



R a m b l i n g w a y

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Another month, another issue. I'm pleased, only two NMRs from established RW players. That is the mark of a dedicated player field!! It also looks like the newly rehoused Orphan game will continue with three of the original players.

Speaking of the NMR situation, I was asked about having NMR insurance. Unfortunately, I will have to decline to use it. With my erratic schedule, I routinely adjudicate the games at odd hours. Thus, it would be VERY inconvenient for me to contact players who've missed a move (would you like a call at 2am because you missed a turn?).

As an alternative, I still strongly recommend EVERY player to send in a preliminary set moves upon receipt of RW. This way you'll at least have a set of moves on file in case a second set doesn't make it through the postal service in time. It is a policy I follow, and I've only missed a turn once (about six years in the hobby, and well over a hundred games). That was when an issue was lost in the mail and the GM didn't have a missing issue policy.

Unfortunately, Michael McCabe's subzine didn't make it this time. He's been having trouble with the State Department's approval system (it takes literally forever). Hopefully the roadblock will be cleared up in short order and some more of his insight into the politics and culture of Japan will continue.

This issue sees the debut of John Breakwell's subzine THE GREEN GOBLIN SPEAKS. I hope everyone enjoys it, and will send in some feedback. Speaking of which, feel free to write any of the subzine authors with column ideas, questions and (most importantly) praise for their hard work. After all, they receive RW as their only "pay" for the time and effort.

The Poll Question this month has had the best response I've ever. Many opinions and thoughts were expressed, and I appreciate each and every one of them. For the time being, I will not be adding maps to RW. I hope that this doesn't cause anyone to drop their sub; however, I'll understand. I feel a solid pubbing schedule, with (hopefully) error free adjudications and interesting reading material more important than graphics, maps or a fancy presentation.

Congrats to Steve Courtemanche on his new addition. On April 3rd, Robert Steven entered the world. At the rate RW subbers are having babies, there will be a new generation of Dip players on the horizon.

Stven Carlberg (GM/Pubber of HOODWINK) recently had an article about DIPLOMACY printed in the GAME SHOP NEWS. It was a splashy, full-color, full-page effort. Excellent job Stven!!!

Lastly, inside this issue is a two page information sheet about The Space, Fantasy & Adventure Network (SFAN). It is a serious attempt to create the first satellite and cable television channel dedicate to those genres (unlike the much bally-hoed, but lackluster effort, of the Sci-Fi Channel).

One of the prime movers is Bjo Trimble (famed for her work withn STAR TREK). They need your help in their grass-roots effort to influence the cable company biggies to pick-up the programming. I encourage all the readers to send in your letters immediately to be a part of the targetted flood of support.

Here we go again!

AN OPEN LETTER FROM BJO TRIMBLE

March 9, 1992

Dear Folks,

The Trimbles have been hinting about new jobs and possible move from Houston, but we've had to be very secretive about details. Now we can tell you how thrilled we are to be a part of The Space, Fantasy & Adventure Network (SFAN)! It is exactly the project that every fan, at one time or another, has dreamed about: a special television network especially for the genre.

SFAN is starting out on the right foot: no fancy promises, no grandiose plans. Just good, solid programming with professional production crew and businessmen who'll see that we stay on the right track during the growing pains. SFAN won't have big production shows right away, but it's a possibility, down the line, if you help SFAN become a real network.

So what do the Trimbles have to do with SFAN? Well, I'm going to be <ahem!> Director of Viewer Relations. I'll get paid for what I've been doing free all these years -- helping people, talking to fans, going to conventions, writing newsletters! John will be Traffic Control (TV production title for Tape Librarian) with his own bailiwick: wildlife posters on the wall and many shelves of old SF movies to care for.

Mike Kelley is an amazing man who makes things happen. He's the SFAN Founder (read: "dreamer with a goal"), a long-time fan who talks so convincingly about his ideas that you'll believe in them, too.

Now is the time to make our own specialized network happen. Miss this chance and fandom may never have another; the industry will just shrug and turn away from us once more.

We are calling on friends, fans, clubs & newsletters to help in a mail campaign to support SFAN! Call your friends and pass the news. Remember the original Save Star Trek mail campaign? If you were in on it, here's another chance to make history. If you missed that one, this is an opportunity to be able to look back, years from now, as you enjoy SFAN and say, "I was part of making that dream come true!"

Help us make SFAN a reality!

Best,



Bjo Trimble

P. S.: Yes, you can call me at 713-359-4284 to find out if SFAN is real, and this Mike Kelley is sincere. Just remember that I'm in the Central Time Zone, so don't make late-night calls, please.

HOW TO WRITE EFFECTIVE LETTERS

1. Write a short, sincere individual letter to *EACH* Multi-System Operator (MSO) saying that you want The Space, Fantasy & Adventure Network (SFAN) - When mail is counted, your letter will truly make a difference.
2. **THEN:** Ask 10 people to write letters. They write letters and ask 10 people to write letters. They write letters and ask 10 people to . . . (get the idea?). Don't be judgemental; there are many "closet" science fiction fans out there: fellow workers, neighbors, church groups, classmates, civic & other clubs, etc.
3. Don't address a V.I.P. (executive) familiarly, act smart, use insulting language or tell a corporation their business - you are asking a favor; the privilege of getting SFAN, your own special-genre network. The wrong attitude will nullify your letter.
4. Be pleasant. Corporations seldom get anything but complaints, so a cheerful, upbeat letter can make a CEO more receptive.
5. Don't use form letters, mimeographed letters or multiple carbons - Such letters give the impression that only a small segment of fans are doing all the writing. (But computer letters are okay.)
6. Sign the letter - anonymous mail is sleazy & it is either thrown away or put in the "nut" file.
7. Use company letterheads or club stationery if you have a right to it. Corporations are sensitive to potential "pressure groups".
8. Don't misrepresent yourself - Corporations are geared to ferret out spurious claims. Such tricks will not help SFAN and someone may check it out for a news story.
9. Don't barrage local cable companies with letters. They aren't interested unless the MSOs accept SFAN first.
10. Use petitions to get names from those who won't bother to write a letter. Corporations understand that only a percentage of people will get off their fat apathy to write letters; signatures on a petition can show how many MORE people want SFAN on their cable. The petition should have at least one contact address.
11. Keep letters on the subject of getting SFAN on cable everywhere.
12. Don't send your letters to SFAN; we'll just have to re-mail them. Send letters directly to the addresses of the five MSOs listed in this mailing. SFAN would like to know about your mail campaign, however.
13. For this mail campaign, it's not necessary to use business-sized envelopes; personal stationery is fine. Postcards may also be used.
14. Target: Mid-to-late April, 1992.

Just what is the...

SPACE, FANTASY & ADVENTURE NETWORK

and what is it offering you?

The Space, Fantasy & Adventure Network (SFAN) is the first satellite/cable television channel to be developed by a team combining enough imagination to understand the needs of a specialized audience and the practical business expertise necessary to make it a viable reality. Review our checklist:

- Walter "Chekov" Koenig as a spokesperson and host/producer of a movie/TV oriented talk show
- HIGH FRONTIER space advocacy group
- Atari (A) Computer Corporation
- Bjo Trimble (whose letter-writing campaign saved *STAR TREK* in 1968: she afterward worked with Roddenberry)
- Experienced development, executive, marketing, production, and engineering professionals
- Solid programming content and format
- Our slogan from Arthur C. Clarke: "*Science fiction is the only genuine consciousness-expanding drug!*"
- Determined Space, Science Fiction/Fantasy, Adventure/Horror devotees
- Negotiation with other *STAR TREK* original cast members
- Cooperation from a number of renowned science fiction and fantasy writers

Successful negotiation for funding will enable SFAN to launch within six months of funding, but that does not guarantee carriage by the largest cable multi-system operators (MSOs). The top five MSOs constitute almost 40% of the nationwide cable systems and are on record as doubting the audience and the availability of programming for a channel like ours.

Back in 1968 over one million letters saved *STAR TREK* from cancellation; a half million letters resulted in naming of the Space Shuttle *Enterprise*; and a half million letters to President Reagan twice helped save the space program budget. The source for all of these letter-writing campaigns has been, and continues to be, dedicated fans. Bjo Trimble was pivotal in all these efforts and, as our Director of Viewer Relations, has made as our goal delivery of a half million letters demanding SFAN to each of the five top cable multi-system operators. It is the sort of reality they understand.

You can make yourself and your friends part of the success of SFAN by writing to the cable MSOs, proving you do exist and that you want SFAN. Writing to your local cable company is a waste of your time and stamps. You have to hit the cable MSOs at the Executive level. We need you to help convince the cable industry of the existing audience and support SFAN can expect. They only understand the concrete reality of numbers.

SFAN looks forward to hearing from you and serving you for years to come. Target date for that flood of letters is mid-to-late April, 1992.

It can *only* happen with you.

TOP FIVE CABLE MSOs

Number One:

Tele-Communications Inc., Suite 600
John C. Malone, Pres. & CEO
4643 South Ulster Street
Denver, Colorado 80237
Phone: 303-721-5500

Number Two: (ATC-Warner-Paragon)

ATC - WARNER - PARAGON
Joseph P. Collins Chmn. & CEO
300 First Stamford Place
Stamford, Connecticut 06902-6732
Phone: 203-328-0600
Fax: 203-328-0690

Number Three:

Continental Cablevision Inc.
Amos B. Hoifstetter, Jr., Chmn. & CEO
Pilot House
Lewis Wharf
Boston, Massachusetts 02110
Phone: 502-223-3401

Number Four:

Comcast Corp.
Ralph J. Roberts, Chairman
1234 Market Street
Philadelphia, Pennsylvania 19107-3723
Phone: 215-685-1700

Number Five:

Cox Cable Communications
James O. Roberts, President
1400 Lake Hearn Drive
Atlanta, Georgia 30319
Phone: 404-843-5000

Tur-Aus: I will assist in your valiant struggle for survival. My forces will move to assist and will not take your home country centers, but help you preserve them.

Tur-Eng: It seems I have been somewhat slow to sip the nectar of Russian soil, however, even the Sultan can resist temptation only so long.

Tur-Fra: Please continue to forward your communications. Despite our erratic missives, we do hope for cooperation.

Tur-Ger: Russia appears to me to be lost and, ever the opportunist, I will grab an open dot when so freely offered. Even my dull wit cannot miss the obvious.

Tur-Ita: The Sultan has heard your instructions and moves to obey.

Tur-Rus: We regret your stubborn intransigence in the matters at hand and apologize for our profiteering at your expense, however, I only wish to remind you that DIPLOMACY is a great game, trust me.

From the Turkish State Department: As the general mobilization of forces continues, the naval yards at Constantinople have succeeded in enlarging the fleet, which is set to sail forth immediately.

(Russia): This position is so hopeless that it does not need a standby, but mine is not to reason why, mine is but to do and die.

Palazzo Viento, Rome: "Uncle, uncle, I have taken the Austrian port as you instructed!"

"Congratulations, Luigi, you are promoted to Colonel and are given command of a third army to be raised in support of your garrison. Hold out until the Sultan can support you."

"Yes, uncle. If only the Turks had attacked Serbia this season..."

"It is true that the disbanding of an Austrian army or the scuttling of her fleet would have helped immensely, nephew. From Serbia, hopefully our ally the Sultan will attack Budapest next fall while we attack Vienna."

"Any messages for the Germans, padre?"

"Send them my congratulations for recapturing Kiel, my son. Inform the Kaiser that Ambassador Montessori travelled from my palace name Viento here in Rome. Diplomatically remind him that his new army in Munich can only be attributed to my integrity. We wish him well in his war upon England, and we hope that particular army carries the fight to Warsaw."

"Milord, the French fleet has broken our treaty, and I hear the sounds of ship-building coming from Marseilles. How shall we respond

"Ah, Montessori, I am saddened. We can build a fleet to oppose them, and they will gain nothing but an enemy. Meanwhile, the English will ravage France from the Atlantic; how can they resist such a biento position?"

Eng-Rus: "Slimmers melt away as the Kaiser's disinfectant drifts through the air from Kiel and washed them down the drain."

Eng-Ger: "Go ahead and declare war on me if you want but you should be thankful for the gift I gave to you...Scandinavia."

Eng-Fra: "With your successful invasion of Belgium, I say - Go East young man!"

From the Swiss Capital, Berne: In recent news, trading in the Austrian Shilling was down again, but steadied. The Russian Ruble collapsed and trading was discontinued amid rumors that the TSAR had fled MOSCOW with the crown jewels. The Turkish Lira rebound from a previous low, but remained unsteady with intermittent news blackouts amid apparently conflicting orders being issued to the Military. Rumors of a palace coup were rampant. The British Pound held steady despite new conflicts. The Mark and Franc climbed to new highs and the Italian Lira improved greatly, showing significant gains.



"Thistle and Shamrock"

MENSA #35 -- BN: 1991A

Autumn 1906

Rus A Rum-Gal

Winter 1906

Tracking the Celtic Connection - Thistle and Shamrock

Sundays, 9 PM, KSTX

Russia: Build A War
France: Build F Mar, A Par, A Bre

Spring 1907

Turkey (Grose): A rum-SER, F bla-CON, F con-AEG, F GRE holds,
F ADR-tri, A BUL s a rum-ser

Russia (Kohnke): A GAL-bud, A war-UKR, F SEV holds, F ARM s f sev,
A sil-BOH, A ber-SIL, F KIE holds, A swe-NWY,
A nwy-STP

Italy (Kinsel): A VEN s f tus-pie, F tus-PIE

France (Hight): A lon-YOR, F nth-ENG, F hel-HOL, A bel-RUH, A bre-GAS
A MUN s rus a sil-boh, A par-BUR, F mar-LYO,
A nap-ROM, F TYN s a nap-rom, F WME s f mar-lyo
F TUN s f tyn, A pie-ven (r-mar/otb)

Austria (Lewis): A vie-TYL, A TRI s a vie-tyl, A BUD s a ser,
A ser s a tri (r-alb/otb)

CENTERS

Turkey (6): Con/Ank/Smy/Bul/Gre/Rum
Russia (9): Mos/StP/Sev/Nwy/War/Swe/Den/Kie/Ber
Italy (2): Rom/Ven
England (0): ELIMINATED FALL 1904
France (13): Par/Bre/Mar/Par/Spa/Lpl/Lon/Edi/Bel
Hol/Nap/Tun/Mun
Germany (0): ELIMINATED FALL 1906
Austria (4): Vie/Tri/Bud/Ser

ADDRESSES

Grose, Jim; 3-1313 Wellington St.; Ottawa, Ontario; CANADA K1Y 3B1
(613) 728-8493
Hight, Marc; 446 Conradi, #A-317; Tallahassee, FL 32304; (904) 222-9521
Kinsel, Kevin; 21561 Oakbrook; Mission Viejo, CA 92626; (714) 458-0819
Kohnke, Peter; 340 Fruitwood Dr.; Bethel Park, PA 15102 (412) 854-1835
Lewis, Jim; 14741 Balsam; Southgate, MI 48195

PROPOSALS

(NVRs--NO; NMRs--Yes)

F/R draw; F/R/T/A draw; F/R/T draw; F win

DUE DATE for

Summer/Fall 1907 and Proposals

May 28, 1992 at 12:00 noon

"My Music!"
Orphan from BEEN THERE, DONE THAT
(formerly Duke Snyder)

BN: 1989KH

Fall 1904

Turkey (Sulzby/Reynolds): Has F Ank, F Con
Russia (Kent): Has A Ber, A Mos, F Bot
Italy (Schultz): Has A Ven, A Tun, F Smy, F Con? (r-bla/otb), F Ion
England (Zarr): Has A Lpl, A Stp, F Nth, F Bel, F Hol, F Ska, F Nwy
France (Morris/Wallace): Has F Eng, F Iri, A Bur, A Pic, A Mar
Germany (Lutterbie): Has A Ruh, F Kie, F Den, A Fin
Austria (Johnson/Grose): Has F Aeg, A Pru, A War, A Ukr, A Sev, A Vie,
A Bul

CENTERS/BUILDS

Turkey (2):	Con/Ank	= EVEN
Russia (3):	Ber/Mos/Mun	= EVEN
Italy (5):	Ven/Rom/Nap/Smy/Tun	= EVEN (+1 if r-otb)
England (7):	Edi/Lpl/Lon/Bel/Nwy/Hol/Stp	= EVEN
France (5):	Par/Mar/Bre/Par/Spa	= EVEN
Germany (3):	Kie/Den/Swe	= -1
Austria (9):	Bud/Tri/Vie/Ser/Gre/Bul/Rom/War/Sev	= +2

DUE DATE for

Autumn/Winter 1904

May 28, 1992 at 12:00 noon

NOTES

01) Michael Lowrey (ex-Italy) has resigned from the game. Vince Lutterbie, Harold Zarr and Douglas Kent have all expressed a desire to complete the game. The other three have not been heard from. Therefore, standbys have been called for all positions. If an original player for Turkey, France or Austria submits orders, they will be allowed to play their position. Otherwise, the standbys will be used. Italy will be assumed by John Schultz.

ADDRESSES

Grose, Jim; 3-1313 Wellington St.; Ottawa, Ontario, CANAD K1Y 3B1
(613) 729-8493
Johnson, Jonas; 520 S. Verde St., #K; Flagstaff, AZ 86001
Kent, Doug; 54 W. Cherry St.; #211; Rahway, NJ 07065
Lutterbie, Vince; 1021 Stonehaven; Marshall, MO 65340
Morris, Michael; 23593 Glenbrook Lane; Hayward, CA 94541
(alt); 3877 Lake Run Blvd.; Stow, OH 44224
Reynolds, Phil; USF #4286; 4202 Fowler Ave.; Tampa, FL 33620
Schulz, John; PO Box 41-19390 ICH 308; Michigan City, IN 46360
Sulzby, Steven; 9321 Grackle Ave.; Fountain Valley, CA 92708
Wallace, Russell; PO Box 256; West Lynn, MA 01905
Zarr, Harold; 215 Glen Drive; Iowa Falls, IA 50126-1957

"WHAD' YA KNOW"

RW #2 -- MN: 1991Wrb32

Autumn 1903

Eng F Kie-Bal
Aus F Tri-Alb

Winter 1903

Turkey: Build F Con
Russia: Remove F Sev
Italy: Build A Ven, F Nap
England: Remove A War
France: Build F Mar
Germany: Build A Mun



Spring 1904

Turkey (): F bla-CON, A arm-SEV, F RUM s a arm-sev, A bul-SER,
F con-AEG, A GRE s a bul-ser
Russia (): F BOT s a stp-lvn, A stp-LVN, A gal-UKR
Italy (): A TRI s a tyl, A TYL s a tri, A VEN s a tri, F nap-TYN,
F ION-tun
England (): F nth-NWG, F ENG-nth, F IRI-eng, A DEN holds,
F BAL s a den
France (): F mar-LYO, F WME c a spa-tun, A SPA-tun, A bre-GAS,
A pic-BUR, A BEL s german a hol
Germany (): A KIE-den, A MUN-kie, F NWY-nth, F SWE s a kie-den
A ber-SIL, A HOL holds
Austria (): A BUD s a vie-tri, A VIE-tri, F ALB s a vie-tri
If you're playing, a red checkmark will be next to the country's name.

CENTERS

Turkey (6): Con/Ank/Smy/Gre/Bul/Rum
Russia (3): Mos/Sev/Stp
Italy (5): Rom/Nap/Ven/Tun/Tri
England (5): Lon/Edi/Lpl/Den/War
France (6): Bre/Mar/Par/Spa/Por/Bel
Germany (6): Kie/Ber/Mun/Hol/Nwy/Swe
Austria (3): Vie/Ser/Bud

DUE DATE for

Fall 1904

May 28, 1992 at 12:00 noon

NOTES

01) The original Russian player has NMR'd from the game. The called standby is now in charge of that country.

Press on the reverse page

ADDRESSES

Anderson, Lance; 696 Fox Avenue, #100; Lewisville, TX 75067
Courtemanche, Steve; 407 North 5th Avenue; Royersford, PA 19468
Gaughan, Pete; 1521 South Novato Blvd, #46; Novato, CA 94947
(415) 897-3629
Koehler, Stephen; 6166 Winged Elm Court; Charlotte, NC 92626
(704) 535-2952
Reynolds, Phil; USF #4286; 4202 Fowler Ave.; Tampa, FL 33620
(813) 972-2433

PRESS

Ita-Fra: I don't need to listen, I was reading your mind. I don't believe everything I read, though!

Eng-Fra: I hear you but as to listening....

Eng-Aus: Nice try, Steve, but no soap. No way I'll let you win this game as a standby. Vae victis!

Fra-GM: I prefer NVR="No", NMR="Yes". It happens that most GM's do this. Even though you did print "NVR="Yes"" two turns ago, it didn't click. I didn't vote "no", and Austria almost won the game by default. Okay, I was careless, but I still think you've got the wrong idea. If a game is to end, everyone actively playing (still) should be in vocal unanimous agreement. [On the first time around, my general policy is as you state; however, a reproposal done immediately normally will have both counted as YES].

Fra-Aus: I've lanced one little boil on my butt, but I'm not going to make a career of it in this game - unless it reappears with a vengeance.

Aus-Fra: You mean you don't want a part of the draw? If so, propose the A/E draw and I will vote for it. You see, I'm also a standby but of longer standing.

Aus-Ita/Ger: If you others want a part of the draw, you will have earned it. Make the proposals because I won't. I can afford to lose Berlin, Munich and assorted provinces and still maintain my line.

Aus-GM: 2 game years and counting? Also, if I read your houserules correctly, France and England must be parts of draws that include Germany or Italy. [You've got it right!!]

Aus-World: There has been a new arrival in Royersford. Robert Steven was born 4/3. Weight: 8lbs 3oz. Length: 21 inches. Mother and baby are recovering. Father is very sleepy. [Congrats!!]



"Mountain Stage"

RW #3 -- MN: 1992Erb32

Fall 1901

Turkey (): A bul-GRE, A ank-CON, F con-AEG
Russia (): F bot-SWE, A UKR s f bla-rum, F bla-RUM, A war-GAL
Italy (): A apu-TUN, F ION c a apu-tun, A ven-TRI
England(): F NWG c a edi-nwy, A edi-NWY, F NTH-bel
France (): F mac-SPA(sc), A BUR-bel, A spa-POR
Germany(): F DEN holds; A RUH s a kie-hol, A kie-HOL
Austria(): F ALB s a apu-gre (nso), A tri-SER, A BUD-rum
If you're playing, a red checkmark will be next to the country's name.

CENTERS/BUILDS

Turkey (4):	Con/Ank/Smy/Gre	= +1
Russia (6):	War/Stp/Mos/Sev/Swe/Rum	= +2
Italy (5):	Rom/Nap/Ven/Tri/Tun	= +2
England(4):	Lon/Edi/Lpl/Nwy	= +1
France (5):	Bre/Mar/Par/Spa/Por	= +2
Germany(5):	Kie/Ber/Mun/Den/Hol	= +2
Austria(3):	Vie/Bud/Ser	= EVEN
Neutral :	Bel/Bul	

DUE DATE for

Winter 1901

May 28, 1992 at 12:00 noon

NOTES

- 01) One individual failed to submit orders. Neutral orders were obtained from a disinterested individual and a standby will be called for the position.
- 02) Minor error on the last turn, I forgot to change the season to Spring 1901. No one noticed it, and it didn't make a difference to the game.
- 03) A proposal for an F/G/I draw was submitted. Since it didn't include all powers with as many or more centers than the drawing powers it will not be considered.

**Mountain Stage at
the Cutting Edge of
New Music**

Sundays, 10 PM, KSTX

PRESS

Ger-Rus: Care to substitute a little beer for the lost vodka? Just don't replace it with any wine!

Ger-Eng: Watching the Channel Regatta is one of Germany's favorite pasttimes.

Ger-Fra: Just kidding.

French Free Press - Paris: The French parliament today declared war on England. The British fleet has been poised to strike at the undefended French coast. The citizens are in a panic. The French First Army, stationed in Paris has been mobilized and sent to defend the French coast. The Iberian penninsula pledges its support to France in an attempt to turn back the aggressor. The German army has been rushed in to defend the Low Countries from this threat to European peace. Russia pledges to defend Scandanavia.

=====

THE SILENT TREATMENT

by Joe Brooks

Playing DIPLOMACY by mail requires the players to write letters/postcards to each other. This single idea needs to be taught to many Dip hobbyists. The game of DIPLOMACY was designed to make the players negotiate amongst themselves and also to teach them to work together. The player who is the most skilled at this stands the best chance of winning the game. Playing Dip by mail is no different. The only difference is penmanship replaces oratory skills. Even though the players aren't in the same room with each other, players can be persuaded into doing just about anything if the art of persuasive letter writing is performed at its best. Now, playing against an opponent who refuses to return your letters can muck-up the whole affair. Many times silence from your neighbor means impending attack. This only has to happen once to you to make you paranoid every time you get no response from your neighbor. Try playing Austria when Italy or Russia or both give you the silent treatment and you'll see what I mean. "Are they plotting against me? Will I survive this attack on me? Somebody help me!"

Sometimes, though, you will run across a Dipster who just won't write anyone for extended periods. This is the player who writes in only the months that don't have 31 days in them. Or, he writes only when the planets are all aligned or when there is a full solar eclipse or... Oh, well; I think you get the picture. Players who do this really aren't participating but are filling a space. After all, this is a game and games are meant to provide fun and relaxation. Playing games through the mail allows you to come into contact with people you would never have a chance to meet and get to know. Unless these towers of silence have already met everyone in the hobby and have decided that they don't need another friend in the world, I don't see why they don't put pen to paper and see what might happen.

I don't expect to receive a letter every other day from everyone I am playing Dip with but I would like to hear from everyone in the game at least once before I am knocked out of the game!

"My Word!"
Orphan from THE MESSENGER

BN: 1987IR

Fall 1910

Italy (Gaughan): A rom-APU, F NAP s english f tun-ion
England (Anderson): F nth-NWY, A LVN-pru, F BAL s a lvn-pru,
A STP holds, F TUN-ion, F TYN s italian f nap
F tus s italian a rom (r-lyo/rom/otb), F eng-MAO
France (Reynolds): A gar-BRE, A mar-GAS, A BUR-mar, A SPA-mar,
A RUH s german a kie, a bel s german a kie (nsu),
A HOL holds (unordered)
Germany (Koehler): A KIE holds, F DEN-bal
Austria (Courtemanche): F apu-ION, F ADR s f apu-ion, A alb-TRI,
F ion-EME, F AEG s f apu-ion, A GAL-war,
A TYL s a pie, A MUN s a ber, A BER s a mun,
A MOS s a gal-war, A WAR-pru, A UKR s a mos,
A SIL s a mun, A PIE s a ven-tus, A ven-TUS

CENTERS/BUILDS

Turkey (0): ELIMINATED, Fall 1905
Russia (0): ELIMINATED, Fall 1906
Italy (2): Rom?/Nap = EVEN (or -1 if
f tus-rom)
England (7): Edi/Lpl/Lon/Nwy/StP/Swe/Tun/rom? = -1 (EVEN if
f tus-rom)
France (7): Par/Mar/Por/Spa/Bel/Hol/Bre = +1
Germany (2): Kie/Den
Austria (16): Bud/Tri/Vie/Ank/Bul/Con/Gre/Mos/Rum/Ser/
Sev/Smy/Ven/War/Ber/Mun

DUE DATE for

Autumn/Winter 1910 and Spring 1911

May 28, 1992 at 12:00 noon

PROPOSALS
(NVR=no; NMR=yes)

A/F/E/R/G draw

NOTES

01) Steve Courtemanche has continued to send me copies of previous adjudications. I now have them from Spring 1901 through Winter 1906. Thank you for the effort you've taken to provide these to me.

Jim Lewis: Maps are intrinsic to PBM Dip, of course. If the GM does not create one, the players must. Since the Zine is a service to the players, and a graphic presentation can only enhance this service, the importance to both GM and players is self-evident. However, there is more. The map helps the players detect GM errors like auditing difference between map and orders. The GM can audit similarly. The progress of the game moves graphically from issue to issue - review is easier, as well as comparisons between games; within zines & between zines. Top zines like THE TACTFUL ASSASSIN, THE SPINDLE and THE ASSASSIN'S BLADE do it [sucking up to those GM's, are we?]. The RUNESTONE POLL [?]. I would like MAPS in RAMBLING WAY!!

Russel Wallace: Why are you agonizing so much over whether you should have maps or not? It's your zine! You expend a lot of time and energy on it as it. It's supposed to be a pleasure, not a drag. If they want maps, whoever they are, let them play someplace else. Don't let others put a burden, which you can not bear, onto your back. It's more important that you produce a zine that you are happy with, rather than being concerned about making other people happy. Because, no matter how hard you try, you can not please everybody [how true!!].

So, stop the fretting. To thine own self be true. Let your zine reflect your personality, not the smudged reflection of others.

Best of luck on your decision.

Oh, one other thing, maps are a nice touch, but your zine is fine without them.

Jim Grose: It is VERY convenient having maps printed. As you know, Czar Andrew [a promotion?, thanks!!], I'm also playing Turkey in Dennis Klein's THE SPINDLE (Mensa game 37) which includes maps and I've never set up pieces on a board. Each map takes up less than half a page, just enough space to show each country/province and whose units occupy which. Players can use colour markers to make it clear on their own maps which units and center belong to whom. While looking at past moves shows who TRIED to do what, a quick glance at a series of maps shows what actually happened. Remember, a picture is worth a thousand words.

John Schultz: Of premier concern to me is the adjudication. As long as the game reports are correct and easily understood the lack of a map is of little consequence. Saying that, I must admit that those publications which do use maps are the most appealing to me. I play in many, many games. This makes the existence of published maps a grateful timesaver for me. Maps also allow me to become an involved spectator in other games.

In every case where a publisher makes the decision to use maps, he is making a decision to sacrifice space for player convenience. That decision is the publisher's alone and I'm not going to hold it against him. That decision made, it's then on the subscriber to decide whether to play in a publication with or without maps...or both. I play in both types and find both rewarding. [Ditto here, I find the quality of the GM much more important than the visuals].

Jack McHugh: On the map thing, as a player I like 'em, as a GM I don't (G). Seriously, I don't need them and I don't think a GM should have to use them. If he wants to fine, but some GMs don't and I don't think they should have to if they don't want to. If it will raise the price, I can live with it (since we trade (G), seriously I'd pay more if I subbed) but if it will increase the likelihood of delaying the zine

"RiverWalk: Live from the Landing"

RW #4 -- BN: tba

Fall 1901

Turkey (Gonsalves): F ank-BLA, A BUL-rum, A CON-bul
Russia (Brooks): A UKR s f sev-rum, F sev-RUM, A stp-NWY, F bot-SWE
Italy (Koehler): F ION c a apu-tun, A apu-TUN, A ven-PIE
England(Stone): F eng-BEL, F NTH s f eng-bel, A YOR holds
France (Wallace): F mao-POR, A par-BRE, A mar-SPA
Germany(Voogd): F DEN s a kie-hol (imp), A kie-HOL, A RUH s a kie-hol
Austria(Eastep): F alb-GRE, A SER s f alb-gre, A bud-TRI

CENTERS/BUILDS

Turkey (4):	Con/Ank/Smy/Bul	= +1
Russia (7):	War/Stp/Mos/Sev/Nwy/Swe/Rum	= +3
Italy (4):	Rom/Nap/Ven/Tun	= +1
England(4):	Lon/Edi/Lpl/Bel	= +1
France (5):	Bre/Mar/Par/Spa/Por	= +2
Germany(5):	Kie/Ber/Mun/Den/Hol	= +2
Austria(5):	Vie/Tri/Bud/Ser/Gre	= +2

ADDRESSES

Brooks, Joe; 300 Market St.; Navarre, OH 44662
Eastep, Roger; 14715 Soft Wind Dr.; North Potomac, MD 20878
Gonsalves, Michael; 530 Treasure Lake; Dubois, PA 15801
Koehler, Steven; 6166 Winged Elm Court; Charlotte, NC 28212
Stone, David; AmConsul Hermosillo; PO Box 3598; Laredo, TX 78044
Voogd, Eric; 22620 Byron St.; Hayward, CA 94541
Wallace, Russell; PO Box 256; West Lynn, MA 01905

DUE DATE for

Winter 1901

May 28, 1992 at 12:00 noon

NOTES

01) Two minor errors on the last turn. First, I forgot to change the season to Spring 1901. No one noticed it, and it didn't make any difference to the game. Secondly, I forgot to underline the Turkish portion of the Black Sea bounce.

NOTES

- Ø1) Jim Lewis was called as the standby for Austria instead of Russell Wallace. All involved individuals were informed with the initial mailing. Shortly thereafter, Stora resigned from the game due to personal reasons. All players were notified of the replacement with a mailing (see next note).
- Ø2) An error in adjudication occurred last time. Turkish F ION went to ADR, not ALB. All players were notified by mail.
- Ø3) A second, minor, error occurred last time, as well. I failed to note that the Italian order of "F TUS s a ven" was impossible.

PRESS

(Turkey) Faced with such an illogical, incompetent, uncooperative, uncommunicative, unpredictable and unstable "leadership" in Vienna, the Sultan of Turkey has no choice but to impose order and reason on Central Europe directly, beginning with Serbia.

Fra-Rus: Might I suggest some French bread with your vodka?

Fra-Tur: I trust that you will note the Ionian...

A/H-Rus: I'm with you.

A/H-Ger: Sorry you had to leave so soon, but pass the Vodka.

A/H-Fra: Oui, Krieg und Frieden mussen steitigKeiten dem mit Krieg entshieden werden? Oder glauben Sie wirklich an einen ewigen Frieden? Mag sein! [I hope I transcribed that correctly]

A/H-World: Did you know that we have one of the best GM's in Dipdom? Let's declare peace in his honor! "ALL is not lost!" [I wouldn't say I'm one of the best; however, praise for the GM is greatfully received!! (grin) Now, peace in my honor wouldn't that make a boring wargaming 'zine.]

Dateline Geneva (UPI): The beer halls of the former German empire no longer are filled with the sounds of "Deutschland, Deutschland." Now the curious tourist or traveller only hears the triumphant ring of the "Marseilles."

Zines By The Pound!

North American Zine Bank (NAZB)
Garret Schenck, 40 3rd Place, Bsmt. Apt.,
Brooklyn, NY 11231-3302

Looking for a new zine to subscribe to? Thinking about signing up for another game? You *could* dig up some publishers' names and addresses out of a zine you're currently getting, send a buck or stamps for some samples, and wait until they get around to sending you their latest. But instead, why not write to the North American Zine Bank (NAZB), the service I run as a complement to *Zine Register* (ZR).

You see, most PBM publishers trade their zines for ZR. This keeps me current on the state of the hobby (and each individual zine), allowing me to write up-to-date reviews for ZR. In return publishers get ZR when it comes out, approximately twice a year, *and* (through the auspices of the NAZB) I also distribute the zines they send me. This means their trades do double duty, and help bring in additional subscribers, almost always a "good thing" for any publishing venture. (And since this zine recycling is environmentally "friendly," what more could you want?)

If you send me the modest fee of **\$3.00** (which covers 4th class postage rates), I'll bundle up as many zines as I can cram into a large manila envelope (at least two pounds of zines, and as much as four pounds, depending on how close you live to New York and the stock of zines on hand). This usually works out to anywhere from 20 to 40 samples, a real zine bonanza!

I have a pretty organized collection of back issues. This means you can request particular individual zines, certain classes of zines (i.e., all the rail or "choo-choo" zines, or only Diplomacy zines, that sort of thing), or you can tell me which zines you've already seen and don't need samples of. Personal service is more than just a marketing ploy at this bank!

Finally, for a limited time, you can get the NAZB/ZR super-duper package deal. Yup, for just **\$5.00** I'll send you a NAZB packet, with a set of zines personally selected just for you, along with the Fall 1991 issue of *Zine Register* (#19). This shaves fifty cents off the combined price of NAZB/ZR. Or, if you just want ZR send me **\$2.50**. □



INTERNAZIONALE

La ragazza Italiana

by Charles Green

Having done the last article on Italian "donne" (women), what makes it necessary to write one on Italian "ragazze" (girls)? Aren't they the same thing? In English, one would say yes; the term "woman" is usually used starting at about age 18. In Italian, and Italian society, this is not the case. "Ragazza" - girl - is always used in reference to any unmarried woman up until they reach their 30s. At that point, either they are married and literally become a "donna" or are permanently single but too old to be called a ragazza, therefore, are referred to as "donna" by default. This explanation, while perhaps not a particularly racy way to begin, is necessary in order to better comprehend Italian society and the mindset taken both by ragazze and their admirers (ragazzi - you see, it works both ways).

As I had mentioned before, Italians in general are much more open and lax about sex than Americans. They see it as something to be enjoyed and used, rather than whispered about or debated. This is immediately apparent upon stepping out into the street; Italians dress well, and generally dress to kill. A ragazza during the summer months typically sports a miniskirt (of scandalous dimensions to American tastes), a light top, and an assortment of devastating "accessories." This is also the typical dress in winter, except for the addition of a jacket. In fact, in almost no case will an Italian woman below the age of forty wear a skirt below the knees. Even after that, only the older ones approach U.S. standards of "respectable" dress.

Women, like the men here, frequently tend to get around on bicycle or moped, which at first surprised me (see above for description of dress). However, they manage to pull it off with aplomb and grace, something I would have a hard time imagining their American counterparts doing. Part of it is attitude; everyone wants to look good and is determined to do so. This has its unfortunate results as well. Clothes are always item number one on a ragazza's shopping list - even before food. It is not uncommon to encounter someone surviving on cabbage and such for two or three months in order to afford the new season's wardrobe. This is probably one reason why Italian women (and European women in general) are thinner than American ones, but it seems a bit ridiculous to me.

Personally, I find Italian ragazze very attractive. They are independent, assertive, always in style, and revel in their femininity. Like Italians in general, they know how to live well - to enjoy life as it comes. This of course includes members of the opposite sex, who I believe are quite lucky to live in Tialy.

Next month: Italian politics - what does it mean? And who cares?

KSTX HIGHLIGHTS

THE THISTLE & SHAMROCK

Sundays, 9 PM

A month of fun surrounds St. Patrick's day on *The Thistle & Shamrock*. Guest for the month include Triona Ni Dhomhnail, Dolores Keane, Mick Hanly and Mary Black. A special appearance by Jimmy McCarthy will highlight his new release. See page 3 for additional information about the month of March and U.S. labels that specialize in Celtic music.

POLL QUESTION

Note: Due to a suggestion, I'll be adding my personal view to the individual responses within brackets []. Anything within those are my views only, not the individual author.

April's Question: How important are having maps printed in a Dip 'zine to you? Why?

Steve Courtemanche: Maps in Diplomacy magazines are really not very important to me. I can see why some people like them, however. They may want to use them instead of having to set up the board and "readjusting" the game. Thus, they are timesavers.

I find that it is easier for a GM to make a mistake in filling in the map than in writing the adjudication [VERY true, in the 'zines I see]. GMs can forget to pencil units in, put them in the wrong province or put the wrong type of unit in.

When maps are provided, I use them as a check on the game after I readjudicate. Then, I try to reconcile any differences.

I find the way you report the games to be the most effective (i.e., listing units as capitalized where they end up). By listing in caps where they end up, a player doesn't have to depend on the underline method when the GM may forget to put it in to indicate a failed move.

Fred Davis: Being from the old school, before photocopying became the norm, I don't feel there is a real NEED for maps with the game reports. In the first place, they take up a lot of time and space. Secondly, players are supposed to keep track of these things on their own. I have permanent map boards set up for all of my games, using multi-colored map tacks to represent the A's & F's. Using such a system, an error, such as the omission of a unit, would become apparent immediately.

Also, as I specialize in variant games, there simply isn't room enough to run maps of most of the variants, as many of them are much larger than the Regular game board. I feel that any move to require maps will hurt the chances of GM's being willing to run any variants other than "Gunboat".

Dave Hood: As a player I prefer to play in zines which have maps (that are readable). Why? It just makes things easier. If there is no map, I just have to make one myself, which takes up precious time in a hobby where, for me, time is a premium. I agree that it leads to more GM error, but I do NOT think it adds very much to turnaround time. For one thing, filling out the map is a good way to check one's adjudication for mistakes.

Another benefit to maps is visual - they break up text in a way pleasing to the eye.

Stephen Glasgow: I like to look at maps of any type, and Diplomacy is no exception. For games using the standard map, I always lay out the board to play with possibilities. I've tried to photocopy a GM's map and use white-out to plan moves, but this hasn't worked as well. For variant games, printing the unique map is almost a requirement. I am trying to earn a reputation with my zine "War Fair" for having GREAT maps! [Yes, your maps are excellent!!]

Government and they continually come up with curious plans to reduce them. It was decided that I had been claiming Supplementary Benefit for far too long and that I should join a relatively pointless Government Scheme so that I was then technically employed. I was supposed to be writing software to help stimulate physically and mentally handicapped children but there was no budget for equipment or training so we produced little except a minor drop in total unemployment. I'd hate to think what the REAL number of people without proper jobs is. It is sad that so much time and money has to be spent making the government look good when it would be put to better use solving the problem causing the bad image in the first place.

One thing that the Tories have done over the last decade is reduce taxes. Some may say that this is a good thing as it puts more money in your pocket to spend on material goods. I would in response point out that the government has many responsibilities (health, defence, etc.) so less taxes coming in must mean reduced public services - there is just no way the tax cuts are cancelled out by improved efficiency and reduced costs in the public sector. No, its hospitals and schools being shut down, pensions and benefits being frozen, regiments being disbanded and ships scrapped, and so on.

The government's money is my money and I would rather they paid for the things I need and not encourage me to spend it on items I don't. I'm not responsible enough with my money to use it wisely so I need the government to tax me to pay for essentials. I hate to think what would happen if, for example, I had to pay for my health care on a cost basis instead of relying on the National Health Service to look after me. I'd just waste my wages like I normally do and end up paying for treatment when it was too late.

Unfortunately, this government seems to be set on making everything privately run. Nationalised industries like water and electricity were been fattened up and their shares sold on the open market. Sounds okay? Not really, when you consider that the public used to own these industries outright in the first place! What right did the government have to try and sell me something that used to be mine? People bought the shares, though, and a large number made a small profit - a quick killing, very apt.

But anyway, the election was held and the polls were very wrong. It appears that prior to the election, the voters would voice their discontent with the present Government by promising to vote for the opposition. In reality, though, they had no intention of doing so and the Tories were voted back in although with a reduced majority. I would hope that this teaches a lesson to the people who sponsor polls - DON'T BOTHER - as they are wasting their money and annoying the public.

Well, rant over. We in the UK should be safe from political overkill for another 5 years - which is not true for you Americans! I predict Bush getting in with less support than last time in a mirror image of the UK where Republican=Tory and Democrat=Labour/Liberal. See you next time,

SUNDAY

John Breakwell

5-6 am	Sunday Forum	4-5 pm	All Things Considered
6-6:30 am	BBC News Desk	5-6 pm	Musical Stages
6:30-7 am	BBC World of Books	6-8 pm	<u>Whad Ya Know</u>
7-11 am	Weekend Edition	8-8:30 pm	<u>My Word!</u>
11-12 noon	CBC Sunday Morning	8:30-9 pm	<u>My Music!</u>
12-12:30 pm	BBC News Desk	9-10 pm	<u>Thistle and Shamrock</u>
12:30 - 1 pm	Radio Dialogue	10 pm - midnight.....	<u>Mountain Stage</u>
1-2 pm	Car Talk	Midnight - 4 am	BBC World Service
2-4 pm	American Radio Company		



or you burning out then I do have strong feelings. No! Don't do it, I enjoy your zine too much to risk losing it or delaying it for maps. [Thanks for the compliment!!]. How hard is it for a player to use their own maps? Besides half the time maps are wrong anyway [how true], so I tend to ignore them.

[Second letter]...I think a pubber who does have maps should be praised, but I don't think one who doesn't should be condemned. If I had to give map importance a number on a 1 (least important) to 10 (most important) scale, maps would get a -2.5.

They're nice but I can't think of any zine I would or wouldn't get solely based on maps. They just aren't that important. If a player is so lazy they need a map, who needs 'em? [I wouldn't say lazy, sometimes they're nice to have during an unexpected phone call]. Not me. I'd much rather see you use the map space for letters, articles, or more games.

Czar Andrew: Well, I do agree with some of the points of the pro-map people; however, Jack McHugh's letters overall express my sentiments. Producing maps would delay RW by at least 2-3 days for the quality I feel I would want to do (assuming I have the weeknight evenings free). I also would rather use the space for letters/commentary, articles or more games.

In the 'zines I receive that have maps, I only use them during phone calls when I don't have that particular map set up. As I don't do any phoning, and receive few calls (for which I'm pleased, I much prefer POSTAL/EMAIL Diplomacy), they aren't that much help for all the work the GM must put into them.

I do know a couple of people who keep a stack of blank, photocopied, maps handy. Then, when a 'zine arrives that they're playing in, they pull out some colored pencils and shade in the appropriate areas and add unit symbols. They file these reports with their games for easy reference -- something that would be hard to do with 'zine generated maps. I also helps them when a call comes in, they don't have to search for the 'zine, they can just pull out the folder with their game file in it -- as well as be able to look over the past flow of the game easily.

Maybe this is the way the pro-map forces should procede. That way, those who want maps can easily produce them for their benefit while those who don't prefer maps don't have to have them.

Regarding The State of the Union (March 1992):

Stephen Glasgow: I agree with you, Andy, that the line item veto would go a long ways towards eliminating pork-barrel spending. The President should be able to strike spending of little value from an otherwise solid bill. [Now, if we only could get those in Congress to agree with us!]

Question for June (suggested by Stephen Glasgow): Would you vote for a highly successful businessman, such as Lee Iacocca or Ross Perot, for President? Why? [A very appropriate question at this time in the race for President].

The Green Goblin Speaks

=====

by John Breakwell

Now I think I should introduce myself to start with and clear up one of the comments Andrew made issue. "Well known figure in the British Diplomacy community" is a bit of exaggeration - I'm not being modest - and "well known by some" is a bit more accurate.

I first got into Diplomacy at University in '83 under the tutelage of Iain Bowen (a REAL well known figure etc etc) whilst heavily involved in role-playing games (a hobby since '77). In my last year I decided to bring out a fanzine covering the latter called Green Goblin which has been going ever since - 17 issues in exactly seven years is nothing to shout about, though. I did try dabbling in putting out a postal games subzine but an inconsistent turnaround put paid to that - several games disappeared into the void unorphaned. Since then I have stuck to playing in a few zines (badly) and being an external GM (adequately). For these reasons I'll stay clear of PBM and talk about something else entirely!

Of great importance recently in the UK was the General Election where the British public decided which minority formed the government. It's a simple "first past the post" race where the candidate with the most votes wins the constituency and the party with over half the constituencies forms the government. Unfortunately the pre-election polls had predicted a 40:40:20 split between the main three parties which would have left nobody in overall control. The biggies, Conservative and Labour, were having a slanging match based on either "remember when Labour were in power - you don't want that again, do you?" or "the Tories have made a mess of Britain over the last 13 years - vote them out" respectively. And on the sidelines, the Alliance was taking no part in petty squabbling, relying on the fact that no-one could remember the mistakes they made when they last held office as it was so long ago.

Personally, I would have found it very strange if the Tories had not been returned to office as they have been in power since I was a scruffy fifteen year old - not usually the sort of age when you take a great lot of notice of politics. The more memorable events from the 70s consist of televised riots and strikes, power cuts and the rise of the nazi National Front. Politics started to influence me directly when I went to University as the government made swingeing cuts in both grants to the students and the universities. Each new academic year saw my parents giving me a larger proportion of my keep and university facilities and departments being reduced. Some people say that students shouldn't be given a three year meal ticket for nothing and I agree with them up to a point. If jobs were available then it should be possible for students to work part-time to supplement government and parental contributions. Unfortunately, this is not the case which hits those who do not come from reasonably well-off families. Education is supposed to be for all and not just the rich. This policy of cuts in education has led to a drop in the students' standard of living although I am not sure how it has affected the numbers coming from the poorer classes.

My next run in with government was through gaining employment. The success of a government is judged by several things, one of them being unemployment figures which included me for 14 months after failing my degree. Massaging these figures is a preoccupation for

HOBBY NEWS

01) The People's Diplomacy Organization Relief Auction (PDORA) is pending. Doug Kent (54 West Cherry St., #211; Rahway, NJ 07065) is the coordinator for this project. Currently, he is asking for donations (not the actual item, just a description, minimum bids and postage costs). Get it touch with him by mid-May.

02) The International Subscription Exchange has been transferred to Pete Gaughan (1521 S. Novato Blvd., #46; Novato, CA 94947). (Information obtained from RAMBLINGS BY MOONLIGHT by Eric Ozog).

03) Garret Schenck is compiling information for the next issue of THE ZINE REGISTER. If you're a 'zine pubber and haven't yet been contacted by him, write him ASAP at 40 Third Pl., Basement Apt.; Brooklyn, NY 11231.

04) Another project Garret runs is the North American 'Zine Bank. See the ad elsewhere in RW.

05) Larry Peery (PO Box 620399; San Diego, CA 92162) has a number of projects on-going. First off, he's sponsoring an essay contest titled "WORLD WAR ONE: CAN IT HAPPEN AGAIN?". I don't think I'll have room for the rules, however, you can drop him a line with a SASE for further info.

06) His second project is to get a cross-section of the efforts expended in the hobby over the course of the year and during a specific week in November. Rather than try and explain it all, let Larry know if you're interested and he'll send all the information you need (or, better yet, send \$3-4 for a sample of WORLD DIPLOMACY [he doesn't list a single-issue price] with all the info on this interesting study -- and a lot more).

CON LISTING

May 22-24 - DixieCon, Chapel Hill, NC. Contact Michael Lowrey (3005 Kenninghall Ct.; Charlotte, NC 28269)

June 19-21- MichCon, Detroit, MI. Contact Herb Barents (17187 Wildemere; Detroit, MI 48221 (313-861-6565))

July 3-5 - DIPCON XXV, Kansas City, MO. Contact Vince Lutterbie (1021 Stonehaven; Marshall, MO 65340) or Gary Behnen (13101 S. Trenton; Olathe, KS 66062).

July 3-5 - AtlantiCon, Baltimore, MD. Contact person not known to me.

July 6-12 - PoolCon, Marshall, MO. Contact Vince Lutterbie (above).

July 24-26- PeeriCon, San Diego, CA. Contact Larry Peery (above).

July 30-

August 2 - CanCon V, Scarborough, Ontario. Contact Cal White (1 Turnberry Ave.; Toronto, Ontario, CANADA M6N 1P6).

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TRADES

THE ASSASSIN'S BLADE by John Galt (701 Welch Rd., #323; Palo Alto, CA 94304-1705) running Fog of War, Character and Regular Dip.
CRIMSON SKY by Michael Gonsalves (530 Treasure Lake; Dubois, PA 15801) Plenty of Dip and Gunboat games, reputation for regularity.
EXCELSIOR by Bruce McIntyre (6636 Dow Ave., #203; Burnaby, B.C.; CANADA V5H 3C9) has an irregular publication schedule, but an excellent commentary section and lettercol.
THE GAMERS' 'ZINE by Earl Whiskeyman (27 Mark St.; Milford, CT 06460) has regular and gunboat games, En Garde! and Machiavelli.
HOODWINK by Stven Carlberg (1939 Windemere Dr., NE; Atlanta, GA 30324)
LEMON CURRY by Don Del Grande (142 Eliseo Drive; Greenbrae, CA 94904) besides Dip, runs Trivial Pursuit, Kingmaker, United and 1830.
ORPHAN SON by Bob Hartwig (6612 W. 113th Ave.; Westminster, CO 80020) hosts orphaned games. Has commentary, a lettercol, subzines with Gunboat and Civilization games and other features.
PONTEVEDRIA by Phil Reynolds (2896 Oak St.; Sarasota, FL 34237) list of 'zines with game openings.
THE PRINCE by Jim Meinel (2801 Pelican Dr.; Anchorage, AK 99515) Dip
QUEST FOR POWER by Russell Wallace (PO Box 256; West Lynn, MA 01905) openings in Buss Boss, ElfenGold, Fishy and PBM Campaign Trail.
SPINDLE by Dennis Klein (2438 S. 56th Court; Cicero, IL 60650-2720) openings in 1898.
THE TACTFLL ASSASSIN by Eric Young (4784 Stephney Rd., RR #2; Armstrong, B.C.; CANADA V0E 1B0) Reg, Gunboat, Asian Dip openings.
WAR FAIR by Stephen Glasgow (32009 Pendley; Willowick, OH 44095) is running Small World II-R and Middle Earth II.
WELL MARTHA, IT KINDA' SORTA' LOOKS LIKE A DIP RAG...DON'T IT? by John Schultz (POB 41-19390 ICH 308; Michigan City, IN 46360)
YOUR 'ZINE OF 'ZINES by Jack McHugh (280 Sanford Rd.; Upper Darby, PA 19082) and Doug Kent -- the Siskel & Ebert of 'zine reviews.
'ZINE REGISTER by Garret Schenck (40 Third Pl., Basement Apt.; Brooklyn, NY 11231) reviews just about every 'zine in the hobby.

DISCLAIMER: Diplomacy is published and copyrighted by The Avalon Hill Game Company, Baltimore, MD. It was invented by Allan Calhamer.
SUBSCRIPTION: Cost per issue is \$1.00 in the US, \$1.25 for those in Canada. Other country's rates set as needed. Trades are welcome, just contact the editor for details. Back issues \$1.00 each. Samples are free, though a stamp or two is appreciated.
GAME FEES: A \$5.00 NMR fee is collected for each game. It is refundable if you play the game until completion or your elimination. A subscription to RAMBLING WAY is necessary to play.
SUBSCRIPTION LISTS: A complete, up-to-date, player list is available at any time for a stamped, self-addressed envelope.
HOUSE RULES: The second edition is available upon request. All games except RW #1 are, or will be, run using version 2.1.

GAME OPENINGS

Gunboat (w/Press): five openings, \$5.00 NMR fee required. If you are signed up, there will be a red check ==)

Regular: Three openings, \$5.00 NMR fee. Signed up: Nesbitt; Hyatt; Castillo; Goodwin

Regular, International: Five openings, \$5.00 NMR fee with two month deadlines and no split seasons. Signed up: Breakwell; Grose

Standbys: V. Lutterbie, DePalma, Reynolds, Schultz, Koehler, Wallace, Lewis, McHugh, Grose

Please notify the editor if you want on or off the list.

Other game openings upon request of the readership. Contact the editor if you have a favorite game or variant.

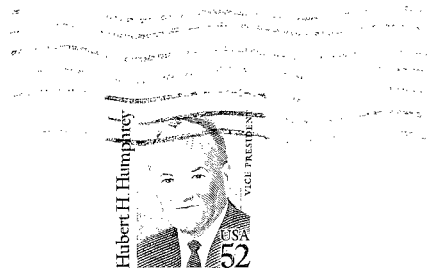
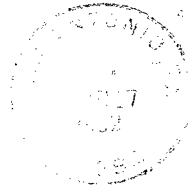
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NEW SUBBERS (add to your list)

Charlton, David; 150 The Parade; Island Bay, Wellington, NZ
Goodwin, Deon; 1901 E. 1st, #B; Post Falls, ID 83854
Kent, Douglas; 54 West Cherry St., #211; Rahway, NJ 07065
Zarr, Harold; 215 Glen Dr.; Iowa Falls, IA 50126-1957

Rambling Way

% W. Andrew York
P.O. Box 2307
Universal City, TX 78148-1307
U.S.A



Larry Peery
PO Box 620399
San Diego, CA 92162

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