

Opening Shot

A year ago August, I mailed out a xeroxed page informing players in Mensa #12 I was to be their GM. With their backing and support, that little enterprise has grown into this 26 page zine with 8 games being mailed to almost 80 people in the hobby. So, this, my first anniversary issue, is dedicated to the seven original players and standby who are still with us today: Sharon Poppe, Charles Byrne, Pete Gaughan, Rick Young, Darryl Phillips, Charles Letcher, and Dan Wilson, as fine a group of people as I have met anywhere. I hope to meet some of them at last at the DipCon next July (hear that, Charles?). And the rest are certainly welcome to come visit, especially Dan, who I hope will be freed soon. As this is a "double" issue, the rest of the issue is dedicated to Fred Davis who has tirelessly backed me, devoting a lot of time and energy to answering my questions and encouraging me, since I first wrote him to find out what Diplomacy was. So, thanks, guys!

This issue has been a long time in the works, thanks to the postal strike. That partly explains the size. The other part is the addition of four games from INFIDEL, which, sadly, now appears to be gone to zine heaven. These games were actually part of last issue in the form of supplements, as I had met with Clive Tonge and Nick Russon after last issue was printed, but before it was mailed.

Inside, this month's history lesson is a little different. I hope that my "list" of VIPs of the first two decades in Europe will change press in the hobby. Now players can choose genuine Hungarian or Turkish names. The rules discussion has been re-organized. Instead of hopping around the rule book at random, I intend to go through each rule in order, discussing the implications of it. So, we start with the first line of Rule One. Travel continues where we left off. Then, starting on page 14 you'll find the end-game statements for 1979 KW, a game begun in CLAW & FANG two years ago. I offered to print up these statements when C&F folded. It included fascinating hobby personalities, like Bob Olsen, Mike Mazzer, and Eric Ozog, and so I felt it shouldn't go unnoticed. Besides, it's a lesson on how to write such statements. Who won? You'll have to turn to page 14 to find out.

Hobby news, other zines, and letters have been organized into their own sections. Results of the Leeder Poll and my review of the top zines is on page 21. SNAFU! will be there someday! I've decided to go with a regular quiz (on page 26) and keep giving EVERYTHING statistics.

New is a page called "Battle Stations" which lists player relations vis à vis SNAFU! For example, who is standing by, who has NMR Insurance, whose sub is about to expire, etc. That way you can correct my records if they're wrong, as things were getting complicated.

So, thanks to the old guys, welcome to the new, and let's have a great year!

SNAFU! is a zine devoted to the postal play of Diplomacy and its variants. Diplomacy is a game invented by Allan Calhamer, published in Canada by House of Games Corp., Bramalea, Ontario.

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Game fees: \$4.00 for Regular Diplomacy; \$5.00 for variants.

1980 IC - Mensa 12

WINTER, 1904: AUS: B A Bud*; ENG: B A Edi* & F Lvp*; TUR: B F Smy* & A Con*; ITA: D A Spa.

SPRING, 1905: IT'S EAST VERSUS WEST AS EVERYONE KICKS THE BOOT!

AUS (Sharon Poppe): A Tri* S & A Vie* S A Boh - Tyr*; A Bud* S A Tri; F Alb*- A Dr; A War* H.

ENG (Charles Byrne): F Por* - Spa (Ambiguous, did not specify coast); F Lvp - Iri*; A Edi* H; F Nth - Eng*; F Nwy - Nwg*; F Swe - Nwy*; F StP (nc) - Bar*.

GER (Rick Young): F Bal - Lvn*; F Kie - Ber*; A Pru* S A Sil* - War; A Mun - Boh*; A Ruh - Mun*; A Bur - Mar*; A Gas* S ENG; F Por - Spa.

ITA (Darryl Phillips): A Pie - Ven*; F A Dr* S A Tyr - Tri /d/ (R: Pie, OTB); A Nap* H; F Tyr H /d/ (R: Rom, Tus, WMed, Lyo, OTB).

TUR (Dan Wilson): A Mos* S AUS A War; A Rum - Gal*; A Sev - Ukr*; F Tun* S F Ion - Tyr*; F Aeg - Ion*; F Smy - EMed*; A Con - Smy*.

SUMMER RETREATS & FALL, 1905 due SATURDAY, 24 OCTOBER.

NOTES: Above is a clear case where one must specify the coast when moving to a two-coasted province. It will make a big difference whether the English fleet moves to the north or south coast of Spain. Interestingly, both players involved over-looked that, as did I till I went to move the pins on the conference map for this game.

I'd also like to point out that a player sent in revised orders but failed to give an order for a unit in the revised set, though there was an order for it in the original. I went back to the original set for that unit's orders. I'm not sure if that was the right thing to do, but it did seem to be a clear-cut case of an over-sight. Fortunately, the unit was ordered to Hold and it didn't make any difference to the play. But please watch that in future, okay, as there might be a real snafu sometime. (A few sent in revised orders, so there's no need to embarrass anyone.)

PRESS

Roma: We shall go on to the end...we shall fight in the seas and oceans, we shall fight on the beaches, we shall fight in the Pasta shops...we shall never surrender. If die we must, we shall die free! Apologies to Winnie.

Turkey to Europe: Say, what happened to that Rooshian? You know, the one that took Joe Marshall's place and demanded, yes, demanded an immediate withdrawal of all hostile troops from his lands. Tsk-tsk. Such posturing brought him nothing but destruction. Now a little humility might have won survival for him, but he did not choose such a path. Oh well, all bow their heads for two seconds of silence in remembrance of the newly deceased. (Chuckle.)

Sultan to Tricky Rick: Hm! It seems that you are the one who wants to make it perfectly clear. You don't do things half way, do you? Although you may have made a fatal mistake by leaving your back open to one you've already stabbed. I see four supply centers open for the taking.

1981 W - North 1

SUMMER, 1902: TUR: A Bul R Con*.

FALL, 1902: RUSSIA FOREGOES ITALIAN AID WHILE HELPING ENGLAND INVADE RHINELAND! FRANCE AWAKES! AUSTRIA RESTS AFTER SPRING OFFENSIVE! TURKEY TRAPPED???

AUS (Michael Granatstein): NMR! A Bul*, A Gal*, A Sil*, F Tri*, F Aeg*.

ENG (Errol Platt): F Eng* S F Nth - Bel*; F Nwg - NAO*; A Den - Kie*.

FRA (Bruce Poppe): F MAO - Bre*; A Bur* - Bel; A Mar - Pie*.

GER (CD): F Hol*; A Kie /A/.

ITA (Bill Young): A Mun* S RUS A Ber - Kie (NSO); A Pie - Tyr*; A Rom - Ven*; F Apu - Adr*; F Ion - Gre*.

RUS (Garvin Boyle): F Swe - Den*; A Ber* S ENG A Den - Kie; A Pru* S A Ber; A Mos* - Sev; A Sev* - Arm; F Rum* S AUS A Bul.

TUR (Steve Hutton): A Smy* S A Con*; F Bla* S F Ank - Arm*.

SUPPLY CENTRE CHART: WINTER, 1902

AUS (5-5, even): home, Serbia, ~~Greece~~, BULGARIA.

ENG (4-6, build 2): home, Norway, KIEL, BELGIUM.

FRA (5-5, even; build 2, as was 2 short): home, Spain, Portugal.

GER (3-1, even because of annihilations): ~~Berlin~~, ~~Kiel~~, Holland.

ITA (5-6, build one): home, Tunis, Munich, GREECE.

RUS (6-8, build 2): home, Rumania, Sweden, DENMARK, BERLIN.

TUR (4-3, disband one): home, ~~Bulgaria~~.

Standby for Austria is George Mills, 1923 Westminster Ave., Windsor, Ontario, N8T 1X5. Some of you are aware that Michael Granatstein has resigned from Mensa #13. But whether he intends to continue here or not, I don't know, as I've heard nothing on the subject to date from him.

Len Johnson sent in a resignation which arrived too late to be included last issue. His reason is the poor postal service between Canada and Alaska. Though late, I appreciate the gesture and explanation, so he will not appear on my blacklist of players who quit without notice.

WINTER, 1902 and SPRING, 1903 due SATURDAY, 24 OCTOBER.

NOTE: Though there are a lot of builds due, I feel they are all obvious and that this game has been slowed long enough by the postal strike. However, if two or more players request it, the seasons will be separated.

Also, I had some press that arrived with orders that were subsequently revised. I assume in cases like this that the press items no longer apply, unless you tell me "press as is" or something along those lines.

1979 HA - Orphan 1

SUMMER, 1907: AUS: A Ser R Tri*; RUS: A Tyr R Boh*.

FALL, 1907: TRENCH WARFARE IN THE WEST; IN THE EAST THE MERRY-GO-ROUND CONTINUES; RUSSIA AND FRANCE GAIN; GERMANY AND TURKEY LOSE!

AUS (Nelson Millar): A Vie - Bud*; A Bul* S A Bud - Rum*; A Tri* - Ser;
F Alb - Gre*.

ENG (Dave Carter): F Hel* S FRENCH A Hol - Kie.

FRA (Tom Swider): A Tyr* - Mun; A Hol* - Kie; F Eng* - Bel; F Nth* S A Bel*
- Hol; A Bur* - Ruh; A Par - Pic*; F WMed - Tyr*; F Ion* H.

GER (Bern Sampson): A Den* & A Mun* § A Ruh* - Kie; A Swe* § A Den; A Sil*
S A Mun.

ITA (Dan Wilson): A Ven* H; A Smy* S F Aeg* - Con; F EMed* S A Smy.

RUS (George Mills): A Boh - Vie*; A Ser* § A Rum - Bul /d/ (R: Gal, Ukr,
OTB); F Bla* S A Mos - Sev*; A Nwy* - Swe.

TUR (François Guerrier): A Con* § A Ank*; A Ank S A Con; A Sev H /d/ (R:
Ukr, Arm, OTB).

SUPPLY CENTRE CHART: WINTER, 1907

AUS (5-5, even): ~~Viená~~, Triest, ~~Serbia~~, Bulgaria, Greece, BUDAPEST,
RUMANIA.

ENG (1-1, even): Edinburgh.

FRA (9-10, build one): home, Spain, Portugal, Liverpool, London, Belgium,
Tunis, HOLLAND.

GER (6-5, even as one annihilated): home, ~~Holland~~, Denmark, Sweden.

ITA (4-4, even): home, Smyrna.

RUS (6-7, build one): Moscow, Warsaw, St. Petersburg, Norway, ~~Rumania~~,
~~Budapest~~, SEVASTOPOL, SERBIA, VIENNA.

TUR (3-2, disband one): Constantinople, Ankara, ~~Sevastopol~~.

AUTUMN RETREATS, WINTER 1907, and SPRING, 1908 due SATURDAY, 24 OCTOBER.

NOTE: I assume the "Germany to World" Press release below is a formal proposal for a vote on a concession to France. Please vote "yes" or "no" to this proposal with your next set of orders. As this is the first proposal in this game, no vote received will count as a "no" to the proposal. According to my houserules, it will take unanimous consent of all powers having three or more units on the board for this proposal to pass.

PRESS

Germany to World: Since England and Italy are intent on helping France, and since no one other than myself seems to be interested in opposing him, I propose a concession to France. Why prolong the agony? With 10+ centers, he has as many as the second and third place players combined, and his win is inevitable.

Germany to Italian Toady: Why are you helping Swider? What has he done for you besides take Tunis?

1979 AE - Orphan 2

SUMMER, 1904: ITA: A Mar R Pie*.

FALL, 1904: ENGLAND GROWS DESPITE NMR! TURKEY, FRANCE ALSO UP! GERMANY, ITALY, RUSSIA DOWN! AUSTRIA EVEN!

AUS (Dan MacLellan): F Ion - Nap /d/ (R: Gre, Alb, Adr, Apu, Tyr, OTB);
A Tyr* § A Tri* - Ven; A Vie* S A Tyr; A Gal* S TUR A War;
A Rum - Bud*.

ENG (Bob Acheson): NMR! F Lon*, F Nth*, A Fin*, A StP*.

FRA (John Davies): A Hol* H; A Bur* - Mun; A Mar* H; F For* - Spa (sc).

GER (Ron Kelly): A Sil* S A Boh*; A Boh S A Mun* - Tyr; F Bal* - Den;
F Kie* H.

ITA (Kathy Lynch): F WMed* S A Spa*; F Tyr - Tun*; A Rom* - Nap; A Ven* §
A Pie*; A Pie S A Ven.

RUS (Jan Jensen): A Mos - Argentina /d/ (R: Lvn, OTB); F Swe* - Den.

TUR (Dave Carter): A Ukr* & A War* S A Sev - Mos*; F EMed* S F Aeg - Ion*;
F Bla - Con*.

SUPPLY CENTRE CHART: WINTER, 1904

AUS (6-6, even): home, Serbia, Greece, Rumania.

ENG (4-5, build one): home, Norway, ST. PETERSBURG.

FRA (4-6, build 2): Paris, Brest, Portugal, Belgium, HOLLAND, MARSEILLES.

GER (5-4, disband one): home, ~~Norland~~, Denmark.

ITA (6-5, disband one): home, Tunis, ~~Marseilles~~, Spain.

RUS (3-1, disband one, as one /A/): ~~Moscow, St. Petersburg~~, Sweden.

TUR (6-7, build one): home, Bulgaria, Sevastopol, Warsaw, MOSCOW.

Standby for England is Blair Cusack, 160 Bryden Rd., Kelowna, B.C. V1X 3Y4

AUTUMN RETREAT, WINTER, 1904, and SPRING, 1905 due SATURDAY, 24 OCTOBER.

NOTE: If Bob Acheson submits orders for England they will be used; otherwise Blair Cusack will be taking over the position.

Also, some of you allowed only 4 or 5 days for the post office to get your orders here. You were lucky this time that the post office decided to be efficient. You can always submit orders early, then revise them if you wish. If you wish to separate Winter and Spring seasons, it will take a request by two of you.

PRESS

Austria - Turkey: My phone number is 245-0443. What's yours?

PLAYER ADDRESSES, 1979 AE

Dan McLellan, 59 Gloucester Cres., SW, Calgary, Alta.

Bob Acheson, c/o Echo Bay Mines, Port Radium, NWT XOE OXO

John Davies, Box 968, Bort Hardy, BC VON 2P0 (COA)

Ron Kelly, Suite 314, 6038 Richmond Hwy., Alexandria, VA 22303

Kathy Lynch, Dept. of Psychology, M.U.N., St. John's, Nfld. A1B 3X9 (COA)

Jan Jensen, 115 Albro Lake Rd., #3, Dartmouth, NS B3A 3Y7 (COA)

Dave Carter, 118 Horsham Rd., Willowdale, Ont. M2N 1Z9

1978 0 - Orphan 3

WINTER, 1906: GAME ABOUT TO BE ABANDONED BECAUSE OF TORONTO APATHY?

I have orders for this game from only Dan MacLellan (England) and Wayne Norton (Turkey). The headline refers to the fact that the other players are all from Toronto. I have not heard from Trevor Baillie (Germany), Clive Tonge (Italy), or Barry Hickey (Russia). Dave Grabar, playing Austria, has only one unit left, so his failure to carry on is somewhat understandable.

So, I will call for Winter, 1906 and Spring, 1907 again. The new deadline is SATURDAY, 17 OCTOBER. I know this is a week ahead of the other games, but I want to know where we stand before the rush to get next issue together.

Dan and Wayne do not have to re-submit orders, but may if they wish. Any of the others who do not either resign in writing or submit orders will be blacklisted. That means you will not be allowed to play in SNAFU! and your name will be put on a list circulated to other GMs warning them about your unreliability. What action they take is up to them.

If I have orders from at least four players we will proceed with the game with the addition of standbys. If fewer than that submit orders, I will declare the game to be abandoned and waive the game fee to enter another game in SNAFU! for those who did submit orders.

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1979 HA CONTINUED

INU PASTA (EMed) ((Italy)): Admiral Lucia's flagship, INU PASTA, has arrived in the Eastern Med., and, after a quick survey of the situation, exclaimed, "Hota Doga, we gonna make Turkey an Italian colony now (hold the Swiss, please)." The INU PASTA and the INU MEATBALL are standing off the coast of Turkey to assist the crack Italian First Land Commando unit in its attack against Turkish forces. It is expected that Russian aid will be forthcoming. And maybe Austrian help, even, although I doubt it.

Sincere Sampson to Liar Swider: Congratulations on your upcoming victory. With England and Italy in your pocket, and Turkey playing into your hands, you can't lose.

Liar Swider to Simple Sampson: Face it; you are the only player I've lied to in this game. Had Melluci remained in the game, he would have received Sweden next year. Besides, I don't trust anyone from "Joisey"!

Trusting Tom to Tsar Mills: How 'bout finishing off Turkey. I could toss Sweden your way should you help out my ally.

Thrillville to GM ((France)): NMR Insurance? Enclosed is \$5; please insure Germany NMRing this time.

PLAYER ADDRESSES: 1979 HA

Nelson Millar, 327 Wilfred Leblanc, Maniwaki, Québec J9E 1X7.
 Dave Carter, 118 Horsham Ave., Willowdale, Ontario M2N 1Z9.
 Tom Swider, 1183 Robinson Hill Rd., Endwell, NY 13760.
 Bern Sampson, 123 - 6th St., Middlesex, NJ 08846.
 Dan Wilson, 268955, B-2-3-11, Wynne Unit, Huntsville, TX 77340.
 George Mills, 1923 Westminster Ave., Windsor, Ontario N8T 1X5.
 François Guerrier, Box 32, Station "A", Ottawa, Ontario K1N 0T9.

1980 AM - Orphan 4

AUTUMN, 1902: RUS: F Nwy R OTB:

WINTER, 1902: THREE PLAYERS REQUEST SEPARATE SEASONS. SO BE IT!

AUS (Alain Martine): one short. Has: A Vie, A Tri, A Bud, F Gre.

ENG (Jan Jensen): B F Lon. Has: A StP, F Swe, F Nwy, F Nth, A Yor.

FRA (~~Mike Carroll~~, Pete Gaughan): even. Has: A Pic, A Par, A Bur, A Mar,
F Spa (sc).

GER (Claude Gautron): B A Ber. Has: A Den, A Kie, A Ruh, F Bel.

ITA (Bob Albrecht): even. Has: A Tyr, A Ven, F Adr, F Tun.

RUS (Dave Carter): B F Sev. Has: A War, A Ukr, F Rum.

TUR (Kathy Lynch): even. Has: F Bla, F Ank, A Bul, A Con.

SPRING, 1903 due SATURDAY, 24 OCTOBER.

NOTES: I have Spring, 1903 orders on hand for everyone except France. Of course, you can send in revised orders before the next deadline. I have taken the rather unusual action (for me) of replacing a player in this game without allowing him the usual season's warning. The reason is that Mike Carroll is already on the player blacklist because he dropped out of 1979 HA without resigning. I was concerned when I saw him on the list of players for this game, but decided that if he sent in this season's orders, I would accept him as a player. In view of his NMR, I am asking a reliable player to take over his position effective Spring, 1903. So everyone has a chance to negotiate with Pete before the next deadline and revise their orders if they wish.

I assume your press releases belong with your Spring moves. If you revise your orders, please let me know if the press stands as is.

I goofed last season. England's orders should have read: F Nth*
C A Yor* - Den. England does not have an army in Denmark, but everyone seems to realize that. Thanks for pointing it out.

I'd like to apologize to everyone in this game for all the confusion you've experienced lately. Keith Mercer decided to rescue this game from the limbo INFIDEL had cast it in about the same time I was visiting Clive and Nick in an attempt to get things straightened out. Because of the postal strike, Keith and I were unaware that each of us was trying to get this game back on the tracks. However, once we became aware of each other, a few phone calls got us working together. Keith agreed that because I had already adjudicated the Fall moves that it would needlessly upsetting to everyone to move the game to him and so, for the well-being of the players, and to get this game moving along smoothly, he agreed it should stay here. I hope you'll all be happy with that decision and enjoy your game. I'd like to thank Keith for being so agreeable and reasonable about this mix-up.

PLAYER ADDRESSES, 1980 AM

Alain Martine, 47 rue Chartres, Dollard des Ormeaux, P.Q. H9A 1J7

Jan Jensen, 115 Albro Lake Rd., #3, Dartmouth, NS B3A 3Y7 (COA)

Pete Gaughan, 12024 Penford Dr., La Miranda, CA 90638

Claude Gautron, 620 rue St-Jean Baptiste, Winnipeg, Man R2H 2Y1

Bob Albrecht, 2308 - 9 Ave N., North Lethbridge, Alta T1H 1J5 (COA)

Dave Carter, 118 Horsham Ave., Willowdale, Ont. M2N 1Z9

Kathy Lynch, Dept. of Psychology, M.U.N., St. John's, Nfld. A1B 3X9 (COA)

1980 HM - Orphan 5

SUMMER, 1902: RUS: A Gal R War*.

FALL, 1902: EUROPE SLOWLY AWAKES TO BATTLE AGAIN. ITALY COLLAPSES!

AUS (Keith Mercer): A Rum* S A Gal* - Ukr; A Ven - Rom*; A Tyr - Ven*;
A Ser - Bud*; F Gre* H.

ENG (John Horn): F Nth* S F Lon - Eng*; F NAO* S F Eng - Iri*; A Bel* S
GER A Mun - Bur (NSO).

FRA (John Davies): F MAO* - Iri; A Por* H; A Bur* - Mun; A Par - Bre*.

GER (Joe Bradley): NMR! A Mun*, A Ruh*, F Kie*, A Gas*.

ITA (~~Bill/Plante~~, CD): A Pie*, A Apu*, F Ion*.

RUS (Steve Colombo): F Den* H; F Arm* - Bla; A War* S A Ukr*; A Ukr S
A Sev*; A Sev S A Ukr.

TUR (~~Barry/Hickey~~, Lori Jensen): A Bul*, A Smy*, F Bla*.

SUPPLY CENTRE CHART: WINTER, 1902

AUS (6-8, build 2): home, Serbia, Greece, Rumania, VENICE, ROME.

ENG (5-5, even): home, Norway, Belgium.

FRA (4-5, build one): home, Spain, PORTUGAL.

GER (4-4, even): home, Holland.

ITA (3-1, disband 2; GM removes A Pie, F Ion): Venice, Rome, Naples.

RUS (5-6, build one): home, Sweden, DENMARK.

TUR (4-4, build one, as one short): home, Bulgaria.

WINTER, 1902 and SPRING, 1903 due SATURDAY, 24 OCTOBER.

NOTES: Standby for Germany is Claude Gautron, 620 rue St-Jean Baptiste, Winnipeg, Man. R2H 2Y1. If Joe Bradley submits orders, they will be used; if not, Claude will take over the position.

Barry Hickey has lost his position because of two NMRs in a row. I've asked Lori Jensen to take over the position, effective Winter, 1902. Rather than do the same with Italy, it was apparent that a state of Civil Disorder would solve the problem of Bill Plante's NMRs. In a situation where the GM has to make removals for a player, there are many difficulties. I could not justify to myself any reason to wait to reveal what these removals would be until next season, especially as the units all occupy neutral areas.

I was tempted to delay the adjudication, as I did in 1978 O (0-3), but could not see how any useful purpose would be served by doing so. Four of you want to continue, Lori would like to get into a game, and Claude is willing to standby, so, let's go, and hope the NMRs which have plagued this game since its beginning are over.

A request by two players is enough if you wish to play separate Winter and Spring seasons.

Variant 1 (Conquest of the New World)

PRE-1590

ENGLAND: Fred C. Davis, Jr., 1427 Clairidge Rd., Baltimore, MD 21207.
FRANCE: George Mills, 1923 Westminster Ave., Windsor, Ontario N8T 1X5.
INDIANS: Chip Charnley, USNF, Box 7, FPO New York 09571.
PORTUGAL: Steve Hutton, 2001 Bonnymede Dr., #14, Mississauga, Ont. L5J 4H8.
SPAIN: Dan Wilson, 268955, B-2-3-11, Wynne Unit, Huntsville, TX 77340.
STANDBY #1: Pete Gaughan, 12024 Penford Dr., La Miranda, CA 90638.
STANDBY #2: Tom Swider, 1183 Robinson Hill Rd., Endwell, NY 13760.

Everyone got their first choice except for Dan who lost the coin toss. Standbys were assigned in the order I received them. Thanks Tom & Pete. With this starting lineup I doubt we'll need you, but it's nice to know you're there.

1590 (SPRING) due SATURDAY, 31 OCTOBER.

NOTES: This deadline is longer than for the other games this issue to give you more time for pre-game negotiations. We'll be out of step with SNAFU! for a few issues (but will catch up in January). I'll mail the adjudications immediately to the five players and re-print them in the following issue for everyone else.

However, I see no reason for separating Winter Seasons in this variant, especially in the early game, so that'll make up for the slow start. Of course, if two or more players request it, I will separate the seasons.

I intend to give game years, rather than seasons, in this variant. That would mean the next move (Fall) would be 1594, and your build season would be 1598 (Winter). I'll give the seasons equivalent to regular Diplomacy for the first while until you're used to it.

Don't forget, you've got 2 armies and 2 fleets to start (except the Indians) and the armies must be ordered to board fleets to form A/F's before they can move. Every ten years you'll lose a home centre, so you'll have to gain one just to stay even (until 1620 when you'll continue to have one home centre in Europe).

Keep in mind you will need to designate a Home Supply Centre in the New World in 1618 if you wish to build there in 1628. I don't see any reason why you couldn't tell me your designation before then if you wish, and I would not reveal it until then.

I intend to use the following colours to represent the powers: England, red (for their red coats); France, blue (for the fleur-de-lys); Indians, tan (for buckskin); Portugal, black (for the jolly roger); and Spain, yellow (for all that Spanish gold). I guess that reveals the British propaganda I received as a school child.

A Miller number is applied for.

Good luck to all, and to all a good fight.

History

WHO'S WHO: 1900 - 1920

In place of our regular history lesson this month we have a list of the VIPs in Europe during the first two decades of the twentieth century. It's a long list because of the rapid changes in Europe during the chaos of a world war and the collapse of three of the oldest royal houses: the Hapsburgs, Romanovs, and Ottomans. The dates given are when that person held the position. All names are anglicized.

AUSTRIA-HUNGARY

Austria-Hungary was a "dual monarchy." That is, both countries were jointly ruled by an emperor with a minister of foreign affairs and a minister of war. Each country was ruled internally by a parliament until they were split after 1918. The Austrian sector was everything outside of Hungary and was called the "Reichsrat" until after 1918 when it officially became known as Austria. Both Austria and Hungary became republics after the division.

Monarchy: Emperors: Francis Joseph I (1848 - 1916); Charles IV (1916 - Nov., 1918)

Foreign Ministers: Alois, Freiherr Lexa von Aehrenthal (1906 - 1912); Leopold, Graf Berchtold (1912 - 1915); Count Istvan Burian (1915 - 1916 and 1918); Ottokar, Graf Czemin (1916 - 1918); Count Gyula Andrassy (1918).

Reichsrat Prime Ministers: Ernst von Koerber (1900 - 1904); Paul, Freiherr Gautsch von Frankenthurn (1904 - 1906); Max Wladimir, Freiherr von Beck (1906 - 1908); Richard, Freiherr von Bienerth (1908 - 1911); Karl, Graf von Sturgkh (1911 - 1916); Ernst Koerber (Jan. - Dec. 1916); Count Heinrich Clam-Martinio (1916 - 1917); Ernst von Seidker (1917 - 1918); Max Hussarek von Heinlein (1918).

Hungarian Prime Ministers: Count Istvan Tisza (1905 - 1906 and 1913 - 1918); Count Karoly Khuen-Hédervary (1910 - 1912); Laszlo Lukacs (1912 - 1913); Count Mihaly Karolyr (1918, became Hungary's first president after the republic was formed).

ENGLAND

England was (is) a parliamentary democracy with a two-tiered parliament. Legislative power resides in the Prime Minister and his Cabinet (formed from the party holding the majority of seats in the House of Commons.) The monarchy is a symbolic figurehead with advisory powers.

Monarchs: Victoria (1837 - 1901); Edward VII (1901 - 1910); George V (1910 - 1936).

Prime Ministers: Lord Salisbury (1895 - 1902); Arthur Balfour (1902 - 1905); Sir Henry Campbell-Bannerman (1905 - 1908); H. H. Asquith (1909 - 1916); Lloyd George (1916 - 1922).

FRANCE

France was (is) a republic headed by a president elected for seven year terms and a national assembly presided over by a premier.

Presidents: Jean Jaurès (1906 - 1913); R. Poincaré (1913 - 1920).

Premiers: Waldech-Rousseau (1899 - 1902); Emile Combes (1902 - 1905); Georges Clemenceau (1906 - 1909 and 1917 - 1919); Aristide Briand (1909 - 1910 and 1919 - 1921); Joseph Caillaux (1911 - 1912); Raymond Poincaré (1912 - 1913); Paul Painlevé (1913 - 1917).

GERMANY

The "Second Reich" (1871 - 1918) was governed by an emperor, an imperial chancellor (responsible to the emperor), and a parliament (the Reichstag). A revolution in November of 1918 forced the abdication of the emperor and a republic was declared.

Emperor: William II (1888 - 1918)

Imperial Chancellors: Bernhard, Fürst von Bulow (1900 - 1909); Theobald von Bethmann Hollweg (1909 - 1917); Georg Michaelis (July - Oct. 1917); Georg, Graf von Hertling (Oct. 1917 - Oct. 1918); Prince Max of Baden (Oct., 1918); Frederick Ebert (Nov., 1918, became president after the revolution); President Philipp Scheidemann (1919 - 1921).

ITALY

Italy was a constitutional monarchy, headed by King Victor Emmanuel III from 1900 to 1946.

Prime Ministers: Guiseppe Saracco (1900 - 1901); Guiseppe Zanardelli (1901 - 1903); Giolitti (1892 - 1893, 1903 - 1905, 1906 - 1909, 1911 - 1914, 1920 - 1921); Antonio Salandra (1914 - 1916); Paolo Boselli (1916 - 1917); Vittorio Emanuele Orlando (1917 - 1919); Francesco Sanerio Nitti (1919 - 1920); Mussolini (1922 - 1925, dictator 1925 - 1943).

RUSSIA

Russia was an autocracy, ruled by an emperor. A parliament (Duma) was established in 1905. The emperor was overthrown in February, 1917 and a provisional government was set up. This provisional government was then overthrown in November by the Bolshevik party (later called Communist).

Emperor: Tsar Nicolas II (1894 - 1917)

Prime Ministers: Count Witte (1905 - 1906); Pyotr Stolypin (1906 - 1911).

Provisional Government (Feb. - Nov., 1917): Prince Georgy Lvov (Prime Minister); Aleksandr Kerensky (Minister of Justice, then War Minister, then Prime Minister).

Bolshevik Government (Nov., 1917 - present): Lenin (Chairman to 1922); Trotsky (Commissar of Foreign Affairs); Stalin (Commissar of Nationalities, later Chairman).

TURKEY

Turkey was a sultinate of the Ottoman Empire. A two-tiered parliament was formed in 1877 and immediately dissolved, but recalled in 1908 when the Young Turks (a revolutionary movement) overthrew the sultan and transferred power to the parliament. A sultan sat as a figurehead until the position was abolished in 1922. All Ottomans were expelled from Turkey in 1924.

Sultans: Abdulhamid II (1876 - 1909); Mehmed V (1909 - 1918); Mehmed VI Vahidedden (1918 - 1922).

Prime Ministers: Mehmed Kamil Pasa (1912 - 1913); Said Halim Pasa (1913 - 1918); Ahmed Izzet Pasa (1913 - 1918).

Rules

PLAYERS AND COUNTRIES, PART ONE

Rule One begins: "Diplomacy is best played by seven players, though as few as two may play." Note the "best played." The rules don't say you must have seven players. In fact, often in face to face play, it is not easy to find seven people willing and able. For the past two years we have had on-going games at work with orders due every night after working hours, and we usually have only four or five players. The usual solution, if you have only six players, is to make Italy neutral, leaving its armies standing in place until they are eliminated. That's not a bad solution, as Italy was neutral for much of World War I and its central position doesn't really give either side an advantage. Austria might breathe a bit easier, but still has to contend with Russia and Turkey, and France gets a bit of an initial edge, but still has Germany and England to worry about.

The suggestion that Germany also be played as a neutral in a five-man game is absurd. It doesn't make historical sense to begin with, and now the playing board is cut in half. France and England can operate behind a screen of neutral armies, even supporting them to hold off attacks from the East. If France plugs up the Mediterranean and England seals off the northern waters, then a stalemate is virtually assured. Three and four-man games are even worse in that regard. And the two-man game, when Germany, Turkey, and Austria take on France, Russia, and England, or some other variation, becomes a tedious exercise in writing orders.

One way around this, if you have only four or five players, is to draw countries at random and make the remainder neutral. That can produce a strangely unbalanced game (we've had Russia and Turkey as neutrals, for example). A variant on this is to have everyone write orders for the neutral countries and then draw these orders out of a hat. This produces wild, and sometimes hilarious, results in the early game until they are, inevitably, eliminated.

A possibility we haven't tried yet is to put the names of all supply centres in a hat and have each player draw three. Home centres could be any centres you control. Imagine the scrambling when you wind up with Spain, Sweden, and Rumania as your starting centres! But, I suspect this may work better than making Italy and Germany neutral powers.

The best solution of all, if you're short players, is to find a variant especially designed for the number of players you have or to limit yourself to postal play so that being short a player or two does not occur. The bottom line is, the fewer players you have, the less diplomacy is involved, and that's what the game is all about. It just doesn't work well as a tactical game.

111112222233334444555556666777778888999900000

1981 W CONTINUED

PLAYER ADDRESSES, 1981 W

Mike Granatstein, 53 Marlborough Ave., Toronto, Ontario M5N 1X5.
 Errol Platt, 3270 Havenwood Dr., Mississauga, Ontario L4X 2M1.
 Bruce Poppe, 324 Penwyllt Ct., Exton, PA 19341.
 Bill Young, 618 Indian Road, Clearfield, PA 16830.
 Garvin Boyle, #6, 1432 Coldrey Ave., Ottawa, Ontario (COA)
 Steve Hutton, 2001 Bonnymede Dr., #14, Mississauga, Ont., L5J 4H8 (COA)

Travel

NEBRASKA TO COLORADO

So, heading West from Omaha in the early morning, it didn't take long for the sun to get hot and a lethargy to set in. Highway 80 is long, straight, and dull. The land is flat, featureless except for the Platte River which wanders along beside the highway. It's a slow, lazy river with the occasional willow tree or two leaning over it. Otherwise, one sees only cornfields, sun and sky, heat waves hovering over the road.

When I turned onto the highway that morning, I felt that the real adventure was beginning, that I was heading into a country foreign to everything I'd experienced before. But the monotony of Nebraska quickly dulled that. I drove and drove, stopping at gas stations and diners which all seemed to stand remarkably tall above the land. Little oases marked by American flags in the midst of a desert of corn. Somewhere, in late afternoon, a sign read, "Boot Hill/Next Right." It perked me somewhat. I hadn't realized there really was such a place. I thought it was a bit of colourful language left over from the Old West. In fact, I hadn't even thought of Nebraska as being a part of the legends. But, I didn't turn, figuring it for a tourist trap, and the day was wearing on. I wanted to get to those mountains.

Later, when I read The Collected Works of Billy the Kid by the Canadian-Celonese poet, Michael Ondaatje, I recalled that Nebraskan scene: fields, a tree or two, a quiet river, sky, and a highway.

In Boot Hill there are over 400 graves. It takes the space of 7 acres. There is an elaborate gate but the path keeps to no main route for it tangles like branches of a tree among the gravestones.

300 of the dead in Boot Hill died violently
200 by guns, over 50 by knives
some were pushed under trains -- a popular
and overlooked form of murder in the west.
Some from brain haemorrhages resulting from bar fights
at least 10 killed in barbed wire.

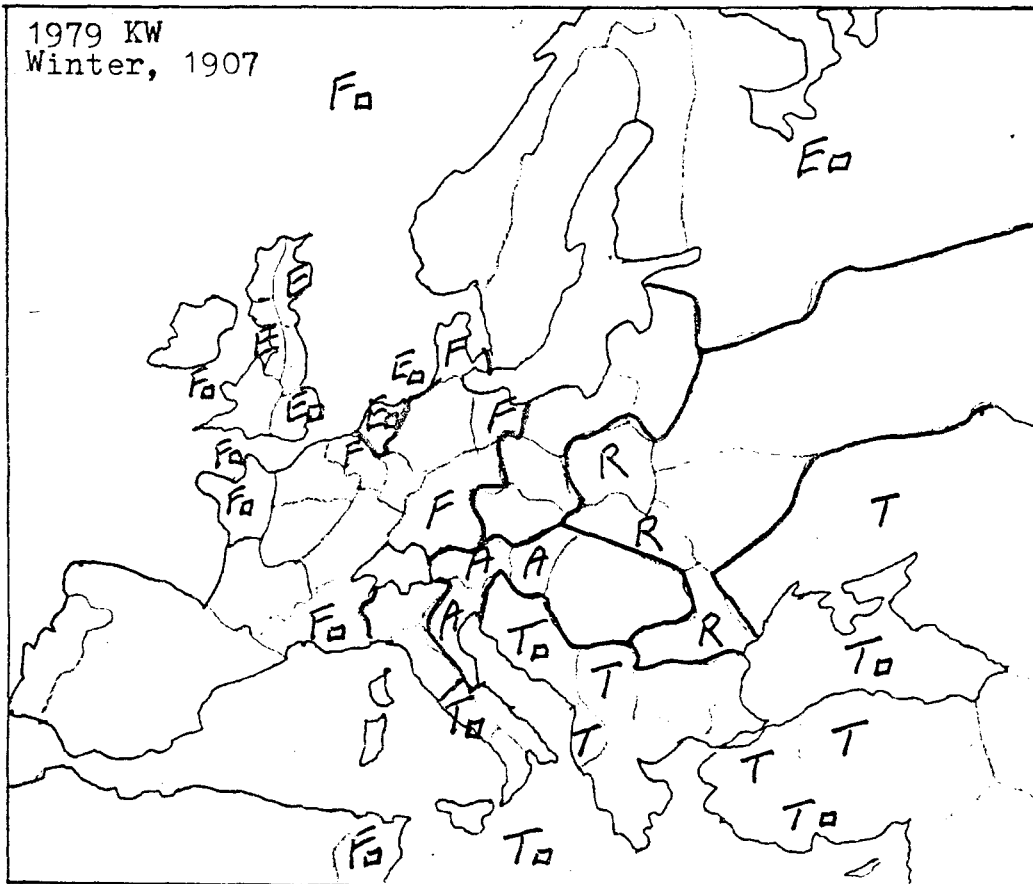
In Boot Hill there are only two graves that belong to women
and they are the only known suicides in that graveyard

(Copyright: Anansi Press, Toronto, 1970)

My reverie ended when I turned southwest onto Highway 76, heading towards Denver. Suddenly there was a remarkable change. The fields gave way to long rolling hills dotted with scrub grass, little clumps of it growing every few feet. For some reason, it reminded me of sponges scattered across the landscape. The hills got higher and longer; I'd drive a mile uphill, half a mile down, mile and a half up, mile down. I was the only one on the highway as the sun sank below the hills, throwing the valleys into shadow which appeared black in contrast to the bright golden crests. The world was black, gold, and shades of brown, burnt sienna and umber. I stopped atop a hill and looked back across the country. Nothing moved as far as I could see. My scalp tingled with an emotional rush.

Exactly the country I had seen in a cowboy movie when I was young and still impressed by such things. Wagon train struggling through a valley. Suddenly, hundreds of Indians on horseback appear on the crest of a hill. Childhood fantasies connected on that spot. I was high, expansive, naturally stoned. I was in the land of myth and legend.

Endgame Statements



1979 KW
CLAW & FANG
GM: Peter Reese
A: Bob Olsen
(droW07)
E: Eric Ozog
(resS06); Keith
Sherwood
F: Mike Mazzer
(drawW07)
G: Chris Luckenbill
(resF03); Lee
Ferrier (droS05)
I: Richard Nielson
(droS03); Hector
Roybal (OutW04)
R: Paul McSweeney
(droW01); Gary
Schmitt (resF05);
Paul Goodrich
T: Ronald Brown
(drawW07)

	01	02	03	04	05	06	07	
A	5	7	9*	7	4	6	3	
E	4	5	5	6	7	6	7	
F	4	7	7	9	11	10	11	Draw W '07
G	5	3	4	2	2	1	-	
I	3	3	1	-	-	-	-	
R	6#	5	5	6	5	4	3	
T	4*	4	3	4	5	7	10	Draw W '07

*-1 short
#-2 short

Mike Mazzer (France; Draw, Winter, 1907)

An interview with the former Emperor D'Artagnan in his home in exile on the Isle of Elba:

I found the former Emperor, greying but looking fit, engaged in a spirited game of Diplomacy (an American board game) with some of the local children, and apparently losing badly. Snatching one of his opponent's lollypops, and crushing it into the ground with his Army boots, he snarled at this reporter.

D'Artagnan: Impudent punks! Alors, I never could get the hang of this game!

Interviewer: Mon Emperor,...

D': Call me Arty.

I: Uh, yes... do you still harbor bitterness at your exile since the restoration of the Republic?

D: Mais non. The old days were a time for soldiers. Now, the world is best run by the bureaucrats, both Turkish and French. I understand that young upstart of a Sultan has suffered a similar fate.

I: Yes, banished to the remote wilds of Québec, I believe. Tell me about some of the personalities of those days. They were colorful, were they not?

D: Ah oui! Not like the dullards that run things nowadays. The old Tsar McSweeney (now that's going a way back!), if he had lived, how different things would have been! I would never have done so well with a strong Russia to oppose me. A real scoundrel that one, and what a charmer! Luckenbill, the former Kaiser, what a hothead! Always dashing off in all directions, attacking a different enemy each month. Not a bad sort, but hard to rely on. No, helàs, he had to be dispatched in '02. Nielson, the Italian, poor lad, he tried hard. Sad, sad (heh, heh!).

I: Did you really know King Ozog? There are so many legends...

D: All true, and I could tell you more. Ah now there was a man after my own heart! No sense of decency, constantly trying to steal your shirt. Boy was he fun to fight. Much more reliable as an enemy than an ally, and much more fun. That's why I kept stabbing him (and he me!). Belgium, that was his fixation; he eventually lost everything in his compulsive desire to get Belgium by any means whatsoever, and lost sight of the overall purpose of war.

I: Which is?

D: To hack as many foreigners as possible and have fun doing it!

I: Tell us about the legendary Count Vlad. We hear so much...

D: Ahh, there was a diplomat and a soldier! He was the best of us, truly! He drops by every now and then, descending from Valhalla with those blasted swans of his to haunt me. What a racket, all that honking and hooting! By far the most trustworthy and reliable. Kept all of his promises, warned me whenever I was in danger. The perfect ally: charming, witty, erudite, intelligent, and possessed of an incomparable feel for strategy.

I: But why...

D: ...did I stab him? Just for the fun of it! I had this vision of taking over all of Europe (those were my meglomaniacal days). It might have even worked too, but c'est la guerre.

I: And your co-conqueror, the Sultan?

D: All through the beginning I had this nagging suspicion that behind that angelic, self-effacing exterior, there was a force to be reckoned with. I suspected that given a chance, he could be a terror. Helàs, I made my big mistake, I gave him that chance, ..., and he was indeed a terror! He saw his chance and took it. For him, it was a brilliant victory. I salute you, M. le Sultan, wherever you are! Did I ever tell you about the time that Vlad and I... we... ummm... zzzzzzzzzzzzzzzzzzz.

The Emperor had nodded off, so I turned and left the old warrior to live out the rest of his days in tranquility. An erratic old fart, I mused, but not without some style.

Robert Olsen (Austria; dropped, Winter, 1907)

Lies! All lies! The Austrian people refuse to go into civil disorder—having lived so long under the beneficent rule of Count Vlad, they can do nothing else, for lapsing into civil disorder after Vlad's regime would seem like totalitarianism.

I suppose it's only appropriate that the Sad Sack of Reese-2 ((house name of 79 KW)), having been stabbed at one time or another by everyone in the game except for England (a fact that undoubtedly drove Eric Ozog out of the hobby in sheer frustration), would in the end succumb to a stab by the post office. Actually, I did submit orders for the last two seasons, even though they appear to have disappeared in the mails. So I'll consider the declaration of CD to be Peter's little joke. After all, how many other civil disorder countries ever write endgame statements?

Reese-2 was my third game start and overall is still unmatched for interest and diplomatic maneuverings. All of the original players could actually write letters, which seems almost unheard-of; there were giants in the Diplomacy field in those days. Of the original players, the greatest must be Mike Mazzer of France, the finest player I've ever encountered; I have sworn to spread his fame from one end of the hobby to the other (well, he stabbed me in 1905 and I have to get revenge somehow). King Eric Ozog of England, a certified madman of the first water, was also a lot of fun; my only regret is that he never had the opportunity to stab me. Chris Luckenbill and Paul McSweeney, of Germany and Russia respectively, were deceitful, tricky devils; too bad they dropped out so early and left their spots to lesser men. The Turk, none other than Ron Brown himself, seemed to be a nice guy; by the time I learned better it was far, far too late. Richard Nielsen, as Italy, deserves mention (I guess); unfortunately, talking to Mazzer was more fun, and Mazzer wrote a better letter.

Well, despite my ignominious finish the game was not a total loss; I put aside my novice theories, that you could win friends and influence people by helping them and being nice quite early in the game. I'm sure I'm a much worse person than I was when this all started, but then what are we to think of Mazzer and Brown? Surely a victory in this game is the strongest possible indictment of their characters.

Anyway let's also thank our noble GM, who finished this contest out even though his parent zine disappeared, and even managed to supply us with a steady supply of standbys, even if one of them was Keith Sherwood (Ozog II?).

Keith Sherwood (England, Spring '06 to end)

This must have been some game in its day. With Olsen, Mazzer, and Ozog it probably was pretty wild. But by the time Ozog dropped and I took over his England the game had lost most of its flame. This game is memorial to me because I was introduced first hand to the Mazzerman style of Diplomacy. When I took over England, France was all over me, but his southern flank was open and the Turk was (slowly) making his way from Italy towards France. So I told Mazzerman that if he left me alone and sent everything south and gave me back Holland, I would be his game-long ally. He wrote back saying great, I'll do it, and then proceeded to stab me and try to land a convoy in England. Luckily, Olsen gave me some clue as to Mazzer's style, so I defended myself successfully. The Turk never did press France's wide open underbelly, and to this day I don't know whether they had a secret alliance going all the time or not. But I'm glad the draw passed as the game was nothing but a "mopping up operation" for France and Turkey. Besides, I don't know how much longer I could keep my vow of keeping Liverpool English so the Beatles wouldn't speak French.

Ronald Brown (Turkey, Draw, Winter, 1907)

First off, when I started this game I had no idea that I'd be writing a "drawee's" statement. When I wrote Don Horton to get a sample of his zine two years ago I had never even seen a Diplomacy board, let alone played a game. It just sounded like an interesting diversion. I point this out to explain my first few game years when I had little concept of the game. I huddled in my little corner of the board afraid to move for fear of offending someone. I waffled between supporting Austria (Bob Olsen) into Rumania, then supporting Russia back. I sat with an army in Armenia for a couple of seasons unable to take Sevastopol because I thought Austria would stab me if I moved my fleet Constantinople into the Black Sea.

But, all the time, I was learning how to play Diplomacy in other games, both postal and face to face, and reading far and wide on the subject. The impetus to get moving finally came in 1905. Austria (Olsen) and I had been feuding over Greece and Bulgaria while France (Mike Mazzer) was growing rapidly and advancing eastward. Austria got the upper hand over me by getting a fleet into the Eastern Med., but this coincided with him being stabbed by France. I believe that stab, when Austria fell from seven to four centres, is what demoralized Bob for the rest of the game. Austria was now virtually helpless and had no choice but to patch up the differences with me (Turkey) in order to fend off more French attacks. There was a flurry of long distance phone calls and Bob agreed to leave me alone as long as I moved against Mike. I too felt on the ropes at this point because Austria could have persisted and taken over Turkey, though I now see this would have given France a victory. I felt I had no choice but to take Bob at his word and move against France.

Freed from the pressures from Austria, I was able to move quickly into the Tyrrhenian and take Naples and Rome from France in 1906. I suspect that Mike was counting on my continued hostility with Bob at this point which helped make these moves easier. Now I had two Italian centres, my home centres, Greece, and Bulgaria: a very thinly stretched holding. Bob seemed convinced I was going to keep chasing France, but I didn't like the fragility of my defenses and wanted to tighten up, rather than expand further westward. Mike knew this, and he had problems of his own with England, so he agreed to leave me be as long as I moved into Austria, and I agreed to leave him be provided he retreat all his units behind a stalemate line. My plan was to move up through Italy while building at home; that way I'd be creating a pincer movement that could crush Austria.

The final stab of Austria came much easier than I expected. Bob was tied up fighting the Russians and he didn't seem to worry about my moving into Armenia and the Black Sea again. He never commented on the presence of my fleet in the Adriatic either, which I got there to dislodge a French fleet which I knew was going to be disbanded anyhow. So, in the fall of 1907 I was in position to take three centres from Austria and, even if he smelled the stab coming, I would still get at least one and be in a position to make further gains the next year. His NMR couldn't have come at a better time for me.

At this point a draw with France was entirely reasonable, as Mike had control of Germany and England was on the ropes. For me, it was simply a matter of time before I mopped up Austria and southern Russia, as both of them were in complete disarray and unable to stop further advances on my part, so getting to 15 or 16 centres would have been relatively easy now while France had about 14 or 15 centres within reach, though perhaps a bit slower as England still had defensive capabilities. I probably would have had to clash with France again, but by that time there'd be a giant Turkey versus a giant France with a smaller England in the background.

Not the best of tactics and very weak plays at times on my part. The real game was going on through the mails. I have three stacks of letters for this game. One each of letters from Mike Mazzer and Bob Olsen, and the third stack from "Others." The Mazzer and Olsen stacks contain 30-40 letters each. All "Others" is less than 10. I never got so much as a postcard from most of the many standbys who entered the game. Early in the game Mike (France) and Bob (Austria) were the leaders and all game they fought for my loyalty. They're good at it too--as I often found myself torn two ways at once. And every time I stabbed one of them I'd get a letter congratulating me--from the one I stabbed! Both Mike and Bob were gentlemen from start to finish. ("Okay, you fooled me that time, you no-good so-and-so! Now, let's get together and do something about....") I've run into too many players who sulk, throw temper tantrums, and drop out just because you're playing the game the way it's supposed to be played. I would not enjoy playing bridge, for example, with someone who stormed out of the room every time I trumped his ace--and I feel the same way about Diplomacy players who react that way when stabbed. It was a pleasure playing with Mike and Bob because they made good allies and good enemies. I can't say much about the other players as they never gave me an opportunity to get to know them.

I know this is long, but it's my first, of what I hope will be many, end-of-game statements. Special thanks to Peter Reese who carried on the game after the zine carrying it (CLAW & FANG) passed away. He took time to answer my dumb questions when I first started, and produced game reports on a reasonable schedule despite a demanding career and growing family. I'm going to miss playing in this game.

Peter Reese (Game Master)

First off, the kudos. Yes, despite all my nasty comments I thought everyone played pretty well.

To Mike Mazzer: For excellent tactical play and apparently good diplomacy (not knowing what people actually said to each other, my comments on players' diplomatic efforts are based on what I could surmise from the moves and what players told me over the phone) which kept the rest of the world off his back after he had reached the number one position.

To Bob Olsen: He did a great job considering the fact that he was at war with virtually all his neighbors, and it appeared to be his neighbors that stabbed him rather than the other way around.

To Ron Brown: A small power most of the game, but through persistence and good diplomatic efforts he slowly grew until suddenly he was half of the draw.

To standbys Hector Roybal, Paul Goodrish, and Keith Sherwood: a note of appreciation from your friendly GM for filling out the game. Further, all of you took the positions seriously and continued under sometimes hopeless odds. Particularly Hector who, as close as I could determine, continued diplomatic efforts when he was down to one piece.

And then the comments on the general flow of the game.

In the first three years France and Austria got off to a fast start. However, as Austria was at war with all of his neighbors, his growth was more apparent than real. This was confirmed when he dropped from 9 to 4 between 1903 and 1905. Meanwhile France continued his steady growth, reaching 11 in 1905. At this point it looked as if France was going to win unless an anti-French coalition was formed. And sure enough those avid (or should I say rabid) diplomats Ozog, Brown, and Olsen formed a world-wide coalition for an entire season. Then, apparently, their natural inclinations got the better of them and Austria and Turkey turned on Russia.

Still, all in all, by the end of 1906 I thought Turkey would win as he had a faithful (not through choice I am sure) puppet in Austria, England was tying down France, and Russia had been reduced to an inconsequential force. Thus, the request for a draw came as a surprise. Even more surprising than Turkey voting for it was England too. England wouldn't have lost anything by voting against it and appeared to be in a strong position to force France to include him in the draw.

All in all, a very good game. Continually shifting alliance (the phrase Balkan Politics must have been coined by people watching this game). Only 2 players dropped without notification; thus the game went fairly smoothly. The only major fault was your GM who, on occasion, was less than prompt.

Editor: The Last Word

I trust those who've now read the above will realize what an excellent game they missed. I've followed many games since where there was no diplomacy going on at all and in the games I entered since then, letters, especially well-written ones, are rare. So many players seem to overlook the name of the game: Diplomacy and instead treat it like a glorified chess game, making their moves without consultation or negotiation. This is the game that generated the so-called Mazzer-Olsen feud in the hobby (actually, it's not much of a feud because both participants are having fun doing it). So, that's why I offered to print the endgame statements for this game, long before it was apparent that I would wind up sharing the honours with Mike Mazzer. Besides, I knew these guys would write interesting statements.

Besides, I had another motive: and that was to do a sample game wrapup in SNAFU! So, this is the format I will follow when our games end. You also have examples of different types of endgame statements here; let's not have that tradition fade away as people forget how to write.

All the statements were sent to the game master, including my own (which was "photo-ready," so I wouldn't change anything in it after seeing the rest of them--I do try to be fair). The game master then wrote his statement after seeing the rest, which is why his is placed last. He then mailed the package back to me and I've printed them as received, with the exception of adding a few commas here and there. So, thanks to all for a good game and for teaching me that nastiness pays off!

Hobby News

American hobbyists are up in arms over Avalon-Hill's decision to cut the Diplomacy board into three pieces and use plastic markers. I've had a lot of inquiries about the Canadian version and so phoned Waddington's House of Games (Box 2038, Bramalea, Ontario, L6T 2J6). I was told they intend to continue putting out a quality product; that is, using the Hammond map and wooden markers. Unfortunately, because of American laws, they cannot ship games to American addresses, nor can their wholesalers. Of course a private citizen could accept a cash gift from an American and send him a Diplomacy set as a return gift (cost, between \$16 and \$19, plus a few dollars for postage, and that's Canadian dollars!) The best way to distribute Waddington sets might be for an American dippy to slip across the border to pick some up, as he wouldn't have to ship across an international boundary. A bonus in the Canadian sets is you get the rules in both French and English.

The fold of INFIDEL now appears to be a fact. I understand that arrangements are underway to re-house the rest of its games. Those who wrote to inquire where their games went should be hearing from a new GM soon. If you still don't know where your game is in about a month, ask again. By that time Dave Carter, Randolph Smyth, or I should know. I'd suggest writing Andy Lischett, the CDO Orphans Placement Officer, but he's probably snowed under right now.

Earlier this week François Guerrier told me his second-to-last issue had just been mailed, though I haven't received it yet. So, PASSCHENDAELE is going, going, not quite gone. That means another 16 games will go to the orphanage. Maybe it would be a good time for an enterprising soul to start a new zine?

Coming up next July is DipCon XV in Baltimore, about the end of the month I believe. I am planning now to be there. Ann and I made a deal: she could go to a theatre group reunion in Halifax this month if I could go to Baltimore in July, even if she happened to be nine and a half months pregnant. Maybe you could work a similar deal if you're married to a non-Dippy--and if you are married to a Dippy, then, there's your summer vacation!

Milestones: François Guerrier was married on the 5th of September and Garvin Boyle is taking the plunge the 26th of September. Congratulations to both. May you always go for 17-17 draws and whatever disagreements enter your marital domains may they be as easily settled as controlling the North Sea in 1901.

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1980 HM CONTINUED

PRESS

Moscow - World: Announcing the formation of an alliance between Russia and Austria. Did you hear that Austria?

London: The Order of the Garter to he who takes the last French centre.

PLAYER ADDRESSES, 1980 HM

Keith Mercer, RD 6, Old Ash Rd., Mercer, PA 16137.
 John Horn, 4340 Wagman St., Oak Forest, Il. 60452.
 John Davies, Box 968, Port Hardy, BC, VON 2P0 (COA)
 Joe Bradley, 4368 W 14th Ave., Vancouver, BC, V6R 2Y1.
 Steve Colombo, 129 Woodward Ave., Sault Ste. Marie, Ont. P6A 3T6.
 Lori Jensen, 115 Albro Lake Rd., #3, Dartmouth, NS, B3A 3Y7.

Other Zines

LEEDER POLL RESULTS & ZINE REVIEW

I've listed all the zines I receive in the order of the results of John Leeder's poll. After the name of the zine is the average of all votes that zine received (on a scale of 0 to 10). I do not receive the zines which took first and second place, but I've given you the addresses so you can write for samples. I suggest you do get at least a sample of the zines listed here. Most publishers appreciate a SASE (self-addressed, stamped envelope) with your request. Don't go for the top zines only; some near the bottom of the list are fine zines. 132 zines received votes, but only those receiving 10 or more votes are on the main list--of 55.

1. BLACK EROG (8.15) Jack Masters, 25711 N. Vista Fairways Dr., Valencia, CA 91355.
2. DOT HAPPY (8.04) Allen Wells, 550 Memorial Dr., Cambridge, MA 02139.
3. BRUTUS BULLETIN (7.95) John Michalski, Rt. 10, Box 526-Q, Moore, OK 73165. 11/\$6., every two weeks, frequently more often. No game openings. Games are carried in sub-zines run by guest GMs. I wouldn't play in any of these games, especially as they involve the most foul-mouthed and pointless press in the hobby. The zine itself is Michalski's work. "John's Notes" are comments on life in general, and politics in particular, from a pronounced right wing point of view. Cartoons and jokes are of a sexist and violent nature. The rest is mostly letters from just about everyone in the hobby on just about any subject you can think of. Some are from adolescents who get a charge out of seeing filthy language in print, but many are well-thought out, carefully-reasoned, writings on a wide range of subjects. BB has become a forum for debate among hobby members and its frequency of publication keeps it readers abreast of the latest hobby news. Recommended for reading if you can ignore the silly and disgusting parts of it.
4. MURD'RING MINISTERS (7.87) Ron Brown, 1528 El Serendo Pl., Bakersfield, CA 93304. 12/\$5.50, monthly. No game openings. A very literary zine, with clever use of Shakespearian quotations. Interesting articles, and #38-39 even has a Diplomacy crossword puzzle. Recommended.
6. EUROPA EXPRESS (7.77) Gary Coughlan, 4614 Martha Cole Lane, Memphis, TN 38118. 10/\$6US or \$7CDN, every five weeks. No game openings. Gary is running three international games, with adjudications being done in the language of the power having the most centres. Swedish was used for 1901 and Korean will be used in case of a tie. Many letters from European Dippies. To me, the "caviar" of Dip zines. Highly recommended.
7. LONE STAR DIPLOMAT (7.72) Michael Conner, 3214 Beverly Rd., Austin, TX 78703. 10/\$6., monthly. No game openings. I voted it the same as EE. Professional-looking and clever. Has a puzzle page and articles on Texas (like the armadillo). Highly recommended.
9. JIHAD! (7.56) Glenn Overby, 23096 Tawas, Hazel Park, MI 48030. 12/\$9., monthly. Openings in BOURSE and ANARCHY at present. Also runs variants like MIGHTY FORTRESS, KINGMAKER, and WOOLWORTH. Well worth the high sub. A lot of care goes into the 20 -36 pages per issue. The fact that JIHAD! is in the top ten after a year in the hobby should tell you a lot about its quality.
10. CHEESECAKE (7.53) Andy Lischett, 3025 N. Davlin Ct., Chicago, IL 60618. Free to players and standbys; no game openings and has enough standbys. In other words, if you're not receiving this zine already, it's very difficult to get, which is a shame.

13. BUSHWACKER (7.13) Fred C. Davis, Jr., 1427 Clairidge Rd., Baltimore, MD 21207. Twice took first place in the Leeder poll. The variant king!
14. FOL SI FIE (7.11) Randolph Smyth, 212 Aberdeen St., SE, Medicine Hat, Alta., T1A 0R1. Was #1 in last year's poll.
16. DIPLOMACY DIGEST (7.07) Mark Berch, 492 Naylor Place, Alexandria, VA 22304. A digest of re-printed articles.
18. TORPEDO (6.93) Bern Sampson, 123 Sixth St., Middlesex, NJ 08846.
21. DIPLOMACY WORLD (6.89) New Publisher: Rod Walker, 1273 Crest Dr., Encinitas, CA 92024.
25. SLEEPLESS KNIGHTS (6.78) Dave Carter, 118 Horsham Ave., Willowdale, Ontario M2N 1Z9.
26. VOICE OF DOOM (6.71) Bruce "Brux" Linsey, 24A Quarry Dr., Albany, NY 12205. I'd put VoD in my top ten list.
30. PASSCHENDAELE (6.54) FOLDED???
30. RUNESTONE (6.54) John Leeder, 121 19th Ave., NE, Calgary, Alta T2E 1N9.
34. SNAFU! (6.15) See front page for name and address of publisher.
36. EVERYTHING (5.96) Bern Sampson (see TORPEDO above for address).
43. CLAW & FANG (5.41) FOLDED
44. INFIDEL (5.27) FOLDED
45. INVASION (5.25) Bruce Schneier, P.O. Box 5185 River Station, Rochester, NY 1427 (This is a new address.) Would be rated much higher if Bruce found a typist who could spell. Good writing and lots of humour.
51. TORONTO TELEGRAM (4.06) FOLDED
55. FRONT DE LIBERATION DU DIPLOMACY (2.10) Bernie Oaklyn, Buddy Tretiak, et al. Even last place is over-rated for this fraud. Avoid at all costs.

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1980 IC CONTINUED

A message from the Pope (Vatican City) to the Turkish Sultan: Read Exodus 20:16, my child.

Smyrna (UPI): News sources here are alive with the launching of a new battleship for the Turkish navy, the TNU COFFEEGROUNDS. It has been ordered to join the Turkish fleet maneuvering in the Mediterranean. Admiral Bluba-boo, Supreme Commander of the Turkish navy, was recently in Constantinople to discuss naval strategy with Sultan al-Dan. Admiral Bluba-boo was said to have requested permission for an immediate naval war with the Italian fleet. No word of what Sultan al-Dan agreed on has leaked from the palace, but Admiral Bluba-boo was reported as being aboard the TNU COFFEEGROUNDS as it sailed at flank speed for the MTO. Will there be a war between Italy and Turkey, or will the Italian president agree to recent surrender proposals? Stay tuned.

PLAYER ADDRESSES, 1980 IC

Sharon Poppe, 324 Penwyllt Ct., Exton, PA 19341.
 Charles Byrne, 3712 Lockwood Lane, Annandale, VA 22003.
 Rick Young, 1789 Kirkway, Lapeer, Mich., 48446.
 Darryl Phillips, 623 Weeks Ave., Superior, Wis, 54880.
 Dan Wilson, 268955, B-2-3-11, Wynne Unit, Huntsville, TX 77340.

Letters

Not too much this month. Thank God, as space is at a premium. (There will be lots of space in future, as I plan to stick to 16-20 pages from now on)

Typical of the responses to the mail strike, is Dan Wilson's: "I sure am glad that the postal strike is finally over. I've been very unhappy for the past few months because SNAFU! hasn't been coming. All is well now!" And, from Dave Carter, "Everything back to normal yet Ron? SNAFU! was the first zine that I received that involved games although I did get a EUROPA EXPRESS and ENVOY. Even before the strike I was not in favour of a vacation from Dip so I was not very grateful at all to the CPO. Now I hear the rates will be going up very shortly."

I've heard the rumours too about that. I've heard Canadian postal rates, for a one ounce, first class letter, will be either 30¢ or 35¢! I promised last spring not to raise my prices for a year and will stick to that, but expect a hefty rise in subscription prices next April, especially if that comes to pass. The first zine I received after the strike was BRUTUS BULLETIN. I should have expected that. BB's just keep coming and coming. Michalski must have a great job to have that much free time. Everything is still not normal post-wise. I haven't heard from some zines at all since the strike was over. Trust Dan can now sleep nights, knowing the Canadian postal workers have a two-year contract.

A lot of people were surprised last month to discover that they were now a part of the SNAFU! family. Here's Jan Jensen: "It was a pleasure receiving my first taste of SNAFU! If #12 is typical of your stuff, then you have a good magazine going there. And it may have saved my interest in Diplomacy. Although INFIDEL was, in my opinion, an excellent 'zine, it was too often delayed resulting in a gradual deterioration of interest in the game. It seems that my favourite 'zines just die off suddenly, no warning, such as INFIDEL, ARRAKIS, and ELECTRA GLIDE BLUE did. Good thing that there are always excellent replacements."

People who say nice things about SNAFU! are always welcome to express their views here. Actually, I'm glad to be able to help out and was pleased with the response from players to my takeover. Despite my bitchy tone in some game reports, the transition has gone fairly smoothly because of the willingness of the new guys to standby for other Russon games. There were suprisingly few NMRs when you consider that some of these games are now in their third zine with their fourth GM. Enough is enough! You're here to stay. I'm an old man with a sense of responsibility. When I fold (well, who knows what my situation will be five years down the road?), I will continue to GM the games I'm responsible for until they finish (unless, of course, I run into John Michalski in an alley and he blows me away with his sawed-off bazooka). I'm pleased to have players now from every province, except Prince Edward Island (which always seems to be the exception) and hope they'll add their own flavours to the zine.

Many people were in favour of NMR insurance. Dave Carter was the only dissenter (but then, people in Ontario never see eye-to-eye with Québec even when Québec is right). He wrote: "I don't have it and I don't want it. I still think that the game is postal Diplomacy and the phone should be saved for special occasions. It is really quite easy to avoid NMR'ing and by having NMR insurance I think that the onus shifts to the GM."

NMR Insurance is for special occasions. If someone abused it (if I had to call every month), I'd lay down the law. But this month I received an

excellent example of how it can work. Rick Young, who has been very dependable, mailed his orders in good time. They arrived two weeks later in a plastic bag, having been chewed by a hungry postal machine. What if I couldn't read them? Or if they hadn't arrived at all? Should he lose a season because of something beyond his control?

On the subject of American versus Canadian cities, Bill Young writes: "Unfortunately you are entirely right in your preference for Canadian cities vs USA cities. Both Montréal and Québec have a clean, charming appeal that one can't come close to finding in any American city. Probably the most charming USA city is Madison, Wisconsin, with its mid-city lakes. But it's not only the cities: even in the countryside, the litter and squalor of the USA embarrasses me." And from Gary Coughlan: "I was unaware that you could walk Canadian cities safely in the middle of the night. I wonder why the difference."

I think the difference boils down to the difference in values. Canada is very deeply influenced by the British, with their reserved attitude and concept of fair-play. I, and I'm sure many Canadians share this, am completely baffled by the American attitude that citizens have the right to carry guns and businesses have the right to poison our air, soil, rivers, and rain. Human rights don't seem to count for much. Anyhow, meet a punk in the States and he's probably got a gun; meet one here and you can scare him away with an authoritative voice. Guns just haven't permeated our society, nor has the attitude that a gun is macho. It's not all sweetness and roses, but I've lived in the worst slums of both Toronto and Montréal and never had any cause to worry for my safety. I'm sure there are many beautiful cities in the USA; Denver, Salt Lake City, and Portland, Or. immediately spring to mind. On the other hand, it's hard to tell the difference between Hamilton, Ontario, and Buffalo, NY, except that one's bigger than the other. Anyhow, I hope I never have to live in a city again. I'm looking out the window as I write and can see nothing but trees as far as the horizon. The only prowlers around here are skunks and raccoons--and they're a lot smarter and nicer than some people I've met.

And, finally, something in the "and-you-thought-you-had-problems" department. For the past six months or so, players, publishers, and statisticians have been confusing me with the other Ron Brown. He writes: "Would you believe that I, too, teach English? It's really amazing the number of things we seem to have in common! On the name situation, my parents have caused me many problems. My father's name is James Clifford and my mom wanted to name me James Ronald. Since my dad was being called Jim, they always used my middle name."

I think I had mentioned to Ron that his first name is my middle name. In fact, I was called "Jim" until the age of 14 when I took off on my own and decided I couldn't face any more forms which asked for "First name and middle initial." So, I started using my first name, though my family still insists on "Jim." In issue #38-39 Ron published a picture of himself. Whew! Big sigh of relief! For a moment there I was afraid he was going to really be a clone. Now, he better not have a wife named Ann! (I split that infinitive on purpose in the last sentence. No self-respecting English teacher would do that, right?)

And, from Sharon Poppe: "I enjoy your history on the various countries. The one on Holland was particularly interesting since I have a bastard relative from the House of Orange. My understanding is that he was given a piece of

Battle Stations

Bad Guys: The following have dropped out of games in SNAFU! without resigning and so may no longer play here. Other publishers are advised to be wary of accepting them in other games.

Joe Marshall, Mike Morris, Mike Carroll, Al Rodriguez, Dave Weatherhead, Victor Melluci, Bill Plante, Barry Hickey.

Good Guys: The following players have played out their positions in their first game here and so are excused from paying game fees for subsequent games:

Pete Gaughan and Charles Letcher.

The following have played at least two game years without an NMR and so are entitled to enter further games at half the given game fee:

Sharon Poppe, Charles Byrne, Rick Young, Dan Wilson (add players in 1984 W next issue).

NMR Insurance: Sharon and Bruce Poppe, Charles Letcher (I will need your telephone number, Charles, when you sign up for another game), Errol Platt, Rick Young, Garvin Boyle, Charles Byrne.

If you want NMR insurance, just send me your telephone number and I will call you collect if I don't have your orders on the deadline.

Subs About to Expire: Check your address label. The small number in the lower right tells you when your sub expires. If it's a Boardman number, your sub is good to the end of that game. Everyone is okay for now, except players in O-2, O-3, O-4, O-5, unless they've sent me sub money. Clive Tonge promised to send me the balance of your subs to INFIDEL, but we have to face the fact that that may not happen. This thing is expensive to produce and adding these games has added about \$50.00 a month to production costs, so please take out subscriptions and I'll make adjustments if Clive ever comes through. If Clive owes you a considerable amount, perhaps you could consider Small Claims Court, if your state or province has a good system. Just because this is a hobby does not excuse one from liabilities.

Standbys: Following these names are the classes of games they've agreed to fill in for. M = Mensan games (set up by the SIG); N = North Games (regular games begun in SNAFU!); O = Orphaned games; V = Variant games.

Dave Carter (O); Blair Cusack (N,O); Pete Gaughan (M, N, O, V); Mike Mazzer (M); George Mills (N,O); Steve Hutton (M,N,O); John Davies (N,O); Claude Gautron (O); Lori Jensen (O); Jan Jensen (O); Tom Swider (V).

Waiting for a Game Start: Regular Diplomacy: George Mills, Blair Cusack, Lori Jensen, Pete Gaughan, Nelson Millar.

SCOTICE SCRIPT1: Pete Gaughan, Steve Hutton (?), George Mills.

Also available: CONQUEST OF THE NEW WORLD; any variant players are interested in playing as long as I can understand the rules.

For Mensan games, apply to Glenn Overby, Chairman Dip SIG, 23096 Tawas, Hazel Park, MI 48030. #16 should be open by now.

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LETTERS CONTINUED

land in this country during its infancy. In Spirit, I donate \$1,000 to join the house owner club. Hope it helps." Thanks, I enjoy doing them, as I'm learning and starting to get enthralled by history. The \$1,000's banked.

Quiz

Last month I asked what the following have in common: Lorne Greene, Monty Hall, William Shatner, Mary Pickford, Doug Henning, Neil Young, Alan Hamel, Fred Davis, and Pierre Trudeau?

Dave Carter was the only one who got it. Answer: they are all Canadians. He writes, "Add Paul Anka, Robert Benchley, Lloyd Bochner, Raymond Burr, Rod Cameron, John Colicos, Yvonne De Carlo, Marie Dressler, Glen Ford, Margot Kidder, Leslie Nielson, Fay Wray, Austin Willis, John Vernon, Walter Pigeon. The catch is "Trudeau" since snakes are not born they... Ah, what's the use!! I might as well face it for another 2 years."

Actually, I threw in Trudeau so one couldn't claim they were all in the arts, which is also true. I thought the kicker was Fred Davis, the host of "Front Page Challenge," a Canadian quiz-interview show which has been running since 1957 and still going strong. There is another Canadian Fred Davis: the Toronto Star photographer who had exclusive rights to photograph the Dionne Quintuplets. Both Dave and I over-looked the greatest of the lot: the man from New Brunswick who moved to Hollywood and defined America for itself: Louis B. Mayer.

This month, and let's get more responses this time: a two-parter. A) What did Emperor William II of Germany have in common with Tsarina Alexandra of Russia? B) What did Emperor Francis-Joseph of Austria have in common with Maximillian, Emperor of Mexico?

Stats

EVERYTHING #49 reported the results of 28 game finishes as of July. This time there was only one concession (to Austria, with 16 centres in 1909); the rest are rule book wins or draws. Austria still appears to be the most volatile power, with a respectable win and draw record, but with the most opening game eliminations. Italy had a much poorer showing than earlier in the year, managing to be part of only one two-way draw (with Austria). The high number of times Turkey was eliminated in the opening game appears unusual.

Wins: Germany 5, Austria 4, France 2, Russia 2, England one, Turkey one, and Italy none at all.

Eliminated by 1905: Austria 9 (including twice by 1903!), Turkey 6, Russia 6, England 3, Germany 3, Italy 3, and France 2.

Parting Shot

Whew! Never thought we'd get this one together! 'Tis done, 'tis done! I extended next deadlines by a week, as the regular time would have put us in the midst of Thanksgiving Week (Canadian, that is) when relatives come to see the brilliant colours of fall--and us. Besides, you're getting this a few days late as I can't buy postage stamps until the 17th when I get paid an absurd amount of money just for talking with kids all day. Glad I don't have to work for a living. Coming up, besides Thanksgiving, is the World Series. The Montréal Expos are going to win it yet! If not this year, then next. Jewish New Year is around now, so best wishes. It's also time to check the anti-freeze and check out the winter tires. It's the only life we've got, so enjoy it!

Ron