

## Opening Shot

Well, this is it, eh? I started thinking about folding last fall when I tried to imagine what life would be like if I weren't cooped up in my study two weekends out of five, and for an hour or two every evening. How did I pass the time before Snafu!? I can't remember. So, it's time to go.

Meanwhile, an extra bit of effort this time. 28 pages is nothing by Europa Express, Voice of Doom, or Xenogogic standards, but it's a lot when you can work at it only in snatches of an hour or so here and there. It's going to be mailed a week late, so game deadlines for next time have been adjusted already. No need to go into details about why it's late....

Ann is recovered from giving birth and is enjoying James. He's much different than Christopher. He's quieter and more peaceful, and he sleeps for long

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stretches at a time. Christopher still rarely makes it through the night without waking up wanting milk or comforting. But Christopher is delighted with James and is actually helpful. He'll go fetch a diaper or rock the cradle. He even tries to wipe up James' spit-ups. No wonder James has such a beautiful smile. He watches his big brother play with open admiration on his face. Guess it won't be long before they're fighting over who gets the car Saturday night...

Who knows what's going on with my job? We got a new Prime Minister a while ago when Trudeau resigned. The first thing Turner did, as PM, is give Trudeau's friends nice cushy jobs--about 65 patronage appointments. He then imposed a hiring freeze on the Civil Service and called an election. He's apparently regretting that last move, as the polls

indicate the Liberals are going to get trounced. But his freeze has screwed me up. Not only can I not get that permanent position that I am now 'acting' in, but a programming position I had a good shot at is also frozen. I've reconciled myself to going back to being a slave in operations September 1st, but heard secondhand that my boss is trying to convince personnel to extend my acting appointment. The fact that the personnel officer he has to convince and I don't get along--at all--doesn't help. Meanwhile, I do my job as best I can and try not to worry about it.

I have signed up for courses leading to a degree in computer science at Carleton University. At one course a year, I'll get my degree in 2000. Better late than never. I'll be able to enter the twenty-first century with more letters after my name: BA, DipEd, DipDCO, BCS. Not bad. It would have been impressive if I had that many letters ten years ago, but now there are a lot of unemployed people with even more letters. I was a thesis away from an MA many years ago, but that's another story a few personalities back....

Continued, page 3

SNAFU! is a zine devoted to the postal play of Diplomacy and its variants. It is published by Ronald James Brown, 70 F Chesterton Drive, Nepean, Ontario, Canada, K2E 5S9. Telephone: 613: 727-1454 (Before 10:00 pm).

This issue costs \$1.20.

THIS IS THE LAST ISSUE OF SNAFU! In future, a zine containing game reports only will be available to players and those who agree to act as standbys. There will be a nominal fee of 35¢ per issue for these reports.

# Stats

## SNAFU! SUMMARY

First Issue: 29/07/80  
 Last Issue: 11/08/84  
 Number of Issues: 45  
 Number of Pages Published: 668

## Games Begun In Snafu!

Boardman Number	House Name	Start Date	End Date	Game	Results
1980 IC	Mensa 12	29/07/80	14/11/83	W 09	A: S. Poppe, E: C. Byrne
1981 W	North-1	06/02/81			***continuing***
81Qwc02	Variant 1/ Conquest of the New World	26/06/81	30/04/83	1615	Portugal: Steve Hutton
1981 KA	North-2	24/10/81	11/08/84	W 11	F: Jung, G: Cusack, T: Rauterberg
1982 J	North-3	16/01/82	03/03/84	W 08	T: Dennis Duncan
1982 I	Mensa 16	16/01/82	03/03/84	W 08	R: Dave Lincoln
	Bourse	16/01/82	03/03/84	W 08	Rob Lowes
83Brn16	Variant 2/ Blowup	27/11/82			***continuing***
1983 R	Seven Nations	19/02/83			***trans to S. Hutton 26/05/84 F 03***
1983 Q	North-4	19/02/83			***continuing***
83Ecb19	Variant 3/Woolworth	26/03/83			***continuing***
1983 HT	North-5	28/10/83			***continuing***
1983 HW	International	28/10/83			***trans to S. Hutton 20/06/84 S 02***

## Games Finished in Snafu!

Boardman Number	House Name	Previous Zine	Snafu! Date	Start Game	End Date	Game	Results
1979 HA	Orphan 1	Toronto Telegram	03/04/81	S 06	27/11/82	W 11	F: Tom Swider
1979 AE	Orphan 2	Infidel!	12/09/81	F 04	30/04/83	W 10	A: MacLellan, T: Carter
1978 O	Orphan 3	Infidel!	12/09/81	W 06	10/07/82	W 10	E: MacLellan
1980 AM	Orphan 4	Infidel!	12/09/81	W 02	08/07/83	W 10	E: Jensen, R: Carter, T: Lowes
1980 HM	Orphan 5	Infidel!	12/09/81	F 02	08/07/83	W 09	A: M. Keller, E: J. Horn, G: C. Gautron
1976 CX	Orphan 6	Passchendaele	10/10/82	F 21	19/04/83	W 22	E: Berrigan, F: J. Davies, R: S. Hutton

## Games GMed by Nelson Millar

Boardman Number	House Name	Previous Zine	Snafu! Date	Start Game	End Date	Game	Results
1982 IF	Millar-1		10/10/82				***continuing under R.B.***
1979 HY		Passchendaele	10/10/82	W 10	30/04/83	W 12	E: P. Ashley

## Game Summary

Total Games Begun:	14	Total Games Ended:	13
Number of Orphans:	7	Total transferred:	2
Total:	21	Number Continuing:	6
		Total:	21

Things change, people change. If you had told me five years ago I'd be the father of two wonderful boys, with an intelligent loving wife, in a pleasant suburban house, working as a computer consultant, I'd have thought you were nuts. I didn't know anything about being a husband or father, and knew nothing about computers. Actually, when I think about it, I didn't know much about anything then....But we learn. You just take a deep breath, then go ahead and do it. Somehow it all works out. Just like in *Diplomacy*, eh?

#### WHY I AM FOLDING

The *Diplomacy* hobby has given me a lot. There are the new friends and the interesting games to pass the time. There are the mechanical skills, like improved typing and spelling, and how to put a small magazine together. And there is the self-discipline of meeting deadlines, handling 100 or more accounts, and keeping on despite everything.

But there comes a point when one has to make decisions on how one is going to spend his free time. Before Ann and I began having children, it was no problem: I had time to publish and look after household chores and other interests. But everything changed for us at once. Christopher was born just as I was leaving teaching to enter a field where I have to constantly study and put in long extra hours just to keep even. And, now there are two children....

It used to be I'd get home from work, looking forward to the day's mail, my mind filled with whatever problem I had in the hobby, whether developing a strategy in a game, or developing new arguments in whatever feud I was involved with at the moment. But now I come home from work, my head filled with how am I going to retrieve the data from a tape when the user has overwritten the label a half a dozen times, or how am I going to write a FORTRAN subroutine to retrieve indexed records by date ranges, looking forward to an evening's quiet study of the COBOL manual for an upcoming competition, greeted with a two-year-old who needs my attention and a wife who needs a break from a two-month-old. About four or five hours later I get to sit down to read through the day's mail, completely indifferent to the feuds and gossip which greet me nearly every day. I bathe and go to bed, exhausted, the COBOL manual untouched and the letters I want to answer stacked on a coffee table. Maybe tomorrow, eh?

No, I haven't lost my enthusiasm for the game of *Diplomacy*. It is a fine game, ideally suited to postal play. I have become very cynical about the hobby itself, though, because of the antics of certain personalities.... Whatever, I intend to continue playing in a few games and GMing a few, but I cannot continue the high profile involvement I have had. My family needs me more than *Diplomacy* does, and my career needs me more than *Diplomacy* does, and sometimes I need me more than *Diplomacy* does.

Yes, the pressure on a publisher of a *Diplomacy* zine can be very intense. Many have discovered they cannot handle it. I learned that I can handle it, which is why I could plan a fold so far in advance. But it has taken a lot of patience and understanding from those around me for me to pull it off. I can understand why some publishers simply stop answering their mail and say to H with the whole damn hobby, though I can't condone that sort of reaction.

There will be a zine after *Snafu!* coming from Nepean, but it will be concentrated on game reports and the game itself and will be sent only to players and standbys--no exceptions. I want to narrow my involvement to those with whom I am playing the game. I just don't want to play the publishing game any longer. In fact, I will be subscribing only to those zines in which I am playing, or intend to play in.

I had planned to go to issue no. 50 because it's such a nice even number, but, it became apparent that I had to start concentrating on other events in my life sooner than that. Well, I don't believe in the mystical power of numbers, so 45 is just as good a number as 50. It could have been 44 or 46,

but, we end on the fourth anniversary. (Stats keepers note that the first 'issue' (a one page lineup and notes for 1980 IC) was dated 29 July, 1980.)

Well, we've come a long ways over the past few years. There were 10 copies of that first one page issue. The next six issues were so bad that I find them embarrassing. They were produced on an alcohol stencil machine, so not only did they look terrible, but, I was searching for a style. Issues No. 8 to 15 were a bit better, in that they were photocopied and Ann had started teaching me a bit about layout. We then went to the reduced format that I am still using. I tried using a word processor for a time and was pleased with the way it looked, but it was very inconvenient. Finally, after over three years of publishing, I invested in a decent typewriter. It took me about that long to get proficient at cutting and pasting too.

I had great plans. For a while I ran a quiz, but it got to be such a problem finding questions and keeping track of people's scores, that I gave it up. I had also wanted to write a definitive commentary on the rule book, but after two years of an article every five weeks, still had not gotten half way through the rules. That just faded away. It was discouraging, as no one ever commented on it and a month after I had discussed a rule someone would ask about it, or a big controversy would break out in the U.S. and my comments were ignored. It wasn't difficult to figure out that no one was reading that feature. I was pleased to finish a travel feature describing a trip I took across the USA. People did read that, as I often received comments and questions on it. Apparently the Parting Shot, a feature I've had virtually from the beginning where I ramble on about whatever's on my mind to finish up the last page, was widely read too. Hardly a month went by without someone writing to say they enjoyed it or they were offended by it. It was never meant to be taken seriously, but it was...

Those of you who missed no. 26 - 27 (27 November, 1982) missed what I consider to be the finest issue of *Snafu!*. But what really caused a stir was that issue's Parting Shot. In a departure from my usual style, I wrote a semi-formal essay on The Christmas Story. I hit a very sensitive chord in some people with that one, and I was blasted royally. (On the other hand, I received a note from one of our members a few months ago in which he said he enjoyed that article so much he still re-reads it.) And, whenever I mentioned politics in Parting Shot, I was usually in for some angry letters. Sure I made some extreme statements at times, but that was partially tongue-in-cheek and partially to provoke a reaction. And, sometimes I just can't resist a given phrase....

But, when you're dealing with a readership of about 200 (assuming at least one other person reads the zine other than the person with the sub), you're bound to offend someone, no matter what you do. One publisher was so outraged by a photograph of Christopher that appeared on the cover of issue no. 26 - 27 that he sent the most offensive note I have ever read, then denied writing it. I could 'prove' he wrote it, but why bother? I will never forgive him--and he knows it.

Speaking of feuds, for some reason I don't understand, I have a reputation of not getting involved in such activities. A perusal of past issues reveals that is not the case. In many issues I've made nasty cracks about certain members of the hobby and I've often stated my views on the great controversies of the past few years. I have simply ignored some of them and couched some comments in rather, for me, diplomatic, terms. That's not always true though, as some of you who have been with me from almost the beginning, if not the beginning, realize. One just gets tired of fighting after a while...sometimes.

So *Snafu!* goes to the great hobby history pile. Not one of the classic zines, but not a bad one either, for the most part. Just kinda middlin' to fair when you look over the entire pile of *Snafu!*'s from beginning to end. The games have been well run, though there have been more typos in game reports than I'd like. But no major controversies or game disruptions. Not much of a press zine though. That was partially my influence, as I am not

impressed by pages of nonsense and prefer the concise bon mot. The influence a pubber has on what kind of press he receives is subtle, but it's enough. No classic articles on the play of the game. And no momentuous debates. But we were right there at the beginning of the photoreduction revolution and among the first to publish clear photos. I like to think that's where *Snafu!* made a contribution: popularizing the idea that zines can be good-looking and easy to read. I developed early what I believe is the best format for game reports, but I am still the only one to use it. I guess most GMs are tradition bound, or haven't really taken a look at my game reports. But, I've never had a player complain he didn't understand them (and there are zines with formats for game reports that I can't make sense out of). Well, you win some, lose some...

In any case, it's been mostly fun...and a sincere thanks to all who made it possible. It is now time for other things.

## Other Zines

Results of the 1984 Runestone Zine Poll are out. The thing that stands out most to me is the high quality of all the zines listed, with the exception of the last three. Also, delighted that the four remaining Canadian zines finished in a group from No. 7 to No. 11. Where possible, I've included the publisher's name so you can look up the address on the list of subbers which I've printed this issue.

- |                                    |                                      |
|------------------------------------|--------------------------------------|
| 1. Europa Express-Caughlan*        | 27. Straight From the Dimmer's Mouth |
| 2. Envoy-Henricks                  | 28. Anduin-Kane                      |
| 3. Politesse-Wrobel                | 29. Magus                            |
| 4. The Prince-Meinel               | 30. Xenogogic-Peery*                 |
| 5. 30 Miles Bad Road-Leudi*        | 31. Bushwacker-Davis*                |
| 6. Life of Monty                   | 32. Winsome Losesome                 |
| 7. Sleepless Knights-Carter*       | 33. Cathy's Ramblings-Cunning        |
| 8. Diplomacy World-Walker*         | 34. Murd'ring Ministers-Brown*       |
| 9. No Fixed Address-Hutton*        | 35. Diplomacy Digest-Berch*          |
| 10. Snafu!-folding                 | 36. Cheesecake-Lischett              |
| 11. Fol Si Fie-Smyth*              | 37. House of Lords-Martin            |
| 12. Voice of Doom-Linsey*          | 38. Appalling Greed                  |
| 13. Retaliation-Martin             | 39. Graustark-Boardman               |
| 14. Raging Main                    | 40. Erehwon-Walker*                  |
| 15. Whitstonia-Caruso              | 41. Everything-Byrne                 |
| 16. Bersaglieri                    | 42. Festungs Hof                     |
| 17. Pereandra-Gaughan              | 43. Hai Jakai!-Keller*               |
| 18. Coat of Arms-Arnawoodian       | 44. Liberterrean                     |
| 19. North Seath West Gorge-Taliman | 45. Who Cares?                       |
| 20. Emhain Macha-Mills*            | 46. Lone Star Diplomat-Conners       |
| 21. Ter-ran                        | 47. Paranoic's Monthly-Flemming      |
| 22. End Justifies Means-Briggs     | 48. You Know My Name...              |
| 23. Irksome-Hanson (folded)        | 49. Give Me A Weapon-Baumeister      |
| 24. Midlife Crisis-Rauterberg*     | 50. Manifest Destiny-Folded          |
| 25. Dogs of War-Daly               | 51. Battle Stations-folded           |
| 25. The Diplomat                   | 52. Modern Patriot-folded            |

Zines marked with an '\*' are personal recommendations. Obviously I am not familiar with all the others. (The days when I would subscribe to 50 zines are long since passed.) And, equally obviously, not everyone would agree with my selection. I would have put Voice of Doom second, or tied for first. Its 'Hobbytalk' column alone is worth more than a dozen other zines for the news and information it carries. Midlife Crisis is among the top five in my list. (I think I voted it a 9.) Some, like Emhain Macha, Xenogogic, Bushwacker, and Hai Jakai! are speciality zines and so hard to compare with regular Dip zines. Put Diplomacy Digest in with that group as well. They tend to bounce around in the ratings, as voters just don't have a handle on how to rate them.

## Hobby News

Much pleased to learn that the winner of the Don Miller Memorial Award for Hobby Service for 1984 is Lee Kendter, Sr. Of the nominees, myself included, I felt that Lee was outstanding and he received my vote. Lee is one of those people who takes on difficult situations and sets them right with no apparent fuss or bother. He straightened out the Boardman Numbers a few years ago, and has now operated the Miller Numbers Custodianship, quietly, efficiently, and meaningfully, for the past two years.

Thanks to those who voted for me, but Lee deserved it.

Congratulations go to Mark Berch for winning the Rod Walker Award for hobby writing for 1984. This was for a fictional account of the exploits of a rather colourful Diplomacy player--to put it mildly. Good show.

Congratulations are also in order to Gary Coughlan for winning the Runestone Zine Poll--again! Having Europa Express at the top of every zine poll is getting to be a habit. A well deserved one too. See Other Zines to see how the others finished.

Top ten in the Runestone GM Poll are (in order of finish): John Daly, Andy Lischett, Bill Plancek, Paul Rauterberg, Gary Coughlan, Jim Meinel, James Woodson, Dave Carter and Dave Kleiman (tied), and Mike Mazzer. I placed 16th out of a field of 42, which I find respectable. The only GMs I would avoid are the last three on the list: Terry Tallman, Keith Sesler, and Bill Highfield. The rest are all good GMs.

I've never observed John Daly's GMing, but I am familiar with Andy Lischett's --and I hope to pattern my GMing after his. I keep trying, anyhow.

If interested in receiving European zines, but can't calculate rates of exchange (who can, these days?), The International Subscription Exchange may be just what you need. Steve Knight, 11905 Winterthur Ln., Apt 103, Reston, VA 22091 has set up a service with a counterpart in England to work out exchanges for you. Send Steve a SASE for details. (Now, if only we had a Canada-USA exchange service!)

Mark Leudi has begun a game of Jackrabbit. This is a regular Dip game, except all the players are under three years old. Among the houserules are items like, 'Flush the toilet when you're finished.' I've been trying to get Christopher to write Spring, 1901 orders for Germany, but we're having trouble with legibility. Good thing there was such a long deadline (almost two months). Christopher also doesn't understand the houserule about bad behaviour earning a spanking. If it was, 'Boys who bite have to sit on the stairs', that he'd understand. Well, I'm sure Mark is open to discussion on the houserules.

A precedent was set recently when the BNC declared 1982 AY, a game being played in Murdr'ing Ministers, to be irregular on the ground that the GM was not physically present when the country assignments were made. The country assignments were made at random by an outside party. For those unfamiliar with the technicalities of the hobby, games which deviate seriously from the norm (for example, having one person play two countries) are labelled 'Irregular' by the Boardman Number Custodian so that those who draw up lists of game results and statistics will not credit the winners of such games. (I was stripped of my win in my second game because the GM violated a BNC rule about standbys--and it still rankles.)

There are three important points regarding this situation. First, it demonstrates that GMs must pay close attention to the BNC's decisions in order not to unwittingly violate one of her rules, thus robbing their players of the opportunity of having their wins recognized. Secondly, if the BNC is going to change the ground rules in mid-stream and impose new regulations, they ought to be published beforehand so that GMs can be

forewarned. Imposing laws retroactively is hardly fair to anyone. And, lastly, I'd like to remind all 'custodians,' now that I have virtually left those ranks, that this hobby is supposed to be for fun and the enjoyment of those taking part. It should not be a vehicle for exercising one's legalistic and nit-picking tendencies. If a hobby 'service' detracts from the casual enjoyment of a pastime, then perhaps it is time that service were discontinued.

While on the subject of 'discontinuing,' I have joined with a small group of publishers protesting the editorial policies of a roving subzine called Foot In Mouth. This subzine is like the bullet in Russian Roulette: you never know where it is going to turn up next, so you are powerless to choose not to subscribe to it. The apparent purpose of this zine is to ridicule and humiliate selected victims each issue. It is ugly, vicious, slanderous, and pointless. The odd thing about it is it is published by one of the hobby's nicest people: John Caruso. John has worked quietly behind the scenes trying to patch up feuds and has established useful hobby services. So, why he would want to destroy all the good he has done is a mystery. The 'why' of Foot In Mouth aside, I urge all publishers not to publish it as long as it contains such useless hatred. I don't want to read any further issues, as it exists, and I'm sure there are many who feel the same way.

#### THE CDO REFERENDUM

I am pleased to report that 21 ballots were received in response to the Canadian Diplomacy Organization's referendum on the Constitution. This is a significant improvement over the referendum held to adopt the previous constitution (which drew two votes).

The question on the ballot was: 'If you APPROVE of the Proposed Constitution of the Canadian Diplomacy Organization as presented in Canadian zines during the past six months, mark YES. If you DISAPPROVE of this constitution, mark NO.'

#### Results

YES:	20
NO:	0
Spoiled Ballot:	1
Total:	21

Thus the Constitution of the Canadian Diplomacy Organization was approved and adopted by the members of that organization. The complete text will be printed elsewhere in this issue.

## 1981 W - North 1

ITALY TAKES BUDAPEST, TURKEY GETS WARSAW, BUT ENGLAND GETS TWO.

SUMMER, 1914

AUS: A War R OTB (by GM).

RUS: A Ruh R Mun.

FALL, 1914

AUS (Bob Olsen, CD): No units left.

ENG (Chris Rees): A Ruh\* S A Bur - Mun\*; A Bel\* - Hol; F Ber\* - Kie; F Nth\*  
S F Edi - Nwg\*; F StP (nc)\* - Nwy.

ITA (Bill Young): F Mar - Lyo\*; F Ven\* - Tri; F Nap\* S & F Tun\* S F Tyr -  
Ion\*; A Boh\* - Mun; A Alb\* - Ser; A Vie\* S A Tri - Bud\*; A Apu\* - Ven.

RUS (Garvin Boyle): A Swe\* - Nwy; F Nwy\* - Nwg; A Kie\* S A Hol\*; A Den\* S &  
A Mun S (/d/, R: Sil, Tyr, OTB) A Kie; A Mos\* U.

TUR (Paul Rauterberg): A War\* S A Sil - Gal\*; A Ukr\* S A War; F Sev\* H;  
A Bud (/d/, R: Rum, OTB) S A Ser\* - Tri; F Ion - Adr\*; F Aeg - Gre\*;  
F EMed\* - Ion.

SUPPLY CENTRES, 1914

AUS (1 - 0, OUT); Warsaw.

ENG (7 - 9, B 2): home, Paris, Brest, Berlin, Belgium, MUNICH, ST. PETERSBURG.

ITA (10 - 10, even): home, Tunis, Vienna, Spain, Marseille, Portugal, Munich,  
Trieste, BUDAPEST.

RUS (7 - 6, D 1): Moscow, St. Petersburg, Norway, Denmark, Sweden, Kiel,  
Holland.

TUR (9 - 9, even): home, Bulgaria, Sevastopol, Serbia, Greece, Rumania,  
Budapest, WARSAW.

Autumn Retreats, Winter, 1914 AND Spring, 1915 due Fri., 21 Sept., 1984.

NOTES

Thanks to Dave Lincoln for submitting standby orders which weren't needed.

We have a proposal for a draw of England, Italy, and Turkey. If you don't  
vote, that means you approve of the draw. We will end with the Winter  
season if the draw passes, but send Spring orders just in case.

## 1981 KA - North 2

...AND IT'S ALL OVER, AS GERMANY'S DEFAULT ADMITS THE THREE-WAY DRAW.

CORRECTION

France had an army in Piedmont not mentioned last report.

AUTUMN, 1911

FRA: A Gas R Spa.

WINTER, 1911

FRA: D A Pie.

GER: NBR. 2 short.

TUR: even.

NOTES

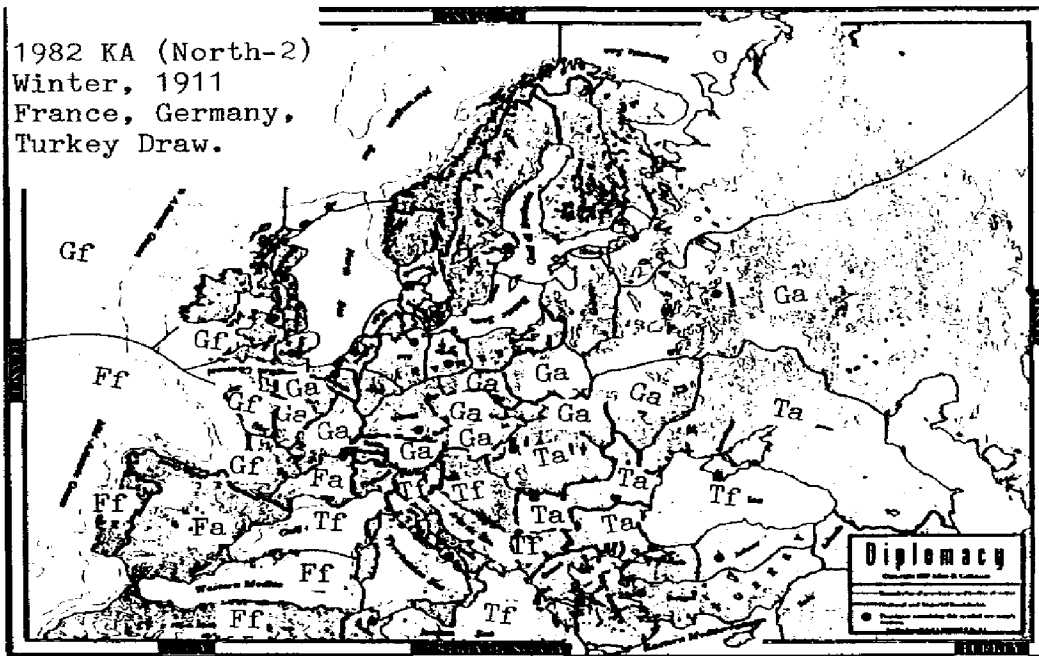
The draw of France, Germany, and Turkey passed with Germany not voting due  
to an NMR. Though the rules are clear on the matter, I would like to add  
that I don't feel there's anything unfair about this, as France and Turkey  
are holding a statemate line. Congratulations to the three of you for a  
well-played game.

Endgame statements due Friday, 14 September, 1984.



PRESS

Ankara to Berlin and Marseille: Thanks for a good game, guys, and I hope to meet you both again in the future. Thanks also to the GM for doing a great job, and best of luck with your burgeoning family.



THE STATISTICS, 1982 KA

GM: Ronald James Brown                      Zine: Snafu!

- Austria: Nelson Millar (Out, S 11)
- England: Lori Jensen (Res S 02); Jan Jensen (Out W 08)
- France: Jack Jung (Draw W 11)
- Germany: Blair Cusack (Draw W 11)
- Italy: Dan Wilson (Dro F 04); CD (Out W 08)
- Russia: Pete Gaughan (Res F 06); CD (Out S 07)
- Turkey: George Mills (Res F 03); Paul Rauterberg (Draw W 11)

	01	02	03	04	05	06	07	08	09	10	11	
Austria:	3	4	5	6*	6*	5	5	2	1	1	0	
England:	4	5	2	1	1	1	1	0	-	-	-	
France:	6	6	8	7	7	8	8	9	8	7	6	draw
Germany:	5	5	7	8	8	10	10	12	14	15	17\$	draw
Italy:	4	4*	3	2	2	1	1	0	-	-	-	
Russia:	4	4	4	3	3	1	0	-	-	-	-	
Turkey:	4	6	5	7	7	8	9	11	11	11	11	draw

\* = 1 short  
\$ = 2 short

## 1983 Q - North 4

AUSTRIA LOSES ALL SUPPLY SOURCES. BOTH RUSSIANS AND GERMANS SUFFER FROM REDUCED RATIONS. ENGLAND PUSHES THROUGH FRANCE, TURKEY BREAKS THROUGH TO THE NORTHLAND, LOOKING FOR SNOW.

SUMMER, 1906

ITA: A Tyr R Ven.  
RUS: F Bot R StP(sc).

FALL, 1906

AUS (Bob Acheson): A Boh\* S RUS A Vie; A Tyr\* - Tri.  
ENG (Paul Watson): A Par\* S & F Bre\* S F MAO - Gas\*; F Eng\* S F Iri - MAO\*;  
A Pic - Bur\*; F Bal\* S A Kie - Ber\*; F Bot\* - StP(sc); A Ruh - Mun\*.  
GER (Mark Keller): A Ber /d/ (R: Pru, Sil, OTB) § A Mun - Kie\*.  
ITA (Dennis Duncan): A Pie - Ven\*; A Ven - Tri\*; A Tri - Vie\*; A Gas - Bre /d/ (R: Mar, OTB); A Spa\* S F Por\*; F Ion\* S TUR F Alb; F Por S & F WMed\* S F Naf - MAO (NSU); F Tun\* U.  
RUS (Steve Berrigan): F StP(sc)\* H; A Lvn\* - Mos; A Vie H /A/.  
TUR (Jim Keeley): A Bud\* S & A Gal\* S ITA A Tri - Vie; F Alb\* S ITA A Ven - Tri; A Ukr\* S A Sev - Mos\*; F Bla\* H; A Rum\* H.

SUPPLY CENTRES, 1906

AUS (2 - 0, OUT): Budapest, Vienna.  
ENG (10 - 12, B 2): home, Norway, Denmark, Brest, Holland, Belgium, Kiel, Sweden, BERLIN, PARIS, MUNICH.  
GER (2 - 1, D 1): Berlin, Munich, KIEL.  
ITA (9 - 9, even): home, Tunis, Marseille, Spain, Portugal, Paris, Trieste, VIENNA.  
RUS (3 - 2, even after /A/): St. Petersburg, Moscow, Warsaw.  
TUR (8 - 10, B 3 as short): home, Bulgaria, Rumania, Greece, Sevastopol, Serbia, BUDAPEST, MOSCOW.

Autumn Retreats, Winter, 1906 AND Spring, 1907 due Fri., 21 September, 1984.

## 1983 HT - North 5

TURKEY TROUNCED! FRENCH RELUCATANT TO MOVE DURING POLITICAL CHAOS.

FALL, 1903

AUS (Jan Jensen): F Gre\* - Aeg; A Bul\* S RUS F Ank - Con; A Tri\* § A Vie\*;  
A Bud - Ser\*.  
ENG (Dan Adam): F Eng - MAO\*; F Nth\* - Bel; A Yor\* H.  
FRA (Jerry Paulson, Charles Arsenault): NMR! A Pic, A Bel, F Por, A Pie, A Mar.  
GER (Dale Bakken): F Hol\* S F Den\* - Nth; A Ruh\* S FRA A Bel; F Swe\* H;  
A Tyr\* - Tri; A Boh\* - Ven (IMP).  
ITA (Rob Lowes): F EMed\* S F Syr - Smy\*; A Rom\* S A Ven\*.  
RUS (Rob Peart): F Ank - Con\*; A Ukr\* S A Rum\*; A Gal - Sil\*; F Nwy\* S  
ENG F Nth; A StP - Fin\*.  
TUR (Claude Gautron): A Con MS F Smy /both A/; F Aeg - Ion\*.

SUPPLY CENTRES, 1903

AUS (5 - 6, B 1): home, Greece, Serbia, BULGARIA.  
ENG (3 - 3, even): home.  
FRA (6 - 6, B 1 as short): home, Portugal, Spain, Belgium.  
GER (6 - 6, even): home, Denmark, Holland, Sweden.  
ITA (4 - 5, B 1): home, Tunis, SMYRNA.  
RUS (7 - 8, B 2): home, Rumania, Norway, Ankara, CONSTANTINOPLE.  
TUR (3 - 0, OUT): Constantinople, Smyrna, Bulgaria.

Winter, 1903 AND Spring, 1904 due Friday, 21 September, 1984.

NOTES

Thanks to Chris Rees for standing-by. Now, will he do it again, this time for France? Thanks, Chris. Addresses listed somewhere in this issue.

PRESS

Russia to World: Sorry about the NMR! I guess it takes longer than seven or eight days to get from Toronto to Nepean. I will make adjustments accordingly.

England: Ok, guys. If nobody wants to talk to me then how about making it a fast death. A slow death is too painful.

## 1983 Brn16 - Variant 2 (Blowup)

TURKEY, FRANCE AND ENGLAND HIT HARD DURING FALL OFFENSIVES. ITALY RANGES FAR AND WIDE WHILE GERMANY AND AUSTRIA DO BATTLE IN RUSSIA.

SUMMER, 1907

TUR: F Con R Bla.

FALL, 1907

AUS (Bruce Poppe): A Con - Ank\*; A Rum\* S A Mos\* - Sev; A Ukr\* S A War - Mos /d/ (R: Sil, OTB); A Gal\* - War; A Vie - Boh /A!//; A Tri\* H.

ENG (Claude Gautron): A Bel - Hol /d/ (R: Ruh, Bur, Pic, OTB); F Lon\* S & F Edi\* S F Eng - Nth\*; F Bre\* H.

FRA (Mark Keller): F Naf\* S F Por\* - MAO.

GER (Bob Acheson): A Yor - Lvp\*; A Hol\* S F Nth - Bel\*; F Nwy\* - Nth; A Lvn\* S A Pru - War\*; A StP\* S A Lvn; A Mun\* H.

ITA (Dave Lincoln): F Smy\* H; F Aeg - Con\*; A Tyr\* - Mun; A Ven - Pie\*; A Par\* H; A Spa\* S F MAO\* - Por; F WMed - Tun\*.

TUR (Dave Carter): F Sev\* S F Bla\* - Rum; A Syr\* - Ank (IMP).

SUPPLY CENTRES, 1907

AUS (8, B 1): home, Rumania, Serbia, Bulgaria, Warsaw, Moscow, ANKARA.

ENG (3, D 2): London, Edinburgh, Liverpool, Belgium, Brest.

FRA (1, D 1): Paris, Portugal.

GER (11, B 3, room for 2): home, Denmark, Holland, Norway, Sweden, St. Petersburg, WARSAW, LIVERPOOL, BELGIUM.

ITA (10, B 2): home, Greece, Tunis, Marseille, Spain, Smyrna, PARIS, CONSTANTINOPLE.

TUR (1, D 2): Constantinople, Ankara, Sevastopol.

Autumn Retreat, Winter Adjustments and Mining ONLY due Fri, 21 Sept, 1984.

NOTES

While it's not easy to keep track of him, Claude Gautron's address from August 25 until mid-September is: C/O American Express Intl., 6 Haymarket, London, United Kingdom. Mail takes about two weeks to cross the Atlantic. (I guess it goes by rubber dinghy.)

PRESS

Turkey: Jerry Brown? Didn't he play for the Cleveland Browns?

Italy to France: I never got a single letter from you. A fitting resolution!

France: Aloha, and I hope you hit my mines for years to come.

## 1983 Ecb19 - Variant 3

## (Woolworth II-D)

AUSTRIA AND FRANCE DEPART THE SCENE. RUSSIA SUFFERS A DOUBLE PUNCH FROM TURKEY AND GERMANY, AS NEW TURK TAKES OVER. WE'VE NOW GOT SEVEN COUNTRIES BUT WE DON'T KNOW HOW MANY PLAYERS WE HAVE, DO WE?

SUMMER, 1905

ITA: F MAO R Mor.

FALL, 1905

AUS (???) A Pie\* - Swi.  
 BRA. (???) : A Con - Bul\*; A Mac - Ser\*; A Bud\* MS A Vie\*; F Tri\* H.  
 ENG (Mark Keller): F Bel\* H; A Ruh\* - Mun; A Nwy\* S Ger F Swe; F Eng - Iri\*;  
 F NAO - WAO\*; F Nwg - Bar\*.  
 FRA (Gerry Paulson): NMR! A Mar /d/ (R: Bas, Bur, OTB).  
 GER (???) : A Mun\* - Swi; F Swe\* S ENG A Nuy - Lap (IMP, NSO); A Sil\* S  
 A Boh - Gal\*.  
 ITA (???) : A Ven\* - Pie; F WMed\* S F Tus - Lyo\*; F Mor\* S F WMed; F Apu -  
 Nap\*.  
 RUS (???) : A Fin\* S A Lap\* - Swe; A Gal MS A Rum (A Gal /d/, R: Ukr, War,  
 OTB; A Rum /d/, R: Ukr, OTB).  
 SPA (Bob Albrecht): A Gas\* S F Mad - Mar\*; A Bur - Par\*; F MAO - Bre\*; F Por  
 - Mad\*.  
 TUR (Nelson Millar, Claude Gautron): F Smy - Aeg\*; F Bla\* C & F Sev\* S  
 A Arm - Rum\*; F Alb\* S F Aeg - Ion\*.

SUPPLY CENTRES, 1905

AUS (1 - 0, OUT): Vienna.  
 BAL (5 - 6, B 1): home, Budapest, Trieste, VIENNA.  
 ENG (8 - 8, Build 2): home, Iceland, Norway, Denmark, Holland, Belgium.  
 FRA (1 - 0, OUT): Paris.  
 GER (4 - 5, B 1): home, Sweden, GALICIA.  
 ITA (5 - 5, even): home, Tunis, Morocco.  
 RUS (4 - 3, D 1): St. Petersburg, Moscow, Warsaw, Galicia.  
 SPA (5 - 6, B 1): Portugal, Madrid, Switzerland, Marseille, Brest, PARIS.  
 TUR (6 - 6, even): home, Crete, Rumania, Sevastopol.

Winter, 1905 AND Spring, 1906 due Friday, 21 September, 1984.

NOTES

Nelson Millar has resigned because of family and work demands, and a recent spell of serious illness.

Claude Gautron's address from Aug. 25 until mid-September is: C/O American Express Intl., 6 Haymarket, London, United Kingdom.

Will Charles Arsenault please submit backup orders for ??? (France's secret partner)? Thanks. Addresses listed elsewhere this issue. The following people might still be involved in this game by ordering secret powers: Mark Keller, Gerry Paulson, Bob Acheson, Dave Carter, and Claude Gautron.

PRESS

Spain to Italy: There isn't very much difference between you and Bob Albrecht

Italy: Albrecht is alive and well and living in a dung heap out west. I hear the maggots couldn't stand him and moved out.

Spain to England: Interested in support into the Mediterranean?

Italy to New Spain: Sparkling press, eh?

## 1982 IF - Millar 1

GM APOLOGIZES FOR DELAY AND HANDS GAME OVER TO HIS BACKUP.

CORRECTIONS

Constantinople belongs to Turkey, so Austria has two builds and Turkey is even. Rumania belongs to Turkey.

AUTUMN, 1906

ENG: A Mun R OTB.

FRA: A Tyr R OTB (by GM).

TUR: F WMed R MAO.

WINTER, 1906

AUS (Paul Rauterberg): B A Tri, A Bud & Has: A Mos, A Mun, A Tyr, A Vie, A Ven, A Tus, F Nap.

ENG (Pierre Touchette): B F Lvp & Has: F Bar, F NAO, F Nth, F Hol, A Kie, A Ruh, A Lvn, A StP, F NAF, F Ber.

FRA (Dan MacLellan): NBR. 1 short. Has: F WMed, F Lyo, A Pie, A Bur.

GER (Keith Sesler, CD): D A Sil (by GM). Has: A War.

TUR (James Keeley): even. Has: F MAO, F Tun, F Tyr, F Adr, F Aeg, F Con, A Gal, A Sev.

Spring, 1907 due TO RON Friday, 21 September, 1984.

NOTES (Nelson)

Sorry I can't keep GMing this game, but because family, work, and illness have placed me in the position of doing poor work as a GM, I prefer leaving all of you in Ron's competent hands. Hope to see you some day in a game (as an ally of course).

NOTES (Ron)

I want to express my heartfelt thanks to Nelson for GMing this game, and for GMing 1979 HY to its conclusion. He took a share of my workload at a time when I needed it. The delay was caused when Nelson leaving on vacation with his family co-incided with last deadline (unbeknownst to me). Once he returned, he was overwhelmed with work and family responsibilities. So, the game report was set aside for a while. But, now we're all back on track.

I have provisional Spring orders on hand from James and we have a proposal for a draw of Austria, England, and Turkey. Because there have been previous draw and concession votes, No Vote Received means "Yes."

Remember, send your orders to RON, and not to Nelson.

## Me«Ann»derings

by Ann Fothergill-Brown

I promised Ron that I'd try to get something together for this final anniversary issue of SNAFU!, so here I am typing on the fly. As a result, this column is unlikely to be up to my usual literary standards. (Hope those of you who are so kindly voting for MeANNderings in various polls are not too disappointed. By the way, thanks again to those who did vote for me; I see that I even made the main sub-zine list on the Runestone Poll. I continue to be flattered, but I really can't take it seriously.)

I am quite sorry in some ways that I have not been able to make MeANNderings a more regular column. Responsibilities both at work and at home have prohibited my consistent involvement in any activity or hobby. (I have abandoned my first love--theatre--for at least six years as a consequence of childbearing.) I enjoy writing, but it is a slow, agonizing process for me. Ron seems to be able to dash off ideas in the space of a few hours; I write, re-write, polish, and re-type (not this time unfortunately). I often think of new things to say after I see the finished result in print.

Continued, page 16



The Constitution  
of the  
Canadian Diplomacy Organization

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### 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.

## MeANNderings Continued

I would especially have liked to continue my series on my travels in Europe. I still have some great stories to tell about London, Rome, Cologne, Venice, and Amsterdam. But MeANNderings will have to end with this issue of SNAFU!. Ron is wrapping up his publishing activities, and I also lack the free time to write. (I'll soon be working all day and chasing two young ones all evening.) Therefore, to end, I'd like to give you a brief history of SNAFU! from my perspective.

I remember quite clearly when Ron first discovered Diplomacy. We were just beginning to date at the time. I remember how excited he was to receive negotiating letters which addressed him as if he really were the head of a "great power." He had good allies and opponents in his first game, and he really took the time to plot his moves and savour his victories.

This enjoyment led, first, to his accelerating involvement in games as a player, and, eventually, into GMing. When he started publishing SNAFU!, he was like a kid with a new toy.

As I saw Ron struggling with ditto sheets, trying to put some creativity into the 'zine, I began offering layout advice based on my printing and publishing background. I started by pasting up every issue after Ron typed the material, but lack of time after Christopher was born forced Ron to become increasingly self-sufficient in that area as well. I can remember cringing at many of his layout efforts. However, time and practice are much better than dependence on another person, and Ron became extremely proficient at the production end of the business.

SNAFU!'s biggest crisis came at about the same time as Ron took over the full-time production job. He was GMing too many games, and to make matters worse, we were having a personal financial crisis. The winter I was pregnant with Christopher, our outgo exceeded our combined incomes by quite a few dollars each month. It seemed sometimes as if we were constantly having to make decisions between spending money for food and spending it for oil/wood to heat the house. And still there was SNAFU!, eating up a substantial portion of the budget each month, despite sub fees. In this desperate time, my firm (Niva Writing Services) came to the rescue, absorbing the cost of SNAFU! for about four or five issues, until we could save the money to repay the loan. If it hadn't been for Niva, I think we wouldn't have been eating at all following deadline weekends.

We eventually made crucial decisions that took us out of the negative income situation, and Ron out of the GMing load. It was a struggle for better than a year, and we weathered severe storms, but we came through well, and SNAFU! never missed a deadline. When the worst was over, I was still serving a lot of beans and macaroni around deadline weekends (to save for the photocopying and postage), but the budget had more breathing space.

As Christopher has grown, a new stress has come into the situation. Picture two adults, exhausted by their jobs and childcare, being woken at 6 am on a Saturday by a demanding child. One adult announces that he has to retire to his study for the day to work on his hobby. The other adult is left the child, the housework, the laundry and cooking for, essentially, the next 48 hours. Sound like a recipe for divorce? There were times when it almost came to that, particularly when the familiar refrain "But I have a responsibility!" sounded through the house. I think I took up MeANNderings in self-defence. You know: if you can't beat'em, join'em.

Well, we've survived that too. But with a new little one, we both know that there is only so much energy to go around. It's a little more important to devote the energy to the new generation of Diplomacy players than to the current hobby. I'm grateful for the extra help at home. There had been weekends I thought I wouldn't get through. Lately, weekends have become a time for fun as well as for work.

Ron will stay at least peripherally involved with Diplomacy for many years I'm sure. He will probably resume publishing when the time is right. But for now, home is the prime emphasis.



As for me, I go back to the 9 to 5 (or to be more exact, the 8:30 to 4) world in a few weeks. The kids go to daycare at a fee which eats up better than half of my weekly salary. Unfortunately, right now, even half a salary is better than none. However, Christopher has thrived on exposure to other families and children, so I have no real fears about that. I've hired a cleaning service to come in and muck out the place for a few hours each week. (I never thought that I'd have to admit that I couldn't keep up my own home, but two kids and a job will do that to you.) Anyway, that should mean that we are less harassed on the weekends and better able to spend time loving our kids.

I even have a hobby of my own now. I've joined the Ottawa-Hull Childbirth Education Association, and I am training to teach birth classes to couples in the area. I'm very excited at the prospect, as well as hopeful that I can help others to have good births, according to their own wishes and desires.

Things are looking up in most ways--now if only Ron's employers would smarten up and recognize how valuable he is!

I'm sure we'll still hear from you from time to time for various reasons. I would like to extend my personal invitation to any of you to visit us if you ever find yourself close enough to Ottawa. I'll miss reading your letters and following your 'zines. I won't miss writing this column though. I've got other challenges ahead. I hope you do too.



*Ann and James enjoying the sun.  
Well, James isn't exactly  
thrilled with it...*

## «RON»dache

I've always daydreamed a lot. Maybe it has something to do with the fact that I never met another child and developed playmates until I was four years old and so spent those first few years wandering alone talking to myself. Or, later, once I learned to read, I'd find a warm spot where I could curl up with a book--any book. Or, play imaginary games by myself for hours. I never was much of a social person.

In any case, I recall an incident when I was about twelve watching the news on TV. A bishop was shown blessing an American battleship of some sort. That struck me as curiously inappropriate. What if, I thought, holy water really were the instrument of God. Then all those blessed battleships would self-destruct, leaving the world in peace. I developed the fantasy further, realizing that not all instruments of terror in this world are so blessed, and so developed a world where the paint used on such weapons could be ignited by throwing a switch. I could destroy a few, then issue an ultimatum

to world leaders: you've got 48 hours to get your missiles, ships, and aircraft to a safe place. Then blooey! Ah well...I was only twelve.

Time travel caught my fancy. I've often travelled back to some interesting time in history and straightened everyone out. But what reoccurs most frequently is bringing some person from the past to the present. A favourite is Beethoven. Have him listen to a recording of his Ninth Symphony before he wrote it, then send him back to his own time. So, where did this work really come from in that case? More interesting speculation than the paradox of shooting your grandfather before your father was conceived.

I am often lost. Sometimes the real world will intrude, such as a piece of muzak in the cafeteria at work, and I am annoyed that such garbage was allowed to exist in my world. In my mind I restructure the development of twentieth century pop music, elevating it to the level of development of the eighteenth century. Why do we need so many different sounds, I wonder. Why not a half a dozen tunes for each need--and only the best at that. Throw the rest out.

And I wonder as I read the news. A bobby in Great Britain finds a fortune and returns it to its owners while in New York some punks gouge out someone's eyes for kicks. How did this happen in my world? Where did we go wrong? Somehow, we need a way to separate the decent honest people who return lost fortunes from the animals roaming the cities with knives and no morality. A simple litmus test is needed. We develop it and criminals are identified before the fact then sent off to colonize other planets. We give them what they need to survive, if they get together and work at it, and the rest of the good decent folks inherit the Earth. No more punks, terrorists, generals, or politicians! It would once again be safe to study music and philosophy...

But the world goes on. In my mind I cry out, but you can't do that--and no one listens because I am not a 'superstar,' 'great' writer, or world leader. Well, at least not in the world most of us know. There's too much noise, and so many people crying out in protest that no one can hear them. So, I withdraw into my shell while my body does what it needs to do to get through the day as, I imagine, most of us do.

I don't know what it's all for. And sometimes I wonder if the nuclear submarine commanders ever think to themselves, to heck with it. Let's get the show over with. What I find almost incomprehensible is the fact that they haven't inserted the keys to unlock the end of the world yet. I read that during Nixon's last days the power to order the keys turned was quietly taken away from him. If things are that precarious, why haven't we fallen over the edge? I can't, couldn't, stand to have that much power in the real world. And yet, Ronald Reagan can joke about it.... It's so obscene that when I heard that news item, Bob Dylan's *Masters of War* echoed through my mind all day:

*You've hurled the worst fear that can ever be hurled  
Fear to bring children into this world  
For threatening my baby, unborn and unnamed  
You aren't worth the blood that flows in your veins.*

*And I hope that you die and your death'll come soon  
And I'll follow your casket on a warm afternoon  
And I'll watch while you're lowered down to your deathbed  
And I'll stand by your grave till I'm sure that you're dead.*

And they wonder why my generation went 'crazy' during the sixties. What else could we do, in the face of the Cuban Missile Crisis and the Vietnam War, other than paint our faces and dance naked in the streets? And then become silent and withdrawn during the seventies when National Guardsmen started shooting nice middle class kids on the campuses and the Canadian government, usually so safe and benign, sent soldiers armed with submachine guns to roam through Québec's cities? Mild, compared to the rest of the

world, but symptomatic of governments out of control.

*And we are here as on a darkling plain, swept with confused alarms  
Of struggle and of flight, where ignorant armies clash by night.*

--Matthew Arnold, *Dover Beach*

...At one point I was working on the population of the universe, describing each intelligent being in detail. I never agreed with the bug-eyed monster school, nor with Asmov's anthropomorphic vision. Intelligence is just different in different places, neither pretty nor ugly. I got to know these creatures so well, I could almost talk with them. The breakdown in communications is in all the assumptions we make about line, colour, sound. And what's so all-precious universal about dualism? Heck, on at least one planet electricity is tri-directional. On another, one musical note has sufficed for centuries, though some avant-garde types are speculating about the existence of another note. Another has a highly developed technology, but have yet to discover solids. And so on. Buck Rogers just wouldn't cut it out there. I mean, how can you talk to creatures like that?

*How's it goin', eh?*

Then you have to go back and explain, not only what each individual component means, but what the whole means. And there's a lot of people on this planet who couldn't make any sense of it at all, not the least of which are the dolphins.

My one main regret is that I didn't write *The Hitchhiker's Guide to the Galaxy* first. I should have. I tried to. I have the notes for it. But life just got in the way.

## Letters

*Virtually everyone who has written in the past few months has included a word or two about Snafu!'s pending demise. Here's a few picked a random from the pile:*

*Doug Millstone (Scarborough, Ontario):* Bittersweet news about the zine....

*Doug Beyerlein (Menlo Park, California):* I was sorry to read in Snafu! 40 that you are going to cut back on your involvement in the hobby, but I certainly agree with the decision in light of all that is happening in your life right now. Unfortunately for me Snafu! has become my favorite zine in the past year, but I have seen a lot of zines come and go so I guess that I should try to get used to it by now.

*Rob Lowes (Peterborough, Ontario):* Sorry to hear of your pending fold but thanks for the way in which you have planned for it. You're to be commended. I'm starting to see how even one child can take up time. Frankly, I don't know how you did it before.

*It was easy before. I just did nothing other than work and work on Snafu!  
--just ask Ann. That's not quite true, but it must have seemed like it at times.*

*Pete Gaughan (Dallas, Texas):* ...I may be the only person besides you to have a complete set (of Snafu!). While I'm glad Snafu! will go out calmly and decently, I'll miss it. The hobby you introduced me to, as a sophomore in college, is basically the same one that I am just now learning how to enjoy and contribute to. I've added three games, four trades, and ten subscribers in the past month--met twenty or more of my Dip pen-pals through ftf gatherings--found support and hospitality through some serious trials. All a direct result of your friendship in those ditto days.

*Yes, you probably are the only one with a complete set, though Fred Davis may have one as well, and Bruce Poppe might have kept his (though his wife was the first subscriber in his family). It's just as well. The first eight*

issues were terrible, and the next eight or so weren't much better. I feel I didn't really start getting it together until about issue No. 30. Anyhow...we hope to be at this address for a few more years, so there's no reason to lose touch. Besides, I'm not leaving the hobby...not as long as there are people like you in it.

Larry Peery (San Diego, California): It would be a big pity if you were to go dark entirely. One of the big problems with the hobby is that there is no way for a hobby senior to step down (not out) from the hobby gracefully. It's either feast or famine....I really do think we should find a niche for you. Assuming, natch, you want one. I'd love to have you join XENO as a contributing editor of some kind but I think you deserve better....

I can think of some niches people who've faced me in games would like to put me in....But, we have examples like Xenogogic and Erewhon of zines that have re-emerged after a hiatus of a few years. It's not going to take forever for the boys to stop clinging to Daddy and Mommy and for me to get settled in a career...is it?

Matt Kazur (Washington, DC): This is just a brief note to say that I have enjoyed the few issues of Snafu! that I was lucky enough to receive, and regret that you must fold ahead of schedule. I well know that the pressures of 'real' life often intrude on Diplomacy time, though, so must empathize with your decision. Best of fortune to you and yours in all future endeavors.

Thanks, Matt--and to you too.

Hum, better include some replies to questions. Paul Watson (Stony Plain, Alberta) asked:

I couldn't figure out your comment on the bottom of page three (No. 44) about a player attacking you because you have blue eyes.

A player had written to say another player was attacking him because of a GMing error I had made a few seasons back. He wanted to know if this were true or not. What could I say? I'm not responsible for the excuses players give each other for their actions--and I'm not going to get involved. That's all I meant.

Pete Gaughan (Dallas, Texas) asks this about my remarks on receiving orders via electronic mail:

When you 'get orders by electronic mail' isn't it just a long distance telephone call? You still have to answer the phone and put the receiver on a modem, no? Or does yours answer the phone? And even if it does, it's still as expensive as phoning in orders.

Just inquisitiveness. I don't really care if people use computers for Dip. I can't afford it.

I can't afford it either. When I 'get orders by electronic mail' I get an envelope delivered by the post office with 'Electronic Mail' written all over it. Inside I find a computer printout with someone's orders. That's as much as I know about it. Apparently the Canadian post office does cooperate with computer networks and handles the end delivery. Please don't ask me any technical questions about it, as I simply don't know what the interface between the post office and computer networks is or at what stage it occurs.

In reading of the great debates on the rateability of electronic mail games in the U.S.A., I assumed they were talking about a similar service and couldn't understand what the fuss was about. Who cares how orders are delivered as long as they get there, right? The whole argument is immensely silly and a waste of good paper.

In any case, I don't have a home computer. After playing with a \$10,000,000 system all day an Apple or PC would be a letdown. It wouldn't really help

me in my job either unless I had a modem and could use the home computer as a remote timesharing terminal.

Pete goes on to make a very good point: While I approve of your pointing out a miserable attitude held by many Americans, Larry ((Peery)) does not hold that. You have used the wrong example for the right point.

Agreed 100%. I felt bad that people might get the idea that I was singling out Larry and tried to take some of the sting out of it. But I have been quite annoyed at a general impression I pick up from reading American zines--and it's hard to articulate it with any degree of precision or give examples. Larry provided me with an excuse for getting it off my chest. We had a long telephone conversation in which Larry explained that he made the remarks he did simply out of ignorance, and that he meant no disrespect. I sent him a Canadian flag to hang over his desk to aid his memory. Actually, Larry has done a lot to promote Diplomacy internationally. He's collecting rule books in various languages and comparing their interpretations of the rules. I sent him a Canadian rule book so he could compare the French to that in the rule book from France (which contains errors).

It's unfortunate I hadn't seen the issue of Foot in Mouth with its ugly pointless attacks on Canadian Diplomacy players before I vented my frustrations against American colonial attitudes. Now that would have made an ideal example because of its mindless viciousness.

So, those who were hoping to see a feud between Larry and me are going to be sadly disappointed. I have the greatest respect for him and his efforts in the hobby. I just wish he'd take a course in editing....

The means by which people discover the postal Diplomacy hobby are often curious. In my case, I discovered it through the American Mensa group and was involved in the hobby for over a year before I discovered that there was a Canadian hobby. At the time I thought I was the only postal Diplomacy player in the country. In fact, I thought that Snafu! was the first Canadian zine--which demonstrates how slowly word gets around and how difficult it can be to make the connection with the hobby. My curiosity was piqued when I received a letter from a novice asking for information on the hobby and he mentioned that he had gotten my name from Richard Sharp, a British publisher and GM who has published a hardcover book on the hobby. So I wrote back and asked how he had made the connection with Richard. Here's Bruce McIntyre's, of Vancouver, BC, story of how he found us:

I learned to play Diplomacy when I was thirteen years old. We never got more than three to play, and we only got three once, and I was stabbed viciously. Also, we learned wrongly. An order like 'A Mun S A Ruh - Kie' would fail if the other guy ordered 'A Kie - Mun', cutting the support. Also, if Germany's Spring 1901 orders included 'A Mun S A Ber - Sil', he could follow this up with 'A Mun - Sil, A Sil - War', and we had an idea somehow that the army taking Warsaw had a sort of perpetual parallel support from the army moving to its old place. As a matter of fact, I never got a close look at the rules (it wasn't my set) so it's no wonder I almost always lost.

I got a Diplomacy set five or six years ago for Christmas and played a few games with five people (if you can call 'em that. One time Italy's orders were Sp '01: 'A Ven - Apu, A Rom - Ven, F Nap - Tyr' followed--believe it or not--by 'F Tyr - Nap, A Pie - Rom, A Apu - Ven'!) Believe it or not, we were still playing by the rules I'd learned by, which might explain why most of my friends thought Risk was much more interesting. Anyway, I wrote to the address given in the game box and got a reply from Randolph Smyth (from Ottawa) and decided it was too expensive and time-consuming. But I did become enlightened by Randolph as to the rules of the game.

Two years later I joined the UBC (University of British Columbia) Bridge Club and got enough members interested to try a game. Turned out we played more Diplomacy than Bridge that summer, and at our Wednesday night Bridge session we played a phone game, one move per week. I only lost that one because no one would attack Russia (I was Turkey) until he was up to about 15 centres....

Regret to say I neglected to tell Randolph of my original decision not to play. About the same time I was joining the UBC Bridge Club, I encountered Richard Sharp's book in the library (the Vancouver Public Library). I took it out three different times, then I 'lost' it deliberately so I could pay for it without waiting for them to decide it was dispensable. Anyhow, I tried to find out if there was anyone who knew how to start up in the hobby. I wrote Randolph, even included a SASE. My letter was returned inside the SASE, using the stamp that I had paid for, marked 'n'habite plus ici.' A simple 'return to sender' would have been nice.

Determined not to make the same mistake again, I checked the Calgary directory for John Leeder, who is mentioned in Sharp's book. I don't remember the result. It was either too many John Leeder's, or too many J. Leeder's none of which I could be sure of. I don't know what I would have done if Sharp didn't still happen to live at his book's address.

Richard sent back three addresses: yours, Dave's, and Steve Hutton's....The rest is history. I told Richard I'd tell him how I was doing after a few months. I hope to have a good report for him.

Seems to me you won't get much new blood by anything but word-of-mouth. My feeling is that there's about an 80% chance that a buyer of a Diplomacy board already knows the rules. Nobody would buy such a game to learn it from scratch. (If they did they'd lose interest the second they read the rules.) So why, given that fact, doesn't House of Games put a CDO flyer in the game? It'd boost sales, wouldn't it? (I know that I looked everywhere for an up-to-date address. No one had any. I even got a few managers to break the seals on boxes.)

*Whew! Well, you finally found us! Regarding the last point, Waddington's House of Games used to include a flyer in game sets (which is how you got Randolph's Ottawa address originally). However the people responsible for maintaining the box office address and responding to the letters let things slide and Waddington's, in order to protect its reputation, stopped putting the inserts in sets. When I approached them a few years ago they were quite reluctant to get involved with the postal hobby again. But, they agreed in the end to take another chance. I prepared a flyer and they began inserting them in sets last fall, in time for Christmas sales. I've gotten one or two responses a month as a result of that flyer. In addition, Waddington's sends me any letters they get inquiring about the rules, so, if you had written Waddington's directly to inquire about the hobby your letter would have reached me.*

*Whatever, hope you enjoy the hobby....*

*And, we can't lay Snafu! to rest without letters like the following, can we? As the 'Hobby Baby Boom Custodian', I'd like to go on record as saying that what this hobby needs is more babies and less babishness!*

*Dave Lincoln (Cumberland, RI): Did I tell you that my wife is expecting again around Christmas? That will be No. 5, and this one is a bit of a surprise. Oh well, we have plenty of love to go around and we'll make room for one more. It's definitely the last though.*

*Best to you, Ann, and the little ones. My son, John, is the same age as Christopher. They are something, aren't they?*

Now you've done it! Gone and hit that trigger that makes me want to ramble on and on and on....Yes, two is a wonderful age. Once a kid can make himself understood, there's no end to the questions. For some unknown reason Christopher is very interested in stars lately. He'll ask a few times every day: 'Stars in sky?' 'Yes, the stars are in the sky.' 'See stars dark?' 'Yes, you have to wait until it's dark to see them.' 'Stars fire?' 'Yes, stars are made of fire.' --and so it goes. He has little 'litanies' like this for many topics. He readily recognizes and names all the letters of the alphabet and the numbers from one to ten. A few days ago I was beginning to think he was simply too young to learn to count when he suddenly sang out the numbers from one to ten--in order.

Despite the occasional lapses, mainly when he's tired or bored, he's a very well-behaved and pleasant little boy. We take him with us when we run errands whenever possible, so his appreciation of the world is growing by leaps and bounds. Ann brought him in to visit me at work a few days ago and he had a delightful time hanging away on my terminal (his 'commands' made more sense than what some programmers enter). He was distraught when it was time to leave, protesting that he had to help Daddy 'work' some more.

Doug Millstone (Scarborough, Ontario) also wrote to say he and his wife are expecting their second in December. Too bad none of you live near Ottawa, as Ann is in training to become a prenatal course instructor. (Besides demonstrating how to deliver children twice now, she had a year's nursing training way back when.) She could give all sorts of great advice on how to survive our medical system. As for advice to Daddies, I guess there's not much I can say with an old pro like Dave Lincoln watching what I write.

Dave Carter (Willowdale, Ontario) adds this note on second arrivals: We are about 89% in favor of just having the one so far. We don't have the room in the house for more and I don't make the kind of money it takes to keep begatting kids. Mercenary reasons, true, but what the hell -- you ARE supposed to be able to plan your life in a logical manner rather than go willy nilly thru it.

You pay for begatting!?! Next time I'm in Toronto, I'll do some for free for you. Seriously, what do you mean 'logical' when speaking of life? If life were logical...oh well. No sense going on with that. I'd rather blame Willy or Nilly. Whatever, number two will happen when he's ready to happen. Who knows? The next one might even like the food that Adam has been throwing back at you.

Well, why not, eh? It's my last issue, so if I want to discuss politics, I will. Dennis Duncan, our Voice of the West (from Saskatoon) writes:

I am less than thrilled with the prospects of back-to-back North American elections. Funny thing, though, the principal candidates look like they were grown up in the same environment...something like 'The Boys from Brazil'... probably reflects their similar outlook...either that or the illuminati conspiracy is not as silly as it first appears.

My predictions for the Canadian elections? Sure, no problem! Free of charge will I give it unto you. I am fairly sure that we will have a minority Conservative government with the NDP holding the balance of power. I wouldn't mind in the least.

Hey, what is this? Dennis and I agreeing? Still, I'm not as optimistic as Dennis. I've a gut feeling the Conservatives are going to get a majority and we'll be stuck with them for four-five years. You think the economy is in bad shape now? Wait till they get through with doing a number on us. If the NDP did hold the balance of power at least they'd keep the Conservatives in line, but the way Turner is screwing up, there doesn't seem to be much hope.

# Battle Stations

## EXPIRING SUBSCRIPTIONS

Check the mailing list below. The last four columns show your sub balance (in pennies--it's from a COBOL program, and COBOL has problems understanding decimal points). If there's four zeros there, then this is it folks! (I changed all trades to zeros, as that was the easiest way to deal with them.) Any players and standbys who want to receive next issue, yet have all zeros in that last field, are reminded to send some money. If you don't, the computer will purge your record next time I print address labels.

The default cost of game reports is 35¢ in future. (Which means the program will automatically deduct that amount unless I instruct it otherwise.)

## TRANSFERING SUBSCRIPTIONS

Matt Kazur's balance is going to Randolph Smyth for Fol Si Fie. Ben Schilling's is going to Steve Hutton for No Fixed Address. Any other non-player/standbys with balances over \$1.00 should find a cheque enclosed.

### SNAFU MAILING LIST AUG 1984

ADAM	DAN	16 RANCHWOOD CR	LONDON	ONTARIO	N6G	3420160
ARSEN NAULT	CHARLES	4050 DRYE AVE	MONTRREAL	QUEBEC	H3V	1250340
BAKKEN	DALE	1116 ANN ST., NO 12	MADISON	WI	537131	S.A. 0340
BAPPEL	EDWARD	4531 MILWAUKEE AVE	CHICAGO	IL	506300	S.A. 0480
BERRIGAN	STEVE	36 STOKES CRES	KANATA	ONTARIO	K2L	ZK 40240
BERRYMAN	DAVID	67 HIDDEN DR	REX	GA	30273U	S.A. 0080
BEYERLEIN	DOUG	640 COLLEGE	PENLD PARK	CA	94025U	S.A. 2160
BJYLE	GARVIN	PO BOX 1149	RICHMOND	ONTARIO	K0A	2200480
BROWN	RON	1528 EL SERENDO PL	BAKERSFIELD	CA	93304U	S.A. 0000
BYRNE/CARUSO	K/J	1607 02 43 AVENUE	FLUSHING	NY	11358U	S.A. 3000
CARTER	DAVE	118 HORSHAM AVE	WILLOWDALE	ONTARIO	M2N	1240340
COUGHLAN	GARY	4614 HARTHA COLE LANE	MEMPHIS	TN	38118U	S.A. 0000
CUSACK	BLAIR	C/D GENERAL DELIVERY	REVELSTOKE	BC	V0E	2500480
DAVIES	JOHN	1627 BOX 968	PORT HARDY	BC	V0N	2P 00040
DAVIES	FRED	10 BOX 373	BALTIMORE	MD	21207L	STK 3510480
DUNCAN	DENNIS	7500 WEST CAMP WISDOM RD	SASKATOON	SASK	S7K	3510480
DUNCAN	DETE	1500 RUE MASSON	DALLAS	TX	75236U	S.A. 0160
GAUTRON	CLAUDE	2626 STEVENS AVE S	WINNIPEG	MANITOBAR	R2H	0M20240
HANSON	SCOTT	310 BLOOD W. NO. 832	MINNEAPOLIS	MN	55408U	S.A. 0680
HUTTON	STEVE	119 ALERO LAKE RD., APT 3	TORONTO	ONTARIO	M5S	1W40000
JENSEN	JAN	402 COLE RD	CARYMOUTH	NS	83A	5Y70000
JUNG	JACK	PO BOX 3492	GUELPH	ONTARIO	N1G	3J8C320
KAZUR	MATT	12-3111 BLAKISTON DR. NW	WASHINGTON	DC	20016U	S.A. 0640
KEELER	JAMES	4536 SHUMWAY DRIVE	CALGARY	ALBERTA	T2E	1L70320
KELLER	MARK	183316 SE 384TH STREET	DRANGEVALE	CA	95062U	S.A. 0360
KELLER	HENRY	4347 BENNER STREET	AURURN	WA	98062U	S.A. 0000
KENDLER	LEE	4347 BENNER STREET	PHILADELPHIA	PA	19135U	S.A. 0000
KLIMMAN	DAVID	3224 HYANNIS RD DRIVE	INDIANAPOLIS	IN	46244	T2H 1L20080
LEITCH	DAVE	754 SUN VALLEY DRIVE	CALGARY	ALBERTA	T2E	1L20080
LINCOLN	BRUCE	73 ASHUELOT, NO. 3	CUMBERLAND	RI	02864U	S.A. 0340
LOWES	ROB	RR 9	DALTON	MA	01226U	S.A. 0480
LUEDT	MARK	PO BOX 2424	PETERBURDUGH	ONTARIO	K0J	6Y10240
MACLELLAN	DAN	56 OGDOR CR. SE	BLOOMINGTON	IN	47402U	S.A. 0080
MILLAR	NELSON	327 WILFRED LEBLANC	CALGARY	ALBERTA	T2C	2E90340
MILLS	MICHAEL	26 LAUREL ROAD	MANIWAKI	QUESEC	J0E	1X70000
MILLSTONE	DOUG	2209 2100 ELLESHERE RD	SLOATSBURGH	NY	10974U	S.A. 0000
MORTON	RALPH	RR 2	SHERBOROUGH	ONTARIO	N1N	3870040
NAAR	ROBERT	BL 4, APT 3, CHESTNUT CT	GREENLY	ONTARIO	K0A	1200800
PAULSON	GERRY	PO BOX 6	BEANSVILLE	ONTARIO	L0R	1900160
PEARSON	POB	1 HERMAN CR	PALG AVE	ALBERTA	T0B	0B00000
PEPPER	LARRY	10 RD 8410	SAN DIEGO	CA	90404U	S.A. 0000
PEPPER	FRUCE	1204 HEARTWOOD COURT	ARNOLD	MD	21012U	S.A. 0080
PRESEBER	JULIAN	612, 411 CUMBERLAND AVE	WINNIPEG	MANITOBAR	R3B	1Y70160
RAUTERBERG	PAUL	4022 W. WISCONSIN AVENUE	MILWAUKEE	WI	53208U	S.A. 0300
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SANDBERG	MISCHA	3818 GUNDAS STREET	BURNABY	BC	V6C	1A40480
SCHILLING	BEN	24730 ROOSEVELT CT., APT 315	FARMINGTON	MI	48010U	S.A. 0480
SMYTH	RANDOLPH	212 ABERDEEN ST. SE	MEDICINE HAT	ALBERTA	T1A	0R10300
TOUCHETTE	PIERRE	1, RUE GEORGES	PASSON	QUESEC	J0X	ZH00400
WALKER	ROD	1273 CREST DRIVE	ENCINITAS	CA	92024U	S.A. 0000
WATSON	PAUL	RR 5	STONY PLAIN	ALBERTA	T0E	2600260
YJUNG	RILL	1000 WESTPOINT, NO. 329	PITTSBURG	PA	15203U	S.A. 0000

NUMBER SUBSCRIBERS: 053  
 EXPIRED SUBSCRIPTIONS: 014  
 OUTSTANDING BALANCE: \$131.60

## STANDBYS

I've never been very good about keeping this list up-to-date. I depend on you to remind me if you want on or off. When I need standbys I go back to the most recent published list. The numbers are dropping rapidly as people are letting their subs lapse (I dropped from about 95 to 53 subbers since January). I especially need people willing to standby for the variants.

Bob Acheson, Charles Arsenault, Dale Bakken, Steve Berrigan, Doug Beyerlein, Dave Carter, Blair Cusack, John Davies, Dennis Duncan, Claude Gautron, Scott Hanson, Jan Jensen, Jack Jung, Mark Keller, Dave Lincoln, Chris Rees, Paul Rauterberg, Pierre Touchette.

Some have zero balances already and I try not to call people who I know are at, or near, their game-load limit (which varies from one person to another). Still, it's nice to have them there in case of emergency.



## Parting Shot

Seeing as I have lots of space left, I thought I'd begin by explaining that sub list and address labels. After over a year at the Computer Science Centre, I finally decided it was time I used the system to look after such things. What I had been doing before was storing addresses and sub amounts on a word processor disk. That meant every month I had to edit each record to show the new sub balance. Records were stored in the format for address labels and I would print them directly onto label sheets, then print them again on regular paper so I could make corrections for next issue. It was time consuming and meant I had to make a trip to Ann's office every month.

For my first six months at the Computer Science Centre I simply didn't have the experience or expertise with the system to use it to make this job easier, and for the past six months or so, I have simply been too busy. But I found myself without any major projects pending for a few days and dashed off a program to make Snafu!'s record keeping and address label production automated. I'll explain briefly, as it demonstrates how computers should be used. (My theory is that the computer should do as much work as possible--the less the user has to enter, the better the program.)

At deadline time, when I am ready to prepare the envelopes for mailing, I simply type: 'BEGIN,SNAFU,SEPT' (or whatever month it is). That is all I have to do. What the computer does is find the 'Snafu' file on my account and begins a Cyber Control Language procedure.

This procedure searches for and attaches the record file (which is printed here in Battlestations). It enters a batch editing system to strip off the headings and footings and the carriage control characters. It also deletes any records with zero balances. It then adds the month (which I entered in the initial command) and the price of the issue (default 35¢--if I wanted a different amount that month, say 50¢, I would have entered: 'BEGIN,SNAFU,SEPT,\$0050\$') to the file.

A COBOL program is then attached and executed. This program reads the file, deducts the price from each balance, and writes the new file with the headings and footings you see in the sample in Battlestations, making all the appropriate tallys and adding carriage control characters. It also writes another file, formatting it for address labels. If balance is zero or less a message is printed on the label.

Control then returns to the procedure which allows one to preview each file and give the procedure permission to continue, if all is well. The address label file is put in a batch job for printing overnight (all print jobs requiring special forms, in this case address labels, are overnight jobs). The new file is printed on regular paper and stored on disk. The oldest backup is deleted. (I keep copies of files for three issues in case I have to retrieve the record of someone whose sub had expired.)

From the moment I type the command to begin the procedure until the files are displayed on my terminal for preview, the time elapsed is about two seconds--maybe less if the system isn't busy. Compare that with the hours of work it would take to calculate each new sub balance and type each label, or even the hour or so it took me to edit the word processor file. All I have to do to maintain the files is correct addresses as I receive them, or add new records. I can do that as fast as I can type in an editor mode. If I had enough records to make it worthwhile I could have written a procedure and program to do the editing for me, so that I could just enter changes in response to prompts.

No, I'm not 'stealing' computer space and time from my employers. The cost to store all the files and run the procedures and programs is measured in tenths of a cent. Some users run jobs involving millions of records. In any case, anything I do which increases my understanding and facility with the system is part of my job. So, the cost to my employers is

trivial and it took me about two hours to write the procedures and programs (I had a sort program first to set up the file) at a time when I had nothing else to do.

But the point is, computers are made to work for you and are ideal for boring jobs like calculating sub balances and printing labels. There's nothing magical or 'intelligent' about them. They're just dumb machines. I think of operating a computer as being like driving a car. You learn the rules and skills and it has no choice but to do what you make it do. Just because it can do things quickly doesn't make it 'smart'--any more than a car which can go 100mph is 'smarter' than one which can only do 85mph. I would hardly feel threatened by a screw driver which can do things I can't do with my bare hands, so why feel threatened by computers? If I tell a machine to print 'I am stupid' one million times, it has no choice but to do that. If your bank's computer keeps making mistakes with your account, no sense blaming the machine: it's only doing what a programmer told it to. But, it's easier for companies to blame the computer than admit their own mistakes, and we all accept the mythology. That will change as people become more computer literate.

Speaking of literacy, at one time it was my ambition to become a novelist. Well, I just finished my first book. It is a fifty page procedure manual describing a system I designed at work. It contains brilliant sentences like,

```
REMARK.%LP 120 24
DAYFILE,OFF.
COPDF,TAPE9.
IFE,FILE(PROFILE,PF)CHECK1.
```

But the plot is a masterpiece. The suspense of 'CALL FILEIS (FIT,'LFN', 'ISFILE','XN','KEYFILE','ORG','NEW','WSA',WSA,'EFC',3,'DFC',3)' is almost unbearable. There are purges, secret files and passwords, and procedures for damaged data bases. It deals with relevant social issues like abortion (REVERT(ABORT) REMARK. \*\*\*JOB ABORTED\*\*\*), and the incestuous relationship between two characters called ISFILE and KEYFILE.

Well, I am building a portfolio at least....I've written a fair number of articles for inhouse publications and documented some system subroutines. When I was last looking for work and would apply for technical writing positions, of the fifty or so applicants I would be one of the four or five selected for the interview. But when they'd ask me to show them what I had written in the field, I'd come up empty. So, things should be looking pretty good if this economy ever gets straightened around. At least, despite the precarious nature of my position, I am working...and learning.

Suppose I should say a few words about the hobby. After all, that's what this zine is supposed to be about. Pete Gaughan mentioned something about my playing record, which I published two issues ago, asking how I managed to win or draw every game I've been in. That's not quite true. I did finish out of the running in a variant in Bushwacker last year, but generally it is. I don't want to jinx myself, but I do do fairly well. I am about to win another game, this time in Sleepless Knights (1982 Q). (I have 17 centres and can't be prevented from taking at least one more, so I'm not revealing any secret plans here.) So, what's the secret?

It seems obvious to me that you can't do well if you NMR, so I don't do that. It may happen someday, especially in American zines with deadlines the day after I receive the zine, but I write my orders within a day of receiving the game report, and mail them. Then I write allies, etc. The postal dis-services compel us to conduct negotiations on an on-going basis, rather than one season at a time. If someone is desperate for a specific support order, I can always send a corrected set of orders, though I'm not going to lose any sleep over it. It is more important to get some orders in and have a support or two wrong than to get no orders in at all.

In writing orders, I prefer the unbeatable ones. If two units can support or attack, and one of them can have its support cut, then that is the one I'll attack with. You also have to consider where units you dislodge are going to retreat to. Why dislodge someone if he can retreat behind your lines and cause you problems? Instead, make him come to you so you have the retreat options. I write as few 'Hold' orders as possible. There's always something a unit can do if you want it to remain in place, like give support or cut a support.

But most importantly, in every game you have to trust someone. You can't get anywhere if you're constantly worried about every neighbour in a game. Of course that doesn't mean leaving yourself open so someone can walk all over you. Keep your eye on your allies and be prepared to get into position to defend yourself if necessary, but your main concern should be your front lines. You should also be trustworthy. If you pass up an opportunity to grab a centre from an ally, it will likely pay off later. Either he'll give you the supports you request, or you'll find yourself in a position to grab three from him a few game years down the line.

There's a difference between a stab and an attack. Most 'enemies' I've played against have selected that role for themselves. I keep my options open in the early game, so if someone does move against me, he is the one I'll chose to eliminate first. The conflict is a battle, as no one is trying to pretend to be friends. A stab, on the other hand, is an unexpected attack. Use it sparingly, but when you do it, make it for keeps. It is foolish to make an enemy of someone who can do you great harm. When you stab you have to kill in one or two moves. A battle, in contrast, could last all game.

One department I've let slide during the past year is the negotiating letter. It can't be stressed enough that if you want to get along with the other players you have to write them. If you have a choice of attacks, are you going to attack someone who has told you all about his family and interests, or a complete stranger you've never heard from? Some letters would be better left unwritten, though. There's one player I've faced in a few games who writes nothing but insults and lies, then he gets incensed when I don't believe him and turn the attack against him. If he'd kept quiet, I would probably have been nicer to him. If you can't say something nice to someone, then keep your letter neutral. But I enjoy the games where I've a good ally and we basically chit-chat in our letters as we sweep the board.

I do wish I had time for more games, but I am in six now and that is the most I can handle. Any more and it becomes a chore rather than a pleasant diversion. But if newcomers were to ask my advice, I'd suggest signing up for one game, then getting on one or two standby lists. After a year think about signing up for another game. You have to plan three or four years ahead, as games often last that long. Standby positions are great for learning, as you're thrown into games at various stages with very different circumstances. My first time as Germany I drew a mid-game position with two units left. I managed to turn that into a three-way draw, mainly because the other players had figured Germany was out of it and not worth bothering. So, you never know what you're going to get as a standby--or what you're going to learn.

Well, hope you've enjoyed your stay with Snafu!. I know I've enjoyed hearing from most of you most of the time. But over the years the positive has far outweighed the negative. There have been problems, sure, but there always is in any enterprise. I'll miss some aspects of it, but I'd rather get game reports out as quickly and accurately as possible with a minimum of disruption of our family life, than get burnt out by the conflicting demands on my time. I've already made Ann promises about the work I'm going to do around the house once this issue is out of the way....Whenever I take a break from typing Christopher runs up, his face beaming with excitement, saying, 'Daddy finished?' Well, guess I can now say, 'Yes, Daddy's finished.'

Christopher William Fothergill-Brown  
 70 F Chesterton Drive  
 Nepean, Ontario  
 Canada K2E 5S9

11 August, 1984

Jackrabbit  
 Germany  
 Spring, 1901

Dear Mark,

Please order my units as follows:

Fleet Kiel -


Army Munich

Army Berlin -

Thank you,



*The above are Christopher's first orders in his first game. I helped by typing out the format the way it should be done, then he filled in the actual orders and signed them. Though I have given him sound advice on how to play Germany, he obviously has his own ideas and isn't about to listen to an old fart like me. Mark Luedi, the GM, should have no problems deciphering the orders, as he's had lots of experience interpreting orders written by college students.*



*Sorry, I'm not sure about the  
 spelling of the units.  
 Mark Luedi*