

SO I LIED



Welcome to the first issue of So I Lied!, a new zine coming at you from Marc Peters at 29 East Wilson, #202, Madison, WI 53703 (608/255-9315). This first issue is a free sample; the rates after this will be 60¢/issue. If the cost of producing this zine proves to be appreciably lower, the sub rate will drop accordingly. Also, anyone who can explain where the zine's title came from within ten days of the publication date will get the second issue free as well. So I Lied! will be put out by several people, and is committed to the unabashed promotion of the Midwest Mob in general, and specifically the MadCity Mafia. We have all seen enough shameless promoting and self-ego building from both coasts--it's time now for a zine that tell y'all just how great WE are! Actually, Russ Rusnak already does an admirable job of promoting the MWM, but you have to be somebody to sub to Who Cares?, whereas I'll take on just about any subber!

As already mentioned, this zine will not be a solo effort. There will be other giving lots of support (or else)! This is a rundown of the crew:

Marc Peters.....	Organizer, GM and Shameless Credit-Taker
Debi Peters.....	Producer and Put-Out Blame-Taker
Dale (MadMan) Bakken.....	Part-time Contributor and Beer Supplier
Mark (Poison Pen) Frueh.....	Part-time Contributor and Safari Hunter-- he needs to get the poison somewhere.
James (Baby Face) Wall.....	Part-time Contributor and GM and MWM archivist.
Dick (Chet the Jet) Chatlosh.....	Part-time Contributor and GM

I will be opening three regular Diplomacy games, and one variant. The variant will be either Tom Swider's nuclear Final Conflict, which you can take a look at right here in Tom's subzine ED, or Fred Davis, Jr.'s Abstraction II. Abs. uses a map of Europe, but differs from a Dip map in that there are more supply centers and many more provinces and seas spaces. This feature makes stalemate lines almost impossible. There is also a new convoy rule, in which an army can board a fleet, becoming an Army/Fleet, and this new A/F can move to another sea space and disembark the army, all in one move. This added dimension creates for some rather explosive action and dynamic stabs. If enough interest is expressed I might even run both games.

There is one other game opening. To sign up for this game, you must be a certifiable Diplomacy Lunatic. You must eat, sleep, and breathe the damn game. Yes, I have two openings in INSANITY DIP. In this "variant," seven players will play seven simultaneous games, once as each country. Talk about a cross-gamer's delight!! There are already five crazies signed up, and we are looking for two more very dedicated players. A warning: if you do not have the reputation as a reliable player who keeps up with correspondence and very seldom NMRs, you will not be allowed in the game. It could be a lot of fun. I would like to run the results in this zine, but the space required may not make that feasible. As with many other aspects of this, we shall just have to wait and see.

Game fees will be \$8. Each NMR will result in a \$2 penalty to the offender. At the end of the game, or upon elimination, each player will receive up to \$4 back, depending on their balance. Three NMR's in one game will eliminate a player. Anyone who NMR's out of a game will be permanently barred from further games in SIL. Hopefully these rules will discourage players who are not serious about their responsibility to a game from signing up in this zine. Houserules will be forthcoming; all I'll say at this point is that they will range in complexity somewhere between Linsey's and Rusnak's. I'll be leaning more toward Rusnak's--there is something satisfyingly simple about HRs that say "Hey--I'm the GM, therefore I'm right."

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The MadCity
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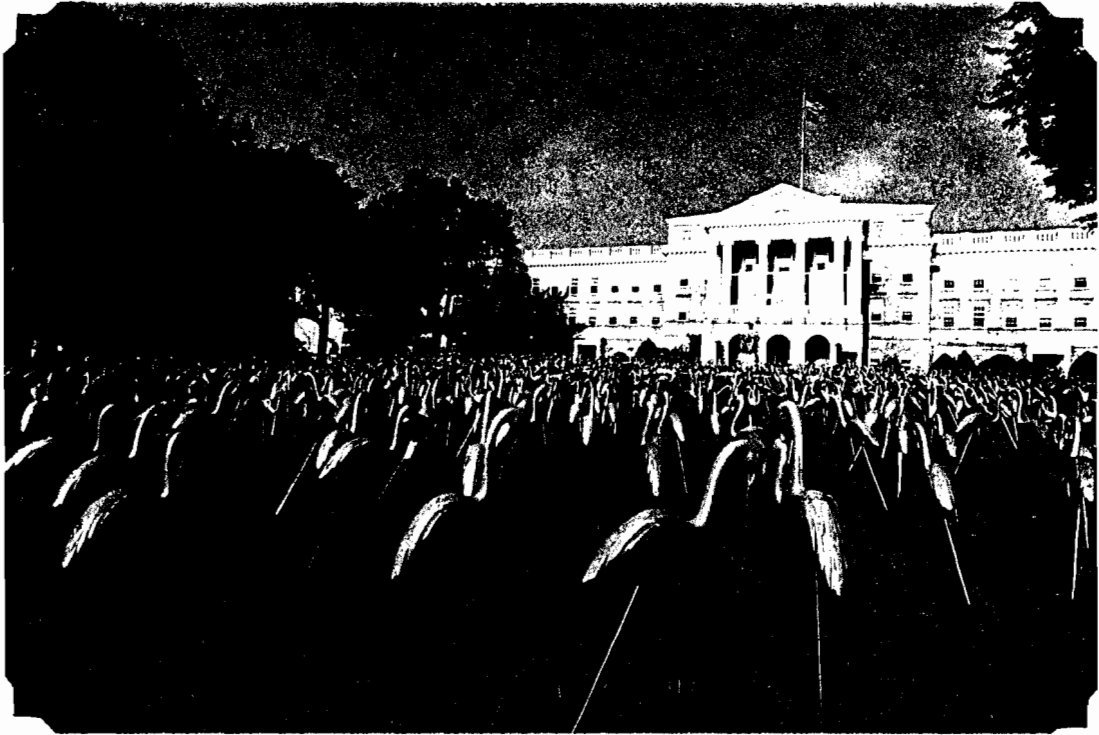
As a bit of background, I'd like to say a few things about Madison. To understand the MadCity Mafia, you must understand MadCity. The relationship is quite simple, really: we are crazy, the city is crazy.

Madison is the home of the University of Wisconsin. This university's students are nationally known for two things: being high scholastic achievers, and being Party Hardy. When it comes to their classes, students here earn themselves about a high "B" average. When it comes to partying, they turn in straight "A's"!

Does anyone recall the movie "Animal House" and the infamous Toga Party? Several years ago the UW held the largest Toga Party ever--over 40,000 students, most draped in bedsheets, were estimated to have shown up for that party. And about four years ago, the television series Real People showed up in MadTown to witness and record the biggest Halloween celebration in the world. That year, it was estimated that over 80,000 partyers packed themselves onto the six block long State Street over the course of the evening; most of the revelers were in costumes ranging from wildly clever and elaborate creations to make-shift, last minute after-thoughts, thrown on as an excuse to attend the celebration. This event has been an annual tradition for the last seven years or so. And, of course, in addition to this, some rather off-beat things happen here, too!

One fine spring morning, students approaching Bascom Hill on the campus were greeted by the sight of hundreds of pink flamingos all over the lawn. Yes folks, it was the annual return of the migrating pink flamingos! The plastic replicas remained there on the lawn for several days, after which the flamingos disappeared as suddenly as they had arrived. Their presence was attributed to the Wisconsin Student Association's "Pail and Shovel" Party.

This Pail and Shovel Party, headed by a president and VP known for being much less than serious about student government, was voted in one year by a particularly frivolous student body. The P & S Party earned its name from a campaign promise to convert the entire WSA budget into pennies, dump them on the student mall, and let the students have at the pile with pails and shovels. And although that promise was never realized, the president did make good on a promise to bring the Statue of Liberty to Madison. In a hushed up deal, the Statue was brought to MadCity and placed on frozen Lake Mendota near shore by the student union. Unfortunately, before a resting site on land had been prepared, the weight proved too much for the ice and the Statue crashed through, coming to rest on the bottom of the lake. Salvage had to wait until spring, so for the remainder of the winter, students at the union were treated to the sight of the Grand Lady's crowned forehead and her torch. (We were fortunate enough to find photos of these events and have included them for your enjoyment.)



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The MadCon Report
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The NY group was thoughtful enough to bring a case of Genesee 12 Horse Ale. They were even kind enough to save us a six-pack! While not a beer connoisseur, I've drank my share (quantity and variety) and they definitely have a good brew out there. And I thought the only worthwhile domestics were brewed in Wisconsin! (Bud sucks, Matt!! And only Bud would have the audacity to put out LA!) More and more people arrived and their order of appearance became a fuzzy blur.

Matt Fleming of St. Louis (and employee of AB, which is why I kid him), was in a staggering eight games, and the BuschMan managed draws in six of those games! (Two 2-ways, three 3-ways, and a 4-way.) You awesome diplomat, you. For such a fine showing Matt will receive the Premiere Diplomat T-shirt. (While we were pretty well organized, we did forget the shirt, which will be sent to him.)

Don Scheifler, also of StL, was in a number of games himself, and did well. He took part in two 3-ways and a four-banger. He also earned himself his official Diplomacy nickname by foolishly relating to us how he had once been called "shyster" in a game after being particularly devious. SO--Don "Shyster" Scheifler it is!! You really should have known better, Don--just ask Steve "Cupcake" Knight.

A number of people had some pretty impressive results. In only three games James Wall(Banger) had two 2-ways and a 3-way. Pat Conlon had a 2-way, two 3-ways, and a 4-way. Our own MadMan Bakken had one each of a 2, 3, and 4-way. And even I was lucky enough to share in a 2-way, three 3-ways, and one 4-way. However, in one of the games Debi laid the groundwork. (She forced me to put that in.)

As you may have guessed, there were no wins. I don't know how other Cons go, but that is normal around here. The "stop the leader" style is just too prevalent, and very few seem to want to continue a game already six hours old! Naturally, there were some pretty good games among all those played. And although Rusnak and Kaplan were both here at the same time, there was very little physical retribution for dastardly deeds. The one exception I recall was the moment Matt heard the orders read and realized the Shyster had told Bakken exactly what Matt's moves would be, allowing Dale to walk right into one of Matt's home dots. In an obvious reflex gesture, Matt's left hand shot out and smacked Don on the arm, as he yelled "Why You ASSHOLE!!!". Or some other such word; the language that followed for the next several minutes, and in general heard and voiced throughout the weekend by many, was not of the variety one subjects small children to. Naturally, it was all in fun, and no one got seriously angry. Plenty annoyed, you bet! Don't forget Russ was there.

Russ has the unparalleled ability to irritate people. In fact there ought to be a card for the Cosmic Encounter game that reads:

RUSNAK

Irritates Other Players

You have the Power to get under peoples' skin to such an extent that they wish to have nothing to do with you. If you have three or less home planets, you may harass anyone who attacks you to such an extent that the attacker must choose another target or go mad. He may choose to attack anyway, but after the resolution of the attack, successful or not, the attacker is out of the game, a victim of terminal Rusnak Abuse (also known as "suiciding out"). If you hold the Flare Card for this Power, you may harangue the winner of the game until s/he has no choice but to share the victory with you.

BACKGROUND: Having to scramble their way through early life, the Rusnaks soon learned to perfection the axiom that "the squeaking wheel get the grease." Having shouted, abused, and bemoaned about their imminent destruction to the continual detriment of local players, they now turn their torrid and foul mouths to bigger game.

(Apologies to Russ and non-Cosmic players!)

There were other amusing episodes as well. At one point in a game it was very difficult to determine whether Don's England and Randy Ellis' Germany were allied or not, since Shyster seemed to be alternating between helping Randy and then taking his dots. As Randy grew more and more irritated, I commented that their "alliance" seem very tempestuous. "Yes," laughed Don, "Randy is the temper part and I'm the pest." Then there was the concession to a one-center Turkey (are you paying attention, Woody?). After a number of draws had been proposed

and rejected, the Turk Rob Winslow piped up "How about a concession to Turkey?" The player to Rob's left laughed and said "sure!" It being very late and everyone being rather punchy by this time, the joke continued around the table with everyone voting yes. It got to Matt at the end, who was busy filling in a supply center chart, and Don called out, "Say yes, Matt!" Without looking up or thinking about what he was saying, Matt mumbled "yes" and everyone started cheering. Immediately Matt realized what he'd agreed to, he jumped up yelling "No! No! No way! No, no, no!!!" Naturally there was argument that the draw had legally passed, but everyone soon got serious and the game went on. Well, almost a one-center concession.

Cathy Cuning receives the SIL award for the biggest Goofball Factor. In Fall 1901, as England, Cathy wrote an ambiguous order into Norway, AND miswrote her convoy into Belgium, which I had generously supported. Not a unit moved, no builds. She also gets the "Comeback of the Con" award for sharing in a 2-way that game!

Naturally, everybody has their own favorite memories of the Con, but one thing for sure: everyone had some good memory or other. Even Mike Cannon! Mike got torn to shreds in two Dip games and was felling very low. He then won a game of Civilization, and spirits revived, tried his hand at Dip again. He drew Russia and was promptly destroyed in record time. Better luck next time, Mike.

Yep, we all had a pretty good time. Spirits were very high. They had to have been--over the weekend the crowd imbibed a half-barrel, a quarter-barrel and ten or so cases of beer, not to mention the Saturday Night Wapituli! In between this drinking some even found time to hit some local bars! At a MadCon, socializing and drinking are every bit as important as the gaming.

For those of you who were there, thank you for making MadCon 84 a success. For those who missed it, we all hope you will strongly consider MadCon III (85). It ought to be bigger and even better. Scott and Frauke, consider yourselves invited to the same quarters again next year.



A late-night casualty surrounded by the culprits of her demise.



The Dynamic Duo strut their stuff



A sheepish GoofBall Factor victim



Carl (Mr. USA) Russell



Matt expounds to a dazed Paul

A veggie
and his
camera



Dip's
favorite
(read
"only")
GerWoman



***Welcome to EXPLETIVE DELETED, a subxyn of Coat of Armenia brought to you by your favorite mediocretype, Tom Swider of 1183 Robinson Hill Road; Endwell, NY 13760 or PO Box 1324; SUNY Binghamton, Bing, NY 13901 (I prefer the PO Box). The phone number is (212) 976-2727. Chances are that my girlfriend will answer the phone, but feel free to leave a message... NOW part of So I Lied.

An ED-torial

***It looks like we made it! I guess I am very lucky to have found a new home so quickly. Originally, I made a plea with Mark Leudi for him to take in my humble subxyn, but he's currently re-evaluating where he is going in the hobby, and Thirty Miles hasn't been seen for awhile. Mark suggested that Marc Peters might start publishing, and I dropped him a note offering ED should he want it to help start up. So, my thanks to Marc Peters and I wish So I Lied many years of success. Just take things one at a time, and you'll go far! (30 Miles came out early May)

***I'd like to take some time now to introduce ED and myself to you, as many of you might be seeing this for the first time. My philosophy on publishing at this time is to provide the hobby with variety which is normally not available elsewhere. My final Diplomacy game (PAC-MAN) just ended a month ago, so from this point on, this is exclusively a non-Dip publication. ED sponsors games of variants (currently my Final Conflict creation though I'd like to offer others once those games are completed), and Stellar Conquest (reports of which may appear on occasion; but it runs independent of ED for the most part). I have GMed Dune and would like to try running different games, such as Mike Mills' SPQR and some Dip variants such as my "boursers play the game" deviant, Plutonomy or Treachery. Also, I'm open to suggestions (that's how I got conned into running Stellar Conquest). ED also has articles about different games, some humor, some ED-torials.

***Incidentally, I never really explained why I called my subxyn Expletive Deleted. One of my pet peeves in life is the lack of sincerity amongst people; the horrors of stereotyping and labling people, and of putting on false masks to hide our real selves for fear of ridicule. This goes to the point where people exert their norms upon others; one form of it being censorship. I have never understood what people have gained by deleting people's expletives. People swear in real life, so censorship is neurotic. TV is a far-reaching media, and has had quite an effect upon me. At times, I feel deprived of some experiences in that television has warped my perspective on life. I think I've come a long way in shedding my skin, but some Expletives are still Deleted.

***A little about myself: I'm 20 yrs old and am a Junior at SUNY Bing's School of Management, (majoring in Bus. Mgmt) a somewhat selective dept. of one of NY's state schools. I've been around since 1978, and plan to stay around to haunt PPP (hope he got Quirked at MadCon II!). My hobbies include music (rock; also play a few string instruments), racquetball, on-and-off weightlifting, wargames (civil war, napoleonics, ancients) and pinball (Blarfo's helped a bit, plus my addiction to a "Firepower II" pin). On the political side, I consider myself a conservative/pro human rights (some say that's impossible; I beg to differ). When I graduate, I hope to do work in advertising/marketing with some form of media.

***I hope that I get to know all of you a little bit better during my stay here in SIL.

Tired of playing TITAN? How about.....

Cosmic Titan

By Tom Swider

***In the same way Russ Rusnak applied the CE rules to Diplomacy, this is a method of applying CE's alien powers to TITAN.

***At the beginning of the game, after towers are assigned, the player with the highest number tower rolls on the following table to determine his unique power. All other players do so in descending order, but must reroll should somebody else already have that power. After all players have powers, players organize their Titan and Angel legions and begin play.

1ST DIE ROLL: 1 2 3 4 5 or 6= reroll

2ND DIE ROLL:

1	Amoeba	Bully	Changeling	Dictator
2	Dopple.	Empath	Filth	Force
3	Gambler	Insect	Laser	Machine
4	Mind	Miser	Oracle	Pacifist
5	Philan.	Schizoid	Sorcerer	Terrorist
6	Void	Warpish	Warrior	Will

***The Powers:

AMOEBEA: (Power to Ooze) You can recombine your stacks as a result of movement or move two or more legions into an attack (as long as you never move more than seven units into a space). Also, all your stacks are able to teleport as if the stack contained a Titan; this meaning Tower and (at 400 pts) Titan teleportation. You need not expose any units to teleport.

BULLY: (Power to Intimidate) All of your units roll an extra die in combat, except for rangestrikes.

CHANGELING: (Power to Change Form) Your forces can shapeshift during combat. The net effect of your ability means that you ignore any terrain detriments (ex: you can move into tree hexes, never lose skill factors, never slowed) whereas your opponent can never receive terrain benefits, only detriments (ex: he never gets additional dice or improved skill factors).

DIKTATOR: (Power to Command) Each time you earn 50 points, you gain a command point. If you go up 100 pts, you gain 2 commands, etc. At any time, you can spend a command to make somebody else's decision (ex: You will move that stack onto mine occupying the tower).

DOPPLEGANGER: (Power to Haunt) You may borrow faction markers from other players (one a turn) in order to split, if you so chose. Place the faction marker white side up to show it is a borrowed marker. When white, you move and control the stack as if it were your own. When you roll a six for movement, flip over any white faction markers you have. Units underneath them now belong to the marker's owner. You may attack those legions that same turn. If you split that turn using a borrowed marker, replace the borrowed marker with one of your own, if available; if none are available, the stack recombines.

EMPATH: (Power of Harmony) If attacked, you may elect to lose one creature of your choice and retreat one space under normal movement rules. Stacks with Lords may retreat. Stacks which can't retreat must stay. Your opponent always is allowed to look at the contents of a retreating stack.

FILTH: (Power to Reek) The Filth can leave behind in a space from which he moves one of his legion markers. All other players moving into or through that space lose two units of the moving player's choice. Lords are never affected by filth. Other players may not recruit in a contaminated space. Filth may pick up a marker at any time at his own discretion.

FORCE: (Power to Be With) Each time the Force rolls for movement, he rolls two dice and uses the number of his choice for each stack. Also, once during each battle turn, he may have any attack roll rerolled, whether it was his own roll or one made by his opponent.

GAMBLER: (Power to Bluff) Gambler may lie about recruitments and combat dice rolls. During recruitments, he does not show units in order to get new creatures, and may recruit oblivious of any requirements to recruit. However, any player may call his bluff and ask the Gambler to prove he can make a given recruitment. If the Gambler lied, he forfeits that recruitment, that stack can't recruit for the remainder of the turn, and the player catching him points to a stack, and the Gambler must eliminate one creature of his choice. However, if the Gambler could in fact make the recruitment legally, he gets to make a second recruitment immediately. If the stack contains 7 units, he may eliminate any unit in order to make room for the additional recruitment.

During combat, the Gambler keeps his dice rolls hidden from his opponent, and announces how much damage he dished out on each attack. Again, he need not be 100% truthful about all his rolls. If his opponent calls his bluff, the Gambler shows the dice roll to his opponent. If the Gambler was caught lying, the creature making that attack takes damage equal to the number he announced, spillover being applied by the creature targeted in the original attack. However, if the Gambler told the truth, he does double damage on that attack, applying spillover if necessary.

Do not use in games with the Laser.

INSECT: (Power of Metamorphosis) Each time you defeat an opponent in combat, you get to use his power one turn in the future, at your discretion. Only use one power in battle phase. If you defeat an opponent which gains points or bombs for each victory, you gain one such item. If you permanently eliminate a player, you gain permanent use of his power.

LASER: (Power to Blind) Laser's pieces enter the battlemat face down. Pieces revealed only when killed or once combat is over. Laser rolls his attacks secretly, with a witness if available. Laser also must assess opponent's combat damages truthfully, though the Laser's opponent is entitled to observe his own dice rolls.

Do not use in games with the Gambler.

MACHINE: (Power of Continuity) You may take two turns each turn.

MIND: (Power of Knowledge) You may look at one opponent's stack each turn.

MISER: (Power to Hoard) Miser begins the game with two additional creatures, one in each stack. He may choose any combination from Lions/Trolls/Cyclops. These additional creatures may not start in the same stack. Also, the Miser has no limit on the size of his legions; they may contain more than seven units. However, he may only enter seven units into a combat from a given legion, and if the legion is defeated, all of the other creatures also die, though his opponent does not receive points for the excess creatures.

ORACLE: (Power to Foresee) The Oracle is allowed to know what his die rolls are ten turns in advance. On his first turn, he rolls to de-

termine his first turn roll (rerolling if he doesn't like it), records it on paper, and then rolls the die 9 more times, recording each roll. These rolls are made in front of the other players, but it is doubtful that players will be able to remember them during play. The Oracle keeps this list hidden and may refer to it at any time. When it comes to his next turn, he announces what the roll for that turn was, and rolls and records another die roll, so that he always has ten rolls recorded.

PACIFIST: (Power of Peace) Able to recoup losses. Should the Pacifist lose a battle, both he and the winner get $\frac{1}{2}$ the value of the creatures which the Pacifist lost. Should the Pacifist decide to surrender before battle, he gets twice the point value of the creatures he turns in, and the player attacking the Pacifist gets no points whatsoever.

PHILANTHROPIST: (Power of Giving) At the beginning of your turn, you may give a creature from the box to each player in a stack of your choice, at your discretion. The creature must be that having the lowest point value which is available (Phil. breaks any ties in pt total). Also, any player attacking the Philanthropist and that received a creature from him in the Philanthropist's last turn is considered to have "bitten the hand that feeds him". As a penalty, the Philanthropist removes one creature of his choice from the attacking stack.

SCHIZOID: (Power to Alter Reality) You are allowed to choose the terrain in which any of your combats are to be fought. So, if you are attacking somebody in the desert, you may state that the battle will be fought instead in the jungle. The terrain type determines the defender's turn 4 reinforcement. The Schizoid must choose the terrain before inspecting his opponent's stack.

SORCERER: (Power of Magic) All of the Sorcerer's forces can fly and rangestrike with Warlock abilities (ie: at a range max of 4 hexes, can stike through creatures and terrain). Natural rangestrikers may rangestrike even when engaged by enemy creatures.

TERRORIST: (Power to Booby Trap) The Terrorist begins the game with one bomb, and gains a reserve bomb each time he (a) wins a battle or (b) whenever he has no bombs in reserve or deployed on the map. He may plant a bomb in any space from which he moved or moved through. This is done after movement but before combats and recruitments. Any player passing through a mined space activates the bomb, killing off all creatures in the affected stack. Lords and Demi-lord are never affected and need not be exposed to adjudicate the effects of a bomb.

VOID: (Power to Eradicate) Any player who unsuccessfully attacks the Void must remove one legion marker from the game. This occurs only when one attacks the Void; you may be attacked by the Void without fear of losing a legion marker.

WARPIH: (Power of Necromancy) Can raise armies from the dead. If the Warpish wins a battle, he may immediately recruit up to two of the creatures which were killed in that combat. This is above and beyond normal recruitments. He must also observe the 7 stacking limit.

WARRIOR: (Power of Mastery) You learn from all battles and ALWAYS get full points for anything you kill, though you may elect to forfeit the points if you would forgo an angel. Also, you may choose from which side the attacker and defender will enter, as if you Titan teleported into combat.

WILL: (Power of Choice) The Will ignores the directional arches, arrows and blocks. You may move in any direction you choose as long as you don't backtrack. You must use up all the die, unless you run into an enemy legion.

Olsenbashing Column

From Bob Olsen: (actually, parts of a letter)

"Dear Tom,

Now turning to the matter of your incredibly vicious and depraved attacks on me in your subzinny (sic) SHOULD HAVE BEEN DELETED, all I can say is "Oh yeah???" Go ahead, put boxes around everything I say and every reference to me (you missed page 2, second paragraph from the bottom, by the way...let's give credit where credit is due, shall we?)--what do I care? More free publicity for me! "Relentless syncophant"--that's pretty rough language coming from a wimpoid like you, Swider. Actually, I should not even respond to these scurrilous accusations. I should assume a positive and constructive attitude, in keeping with my image. I should relegate your attacks to the circular file where they belong, rise above this all and carry forward with positive thoughts. But there is but one question in my mind--would such a course be FUN? No way Hosea! Therefore--SWIDER YOU SIMPLE-MINDED DUNDERHEAD, YOU ADDLEPATED ANTELOPE, YOU CARUSO CLONE, YOU OLSENBASHING BARBARIAN--IN YOUR HAT BRAINLESS!!!

I trust that this upholds my end of the vicious Swider/Olsen feud.

I have never said that you were without virtues though--after all, even pond scum produces life-sustaining oxygen, and carburetor sludge can be recycled to yield valuable hydrocarbons. In like manner, your new variant, DIPPIES & HIPPIES is an absolutely wonderful game. I am consumed with enthusiasm! Oh please sir, go ahead with this game--I want desperately to play! This could be bigger than Final Conflict! As a result of certain sensitive negotiations I have been advised that this is to be a "partners" game (what exactly partners will do I'm not so clear on)--therefore, I have procured the one, the only, the celebrated Francine Byrne to be my partner. We have determined that our first project will be to run that notorious renegade, Dick Martin, out of the hobby; we feel that by starting out with something as constructive as this, we will gain much-needed credibility with the other players. And I know there will be a LOT of other players--if the grapevine is correct. The only problem is that there may not be enough Byrne ladies to go around.

Oh, I think you should come up with a better name than DIPPIES & HIPPIES. What hippies? There are no hippies here. Silly name. How about a more catchy name, like DIPS & DOPES or TUNNELS & TOADIES or DUNGEONS & DUNDER-HEADS or BLOCKS & CROCKS or HICKS & CLIQUES? Surely we can do better than this!

Best wishes,
Bob Olsen"

***Gee, I apologies for boxing in everything about you, including this letter. You must really hate all this Olsenbashing. But if you're going to start calling me names, I'll have to resort to dirty tactics by doing what you hate the most....being complimented and pitied. BOB, YOU'RE A GOOD PLAYER. YOU TAUGHT MAZZER HOW TO STAB. YOUR IQ IS ONLY EXCEDED BY YOUR GIRTH.

***Supposedly, there's a posse out to get me and throw me out of the hobby. I direct you to Ms. Byrne, though "Mommie Dearest" is misguided. I never do anything mean to anybody; I even send them presents. I must have given at least 3 free subscriptions to The Plain Truth in the past year. Mommie Dearest just is a mean old crabby bag lady!

***The name stays! There are plenty of hippies in the hobby. Like Barno, Langley, Freuh (I like the earring he wears in his right ear; looks sharp!) and Peters admits to being a Fabulous Furry Freak Bros. fan, which is pretty close to being a hippy. In your case, we'd name the game DIPPOS & HIPPOS....

Dippies & Hippies Description

***In the last issue of ED, I printed as a joke the rules to a game called DIPPIES & HIPPIES. Surprisingly, I've had several people ask me to GM a game of it here. Currently, the rules are being rewritten to correct one or two things, plus provisions for toadying are being included.

***For SIL readers who have not seen the D&H rules, I'd like to briefly describe the game and excerpt from the rules a bit.

"In Dippies & Hippies (D&H), the object of the game is to become the Master of Dipdom. You are in competition with all other players, and only one player can win this cynical game. No draws are allowed, only concessions!

Most of the action in the game revolves around the idea of making your character more powerful, and reducing the power of other players in hopes of driving them out of the hobby. Each character will have a number from 3-18 randomly assigned to each attribute to define each player's strengths and weaknesses. As a player character (PC) becomes very powerful, it is up to the other players to 'stop the leader' by any means possible (such as a co-ordinated mudslinging campaign against the lead character). A fun time will be had by all...."

***Attributes are: Power, Persuasion, Persistence, Press, Project and Party. Each turn of the game represents one year in the postal hobby. During each turn, random chance happenings will occur between players which results in a conflict. Also, players will be given a chance to pick their own fights with other players. The whole object of the game is to get your POWER up to 19 points, which is done by taking points away from other players in successful conflicts. If a player loses all of his power, he is out of the game, as he's been driven from the hobby.

***For those of you familiar with D&D, think of conflicts as being battles and POWER as your 'hit points'.

***You may attack people by stating that their houserules or xyn sucks, or that they're a jerk, or that they drink too much, or that he's always coming up with stupid projects, or that they're simply too powerful and have to be whittled down a few notches.

"In any game of D&H, whether it is postal or face to face, the emphasis is on putting yourself in the role of a hobby member and take upon a new personality. By getting emotionally involved in the game by writing press or stating your views, the DM ((Dipi-Master)) may reward you with positive die roll modifiers. So, if one of your bonus encounters is against Woody on the grounds that he's a jerk, tell him in the press how much of a Simple Minded Antelope he really is, and if you do a good job, you'll get a DRM and your chances of succeeding in the attack will be higher. Besides, this sort of thing makes the game much more fun! Give your projects and character assassinations a life of their own!"

***The rules are fairly simple to understand, and most of your time in the game will be just writing press and having fun. I am redoing the rules a bit, and will be available by the time you see this.

***If you want to play in the Dippies & Hippies game, drop me a line and you'll get a copy of the rules and a character when the game starts, which should be next issue. Players may join the game at any time, so if you are hesitant to sign up, watch the first few turns and then make a decision.

***The next to pages have info on the PDORA II. I urge everybody to read it and participate in this hobby fund raiser.

- F-2 Three boxes of GRITS. Bid on a few or all three boxes. Minimum bid is \$2.00 a box.
- F-3 One batch of JIM MAKVC's famous brownies (Winner of the 30 Miles of Bad Road Brownie Cook-off). Minimum bid is \$3.00.
- M-1 500 30 Miles of Bad Road brownie points. Divided proportionately among all bidders.
- M-2 10 30 Miles of Bad Road tetrahedrons. These are not first-run left-overs, but new ones! Minimum bid is \$1.50.
- M-3 RusnakCON (Su-mer '83) SC chart and three empty bottles of White Out.
- M-4 The world's longest press release --- player submitted Tolstoy's WAR AND PEACE as press. Minimum bid is \$2.50.
- M-5 A pacifier from Samantha Corbin. Est=\$1.59.
- M-6 A stack (7) of Ken Corbin's outdated business cards.
- M-7 A complete up-to-date set of JANO'S JOURNIES.
- M-8 One official HOUSE OF REPRESENTATIVES coffee mug. Minimum bid is \$4.00.
- M-9 Original letter to Don "Cockroach" Williams by Byrne, Caruso and Arnawoodian with explanation of his nickname as well as some vintage Byrne/Woody abuse. Minimum bid is \$3.00.
- M-10 THE CLARK BAR. The prize not awarded to Woody in the "What Mark Berch Has Done For Me Contest." It has travelled 6000 miles already. A classic. Minimum bid is \$1.00.
- M-11 A feather from SOCRATES THE DUCK. Minimum bid is \$1.00.
- M-12 Original GrisCON tape (30 minutes) performed by Marzer, Oluson, and Socrates the Duck in a California parking lot. Minimum bid is \$2.00.
- M-13 Ten ELVIS postcards from Memphis, Tenn. Minimum bid is 50¢ a card.
- M-14 Five authentic Dutch ANTI-NUKE notepad sheets (11"x2" approx.) Minimum bid is \$1.00 a sheet.
- M-15 DIXIE LULLABIES. A 60 minute cassette tape of Elvis rockers and readings from GONE WITH THE WIND, performed by GARY COUGHLAN especially for you. Minimum bid is \$5.00.
- M-16 Cancelled check to the winner of the 82CJ prize game; \$100 first-place prize, if the game ends with a winner.
- M-17 Ten letters from Mark Frueh (PUPPY POISON PEN), all of them lies, from COYOTE, 83AW to Carl Russell.
- M-18 Seven letters from Rod Walker.
- M-19 The Original artwork for the WALKER HATE SHEET. Minimum bid is \$5.00.
- M-20 Old photo showing H. Naus, C. Reinsel and Walt Buchanan. Minimum bid is \$5.00.
- M-21 Cover of DW28 with original Rod Walker coffee stain. Minimum bid is \$2.00.
- M-22 Three PODERKAGG postage stamps. This one-of-a-kind collection features: a) the 1913 air mail label with rare 100K LRM black overprint, label in puce, mustard gas yellow, ca-ca brown and blue on white; b) the 1971 historic WOM issue, "TINTUKELLO'S" "Naked Lucretia Borgia," 1000 LRM brown, black and puce on light poo-poo beige; c) the 1982 historic "Visit Porderkagg" issue, 100 LRM "view of Novi Sodom," green on white with the extremely rare "censored" overprint --- applied by rivals in New Gommorah.
- M-23 Berlitz SWEDISH FOR TRAVELERS pocket guide signed by Gary Coughlan. Minimum bid is \$1.00.
- M-24 Kathy Byrne's BRA, which she burned in the 1960s when she was a Women's Libber. Rare.
- M-25 25 beer coasters used by Gary Coughlan on his PBO Ambassadorial Trip to Europe in October 1983.
- M-26 Five correct answers to a RAGING MAINTRIVIA quiz contest. Minimum

DEADLINE FOR BIDS IS: JULY 7, 1984

- LOT DESCRIPTION
- A-1 A lifetime subscription to 30 Miles of Bad Road. If the zine folds, you get refund at rate of 40¢ an issue. Minimum bid is \$35.00.
- A-2 A one year, 12 issue, subscription to Perelandra, the hobby's only literary zine. Minimum bid is \$2.00.
- G-1 SPI's game CASINO, punched and unboxed. Est=\$2.00
- G-2 THE CREATURE THAT ATE SHEBOYGAN, punched and unboxed. Est=\$2.00.
- G-3 COBRA STRIKE, a GI Joe game cartridge for Atari 2600. Est=\$2.00
- G-4 IMPERIALISM IX, a 1971 color ditto edition of Rod Walker's variant, signed by the designer. Minimum bid is \$2.00.
- G-5 THE NEXT WAR by SPI, unpunched. Minimum bid is \$10.00
- G-6 THE ART OF SEIGE by SPI, unpunched. Minimum bid is \$8.00
- G-7 TANKTICS by AH, a computer cassette game for Atari, Apple, TRS-80 or Pet. Minimum bid is \$10.00
- G-8 TITO by SPI, punched and unboxed. Est=\$3.00
- G-9 THE DESERT FOX by SPI, punched and unboxed. Est=\$5.00
- G-10 KAISER'S BATTLE by SPI, punched and unboxed. Est=\$3.00
- Z-1 Ten backissues of SLEEPLESS KNIGHTS.
- Z-2 Issues 1-40 of LIFE OF MONTY (plus the 2 premier issues) reprinted in one digest-sized volume. Est=\$15.00
- Z-3 Five Jack Master's fakes: PEEK 1, 2; EE; PeArli; Naval Orange. Minimum bid is \$2.00 each zine.
- Z-4 Two DIPLOMACY DIGEST fakes; #59-60 and 296-297. Minimum bid is \$1.00 for each zine.
- Z-5 Assorted BRUTUS BULLETINS, #78-109, just a few missing. Est=\$12.00.
- Z-6 DIPLOMACY WORLD 31A. Minimum bid is \$5.00.
- Z-7 Four early issues of EVERYTHING; 5, 6, 8 and 10 (1973). Minimum bid is \$5.00 for the set.
- Z-8 Samples. No COAT OF ARMS. One each of 20 zines. Minimum bid is 10¢ for each sample.
- Z-9 EUROPA EXPRESS back issues #22-27. Minimum bid is 50¢ an issue. Bid on a specific # or the set.
- Z-10 VOICE OF DOOM #1-87 COMPLETE! Rare. Est=\$20.00.
- Z-11 RETALIATION #14-60. Est=\$10.00. Bidder pays postage.
- Z-12 VOICE OF DOOM #19-70. Minimum bid is \$10.00. Bidder pays postage.
- Z-13 BRUTUS BULLETIN #64-109. Est=\$10.00. Bidder pays postage.
- Z-14 BLACK FROG #8-56. Est=\$10.00. Bidder pays postage
- Z-15 The dregs of "DICK MARTIN'S BOX." Zines received by BNC and Orphan's Bureau from 1-1-84 till now. Minimum bid is \$1.00 per pound. (Bid by the pound.) Bidders pay postage.
- Z-16 GRAUSTRAK 448-466 (complete '82 set). Minimum bid is \$1.00. Bidder pays postage.
- Z-17 EMPIRE 149-167 (complete '82 set). Minimum bid is \$1.00. Bidder pays postage.
- Z-18 TWENTY POUNDS OF ZINES. 1979-1983, all sorts (standards and one-shots). Minimum bid is \$10.00. Bidder pays post/shipped UPS.
- Z-19 EMCHAIN MACHAS, ten back issues of pre-#27 Issues. Est=\$8.00.
- B-1 Special "consideration" in the 1984 TOADY POLL. Minimum bribe is \$5.00.

312 41.50 100%

M-27 One rubber stamp with James Woodson's old, Pensacola, FL address. Exceedingly rare, one-of-a-kind. Minimum bid is 50¢.

M-28 A picture of Phyllis BYRNE's room. Est=\$1.00.

M-29 Membership in the MARCIE BLACKJACK CLUB for one year. Minimum bid is \$3.00.

M-30 One issue of PLAYBOY censored by the MANEATER! Est=\$5.00.

M-31 The GARY COUGHLAN DICTIONARY, notable for its lack of thoughtful words, never be troubled by facts again. Minimum bid is 2¢.

M-32 Proof that Bob "PUDEGE" Oleson gets ANGRY! Cannot be described. Bid and see!

M-33 KATHY BYRNE SCRAPBOOK. Contains: 2 official KB CON ID badges; KB hospital ID bracelet; official ByrneCON Turkeyday caketop turkey; a pix of DD at PUDEGECON '82 and; pix of KB choking Bruce Linsey. Minimum bid is \$5.00.

M-34 THE WOODY SCRAPBOOK. Contains: one super-large red rubber band; an 8X10 B&W glossy of an artist; "THE" crushed beer can from Turkeyday ByrneCON and; an old map of Ontario from Dave Carter. One Dave Grabar PacificCON ID badge; one John Caruso ORIGINS ID badge ('82).

M-35 A kiss from Phyllis BYRNE. Est=\$3.00.

M-36 Original and authentic from the WHITE HOUSE to the GRAND KOMMISSAR of PDD declining honorary PDD membership for R.W. Reagan. Rare! Minimum bid is \$2.00.

M-37 ALL PURPOSE DIP LETTER. A pad of 14 sheets of the original Jack Masters creation of 1980.

M-38 Five 1984 PDD CENSUSES autographed by the Grand Kommissar. Minimum bid is \$1.00. Bidder pays postage.

O-1 Seven DIPLOMACY game openings in BERSAGLIERI. Minimum bid is \$3.00. (Players must sub to the zine to play.)

P-1 PUDEGECON '82, six pixs, showing Oleson, Michalski, Coughlan, Kathy and Gary, Langley and an historical site. Minimum bid is \$1.00.

P-2 EASTERNEERS. Set of six pix showing Sacks, Mathias, Lousey, Woody, Mainardi and Swider. Minimum bid is \$1.00.

P-3 NIXON AWARD WINNERS. Two pixs showing Kathy Byrne and Al Pearson with the Trophy (one in B&W, one in color) Minimum bid is \$1.00.

P-4 One pix of Kathy Byrne Kissing Bruce Linsey. Minimum bid is \$2.00.

P-5 DIPCON '82. set of six pixs, showing Berch, Oaklyn, Frauke, Neubauer, the Beyerleins, and "confusion."

P-6 DIPCON '83. A set of 24 pix, each of one of the following people. Bid on the specific pictures you want.

Joyce Singer Al Pearson Al Kador Konrad Baumeister Paul Rautenberg Alan Moon Don Swartz Cathy Cuning

Eric Ozog Mike Barro Porter Wightman Brad Wilson Pat Conlon Chip Charney Don Sigwalt Fred Townsend

Mark Leudi Jim Williams Lu Henry Steve Helnowski Bill Becker Fred Davis Gregory Stewart Ralph Anderson

Minimum bid is 75¢ a picture.

TURKEYCON (ByrneCON 69) Set of six pixs, showing the cake, Woody-Gary Coughlan, Woody and Kathy, and others, and the woman Dick Martin said looked like Joan Extrom at dinner. Minimum bid is \$2.00.

A WEEKEND AT WOODY'S. You arrive at 602 Hemlock Circle on Friday night, greeted by a swarthy Armenian in a towel and begin the experience of a lifetime, as you dine in elegance and bask in the luxury of Woody's house. Entertainment will be tailored to your desires. This is a once-in-a-lifetime experience you will not miss! (Transportation not

THE PEOPLE'S DIPLOMACY ORGANIZATION'S RELIEF AUCTION, SPRING '84 CATALOGUE.

81 LOTS TO HELP THE CUSTODIANS OF DIPDOM.

RUN BY THE PDORA OF THE PDD'S ADMINISTRATIVE

COMMITTEE, RETIREMENTS, ELECTIONS AND TREASURY

SERVICE.

1. There are 81 separate lots up for auction in the Spring 1984, ranging from games and zines to pictures and even a weekend vacation!
2. All proceeds from the PDORA Spring '84 go to help the custodians of Dipdom, like the BNC, MNC. The PDORA is a non-profit affair.
3. All PUBLISHERS. Please plug the availability of this auction catalogue in the very next issue of your zine and as long as it is relevant and not out-of-date.
4. People sending a SASE can receive a copy of this catalogue by writing to: Michael Mills, GK, PDDCON, 26 Laurel Road, Sloatsburg, NY 10974, USA.
5. Publishers may, if they choose, simply reprint the entire catalogue in their zines.
6. Input on how and to what custodians the PDORA funds should be distributed is actively sought.

7. To register a bid you must send a letter to the address stating what lot and how much your bid is, e.g. LOT M-6, \$10.00.

8. You may not make your bids conditional upon other bids or factors. However, you may ask that your total of winning bids not exceed a certain amount of money, i.e. you bid on \$60.00 worth of stuff, but ask that your successful bids not exceed \$40.00. In this case you must list your bids in order of preference.

9. Lots saying "Minimum bid is \$X.XX," will not be awarded unless the high bid is equal to or greater than the amount stated. (Don't bother bidding below that amount.)

10. Lots with "Est=\$X.XX" will not be awarded unless the high bid is very near or greater than the stated amount.

11. Lots without either mentions in #10 or 11 above, go to the high bidder.

12. All lots are postpaid by the donor, EXCEPT THOSE SAYING "BIDDER PAYS POSTAGE." In which case, the high bidders picks up the tab. When your lot reaches your house, you must send to the donor the money to cover his postage as shown on the package.

13. When the bidding closes, the GK will award lots and notify the bidders of what they've won. When bidders have sent in their monies, the GK will then notify the donors to which bidders they should send their donated lots. Failure to claim a lot you've won in a reasonable amount of time will bar you from further auctions unless cause is duly shown. The lot will also be awarded to the second highest bidder.

SEND YOUR BIDS TO: TOM SWIDER,

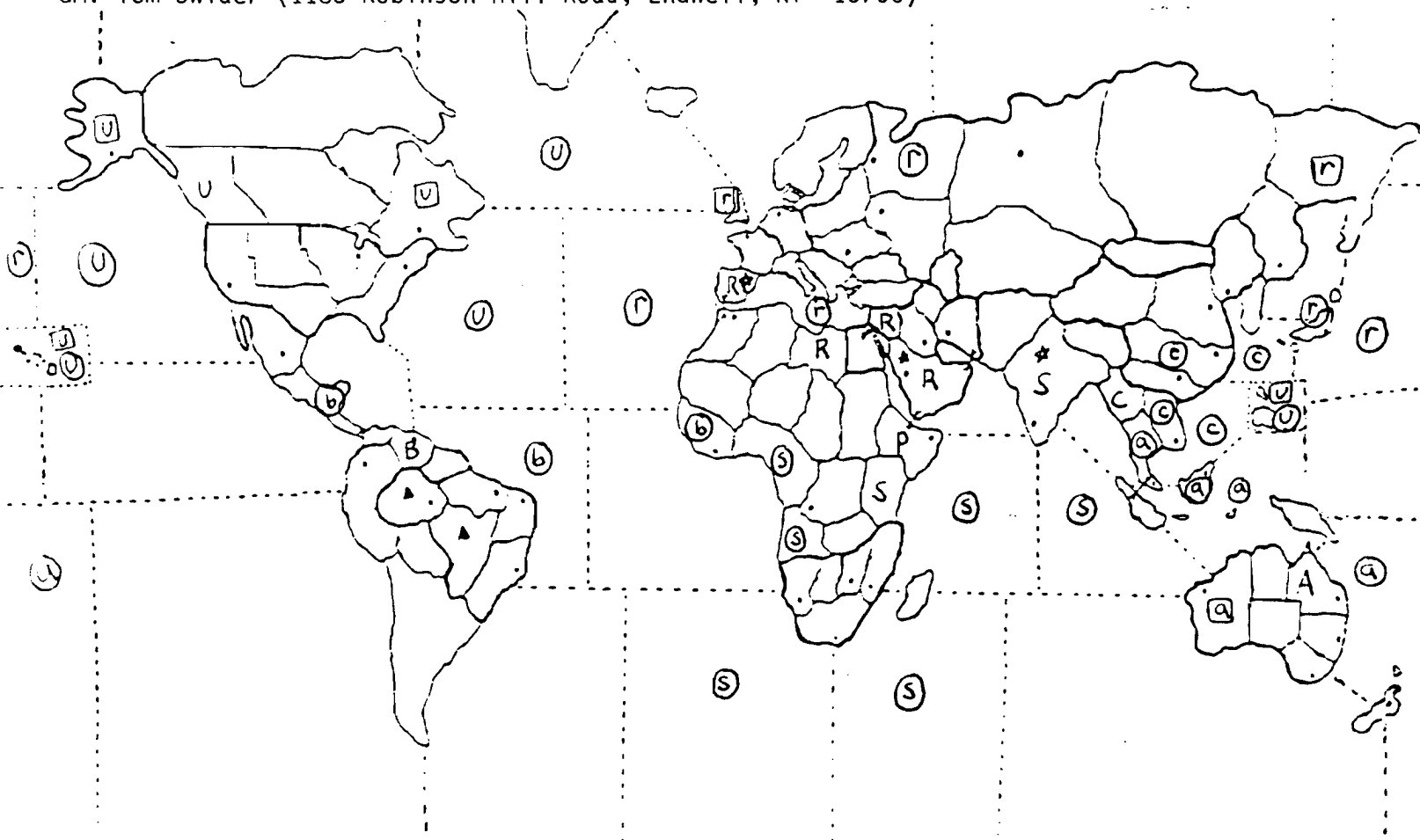
PDORA, BUREAU OF THE TREASURY

1183 ROBINSON HILL ROAD

ENDWELL, NY 13760

The Cast

AUS: James Woodson (PO Box 18645; Corpus Christi, TX 78418)
BRA: Nelson Heintzman (2255 Delaware Ave #C-4; Buffalo, NY 14216)
CHI: Jeff Bohner (509 Twist Run Road; Endwell, NY 13760)
PAL: Keith Sesler (PO Box 158; Fraser, MI 48026)
RUS: Marc Peters (29 East Wilson #202; Madison, WI 53703)
SAF: Brad Wilson (302 Friendship Drive; Paoli, PA 19301)
USA: Eric Ozog (1526 North Lawler Ave; Chicago, IL 60651)
GM: Tom Swider (1183 Robinson Hill Road; Endwell, NY 13760)



AUS (James) a syd-BRI/s f SWP p PER/; *f chs-vie(ann)/s f MAL/;
f JAV-dar; f BOR-jav.
BRA (Nelson) n ama-MAT; n ven-AMA; f col-CEN/s a VEN/; f mea-SEN; f swa-MWA.
CHI (Jeff) f can-CHS/s f VIE, f YEL, *p bri(ann)/; *f bri-dar(ann);
a BUR-s-f vie; f SHA-s-f yel.
PAL (???) NMR. Has a SOM, *a ind(r:pak,otb); *p sau(r:pak,egy,som,otb);
*f ibe(r:Mor,otb).
RUS (Marc) f ARK-nwg/s p ENG/; a fra-IBE/s f NEA/; a tur-LIB/c f MED/;
a bag-SYR; a teh-SAU; f NWP-s-(chi)-f yel/s f JAP, p KAM/.
SAF (Brad) f sen-IVO; f nam-ANG; f SEA-h; f sei-SWI; a ken-IND/c f NWI,
s f NEI/; a moz-KEN.
USA (Eric) f LAB-nwg/s p QUE/; f new-NWA; a ALB-h; f los-NEP; f mep-HAW
/s p ALA/; f PHI-yel/s p HAW p PHI/.

Ill-gotten Gains: AUS: Bri BRA: ten RUS: lib,syr,SAU SAF: IND
SEN

Nuclear News: Sin becomes passable this fall.

PLEIADES Con't:

Gamenotes:

1) I was a week late in adjudicating this game due to two term papers. I hope there's no problem caused by this.

2) Uncle Al's been out on business, and I guess he didn't get my standby request. Therefore, I've sought another standby. I figure this pathetic PAL position won't last too long, and therefore should be used as therapy for somebody who's mediocre and trying to get back into ~~the~~ postal FC hobby. This is a job for: Mike Barno; 2811 Robins St; Endwell, NY 13760. Welcome Mike back, and support any attack against him.

3) DEADLINE for Fall 2103 orders is May 16th, 1984.

PRESS:

ERIC to TOM: Terminus to the furry creature press. How can you keep writing about it once it's been tossed out the Vorgon airlock? The poor bastard. And it was so cute and furry too.

ARIES: Actually, we could start making "Dead furry creature from Alpha Centauri" jokes. For example: What's orange, tan, green and goes around in circles very fast? A dead furry creature in a blender.

ARIES: Also, there's been some question about which address to use. You can either use the 1183 Robinson Hill one or the PO Box 1324 SUNY Bing. address. Since we may be moving in the fall or late summer, you might wish to get used to using the SUNY PO Box address.

BRAZIL to "ITALY": Nothing irritates me more than hiding behind grey press. Identify yourself, please!

ARIES: Does this mean that next month is "Irritate Nelson Heintzman With Grey Press Month"? Could be fun....

PRETORIA (Southocean): Prime Minister Wilsyk addressed the Commons today on the difficult matter of relations with Brazil. The PM said the Foreign Minister, the Duke of Durban, had managed to come to an agreement with Brazilian representatives in a parley at Geneva. The PM noted that Bureau 4A, South African Intelligence, had detected a doubling of Brazil's nuclear capability and he assured the assembled MP's that their own ultimate deterrent would be deployed "as quickly as possible."

Taking into account "the general military situation", the PM announced that in return for Brazilian indemnities to be paid to RSA Oil, Ltd. and the Nambian shrimp fleet owners and a removal of Brazilian fleets from west African waters, the South African colony of Senegal would be ceded to Brazil.

The PM's further explanations were lost in a sea of sound. MP's were on their feet, cursing and screaming at the Government bench. One elderly MP from Transvaal had a heart attack and was rushed to the White Father's Hospital. When order was restored, two cabinet Ministers broke with the PM decrying "the shameful sellout to an inferior race" and "the betrayal of our Senegal colonists". Opposition leader Dr. King Luther Martin did not call for a no-confidence vote, realizing that extremists would then take over the government.

However, MP Negrophobe and MP Johann I.M.W. Keerkbode--brother of the Governor at Namibia--did call for such a vote. The PM survived by holding 38 of 101 of his own coalition's MP's and getting 40 of Dr. Martin's 42 Liberal party votes to win 78-75. The motion to approve the pact with Brazil passed 80-73.

It was clear, however, that the Government could go no further in pacifying Brazil--or anyone else--without total revolt in the Commons. It also was clear that Prime Minister Wilsyk had gone from governing with a Conservative coalition to a Liberal/Center coalition with a bit of conservative help. MP's Megrophobe and Keerkbode had all of the Nationalist and Apartheid parties and now clearly lead the opposition.

Foreign Minister the Duke of Durban admitted, "We really have gone as far as we can go with a peaceful, diplomatic solution to the Brazilian problem." The Government's survival seems problematic until it takes a firm stand somewhere against aggression.

RIO to PRETORIA: I wish you wouldn't think of it as blackmail...it isn't; merely the inevitable sideeffect of monumental indecision.

BRAZIL to WORLD: Pity the poor man straddling the fence! Imagine the risk....imagine the strain!

ARIES: Imagine the pain...speaking of "pains": ATTN: Marc Peters: the answer to your question on the rules is "YES".

MOSCOW to PRETORIA: Well, that's more like it; lots 'n' lots of press. By the way, was it your intention to hint to the world that you and Brazil might be on the brink of war? Well, considering your lack of nukes, a "brinksmanship" policy is pretty much out of the question for you.

NIGERIA to BRAZIL: "Chastity" and "Harmony", eh? Yah, right. Until you decide otherwise, that is.

WINDHOEK, NAMBIA (Southocean): Governor Keerkbode today announced his support for his borther's bloc in the Commons and called for new elections for the Commons. He also called out the Provincial Guard to help accomodate over 10,00 refugees from Senegal.

ARIES: They're all probably all rushing in just to see the Linda Ronétadt concert, no doubt...

PRETORIA (Southocean): The Foreign Ministry refused to confirm or deny reports of coup d'etat in the Arab League's capital, Cairo. A certain Arab general calling himself "Kaiser Al" was thought to have launched an effort to overthrow the PAL's dictatorship. There is no word from either PAL strongman Sesler or the RSA's Ambassador there. However, Professor Sultan Ali I, a Turkish exile teaching in Capetown, noted that "Kaiser Al" was last seen leading rebels in Poland. He also paled suddenly on hearing the name.

RUSSIA to PAL: Who are you? Are you still Keith, or are you now the Hoss? I rather hope you're still Keith, unless of course Al has a shorter memory than I think he does.

RUSSIA to ARIES: Speaking of Hoss, that was very wise of you to underline the 'please' in your request for him to submit standby orders. You wouldn't want him thinking it was a demand or something!

ARIES: I'm sure you're all relieved that Uncle Al the Novice's P.A.L. didn't wind up with the s.b. slot. Unfortunately, you're left with MP Barno, known to many as "The Random Factor". By the way, Mykey's favorite song these days is probably Flock of Sea Girls' "Iran" (hyork hyork!). Have fun with this "ESM" position, Blarfo!

ARIES: It looks as if this will go four pages anyhow, so I will start the rest of the press on the next page, and have this reduced (extept for Peters' copy, since his other game is already copied; why I'm telling everybody this, I duno...)

The Final ~~Confidential~~ Page:

THE BROTHERHOOD to USA: Why have you forsaken your brothers in the Amazon? Do you really wish to choose the land of the kangaroo and koala bear over that of the anaconda and piranha? Repent before the benign frown of those who guard Machu Picchu change into grimaces of malign chagrin.....

MOSCOW to CHICAGO: Hey, whaddya mean by telling Brazil not to write to me? Somebody has to write to me in this game! It ain't Australia, it ain't China, and it sure as heck ain't PAL. How about the USA?

BRAZIL to AUSSIES: What wiles have you used to woo away my wayward elf?

VLAD-MAN: Hello, out there, Yellow Man. I decided to wait and see if you wrote me this season. After I was gracious enough to give you more money, I thought you'd at least have a thank you note for me. Sigh. Gratitude just isn't what it used to be. That's OK, though, you're still my good buddy.

WORRIED RUSSIAN HIGH COMMAND to NOONE IN PARTICULAR: Well, we escaped the wrath of PAL's nuke. One down, two to go (sweat, sweat).

BRAZIL to RUSSIA: Suddenly, I had a vision--nea to MWA! Am I paranoid or what? Better safe than sorry!

ARIES here. So far, this looks like a pretty close game; with the exception of the PAL, no other power is out of the picture yet, and ~~xx~~ Blarfo may be able to throw a wrench into somebody's plans. It looks like there may be conflict between Ivan and G.I. Joe, though most of the moves up to this point have been fairly defensive, though I tend to say there will be conflict considering US's support of Aussie vs. China.

Brazil seems to be doing quite well for itself. Annexing Senegal will give it some build possibilities; perhaps Nelson will go conventional this winter? South Africa, despite the loss of Senegal, should manage to become one of the more influential countries when midgame comes about. His big question will be whether to accept an alliance with USSR in midgame or not.

Still, there should be many surprises left in this game. The nice thing about FC is that the situations are more fluid than they are in Diplomacy. No one power can feel safe once nukes become more commonplace, and once more fleets come into play, the fring powers (USA/BRA/AUS) can't feel as safe as they have earlier in the game. The people who write the most, I feel, will win this one. The alliances (if any) are too unstable to be left alone, because alternatives are abundant and very likely to happen.

***It'll be two more weeks of classes, finals and then I'm free for the summer; or almost free. I have to check into the details of a summer independent study on purchasing behavior...fun fun fun. Actually, it's quite interesting. Behavior studies has been one of my more interesting courses, considering Diplomacy and it have many things in common. I mean in getting people to co-operate, not stab one another..... I'm actually now have declared my major in Bus. Mgmt, with most of my elective courses dealing with behavior, psych and sociology. My brother Max graduates this June with a MA in Architecture. I'm like him; can't wait to finish up school!

REMEMBERNIXONREMEMBERNIXONREMEMBERNIXONREMEMBERNIXONREMEMBERNIXONREMEMBERNIXONREMEMBERNIXON

Mark Frueh Wins The Nixon Award!!!

REMEMBERNIXONREMEMBERNIXONREMEMBERNIXONREMEMBERNIXONREMEMBERNIXONREMEMBERNIXONREMEMBERNIXON

Of course, this is rather old news already, but as this is a case of our "Home-Town-Boy-Making-Good" we have to sound the trumpets somewhat. Many people seem to regard this award as a dubious honor. However, if you take a look at the past recipients--Al Pearson, Kathy Byrne, Mike Mazzer--one has to agree that the winners of the award are good players. Not just any bumbling liar will do; one must show finesse, guile, and mainly the ability to lie through your scummy teeth without losing the smile plastered all over them. Speaking of consummate liars, I went to visit Dr. Mark Jekyll the other day, and who should answer the door but Mr. Mark Hyde himself. With that sly, greasy smile he bade me enter, and, sliding my back along the wall, I did so. Mr. Hyde was in a fine mood, and I surmised that he must have received some postal results earlier that day, in which some poor sap had spilled his life's blood at Mark's stained hands. Still keeping my back very close to the wall, I asked Mark about the award he'd received. This proved to be a serious error, as his mood became ugly indeed. A deep frown furrowed his brow, and he became quite defensive. "It's all vicious lies!" he snarled. Hyde became more agitated, and began waving his hands in the air as he spoke. "Everybody's just out to ruin my reputation. I've said it before and I'll say it again: I AM NOT A CROOK!!" At this point I quickly snapped a photo (see below), made my apologies, and hastily backed out the door. I decided to postpone my discussion with Mark until Dr. Jekyll returned.

In all seriousness, Mark regards the award with mixed feelings. He is honored that enough was thought of his style of play to win the award, and to be fair to Mark, he is always willing to play the heavy for a good laugh. At the same time, he obviously doesn't want the hobby to think he is a demon that simply can never be trusted under any circumstances whatsoever. The real Mark lies between these extremes. Paul Rauterberg came very close to the truth, I believe, when he said in his zine that Mark get a "Psuedo-sexual thrill out of stabbing."

My personal favorite story of Mark is the time that he, as Germany, told me, as Russia, four times in a row (from F01 to S03) that he would not bounce me in Sweden. I told Mark not to even bothering lying after the second time, because I wouldn't believe him if he swore it on a stack of bibles. Despite knowing I would not believe him, it appeared he literally could not help himself, he HAD to lie twice more. In all honesty, however, I believe those days are gone, and that Mark is rapidly losing that incredible stab-happy streak. Those of you who have never witnessed it have really missed a phenomenon.



The Zine Devoted to the Midwest Mafia.
Send your compliments c/o of Marc and
Your complaints c/o of Debi.

ROD WALKER
1273 CREST DRIVE
ENCINITA
CA 92024

FIRST
CLASS
MAIL

SO I LIED
c/o Marc & Debi Peters
29 E. Wilson, #202
Madison, WI 53703

