

Suicide



try it!

Number 2

July 19, 1977

Well here I am again. Things are working out well, we have now reached a new peak at 31 subscribers. The second game starts in this issue, and the first game becomes 1977HC. The first issue went over pretty well, the only complaint was the large number of errors coming from my lack of knowledge in the art of English.

A lot of intrest has been expressed in the variants of, Colonia, Musical Chairs, and Anonymity. I hope to be able to start one of these games soon. Also I don't know if I told you this, but I am running 15 man Colonia III, not the popular 9 man version.

This issue is 10 pages which I would like all issues to be, so think of this as a standard issue. The only way I can keep issues this big is if more people write articles. Roger Cameron has written two articles, and for this duty he has been given 10 free issues! So as you can see it pays to write for me. Another reason that this issue is rather large (for me at least) is that this is my Origins 77 issue, and I am going to be handing these out to all Dippy players I can find. I will be at Origins, and I hope you are too. Look for me, I would like to meet all of you that I can. But for those of you that can't make it a report will be printed up in the next issue.

Now that we are on the topic of conventions I would like to find a volunteer that is going to GenCon to write an article for Suicide on the convention and to hand out sample issues for me. This person shall be rewarded.

Now I would like to thank some people for the response to the first issue that they sent in. First I would like to thank Ron Brown, Gary Kilbride, and Don Dewsnap, for their votes on the deadlines. It has been decided that a three-week deadline will be used. Second I would like to thank all publishers that are trading with me. Also the most thanks goes to that great all-american man who devoted some of his time to making this a better gamezine Roger Cameron, and this editor wishes more people would follow his example and write an article, or two, or three or four, or five

GAME OPENINGS

Diplomacy 2 entered
Colonia III 1 entered 2 interested
Musical Chairs 0 entered 0 interested
Anonymity 1 entered 3 interested
All game fees are 2.00 bucks except for Colonia which will be 3.00 bucks.

Note from the editor

The object that appeared in the first issue of Suicide in the upper right hand corner that resembles a bannana with a top hat, is really a dagger. The editor regrets that this appeared in the issue, and gives his humble appologies for this terrible mishap that took place. We see it as a blemish on the face of time, and the worst mistake in the entire issue. We hope that you will forgive us for it. Thankyou for reading.

Editor

THINGS START OFF WITH A STAB, ITALY HITS AUSTRIA

Austria (Dewsnap) AVie-Boh, ABud-Ser, FTri-Alb
 England (Cameron) ALpl-York, FLon-Nth, FEdin-Nrg
 France (Trembley) APar-Pic, AMar-Spa, FBre-MAO
 Germany (Garrett) ABer-Kiel, AMun-Ruhr, FKiel-Den
 Italy (Backich) AVen-Tri, ARom-Ven, FNap-Ion
 Russia (Blank) AMos-Stp, AWar-Ukr, FSev-Bla, FStp (sc)-Bot
 Turkey (von Ulrich) ACon-Bul, ASmy-Con, Fank-Bla

Press (Thank God!)

Istanbul-Watch out you Greeks! We'll graze our sheep on your Acropolis.

Berlin-Tyrolia is neutral. Let there be peace.

Paris-Today at Versailles Emperor Napoleon XII lashed out in a fiery speech directed to an unknown American. In the strongest of terms the Emperor denounced the "vicious yellow journalism of the fascist running dog Cook"

In a related development the emperor called for the immediate unconditional surrender of Switerland and a vote for a seven-way draw.

GM Note, A word to France, to tempt the anger of you gamemaster is to ask for a certain defeat. So please refrain from making comments about his political beliefs or his superb journalism. Also I would like to thank all players for press submitted. Looks like an interesting game, glad to see it.

COA

Don Dewsnap 112 S. Occidental Blvd., LA CA 90057

George Bakich 34-08 Ocean Ave Apt R-2, East Rockaway NY 11518

Fall 1901 moves are due on 8/9/77, and please send press, PLEASE!

 CONTEST WINNER CONTEST WINNER CONTEST WINNER CONTEST WINNER

Last issue a contest was started to see if anyone could name the final commander of Jackson's Corp at the battle of chancellorsville. One answer was sent in and there was a winner! Gary Kilbride won with the correct answer of Jeb Stuart. He has won a free game.

This issues contest is just a bit more difficult.
 Name evry commander in the Confederate army of the rank of Brigadier General or higher that was killed at, or died of wounds received at the Bettle of Gettysburg. If you do this, you will receive 10 free issues of Suicide.

NEW GAME *****

S-2 Winter 1900

- (Austria) Ron Brown, 4712 Stanton Way, Bakersfield Calif., 93309
- (England) Jerry Jones, 1854 Wagner St., Pasadena Calif., 91107
- (France) John Kevern, 515 Cato Ct., Franklin Sq., New York, 11010
- (Germany) R. A. von Ulrich, 723 Horicon St., Mayville Wis., 53050
- (Italy) David Graber, 2990 13th St., San Pablo Calif., 94806
- (Russia) Jack Foster, 352 Pelham Rd., Philadelphia, Pa., 19119
- (Turkey) Gary Kilbride, P.O. Box 2546 St. Thomas, Virgin Islands
U.S. 00801

Moves are due on 8/9/77. ~~Press is mandatory.~~ Press is mandatory. (please

The following is taken from Dennis Agosta's gamezine of Command. His permission is given.

Well dear readers, before I start to give you Dennis's trash, I have to tell you why it is in my trash filled zine.

It all started one day when the dreadful thought entered my head about what to do if there was a NMR in Spring 1901. As I pondered this horrific thought, I remembered something. So off I raced to my desk and yanked out Command issue 13. So I began reading and I ran across A small section that said, "Neutral Moves" So I began to type, and what follows is the result of this toil.

Austria-AVie-Tri, ABud-Ser, and FTri-Alb
 England-FLon-NorthS, ALiver-York, and FEdin-H
 France-AMar-Spain, APar H, and FBre-MAO
 Germany-AMun H, ABer-Kiel, and FKiel-Holl
 Italy-AVen H, ARom H, and FNap-Tyrr
 Russia- AMos H, FStP-GulfBoth, AWar-Ukra, and FSev-Rum
 Turkey-ACon-Bul, ASmy H, and Fank-H

These moves are self-explanatory. They will only apply to Sol Nmrs. Then my regular policy will apply to the games in this gamezine. Thanks for letting me use this Dennis, it is a great help.

Stand-by List

Ron Kelly, , , , ,

As you can see we need stand-by players, please sign up after all its a free game.

News of our illustrious hobby

Well by now I guess we all know that Doug Beyerlein is giving up the BNC at the end of this year. I felt that Doug has put a large amount of effort and time into the BNC, and has done a lot for the hobby. He has also faced a large amount of opposition from people in the hobby because of his one dollar fee. This was a good idea, and I applaud Doug for all his efforts, and for this reason, Doug will be given the Suicide of the year award. (Doug, your bullets are in the mail)

Colonia III by Robert Stimmel

Colonia has a world setting. The latest, third edition has 139 supply centers. It starts in 1750. The regular Colonia has France, England, Spain, Portugal, Netherlands, Austria, Russia, and the Ottoman Empire. It was invented by Fred Hyatt (400 State St, Boerum Hill, Brooklyn Ny 11217) Most rules are similar to Diplomacy except for a special rule concerning building centers, "colonial" building centers can be used by any country that captures them. These centers can be used for builds.

I've invented a 2-man game and a 15-game. The two-man game is so time consuming that only four people have ever played it. The regular Colonia is considerably more complex than regular Diplomacy as countries have more centers and (except Ottoman Empire) are spread around the world. There are 10 maps compared to one in Diplomacy, but only four times as many Supply Centers.

The 15-man game is not much harder than regular Diplomacy as each country starts in one area of the world, and has fewer units than in the 8-man game. No one has ever played 15-man Colonia. But it is better balanced than Diplomacy. Each Country starts with 2 fleets, and 3 armies. The special Colonial building center rule does not apply in 15-man Colonia.

I Plan some special rules if I GM this game:

- 1) No phone calls, I have no phone in my room.
- 2) Automatic Builds in case of NBR
- 3) Codewords will be permitted to encourage long -distance alliances.
- 4) Game will end after eight game years
- 5) Fall and Spring orders will be made every six weeks, if the zine is on a three week schedule winter orders will be on a three week schedule.
- 6) I may use general orders to protect against lost mail though I'd only apply them myself as I'm not in frequent contact with other FTF players.
- 7) omitt
- 8) Maps will be included in the zine so sub will have to include any back issues.
- 9) Preference lists will be used

The 15 countries starting positions are going to be given next issue because of lack of space.

(The game looks very interesting to me, and I intend to play. I hope you will too. Why not let Suicide make history by having the first game of Colonia III. In a 15-man game the countries are Quebec, Mexico, Peru, Brazil, Vikings, Franks, Spain, Bulgaria, Ghana, Cape Colony, Ethiopia, Persia, Indo-China, Japan, and Borneo. Thanks Editor)

If you have any questions concerning the game please write to Robert Stimmel, Brooks Hotel Apt #12 1541 Sawtelle Blvd, Los Angeles California 90025.

So ends this page

GAME-MASTERING

by
Roger Cameron

I am writing this article, for at this time I am no longer a solitaire player, you might say I have come out of the closet after a long time. As a former gamemaster of quite a bit of experience I must say that I am appalled at what I have found the new crop of GMs to be. Their most common mistakes have been arrogance, conceit, lack of understanding and patience. It is to these people that I am dedicating this article.

There are basically four types of games that use Gms, these are: Free style board games, Diplomacy and Variants, Miniatures, and Fantasy role playing games. In any one of these games there are three types of players: Beginners, Intermediate, and Advanced. I will mostly be discussing Gms in beginner games.

There are many reasons why there are so many beginners in gaming today. With the affluence of today, many people get games as gifts, collecting of miniatures and then the extension into playing, people looking for new hobbies, then the worst reason, people who are completely turned off by games in their first few games by inept GMs. These are the beginners.

The GM in a beginner game should keep several things in mind if he truly wants to take peopl from the stage of beginner to intermediate to beyond. A beginner needs stimulation, encourgment, patience(remember your first game?), and nurturing. In trying to give these commodities the GM must, Must, MUST, have a sense of humor, intamacy with the rules, patience, and a willingness to teach beginners. If you are missing one or more of these items, do not think of or attempt teaching a game of any type.

After this discussion of who can teach teach beginners games, I will try to give some tips on how to be a succesful GM for beginners in each of my four categories.

I. Free Style Board Games

This is the easiest type to GM for the players are usually very familiar with the game and only seek out GMs to add more complexity to a game they already like. If you are teaching a board game teach a beginner game-one with a few pages of easy to understand rules.(nothing worse for a beginner than than his opponent to pull some obscure rule out of a thick rule book and thenberate him for his stupidity)

II. Diplomacy and Variants

When attemptint teach one of thes allot enough time before the game for a thorough discussion of the rules, use the examples of play provided, if none are, prepare some, and show them how to write orders. If someone wants to know how to do something, help them do it.

When you gamemaster, read orders, read them all through without comments about players mentality or chances of success. After moves have been read and pieces put in the apropiate stances, start in one place and then go around the board (in any direction) and resolve conflicts explaining why moveseither suceed or fail. If a time limit was set for each move either stick to it or grant extensions uniformly.

III. Miniatures

The field of minatures is expanding rapidly, what with the new intrest in Fantasy role playing games and now the respectability of war in general (cooling down of sentiment and opinion since Viet Nam). The proliferation of miniatures that range from

microarmor(tanks less than an inch long), naval(ships less than an inch long), space ships,(again tiny), medievals, fantasy (hobbits and such), modern, and ancients. The rules available also reflect this (any subject will at a minimum have at least two sets of rules). The three general rules I suggest for GMing beginner games are assign definite objectives, use simplest most consistent rules possible, and try to use the general staff system.

Assign definite tasks or objectives that must be achieved to win (don't say this is a hunt and destroy or this is for the betterment of man), remember some people would just like to sit and vegetate in real life, why not in a wargame.

Use simple clear cut rules that a novice can get a feel for right away, have some familiarity with, and understand. Example: A Sherman and a Panther tank both have a 75mm gun, a novice will not understand why the Panther is superior(range, speed, and penetration) and probably will not care. If in his eyes his force is wiped out by an equal force due to all sorts of dice rolling and incomprehensible rules, he probably won't play again.

The General Staff system also is excellent*** Put three or more beginners on a team with one "Pro". Give the "Pro" no real units just overall command. He then can help the novices to write orders, assign objectives, give hints on tactics, and aid in general coordination and explanation to his subcommanders. Make sure he has no real control over any unit(maybe one staff car).

IV. Fantasy Role Playing

To introduce people to the fast growing field of Fantasy, there are a few simple rules to keep in mind, 1) set a goal for each new player, anything as simple as, you must get from point A to point B, along with the incentive to do so.(this brings up my gripe of not having definite goals most FRP are designed to improve the characters status, well being, or just help the character in general. This means the game need never end. Which is great for afficianados of a game, but kills interest in a neophyte)

2) Keep first games as simple and concrete as possible.(a new player who is a rogue armed with a sword will not have a very good chance rolling one die against Godzilla rolling 28 dice. He will die, walk away from the game and never play it again). 4) RINGER RULE: Whenever possible put a closed mouthed experienced player in the game to keep it moving.

Make sure he will not start arguments over rule interpretations (if he does, have Rodan fly him away), and will only jump into action when the novices need their attention redirected (like when the same girl has been raped by everyone in the party. and the players want to look for her sister who may or may not be in the same area)

Overall let them face danger but but nothing that is a threat!!! Keep a good sense of humor! When walking down a trail let them step in a cowpie, it's good for a laugh (no need to fill it with poison on their first adventure.

V. My two foremost suggestions

A Always have fun with the game (if you're not try another game)

B Patience, if somewhere along the line someone had not taken the time to get you interested in gaming you wouldn't be playing today, or you would be playing solitaire in your closet!!!

In the next issue I have a short story by Roger that will earn him a free game. Why don't you start writing articles for me. Once again thanks Roger, for a job expertly and professionally done.

Another feature article that I am sure that you will enjoy put out for the sole purpose of causing you to ~~cancel~~ subscribe to Suicide.

More Italian Alternatives

In the first issue of Suicide I wrote an article on how Italy was to deal with it's neighbors in the beginning of a game of Diplomacy. I out lined for basic plans which were

<u>Anti-French</u>	<u>Anti-Austrian</u>	<u>Anti-Turkey</u>	<u>Neutral</u>
AVen-Peid	AVen-Tri	AVen H	AVen-H
ARom-Ven	ARom-Ven	ARom-Apu	ARom-Nap
FNap-Ion	FNap-Ion	FNap-Tyrr	FNap-Tyrr
	or		
	AVen-Tyr		
	ARom-Ven		
	FNap-Ion		

In the moves shown above I would like to correct two errors. 1) In Anti-Turkey, FNap-Ion is much better anti Turkish move. 2) In Anti-French FNap should move to the tyrrhenian instead of to the Ionian as stated above.

These are the basic moves that I suggest that you use. After this I gave a chart showing possible friends and enemies, and what to do in these situations. Below is an addition to that chart so that Russia is included. Russia cannot be Italy's enemy at the start, for Russia does not boarder on Italy. But if Italy allies with Russia they can be In my opinion the best combination on the board. It is for this reason that Russia is only included in the friends column.

<u>Your Friends</u>	<u>Your Enemies</u>	<u>Your Plan</u>
Russia	Turkey	Anti-Austria
		Anti-Turkey
Russia	Austria	Anti-Austria
Russia	France	Anti-France
Russia & France	Austria	Anti-Austria
Russia & France	Turkey	Anti-Turkey
		Anti-Austria
Russia & France	Turkey & Austria	Anti-Austria
Russia & Austria	Turkey	Anti-Turkey
Russia & Austria	France	Anti-France
Russia & Austria	France & Turkey	Anti-France
Russia & Turkey	Austria	Anti-Austria
Russia & Turkey	France	Anti-France
Russia & Turkey	Austria & France	Anti-France
Russia	Austria & France	Anti-France
Russia	Austrian & Turkey	Anti-Austria
Russia	France & Turkey	Anti-France
Russia	Everybody	Anti-France
Russia & Turkey & Austria	France	Anti-France
Russia & Turkey & France	Austria	Anti-Austria
Russia & Austria & France	Turkey	Anti-Turkey
Everybody	No one	STAB!

continued last page

PLUGS PLUGS PLUGS PLUGS PLUGS PLUGS PLUGS PLUGS PLUGS

These are some plugs that I owe people for similar favors that they gave me in their own gamezine. Please do not take me serious!

TERRAN-Is another Dippy zine run by Steve Heinowski. It is an excellent zine. Steve also runs Blind Panzerblitz, and he plans to run Tobruk. If anyone is interested please write to Steve at 1630 W.28th St, Lorain Ohio 44052.

The Brotherhood of Thieves -Is yet another Dippy zine put out by Ferkin Doyle & Charlie Speigal. It is a great gamezine. Alot of the editors sense of humor has been put in, and it really makes for enjoyable reading. Also in one of the latest issues they were reprinted in Diplomacy World. If you are interested write to Ferkin Doyle Apt V-1 259 W Johnson St Philadelphia PA 19144 or you can write to Charlie Speigal At E9 Regency Woods Dublin Pike, Easton Rd, Doylestown PA 18901.

The Ninth Circle-Another Dippy zine, but with alot of SciFi game proposals. It is another good zine. It is available from David Bunke at 5512 Julmar Dr, Cinti Ohio 45238. Please write to him for information concerning his zine. He also has openings in Kingmaker.

Brouhaha-One more Dippy zine. This is a small but well written zine, with a fast pace set on the games. I am plugging it in hopes that Bob (Bob Beardsley Editor) will give me a plug. He currently has openings in a two-week deadline game. Please write to bob for details. His address is 17 Moryan Rd Edison NJ 08817

WWII Nuclear Holocaust-This is not really a gamezine, but a game being run by David Graber, it is very good. David has a set of rules that are clear, and simple. Each player takes a country, and builds his units with that countries economy. All this, plus a need for more territory leads to a very interesting war. Along with the game, you will receive a newsletter telling you results of war and also space is provided for playerd to print up press. The rules are available from David Graber 2990 13th St. San Pablo California 94806.

Those of you who were just plugged, might ask, why din't he tell my rates, well the reason is simple, I don't like to talk about money in Suicide unless it is my money. I hope that clears things up.

Next issue I am going to plug some more gamezines. So those of you who are expecting a plug, don't worry.

A knife in the back is worth two in the hand.

This is a sample issue for the many people that I am sending it or handing it to. So the following is a short message dedicated to selling the gamezine entittled Suicide, and therefore can be ignored by people who have already subscribed to Suicide.

For those of you who I am trying to get to sub to my gamezine, the following is important information about Suicide. Please read it.

Suicide, is a Diplomacy gamezine that runs on three-week deadlines. For those of you who are not familiar with the hobby, a gamezine is a small newsletter that prints the results of your moves in Diplomacy. This is done by your gamemaster, who endeavors to keep the game running smoothly.

Suicide, has many openings in regular Diplomacy. We also need standby players to pick up positions that are dropped.

For many of you who are interested, Suicide will be running several variants. Among these, there is going to be the first 15 man Colonia III game ever.

Of course all this sounds good, but you want to know where the catch is, but there is none. Subscriptions to Suicide will cost 3.00 for 10 issues, and a game will be 2.00 (except Colonia which will cost 3.00 because of the size of the game). This is a very good price, and is much more inexpensive than other Diplomacy gamezines.

Also I strongly encourage contributions by the readers. I give free issues and games for articles sent to me that I can print up.

If you are interested, all basic information is here, along with my address and phone number. So write me, or call me up. Ask for a sample, or subscribe to Suicide.

Below is an order form to make things easy on you. Please make all checks payable to Andy Cook.

Andy Cook
807 Crescent Dr
Alexandria VA 22302
703-836-8351

I would like a subscription to Suicide
for 3.00 dollars _____

I would like _____ games at 2.00 dollars each

Address

Comments

This shows you the possible Russian & Italian combinations. If played right, it can be a great alliance. One thing to remember is that you will need to work with speed. Also, when Russia and Italy ally, it means a certain death for Austria.

What I have showed you in these two articles are a basis for forming a strategy on what to do if you are ever landed in a game with Italy. From this you can form your own thoughts, and indeed come up with a much better plan. So next time that someone says to you that Italy has no chance in Diplomacy, chew them out, and remind them that a country is only as good as the player who is playing that country.

Games due on 8/9/77

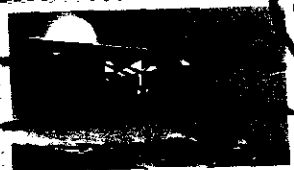
Thanks for reading this zine, and I hope you clods out there will A) Subscribe B) Send in a game fee C) do both

Suicide is put out by Andy Cook, who lives at 807 Crescent Dr Alexandria Virginia 22302 his telephone number is (703) 836-8351

Andy Cook
807 Crescent Dr
Alexandria VA 22302

RGINIA, VA
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NORTHEA
JUL 21
PM
1977
VA 220



Your Sub runs out
Sample
Trade
Your game starts
Glad to know you

Mail First Class

*Doug Bayard
640 College
Menlo Park CA
94025*

Boycott Wargames!