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TTTTTTT H H EEEEE   SSSSS PPPPP IIIIIII N N DDD L EEEEE
  T H H E S P P I NN N D D L E
  T HHHH EEE SSSSS PPPPP I N N N D D L EEE
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Issue Number 1  
 May 28, 1991  
 Play-by-mail Diplomacy  
 (c) Avalon Hill Game Co.

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Introduction:

'The Spindle' is a zine for PBM Diplomacy Mensa #37 which I foolishly volunteered to GM. Now that you have volunteered to play I shall publish. This game is being brought to you by the trusty computer purchased to assist my wife so she may complete her degree in teaching. So, when she is not zipping away on essays, I'll sneak in here to do this thing.

Info on me:

(Oh, no! Not someone else's life story!) Not really, but . . . In my youth I was fairly active in the PBM Diplomacy hobby (1973-1981). I always wanted to publish, but never got around to it. In the meanwhile I got married, had a kid, got a job, and stopped. Through the Mensa SIG I got back into this, and after being humiliated in Mensa #32 (Italy, eliminated in F'05) I decided to do the one thing to assure that I will finish a game - I'll run it!

Hopes & Dreams:

(What is this guy on?) A Packard Bell 286, that's what! Actually, I have some fairly modest hopes for this thing. First, the regular PBM game Mensa #37. Second, I hope to run a second game, the variant Winter 1898, designed by Randy Davis, who is happy to see his variant given a change to see the light of day. And, thirdly, if anyone is particularly interested, a question/answer column. On what? You ask . . . I am a CPA in the real world (and have been since 1983, though I try not to admit it too often), so if any of you have any questions, try me.

Name of This Thing:

'The Spindle' is taken from a piece of (questionable) artwork that resides not too far from me in Berwyn, Illinois. For those of you who have never heard of Berwyn, (and Cicero as well), both are old working-class suburbs immediately west of Chicago (and the butt of many jokes). Lots of Poles, Bohemians, and Italians. This unique combination has bred some odd artistic tastes in the town officials.

'The Spindle' (to make a short story long) is an approximately 60' tall pointed spike on which the carcasses of about eight engine-less automobiles that have been impaled, pointing in various directions. Well, the Daley center has its Picasso, the First National Bank of Chicago has its Chagal, and Berwyn has its skewered cars. Yes, we on the near west side do get laughed at. If I can swing it, I'll somehow try to reproduce this sight.

#### Houserules:

Included with this issue is my set of houserules, drawn mainly from Bruce Linsey's 'Once Upon a Deadline'. They are by no means carved in stone (stone tables do not fit in my printer). Any and all suggestions are welcome. Please read them as the players in Mensa #37 have to submit various bits of info with your replies (See the section on initial setup). The game fee is \$5. Since there are two (count 'em, two) Canadian players in the game, the fee is due in US money, so if you guys know the conversion rate, or can get your hands on a US \$5, or even some US postage stamps, we won't have to go through the international window at some downtown bank.

#### Telephone:

I have three numbers listed at the top of this thing. One is the 800-number at work. To use that you'll have to call during business hours, (8:30am - 5:00pm, central time), x2772 is my extension. Then there is my direct work line, and my home phone. We have an answering machine, which my wife will usually remember (and I'll forget) to turn on when we're not home. Please call before 9:00 central time, if you must call me at home. Orders left with my wife or my 6-1/2 year old daughter stand an almost 100% chance of not reaching me in their original form. Your best bet is to call me at work, if I'm not there, the office has 'phone-mail', where you can leave your message automatically.

#### Game Name:

I will continue the tradition of naming these Mensa SIG games, and hereby christen this one as 'Elyse' after the aforementioned 6-1/2 year old. I imagine you'll be reading tales of her childhood in these pages, unless there is some type of unanimous vote, which I'd most certainly ignore.

#### First Deadline:

Please submit your game setup to me on or before Friday, June 14th. I will then send out the starting positions with Spring 1901 due on Friday, July 12th. I would like to try three week deadlines, but if that is not possible we'll go with four week intervals. And as I said in the houserules, the deadlines will probably be a bit longer during Christmas and my busy season (tax time!!)

Shall we get started?

Thanks to Fred Davis for accumulating the name of our first seven contestants:

Ken Henke  
905 Ashwood Avenue  
Norwalk, Iowa 50211

Victor Stavko  
1774 - 17th Avenue  
San Francisco, California 94122

Eric Young  
(Publisher of 'The Tactful Assassin')  
R. R. #2  
Armstrong, British Columbia  
CANADA V0E 1B0

James W. Lewis  
14741 Belsam  
Southgate, Michigan 48195

David Lankford  
5201 Canterbury Drive  
Muncie, Indiana 47304

Jim Grose  
3-1313 Wellington Street  
Ottawa, Ontario  
CANADA K1Y 3B1

Robert Strumwasser  
160 E. Village Road  
Elkton, Maryland 21921

Please inform me ASAP if I have garbled any names, addresses, etc.  
If you want your phone numbers published in this thing, please enclose  
them with your game setup. Robert's address, I'm told, is temporary,  
and will be changing. I'll let you know in issue #2.

Gentlemen, start your engines! (It is Memorial Day weekend, at least it  
is when I'm typing this.)

## House rules for 'The Spindle'

The following is a list of rules that will govern the playing of postal Diplomacy (Diplomacy is copyrighted by Avalon Hill Game Co. of Baltimore, Maryland) in this zine. As this is the first game I've GM'ed the rules are subject to change. Any participant is welcome to suggest changes.

### Initial setup:

Players should send the following to me before the next deadline:  
Your name, address and phone number (optional) as you would like it listed;  
List of country preference;  
Votes for grey and black press (defined below);  
Password for submission of orders (defined below);  
Game fee.

### Deadlines:

I am going to try to go with deadlines of about three weeks after the zine is sent out. However, this is subject to change, especially when the mail slows down around Christmas time, and during times when my work schedule goes nuts. Also, since there are two Canadian players in this game I'll have to see how much extra time may be needed.

Deadlines listed each issue will be enforced. I will accept orders by phone, especially since I have an 800 number where I work. If I am not there to answer the phone, there is a phone mail system that also records the date and time the call was received. I do not know whether or not the number can be reached from Canada, so if one of you two Canadians will please try to give me a call we can find out.

When you submit orders please include the following--the date you wrote the orders, so multiple submissions will not be confused; the game season, Boardman number (when assigned); your country; your password; and your signature.

### Password:

Please submit a unique word with your initial setup so your position cannot be played by another player. Keep this password secret so the individual player and I will be the only ones who know. Please don't try to deceive me, save that for the other six players in the game.

### Abbreviations:

Since there are various provinces that, when abbreviated, can be confused with another, please be very specific when you write your orders. Ambiguous or garbled orders will not be used, with the unit holding for that season. (Example: F Edi-Nor - that Fleet will hold in Edi for the season.) Make your abbreviations explicitly clear, or (better yet) write out the entire provincial name.

### Errors and protests:

If any player notices an error in the adjudication of the previous season, please report it to me. (No you are not required to report, just out of a sense of fairness - yes, I know this is Diplomacy). Any

corrections will be made by me ASAP and sent out to the players. If an error goes by unreported and a subsequent season is played (Spring, Fall or Winter), the error will stand.

#### Season Combinations:

Both Winter 1901 and 1902 will be played as separate seasons as their outcomes can be quite varied. After that I would like to see the winter season combined with the following spring to keep the game moving along. Summer retreats will be combined with Fall orders. Winter retreats will be combined with Winter/Spring orders. Players should submit conditional orders when seasons are combined. I will separate the combined seasons on the request of two players.

#### Missed Deadlines:

When a player misses a deadline all units will be ordered to hold. A standby player will be sought to take over the position ASAP. If the original player submits orders or otherwise contacts me before the next season I will reinstate that player, no questions asked. However, after two NMR's I'll have a standby takeover the position permanently. This is not a rule cut in stone. I understand that there can be circumstances where the player should be allowed to continue. So I guess I'll cross that bridge . . .

#### Game End:

Any active player can request a game end (in any combination - a draw between all or certain players, or a concession). The source of these requests will remain anonymous to the other players. I will publish the proposal and request a vote due with orders for the next season. The vote must be unanimous. Not voting will be counted as a 'No' vote.

#### Press:

Any and all press is allowed and encouraged. I will not accept any slanderous or obscene material (my definition). With your country preference requests please vote on whether or not you want Grey press and/or Black press. Grey press is submitted from Switzerland or any neutral supply center. Black press is submitted from a province under the control of another player. If at least two players object Grey press will not be allowed. All players must agree to allow Black press. Any 'no' vote to Black press will bar it from the game.

#### Changes:

These rules are subject to change. Rules will be changed during the course of the game only after all players have been notified and there are no objections. No response will be considered an affirmative reply. Any and all suggestions are welcome. I am new at this and your help is appreciated.