

**DECEMBER 10
1989**

...are a sure cure for all
Diplomatic ills

16 PAGES

55c

#98

A SHARP

MIND

AND A STRAIGHT

KNIFE

**INSIDE:
DIP BOWL
WORLD
CHAMPIONSHIP**

The hobby is coming to an end - both of the Carusos have turned 40, and now that I mentioned it, and that everybody knows, and they'll never live it down, I'll have to suffer all of the consequences, and as far as I know it, the hobby is coming to an end, so save this issue 98 of *A Sharp Mind And A Straight Knife* from Don Del Grande, 142 Eliseo Drive, Greenbrae, CA 94904-1339, as a remembrance of what was.

Excuse me - I've just received word that I'm every bit as good as they are, so I'll keep going. (I didn't say it was from a **RELIABLE** source, did I?)

MONTY'S NEWS AND COMMENT is brought to you by the official shoe sponsors of Team USA - never mind that half the team have contracts with a different company

What action! What thrills! What maneuvers! Now let's switch over to USA at Trinidad & Tobago. Team USA turns it over - T&T hand it right back - USA boots it out of bounds - T&T lose another one - USA kick from 20 yards out **HAPPENS** to find its way into the corner of the net - T&T lose it again - USA lets it slip away - there's a T&T pass in front of the USA goal - **SAVE** by the USA goalkeeper - and there's the final whistle - how boring.

Final score - USA 1, Trinidad & Tobago 0. What's that? We WIN? Try to the WORLD CUP? Pictures in all of the WORLD SOCCER MAGAZINES? The HONOR and the PRIVILEGE of playing the BEST TEAMS from THROUGHOUT the WORLD like BRAZIL and THE NETHERLANDS and LOSING by INCREDIBLE SCORES like 6-0?

The opening ceremony will be on June 8; the final will be on July 1. Turner Network Television (TNT, not to be confused with TBS, which is owned by the same guy) has exclusive (read: NOT ON NETWORK TV) rights to English-language broadcast of this tournament, including the final. Hey, Ted, how about a promise of "no commercials during play", or at least "split the screen during commercials so that the match can be viewed at all times"?

In honor of everybody running out to get cable TV to watch the World Cup, or at least learning Spanish in case Univision has Spanish-language broadcast rights, ASM&ASK presents (I heard "Who Cares", Caruso):

WORLD CUP SOCCER RULES FOR PEOPLE WHO DON'T KNOW BETTER

RULE ONE: Each half lasts for 45 minutes. In case you feel like running to the bathroom during halftime, RUN is the WORD for it - HALFTIME LASTS FOR FIVE MINUTES.

RULE TWO: Each team can suit up 16 players for a game. Only TWO SUBSTITUTIONS PER GAME are allowed, and ONCE A PLAYER COMES OUT, HE CAN'T GO BACK IN for the rest of that game. (If team has used its substitutions, and a player gets injured - tough luck.)

RULE THREE: If the referee (the "bastard in the black" - why do you think I wore black shirt & black pants at DIPCON?) throws somebody out of the game (by raising a red card), two things happen: one, the team CAN'T REPLACE THE EJECTED PLAYER BUT HAS TO CONTINUE WITH 10 MEN (if two players are ejected, they play with nine, and on), and two, the ejected players ARE BANNED FROM THE NEXT GAME AS WELL (but the team can start the next game with 11 players).

TEAM USA'S SCHEDULE:

JUNE 10 vs CZECHOSLOVAKIA in FLORENCE
JUNE 14 vs ITALY in ROME
JUNE 19 vs AUSTRIA in FLORENCE

Once again it's time to match stabs with the champions in America's favorite game with whatever pieces TAHGC decides to put in the box this month, the varsity sport of the mouth,

DIP BOWL

Let's meet the teams...

"Cal White, from Toronto, Ontario . . . Randolph Smyth, from Winnipeg, Manitoba . . . Doug Acheson, from Barrie, Ontario . . . Bruce McIntyre, from Burnaby, BC" - those are the varsity dippers from the CANADIAN CLUB DIPLOMACY CLUB!

"Mark Berch, from Silver Spring, MD...Bruce Linsey, from Albany, NY...Larry Peery, from San Diego, CA...Fred Davis, from Baltimore, MD" - those are the varsity dippers from the KNOWN ENEMIES OF THE HOBBY UNDER THE COVENANT (official registry pending)!

Today's match, for the 1989 DIP BOWL WORLD CHAMPIONSHIP, comes to you virtually LIVE from Benjamin Wheeler Hall on the campus of the University of California in Berkeley (isn't it always?). It's been a while, so I'll explain the rules: there are two 10-minute halves. When a 10-point toss-up question is asked, anybody can buzz in and answer. A correct answer gets that team a bonus question, which can be answered as a team. In toss-ups, there's a five-point penalty if you signal before the entire question is read and give a wrong answer. (TWEEEEET) "There's the whistle to start. The first bonus is worth 20 points. Here's the toss-up for 10: take the number of atoms in the best-known model of the universe and add it to the number of picoseconds it took for sunlight to reach the top of the CN tower at noon on January 1, 1989, assuming nothing got in the way. For ten points, what result do you get when you multiply this number by the number of Canadians that attended the 1989 DIPCON?" (RRRING)

"Canadians, Acheson . . . Zero"

"Correct for 10 points, and here's the bonus question: for five points each, what spaces are at the corners of the Diplomacy map?" (CCDC talk it over, then Acheson answers) "North Atlantic, Mid-Atlantic, Syria, and St. Petersburg"

"Correct for 20 points. The next bonus is worth 30 - here's the toss-up: the International Diplomacy Hall of Fame. Some people call it 'just another Peeriproject'. Some call it 'a tribute to those persons who have made this hobby what it is today'. For 10.

points, just how many times have there been elections for this Hall of Fame?" (BUZZZZ)

"Known Enemies, Peery . . . one"

"Excuse me - how many?"

"(ahem) One"

"That's right - one election - big deal project, good for the hobby, every two years - ONE election" (crowd starts chanting "ONE - ONE - ONE - ONE - ONE") "And here's your bonus question: for five points each, name the sites of the ORIGINS conventions from 1987 to 1992."

(A bunch of blank faces; Peery attempts an answer) "Los Angeles, Atlanta, Baltimore, uh, Milwaukee, and your guess is as good as mine."

"You got four for 20 points. In order, they are Baltimore, Milwaukee, Los Angeles, Atlanta, Baltimore again, and Milwaukee again."

Well, at that point it was 30-30, and the rest of the first half (and the start of the second) was pretty much the same thing, so let's cut to late in the game with the score . . .

"It's 200-200 with time running out. Here's the toss-up: somebody decided to run a single-elimination two-player Intimate Diplomacy tournament at DiddleSquatCon. It turns out that exactly 500 persons entered the tournament, so 12 persons got byes in the first of nine rounds. For 10 points, how many Intimate Diplomacy games were played in the tournament?" (BUZZZZ)

"Known Enemies, Linsey . . . 499"

"Of course, the Math expert knows that one - every game knocks one of the 500 persons out, so 499 games leave the one winner. Here's the 25-point bonus: for 25 points - ALL or NOTHING - name the sea areas used, IN ORDER, in the shortest convoy from St. Petersburg to Syria."

(Is that an aura caused by all that thinking? No - somebody is shining a red spotlight by mistake. Anyway, Peery gives the answer - as the captain is supposed to do in these bonus questions.) "Barents, Norwegian, North Atlantic, Mid-Atlantic, Western Med, Tyrrhenian, Ionian, and Eastern Med."

"Correct for 25 points. Here's the next toss-up: for 10 points, what is the minimum number of seasons that it takes, without any convoys, for an army to get from the westernmost piece of land on the board to -" (BUZZZZ)

"Known Enemies, Berch . . . Seven"

"No, and there's a five point penalty. I'll finish the question for the

Canadian Club Athletic Club: from the westernmost piece of land to any of the easternmost?" (RRRING)

"CCDC, McIntyre . . . You can't do it"

"Exactly - every path from North Africa is stopped by water. Here's the 30-point bonus: for ten points each, name the three characters with ID letters of A, B, and C in *Kremlin*."

(Looks of worry - lots of talking - Acheson answers) "Aparatschik, Boremtodev, and Goferbok"

"You got two - (B) is Schukrutoff. Twenty points. Here's the next toss-up: what with WORLD DIP CON II coming up, let's see who cares. For 10 points, name not only the first IDTR World Tournament Diplomacy Champion, but the first WORLD DIP CON winner." (RRRING)

"CCDC, Acheson . . . Dave Race" (TWEEEEET)

"Daver Race is correct, and there's the whistle to end the game - the final score is 240 for the Canadian Club Diplomacy Club to 230 for the Known Enemies Of The Hobby Under The Covenant. The CANADIAN CLUB DIPLOMACY CLUB is the 1989 DIP BOWL WORLD CHAMPION!"

PAST DIP BOWL WORLD CHAMPIONS (with issue numbers)

1980 (5) - Whitestonia Institute of Nuclear Holocaust

(Dave White, Dave Grabar, Kathy Byrne, John Caruso)

1981 (16) - Southern California Dippy Association

(Jerry Jones, Rod Walker, Jack Masters, Jane Proskin)

1982 (25) - Stars & Bars

(Mike Conner, Peggy Gemignani, Gary Coughlan, John Daly)

1983 (37) - Prince & Princess of Wales' Own Dippers

(Brian Dolton, Mile Dean, Pete Tamlyn, Pete Birks)

1984 (48) - Europa Expressionists

(Bruce Linsey, John Kelley, Gary Coughlan, Mike Mills)

1985 (58) - Canadian Club of Dip

(Steve Hutton, Alan Stewart, Ron Brown, Randolph Smyth)

1986 (68) - Dipper Who Diplomacy Club of America

(Cathy Ozog, Michael Hopcroft, Simon Billenness, Elmer Hinton)

1987 (78) - Killer New York Feindish Empire

(Kathy Caruso, John Caruso, John Boardman, Simon Billenness)

1988 (88) - WARTHOGs and Friend

(Dick Martin, Julie Martin, Ken Peel, Brad Wilson)

TOP KNIFE #32

This is the 32d edition of *Top Knife* (formerly *Meeting of Minds*), the IDTR subzine, published for some strange reason by the same guy that does *A Sharp Mind And A Straight Knife*.

MANORCON 1989 (at last!)

Well, the MANORCON guys have finally released the 1989 results, along with the 1990 registration form. One item of note: Richard Walkerdine, who has been running the past few MANORCON Diplomacy tournaments (including the first WORLD DIP CON), will no longer be involved; this may be connected to the fact that his 'zine, *Mad Policy*, will fold in about two months. Peter Sullivan (*C'est Magnifique*) will be running the future Dip tournaments, with Nick Kinzett assisting in 1990.

Bad news for Steve Cooley: 145 people participated in this year's Diplomacy tournament, which means that the winner receives 38 IDTR points - enough for first place in the ratings with only MIDCON to go. (I also know that the MIDCON winner did not finish high enough at MANORCON to score IDTR points.)

As usual, the Dip tournament is a two-day event, with the team tournament on day one and the scores carrying over to the individual round on day two. (Actually, a player's single best score counted.) 145 people (including 19 teams of seven) played a total of 27 games. There were no outright wins, although I believe both rounds had time limits.

- | | |
|-----------------------|-------------------------|
| 1 (38) Paul Oakes | tie (4) Matthew Shackle |
| 2 (30) Phil Ralph | 11 (3) Brian Frew |
| 3 (24) Toby Harris | 12 (2) Terry Richardson |
| 4 (19) Martin Sanders | 13 (1) Phil Corker |
| 5 (15) Bob Kendrick | 14 Matt Finch |
| 6 (12) Alan Sharples | tie Martin Lewis |
| 7 (9) Matt McVeigh | 16 Paul Finch |
| 8 (7) Jim Mills | tie Richard Beattie |
| 9 (4) Steve Jones | 18 Alistair Manning |

Note that Matt McVeigh has a total of 11 IDTR points (2 from DIPCON, 9 from MANORCON)

RAILWAY RIVALS GAME OPENING

I have six players signed up for this game. However, I have had openings where players said that they wanted to play, only to have them drop out when the start was announced. Therefore, I want verifications from the six players that they still want to play:

**JOHN CAIN, 76 Banool Road, Balwyn, 3103, AUSTRALIA
SCOTT CAMERON, 4 Meadow Lane, Hicksville, NY 11801-5304
GREG ELLIS, 1709 San Antonio, Apt. 211, Austin, TX 78701
JIM GOODE, 211 Maplemere, Clarksville, TN 37040-3558
CHARLES MERCER, Box 305, Forestville, CA 95436
RICK PIERCE, 2305 Spanish Trail, Irving, TX 75060**

This game will be on the California/Nevada map (map CN). I don't have any copies of the map at the moment; however, Conrad von Metzke does, and I will get the maps from him. If you don't have a copy of the map, send me 50 cents (or tell me to take 50 cents from your subscription balance) and I will send you the map with the next issue of ASM&ASK, if I can get them by then. (I do have one paper copy of the map that the designer sent me - I can make copies of that as temporary copies until I can get proper ones.)

Please let me know (a) whether or not you still want to play, and (b) whether you have map CN or want me to get it for you (include 50 cents - cash or stamps - or I can deduct it from your sub if you want). Let me know by DECEMBER 30; this will give me three weeks to get the maps.

GAME OPENINGS

AREA-RATED DIPLOMACY - Signed up: Ellis, Martin, Cameron, Hughes, Nixon, maybe Schneider. Need one or two more. Must have an AREA rating.

NEW OPENING - 1829. The original game on which 1830 is based. I have both Southern and Northern versions (for the past ten years, they've been \$45 each; suddenly, they dropped to \$25 each). Anybody out there own this game, in either version?

TALISMAN "INTO THE WOODS", TURN 2 - The monsters are out in force

CLARIFICATIONS: First, someone asked why only two cards were drawn in the Ruins instead of two for each of the two characters there. I thought I made that clear in the PBM rules (I guess not) - regardless of how many players end a move in the same space, cards will be drawn for that space only once. However, if two players share a space, and an item (which can go to only one person) is drawn, a different item (not a monster or event) will be drawn for each other player in the space.

Second, one player used his die rolls in the opposite order from what was given. If your die rolls are 4 and 2, for example, you must use the 4 first. (Even if you lose the first of your two moves, your second move would be 4 - the 4 must be used before the 2.)

NEW MOVE DESCRIPTION SYSTEM: This will be used in the move reports, but you can use whatever system you want in your orders, as long as I know where you're going. Spaces other than the corners will be designated by a letter or two (indicating the nearest corner - V for Village, Ct for City, Ch for Chapel, T for Tavern) followed by a number and the letter L or R (indicating how many spaces to the left or right of the listed corner; "left" and "right" are determined by looking from the center of the board, so "left" is "counter-clockwise" and "right" is "clockwise".) To give some additional help, the space type is listed in square brackets. For example, T1L [Plains] is the plains space that's one space to the left (counter-clockwise) of the Tavern.

FIRST MOVE

WARRIOR (Pierce): (V1L) - T1L [Plains]
WIZARD (Dorneman): (T1L) - T1R [Fields]
MONK (D Hanson): (T2R) - Village
CENTAUR (R Hanson): (Village) - T1R [Fields]

SECOND MOVE

WARRIOR: (T1L) - T2R [Ruins]
WIZARD: (T1R) - V1L [Fields]
MONK: (Village) - V3R [Woods]
CENTAUR: Stunned in T1R (see encounters)

ENCOUNTERS

FIRST MOVE - T1L had a storm (since all players are on the outer path, they all miss one turn - so it has no effect in terms of this game.)

T1R: Giant (S 6) - the Wizard casts a Lightning Bolt spell, stunning the Giant and the Centaur while he evades; the Centaur fights, but loses 9-5 and loses a life.

SECOND MOVE - T2R: Gargoyle (S 5) - Warrior loses the fight 8-6 and loses a life.

T2R #2: Enchanter (the first character with a Craft of 4 or more to land here can choose a Spell, Craft, Strength, Gold, Life, or teleport to any space in the same region)

V1L: Cave (remains here throughout the game - anyone can enter as their encounter; possibilities - attacked by a Dragon (S 7); attacked by a Goblin (S 2); lose 1 turn; gain 1, 2, or 3 gold)

V3R: Bag of Gold (Monk gets 1G)

The Centaur and Warrior must remain in their spaces until they can evade or defeat their opponents.

STANDINGS AT END OF TURN 2

CENTAUR (T1R): 3L, S3, C3, 1G

MONK (V3R): 4L, S2, C3, 2G, Staff of Mastery, Potion of Strength

WARRIOR (T2R): 3L, S4, C3, 1G, Pixie follower, Water Bottle

WIZARD (V1L): 3L, S2, C5, 1G, one spell

FACE-UP CARDS: Giant (S 6) in T1R; Goblin (S 5) and Enchanter in T2R; Cave in V1L; Ghost (C 4) in V2R

TURN 3 DIE ROLLS:

DEADLINE for **TURN 3** is **JANUARY 13**. Note that the Wizard may enter the Cave before making his first move, and the Centaur and Warrior are currently fighting enemies. Here's the press:

WIZARD: The Wizard acknowledges the Centaur's backhanded compliment to his spell casting prowess, and asks the *Homo Equus* to consider how well the Wizard is doing so far. He also contemplates

turning the Centaur into a toad.

CENTAUR: "Not that I'm envious or anything," groused the Centaur. "But it does seem to me that the Monk got an ungodly share of early good fortune."

K REMLIA " AIN'T MISBEHAVIN' ", TURN 3A- It must have been the cure that killed him

CORRECTION: Mischif (I) is 73; Boremsodev (K) is 68++

CURE: OLM declares 4 on Schukrutoff (B); LNTC declares 2 on Mischif (I); CREEP declares 10 on Manjak (P) and 2 more (3 total) on Mischif (I). Satin (O) and Manjak are sent to the Sanatorium. Satin ages 1 (now 66++).

PURGE: KGB head is in the Sanatorium - Ideology (Mischif) attempts to purge Strychnin (T) and needs a 6, but rolls a 5 - Mischif ages 3 (now 76).

SPY: Defense (Schukrutoff - controlled by OLM) investigates Satin, Manjak, Niewitko (O), Mischif, and Karrienko (N). Schukrutoff ages 5 (now 80).

HEALTH: Satin (66++C) DR 2 (+) - DEAD

Manjak (83++C) DR 16 (-) - now 83+C

Niewitko (73) DR 5 (+) - now 73+

Schukrutoff (80) DR 20 (O) - still 80

Mischif (76) DR 6 (+) - now 76+

Palavrian (70) - DR 17 (O) - still 70

Karrienko (63) - DR 17 (O) - still 63

Shootemdedsky (71) - DR 19 (O) - still 71

STANDINGS AT END OF TURN 3 HEALTH PHASE

PARTY: VACANT

KGB: Manjak (P) 83+?C, CREEP 10, NEP 3

FOREIGN: Niewitko (D), 73+?

DEFENSE: Schukrutoff (B), 80, OLM 4

IDEOLOGY: Mischif (I), 76+?, CREEP 3, LNTC 2

INDUSTRY: Palavrian (G), 70

ECONOMY: Karrienko (N), 63?

SPORT: Shootenedsky (H), 71, RNML

CANDIDATES: Talksalott (J), 67; Doberman (L), 65; Eatstumuch (M), 64; Nikotin (R), 59; Strychain (T), 57

SIBERIA: Purgemoff (F), 75; Gofertrok (C), 74

KREMLIN WALL: Aparatschik (A), Krakembeds (E), Satin (O)

PEOPLE: Boremtodev (K), 68++; others as on their cards

TURN 3B: Funeral Commission, Replacement, Rehabilitation, and Parade Phase

DEADLINE for TURN 3B is JANUARY 13



1830 "STARLIGHT EXPRESS", TURN 5 - NYNH tries to branch out in a different direction, but TRIBS is the WORD for it

Correction (for those of you reading along): NYC had to pay \$120 as the tile it laid last turn was on a mountain - also, Vince Pratt is taking over Conrad von Metzke's position

STOCK PHASE

Rick Pierce passes

Dick Martin buys 10% B&O for \$100 - and sells it right back for that same \$100 (B&O stock drops to \$90 [A L1])

Jim Goode buys 10% NYNH for \$82

Rich Hanson passes

Vince Pratt buys 10% NYC for \$76

RP passes

DM buys 10% NYNH for \$82

JG, RH pass

VP buys 10% NYC for \$76

RP passes

DM buys 10% NYNH for \$72

JG, RH pass

VP buys 10% NYC for \$76

Ali pass

Rick Pierce gets (well, keeps) the Priority Deal card

OPERATIONS ROUND

Minor companies: SV - RP \$5; C&SL - DM \$10; D&H - RH \$15;
M&H - DM \$20; C&A - DM \$25; B&O - JG \$30

NYNH (RH): Rich asked for tile 57 to be placed in F22/E; however, this is illegal under rule 18.0 as it does not extend any existing path to a NYNH token. (For that matter, Rich, train buying comes AFTER running trains in an operations Round, and even if you could have laid that tile 57 and run a second train, the path F22-Boston would have required a "3" train as that path includes a town in F 24.)

Run "2" train G19-F18 (\$50); pay dividends (RH \$25, JG \$10, DM \$10); buy another "2" train (\$80). NYNH stock goes up to \$90 [C R1]. The last "2" train has been sold.

C&O (VP): Place tile 8 on H8/NW. Run "2" train F6-Chicago (\$70); run "2" train F6-G7 (\$40). Pay dividends (VP \$44, DM \$33, JG \$33). C&O stock goes up to \$82 [E R2].

NYC (RP): Place tile 57 on H16/SW; place token on H16 (\$40). Run "2" train H16-G17 (\$30); run "2" train E19-G17 (\$30). Pay dividends (RP \$36, VP \$18). NYC stock goes up to \$76 [D 0].

MAP AT END OF TURN 5

E19: 57(SW), NYC token - E21: 7(SE) - F 18: 9(SW) - F20: 55(E)
G3: 8(NW) - G5: 8(W) - G7: 2(SE) - G17: 69(NE) - H8: 8(NW)
H16: 57(SW), NYC token - G19(N): NYNH token - F6: C&O token

PLAYER STANDINGS

RH: \$95, D&H, 50%(Pres) NYNH

VP: \$111, 40%(Pres) C&O, 30% NYC

RP: \$78, SV, 60%(Pres) NYC

DM: \$102, C&SL, M&H, C&A, 30% C&O, 20% NYNH, 10% PRR

JG: \$112, B&O (Pvt), 20% (Pres) B&O, 30% C&O, 20% NYNH

FLASH! Dick Martin (17601 Lisa Dr, Rockville, MD 20855) is opening a game of 1830 in Retaliation - write him for details

NYNH (90% sold): Par \$82, Price \$90 [C R1], \$540, 2 "2" trains
Token in G19 - RH 50%, DM 20%, JG 20%

C&O (100%): Par \$67, Price \$82 [B R2], \$510, 2 "2" trains
Token in F6 - VP 40%, DM 30%, JG 30%

NYC (90%): Par \$76, Price \$76 [D 0], \$560, 2 "2" trains
Tokens in E19, H16 - 60% RP, 30% VP

B&O (30%): Par \$100, Price \$90 [A L1]
20% JG, 10% Bank Pool

PRR (10%): DM 10%

As the "3" trains are now available, please note:

- (1) Green tiles are now in play**
- (2) Private companies can be sold to corporations**
- (3) Each turn consists of a Stock Round followed by TWO Operating Rounds**

Don't forget to include orders for BOTH operating rounds starting with this turn.

DEADLINE FOR TURN 6 IS JANUARY 13



KINGMAKER "ME AND MY GAL" - DELAYED

There were THREE NMRs this turn - by Nixon, Hunt, and Moore. As this is the second consecutive NMR for Scott Nixon and Chris Hunt, they each forfeit \$1 of their NMR deposit. As long as I have the space, I'll list the factions with their cards and "towns controlled by the faction" (by siege):

Nixon's faction (Nixon)

NEVILLE, Flemish Crossbowmen, Swansea Town, in Masham

HOWARD in Farnham

GREYSTOKE in Masham

SCROPE in Masham

GREY in Masham

WHITE DUCHESS II (Ozog)

**HERBERT, Earl of Richmond, Shrewsbury Town, in Harlech with
Edward of March and George**

**CLIFFORD, Earl of Kent, Constable of Dover Castle, Nottingham Town,
Leicester Town, in Harlech(g)**

Harlech controlled by faction

KNIGHTS OF THE HIGH SIERRA (Weseman)

**STANLEY, Earl of Wiltshire, Leicester Town, Le Michael,
in Caernarvon(g)**

COURTENAY, Admiral of England, in Okehampton

**Le MICHAEL is being held in Caernarvon and can't be released until
someone controls it - and then only with their permission**

Le MARGARET in Maldon

Le CHRISTOPHER in Dartmouth

KING'S COURT (Anderson)

**ROOS, Earl of Westmorland, Steward of the Royal Household,
Coventry Town, in h42 with King Henry**

BOURCHIER in h43 with Margaret

BEAUFORT, Le Swan in h42

PLANTAGENET LANCASTER in Windsor

Le SWAN in Cardiff

ROYAL ORDER OF THE GARTER (Herr)

AUDLEY in h38

NORTHEAIN KNIGHTS (Moore)

**PERCY, Archbishop of York, Carisbrooke Town, Le Rose,
in Kenilworth with Edward of Lancaster and**

King Richard of York

**HASTINGS, Burgundian Crossbowmen, Flemish Crossbowmen,
in Kenilworth**

PLANTAGENET YORK in Kenilworth

Kenilworth controlled by faction

**REMAINING NOBLES: Edmund in Dublin; Richard of Gloucester in
Calais**

CLARIFICATION: Last time, I said that a ship forced into a neutral port by a storm is treated as if it started the game there. This isn't quite true; while a ship beginning the game in a neutral port can leave, a ship forced to land in a neutral port (other than an open town) is stuck there until somebody captures the port by siege - and then, the ship cannot leave without permission of the town's controlling faction.

DEADLINE FOR TURN 6 IS JANUARY 18

DIPLOMACY "LES MISERABLES", AUTUMN AND WINTER 1903 - Anybody seen Michael Hopcroft lately?

AUSTRIA (Holley): Retreat F Gre to ALB - has F ALB, A RUM, A GAL, A SER, and A BUD

ENGLAND (Hopcroft?): NMR - F Nth retreat OTB; plays 1 short - has F A LON and F NWG

FRANCE (Goode): build A PAR - has A PAR, A GAS, A PIE, F LYO, F WES, and F ROM

GERMANY (Allen): has A BEL, F HOL, A DEN, F HEL, A SIL, and A MUN

ITALY (Anderson): remove F ION - has F TUN, A TUS, and A TYO

RUSSIA (Slaughter): Retreat A Rum to SEV - build A WAR - has A WAR, F NWY, A LVN, F NTH, F BLA, and A SEV

TURKEY (Dorneman): build F CON - has F CON, F EAS, A GRE, F AEG, and A BUL

STANDBY - Michael Hopcroft has apparently been NMRing in all of his games throughout the hobby. Will STEVE HUGHES, 110 TENNYSON ROAD, WARWICK, RI 02888, submit orders for ENGLAND?

DEADLINE for SPRING 1904 is JANUARY 19. Here's the press:

FRANCE-GERMANY: I'm on your side! Now tell me who you are against.

FRANCE-GM: I see you gave Scott Cameron 50c credit for a standby move. Can I have 50c credit for my first two standby moves?

GM-FRANCE: No, but you can have \$1, and you'll get an additional \$1 credit if you finish the position. My usual policy is to "pay" when a player is no longer in the game, but I change it if the person asks.

CHRISTMAS



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