

PERESTROIKA



DEADLINE: JULY 26

JULY

JUEGOS (games)

#

22

'Do it every month'

THIS ZEEN IS PUBLISHED THE FIRST OF EVERY MONTH BY LARRY CRONIN. TYPE WRITTEN COLUMNS AND LETTERS (single space) ARE INVITED FOR PUBLICATION. HANDWRITTEN LETTERS WILL ALSO BE CONSIDERED.

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THE GAMES ARE "PERESTROIKA" VARIANTS - THE "ANTI-WAR" WAR GAME VARIANT OF DIPLOMACY - SPECIFICALLY DEVELOPED TO EXPLORE THE BALANCE OF ECONOMICS AND MILITARISM. RULES HAVE BEEN IN EVOLUTION AND IDEAS ARE WELCOMED.

GAME OPENINGS:

STANDBY'S NEEDED: Interested? Look for NMR'S and send in moves! FREE! Those maintaining a subscription are given priority. Dibs are given to new players. This month I didn't even have enough standby's. So feel free to get in. It's best to call me around the deadline.

FRAN - This is a game of PERESTROIKA DIP which I am going to play in, in Gerry Todd's zeen:

DIPLOMACY TRIBUNE
PO BOX 375
Pasadena, MD 21122-0375.

I am going to get a chance to finally play my own variant! I'm not sure of the price, but I think it's \$5. The phone # is 301-360-9148. I hear it's almost ready to go!

REGULAR DIPLOMACY - DOLLAR DIP VERSION. This game is being dropped due to lack of interest. Mustufa and Gorham gets a credit for subs or other games.

SIMPLE PERESTROIKA - A stripped down version, Blocks and military will cost 1 point each, there is no trade, inflation, or any other rules aside from usual dip. Very simple!! COMMENTS? Seven needed. GAME FEE \$5. Current subscription mandatory for duration of game. Signed up: Juhnke, Jewett, Mikolaj, ?Gorham, ?Weiss, ?Mustufa.

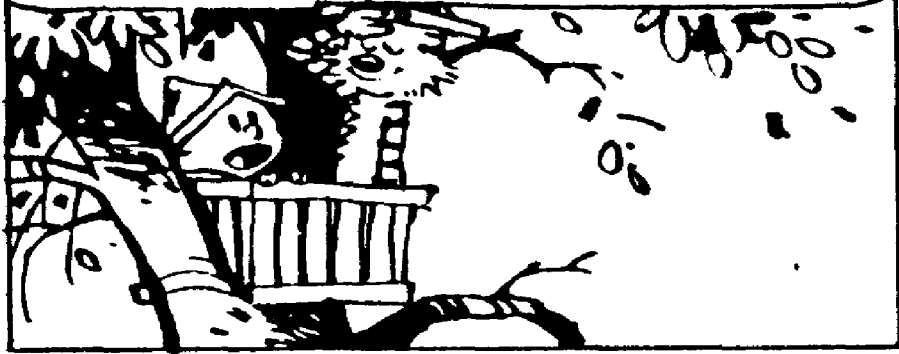
To orient new readers - Perestroika Dip is essentially regular DIPLOMACY as created by Allan B. Calhmer and sold by Avalon Hill Games, but I have added an economy. It's fairly simple - blocks exist in supply centers yielding a GNP. There is enough GNP in 1900 to build the usual number of fleets and armies but players can build as they see fit. In addition, further blocks can be added expanding the GNP and creating a tension or balance between the economy and the military.



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LEO (July 23-Aug. 22): An alliance may not be as strong as others think. Deception is possible. Although you do not want to appear distant or unapproachable, do keep your guard up. End an unproductive relationship.

ATTENTION! ALL RISE! PERESTROIKA IS NOW CALLED TO ORDER BY THE GREAT GRANDIOSE DICTATOR FOR LIFE, THE ... SUPREME, THE FEARLESS, THE BRAVE, THE HELD-HIGH-IN-ESTEEM, CRONIN THE BOLD! YES, STAND UP AND HAIL HIS HUMBLENESS NOW! MAY HIS WISDOM PREVAIL!



THREE CHEERS FOR FIRST TIGER AND EL PRESIDENTE HOBBS, THE DELIGHT OF ALL COGNOSCENTI! HE'S SAVVY! HE HAS A PRODIGIOUS IQ, AND LOTS OF PANACHE, AS ALL TIGERS DO! IN HIS FANCY CHAPEAU, HE'S A LEADER WITH TASTE! MAY HIS ORDERS BE HEEDED AND HIS VIEWS BE EMBRACED!



YOU CAN TELL THIS IS A GREAT ZINE BY THE WAY WE START OUR ISSUES!

Notes From the Edge of the Abyss

Dear Larry,

The NMR count this season was indeed impressive. I bet it will be high again, what with the early deadline. You may have to use a higher percentage of standbys than normal as well. I am sending in moves for every standby, in case you need them. Don't feel obliged to give me any of the positions; sending moves is very little trouble since I'm following all the games anyway.

I have one question about standbys. Do you always mention when a gunboat player is replaced? Equivalently, if you don't say anything after an NMR, does that mean the original player is continuing? Although we don't know the identities of the players in any case, I think it is fair to warn us about replacements.

In answer to your rule question in Running Dogs, I think you will have to make an arbitrary decision. If I remember correctly, though I have no source, your policy was that treasuries were located in specific supply centers, so the problem about conquered nations still having money did not arise. The question became relevant only when you abolished the location for treasuries, and you did not decide what to do with leftover money at that time. Any rule you now impose will be a "change", but it seems reasonable for you to import the disappearing treasury rule of later games.

No analysis this time, since I seem only to be repeating myself about the dangers of economic explosion and gridlock. I will only point out that the declining GNP in Harbinger of Revisionism is deceptive, since the money supply has now started to increase. HR is actually getting richer, not poorer. Also, the economic growth in Vaclav Havel is becoming geometric, overriding arithmetic military costs and rubble. I bet that the GNP, which has been lagging the money supply, will now explode, particularly in Russia and Austria.

I think simplification is a good idea on general principles. I would like to change my signup from Perestroika VI to Simple Perestroika. On the other hand, I still don't think the variation can survive without superunits. We shall see.

EDITOR: The NMR problem (outside of Jetsam & Flotsam) was only 6 positions (4 players) this month. (Six positions, however, were replaced.) The pessimism of the so called peanut gallery is uncalled for!! Oh ye of little faith! Actually I think printing the deadline on the cover helps.

Yes, I always mention when a player is replaced. My memory has not failed me this month. I'm almost certain a player is alive until his treasury is dry. But it can easily be given away or spent maintaining remaining military. I still don't see the stagnation, wild growth, or gridlock you foresee. I too like the idea of simple perestroika. Gerry Todd will use some easy rules.

• • •

*Man's race is directed towards the grave, like water to the falls,
The end of all life is death, as palaces will end in ruins.
Nothing is further away from man than yesterday,
nothing nearer than the day that dawns.
But both are far off for the man imprisoned beyond the tomb.*



THE GAMEMASTER - ON TOUR IN MORROCO (1990)

• • •

Eh Chicos, one of the reasons PERESTROIKA COMMENTARY is late again is because I decided to take a crash course in Spanish. Seventeen hours each weekend atop my usual 50 hour week. It's been great and I now can actually speak it! It's the fifth language I've undertaken and by far the easiest. I'm now ready for a border raid. I think I may go to live for a year in Guadalajara in about three years from now. If someone answers the phone here HOLA!, remember NO PROBLEMO, it's just your JUEGOMAESTRO (GM).

Mi esposa habla espanol, and now my daughter is getting it as her first language too. (La hijita de mis sueños) I was afraid I was going to be out in the cold. NO PROBLEMO, Spanish is HOT, as you can tell from the little ditty I chose to reprint. ME GUSTA MUCHO (I like it alot). It's called In The Hot Sun and goes "In the hot sun, here on the beach, I feel your body vibrate next to mine.) Aye, aye, aye!

CALIENTE EL SOL

CUANDOS CALIENTE EL SOL
AQUI EN LA PLAYA
SIENTO TU CUERPO VIBRAR
CERCA DE MI...

Lust-Greed-Sex-Power

Of Games and Men...

A Treatise on Wargaming and Sex
(yes, he said sex...)

Alright, doctor - I confess. She only did it because she loved me...

Like most wargaming husbands, I have at one time attempted to convince my wife that she was missing out on all the fun, and that she really ought to give it a try. With, "Let's get this over with" written all over her face, we attempted about two turns before I couldn't bear to inflict it upon her anymore.

I had always assumed that women disliked wargames because of the idea of death and destruction which men seemed to take so lightheartedly. But the game I had chosen was not a "war" game; it was more of a strategy leisure game, in which accumulating money - not killing people and taking their land - was the object. Still, my wife's attitude varied from "what's the point?" to "this is pretty silly." Not for a second did she enjoy the experience.

In her excellent new book *You Just Don't Understand*, sociolinguist Deborah Tannen argues convincingly that men and women proceed from radically different premises with regard to communication and social interaction. Tannen asserts that male interaction is based upon *competition*, while female sociology is based upon *cooperation*. Women dislike wargames not merely because they are based upon violence, but primarily because they are games. And games, by their very nature, are based upon competition - a desire to beat the other players and win.

This may explain an interesting phenomenon. My wife, as well as other "wargame widows" with whom I have spoken, expressed a marked preference for role-playing games. In a role-playing game, each player is a member of a team. The team has mutually-supporting goals; each player needs to help the other players stay alive and do well, because the group can not function without all of the members in concert. As a result, the overriding theme of role-playing games is

For K.C.

HELLO, I'M WONDERING IF YOU SELL KEGS OF DYNAMITE.



YOU DON'T? HOW ABOUT PLASTIC EXPLOSIVES?



YOU'RE KIDDING. WELL, WHAT ABOUT LAND MINES? DO YOU SELL THOSE? ... YOU DON'T?



LOOK, I'M TRYING TO SEND A GIRL I KNOW INTO DEEP SPACE. PERHAPS YOU COULD SUGGEST SOMETHING.



cooperation - precisely the attribute which Tannen said motivates women in social situations.

But in conventional wargames, women simply don't see the point. One "widow" recently told me about her miserable experience in a game of *Diplomacy*. She was amazed and shocked when her husband stabbed her in the back. "Intellectually, I understand that's what you're supposed to do in the game," she said, "but it never would have occurred to me to do it, or to expect it from another player, especially him." In much the same way, men find role-playing games ultimately frustrating if they can't compete in some way, and fights often break out between the male members of the group.

Male sociology has always interested me, partly because of my work in counseling and tutoring. As little boys, our games on the playground were steeped in violence. We hit and pushed each other, called each other vicious names, and deliberately tried every possible expedient to hurt and subjugate each other. Among boys, this is the method by which we determined who our friends were. A boy will only respect another boy *who hits back* - a boy who demonstrates he can both take it and dish it out. When I hit Joey, and Joey begins crying and tells the teacher, then I hold Joey in contempt. He is a wimp - obviously not worthy of my respect or friendship. But if Joey hits me back even harder, then he is obviously a man to be reckoned with - he will thenceforward command my respect, and we will become friends.

This sort of warfare went on every day at the playground. Each day we tested each other with fighting. Elementary teachers - the vast majority of whom were women - usually punished us for doing so, and never understood how we could fight so fiercely and then play together so happily.

That is the quintessential truth about wargaming. Wargames have become our playground. In a wargame, we can hit, push, and beat up on each other mercilessly. It is pure bliss. We establish our hierarchies of competitiveness, and make our friendships based upon the respect of our opponents. Female observers at wargames often shake their heads in bemusement as they watch how happy men are trying to obliterate each other on a game board.

As I write this piece, I am preparing to go to a game. In this game, I will either win or lose. Naturally, I intend to win, and I will fight as hard as I can to do so. My opponent is a skillful and experienced player who will do precisely the same thing. At the end of the competition, one of us will have won, and the other will have lost. In other words, one of us will have hit back the hardest. Such is life on the playground. Wonderful, isn't it!?

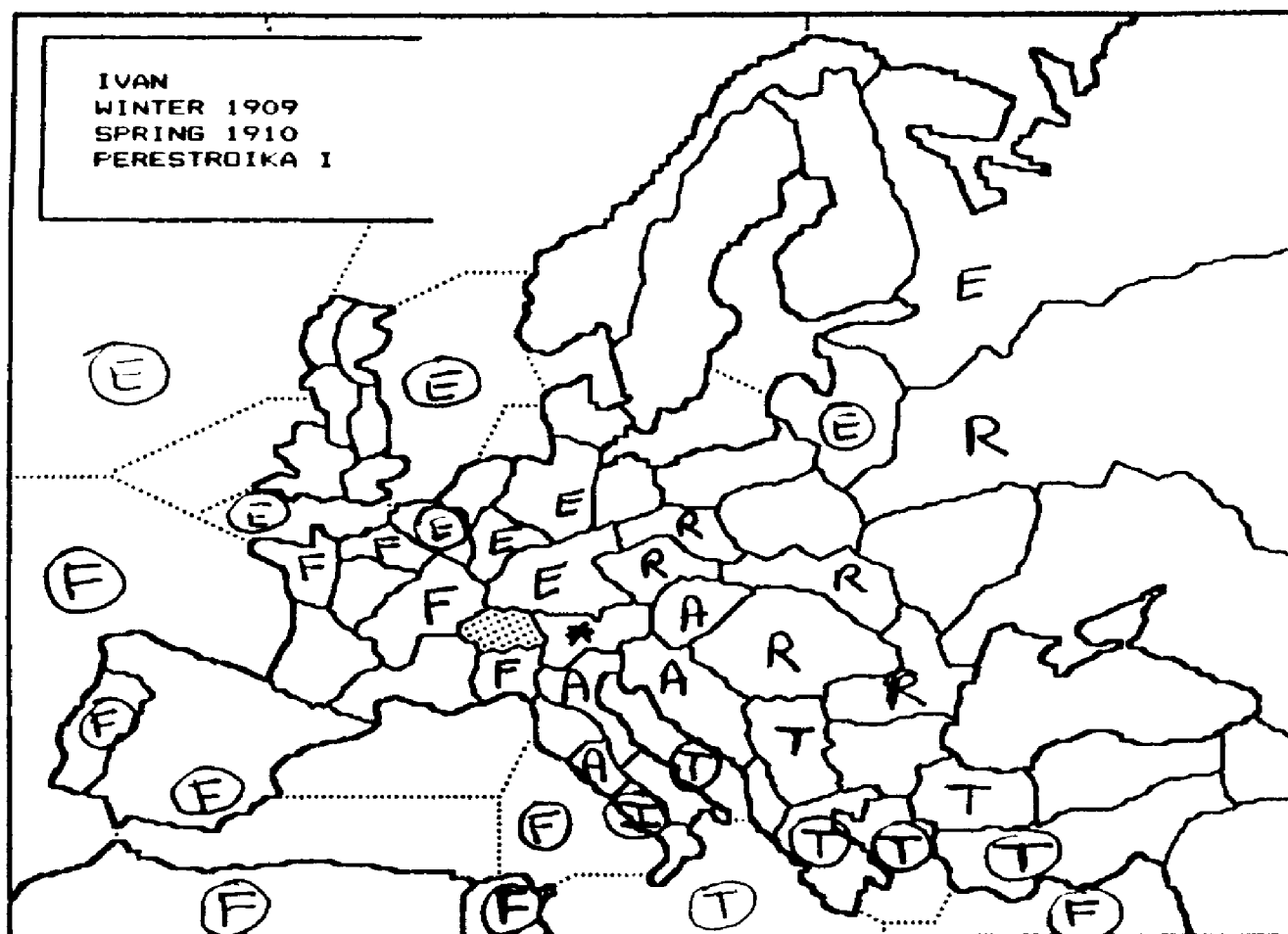
Sam A. Mustafa



CASUALTIES

*The earth is a prison to man all his life.
Therefore I say this truth to the fool:
Though you rush about, the sky surrounds you on all
sides.
Try to get out, if you can.*

A Direct Hit on the Pessimists



AUSTRIA (Gautron) Remove A-MUN; A-BOH S A-VIE(Retreats->TYR,OTB);
 A-VEN S A-TRI, A-VIE S A-TRI, A-TRI S A-VIE,
 A-ROM S Italian F-NAP

ENGLAND (Reynolds) Disband F-HEL; A-KIE S A-BEL->RUH, A-BEL->RUH,
 F-NTH S F-HOL->BEL, F-HOL->BEL, A-BER->MUN, F-ENG->IRI,
 A-STP S F-BOT->LVN, F-BOT->LVN, F-NAO->IRI

FRANCE (Murray) Retreat F-ION->EME, Build B-BRE, F-MAR; F-MAO H,
 A-PIC S A-BUR, A-BUR S English A-KIE->MUN, F-SPA(sc)->POR,
F-TRH S Turkish F-ION->NAP(NSQ), F-TUN S F-TRH, F-MAR->SPA(sc),
 A-PIE->VEN, F-NAF S F-MAO, A-BRE S A-PIC, F-EME->SMY

ITALY (Gorham) NMR! *STANDBY NEEDED* GM Removes F-APU, HAS F-NAP,

RUSSIA (Golob) Build B-MOS; A-MOS U, A-RUM S A-BUD, A-SIL->BOH,
 A-GAL S A-SIL->BOH, A-BUD S Turkish A-SER->TRI, A-WAR->SIL,

TURKEY (Beckett) Build F-CON, F-SMY, A-ANK, B-SMY(2), B-CON;
A-SER->TRI, F-ION H, F-ADR S F-ION, F-GRE S F-ION, A-ANK->CON,
 F-CON->AEG, F-SMY S F-CON->AEG,

underlined orders do not succeed

SUPPLY CENTERS (blocks), TREASURIES, AND GNP's:

AUSTRIA ROM(2),VIE(5),TRI(4),VEN(4),MUN(1),

Treasury = $22 - (5 \times 4) = 2$ points

ENGLAND LON(4),EDI(8),LPL(4),BEL(5),HOL(3),STP(1),SWE(2),
 KIE(2),DEN(5),NWY(5),BER(2)

Treasury = $46 - (9 \times 4) = 10$ points

FRANCE PAR(11),MAR(11),SPA(5),BRE(10->11),POR(5),TUN(5),

Treasury = $49 - (11 \times 4) - (1 \times 4) = 1$ points

ITALY NAP(4),

Treasury = $4 - (1 \times 4) = 0$ points

RUSSIA RUM(3),WAR(4),MOS(5->6),BUD(12),SEV(4),

Treasury = $29 - (6 \times 4) - (1 \times 4) = 1$ points

TURKEY SMY(9->11),ANK(8),CON(10->11),SER(5),BUL(5),GRE(3),

Treasury = $42 - (7 \times 4) - (3 \times 4) = 2$ points

FALL '10 ORDERS DUE JULY 26

Not so subtle so far

Where Yes and No Mean Maybe

DRAW VOTES: E/F/R/T:A, E/F:A,E,F ALL FAIL!!
DRAW PROPOSALS: E/F/T:

BRIEF GAME RULE SUMMARY: This is Perestroika I, the original variant, wherein blocks and units cost 4 points, and the rubble rule involves supply centers FORCEFULLY TAKEN resulting in one half the number of blocks. Builds are in winter only. Any number of blocks up to the current number of blocks along with a military unit can be built in the same center in a given winter season. Simultaneous disbanding and building of military in the same winter season is prohibited. Dislodged units can still retreat off the board.

PROPAGANDA:

GM: Steve Golob has a new address, and has graduated from college. Congratulations!

GM ERRORS: I neglected to put F-NTH on the map last issue. Sorry.

ENGLAND TO TURKEY: If you're going to war, all I can say is, it's about time! Join the rest of us warmongers!

ENGLAND TO AUSTRIA: That's right. Be a smart boy and bug out of Germany now. Otherwise, I'm going to hunt you down and exterminate you!

ENGLAND TO FRANCE: Didn't want to make it any easier for me, huh? Gee, with allies like you, who needs enemies?!

ENGLAND TO RUSSIA: Who's minding the war?

ENGLAND TO ITALY: Just vote "Yes" to every draw proposal. That's your only real way of surrendering, besides being overrun without resistance!

PARIS TO CONSTANTINOPLE: I guess I lied. I guess you figured I would.

TURKEY TO RUSSIA: Where are you?

Scott Beckett
366 25th Ave #202
San Francisco, CA
94121

Claude Gautron
620 Rue St Jean-Baptiste
Winnipeg, Manitoba
R2H 2Y1
CANADA

Steve Golob NEW ADDRESS
303 Gault
Santa Cruz, CA
95062

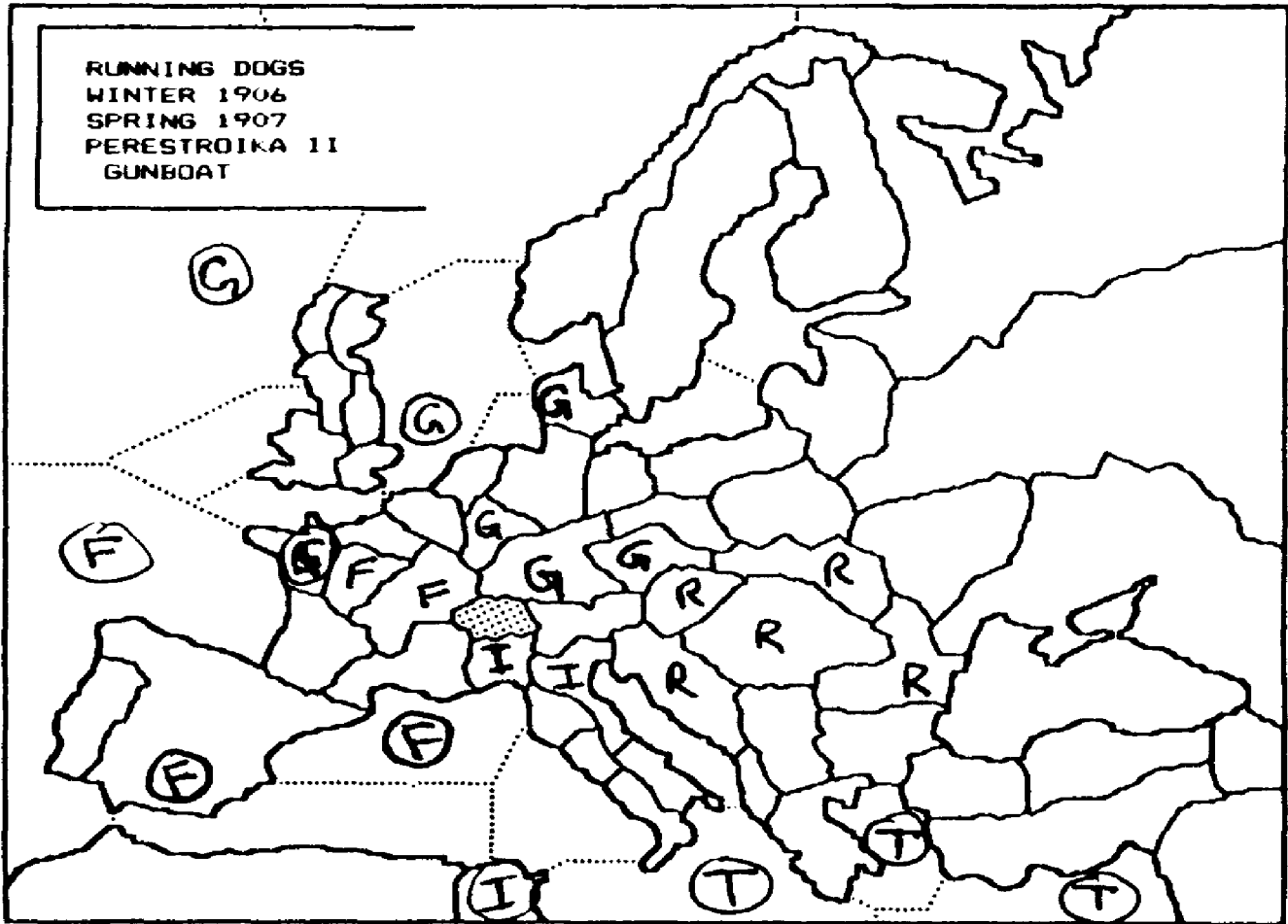
Daniel Gorham
800 S. Euclid St
Fullerton, CA
92632

Mark Murray
14220 Deloice Cres.
Newport News, VA
23602-4061

Phil Reynolds
2896 Oak St.
Sarasota, FL
34237



Closer Than We Knew



AUSTRIA: Remove A-TRI; A-VIE S Italian A-VEN->IIRI (DESTROYED)
FRANCE: Build A-MAR; F-SPA(sc)->MAO, E-MAQ->BRE, F-WME->GOL,
 A-MAR->BUR, A-PAR S F-MAO->BRE
GERMANY: Build A-KIE, B-KIE; A-SWE->DEN, E-BRE->MAO, F-DEN->NTH,
 A-BOH S A-MUN->TYR, A-MUN->IIR, A-KIE->RUH, F-NAO S F-BRE->MAO
ITALY: Remove F-TRH, Build B-ROM; F-TUN H, A-VEN S A-PIE->TYR,
A-PIE->TYR
RUSSIA: A-BUD S A-GAL->VIE, A-SER->TRI, A-GAL->VIE, A-UKR->GAL,
 A-RUM S A-UKR->GAL
TURKEY: Build F-SMY, B-ANK, B-CON; F-GRE->ION, F-BUL(sc)->AEG,
 F-SMY->EME

underlined orders do not succeed

SUPPLY CENTERS (blocks), TREASURIES, AND GNP's:

AUSTRIA VIE(1), TRI(1),

Treasury: = $4 - (1 \times 3) = 1$ points

FRANCE PAR(9) SPA(1), POR(4), MAR(1),

Treasury: = $15 - (5 \times 3) = 0$ points

GERMANY NWY(1), BRE(3->1), BER(2), KIE(2->3), MUN(4), BEL(3), HOL(3),
 DEN(1), SWE(2), LPL(3), LON(1), EDI(1),

Treasury: = $27 - (7 \times 3) - (1 \times 3) = 3$ points

ITALY ROM(3->4), NAP(4), VEN(3), TUN(3)

Treasury: = $14 - (3 \times 3) - (1 \times 3) = 2$ points

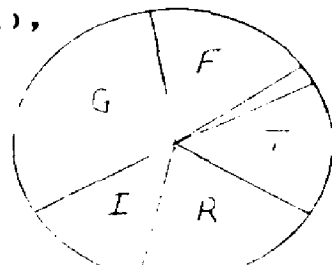
RUSSIA WAR(1), BUD(1), SER(2), MOS(4), STP(3), SEV(3), RUM(1),

Treasury: = $18 - (5 \times 3) = 3$ points

TURKEY BUL(1), SMY(5), ANK(3->4), CON(4->5), GRE(1),

Treasury: = $15 - (3 \times 3) - (2 \times 3) = 0$ points

FALL 1907 ORDERS DUE JULY 26



Russian's Goal: Reinvent the Peasant

DRAW PROPOSALS: G/R:

BRIEF GAME RULE SUMMARY: This is gunboat style Perestroika II. New units cost three points and maintaining old units is three points per year. (Blocks also cost 3 points.) The rubble rule is such that blocks are not lost unless resistance is encountered during the attack. Any number of blocks (up to the current number of blocks in a SC) along with a military unit can be built in an SC in winter. Simultaneous disbanding and building in the same season IS PROHIBITED. Dislodged units can still retreat off board. Treasury's ARE NOT in a supply center.

PROPAGANDA:

GM ERROR: DENMARK belongs to Germany, not Russia. Treasuries were corrected

GERMANY TO RUSSIA: How are these moves? I'm looking to see you attack Turkey as soon as possible, because R/T is not okay with me.

GERMANY TO FRANCE: Your moves were good and bad. My leaving a fleet in Denmark may have been my demise. Any chance you want peace if R/T stay cozy?

GERMANY TO ITALY: I liked your press and your moves. We get French spoils and then it's time to see what R/T have done.

ROME TO MUNICH: I apologize for praising your play. I will not do it again. Good luck against France. You're on your own.

ROME TO PARIS: Germany has made it crystal clear that he prefers me dead. Since I'm obviously next on his target list after you, I'll be helping you as much as I can. If I make it to Tyrolia in spring 1907, I will be moving to Munich in fall 1907. Good luck--you will need it.

ROME TO MOSCOW: Your press does not cause me to feel anger or rage at you, merely annoyance and irritation. Enough to keep me from wanting to deal with you. I am backing off France. If you hit Germany any time soon, I will give you any supports you need. Do not let your desire to eliminate me interfere with winning this game! F/I/R vs. G is a quick decisive slaughter. You benefit most.

RUSSIA TO ITALY: Hey, I want to take you on the board or in the press if you'll just stop supporting what's left of Austria (die scum!). Pretty simple, really. Hope you can understand (or do you need a remedial Diplomacy class?)

RUSSIA TO TURKEY: Italy ain't my pal yet. You are. Why so lethargic? Push those fleets west! The best way to get interested in the game is to actually do something of consequence!

RUSSIA TO GERMANY: Look, you're not going to get into Burgundy that way. Put an army in Ruhr and support yourself in, fool! If Italy is worth his word, then you can break through with 2 armies, otherwise you will need 3. Come on--I know you can do it!

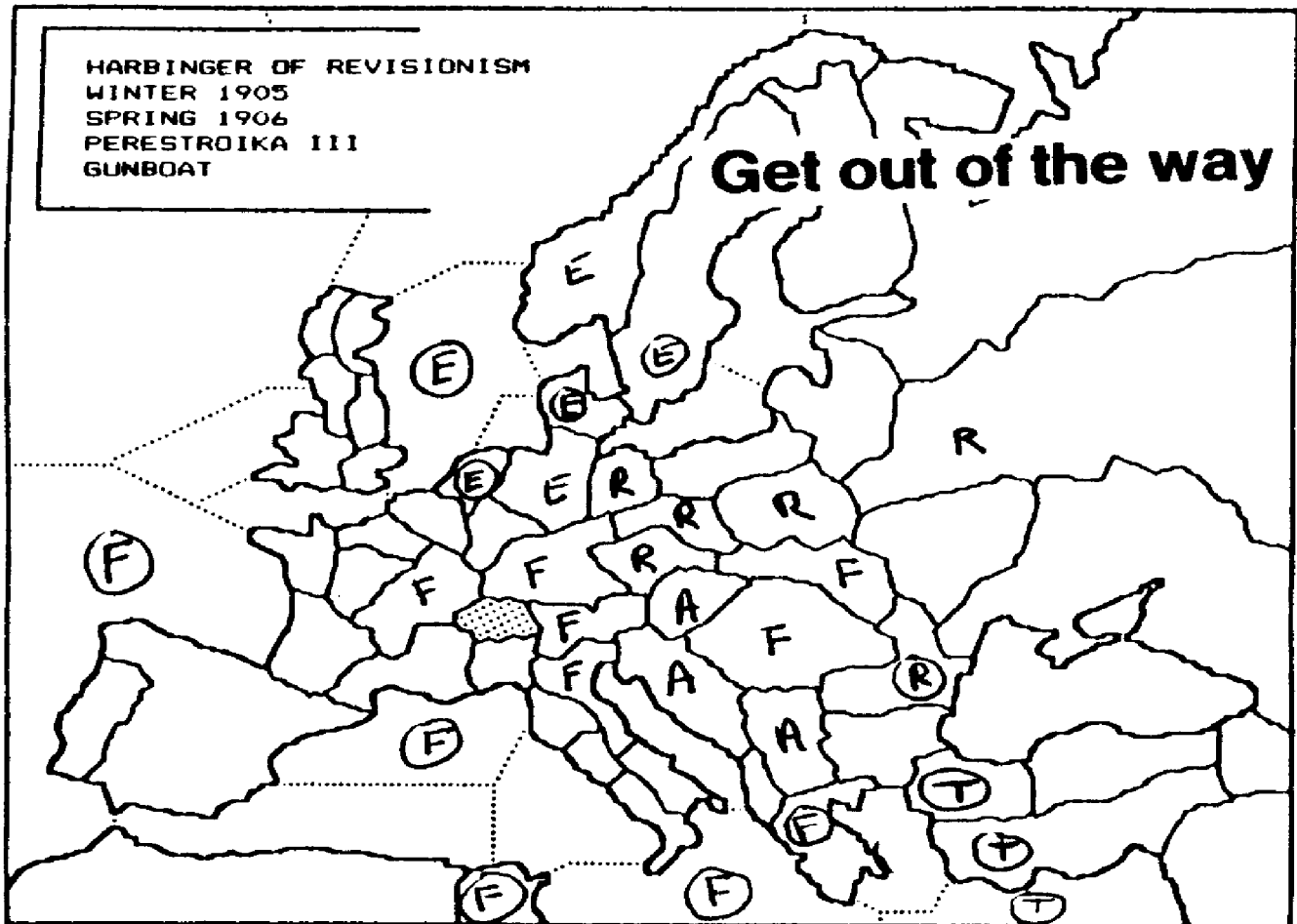
RUSSIA TO FRANCE: Looks like everyone wants a piece of your butt! What's the matter--have a hard time making allies in gunboat?

ANKARA TO MOSCOW: Let's see--that's 1-2-3-4-5 armies in the Balkans? Okay boss, I'm getting aggressive! Anything you say, just don't move south! Do I have to be really aggressive? I don't want to hurt anybody.

EL TIEMPO ES BUEN AMIGO Y SABE DESENGANAR

(Time is a good friend, it disillusions)

Turkey bolsters military forces



AUSTRIA: A-ALB->TRI, A-BUD S A-ALB->TRI (DESTROYED),
 A-VIE S ALB->TRI, A-SER S A-ALB->TRI
ENGLAND: Build A-EDI, B-EDI, B-LPL; HAS A-EDI->NWY, F-HOL S A-KIE,
 A-KIE S French A-MUN, F-HEL->DEN, F-SWE S A-EDI->NWY,
 F-NTH C A-EDI->NWY
FRANCE: A-BUD Retreat->GAL, Build B-MAR, B-ROM, F-BRE, F-MAR,
 B-PAR, B-TUN; A-IYR->VIE, A-VEN->TRI, A-BUR S A-MUN, F-BRE->MAD
 F-WME->TUN, F-MAR->GOL, A-GAL S A-TRI->BUD, F-ADR->ION,
 A-MUN S English A-KIE->BER, F-ION->GRE, A-TRI->BUD,
ITALY: TRADE 9->E, 2->T, NO UNITS
RUSSIA: Build B-STP; A-STP->MOS, A-BOH->MUN, A-SIL S A-BOH->MUN,
 A-PRU->WAR, F-RUM H, A-BER S A-BOH->MUN, TRADE 2->E, 2->T
TURKEY: Build F-CON, F-ANK; F-AEG->EME, F-CON->SMY, F-ANK->CON,
 TRADE 2->R, 5->E, 8->I

underlined orders do not succeed

SUPPLY CENTERS (blocks), TREASURIES, AND GNP's:

AUSTRIA GRE(3), VIE(1), BUD(3->2), SER(3), BUL(1),
 Treasury = 18-(4x3) = 6 points
ENGLAND LON(4), EDI(5), LPL(6), KIE(1), SWE(1), BEL(1), HOL(4)
 Treasury = 40-(6x3)-(2x3)+4+10+18 = 48 points
FRANCE PAR(7->8), BRE(3), MAR(5->6), TRI(1), SPA(3), POR(4), MUN(1)
 TUN(8->9), VEN(3), ROM(3->4), NAP(4)
 Treasury = 45-(11x3)-(4x3) = 0 points
ITALY SMY(1),
 Treasury = 11-9-2+16 = 16 points
RUSSIA BER(3), WAR(3), MOS(5), STP(3->4), NWY(1), SEV(3), RUM(1)
 DEN(1),
 Treasury = 25-(6x3)-(1x3)-2-2+4 = 4 points
TURKEY ANK(1), CON(1),
 Treasury = 24-(3x3)-2-5-8+4+4 = 8 points

FALL 1906 ORDERS DUE JULY 26

DRAW VOTES: E/F: F FAILS!
 DRAW PROPOSALS: E/F:

Real Issue: Aid From West

BRIEF GAME RULE SUMMARY: This is Perestroika III, gunboat style, and has TRADE (rules are otherwise the same as Perestroika II - Running Dogs.) TRADE can occur only in SPRING and FALL, and is unlimited in amounts. When one country trades points to another country (including neutrals), the receiving country gets twice as many points added to its treasury. Any number of blocks (up to the current number of blocks in a SC) along with a military unit can be built in an SC in winter. Simultaneous disbanding and building of military in the same season IS PROHIBITED. Dislodged units can retreat off board.

PROPAGANDA:

GM ERROR: Turkey had received 5 points from England last season and I did not note the 10 points gained. The treasury is adjusted and player was notified.

SMYRNA TO CONSTANTINOPLE: I hope you built to protect your money bag! All trade to me will be immediately sent to you. Your loyal toadie...Italy

RUSSIA TO TURKEY: Thanks for the points. Let's volley these up. Hope you built 2 blocks and 2 units.

RUSSIA TO ITALY: This must be a fog-of-war type variant. I sure as hell can't see you. I like your "spirit", though. I hope you are willing to give up the ghost in a stop France drive, though.

RUSSIA TO AUSTRIA AND FRANCE: Oh, shoot. I sure screwed up there. Now we have a marauding French army behind the lines. I may need the Turks' help, but we'll get him.

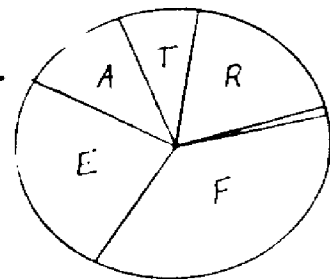
RUSSIA TO AUSTRIA, ENGLAND, ITALY AND TURKEY: If my calculations are correct, France could build 6 blocks or more this time with GNP = 48. Turkey can only build 2. I'm fighting the marauding French army I soooo stupidly left behind the lines. Austrian supply centers will get rubbleized--possibly -4. If England doesn't build at least 6 blocks, he's silly, but let's say he does. It's likely Berlin and Warsaw could suffer rubble with me down 2 to 4. This could leave France at 48 and Europe total at 94 to 96. France could win this year. If not, he or she is guaranteed a win in 1907 if we do not all build blocks at a rate greater than he does. Italy can't build, so he should cede Smyrna to Turkey. Turkey can only build 4 or 5 next winter. That means it is mandatory that England and Russia build as many blocks as possible, so send points to him or me or both. Austria will need sufficient points to maintain his armies, so let's agree Turkey will send him enough in the fall to insure that.

RUSSIA TO ENGLAND: If I got Munich, I will support Kiel to Ruhr.

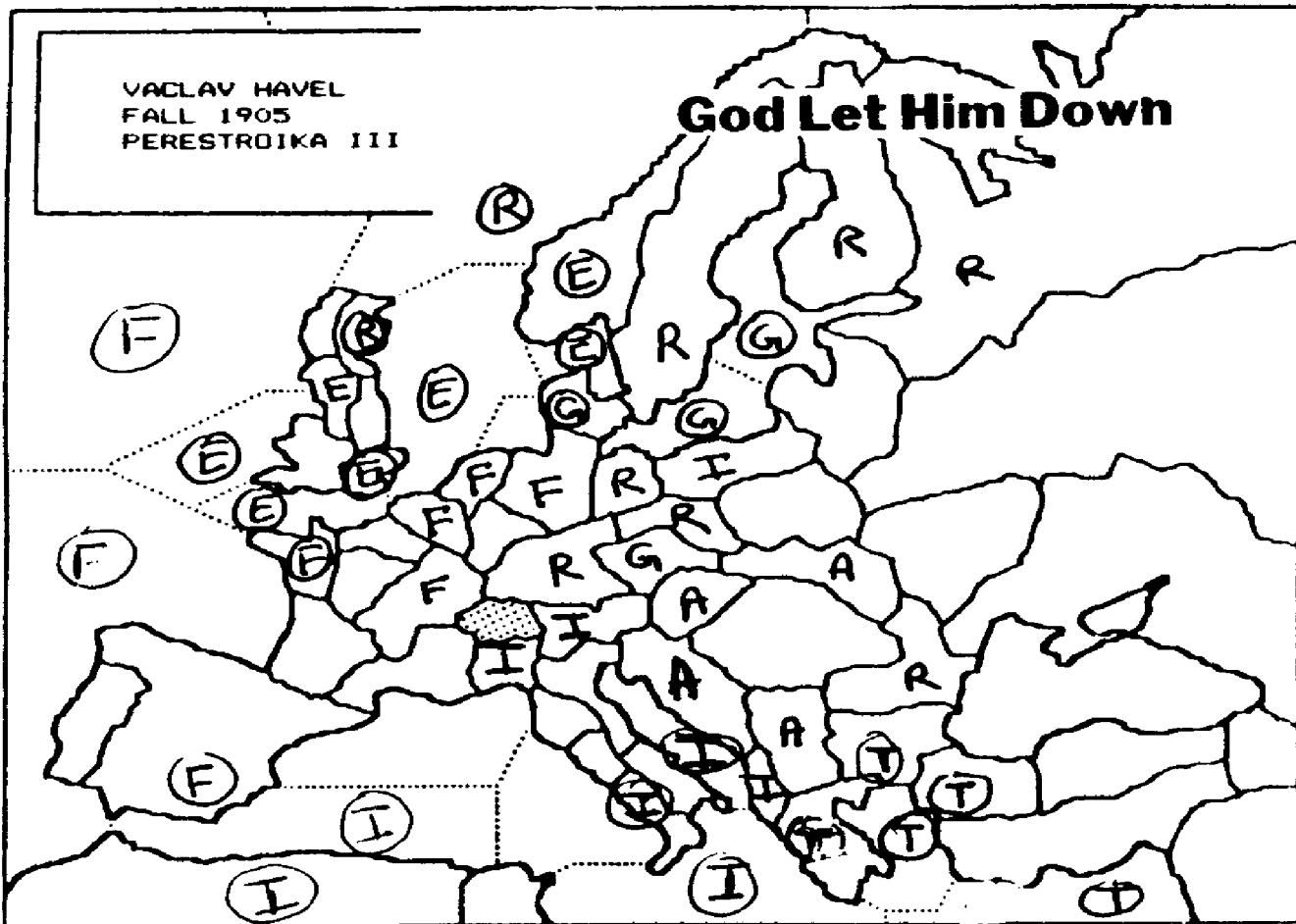
TURKEY TO RUSSIA: If you want an RAT military alliance, I'm with you all the way. But for trade, I'm completely mercenary. I will trade as I am traded to, even with England and France. Trade me megapoints, and you'll get megapoints back, whoever you are.

TURKEY TO ITALY: Don't fear my temporary incursion. I didn't trade with you just so the points could disappear with your elimination. Here's how I understand our relationship: it's a royal pain for me not to have Smyrna, but you can make it worth my while to keep you alive by trading your entire treasury to me each turn. If you do that, I promise you will survive as long as I do.

Just Sitting There,
Scared to Death
In the Shadow of a
Big Bad Boy



He Was No Jack Kennedy



AUSTRIA (Kirk): A-BUD->TRI, A-VIE S A-BUD->TRI, A-GAL->BOH, A-SER S A-BUD->TRI, TRADE 66->R

ENGLAND (Stone): NMR!! ****STANDBY NEEDED**** F-BEL Retreats->DTB, HAS F-NWY, F-SKA, F-IRI, F-ENG, A-LPL, F-LON, F-NTH

FRANCE (Todd): A-BUR S A-BEL, A-RUH->HOL, A-BEL S A-RUH->HOL, A-KIE S Russian A-PRU->BER, F-NAO S F-SPA(sc)->MAO, F-MAR->SPA(sc), F-SPA(sc)->MAO, F-BRE S F-SPA(sc)->MAO,

GERMANY (Greene): F-BAL->GOB, F-BER->BAL, F-HEL->DEN, A-BOH->VIE

ITALY (Kakritz): Retreat A-BER->SIL; A-SIL->PRU, A-TRI->ALB, F-ION S A-TRI->ALB, A-VEN->PIE, F-ADR S A-TRI->ALB, F-NAF->MAO, F-WME S F-NAF->MAO, F-NAP S F-ION, A-TYR S A-VEN->PIE, TRADE 10->G, 20->E, 5->A, 5->F

RUSSIA (McClung): F-NWY Retreats->BAR; A-WAR->SIL, F-BAR->NWG, A-RUM S Austrian A-SER, A-PRU->BER, A-LIV->STP, A-FIN S A-SWE, A-SWE S A-FIN, F-EDI S F-BAR->NWG, A-MUN S A-PRU->BER, TRADE 70->A, 22->F

TURKEY (McHugh REPLACED BY Juhnke): F-EME->ION, F-AEG->GRE, F-SMY->AEG, A-ALB S F-AEG->GRE (DESTROYED), F-BUL(sc) S F-AEG->GRE, F-CON S F-SMY->AEG, TRADE 12->G

underlined orders do not succeed

WHAT'S THE BEST WAY TO EARN A LIVING?

SACK AND PLUNDER!

The Days Of Gilded Rigatoni



Sunset on the Edwardian Afternoon

SUPPLY CENTERS (blocks), TREASURIES, AND GNP's:

AUSTRIA	VIE(2->1), BUD(7), SER(1), TRI(1), Treasury = 66-66+10+140+10 = 160 points	GNP = 10
ENGLAND	LON(3), LPL(4), Treasury = 69+40+7 = 116 points	GNP = 7
FRANCE	KIE(6), PAR(10), BRE(5), MAR(5), HOL(4), SPA(3), POR(5), BEL(1), Treasury = 22+44+10+39 = 115 points	GNP = 39
GERMANY	DEN(1), Treasury = 0+20+1 = 21 points	GNP = 1
ITALY	ROM(7), NAP(6), VEN(3), TUN(10), Treasury = 115-10-20-5-5+26 = 101 points	GNP = 26
RUSSIA	BER(1), SWE(1), EDI(2), MUN(2), WAR(3), MOS(4), STP(3), SEV(3), RUM(3), NWY(2) Treasury = 92-70-22+132+24 = 156 points	GNP = 24
TURKEY	GRE(1), SMY(7), ANK(6), CON(6), BUL(5) Treasury = 14+25 = 39 points	GNP = 25
		TOTAL EUROPEAN GNP = 132

WINTER 1905 & SPRING 1906 ORDERS DUE JULY 26

BRIEF RULES SUMMARY: This is PERESTROIKA III. Rules are the same as "Harbinger". TRADE only occurs in SPRING and FALL, and is unlimited in amounts. When one country trades points to another country, the receiving country gets twice as many points added to its treasury. Any number of blocks (up to the current number of blocks in SC) along with a military unit can be built in an SC in winter. Simultaneous disbanding and building in the same season IS PROHIBITED. Dislodged units can retreat off board.

GM ERROR: KIEL was not reduced to 4 last season because no resistance was rendered.

PROPAGANDA:

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THE LIAR FOOLS HIMSELF MOST OF ALL
WHEN HE IMAGINES PEOPLE BELIEVE HIM.



Kiel to GM: I realize that I may not be Kiel by the time this is published. I may not even be in the game. But it is entirely in keeping with this game's record-setting volatility in rules (as well as trade) that it should be unclear, even now, when it is most important, whether someone has been eliminated from the game. I concede that if I have 0 units and 0 home supply centers, then I have been eliminated, even if I happen to have 1 or 2 left in the treasury. That is merely being reasonable, and it's about time somebody was. I would also insist that, if I have been (by this or whatever other criterion you impose) eliminated, then it is reasonable for me to be put at the head of the standby list for Italy. This is of course highly irregular, but compared to the multitude of GMing travesties that have already occurred here, one more raindrop in a flood is not going to drown anyone (except maybe France). Two of your wrongs might yet make a right. I must say that I am glad to see you reversing course toward simplicity in the rules; at least this proves that (unlike some people) you learn from your mistakes.

Kiel to Constantinople: These paragraphs are presented in increasing order of competence of play of the addressee. You didn't trade enough, you built too many blocks too soon, you didn't deal honestly with me, you put armies on the Ionian coast when you needed fleets, and you even, after finally figuring out that you needed to attack Austria, tried to have a fleet support into Serbia. I hear from outside sources that your politics are correct and that you are actually halfway intelligent. I guess that forces us to chalk this one up to your personal bigotry against my style. All people of good will must hope that when next we meet, you'll be over it.

Kiel to Vienna: Your position speaks for itself. Forcing Russia to win the game does not strike me as reasonable if you can't guarantee that you'll come in 2nd. If Italy and Turkey should reactivate, they will have no choice but to destroy you because depriving the Russians of that captive market for their inferior goods is the only way to prevent them from winning. I can't praise that the Italians would've co-operated with you as I advocated, but we made you a much better offer than the Russians ever could, given their involvement on a front from Bohemia to Sweden. You made your bed, now lie in it.

Kiel to Rome: I was planning to put Paris in this slot, but hope springs eternal that they'll do what's rational for themselves and support Kiel to Munich, attacking the only player ahead of them, the player I can damage, which will be good for all 5 other players. As for you, NMRing as we approach the stalemate line, and falling twice to pay when it's my turn in the cycle, *not to mention* falling to just eliminate France with a well-timed cut to MARO, well, thanks for nothing. I guess you were too busy having a life to be bothered with us.

Kiel to London: It must be noted that *you* started the war with France, you decided to develop a presence on the continent, and you failed to ask me for money on the turn when you could've built 3 fleets and avoided all this mess. Obviously, I am paying the price for the one turn when I yielded to French sophistry and agreed to boycott you. But I have tried to make it up to you. You were not the least bit co-operative about moving to the Baltic Sea soon enough to make a difference. You didn't even write back to tell me you weren't doing it, so I could make alternate plans. It is entirely possible that none of this is your fault and that I am merely suffering from the fact that it takes a long time to get mail to Harassillo. In that case, I apologize profusely, because your diplomacy has been very good. In a non-strategic sense I have enjoyed the alliance. I did not ask you for money this turn because I wasn't sure I wanted to keep playing. Good luck with the new Italy and **STOP BUILDING ARMIES!**

Kiel to Paris: You were winning by a wide margin until the previous turn, when you foolishly made your only trades to the only two players within striking distance. Italy is still behind you as

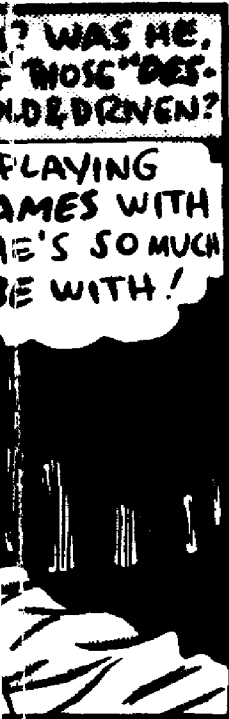
The of



Society a Good



Winds Words



... WAS HE,
... THOSE "DES-
... N-D-DRIVEN?

... PLAYING
... GAMES WITH
... HE'S SO MUCH
... BE WITH!

**I TRIED
NOT TO
THINK OF
THE HAUNT-
ING DOUBTS
THAT WOULD-
N'T DIE...
..BUT THEY
ONLY RESUR-
FACED AS I
LEARNED MORE
ABOUT HARM-
FUL GENDER
STEREO-
TYPING!!**

y Loves i Victim



**YOU'RE STILL NOTHING
BUT A JERK IN MY
BOOK!! GOT THAT!?**

a result of .45 points going untraded, but Russia has a 70-point lead that could double every season. The one player that could've slowed Russia's growth through rubble in StP, War, and Sea is the one player that you are eliminating, or, worse yet, forcing to fight *you* in Kiel today, Holland tomorrow, Belgium, etc. I know I threatened to cede you my country anyway, but you could've at least repaid my generosity by asking for it instead of stabbing. I vacated Kiel anyway, so it still has 6 blocks. I am not returning this time because I'd prefer it vacant for a build. My builds in Kiel and Berlin will always be better able to fight Russia than your builds in Paris. And I have traded you more than any other player on the board. I must presume you comprehend how much you need me. Hol-Kie is a feint to confuse the Russians, right?

Kiel to Warsaw: In my own defense I must point out that the GM's decision to retroactively cause unopposed attacks to not cause rubble damage without even bothering to solicit approval of the players was not an example of skill on your part. It was that flip-flop by Larry that was solely responsible for your early militaristic gains and for my having no units. As should have been obvious, however, your occupying army in Berlin was basically out of supply; it was immediately dislodged, and with a solid alliance with Italy, I would've been pounding vengefully on the gates of Warsaw if Thanksgiving hadn't suddenly been declared a Roman holiday. The reason your play is the best that after you noticed that conquering Germany wasn't worth what it was costing, you disbanded some units on the front and re-oriented toward a

high-trade strategy with a reliable ally. At the moment, your lead over your closest competitor is 70 points; in 2 years (4 seasons) it could be over 1000. With all the dropouts, nobody has a reliable trading partner except you, so your lead could be even bigger. Congratulations and good luck; you deserve it.

Kiel to Pasadena, MD: (alias France) Mr. Todd: as a future Perestroika GM, you need to avoid the obvious errors of this game. Larry was a little slow in learning from his mistakes, and was sore than a little hampered by too much ego; you can't use LC's pride as an excuse for GI's mistakes. Mistake number one, as I loudly proclaimed from the start, is that if trade is at a 2:1 ratio, then 2 seasons of it per year is too many. All should remember that this game is in violation of its own rules because I got traded 3 by Italy on a turn when no trade should've been possible. I made up for it by trading all 6 of that away, but the point is that LC's failure to be clear about the rules in the beginning, which would've been semi-tolerable, graduated to unconscionable when he revised the rules in such a way as to make the trades he had just adjudicated illegal. If he was going to outlaw winter trade, he should've rescinded the trades made the first winter: none of us would've been in the slightest inconvenienced; we would've just traded again in the spring. Mistake number two involved treasuries. There is no need to have treasuries. The easy way to get around treasuries is to let people build blocks in foreign countries, such as the Japanese have been investing here. The benefit of trade would come from making blocks cheaper in supply centers owned by someone other than the builder. Mistake number 3 was not having summer seasons. This and Larry's claim that it was fascist to be consistent are my two best reasons for proclaiming Larry Cronin intellectually unfit to edit his own 'zine. Here you there when Larry proposed (as an "alternative" to summer) one move and one econ turn per year? It means the same thing, Gerry, regardless of whether you number the first four turns 1st/1st or 1st/2/2/2. It's just numbering, and the fact that Larry didn't notice that they were the same speaks volumes. In any case, this alternating turn-type requirement should be hard&fast, because it also eliminates yet another one of those arbitrary un-pre-approved high-handed I's-the-GM (so) I-can-do-what-ever-I-want (I-don't-even-have-to-be-consistent) rules-changes that Larry felt

compelled to inflict upon us, namely the one about disband-rebuild-move creating too much surprise. With disband-rebuild/blocks happening on one turn, and move on the next, the surprise is eliminated. Perhaps best of all, the alternating economic seasons remove the need for season-separation requests, since retreats would be written on the econ turns.

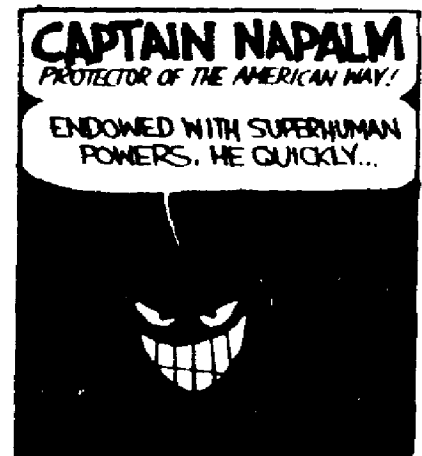
I have a rules clarification to make about cost. If you number yourself, then ocean blocks should cost 3 and foreign blocks should cost 2. But in all cases, military units should cost 1 to start with and whatever the year is thereafter. If you number SIFIS2F2, then ocean blocks should cost 2 and foreign blocks should cost 1; this preserves Larry's 2:1 ratio and increases military costs faster to match the faster increase in money supply. The game should start in the Spring with all the usual units on board; players will have an almost immediate opportunity to disband them and rebuild them as they see fit; this will preserve some of a link to the real game while still allowing the Russians to build fStPnc twice as soon as normal (as this game could've easily proven, England's position is practically untenable with fStPnc in Spring rather than Summer).

No Super Units (TALK about things that make the game too unlike regular Diplomacy! If you must have them please price at power*power*year). And finally, about trade limitations: In Vaclav Havel, the important trade limitation is that the number of blocks may never more than double in one SC. This is going to lead Russia & Austria (especially Austria) into a situation where money has ZERO value, where they are trading money that they will never be able to actually spend (it can only be traded again). This problem will go away when you no longer have two trading seasons between builds, but because several people might try to build in Paris at once, you might still need some sort of limitation on foreign block-building. But perhaps not: with it costing a block to build a block, the total number of blocks on the board could never more than double anyway, and it could only double if all military went unmaintained. So I would say that with trade replaced by cheaper building of foreign blocks, no block-limit restrictions are required. This is even more true if you use the 3:2 block pricing; then the number of blocks on the board could only increase by 3:2 (9:4 over a summer+inter-year, but minus military, it will always be less than 8:4=2:1).

Those of you who think you know it all are highly annoying to those of us who do.

GAMEMASTER TO BEDWETTER KAISER: I have not found time yet to review the rules as to whether you are eliminated or still operating on your accrued treasury. It is definite that you can no longer trade. You can always eliminate yourself by simply giving away all your money. I am going to consider whether you can be a standby for another position in the game. I welcome other people's opinions on this matter and will consult other Gamemasters. I am at a loss to understand how two wrongs can make a right.

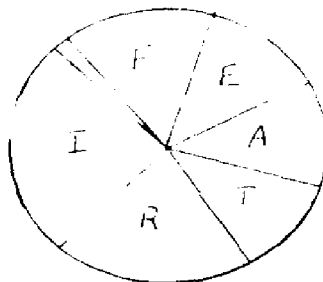
GERRY TODD's rules are out, and my pride swells to see that he has not taken your suggestions. This game is not in violation of its own rules, as there are no post facto rule changes. If I was not clear about the rules in the beginning, there was no malicious intent. As you are all well aware, these are all play test games. Perhaps you would like to elaborate about your building blocks in foreign countries. This idea is about as clear as mud. My poll of several players was that no one wanted summer seasons as you did. And if anyone is to be accused of rule changes, what about your persistent request that I change the rules? I'm glad that your proposed rule changes are so clear that they will probably need no response or elaboration. George, you finished 83rd out of 83 in last year's Dip.Con. I'll begin to take you seriously after I've seen you win a game. ♣



'One Can Stand Up to Lies'

Mr. Havel is at his best when writing

"People [should] realize that it is always possible to preserve one's ideals and one's backbone; that one can stand up to lies; that there are values worth struggling for ... and that no political defeat justifies complete historical skepticism as long as the victims manage to bear their defeat with dignity."



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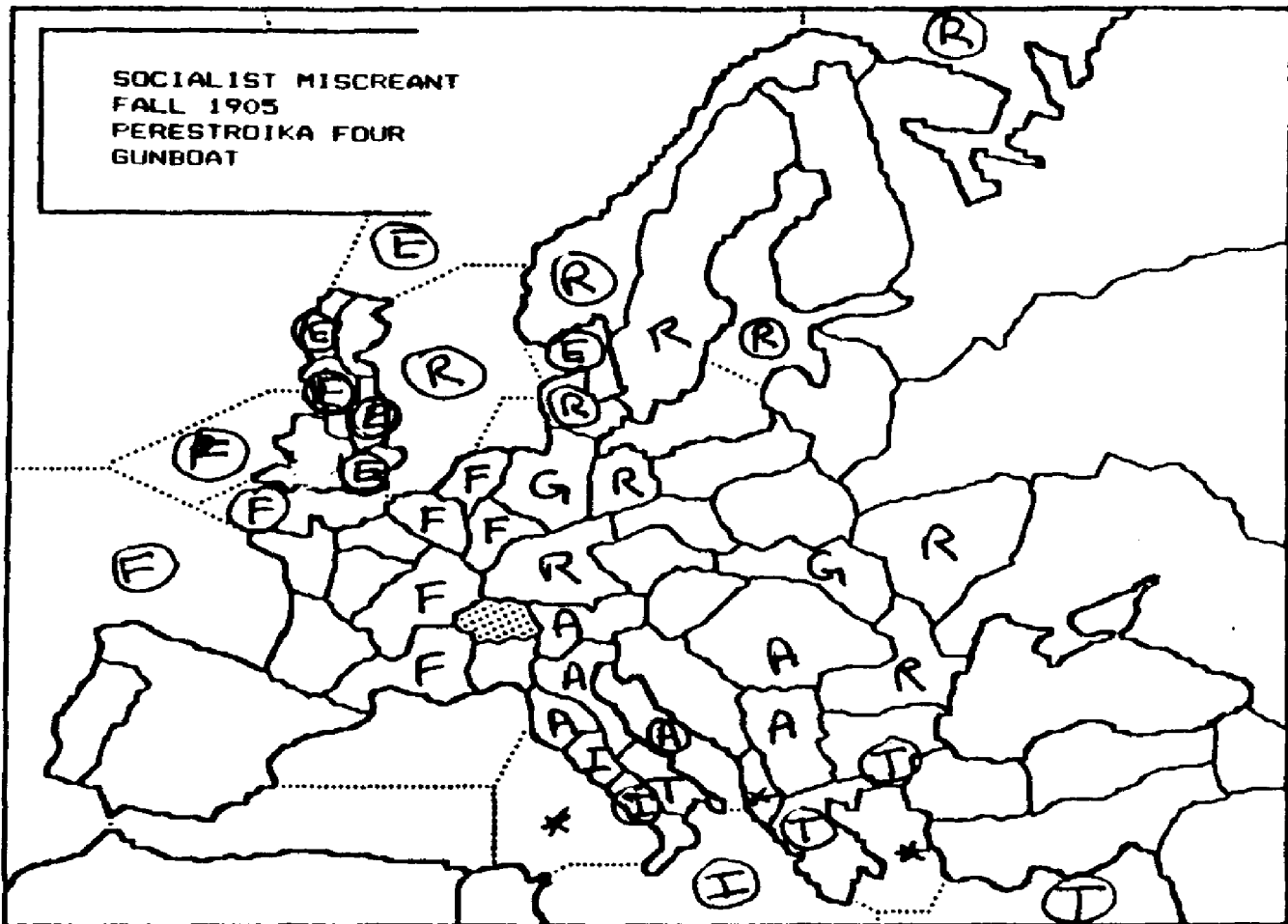
Always the Outsider



"And another thing, GEORGE, I don't recall ever saying, 'Correct me if I'm wrong.'"

• •

Dreams Deferred



AUSTRIA: NOT REPLACED, A-TYR S Russian A-MUN, A-BUD S A-SER, A-SER S A-BUD, A-VEN S A-PIE->TUS, F-ADR H, A-PIE-> TUS, TRADE 4->R, 2->F

ENGLAND: F-WAL->LPL, E-NWG->NWY, F-EDI->YOR, F-SKA->DEN, F-LON S French F-ENG->NTH(NSO), F-CLY->EDI

FRANCE: NMR!! **STANDBY NEEDED** HAS A-BUR, A-MAR, A-RUH, A-HOL, A-BEL, F-ENG, F-MAD, F-IRI,

GERMANY: REPLACED! A-MUN Retreat->BOH; A-BOH->GAL, A-KIE->DEN, TRADE 9->T (via R)

ITALY: NOT REPLACED! A-ROM->APU, F-NAP S F-TUN->ION, F-TUN->ION

RUSSIA: Retreat F-NWG->BAR; E-DEN S E-NWY->SKA, A-SWE->NWY, E-NWY->SKA, E-NTH->EDI, A-RUM H, A-UKR S A-RUM, E-GOB->SWE, A-MUN S French A-RUH->KIE(NSO), A-BER S A-MUN, F-BAR S A-SWE->NWY, TRADE 2->F

TURKEY: REPLACED! F-GRE S E-ION(NSO), A-APU S E-ION->NAP, E-EME S E-ION(NSO), E-ION->NAP(Retreat->ALB,AEG,TRH,OTB), F-AEG->BUL(sc), TRADE 5->A

underlined orders do not succeed

SUPPLY CENTERS (blocks), TREASURIES, AND GNP's:

AUSTRIA VIE(3),BUD(3),TRI(3),SER(4),VEN(1),	GNP = 14
Treasury = 23-4-2+10+14 = 41 points	
ENGLAND LON(3),EDI(5->4).LPL(6),	GNP = 13
Treasury = 2+13 = 15 points	
FRANCE PAR(5),BRE(3),MAR(3),POR(4),BEL(1),SPA(5),HOL(1)	GNP = 22
Treasury = 7+4+4+22 = 37 points	
GERMANY KIE(1),	GNP = 1
Treasury = 9-9+1 = 1 points	
ITALY ROM(7),NAP(3->2).TUN(4),	GNP = 13
Treasury = 31+13 = 44 points	
RUSSIA WAR(3),MOS(3),MUN(1),STP(8),BER(1),SEV(3),	
NWY(2->1),RUM(4),DEN(2->1),SWE(5)	GNP = 30
Treasury = 2-2+8+30 = 38 points	
TURKEY SMY(5),ANK(3),CON(3),BUL(4),GRE(1)	GNP = 16
Treasury = 25-5+18+16 = 54 points	

TOTAL EUROPEAN GNP = 109

DRAW PROPOSALS: CONCESSION TO R:, TO I:, F/R:, and F/A/R/T:

EMBARGO NOTICES:

- 1) UNTIL FURTHER NOTICE GERMANY BLOCKS TRADE TO FRANCE.
- 3) ENGLAND PERMITS ALL TRADE
- 4) RUSSIA BLOCKS ALL TRADE TO ENGLAND, GERMANY AND ITALY.
- 5) RUSSIA PERMITS ALL TRADE FROM E,G,I TO F,R,A,T.
- 6) GERMANY PERMITS ALL TRADE EXCEPT TO FRANCE AND RUSSIA.
- 7) ITALY BLOCKS ALL TRADE TO TURKEY AND AUSTRIA.
- 8) AUSTRIA BLOCKS ALL TRADE WITH ITALY AND GERMANY
- 9) RUSSIA PERMITS ALL OTHER TRADE NOT AFFECTED BY 4 OR 5

GM: This is PERESTROIKA FOUR. Rules are same as "Harbinger" except PLUNDERING and TRADE ROUTES are added. Plunder is done by military units holding and specifically so ordered. One block may be plundered each spring and fall and it yields one point to the treasury. TRADE only occurs in SPRING and FALL, and is unlimited in amounts. When one country trades points to another country (including neutrals), the receiving country gets twice as many points added to its treasury. Simultaneous disbanding and building in the same season is permitted by popular demand in this game. Any number of blocks (up to the current number of blocks in SC) along with a military unit can be built in an SC in winter. I promise no rule changes unless a player requests and unanimous approval is given. TRADE ROUTES: One of the following conditions must be met in order for nations to trade: 1) the nations border each other, 2) if they do not, trade may go through neutrals or through third party SC's if permission is implicitly given, i.e. to prevent it a nation must declare an embargo. If, however, military units occupy the space, explicit permission is required, 3) no foreign power occupies a "path" of water between the nations, i.e. all paths must be occupied to successfully prevent trade, 4) if they are occupied permission is required. Unoccupied, uncontested, non-SC provinces are always passable.

CONSTANTINOPLE TO VIENNA: Please please please return some of this trade. It helps us both. Whatever you send will be very generously returned.

LONDON TO PARIS: If you tried for the North Sea, you got it.

ENGLAND TO FRANCE: What will the navies of Turkey and Russia do after Italy and I are gone? Disband? Think again.

Leningrad to All: Sorry I didn't cough up any press last month -- just one of those things. At least I didn't NMR like the rest a ya bums!

Leningrad to Vienna: Hope you returned to the fray -- you've been a great ally. But (cough, cough), I believe you owe me a few points, what about it? Hope you're interested in the F/A/R/T draw -- we might have to get rid of England and Italy first if they really want to drag things out, but then it shouldn't be a problem.

Leningrad to Constantinople: I don't care how many times you NMR, I think you still owe me money! Are you voting for the F/A/R/T draw? I think it's inevitable, let's get this thing over. Make the Italian campaign short and sweet.

Leningrad to Paris: My, we HAVE made a mess of Germany and the low countries, haven't we!

Leningrad to Paris: London drones on and on, getting more and more desperate as his situation deteriorates. I hope and trust you were unaffected by his propaganda -- now, when we have him on the ropes, is no time for slackening! Note my trade back to you of all available points -- I'll try to keep this up. Meanwhile, I could use a few points of my own to help ease the slight cash flow problem that seems to have developed (nothing to do with the billions I've spent on armaments, you understand!).

Leningrad to Paris: Assuming you hit either London or Liverpool this turn, the English economy should only be able to support four units in the coming year. Keep the pressure up -- by the time we take out England all his centers will be rubbled down to 1's, so don't ease up, there's no way to take centers with anything left in them in this screwy variant. Look what happened to that big German arms depot in Berlin -- and the English player is obviously intelligent enough to know how to make our aggression as unprofitable as possible. What I'm saying is: any time you have a chance to attack an English center, DO IT!

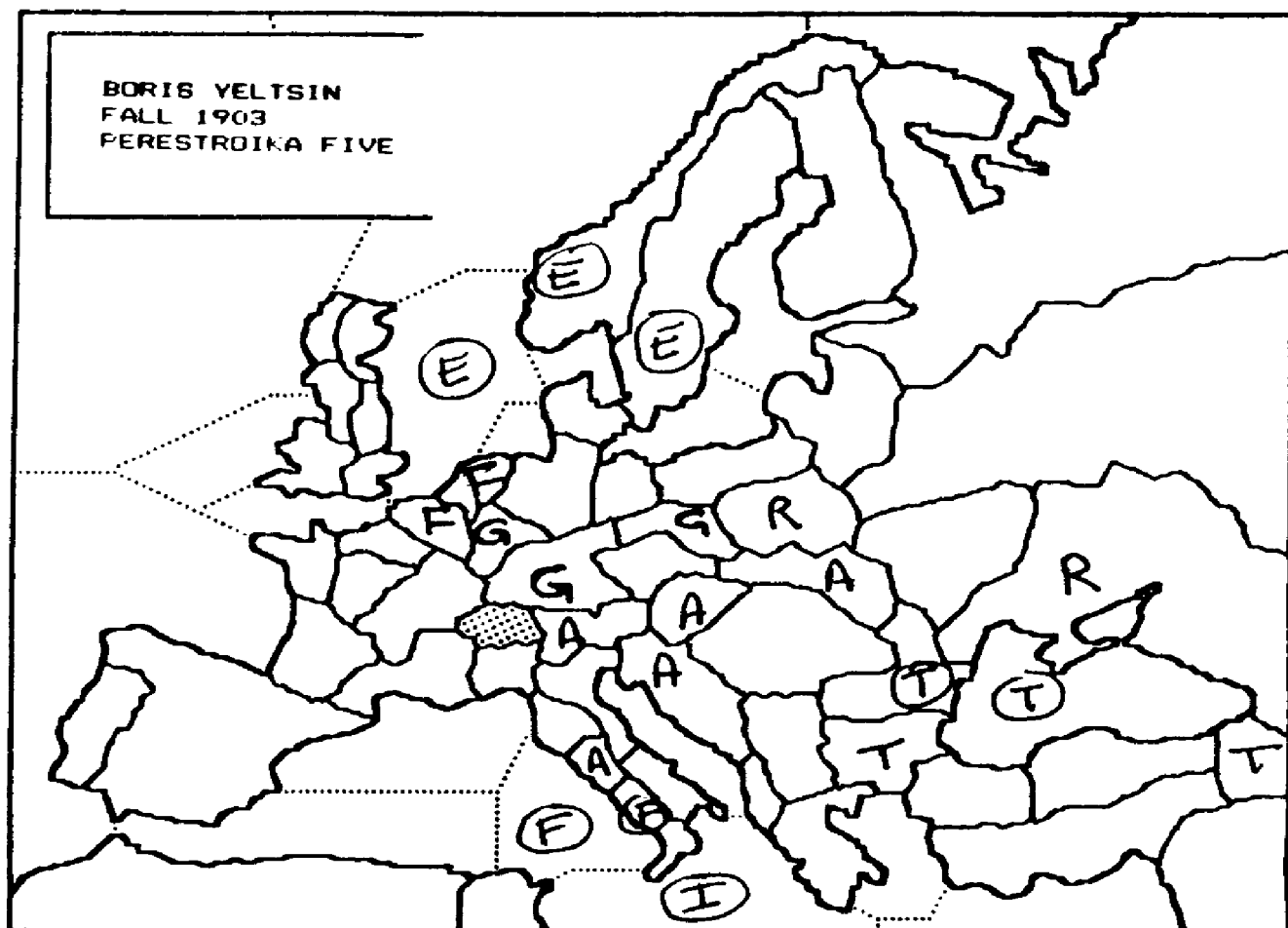
Leningrad to Paris: If I still have a fleet in the North Sea, and the situation looks promising, I'll either support your Army Belgium to London, or attack London to cut support for a convoy to Wales (and of course knock over a few more buildings). Just so you know.

Leningrad to Kiel: Going, going, gone!

Leningrad to Paris: I'm just holding in Munich (supporting you into Kiel), because I'm anxious to ensure that Germany will be out of the game after this turn. Hopefully you moved to Kiel and took it over. I thought about taking it, but didn't want to have Germany survive on the basis of a beleaguered garrison. If overweening gallantry on both our parts screwed us up and Germany lives, I will defer to you and do what I can to derrick you into Kiel City Hall. Okay?

Leningrad to London: Let the bombardment begin. Surrender your little dog or your cities will be destroyed the same way Germany's were!

Moscow's Moment Has Arrived



AUSTRIA(Erickson): A-ROM S French F-TRH->NAP, A-VEN->TYR, A-GAL->WAR, A-BUD->TRI, A-VIE S A-VEN->TYR, TRADE 3->T&E, 2->F, 1->G&R
ENGLAND(Scharf): F-NWG->NWX, F-SKA->SWE, F-NTH H, TRADE 4->T(viaR) 15->G
FRANCE(Elrod): F-TRH->NAP, A-BEL->HOL, A-BUR->BEL, F-GOL->TRH, TRADE 6->E, 4->A
GERMANY(Phillips) A-MUN->RUH, A-TYR->MUN, A-SIL S A-TYR->MUN,
ITALY(Goitz REPLACED BY J Green): F-ROM Retreat->NAP;
 F-NAP->ION, TRADE 4->G, 10->E, can no longer trade (no SC's)
RUSSIA(Weiss): Retreat A-GAL->WAR; A-WAR->GAL, A-SEV S Turkish F-RUM(NSQ), TRADE 1->E, 1->G
TURKEY(J Johnson): F-RUM->SEV, A-GRE->BUL, F-CON->BLA, A-ANK->ARM, TRADE 4->E(viaR), 3->A, 1->F(viaR), 2->POR(viaR)

underlined orders do not succeed

SUPPLY CENTERS (blocks), TREASURIES, AND GNP's:

AUSTRIA ROM(1),VIE(1),BUD(1),TRI(2),SER(1),VEN(2) GNP = 8
 Treasury: = 12-3-3-2-1-1+8+6+8 = 24 points
ENGLAND LON(1),EDI(4),SWE(3->2),NWX(3->2),LPL(4) GNP = 13
 Treasury: = 30-4-15+6+2+12+8+13 = 52 points
FRANCE FAR(2),BRE(2),MAR(2),HOL(6->5),BEL(2),SPA(2), GNP = 21
 TUN(5),NAP(2->1)
 Treasury: = 16-6-4+4+2+21 = 33 points
GERMANY BER(4),KIE(4),MUN(4) GNP = 12
 Treasury: = 3+8+2+30+2+12 = 57 points
ITALY NO CENTERS (survives until money runs out) GNP = 0
 Treasury: = 28 points
RUSSIA WAR(4->3),MOS(8),STP(8),SEV(4->3), GNP = 22
 Treasury: = 2-1-1+2+22 = 24 points
TURKEY SMY(8),ANK(4),CON(4),BUL-1,GRE-3,RUM-1 GNP = 21
 Treasury: = 12-4-3-1-2+6+8+21 = 37 points
NEUTRALS: DEN-8(4->G), POR(8,owes2->T).

TOTAL EUROPEAN GNP = 113

The Clash of '91:



AUSTRIA (Goltz REPLACED BY Juhnke) A-BUD->VIE,
 ENGLAND (Hedegard) NMR!! ****STANDBY NEEDED**** HAS F-LON
 FRANCE (Dunn) A-PIC->BEL, F-BRE->ENG
 GERMANY (Kozlowski) A-MUN->BUR, TRADE BER(1)->WARviaPRU,
 MUN(1)->WARviaBER,FRU, KIE(1)->LONviaHEL,NTH
 ITALY (Weiss) TRADE VEN(1)->MARviaPIE, ROM(1)->MUNviaVEN,TYR,
 NAP(1)->EDIViaTRH,WME,MAO,NAO,NWG
 RUSSIA (Rifle) A-GAL->VIE, A-RUM->BUD, TRADE WAR(1)->BERviaPRU,
 SEV(1)->BERviaUKR,WAR,FRU, MOS(1)->BERviaWAR,PRU,
 STP(1)->EDIVianWY,NTH
 TURKEY (J.Green) A-CON->BUL,

underlined orders do not succeed

SUPPLY CENTERS (blocks), TREASURIES, AND GNP's:

AUSTRIA	BUD-1 VIE-2->1 TRI-1	GNP = 3
	Treasury: = 0+3 = 3 points	
ENGLAND	LON-1 EDI-1 LPL-1	GNP = 3
	Treasury: = 2+2+2+2+3 = 11 points	
FRANCE	PAR-1 BRE-1 MAR-1 BEL-1->0,	GNP = 3
	Treasury: = 0+2+3 = 5 points	
GERMANY	BER-1 KIE-1 MUN-1	GNP = 3
	Treasury: = 6-1-1-1+2+2+2+2+3 = 14 points	
ITALY	ROM-1 NAP-1 VEN-1	GNP = 3
	Treasury: = 3-1-1-1+3 = 3 points	
RUSSIA	WAR-1 MOS-1 STP-1 SEV-1 RUM(0),	GNP = 4
	Treasury: = 6-1-1-1-1+2+2+2+4 = 12 points	
TURKEY	SMY-2 ANK-1 BUL-1->0, CON-1	GNP = 4
	Treasury: = 0+4 = 4 points	
NEUTRALS: GRE-1, SWE-1, NWY-1, SPA-1, DEN-1, HOL-1, FOR-1, SER-1,		
TUN-1 (Neutral treasuries all=1 points.		

TOTAL EUROPEAN GNP = 32

WINTER 1901 & SPRING 1902 ORDERS DUE JULY 26

Confronting memories, violence, loss

TRADE NOTICES:

- 1) RUSSIA PERMITS ALL TRADE
- 2) FRANCE BLOCKS ALL TRADE TO ENGLAND

THIS IS PERESTROIKA SIX - The final rules were published in issues #19 & #20. There is TRADE, TRADE ROUTES (requiring specified routes and amounts not to exceed #blocks in sending SC), TRADE WITH NEUTRALS, AND SUPER UNITS. BLOCKS cost TWO POINTS each, military one point each. There is no inflation. When neutrals trade back they use the same trade route unless the original sender specifies a new one. Neutrals are not subject to the restrictions on trade amounts.

ITALY TO PERESTROIKIANS: New world order = trade. Peace and love to all (except Russia, and in the words of Lennon and McCartney, "Get back, get back, get back to where you once belonged." Or was that, "Back in the USSR, babe. You don't know how lucky you are, babe. Back to the USSR, babe." Otherwise it will be "oh blah di dah, life goes on blah."

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"Do what you will to me, but I'll never talk! ...
Never! And, after me, there'll come others -
and others - and others! ... Ha ha ha!"

EL QUE QUIERA SABER SUS DEFECTOS, QUE SE CARSE
Y EL QUIERA SABER SUS CUALIDADES, QUE SE MUERA!

(To know your defects, get married
to know your qualities, die!)

Among Shattered Young Souls



High Plains Drifters

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European Community begins unification

NATION(player), MOVES, SUPPLY CENTERS(#blocks), TREASURIES, GNP's:

AVIGNON (Erickson) A-MAR->SPA

MAR(1)

Treasury: = 0 points

BRITANNY (Elrod) NMR **STANDBY NEEDED** HAS A-BRE

BRE(1)

Treasury: = 0 points

CRIMEA (Weiss) NO UNITS; TRADE I->V (NO ROUTES SPECIFIED) lost

SEV(1),

Treasury: = 1-1 = 0 points

DEUTSCH (Hudson) NO UNITS; TRADE MUN(1)->BEL via RUH

MUN(1),

Treasury: = 1-1 = 0 points

ENGLISH (Goltz REPLACED BY Juhnke) TRADE I->S (No Route Specified)

LON(1)

Treasury: = 1-1 = 0 points

GREEKS (J Green) F-GRE H

GRE(1)

Treasury: = 0 points

HISPANIA (Kozlowski) F-SPA(sc) H

SPA(1->0)

Treasury: = 0 points

ISTANBUL (Kakritz) TRADE I->T

CON(1->0)

Treasury: = 1-1 = 0 points

KAISER (Kirk) A-BER->KIE

BER(1)

Treasury: = 0 points

LOW LANDS (CIVIL DISORDER) Second NMR **ANYONE NEEDED**

HOL(1)

Treasury: = 1 points

MAGYAR (CIVIL DISORDER) Second NMR **ANYONE NEEDED**

BUD(1)

Treasury: = 1 points

NAPOLI (Scharf) F-NAP->ION

NAP(1)

Treasury: = 0 points

OSTERREICH (Morse) NOT REPLACED, No orders

VIE(1),

Treasury: = 1 points

POPE (York) TRADE I->VEN

ROM(1)

Treasury: = 1-1 = 0 points

RUSSIA Rifle A-STP->MOS

STP(1)

Treasury: = 0 points

SCOTS (CIVIL DISORDER) Second NMR **ANYONE NEEDED**

EDI(1)

Treasury: = 1 points

TURKS (Mikolaj) A-ANK->CON

ANK(1)

Treasury: = 0+2 = 2 points

VIKINGS (CIVIL DISORDER) Second NMR **ANYONE NEEDED**

SWE(1)

Treasury: = 1 points

YUGOSLAVS (Whyte) A-SER->RUM

SER(1)

Treasury: = 0 points

Italian policemen die in ambush

WINTER 1903 & SPRING 1904 ORDERS DUE JULY 26

TRADE NOTICES:

- 1) RUSSIA EMBARGOES TRADE TO & FROM A & F, ALLOWS ALL OTHER
- 2) GERMANY ALLOWS ENGLISH TRADE TO A & I
- 3) FRANCE EMBARGOES ITALIAN TRADE TO E.G,R.T
- 4) AUSTRIA EMBARGOES ALL TRADE TO AND FROM ITALY
- 5) GERMANY ALLOWS TRADE BETWEEN E&I
- 6) GERMANY EMBARGOES AUSTRIA
- 7) ENGLAND ALLOWS ALL GERMAN TRADE

See last
page

RULE PROPOSALS: 1) Once again: It is proposed neutrals can be made neutral again, after possession, by simple decree. 2) Also, it is proposed that SUPER UNITS be added to this game at a price N squared, and also multiplied by inflation. Please vote.

VIENNA TO GERMANY AND RUSSIA: whoever wants peace and trade will be embraced. A token of trade has been sent to both of you for consideration.

VIENNA TO MOSCOW: My move from Galicia to Warsaw is to show you how it feels. Now that we've pounded on each other, can we call a truce?

RUSSIA TO ENGLAND AND GERMANY: I have returned to prosperity through peace. Let us, however, justify the means of war vs. Austria and France by the ends of a peaceful Europe. Bribing Hitler-Hussein-France will not change his behavior. No more trade to him until all his units are within his original borders. And I'll bet big trade Eurodollars that his army in Belgium just moved over a little lower (like him) into Holland.

RUSSIA TO TURKEY: My jury is out on you. I hope you join the Perestroika peaceniks.

RUSSIA TO ITALY: I'm so sorry. Some of your neighbors didn't respect peace and others didn't see what was coming. We shall use your name in martyrdom as a rallying cry, "win this one for the Italian."

ENGLAND TO FRANCE: Why did you embargo Italian trade to me? You made it impossible for him to repay me. If you have a good reason, we can resume trade.

ENGLAND TO AUSTRIA: Ditto.

R: Richard Weiss NEW ADDRESS
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T: Jonas Johnson
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86011-2784

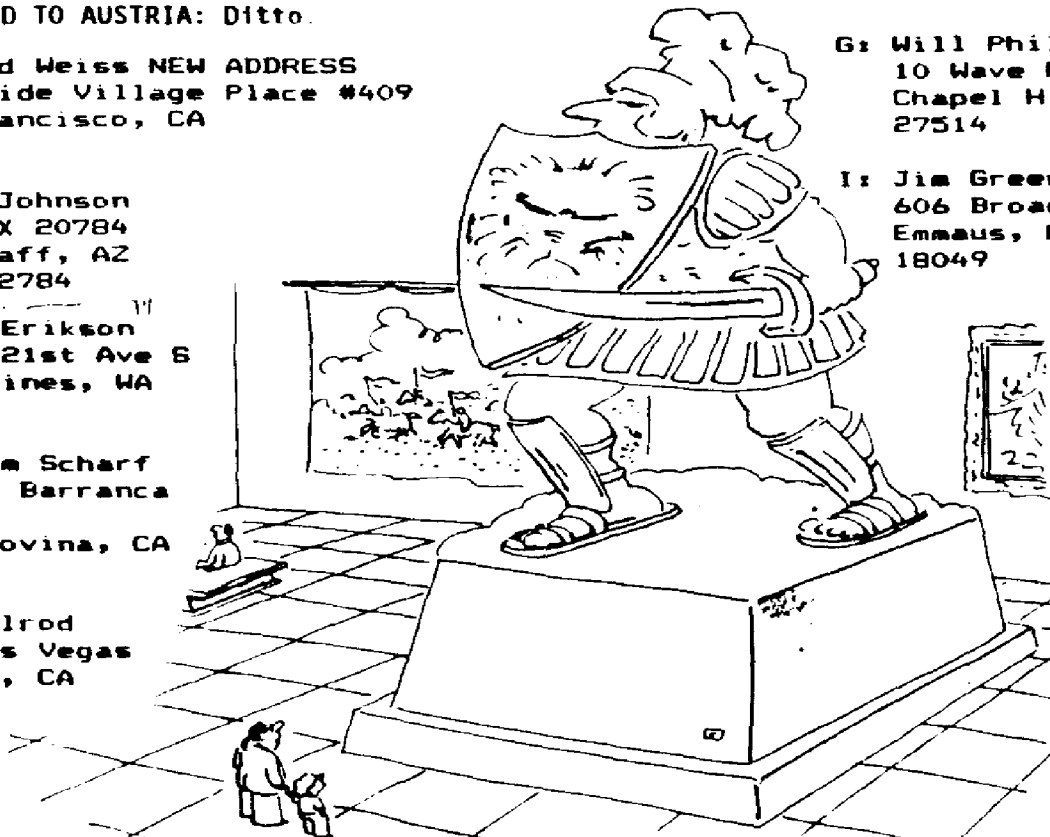
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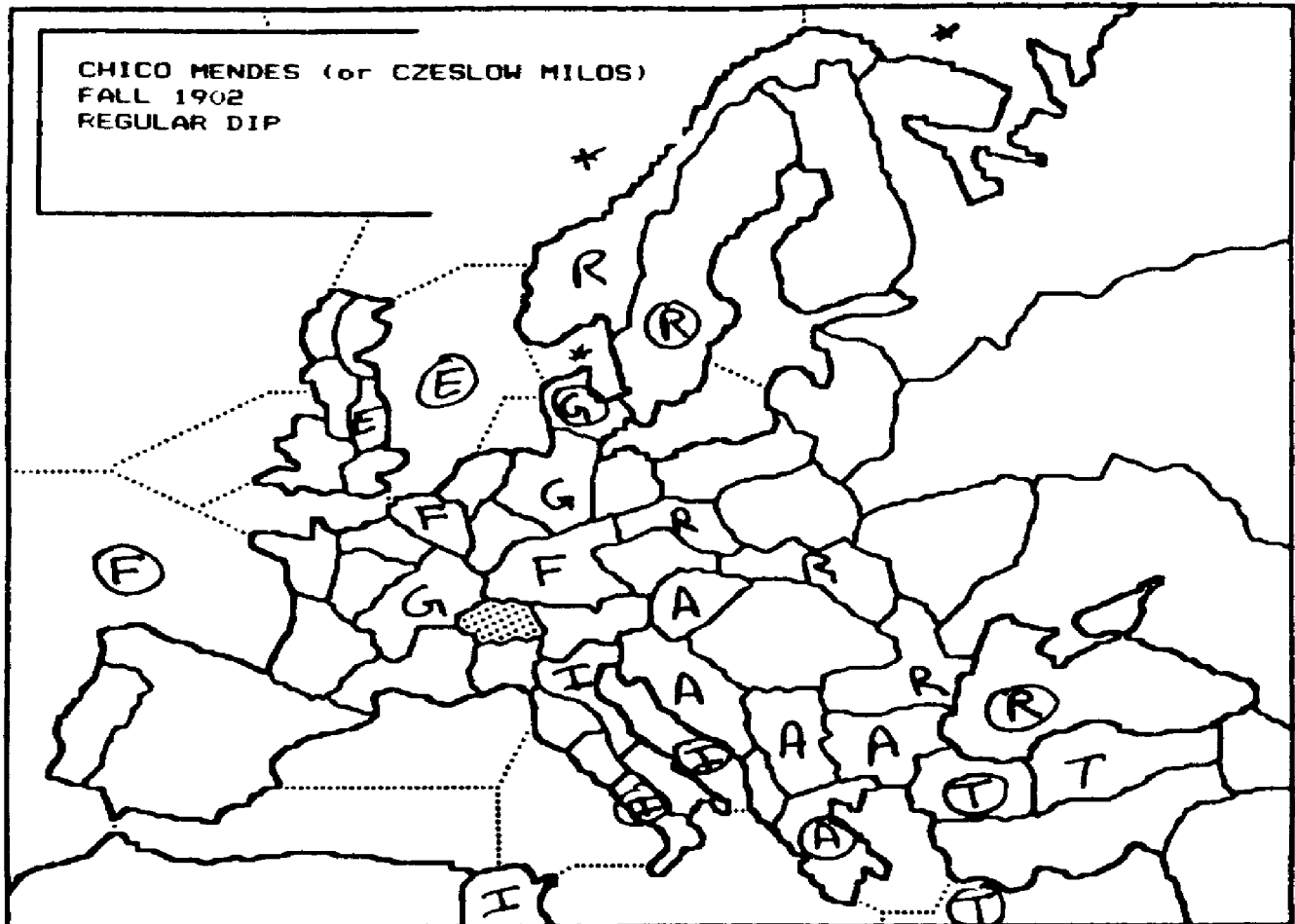
G: Will Phillips
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I: Jim Green NEW ADDRESS
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"It was a time when men regularly performed great feats of valor but were rarely in touch with their feelings."

Shadow of War Over Paris



AUSTRIA (Stone) NMR!! ****STANDBY NEEDED**** HAS A-SER, F-GRE, A-BUL, A-VIE, A-TRI
 ENGLAND (Acheson) F-NWY->SWE (Retreat->BAR, NWG, SKA, OTB), A-YOR->HOL, F-NTH C A-YOR->HOL
 FRANCE (Reckart) NMR!! ****STANDBY NEEDED**** HAS F-MAO, A-MUN, A-BEL
 GERMANY (J Green) NEW PLAYER! F-DEN->KIE, A-RUH->BUR, A-KIE->HOL
 ITALY (Brown) A-VEN H, A-TUN H, F-ION->ADR, F-NAP->ION
 RUSSIA (Hudson) A-GAL->VIE, A-RUM S Turkish F-CON->BUL (no coast specified), A-WAR->SIL, F-SWE S A-STP->NWY, A-STP->NWY, F-BLA S Turkish F-CON->BUL (no coast)
 TURKEY (Miller) F-EME->ION, F-CON->BUL (no coast specified), A-ANK->CON

underlined orders do not succeed

SUPPLY CENTERS

AUSTRIA	VIE	BUD	TRI	SER	GRE	BUL	(6)	Builds 1
ENGLAND	LON	EDI	LPL				(3)	
FRANCE	PAR	BRE	MAR	POR	BEL	MUN	(6)	Builds 3
GERMANY	BER	KIE	DEN				(3)	
ITALY	ROM	NAP	VEN	TUN			(4)	
RUSSIA	WAR	MOS	STP	SEV	SWE	RUM	NWY	(7) Builds 1
TURKEY	SHY	ANK	CON				(3)	
NEUTRALS	SPA	HOL					(2)	

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WINTER 1902 & SPRING 1903 ORDERS DUE JULY 26

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EMIR TO AUSTRIA: I tried to be gentle, now I must get mean.
 EMIR TO ITALY: Watch with whom you side. It could get you hurt.

NEUTRALS: POR(1), PAR(1), LPL(1), BEL(1, tr=3, owes 1->MUN), NWY(1),
DEN(1), MOS(1->O) WAR(1), KIE(1->O), TRI(1), RUM(1->O), BUL(1),
VEN(1, tr=3, owes 1->ROM), TUN(1), SMY(1),

ALL OTHER NEUTRAL TREASURIES = 1 point

FALL 1901 ORDERS DUE JULY 26

TRADE NOTICES:

1) RUSSIA ALLOWS ALL TRADE

POLITICAL PROPOSALS:

1) DEUTSCH annex BEL

2) GREEKS annex LPL

3) AVIGNON annex WAR

4) KAISER annex POR

Crossing Borders

These proposals are always anonymous for simplicity's sake. Players now vote, results printed next issue (see voting rules below.) I already see problems. Alas the value of play testing! It didn't occur to me that the proposal for annexation would be made by a nation other than that attempting to annex. I believe it should only be able to be done by the proposed annexer. At present I will let the annexer refuse to accept the annexation. It also did not occur to me that the proposed annexee would not border the proposed annexer. I guess I lack imagination! The proposed annexations remind me of the wild marriages of royalty in XVIth century Europe, with an Austrian king living in Spain etc. I'm not sure what I think of this yet.

THIS IS PERESTROIKA SIX ANARCHY STYLE! Nineteen players got one supply center each and fifteen remained "neutral". There is TRADE, TRADE ROUTES, TRADE WITH NEUTRALS, SUPER UNITS, LIBERATION, OCCUPATION, SECESSION, AND ANNEXATION. BLOCKS cost TWO FOINTS each, military one point. There is no inflation and the GM is not playing, unless specifically requested to assume a seceding SC. When neutrals trade back they use the same trade route unless the original sender specifies a new one. Neutrals are not subject to the restrictions on trade amounts. Military builds are allowed in the conquered supply centers. NMR INSURANCE IS NOT AVAILABLE FOR THIS GAME!

VOTING RULES REDUX: a majority of the other players must approve a new player (secession) or a nonmilitary acquisition (annexation). Procedure: 1) secession or annexation is proposed 2) voting results are printed following issue, 3) the new owner submits orders the next issue. The new owner/player has all the rights of regular players. The seceded or annexed SC's are home centers. Players have as many votes as they have GNP. A majority of players voting must vote yes and there must be a majority number of GNP-votes (of those voting) to approve. NVR=abstention. The GM can be allowed to take over a nation, - a sort of United Nations mandate.

PROPAGANDA:

GM: Well it looks like we're shakin' out the riffraff. The rubble rule is going to rapidly remove many people. This game is in clear need of modification in the future. And the rules are just too elaborate, albeit creative.

CRIMEA IO CRYING OUT LOUD: We shall overcome.

CRIMEA TO THE ENGLISH ISLES: How cozy for the two of you. Everyone else has at least some paranoia this year.

DATLINE SARAJEVO: The Archduke today declared that the pan-Slavic Olympics had been successfully opened with the marathon-in-full-kit, and would continue tomorrow with a turkey shoot. All Aryan, Slavic and upright, nonpagan, straight, purebred males would be welcome to join the so-far undersubscribed season.

AL DECIR LAS VERDADES
SE PIERDEN LAS AMISTADES

(To speak the truth is to lose friendships)

Perestroika Diplomacy

The following are the rules for 'Fran' as it will be played in the Trib, based on the rules for *Perestroika VI*, by Larry Cronin.

1. The game is played, in all respects, as in Diplomacy with the addition of the following rules governing unit production and economics.

2. The game begins with Winter 1900. There are no units on the map and each supply center, including neutrals, have one Block. Blocks represent industrial capacity, and produce Points. Points represent industrial output and are used like currency. The total number of blocks a nation possesses is its Gross National Product (GNP) for that year. Blocks should not be confused with points.

3. Following Fall retreats, a number of points equal to the nation's GNP at that instant, is added to the nation's treasury. In Winter points are 'spent' to buy or maintain armies and fleets and/or buy new blocks. In Spring and Fall points may be loaned, given, or traded to other players.

4. New blocks may be built in Winter at a cost of 2 points each. Blocks do not need to be maintained. A block may be built in any supply center owned by the player, not necessarily home centers. Military units cost 1 point each to build, but may only be built in a home supply center. Additionally, military units must be maintained at a cost of 1 point each, each Winter. Maintenance is figured before new construction takes place.

5. There are limits to the number of blocks that can be

built each Winter. No more blocks can be built than half the nation's GNP (fractions rounded up), additionally, no more blocks can be built in one supply center than are already there.

Example: Germany has a GNP of 15 so can build no more than 8 blocks (1/2 of 15 GNP). If, for instance, Munich already contains 2 blocks, no more than 2 new ones could be built there.

6. Points are kept in a Treasury. Unspent points remain in the Treasury until spent or all the nation's supply centers are lost, (the player is eliminated) at which point the Treasury simply disappears, and is lost.

7. Loans & Gifts are made in the Spring & Fall by notifying the GM of the amount and to whom to give it to. The GM will deduct the points from your treasury if you have them and deposit it into the treasury of the player you designated. The GM is not responsible for enforcing any repayment arrangements you may have made in regards to loans.

8. Players may designate points to be given to another player as "Trade." In this case the receiving player has twice the amount you designated deposited into his treasury. e.g.: If Germany "trades" 3 points to Italy, Italy receives 6 points in its treasury.

9. Orders are executed in the order they are written. If the treasury runs out before all orders are executed the rest are ignored. Partial orders will be filled partially.

Example: Turkey has 7 points in its treasury and orders the following, in this order

Trade 2-His, 2-Ger, 2 Aus, Give 2-Fra, 2 Eng

The GM would give Italy, Germany, and Austria 4 each, and France 1 point. The treasury is spent so the second point to France and the 2 to England are ignored.

10. Neutral countries automatically spend accumulated points on new blocks, any unspent points are left in its treasury which is lost when/if the neutral is conquered.

11. When a supply center is attacked it loses as many blocks as there are units attacking plus those supporting the attack. Defending support for a holding unit does not count, nor do cut supports. Units moving into friendly supply centers, unopposed, do not cause block loss, but a self-stand-off between friendly units would.

12. In the Winter, any army or fleet anywhere on the map may be ordered disbanded if no armies or fleets are ordered to be built. This does not include units that are retreated off the map.

13. The winner is decided by unanimous concession of the remaining players stated in the form of a vote. The winner is not required to vote. No vote = No.

AS TO BE
PLAYED IN
GERRY TODD'S
DIPLOMACY TRIBUNE

BY cont'd

BRIEF RULE SUMMARY: This game has trade, trade routes, plundering and inflation. Blocks always cost one point. The cost of military goes up based on the year (the impact of rubble rule likewise escalates). The price increases by a factor of "X" where X = year, e.g. '02=2, '03=3, etc. Trade is as in previous games and includes neutrals. It occurs only in SPRING & FALL. Neutrals automatically return trade the next spring or fall unless captured. Disbanding may be done in any winter, providing the unit is in a SC. If units are disbanded that year, new units cannot be built until the next year. Any number of blocks (up to the current number of blocks in SC) along with a military unit can be built in an SC in winter. The rubble rule applies to all attacks regardless of "resistance", SC's are not reduced to <1. Plundering yields the plunderer one point for every two blocks plundered by a holding unit. Neutral treasuries can not be captured, they disappear. Win = GNP >or= one half European GNP.

TRADE ROUTES: One of the following conditions must be met in order for nations to trade: 1) the nations border each other, 2) if they do not, trade may go through neutrals or through third party nations if permission is explicitly given, 3) no foreign power occupies a "path" of water between the nations, i.e. all paths must be occupied to successfully prevent trade, 4) if they are occupied explicit permission would be required. Unoccupied, uncontested, non-SC provinces are always passable.

HOUSE RULES

1) I follow the **RULE BOOK**. Orders must be clear despite **RULE VII.4**. Disputes may be refereed by a 2nd gamemaster. Additional "Perestroika" **VARIANT** rules are published at game start. Changes can be made midgame only if a player proposes the change and GM approves it. All must vote unanimously for it. **NVR=yes**. Midgame changes are published (in summary) every month thereafter following the game report.

2) Winter 1900 & 1901 are always separate seasons. Other winters can be separate if 2 players request it, but I do discourage this. Summer and winter retreats accompany fall and spring moves.

3) **DRAWS** are allowed by unanimous vote. They need not include all survivors. Votes are public and **NVR=NO**. Draws are highly discouraged in Perestroika Dip and forbidden in version VI.

4) **DEADLINES** are not absolute. It is usually a Friday, late in the month. I do not receive PO BOX mail on Saturdays. Orders may be phoned in until the following Sunday 6PM MST. The games come out on roughly, the 1st of the month. IF I am still typing I will accept late orders. Press is not accepted late nor over the phone.

5) **NMR's** result in the calling of a **STANDBY**. If the NMR is repeated the standby's orders are used and the player is replaced. If no standby is found, the nation is in civil disorder until one is found. Standbys are volunteers and are not assigned. They must be paying subscribers. Gamestarts will be held if there is an initial NMR.

6) **STANDARD ABBREVIATIONS** are the first 3 letters except: Gulf of Bothnia=**BO** or **GOB**, Gulf of Lyon=**GOL**, West Med.=**WME**, East Med=**EME**, Tyrrhenian Sea=**TRH** or **TRN**, (Tyrolia=**TYR**), Mid Atlantic=**MAD**, North Atlantic=**NAO** or **NAT**, North Sea=**NTH**, Norway=**NWY**, Norwegian Sea=**NWG**, St. Petersburg=**STP**, Liverpool=**LPL**, Livonia=**LVN**, North Africa=**NAF**.

7) **GAMEMASTER ERRORS** not reported by the deadline stand.

8) **CONDITIONAL ORDERS** are allowed based on retreats, standbys, builds, season separations, and GM errors.

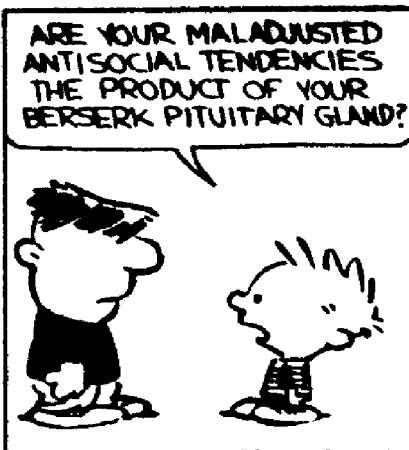
9) Only supply centers have **PROTECTED PRESS**, i.e. anyone can write press titled "ITALY" or "TUCSON".

10) **NMR INSURANCE** can be purchased for \$1 per call. I will try to phone around the day of deadline. I must have the phone number.

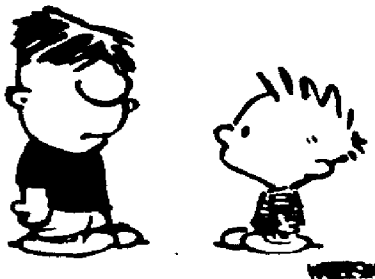
11) **DECEIVING** the GM results in expulsion.

12) All donations and game fees are **NON-REFUNDABLE**.

13) For Games started after July 1991: If your subscription expires your country is in Civil Disorder!



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6-15



PLAYER'S FORUM
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