

Opening Shot

Number three, eh? Appropriate for the third anniversary issue. Using that logic, it means it's all downhill from here, right? (But then, I wasn't Number One my first year, so perhaps the logic is all wrong.)

SPECIAL THIRD ANNIVERSARY ISSUE

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Anyhow, I was overwhelmed to see the results of the **Runestone Poll**. I'm not overly modest: I did hope to make the Top Ten, but there are a few zines I was sure would place better than **SNAFU!** Glad to learn that you people out there appreciate our efforts to provide efficient service and a bit of entertainment. Somewhere in this issue I have a brief history of this enterprise for the benefit of all the recent subscribers, and, as you read it, one thing should become apparent: that it began shortly after Ann and I were married—and it has had its place in our life together. There are times when Ann (and I would agree with her) would say it takes too much of a place, but, we try to keep everything in balance.

On the whole, I think that publishing this zine has been a very positive influence on me personally. I needed self-discipline and there's nothing like knowing there's a lot of people out there are going to be, ah, annoyed, to encourage me to get this thing together and in the mail. I've been burned a couple of times so far in the hobby, so, I know what it's like. No way do I intend to do that.

At the moment, **SNAFU!** is the oldest zine in Canada. Amazing, isn't it? Seems like we've just begun. However, when **Fol Si Fle** resumes publication (very soon), we'll slip back to being the second-oldest. But that says something about the life-span of zines in the hobby.

Lots to read this issue. At the moment, it's a pile of paper and no games are adjudicated (non-game portions are done up the weekend before the deadline, which means the **Opening Shot** is done before I have the zine laid out. **Parting Shot** is done after everything is pasted up, when I know how much space I have on the last page.), but, looks like I've an article on the U.K. hobby, a report on **Origins '83**, a rules article by Rod Walker, and a lot of letters. Ann is working on her column, trying to meet my deadline. (I'm just like every other editor in the world.) I hope to have a set of variant rules for you, but am not sure if I'll have a chance to get it all together. (I have to meet my deadlines, too.)

SNAFU! is a zine devoted to the postal play of **DIPLOMACY** and its variants. The original board game, invented by Allan Calhamer, is produced in Canada by Waddington's House of Games in Bramalea, Ontario.

SNAFU! is published by Ronald J. Brown, 1200 Summerville Avenue, Ottawa, Ontario, Canada K1Z 8G4. Telephone: 613: 722-5059 (Before 10 pm Eastern Time.)

Subscriptions: 10 for \$8.00 in Canada or the USA, \$US10.00 overseas.

See the **Battlestations** section for any game openings.

Before we get to all that, **Opening** is divided into different sections, but the first section is Dedications. I get to do that every year, to thank a few people who have made outstanding contributions, in some way or another, to this zine or to the hobby. The first year, it was dedicated to the players in 1980 IC, the first game I GMed, and to Fred Davis. Last year it was to Standby players and players in orphaned games. Ann has a standing dedication every issue. So, let's get to it.

Dedications

First, this issue is dedicated to **John Leeder**. I haven't really had that much direct contact with John; in fact, he is the only Canadian GM, other than Claude Gautron, whom I haven't met face to face. But, I did speak with him a few times on the phone, especially when I was beginning and had questions that an older, more experienced, GM could answer. Friendly, and helpful. But, what else has John done? As far as I know (John goes back much further in the hobby than I do), he has published three zines, GMing dozens of games. He was CDO Ombudsman, Miller Number Custodian, North American Variant Bank-North Custodian, and founder of the two most prestigious polls in North America, which we call collectively the **Runestone Poll**.

I'm sure there must be more, but that's far more than the average GM or publisher gives to the hobby. His dedication and service was given quietly and efficiently. And when the time came for him to leave, he continued to GM his games, rehousing them himself with other GMs, transferring subscription money, and making refunds. He kept at it until all the games were looked after.

When I fold—and it's bound to happen eventually—I hope I can go as gracefully as did John. And meanwhile, I hope I can make half the contribution he did.

The other side of the double dedication is the Canadian publishers: Dave Carter, Steve Hutton, Claude Gautron, and Randolph Smyth. What a motley crew they are! But all dedicated to making the game of postal **Diplomacy** enjoyable for all. You don't have feuds among us, or jealousy, or rivalry. Each has his own style and each complements the other. Dave can't publish pictures of his newborn son because he has a reputation to uphold, so I do it for him. Steve comes out with the puzzles I wish I had time to create. The rest of us can be "clean cut" because Dave takes care of the sleeze. Steve does a lot of hard work for us because he has game files going back before we even heard of this weird pastime. Randolph acts as "father confessor," filling us in on precedents and tales of days gone by. Claude is new to the club, but he guards the French presence. Recently he told me off for using Calhamer's spelling of Marseilles, rather than the correct Marseille.

Haven't met Claude yet, but Randolph has paid a visit just before Christmas the past two years. And we talk all night about the hobby. I see Dave and Steve on my once or twice a year visits to the Toronto area and we talk about our wonderful stabs or the strange personalities one runs into in the hobby. I like these guys—and not just because of **Diplomacy**. We're a comfortable crew who enjoy what we're doing: and that's as it should be, n'est-c'est pas?

True Dave can't spell, but he keeps his writing to a minimum, filling up his zine with pictures of unusual ladies. **SNAFU!** has been called an "intellectual" zine, but, that person obviously has not seen **No Fixed Address** in which there is a non-Henry Kissinger game, as said person declined Steve's invitation to play. (Yes, Steve really writes such people. He also wrote the US Treasury Department with a question and received a reply.) Randolph is making the leap from the early hobby to the future by using a computer to replace spirit masters. So, we've all something to offer from the True North—and the spirit and energy of my fellow Canadian pubbers cheers and guides me. Thanks fellows.

The History of SNAFU!

So many new subbers have joined our group here, especially over the past six months or so, that I thought they might like to know where this zine came from.

In the spring of 1979 I was leafing through a list of Special Interest Groups of **Mensa** looking for something that might be of interest to me. At the time I had been teaching in a small remote town in Québec for several years and felt that my life was going nowhere. I needed new interests and, hopefully, a route out of Maniwaki. I wrote away to several SIGs, including one which involved Postal **Diplomacy**. I had heard vaguely of this game where the purpose was to lie, but that's all I knew about it.

Fred Davis was chairman then and he sent me volumes of material on the hobby, with a very nice letter and a sample of his zine **Bushwacker**. He recommended that I get in touch with Don Horton to sign up for games in his zine **Claw & Fang**. I wrote Don and entered 1979 KW right away and, a few months later, 1980 AC (Mensa No. 10). I then bought a game set and began learning the rules. (I met Ann at the time that all this was happening.)

That winter (79-80) was a pleasant one. I had a new girl friend to spend weekends with and, during the week, evenings after work I would study the game board and answer the many letters from Mike Mazzer and Bob Olsen, both of whom were trying to convince me to stab the other.

In the spring Don announced his intention to fold **Claw & Fang** and Fred asked for people to step forward to GM Mensan games. I figured I could do it just as well as anyone else and so volunteered. In July of 1980, right after Ann and I returned from our honeymoon, I sent out a one page sheet listing the starting position for what was to be 1980 IC (Mensa No. 12). This sheet grew to four pages or so, and then to eight, as I answered questions from my players. (I didn't know any more than they did, but I was the GM.) I wrote on this and that--whatever seemed interesting. I didn't come up with the name, **SNAFU!**, until the third issue. Other pubbers began hearing of my efforts and sent samples, offering to trade. One of the first was **Voice of Doom**, a zine I am still delighted to receive.

I heard from a few indicating they would like to be in my next game, so I offered "North-1" which was intended to be restricted to players north of the Mason-Dixon Line and east of the Mississippi. Seemed like a good gimmick. It filled quickly and I had new players and subbers.

By the spring of 1981 I was up to about 30 subbers with two games. I switched from spirit master to xerox and 8-10 pages seemed the norm. I had established regular columns and started to hear about a Canadian hobby. At the time I thought I was the only Dippy in Canada! Garvin Boyle was the first of my subbers I met and we're good friends today; living only a few blocks apart. François Cuerrier was the first pubber I met, and Randolph Smyth, CDO Co-ordinator, and I began a correspondence.

As I learned about the Canadian hobby, I also learned about the problems it was facing. It appeared that, just about then, zines were folding left and right. Randolph sent me 1979 HA from the folded **Toronto Telegram**--and I now had three games. Friends at work, like Nelson Millar, were getting interested in this strange pastime of mine and entered games as standbys.

That summer I met Clive Tonge and Nick Russon who were having difficulties with their zine, **Infidel**. We discussed their problems and, suddenly, Nick thrust a bundle of envelopes at me and said, "Here." Clive felt he could carry on the zine if I handled those four games. Okay...

We were experiencing a long mail strike that summer as I put together my first anniversary issue. When it ended, I had a whole new batch of players and subbers. More American zines took notice of me and their plugs were bringing in new subbers. More games filled, including my first variant, **Conquest of the New World**. Ann was expecting by then, and it seemed I was having no real difficulties, except for half a dozen players who phoned in their orders at the last minute every deadline.

This was when I learned that François Cuerrier had been lying to me every time we met or spoke on the phone--which was often--and I lashed out at him. The first issue of **Coat of Arms** arrived about then, with an editorial attacking the people I had learned to respect during my brief tenure in the hobby. As the winter wore on, **Black Frog** arrived with nasty lies about people I looked on as friends. **Jihad** was a wonderful zine then, probably the best in the hobby, and Glenn Overby often phoned to chat. But, I discovered he had been lying to me, and his zine's publication dates were getting more and more erratic. I called Kathy Byrne in the midst of this and discovered that Glenn's pattern of lying was wide-spread. People started asking me to intervene on their behalf when Glenn ignored their requests for sub refunds or copies of game reports. The web of deceit, false promises, and outright lies thickened and sickened.

In these cases I felt I was in the right and fighting for honest GMing and reporting. I was acclaimed to the post of Co-ordinator of the CDO and so felt I had an even greater responsibility to the hobby. But I was also getting tired. Every day after work I'd retire to my study to write letters trying to sort these things out. Cuerrier was still screwing

around and his players were resigning in droves. I had to deal with these things. More and more the hobby was expanding to fill my free time. (I was also editing **Diplomag** then.)

When Ann and I moved to Ottawa, almost a year ago, it was obvious I could not keep up this pace. **SNAFU!** was a 20-pager with 14 games at one point, and about 85 subbers. I stretched out deadlines in the fall to give myself some breathing space. I announced No More Games, and started hinting that I wanted out of editing **Diplomag** and the CDO position. By mid-winter it was obvious that I'd have to give up a lot of things I'd been doing. **SNAFU!** was a chore and every letter I received was like another nail in the proverbial coffin. Christopher meant I had less time for these things as well.

As spring rolled around, people started coming forward with offers to help. Bruce Poppe took on **Diplomag** and Steve Hutton said he'd take the CDO position. The Canadian hobby had stabilized and I was beginning to find that the best way to deal with the negative aspects of the hobby was to ignore them. Hate mail was being filed away half-read.

Games were also ending in **SNAFU!** and I could begin to see the light at the end of the tunnel. I stuck to the 20-page format no matter what had to be cut. Ann's boss offered to let me use their word processor--and, generally, I felt things were more manageable.

The situation in the CDO still isn't straightened out, but Steve Hutton is doing all the work these days.

A while ago I realized that a lot of zines I was receiving were being filed away unread. Also, I was growing weary of the constant state of warfare which seems to exist in the US hobby. Before, I felt it was necessary to receive as many zines as possible in order to know what was going on in the hobby, but, why, I asked myself, do I have to keep receiving zines I don't read, or zines that are filled with stuff I don't want to read? So, I started cutting trades.

I feel good about that. This is supposed to be a hobby for casual amusement, but it wasn't for me. Other hobby commitments were getting in the way of my enjoyment. Zines were overburdening my filing cabinet. Trying to sort out what was happening south of the border was a headache. Who needs it?

So, now I get only a handful of zines: the ones I enjoy reading or playing in. I am also running the games I want to run, not finishing off someone else's commitments. (Though I will, of course, take more "orphans" if such happens in Canada.) I've also seen the end of a lot of games I was playing in. So, things are looking much better for me.

But there's a lesson I wanted to share with you. You don't need to take on so much in the hobby that it becomes a major occupation or a source of irritation. You don't need to receive every zine going. You don't need to take on standby positions when you're tired, etc. There are a lot of people out there to share the load.

Take it easy and the hobby will take care of itself. I hate to think of what effect it would have had on the Canadian hobby if I had folded when things were blackest for me. (I'd have probably been lynched by Dave, Steve, and Randolph just for starters.) I owe the hobby only one thing: and that is to continue to GM my games and publish my zine as promptly and reliably as I have. But that is my own commitment given by myself and not imposed upon me.

I am delighted with all the friends I've made through this hobby. I enjoy corresponding with people from all over the world, getting phone calls (except on the deadline) from exotic places like Memphis and Toronto, and having people come to visit from British Columbia or Pennsylvania or other far-off locations. That's one of the greatest aspects of this hobby and anyone who doesn't take advantage of the opportunity to do the same is missing a lot.

Basically, it is all fun, despite the bad times. But then, we would have nothing to compare the good times to, would we?

Best to all. And thanks for your support and friendship.

Houserule Changes

I had hoped to have a new copy of my House Rules ready for distribution with this issue, but there is an important change I've been mulling over which may call for some discussion.

This concerns Spring, 1901 NMRs. I still have not discovered a satisfactory means of dealing with this. My current method is to leave everything stand and call for a standby. It's happened in almost every game I have begun. Some GMs ask for a deposit which is non-refundable if one NMRs--but that requires more bookkeeping, and I do more than enough of that now. Some use "neutral" orders, but I find that objectionable on philosophical grounds. (Armies cannot go off willy-nilly on their own without orders from a head of state.) Some use computers, but I object on the same grounds as the last point, with the addendum that I don't own a personal computer. Some delay the game start, but then, some people wait six months, or even longer, to get into a game, so why should they have to wait longer?

I try to give longer than usual deadlines for Spring, 1901, so, perhaps the solution is to have a "double deadline." By that I mean I would divide that longer time roughly in half and ask for a preliminary set of orders by the first deadline. If I do not receive orders from someone on that deadline, he will immediately be replaced by a standby and all players informed in time to revise their orders by the second deadline. In any case, everyone will know who is in the game on the first deadline and can revise orders accordingly by the "real" deadline.

What I hope that this will accomplish is that it will encourage players to send preliminary orders by return mail and will eliminate what, so-far, has been throwing the game off balance in the first moves. If England, say, NMRs in Spring, 1901, it's not very fair to Turkey, is it? Germany, France, and maybe Russia, will gain by this stroke of fortune which they have done nothing to merit. NMRs later in the game will be handled as before. True, they could be critical then and unfair as well, but they haven't coloured the entire game the way Spring, 1901 NMRs do.

Discussion?

Get your objections in soon. I don't know when I'll find time to rewrite the entire set of House Rules, but, it's something that needs to be done. (Unfortunately, the disk on which the original set was stored was accidentally erased, so, the whole set has to be redone.)

A Hobby Overview

This is a letter which I sent to **John Marsden** (West Sussex, England) a few months ago, which he subsequently printed in his zine *Ode*:

"I've just started receiving European zines in the past few months and, I must say, they are a refreshing change from what one gets from the USA. The ones I've seen seem to be concerned with **Diplomacy** and other games. American zines, all too often, are more concerned with personalities and gossip--some to such an extent that **Diplomacy** hardly exists in them. I get about 40 US zines, and I'm thinking of cutting trades with most of them, as I'm simply tired of reading that so-and-so is bald, or is fat and cheats on his wife. Even though trading with European zines is an expensive proposition, I intend to seek out more."

That reflects pretty accurately my attitude towards the hobby these days. I am in this because I enjoy playing games, and **Diplomacy** is a pretty good one. I publish because I enjoy adjudicating games, I enjoy writing and publishing (I tried for years to make a career in that field), I enjoy making friends from all over the world, and I have the type of personality which needs an audience (which is why I got into teaching). But, as one gets more and more involved in the hobby, one tends to forget that and get emeshed in political and emotional feuding. Even if, like me, you adopt a rather stand-offish attitude, participating only when you feel driven to help out a friend, expose a sham, or make a point, it cuts deeply into your hobby enjoyment, distracting you from the purpose of all this.

For the past year I have felt a growing distaste and unease at what I read in many American zines. Some publishers, and very vocal ones, have been engaged in bitter feuds that dragged on long after the issues were aired, ranging far beyond the field of the original disagreement. Character assassination seems to be the rule in some zines. Confidential letters have been printed, bald lies have been told, publishers' wives and girl friends have become targets. It seems that whatever one can "get" on someone else is fair game.

I wrote that letter to John at the depth of my despair with the hobby and, in it, hit upon the solution: simply stop receiving those zines which I found upsetting and disturbing my enjoyment of the hobby. To a large extent, I have done that. Not all the zines I

recently cut trades with fall into that category (I also cut trades with zines I was, for various reasons, not interested in any longer), but I feel much more at peace with the hobby since I stopped receiving what is, essentially, hate literature.

Now I have not been entirely blameless myself. I too have used my zine as a vehicle to attack what I felt was wrong, or unjust. But, even though I strove for fairness (by writing only what I knew to be true, not quoting confidential material, sticking to the issue at hand), I felt uneasy with myself. But, as I re-read that letter in *Ode*, I realize another point: and that is, that personality conflicts have nothing at all to do with **Diplomacy**. What does the fact that a pubber is a liar and a cheat have to do with conquering France? What do the goings on of a strange little man obsessed with committees have to do with determining whether or not your ally is going to turn on you? We all have one thing in common: **Diplomacy**, especially the postal variety. We may or may not be interested in the personalities in the hobby, but that is a secondary consideration.

Some zines in the States have gotten so far away from this central fact, that finding anything at all in them about **Diplomacy** is rare, though you'll find lots of gossip about who's doing what to whom. Such zines may be very well written and entertaining, or they may be terrible, but that's not the point. You may be interested in reading such items, or you may not, but that's not the point. The point is that **Diplomacy** should be at the heart of a **Diplomacy** zine.

Now don't take me wrong: there's a place for everything. Obviously somebody wants to read **The National Enquirer** or it wouldn't exist. We are indeed curious about one another and that's healthy. Personally, I think publications like the **Enquirer** are revolting, but I would not suggest that you should share my attitude. Such analogies, though, help crystalize my feelings. I know other pubbers are trying to say the same thing, in their own fashion. It all boils down to definitions.

Sure we all have interests beyond a mere game. Many have written to tell me how much they enjoy my travel series or Ann's column, but such items are not the raison d'être of **SNAFU!** I have seen zines whose central purpose is to report on the pubber's musical tastes, or his love life, or his relationships with other members of the **Diplomacy** community. It's a matter of recognizing that there are many zines, but they are not necessarily **Diplomacy** zines. We have called them that unthinkingly because their audience is drawn mainly from the **Diplomacy** community.

Once this is recognized, I think we can be a little more clear-headed about the hobby and choose our zines more carefully. I don't think you'll find much changed in my plugs for other zines, except that I have a clearer idea of what I am looking for when I receive a zine. I would rather read **Everything**, which is nothing but pages of **Diplomacy** statistics, than a clever putdown of someone else. Buying **Diplomacy** zines is no different than buying any other magazines on the rack in the corner store. I happen to think that **Diplomacy** zines should be about **Diplomacy** and so that's the part of the magazine rack I'll head for.

As a starter, I would like to recommend **Europa Express**, **Voice of Doom**, **Diplomacy World**, and **Diplomacy Digest** as the best **Diplomacy**-centred zines from the United States--that is, if your main interest is **Diplomacy**. (**Bushwacker**, if variants are your thing.) All of these zines, and their pubbers, have been the subject of attacks, some quite vicious, from zines with interests quite different than playing the game of **Diplomacy**. However, if you're like me, you don't judge a movie by what **The National Enquirer** has to say about the private lives of the actors in it.

I had mentioned to a few people lately that I intended to "name names" in this issue, but, on reflection, I can't see what good it will do--and it will probably add more fuel to the now-simmering feud situation. The **Runestone Poll** went a long ways towards vindicating some victims of the past year's hate campaigns and, perhaps, it's best to leave it at that.

I'll let you know what I discover in Europe. I hope my initial impressions are borne out. Meanwhile, try the other Canadian zines, if you don't already receive them. They are about **Diplomacy**--and are fun, not nearly as serious about things as **SNAFU!** is. (But then, someone has to remain sober, right?)

Hobby News

Congratulations to **Rod Walker** on being the first recipient of **The Don Miller Memorial Award**. I can't think of anyone who better deserves the first awarding of this trophy, which will be presented annually to the one who has made the greatest contribution to the game of postal **Diplomacy** in the past year. Rod's involvement goes back to the beginnings of the hobby and his energy, clear-headedness, and generous giving of himself and his time is long overdue for recognition.

I understand a great time was had by all at this year's **DipCon** in Detroit. Attendance was good, even if yours truly could not escape the computer room to attend. Next year it will be held in Dallas, Texas. That looks like a doubtful one for us, but I hope as many of you as possible can make it.

Apparently the **1983 Zine Register** is available from Roy Henricks, 128 Deerfield Drive, Pittsburg, PA 15235 for \$2.00 (in US funds).

Delighted to learn that the U.S. hobby has selected a long-time subber and friend to take over as Orphans Custodian. Scott Hanson will take good care of games without GMs, I'm sure. I knew there was a soft heart lurking under his **Irksome** exterior.

As far as the Co-ordinatorship of the CDO goes, the story is this: Steve Hutton originally said he would take the position if no one else was interested; then Anwyl came forward. So, by my original deadline for nominations, I had only one definite and one conditional offer. Then Anwyl disappeared and Steve changed his offer to an unconditional one. One other qualified person, Claude Gautron, made a conditional offer as well, stating he'd take it if no one else wanted it. And that's where things have stood for the past few months.

On thinking about it, my term expires in December no matter what, so I guess the only thing to do is announce that Steve Hutton will be the new CDO Co-ordinator effective October 31st, unless there are serious objections before October 1st. This will still give us time to call an election, if necessary, before my term expires. I had hoped to discuss this with Steve before making this announcement, but, he's between three addresses at the moment and I found it impossible to get in touch with him this past week. For those who don't know him, Steve publishes a very fine, under-rated, zine, **No Fixed Address** (called **No Fixed Abode** in England). Recently he ran several games for Randolph Smyth while Randolph was taking courses for a few months and he is now re-writing the CDO Constitution. A very dedicated and hard-working Dippy.

I'll still be active after I step down. For example, my name and address are on the **Waddington's** flyer and I'm their contact for the hobby. I would like to continue in that role. Also, John Leeder transferred the **North American Variant Bank-North** custodianship to me, in agreement with Fred Davis and Rod Walker, the other two NAVB custodians. John has no significant files to send me and I don't have much in the way of variant rules, but, if Canadians have requests for specific rules, I will acquire them from Rod or Fred, make copies for my own files, and send them on. That way I hope to build up a supply of variant game rules.

I think it might be appropriate, with all the changes lately, to list the hobby Custodians in North America.

Canadian Diplomacy Organization

Co-ordinator: me, until November 1st when Steve Hutton, currently at: 11 Nealon Ave., Toronto, Ont. M4K 1Y8 will be taking over, if there are no objections.

Ombudsman: Randolph Smyth, 212 Aberdeen St., SE, Medicine Hat, Alta, T1A 0R1.

Orphans Placement Officer: Andy Lischett, 3025 N. Davlin Ct., Chicago, IL 60628.

Novices Package Director: Bruce Linsey, 24A Quarry Dr., Albany, NY 12205.

NAVB-North: me.

Boardman Number Custodian and Miller Number Custodian: shared with the U.S.A.

North American Diplomacy Federation (U.S.A.)

President: Rod Walker, 1273 Crest Dr., Encinitas, CA 92024.

Boardman Number Custodian: Kathy Byrne, 160-02 43 Ave., Flushing, NY 11358.

Miller Number Custodian: Lee Kendter, 4347 Benner St., Philadelphia, PA 19135.

Orphans Placement Custodian: Scott Hanson, 233 Oak Drive, Apt 306, Minneapolis, MN 55403.

Novices Package Custodian: Bruce Linsey (address under CDO listings).

NAVB-West Custodian: Rod Walker (address above).

NAVB-East Custodian: Fred Davis, 1427 Clairidge Rd., Baltimore, MD 21207.

Ombudsman Services: John Caruso (same address as Kathy Byrne).

Other news: as the U.S. hobby will be conducting another census this year, it might be a good time for a similar project to be undertaken in Canada. Besides, when the new CDO Constitution is prepared, it will need to be ratified, and we'll need to know who our members are. So, the simplest way to conduct this would be for all Canadian publishers to send me a copy of their mailing lists, and I'll use that to draw up a master list. Shouldn't be too difficult. Any Canadian publishers who find difficulties with this, please let me know as soon as possible. I'd appreciate getting a copy of your mailing list in whatever form it is (a photocopy of address labels, a scribbled, but legible, list of names and cities: just whatever is easiest to deal with). At your convenience (but before, say, the end of September). Thanks, in advance. I know I can count on you guys.

Other Zines

Results of the 1983 Runestone Poll

(Note: I have listed the zines in order of their placement in the Zine Poll. For the top twenty zines, after the zine name, I have placed its score (maximum 10) in parentheses, followed by the publisher's name and address. I have taken some addresses from the 1982 Zine Directory, and so they may be out of date. Several of the zines not in the top twenty are excellent and you shouldn't overlook them. Some, like **No Fixed Address**, **Anduin**, **Midlife Crisis**, and **Hai! Jikai!** are new and polls are usually quite hard on newcomers. When writing for samples, be sure to include some stamps or money, and make sure your name and address are clearly written.)

1. **Europa Express** (8.13), Gary Coughlan, 4614 Martha Cole Lane, Memphis, Tennessee, 38118.
2. **Diplomacy By Moonlight** (folded)
3. **SNAFU!** (7.79) blush...
4. **Just Among Friends** (folded)
5. **Appalling Greed** (7.74), Mark Larzelere, 23 Akin Ave., Capitol Heights, MD 20743.
6. **Sleepless Knights** (7.73), Dave Carter, 118 Horsham Ave., Willowdale, Ont. M2N 1Z9, Canada,
7. **The Prince** (7.70), Jim Meinel (Don't know the address).
8. **The Voice of Doom** (7.64), Bruce Linsey, 24A Quarry Dr., Albany, NY 12205.
9. **Dogs of War** (7.41), John Daly, Rt 2, Box 136-M5, Rockwell, NC 28138.
10. **Envoy** (7.36), Roy Hendricks, 128 Deerfield Dr., Pittsburg, PA 15235.
11. **Diplomacy World** (7.32), Rod Walker, 1273 Crest Dr., Encinitas, CA 92024.
12. **Magus** (7.25), (Don't know who pubs it).
13. **Bushwacker** (7.15), Fred Davis, 1427 Clairidge Rd., Baltimore, MD 21207.
14. **Whitestonia** (7.03), John Caruso, 160-02 43 Ave., Flushing, NY 11358.
15. **Xenogogic** (7.00), Larry Perry, PO Box 8416, San Diego, CA 92102.
16. **Perelandra** (6.93), Pete Gaughan, 12014 Penford Dr., La Miranda, CA 90633.
17. **North Sealth West Gorge** (6.91), Terry Tallman, 16047 28th NE, Seattle, WA 98199.
18. **Cheesecake** (6.89), Andy Lischett (Sub list closed.)
19. **Coat of Arms** (6.80), Steve Arnawoodian, 602 Hemlock Dr., Lansdale, PA 19446.
20. **Diplomacy Digest** (6.77), Mark Berch, 492 Naylor Pl., Alexandria, VA 22304.
20. **Murd'ring Ministers** (6.77), Ron Brown, 1528 El Serendo Pl., Bakersfield, CA 93304.
22. **Anduin** 23. **Paranoiac's Monthly** 24. **Lone Star Diplomat** 25. **Everything** 26. **Midlife Crisis** 27. **Emhain Macha** 28. **No Fixed Address** 29. **Thirty Miles of Bad Road** 30. **Damn the Torpedoes** 31. **Retaliation** 32. **St. George and the Dragon** 33. **Bersaglieri** 34. **Life of Monty** 35. **Winsome/Losesome** 36. **Give Me A Weapon** 37. **Hai! Jikai!** 38. **Irksome** 38. **The Modern Patriot** 40. **Down and Dirty** 40. **You Know My Name** 42. **Shogun's Sword** (folded) 43. **Dot Happy** (folded) 44. **Boast**

Top Twenty GMs: 1. Doug Beyerlein, 2. John Daly, 3. Bob Osuch, 4. Dave Carter 5. Andy Lischett, 6. Jim Meinel, 7. Mark Larzelere, 8. Steve Heinowski, 9. Gary Coughlan, 10. Ron (Canada) Brown, 11. Jack Fleming, 11. Judy Winsome, 13. Bol Sergeant, 14. Steve Arnawoodian, 15. Mike Mills, 16. Tom Mainardi, 17. John Caruso 17. Barry Hickey, 19. Steve Langley, 20. Ron (California) Brown.

From The Diplomatic Pouch - I

Origins '83: A Report

by Ben Schilling

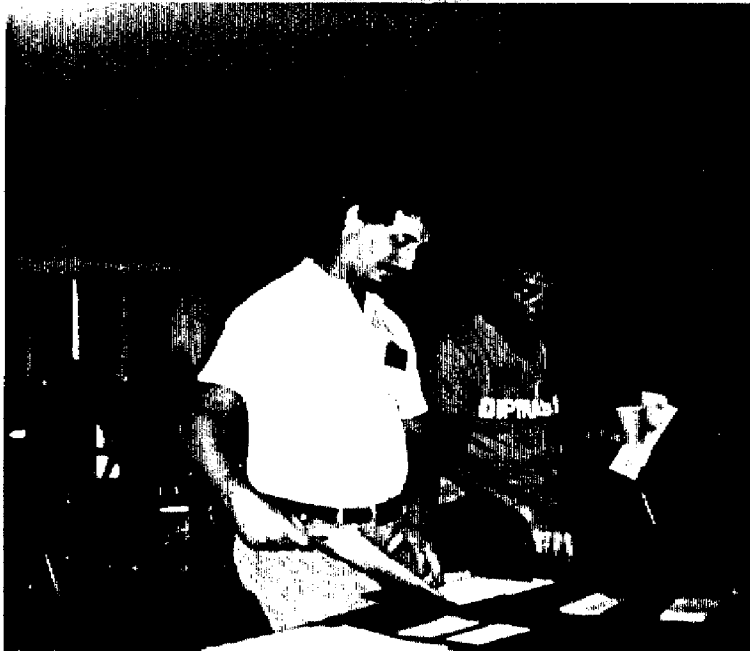
Origins '83 was held July 14-17 at Cobo Hall in Detroit, Michigan. **DipCon XVI** was held in conjunction with **Origins**. Cobo Hall is a major portion of the Detroit convention center and is located by the Detroit River, just one mile from Windsor, Ontario, Canada.

The con got underway on Thursday with around 50 events, and auction session and no exhibits. Despite the latter fact, about 1200 gamers were on hand on Thursday.

On Friday morning and early afternoon, I found myself in the role of Con Manager. What that means is that I was in charge of obtaining tables and chairs for those events which didn't have enough, getting locked doors unlocked, calming down excited exhibitors, GMs and/or attendees. In addition to that I found myself dealing with the international media. We had camera crews on hand from both the local CBC (CBET-TV) and ABC (WXYZ-TV) stations on Friday afternoon as well as people from local radio stations and various magazines.

Friday night was the first **DipCon** event, the Gunboat Dip tournament. We had a good turnout of forty-nine players. The two rounds took about four and a half hours, including time between the rounds. It went quite smoothly with very few complaints. When the dust settled, Mark Berch had the only win in the thirteen games--which won the tournament for him.

On Saturday morning there was a Diplomacy seminar. The panel consisted of Allan Calhamer, Steve Arnawoodian, Bill Becker, Mark Berch, Kathy Byrne, and Fred Davis. Among the subjects discussed were Mr. Calhamer's opinion of the plastic block (emphatically negative), the availability of wooden blocks from Loring Windblad, and **Diplomacy** games being played by electronic mail.



Ralph Anderson and Kathy Byrne at **Origins '83** (photo by Ben Schilling)

After a break for lunch, the first round of the Reg Dip tournament began. There were sixteen boards at the start and seven or eight standbys were used to finish out positions which were abandoned. Special thanks to all who took part in this necessary but unrewarding task.

Saturday evening brought the **DipCon Society** meeting. About 45 people attended. The first order of business was site selection for **DipCon XVII**. There were two bids: one from **MaryCon** and one from **Origins 84** in Dallas. Because of the zone rules, votes for **MaryCon** could only be counted as half votes. The vote was 19 for Dallas, 10 to let the committee decide, and seven and a half for **MaryCon**. With a majority

of the votes, Dallas won on the first ballot. We then proceeded to elect the new committee. There were seven nominees, with one declining. The candidates were Steve Arnawoodian, John Caruso, Pat Conlon, Julie Martin, Al Pearson, and Ed Wrobel, with Conlon, Pearson, and Wrobel winning. (Good luck fellows. We know you'll do a good job.) The division of funds was the next item on the agenda. After some debate, the funds were divided at 8:5:5:2, with eight shares to the BNC, five to each the MNC and US Orphans Service, and two to the hobby census. Finally, there were charter amendments. A series of seven amendments were proposed which were

designed to bring the charter into line with current reality. After some debate and minor corrections, they were adopted 44-0. Robert Sacks also proposed two amendments. These failed by votes of 0-44 and 1-43. The meeting was then adjourned.

Sunday morning was the return of around 80 players for Round Two of the Reg Dip tournament. There were a few notable games. One saw a 17-center power voted out of a draw. Another saw a 17-17 draw. The most spectacular stab was made by a nine center Germany. Six centers changed hands on that stab, with the German player winning by concession. That won the tournament for Joyce Singer.

Overall attendance of Origins '83 was around 4500, making it one of the largest, if not the largest, gaming show ever held.

It was nice to be able to match up some of the names and faces. A partial list of attendees would include Steve Heinowski, Steve Hutton, Dave Carter, Debbie Osbourne, Eric Ozog, Greg Stewart, John Kador, Cathy Cuning, the Mad City Crew, the Endwellians, and the Great Neckers. I have obviously missed quite a few people, but I was glad to see so many in attendance.

Finally, I'd like to close by thanking all the attendees on behalf of the MDG. Without you, there would quite literally be no con, no MDG, and a whole lot less fun in the summer. Now I'm starting to save my cash in hopes of coming up with enough to get me to Dallas for Origins '84, July 5-8.

1982 I - Mensa 16

SUMMER, 1906: ENG: F Edi R Cly; A Lvp R Wal.

FALL, 1906: RUSSIA FOILS ANOTHER LONG TURKISH CONVOY AS HE STABS ITALY. ENGLAND, GERMANY HURTING BADLY.

ENG (Mike Mazzer): F Nth § FRA A Pic - Bel (NSO) /d/ (R: Ska, Hel, Lon, OTB); A Wal* S F Cly* - Lvp; F Lon - Yor*.

FRA (Robert Young): A Pic* S A Bur - Bel*; F Bre - Eng*; F Por* - Spa (nc).

GER (Windy Windblad): NMR! F Hol*, A Gal*.

ITA (Keith Sesler): F NAO* S TUR A Lvp; F Lyo* S A Pie - Mar*; A Mar - Gas*; A Ruh* - Hol; A Mun - Bur*; F Spa (sc)* S TUR A Gre - Por.

RUS (Dave Lincoln): F Nwg* S F Edi*; A Nwy* H; F Edi S F Den - Nth*; A Kie* - Hol; A Ber* S A Sil - Mun*; A War* - Gal; A Boh - Vie*; F Ion - Nap*.

TUR (Paula Dodge): F MAO* C & F WMed* C & F Tyr* C A Gre* - Por (IMP); A Lvp* § RUS F Edi; F Naf* S F MAO; A Bul* - Gre.

SUPPLY CENTRE CHART; Winter, 1906

ENG (4 - 1, Disband 3): Lon, *Λιβερπούλ, Εδιμβούργη, Βέλγιομ.*

FRA (4 - 4, Even): Par, Bre, Por, *Σπεία, BELGIUM.*

GER (2 - 1, Disband 1): *Κιέλ, Holland.*

ITA (7 - 6, Disband 1): Ven, Rom, *Νάπλες, Tri, Βιέννα, Mar, Mun, SPAIN.*

RUS (10 - 14, Build 4, will be 1 short): home, Bud, Rum, Swe, Nwy, Ber, Den, *EDINBURGH, KIEL, NAPLES, VIENNA.*

TUR (7 - 8, Build 1): home, Bul, Gre, Tun, Ser, *LIVERPOOL.*

Winter, 1906 ONLY due Friday, September 23, 1983.

(Spring, 1907 due October 28)

NOTES: The Russia, Turkey, Italy draw was defeated and is repropesed. Failure to vote now means "Yes." England wants it publicly known that he voted for the draw.

No standby will be called for Germany. If he fails to submit a Disband order, I will remove his Army Galicia, as spelled out in the House Rules.

Player addresses:

- Mike Mazzer, 1338B Harvard St., Santa Monica, CA 90404
- Robert Young, 49 - 16 Annandale Lane, Little Neck, NY 11362
- Windy Windblad, PO Box B 43816, Florence, AZ 85232
- Keith Sesler, PO Box 158, Fraser, MI 48026
- Dave Lincoln, 25 Sun Valley Dr., Cumberland, RI 02864
- Paula Dodge, c/o IBM Corp, 002A814, Drop Code 0409, Owego, NY 13827

PRESS

Moscow to Rome: The Devil made me do it!

Italy to German Army: There's no place on earth you can hide from us for long.

France: What is it that drives so many people to do battle for those Burgundy grapes?

Italy to World: Let's end this one.



Christopher practising his charm for 1999A

Bourse (82 I)

FALL, 1906: ROUBLE BREAKS TWO DOLLAR BARRIER. FRANC RALLIES. PANIC SELLING IN LONDON AND BERLIN. NEW COMPANIES ACTIVE WHILE OLDER ONES STAND PAT.

	US\$	£	Fr	DM	L	R	Tp
OIC (Briggs)	0.98	0	0	0	1962	500	3250
MI (Cusack)	0.25	0	1350	0	1259	2224	1485
JILT (Gaughan)	3844.78	0	0	500	1400	1600	1000
BOT (Gautron)	26.00	0	1100	0	1500	1100	1700
VIC (Jensen)	66.62	600	0	2000	2000	2000	1200
OIL (Loves)	40.22	0	0	435	490	4010	2910
MINE (Phillips)	39.50	0	500	0	1800	1000	2800
YUK (Presber)	77.00	500	2000	500	500	1400	1400
CRAP (Smith)	8355.00	0	0	0	0	0	0
Purchases		0	1600	0	0	500	1800
Sales		1000	0	2000	1500	90	0
Net Change		-1000	+1600	-2000	-1500	+410	+1800
Old CMP		.45	.35	.62	1.48	1.86	1.51
Change		-.10	+.16	-.20	-.15	+.04	+.18
Parent Game		-.15	.00	-.03	-.03	+.15	+.03
New CMP		.20	.51	.39	1.30	2.05	1.72

Winter, 1906 due Tuesday, 20 September, 1983.
(Next deadline: October 25.)

NOTES: We have a new player, Julian Presber, and a COA for Darryl Phillips. Also, I'm not sure what address you have for James Briggs, as he's been moving lately. So here's all of them.

Oriental Investment Company: James Briggs, PO Box 6243,
El Paso, Texas, 79906
Mithrill Industries of Kelowna: Blair Cusack, c/o General
Delivery, Revelstoke, BC VOE 2S0.
Japan Industries of Osaka: Pete Gaughan, 12024 Penford Dr.,
La Miranda, CA 90633
La Banque de l'Ordre du Temple: Claude Gautron, 620 rue St-Jean
Baptiste, Winnipeg, Man., R2H 2Y1
Viking Investments Consortium: Jan Jensen, 115 Albro Lake Rd.,
#3, Dartmouth, NS, B3A 3Y7
Otonabee Industries Ltd.: Rob Lowes, RR#9, Peterborough, Ont.,
K9J 6Y1
Minnesota Economies, Inc.: Darryl Phillips, Box 770, Margaret
Morrison St., Pittsburg, PA 15213
Yitzakh Ulstein Kleanfund, Inc.: Julian Presber, 612 - 411
Cumberland Ave., Winnipeg, Man., R3B 1T7
Consolidated Roubles and Piastres: Roy Smith, 64 Addicks Rd.,
Westwood, NJ 07675

1981 W - North 1

SUMMER, 1910: RUS: A Boh R Sil.

FALL, 1910: DEVASTATING STAB! ARMIES SPRING TO LIFE AS
MAJOR SHIFT IN ALLIANCE STRUCTURE UNDERWAY.

AUS (Bob Olsen): F WMed* S ITA F Spa(sc) - MAO; A Bud* S &
A Ukr* S A Gal*; A Gal S A Ukr.

ENG (Errol Platt): F Nwy* - StP (nc); F Nth* - Hol; F Swe -
Den*; A Bur* S A Hol* - Ruh; A Par* S A Bre - Gas*;
F NAO* S & F Eng* S F Iri* - MAO.

ITA (Bill Young): A Gas S F MAO - Bre* (A Gas /A/); F Por* S
F Spa (sc)* - MAO; F Lyo - Tyr*; A Mar* - Bur; A Ven -
Apu*; A Tyr - Ven*; A Boh - Tyr*.

RUS (Garvin Boyle): A Mos* - Sev; A StP* - Nwy; A War - Lvn*;
A Kie* S A Mun - Ruh*; A Sil - Mun*.

TUR (Steve Hutton): F Ion - Gre*; A Bul - Ser*; F Bla* S A Sev
- Rum*; A Arm* - Sev.

SUPPLY CENTRE CHART: Winter, 1910

AUS (4 - 11, Disband 3): Bud, *Serbia, Greece, Romania.*

ENG (10 - 9, Disband 1): home, Nwy, Bel, Hol, Par, *Brest*, Den,
Sweden.

ITA (9 - 10, Build 2 (1 /A/)): home, Tun, Vie, Tri, Spa, Mar,
Por, BREST.

RUS (6 - 6, even): Mos, War, StP, Mun, Kie, Ber.

TUR (5 - 8, build 3): home, Bul, Sev, SERBIA, GREECE, RUMANIA.

Winter, 1910 ONLY due Friday, 23 September, 1983.

(Next deadline: 28 October)

NOTES: The concession to England was, oddly enough, defeated.
Steve Hutton will be back at: 11 Nealon, Toronto, Ont. M4K 1Y8
in early September. (He should be at his London address until
then.)

PRESS

Constantinople to Budapest: Nothing personal, Bob. I just want
to make the game interesting like it was in the old, old, old
days.

Constantinople to London and Moscow: You win. You bored me into attacking my ally.

Rome: Why are the lights burning all night in the Emperor's War Strategy Room? Why have agents been ordered to return? Is the Emperor puzzled by Turkey's inconsistencies?

Constantinople to Rome: This doesn't need to affect our alliance.

1981 KA - North 2

SUMMER, 1907: TUR: A Gal R Rum.

FALL, 1907: GERMAN ARMY ANNIHILATED AS ORDERS FAIL TO REACH THE FRONT. AUSTRIAN FLEET IN VENICE SURVIVES ATTACKS FROM BOTH SIDES. TURKS SACK BUDAPEST.

AUS (Nelson Millar): A Mos* § TUR A Ukr - War (NSU); F Ven*(H); A Vie* S A Tri - Tyr*; A Gal* - Boh.

ENG (Jan Jensen): NMR. A StP*.

FRA (Jack Jung): A Tus* S A Pie* - Ven; A Mar* - Pie; F Tyr* S F Tun* - Ion; F Lyo* S & F WMed* S F Tyr; F NAf* - Tun.

GER (Blair Cusack): NMR! F MAO*, F Bal*, A Nwy*, A Lvn*, A Pru*, A War*, A Sil*, A Boh*, A Mun*, A Tyr /A/.

ITA (CD): A Rom*.

TUR (Paul Rauterberg): F Bla* C A Arm - Bul*; A Rum - Bud*; A Sev* - Mos; F Adr* S F Apu* - Ven; F Nap* S F Ion*.

SUPPLY CENTRE CHART: Winter, 1907

AUS (5 - 5, even): Vie, ~~Budapest~~, Tri, Ser, Ven, MOSCOW.

ENG (1 - 1, even): St.P.

FRA (8 - 8, even): home, Bel, Spa, Por, Lon, Tun.

GER (10 - 10, Build 1, as short): home, Den, Hol, Lvp, Edi, Swe, Nwy, War.

ITA (1 - 1, even): Rome.

RUS (1 - 0, OUT): ~~Moscow~~.

TUR (8 - 9, Build 1): home, Bul, Gre, Sev, Rum, Nap, BUDAPEST.

Winter, 1907 AND Spring, 1908 due Friday, 23 September, 1983.
(Next deadline: October 28)

NOTES: England will be in Civil Disorder if Jan misses again. Blair telephoned the day after the deadline, very much still interested. Even when I'm sure about someone, when they NMR I still have to call for a standby, so will Chip Charnley, 4065 Concordia Way, Virginia Beach, VA 23456 please do the honours?

Player addresses:

Nelson Millar, 327 Wilfred Leblanc, Maniwaki, PQ J9E 1X7

Jan Jensen, 115 Albro Lake Rd, #3, Dartmouth, NS B3A 3Y7

Jack Jung, 402 Cole Rd., Guelph, Ontario N1G 3J8

Blair Cusack, c/o General Delivery, Revelstoke, BC VOE 2S0

Paul Rauterberg, 4922 W. Wisconsin Ave., Milwaukee, WI 53208

PRESS

Constantinople to Vienna: So you think YOUR postal service is not so hot, after it failed to move a letter 70 miles within a week's time? Well, I can send letters to New York and California within three days of posting them, but letters to Chicago (90 miles away) take 8 - 10 days!

1982 J - North 3

FALL, 1906: TURK GRABS FOUR! GERMANY GAINS FROM ENGLAND WHO GAINS FROM FRANCE. AUSTRIA AND ITALY SLIP, SLIDING AWAY...

AUS (Nelson Millar): A Tyr* - Ven; A Ven - Tri*; A Ser - Bud /d/ (R: Alb, OTB).

ENG (Doug Millstone): F Eng* - Bre; A Pic - Par*; F Kie* - Ber; F Hol* - Kie; A Swe & F Nth* S F Ska - Den* (A Swe /d/, R: Nwy, Fin, OTB); F StP H /d/ (R: Bar, Nwy, OTB).

FRA (Darryl Phillips): A Mar - Gas*; A Bre* H; F MAO* S F Spa (sc)*; F Spa (sc) & A Pie - Mar*.

GER (Martin Taylor): A Lvn - StP*; F Bal* S A Den - Swe*; A Pru* - Ber; A Gal - Vie*.

ITA (Roy Smith): F Lyo* S F WMed* - Spa (sc); A Tus* - Ven.

TUR (Dennis Duncan): A Rum* S A Bul - Ser*; A Bud* & GER A Gal - Vie; A Mos* S GER A Lvn - StP; A Rom* S FRA A Pie - Ven (NSO); F Ion - Gre*; F Bla* S A Rum*; F Nap* S A Rom*.

SUPPLY CENTRE CHART: Winter, 1906

AUS (5 - 2, Disband 1, as short): Tri, ~~Budapest, Vienna, Serbia,~~ Venice.

ENG (8 - 9, Build 1): home, ~~Sweden, StPetersburg,~~ Nwy, Bel, Hol, KIEL, DENMARK, PARIS.

FRA (5 - 4, Disband 1): Bre, Mar, ~~Paris,~~ Spa, Por.

GER (5 - 6, Build 1): Ber, ~~Kiel, Mun, Denmark,~~ War, VIENNA, SWEDEN, ST. PETERSBURG.

ITA (3 - 1, Disband 2): ~~Rome, Naples,~~ Tunis.

TUR (8 - 12, Build 3, will be short): home, Bul, Gre, Rum, Sev, Mos, BUDAPEST, SERBIA, ROME, NAPLES.

Autumn Retreat and Winter, 1906 ONLY due Fri., 23 Sept., 83. (Spring, 07 due October 28).

NOTES: Please note Darryl's new address.

Nelson Millar, 327 Wilfred Leblanc, Maniwaki, PQ J9E 1X7
Doug Millstone, Suite 204, 2100 Ellesmere Rd., Scarborough,
Ontario, M1H 3B7

Darryl Phillips, Box 770, Margaret Morrison St., Pittsburg, PA
15213

Martin Taylor, 67 Clareview Rd., Edmonton, Alta. T5A 3X2

Roy Smith, 64 Addicks Rd., Westwood, NJ 07675

Dennis Duncan, Box 1733, Saskatoon, Sask S7K 2L4

PRESS

Turkey: Ambassador Ibn-Andullah-Duncan and Chancellor M. von Taylor met in Budapest to formally sign the Budapest Manifesto. The reason for this treaty was to stop the flow of arms from Austria to Armenian insurgents bent on overthrowing the enlightened rule of the Sublime Porte. In His wisdom, the Sublime One has dispatched investigating armies into the Dual Monarchy. The leaders of the Second Reich have graciously offered to perform as interpreters and to guide our troops in matters of Germanic culture and custom so as to minimize confusion among the peoples of the polyglot empire. We are familiar with the customs of the other parts of this decaying imperial collection.

The Sublime One, in order to shorten the suffering of the citizens of Austria-Hungary has invited all pertinent neighbours to assist him in this matter.

Germany to Turkey: The Kaiser gratefully acknowledges the support of the Turkish army. Under the inspired leadership of Sultan Duncan, the future prosperity of the Turkish Empire grows evert more assured.

Austria: From his deathbed the once-proud ruler of Austria feebly beckoned for his ambassador to Turkey. As the small tearful group of intimates listened carefully, Nelson I uttered his last royal message, words that can never be forgotten, words which while spoken weakly carried all the power of an honest man. "Tell Duncan Donut to go --- a grizzly!"

Germany to France: The German people regret the decision by the French to sit idly by while the peace-loving German race is clubbed into submission by the imperialist English. As the

1982 J Continues page 18

1983 Q - North 4

SUMMER, 1902: RUS: A Arm R Sev; A Rum R Ukr.

FALL, 1902: ENGLAND GAINS FROM FRENCH AND GERMANS; NEW FRENCH PRESIDENT HAS HIS PROBLEMS. RUSSIA TAKES GALICIA.

AUS (Bob Acheson): A Rum* § A Gal - Ukr/d/ (R; Boh, Vie, Bud, OTB); F Gre* H; A Ser* S A Rum; A Bud - Tri*.

ENG (Paul Watson): F Nth* C A Yor - Den*; F Eng - Bre*; F Nwy - Ska*.

FRA (~~Scott Matley~~, Jan Jensen): A Par* H; A Spa - Mar /d/ (R: Gas, OTB); F MAO - Por*.

GER (Keith Sesler): A Bur* S A Bel*; A Mun - Sil*; F Bel S
A Ruh - Hol* (NSU, has A Bel); F Den § RUS F Swe /d/
(R: Bal, Kie, Hel, OTB).

ITA (Dennis Duncan): F WMed* S A Mar - Spa*; A Pie - Mar*; A Ven* H; F Ion* H.

RUS (Steve Berrigan): F Swe* S ENG A Yor - Len; A Sev* §
F Bla* - Rum; A Ukr* S A War - Gal*.

TUR (James Keeley): A Arm* - Sev; F Con* - Bla; A Bul* S AUS
A Rum; A Ank* H.

SUPPLY CENTRE CHART; Winter, 1902

AUS (5 - 6, Build 1): home, Ser, Gre, RUMANIA.
ENG (4 - 6, Build 2): home, Nwy, DENMARK, BREST.
FRA (3 - 2, Disband 1): ~~Brest~~, Paris, ~~Spain~~, PORTUGAL.
GER (5 - 5, Even): home, ~~Denmark~~, Holland, BELGIUM.
ITA (5 - 6, Build 1): home, Tun, Mar, SPAIN.
RUS (5 - 5, Even): home, ~~Rumania~~, SWEDEN.
TUR (4 - 4, Even): home, Bulgaria.

Winter, 1902 AND Spring, 1903 due Friday, 23 September, 1983.

PRESS

Germany to World: Let's all nail France.

Italy: Premier Duncanini to Europe, AHA! So that's what those letters were all about. Ah, what's a poor-but-honest neutral to do?

1980 AM - Orphan 4

CORRECTION

Will the BNC please correct the stats for this game to show: "GER: Claude Gautron (Out W10)"? I listed him as having dropped in error when I gave the final statistics last month. Apologies to Claude. I don't understand how this could have happened, as I keep a summary of every game from which I draw the final statistics. This file is updated every Fall season, but somehow this error crept in. I also keep a copy of every season's adjudication, and that record clearly showed that Claude had not been dropped from this game.

ENDGAME STATEMENTS**Dave Carter (Russia, Draw)**

I wasn't getting anywhere in this game until Rob Lowes came in as the Turk. We quickly came to an agreement that involved the Turkish destruction of the two Russian fleets in the south (with the resulting building of armies) and set out to divide up the world.

Italy and Austria soon went down, but we came across the fore of the English forces and bogged down.

Jan is an excellent player so there was no question of breaking the line and a three-way draw is appropriate. I enjoyed being allied with Rob Lowes as he turned out to be a dependable and trustworthy partner. My only regret was that Bob Acheson wasn't in this game for me to take supply centers from.

Rob Lowes (Turkey, Draw)

I took over the position of Turkey after the Spring '04 moves. Thanks to Kathy Lynch who submitted final orders so I knew exactly where I stood going in. I was warned immediately by Jan Jensen (England) to be careful of Dave Carter (Russia) because Dave "is a very good player." Jan was right, and Dave and I were able to set up an agreement.

In Fall '04 Turkey and Russia were stalemated at four centres each. By Winter '05 we had each picked up another centre and were on our way to a faithful alliance. Due to Dave's willingness to let a novice string along, we were able to get a draw.

A big vote of thanks also goes to Pete Gaughan (France) who helped me with some timely moves against Italy. If not for his help, Italy would have lasted long enough to team up with England. As it was, Bob Albrecht very nearly did that anyways. Pete, your army in Venice was left alone as I promised it would be. Jan, why couldn't you make even one mistake so we could break through on you?

Thanks, Ron, for getting me into this, my second postal game. You did an excellent job of running this game. It was a great way for me to be introduced into this hobby. Thanks again.

Bob Albrecht (Italy, Out W10)

This game was a good one in that it held player interest (just see the press reports) and in that it had only two real "dropouts" (the rest being merely one centre CDs of no strategic importance).

I started out with a quick stab of Austria that dragged on due to the fact that Russia and Turkey seemed to have other fish to fry. Alain Martine ((the original Austrian player)) managed to freeze my position around Tyrolia and even managed to shove me out of his centres (in Spring '02), but, by then, the Russians had got their act together and Austria capsized.

Unfortunately, I had trusted Pete Gaughan (France) and he attempted to help me out in the job, parlaying his army into Bohemia. I hadn't talked to the newly installed Turkish leader and the Russian really didn't seem friendly.

Then through a combination of bad luck and sloppiness I managed to really screw up. There were two NMRs, two moves apart, and the French had moved their Bohemian "ally" army into my territory. This gave England his edge and he began soaring out of control with no real enemies. France never really hurt me, but those NMRs sealed any chance I had had of creating a real defense.

Without them, I would've been able to give England the additional two centres he needed for the win. Congrats to Dave Carter and Rob Lowes who took standby positions to come close to a victory. Good playing and, to Jan, better luck next time.

Ronald Brown (GM)

Not much for me to say. I never really thought of this as "my" game; I persisted in thinking of it as a "Russon Orphan," even though he GMed only one year. Bob is correct in saying there were few dropouts. Dave Carter had been asked to take over the Russian position before the game was transferred to me, so Mike Carroll was the only dropout under my care. I never heard from him at all.

Keith Mercer had been very anxious to GM this game and had made some arrangements to get it restarted. However, he never informed either Nick Russon, the GM, nor Andy Lischett, the CDO Orphans Director, of his intent. The result was a series of rather tense telephone conversations between us, and, he finally agreed I should have it, as all the players except one had responded to my call for the next season's orders. It wasn't that I was fighting for another game to GM; it's just that I had already adjudicated a season before I heard of Keith's plans, and I felt it would be very disruptive to move the game again. Just as well, as I haven't seen Keith's name in the hobby since.

Dave is to be congratulated. When he took over Russia, he was playing two short. It took him until 1906 to recover from that set back. Good play from Rob as well. Interesting that Turkey never really started growing until he took over. As for Jan, it appeared from the outside that England just kept growing and growing, with no real opposition or serious problems. So, good for Jan. As for Pete, he kept France alive and fairly strong for as long as he could, but, eventually England's strength proved too much for him.

So, what we had, in the end, was the power of two rather weak countries joining forces for the benefit of each of them. At the other end of the board we had a country develop pretty much on its own, playing more of a strategic, than diplomatic, game. Both can work well, and this game demonstrated that quite well.

1980 HM - Orphan 5

ENDGAME STATEMENTS

Ronald Brown (GM)

Hum...nothing at all to say, you guys?

When I look over the list of players, I guess I should have expected that. None of them were much for writing letters. Mostly just sent orders, with maybe the occasional short note. Odd how each game has its own style in that regard.

Austria's growth was really remarkable in this game. It already had 8 centres in 1902 when Keith Mercer disappeared. Mark Keller added three more centres the first year he played it, and then stuck there. I was really interested to see Austria played as a sea power--but I think that's why it didn't grow any further. Fleet development is just too slow for Austria. He can build only one at a time and it takes at least a year to get it into the action.

John Horn's England grew more slowly, but, as I've commented before, when England opens by attacking Russia, it tends to get bogged down. After St. Petersburg, there's not much more to gain in that direction. In this game, he appeared to be ready to force his way into the Mediterranean towards the end, but, it may have been too late.

Claude Gautron's play of Germany was great. He had to fight back to regain lost home supply centres, and managed to pull it off. For much of the game I thought he was doomed, yet he came back to take part in a draw. He was caught between England and Austria, so, his voting for the draw was quite understandable. On the other hand, England was heavily committed as a sea power and so couldn't do much against the German land forces, while Austria didn't really have enough on the land to make any breakthroughs against Germany. (Besides, why should he really trust England, whose fleets were becoming a menace?)

So, the draw's fair enough. Congrats to all.

1983 R - Seven Nations

NOTES: Effective August 11, Axel Halfmeier's address is:
c/o Berenger, 3580 Hillside Court, Hoffman Estates, Illinois,
60195, USA.

As mentioned before, Axel is in the United States for a year as part of a student exchange program. We hope he enjoys his stay and that he'll be able to make a trip to Canada. Look forward to getting his impressions.

Below is a belated press item from Fall-Winter, 1901.

PRESS

Turkey to Board: The Turkish Letters, Autumn, 1901.

Viva Il Duce!

The Sultan is most honored by your flattering acceptance of his secret note, circa Winter, 1900. Now our plans, all three of them, can be enjoined in tandem. In regard to the secret protocols accompanying your note of last Spring, the Turkish Government replies thusly: 1) Helen was on the side of the Greeks. 2) By Fall, 1902 at the very latest. 3) Superbear is on what seems to be an extended siesta. 4) Ron Brown...God, I mean, Allah can you believe it!!!!!!

1054 was a mistake. Together the two ancient imperial capitals of the Roman Empire can pool their resources. Harem time, toodles.

Your believing Infidel, The Sultan

PS. Brown shirts? Keep your Germans!

PPS. Greece is negotiable after you acquire Tunis and give back the Dodecanese. Wait, that doesn't happen till 1912....



Ann and Christopher with the space shuttle, Enterprise, in the background. We got up at 5:30 am to see it when it stopped off in Ottawa recently. Christopher was more interested in the people there than in the space ship. Amazing how big these shuttles are!

1983 Brn16 - Variant 2 (Blowup)

AUTUMN, 1902: RUS: A Gal R OTB.

WINTER, 1902: AUS: B A Tri; ENG: even; FRA: B A Par;
GER: B A Ber; ITA: B F Nap, F Rom; RUS:
B A Mos; TUR: B F Con, F Smy.

SPRING, 1903: GERMAN AND RUSSIAN ARMIES ANNIHILATED! ENGLAND
TAKES MID-ATLANTIC. TURKEY, ITALY SQUARE OFF.

AUS (Bruce Poppe): A Bud* S A Ser - Rum*; A Gal* S GER A Sil -
War; A Tri - Ser*; A Vie* S A Gal.

ENG (Steve Hutton): F NAO* S F Iri - MAO*; F Eng* S F Pic* -
Bre.

FRA (Mark Keller): F MAO S & A Par* S F Bre* (F MAO /d/, R:
Por, Spa (nc or sc), WMed, Naf, OTB); F Bre S F MAO;
A Spa - Gas*.

GER (Keith Sesler): A Ber - Pru*; A Sil* - War; F Bal* C
A Kie - Lvn /A!/; A Den* H.

ITA (Dave Lincoln): F Gre* A AUS A Ser - Bul (NSO); F Rom -
Tyr*; F Tun* S F Nap - Ion*; A Apu - Ven*.

RUS (Nelson Millar): A Fin* S A Nwy - Swe*; A Mos* S A War*;
A Sev - Ukr /A!/.

TUR (Dave Carter): F Con* S & F EMed* S F Smy - Aeg*.

Summer Retreats and Fall, 1903 due Friday, 23 September, 1983.
(Next deadline: October 28)

NOTES: Steve Hutton will be back at: 11 Nealon Ave., Toronto,
Ontario M4K 1Y8 by early September. Bruce Poppe will soon
have an address change, but mail will be forwarded to him
until it's official.

PRESS

France to England: Turn back now before it's too late. I
refuse to be intimidated.

Italy to France: Do you need some help to hold off the Limey
invaders?

Germany to Russia: Damn! Those fools at the Maniwaki post
office must have dropped that package I sent you. Oh well,
if at first you don't succeed...

Italy to Turkey: Is this round three?

France to Germany and Russia: England may never be more open
to an attack.

1982 J CONTINUED

English work to drive a wedge between the German and French
forces, the positions of our armies become increasingly
tenuous.

Constantinople to London: Every treaty has its price, unfortun-
ately.

1983 Ecb19 - Variant 3

(Woolworth II-D)

CORRECTION: In Winter, 1901 Austria built A Vie and A Tri. Players were informed about this oversight.

SPRING, 1902: ANARCHY REIGNS AS NEIGHBOURS ATTACK EACH OTHER.

AUS (???): A Tri - Ven*; A Vie - Tyr*; A Bud* H; F Ven - Apu*.

BAL (???): A Rum § AUS A Vie - Gal (NSO) /d/ (R: Tra, OTB);
A Ser* S & A Bul* S A Rum; F Gre - Ion*.

ENG (Steve Hutton): F Nth* C & F Ska* S A Lon - Nwy*; F Ice*
- Nwg.

FRA (Keith Sesler): F Bre* § A Par - Gas*; A Swi S A Mun -
Bur*.

GER (???): A Ruh* S & F Den* S A Hol - Kie*.

ITA (???): F Tyr* S F Ion - Tun*.

RUS (???): F Sev* S & A Ukr* S & A Gal* S F Bla - Rum*; A Fin
- StP*.

SCA (Dave Carter): F Bal* - Kie; F Bal - Den; F Lap* - Nwg;
A Kie U /d/ (R: Ber, Mun, OTB).

SPA (Bob Albrecht): A Mad - Mar*; A Mar - Pie*; F MAO* - Bre;
F WMed - Lyo*.

TUR (Nelson Millar): F Aeg* S BAL F Gre - Ion; A Con* H;
F Ank - Bla*.

Summer Retreat and Fall, 1902 due Friday, 23 September, 1983.
(Next deadline: October 28.)

NOTES: Yes, I'm sure about the double order for Scandinavia. It was clearly typed on two sets of orders. Steve Hutton will be back at: 11 Nealon Ave., Toronto, Ont., M4K 1Y8 early in September.

PRESS

Austria to Russia: You certainly have a peculiar way of expressing your gratitude. Please refrain from any further actions of "friendship," okay? And I want Galicia back!

Russia to Austria and Italy: Let's all take on Turkey and the Balkans, okay?

Scandinavia to England: You're right. Variants are not my forte.

England to Scandinavia: (You've read Dune, haven't you?) I swear kanly against you, Horkonen Swine. May a giant sandworm relieve itself in the vicinity of your sister.

Spain to Scandinavia: Dit dit da dit. Am sending units. Dit dit da da dit. Should be there by Fall '08. Dit da da. Hope you can hold on.

Germany to England: Why should I help you?

France to Spain: It's time to teach you a lesson.

Austria to France: And I don't like your actions either! Back off of Germany or I help Spain, comrade!

France to the East: So, what's going on over there, fellows?

Germany to France: Switzerland is yours. Belgium is yours. Munich is mine.

England to France and Spain: Keep fighting, guys!

France to Italy: Please don't interfere with my attack on Spain. In return, I'll help you against Germany or Austria (or both at once. I'm an optomist).

Germany to Scandinavia: Leave my country and say nice things to me. Maybe I'll stop fighting you.

1983 Ecb19 Continues page 21

1982 IF - Millar 1

SUMMER, 1903: FRA: A Mun R Bur;

RUS: A Ukr R War; A Mos R StP.

GM: Nelson Millar

327 Wilfred Leblanc

Maniwaki, Québec

J9E 1X7

FALL, 1903: GM LEFT SPEECHLESS BY
BIRTH OF SON!

AUS (Rauterberg): A Ser - Gre*; A Bud - Vie*; A Gal* S TUR
A Ukr - War; A Tyr* S GER A Mun; A Rom - Nap*; F Ion -
Tun*.

ENG (Touchette): F Nth - Nwg*; F Hol* S A Kie; A Kie* S FRA
A Bur - Mun; F Hel - Den*; F Ska - Nwy*; A Den - Swe*.

FRA (MacLellan): A Bur* - Mun; F MAO - Por*; A Mar - Spa*;
F Tun - Ion /d/ (R: NAF, WMed, OTB).

GER (Sesler): A Ber* § A Mun; A Mun* S A Ber; A Mos* S TUR
A Ukr - War.

ITA (CD): A Pie*.

RUS (Acheson): A StP* S A War - Mos /d/ (R: Sil, Pru, Lvn, OTB);
F Bal* - Ber; A Fin* U.

TUR (Ferguson): F Tyr* S AUS F Ion - Tun; F Aeg - Ion*; F Rum*
S F Bla - Bul (ec)*; A Sev* S GER A Mos; A Ukr - War*.

SUPPLY CENTRE CHART: Winter, 1903

AUS (6 - 8, Build 2): home, Ser, Gre, Ven, NAPLES, TUNIS.

ENG (6 - 9, Build 3): home, Nwy, Bel, Hol, SWEDEN, DENMARK,
KIEL.

GER (3 - 3, Even): Ber, ~~Kiel~~, ~~Warsaw~~, MUNICH, MOSCOW.

FRA (4 - 5, Build 1 or 2, depending on retreat): home, ~~Munich~~,
PORTUGAL, SPAIN.

ITA (2 - 1, Even as was short): Rome, ~~Naples~~.

RUS (4 - 1, Disband 2 or 3, depending on retreat): StP,
~~Moscow~~, ~~Sweden~~, ~~Denmark~~.

TUR (6 - 7, Build 1): home, Bul, Rum, Sev, WARSAW.

Autumn Retreats, Winter, 1903 AND Spring, 1904 due Monday,
19 September, 1983. (Next: October 24.)

NOTES (Nelson): Thanks to Gerry Paulson for unneeded standby orders.

(Ron): This month's headline refers to the fact that Nelson's wife gave birth to an 8-pound boy on August 15--this month's deadline. When he gave me the game report it lacked a heading and he said to write whatever I wanted. Congratulations to Nelson and Angèle. This is their second son, and third child.

PRESS

London to St. Petersburg: Sorry, Bob, but I had to choose between you and France. It's only a game. ((You expected Touchette would not choose France? Really, Bob!--Nelson))

Rules

RULE VII, 1. MOVEMENT (Part One)

After two years of discussion in these pages, we finally begin getting to the meat of the Rule Book. Rule VII. 1, begins: "Only one unit may be in a space at a time. On each move each Great Power may order all its units, or some, or none of them."

It is clear, later in the Rule Book, that unordered units are considered to be Holding, and may receive support in so doing. However, as a strategic consideration, the Hold order is the weakest and should be avoided unless absolutely necessary. If you wish a unit to remain in place, look to see if there is any other unit, or action, it can support. That way, you are less likely to meet an unpleasant surprise from the ally you've been friends with all game.

Of course, this rule justifies the postal convention of the NMR. If no units are ordered, all Hold, though they may still receive support from other powers.

But, let's go on: "A unit may be ordered to do only one thing on each move: an army may be ordered to move, hold, or support; a fleet may be ordered to move, hold, support, or convoy."

I was astounded recently to discover that some ancient and honourable members of the hobby are unaware of this rule. It came up in a player-GM dispute when the GM disallowed orders like these: "A Mun S A Ber; A Mun H." The GM, correctly, ruled that the Army in Munich was double-ordered. The player protested that his meaning was clear and so the orders should have been accepted. The debate was on! Volumes were written on the question of the GM's "strictness," and to what extent a player's intentions should be considered. Balderdash! The Rule is clear and unequivocal and is there for all to read.

However, if the player had written, "A Mun S A Ber; A Ber H" there is no double-order. Everything following an "S" is a modifier of the original order and is not, in itself, a separate order. But, you protest, you, as a GM, always write: "A Mun S A Ber" and never list a separate order for the A Ber. True. I do it as a space-saving device; one which I believe is clear. If I have "A Mun S A Ber - Kie" I do not feel it is necessary to repeat "A Ber - Kie." It has already been written in a clear form. Some GMs would be outraged by this and throw such orders out. I think they're being unnecessarily petty.

But, as a player, when submitting orders, I always write out the complete orders for each unit, without abbreviations. That way I am sure that some joker is not going to make an arbitrary decision about the legality of any abbreviations. Besides, when you write out the complete order for each unit, you are less likely to miss one (count the number of orders you've written!); and, if you do not use abbreviations, then you are less likely to make a typo (like writing "A Mun - Bur" when you mean "A Mun - Ber").

1983 Ecb19 CONTINUED

Balkans to Austria: I help you, Turkey helps me, right?

Russia to Turkey: The jig is up.

England to Germany and Russia: It's three against Scandinavia, right?

Austria to Italy: I can't be trusted. I'm surprised at you. It is said, "Fool me once, shame on you. Fool me twice, shame on me."

Russia to England: Your press release to me was ambiguous. Could it possibly be construed as being anti-Scandinavian, or am I imagining things?

England to Scandinavia: The Wayne Gretzky of postal Diplomacy? What sort of a fool would call you that?

France to England: Army London looks good. Let's keep out of each other's business.

From The Diplomatic Pouch - II

A Nice Dilemma... Trial By Jury

By Rod Walker

(Note: The following article has been submitted by Rod Walker to several zines, as a follow-up to recent arguments on the subject. I disagree with Rod, as I feel he is overlooking Rule VII, 1, which takes precedence over the rules he is discussing. By coincidence, I discuss that very rule in this month's **Rules** article--written a few months ago, long before I received Rod's article. If you send me orders which read, "A Ser H; A Ser S A Gre" I call that a double-order, not because I am "running a reformatory," but because I am following the Rule Book--as all GMs ought to. It is the only way we can be consistently fair. I should mention that Rod uses a ruling by Bruce Linsey as an example, but I made a similar ruling myself a few issues back. It is fashionable to bash Bruce Linsey in some quarters (I don't feel that that is what Rod is doing here, or this article wouldn't appear in these pages), but I have never seen him make a ruling as GM yet that I disagreed with. In the case Rod presents, I'd have done exactly as Bruce did--in fact, I have done that--and will again if it re-occurs.)

It's a simple question with a not-so-simple answer: "Can you order a unit to do two things at once?" Most GMs, I imagine, would instantly answer, "No." In a ruling in 1982X last year, that's what Bruce Linsey answered. And the ombudsman selected for the subsequent appeal, Mark Berch, agreed. My answer is, "It depends."

The specific case involves these orders, given first in the normal Rule Book notation, then in the standard notation used in **Diplomacy World**, and then in the notation used in **Voice of Doom** (and in which the original orders were written):

- | | |
|---------------|-----------------------|
| 1. A Ser H | 2. A Ser H S by A Gre |
| A Gre S A Ser | A Gre H S by A Ser |
| A Gre H | 3. A Ser H (A Gre S) |
| A Ser S A Gre | A Gre H (A Ser S) |

Any of these notation systems makes it clear that each unit has been given two orders: one to hold and another to support the other unit in holding. The very extensive House Rules for **VD** provide that if a unit is double-ordered, it is shown as unordered (but the question as to whether this is really double-ordered will arise momentarily). This House Rule is to some extent redundant: the Rules provide that an order which admits of two meanings is not followed, and most GMs subsume double-ordering under that provision.

Accordingly, Bruce Linsey ruled that the units were double-ordered, and recorded them as unordered. The player, Ed Wrobel (Turkey), protested this ruling, but the selected ombudsman, Mark Berch, upheld it. Ultimately, though not immediately, this led to Ed's resignation from the game. He felt he had been shafted by a too-precise application of the House Rules without proper appreciation for his intent. This latter was, he said, to issue a single order to each unit: to hold and support the other.

It should not be necessary to point out that the most correct way to submit the orders Ed wanted would have been "A Ser S A Gre; A Gre S A Ser." This is the way most players would submit those orders and the way most GMs would expect to see them. Nor is it necessary to point out that the GM cannot really consider what a player intended by his orders; that's pure guesswork. He can only consider what the orders mean (not what the player may have meant by them, but what they actually mean when viewed by the GM).

To show the pitfalls of this business of intent, let's take a look at the possible intents of a player who submits the orders in notation No. 1. (A couple of these would not apply in cases 2 and 3 because of their different construction.)

- The player remembers that a unit must be holding in order to receive support, so writes the H order as well as the S order to be sure.
- The player is deliberately double-ordering his units in an attempt to blame the House Rules for his failure to deliver a promised support. In other words, it's a ploy.
- The player wanted to hold, then decided to support and forgot to cross off the superceded order.
- Ditto, support orders changed to Holds.
- Player is testing the GM.

F. Player wants an excuse to resign from the game.

G. Who knows? It's a screwy hobby.

No, you can't base a decision on intent; the GM can't read minds and shouldn't have to. However, I hope you will keep these possible intents in mind, since we will return to them later.

The real question here is, is this a double order? The knee-jerk answer is, as I've indicated, "yes." But there is far more to it than that. We must first consider what the Rule Book has to say.

Rule VII, 4, last sentence: "A badly written order, which nevertheless can have only one meaning, must be followed."

Rule IX, 6, first sentence: "A unit not ordered to move (ie., one that is ordered to hold, ordered to convoy, ordered to support, or not ordered at all) may receive support in holding." (Emphasis added.) The pre-1971 Rules contained similar language.

The first and most important thing we must note is that a unit which is not ordered to move is in fact holding, regardless of whatever else it may be ordered to do. This statement, and concept, has from the earliest days of the hobby led to some confusion. There were players who thought that a unit had to be ordered to hold (as well as support or convoy, if desired) in order to be eligible to be supported in its turn. In the late 1960's it was not uncommon for me, as a GM, to receive an order such as "A Ser H and S A Gre." I printed it as "A Ser S A Gre," and the redundancy soon dawned on the player, who then stopped doing the unnecessary writing. But it was no big deal; the meaning of the order as sent was crystal clear.

It is equally clear, from both his orders and from his subsequent letters, that Ed Wrobel was doing the same thing, under the same misconception of what the Rules actually require. He made a mistake. He was punished for it. (One of his units was dislodged and annihilated, which would not have happened had his supports been ruled valid.) We're coming back to that point too.

In the context of Rule IX, 6, and of this little snippet of hobby history, we now turn to Rule VII, 4. Can there be any real doubt that if a unit is ordered to hold and also to support, the meaning (and I don't mean the intent) of this apparent double order is clear? No. The order to hold is redundant...the unit is already doing that. The hold order must be regarded as unnecessary, not as a second, contradictory order. There is no possible contradiction between hold and support (or convoy) in terms of meaning (although the player may have intended it otherwise). My own ruling in this case, therefore, is that the hold order is redundant and disregarded, and the support (or convoy) order is valid.

This brings us back to the list of possible intents. If we ignore the more arcane motives (E,F,G), where do the rewards and penalties fall? The ruling which voids the support order rewards the ploy (B) and a careless error (D). The ruling I recommend, which regards the hold order as redundant, rewards the honest mistake (A) and another careless error (C). Well, the careless errors cancel each other out. That leaves us with making a GM decision which will reward either the Sneaky Pete tactic or the honest player who's just trying his best. Which one is more deserving? Of course the latter player is...after all, the guy with the ploy can just figure out another way to miswrite his orders. But the guy who's just trying to do the best job he can of writing his orders will otherwise get the shaft every time. (Besides, you can call the redundancy to his attention, and he won't repeat it.)

I suppose it comes down to this: are we, as GMs, running a game, or are we running a reformatory for bad kids who can't write their orders correctly? Are we really in the business of punishing those who can't turn in perfect orders time after time? I don't think so. GMs can be human too, or should be. Insofar as a ruling can be applied consistently and without favoritism, it should allow for the occasional human error (and if it voids out a popular deceptive ploy, well, aw, shucks). The rule is simple, and in accordance with the Rule Book: in a dual order to hold and support (or convoy), the hold order is redundant and the convoy (or support) order is valid. What could be simpler? What could be fairer? Oh, ye rigid taskmasters, it's time to get a little flexibility. Let those badly-written orders fly when possible (the Rule Book says you must). After all, when it comes right down to it, fellow GMs, are we here to hinder...or to help?

From The Diplomatic Pouch - III

A Short History of UK Diplomacy

by Richard Gee

(Note: The following article was forwarded to me by Richard Gee for inclusion in this issue. He had Geoff Challenger look it over and make additional comments, and I've included that. Geoff publishes **Home of the Brave**, a zine which I haven't seen as yet. His address, in case you want a look, is 100 High Street, Swanscombe, Kent, England, DA10 0AH. Thanks to both Richard and Geoff. I hope someday, before too long, to have an article on the history of the hobby in Canada. I can't write it myself, as I am largely ignorant of what occurred in the hobby before 1980 or so. I also look forward to receiving articles on the history of the hobby in other countries. Judging from the stats Geoff supplied, it looks as though the British hobby is almost as large as the US one. In Canada, we have four English zines and one French one, with roughly 75-125 players, though it's been a few years since anyone did a census.)

In 1968 Don Turnbull (now Managing Director of TSR Hobbies (UK) Ltd), when he was the European Secretary to AHIKS, got caught up with the game of **Diplomacy** and ran the first six postal games as GM using a spirit duplicated news-sheet. The news-sheet, as I understand it, was the first UK zine and was titled **The BDC Journal**.

Behind **The BDC Journal** there was, of course, the British Diplomacy Club and, as far as antiquity is concerned, it is interesting to note that an early issue of **Diplomacy World** reveals Turnbull in eighth chronological place as a GM (the first, of course, being John Boardman) in 1969.

It seems that amongst enthusiasts, playing **Diplomacy** was essentially by way of postal play between 1969 and 1972, with Turnbull running the first six UK games while Hartley Patterson ran the seventh.

FTF meetings started in London in 1972 and Graeme Levin (the businessman behind the present chain of games shops--Games Centre--in London) started up the National Games Club which succeeded the BDC. Levin asked Richard Sharp to run the old BDC games from number eight onwards and so the zine **Dolchstoss** of the NGC was created by Sharp. **Dolchstoss** was the official zine for the NGC in its first years with British games being adjudicated in it.

The hobby experienced a great boon under the auspices of Sharp as secretary to the NGC; so much so that soon game entrants were at the level of some 25+ per month. The increase in interest meant that Sharp was compelled to turn to other editors to take NGC games to handle the influx of new players. As so the hobby became divided between the "official" British zine and the "independent" zines.

In 1974 the NGC was enlarged (some say democratized) so that the various separate tasks that Sharp was doing as National Secretary were taken over by elected representatives. Initially all went well, but after **Dolchstoss** was de-officialized as the NGC zine, the National Games Club went into decline and by 1978 had effectively gone for good.

But the numerous specialized tasks are continued by a number of enthusiasts. They include: Central Gamestart Service, Back Issues (of the independent zines), Statistics, the UK Variant Bank, Novice Pack, and Conventions.

I understand that today there are about thirty-odd zines on the UK market providing for some 400 postal players.

+ + + +

Additional Commentary

by Geoff Challenger

Richard's article is pretty close. The first UK game was in 1969 and ran in Don Turnbull's zine, **Albion**. At a later stage Don split this off into the separate zine, **Courier**, which is still running, though slightly infrequently, today. **Albion** then became the best gaming magazine we have had yet in this country, but it died out in 1974. Don also ran some games for the BDC/NGC, which grew out of a regular games-playing meeting in a London Hotel. Thus, the FTF meetings actually began about 1970.

Hartley Patterson's involvement came via SF/Tolkien fanzines which came from the USA. The zine, **War Bulletin**, was started by Dave Berg, and Hartley took over at issue five or so. It carried **Diplomacy** and, although starting after Don, was still a 1969 creation. Eventually the Americans put Don and Hartley in touch with each other.

The services mentioned in Richard's article are a little out-of-date now. The Zine Bank will give you currentish issues of current zines as a taster to encourage you to subscribe to other zines. Stats have not appeared for 18 months now and we also now have the Novice Editors' Package written by Geoff Challenger and Paul Segal. Current figures also point to over 50 zines and 550-750 players, although without the stats it's hard to tell.

Me«Ann»derings

10? Who, me?

When I got home from work a few weeks ago, just after the last issue of **SNAFU!** was put in the mail, Ron's greeting as I walked in the door included the phrase "my 10 girl". Now, considering that I'm only 162 cm (that's 5'4" for you Yanks) and, at the moment, decidedly on the wrong side of the insurance industry's average weight tables, I was pretty sure that he wasn't comparing me favourably to Bo Derek. And I was right (sigh). What he was referring to was the evaluation one very kind person ("Not I", Ron insists) gave "MeANNderings" in the 1983 North American Zine Poll.

That I was mentioned at all was a pleasant shock, but to receive such a high rating was very flattering. I hardly consider "MeANNderings" a subzine, especially because my heavy work schedule often prevents the column's appearance. I would like, therefore, to say a sincere thank you to the poll participant who thought so highly of my writing. However, I think this is also the time to thank everyone who has written comments and praise to me personally. I really regret that I'm not in position to answer those notes. Writing all day leaves me disinclined to put pen to paper once all the household chores are done in the evening; and, lately, weekends also have found me at the office, biting my pencil and scribbling on a number of high priority projects. In fact, I felt compelled to cancel the vacation I had booked in July because of my current work load. (Some long-time friends think that I've vanished off the face of the earth, I'm sure, because they haven't had letters from me recently either.)

What I promise to try to do in the future is make a better effort to use your comments, questions and stories in this column. May be we'll get a few "great debates" going here as well as in the main part of the zine.

* * *

Speaking of writing all day, I don't know if I've properly explained what I do to earn my keep. (Actually, even Ron hasn't figured it out yet.) I am a senior technical writer in a small firm (12 people) that studies, plans and writes documentation on a contract basis. We produce everything from speeches for Cabinet Ministers, to brochures for trade shows, and a wide variety of end-user documentation. I specialize in computer systems, constantly amazing clients with my capacity to absorb the essentials of a system and to communicate them to others. (This, by the way, is not bragging, but simply "cheerful self-appreciation" (to borrow from Isaac Asimov).)

During my eight years in the computer field, but particularly since I began specializing in documentation, I have realized that many people have beliefs about computers that amount to a mythology. This "cyber-mythology" attempts to explain what is perceived as erratic machine behavior; it reveres computers as unknowable gods; and it suggests that those untutored in the "mysteries" will be hit by lightning (at the very least) if they punch the wrong button on a terminal keyboard.

Regrettably, cyber-mythology has been propagated for years by the people who should have been doing their very best to stamp it out: computer professionals. However much the term "user-friendly" is in vogue today, there has not been a really wide-spread movement towards demystifying computing. Part of the problem is that vendors don't want to give away proprietary secrets and, as a result, are often purposely vague. On the other hand, when they do wish to communicate clearly, they are incapable of using plain English. What is worse, they often actively resist any attempt to translate their "computer-ese".

To some extent, "computer-ese" is shorter and more precise than plain language -- but only between professionals or knowledgeable hobbyists. Most end users are not particularly knowledgeable, are therefore easily intimidated, eventually becoming outright superstitious. They adopt the cyber-mythology because it is communicated in plain English, by equally intimidated users who have come to basically incorrect, but apparently useful, conclusions about the machines with which they must live.

My job is a constant war on both "computer-ese" and cyber-mythology, and I'd like to make the most tenacious myths that I have fought in the course of this war the subject of my next few columns. Tentatively, I'd like to begin with the false idea that computers "understand" things. If any of you have personal experiences (good or bad), anecdotes, questions or suggestions which might contribute to the discussion over the next few issues, drop me a note. I'll try to build the discussion around the comments I receive.

Travel

EASTWARD BOUND

The time in Calgary had been delightful. I had been feted like visiting royalty. My aunt filled me in on much missing family history. I was enthralled with the farm--about 100 head of cattle and a dozen horses. My aunt and her husband had a hobby of collecting cars and the yards were littered with various obsolete makes in various states of restoration.

When I left I was thoroughly rested. The highway wound south, as well as east, and I picked up an ancient Indian hitch-hiker who told me where all the rattlesnakes lurked. But, Alberta, generally, was featureless. Even trees, to break the monotony, were rare. My aunt, born and raised in the East, had tried, unsuccessfully, for years to grow trees. Getting into Saskatchewan, though, things improved. The land is more hilly, and has a tortured, twisted look to it. Chemical pools lined the highway. There were even a few trees.

The most pleasant campground I stayed at the entire trip was a provincial one about the middle of the province. Each site was surrounded by a hedge about six-foot tall, giving each camper a sense of privacy. It was very clean and well-cared for. The people in charge of it were polite and helpful--much more so than many private owners I had met.

In Manitoba the prairie flattened out into featurelessness again. I took a hitch-hiker into Winnipeg and then searched for the address of a woman I had known in Montréal. Being stubborn, I searched for the street on my own for over an hour before stopping to buy a map, and, naturally enough, her street was the other end of the city. I had been in Winnipeg some two hours before I found her house, only to discover from a neighbour that she had left on holidays that morning. Oh well. I found a campground just east of the city and the next morning picked up the same hitch-hiker I had left off the night before.

You can tell when you're getting near the Ontario border, as trees start growing again, and the land gets decidedly rocky and convoluted. I let the hitch-hiker off near Thunder Bay, found a campground for the night, had an great breakfast at a truckers' stop next morning, then picked up the same hitch-hiker about 90 miles up the road. This country was more like it. Great huge rocks, cutting and gouging the landscape. More lakes and trees than one believed possible. Then cutting south around Lake Superior, through Sault Ste Marie, and away eastward to a flatter landscape. The hitch-hiker refused my offer to spend the night again, so I let him off while I settled into another campground. This one, a day from home, was the worst I had stayed at. The area had simply been bulldozed clear and you were expected to pitch your tent in the bulldozer ruts. In a land of a zillion trees, there were none at all on the campground.

Picked up the hitch-hiker in the morning and dashed down the Ottawa River, excited at the prospect of nearing home. We arrived in Ottawa during rush hour, cresting a hill between rock cuts, the city spread out below. I let him off, finally, and made my way to the home of some friends where I chatted about my adventures for half the night. Next morning I drove back up the Gatineau River: home.

HOME!

From Ottawa to Maniwaki is only two hours along a terribly convoluted road beside the Gatineau River. Great log booms filled the river, making their way down from the camps in northern Québec to the mills. My apartment was clean and new-looking, and I had a huge pile of mail waiting--some six weeks' worth. I bought a few groceries and settled down to read it all. I hadn't missed much while I was away.

The next morning I drove further up the river to visit some friends living on a small farm, well isolated from the world. At the time they were virtually the only people I knew in town who spoke English that I could visit. They were Americans who had come to settle in the area to escape the draft laws and were in the process of restoring an old farm house, raising pigs and chickens, and just generally surviving as best they could. The richness of the trees and shrubs was astounding as I wound up the old dirt road. After so much time in desert and prairie, I had forgotten the deep rich greens of healthy flora.

I was glad to be home, with fresh eyes, and an appreciation of the simple glory of water and growing things. For months I repeated tales of what I had seen and experienced during my great adventure. And I decided I wanted to do it again. I did: two years later I made a similar trip, only this time cutting across the USA from Buffalo, NY to St. Louis, continuing south-east to Oklahoma and Texas, finally curling around the Grand Canyon, up to Salt Lake City, then East again to Omaha, and home. Not as long, in miles, but more satisfying, as this time I had enough money to stay in motels occasionally, a camera to record the spectacular scenery, and a better appreciation of where I was going and what I wanted to see.

I've also made short trips through the eastern states, and another cross-Canada trip from Montréal to Vancouver. I hope to do more travelling like that some day, but I don't think any trip can have as profound an effect as that first big one. The high Colorado plains, the first approach to the Rockies, the great deserts of Utah and Nevada, the approach to San Francisco are the stuff of dreams. When I next see them, I doubt they'll strike me as dramatically as they did that first time.

Letters

Seeing as this is an anniversary issue and you people were nice enough to show such overwhelming support in the recent **Runestone Poll**, let's start off with some nice stuff. First up, **Bob Albrecht** (Calgary, Alberta):

"Good to see **SNAFU!** again, as always. Your punctuality and piercing insights are always a pleasure to receive."

Dave Lincoln (Cumberland, Rhode Island): "Another nice issue of **SNAFU!** I really appreciate the care and attention you devote to it to make it look so nice."

John Caruso (Flushing, New York): "Yet another good issue of **SNAFU!** You're getting to me--I'm getting jealous. Good looking zines aren't supposed to have a high entertainment value. That's supposed to be reserved for the sloppy looking zines like **Whitestonia.**"

Rod Walker (Encinitas, California): "Neat issue of **SNAFU!**, as always."

Randolph Smyth (Medicine Hat, Alberta): "To tell the truth, I was pleasantly surprised to see the zine place as well as it did in the **Runestone Poll**, but that was before I got down and actually read the ones that you've put out this spring (which I only got around to doing this past weekend). The zine was always pretty good, of course, but now its poll rating is well-deserved: right up there with the best of them."

Maybe I should just end the letter section right here, while I'm doing so well, eh? Reams of paper await us, but, meanwhile, thanks for all the nice things everyone is saying. Makes it all worthwhile.

How about some comments on the Carter family? **John Caruso** writes: "I feel sorry for Julie Carter. It's no wonder she's always exhausted, but she should have realized that when she, an Italian descendant, married a Canadian loafer. Poor girl. And now she is being tortured by having to breast-feed the baby, Adam, and the big baby, Dave."

Dave Carter (Willowdale, Ontario): "Adam is doing real well. His feedings are getting further apart and he sometimes goes five hours without waking up. I hope Julie won't be too upset when she finds out I've been giving him Valium? He seems to be taking after me more and more every day. He's cute, intelligent, bald, and drools a lot."

No comment on that last line, Dave.

More from **Dave**: "At his one month check-up he weighed 8-9, which is two pounds more than at birth. He has already flipped over from his stomach to his back, grinned, shit, peed, and puked on me, woke me up four million times. He really is a happy little baby and I'm sure we're all being spoiled by him....How's your li'l booger doing? Walking yet? Now you can let me know what's ahead for me so I won't get surprised.



Christopher meets a cow. "So that's where milk comes from."

Thought you'd never ask! He's been walking for about three months now. Really delightful kid, forever finding interesting things (like pot lids, shoes, plant leaves) which he brings to show us, bursting with pride. He was introduced to a cow for the first time the other day, and immediately started patting its nose, squealing with delight. Once I showed him, he kept trying to feed it grass, thinking it was the funniest thing in the world to see a creature eat grass. Waking up at nights peters out, but now we have the occasional nightmare to deal with. We had a couple of nights of being up most of the night trying to get a fever down. Mainly, he smiles, babbles a lot, laughs, and then snuggles up to Dada or Mama when he needs a rest from it all.

Kathy Byrne (Flushing, New York) reports on what Dave was up to in Detroit a few weeks ago: "Never, never go out drinking with Dave Carter, Dale Bakken, Bill Becker, and Mark Peters. Although Carter escaped the migraine headache the next day because he drank one ginger ale to our four beers apiece. But boy did we have a good time. Everyone had these great jokes (except Carter, at his we groaned) and boy did we have fun deciding on a new contest for **Sleepless Knights**. Also I'd like you to notify everyone in your zine that Dave Carter invited Woody to his room Saturday night--then he went out. Woody showed up, but Dave was with us. Do you think Woody took the hint? No way! He aggravated the French Canuck, Yves (something)."

Oh well, maybe my employers will let me out to play next year, though I wonder how one can have fun in Dallas? Do they know about Canadian beer there?

Changing subjects, **Rob Lowes** (Peterborough, Ontario) asks: "How are you keeping with the new job? It sounds like a good job, but I don't envy your shift work. Does the job affect the amount of time you get to see Christopher? It must cut into your time some. Hope everything keeps working out good."

The trouble with working for a living is that it cuts into the pleasures of life. No, I don't get to spend nearly as much time with Christopher (and Ann) as I would like. When I'm on evening shift, I get to see them for a few minutes in the morning--and that's it.

John Caruso: "It's good to hear you're back to work. I know what it's like to be unemployed and depressed. If you still need any kind of help, let me know. You can return the favor when you're back to normal (if there is a normal for a Canadian)."

Thanks, John.

Frej Wasastjerna (Laajalahti, Finland): "It's nice that you have a job now. And now we are, in fact, both government employees working with Cyber 170's, although I only use one and don't have any contact with any other hardware than a terminal and a line printer."

Small world, eh Frej? You might be interested to know that two Cyber 170's are not enough and very soon we'll be adding another one, plus an IBM mainframe (I don't know what model). I think that where I am is the largest computer centre for scientific applications in Canada. Of course, I'm just a slave clearing printers and mounting tapes, but everyone I work with is fond of repeating, several times a shift, about what a great stepping stone it is. It's a bit of a shock to have to work for my living after teaching for so many years. It's also depressing to realize what the working class has to put up with. Either I was horribly overpaid and pampered as a teacher, or I am now grossly underpaid and exploited. Haven't decided which.

Mike Mills (Sloatsburg, New York): "You really like computers."

No, not especially. I mean, I don't like or dislike them any more than I like or dislike any tool. They're nothing but a bunch a dead circuits which can't do a thing unless you tell them what to do. It's kind of like teaching, except that machines don't sass back, and when they do something wrong, there's a logical reason for it.

Keith Sherwood (La Jolla, California): "Be sure to take a job that has access to a word processor. You've spoiled your readers now, you know."

Fortunately, the word processor is not job-dependent. As long as I have free time outside of normal working hours, I can use the one at Ann's office. However, we are looking at purchasing a decent typewriter which will mean no more right justification and proportional spacing until I get my own computer. I am thinking of doing all my address labels by word processor though. It'll be easier to makes changes and corrections.

Guess we should talk about the hobby, eh? Got an old letter from **Rod Walker** which he had sent to the wrong address, referring to a letter from **Bill Young** a couple of issues back. It could also refer to the article by Bill last month.

"Good letter from Bill Young. Absolutely right he is, too. NVR on a draw is definitely = "Yes." If you can't bring yourself to vote on a draw proposal, what do you care what the result is?"

"Ditto his comments on GM errors. Players are really obligated to look for them and report them if found. No GM is perfect. However, as I'm sure Bill will agree, some errors are very hard to detect. Misreported adjustments or retreats may not be noticeable except to the Great Power player directly involved. Now you may feel that he, more than anyone, would see the error immediately and have a vested interest in reporting it. Not always so. He may find erroneously reported items more to his advantage, in the upshot, than the ones he originally intended. Or he may not even remember what he ordered. That last is carelessness, and Bill would rightly point out that it's his own fault."

On another topic, one which has had considerable space here lately, **Rod** adds this: "My apologies to Bob Albrecht. My letter in response to his comments came out much harsher than I intended. However, I feel very strongly about this notion, espoused in some hobby quarters, that an editor should abandon his responsibility to edit. If you want 'everything submitted, warts and all,' join an A.P.A."

"On the other hand, I will admit that some editors can overdo it. It is possible to edit (cut) something so badly that the author's original intent is denied or perverted. An editor must be thorough, yes; but he or she must also be responsible and ethical."

I don't think Bob was that upset by anything you said, Rod. In fact, I just received the following from him:

Bob Albrecht: "I just hope that my zine will be as outstanding as yours."

"Yes, yes, I am starting my own zine, but I will need to acquire a typewriter in at least passable condition, as handwritten newsletters don't seem to have caught on with the hobby..."

"The zine will be 10-12 pages long, have 6-8 regular Dip games (hopefully) and two or three variants (really different variants, not ones where Burgundy is divided in half or something), columns, such as a Calgary news report, a good old-fashioned soap-boxing editorial (you might have noticed my gift for arousing the populace), and an 'intriguing weapons of war' series (comparing the use of dog mines to gerbils in artillery divisions), etc."

"As I have relatively little to worry about financially (I work 12 pm - 8 am as a security guard for Holiday Inn and 11 pm - 7 am for Shell on weekends), I am offering a real discount. A year's free sub to anyone agreeing to standby and a free game fee

to the first twenty-one people who want to take the miserable glorious publication off my hands.

"Also, I feel it is a way to make up for all the poor individuals (all 10 of them) that I burned during my burnout. I had a magazine called **KOBOLD** that folded inauspiciously three years ago. I also went through a period of intensive withdrawal and inability to be concerned about anything--possibly due to my moving around, university studies, and heavy social life--all of which I have now solved.

"The zine's title will be **Battle Stations** and will be pubbed every 3-4 weeks. Any advice on my first serious effort into pubbing will be appreciated. (For example, Boardman Numbers?) As I will have a copy out August 12, if I send you one, will you plug it for me?

"As far as censorship goes, I still feel that the very use of it is disturbing. Of course content and costs are within your right to control, but I think charging people if they want to publish garbage (say, \$5. a page) in your zine is a lot better than sucking your thumb and saying, "No, go away." People aren't willing to part with bucks just to be a nuisance, and if they do, take their money. It then falls under advertising (which is really what they want: just an ego massage). That should squelch anyone who wants the last ten years of **Hansard** as a press item. With this small change, I still support what I said in **SNAFU! No. 32.**"

Well, Bob, I wish you the very best of luck. You asked for advice, so here's some for free: keep your zine small. One or two games is plenty if you're just beginning. If you want an idea of what it can be like, read my "History of **SNAFU!**" I was very close to throwing up my hands and saying to hell with the whole thing a few times. Also, seeing as you refuse to distinguish between censorship and editing, I advise you to make sure that Curt Gibson never gets your address. He'll gladly pay if anyone would print his trash. But, even if people pay, the publisher is still legally responsible for whatever appears in his product.

If you're publishing your first issue August 12, I won't receive it before this issue is put together, but will "plug" you next time. If anyone wants to see Bob's zine, his address is: 1001 - 1239 12 Ave., SW, Calgary, Alberta, T3C 3R8.

Mike Mills sends these comments on the past year's feuding in the US hobby: "I share your casual disgust for the personality wars, the tirades and the vendettas. They are the actions of petty insecure people who are pubbing for all the wrong reasons. I publish **Emhain Macha** to run games...I'll put in articles to make it more entertaining and toss in hobby news and some letters to let the readers know about other good zines and the like, but I ignore the wars because I don't need to bother the non-warring people with such trash. I do not even read the accounts of such when they appear in other zines...I don't care.

"I have cut back my sub-trades with those zines that are heavily into such material and I find that I have not missed a thing.

"Well, I'll be on the lookout for your next issue. It should be quite interesting to read what you have to say on the subject in public."

Emhain Macha, if you're unfamiliar with it, specializes in non-Diplomacy multi-player combat games, some of which have been designed by Mike. I had told Mike I was going to take on all the zines specializing in character assassination this time, but, my editorial was diluted by the feeling that I can only do more harm than good. Readers can judge for themselves--and they obviously sided against the hate-mongers in the hobby in the **Runestone Poll**. So, what more can I say?

However, on this topic, **Ben Schilling** (Farmington Hills, Michigan) writes: "I'm also writing to point out that the jerks and assholes are, thankfully, a minority in the hobby. Unfortunately, they are a fairly vocal one. I'm sure that the vast majority of your readers agree with, in the main, your editorial policies, and can be adult when they do not. Don't let the bastards grind you down."

Rod Walker: "Ron, I am sorry for the really awful letters you've been getting. Fortunately, I've been spared that. Not even Curt Gibson writes me...poor old guy. He must have some real difficulty brain-wise, and I don't mean that necessarily unkindly. Sigh...everyone wants to be Edgar Cayce...who, by the way, predicted that Atlantis would reappear in 1951. Right on, precognition fans."

Dave Carter: "To tell the truth, no, I have never received anything in the likes of the sick stuff you described last issue."

I'm surprised (though pleased for Rod and Dave) that they haven't received garbage. I got a letter just last week from Robert Sacks in which he threatened to deny me the services of the Orphans Games project. He made sure to mark it "Not for Print" though I don't know why he'd be so worried about Andy Lischett (the CDO Orphans Placement Officer) finding out that Robert was implicitly claiming to have authority over him.

Let's lighten up. (It's late, I'm tired, and I wanna go home.) **John Caruso**, revisited: "Aha, so you can't think of anything nice to say about New Yorkers, eh? Try this: we opened our borders to let all of our lowlife escape into Willowdale; we're letting Toronto and Montréal stay in the pennant races; we play the Canadian national anthem at ballgames; we export our surplus weapons to Canada; we protect Canada from imminent invasion of the body snatchers; we have kept John Michalski for 87 years; and the list goes on. (I think I sort of drifted off the subject.)"

As long as you keep Robert Sacks there, we'll be friends for life.

And, I can't resist taking another quote out of context from a **Kathy Byrne** letter: "I'm gonna shoot you!"

Thanks, Kathy. Just what I needed to end the day--and the letter section.

Battle Stations

Expiring Subscriptions

The following subs expire with this issue (#34-35): Konrad Baumeister, Jan Jensen, John Leeder, Mark Leudi, Eric Ozög, Tom Swider.

At #36 (next issue): Walter Compton, Axel Halfmeier, and Frej Wasastjerna.

At #37 (October): Steve Berrigan, John Davies, Rob Lowes, and Martin Taylor.

At #38 (Christmas issue): Garvin Boyle, Dennis Duncan, John Horn, Jack Jung, James Keeley, Paul Watson, and Roland Bakker.

Please remember I'm a mean old bugger who doesn't give "grace" issues.

Transferred from BATOCHÉ

On folding his French-language zine, BATOCHÉ, John Leeder sent the following amounts for the following: Henry Kelley (\$8.21) and Bucheron Frank (\$4.72). Thanks, John.

Standbys

Add Mark Keller (M). Guess I don't need "O" (orphan) standbys now. Could always use standbys for regular and variant games.

Waiting for Game Starts

Awaiting the beginning of another 10 week deadline international game are: Gerry Van Alkemade, Bill Young, Bucheron Frank, Pierre Touchette, Sellick Davis. Two more needed. International games are a great way to get to know people in other parts of the world. Besides, you get great stamps.

Waiting for North-5 to fill: Rob Lowes, Gerry Paulson, Rob Peart, and Dale Bakken. This will be the last game offered in 1983, so, write soon. Preference given to those not in current games here--assuming I get more than seven names. Game fee for first time players in SNAFU! games is \$4.00. Once you play two full game years without an NMR, game fees are free thereafter. (This is to discourage people from signing up for games then dropping out immediately.)

The Dippy Baby Boom

Jean-François Millar was born August 15 at 7:30 pm, weighing in at 8 pounds. Everyone is fine, though Anthony (age 6?) and Marie-Eve (age 4?) nearly suffered collapse from over-excitment. Daddy Millar's in pretty good shape and delivered a cigar with this month's orders.

Still awaiting word from Mark Berch, entering daddy-hood for the first time; and from Mike Mazzer, who's an old hand at it. Looks like a good cast for 1999A.

Parting Shot

I had hoped to have rules for a revised CONQUEST OF THE NEW WORLD prepared as an insert this issue but between Ann's and my work schedules, it just couldn't be done. Maybe in the Christmas issue. I had also hoped to have rules for FINAL CONFLICT, but didn't receive them in time.

Now that the Travel story is finished, I think I'll develop more of a free-wheeling column, like Ann, so that I won't get boxed in to another tale that takes two years to complete. Some travel, some personalities I've known, that sort of thing.

Robert Sacks had some very nasty things to say about me and the CDO in a recent issue of his zine, KNOWN GAME OPENINGS. To set the record straight: he accuses of me of "refusing" to send him Bruce Poppe's address. What happened was that I overlooked his request when writing on something else and Robert immediately jumped to conclusions. In light of his response, I now refuse to send him anything. Bruce can get in touch with Robert if he wishes. Robert also claimed he never sent me any complaints about the MNC Lee Kendter. Odd, as whining about the MNC is a favourite preoccupation of Robert in KGO. All he has to do is look at his own zine to see the complaints. He also sent a letter to several Dippies with a document intended for Lee's signature. This document would give Robert Sacks authority over the MNC. I wrote to tell him to bug off and leave Lee alone. Maybe that explains his annoyance with me and the CDO.

Several new zines arrived. BATTLE STATIONS from Bob Albrecht. Looks enthusiastic, but I was disappointed to see no mention of compensation for those burned when his former zine folded. Hope Bob will take care of that. STARS from Bern Sampson. This is a rating zine which duplicates YOU KNOW MY NAME by Keith Sherwood. Don't understand why we need two such zines. THE END JUSTIFIES THE MEANS by James Briggs. No. 1 contains rules for DER FUHRER, based on the 1932 German elections. Looks interesting. Also received 20 YEARS ON, England's Zine Directory. Will say more on these next issue.

Darn! I had already finished this and was pasting the numbers on the pages when I discovered I had made an error in page numbering! (This page was #32, but I discovered I had two page 11's!) Can't make cuts now, and, as pages have to be divisible by four (think about it), I've suddenly got a few more pages to fill. Okay...Let's see...

Was talking with Dave Lincoln a while ago and he expressed curiosity on how SNAFU! was put together. First, Ann made up

a "master page" (the border lines and heading) and we use that to make photocopies to paste on. She also made up a few sheets with the regular headings and page numbers up to page 24. She uses Letrasets for this.

The weekend before the deadline, I write all the articles and letters on the word processor in Ann's office. Depending on the work load it can take anywhere from a few hours to 20 or more hours to do this. Some things, like my Rules articles, are done in batches when I'm in the mood. I print them out and take them home for corrections, making another trip some evening to make changes and get the final copy.

If I anticipate a need for indentation, as in the Opening Shot where I have to leave space for the table of contents, or to get around photos I can either print the article twice, using the regular margins, then reformatted to narrower margins, or I can block around it in my original. It's not that hard to line things up when I use the first method, as long as my paragraphs are short.

During the week of the deadline I sort out the game files, making notes on who I'm waiting to hear from. If any games are complete I do a rough copy of the adjudication. (No sense doing a final copy, as someone may send in a last minute change.) Thursday night, after all the phone calls, I've usually got enough complete games to do most of them. Friday, I adjudicate the rest and begin typing the game reports.

Once the game reports are finished (usually by noon Saturday), I can start the paste up. This means cutting out the articles and game reports with a knife and laying them out on the master pages. I do several pages at once so I can anticipate layout problems. (More on that later.) Then, using glue stick (tubes of solid glue, like lipstick tubes), I can paste the material down. I use the naked eye for lining things up-- which explains the occasional crooked margin (though I'm getting better at it). I pencil in page numbers as I go, deciding how much material I am short or have extra to meet the twenty page format. Ann usually proof reads, giving me a list of corrections, and any headings I'm missing. Corrections are typed, cut out, and pasted over the error, final headings, and page numbers are also pasted down.

I go over everything again, trying to catch more errors, cleaning the pages (removing pencil marks, etc.) as I go. Then the pages are taped together (first page to last page, etc.) and trimmed, ready for the printer. If everyone has co-operated and got their orders in early, I can take it to the printer's Saturday afternoon. That's rare, though, and it usually doesn't get there until Monday morning, to be picked up Monday evening. That's when I notice all the errors we missed.

Monday evening we stuff envelopes and stick stamps on them, to be mailed Tuesday morning. If it's too much, I'll separate player and non-player copies, mailing the player copies first. Wednesday morning has been the latest for mailing so far. By the way, envelopes are addressed usually a few weeks in advance and I stick any notes in them as I respond to things during the few weeks before the deadline. If anyone needs something special (like variant rules) I may put it aside until after everything else is done.

Layout goes like this. I work to avoid having "continued's," orphan lines (a lone line at the top or bottom of a page), and splitting game reports. By working on several pages at a time, I know where I'm headed and can anticipate. That's why sometimes you'll see press ending in the middle of a page to be continued on another page, or a few press items at the top of the next page when it appears that they could have fit on the same page as the game report. Anyhow, I don't think I do too badly on that score. Continued's are few, game reports are never split into two pieces, and I never have to use "prior continued" (having an article finish before it begins). Just takes planning.

Printing is done by a private company who used to give excellent service, taking great pains to compensate for my sloppiness. Pages are reduced 74% and photocopied. I've been unhappy about the quality of reproduction of photos lately (they used to be excellent) and I've been having an argument over collating charges. Their photocopiers collate automatically and there never was a charge for this. Lately they've been trying to stick me with a \$10 or \$20 charge. It varies depending on who's at the counter when I arrive. Sometimes I win the argument, and you get centre staples; sometimes I lose and you get staples through the side.

The photocopying itself used to cost 10¢ per face. It now costs me 4 1/2¢ per face. Some companies have cheaper rates but they charge outrageous prices for the reduction (which is included in the price for me). Anyhow, printing costs me about \$50 and postage about the same amount. So, I'm still losing at 80¢ a copy, though not as badly as I once was.

The part of the job I hate is making corrections and sticking on page numbers. By that time I want done with the thing, and that's the most tedious job. I also experience a form of "stage fright" every deadline. As the week wears on towards the deadline I get increasingly tense. I've usually got a dozen things on my mind at once, like, I've got to remember to correct the error in 1953 QR and to mention that Joe Black has a COA; don't forget Pete Marriweather wants a list of reputable zines, and Jack Blinski wants a rules question answered. But, even without all that, I think I'd still feel sick to my stomach, as I was before the first class in the fall every year I taught. I understand even veteran actors have the same problem. You just never get used to being "on," no matter how much you enjoy it once you're there.

The part I like most is meeting subbers. Here's a list of the current subscribers I've met. (Amazing what I'll do to fill a page at the last minute, eh?) Konrad Baumeister, Mark Berch, Steve Berrigan, Doug Beyerlein, Garvin Boyle, Kathy Byrne, John Caruso, Dave Carter, Chip Charnley, Gary Coughlan, Blair Cusack, Fred Davis, Gary Ferguson, Scott Hanson, Steve Hutton, Lee Kendter, Bruce Linsey, Nelson Miller, Doug Millstone, Ralph Morton, Eric Ozog, Errol Platt, Bruce Poppe, Ben Schilling, Roy Smith, Randolph Smyth, Tom Swider, Martin Taylor, Pierre Touchette, Rod Walker, Bill Young. That's well over half the list! So, the rest of you have no excuse. After all, some of them live in California or British Columbia.

I've even played face to face with some of them and could tell you about who's a no-good lying son of a...but then, I'm GMing games with them in and GMs are supposed to be neutral, right?

(Actually, come to think of it, I'm a pretty good liar myself. I come across as so nice and agreeable...Of course, the secret of being a good liar is never to lie. Think about that for a moment. There's no bigger fool in the Diplomacy world than the player who lies about his opening moves...but, then, there's always the exception.)

By the way, just finished another game with a two-way draw. That makes it two two-ways and an outright win in regular postal Diplomacy, giving me two Calhamer points. Not bad for being in the hobby for only four years, even if the ratings people won't recognize my win--just because two eight-centre powers were put into Civil Disorder. I'd've creamed them anyhow! Just would have taken a bit longer... (Ah, the thrill of conquering Scandinavia when you're playing Turkey...even if England and Germany are in CD!)

Oh well...If you're planning to telephone in orders this time, maybe I should warn you I've seen a tentative work schedule for the next two months and I'm on evening and midnight shift a lot. If you must phone, make it on the weekend. Better still, take a look at your game(s) right now and write some orders to mail first thing in the morning. Everything runs so much better when I get preliminary orders early.

Speaking of the phone, someone called here Friday night (he didn't leave his name) when I was out and wanted to leave orders with Ann. When she informed him that the deadline was passed, he protested that "so-and-so" had submitted orders by phone that day. Not so! The only other phone call I got on Friday was from Blair Cusack and he realized the deadline was passed, and didn't argue that fact. The deadline for phoned-in orders, for the thousandth time, is the night before the printed deadline. There has to be a cutoff point for phone calls and that seems entirely reasonable. Long distance charges are high enough without wasting your money by calling after the deadline.

My instincts tell me I'm getting near the bottom of page 36. Hope you found something of interest in the last few pages. I've often wanted to "chat" like that, but never had the space. Now I'm really behind schedule! And I'll have to correct the page numbers on the Table of Contents--yeuch!

Anyhow, glad you enjoyed the past year of SNAFU! Hope I can deliver to your expectations during "Year Four" of this family-orientated enterprise.

All my best,

