

Sya-Dasti-Sya-Nasti-Sya-Davak-Tar-Yaska

#4



the
Sword

in the
Stone

Whomsoever pulleth out this sword from this stone is the true
born editor of . . .

Sya-Dasti-Sya-Nasti-Sya-Davak-Tav-Yaska
#4

Issue #4

December 10, 1977

This just so happens to be the fourth issue of the dreadfully erratic (no Bruce, I didn't say erotic, I said erratic) Sya-Dasti-Sya-Nasti-Sya-Davak-Tav-Yaska. It is supposedly published by John Mirassou, Rt. 2, Box 623AC, Morgan Hill, Calif. 95037. (I'm home for Christmas until January 2, so don't try to reach me at school. I'm not there. Some people say I'm not here either, or anywhere for that matter, but that's beside the point.) Subscriptions for this are the now at the outrageously expensive price of 12 issues for \$3.00, but I'm still losing money, which is why this issue is back at ditto. Maybe every third or fourth issue will be extravagantly produced in photocopy type methods, like last time, but don't hold me to that. To play in a game you have to spend even more money, somewhere in the neighbourhood of \$2.50 game fee. If you don't like this neighbourhood, go visit Graustark. This \$2.50 (That's \$2.50, fans) will get you into a game of regular diplomacy, or a game of Biplomacy. But you want to sign up for the regular diplomacy, don't you. It's much easier to figure out, and the other one hasn't had much interest shown in it, ~~and regular is much easier on the eye~~

Let me see, am I forgetting anything. I hopeso, since I still have half a page to fill up.

Of course, I forgot to give credit where credit is due. I have two wonderful associates who work with me on this. One of them is Randy Christopher. He lives in San Martin. He owns the machine, that prints on the paper, that wrinkles the paper, that makes up the zine that Jack built. He is also the person who graces the cover of this issue, unless the ditto that I copied the cover onto has dried out already, having drawn the cover something like two months ago.

My other associate is the marvelous and wonderful Fester Troll, who lives behind the filing cabinet in John's room, and who does all the typing. Actually, I am Fester, and you don't know how confusing this can get when John tells me to type this in the first person singular, only refering to him insaead of me. In fact it gets me so upset I start making big mistakes and type off the

Now, to get down to the matter of giving some people plugs, which they so richly deserve.

BRUTUS BULLETIN John Michalski, 913 NE Sixth Street, Moore, Oklahoma 73160. Subs are \$2.00 per year, including sub, game fee, and NMR deposit. This is a rather new zine, as only two issues have been put out so far. But from the looks of these two issues, BB is one of the Best new zines I have ever seen. It's printed by what seems to be one of those newer type copy machines that make the good copies, the ones that came be darker than the original, printed on both sides of the sheet, and the pages don't stick together like the ones from the good old photocopiers that are so common around here. #2, was 8-9 pages, or rather, sheets of paper, which is 18 pages, and number 1 was about 12 pages, I think. The material inside comes from all over, Ranging from Conservative Digest to who-knows-where. Write to John about this one. **HIGHLY RECOMMENDED!**

BLACK HOLE Doug Reif, 67 Grosvenor Rd, Kenmore, New York, 14223. 11 issues for \$2. No game openings currently, however maybe in the distant future. Black Hole is small in size, but is still a worthwhile zine to subscribe to because of the sense of humour of the editor, and the extreme regularity of the schedual, as well as the almost non-existance of gamesmastering errors. Runs diverse things as a series known as "American Pie", which I haven't totally figured out yet. Don't take that as asput down. It's good. It can just get strange.

WARMONGER Alan Rowland, PO Box 2173 College Station, Easton, PA, 18042. 1¢ per page plus postage. Was very erratic for a while, but now seems to be getting back into schedual. One of the nicest things about this is that it seems that he will print any type of press that he receives, which allows for some totally gross stuff that degenerates like me love. That, plus the strange little comments that pop in here and there. You can learn a lot from Warmonger, such as the fact that beer doesn't work as an ink thinner for mimeo. Hmm. being lazy, I copied both the address and price for Warmonger from another zine. It appears that both are outdated. Alan will be home a lot from Dec. 10- Jan. 16 due to Finals and Christmas break, so write to him at 52 Eighth Ave., Westwood, NJ, 07675. And the sub price listed is 1¢/\$2.00.

LILAF Thomas Philip Gould, 40 West 77th Street, New York City, New York, 10024. 8 issues/\$2.00. Lilaf is described as a "science fiction personalzine. It runs Diplomacy games in a futile effore to increase circulation." There are openings in Conquistador, Trader Variant, and regular diplomacy. Can't find the game fee. Each issue will be 12 pages long. The issue I've got includes One Night, which tells about his walk home from SPI one night, One Afternoon, which talks about different things, some reviews, the Dipcon Charter, some games, and KAH: Code Beta Four, a continuing Science fiction piece.

Just to see what kind of a response this gets, here is a pencil and paper version of a gimmick-coursemarker car rallye, which is one of the several types of car rallyes popular in the bay area. I don't know if they exist in the same form in any two places, but I've heard there are different styles in different places around the US. After I type up the instructions, I'll try to give some background information so the rules might be a little clearer. So no, United Mutations proudly presents . . .

THE MAP-CM RALLY I

GENERAL INSTRUCTIONS

Turn: a change of direction from 5 to 175 degrees.
R: turn to the right L: turn to the left
U: make a complete reversal of your direction of travel
Ch: a chance to turn in the direction indicated. Completing an instruction using chance puts you onto the road by name
RI: Route Instruction Supp: Supplementary instruction
At: as close to as possible. Everything following at must be on the map where you are to take the indicated action.
Onto: puts you onto the road by name. You may be put onto each road only once. General: General instruction
" " : When " " are used in an instruction, that instruction is executed by turning at a road named in the RI's
DRI: delete the RI in effect Bonus: bonus instruction
CRI: continue with the indicated RI and consider all lower numbered RI's just executed. Complete: execute or delete
Opp: An opportunity to turn in the direction indicated
SI: special instruction. No gimmicks on SI's. Obey them.
Delete: render non-existent

Instructions

Execute RI's in ascending numerical order, unless deleted.
Supps are one instruction with numbered parts that come into effect as indicated under CM's. Complete parts of supps in ascending numerical order. There are two bonus instructions, and both are good. Bonuses are deleted upon execution.
Bonus 1: L onto Rich Bonus 2: L at Turkey
Order of precedence of instructions: 1)SI's 2)Bonus 3)General 4)Supp 5)RI's

Route

When not onto a road by name go as straight as possible until instructed otherwise. If you are instructed to turn in a direction, and there are 2 turns in that direction at an intersection, take the turn of greater than 90 degrees.
When onto a road by name, stay onto that road by name until instructed off. Once you U for the purpose of staying onto a road, consider yourself no longer onto that road by name.
If you are onto a road by name and that road changes name, make a U.

General Instructions (continued)

CM's

SI: Coursemarkers will be found on the left side of the road as you proceed along the route. Do not record those on the right side. End SI.

Record the number of each CM as you encounter it. Once a number is recorded on your scoresheet, any supps or SI's corresponding to that number are in effect. If, while working on supps for a CM, you encounter a new CM, delete the uncompleted parts of the supps working on, and begin working on the supps or SI's for the new CM. "Randy Christopher is a big toad."

SI's. Ground rules for the rallye.

These are all SI's. Street names are parallel to the street they name. Cm's are the numbers with a circle around them. Cm's will be only on your left. There is no gimmick on the fact that you can't actually drive along the route- just pretend that you are driving along the lines(roads). Good luck. END SI.

That's all of the generals, which are the basic instructions.

ROUTE INSTRUCTIONS

1. R at Chuck (3rd Ch)
2. R at "Rich"
3. R at CWS
4. L at Brian
5. L at Ch
6. L at Pizza
7. L at Randy
8. L onto Rich
9. R 1st Ch
10. R at Brian

SI's to the Bottom of the page

These are just a few little hints and explanations for you if you are totally lost. The supp/SI page and the map will be on following pages.

One of the most confusing things about rallyes is the concept of a gimmick. Mainly because no one ever bothers to explain it. All a gimmick is is an attempt by the rallyemaster to trick you. The rallyematster may tell you not to do something in the Generals, and then try to make you do it in the RI's. Since generals are higher in precedence than RI's, you must follow the general and not do the RI. An example would be the general might say "Don't turn at Floyd" Then there may be an RI saying R at Floyd. If you realized the generals said not to turn there, you would have caught a gimmick. You would procede straight and find a coursemarker, which would be worth plus points. Not all course markers are worth plus points, so be sure to have a reason for it. It might just be there to confuse you.

SUPPS & SI'S

SI: Anything below this lone not labeled SI is a Supp

- 20) SI
1. Delete the instruction you executed to get here
2. U
3. R 1st Opp

- 22)
1. U

- 23)
1. U
2. L 1st Opp
3. DRI

- 24) SI
1. Delete the gimmick which brought you here
2. U
3. L 2nd Opp
4. DRI

- 25)
1. U

- 26) SI
1. Reinstate the instruction you executed to get here
2. U
3. L 1st Opp

- 27
1. DRI
2. U

- 28)
1. DRI
2. U

- 29) SI
1. DRI
2. U

- 30) SI
1. U
2. L 1st Opp
3. CRI 4

- 31)
1. U

- 32) SI
1. U
2. DRI

- 33)
1. U

- 34)
1. ~~U-turn~~
~~L 1st Opp~~
2. L 1st Opp

- 35)
1. U
2. L 2nd Opp

- 36)
1. R 1st Opp
2. L 1st Opp
3. CRI 8

- 37) SI
1. Reinstate the instruction you executed to get here and don't execute it again until the turkeys do
2. U
3. L 1st Opp

- 40) SI
1. R 1st Opp
2. L 1st Opp
3. CRI 8

- 39)
1. U

- 38) SI
1. L 1st Opp
2. L 1st Opp
3. Straight at the reason that brought you here
4. ~~CRI 8~~
CRI 8

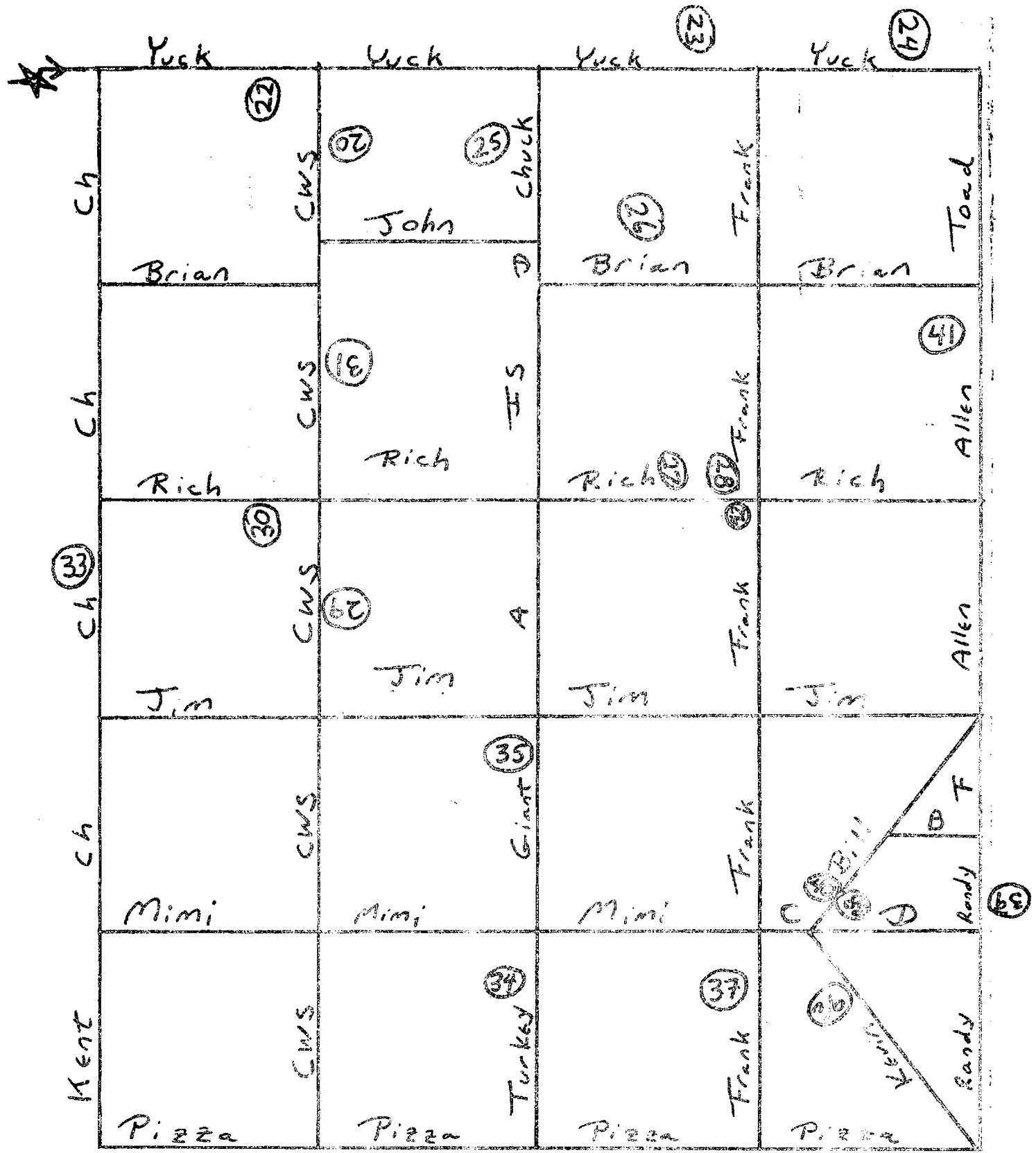
- 41)
1. U
2. R 1st Opp
3. CRI 9

- 42)
1. U
2. L 1st Opp
3. CRI 10

- 43) SI
1. U
2. L 1st Opp
3. The rallye is over

SI's from here on. In case you're wondering, a turkey is a rallyest who either catches very few gimmicks, or only catches easy gimmicks. There are no gimmicks on the fact that some supps or SI's above are hand written. That's only because I can't type.

SI: This is the map for the rallye. Begin at the star in the direction indicated. An explanation of all the gimmicks will be in the next issue. EndSI.



And now, once again, for no better reason than no reason at all, we once again bring you the battle of the titans, the co-publishers of this magazine fight it out in another thrilling episode of

Intimate Anarchy

1977Fhk

1977Ahr2

Spring 1903

Last turn there was a slight error. Squeedangle picked Liverpool up from Ethil, so Squee had a build coming, and Ethil didn't. As a result of this, Squeedangle built A Warsaw, and Ethil didn't build A Sweden.

Randy Christopher's Countries:

Mondo A Kie-Hol(dis, r-Ruh), A Vie

Pweedap F Mid-H(dis, r-ECh), F Bre(S) F Mid, A Mos-Sev, A StP-Lva,
A Rum-Bul(dis, r-Ukr)

Squeedangle A Lvp-Edi, F Hel (S) Mondo A Kie-Hol, A Ber-H,
A War-Sil, A Con(S) F Smy A Smy(S) A Con

John Mirassou's Countries

Anathema F EMed-Smy, F Aeg (S) F EMed-Smy, A Nap-Ron, A Hol-Kie,
F Lon-Wal, F Nth-Hel

Ethil F Gas (S) SPASTIE F Por-Mid, F WMed-H, A Den (S) A Hol-Kie

Spastica A Bul(S) A Ser-Rum, A Ser-Rum, A Tri-Bud, A Mun (S)
ANATHEMA A Hol-Kie, F Por-Mid, F Spa(sc) (S) F Por-Mid

And so ends another episode of Intimate Anarchy. Be sure and turn in for the next episode if the players or the viewers don't all die o f Boredom.

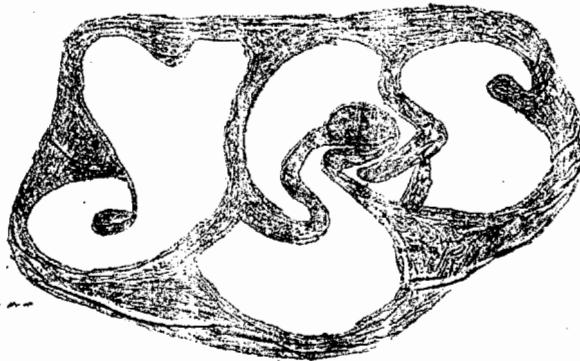
Now just a slight note for music fans. Emerson, Lake, and Palmers new album, WORKS, VOLUME II has come out. It is really in many ways a new direction for them. Most of Emerson's influenced songs have a honky-tonk, ragtime type flavour to them, and many are done by composers from the past (Joplin and Irving King, for instance). Palmer is heading more towards Jazz in his things. One of his pieces reminded me of Frank Zappa's jazzier styles. There were also a couple of previously released pieces on the album. Lake's I Believe in Father Christmas, and Brain Salad Surgery, which, strangely enough, wasn't on the album of the same name.

"Hmhmhmhm!", he hummed to himself as the typewriter hummed back at him. Since the articles I had originally scheduled for this space didn't turn up, and the replacement special, "The Sword in the Stone" was pulled out at the last minute, I'm stuck with two pages almost totally full of blank. What does one do with two pages full of blank. I've got it! A Do-it-yourself belt buckle kit. (What's a buckle you might ask. Good question, he replied. But does it really matter? It did help fill up some two lines or so to spell it that way.

Instructions.

1. Cut out belt buckle pattern.
2. Go to store and purchase one block of iron, and one length of leather, the length depending on how long your length is.
3. Take block of iron. Melt away anything that doesn't look like the pattern.
- 8 4. Perma-bond the iron to the length of leather.
5. Wrap length of leather around your middle. (Put your pants on first, stupid.)
6. Fasten leather with safety pin.
7. Let go.
8. Pull pants back up, and go to the store and buy a decent belt.

PATTERN 1



"Ditto never looks as nice as it should."

- J.P. Xerox

Don't ask me what this page is supposed to be, whether it is a feeble attempt at humour or what. I think it was mainly an excuse to see if the YES emblem would turn out or not. Or maybe it's just wasted space. But then, you could be getting a warehouse (I'm spelling well tonight) zine, couldn't you. All right freakos, here's today's issue. A rum-Ser fails. A Bul-Gre, A Mun-Kie, F Nth-H. Supply centers, 6,6,4,7,10,9,-8. Build one, remove one NMR, blah blah blah. No Press. Hockey Scores: 2-1, 4-2, 6-3. And heres a partial score. 5. Wheeeeeeee. No thanks.

ANNOUNCEMENTS!

1. Right now I am in the process of attempting to pick up two orphans, 1977FJ and 1977HH, both of which are from the same zine. I have heard from about half of the players, and they all wish to continue playing, so next issue will have an address list of the players, as well as a list of the positions of the units. Anyone wishing to volunteer to be a standby in either of these games, please let me know. It would be greatly appreciated. As to charges to the players, the only thing I ask is that you subscribe to this zine, and if that even seems to be too much, let me know, and we'll see what we can work out. I know you guys already paid a game fee and subscription to the other zine, but I am trying to lose a minimum of money on this, so I would appreciate the subscription.

2. Like I said before, anyone wishing to contribute articles, or anything else, for that matter, will be reimbursed with some free issues of this zine. The amount of free issues depends on the length and the quality, though it will be no less than two issues per page. Thank you.

3. There is no third announcement. Which reminds me of a story.

It seems there was this young diplomacy player who was an inmate of an institution for the mentally afflicted, as many diplomacy players are. But this young man was such a good diplomacy player the doctors examined him every six months to see if he had recovered, so he could live a normal life on the outside.

"What would you do if we were to release you today?"

"I'd buy me a slingshot, come back here, and shoot out all the windows," he replied. So he stayed in.

Six months later they asked him the same thing. "What would you do if we gave you your freedom today?"

"I'd buy me a slingshot, come back here and shoot out all the windows." Again, he stayed in.

Now, as so often happens in these shaggy dog stories, the same scene was repeated several times, always with the same result, until five years had gone by, when the young man responded:

"The first thing I'd do would be to get some new clothes, so I'd look nice. Next I'd get a brand new car. Then I'd go meet a nice-looking girl, and make a date with her.

"Yes, yes," said the doctors, overjoyed at this change in the young man.

"Well, then I'd drive by the girl's apartment, pick her up, and we'd drive out into the country, along a moonlight road, until I could turn up a little side road. When we were alone, then---"

"Yes, yes," panted the doctors.

"Well, when we were alone, I'd stop the car, lock the brakes, turn off the ignition, turn to the girl, and remove her purse from her lap. Then I'd take the money out of the purse so I could go buy a slingshot so I could come back here and shoot out all the windows.

So much for that. Merry Christmas, everybody!

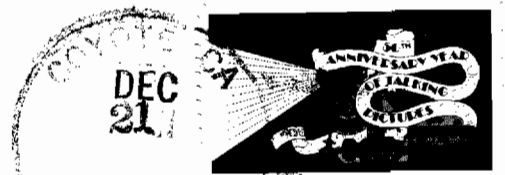
PEACE ON EARTH



GOOD WILL TOWARD MEN

Christmas '77

MIRASSOU
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