

RAGING MAIN

#1

9 May 1983

: Welcome Back, Y'all! I have arrived in the South and have heard more y'all's than I could have imagined. This is issue #1 of Raging Main, which is published by me, James S. Woodson. No, the middle initial isn't that important, but that's the way I have come to sign my name, so I'll print it that way too. My current address is:

Naval Aviation Schools Command
Building 633; AI-32
NAS Pensacola, Florida 32508

Quite a mouthful, huh? If you think that's bad try my phone situation. My number is 904-456-8661 EXT:456. Unfortunately, I can't call out (off-base) on that phone and must use a nearby pay-phone.

: Subscriptions to Raging Main are at the rate of 12 issues for \$5.00. If any publishers wish to trade with me, please let me know what arrangements you would like to make. The brave souls who have already requested subs are Linsey, Menders, Caruso, Fassio and Quirk.

: Game openings!! What would a new 'zine be without game openings? Signed up for Regular Diplomacy— Menders, Roybal, Quirk. Diplomacy for military personell only has 1LT Mark Fassio signed up.

: Special Thanks to John Caruso for his suggestion on how to make my masthead more clear. I still don't like it too much but this is better than it was before. Don't be suprised to see something different next time.

: I hate to disappoint all of you who received RM #0 and were eagerly waiting to find out what Raging Main refers to, but I received a reply in which the writer said that it obviously was about something. Well, that was so far off base I thought I'd like to see what the rest of you think it means. If you can identify specifically what the title refers to you will win 3 free issues of this great publication. In the event that no one is correct, I will award the prize to the most unusual and original answer. Go to it!!

RAGING MAIN HOUSERULES

1. The 1971 Rulebook will be used, except where modified by these houserules.
2. Orders must include: game name or Boardman Number, season and year, country, date, and signature.
3. Deadlines will be announced each season. Orders will be accepted by phone up to the night before the deadline day. However, don't count on finding me here.
4. Winter and Spring seasons will be combined.
5. Retreats will be combined with the following season(s); Autumn with Winter/Spring, Summer with Fall.
6. Seasons will be separated upon request.
7. If a player fails to submit orders (NMRs), a standby will be called. If the original player NMRs a second time in a row, the position will be given to the standby.
8. Draws and concessions must be approved by all players who own at least one supply center. A player not voting is counted as a "YES"
9. Draws or concessions that pass take effect before the next season.
10. Press may be submitted from any dateline
11. Deception of the GM is forbidden.
12. Any houserule may be added, deleted, or changed by unanimous vote of all of the games players

That's the rules that we'll play under here. I'd like to hear any comments that my fellow players and GMs have about them, and of course they're open to discussion.

PRESS

One of the things that I promised in the issue #0 announcement was to tell you about my views on press, and here it is. One of the things that appealed to me the most when I first became involved in this hobby was the great press releases I saw in the games. I thought, "Boy, there sure is a lot of hidden talent here", and I'm sure that you would agree.

Press adds to the enjoyment of the game by allowing the players to express themselves in a creative manner. A one-center power or an eliminated player will often write reams of press. Imaginary rulers, generals, advisors and other personages crop up in the press releases with personalities of their own. These characters engage in feuds or shouting matches with each other. All of this is harmless and fun. Because it allows for more possibilities for creativity, I enjoy black press games where you can speak from any dateline.

Unfortunately, the press sometimes does not restrict itself to the game. As long as the Kaiser is yelling at the Pope, and the Sultan is feuding with the Tsar it is all harmless. But when Bob begins to insult Mary in the press I think it has gone too far.

As a gamesmaster, I do not intend to censor or edit the press that is submitted to Raging Main. I don't think that it's my place to decide what is or isn't acceptable. But I don't think that the press section of a game (which is supposed to be fun after all) is the place for personal fueds or attacks. Not that they really belong anywhere in the hobby at all.

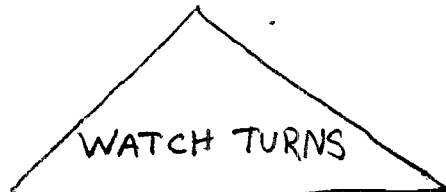
When I began writing this article I didn't think it would end up this way, but thats the way thigs go. I hope you all take it to heart and I hope to see a lot of good, clean, fun press in Raging Main

SO, YOU'RE WONDERING WHAT IT'S LIKE IN THE SOUTH...

I've been here for an entire week and I've already noticed a few oddities. I grew up in an area that is south (southern California) but this is the first time I've ever been to The South. The first thing that you notice is, of course, the accent. But it goes further. The place names are weird her too. Places like Tuscaloosa, Pascagula, not to mention Pensacola!!

One thing that has already started to bug me is the traffic signals. You know how in normal places there is a light or two above the intersection and one on the post off to the side on the corner, Well here they don't have the one off to the side. As a result, if you're the first guy at the intersection you can't see the light without looking out of your side window. Quite awkward.

Also, while I was driving through Alabama on my way down here, I noticed a few odd road signs. For example,



Others like this that I saw were, Be Alert, Indicate Turns and Don't Speed. Certainly a bit weird. Anyone else seen any strange road signs?

It's time to sign off for this time because this is a borrowed typewriter and I have to retun it. My personal effects have yet to catch up with me and that includes the typerwriter. Until next time, Have a nice May.

I'm now without my (or rather the one that borrowed) typewriter, so you'll all get to see my magnificent printing. How many of you out there in dipland collect things. Coins, stamps, etc. Well, I collect business cards. If you have a business card please send it to me. I'd also appreciate it if you would keep an eye out for unusual cards. I'll give 2 issue sub credit for the best card sent (in my opinion), but any card is welcome.

James S. Woodson
 NASC; AI-32
 Building 633
 NAS Pensacola, FL 32508



Doug & Marie Beyerlein
 640 College Ave.
 Menlo Park, CA

94025