



The Schemer

Steven Duke



RFD #3 Fairfield Pike



Shelbyville, Tenn. 37160

Issue #7

1979 CM

1981 HE

1981 HH

1981 ??

November 1981

Here it is! The great #7 that I promised you. At this writing, I can only assume that this will be terrific. I know it will be, though. This is the issue to judge all future issues by. Once again, TS is making more steps forward. Now, if you've had enough of me blowing my own horn, we'll move on. If you want me to continue, just send a SASE to this address and I'll blow some more for you.

There is something that I'd like to discuss with you all. This is about the use of Black Press in TS games.. Some of you have expressed regret that a majority vote is allowed to pass this variant. Well, I'm inclined to agree. If a GM started something that I didn't like, I'd be upset too. Well, this is fine. Because of this, after this season, there will be no Black Press in HE or HH. I don't think it's fair to force somebody to play a game that they really don't want to play. That's fine. What's gotten me worked up is the way some of my co-players in HE have made their feelings known to my guest-GM. Several of you have threatened to quit the game. Needless to say, this has not pleased my GGM. Now, maybe you thought that you had to make a threat, but in truth, a simple "Please don't allow BP in this game" would have been sufficient. I have never and will never take kindly to threats of any kind. I don't know how the other zines handle it, but you can be friendly here and still get your idea across. Please remember this. Save yalls' threats for the Dippy game!

Now, I hope everyone takes that nicely--the way it was meant to be taken. TS is where you can be nice and friendly and still complain.

Now, with that over, let's talk about something else. We have another game-start. Greg is running this

in his subzine. He's as dedicated to good GMing as I am. Remember--TS is the few; the cheap; the good; maybe you can be one of us...

I do have a question to pose to 5 of you sample-requesters. At the beginning of Oct., I received a letter from Craig Triphahn and Roger Schneider asking to be put in the same game, with them playing France and Germany. The catch was that they are both from Scottsdale, AZ. Now, I think it's generally accepted in the hobby that 2 people who live very closely should not play countries which are so directly positioned. I informed these 2 that I could put them in the same game, but not as F and G. Then I received letters from Walter Nedza, Mike Day, and I believe one more gentleman. With this in mind, I've come up with an idea--why not hold a game with people who are all from Scottsdale? Those of you who I mentioned above think this over. If you are interested in TS and in the idea, find your Dippy circle and let me know. Everything's fine on this end.

Now let me build up my co-publisher's subzine, Damn the Torpedoes. Greg will tell you its purpose, but I want to be the first to christen the debut of Greg's wife, Daphne. Daf has an interesting writing style and I think you'll see it develop in the coming months. She, like Greg, is a big chunk of my phone bill each month. Welcome, Daphne.

It's now in the readership's hands. We're depending on you to let us hear how you feel. Let us know what you think of TS and DtT. These belong to you, so make 'em great! Any comments you have will be appreciated. Bye, now!

The Schemer is a monthly fanzine of postal Dip, Origins, and Machiavelli. Subs are \$4.75 for 12, there are openings, and no game fees are charged. Well-run games are emphasized.

Take care,

The first of several contests about Dip.

Alright, folks. Steve Ruddock has submitted an idea for a contest that would run for several issues, with discussion from TS readers. This will be a regular feature. Contests will be about which alliances are preferred, why they are preferred, best opening moves, etc. There may be several winners each time. Winners will receive free issues. Questions may also be submitted by readers, for the same reward. So, if you're ready, let's start the ball rolling!!!

This issue's question is about which alliance you feel is the better alliance--England and France or England and Germany or France and Germany. When you send in your "answer", tell why you feel the way you do. There is no particular answer; I'd just like to let you voice your opinions and also see who agrees with you. Make your "answer" about a paragraph in length and be prepared for it to be printed. When I receive everyone's views, I'll organize the ones that are associated, print them (along with your name) and let everyone discuss the problem. For those that give the most interesting answers, bonus issues (up to 5) will be awarded. So get those answers in!!! (Note. I really expect a 100% turnout by the publishers who read TS. Maybe you guys can pave the way for the others!)

The point to all this is to stimulate thought and conversation about the hobby that we all love. No one who answers will have his/her answer "third degree'd". The object is to share different views and enjoy new aspects of Diplomacy. Advice and comments are always welcome.

@\$



Many of you have expressed an interest in what I spend my time on. Well, let me briefly give you an outline of what the old "Scum Doctor" is up to. I'm playing several games of Dip by mail now--as Germany in The White Duke, England and France in The Chamber, France in Just Among Friends, France in Diplomacy by Moonlight, Austria in Whitestonia, and Italy here.

I work as a cashier in a drive-in market on Friday nite (midnight to seven) and Saturday nite midnight to twelve. I usually am asleep on Saturday, but I arise by eight Sat. nite. In case any of you Californians wish to call me at work, the number is 615-684-4082.

I'm an avid wargamer, and my favorite titles are the Squad Leader system, Victory in the Pacific, and Air Force. Of course, Dippy is #1. I'm beginning to make plans to attend Origins (and especially DipCon 14 held there) and plans of how to go and who to go with. It really isn't that far off in the future. I'm not sure of the mode of travel I'll take, but I think that if anyone in TN, MS, or TX goes, y'all can visit here first. Origins is the main thing I'm looking forward to.

And now, with that little summary over, let's move to page 3.

The Novice Disease
by S.D.

Seeing as I am currently playing in 9 games (the number of games went up in a matter of a few days, like a few days ago when I typed the bottom of page 2) and I also serve as a hobby shoulder for newcomers to cry on, I felt it was my duty to write this little article about novice Dippy players. You see, the majority of TS's readers are pbm or completely Dip novices. Maybe I can be of some help to these guys.

Some novices have played Dip face-to-face, but are just now venturing into play-by-mail. Others are new to Dip and they don't know 7 other crazy people (or 6 if you leave out the GM) but they want to play somehow. In either case, the people are not used to writing letters. Well, speaking from experiance, you better get used to writing letters! If you don't, you may encounter another hobby disease--burnout. Burnout comes when a novice gets destroyed quickly in his first game. He may have signed up for too many or he may have just messed up, but after he is taken apart by the wolves, he suddenly wonders why he ever got into such a silly game in the first place.

Back to the main subject, though. In the 9 games that I'm playing in, there are at least 20 novices--more than 2 per game. How do I know that they are novices? Simple. They do not write.

They must forget that this is Dippy by mail. No; they send their moves into the GM. Hmmm. Then what is the problem?

I know that in one particular game I'm in, there are 5 novices. They may write an occasional card, but nothing solid. The 6th player and I are eating them up. Who is to blame? The 5 illiterates, that's who! Now, an experianced player getting together with another experianced player may have a field day destroying the poor novices. The game counts as a regular one, so why shouldn't they play hard? The result? A destroyed novice is born.

Now I know that novices may be mislead by trickey moves; they may not see a set-up coming; they can easily be misled. But I don't think that these are the main reasons that novices have such a miserable track record. Sure; games are lost because of the above errors. But I think the gravest error belongs to the novice, and he had the chance to not allow the error to start.

Play Diplomacy to have fun. If you win, great! If you lose, o.k., just don't give up. Everyone loses sometime. But wouldn't you really rather do well? The tactical insight (spotting of trickey moves) will come with time. You can lay the ground floor of your Dippy future with your first game. Get into the habit of writing letters. You should do much better. I guarantee that you'll enjoy the game more. Remember-- play-by-mail without by-mail is just play. Write those letters and soon you'll not be able to make it through the day because of your anticipation of the letters you get back. Try it; you'll like it!

I hope that article can help some of you newcomers. It's really easy to get into the habit of not writing. Don't get into the habit, tho. I want you all to stick around and enjoy this great hobby! **W R I T E !**

WriteforTheSchemerWriteforTheSchemerWriteforTheSchemerWriteforTheSchemer

Doc 1.1-3-81 Voss

1981 HE -- Publisher's Game

Winter 1901

CONFUSION EVIDENT IN WEST

Austria (Phil Fry)-- Builds A Trieste; Also has F Alb and A's Serbia and Vienna.

England (John Caruso)-- Builds F's Edinburgh and London; Also has F's North Sea and Norway and A Belgium.

France (John Daly)-- Builds A Paris; Also has F Spain (s.c.) and A's Burgundy and Piedmont.

Germany (Mike Maston)-- Builds F Kiel and A Munich; Also has F Denmark and A's Ruhr and Holland.

Italy (Steven Duke)-- Builds F Naples; Also has F Tyrrh and A's Tunis and Venice.

Russia (Steve Shaddix)-- Builds A Warsaw; Also has F's Sev and Sweden and A's Moscow and Ukraine.

Turkey (Dave Manuel)-- Builds A Ank *imp*; Plays short. Has F Ank, and A's Bulg and Arm.

Deadline for Spring 1902 is November 24.

PRESS:

Paris to Rome; My troubles in the north wouldn't be so bad if it weren't for you. If I collapse, I'll make sure you get nothing.
Rome to Paris; Paranoid you may be. I didn't know you were stupid. If you think you can fight me, come on. Let the sharks feed on your rear while you die against me. If you put a little more thought into it, you'd either apologize and get you rear out of my country or you'd surrender now. The choice is yours.

Ernest to Frank; He's got to attack at least one of us. Let's talk.
Manuel to Shaddix; O.K.!

Rome: The President, Bernadenta Dukeella, announced his deepest appreciation towards the Austrian government. "We wish the best of luck to Archduke Fry with his campaign in the north. He needn't fear for his flank, as the Italian people will not allow the bloodless French to defeat Italy and then strike Austria." He then requested for a mutual hold order for both armies in Venice and Trieste.

Naples to Sultan; If your country is named after you, then it is well named.

GM to Caruso and Maston; Please control your threats. I am an understanding person, but I rile easily.

GM to Manuel; From now on, get your orders to me. See, GM means Game-Master. It would be nice if I got your moves before the 59th tick of the clock at 11:59 p.m. the night of the deadline. Just a thought...

RUSSIANS CAPTURE VIENNA!
 Confusion Evident in the West
 Germans Deny Russians Sweden

Austria (Steve McBee)-- F Albania-GREECE, A SERBIA-S F Alb-Gre, A BUD-APEST-S Russian A Galicia-Rumania *NSO*

England (Bert Schoose)-- F NORTH SEA-C A Edin-Belg, F Norwegian-NORWAY, A EDINBURGH-Belgium.

France (Dave Manuel)-- F Mid Atlantic Ocean-PORTUGAL, A Marseilles-SPAIN, A BURGUNDY-Belgium.

Germany (Bill Clements)-- F DENMARK-Sweden, A RUHR-Burgundy, A Kiel-HOLLAND.

Italy (Dan Gorham)-- F IONIAN-C A Apulia-Tunis, A Apulia-TUNIS, A Piedmont-TYROLIA.

Russia (Gregg Fritz)-- F BLACK-S A Ukraine-Rumania, F GULF OF BOTNIA-Sweden, A Galicia-VIENNA, A Ukraine-RUMANIA.

Turkey (Whitt Pond)-- F Const-AEGEAN, A BULG-S Russian A Ukr-Rum, A Armenia-ANKARA.

SUPPLY CENTER CHART--1901

| | | | |
|----------|---|-------|------------|
| Austria: | Budapest, Trieste, Vienna , GREECE, SERBIA | ...+1 | (4) |
| England: | Home, NORWAY | ...+1 | (4) |
| France : | Home, SPAIN, PORTUGAL | ...+2 | (5) |
| Germany: | Home, DENMARK, HOLLAND | ...+2 | (5) |
| Italy : | Home, TUNIS | ...+1 | (4) |
| Russia : | Home, RUMANIA, VIENNA | ...+2 | (6) |
| Turkey : | Home, BULGARIA | ...+1 | (4) |
| Neutral: | Belgium, Sweden | ... 2 | 2 |
| | | | <u>=34</u> |

A seperation of seasons has been requested. Therefore, your Winter builds only are due November 24. This will let you all off for Thanksgiving.

GM Commentary

The Balkans have indeed erupted! Russia's "stab" of Austria may turn out to be devastating, so early in the game. Apparantly, R and T have gotten together to crush Austria. Italy holds the balance. Dan can either keep Steve alive, or drive another stake into his heart.

As for the West, E and F don't seem to be on the best of terms. A bunch depends on if and when they can sort things out. Germany, on the other hand, will be more than powerful enough to protect himself. Perhaps we'll see a traditional "2 on 1" attack here soon.

Suprisingly, the game has developed into two seperate little wars, loosely tied together. So far, Russia has developed into the dominant force, and can enter the west the easiest. We'll see whether Czar Gregory will contend himself with crushing Austria, with Turkish help, or will he send something west? Only time will tell. Good-looking game. Take care. (Your press starts on page 7.)

Turkey-Italy; You had your chance. Now the Austro-Hungarians will swarm all over your country.

Russia-Italy; Don't get involved...

???-Italy; Watch your step. Any move into Tyrolia will be war.

Vienna-Moscow; Asshole!!

Rome; The Italian Army is rushing up to the Russian Front to help the Austrians fight back the invading Bear horde.

Ankara to World; In response to Austro-Hungarian aggression in Albania and to insults received from the Hapsburg jackals, Turkey has issued an official declaration of war against the hopelessly corrupt A-H empire. Upon signing the declaration, Sultan Malomar II had the following words from the Koran for the Emperor and his idiot nephew, the Arch-Duke: "Wherever you are, death will find you out, even if you are in towers built up strong and high!".

In other news, the Italian ambassador was expelled today for grossly insulting the Turkish Foreign Minister. It was reported that the Italian ambassador made the unforgivable diplomatic blunder of addressing the Foreign Minister as "Dear Turk!"

Moscow; The ignorance of the Archduke is apparent by both his military incompetence and his gullibility. The Tsar's most esteemed foreign minister, Gregor Fritzevsky, was able to fool the Hapsburg into believing that Russia would actually ally with the Austrian forces. How easily duped they are! It is a priveledge to attend the Vienna sausage roast at the same time the Hungarians are assisting the magnificent Russian Army into Rumania. Death to the Austro-Hungarian swines!

London to Paris; Yes, somebody's home here; is there anybody home over there?

Munich to Serbia; Things look a little unstable down there, don't they?

Russia to London; How are the fishing conditions in the Nwg Sea?

Turkey to World; How about a six-way draw between everyone but Russia? Sounds good, doesn't it? Admit defeat Greg and vote yes.

Geneva; A conference of ministers from all the European powers was interrupted by the suprise intrusion of the Austrian Arch-Duke, Stefan the Feeble-minded, who demanded to be heard. After 15 minutes of ranting and raving at the podium, the Arch-Duke then turned around, dropped his pants, and mooned the entire ministerial delegation. This was taken to be indicative of the Hapsburg attitude towards the rest of Europe.

Sevestopol; The Tsar is spending the weekend in his summer vacation site to take in the spectacular sight of the coordinated military maneuvers between the Russian and Turkish forces. It is expected that both sides will continue to support the exercises as it is believed that both sides will benefit.

The Sultan and the Tsar will continue their talks in the newly opened ports along the Black Sea. The talks will decide the fate of the Balkans and should culminate with completion of such action over the next couple of years.

New York Times; It has been reported that General Guiseppe Hairybaldi of Italy had proclaimed his invasion and conquest of Greece a smashing victory for the Italian Mediterranean campaign and had ordered a three-day rape-and-pillage of Athens to celebrate. It was not until the third day

that an aide was able to catch the General in a sober mood and advise him that in fact the army had invaded Tunis, not Greece. In a fit of utter remorse, the General had the aide shot.
GM to Europe; Keep it coming!

This is the Orphan Game that I received from Tony Watson. Thanks to Tony and John Daly (who is head of the Orphan Game Service) even if John won't give TS a plug!

+++++
1979 CM Winter 1911

Austria (Ed Jacobs)-- NBR! Plays short. Has A's Tyo, Boh, Gal, Sil, Bul, Con and F's Gre, Smy.

England (Walter Loy)-- Builds F London and A's Edin, Liver. Also has A's StP, Fin, and F's Swe, Den, Hol, Spa (sc), Nap, Rom, and Ion.

France (Jack Fleming)-- Even. Has A's Bel, Bur, Mar, and Pic.

Germany (Clark Reynolds)-- Remove A Mun. Has A's Ber, Kie, and Ruh.

Russia (Steve McBee)-- Remove A Apu, F Aeg. Has A's Ank, Lva, Mos, Ukr, War.

Draw Votes:

A/E/G Yes 2 No 1 Abs 2 New Proposal: A/E/F/R

Press:

Moscow to London; If you don't want to move, then just tell me so.

Russia to Germany; Hang in there!

Russia to France; Hi!

Moscow to Vienna; You wanted war, you've got it...

London; In a suprise move, striking ironworkers in Britain's west and northern districts joined the Army en masse. A spokesman indicated that after four years of striking, they could practically write their own contract; but the union was unable to support a four-year strike. "That problem has now been solved", said the president of Local 1912.

GM to Europe; I want to officially welcome each of you to TS, and I hope your stays here are very comfortable.

Deadline for Spring 1912 is November 24. NVR for proposal will be a "yes" vote. Take care.

Publisher's Comments:

I think I've got room to squeeze a few end-issue comments in. TS has indeed turned out well this month. I just received a cute article from Steve Ruddock which I think you'll enjoy. Remember to send in your contest entries. Keep those comments coming in. If you think TS is improving, you've got yourself to thank. I want to give special credit to Steve Ruddock and Allen Wells for their recent help.

Glenn Overby, 23096 Tawas, Hazel Park, MI 48030 is starting his second-annual Freshman Class Poll for all zines that started in 1981. Rate them from 0-rotten to 10-near perfect. I'll give you the list next issue, but you can be thinking of some choices (hint, hint!).

DAMN THE TORPEDOS is a monthly zine (sub type) dedicated to postal Diplomacy. It is put together by Gregory N Fritz at 6777 Dorian St., Apt #34, San Diego, CA 92139. My phone # is 714-479-1573. If you have a current subscription to the SCHEMER then you will receive DAMN THE TORPEDOS absolutely free. I feel obligated to tell you that Alan B. Calhamer invented Diplomacy, which first appeared commercially in 1959 in essentially its present form. The Avalon Hill Game Co. now owns the copyright and publishes the Game. I don't know if I was obligated to say that but it seems to be the thing to do.

I have room for one more Diplomacy game, so if you are interested, just send me your name, address, and preference list (if any) and I will put you down. Standbys are wanted desperately (please) and any standby that plays a game to completion or elimination will receive one free issue of the SCHEMER/DAMN THE TORPEDOS for every season completed.

If any of you out there think you can write interesting Diplomacy related articles, then by all means please do and send them to me. Sub credit will be awarded to readers whose contributions are accepted. The following is an article written by my wife.

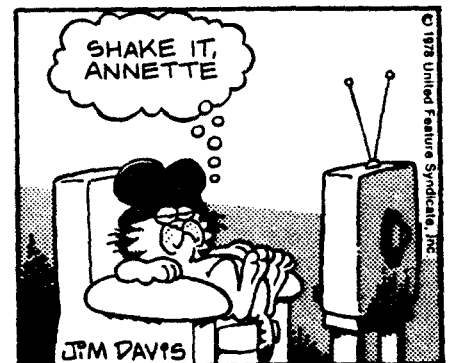
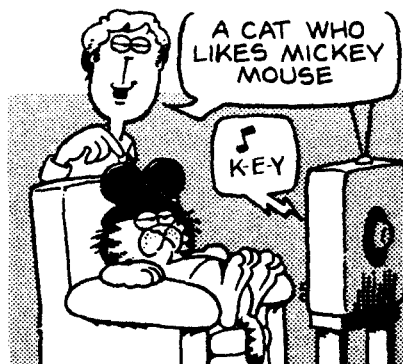
Strategy is a fine thing to know when you are playing Diplomacy, but I feel revenge is also a worthy subject. Postal Diplomacy doesn't offer the opportunities for revenge that face to face does, but there are alternatives.

You can't, for example, run to the kitchen, bring out your cleaver and trade stab for stab, but you can send your foe's name into a Frederick's of Hollywood mailing list (provided he doesn't already subscribe.) Instead of ushering the person out of your door with a barrage of pots and pans, you can put a change of address card at the Post Office and his mail will be winging its way to Alaska in no time. You can write a letter to Jodie Foster, threatening the President, and sign his name to it.

Send the person a poison pin letter, it will be sure to ruin his entire day. Send a cut-off notice to the gas company with his address on it. Write his phone number on the bathroom wall of the local roller rink with the words, 'for a good time.' Call his broker and tell him to sell all his Genetech and Apple stock and buy Chrysler.

So you can see, revenge can be an art. It takes skill and finesse to let a person know you didn't appreciate a stab. Of course, you can find yourself the brunt of those dire punishments, but you'll still be in the game and isn't that what counts?!

Daphne Fritz



1981??

TIGER

Winter 1900

AUSTRIA-Dan Heller-----Has As BUD, VIE, F TRI
 ENGLAND-Greg Haskew-----Has A LIV, Fs EDI, LON
 FRANCE--Don Williams-----Has As MAR, PAR, F BRE
 GERMANY-Greg Murray-----Has As BER, MUN, F KIE
 ITALY---Steve Ruddock-----Has As ROM, VEN, F NAP
 RUSSIA--Ricardo Fernandez-Has As MOS, WAR, Fs STP, SEV
 TURKEY--Mike Kettman-----Has As CON, SMY, F ANK

EFTR
 F
 FERGATI
 ITRFACE
 RFGETIA

Ricardo Fernandez-118 Squire Hill Road, Upper Montclair, NJ 07043
 Greg Haskew-----1821 Woodhaven Drive, Elizabethton, TN 37463
 Dan Heller-----1455 E. Park Place, Chicago, ILL 60637
 Mike Kettman-----1121 Church Street #312, Evanston, ILL 60201
 Greg Murray-----3425 Oakcreek Drive, Rocklin, CA 95677
 Steve Ruddock-----2620 NW Ginseng, Cornvallis, OR 97330
 Don Williams-----915 Avon, Dallas, TX 75211

Deadline for Spring 1901 is November 26, 1981.

Since Steve had his hands full with the games he is GMing in the SCHEMER, Steve asked me to GM this game for him. Do not be alarmed as the emphasis is still on well run Diplomacy games and I will try my best to live up to that promise. May your game be as enjoyable for you as it will be for me.

I suggest that the players take a look at the houserules that appear elsewhere in this issue. It is highly recommended that each player familiarize himself with the rules. Whether you are a veteran or a novice, you will find that by properly observing the houserules just might save you from making a mistake or an unexpected outcome. If there are any questions concerning any portion of the houserules, just drop me a line and I will try to clear up whatever might be confusing you.

All players are encouraged to submit press along with their orders. It is my opinion that press spices up the game and adds an extra dimension to an already good game. For those of you not familiar with this concept, just check out any of the games in the SCHEMER to get an idea of what I am talking about. White press originates from datelines within a players empire. White press can also originate from a province that cannot be denied possession to a player (ie Bulgaria to Turkey in 1901). Grey press is press that originates from a province that is not controlled by any player. As soon as that province becomes under control then it becomes a dateline for white press only by the owning player. Black press originates from anywhere and can be used by anyone. Black press will not be allowed unless unanimously agreed upon by all the players involved. Otherwise, white or grey press will only be accepted.

In an attempt to promote response by the nonplayers and if there are no objections, I would like to make this game the subject of a Bourse. A Bourse is a contest between people not in the game who predict which country will do best by trading the countries currencies. I got the idea from playing in a Bourse conducted in APPALLING GREED but I wasn't satisfied with the response it got. I think the Bourse deserves more attention than it has received and that is why I am giving it another try. If you don't have the time nor the desire to participate in a full blown game of Dip but are interested in the mechanics of the game then the Bourse may be what you are looking for. The Bourse rules are found right after the houserules.

The houserules which appear on this page are the conglomeration of houserules which have appeared in other zines. I took the liberty of using the rules which I thought were good and threw out the ones I didn't like. I spent a lot of hours going through numerous pages of houserules and I think the final product shows the fruit of that effort.

RULES

The 1971/76 rulebook will be utilized except where superceeded by these houserules. Any change to these rules must be agreed upon by both the players and the GM. Any suspected GM errors should be reported to the GM before the next deadline. In any dispute between the GM and a player which cannot be resolved by those concerned, The GMs decision will be final.

ORDERS

Orders should include game ID, season and year, country, submission date and signature. Orders with latest submission date will be used. Orders must be clear and concise. Ambiguous orders and NMRs (no move received) will be treated as holds. Orders giving support to a foreign unit should specify nationality of receiving unit. By the same token, fleet movement to and from Bul, Spa, and Stp should specify coast. The abbreviations Liv and Nor will not be accepted. For a list of approved abbreviations, see below:

| | |
|-----------------------|----------------------|
| Bot (Gulf of Bothnia) | Nth (North Sea) |
| Lyo (Gulf of Lyons) | Nwg (Norwegian Sea) |
| Lpl (Liverpool) | Nwy (Norway) |
| Lvn (Livonia) | Tyo (Tyrolia) |
| Nao (North Atlantic) | Trh (Tyrrberian Sea) |

If you are unsure of the clarity of your orders, then write them out to avoid confusion.

DEADLINES

Orders are due at the time my mail arrives on the deadline day. Orders may be telephoned in but I can't promise that I will be there to answer the phone. Winter and Spring, Summer and Fall orders will be combined into one playing period. The Spring and Fall orders may be made contingent upon the other players' Winter and Summer retreats, removals, or builds. Retreats are combined with the subsequent season. The combined seasons will be separated, and/or deadline extensions will be given upon request, but please try to avoid unnecessary delays.

NMRs AND STANDBYS

In case of no moves received in Spring 1901, the GM will supply the following neutral orders:

A: F Tri-Alb, A Vie-Tri, A Bud-Ser
E: F Edi-Nwg, F Lon-Nth, A Lpl-Edi
F: F Bre-Mid, A Par-Pic, A Mar h
G: F Kie-Den, A Ber-Kie, A Mun h
I: F Nap-Ion, A Rom-Apu, A Ven h
R: F Sev-Rum, F Stp-Bot, A Mos h, A War-Ukr
T: F Ank-Con, A Con-Bul, A smy h

In case of NMR after Spring 1901, units will hold unsupported and a standby will be asked to submit orders for that country the next season. If a player NMRs twice in a row then he will be replaced permanently by the standby. A player who NMRs a total of three times during a game may be replaced. If the GM cannot find a replacement or if the country has only one or two units, the GM may declare a state of Civil Disorder (CD).

CONCESSIONS AND DRAWS

Draw and concession proposals may be made at any time during the game. Voting results take precedence over the season for which they were called for. If several draw proposals pass, the one representing the most supply centers prevail. All active players may vote and a no vote received (NVR) will be counted as a yes vote. Draw and Concession votes must be unanimous among players.

9. Anyone may join the Bourse at any time and receive 1000 units of each currency still available.

10. No conditional orders are allowed.

Thats it. You will find that after playing a couple of rounds that it isn't as easy as it sounds. It is just as exciting for me to play the Bourse as it is to be involved in the game. I hope you share the same opinion.

XX

Doing a subzine, in my opinion, is the way to go. You are not under the pressures that a publisher of a full sized zine faces. In a normal zine, the publisher has to constantly worry about finding enough material suited for print in order to make his zine a certain size. Sometimes, when a publisher doesn't have enough material to print, he will use what is known as 'filler'. Filler comes in various shapes and sizes but the techniques usually employed are cartoons and letters to the editor. Cartoons and letters are great and liven up things if used sparingly but when a cartoon appears on every page and letters that speak of the mating habits of the duckbilled platypus are printed then the subscriber is just not getting what he paid for.

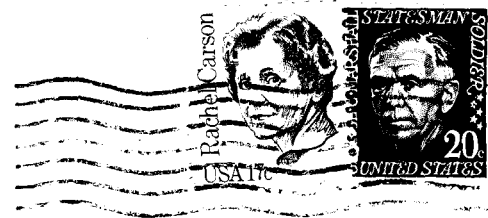
The Material that I print is there because I want it to be there and not because I needed something to fill the void. The point should be clear. A subzine does not have to be of a certain length and contain extraaneous nonsense in order to be competitive. And that is what is so nice about it. Whether I print ten pages or two pages the decision is totally up to me. Because I have that luxury doesn't mean that I am not going to be trying to bring you the best stuff I can. Quite the contrary.

I want to say one last thing while we are on this topic. There are a lot of good publishers out there (ie Steven Duke) and I didn't want you to get the idea that there wereN't. Doing a subzine is my way to break into the hobby without being expected to produce something I might not be capable of. There are a lot of good zines out there that I just can't get enough of. I hope to reach that level of achievement some day.

I am not sure exactly what the direction of this zine is going to be, so I will leave it up to you. A zine is just as much for the reader as it is for the publisher. Send in your letters and tell me what you would like to see in the upcoming issues. I won't be able to please everybody but I will try. Catch you later.

The Schemer # 7
Steven Duke
Rt. 3 Fairfield Pike
Shelbyville, TN 37160

Damn the Torpedos #1
Gregory N Fritz
6777 Dorian St. #34
San Diego, CA 92139



Send this to:

FIRST CLASS MAIL

Xenogogi C
P.O. Box 8416
San Diego, CA

Your sub ends with Issue # 7

92102