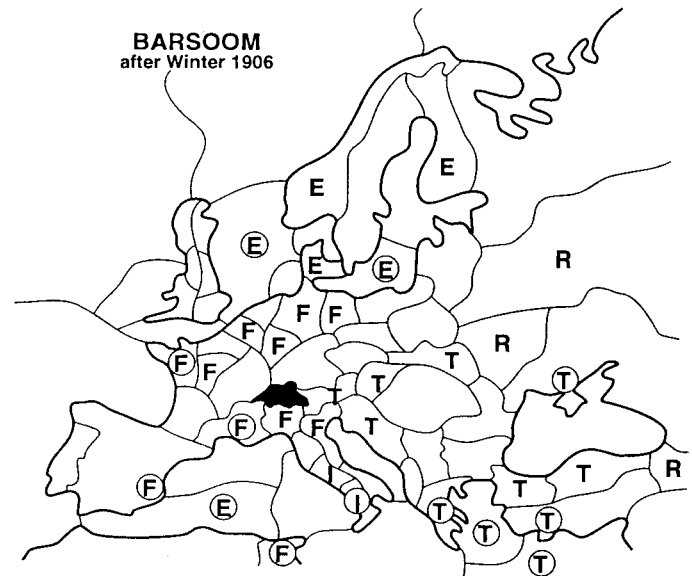
England to Russia: France caught me napping (figuratively) last turn and you did too (literally) when you called. Many thanks for all your help.

England to Italy: Toady to Turkey.

GM to England: You'll need to say that a couple of times.

England to Turkey: When we meet in Russia, let's head west together. Don't squander a well-positioned and angry anti-French ally.

GM to Turkey: And an optimistic one, too.



England to France: I was sincere with my plans to position forces around StP, War and Mos while Russia contained Turkey and then to seize them, replacing his armies with mine. Your greed has done you in.

BARSOOM / SUPPLY CENTERS held as of Winter 1906													
England	lvp	lon	edi	nwy	swe	den	6
France	par	mar	por	bel	hol	bre	mun	kie	ber	tun	spa	ven	12
Italy	nap	rom	2
Russia	stp	mos	war	3
Turkey	con	ank	sm	gre	ser	bul	rum	bud	tri	vie	sev	.	11

DURLA / 1994Wrb32 Gunboat Diplomacy

Summer Retreats: none received! GM moves German f swe & Italian a pie to oblivion.

Fall 1903: Even When Missing

Austria: a tri-ser, a bud-rum (a gal s), a ukr-sev, a ser-bul (f gre s).
 England: a stp s russian a mos (f bar s), f ska-den (f nts s, a swe s).
 France: f pie-tus (f lyo s), a bur-mar, a bel h (a pic s), f wes-tun.
 Germany: nmr. a kie, a ruh, a hol, a mun all unordered.
 Italy: nmr. a tun, f tyn, f rom all unordered.
 Russia: a mos ms a war.
 Turkey: f aeg-ion, f con-smy, a bul-gre /annihilated/, f bla-con, a rum-sev /annihilated/.

Would XXX please stand by for Italy? Would XXX please stand by for Germany?

Deadline for Winter 1903/Spring 1904 is June 27.

London to Berlin: As you might have guessed, I have decided that the best interests of England are served by peace in Scandinavia and its incorporation into the Commonwealth. Unfortunately, events have no left much of a basis for English trust in Germany and its intentions. Despite your excuse of "...not properly analyzing your attack v. stp...", causing an English army to bounce in Sweden would have had the same unfortunate consequences. You will note that England kept her promise of not interfering in Holland, though certainly the ability existed. I can not seem to find anything that would engender trust on my part. It would seem you may soon have your hands full as Austria has announced its plans to control Germany. I will inform you that as of now, England has no immediate plans other than the liberation of Denmark. I hope some repair of our relations will succeed, however, I remain somewhat pessimistic.

GM to London: Liberating centers from your friends usually goes by another name...
 AH to GM: I think I have gone completely insane in this game. No plot, no method, no nuthin...

Turkey to Austria: Your Balkans split is fine—I am adjusting my positioning to accomplish that. I will again go to Ionian this turn—if we bounce (again) then I will go the following turn as well. Your fleet would be welcome in Albania or Adriatic—oh, and I agree on your terms: 2 armies in Russia, 1 in Balkans. Don't blow it by building any fleets.

England to Austria: It seems the Turk speaks from both sides of his mouth. From the "notice I didn't attack", to seizing Rumania. An interesting display of friendship. I suppose that we Europeans should expect that type of treatment from the infidel. I guess the infidel likes your Lion/Shark theory, although it seems it may have lost something in translation as he seems to be promoting the Land-Shark Theory. Incidentally, best of wishes in your declared war against Germany.

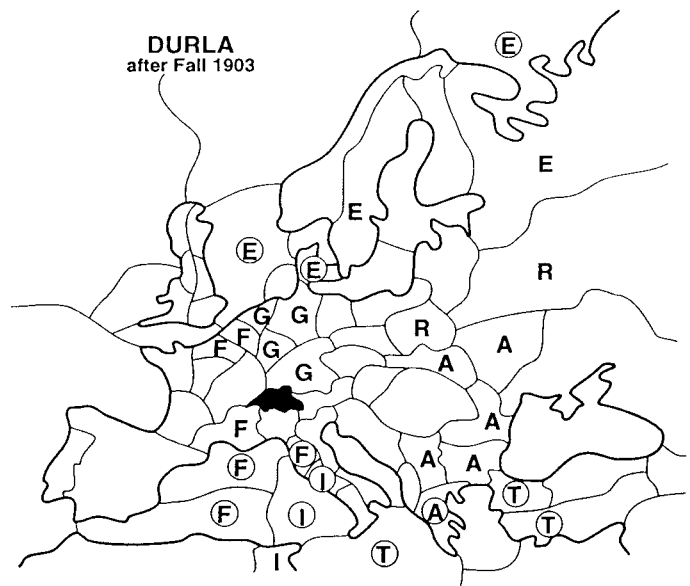
F to G: Your wish is my command... Burgundy vacated. My desire is to be able to go south and gently remove/release the Italian of his centers. (It's just my style.) Now, I would respectfully request your vacating Ruhr in order to seal this most hallowed and mutually suspicious of DMZ agreements.

Turkey to Russia, Italy: Assistance is slow, but on the way...
 F to E: Well, I hate to formalize things so much in a gunboat game for all to see, and it's not like we've been attacking each other anyway... but, since you MUST ask... well, yes, I agree to a nonaggression pact with you.

Connie Chung to F: I resemble... err... resent that remark. Thanks goodness you're "no Newt Gingrich" because I would rather take food from the mouths of widows and orphans than apologize to him. Translation: Sorry, F! p.s. This just in... Generalissimo Francisco Franco is still dead. Now back to the regular press.

And hear comes the Russian Czar in this year's latest swimwear from the Black Sea line. Oh, my! A daring thong piece with cane. The crowd here in New York is quite taken back by this bold display. But, nonetheless, a very exciting new fashion direction for the Russians.

F to I: I guess that means...



GIEDI PRIME / 1992AK

Summer Retreats: nrr, German a mun & a bel off the board.

Fall 1913: Absentee Owner

Germany (Lance Anderson): nmr. a sil, a ruh, a den, f ska, f hel, a war, a stp, a pru u.
 Italy (Hugh Magen): f nts-hol (a bel s [f eng s bell]), f lon-nts, a mun-ber, a bur-ruh, a apu-alb (a tri s, f ion c [f tyn s ion]), f nap-apu, a bud h (a vie s).
 Russia (Greg Ellis): nmr. a rum, a sev, a mos, a gal all unordered.
 Turkey (Andy York): f gre-alb (a ser s [a bul s ser]), f eas-ion, f aeg-gre.

As indicated previously, Hugh is headed for several months in the real Europe. He'll see this when he gets back, of course, so, Congratulations!
 Your final map is on page 13.

Deadline for endgame statements is June 27.

rome to germany: i would have written rome to munich or berlin, but one never knows where your capitol is these days. i would have definitely stuck to our two way as agreed, but your inability to take supply centers from russia makes this program unfeasible. since, there will be a substitute for me in this position, maybe you can convince my replacement.

GM to Germany: His replacement would have been John Schultz, in case you want to try to convince him anyway.
 rome to world: thanks for a good game. see you soon.

Austria: Roger Cox (res F11); civil disorder.
 England: Mike Magnuson (drop Sp04); Jamie McQuinn (out F12).
 France: Pat Conlon (res F07).
 Germany: Lance Anderson (surv).
 Italy: Hugh Magen (wins).
 Russia: Greg Ellis (surv).
 Turkey: Jon Rosenthal (drop F01), Andy York (surv).

	01	02	03	04	05	06	07	08	09	10	11	12	13
Austria	6	7	7	7	7	7	5	6	4	4	1	0	
England	4	4	4	4	5	5	4	2	2	2	0		
France	4	6	4	4	4	2	1	1*	0				
Germany	5	4	6	6	6	6	6	7	9	9	8	10	7
Italy	4	5	6	6	5	7	8	8	10	11	14*	15**	18
Russia	6	5	4	4	4	4	6	5	4	4	4	4	3
Turkey	3	3	3	3	3	3	3	3	5	4	5	5	6

* indicates one unit short the following Spring

DURLA / SUPPLY CENTERS held as of Winter 1903														
Austria	vie	tri	bud	ser	rum	gre	BUL	6/7	may build one
England	lvp	lon	edi	nwy	stp	DEN	SWE	5/7	may build two
France	par	mar	brc	spa	por	bel	6/6	even
Germany	mun	kie	ber	den	swe	hol	6/4	even
Italy	nap	ven	rom	tun	4/4	may build one
Russia	mos	war	2/2	even
Turkey	con	ank	smv	sev	bul	5/4	may build one

PLATEAU / 1994HJ

Autumn Retreat: German a mun-boh.

Winter 1904: Austria builds a vie; England builds a edi, a lon; Germany disbands a ber. England proposes E/F draw.

Spring 1905: Supermanfluous

Austria (Matthew Lahtinen): f alb-adr, a rum-gal (a bud s, a vie s [a tri s vie /tri dislodged/]).

England (Tim Goodwin): a den-lvn (f bal c, a stp s), a edi-yor, a lon-den (f nts s), f nwy-nwg, f kie s russian a gal-vie /nso/.

France (Don Williams): f mid h, a mun-sil, a ruh-mun, a tyo s italian a ven-tri, f tyn-ion (f tun s), f wes-tyn (f lyo s), a hol-ruh.

Germany (James Battle): a boh-vie.

Italy (Phil Reynolds): a ven-tri, f nap & f apu s french f tyn-ion.

Russia (Jeff August): a gal s austrian a rum /dislodged/, a war-mos (a ukr s).

Turkey (Dave Golias): nmr. f gre, f ion /dislodged/, f eas, a bul, a sev, f bla all unordered.

Summer Retreats: Austrian a tri; Russian a gal; Turkish f ion.

Would John McLaurin please standby for Turkey?

Deadline for Fall 1905 is June 27.

Mouth of Marseilles to V-Turk the Voluminous: You should talk (and talk and talk) about me going on. I about OD'ed—or was it nodded off?—going over your stuff last time.

GM to Mouth: Hey, be thankful the V-Turk stuck to Vexvelt this time. I was about to rename this game "Prattle" in honor of you two.

France to Italy: Fine, I'll wave. Just get the supports right. (Typical Italian military brilliance...)

Russia to F&I: Stop waving and start moving.

AH to I: Wrong again.

Czar Nikki to Lyon King: I'd meet you in Berlin to exchange a vodka for a vintage Bordeaux, and the Limeys keep sinking my cargo ships and wrecking all my trains. Maybe next life.

Lyon King to BotM President: Your best piece last month was definitely the Dawson blurb... I couldn't stop laughing!

Russia to World: You all think you're so tough. Why don't you come and get a piece of me? Oh yeah, you already did. Never mind.

France to Germany: Any comments? Last requests? Apologies? Epitaphs? Epithets? Do not go gently into that good night.

Don to Steve: "Dragon"? Go figure. I'm partial to ducks, myself.

PJGIV to Socrates: See the penalty we pay for not teaching Hobby History in our schools? (Oops—he's a product of British schools. Never mind.)

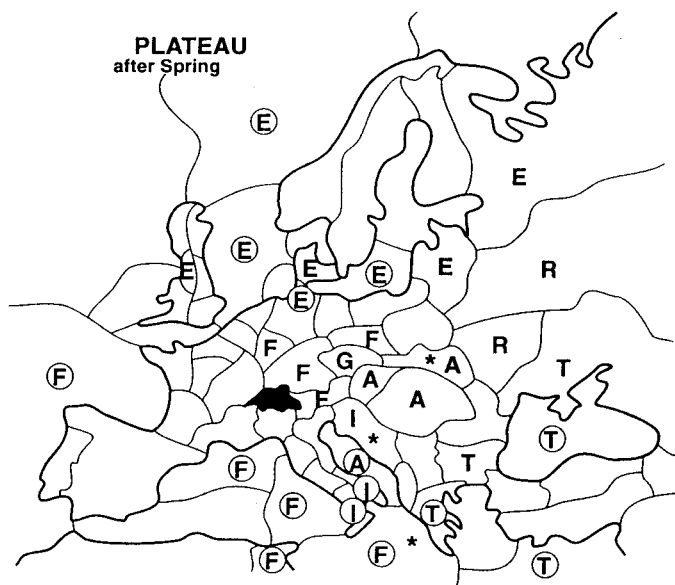
Queen D'Aphrodite absently stroked the amber drop which depended between her high, proud breasts. Young Michel, the latest in a long string of courtiers, gazed longingly at her. His thought descended quickly into lust as he watched her hand stroking downward. He felt a stirring in his loins. "Damn," he thought, realizing what his urges were doing to his tights, "and we were hoping for a 'PG' rating for this press."

Suddenly the amber gave off a vibration. Queen D'Aphrodite purred, enjoying the sensation, then the meaning behind the vibration came to her and she sat up, straight and regal. Michel gasped aloud as her change in posture stressed the bodice of her gown. "We'll be lucky to get an 'R'," he thought as he bent forward, trying to get comfortable.

The amber drop was in reality a tiny electronic receiver. It was tuned to the signal driven from a tiny chip, substituted for a nearly identical chip, hidden deep in the heart of a giant battle computer. The signal could only mean one thing. The sleeper had wakened. Another of her golden toadies was returning to life.

It had been such a long time. Her loins burned as she experienced remembered fantasies about duck fluff. She could almost feel the nearly cruel nips of his mighty beak. Don. "The Duck" Williams was back. She squirmed in response to the fantasy. Her long supple body undulated slowly. Michel's eyes bugged as his groin exploded.

Michel turned to face the wall, wondering how he was going to managed to leave the room without someone noticing the large wet spot at his crotch. "Looks like



we'll be getting an 'X' again."

...The giant battle computer hummed ominously. On a catwalk, far above the giant artifact, a small figure wearing a black uniform with red piping, gold epaulettes, platinum braid, and diamond-studded chains, depending tastefully from the crotch of his leather pants, stood at a semblance of attention. Above the pocket on his left breast was the merit badge he had earned for brushing his teeth in the second grade. It was his proudest decoration. The fact that it was his only decoration had nothing to do with the pride he felt. Not bad actually, an award for tooth brushing wasn't easy to win when you were without teeth. His beak curled in a nasty snarl. Yes, it was Doninatrice, the Dominator.

The two computer techs facing him on a slightly lower platform shuddered at his look. The narrowed eyes, the sneer, the ruffled feathers, he was either very angry, or feeling constipated. Either way they were in for a ration.

"Why is my battle computer making that terrible noise?" the Dominator hissed. He had been keeping company with some geece, and was very impressed with the attention they seemed to get whenever they hissed like that.

"Uh, urk," the junior tech said as his senior stepped back while pushing him squarely in the center of his back. "That is, ahem, ah, er?" He stuttered. "What noise?" he finally managed to choke out.

"And you call yourself a computer expert?" the Dominator quacked, forgetting for a moment how much more threatening a hiss sounded. "My beautiful battle computer is letting out an ominous hum." The Dominator did a little dance to show just how serious he really was about the matter.

"Uh, I thought it was supposed to be ominous," the junior tech responded. "Didn't you think it was supposed to be ominous?" he asked his senior, trying to draw the older man into the conversation.

"Wuaaak!" the Dominator exploded; his booted webbed feet vibrating with his frustration gave a staccato background to his screams.

"It's supposed to be silently ominous, you cretins!"

"I'm from Delphi. Are you from Minos, boss?" He turned to the senior tech, determined to bring him into the conversation. "Yeah, I remember you told me about your family there. He's the Cretan. I'm from Delphi."

The senior computer tech opened the access panel at the rear of the giant battle computer. The ominous hum that had so disturbed the Dominator was a bit more obvious up close. In fact, it was starting to make his teeth hurt. Gingerly he removed a card from the top slot. Because the computer had to be ready to destroy with pico-second response times, he hadn't wanted to actually turn the thing off. He figured that, if he moved slowly and carefully, nothing would go wrong.

The card was starting to come free. A small puff of smoke obscured his view, so he blew it away. Except for the black crud at the edges the card looked okay. He put the card back in the machine, and slowly pulled the next card out of the slot.

[[Plateau press concludes on page 15.]]

PLATEAU / SUPPLY CENTERS held as of Winter 1904

Austria	vie	tri	bud	ser	rum	5
England	lvp	lon	edi	nwy	stp	swe	den	kie	8
France	par	mar	bre	por	spa	bel	mun	hol	tun	9
Germany	ber	1
Italy	nap	ven	rom	3
Russia	mos	swe	war	3
Turkey	con	ank	smy	bul	sev	gre	6

TRALFAMADORE / 1994Xxm22, Youngstown XV

RulesQ's: The Youngstown rules cover canals and convoys, but they do not directly address simultaneous passage. If a province with a waterway passing through it (Kiel, Constantinople, Panama) has an army or fleet stationed in it, can another fleet pass through? *I'm crossed up, and would like to reverse the ruling I gave to the player in private, but this wouldn't be fair. If one of these provinces is occupied, movement and retreats may still take place through that space ("effectively adjacent"), but in future games this shouldn't be allowed.*

Can a fleet move directly from the Red Sea to Cairo? *No.*

If two units (say for example, Fleet Tyr and Fleet Cairo) are both ordered to the same area (e.g. Cyr) and bump, can Fleet E-Med, which is forced to retreat, retreat to Cyr (which is vacant)? *No.*

Note: The correct format for orders is Unit Province to Province (or Province-Province).

One order this month, noteworthy in its enthusiasm, was Unit Province attacks Nation Unit Province! (Changing the names to protect the guilty, "Army Kashmir attacks Afghan Army Kabul".) Please don't use this again—the only reason I allowed it this once is because this is a playtest and it could, very generously, be construed as having only one meaning. In the future, such format will be ruled a misorder.

Oops: Austria had already declared Leopoldville as a build center. My apologies.

Germany's only option is to declare Dar es Salaam. France and the U.S. failed to declare an additional build center.

Press error: Last month's item from England to Canada should have read "fishing" boats, not "fighting."

Spring 1903: Please Don't Squeeze the Seamen!

Australia Z (Doug Brown): f sydney-coral sea, f melbourne-great australian bight, f tasmania-south cape, f fiji-midpacific (f new zealand s), a south australia h.

Austria A (Steven McKinnon): a ubangi-basoko, a congo-leopoldville, a galicia h (a budapest s, a vienna s), f albania-greece (a serbia s).

Brazil B (Charles Goetz): f sao paulo-horse latitudes, f recife-azores (f leeward islands [f windward islands s leewards]), a british guiana-amazon, a la plata-sao paulo.

Canada C (Jamie McQuinn): a vancouver-saskatchewan, a alaska h, f newfoundland-grand banks, f clyde-north atlantic (f labrador sea s, f iceland s).

Chile L (John Bryden): f antofagasta s mexican f mid, a colombia-new zealand /imp/ (f south pacific s), a peru-ecuador, f santiago-tierra del fuego.

China X (John Galt): a kansu-hankow, a peking-kansu /annihilated/.

Egypt Y (Daniel Wartko): f eastern med-cyrenaica (f cairo s), f red sea-asir, a anglo-egyptian sudan-adis ababa (a asmara s).

England E (Matthew Lahtinen—note COA in Cast List): f edinburgh-clyde (f liverpool s), f north atlantic-norwegian sea /dislodged/ (f north sea s), f norwegian sea-barents, f english channel-irish sea, f johore-gulf of siam (f cambodia s), a namaland-ovamboland.

Ethiopia P (Michael Quist): a mogadiscio-wabi, a wabi-adis ababa, a uganda-junglei, a kenya h.

France F (J.R. Baker): f cape verde-gulf of guinea, a gold coast waves a morocco a nigeria, f saigon s local cat house, a breast-picardy, a paris-burgundy (a gascony s), f portugal s morocco f spa/sc.

Germany G (Ward Narhi—see COA in Cast List): a zaire-basoko, a dar es salaam h /dislodged/, a belgium-picardy (a burgundy s), f holland-belgium, a denmark h, f helgoland-holland.

India H (David Schlosser): f madras-west indian, a delhi-calcutta, a sikang-hankow, a calcutta-burma, f gulf of aden h, a vietnam-annam, f somali sea-kenya.

Italy I (Doug Kent): f tunisia-algiers, f tyrrhenian-ionic, f ionic-cyrenaica, a corsica-spain (f western med c, a marseilles s).

Japan J (Jim Bailey): f philippines sea-micronesia, f east china sea-formosa, f north-west pacific s united states f micronesia-hawaii /nso/, f south china sea s f canton (f philippines & f canton s f south china).

Mexico M (Vince Springer): f gulf of mexico-bahamas (a norfolk s /imp/), f mid-pacific s chilean a colombia-new zealand /imp/ (f baja california s, f guadalajara s), a nicaragua-panama (f caribbean c), a colorado-california /no such province/.

Morocco O (Rich Irving): f spain/sc s italian f wes-mid /nso/, f casablanca-canaries, a mauritania-senegal, a senegal-guinea, a british nigeria-gold coast.

Netherlands East Indies N (Brad Wilson): nmr. f malay sea, f palembang, f banda sea, a brunei, f celebes sea, a hollandia all unordered.

Russia R (Alex Simmons): f st petersburg/nc-barents, a omsk-moscow, a moscow-sevastopol, a ukraine-rumania, f sevastopol-black sea, a warsaw-galicia, a rumania-serbia, a norway h dreaming of building canals, f sweden-skaggerak, a outer mongolia-inner mongolia, a sinkiang-kansu, a manchuria-peeking (f yellow sea s).

Transvaal V (Eben Kurtzman): f durban-cape of good hope, a katanga-dar es salaam (f mozambique channel s, a tanganyika s), a barotseland-katanga.

Turkey T (Matt Hepple): a baghdad-armenia, a iran-turkestan, a hejal-trans-jordan, a asir h, f syria-eastern med (f smyrna s), a greece-bulgaria (a constantinople s), f aegean-black.

United States U (Martin Johnson): nmr. f northeast pacific, f sargasso sea, f puerto rico, f micronesia all unordered.

Map error: Chinese a kansu *didn't* make it to hankow, and a peking is squashed.

Would Andrew York please standby for Netherlands East Indies?

Would Tom Hurst please standby for the United States?

Summer Retreats: English f northatlantic; German a dar es salaam.

Deadline for Fall 1903 is June 27.

Transvaal to World: My mail continues to be a problem. One player sent me a note and it was returned saying my address doesn't exist. The envelope was properly addressed.

GM to Transvaal: Check your Cast List entry and your local P.O., and let me know if there are any edits I can make that would help get mail through.

Egypt to All: In order to determine the true state of affairs in the Cauldron of Europe, I will be paying a visit (in real-life) to several of the empires there (France, Germany, Austria-Hungary). During that time I will be incommudacado. I'll be back stateside on 13 June.

Chile to Transvaal: I will write to you soon to discuss your idea. I have asked Pete to include my phone number. will be in touch.

Brazil to India: Did you like the postcard? I have to find more with blondes on them.

They are too cool for quick diplomatic messages. Send another letter soonest with your thoughts.

India to Egypt: Are you calling me a Mugwump? Them's fightin' words in these parts.

Egypt to India: Sorry for the miscommunication and for being so tardy with my response. Hope to hear from you soon.

Kaiser to Czar: Hold back those impulses my friend.

Australia to GM: When do I get to build new home supply centers? That looks like fun!

Brazil to Australia: With introductions at your own family reunion you couldn't find a friend. Worry about what is in front of you, and getting closer, before you start looking farther away. Keep this up and maybe you might convince me it is worth my time to come over and take a piece out of you. But I would have to hurry...

Did anyone catch the clues in the *Simpsons* season finale, "Who Shot Monty Burns?"

Peking to Moscow: You must be lost (again); Chechnya is west of here. Maybe the Austrians will send you a general who *knows* where he's going! :))

Japan to Austria: I liked the bribe. Not everything matches my taste, but it definitely kick-starts the brain! Now, as we decide how to split the world... do you want Hispanola, or shall I take it?

Austria to Japan: We thank you, Bailey-san, for your contribution to our degeneracy, a sample of more musical babes. Lechery has never been so rampant in our land. Nice stuff.

GM's current music list: Timbuk3, "A Hundred Lovers" (on radio; gotta get the album!); Hootie and the Blowfish, *Cracked Rear View*. Blues Traveler, *Hook* (Cathy bought it for me for our anniversary); The Freddie Jones Band, *Freddie Jones Band*. Also got a sampler CD from the radio station with a dozen different groups/tunes on it, and Del Amitri, "Roll To Me" sounds pretty good.

Austria acknowledges Germany's taste in Industrial Music, but awaits the unloly [Ed: illegible] Jorgensen's next Ministry album. Out this month!

Trek Riddle: What do get when you cross a Bajoran and Cardassian????

Variety headline on Casablanca 2 after preview audiences: Hix in Strix Nix Flix about Rick's.

F to E: It's obvious that I'm now in this game and you're my neighbor... A few kind words wouldn't hurt....

England to Chile: I have sent you a copy of the English dress code for the armed forces.

And as you can see, on page 43, paragraph 3, section 15.4, we are well aware of how to tie our shoes.

Chile to England: Will reply soon.

F to G: Back off, I'm here to stay and you're in the way!

Peking to Moscow: You must be lost (again); Chechnya is west of here. Maybe the Austrians will send you a general who *knows* where he's going! :))

Austria to Russia: Relations between our nations have never been great. Now we worry that you impugn the very pillar upon which our National Religion is based: that most holy of holies, *Voyager*. If this be your aim, then this must mean War!

Kaiser to Russia/Austria/GM: OK, let me back off on *ST-Voyager*. After a great start it has steadily gotten worse and worse. Course now I don't have a TV so I'm not tempted. But *X-Files* rocks!

Australia to Russia, Germany & Austria: Whether you choke on Janeway's voice or not, it's better than any first year of any Trek show. May the phage be with you!

Trek Answer: A Bacardi!!!

Peking to Tokyo: With nothing but fleets, you can't get any more from me, so why are you here? Look north. The "bear" is "as"king for death by chi-chi!

Transvaal to the Sultan: Thanks for the update. They were so quiet, I'd almost forgotten about them.

[[press continues at the bottom of page 13...]]

LAMETH / 1992AJ

Fall 1912: Ain't No Transylvania High Enough

England (Stan Johnson): a lon-wal, f mid-gas, f nar-mid (f iri s), f pic-bre (f eng s), a bel-bur, f kie h, f lvn-bal, f stp/sc h, f ber h.

France (Martin Johnson): nmr. f gas u, f por u, f bre u /annihilated/, a bur u /dislodged/.

Russia (James Bailey): a gal-rum (a sev s [a mos & a ukr s sev]).

Turkey (Tim Goodwin): a mun-bur (a mar s), f spa/sc h (f lyo s), f tyn-wes (f naf s), a tyo-mun, a rum-sev /dislodged/ (f bla s, a arm s), a smy-con (a ank s), a ser-rum, a vic-gal (a bud s).

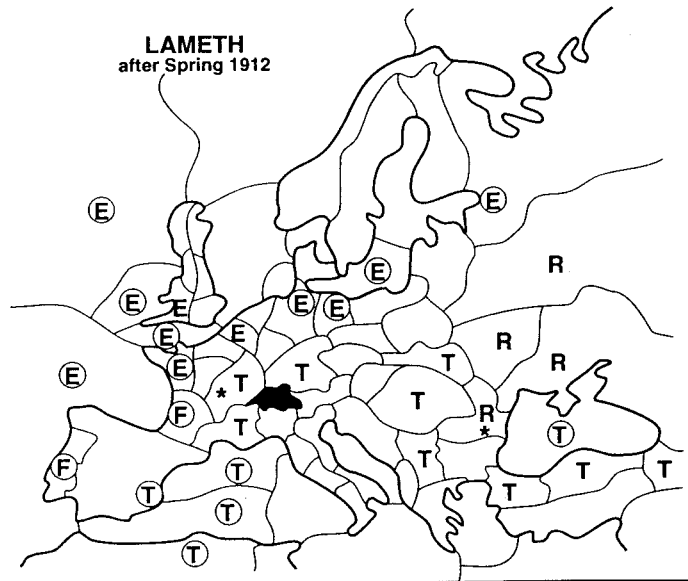
Autumn Retreats: French a bur; Turkish a rum.

No standby will be called for France (fewer than three centers). If Martin nmrs again, A Bur will disband, and France will stand in Civil Disorder.

Deadline for Winter 1912/Spring 1913 is June 27.

Russian Tsar asks: Who painted my southern border yellow?

GM to Russia: Hm, accusing yourself of having a yellow belly? I wouldn't paint you that way...



LAMETH / SUPPLY CENTERS held as of Winter 1912

England	lvp	edi	lon	hol	nwy	den	stp	swe	kie	ber	bel	BRE	11/12	+1
France	par	spa	por	bre	4/2	-1 or e
Russia	war	sev	mos	rum	4/4	even
Turkey	con	smy	bul	gre	nap	tri	ser	ven	rom	tun	ank	mun	bud	vic	mar	SPA	15/16	+1 or +2

G-Kaiser to Sultan Heppie: I heard this dreadful rumor concerning your... extravagance, shall we say, in the piercing arena.

India to Germany: I see you've gone with the forward defense versus the Cossacks.

Russian neighbor to Egypt: No, no Death Wish. He promises not to use his builds against us.

England to Turkey: You're worried about my little army down there when you have so many Russians just waiting to come say hello?

F to I: With friends like me, who needs enemies...

India to Turkey: Do you know what they say at the end of a prayer on the Arabian peninsula? Ye-men!

Brazil to whoever is listening: psst... while Egypt is off in Europe let's switch his pieces around and maybe give his enemies an extra army or two just to confuse him. Hehehe.

Egypt to Ethiopia: Pay no attention to those armies to your North. That's simply a mirage caused by the desert sun.

GM to Ethiopia: That must be a hot fudge sundae oasis...

Germanic wise guy to Egyptian: Actually, you misquoted the proverb. It is, "He who sits on the fence too long gets slivers in his butt when he jumps too fast after being stabbed in the back!"

Egypt to Turkey: We reach a very peaceful, very beneficial agreement and then you go stirring up trouble all around me. I admire your technique, I just wish you'd practice it elsewhere.

Didja catch the red herrings in the episode? D'ohhh!

Japan to India: Need some help with the colonials?

Peking to Tokyo: With nothing but fleets, you can't get any more from me, so why are you here? Look north. The "bear" is "as"king for death by chi-chi!

Great moments of greatness: Gary Oldman in *Immortal Beloved* plus the music.

Austrian Film o'the Month: *The Now Age*, with Judy Davis and Peter Weller (see also *Naked Lunch*).

Egypt to Austria: I am more open to suggestions than demands. Would love to hear from you with any you may have.

Yes, I mean real red herrings! Drawn on screen. Ay, Carramba!

Brazil to Transvaal: You are going to do what to whom? Pardon me, we didn't cover that part yet in law school, but I seem to think that is illegal to do to someone, consenting or otherwise, if only in Georgia.

Australia to World: Party in Transvaal cancelled! It seems ever since *The Lion King* was released, Eben has been getting thousands of requests for visitations. McDonald's is serving bat burgers in Botswana! Not for me! Sorry Eben.

Transvaal to Germany: Five unanswered communiques make the peace-loving people of Transvaal very nervous. If we get too nervous we assume the worst. We therefore assume you are hostile and invite you to vacate Africa. You own the distinct privilege of being the only country Transvaal has declared war on.

GM to T: If he never RSVP'd to the earlier invite, do you think he'll accept this one?

F to Y: We have much in common, keep in touch.

F to O: We can tear each other down or we can stand back to back... I prefer the latter!

Brazil to US: Yesterday, while circular filing all my semester's notes I came across a curious postcard. I paraphrase, see if it rings a bell. Considering your evident need for allies, "Do you suppose you are the only one who doesn't have my email address?" Not only geography, but an attitude which allows one to waste time and chances of allies, not to mention postage, accounts for your current position. I imagine Mexico received something similar, and so too the Ca... but I'll let you see for yourself.

Japan to NEI and Australia: I think we need to look east and make sure we secure the Pacific. Any fighting amongst ourselves will only invite invasion.

Brazil to Mexico: Did you hear a sound, sort of like a balloon full of hot air deflating? Me too.

Germany to Chile: Hey, I don't stick my nose in South American affairs (And who would want to? Sheesh!) so butt out of Europe.

Brazil to Chile: Put his feet to the fire, slow, real slow.

Austria to South America: Stay in your own hemisphere, and there'll be peace.

GM to G/A: Gee, guys, I thought this was a global game? a New World set of Orders?

Egypt to Brazil: "They say that when good Americans die they go to Paris." - Wilde.

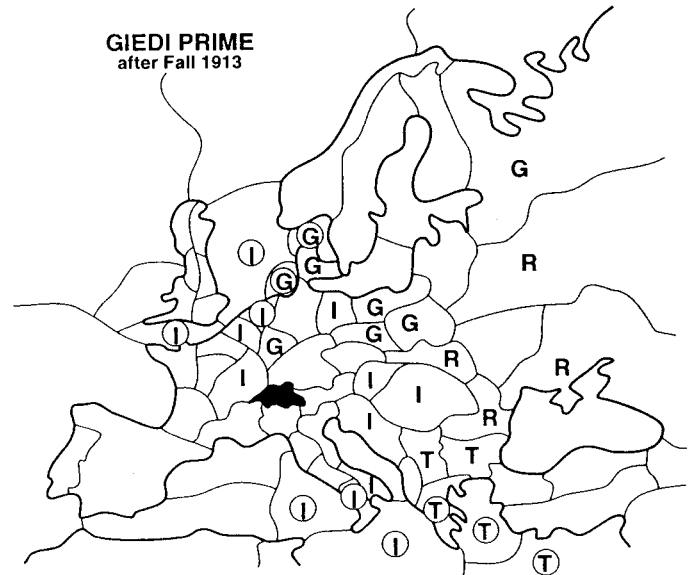
F to A: While I grab them by the nose, you're supposed to kick 'em in the ass.

Australia to Mexico: I agree! Great plan. Thanks!

Trek Answer (in Alternate Universe): A Badassian!!!

GM to Tralfamadoreans: [[after typing that all up]] Whew!

GIEDI PRIME after Fall 1913



VEXVELT / 1992R

Summer Retreat: nrr. English a sil goes blooey.

Turkey proposes T win and E/T draw.

Policy on stalemated games: If no supply center and no province along the stalemate line changes hands for 3 winters, an all-survivors draw is declared. So, if the SC chart is unchanged in Winter 1915 it'll be an EFT draw.

Fall 1913: Blue in the Phase

England (Lance Anderson): nmr, a hol, f nts, a edi, a mun, a ber, a lvn, a stp, f bot, f bar, f bal.

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.

Turkey (Steve McKinnon): a sil h (a gal s, a boh s), a vie & a tyo s boh, a war (a ukr s), f tyn h (f ion s, f rom s), f pic h (f tus s), a mos h (a sev s), a bud h, f bla dreams of Janeway.

Would John Schultz please stand by for England?

Deadline for Winter 1913/Spring 1914 is June 27.

Shameless Plugz: Danzig, *Danzig 4p*; White Zombie, *Astro Creep [2000 songs of love, destruction and other synthetic delusions of the electric head]*.

Turkey bemoans: "Hatred keeps me alive, angriness [sic] keep me alive, loneliness keeps me alive, Death keeps me alive..."

GM to Turkey: And laziness keeps your enemies alive.

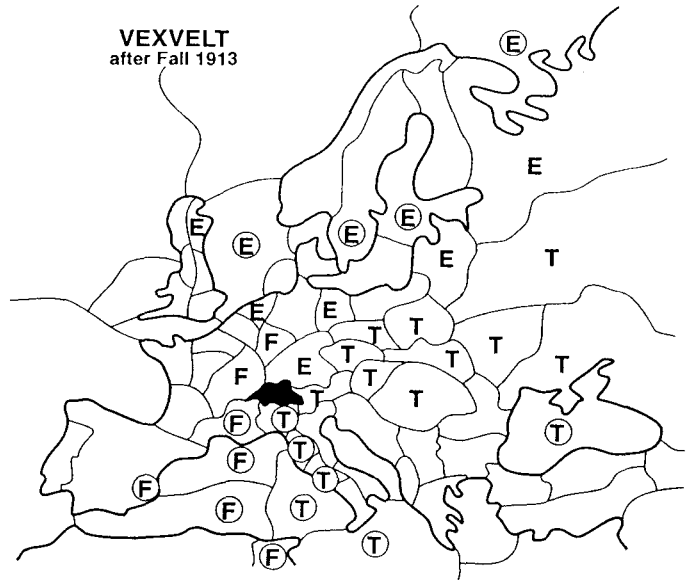
Frog to Big Bird: Did you think that all this name-calling was going to get me to change my strategy and hand you the game on a silver platter? Think again, jerk!

GM to Frog: It didn't work on you, but...

Turkey's Film o'the Month: *The Night We Never Met* with Annabella Sciorra.

Great Moments in Babeousness, Part VII: Rosalind Allen, sprayed in blood, in *Ticks*.

VEXVELT after Fall 1913



Babes o'the Moment: Roxann Biggs-Dawson, Alicia Witt, A.J. Langer.

T.V. Shows they should have made (subtitled *My So-Called Wish List*): "I Dream of Janeway"; "Mad About Janeway"; "Janeway and the Beast."

GM to T.V.: With you in the title role of the last one?

Elements o'Babeousness: Babe 'Lanna Torres' mouth and forehead.

Tuvok: "Logic is never personal." *The Escape*, read it!

VEXVELT / SUPPLY CENTERS held as of Winter 1913

England	lvp	lon	edi	hol	kie	den	mun	ber	nwy	stp	swe	11
France	par	mar	bre	spa	por	bel	tun	7
Turkey	con	ank	smv	bul	gre	tri	ser	sev	nap	bud	rom	rum	ven	vie	war	mos	.	16

X-23 / 1994IC

Fall 1902: A Flinty Look

Austria (Vince Springer): a tri-ven, a gal-war, f alb s turkish f aeg-ion, a gre h.

England (Ward Narhi—see COA in Cast List): f eng-iri, f stp/nc-nwy /dislodged/, a nwy-swe, f nts-eng.

France (Lance Anderson): nmr. a bur, a bel, a pic, a mar, f mid, f bre all unordered.

Germany (Jim Bailey): a kie-ruh (a mun s, a bel s /nsu/), a hol u, f bal s english a nwy-swe, a den-kie.

Italy (Jim Robertson): f tyn-lyo, f tun-wes, a sil-war, a tyo-pic.

Russia (Stan Johnson): a fin-nwy, f bot-stp/sc (a mos s).

Turkey (Doug Brown): a arm-sev (f bla s), f aeg-ion, a rum-ukr, a bul-rum.

Summer Retreat: English f stp/nc.

Would Phil Reynolds please standby for Germany?

Deadline for Winter 1902/Spring 1903 is June 27.

Italy to world: Please note that my area code is (201) for NJ ... NOT (212) for NY. It was incorrect in last month's cast list.

GM to Italy: Again, my apologies. Call it phone-lexia.

Italy to world: I will be unavailable for diplomatic negotiations from June 18 to July 6.

Please try to get in touch with me before or after those dates. And I'll do likewise.

England to France: Whoa! Has someone fallen out of bed already? Do you seriously intend on attacking both Germany and myself? Get that fleet in the Mid heading south.

Russia to Turkey: It was not a threat, it was a statement of fact. You cripple kicking, triple forming time wasting SOB. If you don't like it do something about it.

Turk to Austrian: Well, since I didn't attack on open Serbia, an open Budapest, and let you walk into Greece, hopefully you know who to trust. Hopefully I do too!

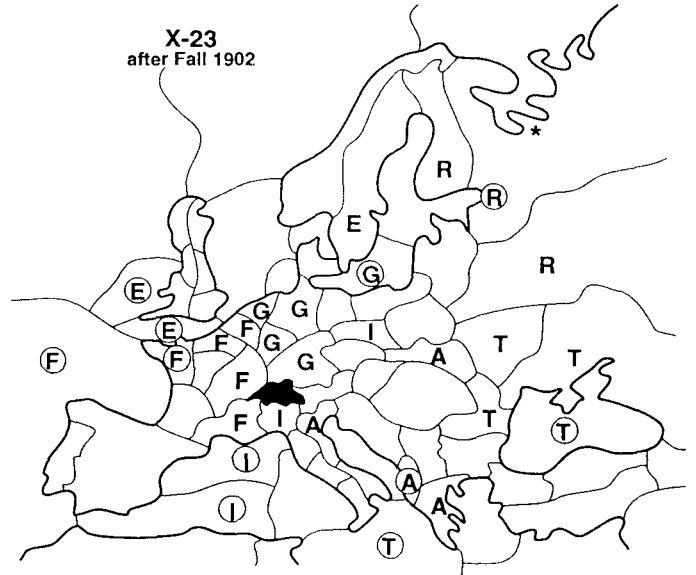
Hamburg Herald: "Lost Fleet Found!"—The lost Baltic Fleet has exited the fog bank responsible for the disasterous maneuver last Spring. Admiral von Schtuck resigned by throwing himself overboard. Commodore Munspinchler, newly promoted to fleet admiral, promised: "I'll have this compass thingy figured out in no time!"

England to Kaiser: Sure, communications have been miserable but exalt in the fact that England stands steadfastly behind you. Hopefully, your Kiel army is in the ruhr now. If so, we are doing well.

Russia to England: Get back jack!

Rome to Moscow: They say the best way to get mail is to send some.

X-23 after Fall 1902



Turk to England: Of course, I'm gurless! I'm a Turk. Caution and Defense are my middle names. But shouldn't you be looking for a Holy Grail?

England to Italy: The way you twisted your way through tyr, boh, and sil just brought to mind an eel. No insult intended.

Turk to Italy: Thanks for the offer, but what are your plans?

PM to Shadow Govt: It looks good for making a deal.

X-23 / SUPPLY CENTERS held as of Winter 1902

Austria	vie	tri	bud	ser	VEN	GRE	4/6	build two
England	lvp	lon	edi	nwy	SWE	.	4/5	build one or two
France	par	mar	bre	spa	mar	bel	6/6	even
Germany	mun	kie	ber	den	hol	.	5/5	even
Italy	nap	rom	tun	.	.	.	4/3	disband one
Russia	stp	mos	war	.	.	.	4/3	even
Turkey	con	ank	smv	bul	rum	SEV	5/6	build one

LITERARY QUIZ

For one half issue each:

JCQ5) Rank these cities from farthest north to farthest south: Paris, Seattle, Montreal, Vladivostok.

From north to south: Paris, Seattle, Montreal, Vladivostok. Berry Renken, Doug Brown, Andy York, Tom Hurst, Steven McKinnon, Eben Kurtzman and Stan Johnson got it right.

JCQ18) What is the origin of the word "maudlin"?

The word "maudlin" comes from Mary Magdalen, who is often portrayed crying in the great portraits of the Renaissance (Doug says see Gospel of Luke 8:2). Hence, anyone who is always weepy is "maudlin." In the category of 'classic wrong answers' is Stan's: from the TV show "Maude". Steven guessed "Reginald Maudlin, frequent reference in Monty Python." Doug, Andy, Tom, Eben and Berry again had the right answer.

And for two free issues for each part:

RCO20) A man enters an antiquarian bookshop, flashes his badge and inquires of the woman at the desk, "Would you have a *Ben Hur*, 1860, Third Edition, the one with the duplicated line on page 116?" First, who is the man? And second—*would* she have such a book?

The man is Philip Marlowe, from Raymond Chandler's *The Big Sleep*. He asks the question in two different shops—the first is a front and the clerk doesn't spot the 'trick' (*Ben Hur* was written in 1880); the second is for real and the question gets the clerk there interested enough to talk.

Doug wanted to know, "Was the woman left-handed?" but seriously, figured the man had to be Sherlock Holmes and no, she wouldn't have that book—Sherlock wasn't around after 1860 and so wouldn't be looking for it in an antiquarian shop (Doug didn't realize that Sherlock is in fact an invention of the turn of the century, not the mid-Victorian period).

Steven said he's a treasury agent; the book is a knock-off, used to smuggle counterfeit currency in the hard covers. Wrong, but he did point out the Third Edition came out after the Civil War. Tom offered two explanations: either the man was enforcing copyright laws, or a bibliophile flashing a book club badge. In either case, "In 1860, Lew Wallace was busy being a Union Major General. He didn't write the book until after the Civil War was over." Stan thought maybe the book police; and says no, *Ben Hur* was written after the Civil War. Andy said, "He's a fraud investigator. Hopefully the seller would not have a volume of that description, the book wasn't written until 1880." All four of 'em get two issues for spotting the trick if not fingering the guy.

For Next Issue

AA129: "Yes, we went to school in the sea," said the Mock Turtle to Alice, and so began the description one of the most astonishing courses of study ever undertaken. I'll give you the six basic

divisions of the 'regular course', and you tell me what variation on them the Mock Turtle and Gryphon took. Get them all right and win a free issue. *Then*, for two more freebies, list the three additional courses, plus the two they *didn't* study under the 'old crab'.

Here's the 'regular course': Reading, Writing, and the different branches of arithmetic: Addition, Subtraction, Multiplication, Division.

Special Free Issue Announcement

Magic cards: I'll extend ten free issues for a mint Revised multiland which includes green mana (one per reader); I'll extend two free issues for any of the following: Kismet, Circle of Protection: Artifacts, or Mind Bomb.

[[Plateau press concludes here from page 11]]

"Hey," the junior tech called from below, "take a look at this." He pointed with his multi-tool at a computer chip which seemed to bloat above the rest of the machine. It was supported by several thin gold wires which were soldered both to the chip, and to another chip which was slotted into the computer. A small tag on the floating chip stated "Property of Queen D'Aphrodite. If found please drop in any mailbox."

"What do you think we ought to do?" the junior tech asked.

"Hey, if it ain't broke, don't fix it," the senior responded from years of accumulated wisdom. He went back to checking the cards in the top bay. Puff, puff, he blew away small clouds of smoke. After a while, the ominous hum ceased. The two techs grinned at each other. Another job, well done.

Mouth to McKinnon: Actually, your "AssMaster" press was pretty funny too. Just goes to show that even a normally humorless sack of shit like you can occasionally get off a good one.

MC #5: "Oh, Lord Stanley, Lord Stanley, pass me the brandy!" "Robitaille shoots, he scores and scratch my back with a hacksaw."

French Air Traffic Controller to AH Airlines Flight 1994HJ: Mon Dieu! Sacre coeur! Pull up ze nose! Ze nose of ze plane, she is headed for... we can not watch cet no more!

Boycotting Bosox Fan to Scabball Fan: I'm on strike, and will not participate at all in Season '95. F--- 'em all!

Rotogeek to Scabboy: If you want to see guys who play for love of the game go to a college, high school or local semi-pro/industrial league game. Scab-ball was a sham. Scab players were in it for the money, not some pie-in-the-sky ideal.

The dog trotted down the talus slope. In the distance a shimmering in the sunlight revealed the tiny town of Pere. The dog, a sandy-colored half-starved cur, headed straight towards the town. Its tongue, swollen with thirst, hung out one side of its mouth.

The stranger rode in from the north. He sat easy in the saddle, seeming to be asleep, yet his narrowed eyes took in everything. He was dressed in dark clothes, with a ragged serape thrown back over his shoulders, revealing a huge pistol strapped high on his hip. His salt-stained horse plodded onward.

The dog was nearly across the last strip of desert between the low hills and the town. His sore feet left bloody prints, but he continued, unwavering. It was almost as if some higher power had given him a mission.

The stranger sat straighter in the saddle as his mount brought him into sight of the town buildings. His hand briefly touched the big gun at his hip. His cracked lips narrowed.

Word of the stranger ran thorough the town like a wildfire. The usual crowd in the barber shop watched with great interest as the stranger dropped rein at the hitching post and slowly swung down off the weary horse.

"Look at those eyes!" Jed whispered. "You can see the whites all the way around the edges. Why, the only time I seen eyes like that was when we hunted down that rabid wolf."

"I seen eyes like that before," Smiley interrupted. "Remember when ol' Jackson Garrolt shot himself in the foot. His eyes showed the whites just like that."

"Shucks, look at my eyes," Red Stewart interrupted in turn. "All I have to do is hold them open real wide and the whites show."

The dog was into the town now, but he didn't change his path. He didn't swerve into any of the shaded buildings. He didn't pause at the watering trough outside the Black Hole Saloon. Instead, he followed a line which took him directly to the barber shop steps.

The stranger stretched. He looked round, narrowing his eyes against the bright light of the merciless sun. As if a decision had been made, he turned toward the barber shop.

"And what about when I do this?" Andy the barber asked, rolling his eyes.

The stranger stepped onto the barber shop stoop just as the dog arrived. Without pausing for thought, the stranger kicked the dog. If there had been any doubt in the minds of the regulars in the barber shop it was gone now. This was the bad guy.

Deputy Don stepped down into Pere's dusty street. The loud yip, the sound of a dog being kicked, had waked him from his afternoon nap. He wasn't sure what was going on. He wasn't too sure of his standing in the town.

True, he was the deputy. He was the duck who stood between the law-abiding town folk and the wild cowboys. He was the duck who had foiled the Younger Gang's attempt to rob Pere's little bank. But, after that last unfortunate attack of flatulence he wasn't too sure of his popularity any more.

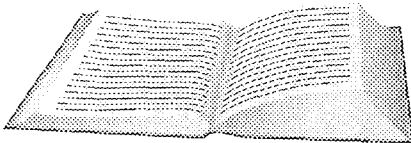
The yellow cur lay panting in the street. It was obvious the dog was on its last legs. Well, actually it was on its side, but it was on its last legs, too. The broad shoulders of the man who had kicked the dog filled the barber shop door.

"Hey, stranger!" Deputy Don called out. The man slowly turned. His hand caressed the butt of the gun hung high on his hip. "That your dog?" Deputy Don spread his feet, getting his balance set for fast action. "Reason I ask is that we got a leash law in this town." Deputy Don narrowed his eyes.

The stranger smiled, menacingly. There was a long pause while the music mounted into a crescendo. Deputy Don hated that, but the piano player in the Black Hole Saloon insisted.

"Naw." The stranger spat. "It ain't my dog."

"Oh," Deputy Don relaxed. "That's okay then. You have a nice day now, y'hear."



Deadline: 24 July 1995

Game Openings

TRONDHEIM / Snowball Fighting (no gamefee):
DLangley signed up; can take up to nine more. This game will be played to 20 VP.

REYNOLDZKAY / Railway Rivals (\$3 gamefee):
Weiss (pd), Brosius (pd), Brown (notpd), Irving (pd), York (pd), Whyte (notpd) and Wordelmann (notpd) signed up—maybe two games if everyone actually pays the gamefee?? How about the France map? Texas? Bill suggests the 'new' southcentral US map. Brendan suggests his own creation, the 'Auckland' map!—I'm sending copies to the signed-up players for their reactions. We *won't* play on KY/TN, US West, or India. Will start as soon as we have six paid players.

SOLARIS / Diplomacy variant tba (\$5 gamefee):
Hoffman (pd), Springer (notpd), Reynolds (notpd) signed up. If you sign up, indicate which variant you would like to play, and whether you're willing to play any others. If this doesn't fill this month, we'll switch to regular Diplomacy. Options are: Cline 9-Man; Diplomacy II; Cosmic Dip; Seismic Dip; Woolworth II-D.

EAGLESON / Blind Diplomacy 1901 (\$5 gamefee):
Steve McKinnon (notpd), Doug Brown (notpd), Ward Narhi (pd), Eben Kurtzman (notpd) currently signed up (Berry Renken maybe, I've sent him the rules to look over); can take three more.

circulation of this issue: 111
Poetry Shelf (the standby list)

Bounty for Standbys has been increased. Standbys now receive two free issues for each game they are called into, plus two freebies if they play the position to the end.

The Poets are, for Diplomacy: J.R. Baker, Doug Brown, Dave Golias, Jim Grose, Tom Hurst, Stan Johnson, Doug Kent, Eben Kurtzman, Steve McKinnon, John McLaurin, Ward Narhi, Phil Reynolds, John Schultz, Nathan Trent, Richard Weiss, Andrew York.

For Diplomacy variant games (some for certain variants only): J.R. Baker, Doug Brown, Dave Golias, Jim Grose, Tom Hurst, Steve McKinnon, Nathan Trent, Richard Weiss, Andrew York (lr).

CALLED THIS MONTH: A whole bunch:

Two unnamed players for Durla;
John McLaurin for Plateau/Turkey;
John Schultz for Vexvelt/England;
Phil Reynolds for X-23/France;

Jim Grose for Tralfamadore/NEI, Tom Hurst for Tralfamadore/U.S. (Jim and Tom, rules and map should be enclosed, and you can decline the assignment!).

Conventions

Peericon: July 28-30

Larry Peery is once again hosting a Diplomacy tournament and "other bizarre events". Sit at the feet of the master by writing to him at 6103 Malcolm Drive, San Diego CA 92115; phone (619) 582-2904; or email peeriblah@aol.com

AvalonCon: August 2-6

The Dip tournament here will host DipCon XXVIII, with Jim Yerkey GMing. Held at the Hunt Valley Marriott, outside Baltimore. Write to Avalon Hill for more information.

Calendar

July: 13 Andy Marshall, 24 Tom Johnston
13-16: Origins, Philadelphia.
August: 15 Brent McKee, 16 Brendan Whyte, 29 Don Williams
October: 4 Harry Andruschak (okay, Harry, I'm through playin' with you...), 28 Andy York
November: 5 Doug Brown
December: 1 Bruce McIntyre, 6 Brad Wilson
January: 8 Lance Anderson, 19 Pete Gaughan, 25 Chuff Afflerbach
February: 9 David Hood
March: 16 Claire Brosius, 29 Casey Elaine Ellis, 31 Daf Langley.
April: 30 Cathy Gaughan
May: 12 Richard Weiss, 19 Steve Langley, 25 Pete & Cathy's anniversary, 26 Walter Devin Ellis
June: 1 Fred Davis Jr., 12 Ed Wrobel

Waiting Pool

Betting on the birth of Junior Gaughan. Winner gets \$4.50. Rich Irving (6/19, 12:30); James Hardy (6/26, 02:30); Dave Anderson (6/28, 04:15); Ward Narhi (6/28, 21:15); Steven McKinnon (7/4, 18:16—that is, 17:76); Berry Renken (7/5, 09:15).

Playlist

Book: Robert Bly, *Iron John* (what a load of bull. He never clearly states the problem he thinks he's solving, and he makes assertions about the application of myth to modern life with the force of scientific proof, when I see no more connection than common topics); E.M. Forster, *A Passage to India* (good plot, great characters, nice setting, but a roiling boiling writing style that wore me down).

Picks and Pans

The WorldWide Postal Diplomacy Championship finally got underway. Larry P (address in Conventions section above) sent a booklet with all the addresses etc to all participants. Allowing for time to confirm who's actually playing, first orders are supposed to be due July 29. I'll give you updates as I get them; the American team is supposed to be Edi Birsan, Eric Voogd, Gary Behnen, Ron Cameron, Michael Hood, Marc Peters, Fred Townsend and David Hood (captain/standby)—but I suspect that several of those players have long forgotten about this sign-up (has anyone heard from Eric lately? he let his *Pere* sub lapse).

Zine Scene

Zine Register continues to struggle along, having to make do with whatever time I spare it (about ten hours last week). The document is ready but I have a couple dozen reviews yet to write, then copy the damn thing.

Upstart is considered officially folded and Paul Kenny is rehousing the games (Don Williams pushed to get this ball rolling). Melinda Holley is folding *Rebel* and its couple-dozen games, and again Paul is on top of that; look for an orphan or two to pop up in *Pere*. (She'll continue to publish *Starwood*.) After these zines, Paul will hand the Orphan Service over to Phil Reynolds.

ZR has several zines which it considers folded. *Vertigo* won't be listed; instead we'll make a little room for *Meet George Jetson*. Mike Quist's *River City Railway Gazette* will not be listed (no issue since November); nor will Randy Cox's *Cogniscenti* (since September). Others with no entry: *Benzene*, *Noble House*, *The Encounter* and *The Gamer's Zine*. *

No room to include the actual ballot, but please check off the awards that concern you and send your votes to:

David McCrumb
3636 Oldtown Road
Shawsville, Virginia 24162
email: dmccrumb@bev.net

Don Miller Memorial Award for hobby service

- Pete Gaughan—for publishing *Zine Register* and *Perelandra* in addition to being actively involved as a game player and writer, served as 1993 DipCon organizer
- Andrew York—for publishing *Rambling Way* and *Pontevedria* in addition to his wide involvement as a player and writer, for serving as BNC
- Jim Burgess—for publishing *The Abyssinian Prince*, his handling of the ISE, and work to bridge the gap between the PBEM and PBM Dip communities
- David Kovar—for his work on setting up the Judge, an automatic Dip adjudication program which has served to dramatically increase the number of PBEM Dip players
- Fred Hyatt—for publishing *The Home Office* and his extensive involvement as a player

Rod Walker Award for literary excellence

- Ken Walker—"Historical Spotlight: Espionage" in *Absolute* 31-33.
- Vince Galarneau—"Vincent on Strategy" in *Diplodocus* 22
- Dan Hanson—"JFK & 'BS'" in *Orphan Son* 21
- Bobby LaBoon—"The War of the Chicken Bones" in *Cogniscenti* 10
- Dan Hanson—"Third Down" in *Orphan Son* 31

John Koning Memorial Award

for excellence in the play of Diplomacy

- Fred Hyatt—for excellence in postal play
- Stan Johnson—for outstanding play of Diplomacy
- Bruce Reiff—for winning the 1994 DipCon/Dixie-Con Diplomacy tournament
- Jack Garrett—for excellence in postal play
- Fred Wiedemeyer—for excellence in postal play

Melinda Holley Award for hobby participation

(This will be the last time the Melinda Holley award will be presented. It will be replaced with a different award beginning next year. This new award will be announced at the 1995 DipCon.)

- Doug Kent—for publishing *Maniac's Paradise* and *Foolhardy*, for running PDORA
- Pete Gaughan—for publishing *Perelandra* and *Zine Register*
- Paul Kenny—Orphan Games director and publisher of *Absolute*
- Fred Hyatt—for publishing *The Home Office*, his promotion of variants, and for being a great person
- Andrew York—for publishing *Rambling Way*, and serving as BNC.

Pete's votes: Kovar for Miller Award (York 2nd); LaBoon for Walker; Reiff for Koning (Garrett 2nd); Kent for Holley. *

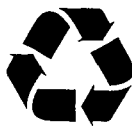
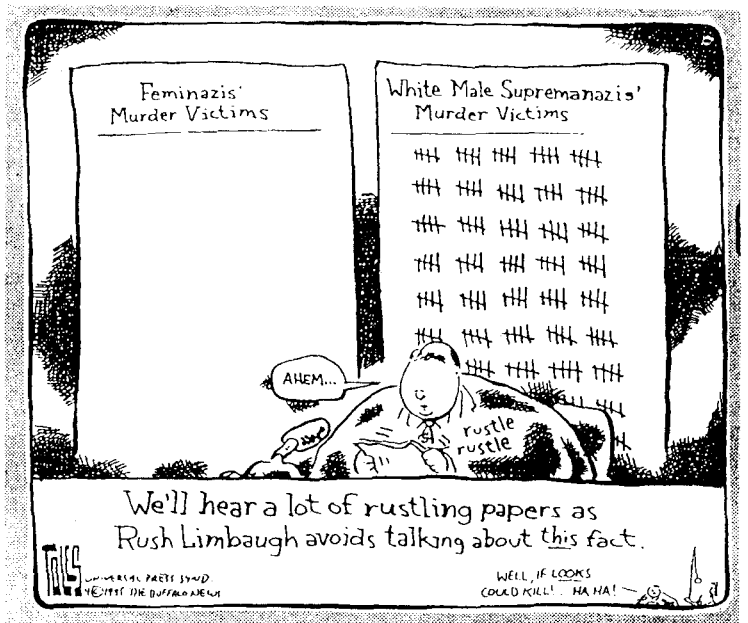
Tonight's Cast

There is no longer any NMR Insurance. **Bold** indicates a new address. Please indicate whether you want your phone number included in future rosters.

PLAYER	ADDRESS	CITY/STATE	COUNTRY	EMAIL	PHONE
Robert Acheson	15715—92 Avenue	Edmonton Alberta T5R 5C5	CANADA		
Lance Anderson	1200 Dallas Drive #824	Denton TX 76205	USA	IW90@jove.acs.unt.edu	
Harry Andruschak	P.O. Box 5309	Torrance CA 90510-5309	USA		
Jeff August	5057 South 12th Street	Arlington VA 22204	USA		(703) 820-7987
James Bailey	8337 La Riviera Drive	Sacramento CA 95826-1654	USA	JamesAB5@aol.com	
J.R. Baker	2709 Colonial Drive	Dickinson TX 77539	USA		
James Battle	290 Massachusetts Avenue #435	Cambridge MA 02139-4196	USA	battleax@athena.mit.edu	
Doug Brown	2517 Indian Wells Road	Placerville CA 95667	USA		(916) 644-4781
John Bryden	Dept. of Math., U. of Calgary	Calgary Alberta T2N 1N4	CANADA	bryden@acs.ucalgary.ca	(403) 220-3956 wk
Les Casey	10 Wrenwood Court	Nepean Ontario K2G 5V3	CANADA	c357@arch.isis.org	
Greg Ellis	2005 Dublin Drive	League City TX 77573	USA	GregE625@aol.com	
John Galt	701 Welch Road #323	Palo Alto CA 94304-1705	USA	john_david_galt@cup.portal.com	(510) 278-8392
Paul Gardner	5 Timber Lane	Brattleboro VT 05301-2616	USA		
Jack Garrett	481 West Lincoln Drive	Greenville OH 45331	USA		
Charles Goetz, c/o S. Kartofels, 625 W. Madison; Tower 4, Apt. 402.	Chicago IL 60661		USA	cgoetz@kentlaw.edu	
Dave Golias	1200 Alford	Fort Collins CO 80524	USA	bugman@lamar.ColoState.EDU	
Mike Gonsalves	530 Treasure Lake	DuBois PA 15801-9011	USA		
Tim Goodwin	49 Williams Street #2	Portland ME 04103	USA	TimG@aol.com	
Jim Grose	3-1313 Wellington Street	Ottawa Ontario K1Y 3B1	CANADA		(613) 728-8493
Randy Havens	2626 West Olive Avenue	Fullerton CA 92633	USA		
Nelson Heintzman	P. O. Box 603	East Amherst NY 14051	USA		
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Stan Johnson	2942 East Indian School Road #252	Phoenix AZ 85016	USA		
Tom Johnston	11112 Second Street	Mokena IL 60448	USA		
Doug Kent	6151 Royalton Drive	Dallas TX 75230	USA	73567.1414@compuserve.com	
Rick Kohman	414 W. Hanford/Armona Road, E10	Lemoore CA 93245	USA		
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Matthew Lahtinen	P.O. Box 7424	Reno NV 89510-7424	USA		
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Steve McKinnon	240 Sheridan	Albany NY 12210	USA	sb0781@albany.net	(518) 463-2164
John McLaurin	RR #3	Huntsville Ontario P0A 1K0	CANADA		
Jamie McQuinn	214 E. Church Street	Adrian MI 49221-2902	USA	jmcquinn@delphi.com	
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Gerry Paulson	10236 Fulton Road	Edmonton Alberta T6A 3T6	CANADA	70530.2601@compuserve.com	
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Don Scheifler	16122 Affirmed Way	Friendswood TX 77546	USA	Donnno@aol.com	
David Schlosser	2041 N Street	Eureka CA 95501-3023	USA		
John Schultz	Box 41-19390, E-E14	Michigan City IN 46361	USA		
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Brad Wilson	Box 532	Paoli PA 19301-0532	USA		
Kevin Wilson	373 Gateford Drive	Ballwin MO 63021	USA	kevin_wilson.mmi@notes.worldcom.com	
Frank Wranovix	710 North Belvedere Blvd	Memphis TN 38107	USA		
Andrew York	Box 2307	Universal City TX 78148-1307	USA	WAndrew@aol.com	

Here's the Stuff

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2	The Roar of the Greasepaint / letters
5	1830 / a review by Rich Irving
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7	SILVERRUN / Snowball Fighting ASF31
8	OMEGA / Diplomacy 1994D (orphaned from <i>Rebel</i>)
8	IX / 1993HG Diplomacy
9	BELT 17 / 1993F Diplomacy
9	BARSOOM / 1993HI Diplomacy
10	DURLA / 1994Wr32 Gunboat Diplomacy
10	GIEDI PRIME / 1992AK Diplomacy
11	PLATEAU / 1994HJ Diplomacy
12	TRALFAMADORE / 1994Xxm22 Youngstown XV Diplomacy
13	LAMETH / 1992AJ Diplomacy
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14	X-23 / 1994IC Diplomacy
15	Literary Quiz
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16	the 1995 Diplomacy Hobby Awards ballot
17	Cast List



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IGNORE the deadlines inside!