

PERELANDRA 132

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It's Me Again!

by Cathy Gaughan

Hello, everyone! Right now Sally Ann is sitting in her car seat on the kitchen table being entertained by the ceiling fan and a mobile that is playing a lullaby. She can now smile at you spontaneously. She can grasp a rattle for a short while. She makes some really fun noises. I'm not sure I can really call it a laugh yet, but she is definitely trying. She likes feeling the different textures of things. Daddy's hairy arm compared to his watch. We got her a Burger King crown that we put down by her feet in the car. She loves to feel the difference between the card board and the upholstery. She has actually already torn one crown up with her toes.

We've been on quite a few trips and outings this last month. We drove to LA for Labor Day to see Pete's brother, Mike and his wife Sandy. They had just bought a new house and were having a big party to celebrate. This was Sally Ann's first long road trip. She did surprisingly well. And Mike and Sandy's house is beautiful. Pete and I are extremely jealous. Pete's sister Peg drove down with us which was extremely helpful.

We've decided Sally Ann is a party animal. She loves having lots of people around and seems to be able to take a nap if she wants right in the middle of everything. At least that was what she demonstrated at Mike and Sandy's. There were some other kids there. Sally Ann was the youngest, but there was an eight month old little boy crawling all over the place. And some little girls from 1 to 3 years old that managed to form a small band. It is fun to see kids at different ages so you kind of know what to expect later. Anyway it was a great party and Mike cooked a mean hamburger out on the new grill.

One of the other things we did was go to our LaMaze reunion. That was really fun. One of the couples didn't show up, but there were three babies there. It was great to talk with Jason, one of the dad's that thought he would probably pass out in the delivery, and find out he did great and ended up cutting the umbilical cord. At the end of the party we lined up the babies on the couch and took pictures. It was pretty funny watching the different expressions each baby came up with. Sally Ann was the smallest, but I don't think she was the shortest. It was a great time for everyone.

Next, Sally Ann and Pete accompanied me to my Sweet Adelines Regional Weekend that was held in Modesto. This was Sally Ann's first hotel stay. Pete's Mom is also a Sweet Adeline so she was there and I ask if she would stay with Pete

Monologues

by Pete Gaughan

The real shame of the baseball wild card system is that the team with the best record in baseball, the Cleveland Indians, will *not* get the home advantage in the first round (because baseball teams have to reserve dates so far in advance and usually take second choice after football teams), and will therefore also *not* play the lowest-ranked team, the wild card (because they certainly don't want the wild card to have the home ad). Whoever heard of seeding playoffs 1 vs 3 and 2 vs 4??

Albert Belle had the best slugging year of any hitter since 1961 (only the 12th man ever to hit 50 homers in a season; only the 8th man with 100+ extra-base hits, and the first ever with 50 homers and 50 doubles). A Dodger will be Rookie of the Year. Both my teams are playing in the postseason (even if I can only watch one of them!). This season has redeemed itself somewhat in my eyes!

And the real shame of the baseball profit-non-sharing system is, good teams will *decide* to get worse, then blame the remaining players and fans for the results. Bob Quinn (GM of the Giants) will, at some time this winter, say that they had the talent to do better than last place. Wrong, Bob!... but just think: you chose not to resign Will Clark, Bill Swift, or John Burkett after 1993. Do you think you could have won an extra 10 games (enough for a wild card spot) this year with those players? YES!

and me to help with baby. Of course it was just as fun for Nana to show off her grandbaby as it was for me to show her off. I even think Pete enjoyed all the ladies having to come by where ever he was standing with the baby to see her. It was great because Pete seemed to have a sixth sense about when to stay and when to disappear. I was there with my quartet, so there were times we wanted to sing and didn't want baby crying in the back ground.

We've been to a couple more baseball games. I want to tell you about one imparitcular at the Coliseum where the A's play. One of our Sweet Adelines quartets called Tapestry entered a contest to sing the National Anthem at the game. They won in the "group" category. It was so fun to have people that I knew down on the field singing barbershop. A bunch of the people from my chorus came and we all sat together. I think Tapestry got more applause than the Oakland A's did. It was so fun. Also, it was great because everyone wanted a chance to hold Sally Ann, so Pete and I almost got to watch the whole game without interruption.

Well, I think I'd better close as the little missy is screaming in the back ground and she probably wants to eat.
Bye for now,

Cathy

Pete

Shannon Faulkner had a responsibility to stay in college at the Citadel. After a more-than-two-year fight to become the first woman cadet at the all-male military school, she dropped out within the first week because she couldn't hack the physical training requirements. She talked afterward about how she was trying to get in for herself, to fulfill her own dream—but who on earth could possibly 'dream' of becoming a Citadel cadet without dreaming of the tough regimen?? She had us all fooled—we thought she was serious!

And as for doing it for herself, she can't be blind to the fact that she fought a legal action which would break ice for other women. If she gave no heed to the damage she would do to others' efforts by validating the weak-girl image the Citadel holds, then she is inconsiderate in the extreme.

Chuff Afflerbach is now officially in London, taking on his one-year assignment with CNN. He sent a form letter with his contact addresses and the like, but it's all pretty much as we suspected—he's off to become Mr. Big Time World News Guy and will forget all about his Bay Area roots. Ah, well, Chuff, we'll miss ye and I hope you take the time to beat some Dip sense into a few Brits!

The guys in the game shop were talking O.J. trial. "Look, he's screwed either way. They find him guilty and he goes to jail—not the toughest jail, but to jail. Or, they find him not guilty and he spend the rest of his life with lots of people thinking he is. They can't possibly solve this crime if he's not convicted—they've lined up all this evidence so it only points to him." "Well, I say they should take that computer demonstration—on how a killer would grab and slash?—and replace it with a real test. Have O.J. grab somebody from behind and see how he would cut their throat, then compare." So I chimed in: "That's fine, so long as the test subject is one of his own lawyers."

I have a copy of the Unabomber's manifesto, published in the *Washington Post*. If you allow him his unestablished premises, the bomber makes a strong and logical argument against the Industrial Revolution and modern technology. And some of his premises are sound, leading to even stronger arguments (such as that which says that the introduction of motorized transport restricted the freedom of every citizen). However, his sociological assumptions are unsound, and his psychology is simply made up to suit his ideology.

The Unabomber is not a totally irrational writer; he constantly hedges his conclusions with reminders that he has had to omit many references and that "reality is more complex" than his simplifications of it. The essay is consistent in its use of the plural (as though some revolutionary cell named "FC" was in fact behind all this) but frankly, the style of writing is very conversational, very much the sound of one man speaking. Not orating on a par with Dr. King or Mr. Paine, but certainly better than any politician currently holding office.

LAMETH / 1992AJ / Conclusion

LAMETH / 1992AJ Regular Diplomacy

zine: *Perelandra*

GM: Pete Gaughan

Austria: Dan Sellers (drop W00), John McLaurin (out W03).

England: Stan Johnson.

France: Martin Johnson (drop W12); civil disorder.

Germany: Randy Havens.

Italy: Dennis Young (drop W04); Kathy Caruso.

Russia: James Bailey.

Turkey: Tim Goodwin (WINS).

	01	02	03	04	05	06	07	08	09	10	11	12	13
Austria	3	1	0										
England	4	5	6	6	7	9	10	10	12	11	11	12	12
France	4	5	6	6	8	9	8	8	6	5	4	2	1
Germany	5	4	1	1	1	0							
Italy	4	4	4	4	3	2	1	0					
Russia	7	9	9	9	8	6	6	7	5	5	4	4	2
Turkey	4	6	8	8	7	8	9	9	11	13	15	16	19

behind-the-scenes comments sent during the game

[[This is primarily a look at Jim Bailey's thinking throughout the game, since he sent such extensive commentary—but there are a few tidbits in here from Martin, Stan and myself as well.]]

Winter 1901

RUSSIA: The war in the south goes smoothly. Barring surprises, it's just a matter of when for Austria. The main concern right now for me and Tim is keeping the western powers divided. I'm trying everything I can to make sure England and Germany face off. Right now I'm siding with Randy, and I plan on using two of my armies to wrest control of all of Scandinavia. With the build I get from Norway, I might then build a fleet up north to press on to England.

With France and Italy, we're trying to make sure Italy is preoccupied with France, so he doesn't either bolster Austria or take some of the dots for himself after we did all the work.

Meanwhile in the back of my mind, I'm contemplating a stab of Turkey in the fall. The biggest conditional is that England and Germany don't unite against my north. Then there are various tactical considerations after the spring move. Right now I figure it's only about a 20–25% chance of happening. However, I find R/T or E/F alliance rather boring, so stay tuned.

By the way, did you notice that if I would've slipped my fleet into Ankara last turn, I would've had four builds. I was sorely tempted, but then I know everybody would be hitting on me.

GM interjection: I did notice the possibility of Russia going +4 in '01, and wisely refrained from mentioning it!

Spring 1902

RUSSIA: Well, just about everything I said last month is wrong. But then that's the fun of this game, I guess. Randy's building of the armies is the biggest snag to earlier plans. I was hoping to just quietly grab Budapest and Norway. Now I have to commit to an attack against Germany that may or may not result in a SC gain for me. Meanwhile, because I can't move down to Galicia, it's going to be much trickier to wrest bud from John. Tim's plan is a good one though, even if it is a bit convoluted.

I'm mildly concerned that England and Germany are staging a phony war. After all, they've done no real damage to each other's positions. Martin is also convinced that Stan and Randy are at each other and the evidence does point that way (so that's what I'm going with). I still trust Tim, at least for now. My fleet in the Black Sea is great unspoken leverage. With my problems in the north, I can't even think about stabbing him now.

One interesting ploy I tried and am waiting to see the results of is that I told Randy that I told Martin that Germany was preparing to attack France. Since that is what Randy told me his armies are for (I don't believe him, though), I thought I'd create some diplomatic problems for him and let him know that he had them. Now before he moves eastward, he has to worry about France preparing for war in the west.

I have a lot to be anxious about before the next *Pere* comes out. I'm putting a lot at risk for the long-term gains I hope I can get.

GM: Personally I agree with James' analysis, but I don't think his attempt to sow confusion will gain much.

Fall 1902

RUSSIA: It's been a very quiet month. I've received a couple of letters from Tim outlining plans for the continued assault on Austria and Italy. It appears I'll gain Serbia to offset a likely loss of Vienna, a temporary transfer of Rumania to Turkey will be offset by gaining Berlin. The possibility exists that I might gain Budapest or that Rumania will move there allowing me a build, but I'm not counting on it.

Martin thanked me for the pressure on Germany's rear, while Stan encouraged the continuing attack on Randy. Randy suggested I take Sweden and he would let me walk into Berlin unopposed. His reason is that he wanted to

punish Stan for his postcards, an obsession I find rather puzzling. I just recently found a stack of 13-cent postcards that I used a few years back playing postal chess, and I got some stamps to upgrade them to the current prices, so I was tempted to send one of them to Randy as a response, but that's just too cruel. I'm just going to take Berlin and worry about Stan later, so I'll have to talk to Martin about future plans. While my position is rather precarious at the moment, I don't fear an immediate stab. Both Stan and Tim are on the verge of substantial payoffs with my alliance and I think they'll wait before trying anything (just like me).

[[Despite giving up Rum and Swe, Russia wound up getting support into Bud, also taking Ser, Nwy and Ber for two builds!]]

FRANCE: I offered Stan in England undivided loyalty from the beginning to which he agreed following Germany's stab over Holland. I advocated full-on attack on Germany from Turn 1 to all of the players, but nobody had the *cojones* to agree. Italy told me he was attacking me in his first letter, and I haven't received another letter since. I think Germany and Italy planned to do me together, but fortunately Russia did Germany at the same time. I plan on helping England into Germany and Turkey into Italy all the while lobbying for them to renounce peace with Russia, as he is my current favorite to win it all.

Spring 1903

FRANCE: It seems like we've reached a point where those of us on the edges are mopping up those in the middle and must soon turn on ourselves! I faced the choice of crushing Italy in cooperation with Turkey and hoping for a piece of a three- or four-way draw, or supporting Italy against Turkey. Since I figure Russia has this wrapped up, I decided to tie up the Med, and hope that EFI can battle the RT juggernaut. I am lobbying both Stan and Tim for a stab of Russia soon, and I expect Stan to come through... as for Tim, I can only guess. I am gambling that Randy and Stan's little tiff will keep the renegade German fleet out of the MAO, but Germany may get to retreat there (since I told Stan I was moving WME to MAO to prevent a possible but unlikely English attack).

RUSSIA: The southern attack moves on. Even though I'm open to a stab by Tim on my southern flank, good communication combined with detailed planning makes that unlikely in my opinion. I don't think Dennis is writing enough to anyone to be able to get any allies. If he would have had a good record of writing to Tim, he might have convinced him to stab me. Since Turkey doesn't have any potential allies to counter the E/F after taking me, I hope this prevents that type of action.

Meanwhile, Stan and I have been haggling over the spoils for the entire two months. Each of us kept making proposals and counter proposals that the other found wanting. What I finally agreed to was that I would support him into Kiel, then next year he would cede Sweden to me to keep the SC count even after he takes Holland and Belgium and I take Munich. However, at the last minute I slipped a curve to him. Instead of a 4/4 split (bel, hol, kie, den / nwy, swe, ber, mun), I suggested a 3/2 split, with France getting Belgium and Munich.

So now, Tim is offering Martin some the Italian dots, and I'm offering to support him into Munich before he even asks for anything. This puts Stan in the position of either being the only one to say no to Martin, or of giving up one of the centers he was counting on and being #2 in the west with only 6 SCs to France's 7.

This may all backfire if they decide to unite into a solid E/F but I think that any overt attempt to convince one to attack the other would do that anyway since neither would want me to get an even bigger lead. I'm hoping that by subtly introducing a possible point of conflict, it will make Martin approachable to an alliance. Even without an alliance, a war between England and France, however brief, could give Tim and me time to rush across the stalemate lines to secure at least a two-way.

Fall 1903

RUSSIA: As you can see, my plate is full this month. I finally found myself in position to try a stab. The most important consideration for any attempt on England was that I wanted to be able to build a fleet on the north coast. If my calculations are correct, I'll gain Swe, Mun and Tri while giving up Bud and Ser to Tim. With Randy as a spearhead across the northern stalemate line (my move to Munich as by his invitation, by the way), I think that if this works, it could guarantee the game to me and Tim. I'm still surprised that no organized opposition has formed. I think my little ploy of distracting Stan and Martin with the side issue of Belgium worked pretty well. At the very least it had them thinking enough negative thoughts about each other that they didn't get a chance to start a well-orchestrated counterattack that would have given them a good shot at stopping us.

Of course, everything could have gone to hell and none of the above would mean anything, but I guess you'll know before I do.

GM: Well, I just looked and Jim didn't get Munich. Randy (Germany) performed a flurry of last-minute phone negotiations, but in the end none of it mattered—he decided to sit on Munich, instead of accepting the Russian invitation to retake Kiel from the English.

Spring 1904

RUSSIA: My plan didn't work exactly as I wished. I was really counting on getting a fleet build in St. Pete. Now I have little offensive capabilities against Stan. Fortunately, the cooperation between me and Tim is still strong despite those four armies you see marching north. Two are to fortify my German units while I shore up Scandinavia, and the others are getting into position for the attack on Italy. Why do I trust this move? Two reasons. One, past history between me and Tim in this game. Two, if he did attack me, he would at most get five of my centers (admittedly, a good stab, but); meanwhile, Stan and Martin would break through the lines and bottle him up with nowhere else to go. At least I hope Tim both realizes this, and cares. (I've found that self-interest sometimes has very little to

do with what people do in Diplomacy.) Anyway, we plan on having me bottle up Stan in the north while we race through the Med. We're also working on a way for me to get a build in the fall so I can add that fleet. Either I'll take back Bud or we'll dislodge my southern fleet and I'll rebuild it in St. Pete.

Fall 1904

RUSSIA: My strategy this turn is pretty simple. Throw as many darts as I can at the line and hope that a couple stick. Diplomatically, I'm trying to get Martin to stab Stan and/or Dennis before Tim decides to stab me.

Spring 1905

RUSSIA: With reinforcements up north I might be able to start making progress. If I can take one more center from Stan, I should be able to push him off the continent and press onward. Tim and I should also be able to finally make some progress against Italy, whoever it may be. If Kathy does join us, I look forward to a chance to play against her before she fully pulls out of the hobby, even if I do work to finish crushing Italy. (Is that any way to treat a legend?)

Fall 1905

RUSSIA: The stab finally comes! This was really a tough decision. I don't think the type of alliance that Tim and I had comes along that often. Fact is, though, my northern front is about to collapse, and while I think we can make some progress on the southern front against Italy, it'll happen too slow to do me any good. The plan is to do this stab unilaterally, then go fishing for new allies, a very high risk venture indeed. I've made tentative overtures to Martin, and I'll make a pitch to Stan afterwards.

The reason I figure this will work is twofold. Tactically, if I get Serbia in addition to Sweden, even if I lose Norway, Kiel, and St. Pete, I can retreat Kiel and Nwy oth and rebuild F Sev and A Mos. Since Turkey's fleets are all involved in holding back I/F I'll only be dealing with three armies covering his entire rear area. Strategically, once Stan strips me of my northern centers all of his fleets won't be able to penetrate any farther. He could build a couple of armies and ship them over, but it would be easier for him to target French dots. After all, with the threat of R/T gone he has no reason to maintain the E/F as defense. I'm hoping that self-interest takes over and leads to some fighting between the Johnsons. Hopefully, the game will break into either a north/south fight, or into corner alliances F/R v. E/T, with Kathy in the middle as a foil to all of this! This may be like letting the genie out of the bottle. She may have thought she was on the verge of elimination when the standby call came, but now she may be around for a while. (I told her in a letter that unless she gets off the standby lists, you GMs will never let her "retire"!)

Then again, without an Italy that would talk to somebody, I couldn't have tried this because I could never be guaranteed that F/I could put enough pressure on Italy for a stab to work. Of course, it could wind up being EFIT against R, but at least I can't say I didn't deserve it. It should be wild whatever happens!

GM: Without looking at the board I'd say James' assessment of a Martin/Stan Johnson war is pretty poor. Stan (G) has demonstrated no tendency to follow other people's tactical sensibilities, and I would be surprised if Jim's stab of T leads Stan to abandon his fight against R. Moot point, Germany is too small to matter.

Spring 1906

RUSSIA: The attack to the south presses on, and I've received encouraging letters from both Stan and Martin. Still too early to tell all of the ramifications, though.

Spring 1907

RUSSIA: Interesting developments. I received a letter from Tim saying he was interested in any proposals I might have. I sent a letter of rapprochement stating that I was very interested since I don't believe that the Johnsons will start fighting. My whole strategy was contingent on removing myself as a target to Stan so that he would go attack Martin, where there are many more dots. However, since England now has an essentially impregnable area, he can afford to wait to see how everything else goes. He's pretty much assured of being part of any draw at this point.

I told Tim that we actually have a better position in the south now than we did a couple of turns ago, since Italy and France are no longer cooperating to bottle up Turkish expansion. I was going to lose my northern centers whether I was allied with Turkey or not. My suggestion was that we turn the real war into a phony war for a turn or two to give the West a chance to fall apart. If not we gear up for a defensive position and go for a four-way. If things really get bad I can carry out my threat in the press. I haven't heard back from Tim, but I told him my exact move so that there will be some base of trust to build upon next turn.

If England and France do begin to fight, then I have a tough choice of whether to go back in with Turkey, or take advantage of it to press southward.

Fall 1907

RUSSIA: With Stan likely to land armies in Livonia and St. Pete, I don't have much choice but to take Tim up on his offer to call the war off. Even so, the war on the ground doesn't look so good. We're going to have to resume our psychological war against the west in an attempt to split them. This time the emphasis will have to be that we are no longer a threat so one should attack the other before the other does it first. My line to the west is my threat to throw everything to Turkey. I suggested to Tim that he tell Stan that he's going to throw the game to France, leaving it up to Stan to stop him. Whatever happens, the relentless propaganda continues.

Spring 1908

RUSSIA: The move to Ankara and Bulgaria were agreed to by Tim. We want to obscure any cooperation for as long as possible and try to take advantage of the confusion

in the west. Stan told me that he was planning on sticking to the E/F to the end, but Martin's mistrustful moves was enough that he can honorably consider attacking France now that it's more accessible dots.

It seems to me that the best way to deal with Stan is to think of him as a Klingon Warrior. Show weakness and he'll chew you up, show strength as an adversary and you'll receive grudging respect and a tough fight, show loyalty and he'll stick with you to the end, stab him and he'll dedicate himself to your destruction.

Fall 1908

RUSSIA: I'm hoping that my stay in Ankara is okay with Tim. It should be, he has a probable build from Rome to offset it. I'm surprised that Stan has left STP vulnerable. I'm going to go after it next year. Hopefully he has further committed to attacking Martin. My strategic plan is to shift completely to France's ally after this turn. Tim should be able to handle the Med on his own, so I'll work toward pushing the E/F front northward to allow Tim to turn the corner into the Atlantic. It's amazing that our original plan is working better AFTER I stabbed Tim. I guess that's what makes Dip so fascinating to play.

ENGLAND: Martin is correct that technically, I violated our agreement; but whether he chooses to believe it or not I did not do it on purpose. I offered to correct my action, but he chose to take affront. He forced me to make an attack that will cost him a center; and he may also take losses to Turkey. I believe he made a big mistake to force this fight, as I was very willing to accept an E/F. While I did commit minor breach, Martin chose to ignore the movement of my armies to Russia, which said much more about my intent than the minor agreement breach, which as I said I offered to correct. Martin's losses could cause his position to unravel the way the first loose threads cause a knit item to unravel.

Spring 1909

RUSSIA: I'm attempting to make the move against England. Stan indicated that he was going to switch his army in STP for a fleet, so he's probably moving BAL-BOT, meaning my plan on taking STP won't work. If Martin is cooperative, though, we should be able to take BER, KIE, and HOL in short order. Then perhaps we will have enough extra forces to take out England and hold off Turkey. I'm pretty sure that payback is on its way from Tim, I'm just hoping that it's later rather than sooner.

Fall 1909

RUSSIA: What do you think? When I saw that our (R/F) long-term chances were nil, I was thinking of throwing the game to Tim, but that felt too hollow. I then saw that my SC's were my last piece of leverage. Together with Martin, we can dictate the winner of the game. If it works, we escape with a miraculous 4-way. If not, at least we gave ourselves one last chance. At least this vote will give us a concrete action by the others on which to base a decision on who we give up to.

Martin and I will now have to work on Stan and Tim diplomatically. I think I can appeal to Tim to give us a shot at a draw, and reward him with the victory if he decides to be nice. I'm not sure how Stan will react. I think we'll have to convince him that Tim is willing to go along with it, thereby leaving him out in the cold if he wants to fight on. He also has to know that it will be much easier for us to throw the game to Turkey, my dots plus MUN, MAR and MOS, while he would have to land bunches of armies to get enough dots from Martin, even if given to him.

This is definitely a desperation move, but we have nothing to lose. At least it puts us in the position of dictating the final stage of the game, even though we're next to nothing on the board.

Fall 1910

RUSSIA: The result should be interesting. The situation was such that Martin and I would've had to make a similar choice of who to help anyway. Individually, it would have gotten us nothing. Making that decision together may have given us enough leverage to get a result. My prediction is that Stan will reject and Tim will accept. (Let's see how good my fortune-telling is.)

GM: My prediction was that both would reject, and I was right. I believe more than 9 of 10 players would reject such an ultimatum made by smaller players—time after time I've seen the big guys fight a while first, to really test whether they've been failed, before voting themselves a lesser result. Tim and Stan have probably agreed to race to a win; either would probably prefer to take his chances on the other winning than agree to a four-way draw.

ENGLAND Endgame statement

The game started, for me, with E/F versus G and then R jumped in for good measure. Then I was stabbed by Russia; somehow despite his superiority in number and position I was able to defeat him. It seemed smooth sailing for E/F to me, from that point, but because of an error on my part and intransigence on France's part our alliance fell apart.

I made a deal with France to take Kiel and dislodge a unit so I could disband a fleet and build an army. I believe *Pere* was not coming out as regularly as normal at this time; but whatever it was I forgot the deal. Then France wrote something to the effect of "I don't know if I'll have units to take Kiel." I wrote back and said "why are you talking about taking Kiel?" Instead of writing back and saying "Cause we had an agreement to that effect" he just assumed I was stabbing him and attacked me. Then when he accused me of starting the war and I said "you attacked me in Kiel", then he mentioned our deal.

I checked my correspondence and saw he was right. I then offered to return Kiel (admitted I was wrong) and tried to make peace, but France refused. I thought that given his position between Turkey and I this was an error on his part.

I tried to get Russia to help me versus France, but he chose to help

France and stabbed me a second time. His move versus me helped Turkey make gains.

My second error was not recognizing the threat of concerted action by F/R. My chief reason was I think a four-way is not worth the time it takes to play the game. Also since Turkey refused their ultimatum too I felt that based on their statement they would attack us both. However, they both attacked me and let Turkey roll. I offered to include Russia in a three-way E/R/T, but he refused to agree to this until it was too late. When he did agree Turkey had already reached the point where we could not stop him.

[[GM: It was very clear in the press: F & R would take a four-way, or else, they stated, they would select a player at random to throw the game to.]]

I must commend Turkey's great diplomacy. He wrote regularly even when we had no cooperation going on, and for my part there were never any bad feelings by me towards him, even when he won. Well done, Mr. Goodwin.

And now the postgame interviews...

RUSSIA Endgame statement:

I want to thank everybody for the game, and Pete for GMing it, and to congratulate Tim on the Victory, well deserved.

This was my first PBM Diplomacy game, and it was an enjoyable experience as well as a learning one. As I think back on all of the twists and turns in even such a "straightforward" E/F vs R/T game. Here's how it was from my perspective.

Ch. 1: Ancient History: John McLaurin was simply a victim of his predecessor's NMRing out. Tim and I had a plan, and although I kept an open mind with John, the communication between Turkey and me was too good to pass on. So, we carved up Austria with Italian help. Next came Dennis. By this time the coordination was so good that there was no reason to stop. Italian defeat took a while, but it was inevitable.

On my northern front I had different choices. The decision to carve up Germany between myself and England wasn't as easy, I had decent communications with both players. Randy's centers were closer, though, so I took the easy route. This was possibly a strategic miscalculation. A war on England would have given me more access and time to build the fleets I would need to take northern Europe.

Ch. 2: Midgame: Once Austria and Germany were out of the way, and Italy all but eliminated, I had a decision. My only avenues of growth were England or Turkey. Again I went with what worked and decided to stick with Tim and our Juggernaut. This was in retrospect a strategic and tactical error, but the diplomatic element was too hard to overcome. Stan's forces and tactics in the north were too much for me, and combined with French ground support, I was pushed back to my homeland.

However, I had always kept up communications with Martin, and even though Stan and Martin were forced to cooperate to stop the R/T menace, I knew there were diplomatic chances. This is something Tim and I had worked on from the beginning, sowing the seeds of discord among the western powers for when we would need it later.

The problem was is that by our strength, we had created a western Juggernaut heading for us that had not only stopped our advances, but were threatening to overrun the board, with me being the first victim. Somehow the reason for the E/F alliance had to be removed, so that territorial disputes behind the lines could be allowed to flare into open warfare.

This is when I stabbed Tim. I did this completely on my own, there was nothing "phony" about it. It was a good stab, too, I was gaining centers easily and his homeland lay open before me. Unfortunately, the E/F held together long enough for me to get cold feet. Whether I took out Turkey or not, defeat was coming. So, I reversed course once again and threw all the forces I had pulled out of the line, back into it. This is when the E/F finally broke up.

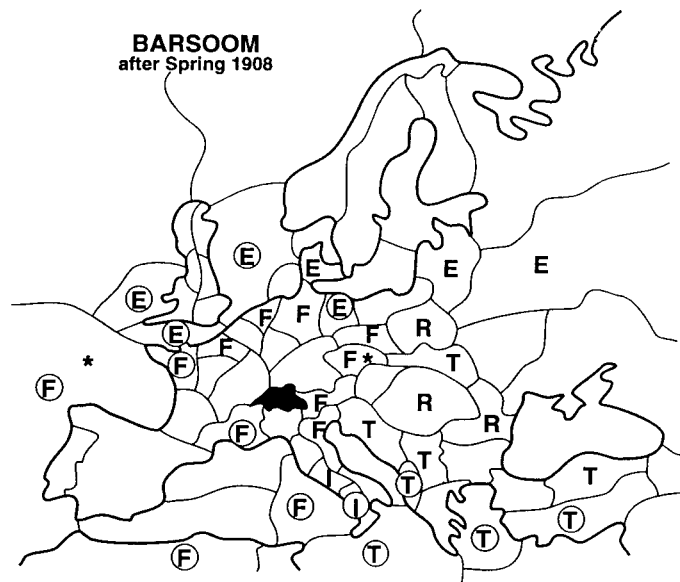
Ch. 3: The Long, Bitter End: Unfortunately for me, this turn of events gave me no opportunities for growth of my own. I was locked out of any routes to advance in the north, and I would have to turn once again to attack Tim in order to grow. I decided to hope for an English collapse.

One very important principle I learned in this game is the importance of northern home ports. With Germany eliminated, and St. Petersburg firmly under control, England had only to worry about Brest as a source of fleets to challenge Stan's dominance of the north. Once Brest falls and England sets the stalemate line around Iberia, There's no hope of defeating England. I could see this coming, but I could also see that Stan had no chance of gaining victory on his own, a majority of the centers would be on the R/T side of the line.

That meant that as soon as France is eliminated and the southern stalemate line set, Tim could get the victory with my centers. I was no longer strong enough to prevent it, and the overall position made it impossible for me to even give enough centers to England to avoid it.

That's when Martin and I tried our "Throw the game gambit". We proposed a 4-way, and if either E or T rejected it, we would throw the game to the other. The threat was real both ways, but it would have been much easier to give it to Turkey than the other way around. The gambit failed, both rejected it, and the fate of the game was sealed. After that, it was a series of maneuvers in the name of resistance, but Tim clearly had the position and forces to eventually gain his victory.

Again I congratulate him. His diplomacy was keen enough that I do not begrudge him this win at all, in fact I was pulling for him even as I tried to stop him. I thank you all for the game.



BARSOOM / 1993HI

Autumn Retreats: Russian a mos-war; Turkish a ven-tri.

Winter 1907: England builds f lon, f lvp; France builds f mar.

Spring 1908: "Mass" Confusion without a Pope!

England (Jim Grose): f lon-nrs, f lvp-iri, a den-kie, f mid-spa/sc /dislodged/, f eng-mid, a stp-lvn (a mos s), f bal-ber.

France (Paul Rauterberg): f mar-spa/sc, f naf-mid (f bre s [a pic s bre]), f tun-ion (f tyn s), a mun-boh (a sil s), a kie h, a pie-tyr (a ven s), a bel-hol.

Italy (civil disorder): f nap, a rom.

Russia (Nelson Heintzman): a sev-rum, a war h, a ser-bud.

Turkey (Tom Johnston Rich Shipley): a boh h /dislodged/, a ukr-gal, a bul-ser (a tri s), a arm-ank, f con-smy, f ion h (f alb s, f aeg s).

Thanks and two free issues to Rich for taking over as Turkey.

Summer Retreats: English f mid; Turkish a boh.

Does anyone have an SC chart from 1901 or 1902?

Deadline for Fall 1908 is October 27.

England to France: I'm no—yet—writing the moves for Russia and Turkey. Although maybe I should do so for Turkey. Russia and I did agree that I'd get StP and Mos. A word of advice: try practicing a little 'Diplomacy' now and then.

Paris to London: "Two against one"? F/R vs. T—where does that leave you?

Turkey to England: Sounds like a good deal, but your end seems easier to obtain.

England to Turkey: If you don't wake up I may have to take Tun, Nap and Rom myself.

Portugal, Belgium and Kiel to Limey genius: Yeah, you can visit us, but your visas expire sooner than you think!

Turkey to Russia: You mind going through Rumania to get back to your own territory?

England to Russia: Not complaining but it's almost as cold up here as in, say, Canada.

TURKEY endgame statement:

This is my first postal win (actually first win in any dip venue) and only my second postal game. I didn't manage to get an endgame statement in for the other game. I was eliminated early and had lost track when they came due. So, this is a little strange for me.

James and I worked well together from the start. We communicated frequently and saw things the same way for the most part. Even the 'one-dot stab' (which made me a bit nervous) was easy to get over. If he had asked, I would have loaned him the center anyway. I was fortunate in that I met less resistance in the south than he did in the north. If Austria and then Italy had not NMRed, the game would probably have ended in a 2-way (or more). Although I do not recall benefiting directly from an NMR, the constant flow of new players must have made it tough for France to build a rapport with any of them and probably allowed me to advance more quickly than I would have otherwise. Still, I like to think I earned the victory.

I don't think the Franco-Russian plan for a 4-way draw had any significant bearing on the outcome, either. Nobody handed over any supply centers. Stan never had enough armies to mount any kind of serious effort to get to 18 centers or to set up a stalemate line to prevent me from reaching 18. I think he could have prevented my win if he had landed more armies, just a couple of turns earlier. I think his failure to do so, more than anything else, led to my victory.

This was a very easy game as far as communications went. I could have gotten by only by talking with James. And, I did, for the most part.

Thanks guys.

The Roar of the Greasepaint

The letters column...

Tim Goodwin

I suspected that baby issues were holding *Pere* up this time. I'm glad to hear that baby (and Grandpa) are doing well.

Richard Weiss

It was nice to hear things were going so well. Hope that you are settling in. A big lesson I learned in transiting from my parents' parenting to my own parenting was that the distinction you made about time taking care of Sally Ann and time "playing" with her is probably artificial. The more you can enjoy the usual time, and the more you can make that something you enjoy, then the more she will learn to enjoy you, and the usual stuff in life, later on.

Why are you wearing a "T" at the ball game—is that the Rangers, or maybe the Longhorns?

I miss the Bay Area Game Group, glad to hear that y'all are enjoying some stuff. I am playing duplicate bridge as my game of choice on the island here. Glad to see your little column.

I've accepted the excitement of my job and expect to stay on Guam through the end of next summer, anyway. That will certainly let *Zero Sum* start to wrap up. How about a little Guam map RR action?

[[Hm—maybe. Give me a month to sleep on it.

[[As for playing with Sally Ann, I've simply got a bit of the paranoia that current PC parenting inflicts on us—we don't play classical music for her and sit naming each instrument and performer, we don't have flashcards with the various species of invertebrates, we don't have her signed up for kindergarten (though we have gotten junk mail advertising private schools already!). So I worried that I wasn't specifically playing with her, but I'm over that, especially since she's beating me at AMAZEing Labyrinth (I can still whup her at Titan though, she always forgets to summon an angel into battle).

[[Hm? Oh, the victory criterion we use in Labyrinth is 'how many pieces can you drool on in ten minutes?']]

Rich Novak

Hope all is going well. I liked the picture of you and Sally Ann at the ball game. I have yet to take my 2 year old Emily (and as active as she is I may have missed the opportunity). However, she likes to watch the games on TV and got mad at me the other night when I flipped through a channel with baseball on and I didn't stop. I tried explaining it was just a National League game, but she hasn't got that concept yet.

[[to which I said: "...but she didn't buy your explanation, eh? Kids are too smart to be seduced by the inferior brand of game played in the Junior Circuit." and Rich replied...]]

I guess that explains the Texas Rangers hat you weren't wearing at the Oakland A's game you weren't attending where that picture wasn't taken.

[[Well, yes, my baby's first ballgame was an American League contest. But after all, those tickets were free; within five days she'd also attended a game of nine-player ball, and now that the season is over she's been to two of each type of game. The Texas helmet is explained very simply—I met my wife down there, so it's as good an allegiance as any when I otherwise don't care (the only AL team I root for is my hometown Cleveland Indians!) I'm glad there are still some of us bringing our kids up right—tell Emily she's O.K. in my book!]]

Gerry Paulson

Belated congrats on Sally Ann. I am enjoying all the baby stories, yours and your readers. As my first is due in early January, I read them all with a definite interest. Prenatal starts Thursday.

Glad your father is feeling better.

[[Congratulations, keep us updated on your child! And thanks to everyone who remembered my father; now that he has the cardiac problems under rein he'll turn his attention to starting a career in computer creativity.]]

Doug Brown

Another great issue! Damn you're good!

[[How could I resist printing that?]]

I like reading about your parenting trends, trials & traumas. It brings back memories of my only child (now 14) when she was a baby. One of my responsibilities in her first year was late night/early morning feedings. The kid was breastmilk-fed all but that one formula (or pumped milk) feeding. Anyhow, she wasn't as thrilled with the bottle but eventually got used to it. The neat part, though, was I'd set my alarm for 2am, get my baby and come in to watch Perry Mason with her. We always had an hour together, and yes many mornings would be a dad-daughter focus and not Perry (but that was fun for diversion). Anyhow, it's a good memory of late nights with Ellie & Perry.

[[What little TV I've watched the past few months, Sally Ann has been engrossed—baseball, news, Letterman, she stares at the tube if it's on. On the other hand, after four live baseball games she still can't tell there's anything going on way down there on the field.

[[Sally is still sleeping with us, so if she wakes up hungry Cathy just rolls over and feeds her, but we're about to start putting her to bed in her crib so I may actually start getting less sleep.]]

Rich Irving

With this discussion on guys who've hit 5 homers in two games: Albert Belle (of Cleveland) did it this week (9/18 & 9/19) against the White Sox to pad his ML HR leadership.

Speaking of Baseball, I am getting pretty annoyed at all the press that Dante Bischette and the Colorado Rockies are getting for being the new incarnation of "Murderer's Row". Put the four of them in any other ball park and they become decidedly average. (Just look at their stats when they play on the road.) According stats I've seen Coors Field in Denver nearly doubles HR totals and adds ~30 pts. to batting averages over the "average" NL ball park. (Your mileage may vary.)

It's Coors Field altitude (and to certain extent its design) rather than the attitude (of their fans) that pumps up the numbers! There are stories every night how that's the Rox are the second team to have 4 30 HR players. Get used to it—it'll be a nearly annual occurrence in Colorado! I pity the team (and I hope it's not the Giants) that gives Bischette a \$25 million, 5 year contract and then watch him go .280 with 20 HR (good but not worth \$5M/year) with no glove in the field. I just hope he doesn't get the MVP.

Get a young Mark McGwire up there and Maris's season HR record is gone. If he stays most of his career up there, Aaron's 755 Career mark would be in jeopardy.

The thing that really gets me on this the fact that the Rox pitching actually hasn't been bad (after accounting for Coors) and much better than the previous 2 years (Well the ONLY 2 years). And that's the REAL reason the Rox are 10 games over .500 (as I write this).

It's not the fact that Coors distorts stats that bothers me. It's the way the media ignores the obvious when the glowing articles and pieces appear everyday.

On Gaming: At Pacificon (Too bad you couldn't make it!), the people for TimJim Games were selling 2038 (at a con discount), so I bought a copy.

Basically, it's a 18XX game transported to the asteroid belt. The stock market and company mix acts a lot like 1835: independent (minor) companies, stock price drop 1 box (on any # sold), a large Prussian like company (the Asteroid League). There are several unique elements:

- Growth Corp: You may trade in a minor for a President's share of a company. The advantage: it operates immediately AND shares in initial offering (or bank pool) pay dividends to the company. Also the minor then won't become part of the AL (which limits it's potential). The Penalty: Par \$67, Initial start price: \$10 (which means it will nearly always move last, a definite disadvantage.)

- Exploration & Ship movement: Since railroad track

are difficult to build in space, you explore the asteroid belt with ships. Each train... err... ship has a range and a hold capacity. You start at one of your bases, pickup any goods or explore and deliver the loads to another base for payout. The asteroids have Ice, Nickel or Rare ore mines (sometimes 2 mines). The thing that makes it tricky is that mines can be claimed (locking it out & increasing value), unclaimed mines are used up for the turn (which gives the advantage to going first.), refueling stations can be built to extend range and most companies and bases pay bonuses for particular loads shipped (which forces routes.)

I played twice and definitely a lot of interesting elements. The game seems to drag a bit on the exploration and shipment portions (but that may be inexperience on our parts) Definitely worth a look if you like 18XX games.

On the rest of the Con, the dealer's room was just pathetic (apparently a couple of board game manufacturers dropped at the last minute.) The food was lousy. I didn't play any tournaments, but quite a few seemed like they had difficulty getting set up. But I enjoyed myself. Typical con.

[[Yeah, I think the fractioning of game conventions around here hurts a bit—in big cities in Texas, they tend to have one major con each year, so that one is well-attended and well-run.

[[I agree about the Rockies. I'm hoping the Dodgers pass them, but if they win they had better credit their pitching. Nobody on their staff (except Saberhagen) has any talent or experience, but they have performed above average on the road.]]

On Snowball Fighting rules ideas, I have some I've toyed with. Some are more realistic (not that this is Squad Leader ;-), but most make the game more fun.

1) Change the range penalty to -10 for shots over their range. (leave +5 bonus for under the range intact.) I noticed that under -5 penalty that there is 50% chance (before movement or other penalties) to hit someone all the way across the small yard (12 hexes) on RR. (Who are these kids? Nolan Ryan?) Also changing the rule tends to bring the players closer together for those deadly Di's, which, I think, makes a more fun game.

2) On a team game, score VP for the team, HP on each individual. Play to 30 (2 player teams) or 50 (3 or 4 player teams) or whatever you want. No VP for hitting teammates. You probably need a way to hand off snow to a teammate. How about a semi-gunboat game: You know who your teammates are, but not your opponents.

3) Make the kitchen 3 HP/turn. (It's warmer than the shed!) Also change the 3 segment penalty for going into the for having 0 HP. Instead of receiving 10 HP automatically, you simply get 3/turn and you must wait at least 3 segments but may wait longer. Any extra HP that occur on the segment you are forced to 0 count against you. (So you could reach -2 or -3 HP) (But all throws at players already at 0 or less HP still are automatic misses.) Either dump the "automatic reload" after being in the kitchen or allow anyone in the kitchen to use it. (I hate arbitrary rules like that.) These changes give more reason to use the kitchen voluntarily (I see no reason at all now) and add a little (Dare I say it!) strategy.

4) On Conifer storms, make them less deadly with a SB (maybe 1 HP) but keep them about the same with Di. The Di should be harder to hit, but it dumps more snow on the unfortunate victim. This is to encourage more players under the trees—and bring more use for the CS. The Shed Avalanche could work similarly.

5) I just thought of this idea: If you are going to design a new larger map, how about this idea. Put two yards with a "street" (say 4 hexes wide) between them. At the start of the game, there is snow on the street—treat as "normal" area. On a weather roll of 90-99, a snow plow comes for that turn: Any player in the street when the snow plow comes must move to the closest yard in the first segment. No player may cross the street during this entire turn, any moves into the street are ignored. After the snow plow leaves, the street is treat-

ed like the path (i.e., no snow for pickup, but faster movement). Snow Plows only come once per game. Also slipping in the street causes a 5 HP penalty. (OUCH!) You can put 2 kitchens and two sheds, etc. One on each side of the street. (This would be great for large team games!) Also parked cars could be used as obstacles.

6) I thought of the idea of a water fight with super soakers and water balloons, substituting for RR & Di's. But you need to have a lot of "reload areas" (aka faucets) on the map. Snowball fighting works a lot better.

[[Thanks for those, I'm right on the verge of starting the new map (yeah, along with all the other projects that take a spot in line behind babysitting).]]

Jamie McQuinn

Another pie-in-the-sky idea (that I just thought of, but have made no inquiries) is that my university library archives may be interested/willing to house the collection. They are already a depository archive for SFWA (Science Fiction Writers of America, the Nebula Awards people), so there is some interest here in popular culture.

(later letter)

Just a clarification. I have started a new job here at the University of Dayton Library. My wife and I are still house hunting. My offer to house the archives is contingent on a basement large enough to store the archives. We hope to be in a house very soon. I will keep you informed.

I talked to our archivist, and found that UD would not be interested in the collection. I think the best bet would be Bowling Green State University (in Ohio). They have one of the largest "Popular Culture" collections in the country (world?).

Whether or not I will catalog or index the contents of the archives will depend on what I find when I see it. Otherwise, I'm looking forward to seeing them and housing them if I can.

[[This was a surprise and a real pleasure to see. Things are now proceeding as though the Archives will definitely go to Jamie. I'll keep the news current here, but I'm still collecting contributions toward the cost of the move.]]

Ward Narhi

Nice family shot on the cover. Proud poppa, beaming mother, and cuddly infant. I find myself somewhat jealous.

The McIntyre story was very good at illustrating a point that needs to be considered. Synchronized swimming in the olympics, indeed!

I'd like to ask your readers if they have any advice for me on how to break into the job market overseas. I'd would like to work abroad for a few years, possibly more and have no idea on how to go about researching the possibilities. I am a Mechanical Engineer in the design/analysis area with an MS. Are there agencies that can help me? I am at a total loss on how to perform an international job search so any guidance from your more experienced readers would be a godsend.

I have the reverse of Irving's "Screw your Customers" story. Mine is "Screw the Cable Company". My new apartment has a cable line which I fed into my TV for possible better reception and lo and behold I find I have basic cable. I am very happy they chose to provide this unrequested service to me for free.

On a final note on Galt's kid thing I think he went a bit overboard but I do think the government is in the business of subsidizing kids through taxes which I do not agree with. If we get rid of personal deductions (self and dependents) this would level the field. Now, a tax penalty is a bit much!

Again, a superb zine you run.

[[Erm—that "unrequested service" is actually theft (or piracy, depending on which term your locale uses). Cable companies can and do check their lines periodically for voltage irregularities—don't be surprised if a cable guy comes knocking to see if there's a tv on the other end of their wire.

[[No photos this month—I don't have time to spend scanning them in, among other things. But I agree we could use a great many fewer deductions in our tax code, personal and business. I've already supported removing the renter's credit (a Calif. item) despite benefitting from it myself.]]

Daf Langley

I heard a rumor from someone who will remain nameless that you started a new Diplomacy game. How do you have time to do that? I'm glad you do, because it sounds like it is going to be a fun game, and how could you pass up a chance to play with Tallman. I'm going to ask Jim Bob if he will let me sub for the press. I think I may have to get involved. Especially since one of my Golden Toadies and the Hobby Sex Ghod are both on the board. AND especially since the press has already started and the game hasn't seen a turn yet. Hopefully the press will last longer than in the Duck Invitational last year. Although for a brief moment it was magic again.

[[Yes, folks, I signed up for a Dip game (not an Old Fart yet, I guess!). Don is trying to horn his way in, on the (correct) assumption that Terry T. will nmr out within two years. Check out Abyssinian Prince, if you can stand it...]]

How is everyone there? How is Sally coming along? Is she still eating and crying? Has she smiled at you yet? What other outdoor activities has she participated in? Have you taken her banding yet? Maybe you could tether her out there and bring down a eagle or something. (Ooops, sorry. I was thinking about my children when that particular image came to mind. Savor this time with Sally, for soon she will be able to talk, and then she will be able to talk back.)

[[We're fine—Sally Ann is getting quieter, calmer, and more willing to 'play' by herself, though she still startles like hell when I sneeze (I'm afraid I'm not a quiet sneezer). Also, we're both getting out more—me on business calls, Cathy for lunch with friends or musical practice or to shop—so we're both more sane than we were a couple of months ago.

[[At our LaMaze class reunion, when we lined up the babies for the picture on the next page, the little girl on Sally Ann's left slid over, falling down against Sally... and started sucking on our baby's arm!

[[Baby can support her own weight standing, which surprises us (though we have to 'steer'), and she's delighted about it. She still does a kind of aerobics every morning, where she kicks and waves and talks and generally keeps Cathy awake, so I take baby and we read the paper together during that so C can get some extra shuteye. And now Sally Ann has actually spent two nights sleeping entirely in her own crib! (My apologies to Eric Ozog for cribbing furiously from my letter to him for this bit...)]]

I guess Chuff decided not to do ChuffCon this year. Too bad, I still have frequent flyer miles.

Well Sweetheart, I must end here so I can get this thing in the mail. Go Mariners!!! I won't even get into OJ, or I won't get this out of here. However, I'll be interested to hear what kind of reasoning they used to come to that verdict. And hopefully it will go a ways to help clean up police and lab procedures. And do we really think there is another killer out there roaming free? Or do we think this case was so botched up as to create reasonable doubt and that we have set a killer free?

[[I have tried and tried to stay off the subject of the trial, but now... 1. My acquaintances were evenly split on whether OJ committed the crimes (I think he did). 2. They were evenly split on whether he should be acquitted. 3. I've met only two people who believed OJ would be found guilty.

[[I was sure he would be acquitted, only wavering when the jury called for the limo driver's readback. In my one stint on jury duty, we were leaning toward guilty but needed to re-hear the cop's version of the urine test-taking to clear up one point, so my instinct when the OJ jury called for readback was, for a moment, that they were coming back 'guilty.'

[[Whatever you think of OJ (and I'll always think evil of him), he deserved to get off as badly as the evidence was botched.]]

Rich Shipley

I wonder how many other Dems are considering switching parties for the primaries if Powell runs as a Rep? I don't think he's the saint that some are portraying him as, but he seems a better man than the rest of the probables.

[[Not this boy, but I'm sure many in the South will do so. I can't see why we should vote for a career soldier (was Eisenhower so great?), but at the very least he's a moderating voice among Republicans. If we must have a Repo, let it be a black man who supports abortion, affirmative action and gun regulation!

[[Not enough politics in the zine lately—must be time for a long editorial...]]

Brendan Whyte

Now that I'm online again, this is a message to let you know that I am safe and well and living in a shoebox in L.A. In fact, I am in a uni co-op here, and expect to move permanently to a nice old lady's place, to share with her and a Pom doing a Phud in Mediaeval Chinese Buddhism.

Yeah, that's what I thought too.

I have been househunting all week, and this is close to campus (which is huge) and shops and social stuff. I saw nice places in poorer and spiffy parts of town, but too far for easy commuting on my little bike. There is a heat wave here, like 35° and it cools to just under 20 at night. Like sweat city, man.

Hey, I'm even beginning to sound local. I mean, people, Americans even (you can tell them around here by the stetsons, cigars, dark melanoma'ed skin, hawaiian shirts, Nikon cameras with 35-70 zooms, Bermuda shorts and cowboy boots).

And that is just the women... The foreigners look like run-of-the-mill people. They just talk quieter.

Well, anyway, these Americans keep asking ME for directions. Like I've only been here a week, man. And all they want to know is whether Sunset is left or right. So I tell them.

What they never ask is how close is Mururoa to Auckland, and whether the fallout will affect the America's Cup. The Ugandans have. The Swedes have. But not the Americans. But then, where Connor was hated, they don't care he lost the Cup, so they won't compete for it out of contrition, and where he was liked, wherever that is, which isn't many of the cardboard boxes in my doorway, they forget he ever had it out of embarrassment that he lost anything. Maybe the America's Cup vets will have nightmares in future years, and get gov't allowances, counselling, and belated tickertape parades. Maybe they'll do movies about it, Francis Chrysler Coppolla like, or Oliver (sink like a) Stone. Or should that be the Australians' movie...?

In between all the foreigners, there are a few natives here. Generally nice people. I mean that. They have big cars. Chevy pickups that must pick up elephants, in families. Minis are unheard of and unseen. Brit cars to not even have a listing in the papers. The beaches are full of volleyball nets, and bronzed gods and goddesses that will die of cancer before too long. The sun doesn't burn so much here. It took me four days in blistering heat to develop a sheen (Charlie or otherwise).

The toilets are low and generally flush silently, cisterns are built into the walls often, or just behind the bowl, not so far above as in NZ. They are fuller of water than ours, so everything gets to do several laps breaststroke before it is sucked out the hole, like an airplane toilet. Water comes not from under the rin, but from beneath the stable water level in the pan. It is soothing to watch, whether from between one's legs or standing. Standing of course lets me sell more tickets.

I think toilet paper rolls clockwise, not anticlockwise too, and is usually placed on the left. But they drive on the right. Hmm... Showers are moulded plastic affairs, three sides and a floor with two ledges built in. They are only six feet above the bathroom floor, or a little less, do not go right to the roof, like a room within the bathroom. Separate toilets seem a rarity. There is little variety. Some are over a bath. Doors are large one-piece glass and open out-

[[letters column concludes on page 10]]

DURLA / 1994Wrb32 Gunboat Diplomacy

Errors (ick!): Germany had no chance to retreat to Belgium; France took Tunis.
 Autumn 1904 retreat: German a hol-ruh.
 Winter 1904: Austria builds a tri; England builds a lon; France builds a mar; Germany disbands a ruh; Italy disbands f tus.
 Italy proposes AEFGIT and AEFGIRT draws.

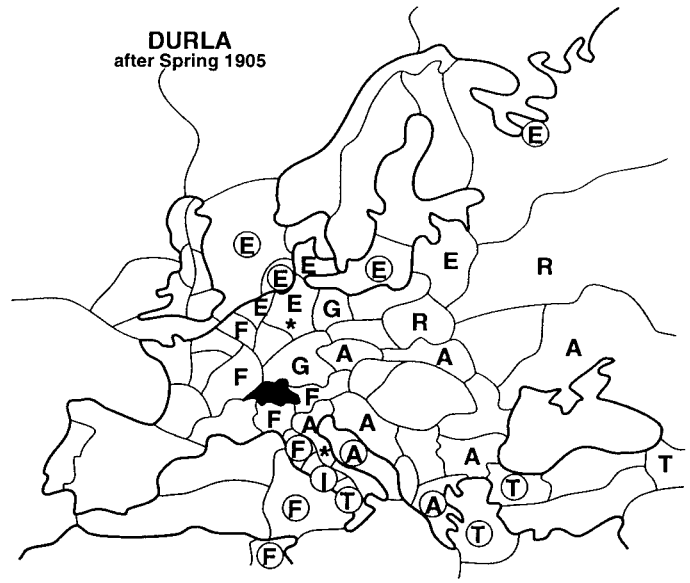
Spring 1905: Beyond the Maginot Line

Austria: a tri-ven (f adr s), a sev-mos, a gal-boh, a ukr-gal, a bul ms f gre, a ser-tri.
 England: a hol-kie (a den s, f hel s), a lon-hol (f nts c), a lvn s russian a war, f stp/nc unordered, f bal-ber.
 France: a mar-pic, a pic-tyr, a bel s german a ruh-hol /nsu/ (a bur s), f tyn-tus, f wes-tyr (f tun s).
 Germany: a kie h (a mun s, a ber s).
 Italy: f rom s turkish f nap (a ven s).
 Russia: a war ms a mos.
 Turkey: a arm-sev, f ag-grc, f con-bul/sc, f nap s french f tun-ion /nsol/.

Deadline for Fall 1905 is October 27.

Italy to Europe: If A/T cooperate with me here, we already have a draw line. Add in Germany to the alliance and we have years of frustration. So, I'm proposing the six-way (leaving out Russia) and the 7-way. Come on, let's start over, maybe in Colonial.
 Russia to France: I must say that it was incredibly rude to be giving away land that is not yours, and never will be, sir.
 London to Vienna: Incidentally, although I failed to respond last issue, "Your Eminence" will suffice. Despite all your whining, it appears that you have as many supply centers as England. It is not France who should worry about my possible acquisition of Kiel, it's more likely the Germans and the Austrians at this rate.
 AH to T: You're right... Shall we vote for the French concession now or do you want to do something about it?
 Russia to AH: While the Russian people appreciate your visit to the motherland, and we see that you are keen admirers of our trenches (so many of your have decided to stay forever), we must now ask you to leave, as you have overstayed your welcome. Good day.
 AH to F: Enjoy the Eastern Med... I'll never get there.
 F to G: Sorry, A Kie-Hol would have been the better move for me to support, but hopefully, English attitudes towards you have become "pacified" anyway.
 Italy to GM: Press clearly revealing the writer in Gunboat is not kosher, eh? "Ah-hah, I said after reading this year's newspaper drippings. These birds stink."
 GM to Italy: Quite right—if you try to reveal your identity, in or out of the game, I have the right to replace you.
 England to Russia: We were lucky, I guessed right last turn. I suggest that you and the Turk coordinate, that may be your best chance. It appears it may be some time before I can get another Army over to help out, since France may join Germany against England. You may consider supporting the Turkish A Arm-Sev with Moscow. A bit risky but it might work.
 Italy to Turkey: 'Twas that coldest of dreary winters when the oiled paper was too likely to shatter to attempt to tap it to clear the crystallized patterns so that we could attempt to see out. We left the building only every 2-3 days to empty the pots and to get fresh snow. The snowdrifts would have to be pushed back out of the door's creaky path, then the blasts would rattle the cobwebs while my fellow mates would curse at whomever's job it was, to make a bloody fast job of it. There wasn't much to do except talk. Most talk had to do with food, warmth, and the wenches, when we weren't getting excited that maybe the Türks had landed somewhere for the winter, to stock up for a good sail

DURLA after Spring 1095



and fight versus the frogs. That was about all that kept us going that year, other than the evening when presents appeared on the hearth. None of us had ever believed in Christ or Sanity Clause before that, but that is another story.

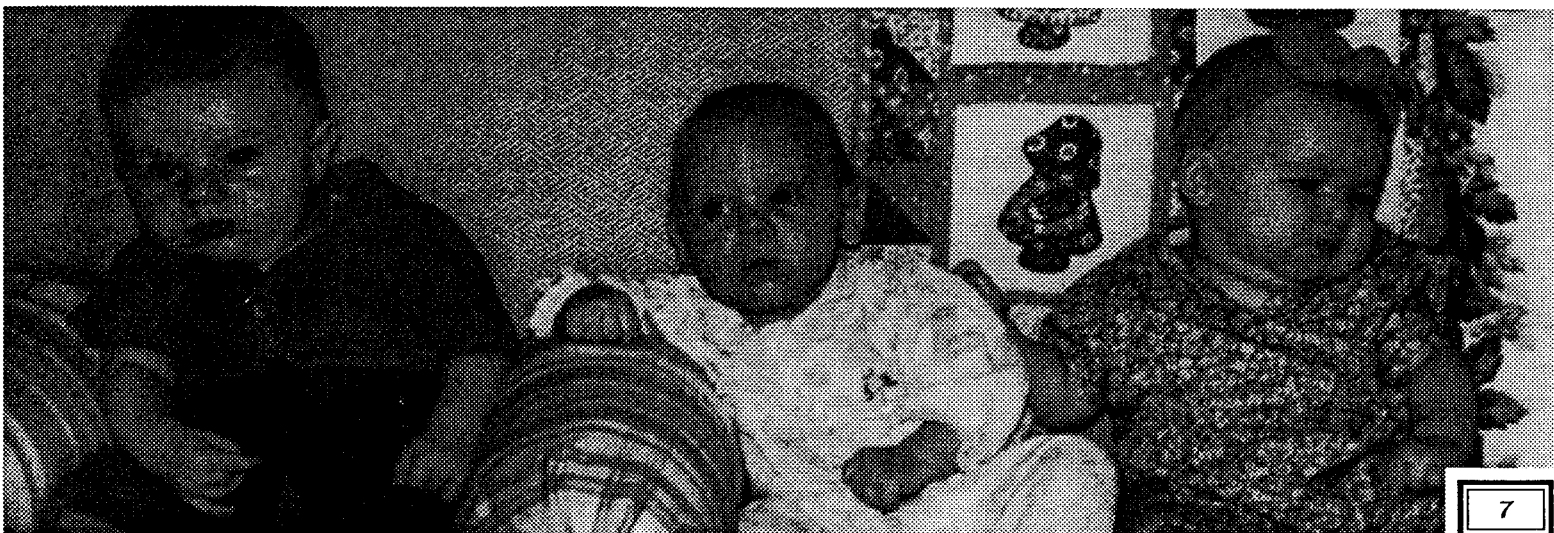
F to E: Shouldn't we and the Kaiser together take advantage of the disarray in the Eastern sphere?

England to France: Your sudden affinity with the German is understandable. However, I am troubled by your seemingly casual willingness to participate in openly hostile actions against English forces and possessions. The English have no animosity towards the French; although, any attempt on your part to overtly support offensive action against English possessions or forces can only be seen as a French Declaration of War. Surely, your forces can be used much more efficiently acquiring supply centers in the Mediterranean than in a protracted Sitzkrieg with England, while Austria-Hungary is left to dominate the continent. Despite my inclination to build a fleet in London as a defensive measure to counter the increasing belligerence of French rhetoric, I have ordered an Army raised instead to show our good faith and to try to calm any hostilities. It is my sincere hope that you will see the logic and reason for maintaining the peace. As for Germany, at this point it is simply impossible for me to realize any eastern ambitions and act as a wall against the ever aggressive Austrians without the important strategic positioning of Kiel. It is not currently my intention to overrun all of Germany, although an anti-English, French-German Alliance could alter that thinking.

London to Paris: Not to be picky but I believe 8 supply centers to 7 is slightly more accurate.

DURLA / SUPPLY CENTERS held as of Winter 1904									
Austria	vie	tri	bud	ser	rum	gre	bul	sev	8
England	lvp	lon	edi	nwy	stp	den	swe	hol	8
France	par	mar	bre	spa	por	bel	tun	.	7
Germany	mun	kie	ber	3
Italy	ven	rom	3
Russia	mos	war	2
Turkey	con	ank	smy	nap	4

below: LaMaze reunion/party—Sally Ann surrounded by her elders



PLATEAU / 1994HJ

Summer Retreats: Russian a mos-ukr.

E/F draw: ERT yes, FI nvr. England reproposes E/F. (France *did* vote yes last turn.)

Fall 1906: Meet Me in Place St. Louis

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

England (Tim Goodwin): a den-kie, f nts-eng, a lvn-war (a pru s, a mos s), f bal-ber (a sil s), f nar-mid, f kie-hol.

France (Don Williams): f mid-spa/sc, f bre-mid, a pic-bel, f lyo-rtn (f tun s), a war says last rites for the tsar /dislodged/, f apu ms a ven, a tyo s italian a alb-tri, a mun-ruh, f tyn-nap (f rom s).

Italy (Phil Reynolds): a alb-tri.

Russia (Jeff August): a ukr-sev.

Turkey (John McLaurin—note COA in Cast List): f ion s austrian f adr-alb (f gre s, f eas s), a bul s austrian a rum /dislodged/, a sev h (f bla s).

Autumn Retreats: Austrian a tri; French a war; Turkish a bul.

Deadline for Winter 1906/Spring 1907 is October 27.

Russia to Italy: Wasn't this fun? Shall we go reserve a table in Valhalla? Let's not sit with the deposed Kaiser, and I don't know about saving a place for A and T. Thanks for being the only one not to attack.

France to Italy: I agree with you that Italy's fate in this game was sealed long before you showed up. Not that I needed it, but both A and T did invite me south. I respect what you tried to do given the circumstances, but I just couldn't risk leaving a strong player like you behind French lines. Ciao for now...

Italy to France: Since you're the only one to make me an offer, I'll take it.

Deputy Duck had a strong urge to get upwind of himself. Wet feathers were not all that attractive to smell, especially considering how they had become wet. He glared at the mangy dog which was trying to put its nose even further up his crotch.

The dog was blissfully unaware of Deputy Duck's injured feelings. He had never come across a more attractive scent. He snuffled happily, and pressed forward, nosing ever closer to the source.

"Waaughhh!" Deputy Duck exploded, leaping into the air and flapping his wings. The dog looked puzzled as the source of that heavenly scent soared away. The few townsfolk in the street gazed upward in surprised awe. Deputy Duck was flying! Mouths dropped open as he soared across the street and crashed into the false front above the feed store, sliding downward until his descent was stopped by the cast iron lightning rod.

"Waaughhh!" Deputy Duck screamed, in a high soprano voice. His natural pallor took on a greenish tinge as the force of his crotch hitting the lightning rod made itself felt. He was disoriented, he hurt, he had never flown before... he hated that dog. Deputy Duck looked down and felt dizzy. Vertigo seized him. He was desperately afraid of heights.

"Help!" Deputy Duck shouted, hanging on to the lightning rod for dear life. "Somebody help!"

The gang at the barbershop stumbled out into the street.

"Hey, look," Red pointed, a grin splitting his ugly face, "it's Deputy Duck."

"What you doing up there, Deputy?" Andy, the barber, asked.

"Help me down from here, please." Deputy Duck begged.

"We shore would like to oblige, Deputy." The stranger spoke, stepping out onto the wooden porch. His face was freshly lathered, and he wore a long white smock over his dusty clothes. "We shore would like to help, but I got a shave coming."

Andy the barber looked around guiltily and scampered back into the shop.

"Yep, we shore would like to help out, Deputy, but I got to get that shave, and, besides..." the stranger lifted one finger into the wind.

"...it 'pears to me there's a storm comin'."

France to Mystery Author: Is it true that you have penis envy?

GM to France and others: We appear to have a case of dueling scenarios, here:

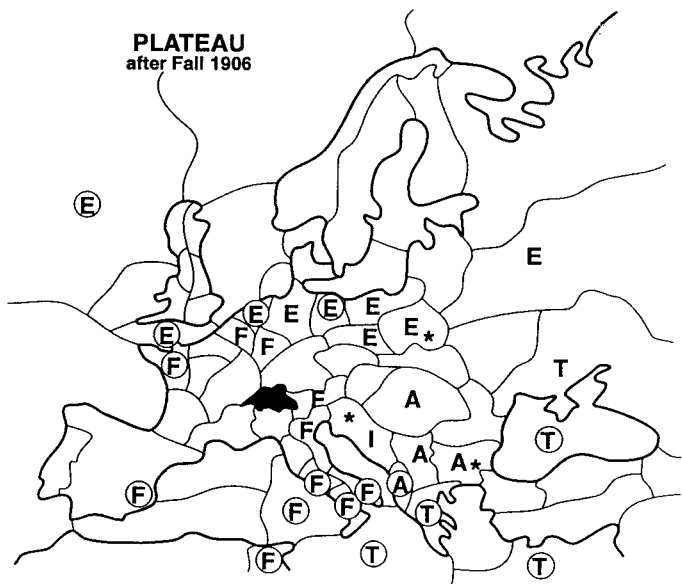
The stranger watched the scene in the street unfold from the barber chair. A thin smile played on his lips as he watched the feathered deputy back away from the mangy, feral dog.

"What'll it be, stranger?" said the barber, whose name, if anyone cared, was Three-Fingered Bill. 'Course, that wasn't his real name. And he liked it that way.

"Shave and a trim," murmured the stranger. "Mind the cow-lick in front, and three on the side, and the two in the back, and..."

"I get the picture," said Three-Fingered Bill. "You want I should clean that dust off your lip and chin?"

PLATEAU after Fall 1906



"That's my beard and moustache, friend, and I suggest you treat 'em both with respect," said the stranger, bringing his huge Peacemaker level with Three-Fingered Bill's not ungenerous nose. The hammer of the magnificent weapon of erudite lineage was poised to fall.

"Y-y-y-yessir, stranger! My mistake. That's a mighty manly mane of masculine hirsuteity you got yerself there, and that's the danged truth." Three-Finger commenced to cutting hair, the scissors slipping only occasionally in his half-handed grip.

The stranger returned his gun to its warm holster, eyes turning back to the still-unfolding drama between the deputized duck and the half-dead dog. His eyes narrowed to slits as he watched Deputy Duck fall into a horse trough, then waddle out again as the dog drank the trough dry.

"That your dog, stranger?" said Three-Finger, the scissors slipping twice more, leaving more bizarre tufts of hair on the stranger's head. Snip-snip, snip-snip went the scissors.

"Naw." The stranger smiled another smile as the dog lifted his leg and proceeded to piss on the terrified duck. From somewhere within him, somewhere forgotten and unbidden, came a laugh. The stranger laughed, more of a choked sound really, but as close as he ever came to a laugh. The choke-laugh came again.

"You okay there, stranger?" asked Three-Fingered Bill. "You want some water or somethin'?"

"Naw. I'm okay. It's the damn duck." Snip-snip, snip-snip went the scissors. The stranger was thoughtful, silent. He hadn't laughed in... how long? How many years? He wasn't surprised that he couldn't remember. Flat Evil, as the stranger was known, was not a man given to laughing...

Brest to North Atlantic: Looking for the fabled North Atlantic Dot? Hey, that was just a myth told by parents to warn their children away from doing anything which would make them turn into Woody. Sigh... but that's before your time. Anyway, please take your fleet home, or at least away.

A War to English Wolfpack: I was, uh, just keeping it warm for you... forward to the fray against the Infidel!

Valencia to Concord: This shall be the Seventh Crusade, the so-called Infant's Crusade, so-called for our beloved Sally Ann Marie, for her honor and glory!

F Rom to A Tri: That's what's known as sucking up to the GM. Learn to do it well, early, and often.

GM to Valencia: Thou Shalt Not name wars after Mine Daughter! Just because she's the Heiress, does that mean you can confuse her with a certain aristocratic French Marie??

Deputy Duck squinted into the wind. The low clouds along the horizon looked like a black bar laid across the desert flats. The sun was descending into the clear sky at his rear. The shadow of the feed store had long since crossed the street and started climbing the barbershop wall. He could hear sounds of laughter coming from the barber shop. He wondered what they had to laugh at, over there, across the street, indoors, safe from the storm? It wasn't as if they were stuck up on a lightning rod, far above the street. It wasn't as if they were faced into the coming storm.

"Wauggh!" Deputy Duck screamed as the first wall of jagged lightning lit up the entire horizon. This was going to be quite a storm.

[[Plateau press continues on page 9]]

PLATEAU / SUPPLY CENTERS held as of Winter 1906

Austria	vic	tri	bud	ser	rum	BUL	5/5	+1 or not (plays short)
England	lvp	lon	edi	nwy	stp	swe	den	kie	ber	HOL	WAR	MOS	.	9/12	may build three
France	par	mar	bre	por	spa	bel	mun	hol	tun	nap	ven	war	ROM	12/11	-1 or even
Italy		rom	TRI	1/1	even
Russia		mos	1/0	out
Turkey		con	ank	smv	bul	sev	gre	6/5	-1 or even

SILVERRUN/Snowball Fighting ASF31

Turn Seven: Little Progress

WARRIOR	Player	loc	segment 1	segment 2	segment 3	new loc	vp	hp	sb-di	
Atog	Wang	S9	BB at DM (75,28) & IS (75,99)	collect Di	Di at DM* (60,43)	S9	12	5	0-0	
Dirty ol' Man	Baker	S11	nmr	nmr	nmr	S11	10	3	1-0	
Fearless Reaper	Narhi	kit	scrape rust off scythe	sharpen blade	-V8-W9-V10	W9	9	10	2-0	
Glacial Gladiator	Brown	kit	milk & cookies / hot chocolate & graham crackers		-V8-T8-S9	T8	11	10	2-0	
Guess Who?	McKinnon	kit	Kiss tv screen		V8-U7-V6-U5	RR at PF (80,47)	U5	8	9	1-0
Haggis Hound	Andruschak	H6	collect 2 Sb		RR at RD (95,17)	RR at RD (95,82)	H6	9	8	0-0
Ice Sickle	Hurst	V10	collect 2 Sb		RR at PF (65,73)	RR at PF (55,07)	V10	12	4	1-0
Puff&Fresh Snowboy	Schultz	U1	-T2-S3, collect Sb	collect 2 Sb	RR at GW* (95,62)	S3	17	6	2-0	
Rude 'Dolf	Gardner	L10	collect 2 Sb	collect 2 Sb	collect Di	L10	6	3	7-1	
El Zorro de Plata	Kohman	R12	run indoors	sleep	sleep	kit	9	10	2-0	

Weather roll = 92. * marks conditional orders. Remember, we're playing to 20 vp. ZP gets out of the kitchen on Segment 2 next time.

Deadline for Turn Eight is October 27.

Segment One: Dirty ol' Man is stunned for a turn. Fearless Reaper and Glacial Gladiator sit indoors twiddling their thumbs until the last Segment; El Zorro joins them. Guess Who? prepares to step outside. Atog nails Dirty but misses Ice Sickle.

Segment Two: GW runs out and west, while Puff & Fresh Snowboy, Atog and Rude 'Dolf continue to collect snow. Each is a target—'Dolf gets nailed by Haggis Hound, while Puff manages to evade Ice Sickle's shot.

Segment Three: Guess Who? and Ice Sickle each nick Puffy for a point, but he's still pretty hale and also close to winning, as he scores off of the nearby GW. Haggis hits Rudy, who has a massive armory behind his fort. 'Tog scores big on DoM!

Says one player: "I note that Rude 'Dolf NMRed this turn, and I seem to remember that two NMRs removed the player from the game?" SnowMaster: My fault, I missed the fact that that was his second NMR. But since he's back this turn we'll ignore the whole thing and let him get whalloped with the rest of you. And since I'm giving him an extra chance, that sets a precedent for this game.

Puff & Fresh to Janeway: Change your hairstyle and quit your whining. You're supposed to be the strong-woman-of-the-future type. Whining hurts your image.

Fearless boasts: I'm the best there ever was. Remember, losing isn't painful. But losing to me is!

GG to PF: Come into the yard and play! Come on, let's be friends.

Sick-O to Powder Puff: Can't hide no more, guy!

Puff & Fresh to GG: Hiding? Hiiiiiding? I don do no stinkin hiiiiiding! My back's against the wall. Nothing but hexless space behind me. Where I'm gonna hide?

GG to Yard: If we won't all go to attack Snowboy perhaps we can all run away from him so we won't be in range.

Fearless declaims: I think the reason why PF is doing so well is because he blends in with the snow. Course being 200' tall would seem to negate that advantage. I say we cross the beams.

Puffy to SM: Oh, contraire, amigo. We can *always* use another hero.

Puff & Fresh to Fearless: I look at it the other way. From my end you are ALL afraid to come into my corner. But, that's okey, I don't blame you. If I were trembling as much as you I'd be scared to walk across the ice, too.

FR: I predict doom for the snowboy. I envision a massive onslaught of slush.

[[Plateau press]]

France to Turkey: So, what'd you decide? Is it peace with honor, or a fight to the finish? Russia to A/T: Was it all you hoped for? I realize there were two sultans, but did that mean blindly following a hopeless cause? I'm not bitter but I am a bit disappointed in the lack of flexibility in this game.

Russia to England: Good luck.

Aboard the *Not Word One*. Captain Wel Kram was concerned for his ship and crew. After evading the deadly Cursor-class attack craft, the *Not Word One* had limped toward home. Since that time, he hadn't monitored a single word written about him or his storyline. Kram knew well the problems on the Sea of Press, if you weren't getting ink, you didn't exist. He pondered his next move as the *Not Word One* moved slowly, silently and with deadly grace, through the convoluted waters of the Sea of Press.

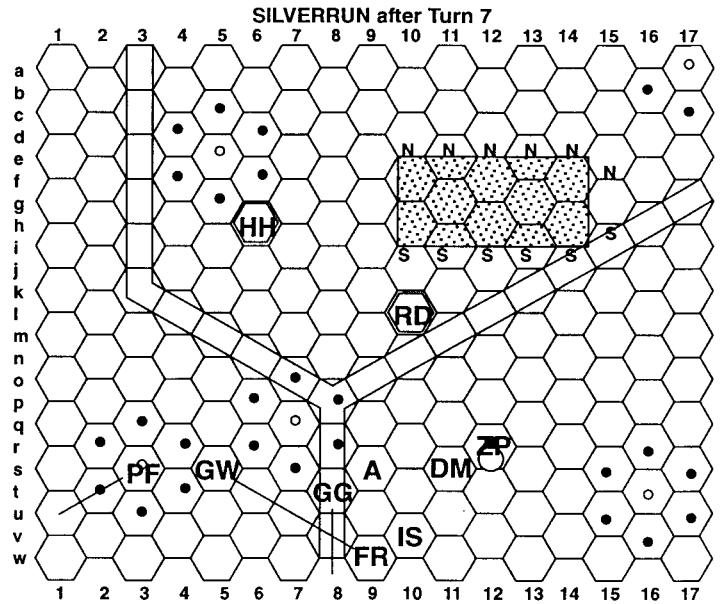
Austria to Italy: Well, if that is the way you are going to be, I'm keeping the house. You can have that mangy dog.

France to Italy and Austria: Oooh! Oooh! Can I guess which finger got flashed?

The stagecoach careened down the dirt street and came to a stop outside the Oriental Saloon. The horses were lathered from their unaccustomed run. Their driver had wanted to beat the storm to the town and had used his whip. The storm was still a few miles away, so the race had been won. The driver, Old Pete, tumbled down to the ground and opened the stage coach door. He gave what might have passed for a bow as the only occupant of the coach descended. It was Deadwood Daf, the most desirable woman in the west.

"Send my bags to the hotel, driver." Her dulcet voice sent shivers up Old Pete's spine. "I'll be stopping here at the Oriental for a bit."

Every eye in town was riveted on her as she sashayed up the stairs. She was met on



the porch by the stranger, freshly groomed and bathed, but looking no less dangerous for his clean clothes. It was clear they knew each other as he escorted her into the Oriental Saloon.

Deputy Duck watched the scene from his vantage point atop the feed store lightning rod. There were strange doings here in town. He had a lot of questions he needed to have answered. It was his job to keep the peace, and it looked as if his job had just gotten very complicated.

Deadwood Daf always spelled trouble. The stranger was trouble on the hoof. And, unless he was mistaken, he was about to be fried by lightning.

The storm hit the town with all its force. Except for one long thin high pitched scream all anyone could hear was the rolling sound of repeated thunder.

Aboard the typesetter *Strikeout*: Captain Pad Jackson was concerned for his ship and crew. Reports had come back of the failure of the Cursor-class *Macintosh* to eliminate the menace that lurked beneath these seas, and now the *Mac* had been ordered to home port with her captain in disgrace. This left Jackson's crew of fifty alone to patrol the murky ocean with only his two-fingered guns and their wits; "couldn't even be bothered to retrofit us with a wordprocessor," he thought with disgust. "Same brass that's going to take down Smith for his failure on *Mac* is going to have me on their desks because they left me underequipped—unless Kram takes a bitmap out of me first."

Jackson looked back in from the flying bridge, through the green glass at his equally green crew. Other than his pilot, none of them had seen action, let alone against the firepower of a subtext. They'll learn on this cruise, he thought as he stepped back inside, they'll learn to rewrite Kram's script or he'll edit them right to the bottom of the dead pool.

Don to Jeff: In an earlier letter this game, you mentioned it was your final intent to outlast Germany, the rabid cur-dog that viciously attacked you while your back was turned. You succeeded on that score—I hope it's some consolation for the way the rest of your game went.

Russia to France: I said all along it was yours for the taking, but will you take it? Thanks for all your kind words, just wish there had been some units with them.

Paris to Tsar-in-Exile: Hopefully my last letter said it all. I believe the technical term for the situation you found yourself in from gamestart is "star-crossed". I've seen very few Russians ever recover from a combined A/T/G assault in 1901-02. You deserved better. And, now, the Guns of August will grow silent.

[[Plateau press concludes on page 13.]]

[[letters column concludes from page 6]]

wards. No curtains or concertina/sliders here. One landlady apologized for her curtain and said it would be replaced before I moved in. Yes, water seems to run down the hole the other way here. Taps also seem to turn backwards, and single mixers are more common than separate taps for hot and cold. Plugs are built-in jobs, raised or lowered by a knob behind the sink tap (called a faucet, because you often have to). Electric light switches are up for on and down for off, which is more logic for gravity. This must be related to the fact that NZ is upside down compared to America. Considering this, it is therefore the same. Plugs do not have off/on switches, so plugs with a switch are a light switch and a socket. This takes getting used to.

Toasters go down automatically when bread is inserted. This is one of the wonders of American labour-saving university research. I have been told it was developed as a result of RSI suits filed by toast addicts. Weetbix are unknown. They have grated wheat, which is hollow inside, and all the sugar-frosted chocolate honey bombs you could want. Produce is large and goodlooking. In fact the NZ apples are so plastic-looking, they were unrecognisable to those the NZAPMB decided in its wisdom to leave to kiwis to eat.

Prices are good, but hidden taxes pervade everything. You never know whether there is a tax or they are pulling a fast one. I definitely prefer the inclusive GST laws we have, where you pay what the price sticker says, not some inflated figure the sales girl assures you is kosher. I've been stung too many times overseas by this to accept it. In the land of lawsuits, this is a strange anomaly. Ads on the radio, unusually humorous and offering freebies and prizes, are followed by one of those soft American voiceovers like in the toy ads: "batteries not included, all figures sold separately, may appear more useful than in reality." But even car ads have "Individual dealer prices may differ significantly." That's a rider if ever I heard one. In newspapers, the fine print here is usually several paragraphs long!

Buses are few and far between, although improving. Transfers allow one to change buses cheaply to reach any city destination. Once on a bus, you pay 25¢ or so to swap to another to get to your destination. I have never used this in Auckland, and never heard of anyone doing it. Comments? The city is BIG though. Huge. Massive. I locate houses on my map, cycle there, two grid squares away, and it takes 40 minutes. Streets are long, and gridded on the flat. The grid is wobbly on the hills, but intact.

Numbering seems to START on 10000!!! Each block starts a new hundred, so 10000, 10004, 10008 to 10096 is down one side of the block, after the cross-street comes 10100. This is even if the last block only got to 10046 or something. So buildings are referred to by block, not number. "I'm on Ashby, 3 south of Wilshire, 3 west of Huntington, 3082.5". Yes, they even have halves in house numbers. But in this area big apartment complexes are common, so an apartment number is suffixed to the street, not the number. NZ has 3/1015 Wilshire, or 1015A Wilshire. Here they have 1015 Wilshire, #139. House numbers are painted in black on the kerbs on a white background which is useful, and generally the numbers are on street signs at intersections.

The big problem is that streets are VERY long, going from 1000 to 20000 say, several hundred blocks but not continuously. This may be a later addition, not initial planning, but sometimes a streets stops in a park, railline (uncrossed), shopping mall/centre (mall being large building, not non-vehicular street). But on the other side of said edifice, it carries on. Rail lines crisscross the city, but are ripped up, leaving dry dusty corridors with weeds and litter, the rails intact across the roads but often gone elsewhere. Apparently a large commuter net existed in the '30s, and was well-used, but was bought up and ripped up by a car company because it was competition. Ah America, land of the free... which explains the city's plight today. I have been told not to drink the water here. People say it is not diseased, but the chlorine is just as much a problem to many, so they buy bottled water. Must be the mid-day sun...

[[I simply can't wait for the response from American readers to Brendan's observations. I won't enumerate all the leaps he's made (plumbing is not nearly so conformist as he assumes!) but one thing really strikes me: you would think a geography major would learn to read the mileage key on a map before departing!]]

Jason Bergmann

Well, I finally moved back to Texas. I had a good time while in the Bay Area and would like to thank all of the locals—Chuff, Mark, Clark, Rich and your family—for making me feel a part of the group. I had been an imposition at times—definitely a mooch for car rides—and I am grateful for everyone's patience.

I returned in time for the Cowboys' season opener. Although Texas Stadium's name has not been bought (like "3Com Park"—ptuil), everything else has. *Everyone* in the park was wearing the Nike "swoosh": all of the stadium employees were, the swoosh was painted over all of the doors, the retractable speaker...

I found it unfortunate, yet were I in Jerry Jones' shoes, I would probably do the same thing for the money they paid—I'm not sure though.

Give my best to Cathy and Sally.

[[Will do. I'd also take the money—I just don't think the name of a stadium, or the commercial ads inside, are all that important. I'd resist some things—logos on uniforms, for instance, and I think ads behind home plate are ugly and distracting—but I say if there's even a chance that the average joe's ticket price can be reduced by Nike trying to sell him shoes once he's inside, DO IT!]]



printed on
recycled paper

TRALFAMADORE / 1994Xxm22, Youngstown XV

I printed (and adjudicated) the wrong set of Transvaal orders last turn. The following orders were affected:

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

(The following Transvaal orders remain the same: a dar es salaam—uganda, a tanganyika—dar es salaam)

No other countries' moves are affected.

Additional Rules Note: Rich Irving writes, "I noticed you did not allow my designation of French Nigeria as a build center because I did not yet have 5 centers. But I DID have 5 up until that fall turn. I know I had 2 years after reaching 5 centers to make the declaration, but what happens lose a center in the mean time? Will I get 2 more years when (more likely—if) I get a fifth center?" After consideration, it makes more sense to allow you to make the build-center declaration, even though you've dropped below the 'threshold'.

Summer 1904

(Sorry, no map for a retreat-only season. Dig out last turn's and pencil these in!)

Australia Z (Doug Brown): retreats f east indian—jakarta & f mid-pacific—fiji; has f arafura sea, f jakarta, f coral sea, f fiji, f south cape, a south australia.

Austria A (Steven McKinnon): a basoko, a ubangi, a silesia, a tyrolia, a venice, a serbia, a budapest.

Brazil B (Charles Goetz): f gulf of guinea, f cape verde, f puerto rico, f azores, a Recife, a sao paolo.

Canada C (Jamie McQuinn): a nebraska, a alaska, f grand banks, f montreal/nc, f north atlantic, f norwegian sea, f iceland.

Chile L (John Bryden): f south pacific, f antofagasta, f south atlantic, a peru, a colombia.

Egypt Y (Daniel Wartko): f tripolitania, f cairo, f red sea, a anglo-egyptian sudan, a adis ababa, a wabi.

England E (Matthew Lahtinen): retreats f north atlantic—liverpool; has f liverpool, f mid atlantic, f irish sea, f edinburgh, f clyde, f london, f johore, f cambodia, a cunene.

Ethiopia P (Michael Quist): a mogadiscio—somalia; has a somalia, a kenya, a junglei.

France F (J.R. Baker): f abidjan, a gold coast, f saigon, a marseilles, a gascony, f spain/sc. Germany G (Ward Narhi): retreats a basoko—equatorial africa; has a uganda, a equatorial africa, a burgundy, a munich, f belgium, f holland, a kiel.

India H (David Schlosser): f east indian, f madras, a burma, a hankow, a laos, a annam, f mogadiscio, f somali sea.

Italy I (Doug Kent—note COA in Cast List): retreats a marseilles—piedmont; has f ionian, f western med, f casablanca, f algiers, a tunis, f tyrrhenian, a piedmont.

Japan J (Jim Bailey): f northwest pacific, f hawaii, f micronesia, f philippines sea, f philippines, f south china, f canton.

Mexico M (Vince Springer): retreats f hawaii—northeast pacific; has f mid pacific, f yucatan/wc, f baja california, f northeast pacific, f gulf of mexico, f sargasso sea, f caribbean, a norfolk, a panama, a los angeles.

Morocco O (Rich Irving): f gulf of lyon, f marrakech, a mauritania, a senegal.

Netherlands East Indies N (Jim Grose): f andaman sea, f timor sea, a borneo, f malay sea, f brunei, a new guinea.

Russia R (Alex Simmons): a galicia, f barents, f norway, a sweden, f skaggerak, a turkestan, a irkutsk h, a warsaw, f black sea, a rumania, a ukraine, a sinkiang, a peking, f yellow sea.

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

Turkey T (Matt Hepple): a iran, a asir, a yemen, f adriatic, a greece, a bulgaria, f aegean, f smyrna, a armenia.

No standby will be called for Ethiopia.

Deadline for Fall 1904 is October 27.

Morocco to GM: Are those little fleets 1/2 strength of full-size fleets? And why do I have to face BIG Italian fleets?

In the Studio Head's office of Weiner Brother's:

WEINER 1: Let's see you spent \$87 million of our money to make *Casablanca III-Return of the Jiddah!*?

DIRECTOR: Yes, sir?

WEINER 2: And the that movie made \$38.57 in domestic release!?!?

DIRECTOR: It performed somewhat below expectations. But it'll make it all back in foreign distribution and video! I promise!

WEINER 1: And now you want us to spend \$173 Million to make *Casablanca IV-This Time It's For the Money!*?!?!?

DIRECTOR: Yes

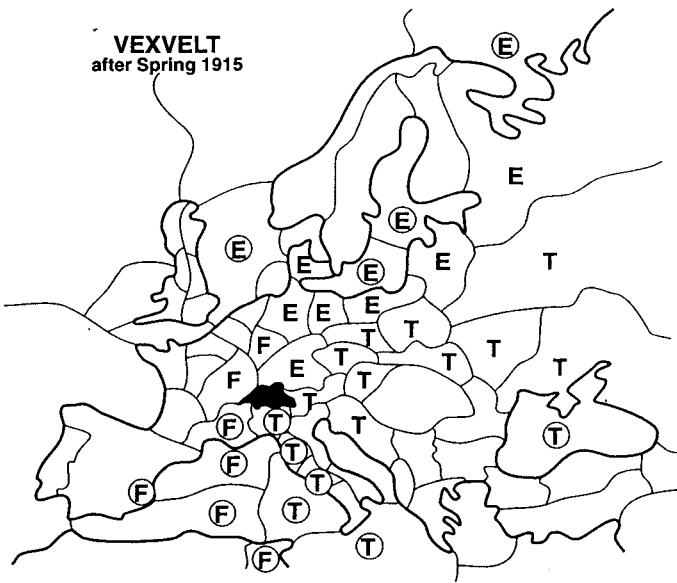
WEINER 2: WHY SHOULD WE DO THAT !?!?!?!?!?

DIRECTOR: Well, you both can star in it? There are good parts for you.

WEINERS: (together) Hey, that's more LIKE it.

[[Tralfamadore press continues at the bottom of page 11.]]

VEXVELT
after Spring 1915



VEXVELT / 1992R

EFT draw: EF yes, T no. NVR = yes.
England proposes E/F draw and EFT draw.

Two turns due next deadline.

Fall 1914: Prep School

- England (John Schultz): a nwy-stp (a lvn s [f bot s lvn]), f nts h, a ber-sil (a mun s, a pru s), a kie s mun, a den s a kie, f bal s pru, f stp/nc-bar.
- 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 boh & a gal s sil, a ukr s war, f tus s pic, a sev s mos, f ion & f rom s tyn; a tyo, a vie, a war, a sil, a mos, f tyn, f pie, a tri all dream of Janeway; f bla dreams of Torres.

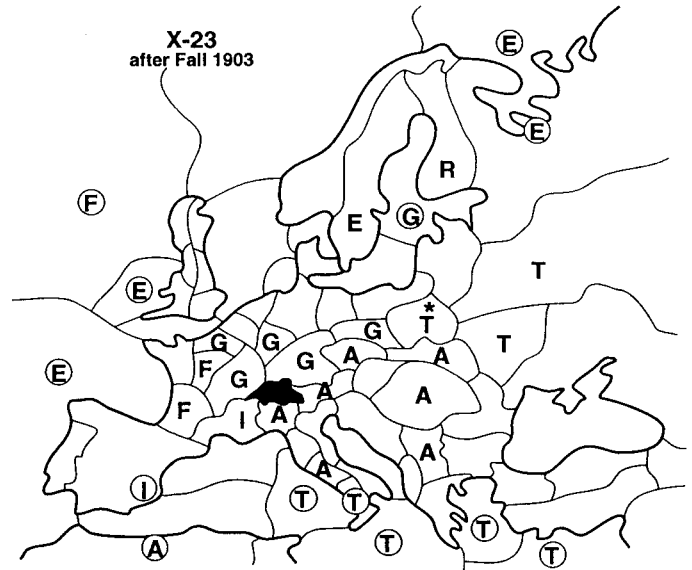
Deadline for Spring AND FALL 1915 is October 27.

- Tom to GM: You know the schedule! I know the schedule! The point is that Turkey doesn't know the schedule!
- GM to Turkey: We're scheduled for closure after Winter 1916. Now you know.
- Frog to Turkey: Have you hung your last dog yet?
- GM to Frog: I would love to have that explained!
- X to GM: I think that would be somewhere in N. Korea. If I'm not mistaken, I saw the address of the correspondence school on the back of a pack of matches at a kennel somewhere.
- GM to X: Sorry, you (accidentally or not) labelled your press "Turkey" but you can't use a country name in my zine unless you're playing that country.

[[Tralfamadore press continues]]

- Morocco to Brazil: I didn't mean to ignore your e-mail. I just wasn't getting 'em. When an address I had was FINALLY deleted, the old mail was forwarded, and there it was! Sorry about that.
- India to Brazil: What can I say? My mom complains about the lack of communication too.
- NEI to India: You're not the only one who never receives private notes from Japan.
- Sultan Heppe to all: If you tried to email me and I didn't respond it's because my email is out of service. If you are good with computers and need a job contact the Montgomery County Intermediate Unit in Norristown, Pa. Please. I want my email back!
- England to Canada: Is it just me, or does that guy in Egypt fail to realize what we are fighting over is close to home?
- NEI to Mexico: Will your "fruitful relationship" with Australia consist of stomping all over him to make wine?
- India to Egypt: I'm not much into whines. Give me a good, full-bodied gripe any time.
- Germany to Austria: Chem Eng?! Oh, my, Gawd! The only thing worse than an EE (after all, can't spell GEEK without a double e) is a chem eng. Get a clue! :)
- Transvaal to Austria: You agreed to support me then failed to do so. Then you failed to write me. Did you learn anything from the German or is this just how the Kaisers do business?
- Australia to Netherlands: You're new to this game so I'll let you in on a secret: "Logic rarely comes into play."
- English response to NEI: Your utter failure to grasp the situation in SE Asia must be due to the cheap Japanese opium they have been sending you. Could I interest you in some fine English gin?

X-23
after Fall 1903



X-23 / 1994IC

Autumn Retreat: Russian a mos-war.
Winter 1903: Austria builds a vie, a bud; France disbands a pic, f bre; Germany builds a ber; Italy disbands f lyo; Russia disbands f stp/sc; Turkey builds f con, f smy.

Spring 1904: Ends Around

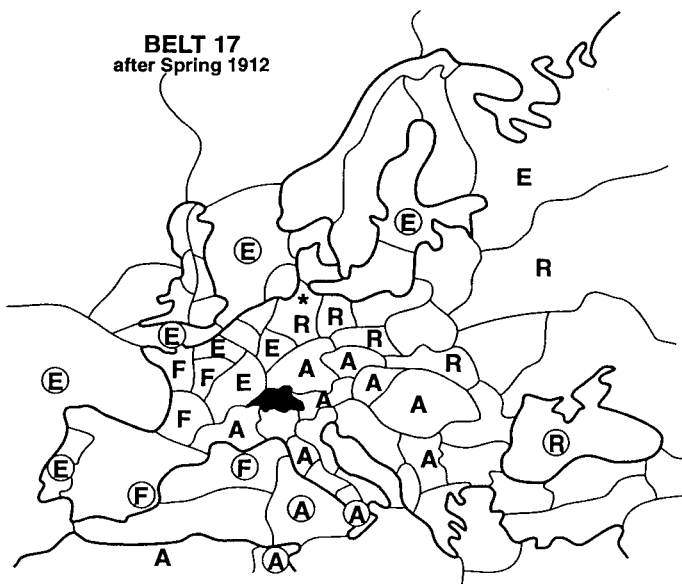
- Austria (Vince Springer): a vie-boh (a tyo s), a bud-gal, a pic-mar, a rom h, a gal-war, f tun-naf, a ser h.
- England (Ward Nathi): f nwy-stp/nc (f bar s), a swe-fin, f eng-mid (f iri s).
- France (Phil Reynolds): f mid-nat, a par-bre, a gas-bre.
- Germany (Jim Bailey): a ber-sil, a bel-pic (a bur s), a ruh-mun, f bal-bot, a mun-boh.
- Italy (Jim Robertson): f por-spa/sc (a mar s).
- Russia (Stan Johnson): a war /dislodged/, a fin unordered.
- Turkey (Doug Brown): a ukr-war (a mos s), a rum-ukr, f ion-tyn (f nap s), f aeg-ion, f con-aeg, f smy-eas.

Summer Retreat: Russian a war.

Deadline for Fall 1904 is October 27.

- Englander to Italy: Thanks for the note of acknowledgement.
- Englander to Turk: Stp for me, mos, sev, and war for you? Then you can proceed with your inevitable stab of Austria. Hey, I'll write. I promise.
- Turkey to England: Interesting that in one press you tell AH how he's "giving" the game to me but a bit later seem desperate to stop AH/T. Wait, I thought he already gave me the game!
- GM to Austria (in best schoolmarm voice): Now, then, young man, did you bring enough for *everybody*? Hmmm??

- GM to self: *Japanese* opium? For gin? Neat (cough hack) trick!
- England to GM: Hey, he is the one who offered up the party.
- NEI to England, France: If you lose anything in Europe, why not remove Asian fleets to compensate? You'll only prolong their inevitable demise otherwise.
- GKaiser to Thames man: Enemies around the German heartland? Time to wagon the circles. Me? No, I'm not mad, just irritated.
- India to Germany: The way things are going, you certainly won't be a colonial power for long.
- NEI to Kaiser: If you're not a colonial power, whose black armies are those in Africa?
- Germany to Egypt: I didn't realize we had much to talk about. Good job against the Ethiopian but it was a tad too late to help me and the Italian. I'll keep heading north.
- NEI to Japanese Foreign Minister: Are you so self-confident that you see no need to communicate with anyone by any means other than press?
- Germany to Canada/Russia: England is a tough nut to crack but we are forming up one gigantic set of pliers. Russia, I formally welcome you to the North Sea!
- Australia to Japan: I agree. NEI should be your next target. I've always wanted to be your toady.
- NEI to Australia: Stop kissing up to Japan. It's beneath even you.
- GM to NEI: The only thing being Australia is the Antarctic! (There, I'm the first to say it.)
- Australia to England: NEI says I'm your toady? Well, ok, but first we should meet. Let's say Borneo next year!
- NEI to GM: Thanks, but I don't have f pal.
- GM to NEI: Thanks yourself—I keep managing to mangle maps involving you, don't I?



BELT 17 / 1993F

AER draw: AE yes, F no.
 Austria proposes AER draw and AEFR draw.
 Autumn Retreat: French f mid off the board.
 Winter 1911: Russia builds a war, f sev.

Spring 1912: Second Frontal Nudity

Austria (Rich Irving): a mun s russian a ber-kie (a tyo s, a boh s [a vie s boh]), a tun-naf, a pie-mar, a tus h, f ion-tun (f tyn s [f nap s tyn]), a bud & a ser are working on a new Bosnia wargame due out next year /fails!/.
 England (Les Casey): a bel-bur (a pic s), a stp h (f bot s), f kie h /dislodged/, a hol-ruh, f nts h, f mid-por, f nat-mid (f eng s).
 France (Randy Havens): f wes-spa/sc (f lyo s), a bre h (a par s, a gas s).
 Russia (Nathan Trent): a war-gal, f sev-bla, a ber-kie, a sil h, a mos h, a pru-ber.

Deadline for Fall 1912 is October 27.

Stab Wimp? to England: If I thought a stab would get me a win, maybe. If I thought a stab would get YOU a win, DEFINITELY NOT!
 England to France: What bribe would it take for you to vote "yes"?
 Austria to France: If you're holding out for a piece of a draw, here's your chance. But no guarantee it passes, though.
 Randy to Rich: If you don't have 18 centers by Fall 1914 I feel you should burn your Dip game and any printed materials on Dip. Then find yourself another hobby. You're prolonging the game and it's costing me money.
 Pete to Randy: Hey! He'd have to burn his *Perelandras*! But just so you know, I never allow players' subscription situations to interfere with their games. If you'd rather not be subscribing, I can send back your \$5 balance and just send you game reports each turn.
 Archduke to Czar (I spelled the "Dry" way this time!): I tried the E-mail address listed in Pere. I got back NOTHING, not even an automatic message telling me that the message wasn't received. So somebody (maybe not you if I had the wrong address) got it and ignored it. Or it's lost forever in the wilds of Cyberspace. (As has sometimes happened.) Hmmm!

OMEGA / 1994D

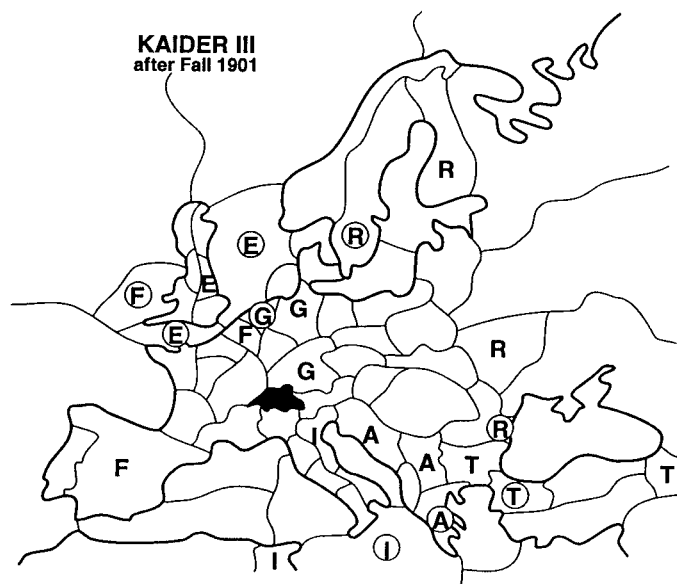
Spring 1905: Spiral Arms

Austria (Michael Gonsalves): a tri-ser, a vie-gal (a boh s, a bud s), f con-bul/sc /dislodged/.
 England (Bob Acheson): a pic-par, f bre-mid (f iri s), f mid-por.
 France (Jack Garrett): a par-gas (a mar s), f lvp-iri, f spa/sc-mid.
 Germany (Andy York): a ber-sil (a mun s [a kie s mun]), a gas-par (a bur s), f bel h.
 Italy (Stan Johnson): a tyo-ven, a pie h, f gre s austrian f con-bul, f tun-wes, f nap-ion.
 Russia (Doug Kent): a sev-arm, f bla-con (a bul s), f rum s bul (a gal s /dislodged/), a ukr s gal, f swe h.
 Turkey (Eben Kurtzman): f eas-smy, f aeg-con.

Summer Retreats: Austrian f con; Russian a gal.

Deadline for Fall 1905 is October 27.

Italy to World: I welcome communications and proposals from all nations.



KAIDER III / 1995HF Diplomacy

Fall 1901: Incredible Universe

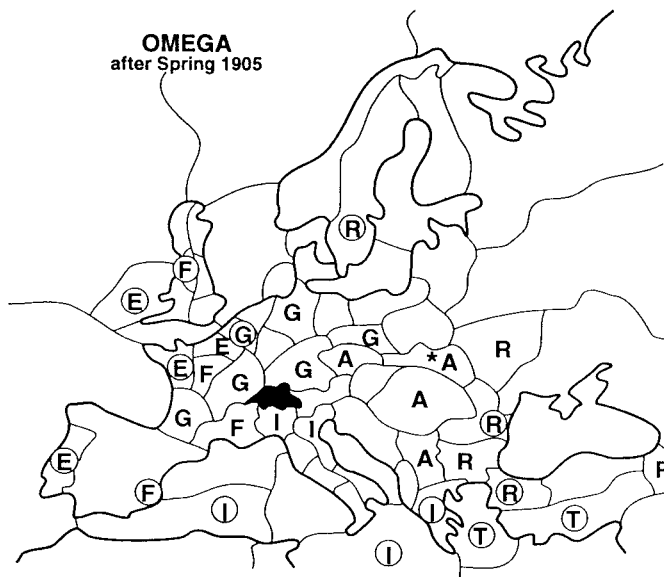
Austria (Kevin Wilson): a tri h, f alb-gre (a ser s).
 England (Paul Gardner): f eng s french a bur-bel, f nts-den, a yor h.
 France (Gerry Paulson): a bur-bel, a mar-spa, f mid-iri.
 Germany (Greg Ellis): a mun h, f hol s french a bur-bel, a kie-den.
 Italy (Robert Greene): a ven h, a apu-tun (f ion c).
 Russia (Tim Goodwin): f bot-swe, a stp-fin, f bla-rum (a ukr s).
 Turkey (Nelson Heintzman): a bul h, a arm-ank, f con-ank.

Deadline for Winter 1901 is October 27.

Italy to GM: I understand why you use abbreviations. Else the magazine would be twice as long and you would have to charge us twice as much. I do not see a good reason for me to abbreviate my orders.
 GM to Italy: Good thinking! I've gotten lazy in my own play, and been burned—once when a human GM didn't accept an implied order (that is, F Eng C A Lon-Bel didn't also include A Lon-Bel!), and several times on the Internet because the automatic Judges don't recognize abbreviations like "tyo" or "bot"!

KAIDER III / SUPPLY CENTERS held as of Winter 1901

Austria	vie	tri	bud	SER	GRE	.	3/5	may build two
England	lvp	lon	edi	.	.	.	3/3	even
France	par	mar	bre	BEL	SPA	.	3/5	may build two
Germany	mun	kie	ber	HOL	.	.	3/4	may build one
Italy	nap	ven	rom	TUN	.	.	3/4	may build one
Russia	stp	mos	war	sev	SWE	RUM	4/6	may build two
Turkey	con	ank	smv	BUL	.	.	3/4	may build one



LITERARY QUIZ

From Last Time

LD910: In 1935, Edmund Wilson wrote to John Dos Passos, saying another's relationship is "the most complete example of human symbiosis I have ever seen." Of what pair was he speaking? Gertrude Stein and Alice B. Toklas, who had taken up residence together in 1910 and stayed together until Stein's death in 1947 (July 27; when she uttered her last words, "What is the answer?" and Toklas didn't respond, Stein finished with "In that case, what is the question?").

Doug Brown saw 'complete example of human symbiosis' and thought 'Liz Taylor and Richard Burton'—sorry, Doug, not in 1935 they weren't. Jack Garrett guessed F. Scott and Zelda Fitzgerald—nice try!

WHC62: Whitney Balliett reviewed a novel for the *New Yorker* in 1961, saying, "[The author] wallows in his own laughter and finally drowns in it. What remains is a debris of sour jokes, stage anger, dirty words, synthetic looniness, and the sort of antic behavior that children fall into when they know they are losing our attention." Who was the author and what was this childish book? *Catch-22* by Joseph Heller.

Doug suggested Richard Nixon, who hadn't written a book yet in 1961 (though his post-presidential works have many of these traits!). Alex Simmons came up with the right answer: "I think the bad review is for *Catch-22*. I know that it got some (now famous) bad reviews, and I can't find my copy to see if it was published in 1961, though that sounds plausible. I've never heard of the reviewer, so this is probably just a shot in the dark, but heck, it's closer than I can come on most of these." Jack's answer was J.D. Salinger's *Catcher in the Rye*.

BW1: Who insisted "that the world should be made safe for democracy, ie anyone except pillion-riders, pedestrians, foreigners, natives, capitalists, communists, Jews, riffers, R.A.F.S., gun-men, policemen, peasants, pheasants, Chinese, etc. ..."

Answer: "the only memorable American statesmen, President Wilson and Col. White House, during the Peace to end all Peace, from "1066 and all that: a memorable history of England, comprising all the parts you can remember, including 103 good things, 5 bad kings and 2 genuine dates" by Sellar and Yeatman, first pub'd 1930, now a classic history/humorous work.

A couple of you offered no-chance answers just to get Brendan in your debt: Bob Dylan (from Doug), Andy Warhol (from Jack) and Archie Bunker (from Alex). Okay, we'll give Brendan his two issues for 'stumping the crowd' but in the future the answers better be more serious attempts!

For Next Issue

59C: This 11th-century Oriental court figure wrote what is often regarded as the world's first novel. Who was she and what is the title of her work (for a free issue)?

155B: Declaring he wished to be a "writer like my great granddaddy," this Nobel Prize winner described his ancestors in several novels of southern life featuring the Sartoris and Snopes families. Name both the famous novelist and his "granddaddy" for one issue, then give the title of the older one's most famous work for another issue.

Robert Greene's Bridge Puzzle

Last month's puzzle: [[whole hand shown this time]]

WEST	NORTH	EAST	SOUTH
♠K853	♠7	♠JT94	♠AQ62
♥732	♥KT84	♥J965	♥AQ
♦QT72	♦AK4	♦65	♦J983
♣T6	♣AQ973	♣854	♣KJ2

You win the opening 3H, East contributing the 9. When you unblock the hearts West plays the 2. Their card is marked as smallest from three cards, fourth best, standard signals. On the run of the clubs, West follows twice and then pitches three small spades up the line. East follows three times and pitches two small diamonds. You pitch two small spades. Now you can set up your diamonds unless West has all four remaining diamonds. On the ace of diamonds East pitches a spade. Do you

A) Since West led a five-card heart suit, he cannot have a spade left. Take the marked spade finesse.

B) Duck a diamond to rectify the count.

C) Duck a heart to rectify the count.

D) Play king and another heart, endplaying West into a spade or diamond return.

Robert sent a solution, and in the future I'll print his unless somebody else's is truly witty or unusual; he did add "Since Pete got this one right, do I have to return to him my free issue?" [no!]. Per Westling and John Galt had it right and showed their work, and this time let's let another correct respondent speak—Tim Goodwin:

A) This option is out (well, at least not based on sound logic) since West has showed up with two clubs, four diamonds and at least three spades, he could not have started with five hearts; that would give him 14 cards.

There is a strong suggestion that West's original shape was 5242 since he led the heart three while also holding the deuce, but defenders don't always tell the truth, especially when defending a slam where misleading partner is unlikely to cost. In effect, West's spot lead should be somewhat random. I guess the better the player the more random.

B) If declarer ducks a diamond, West will return a diamond to dummy's king, leaving this position: North S:7 H:KT South S:AQ D:J

When declarer plays the heart king (the squeeze card) from dummy, it is declarer, not West, who is squeezed; declarer has to commit to holding or discarding a diamond before West. While squeezing is lots of fun, squeezing yourself is to be avoided at all costs. (My partner squeezed me last weekend—at least it was my wife!)

C) If declarer ducks a heart to East, a spade will come back. If declarer wins the ace there is no squeeze position because there is no longer any entry to the threats in the closed hand. So, declarer must decide whether or not to finesse the spade at this point.

If the heart is won by West, and he can get out with another heart, declarer has a complete count of the hand; West started with three spades, four hearts, four diamonds and two clubs, which leaves East with all of the outstanding spades. This makes the spade finesse an overwhelming favorite.

D) When declarer cashes the heart ace three things could occur 1) the jack drops, 2) West shows out, and 3) both follow with the jack still outstanding. (Remember, East cannot show out because West cannot have started with five hearts.)

1) This is easy, cash the ten and take the spade finesse for a possible overtrick.

2) If West pitched a spade he is down to three diamonds and one spade, East is down to three hearts and a spade. Cash the spade ace, the spade queen will be good. If West pitched a diamond he is down to two diamond and two spades. Cash the High diamond and throw West in with the last diamond, he will have to lead a spade giving declarer the last two tricks.

3) If both opponents follow suit, there are no guarantees. When West wins the last heart, he will have to give up the twelfth last trick in either spades or diamonds. But, when East wins the last heart, declarer is forced into the spade finesse which is a 3 to 1 favorite at this point.

An interesting note on the defense. If West started with S:Kxxx H:xxx D:QTxx, C:xx, he has defended exceptionally well. By pitching three spades, he made the finesse a strong favorite. While, if he had kept king and one spade declarer would know the position (as in D2 above) and be able to end-play West. I wouldn't be able to find the right defense, I wonder how many would.

I played a fun hand recently:

NORTH:		SOUTH:	
♠T2		♠AK764	
♥JT963		♥A	
♦AQT64		♦K3	
♣8		♣AKJT6	

The contract was 6N and the lead the King of hearts. Give it a try.

Puzzle for Next Issue

NORTH:		SOUTH:	
♠K2		♠A84	
♥A963		♥OJ5	
♦OJ96		♦AK42	
♣AQ6		♣KJ4	

(You can assume the opponents passed throughout when I do not include the bidding.)

Against your six diamond contract at IMPs, you win the queen of spades lead on the board, East following with the three. Then cash the queen and ace of diamonds on which West plays the five of diamonds and the nine of spades. What suit do you now play?

A) Ace of spades, ruff a spade

B) Hearts (which?)

C) Draw trumps

D) Strip the clubs

[[Plateau press concludes]]

Russia to Board: You may have the land, but the Stoly goes with me. Come back and I shall taunt you a second time. Thanks to those who wrote, thumbs down to those who didn't. GM to Russia: Thanks for leaving with class, playing out all your moves. Hope you stick around for **revenge** more action!

Valencia to Deputy Duck Press Author: We are not amused. We know who you are. We know where you live, and what you do. The appropriate authorities, the Continuity Police in this instance, have been notified. Our retained attorneys have been roused from their slumber by the smell of newly-minted cash and freshly-inked lines of credit. You have, as they say, been warned.

GM to Vacancia: As have, so they roll the eyes, we all.

DEEP SHIT NINE:

"Give me a status report, dammit! Somebody tell me what the hell is going on down there! Has the whole Ghod-damn reality field quaked?" The Boss was livid, rage washing over every protuberance of his significant girth.

"No way to know, Boss. MADAM's motherboard is overloaded. That should be impossible, but... oh shit!" Mazzer's strangled cry cut through the noise of the frenzied activity of the room. Mazzer eyes were as big as IHOP pancakes.

"Report, Mazzer!"

"Sir, I've been watching a disturbance on the reality grid on the vector board. Another one of these zine grids has been showing signs of going postal on us."

"And?" said the Boss.

"It just went, sir."

"Which one, Mazzer, dammit, which one?"

"Over there, Boss, the pulsing one. Locally known as *The Abyssinian Prince*. Sir, our problem just got bigger."

the end!

CALLBOARD

Game Openings

TRONDHEIM & HELLICONIA / Snowball Fighting (no gamefee): Andruschak (Haggis Hound), August (Excitable Boy), Brown, Galt (Spuds MacKenzie), Hurst (Huge Richard), Irving (Dr. Clayton Forrester), Kohman (Silver Toadie), DLangley (Capt. Dafway), McCrumb (Winter Warrlock), McKee (Sgt. Preston of the Yukon), Narhi, Schultz, Wang, Weseman (Frozen Chosin) signed up; still taking signups. These games will be played to 20 VP.

Will start in a month or two when I get a new map and new set of rules ready? I'm devising a map that would accommodate fifteen players (maybe on two or three teams) with new obstacles. Will everyone please give their preference, and in the meantime I'm still taking signups—we'll find room for you someplace!

COLU & KHUNDIA / Sopwith (free): WWI biplane pilots shoot each other down in a Snowball-Fighting-style skittles game. Heppe, Hurst, Schultz signed up—can take 6 per game, will open up to two games. Rules inside.

It's a Raid! (free): Another skittles game. This time you're a partygoer, trying to score beer, weed, and sex before the cops arrive. If there's interest, I'll publish the rules here.

(Tom Hurst wants to know whether I've ever thought of doing a Demolition-Derby-style game—Tom, I haven't created any of these! I mooch off other people's creativity!)

MAJIPOOR / Railway Rivals (\$3 gamefee): Brosius, Brown, Galt, Stimmel, Weiss and Wordelmann signed up and paid—this game is full. I need subscription from Bill. I still have not received my maps—when I do, I'll send Doug and Robert copies... anyone else need one?

EAGLESON / Blind Diplomacy 1901 (\$5 gamefee): Doug Brown, Hugh Magen, Ward Narhi, Eben Kurtzman, Berry Renken, Vince Springer currently signed up and paid; can take one more.

circulation of this issue: 99

Understudies! (the standby list)

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

The understudies are, for Diplomacy: Jeff August, J.R. Baker, Doug Brown, Jack Garrett, Jim Grose, Randy Havens, Tom Hurst, Stan Johnson, Doug Kent, Eben Kurtzman, Steve McKinnon, John McLaurin, Ward Narhi, Phil Reynolds, John Schultz, Nathan Trent, Mark Weseman, Andrew York.

For Diplomacy variant games (some for certain variants only): J.R. Baker, Doug Brown, Jim Grose, Randy Havens, Tom Hurst, Steve McKinnon, Nathan Trent, Mark Weseman, Andrew York (lr).

Calendar

Yeah, these are birthdays unless otherwise noted!

October: 4 Harry Andruschak, 28 Andy York

November: 5 Doug Brown

December: 1 Bruce McIntyre, 6 Brad Wilson

January: 8 Lance Anderson, 15 Rich Irving, 19 Pete

Gaughan, 25 Chuff Afferbach

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, 20 Sally Ann Marie Gaughan

July: 24 Tom Johnston

August: 15 Brent McKee & Tom Hurst, 16 Brendan Whyte, 29 Don Williams

September: 29 Jim Burgess

Picks and Pans

International and Convention Dip Stuff

Larry Peery is 'hosting' email round-table meetings to discuss World DipCon and a potential World Diplomacy Organization. The next meeting will be held from Saturday 0800 (San Diego, Calif., time), 28 October to Sunday 2000, 5 November. If you're interested in participating live, let Larry know *before* the event. If you'd like to submit a written message to be distributed to all the participants, mail it to LP at 6103 Malcolm Dr., San Diego, CA 92115, USA before 28 October.

Larry also compiled and mailed out this list of events (for more details on each write to Larry or to the address at the end of each item):

1995 DIPCON (Baltimore, Maryland)

Last August's event attracted some seventy Diplomacy players out of a total number of 1,500 or so participants. The winner of the Diplomacy Tournament has been variously reported to me as being a Canadian, a French-Canadian, and French. Nobody seems to know his full name at the moment. One thing all sources agree on is that he was not from the United States! The event has received generally good reviews. The DipCon Society meeting decided that the 1996 DipCon would be held in Columbus, Ohio, United States in conjunction with Origins, over the 4th-7th of July, 1996. The DipCon Administration Committee will consist of Bruce Reiff, as chair, and members Dan Mathias and Steve Cooley.

1995 WORLD DIPCON (Paris, France)

The French Diplomacy hobby has given Xavier Blanchot a deadline for producing a communique with full particulars on the status of this event, or face being removed as the person in charge. That deadline has passed and further developments can be expected at any moment.

In any case, the French Diplomacy hobby is committed to hosting a successful event, comparable to the 1993 EuroDipCon 1, with or without Blanchot's participation. The dates remain the end of November, first week-end of December. The probable venue is the same as for EDC 1.

If details are not announced sooner, participants in the next WDO/WDC Internet meeting will have a chance to question Rivasseau, who has agreed to participate. (Francois Rivasseau's address: rivass@orphee.polytechnique.fr)

1996 ORIGINS & DIPCON (Columbus, Ohio, USA)

Origins is one of America's oldest gaming events and brings game manufacturers and players together for a four day event. The 1995 event was held in Philadelphia, Pennsylvania, and attracted some 7,000 participants. Past combined Origins/DipCon events have a mixed track record, some good, some not so good. Origins will be providing a venue and host event for next year's DipCon, as well as some publicity. The rest will be up to the DipCon committee and hobby.

The civic convention center will be the venue and the adjacent Hyatt Hotel will be the headquarters. Room rates will be in the \$90 range, registration will be \$35-\$40. In general housing and food costs will be about 50% less

than they will be in Paris, even less if the dollar continues to fall. In addition I think foreigners will find they get more for their dollar in value than they do at home.

Preliminary plans include three rounds of regular Diplomacy (one per day) and a variant Diplomacy tournament. Rounds, other than Sunday, will be without predetermined time or game length limits. A special "pre-Fourth of July entertainment" is planned for the 3rd of July.

Both the City of Columbus and Origins have expressed an interest in having the 1996 World DipCon held in conjunction with DipCon. The DipCon administration committee is very interested in hosting WDC as part of DipCon. (Bruce Reiff <BDREIFF@aol.com> or Dan Mathias <UUME07A@prodigy.com>)

The 'sudden' change, moving Origins out of Philly, brought this email from the organizers:

FYI, the Philadelphia contracts were too expensive to continue staying there, not just for Origins management, but for the attendees, also. Room rates in 1996 would have been \$132!

Origins will be held in Columbus, OH for the next two years; July 4-7, 1996 and July 17-21, 1997. We are still looking for sites for 1998 and beyond, to be our permanent home. Cities include, but are not limited to, Baltimore, Philadelphia (with new contracts, or course <g>), and Columbus.

Hope this clears up the confusion.

AndonSAGE

sage@wizards.com

Zine Highlights

Paul Milewski's *Yellow Pajamas* is a great little zine. For only having four pages and three games, #6 also managed to include a to-the-point excerpt and comment from Paul on styles of play and victory conditions, plus a page-long write-up of some of the activities Paul and his wife have indulged in lately. Still has openings in regular and gunboat Diplomacy; 50¢/issue and no gamefees. Paul M., 4154 Allendale Drive #2, Cincinnati OH 45209.

In Andy York's *Rambling WAY* #58, John Breakwell provides another installment of his subzine "The Green Goblin Speaks". This time, it's a waste of space. John blathers on the subject of crime and punishment, waffling between what he claims is his abstract desire to have traffic violators shot on sight with rocket launchers, and his concrete distress when a neighbor is nicked for drunk driving. Hey, John, who are you to tell the cops that they can't use handcuffs or keep a drunk in a cell overnight? I'm a real liberal and I don't have a conscience bothering me about this. Agonizing over whether this jibes with "icky liberal thoughts about 'innocent until proven guilty'" and the like is pretty weak.

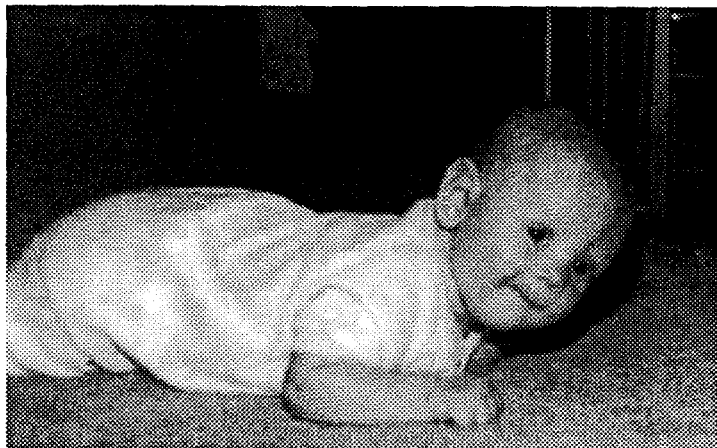
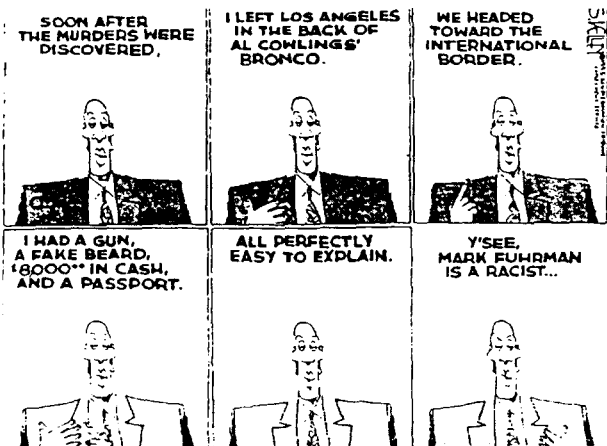
There are all kinds of problems at Avalon Hill. AH's parent company is in financial trouble (documented by the mainstream press and reported widely by gamers hearing rumors from employees and former employees), so the game company may be sold off and the conventional wisdom is that any buyer would strip the company of its board games, converting the profitable titles into computer games and then dumping the whole backlog.

The other major problem was a burglary last spring which was clearly industrial espionage—mailing lists and player ratings were the main thing missing. The AREA game-rating system was completely wiped out, and AH was going to give it up completely, but two gamers have stepped forward to reconstruct it. Dipdom's own Glenn Petroski (who is even better known for playing and GMing Victory in the Pacific), and Russ Gifford, have set up a scaled-down version of AREA and are attempting to reconstruct the records.

Tonight's Cast

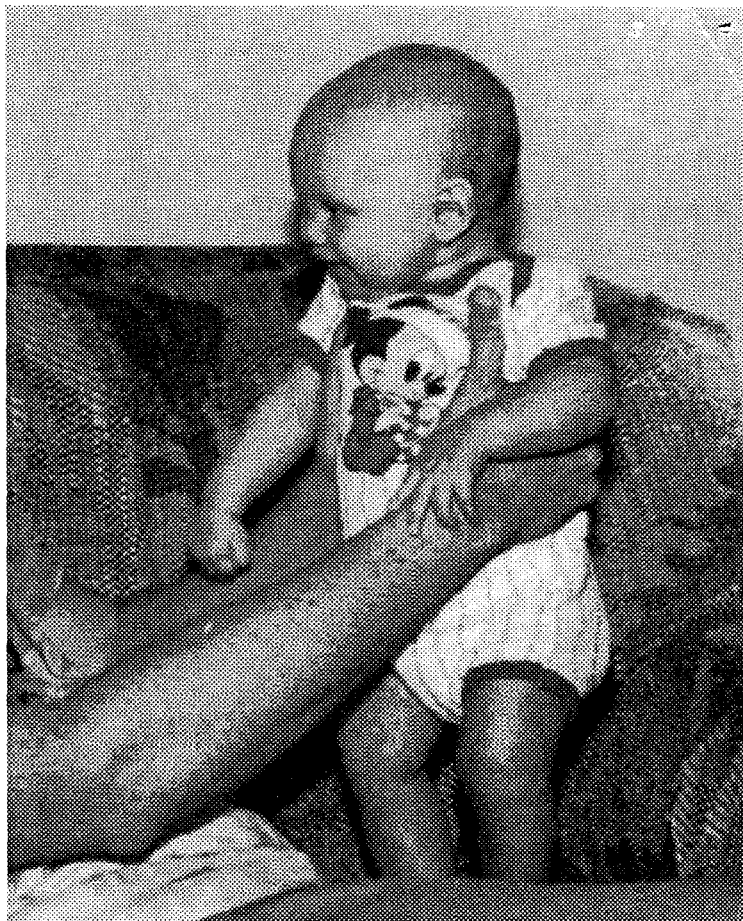
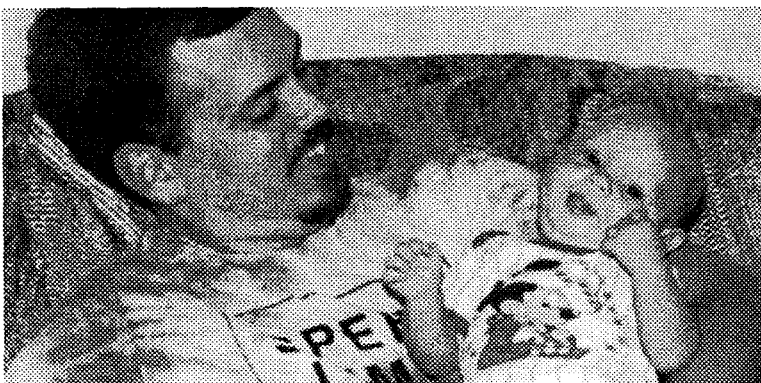
T = Trade; 'reports' indicates a players not subbing to the whole zine. NMRI? = has NMR insurance (please tell me if you've requested NMRI and I missed it).

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J.R. Baker, 2709 Colonial Drive, Dickinson TX 77539, USA			132.75	
Eric Brosius, 41 Hayward Street, Milford MA 01757-3554, USA			T	
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Les Casey, 10 Wrenwood Court, Nepean Ontario K2G 5V3, CANADA		c234@arch.org.....	reports	
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Steve McKinnon, 240 Sheridan, Albany NY 12210, USA.....	(518) 463-2164	mckins@rpi.edu	147.50	
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Michael Quist, 2875 Irving Avenue #24, Minneapolis MN 55408, USA		73312.1677@compuserve.com	135.50	
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John Schultz, Box 41-19390, E-E14, Michigan City IN 46361, USA			C	
Rich Shipley, 1001 Mariner Court, Joppatowne MD 21085, USA.....			140	
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Vincent Springer, Shiprock Res. BIA Dorm, Box 1180, Shiprock NM 87420, USA			138	
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Nathan Trent, 10234-P Manassas Mill Road, Manassas VA 22111, USA		DQWE24E@prodigy.com	135	
David Wang, P.O. Box 1325, Summit NJ 07902-1325, USA (sorry, David!)			142	
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Richard Weiss, M.D., M.P.H., 241 Condo Lane #523, Tamuning 96911, GUAM			T	
Mark Weseman, 13109 Emiline Street, Omaha NE 68110, USA.....			133	
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Andrew York, Box 2307, Universal City TX 78148-1307, USA		WAndrew@aol.com	T	



Where It's At

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5	The Roar of the Greasepaint / the letter column
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8	PLATEAU / 1994HJ Diplomacy
9	SILVERRUN / ASF31 Snowball Fighting
10	TRALFAMADORE / 1992Xxm22 Youngstown XV Dip
11	VEXVELT / 1992R Diplomacy
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12	BELT 17 / 1993F Diplomacy
12	KAIDER III / 1995HF Diplomacy
12	OMEGA / 1994D Diplomacy
13	Literary Quiz
13	Bridge Puzzles
14	Callboard / zine and hobby news
15	Cast List / player roster



PERELANDRA 132

Pete Gaughan
1236 Detroit Avenue #7
Concord, California 94520-3651



C/0/0

Larry Peery
6103 Malcolm Drive
San Diego CA 92115
USA

Players in REYNOLDZKAY:

Your game was held up by late orders.
It should be on a flyer included with this issue.