



Opening Shot

MERRY CHRISTMAS! HAPPY HANUKKAH! ET BONNE ANNEE!

Seems Ann and I have started a trend. Both Steve Colombo and John Davies are new fathers. Congratulations to both of you. We wish the wee ones and wives the best. And thanks to all the well-wishers who have sent us notes. Even if your letter is not on the letter page or we don't return a personal note in thanks, we still appreciate the kindness.

Now, why is SNAFU! so small? Did it get caught out in the rain and shrink? Did we set the drier at the wrong setting? Is this a case of the incredibly shrinking zine? (Maybe someone ought to make a movie...?) Nothing so exotic, I'm

THIS MONTH WE HAVE...

The Games	pages 2 - 10
History: Spain	page 11
Rules: #1 continues	page 11
Hobby News	page 12
Other Zines	page 13
Letters: Lots!	pages 16 - 22
Quiz: Try again!	page 22
Battle Stations	page 23
Stats: Year Review	page 24
Parting Shot	page 24

STANDBYS REQUESTED:

Bob Olsen: 1981 W	(page 3)
Steve Hutton: 1979 AE	(page 6)
George Mills: 1979 AE	(page 6)
Mark Keller: 1980 HM	(page 9)

afraid. It's just plain old economics. Though we managed to get photo-copying costs down from 6¢ per face to 4¢, the last two issues still cost a small fortune to produce and mail (over \$100. each). Also, last issue was mailed late because of the photo-copying time involved. Ann had to stay late at work four nights running to get it done. I thought issue #13-14 was a fluke, which is why I double-numbered it (to recover part of the cost), but #15 stubbornly stayed at 22 pages despite my best efforts to cut it

back to "normal" size. #13-14 wasn't bad to produce, as I had most of the summer (thanks to the Canadian postal workers), but #15 turned into a bit of a nightmare, with me at home doing pasteup while Ann photocopied--and that's no way for a pregnant lady to spend her time. And there was the cost....

So, reducing means halving photocopy time and cost, as well as a saving in postage costs (though that will be eaten up by the new rates due in January). Note the new subscription prices, which are more in line with the real costs. (They apply to new subs on January 1st, but you can renew or extend

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

SNAFU! is published by Ronald James Brown, RR#1, Low, Québec JOX 2C0. Telephone: 819: 422-3215 (10 am - 10 pm).

Subscriptions: \$8.00 for ten issues in US or CDN funds.
Game fees: \$4.00 for regular games; \$5.00 for variants.

1980 IC - Mensa 12

WINTER, 1905: ENG: B A Edi; GER: B A Ber; ITA: D F Adr.

SPRING, 1906: GERMANS ANNIHILATED IN BOHEMIA AS BATTLES RAGE ACROSS CENTRAL EUROPE!

AUS (Sharon Poppe): A Tyr* § & A Vie* S TUR A Gal - Boh;
A War* - Sil; A Bud* - Gal; F Alb - Ion*; A Tri* S
A Tyr.

ENG (Charles Byrne): A Edi* H; F Spa (sc)* S F MAO - Por*;
F NAO - MAO*; F Nwg - NAO*; F Bar - Nwg*; F Nwy -
Nth*; A StP* - Mos.

GER (Rick Young): F Bot* S & F Bal* C A Ber - Lvn*; A Pru*
- War; A Sil* - Gal; A Boh - Vie /A/; A Mun* - Tyr;
A Mar* S ENG F Spa (sc); A Gas* S A Mar.

ITA (Darryl Phillips): A Ven* S AUS A Tyr; A Pie* H; A Rom
- Tus*.

TUR (Dan Wilson): A Gal - Boh*; A Mos* § A Ukr* - War;
A Arm - Sev*; F Ion - Tun*; F WMed - Naf*; F Lyo* S
F Tyr - WMed*.

FALL, 1906 due SATURDAY, 16 JANUARY, 1982.

PRESS

Canterbury to Christian Powers: You all have a nice Thanksgiving, and let's carve up that Turkey.

Roma: Based on the current good international relations, Prime Minister Phillips announced plans to open Pizza Huts in Vienna and Constantinople. Austria-Hungary and Turkey are invited to open similar ventures in Rome.

Crete (Turkey), UPI: A new tri-nation alliance has been announced at the Palace de National in Crete. The rulers of Austria, Italy, and Turkey have signed agreements of mutual support in the current conflict in Europe. A Supreme Military Council will be appointed to coordinate the movements of the three nations' military forces.

111112222233334444555556666777778888999900000.

OPENING SHOT, CONTINUED

an existing sub at 50¢ per issue until March 1st, after which the new rates apply.)

I also intend to freeze game starts once North 3 fills and Mensa #16 gets going. I expect there will be no regular game openings until at least September, 1982. I will offer a variant though, as I find the change in adjudication refreshing.

Other changes to save my sanity will be that from now on all non-game material will be "locked in" a week before the game deadlines. Most articles won't be affected, but letters, hobby news, and zine plugs will be "dead" a week early. This is so I can get that out of the way and save myself for the game adjudications. If something important comes up, I can slip it in with the Opening or Parting Shots, which are al-

1981 W - North 1

FALL, 1903: BRITISH BAG BREST: ITALY & AUSTRIA IN TOE-
TO-TOE SLUGFEST: RUSSIA ROLLS ALONG!

AUS (Michael Granatstein): F Aeg* S A Bul - Gre*; A Sil -
Mun*; A Vie - Tyr /d/ (R: Bud, Gal, Boh, OTB).

ENG (Errol Platt): F Eng* S F MAO - Bre*; F Iri - MAO*;
F Bel* - Pic; A Hol S F Nth* - Bel.

FRA (Bruce Poppe): F Spa (sc) - Por*; F Bre § A Pic* (F
Bre /d/, R: Gas, OTB); A Pic S A Bur* - Bel; A Pie -
Mar*.

ITA (Bill Young): A Mun § AUS A Sil (NSO) /d/ (R: Tyr,
Boh, Ruh, OTB); A Tri* S A Tyr - Vie*; F Tyr - WMed*;
F Adr - Ion*; F Gre § TUR A Con - Bul (NSO) /d/ (R:
Alb, OTB).

RUS (Garvin Boyle): F Rum* S TUR F Bla - Bul; A Sev* S
F Rum; A Mos* S A Sev; A Ber* S AUS A Sil - Mun;
A War* S A Pru - Sil*; A Lvn - Pru*; F Kie* H.

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

SUPPLY CENTRE CHART: WINTER, 1903

AUS (5-4, even because of /A/): Budapest, ~~Triest~~, ~~Vienna~~,
Serbia, ~~Bulgaria~~, GREECE, MUNICH.

ENG (6-7, build one): home, Norway, ~~Kiel~~, Belgium, BREST,
HOLLAND.

FRA (5-4, disband one): ~~Brest~~, Paris, Marseilles, Spain,
Portugal.

GER (1-0, out).

ITA (6-6, even): home, Tunis, ~~Munich~~, ~~Greece~~, VIENNA,
TRIEST.

RUS (8-9, build one): home, Rumania, Sweden, Denmark,
Berlin, KIEL.

TUR (3-4, build one): home, BULGARIA.

AUTUMN RETREATS and WINTER, 1903 ONLY due SAT., 16 JANUARY.

NOTES: Michael Granatstein has resigned his position as
the Austrian player, effective with this season's orders.
Accordingly, I am asking Bob Olsen, 6818 Winterberry Ct.,
Wichita, KS 67226 to take over from Mike. Because of this
change, and because of the many retreats due, I decided to
separate the Winter and Spring moves. I'd like to thank
Mike for resigning with a final set of orders as that makes
the transfer much easier on everyone.

PLAYER ADDRESSES, 1981 W

Errol Platt, 3270 Havenwood Dr., Mississauga, Ont. L4X 2M1
Bruce Poppe, 324 Penwyllt Ct., Exton, PA 19341
Bill Young, 618 Indian Rd., Clearfield, PA 16830
Garvin Boyle, #6, 1432 Coldrey Ave., Ottawa, Ontario
Steve Hutton, 2001 Bonnymede Dr., #14, Mississauga, Ont.
L5J 4H8.

North 2

SPRING, 1901: ITALY INVADES AUSTRIA; RUSSIA DISAGREES WITH BOTH ITS SOUTHERN NEIGHBOURS; ENGLAND HEADS NORTH, FRANCE TOWARDS GERMANY, GERMANY DEFENDS!

AUS (Nelson Millar): A Vie* - Gal; A Bud - Ser*; F Tri - Alb*.

ENG (Lori Jensen): F Edi - Nwg*; F Lon - Nth*; A Lvp - Edi*.

FRA (Jack Jung): F Bre - MAO*; A Mar* S A Par - Bur*.

GER (Blair Cusack): F Kie - Den*; A Mun - Ruh*; A Ber - Mun*.

ITA (Dan Wilson): A Ven - Tri*; A Rom - Nap*; F Nap - Ion*.

RUS (Pete Gaughan): F StP (sc) - Bot*; F Sev* - Bla;
A War* - Gal; A Mos - Ukr*.

TUR (George Mills): A Con - Bul*; A Smy - Arm*; F Ank* - Bla.

FALL, 1901 due SATURDAY, 16 JANUARY, 1982.

NOTES: Blair Cusack has moved to: 656 Josselyn Ct., Kelowna, BC V1X 5Y9. Please correct Lori Jensen's address to: 115 Albro Lake Rd. #3, Dartmouth, NS B3A 3Y7. I inadvertently gave her city as Halifax last month. Sorry 'bout that Lori. I'd like to point out that the day before the deadline I had orders on file for only two players. How you managed to squeak in on the deadline is beyond me. Either you've too much faith in the post office, or I didn't give you long enough for pre-game negotiations. I was tempted to give you longer, but that would have taken us into the Christmas mail snafu. Hope all will be okay now.

111112222233334444555556666777778888999900000

OPENING SHOT, CONTINUED

ways the last items written up after everything else is wasted. (That's why they always "fit" the available space.)

One thing subscribers and players can do to make things easier for me is to put orders for each game on separate sheets of paper. Also, please try to keep your notes which require answers or which may be published on separate pages. Some of you already do this, and I appreciate it. It makes filing much easier and I'm less likely to overlook items that way. Thanks.

Re. money. I don't differentiate between American and Canadian money in fees. It costs more to mail to the USA so it works out fairly even. I prefer that Americans pay with US money and Canadians with Canadian money, though if you're a real tightwad I'm not going to argue. I've no problems cashing US cheques, money orders, or exchanging dollars. I can even use US stamps from time to time. But please don't send cash through the mail--that just encourages mail thefts.

I don't know yet how this issue will look once it's shrunk, but I hope it will still be easy to read. It's going to 74% reduction, which should make the type about the same as Elite (I'm starting with Pica). Enjoy. See you again on the back page. (Ann just told me my space is up.)

1979 HA - Orphan 1

SUMMER, 1908: GER: A Ruh R Hol.

FALL, 1908: GERMANY DEVESTATED AS ANTI-FRENCH COALITION PREPARES THE NEXT LINE OF DEFENCE!

AUS (Nelson Millar): A Tri - Tyr*; A Bud* - Tri; A Rum - Gal*; F Gre - Aeg /d/ (R: Alb, OTB); A Bul* S RUS F Bla - Con.

ENG (Dave Carter): F Hel* S FRE A Bel - Hol.

FRA (Tom Swider): F Adr* S ITA A Ven - Tri; F Ion - Gre*; F Nth - Nwg*; F Lon - Nth*; A Pie* - Tyr; A Bel - Hol*; A Kie § & A Ruh* S & A Bur* S A Tyr - Mun* (A Kie /A/).

GER (Bern Sampson): A Den* S & A Mun § A Hol - Kie* (A Mun /d/, R: Sil, OTB); A Swe § A Den (A Swe /A/); A Sil - Ber*.

ITA (Dan Wilson): A Ven* - Tri; F Aeg* S FRE F Ion - Gre; A Smy* H; F EMed - Ion*.

RUS (George Mills): A Arm* - Smy; F Bla* - Con; A Ser* S AUS A Bud - Tri; A Boh* & A Vie* S AUS A Tri - Tyr; F Nwg* S A Fin - Swe*.

TUR (François Guerrier): A Con* § A Ank*; A Ank S A Con.

SUPPLY CENTRE CHART: WINTER, 1908

AUS (5-4, disband one): Triest, Bulgaria, ~~Stéeée~~, Budapest, Rumania.

ENG (1-1, even): Edinburgh.

FRA (10-12, build 3, as one short): home, Spain, Portugal, Liverpool, London, Belgium, Tunis, Holland, MUNICH, GREECE.

GER (5-3, disband one, because one /A/): Berlin, Kiel, ~~Munich~~, Denmark, ~~Sweden~~.

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

RUS (7-8, build one): home, Norway, Serbia, Vienna, SWEDEN.

TUR (2-2, even): Constantinople, Ankara.

AUTUMN RETREATS, WINTER, 1908 and SPRING, 1909 due 16 JAN.

NOTES: François Guerrier has resigned effective this season. I would like to thank him for taking over this position and then resigning with a final set of orders. I am not calling for a standby for Turkey and so it will be in Civil Disorder. There aren't many retreats and builds, so I don't see a need for separate seasons, but will accede to a request by two or more players. I assume when orders are revised that the original press releases no longer apply unless you tell me otherwise.

PRESS

Russia to his ally: Hebrews 11:1.

1979 AE - Orphan 2

FALL, 1905: ITALY CAUGHT IN THREE-WAY SQUEEZE; SULTAN SEEKING NORTH POLE AND NEW WORLD; FRANCE & AUSTRIA GROWING WHILE RUSSIA HANGS IN THERE!

AUS (Dan MacLellan): A Tri* S & A Abu* S & F Adr* S A Tyr - Ven*;
A Gal* S A Vie* - Boh.

ENG (Bob Acheson): NMR! F Nwg*; F Nth*; F Ska*; A Fin*;
A StP /d/ (R: Nwy, OTB).

FRA (John Davies): A Hol* S A Ruh - Kie*; A Mar ~~S~~ & F Eng* C
& F MAO* C A Pic - Spa* (A Mar /d/, R: Bur, Gas, OTB).

GER (Ron Kelly): A Kie S A Mun (NSU, NSO); A Boh* ~~S~~ A Mun - Tyr*;
A Sil* S A Boh; F Kie U /d/ (R: Ber, Bal, Den, Hel, OTB).

ITA (Kathy Lynch): F Tun - Tyr /d/ (R: WMed, Naf, OTB);
A Pie* S A Spa - Mar*; A Rom - Nap*; A Ven - Rom*.

RUS (Jan Jensen): F Swe* H.

TUR (Dave Carter): F Tyr* S F Ion - Tun*; F Aeg* S F EMed - Ion*;
A Mos* S A Iyn - StP*; A War* S AUS A Gal.

SUPPLY CENTRE CHART; WINTER, 1905

AUS (6-7, build one): home, Serbia, Greece, Rumania, VENICE.

ENG (5-4, disband one): home, Norway, ~~StP/Petersburg~~.

FRA (6-7, build one): Paris, Brest, Portugal, Belgium, Holland, ~~Marseilles~~, SPAIN, KIEL.

GER (4-3, disband one): ~~Kiel~~, Berlin, Munich, Denmark.

ITA (5-3, disband two): ~~Rome~~, Rome, Naples, ~~Spain~~, ~~Spain~~, MARSEILLES.

RUS (1-1, even): Sweden.

TUR (7-9, build two): home, Bulgaria, Sevastopol, Warsaw, Moscow, ST. PETERSBURG, TUNIS.

AUTHIAN RETREATS & WINTER, 1905 ONLY due: SAT., 16 JANUARY.

NOTES: Standby for England is Steve Hutton, 2001 Bonnymede Dr., #14, Mississauga, Ontario L5J 4H8. If Bob renews his sub and submits orders, they will be used; otherwise, Steve will be taking over. I am also asking George Mills, 1923 Westminster Ave., Windsor, Ont., N8T 1X5 to submit orders for Germany, as Ron Kelly's sub expired at issue #14. So, Ron will not receive this issue until I get some \$\$ from him. Because of these changes, I decided it would be better for the game to separate the Winter and Spring seasons.

PRESS

Turkey - England: What's this A StP - LIV business? Lucky for me that I set up a "defensive" line!

1978 0 - Orphan 3

SUMMER, 1907: GER: F Kie R Hel.

FALL, 1907: THREE-WAY BATTLE OR THREE-WAY PEACE???

AUS (CD): A Ser/A/.

ENG (Dan MacLellan): F Nwg* S & F Nth* C A Lon - Nwy*; F Eng* H; F WMed* S F Spa (sc) - Lyo*; F Mar* - Pie; A Den* - Swe; A Hol* S A Kie*; A Bur* - Mun.

GER (Bern Sampson): F Swe* & A Nwy (A Nwy /d/, R: Fin, OTB), F Hel* S A Mun* - Kie; A Sil - Ber*; A Bud* S A Tyr - Tri*; A Pie* H; A Mos - StP*; A War - Mos*.

ITA (CD): F Tri /A/, A Tus*; F Ven*.

TUR (Wayne Norton): F Tyr - Tun*; F Nap - Rom*; F Aeg - Ion*; F Rum* H; A Sev* H; A Gre* S A Bul - Ser*.

SUPPLY CENTRE CHART: WINTER, 1907

AUS (1-0, out): ~~ΣΕΡΒΙΑ~~.

ENG (11-13, build 2): home, Brest, Spain, Portugal, Paris, Belgium, Holland, Marseilles, KIEL, NORWAY.

GER (10-9, disband one): Berlin, Munich, ~~KIEL~~, Sweden, Warsaw, St. Petersburg, Vienna, ~~Norway~~, Budapest, Moscow, TRIEST.

ITA (4-1, disband one because of /A/'s): Venice, ~~Rome~~, ~~TANIA~~, ~~TRIEST~~. (GM disbands A Tuscany).

RUS (1-0, out): ~~ROMANIA~~.

TUR (7-11, build 4): home, Bulgaria, Greece, Sevastopol, Naples, RUMANIA, SERBIA, TUNIS, ROME.

AUTUMN RETREAT, WINTER, 1907 and SPRING, 1908 due 16 JANUARY.

NOTES: There is a proposal for a three-way draw, involving England, Germany, and Turkey. Please vote with your next set of orders. (It will take unanimous consent for this to pass.) As this is the first vote, no vote received will count as "No" to the proposal.

I also received a letter, after the letter section was typed up, arguing against House Rule #36. The writer used this game as an example of a case where a power should not have been placed in CD (specifically Italy when it had four centres). I won't comment on it here, but I invite response from the players in this game commenting on the situation as it affected this game. Should Italy have been placed in CD or not (in other words, should House Rule #36 be changed)?

PRESS

Istanbul to London: Always glad to listen to any offers of peace and mutual co-operation.

Germany to England & Turkey: How about a three-way draw?

1980 AM - Orphan 4

SUMMER, 1903: AUS: A Tri R Bud; TUR: F Bla R Ank.

FALL, 1903: ITALY GAINS TRIEST; ENGLAND INTO DENMARK!

AUS (Alain Martine): A Ser* S & A Vie* S A Bud* - Tri;
F Gre - Ion*.

ENG (Jan Jensen): F Nwy* S A Fin - StP*; F Ska* S & F Swe* S
& F Nth* C A Yor - Den*.

FRA (Pete Gaughan): A Pie - Tyr*; F WMed* H; A Par* - Bur;
A Pic S A Bur* - Bel.

GER (Claude Gautron): A Kie* S A Den /A/; A Mun* H; A Hol* S
A Ruh* - Bel; F Bel - Eng*.

ITA (Bob Albrecht): F Adr* S & A Ven* S A Tri*; F Tun* - WMed.

RUS (Dave Carter): A Mos* - StP; F Bla* & A Ukr* - Rum;
F Sev* S F Bla.

TUR (Kathy Lynch): F Arm* S F Ank* - Bla; A Bul* - Rum;
A Con* - Bul.

SUPPLY CENTRE CHART: WINTER, 1903

AUS (5-4, disband one): ~~Triest~~, Budapest, Vienna, Serbia, Greece.

ENG (6-7, build one): home, Norway, Sweden, St. Petersburg, DENMARK.

GER (6-5, even because of /A/): home, Holland, Belgium, ~~Danmark~~.

ITA (4-5, build one): home, Tunis, TRIEST.

RUS (4-4, even): Warsaw, Moscow, Sevastopol, Rumania.

TUR (4-4, even): home, Bulgaria.

WINTER, 1903 and SPRING, 1904 due SATURDAY, 16 JANUARY, '82.

NOTES: A player in this game submitted orders conditional on another player's NMR. Sorry, can't accept 'em. Orders can never be conditional on what other players are, or are not, doing during the season in question. Now, I suggest we all turn to page 3 of our Rule Books and read the section titled "Provinces Having Two Coasts." Mark Keller pointed out that the Russian order (in Spring, 02): F Rum S AUS F Gre - Bul (sc) IS legal. Darn good thing the order failed in any case. In penance for my dumbness, I have forced myself to read that section of the rules ten times every night for a week. Thanks Mark. Re. Dave Carter's press release below: I too could make all kinds of extravagant promises if I never intended to fulfil them. If a pubber is too generous, he may have to fold simply because he can no longer afford to meet his promises.

1980 HM - Orphan 5

SPRING, 1903: FRANCE RUNNING INTO PROBLEMS WHILE RUSSIA'S AND TURKEY'S DIFFERENCES CONTINUE.

AUS (Keith Mercer): F Gre - Ion*; F Tri - Adr*; A Rom - Nap*; A Ven* - Pie; A Bud - Ser*; A Rum* S A Gal*; A Gal S A Rum; A Vie - Tri*.

ENG (John Horn): F Iri* S F NAO - MAO*; F Eng* - Bel; F Nth* - Bel; A Bel* - Pic.

FRA (John Davies): A Mar* - Pie; A Bre* - Pic; A Bur - Bel /d/ (R: Par, Gas, OTB); F MAO C A Por* - Naf (F MAO /d/ (R: Gas, WMed, Naf, OTB)).

GER (Claude Gautron): A Gas - Spa*; A Ruh* S A Mun - Bur*; F Kie* H.

ITA (CD): A Apu*.

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

TUR (Lori Jensen): F Ank* - Arm; F Bla* S F Ank (NSO); A Smy - Con*; A Bul* H.

SUMMER RETREATS and FALL, 1903 due SATURDAY, 16 JANUARY, 82.

NOTES: An order for support must indicate exactly what the support is for. If one writes: "A Ber S A Kie" it is assumed the army in Kiel is holding. If support is for a movement, it must indicate from where and to where the movement occurs. Keith Mercer's sub expired with issue #14 and so he will not be receiving this issue until he sends me some money. Will Mark Keller, 9536 Shumway Dr., Orangeville, CA 95662 please submit standby orders for Austria? Thanks, Mark.

PRESS

London - Berlin: The French can't help but fall this year.

111112222233334444555556666777778888999900000

1979 HA CONTINUED

Germany - World (What's left of it): Let's all play stop the leader. I'd rather be remembered as having fought Liar Swider to the end, than to be remembered as being one of Tom's Toadies.

Tom Terrific to Sincere Sampson: He may be a toady, but a smart one.

Germany - Tom's Toadies: You should try making your own moves for a change, it's really a lot of fun. But then, how would you know? When you get in a game, your first letter to your neighbor probably reads, "Hurry up and stab me so that I can puppet for you." An interesting approach, but I prefer to fight someone who stabs me.

Thrillville (France): My my my! Look at this! Austria and Russia finally got their act together. Could mean trouble,

1981 Qwc02 - Variant 1 (Conquest of the New World II)

"I calculate landfall at Cathay at any hour. But the men fear we have sailed too far south and missed Asia altogether."

(From the log of Christopher Columbus, 10 October, 1492)

1590 (Spring)

ENGLAND (Fred Davis): A Atl boards F Atl; A/F Atl - Bermuda; A Atl boards F Atl; A/F Atl - Bahama Sea.

FRANCE (George Mills): A Atl boards F Atl; A/F Atl - St. Lawrence Sea; A Atl boards F Atl; A/F Atl - Northern Seas.

INDIANS (Chip Charnley): A Mexico - Pueblo; A Peru - Cartagena.

PORTUGAL (Steve Hutton): A Atl boards F Atl; A/F Atl - Shelf; A Atl boards F Atl; A/F Atl - Falkland Sea.

SPAIN (Dan Wilson): A Atl boards F Atl; A/F Atl - Antilles; A Atl boards F Atl; A/F Atl - Hispaniola.

1594 (Fall) due SATURDAY, 5 December, 1981.

PRESS

London: Sir Walter Raleigh announced the sending of two new expeditions to explore the Americas. Sir Walter insisted that these expeditions were purely civilian enterprises, interested in establishing tobacco plantations in the New World. However, the Queen's Surgeon General was overheard warning Raleigh that "the establishment of tobacco plantations could be hazardous to his health."

NOTES: I have orders for 1594 on hand from everyone now, but will wait until the above deadline in case anyone sends in revised orders. In future we will be in step with SNAFU! 1596 (Autumn), if necessary, 1598 (Winter), and 1600 (Spring) will be due Saturday, 16 January, 1982--unless, of course, there is an obvious need, or a request by two players, to separate the seasons.

111112222233334444555556666777778888999900000

1979 HA CONTINUED

But I really doubt it. I hope you guys didn't really think I'd stab my ally, did you? It looks like Dan will get his wish in becoming the second strongest power on the board. Let him start off by taking Triest....

French Connection to Russian Tsar: But what will you do about the Serbian mixup? If you guys ever do push me back, you're going to have one heck of a fight for first!

Thriftville (France): At least my victory will be a well-earned one. This should be interesting regardless. Ron, what do you think my chances are?

Sincere Sampson - Liar Swider: Nuts.

History

SPAIN

Humans have inhabited Spain since at least 500,000 BC. Throughout its history, Spain has been inhabited by many different groups, mainly from North Africa and Western Europe. The Greeks, Phoenicians, and Carthaginians founded colonies in Spain and Rome conquered it. St. Paul possibly visited Spain between 63 and 67 AD, but this is unclear because of the confusion between history and legend.

After the fall of Rome, Spain was razed by the Vandals. The Goths established a kingdom between the 5th and 8th centuries, then from 711 to 1492 Spain came under Arabic rule. Ferdinand and Isabella began the Hapsburg rule which lasted in Spain until a Bourbon, Philip V, was "willed" the throne in 1700. Despite huge successes in the early colonization of the New World, Spain gradually lost control of its economy through several disastrous wars and a weakening of its leadership. By 1808 Napoleon was able to demand that his brother Joseph be placed on the Spanish throne.

Nineteenth century Spain was dominated by the Carlist Wars, which were essentially a continuous state of civil war between liberals and conservatives. A republic was established in 1873 providing for freedom of religion and universal suffrage, but it suffered from a lack of strong leadership. The monarchy was restored in 1875, providing some stability. By the end of the nineteenth century Spain had lost all its overseas colonies and was relegated to the backwaters of the European economy.

Though neutral during WWI, Spain suffered crippling strikes, a sagging economy, and the strengthening of anarchist and terrorist groups. Primo de Rivera was able to overthrow the government and set himself up as dictator in 1923, until forced to resign in 1930 when the Second Republic was formed. Political tensions ran high as parties grouped about extreme right and left wing factions. Civil war, between Fascists and Communists, broke out in 1936. Three years later, with a devastated country and a million dead, General Franco established a far-right-wing dictatorship loyal to the monarchy. Contemporary Spain is gradually recovering economically and winning back human rights and freedoms.

Rules

PLAYERS AND COUNTRIES, CONTINUED

From Rule I: "Each player represents one of the Great Powers of Europe....Each is independent of the other."

Each of the Great Powers was not independent of the other prior to World War I (or at any other time, for that matter). Relations and treaties were very complex. A simplified version of the events at the beginning of WWI is: Austria-Hungary declared war on Serbia, Russia mobilized to protect Serbia, Germany invaded France (allied with Russia) as part of a move to scare Russia off, England declared war on Germany because German troops violated Belgium's neutrality. Italy was part of

the "Triple Alliance" with Germany and Austria-Hungary, but stayed out of the conflict at first, then sided with England, France, and Russia towards the end of the war. Turkey grabbed a chance to shell Sevastopol as part of its continuing hostilities with Russia. Those are only the surface events. The roots of the First World War go deep into the nineteenth century, and maybe even earlier.

Part of the appeal of Diplomacy is its attempt to recapture the complexities of European diplomacy at that time. Every "victory" for one Great Power is a threat to the other six and so one must somehow convince the other players to accept his aggressiveness (defined here as any movement of troops outward from the country of origin). But there is very little historical accuracy in the game, nor can there be. Players arrive on the European scene in 1901 with no histories. The Russian player is not still smarting from a war with Japan and the Austrian-Hungarian player is not depressed because of the assassinations of his closest heirs. The English player may decide it's quite alright to have German troops in Belgium or Russia and Germany may ally to fight Austria. But games are abstractions which don't have to be realistic to be fun.

But players do arrive in a game with some preconceptions. In a sense they can never be truly "independent of the other." Despite what some purists argue, players do base some of their decisions on earlier relations with other players. One tends to trust someone who has been trustworthy in another game. One can study the play of a player and decide to eliminate him quickly. One may decide someone will be a "weak sister" because of his long record of NMRs in the hobby. You may have pulled off a nasty stab in a game and then be facing the same player again so you watch for revenge. And so on and on. You may decide to attack someone simply because you don't trust players from California or Canada, or wherever. It can't be otherwise, as we base decisions on whatever data we have. So-called "cross-gaming", though, is something beyond the game. (I define that as making deals in one game setting conditions in another. eg., helping someone win, say, 1968 QW if he helps you win 1983 PX.) But basing decisions on events outside of the game in question is fair enough. After all, the European leaders in 1900 didn't just suddenly appear on the scene without histories and problems of their own long in the making. So, despite the rule, players cannot be "independent of the other," except in so far as they are all free to make new decisions.

Travel

ROCKY MOUNTAIN HIGH

When I was about three years old, my mother and I flew to Vancouver and then took the train back, as she got airsick on the flight out. All this is on the verges of my earliest memories, but I recall that on the train she insisted that I look out the window to see the "mountain." I didn't know what a mountain was, but it sounded pretty exciting from her tone. I dutifully looked. It was a cold, rainy, and misty day. All I can recall seeing was a large grey cloud rising from the ground, like a cone. It looked to be about the size of a

coal pile (a common sight in those dim dark days) and I couldn't see what was so impressive about that.

And now, driving west towards Denver, I saw low clouds hugging the horizon. Gradually, as I approached, I could see a widening band of blue beneath them. Slowly the realization dawned that those weren't clouds. The blue defined itself into shapes. Signs announcing the approach to Denver made a point of mentioning it was a mile above sea level. I had a picture of the city perched high on a cliff over-looking the plain. But it's not like that. Actually, it's at the bottom of a long gentle downslope, the last of the foothills, and, right behind it: boom! straight up!

I circled the city, a tense knot in my throat. The highway started a gentle upgrade that didn't end. I couldn't make out how the highway got by that solid-looking wall of rock now blocking off half of the sky. The upgrade steepened, and kept getting steeper. The city was falling away as I went up, up, curving round the shoulder of a mountain. The glory of the Rockies suddenly smashed into view. Giant after giant after giant. Every curve brought more and more of them. The road hugged the side of the mountain as my Pinto gradually began to lose power from the lack of air. But I didn't want to stop; I was mesmerized. Another and another and another!

Finally, after an hour or so, I saw a small rest area cut out of the mountain and decided to rest the car. I adjusted the carburetor while men with stationwagons full of wives and kids leaned over to see what I was doing, as they were all experiencing the same problem. When the engine was getting enough air, I leaned back against the actual slope of the mountain, looking across a deep chasm at another monster grabbing for the sky.

A short ways from where I had stopped, the road entered a tunnel. It must have been a few miles long. And I emerged, perched on the edge of a completely new world. The road nose-dived. I let the car roll freely for over ten miles. Just like those Italian movies where the road curves, curves, and recurves, a small railing standing between one and a valley that seems bottomless. I had no idea what was waiting for me. The world I knew was now cut off by that incredible wall of rock behind me.

Hobby News

First, it seems the hobby has found a ~~sucker~~ noble volunteer to take on putting together a "Slightly Blackish List." Paul Rauterberg, 4922 W. Wisconsin Ave., Milwaukee, WI 53208 will be taking that on. I don't yet know the details on how it will work, but if it's along the lines Bruce Linsey suggested, we ought to find it a valuable service for the benefit of players. People who drop out of games will be listed and participating GMs can then check it out to see if new players have a record of messing up games. There will be safeguards built in to make sure people don't get listed unfairly and a mechanism for getting your name off the list.

Re. Canadian Diplomacy sets and wooden blocks. Though I phoned Waddington's in early September and talked with a public rela-

tions rep., and followed that up with a letter, I have not yet heard back on where and how I can secure sets at wholesale prices. Neither have they answered my questions regarding the selling of the unit markers separately from the game. I will write again. However, there's been a proposal from the owner of a hobby shop in Chicago to produce metal ship and tank pieces small enough to be used on the Diplomacy board. Right now he's waiting for feedback to see if it would be worthwhile going into production. However, I didn't hear of this until after last issue was in the mail and by the time you receive this it will be too late and he'll have made his decision. They'd be expensive (25¢ each = \$28.00 for a complete set), but worth it to the serious gamer. Will let you know how it turns out. Doesn't anyone out there have a saw of some sort to cut hundreds of little blocks? It shouldn't be too difficult to produce sets if you have the machinery.

To those who asked, if you want a Canadian Diplomacy set in a hurry, send me twenty dollars and I'll pick up one next time I'm in Ottawa (which is very rare) and I'll bill you the difference after postage or return any surplus. However, I'm sure to be in a city sometime before Christmas and will get a firm price on sets then and find out the postage costs, if you'd rather wait.

Finally, don't forget DipCon'82 next July 23-25 in Baltimore. I hope to meet as many of you as possible.

Oh yeah, an update since last issue: Rod Walker will publish a "Need-a-Game" list and Robert Sacks will carry on with "Known Game Openings." Walker says he will continue with this arrangement until Sacks stops using KGO as his personal forum. Though the lists are essentially the same, "Need-a-Game" has many more zines listed. Apparently many zines have decided they'd rather be listed with Walker than with Sacks, and some are zines which Sacks had banned from KGO for one reason or another. An aside, I've picked up several new subbers through the "Need-a-Game" column in DIPLOMACY WORLD and none from Sacks' publication. Makes one wonder if it's worth the postage to send updates to Sacks.

This came in just in time to be included: Randolph Smyth has accepted François Guerrier's resignation from the post of CDO Ombudsman. Elections to fill the positions of Ombudsman and Coordinator will be held soon. Randolph indicated that he would be interested in the position of Ombudsman (a position he already holds in the NAFD). Nominations for either position should be sent to John Leeder, 121 - 19th Ave., NE, Calgary, Alta., T2E 1N6. Canadian residents in the hobby can make and accept nominations until January 15, 1982.

11111222223333444455555666677778888999900000

1980 AM CONTINUED

PRESS

Russia- GM: Only a one issue sub extension? Bill Lafosse used to give out three issues every time he made an error! I suppose that you can do that when you fold without giving refunds.

Other Zines

Wonder what's happened to Bruce Schneier's *INVASION*. The last one I received was dated 15 August, 1981. I meant to send Bruce a query with last issue, but overlooked it. Bern Sampson reported in *TORPEDO* #13 that he has been unsuccessful at getting in touch with Bruce and reports that there's no telephone listing for him. So, it looks as though *INVASION* has left the scene.

Just in: *COAT OF ARMS* by Tom Mainardi, 1403 Lawrence Rd., Havertown, PA 19083. Subs: 12/\$6. Game fees: \$3.00. The copy I received is 26 pages long, though it's composed of a mish-mash of subzines. Not only are such zines confusing and lacking cohesion, I think it's dangerous to depend on so many editors. ("Too many cooks," etc.) Some cute stuff, but I think COA might appeal more to the younger set. (There's a "Chutes and Ladders" game being carried--I thought that was the British name of "Snakes and Ladders"--and a postal Battleship game.) Spelling, grammar, and general neatness don't seem to matter much to the various editors. Each to his own....

VOICE OF DOOM by Bruce ("Brux") Linsey, 24A Quarry Dr., Albany, NY 12205. Subs: 20/\$11. is back to form with issue #54 with 46 pages of hobby news and letters. During the summer Brux was publishing weekly, and the zine suffered somewhat, but now he's back to his monthly format and all is well. Brux is one of the most controversial publishers in the hobby, as he has a way of speaking his mind, which annoys some people no end, especially when he's right. His latest battle is with Jack Masters over Masters' use of plagiarized material in *BLACK FROG*. In retaliation, Masters has launched a campaign against Brux, and has promised to give us the "real" story of the Black Hole affair (a GMing mess Brux got himself into a few years ago) and devoted issue #54 of *BLACK FROG* to a vicious personal attack on Linsey. Though I sent Masters a note encouraging him to print his material on the Black Hole in the interests of hobby history, I don't think attacks like #54 are called for. Whatever Brux did or did not do a few years ago is irrelevant, as his GMing has been above reproach since then, even if he is one of the toughest in the hobby when it comes to House Rule details. There are no game openings in *VoD*, but it's highly recommended for the reading material.

DOT HAPPY by Allen Wells, 1450 Worcester Rd., Apt. 8109, Framingham, MA 01701, Subs: 1/50¢, has just published rules for a "blind" Diplomacy variant, called *KRIEGSPLOMACY*. I mention this as a few of my readers have expressed interest in blind games. The rules were published in issue #10, and I'm sure Allen will be happy to accommodate those who would like to see the rules. I'm not sure if he intends to run a game of *KRIEGSPLOMACY* himself or not.

LORD OF HOSTS, the variant Miller Number publication, is now put out by John Leeder, 121 19th Ave., NE, Calgary, Alta. TPE 1N9. John prefers all-for-all trades with publishers who carry variant Diplomacy games. He is willing to include his major zine *RUNESTONE* in the trade, as well as *BAPOCHE*, his French-language zine (for those who want it). He asks everyone to pass on that he does not charge a fee for assigning Miller numbers.

Letters

A lot of people expressed best wishes for our developing family. This arrived from Sharon Poppe: "You and Ann don't know what you're getting into. All the years of dirty diapers and bad tonsils wore me out. I looked forward to when she got older but now that she's entering adolescence I've had second thoughts. You leave one set of problems for another. Ah well, the joys of parenthood! I wish the two of you the best." And this from Bill Young, "Congratulations to you and Ann regarding the 'good news.' My experiences would suggest that the news will be even better than you two anticipate."

Hey Bill, you mean there's going to be two of them? Ann claims she doesn't have time to be pregnant, so what are we going to do when the wee one arrives? As for me, I enjoy kids immensely in small doses. I once tried to explain how the solar system worked to a two-and-a-half year old. Everything was going a long fine until I told him the earth was like a big ball. He studied the ground seriously for a few moments then protested, "It's not round!" I guess I've got a lot to learn from kids. Meanwhile, the pregnancy is going fine. Thanks to everyone who wrote.

Robert Acheson, way up there in the North West Territories, at a locale with no postal code (the post office doesn't know where it is), was kind enough to send this note: "You asked me to relate a little about the true north. Well, other than five years in a fairly isolated mining camp and now in another one that's not quite as attractive (right now), I suppose that I could relate a little, but that'll be in future articles.

"There is one factor that I've noticed during my time spent in Port Radium, and that was that the people who worked there came from all over the country (which brings me to one of my pet peeves).

"Canada has to be the most opportunistic country to work and live in in all the world. Yet, why do we have such high unemployment and welfare? There is lots of opportunity in the North; the oil sands will be opening up again and while a lot of jobs call for skilled and technical help, there is still a demand for labour, truck drivers, more helpers.

"I believe that the government should take a good strong look at taking all men from the age of 18-35 off unemployment hand-outs and put them back to work.

"A second alternative would be to 'enlist' the unemployed in the armed forces where at least they'd have an option to pick up another trade. I believe when a hand-out is offered there's people who'll take it. And that pisses me off!

"Well, Ron, about the 'true north,' if you've watched the Great White North on SCTV, it has quite a resemblance to a 'camp' bar. It's blowing and snowing up here, but take heart, spring comes around the end of May and the ice will be off the lake sometime in July."

I wonder how our Southern California readers will react to that? Yes, the Great White North has returned to CBC! Though I always thought the setting was a bar in Maniwaki. That aside,

I share your sense of frustration. When I graduated from teachers' college there were no jobs to be had in city schools, but the rural areas were desperate. The majority of those graduating with me preferred to stay in the city and be unemployed than to seek out a bit of adventure. Though I am growing weary of my job in Maniwaki, it's an experience that has enriched me beyond measure. I had heard, though, that there's a problem in the north caused by unskilled people arriving with no means of support expecting to get rich within a week of arrival, though I imagine that sort of problem would occur more frequently in the cities than in isolated mining camps. The north isn't for everyone, though if I were 18 and unemployed, I'd certainly give it an honest effort. We've got readers in Alaska, Iceland, Venezuela, Newfoundland, and Port Hardy, BC (probably the most "isolated" of the lot). Let's hear your ideas and experiences.

From a new subber, Dennis Duncan, in Saskatoon: "Tell me, how are things in La Belle Province? We are just getting ready for the howling prairie winds."

Everything's normal here. All the provincial premiers agreed with the federal government on a plan to patriate the constitution and a Bill of Rights, except for our own beloved ~~Alberta~~ premier, René Levesque. Nothing new in that. Otherwise, after you're through with the prairie winds, they pass by here, though we don't get the benefit of the Chinooks (unfair, if you ask me). We've lots of wood in the basement and are saving up for a tank of heating oil. How about some of our readers in Alberta sending us a gallon or two for Christmas?

Gary Coughlan asked about the current Canadian constitutional battle. That's changing constantly as I write. I was going to print up the Bill of Rights that nine provincial premiers and the federal government agreed on recently, but now they're talking of changes. So, I'll leave that until they make up their minds about whether or not women are equal to men (or is that the other way 'round?) and whether or not native peoples have any special rights. It'll be nice to have freedom of religion, speech, assembly, etc., as we've never had those things in any formal way before. It also looks like a long-standing injustice in this country will be rectified, as all provinces, except Québec, have agreed that both French and English Canadians will have the right to education in their own language. Ironic, as provinces outside of Québec have traditionally denied French Canadians their right to an education in their own language while Québec was quite liberal regarding the rights of its English-speaking minority. Now the tide has reversed. Strange times!

Jack Jung asks: "I'm sure you've answered this question before, probably in a past issue of SNAFU!, but none of my Québec friends here in Ontario seem to know: where's Low?"

Underneath you? No, we did discuss where Maniwaki was in another issue, which is where I was living when I started. I'm not surprised your Québec friends don't know where Low is, as this corner of Québec has been politely ignored by the rest of the province. I suppose one could say that this area is Ottawa's playground as the whole population of Ottawa drives up the Gatineau River every weekend and disappears into the

woods. Even Trudeau has a retreat not too far from here. That answer your question? It's 35 miles north of Ottawa. We're about six miles off the main highway (if you want to call it that), on a secondary road off a secondary road. Almost all our neighbours are Irish who cleared this land about 50-70 years ago. They're mainly farmers, fiercely independant and absolutely dead opposed to the current political regime.

Windy Windblad (who asked me to pass on that he is just beginning a 10 1/2-year prison sentence, though he expects to be out sometime in late 1985 or 1986) sent this note: "As to whether or not and why Canadian cars are better in performance than their US counterparts, I offer the following: chuck all your cars. Buy motorcycles with shaft drives. In winter, add snow/ice studs to the rear tire. For the faint of heart, add training wheels. In winter these may be replaced with a set of mini-'training skis!'"

Motorcycles may be fine in Arizona in the winter, but the thought of driving one 50 miles to work in mid-January when it hits 40 below or colder is enough to make a yeti recoil in horror. You just don't mess around with a Canadian winter. Anyhow, God bless and keep you through the times ahead.

From Jack Jung: "Do you know anything about Larry Peery's an Introduction to the Strategy and Tactics of Postal Diplomacy? I saw an ad for it in Diplomacy World #28. The price seemed a bit steep, but if it's good, I might buy a copy."

Nope, never seen the book and have heard nothing about it. I can recommend The Game of Diplomacy by Richard Sharp. It provides a good overview of the entire hobby and has a chapter on the play of each country. I disagree with what Sharp has to say about some countries, but he's been involved in the hobby a lot longer than I have. At least he gives you something to react to and think about. The book is published in Great Britain, but Mark Berch (492 Naylor Pl., Alexandria VA 22304) had a supply of copies he was willing to sell. Last I heard (about a year ago), he was nearly sold out, so he may not have any left now. You could enquire by sending him a self-addressed, stamped envelope. It cost about \$12 plus postage, I believe. You could also try Supernova by Bruce Linsey, 24A Quarry Dr., Albany, NY 12205. It's free for novices (75¢ to others?). It's not a book, but is a good introduction to postal Diplomacy.

Gary Coughlan wrote to suggest I go to digest size as a way of saving money. Great minds, etc. He also says: "I really enjoyed SNAFU!'s listing of the historical figures of 1900-1920 and with the questions you ask about the royal families makes me think you are a World War I buff. Are you? I am. I really enjoy all history but that and the 1700's in Europe are my most favorite ones--Frederick the Great and Catherine, and Maria Theresa, etc."

No, I'm not really a buff of WWI. The appreciation of history is something that is slowly developing as I get older. I've got something like 2000 books here, so I may as well use them. I'm just curious about things. When Ann & I are discussing something at dinner and don't know the answer, we look it up. That's something I want to teach our kids. Don't sit there stewing in your own ignorance when the answers are on the

book shelves. Anyhow, the quiz questions aren't all historical. I usually dream them up while I'm driving to work, wondering how I can stump Dave Carter in revenge for his quizzes in SLEEPLESS KNIGHTS. His are tough and I've never been able to get more than two or three of the ten or so questions he asks every month. (He asks sci fi trivia questions, and I've read a lot of it over the past twenty years or so. I love sci fi movies and must have seen nearly everyone made, but I still can't answer his quizzes!) Speaking of which, last month's quiz involved two sci fi movies, and he missed it! Hah!

Andy Lischett wrote to ask to what extent a player in a BOURSE can become involved in the Diplomacy game. I won't detail his question to avoid revealing a strategy he may want to use in the BOURSE here, but let me answer generally for everyone who may be wondering.

There really is no limit. There's no reason a player in a BOURSE cannot write to the players in the Diplomacy game giving advice, asking for information, etc. And what he does with any information he gets is up to him. He can also make arrangements with others in the BOURSE to drive up prices, or drive them down, and doublecross them, or whatever. Look at it like a horse race. The Diplomacy players are doing the running and the BOURSE players the betting. Whatever they can do to get inside info, influence the odds, or even the outcome is fair game, the same as in Diplomacy. And, as in Diplomacy, always play straight with the Game Master.

Remember, in a BOURSE, you do not have to pick the winner of the Diplomacy game to win yourself. You have to have the most "Victory Points" (see the rules last issue) and it is conceivable that one could win the BOURSE with no currency of the winning country. If you want a BOURSE in SNAFU! sign up soon.

I've a bit of a problem, gang, in dealing with the responses to last month's editorializing on the PASSCHENDAELE situation. François Guerrier sent me two letters in response to my attack on his "hoax" and then phoned me, before I had received them, and asked that either I print them in their entirety or not at all. I agreed. However, the letters and the response to them would have taken up over eight pages, adding considerably to the cost of producing and mailing this issue. I believe François should speak his piece, but I have to ask that he either let me edit his letters for length or re-write his response himself, keeping it down to, say, a page (about 1000 words). I leave it to him.

Meanwhile, I have not seen anything from any source to indicate that anyone in the hobby was amused by François' "joke." Some of the letters below take issue with me on this or that point, but the overall tenor is one of dismay and anger that one of the most responsible people in the hobby would cease publishing for five months or so (35 days on François' calendar), finally announce he was folding, then claim it was all a "joke." I hear no one laughing. By the end of June arrangements were being made to rehouse François' games and then the postal strike intervened. The issue in which François announced his fold was mailed to me on Sept. 8 (it was postmarked then) and included a note dated Sept. 7th. Randolph Smyth also remarked that his copy was postmarked

in September, though he couldn't make out the day. Yet François insists it was mailed August 18-19 and the post office took three weeks to deliver it. He claims postal problems caused him to accept telephoned orders after a deadline, even though there were no postal problems in September. The reason he had so many NMRs in issue #36 is that Canadian postal Diplomacy players have experienced too many rip-offs in the past year and were uncertain of the status of their games in PASSCHENDAELE. That's a situation François created, not the post office.

To see one of the mainstays of the Canadian postal Diplomacy scene acting no better than Bill Lafosse or Clive Tonge is intolerable. With four zines overloaded with orphans to the breaking point, such a cavalier attitude towards responsibilities on the part of someone as important as François is unacceptable. I don't know why François found it necessary to tell so many lies in the past few months, but I hope he will solve that problem. Until he decides that truth has some importance and re-establishes his credibility, I cannot "support" anything he does in the hobby. I will not feud with him nor will I pursue that matter further on these pages. Unless François takes me up on my offer to answer at reasonable length, these letters below mark the end of the discussion in SNAFU!. I hope that next time I mention PASSCHENDAELE it will be to recommend it to my readers as the excellent zine it used to be.

I apologize for my suggestion last month that François was one of the "hobby demons." That was unfair and uncalled for. Even at his worst, François stands head and shoulders above some people in the hobby.

François claims that as a preparation for his "hoax," to avoid creating unnecessary work for the Orphans' Placement Officer and GMs who would volunteer to pick up his games, he informed Andy Lischett last April that the hoax was impending. Like everything François tells me now, I checked this out with Andy himself. He writes: "In our telephone conversation on Nov. 8 (two days ago, or I wouldn't remember) you said that François Guerrier claimed to have told me about his fake fold before it happened. He did tell me, but he had told me earlier that he was folding, and he told me later that it started as a hoax, but his tardiness in publishing (along with his recent marriage, graduation, new job, etc., etc.) were forcing him to go through with the fold.

"I'm familiar enough with François' leg pulling to be wary of any of these three conversations, but the third one was very convincing (or maybe I'm gullible), and the lateness of PASSCHENDAELE backed up his claim to be folding. So, yes he did tell me, and no he didn't.

"Anyway, I think you were too hard on François in your editorial in #15....I don't like being lied to either, but it was done in a hobby where (unfortunately) a large percentage of people think lies and hoaxes are fun. François did try to avoid damaging the games (once he announced his fold) and he has contributed a lot to the CDO and the hobby. Also, what he does as a publisher or GM doesn't necessarily mean he's not fair and objective as ombudsman."

From Dave Carter: "I agree with about 90% of what you say. Whether François faked the statement that his fold was imminent or faked the statement that his statement that he was folding...er...anyway...Whatever he did, it was irresponsible to the point where it is totally out of character for what I know about François. I had to doublecheck my orders just to make sure that it wasn't a fake P and even then I couldn't believe that he would do such a thing. Something is definitely wrong with P but I can't read between the lines to figure out what it is. You are absolutely right when you say that this kind of action will make it tough for him to pick up the pieces...."

"I disagree with you about not being able to trust François as a GM. Whilst what he did does show a side of François that I don't like, apart from normal GM errors, he has handled the games expertly. I also think that you were a bit harsh on him as a 'friend', although he certainly abused your friendship more than anyone else."

You're right, François has a superior record as a GM and I'll be glad to recommend him as such as soon as he re-established himself as a person who can be trusted to tell the truth. But it is going to be quite a while before I can start accepting what he tells me without having to doublecheck it. If François had been honest enough to send out a note, even just to some pubbers if he didn't want to do a mass mailing, last May saying in effect that he was experiencing problems with issue #35 and that he would re-set his deadlines when he felt able to carry on, we would all be backing him 100%.

From Steve Colombo: "Count me among the group who is disappointed in your tirade against François. You begin by implying that SNAFU! would not now exist without François' encouragement. Do you have that little self-motivation that you require François to push you to do something? I don't see any way in which you can blame François for this."

"Beyond this, however, why do you presume François is telling the truth when he says the fold was a hoax? When I received PASSCHEDAELE #36, I failed to believe the story of the fold hoax. In my opinion, PASSCHENDAELE really did fold. He just changed his mind afterwards. I even predicted to François when he put out his anniversary issue that, were he not careful, he would burn himself out. So he did."

"Your tirade seems to have been written during a pique of anger. For that reason, I regret it on your behalf. You were obviously personally hurt by what François did. It would be very easy for you and François to enter into a personal feud. In my opinion, you would only be hurting yourselves and, less importantly, the Canadian hobby which, at this time more than ever, needs two zines of the high quality of SNAFU! and PASSCHENDAELE. At this point, you have both wronged one another. I humbly suggest that you contact François personally and discuss how he hurt you (and now, how you have hurt him), and not parade this before the hobby."

Hold on there a minute! I never suggested that SNAFU! would not now exist without François. I included my little preamble to show how much François had done for me in the past, which contrasts remarkably with his present irresponsible attitude.

SNAFU! existed before I ever knew of François or the CDO. When I began I seriously thought there were only three or four Canadian postal Diplomacy players, even though I had been involved in the hobby for about a year and a half. I had put out about six issues before one of my players casually mentioned PASSCHENDAELE to me (it was Steve Hutton, I think). Eureka! There's a whole bunch of Canadian Dippies out there! If it hadn't been for François, SNAFU! would be different today, but I don't blame him for anything. Whatever François suggested to me or encouraged me to do, I made the decisions. Canadians now make up about 40% of my subscribers and I think that's great. I enjoy hearing from people in Newfoundland, Nova Scotia, Manitoba, Alberta, British Columbia, and the NWT. I've even discovered there's some nice people in my old home of Ontario. Amazing revelation! Add that to my subscribers in Alaska, Texas, Arizona, Iceland, all those other states I've only heard about, and now Venezuela, and wow! The local postmaster can't figure out what's going on. (Is it a conspiracy?) Oh yeah, I've even got a new subscriber from Saskatchewan! (Nearly forgot that, sorry!) I think we've got something great going here. I'd like to have a subscriber from every state in the USA and every province of Canada. François helped spark the move into Canada and for that I'm grateful.

Finally, the following samples of notes I've received on the subject shows, I think, the wide-spread dismay François has caused in the hobby. From Dan MacLellan: "I agree with your article on François Guerrier. He went one prank too far. An apology on his part would be in good taste." From Jan Jensen: "By the way, François fully deserved your comments in the Opening Shot." From Steve Hutton: "I agree with you that the PASSCHENDAELE 'joke' was not a very funny one. I have told him this. I expect that he'll get a lot of negative response from this action. I don't see how this could raise anyone's opinion of him." And, from a later letter from Steve Colombo: "Let's have fake zines, fake games, fake GMs, fake players, fake folds. These have all been done. The problem is that they are getting to the point of endangering player belief in the dependability of GMs. Without that, there is no postal hobby." Amen!

Quiz

Last month I asked: A) What did Rock Hudson have in common with Dmitri Shostakovich? and B) What did Richard Strauss have in common with Douglas Rain? No one even came close. I'm surprised, as I was under the impression that there were a lot of sci fi trivia nuts out there and I was sure you could figure out under what circumstances actors and composers would be paired. In fact, I thought Strauss was a dead give away and nearly replaced him with Gyorgy Ligeti--just to make it seem a little more obscure, though the answer would remain the same.

Anyone care to try again? (Or don't you read the credits of movies?)

Just to add a little spice, after that blatant clue, add these:

C) What did the "Maverick" TV series have in common with the movie, "Diamonds Are Forever"?

D) What did "The Little Rascals" TV series have in common with the "Baretta" series?

Battle Stations

Drop Outs: same as last issue.

Good Guys: same as last issue.

NMR Insurance: see Houserule #37. Add the following to last month's list: Bern Sampson, Jan & Lori Jensen.

Expired and About to Expire Subs: Bob Acheson, Ron Kelly, and Keith Mercer all ran out at issue #14 and have not renewed. They will not receive this issue until I get some money from them, as they were warned. Players in their games should be aware of their status. (I've called for standbys.)

Everyone else is okay. At #18, the following subs expire: François Cuerrier, Len Johnson, John Leeder, and Bruce Linsey, though I assume an adjustment will be made with those I have a mutual sub with.

New Subbers: Walter Compton, Apartado 2940 Caracas 101, Venezuela. Dennis Duncan, 1216 - 14th St. E. Saskatoon, Sask. S7H 0A4. Mark Keller, 9536 Shumway Dr., Orangeville, CA 95662.

Standbys: Please let me know if you want off the list after you've been called for. The names are in no special order. I simply try to spread the load around and give the more sure positions to people new to SNAFU! so they can get involved in a game quickly.

Dave Carter (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 (N,O); Lori Jensen (O); Jan Jensen (N,O); Tom Swider (N,O,V); Bern Sampson (N,O); Bob Olsen (M,N); Mark Keller (N,O,V); Dan Wilson (M,N,O,V); Blair Cusack (N,O).

Anyone want on this list? It will be the only way to get into a regular game for quite a while.

Waiting for a Game Start: Once these games fill, I'll keep listing people who want to get into a new game, though I will not be starting any at least until fall, 1982.

Regular Diplomacy (North 3): Errol Platt, Tom Swider, Martin Taylor, Nelson Millar, Dennis Duncan, Bern Sampson.

Bourse: Darryl Phillips, Dan Wilson, Jan Jensen, Blair Cusack. So, one more is needed to fill North 3 and we have enough to begin the Bourse with it. There's no limit on the number of players in a Bourse, and you can start at any time. I felt three was the minimum number needed to begin one.

Conquest of the New World anyone? Only four or five players needed, but I'd like to run it without the Indian power to see how that would affect the game. No other openings now! Rules and map available to new subbers (since issue #10).

Stats

Of the 47 games which ended between August and October, 1981, reported in EVERYTHING, Russia led with 6 wins. Next, Turkey, England, and Germany had 5 wins. Austria and France each had 4 wins, and Italy had 2.

On the reverse side (number of times each country was eliminated by 1905), we have: Austria 16 (twice by the end of 1902!), Germany 8, Turkey 7, Russia 6, Italy 5, England 4, and France 3.

Going back for the past year, 144 game finishes were reported in EVERYTHING. The totals are quite interesting. Austria won 20 games, Germany 16, Russia and Turkey 14, England 12, France 11, and Italy 9.

Austria was eliminated by 1905 an astounding 40 times. Next is Turkey with 24 eliminations, Russia with 20, and Germany with 18. England and France were eliminated 15 times, and Italy only 11 times.

It appears that those countries which stand the greatest chance of early elimination, also win the most games and those who manage to hang in there (France, England, and Italy) the longest, win the least number of times.

Parting Shot

Just as we were finishing putting this issue together, a fake issue of SNAFU! arrived. It's a beautiful job and we both enjoyed it. It's a parody of last issue and is what a fake should be: funny. I'll say more about it next issue and play the "who-dun-it" guessing game then. Whoever did it deserves a ~~bigging~~ lot of praise. If you didn't get it, I can send you a copy for 50¢ (which I can deduct from your sub credit if you don't want to bother with small change).

Before I forget, thanks to Bruce Poppe for sending an ad for a computer system which used SNAFU as its catch word. See, we're getting famous.

Re. the season, you may be interested to know that last summer the Canadian government spent \$121,000 to study the effects of oil spills on polar bears. Two dead bears later, they concluded "The individual bear may be greatly affected when exposed to oil spills." The main recommendation: "Keep polar bears away from areas of an oil slick."

Finally, are you aware that the Russian Orthodox Church just made Tsar Nicholas II, his wife, their children and servants saints? Now how am I going to tell my kids that Saint Nick was shot in Siberia in 1918? I cried during that scene in "Nicholas and Alexandra," even if he wasn't a saint then.

The best of the season to each and all of you from both of us. Forget Diplomacy for a while and enjoy the peace of family and friends if you can. A special wish to Dan and Windy—we'll be thinking of you.

Ron