





Opening Shot

Well, we're into the final few weeks before Christmas and Hanukkah and we'd like to wish you the best of the season whichever holiday you celebrate. May your homes be filled with joy at this time of year, and the rest of the year as well. 1984 fast approaches, so may you prosper in the new year.

And what would the season be without snow, eh? Yes, that we have. The ground was covered for a few weeks before it melted off, but now it's snowing again-- and it looks permanent this time. At this time of year in this part of the world the nights are about -10°C and the days hover around 0°C . It will

THE ZINE READ BY 46.9% OF THE CDO

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gradually slip down and then we should get hit with a deep freeze (about -35°C to -40°C). That's pretty cold, but it never seems to last that long. When the sun shines on a frozen world it's like millions of sparklers come to life.

Oh, Christopher doesn't like it much. He'll be walking along a cleared patch, then stop at a tiny bit of snow and start crying. Can't blame him much, but, once he learns how to play in it, everything should be fine. Of course, the babysitter caught him one day with his boots and socks off in the snow, so that probably didn't help change his opinion of the stuff.

Yes, he's talking. He has a vocabulary of perhaps a dozen words, but it's hard to tell, as he approximates the sounds of words best he can and makes up sounds for words he doesn't know. Ann will ask him to ask me to get his highchair out, so he'll march up to me and babble away in an authoritative tone. At least he has the idea. And he certainly understands most of what we say to him. Even complicated commands like, "Get your shoes out of the closet and take them to Mommy," don't faze him at all. He likes to be a part of things, and unpacks

the groceries, picks up any scraps he's dropped at the table, and puts his toys away before bed. When he bites he has to sit on the bottom stair and doesn't move until he's told it's okay. Though he doesn't cry over spilt milk, he does try to pick it up. He's strong and healthy, so all's well.

A few items to notice in this issue. A hilarious article by Fred Davis on his experience of history in school, complemented by the first RONdache article on the same subject. There's a piece of fiction which I wrote several years ago, included as a kind of bonus. Like much of the poetry and fiction I wrote way back then, it's basically a "mood" piece. With its emphasis on snow, I thought it appropriate for the season. Besides, it's one of the least "black" pieces I have. Some of these things were published (over ten years ago now), but this one never progressed beyond a rough draft until I dug it out a few days ago.

SNAFU! is a zine devoted to the postal play of **DIPLOMACY** and its variants. The original board game, invented by Allan Calhmer, 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.

I've tried to arrange the centre pages this time so that you can just pull them out of the zine, then cut up the middle. That should give you the rules for the revised version of Conquest of the New World III on a single sheet which you can file with the map stuck in your envelope. Conquest II was play-tested here, as you may recall, and the new rules grew out of discussions between Fred Davis and Steve Hutton, who were players in that game, and myself, as GM. I will not be offering to GM this one for now, but perhaps some of you other pubbers and GMs are interested? If you wish, I can send you the full-sized rules so you can reduce them, or print as is, according to your zine format. Version II wasn't bad to play and I think III will be even more balanced and interesting. Heck, I may even sign up for a game.

Other items: the CDO Census is complete, and on pages 18 -19. I didn't list addresses, as they are usually out-of-date faster than you can write them. But, I did supply province, state, or country with each name to give you an idea of where everyone lives. I should mention that this list was compiled from the sub lists of all active Canadian pubbers, so, I think it's fairly accurate. (Of course some will have ended subs or new people join in the weeks between mailing the lists and my compilation, but that can't be helped.)

The CDO Constitution and Houserules are each deserving of a section of their own, so here goes.

THE CDO CONSTITUTION

On page 17, the other half of the centre pages you'll be left with after you cut out the rules for Conquest, is the complete text of a constitution proposed by our new Coordinator, Steve Hutton. He wrote most of it, and I added a bit. We both believe the old constitution is irrelevant and does not reflect the current practices of the CDO. One wonders about the legality of the older one when one realizes it was adopted by a vote of two for, none against!

Anyhow, it is being offered here, and hopefully in all other Canadian zines, for your consideration and debate. Argue it out in print, giving your reactions and ideas. Out of all that will come a final version to be offered for ratification. Steve will appoint a returning officer (seems I'm the likely ~~sucke~~ candidate at the moment) who will distribute copies with a ballot to be returned. Please remember, it is meaningless without your participation.

I'll send the Canadian pubbers a full-sized (8½ X 14) and a 60% reduced copy so they can chose which best fits their publication. They can also use the one in Snafu! (reduced 74%) if that works better. But let's get it spread around.

A few points. Some of you are going to complain it is too vague. That is deliberate, as we want a constitution that will not go out of date when the interests and needs of the CDO change. A case in point, the current constitution requires that The National be published, but no one has complained about its absence. (It last appeared in 1980.) We simply found that we don't need it. The CDO Code of Ethics specifically requires all GMs to call for standbys for all positions. I reject that. I had been running games for over two years in violation of that item before I even knew it existed. That's what happens when one gets too specific.

Anyhow, think it over and give your opinions.

RULES AND HOUSERULES

Enclosed as an insert in this issue is a new set of Houserules. There are a few things to note about this. First, players should look at the back page to find out what their player code is. Many are neglecting to use theirs and we could wind up in a sticky situation some day.

Secondly, I would like to encourage everyone to read the Rulebook and the Houserules. I receive many questions on both every month, and every question I have received is answered in either the Rulebook or the Houserules. It never ceases to amaze the number of times I have been asked if one can submit conditional orders in the case of combined seasons (of course), or what the procedure is to ask for a concession (ask!), if a Fleet in Denmark can participate in a convoy from London to Berlin (no), or if a Fleet in Bulgaria (ec) can give support to a unit moving to Greece (no).

When I first agreed to answer questions on the Rulebook on behalf of Waddington's I was looking forward to getting difficult questions that would take hours of meditation to resolve. Alas! Well, maybe some day I will be called upon to be ombudsman in a case that is so complex I will have to retire to a mountain top to fast until the answer is revealed. Meanwhile, do give the Rulebook and Houserules a read if you have questions. If you are still confused, I'll be glad to answer your inquiries.

In case of conflict between the Houserules and Rulebook (e.g. the Rulebook does not allow concessions and draw votes), the Houserules take precedence. The Rulebook was not written with postal play in mind. (How can one enforce the rule prohibiting negotiations on builds and removals in postal play?) The "latest edition" of the Rulebook referred to in the Houserules is the 1971 version. Apparently there is, or will be, a 1983 or 1984 edition, but until I receive one, and let you know that I have, we'll stick with the older one, filled with margin notes and underscoring, creased and stained with coffee.

Hobby News

Coming up on May 27, 1984, a group called the Military Interests and Games Society will be hosting a free day of wargaming at the Kitchener-Waterloo Regional Police Association Recreation Centre, RR. 2, Cambridge, Ontario. Included are: Squad Leader, Diplomacy, Star Fleet Battles, and WGR Ancients. This event will run from 10 am to 10 pm.

For more information, contact Chris Goldsmith, Secretary, 100 Lorraine Dr., Hamilton, Ontario, L8T 3S3.

Other Zines

A long-awaited for zine has arrived: Fol Si Fie, No. 153. Randolph had to set aside publishing for much of this year because of job demands (though his games continued), but now is back, raring to go! As you can tell by the issue number, FSF has been around since, oh, just about forever. You don't get fancy graphics and baby pictures, but you do get well-written articles and thoughtful insights into the hobby, as well as well-run games. Randolph even has game openings (a rarity). Subs: 60¢/ issue, gf: \$8.00, six week deadlines. He could use standbys as well. Write: Randolph Smyth, 212 Aberdeen St. SE, Medicine Hat, Alberta, T1A M5T.

Another ancient zine is about to be resurrected: Erehwon by Rod Walker. Apparently this one folded seven years ago at issue No. 99. Issue 100 will cost \$2.00, though regular sub fees are \$6/10 (that's in U.S. funds). Rod Walker. 1273 Crest Dr., Encinitas, CA 92024.

New is C. F. Machiavelli, by William C. S. A. A. Lowe of P.O. Box 460, Trail, BC, V1R 4H7. This will be basically a warehouse zine for running Machiavelli games, with a Diplomacy game thrown in. M is, as I mentioned last issue, a fine game well-suited for postal play. Plagues and famines decimate armies while assassins lurk in the background as you struggle to gain control of Italy, hoping the bankers don't assassinate you for non-payment of outrageous interest fees. Subs are on an cost basis, though \$5.00 will start you off.

You might also want to check out Thirty Miles of Bad Road by Mark Leudi, P.O. Box 2424, Bloomington, IN 47402. This is a very attractive digest format zine, still young and fresh. Subs: \$5.00 for 10 and NMR deposits for games.

Midlife Crisis by Paul Rauterberg, 4922 W. Wisconsin Ave., Milwaukee, WI 53208, is also a good-looking newer zine worth a look. Subs \$4.50 for 10 until New Years when they go up to \$5.00.

Looking for a standby slot? Lee Kendter could use you for Why Me?, a simple game report and notes at 30¢ each. Write 4347 Benner St., Philadelphia, PA 19135. If interested in variants you might want to sub to Alpha and Omega, the Miller Number Custodian's report on the variant scene in NA, also put out by Lee. A&O is available on a cost basis. A dollar or two should be enough to get you started.

Off the beaten track, members of Mensa ought to consider joining the Mensa Diplomacy SIG, or rejoining if they've let their memberships lapse. The new Chairman, and Diplomag editor, Bruce Poppe, is injecting a lot of good humour into his efforts. Membership fees are actually going down, as well! (to \$3.00 a year). Write Bruce at 1204 Heartwood Court, Arnold, MD 21012. After all, he learned it all from me. As for the rest of you, you'd be surprised to learn how many Dippies qualify for Mensa membership. (You just have to score in the top 2% on a standard IQ test.) Maybe you should check it out?

1982 I - Mensa 16

RUSSIA POISED ON BRINK OF WORLD CONQUEST. ENGLAND GONE. BAD YEAR FOR ITALY. FRANCE AND TURKEY STILL GROWING...

FALL, 1907

ENG (Mike Mazzer): F Lon ("Says, 'Cherrio!'") /d/ (R: Wal, Eng, OTB).

FRA (Robert Young): F Por* MS F MAO*; A Pic - Par*; A Bel - Hol*.

GER (Windy Windblad): NMR! A Bud*.

ITA (Bob Olsen): F Lyo - Tyr*; A Mar - Pie*; A Ruh* S A Bur* - Mun;
F Spa (sc)* U.

RUS (Dave Lincoln): A Ukr* S F Sve* - Rum; F Rom* S TUR F Nap; A Tri* S GER
A Bud - Ser (NSO); A Tyr - Ven*; A Mun - Tyr*; A Kie* S A Sil* - Mun;
A Yor* S F Nth - Lon*; F Edi - Cly*; F Nwy - Nth*; F NAO* S FRA F MAO.

TUR (Paula Dodge): A Ser* S A Bul* - Rum; F Aeg - Con*; F Iri* S A Lvp*;
F WMed* S F Naf* - Spa (IMP); A Nap H (NSU); F Nap* U.

SUPPLY CENTRES, WINTER, 1907

ENG (1 - 0, OUT): London.

FRA (4 - 5, build 1): Paris, Brest, Portugal, Belgium, HOLLAND.

GER (1 - 1, even): Holland, BUDAPEST.

ITA (5 - 2, disband 3): Venice, Rome, Trieste, Marseille, Spain.

RUS (15 - 17, build 4, as short): home, Budapest, Rumania, Sweden, Norway,
Berlin, Denmark, Edinburgh, Kiel, Naples, Vienna, Munich, LONDON,
VENICE, ROME, TRIESTE.

TUR (8 - 9, build 1): home, Bulgaria, Greece, Tunis, Serbia, Liverpool,
NAPLES.

Winter, 1907 AND Spring, 1908 due Friday, 20 January, 1984.
(Next deadline: February 24, 1984)

NOTES

Italy's Fleet Spain (sc) was unordered last time and I missed mentioning it. There were a few transparent typos last turn, but they shouldn't have given anyone any problems. Apparently they didn't. No standby will be called for Germany which will be in Civil Disorder if Windy misses again.

PRESS

London to Rome: Now tell me, how am I supposed to stab you this turn?

Italy to England: ...psssst...Mike...is this THE Mr. Lincoln you've been telling me about? Craggy grandeur? Stovepipe hat? Hates plays?

London to Moscow: Yes, this is THE Bob Olsen. And boy are you in for a beating now!

Italy to Russia: If you still have hopes of winning, better spell the name right, dolt. And you a Mensan too. For shame.

Bourse (82 I)

JILT BACKS ROUBLE TO THE HILT AS IT HEADS FOR \$3.00! POUND NOW WORTHLESS, LIRA FALLING RAPIDLY. PIASTRE HOLDS RESPECTABLE POSITION. MANY COMPANIES OUT OF RUNNING UNLESS RUSSIAN EXPANSION STOPPED.

<u>FALL, 1907</u>	US\$	£	Fr	DM	L	R	TP
OIC (Briggs)	.81	0	0	0	2731	500	2750
MI (Cusack)	.91	0	1350	0	759	1224	3327
JILT (Gaughan)	1.34	0	0	0	0	4736	0
BOT (Gautron)	181.00	0	0	0	100	2600	800
VIC (Jensen)	191.62	100	0	1500	1500	2400	1200
OIL (Lowe)	431.27	0	0	0	0	4710	2410
MINE (Phillips)	39.50	0	500	0	1800	1000	2800
YUK (Presber)	426.00	0	1000	0	0	2400	500
Purchases:		0	0	0	769	4280	2342
Sales:		0	800	0	1500	990	1400
Net Change:		0	-800	0	-731	+3290	+942
Old CMP:	.10	.38	.20	.93	2.29	1.43	
Change:	0	-.08	0	-.07	+3.32	+1.09	
Game Effect:	OUT	+0.03	0	-.15	+1.08	+1.03	
NEW CMP:	.00	.33	.20	.71	2.69	1.55	

Spring, 1908 due Tuesday, 17 January, 1984. (Next: February 21, 1984)

NOTES

Roy Smith's CRAP was removed from the listings as Roy NMRed out in 1982 J and thus lost his subscription. The reason I didn't remove him last time is that I did not know he would NMR in that game when this deadline was due. I received a question on NMRing players and the Bourse and am not sure if this is what they had in mind. You cannot NMR in this game and no penalties are taken no matter how long it is without orders, as per the rules for Bourse. Players are removed if they have NMRed out in a regular game and so no longer get SNAFU!, as there's no point in keeping their names listed here.

PRESS

OIL to Bourse: Don't sell Roubles! Sell JILT!

OIC to Bourse: Buy High, Sell Low. That philosophy transcends everything you guys should have learned about economics!

OIL to JILT: Aw, let's play Net Worth Wins All. I wouldn't have to worry as much then, unless someone bought something besides Roubles.

JILT to Bourse: If we had all dumped Roubles, we could've thrown the CMP far enough down for everyone to buy them. But watching everyone's trends told me there was no way it would happen, and I'm conceding to Rob...unless Paula Dodge turns the screws on Dave Lincoln. But, alas, she's not in a position to stab this early.

OIL to JILT: Sink everything into pounds. Your net worth would be \$701,199 with a CMP of \$0.42.

1981 W - North 1

LONE AUSTRIAN STUMBLES INTO WARSAW. ITALY HEADS EAST, BUT NOT MUCH CHANGED IN SUPPLY CENTRE CHART.

SUMMER, 1911

AUS: A Bud R Gal*.
ENG: A Hol R Bel*.

FALL, 1911

AUS (Bob Olsen): A Gal - War*.
ENG (Errol Platt): F Eng* S A Pic* - Bel; F Kie* § A Bel* - Hol; A Par* - Bur; F MAO* S A Bre - Gas*; F Iri* S & F NAO* S F MAO.
ITA (Bill Young): A Tri* H; A Ven* S A Bud (IMP); A Pie - Tyr*; A Mar* - Gas; F Tyr* S F Nap - Ion*; F WMed - NAF*; F Spa(sc) - WMed*; F Por - Spa(sc)*.
RUS (Garvin Boyle): A Fin* S A StP - Nwy*; A Mos* - Ukr; A Bur* - Bel; A Hol* § A Ruh* - Kie.
TUR (Steve Hutton): F Gre* - Ion; F Aeg* - Ion; A Rum - Gal*; A Bud* S A Rum (NSO); A Sev* - Ukr; F Bla* C A Bul* - Sev; A Ser* S A Bud.

SUPPLY CENTRES, WINTER, 1911

AUS (1 - 1, even): Budapest, WARSAW.
ENG (9 - 8, disband 1): home, Norway, Belgium, Holland, Paris, Denmark, Sweden, KIEL.
ITA (10 - 10, build 1 for /A/): home, Tunis, Vienna, Trieste, Spain, Brest, Marseille, Portugal.
RUS (6 - 6, even): Moscow, Warsaw, St. Petersburg, Munich, Kiel, Berlin, NORWAY, HOLLAND.
TUR (8 - 9, build 1): home, Bulgaria, Sevastopol, Serbia, Greece, Rumania, BUDAPEST.

Winter, 1911 AND Spring, 1912 due Friday, 20 January, 1984.
(Next deadline: February 24, 1984.)

1981 W Continues. Page 10

1981 KA - North 2

AUSTRIAN FIGHTS BACK! LOOKS LIKE FRANCE GOING TWO WAYS AT ONCE.

AUTUMN, 1908

TUR: F Nap R Apu*.

WINTER, 1908

AUS: D A Boh, A Ukr.
FRA: B A Par.
GER: B A Ber, F Kie.
TUR: B A Smy, A Con.

SPRING, 1909

AUS (Nelson Millar): A Vie* S A Tyr - Tri*.
FRA (Jack Jung): A Par - Bur*; F MAO* - Bre; F Nap* S F Tun* - Ion; F Tyr* S F Nap; F Lyo* S A Pie - Mar*; A Tus - Pie*; A Rom - Tus*.
GER (Blair Cusack): F Kie - Hel*; A Bur - Bel*; A Mun - Ruh*; F Bre* - MAO; A War* S A StP - Mos*; A Lon - Wal (NSU); A Pru* - Lvn; F Swe - Nwy*; A Gal - Boh*; A Ber - Mun*; A Lvn* U.
TUR (Paul Rauterberg): F Rum - Bla*; A Con - Bul*; A Sev - Ukr*; A Ser - Bud*; A Tri - Vie /d/ (R: Ser, Alb, OTB); F Ven* - ADr; F ADr* - Tri; F Apu* S & F Aeg* S F Ion*; F Ion S F Apu; A Smy - Con*.

Summer Retreat and Fall, 1909 due Friday, 20 January, 1984.
(Next deadline: February 24, 1984.)

NOTES

Thanks to Claude Gautron for unneeded standby orders. Appreciated.

The German possession of St. Petersburg was omitted from the last supply centre chart, giving him 12. A typo last time transformed Germany's A Lvn into A Lon. However, units do not scoot across the board because the GM made a stupid typing mistake.

I have also been asked about which centres in England are owned by Germany and France. In Fall, 1903 Germany took Liverpool and France took London, and there have been no changes since, so the supply centre charts have been correct on that score.

Oh, there was only one request for separated seasons. The procedure for getting separated seasons is clearly laid out in the Houserules, which are no different than the vast majority of Houserules in the hobby on that subject. Besides, I almost always mention it when I call for combined seasons.

Hope this answers all questions satisfactorily?

PRESS

Austria to Turkey: What's the matter, Turkey? Having problems in the Med? Too bad!

1982 J - North 3

AUSTRIA AND ITALY OUT. FRANCE AND GERMANY NEGLECT TO ORDER TROOPS. BUT TURKEY AND ENGLAND ALIVE AND ACTIVE, ANYHOW.

SUMMER, 1907

GER: A Swe R OTB (by GM).

FALL, 1907

AUS (Nelson Millar): A Ven - Tri /d/ (R: Pie, OTB); A Tyr* - Mun.

ENG (Doug Millstone): F Eng* S & A Par* S A Pic - Bre*; F Nth - Nwy*; F Bar - StP(nc)*; F Kie* S F Den - Bal*; F Hel* S F Kie; A Swe - Fin*.

FRA (Darryl Phillips): NMR! F MAO*, A Bre /A/; A Gas*, A Bur*.

GER (Martin Taylor): NMR! F Bal /d/ (R: Bot, Lvn, Pru, Swe, OTB); A Ber*, A Mun*, A Vie*, A StP /d/ (R: Lvn, OTB).

ITA (CD): A Tus*.

TUR (Dennis Duncan): A Tri* S A Rom - Ven*; F Nap - Rom*; F Ion - Tun*; F Aeg - Ion*; A Bul - Gre*; A Sev - Ukr*; A Gal - War*; F Bla* H; A Mos* S ENG F Bar - StP(nc); A Bud* U.

SUPPLY CENTRES, WINTER, 1907

AUS (2 - 0, OUT): Trieste, Venice.

ENG (9 - 11, build 2): home, Norway, Belgium, Holland, Kiel, Denmark, Paris, BREST, ST. PETERSBURG.

FRA (4 - 3, even due to /A/): Brest, Marseille, Spain, Portugal.

GER (6 - 4, disband 1): Berlin, Munich, Warsaw, Vienna, Sweder, St. Pete's.

ITA (1 - 0, OUT): Tunis.

TUR (12 - 16, build 3, will be short): home, Bulgaria, Greece, Rumania, Sevastopol, Moscow, Budapest, Serbia, Rome, Naples, TRIESTE, VENICE, WARSAW, TUNIS.

Autumn Retreats, Winter, 1907 AND Spring, 1908 due Fri., 20 Jan., 1984.
(Next deadline: February 24, 1984.)

NOTES

We have a proposal for a concession to Turkey. No Vote Received now means "Yes," so be sure to vote with next orders. If this vote passes, we will end with the Winter, as per tradition. Make sure to send Spring orders in case it doesn't pass.

Martin phoned after the deadline with orders, but according to Houserules I have to call for a standby. So, will Blair Cusack, c/o General Delivery, Revelstoke, BC, VOE 2S0 please do the honours for Germany? And will Paula Dodge, 201B814 0114, IBM Corp., Owego, NY 13827 please submit standby orders for France? Thanks, you two.

Addresses are: Doug Millstone, Suite 204, 2100 Ellesmere Rd., Scarborough, Ontario M1H 3B7. Darryl Phillips, Box 770, Margaret Morrison Dr., Pittsburg, PA 15213. Martin Taylor, 67 Clairview Rd., Edmonton, Alta., T5A 3X2. Dennis Duncan, Box 1733, Saskatoon, Sask., S7K 3S1.

1983 Q - North 4

EUROPEAN LEADERS NEAR UNANIMOUS IN CALLING FOR A LONG, SLOW WINTER, GIVING ITALY AND TURKEY TIME TO BUILD UP NAVAL STRENGTH.

AUTUMN, 1903

GER: A Hol R Ruh*.
RUS: A Sev R Mos*.

WINTER, 1903

AUS (Bob Acheson): even. Has: F Gre, A Sev, A Gal, A Vie, A Bud, A Tri.
ENG (Paul Watson): B A Lon & Has: F Nth, F Hel, F Eng, F Bre, A Den, A Hol.
FRA (Jan Jensen): even. Has: A Par.
GER (Mark Keller): D A Bel, A Bur & Has: F Bal, A Ruh, A Sil.
ITA (Dennis Duncan): B F Nap, F Rom & Has: F Por, F Ion, A Spa, A Mar, A Mun, A Ven.
RUS (Steve Berrigan): D F Bla & Has: F Swe, A Boh, A War, A Mos.
TUR (James Keeley): B F Smy & Has: F Con, A Rum, A Ank, A Arm.

Spring, 1904 due Friday, 20 January, 1984. (Next deadline: Feb., 24, 1984.)

NOTES

I had more than enough requests for separated seasons. I have Spring orders on hand from everyone except France. Of course you can change them before next deadline.

1983 HT - North 5

NO CLASHES ANYWHERE, THOUGH LOOKS LIKE SOME MOVES MAY LEAD TO HOSTILITIES.

SPRING, 1901

AUS (Jan Jensen): F Tri - Alb*; A Vie - Bud*; A Bud - Ser*.
ENG (Dan Adams): F Edi - Nth*; F Lon - Eng*; A Lvp - Yor*.
FRA (Gerry Paulson): A Par - Pic*; F Bre - MAO*; A Mar - Spa*.
GER (Dale Bakken): F Kie - Den*; A Ber - Kie*; A Mun - Ruh*.
ITA (Rob Lowes): A Ven* H; A Rom - Apu*; F Nap - Ion*.
RUS (Rob Peart): F StP(sc) - Bot*; A War - Gal*; A Mos - Ukr*; F Sev - Bla*.
TUR (Claude Gautron): F Ank - Con*; A Con - Bul*; A Smy* H.

Fall, 1901 due Friday, 20 January, 1984. (Winter due Feb. 24, 1984.)

PRESS

Sultan to Czar: Do you get any mail in St. Petersburg? If so, please acknowledge my frantic communications!

1981 W CONTINUED

PRESS

Moscow: It has been rumoured that a severe case of senility has crippled the Czar. The generals are undecided as to whether they should perservere in their punishment of the unfaithful English or turn to face the lacklustre (though numerous) hordes from the south. Yawn! 1913 should be soon enough.

1983 R - Seven Nations.

NOTE: DELAYED DEADLINE.

As some of you are aware, Holland was hit by a lengthy postal strike. Obviously, Roland could not mail his orders and I doubt he even received the last game report before the strike began. However, the local post office told me they had received word to begin accepting mail again for Holland on December 1st.

I think, under the circumstances, the only fair thing to do would be for me to wait until I hear from Roland before adjudicating Fall/Winter, 1902. I have, on hand, orders from all other players now--and those orders stand. I assume it will be two or three weeks before Roland can get a letter to me, though it could be longer to clear up the backlog after the strike now that the Christmas mail rush is beginning. At some point I may have to make a judgement call and decide we have waited long enough, though I don't know, right now, when we will reach that point. I hope, however, that this will not go on so long as to threaten the integrity of the Spring, 1903 deadline (February 24) which I would like to maintain (by giving you ten weeks before it is due).

So, hang tight, and you'll be getting a carbon copied result before too long.

1983 Brn16 - Variant 2

(Blowup)

THERE WERE MORE MINES IN THE ATLANTIC THAN ENGLAND COUNTED ON. TURKISH FLEET ANNIHILATED IN BULGARIA, THIS TIME BY ATTACKERS. RUSSIA STALLED. GERMANY IN NORTH SEA. CENTRAL EUROPE FREE OF ALL TROOPS.

SUMMER, 1904

RUS: F Sev R Bla*.

FALL, 1904

AUS (Bruce Poppe): A Ser* S A Rum - Bul*; A Ukr* S A Sev*; A Gal* - Rum.
 ENG (Steve Hutton): F Bel - Pic*; F Bre - MAO /A!/; F Eng* C A Wal* - Bre.
 FRA (Mark Keller): F Spa(sc)* S ITA F WMed - MAO (NSO); F Por* S & A Gas* S
 F Spa(sc); A Par* - Bre.
 GER (Keith Sesler): F Bal* S A Kie - Den*; F Den - Nth*; A War* S A Mos*;
 A Mos S A Pru - Lvn*.
 ITA (Dave Lincoln): F Ion* - Aeg; F Gre* S AUS A Rum - Bul; A Mar* S F WMed*
- Spa(sc); F Lyo* S A Mar.
 RUS (Nelson Millar): F Bla* - Rum; A StP* - Lvn; A Swe* - Den; A Fin* -
StP.
 Tur (Dave Carter): F Con* S F Bul(sc) /A/; F Aeg* - Ion.

SUPPLY CENTRES, WINTER, 1904

AUS (7, build 2): home, Rumania, Serbia, Bulgaria, SEVASTOPOL.
 ENG (5, build 2): home, Belgium, Brest.
 FRA (3, disband 1): Paris, Marseille, Spain, Portugal.
 GER (7, build 1): home, Denmark, Holland, Warsaw, MOSCOW.
 ITA (6, build 1): home, Greece, Tunis, MARSEILLE.
 RUS (3, disband 1): Moscow, St. Petersburg, Sevastopol, Norway, Sweden.
 TUR (3, build 1): home.

Winter, 1904 AND Spring, 1905 due Friday, 20 January, 1984.
 (Next deadline: February 24, 1984.)

NOTES

Because, I suspect, there will always be numerous builds in this game, I'm opting for combined seasons even with a lot of activity. Don't know how you guys feel about that, but I will adopt whatever guidelines you suggest. Meanwhile, it will take two requests for separated seasons.

PRESS

Italy to Turkey: Is the genie out of the bottle?

Turkey to Italy: Assuming that there is no change in the standoff, how about if we come to an agreement that will do something about Attila-the-Austrian?

Germany to England: Gee, I wonder what happened to all the mines in the North Sea?

England to Austria and Italy: If you jokers don't get your act together, Carter could get a build. We can't have that, can we?

Russia to Germany and Austria: To quote from a famous '60's song, "Why's everybody always picking on me?"

Turkey: Sheeeet, this coast business is easy once you get the hang of it.

Italy to Turkey: Oh no, how did you do that?

Germany to England: That move to Belgium looks most threatening. I hope you decided not to carry this attack any further, else you hurt yourself.

England to Italy: Those jokes were terrible. What do you think this is, NFA?

1983 Ecb19 - Variant 3

(Woolworth II-D)

NOTE: DELAYED DEADLINE.

I received a correction to last month's report that could influence your Fall, 1903 orders. Unfortunately, I received it too late to send out a correction to all the players in good time, and it is the type of error which is impossible for anyone other than the involved player to detect.

So, please add to the Spring, 1903 orders for Russia: A StP - Lapland.

This is a tricky situation. The reason I missed it was because there was no clear distinction between his orders and his press. I mistook it for the heading for a press item when recording orders. I suppose I could, with some justification, not allow it, as there was no clear demarcation between press and orders. However, that could lead to considerable argument on just exactly how unclear it was and a lot of second-guessing, delaying the game, possibly, for months.

I considered telephoning the players most directly involved with this area of the board to inform them of this and, though I am certain everything would be above board, it might not appear that way--and I could not afford to telephone everyone.

So, I have no choice but to reset the deadline for Fall, 1903, giving you just enough time to correct any orders as a result of this new information. The new deadline is Wednesday, 21 December, 1983. The deadline for Winter, 1903 will be 20 January, 1984. Because of the shortened time, seasons will be separated.

Hope that meets with everyone's approval. I have everyone's orders for the Fall on hand now. I hope to be able to get a carbon of the results in the mail on Thursday, 22 December, 1983.

1982 IF - Millar 1

AS ALLIANCES CHANGE AND WAR SEATHES,
ST. GEORGE SLEEPS.

GM: Nelson Millar
327 Wilfred Leblanc
Maniwaki, Québec
J9E 1X7

AUTUMN, 1904

AUS: A Sil R Gal.

WINTER, 1904

ENG: NBR.

GER: D A Ber.

FRA: B A Mar.

TUR: B A Con, F Smy.

SPRING, 1905

AUS (Rauterberg): F WMed* - Tyr; A Rom* S F Apu - Nap*; A Gre - Bul*;
A Gal - Bud*; A Boh - Gal*; A Mun - Ruh*; A Tyr - Tri*.

ENG (Touchette): NMR! F MAO*, F Nth*, F Hol*, A Kie*, A Den*, F Bal*, F Nwy*,
A St.P*, F Bar*.

FRA (MacLellan): A Bur - Mun*; F Lyo* S A Mar - Pie*; F Por - Spa(sc)*;
A Spa - Mar*.

GER (Sesler): A Sil* S A Mos - War*.

TUR (Ferguson): A War § (/d/, R: Pru, Lvn, Ukr, OTB) A Sev - Mos*; F Bla* C
A Con - Sev*; F Rum* H; F Smy - Aeg*; F Ion* S F Nap - Tyr*; F Tun* -
WMed.

Summer Retreat and Fall, 1905 due Monday, 16 January, 1984.
(Next: February 20, 1984.)

NOTES (by Nelson)

Dan MacLellan's new address is: 56 Ogmoor Cres., SE, Calgary, Alta. T2C 2E9.

Will Dave Carter, 118 Horsham Ave., Willowdale, Ont., M2N 1Z9 please submit
standby orders for England? (Ron will send the addresses.)

Re. separation of seasons, refer to Houserule 16.

Rules

RULE VII, 3 b and 3 c.

"3 b. PROVINCES HAVING TWO COASTS (Bulgaria, Spain, and St. Petersburg). A fleet entering one of these provinces enters along one coast and may then move only to a space adjacent to that coast; it nevertheless occupies the entire province. If a fleet is ordered to one of these provinces and it is possible for the fleet to move to either coast, the order must specify which coast, or the fleet does not move."

This situation has occurred often enough in the games run here. Note that it is not always necessary to indicate the coast in such cases; it is necessary only if the fleet could move to either coast. F MAO - Spa is ambiguous, as the GM has no idea whether you intend to remain near Gascony or move into the Mediterranean area. But, there's nothing ambiguous about F Mar - Spa, as it cannot move to the north coast in any case. (Still, in game reports, I add which coast it moves to so we don't forget where it is later.)

"A fleet which may move to one of these provinces may 'support' an action in that province...without regard to the separation of the coastline. Thus, because a fleet in Marseilles may move to Spain, although only to the south coast, it may nevertheless support an action anywhere in Spain, even if that action is an order to move to, or to hold in, Spain (north coast).

"It should be clear that the converse is not true: a fleet in Spain (north coast) cannot support an action in or into Marseilles, because it cannot move to Marseilles at all in a single move."

Did you follow all that? If a fleet can move to a province, then it can support an action anywhere in that province. If it cannot move there in a single move, then it cannot give support. You have to stop and think about the fact that: F Mar S F Gas - Spa(nc) is perfectly legal (as F Mar can move to Spain, though not the north coast, on one move); whereas, F Spa(nc) S F Mar is not possible, as F Spa(nc) cannot move to Mar in a single move. This rule does cause some confusion at times. In fact, I made a wrong decision regarding a situation in Bulgaria a few years ago simply because I thought I understood this rule. (Fortunately, no harm was done to the game as the move would have failed in any case.)

"c. SWEDEN AND DENMARK. An army or fleet may move from Sweden to Denmark or vice versa. A fleet moving from the Baltic Sea to the Skaggerak or vice versa must first move to Sweden or Denmark. The common border with Denmark does not separate the coast of Sweden into two coastlines; and Denmark does not border on Berlin."

Why not simply say that the Skaggerak does not border the Baltic Sea? I think that's obvious from the game map. In the very first ftf game I played the fellow playing Germany opened A Ber - Den, though it was immediately obvious to everyone else (all novices) that such a move was illegal. I guess it does confuse some people, though a more clearly drawn map would eliminate the need for this rule altogether.

Fiction

DEFINITIONS

a short story by Ronald J. Brown

Of course, it's all a matter of definitions. If you define a tower as a pine tree, particularly the one at the edge of this northern lake where I once leaned, exhausted, gently tugging the ice crystals from my moustache. White landscape. White atmosphere. Vicious purity groaning across the lake raising wavelets of snow, twisting, curling, redefining, tiny cystals tumbling into the double ski track leading to where I squinted into the solid wind. Vaguely I saw the woman following me; at least I saw a dark blob on the lake which seemed, painfully, to be moving in my direction. I fumbled with the frozen draw-strings of the packsack, using the point of my knife to separate the elements of the knot, working at it, forcing the point through the middle. The cap of the thermos was crystalizing, metamorphasizing the atmosphere about it, drawing the moisture to itself, as the woman become more clearly defined. No steam arose from the coffee, but I drank it. Cold is a relative negation. This cold made me gag, but the caffeine and sugar were all I needed from it. Some day, on some other planet, our survival will depend on such moments.

She was panting, laboured, a strand of blond hair escaped from her parka, trailing towards me as she drew near. I passed the thermos. She drank and wiped her glove across her upper lip. Her face was red on white, her cheek bones ivory-coloured. I opened my jacket and she buried her face against the sweater, rubbing her nose against the pectoral muscle, seeking the warmth of my arm pit as I closed the jacket about her head, holding her against the wind. The pine tree shrieked above us, lifting its great boughs up and away from us, a cloud of snow twisting about our black shape.

Today it is summer. An owl flew over my small house last night, hooting and twittering. It did not call me. The woman is now married to an exporter in Belgium, preferring, I suppose, the cold salt of the English Channel to the fresh cold of our small uncounted lakes. Delicate plants toss in the light breeze on my windowsill. Light, imperceptible smells, though my study reeks of a winter's supply of tobacco. I listen. I can almost hear the river carrying away the seeming endless winter's water. The leaves are too young and fresh to rustle, but there is always the sough of the pine... always...always....

Conquest of the New World III

By Fred C. Davis, Jr. (1983)

(Based on Conquest of the New World by Lew Pulsipher, 1979, as printed in DIPLOMACY WORLD, No. 25, Spring, 1980. This is a further improvement over the second version of this variant presented by Fred Davis in August, 1980.)

1. This is a game for two to five players. Normally these will be the following European Powers: England, France, Spain, Portugal, and Holland. For a two-player game, use England and Spain. For three players, add France. For four, add Portugal. For five, add Holland. For variety, for four or more players, see the Optional rule at the end for adding Russia as one of the starting Powers.

Each Power begins with four units, based on four off-the-board Supply Centers in the Home countries. Each Power begins with two armies and two fleets, placed in the Atlantic Ocean space, a "Box" as explained in Rule 5. These are not automatically army/fleets. The armies may board the fleets as part of their first move. This Atlantic Ocean Box may be considered as including the land areas of the Home countries, so the armies are not really at sea when the game begins.

2. The game begins in the year 1590 (two years after the defeat of the Spanish Armada). Each game "year" consists of ten calendar years. Thus, there will be a Spring and Fall for 1590, followed by a Building season called "1595." The second cycle will consist of Spring and Fall, 1600, followed by Builds in 1605, etc.

3. There are a total of 24 Supply Centers in the New World. The Victory Criterion is ownership of 13 Centers on the board. As each Power will retain one off-board Supply Center throughout the game (see Rule 8), there will be 26 to 29 total Centers in the game after 1620, but the off-the-board Centers do not count toward meeting the Victory Criterion.

4. All new units through 1615, and many units thereafter, are built in the Atlantic Ocean space, which represents the Home countries and adjacent sea areas. Armies can leave this space only by boarding fleets belonging to their own country. An A/F formed in this way may then simultaneously move to an ordinary space.

If no fleet belonging to the same country is present in the Atlantic Ocean, the army must wait for such a fleet to move into the Atlantic to pick it up. Multinational A/F's are not allowed.

5. Atlantic and Western Pacific Ocean Spaces (Boxes)

a. Any number of units of all Powers may coexist in the Atlantic and Western Pacific Ocean spaces, which are Boxes. Conflicts never occur there. Units leaving either Box may be supported by other units either inside or outside of the Box.

b. Units may exchange places between the Atlantic or Western Pacific Boxes and other adjacent spaces. However, a unit dislodged by an attack from the Atlantic or Western Pacific may not retreat to the space from which the attacker came. A support order by a unit in a Box which helps to dislodge another unit does not prevent the dislodged unit from retreating to that Box.

c. While a fleet or A/F may return to the Atlantic or Western Pacific from any adjacent ordinary space, armies may not be convoyed in the regular manner via either Box. (But see Rule 12.a.)

d. Fleets and A/F's may move directly between the Atlantic and South Pacific, or between the Western Pacific and Falkland Sea spaces, but not directly between the Atlantic and Western Pacific. Such moves will succeed even if the intervening sea space is occupied, subject, of course, to the normal rules of Diplomacy.

6. Army/Fleet Operations

a. Army/Fleets (A/F's) may be formed only in the Atlantic Ocean. (See Russian Optional Rule under which Russian units start from the Western Pacific.) A/F's may operate in sea and islands spaces only, but they may support attacks on or furnish defense to coastal spaces, in the same manner as an ordinary fleet. An A/F has the strength of a single unit, the army contributing nothing.

b. An A/F may disembark its army into any adjacent coastal or islands space. The fleet cannot support the army ashore. The army is treated as if it had been convoyed to the new location in the standard manner. If the army's move fails, it remains with the A/F. Once an army has been disembarked, all further army movements by sea are carried out by the regular convoy moves.

c. The fleet component of an A/F may stand only when it attempts to disembark its army (but see e. below). If dislodged, the disembarkation does not take place.

- d. An A/F in the Atlantic or Western Pacific may leave the fleet in that Box and disembark its army directly into an adjacent islands space.
- e. An A/F already in an islands space may separate by leaving the army behind and moving out with the fleet. The orders should specify that the army has been disembarked in the islands space.
- f. If a dislodged A/F is forced to retreat to a coastal space, the army is destroyed.
- 7. An army may not be convoyed in the regular manner until after it has occupied a land or islands space. An army with an A/F must remain with that A/F until it has disembarked in the New World.

8. Receipt of Supplies from Homelands

- a. At the start of the game each Power receives support from four off-board Supply Centers in their Home countries. These are for the four units in the Atlantic Ocean is 1590. (Or Western Pacific if Russia is played.)
- b. This support decreases to three centers' worth following the 1600 moves (i.e., for the 1605 adjustments), two following 1610 (1615), and, following the 1620 moves (1625), continues to furnish support for one unit for the rest of the game, as long as the Power owns at least one SC on the board. (When a Power loses its last on-board SC in or after 1620 it is eliminated from the game.)
- c. Atlantic Ocean builds beginning in 1595 are based on capturing and owning on-board SC's, as in the regular game. In theory, up to 4 new units could be built in 1595. Up to three units can be built in the Atlantic in 1605, two in 1615, and not more than one per cycle in 1626 and thereafter. However, deferred builds may be accumulated and used later, even though the number of off-board SC's decreases. (Eg., A Power is entitled to 3 builds in 1605, but builds only two. The deferred build may be made in 1615, even if that means building three units in the Atlantic.)
- d. Following the Fall 1620 move each Power may also build one unit in a Home space on the board, as described in Rule 8.A. below.

8.A. Additional Home Supply Centers in the New World

- a. Each European Power may designate one Supply Center in the New World as a Home Supply Center, after said province has been occupied by that Power. Builds may be made in these new Home Centers beginning in 1625. These Centers may be as follows:

England: Nova Scotia or Virginia	France: Québec or Antilles
Holland: Delaware or Venezuela	Portugal: Rio or Plata
Spain: Cartagena or La Plata	Russia (Optional): Alaska or California

- b. Once dsignated, these Home Centers cannot be changed. The regular rules of Home Supply Centers apply when these centers change hands.
- c. Occupation and designation of New World Home Supply Centers occurs in the adjustment season following its conquest. A Power may defer designating a Home SC, but a Center cannot be used as a Home SC until the adjustment season after the Winter in which it is so designated. As long as the designation is made in 1595, 1605 or 1615, units can be built there beginning in 1625.

9. Antilles, Cuba, Easter Island, Hispaniola, Hawaii, and Jamaica are islands spaces. For most purposes they are treated as sea spaces. However, an army may wholly occupy an islands space. An army in an islands space cannot furnish support anywhere and must be convoyed in order to move.

10. There are Indian standing armies in Mexico and Peru which do not move. These armies must be dislodged before these Centers can be taken. European units may support these Indian units in place.

11. There is a Portage Route available through Panama. Therefore, Panama has only one coast. A fleet must spend one turn in Panama when crossing between the Caribbean and Galapagos. An A/F cannot make the portage.

12. Fleets and A/F's may move and support directly between sea spaces joined by arrows on the map, even though these spaces are not adjacent. Coastal crawl is permitted where it is possible. The Great Lakes have no effect on the movement of armies.

13. Optional Russian Rule: The fourth or fifth Power in a game may be Russia, in place of a European Power. Russian units start out from the Western Pacific Box, under the same rules pertaining to the Atlantic Box for European Powers. When Russia is played, Alaska replaces Easter Island as a Supply Center. (If Russia is not played, then Easter Island and not Alaska is used as a SC.)

**The Constitution
of the
Canadian Diplomacy Organization**

1. General

The Canadian Diplomacy Organization (CDO) exists to provide certain services to the Canadian Diplomacy hobby. From the beginning, it has tried to avoid the political infighting that has destroyed many previous hobby institutions.

Every person who subscribes to a Canadian Diplomacy 'zine is a CDO member. The CDO has no membership fees and it is not affiliated with any other hobby organizations.

2. Elective Offices

There are three elective offices: the Coordinator and two other members of the executive committee. To be nominated for an elective office, a person must be a CDO member and a Canadian resident. No person may hold or be nominated for more than one elective position at a time. (There are no restrictions on who may hold non-elective offices.)

2.1 The Coordinator

Within the limits of the constitution, the Coordinator may take action on behalf of the CDO. Where possible, he should obtain the agreement of the other executive committee members on important decisions. The Coordinator can, and probably should, appoint non-elective officers to perform certain specific functions on behalf of the CDO. Three important positions which have existed in the past are Orphaned Games Officer, Ombudsman, and Novice Director. The Coordinator may appoint and replace non-elective officers, create new non-elective offices, and change the powers of existing non-elective offices. He may overrule any decision made by a non-elective officer. (This is a power which he should use seldom, if ever. Officers cannot function effectively if their power is continually undermined.)

2.2 The Executive Committee

Any decision made by any officer (including the Coordinator) may be overruled by two members of the executive committee. If one member of the executive committee is not properly fulfilling his duties, or is unlikely to be able to fulfil his duties properly in the future, the other two members may appoint a replacement for part or all of his term of office. Two members of the executive committee may make any decision which could ordinarily be made by the Coordinator.

All members of the executive committee are expected to keep in touch with the mainstream of the Canadian Diplomacy hobby. The main function of the executive committee is to act as a check on the Coordinator, overruling any bad decisions and, if necessary, replacing him.

3. Elections

The Coordinator shall be elected every two years. The other two committee members shall be elected in alternate years (each having a two-year term of office). For every election or plebiscite, the Coordinator shall appoint a returning officer. The returning officer must not be a candidate in the election. Nominations must be sent to the returning officer. To be a candidate a person must be eligible (see section 2), must agree to run, and must be nominated by one other CDO member. Every CDO member may vote in an election or plebiscite.

3.1 First Terms of Office

In order to initialize the terms of office of the executive, whoever is Coordinator at the end of 1983 under the terms of the previous constitution will remain in office until the end of 1984 when he must stand for re-election. As soon as possible after the adoption of this constitution, the Coordinator will appoint a returning officer to accept nominations and hold an election to fill the other two executive offices. These two officers must stand for re-election at the end of 1985. (A term of office will normally be considered to be from January 1st until December 31st of the following year. Elections will normally be held during the Fall months.)

4. Amendments

Any executive committee member may propose that a plebiscite be held to amend this constitution. This plebiscite may, or may not, be held in conjunction with an election. To have effect, a constitutional amendment must be approved by 66% of the legal votes cast in a plebiscite. The plebiscite must be preceded by a sufficient length of time for the opposition to voice their opinions.

CDO Census (November, 1983)

Bob Acheson, NWT
 Dan Adam, ON
 Bob Albrecht, AL
 Gerry Van Alkemade, GREECE
 Dave Anderson, MI
 Gord Argyle, BC
 Steve Arnawoodian, PA
 Peter Ashley, CO
 Roland Bakker, HOLLAND
 Dale Bakken, WI
 Ed Bapple, IL
 Mike Barno, NY
 Bill Becker, MI
 Richard Benjamin, OH
 Brent Bennet, AL
 Mark Berch, VA
 Steve Berrigan, ON
 David Berryman, GA
 Doug Beyerlein, CA
 Simon Billeness, UK
 Pete Birks, UK
 Garvin Boyle, ON
 James Briggs, TX
 Ron Brown, CA
 Ronald Brown, ON
 Jim Burgess, RI
 Kathy Byrne, NY
 Greg Campuzano, AZ
 Mike Carroll, ON
 Linda Carson, ON
 Dave Carter, ON
 Ed Carter, ON
 John Caruso, NY
 Geoff Challenger, UK
 Rob Chapman, UK
 Chip Charnley, VA
 Anthony Chodas, ON
 Annalee Cohen, ON
 Steve Colombo, ON
 Walter Compton, VENEZUELA
 Pat Conlon, KS
 Greg Costikyan, NY
 Gary Coughlan, TN
 Cathy Cuning, WA
 Rod Currie, ON
 Blair Cusack, BC
 John Davies, BC
 Sellick Davies, UAE
 Fred Davis, MD
 Mike Dean, UK
 Richard Devereaux, UK
 Michael Ditz, FL
 Paula Dodge, NY
 Michel Dubuisson, FR
 Harry Drews, ON
 Dennis Duncan, SASK
 Mike Ehli, OR
 John Ellis, ON
 Gary Ferguson, PQ
 Bucheron Frank, FR

Mark Frueh, WI
 Pat Frye, MD
 Peter Fuchs, CO
 Mike Gabriel, BC
 Dan Gammon, MD
 Jim Gardner, ON
 Pete Gaughan, TX
 Claude Gautron, MAN
 Richard Gee, UK
 Evans Givan, ON
 Dave Grabar, CA
 Axel Halfmeier, IL
 Scott Hanson, MN
 Kevin Hart, ON
 Dave Head, ON
 Nelson Heintzman, NY
 Alain Henry, BELG
 Barry Hickey, ON
 Bill Highfield, NY
 Al Hoffman, IL
 John Horn, IL
 Mike Hunt, SASK
 Randal Husk, CA
 Steve Hutton, ON
 Al Incorvaia, NY
 Ed Innes, ON
 Jan Jensen, NS
 Robert Jewett, VA
 Ake Jonsson, SWEDEN
 Jack Jung, ON
 John Kador, FL
 Eric Kane, NY
 Doug Karnes, MAN
 Matt Kazur, DC
 Mark Keller, CA
 James Keeley, AL
 Ron Kelley, VA
 Henry Kelly, WA
 Lee Kendter, PA
 Tom Kissner, ON
 David Kleiman, IN
 Michael Kortsen, ON
 Richard Kovalcik, MA
 Yves Lagimoniere, ON
 Georges Lebigot, FR
 John Leeder, AL
 Mark Leudi, IN
 Dave Lincoln, RI
 Bruce Linsey, NY
 Andy Lischett, MI
 William Lowe, BC
 Rob Lowes, ON
 Jerry Lucas, CA
 Mark Luedi, IN
 Dan MacLellan, AL
 TPR Major, AL
 John Marsden, UK
 David Marshall, NY
 Dick Martin, MD
 Julie Martin, MD

Mike Mazzer, CA
 Kirk McDougall, SASK
 Jim McPhail, AL
 John Michalski, OK
 Paul Milewski, OH
 Nelson Millar, PQ
 Mike Mills, NY
 Doug Millstone, ON
 Capt. John Morgan, MAN
 Roland Morris, FL
 Ralph Morton, ON
 Roy Morton, ON
 Robert Naardin, ON
 Carl Olsen, CT
 Robert Olsen, KS
 Eric Ozog, IL
 D.S. Palter, NY
 Gerry Paulson, AL
 Rob Peart, ON
 Larry Peery, CA
 Darryl Phillips, PA
 Errol Platt, ON
 Brenton Ner Ploeg, ON
 Hugh Polley, AL
 Bruce Poppe, MD
 Drew Post, ON
 Julian Presber, MAN
 Jeff Punches, CA
 Paul Rauterberg, WI
 Al Rodriguez, CA
 Glover Rogerson, UK
 Bryan Ronald, ON
 Larry Rystrom, WA
 Bern Sampson, MD
 Ben Schilling, MI
 Keith Sesler, MI
 Keith Sherwood, CA
 Roy Smith, NJ
 Randolph Smyth, AL
 David Spector, MA
 Tom Swider, NY
 Martin Taylor, AL
 Don Tinker, NFLD
 Andre Torres, MI
 Pierre Touchette, PQ
 Jerry Trombella, NY
 Rod Walker, CA
 Peter Walker, ON
 Frej Wasastjerna, FINLAND
 Paul Watson, AL
 Dave Weatherhead, ON
 Mark Weidmark, ON
 Fred Wiedemeyer, AL
 Jim Williams, IO
 Wylie Wilson, DC
 Windy Windblad, AZ
 Rob Winslow, NY
 Judy Winsome, CA
 James Woodson, FL
 Anwyl of Weismark, ON
 Bill Young, PA
 Robert Young, MI
 Richard Young, MI

CDO CENSUS

Add the following names received at the last minute to the list: Charles Arsenault, PQ; Guy Charron, PQ; Renald Gravel, PQ; Roland Prévot, FR; and Albert Tremblay, PQ.

This means I have the subscription lists from all active Canadian publishers, making this list as accurate as can be expected. Thanks to all who cooperated.

<u>Totals</u>	Canada:	75 (38.7%)
	USA:	99 (51.0%)
	Overseas:	<u>20 (10.3%)</u>
	Total:	194

Breakdown By Province

Nfld:	1 (1.3%)	Man:	4 (5.3%)
NS:	1 (1.3%)	Sask:	3 (4.0%)
NB:	0	Alta:	13 (17.3%)
PEI:	0	BC:	5 (6.7%)
PQ:	8 (10.7%)	NWT:	1 (1.3%)
Ont:	39 (52.0%)	Yuk:	0

Comments

The total number of Canadians participating in play by mail is at the lowest of the estimates made of our membership. It could have been worse, and looking at the results, I think it was much lower a year ago than we imagined. I am surprised to see that Ontario dominates as much as it does. I would have thought that Alberta's total would be closer to Ontario's, as there is a great deal of interest and activity in that province. In terms of population, Québec should be in second place. This reflects, I think, the cultural bias of Waddington's (the Canadian Diplomacy manufacturer). Waddington's is a small branch of a British company with offices in the suburbs of Toronto. And, though the Rule Book is bilingual, as required by law, everything else in the game sets has been English, including the old flyer advertising play by mail. As Waddington's "question-answerer" on rules, I know whereof I speak when I say that no one in their offices is able to communicate in French. (Anything in French is sent to me, no matter what it's about.) I hope that with a bilingual flyer, and the presence of Claude's zine, that Québec's participation will begin to creep up to more accurately reflect the population at large.

Otherwise, it would be nice to find players in the two provinces and territory unrepresented. Anybody have friends there to work on? And how about another zine or two in the West? With about 35% of all Canadian Diplomacy activists west of the Ontario-Manitoba border, there's certainly the interest there. Ontario certainly needs another two or three zines in any case....

For the next census (in two years?), I'd like to see at least 15 from Québec and over 20 from Alberta, and the total well over 100. Work on your friends and acquaintances.

Again, thanks to all the publishers who took the time to send their sub lists to me.

From The Diplomatic Pouch

HISTORY IS IN THE EYE OF THE BEHOLDER

by Fred C. Davis, Jr.

(Note: This article originally appeared in Bushwacker in September, 1975. It is reprinted here with permission of the author.)

History was always one of my favorite subjects, but I was introduced to the fact that history varies according to one's region at the tender age of nine. Everyone knows that American history always overemphasized the importance of the Pilgrim Fathers over that of the Jamestown Colony founded thirteen years earlier because most of the people who wrote American history in the 19th century came from New England. However, the situation is far more divisive than just "New England versus the South."

I started public school in Brooklyn, NY. The way we learned the start of American history was: "Well, first there was Columbus in 1492. But then, in 1609, HENRY HUDSON DISCOVERED NEW YORK BAY!" And then, for several weeks, we learned all about the Half Moon and Hudson's voyages up the River and into the Bay that bears his name, and about Peter Minuit buying Manhattan Island for \$24.00. We drew endless pictures of the Half Moon and dressed up in class plays as Dutchmen.

Then I moved to Chicago. To my utter consternation, nobody from the teacher on down was the slightest bit interested in Henry Hudson. American history was taught thusly: "Well, Columbus discovered America in 1492. Then there were the pilgrims in 1620. Then, in 1671, MARQUETTE AND JOLIET DISCOVERED CHICAGO!" And we learned all about people in birchbark canoes sailing across Lake Michigan and into the Chicago River, and about portages to the Mississippi, and about heroic figures such as Robert Cavalier, Sieur de la Salle and his faithful companion, Tonty. We drew endless pictures of canoes and Indians, but they didn't tell us that "Chicago" was the Indian word for "Place of the Onions."

In 1961, we moved to Baltimore. I had assumed that the emphasis here would be placed on Capt. John Smith. Wrong again. The kids are told in school: "Well, there was Columbus first, in 1492. Then, there was Jamestown in 1607. Then, in 1634, CAME THE LANDING IN MARYLAND OF THE ARK AND THE DOVE!" And then they proceed to learn about St. Mary's City and the first document on religious freedom in the New World (proclaimed at about the same time as black slavery was being introduced). I once asked a Baltimore kid if he'd ever heard of Henry Hudson or Pere Marquette, and got only a blank look.

In 1971, when we were in Harrisburg, we went through the Pennsylvania Museum, and learned that every important event in American history, from Penn's Treaty with the Indians in 1683, to the Declaration of Independence, to the Battle of Gettysburg, had occurred in (hang on now, for a surprise), PENNSYLVANIA! The greatest author of the 19th century was Walt Whitman who just happened to live in Camden, NJ, right across the river from Philadelphia.

Older and wiser now, I realize that every State is the most important State in the Union to its own school system. I guess there isn't anything intrinsically bad about that, as we certainly want to instill feelings of local pride. I just wish they wouldn't teach kids that the end-all and be-all occurred within the local parochial limits. I suppose the results are the worst for the egghead kids like myself who went on stubbornly drawing pictures of Henry Hudson when everyone else in class was marching to a different tune. Anybody want to buy a used copy the the Half Moon?

«RON»dache

("Rondache": a small shield, carried by a foot soldier. Used here as a metaphor for persona. Basically, this column will consist of anecdotes and other short pieces derived from my past. I have no overall plan, so the topic and style will vary, depending on my moods and interests. This month's column was inspired by the preceding article by Fred Davis.)

I began my school career in 1950 in Fergus, Ontario, a tiny Scottish settlement in the south-western part of the province. All I can recall of early elementary school history and public awareness is that we were ruled by a kindly grey-haired gentleman called Louis St. Laurent and a vague person called simply, The King. Every morning we would dutifully recite, "I pledge allegiance to this flag and to the country for which it stands. God save the King!" We had no idea what that meant and why we had to stand before a British flag when we recited it, but, like all children, we accepted this as one of life's great mysteries. In grade three we spent weeks drawing pictures of Union Jacks. When I asked the teacher why we didn't have a flag for Canada she became incoherent and nearly had me kicked out of school for the rest of my life. I didn't understand much of what went on in school.

In senior elementary school, history became a little more formal. We drew pictures of strange people like peasants, knights, and noblemen and tried to memorize lists of kings and queens of England in chronological order. I recall that I did rather poorly in "history," as I was never very good at drawing and always had trouble with any subject that depended on total recall.

In grade eight we were finally allowed to admit that Canada existed and we spent that year tracing lines on maps of North America. What these lines were supposed to represent, I had no idea, save we were supposed to be able to reproduce them exactly on examinations and remember that Champlain had a dotted line while something called MacKenzie had a broken line. Woe betide the child who forgot which kind of line to assign to which meaningless name!

In high school, history became a serious business. We had not only to memorize the chronological order of the British monarchy all over again, but had to add who they were married to. This complication proved too much for me and I began flunking history in earnest. In grade ten we got a new "modern" teacher who openly defied tradition and taught us American history. This was a study, basically, of F.D. Roosevelt and his battles with Robber Barons, Trusts, and Monopolies. If there were other monsters he slew, I don't recall. We were smugly assured that FDR was successful and such creatures no longer existed and thank the Lord we had never been cursed with such in Canada.

I gave up on high school as a losing cause before I finished, but I did go back for a few night courses, including a grade twelve history class. I don't know what the subject was supposed to be, but the teacher spent his class time describing the inevitable spread of civilization from Mesopotamia to the U.S.A., the defender of civilization and of all history, not to mention Christianity. As Canadians we ought to be eternally thankful to live so close to this bastion of all that is right and good. When he explained that the conflict in Vietnam was a result of the barbarians resisting the spread of civilization, I walked out of his class and did not return.

And that was it, as far as my public education went. I never studied history per se in university, save as a background to religious studies, an approach I can recommend, as it puts "contemporary" into perspective, and allows one to appreciate the world's great civilizations without the filter of American or British propaganda which pervades most history texts. I also took a course on Canadian literature and that was the basis of much of what I know about Canadian history. Since then I have acquired a considerable library and read with fascination what they should have been telling us about in elementary

school. As a child I would have been enthralled by the story of Samuel Hearne or of the details of the Battle of Queenston Heights, but teachers seemed determined to present Canada as a dull place where nothing ever happened. A result of this is that most adults one meets share this attitude. If Hollywood isn't interested, then it can't be interesting. If it's not British, then it's not history. And, from my limited knowledge of what they are teaching in schools today, nothing has changed, except I doubt that a teacher will begin screaming at a child who asks why we don't have a flag for Canada.

Me«Ann»derings

by Ann Fothergill-Brown

I had a couple of topics in the works for this issue, as well as selected comments from a few letters which I've received about the computer articles. None, however, have come to fruition -- for various reasons. So instead, at the risk of sounding like Dear Abby or Anne Landers, I'd like to make a few short, personal remarks.

Aside from my parents, I think the relative I have felt closest to through the years is my paternal grandmother. When I was young, and my mother worked full-time to help save for a home, Granny Fothergill was my "day-care". At various times, she lived with my family; although for most of the last 15 years or more, she kept her own apartment. She and my mother had some disagreements over the years, but we children were isolated from them and were always taught to love and respect our grandmother.

My grandmother had a pretty hard life. After willfully leaving home to marry my grandfather, the marriage deteriorated. Deserted after a few years, she was left to raise two small boys on her own. While my father and his brother boarded at a boys' "reformatory", she worked at Bell Canada to support herself and them. She was proud that both boys turned out to be good men.

My uncle and his wife are childless, and I am the oldest of my father's children, so when I had Christopher, that was her first great-grandchild. She adored Christopher from the first time she saw him, briefly, at three months. Since then, she has only seen him twice: once at my parent's house when he was still very young, and once at her apartment, a month or two before he began to walk. Ron and I were planning to drive to Montreal and visit on the Sunday of Thanksgiving weekend. However, Ron had just come off a midnight shift and needed sleep, while I had just discovered I was pregnant again and chronically tired. We felt we just couldn't get away. We figured we'd be able to find some time in the weeks before Christmas.

Well, the weeks before Christmas are here and fate has taken away our choices. On December 1, my grandmother collapsed and went into a coma. She died today (December 4) without ever regaining consciousness. She never saw my son take a step by himself, and she'll never meet the child I'm carrying now. I don't plan to flog myself for lost opportunities for the rest of my life, and I don't want to sound preachy; however I do want to say one thing to anyone who cares to listen. When you have the chance, give or do the things you want, say the important things you have to say to the people you care for. I'll never have another chance. And I'm sorrier than I can say.

Letters

First off, thanks to all the super people who wrote to Ann or me congratulating us on starting another baby on the way. Doug and Marie Beyerlein (Menlo Park, California) wrote: "Congratulations! on the pending arrival of your coming child. One doesn't keep you busy enough, huh? No doubt this will set off another round of kid-making in the hobby. And who said that this hobby would fold when Diplomacy people discovered sex?" Dave Carter (Willowdale, Ontario): "My God fellow, everyone can make one mistake but now you're really in for it! All those sleepless nights again, all those diapers! Ah well, I wish you the best of luck again and look forward to seeing all 3½ of you the next time that you are in town." Kathy Byrne (Flushing, New York): "Congrats! A boy and a girl! That is great. You must be thrilled. Sounds like you guys are doing quite well."

Well, I recall Ann once saying that if the next one is twice the trouble Christopher was, we'll still be doing great. Our friends fight for the privilege of baby-sitting him--in fact, Ralph Morton offered to buy or rent him (Make me an offer when he's been up all night with a fever, Ralph!)--so, I guess we're doing fine.

 Referring to Randolph's history of the Canadian hobby last issue, Bob Acheson (Lupin, North West Territories) wrote: "I found Smyth's article very interesting. It certainly brought back pleasant memories. Paroxysm was the first zine that I started playing in, and I agree with Randolph in that it was the best zine I've seen to date.

"However, each zine has its own characteristics and I can't remember playing in what I would term a bad zine. (A couple of poor quality ones, though.)"

That's a very generous attitude to take Bob. Too bad a "history" can't include much about players, as you'd certainly have a spot, supporting every Canadian zine going from your outpost in the true True North.

Doug Beyerlein adds an important note to the article: "I enjoyed Randolph Smyth's article on the history of the Canadian hobby. However, I was disappointed that he began his history with his entry into the hobby in 1973. Prior to his entry the Canadian hobby made some notable achievements and it was too bad that they were not included in the article. Two of the biggest names in the Canadian hobby in the '60s were not mentioned. These are John MaCallum of Alberta and Derek Nelson of Ontario. John MaCallum published Brobdingnag in the late '60s and numerous other zines until he retired from the hobby in the autumn of 1972. His zines were the center of hobby discussion in those early days and his ability to express a moderate, rational view on hobby controversies gave the hobby a much-needed stabilizing influence in its early days. His discussion of houserules and problems with the first rulebook led to Calhamer's revision of the rulebook in 1971. Different interpretations of the rulebook today are nothing compared to the great variety that existed prior to the 1971 rulebook.

"The other great early figure in the Canadian hobby is Derek Nelson. Derek gained early fame as the winner of the first postal Diplomacy game, 1963A. He was one of the top players through the '60s. I remember in 1966 when he drive down from Vancouver (where he was then living) to Seattle for a game of Diplomacy at my place. He was obviously a far superior player to any we had in Seattle at the time. It was during the course of his visit that I was introduced to postal Diplomacy. In the late '60s Derek and Bob Lake published a zine, Jutland Jollies. JJ was one of the top zines in which one could play back in those days. Derek, a journalist by trade, left the hobby in the early '70s, although by chance I ran into him at the '76 DipCon in Baltimore. So perhaps he is still around somewhere on the fringes of the hobby.

"It seems strange that a non-Canadian should know more about the Canadian hobby than any Canadian, but then I have been in the hobby longer than any active Canadian player or publisher, and over the years I have had more contact with the Canadian side of the hobby than previously anyone else."

Thanks, Doug. I really enjoyed your letter and appreciate that you filled in a gap for all of us. As for Randolph beginning his article when he entered the hobby, I quite understand that. For each of us, the hobby begins when we discover it. I didn't have a clue as to what the course of the Canadian hobby was before 1980 and yet I'm one of the oldest publishers in the Canadian hobby. (Though I still haven't gotten used to that idea.) Delighted to learn that the first one to win a postal game was a fellow Canuck. Care to comment, Kathy? But, I'm confused. I thought 1963A was never finished, so that 1963B was the first completed game? Will someone clue me in?

A few pleasantries before we get to the heavy stuff. Paul Watson (Stony Plain, Alberta) writes: "Re. the Dippy baby boom. My youngest is almost 4 already. However, my wife's dog just had two beautiful puppies. Does that count? After all, they are purebred."

Sure, why not? Send a picture for next issue. Don't be like Mark Berch and send a great beautiful picture and mark it "Not For Print"!

Dan Adam (London, Ontario) says: "After reading how you put your publication together, I really do not know how you can find the time to make it look so good. A person might believe that you have a small staff of people working on it besides the two of you."

I wonder about that myself at times. I just have to give up sleeping and eating for a few weeks every month, is all. Keeps my weight down at least. The neat part isn't so hard. You should have seen Snafu! a few years ago! Hell, even I couldn't read some pages! It just takes a bit of knowledge on what's available to help in that department. (Like various kinds of correcting materials, glue stick, knife blades, etc. In other words, the stuff that's stock in trade for any secretary.) Wish more pubbers would put a bit more effort into that area, as I'm going blind trying to read some zines. (Wish they'd work on spelling too. I used to be awful myself, but all it takes is a bit of concern--and a wife to proofread.)

Leafing through the pile of letters I have, virtually everything is on politics. Sigh. I am somewhat concerned here as I do not want Snafu! to become a forum for political arguments. It is partly my fault as I am given to making cynical cracks and I am argumentative by nature. And, I am rather passionate when I see fundamental principles being violated. However, there is much more to me, and to life, than arguing about degrees of the criminality of those sworn to defend democracy, freedom, and all those other nice things. Trouble is, some joker is going to turn this planet into a frozen lump of dead rock in the name of such principles....Well, you know my position. If you really want to argue such things, try Bill Highfield's Modern Patriot. For me, I'd rather see less politics and more of other topics here.

On the other hand, I must admit that airing one's views on the world situation is not a waste of time. After all, we are educating each other. And, if people weren't interested, they wouldn't write. Keith Sherwood (La Jolla, California) writes: "I find it fascinating to read about foreign events, such as flight 007 and now, I suppose, Grenada, in Canadian zines. A completely different viewpoint from Canadian press, I guess, than what we get from American press."

Pete Gaughan (Arlington, Texas): "I may very well agree with you on the recession hoax, but much more I agree you're getting more impatient (intolerant?) than you were when Snafu! was founded. Has parenting tempered your formerly mellow, carefree attitude?"

Dennis Duncan (Saskatoon, Saskatchewan): "It is excellent that you should be impatient with stupidity. Just make sure you are doing it for your own reasons and not following the style of others?"

Well, Keith, I'm sure if you follow the letters here that you realize there's no uniformity of opinion. Still, I understand that the CBC radio show, "As It Happens" is now available in most U.S. cities. You should give that a listen some time if you want to know where I'm getting much of my information from. Pete and Dennis are right: I am more impatient than I used to be. Why? I'm not sure. Could be being overtired from having to work for my keep (unlike when I was teaching). Maybe it's my age. Maybe it is being a parent and being more personally concerned with the future. Actually, if the truth be known, I used to re-write my articles and responses to letters for Snafu! several times, editing out the emotional responses. Now I don't have as much time.

Oh, Grenada, as Keith asked: the Canadian government's response was one of outrage. Not only was the invasion illegal, but unjustified. It also seems that Canadians were aware of the bombing of the civilian hospital long before Americans were informed of that fact. The Canadian government is demanding that the U.S. get its troops out of Grenada as soon as possible. My feeling is that it's just another example of Reagan's inability to deal with the outside world in any other way than military intervention.

On the subject that started all of this, Blair Cusack (Revelstoke, British Columbia) writes: "As far as BC goes, both government and labour are the idiots here. Confrontation is 'the order of the day' out here. Nobody has the 'right' to stay employed, and no government has the right to unilaterally axe social programs that serve the lower classes either. Sure, fire your government employees--that's their right as employers, no? Or should we be telling you how to print your zine (carried to the extreme, the employees telling the employers how to run the business. Stupidity that, no?)"

While no one should have a guaranteed job for life, as they do in some sectors, employees do have the right to be protected against arbitrary dismissal. Public employees are just handy scapegoats in times of economic troubles. Cutting the civil service or imposing hiring freezes are popular slogans by people who have no concept of what the public service is doing. (During Joe Clark's reign in Ottawa, our centre lost five people, forcing people to work double shifts to make up for the loss in manpower. Who cares? It sounds good politically.) Anyhow, glad to see everyone kissed and made up in BC on the verge of a full scale general strike. By the way, I don't love unions any more than the next guy. Often they are as bad as, or worse than, the employers at imposing regulations on workers. But they are the only protection we have against employers who think they can play God with people's lives.

Dennis Duncan on the recession: "My opinion of the recession and its origins goes something like this: Because of the baby boom people coming into the consumer/producer area, there was an increased demand for products and therefore these products were made and consumed, forcing the economy to higher levels. The governments of the day (but mostly the feds) in their usual habit of buying votes, spent more to satisfy more people and instead of saying, 'Hey, we can't spend that amount, we don't have it,' decided to print more money. They gave the people everything, everything but responsible leadership. As the baby boom wave passed, there was less stimulus to the economy, but by now everyone expected the government to help them out, not realizing, perhaps, that they, the taxpayers and citizens, are the ultimate source of money in the country."

Interesting story, Dennis. However, I'd like to know where all these "baby boomers" went after they wrecked the economy. I am also amazed to discover that increased demand for products can be perceived as a negative influence. I don't understand business, but if I were a manufacturer or retailer and people wanted more of my products, I'd be happy. I also wish governments would "buy" my vote sometime. I could use some of that "everything" you refer to.

Try this theory. During the late 60's, and into the 70's, when the economy was in pretty good shape, banks encouraged a "buy now, pay later" attitude. It made sense from their perspective, as it meant more revenue for them. All the budgeting advice people were getting carried a common theme: borrow now, because in a few years dollars will be "cheaper" and you'll be earning an immensely greater sum. Businesses and government alike fell into this trap. The bust came when interest rates started slipping up and businesses found that financing their debts was eating into their profits. Some bright genius discovered they could still maintain their debt load and keep profits up by laying off workers--and once that began, you have a snowball effect. Unemployed people don't spend much, so there's less demand for goods, profits drop, and more people get laid off.

And, while they were demanding that workers take the burden of rescuing profits, people like E.M. Bronfman, Chairman of Seagram's, was "earning" \$1,064,288.00 in salary (for 1981). MPs were voting themselves fantastic wage increases while demanding their employees accept wage restraints. And so it goes. Chrysler Corp. sang the blues, for example, and beat its employees into accepting wage reductions and loss of some benefits, then paid off all its debts, not even touching some of the government assistance offered, and is now making a healthy profit--and still claims it can't afford to meet what similarly employed workers are earning in other companies. If things were as bad as we were led to believe, how come only the people earning barely enough to support their families were asked to make all the sacrifices? Does P.E. Beekman really need \$813,075.00 per annum to survive? Surely, R.J. Tebbs could give up half his \$788,841.00 a year and still be comfortable? Couldn't J. A. Armstrong get by on less than his \$736,741.00 a year? Yeah, things were tough all over, eh?

Still on that stupid tragedy of KAL flight 007, Dennis continues: "The things that bother me are twofold: 1) the lack of explanation as to why the 747 was off course. The implication that this was therefore a Korean spy attempt, using the passengers as hostages, makes me wonder who was really behind the bombing of the S. Korean cabinet in Bangkok. 2) The demonstrated bungling of the world's largest airforce. Wonder what else they can fuck up?"

"We had all best realize that the people of the world are all hostages of our respective governments. The more we kick, yell, and generally make the government's life miserable, the less our value as hostages is.

"'...never closer than 30km, or above 2,000m below the KAL plane....' What are you trying to say? The range of the heat seekers on the SU19 is roughly 5km (max), so I assume you meant 3km.

"The Sov's, for all the fuss, were technically within their legal rights to shoot down an unidentified aircraft in their airspace...this is the function of the armed forces...to protect. But because it was a civilian aircraft on a commercial flight it could have happened to anybody. This made an impact on most western people as they have travelled by air and could therefore identify with this."

Does this mean that westerners will not empathize with the third world until they have their own children napalmed because they demonstrated some displeasure with their government? God help us! It was explained quite thoroughly on CBC radio and television, in MacLean's, and in a summary of the events I read in our local newspaper, that KAL cuts a dogleg off its flight path

to save fuel--and has been doing so for years. I heard on the news that an American investigator has discovered that KAL has been paying its pilots a bonus for saving fuel. You don't need convoluted James Bond type explanations for understanding such events, just an understanding of the profit motive. Re. the 30km versus 3km, you're probably right. I haven't saved press clippings. Suffice that the Russians were never close enough to make a positive identification. Reagan said on TV they were.

I agree full-heartedly that governments are using us as hostages and that we should make their lives miserable. I assume you will join me on the next anti-nuclear war march? Isn't it wonderful to learn that a power which has an arsenal sufficient to end all life on earth is so wonderfully careful and competent when it comes to identifying commercial aircraft?

On Trudeau's attempts to get world leaders talking to each other again, Errol Platt (Mississauga, Ontario) writes: "How are things in Ottawa? Is there any support for our perpetual PM's globe trotting 'peace mission'? I imagine the other world leaders are tolerating his antics as they know they may need some sort of charade to bolster their own political fortunes. The darker side of our political system manifests itself in ridiculous trips like this. The scary thing is that it may work!"

Not sure I understand you. It's a wonderful thing when Kissinger went on a peace shuttle, but a charade when Trudeau does it? Is there something wrong with trying to cool tempers a bit and get our leaders back to the bargaining table? I don't care what their motives are, as long as they keep at it. Support? Who knows. One day I noticed the Ottawa Citizen headlined, "NATO Leaders Welcome PET's Proposals." Right next to it was Toronto's Globe and Mail with a headline reading: "NATO Gives Trudeau Cool Reception." I guess people will read the story that most fits their preconceptions, eh?

On guns, Bob Acheson clarifies his comments from last issue: "...to purchase either a handgun or a rifle isn't much of a problem ((in the NWT)). Get a permit and buy a gun or you can even pick one up cheaper at an auction. Auctions are fairly common in Alberta. I imagine if you wanted one without a permit a gun collector could pick one up for you.

"I really don't think that man should have guns, basically because he's too emotional. In times of stress emotions usually override reason. But the argument of protecting what's yours also has some merits, as in this crazy world, you just never know."

That sounds fair enough, Bob.

You know, I get a lot of interesting comments and notes that I'd like to share with you, but often they are on the same page as orders, and, as game orders take priority over letters, they get filed in the folders for their game. It would create absolute havoc if I filed them in the letters folder then returned them to their game files after I typed the letter section. I don't trust myself that much. So please, try to use separate pages for orders--or at least clearly separate them so I can use a pair of scissors to separate them.

Something else, letters and articles are typed a week before the deadline, and often I get interesting comments or suggestions with last minute orders. Trust you understand that during the final days before the deadline, all I am doing is working on games, and then after the deadline, pasting everything together as quickly as possible to get to the printer's Monday morning. So, I rarely have a chance to splice in anything not related directly to a game, as much as I'd like to sometimes.

Why is it that those who agree with me write "Do Not Print" on their letters? Those who disagree aren't as shy. And, if you're tired of reading about politics, why not write about something else? Got a note from Richard Gee (England) that read in part: "Well, the clocks went back last Saturday and so I think that one can say that Winter has arrived. And this week Wednesday,

to be exact, Gary Coughlan and friend are at The Lamb. I hope to meet them but I have (unusually) got a cold.

"The weekend was beautiful. Leaves have not yet fallen and I cut the lawns with our new kitten bounding along. (It's a Persian.) At times life is really good...."

And so it is. I hope we can all reflect on the boundless energy and love that children...and kittens...bring into the world. With Christmas and Hanukkah fast approaching, may peace descend upon you and your families.

Battle Stations

GAME OPENINGS

None at the moment. I appreciate the requests for games still coming in, but I am at my limit. Check out the number of errors in game reports lately. I would like to recommend that people looking for game starts check out some of the zines I mention in the "Other Zines" section or send a stamped, self addressed envelope to Rod Walker, 1273 Crest Dr., Encinitas, CA 92024 and ask for the most recent issue of Pontevedria.

STANDBYS

Remove Roy Smith and add Paula Dodge and Blair Cusack.

EXPIRING SUBSCRIPTIONS

How about sending a cheque or money order as soon as your name appears here? It save administrative headaches if I don't have to wait until the very last minute to know if someone is renewing or not. Rates have not gone up for two years and will not be going up for the next year either. They are listed on the front page, though often misquoted in other zines. Thanks.

At No. 38-39 (this issue): Garvin Boyle, Jack Jung, Dave Weatherhead, Mark Berch, John Horn, Andy Lischett, Roland Bakker.

At No. 40: Gary Ferguson, Errol Platt, Scott Hanson, Bruce Linsey, Windy Windblad, Richard Young, Gerry Van Alkemade, Ake Jonsson.

At No. 41: Dan Adam, Blair Cusack, Keith Sherwood, Richard Gee.

THE DIPPY BABY BOOM

Received from Mike Mazzer: "Yes! Yes! Yes! I confess. Don't beat me anymore. Ron! Andrew Michael Mazzer was born September 7 and weighed 7 lb., 4 oz. As I write this, he is two months old and tips the scales at about 12½ lbs fully loaded. He is a horse! And the happiest little pudknocker you'd ever want to meet."

Between your horse, Dave Carter's bogger, and our monkey, what are we breeding these days? Anyhow, glad to hear it Mike. Received a beautiful picture of Joshua Berch marked "Not For Print" and one of Sinikka Wasastjerna which probably wouldn't turn out well after photocopying. Well, keep the babies and pictures coming. It would be nice to have a photo gallery for 1999A.

Our new one is doing well. The nurse managed to hear her heartbeat, though the doctor couldn't find it. Christopher is more interested in checking out all the neat toys in the doctor's office than in hearing his sister's heartbeat. Maybe he'll start paying attention when she kicks him.

Parting Shot

Well, that's it for 1983. See you in 1984.

Oh, I have some space left. Okay....

1984, eh? Great novel. Wonderful for teaching kids the mechanisms of theme and symbol. I know, I did it for six years in a row. The highlight of the year for my graduating classes would come in the spring, just before they were to leave for the big cruel world out there and we'd get to the part of the novel where O'Brien says, "We are the priests of power. God is power. ...It is time for you to gather some idea of what power means. The first thing for you to realize is that power is collective. The individual has power in so far as he ceases to be an individual....The second thing for you to realize is that power is power over human beings. Over the body--but, above all, over the mind. Power over matter--external reality, as you would call it--is not important. Already our control over matter is absolute.

"We control matter because we control the mind. Reality is inside the skull. ...There is nothing that we could not do. Invisibility, levitation--anything. I could float off the floor like a soap bubble if I wish to. I do not wish to, because the Party does not wish it. You must get rid of those nineteenth century ideas about the laws of Nature. We make the laws of Nature....Nothing exists except through human consciousness."

And the debates over the nature of reality would rage across the classroom for days while I'd throw out the occasional koan. "If a tree falls in the forest and there's no one there to hear it, what sound does it make?" "Does this classroom cease to exist after we have all left the room?" "Do we experience this desk as a solid surface simply because we all agree that it is solid?" "How do you know that what you perceive as the colour blue is the same thing as what I experience as the colour blue?" The pragmatic-minded students would get terribly impatient with such questions, but the idealists would seize upon the questions and, for many, for the first time in their lives, realize that not everything is as simple and obvious as they had thought. A few, a very few, would be shaken out of complacency. "But, sir, what's the answer?" "I don't know. You have to discover it for yourself." "But you're the teacher. You're supposed to tell us."

Tell you what? That God's in his Heaven, the King's on the throne, and that our armour will protect us from the heathen arrows? I read some time ago that a group in the USA is working on the technology to explode light particles. I don't know if that's one of those silly stories that circulates from time to time, or if there's some truth to it. What are we going to do? Detonate the sun to protect us from the heathen? Will we not rest until we have the means to destroy the entire universe...which is the logical end of 1984, after all.

Sometimes all one is left with is prayer.

I would like to recommend that you re-read the "Goldstein's Book" part of 1984 at least, if not the whole book. And that's my New Year's message.

As for Christmas/Hanukkah, well a group of Canadian professors selected the ten best Canadian novels of the postwar period. They are: Fifth Business by Robertson Davies, The Diviners by Margaret Laurence, Lives of Girls and Women by Alice Munro, The Stone Angel by Margaret Laurence, The Mountain and the Valley by Ernest Buckler, The Tin Flute by Gabrielle Roy, The Apprenticeship of Duddy Kravitz by Mordecai Richler, St. Urbain's Horsemen by Mordecai Richler, Surfacing by Margaret Atwood, and (tied) Beautiful Losers by Leonard Cohen and Kamouraska by Anne Hebert.

There's something for every taste in that group.

Ann and I already have our Christmas present. Atari video games were on sale, so we gave in. She's better at Space Invaders than I am. My eye-hand coordination is not the best. Christopher loves it. He races to the screen and dances in time to the beeps, then jumps on me, squealing with delight. He knows there's a connection between the controllers and the action on the screen and tries to manipulate them himself. He'll probably be a video whiz by the time he's three.

Baby sitters appreciate it too.

Speaking of television, that has changed in our household. We came into a bit of money a while ago and splurged on a colour set and bought two pay TV channels. (Commercial-free, all-movie channels for which you pay a premium every month.) We hardly ever watch regular TV any more, but we've sure seen a lot of movies. Saved a small fortune in theatre tickets and babysitting fees. Another bonus is that the censors haven't figured out how to impose their standards on television yet, so we don't have to put up with inexplicable jumps in action or words missing from dialogue. The disclaimers are hilarious: "Warning, this movie contains scenes not suitable for the entire family. It is recommended for mature audiences only." And then we are presented with a movie that no mature person could possibly be interested in, though teenagers might find it enlightening. "This movie contains scenes of mature language." I often wondered what language looks like in a movie, as I haven't seen such a scene yet. And usually when they say that, you don't hear too much mature talk, though you might get a lot of immature cursing.

When Christopher happens to see a naked person on TV he's likely to say, "Bath, bath." Guess he figures that's why they have their clothes off. No problem with that, as he doesn't know that the human body is supposed to be hidden at all times. We did plead with a pay TV representative to get the violence off the air when kids are up and about though. King Kong gave me nightmares when I was eight years old, and that is mild compared to what they have even in children's cartoons these days. Wish our society would adopt Scandinavian standards: don't worry about sex, but get the violence out of movies!

Yes, things are well. When Ann and I married in 1980 we owed, including interest payments, about \$26,000 between the two of us. Despite a year of Ann getting only occasional work, then a year of paying most of Ann's salary for commuting, and another year of me not working at all, and now being horribly underpaid for the past six months, we have paid that off and have a tidy sum invested towards buying a house some day. How did we do it? Using discipline and common sense (which we lacked before). You think you've got problems? In 1980 we owed the bank more every month than we had for housing, food, etc. At the risk of sounding preachy: if things are tough, take it one small step at a time and eventually those small steps will add up into something significant. I'm sure many of you have similar stories. In the 1970's the loan manager used to literally chase me down the street begging me to come in and borrow money. It sure is easy to get sucked in, and awfully difficult to get back out. But it can be done. So, hang in there.

Yes, this issue will be mailed a few days later than usual. I was on the midnight shift during deadline week, which meant I didn't do much else other than work and sleep. I didn't finish my week's work until 8:00 am Saturday, and then slept all day. So, already things were at least a day behind schedule. Then, as you read in Ann's column, her grandmother died. She'll be going to the funeral in Montréal on Tuesday, the 6th. That is also my birthday, so between looking after Christopher and taking the day off both my jobs (the one I get paid for and this one), I'm looking at mailing this no earlier than Wednesday, possibly Thursday. Well, we've a long deadline anyways, so no one will suffer.

I didn't really know Ann's grandmother well. I am glad she didn't suffer at the end and am sorry she didn't have more time to get to know her great grandchildren. Remember that none of us are here forever, so let them know you love them while you can.

Despite all, 1983 wasn't such a bad year. And, if you're worried about 1984, remember the original working title was 1948. That's also something to keep in mind.

Best, to all, from all of us,

Dear Larry,

*Sorry if I sounded
so distant in my last letter,
but appreciate that you
understand. Don't let
your calendar go missing.
Enjoy the holiday.*

Best, Ben



Houserules
for
Postal Diplomacy Games
in
SNAFU!
(Revised October, 1983)

Purposes and Obligations

1. The postal Diplomacy games carried in SNAFU! are for the enjoyment of the players and Game Master (GM). SNAFU! exists as a vehicle for these games and is intended for the enjoyment of its subscribers. These houserules exist to provide a framework for the fair and equitable regulation of the games.
2. Registration in a game creates a contract between the player and GM, each of whom has rights and responsibilities.
3. The GM agrees to manage his games in a reasonably accurate and prompt manner. Further, he agrees to ensure the transfer of his games to another GM if he is unable to continue. He also agrees to transfer to the new GM a complete history of the game(s) and the balance of any fees paid by the players.
4. The GM recognizes that his position in a game is that of neutral abitrator. It is not his position, during the course of a game, to comment either on the play or on the players in such a way as to give advantage to one player over another.
5. The GM agrees to follow the requirements and regulations of the Boardman and Miller Number Custodians, the Canadian Diplomacy Organization, and the Mensa Postal Diplomacy Special Interest Group where applicable.
6. The player agrees to observe the published rules of Diplomacy and these houserules. He agrees to play in the game throughout its length, or until his elimination. He further agrees to make a reasonable effort to: ensure that the GM receives his orders by the given deadline; provide the GM with any changes of address; and, notify the GM in writing if he must resign.

Game Master's Rights

7. Playing under a false name, submitting orders for another player without his/her consent, failing to inform the GM of family relationships between players, or any other act of deception on the part of the player, whether by commission or omisssion, will result in the expulsion of the offender from all games in which he/she is involved and in his/her exclusion from future games.
8. The GM reserves the right to refuse play to parties who have shown themselves to be irresponsible, disruptive of games, or guilty of violations of the spirit of the game, whether these actions have occured in his games or in those run by other GMs. The GM is not required to defend such decisions. Further, as a publisher, he has the right to refuse subscriptions to such people.

Fees

9. All players must maintain a subscription to SNAFU!. Failure to do so will result in a player's expulsion from his/her game(s). Players agree to pay the game fees for a game promptly. The GM agrees to keep these fees at a reasonable level, and not to request further game fees after the initial game fee, except for subscription money. The GM will waive future game fees for players who have played at least two game years without an NMR.
10. If the GM takes over games abandoned, or transfered to him, by other GMs, he will not charge a game fee for these games. These houserules apply and players involved in these games assume all the rights and obligations of players who began their games in SNAFU! as soon as the transfer is agreed upon by both GMs or by arrangement with an orphans' placement officer. The GM will offer these players up to three free issues of SNAFU! in order to ease their adjustment, but they must, thereafter, maintain a subscription to SNAFU!.
11. Players who take over countries abandoned by other players ("standbys") will not be required to pay game fees for those games. Standbys assume all the rights and obligations of any other player as soon as they are asked to submit standby orders which are subsequently used.
12. Rules 9 through 11 notwithstanding, the GM reserves the right to charge a small fee for the costs of preparing, printing, and mailing maps and rules for variant games.

Rules, Errors, and Country Assignments

13. The latest edition of the published rules of Diplomacy will be followed. (Currently, this is the 1971 edition.) The GM's adjudications are final, unless there is an obvious and demonstrable error. Errors remaining undetected by either the GM or players until the adjudication of the next season's orders will be allowed to stand unless, in the opinion of the GM, a correction can be made without unduly disrupting the game.
14. Countries will be assigned by lot, unless otherwise specified before the beginning of a game. A person may play only one country in a given game.
15. A player may assign temporary, or permanent, control of his country to another person who meets the eligibility requirements for that game, provided that the GM first agrees.

16. There are five seasons in regular Diplomacy games. They are: Spring Moves, Summer Retreats, Fall Moves, Autumn Retreats, and Winter Adjustments. Normally, retreats are combined with the following season's moves. Winter adjustments are played separately from the following Spring Moves in the first game year. Thereafter, separation of seasons will occur when two or more players, each having units on the board at the time, request it, or, when the GM feels it would be judicious to separate these seasons.

17. Variant or International games of postal Diplomacy may have different requirements or conditions for the play of seasons. Therefore, Rule 16 is waved for these games. Requirements will be clearly spelled out either in the rules of the particular variant, or by the GM before they arise in play. But, as in Rule 16, seasons may be separated either by the GM or at the request of two or more players, each having units on the board at the time.

Submission of Orders

18. When a player enters a game in SNAFU! for the first time, s/he will be given a code, known only to him/herself and the GM. This code will be the player's means of identification when submitting orders by other than regular means. (See Rule 19.) Normally, the player will not need this code when talking to the GM directly by telephone. However, the code is necessary when submitting orders by other means; for example, telegram, letter-gram, or telephone message (left with a third party), or whenever the GM cannot readily identify the source of the orders and their validity.

19. Orders submitted by mail are the normal procedure. Orders must be either typed or written clearly on one side of the paper. A separate sheet of paper should be used for each game if the player is in more than one game. Press items and personal notes must be clearly separated from the game orders. Each set of orders should include the following: the game name (if any), the Boardman or Miller Number, the country, season, and game year, as well as the actual date. Orders must be signed in a consistent manner every season.

20. Players may submit amended orders at any time prior to the stated deadlines. In changing orders, an entire new set should be submitted. If this is not done, the GM will not be responsible for failure to note the changes correctly. If the GM receives two or more sets of orders from a player before a given season, he will use the set with the most recent date, regardless of date of delivery. If one set is dated and the other not, the GM will use the dated set. If the player fails to date both sets of orders, the GM will use the set received in the most recent mail delivery. If the GM receives two sets of orders, ostensibly from one player, and has reasonable grounds to suspect that one set is forged, he has a duty to reject that set even if subsequently shown that they were not, in fact, forged orders.

21. Joint orders may be submitted if signed by all parties concerned, but any signatory may subsequently change his/her orders.

22. Conditional orders may be submitted, with each condition and the subsequent orders listed clearly. It is recommended that players submit a set of orders for "all other cases." In no case will conditional orders for more than one season be accepted.

23. Perpetual orders will not be accepted.

24. Coded orders, or orders conditional on what other players are doing during the season in question, will not be accepted.

25. Names of sea spaces and provinces should be clearly spelled out, especially if there is some possibility of confusion. If players use abbreviations other than those used in SNAFU!, or those which are generally accepted throughout the hobby, the GM will accept no responsibility for resulting confusion.

26. The GM will follow a player's orders as written. He will not try to guess what a player intended. Badly written orders which cannot be followed will result in the unit holding in place. Badly written orders which are legal and unequivocal will be followed regardless of the player's intention.

27. A unit ordered to take any action other than a legal order will hold in place. A unit so ordered may receive support in holding. A unit given a legal, but impossible, move order will hold without support.

28. A player may submit orders which are deliberately illegal or ambiguous. However, s/he should inform the GM of this intention. The GM will not reveal that such orders were deliberate unless the player in question gives him permission to do so.

Deadlines

29. Deadline dates quoted in SNAFU! are for the submission of orders by regular mail. Mail delivery on the stated date is the actual deadline. No allowance is made for American holidays which are not observed in Canada, as the Canadian post office is still operating on those days. If, for some reason, the post office cannot deliver mail on the given deadline date (e.g., due to a snowstorm or unexpected holiday), the deadline will be considered to be the first mail delivery after the original deadline date.

30. In the event of a major postal disruption, either in the USA or Canada, deadlines will be adjusted according to the following guidelines. A disruption of less than one week should not affect deadlines unless such a disruption occurs during the two weeks prior to the deadline date; in which case, the GM will extend the deadline by a number of days equal to the length of the disruption. In the event of a major disruption lasting more than one week, but less than four, the deadline will be adjusted to two weeks after the resumption of normal service, or two weeks after the original deadline date, whichever comes later. In the event of a major disruption lasting more than four weeks, the GM will inform all players of the new deadline date as soon as normal service is restored.

31. The GM is not responsible for mail lost or misdirected by any postal service.

32. A player may telephone the GM, at his/her own expense, between the hours of 8:00 am and 10:00 pm (Eastern Time) to submit orders. The deadline for telephoned orders is 10:00 pm the night before the given mail deadline date. However, the GM does not guarantee that anyone will be home to answer the telephone. Anyone telephoning the GM between the hours of 11:00 pm and 7:00 am (Eastern Time) for any reason will be expelled from the games in which s/he is playing and the balance of his/her subscription will be confiscated.

33. When telephoning orders, the player should give his/her name, the game name or number, country, and a complete set of orders. S/he should also be prepared to give his/her code should the GM ask for it. If the GM cannot come to the telephone, the player may leave his/her orders, but s/he must indicate his/her code. The GM will not return calls unless the player has indicated that he may call collect.

Leaving the Game

34. If a player is unable to continue play, s/he may resign in writing, preferably with a final set of orders, and his/her country will not be considered abandoned. No action will be taken other than to replace him/her in the game, and s/he will continue to receive SNAFU! as long as his/her subscription is paid up to date. A resigned player will be allowed to play in future games provided s/he can assure the GM that the conditions which caused him/her to resign have changed. However, a player who resigns from games on two separate occasions will not be allowed to play in future games.

35. In the event that the GM does not receive orders from a given player by the stated deadline, that player's units will be ordered to hold in place. Any units waiting for a retreat order will be ordered Off The Board. If units must disband, the GM will remove those units which, in his opinion, will have the least effect on play. First to be removed will be units furthest from the player's home centres and not occupying supply centres; next are those occupying conquered centres; and, finally, those occupying home centres. All things being equal, fleets will be removed before armies, except in variant games using the army/fleet module. The GM will then call for a standby to submit the next season's orders or warn of an impending state of Civil Disorder. If the original player submits the next season's orders, s/he will retain control of his/her country. If a player misses two consecutive deadlines, he will be considered to have abandoned his/her country and be replaced by a standby or have his/her country placed in Civil Disorder. S/he may not re-enter that game or any subsequent games in SNAFU!. Further, the balance of his/her subscription to SNAFU! will be confiscated and other actions, such as blacklisting, may be taken.

36. If a country which has two or fewer units on the board is abandoned, a state of Civil Disorder will be declared and no standby called for.

NMR Insurance

37. If players wish, they may send the GM their telephone number(s) and permission to telephone them collect if he does not have their orders by the evening before the deadline. Such telephone calls will be made until 10:00 pm the evening before the deadline, but under no conditions will phone calls be made to or accepted from players from that time until at least 24 hours after the deadline has passed. In order to reduce their costs, players may refuse the charges, or hang up, and call back by direct dial. Again, this must be done before 10:00 pm. The GM does not guarantee, because of work or other demands, that he will be able to make such calls, though he will make a reasonable effort. The GM may suspend the NMR Insurance privileges of players who persistently depend on this service, though he must warn them beforehand.

Press Releases

38. The GM reserves the right to edit and condense press releases in the interests of good taste, grammar, and/or space limitations. The GM is not obliged to print all items submitted. Press releases should be datelined in such a way as to show authorship. If the GM feels there could be some confusion or misunderstanding because of a dateline, he will add the name of the country of origin to the press release. No anonymous press releases will be allowed. Press should be relevant to the game at hand. Attacks of a purely personal nature against any other player will not be accepted. Items submitted as press releases which are irrelevant to the game at hand, but may be of interest for other reasons, may be printed elsewhere in the form of a letter to the editor.

39. Only players may submit press for their game. Players eliminated from play may continue to submit press items, datelined from a centre off the board, but with the authorship clearly identified. The GM may not write press, in keeping with his neutral position.

End of Game

40. In addition to the victory criteria in the Rule Book, a player may win with any number of centres in his possession by a vote of concession. If a concession is proposed by any player, the GM will call for a vote on the issue from all surviving players. A concession will be declared if all players having units on the board at the time agree to it.

41. All surviving players may agree to a draw at any time. This requires the unanimous consent of all players having units on the board at the time.

42. The first time that a vote is called, either for a concession or a draw, and an eligible player does not vote, no vote received will count as a NO to the proposal. Thereafter, in that game, no vote received will count as a YES to the proposal, even if the second proposal is different than the original one.

43. A player will be considered to have met his obligations when he plays a game out to its conclusion or when he is eliminated from play, whether he entered the game as an original player or as a standby.

44. The GM will be considered to have met his obligations when he has published the end game statements from the players and has ensured that the Boardman or Miller Number Custodian has received the game statistics.

Houserules

45. In the event that a situation arises in a game which is not covered either by these houserules or the Rule Book, the GM will make the most reasonable and equitable ruling consistent with the nature of the game. Precedents set elsewhere will be considered. Any such decisions constitute a precedent for the game in question, but may be reconsidered for other games.

46. The GM will give careful consideration to all requests and suggestions for changes, additions, and deletions to these houserules, provided they are not in violation of the letter or spirit of the official Rule Book. Any changes affecting a game in progress will be proposed to the players concerned before taking effect.

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Abbreviations Used In Snafu!

A	army	-	to, attacks	OTB	off the board
F	fleet	C	convoys	NMR	no move received
A/F	army/fleet	S	supports	NBR	no build received
*	indicates final position after the adjudication (given only the first time a unit is mentioned in the orders)	§	support is cut	NSO	no such order
		MS	mutual support	NSU	no such unit
		H	holds	IMP	impossible order
		U	unordered	CD	Civil Disorder
		R	retreats	/d/	dislodged (must retreat)
		B	builds	/A/	annihilated (must disband)
Underscored orders fail.		D	disbands	?	ambiguous order

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_____ your personal player code is: _____

