

RRRRRRRRRRRRRRRUSNAK!!!!!!

THE VOICE OF DOOM

#82

July 26, 1983

Circulation: 119

by BRUX

A great time seemed to be had by all at Origins in Detroit last weekend. From my point of view, here are just a few of the highlights of the convention:

GETTING LOST IN DOWNTOWN DETROIT while looking for my car, and with the weather an intolerable, muggy, cruel 96 degrees. Wanders through downtown for an hour and a half looking and dying, then finally hailed a cabbie in desperation. He got lost looking for the street it was on, too.

EATING IN THE RENAISSANCE CENTER in the heart of Detroit on four occasions. It's a beautiful structure containing four towers, a hotel, many different restaurants including a revolving one on top, and just a lot of very intriguing architecture.

BEING PRESENTED BY THE MANAGER OF THE BOOK CADILLAC WITH TWO FREE SIXPACKS OF STROHS BEER when checking into the hotel with Garry Hamlin. Someone had anonymously sent the hotel a xerox of the Beer Blast announcement from Thirty Miles of Bad Road, and the manager was so pleased with the publicity that he gave us something with which to get started. Alas, the Beer Blast did not materialize (in its planned form, anyway), so Garry and I drank all that beer the next day.

MEETING ALLAN CALHAMER. He is a very intriguing gentleman with lots to say about the game and the hobby. I'm very pleased to have met him.

GOING TO GREEKTOWN TWICE and getting stuffed and blitzed with a large group of friends.

BEING WOKEN IN THE WEE HOURS BY THE MADISON CROWD, including Mark Frush, Paul Rauterberg, Jim Wall, Marc Peters, Dale Bakken, Steve Knight, and Rrrrrrusnak!!!!

READING THROUGH CATHY CUNNING'S BOX OF BRITISH ZINES and picking out two or three more that I'm going to try and trade for.

WISHING I COULD WIN SOMETHING so that I could see how Kathy Byrne would react when I tried to kiss her upon receiving my award. Alas, it was not to be.

BUBBLING OVER WITH MIRTH when Chuck Kaplan thought that my photo of Billy Highchair was Alex!

MEETING 55 PEOPLE THAT I KNOW and just generally having a grand time!

The Voice of Doom is a journal of postal Diplomacy published every now and then by Bruce Linsey, 24A Quarry Drive, Albany, NY 12205. Phone (518) 459-9250. Subs are 10 issues for \$5.00. Standbys are wanted. There are no game openings, and there will be none for a loooooong time.

Diplomacy is a registered trademark for a game invented by Allan B. Calhauer and copyrighted by Avalon Hill.

The deadline for all games contained herein is August 19, 1983.

J U P I T E R

19800Jk

IT'S ALL OVER AT LAST! VD'S LONGEST GAME COMES TO AN END!

The JUPITER game has ended in a two-way draw between Austria and Germany. The proposal for this, made last month, passed unanimously. The game-end chart, cast of players, and final press all follow. End game statements are due next month. Congratulations to Dave and Paul for sharing a hard-earned draw, and to the others who hung in there. This was the most fun I've ever had GMing a game in VD!

Game-end Chart:

	1901	02	03	04	05	06	07	08	09	10	11	12	13	
AUSTRIA	4	3	3	3	3	3	4	5	7	7	7	10	10	draw
ENGLAND	5	6	7	8	8	8	5	4	3	3	4	5	5	
FRANCE	4	5	5	6	5	5	7	7	7	4	3	1	0	
GERMANY	4	4	5	3	3	4	5	6	7	9	9	10	10	draw
ITALY	3	4	5	5	4	2	2	2	0	-	-	-	-	
RUSSIA	5	4	3	3	4	5	6	5	6	7	6	3	3	
TURKEY	4	6	6	6	7	7	5	5	4	4	5	5	6	

Game: 19800Jk
Zins: The Voice of Doom
GM: Bruce Linsey

Cast of Players:

- AUSTRIA: Dave Carter (drew 1914)
- ENGLAND: Mark Lanzelere (resigned S '08), Mike Barno
- FRANCE: Kevin Turner (dropped S '03), Keith Sherwood (resigned W'12), George Leritte (out 1913)
- GERMANY: Paul Ruaterberg (drew 1914)
- ITALY: Kerry Klant (out 1909)
- RUSSIA: Scott Halber (dropped S '04), Mark Law (resigned W '12), John Davies
- TURKEY: Bob Olsen

Game Notes: Sorry about the transposed letters in Paul Ruaterberg's name above. This game wasn't exactly the best GMed in the history of VD, but it was lots of fun nonetheless. Now, remember to get your end-game statements in, y'all hear me?

Final Press:

- TURKEY: JUPITER is the longest game ever played in VD. That's cuzz Barno wan't let us quit!
- BRUX to TURKEY: This time I threatened him with expulsion from our Lake George trip if he didn't vote for the draws!
- OLSEN to BIFFY: When you take over Turkey at one center and go on to the solo win, it'll be all the more impressive.
- BRUX to JUPITER STANDBYS: By the way, guys, just for the hell of it, I'm kicking all of you off the JUPITER standby list. So there!
- AUSTRIA to RUSSIA: Thanks, John, 1917 is a long way off but I'll keep my promise.
- BRUX to AUSTRIA: I'll bet you ten dollars that you don't!

((JUPITER continues next page))

JUPITER (continued)

- AUSTRIA: What's the definition of a perfect woman?
- A: She's three feet tall, has a round hole for a mouth, and her head is flat so you can put cocktails on it.
 - B: The sports model has pull back ears and her teeth fold in.
 - C: The economy model fucks all night and at midnight she turns into a roast beef sandwich and a six-pack.

OLSEN to BRUX: I was impressed at your quiz questions. With toughies like these, it's easy to see that our country's future is in good hands. Just in case you run short here are some questions you might use:

692. If allowed to multiply unchecked which of the following could theoretically fill the universe in fifty years?

- A. Tretick toadies.
- B. BRUX's houserules.
- C. Modern Patriot anniversary issues.
- D. Woody and BRUX.

744. Which of the following causes drowsiness if taken in combination?

- A. Alcohol and Mark Berch.
- B. Barbituates and Mark Berch.
- C. Woody and BRUX.
- D. Anything and Mark Berch.

907. Which of the following is highly inflammable?

- A. BRUX's houserules.
- B. Woody and BRUX.
- C. Bambi.

999. A convenient way to measure the speed of light would be:

- A. Shine a light in BRUX's ear and look through the other.
- B. Tie a string to Bill Highfield.
- C. Woody and BRUX.

1044. The mineral hornblende is composed of:

- A. Woody and BRUX.
- B. A little of this and a little of that.
- C. BRUX's houserules.
- D. Anything and Mark Berch.

1101. According to creationism the world was created by:

- A. Mark Berch.
- B. Mark Berch.
- C. Mark Berch.
- D. Mark Berch.
- E. All of the above.

1294. Which of the following are natural disasters?

- A. Woody and BRUX.
- B. BRUX's houserules.
- C. Mark Berch.
- D. The Modern Patriot.

BRUX to JUPITER: Almost forgot to mention it, but you guys are the best set of press writers VD has ever had, too! Thank for the entertainment.



L U N A

1982V

AND NOW WILL THE REAL LUNA TIC PLEASE STAND UP?...

The LUNA game has ended in a draw between Russia and Turkey. The proposal for this, made last month, passed unanimously. The game-end chart, cast of players, and final press all follow. Congratulation to Michael and Mark for a well-played game, and to all the others who played a good game as well. But I still hope that y'all will confess to the true identity of the LUNA Tic! Please?

Game-end Chart:

	1901	02	03	04	05	06	07	
AUSTRIA	6	6	6	4	2	7	0	Game: 1982V
ENGLAND	4	4	5	6	5	4	3	Line: The Voice of Loun
FRANCE	5	5	5	7	8	8	6	GM: Bruce Linsey
GERMANY	5	5	5	3	3	2	2	
ITALY	4	3	3	0	-	-	-	
RUSSIA	5	4	5	7	9	9	12	draw
TURKEY	4	6	5	7	7	10	11	draw

Cast of Players:

- AUSTRIA: Dan Gorham (out 1907)
- ENGLAND: Mark Lew (resigned F '06), Richard Edison
- FRANCE: Bob Osuch
- GERMANY: Brian Lorber (dropped W '04), Bryan Jurkowski
- ITALY: Jim Chatfield (out 1904)
- RUSSIA: Michael Ditz (draw 1908)
- TURKEY: Mark Larkelere (draw 1908)

Game Notes: I erroneously labeled last season as Fall 1906; it should have been Fall 1907. Get those endgame statements in, hey?

Final Press:

LUNA TIC: Who's a fool now, eh "BUG FACE"?

OSUCH to DITZ: Hey, that's OK that you NERDed in S '06. Didn't bother me a bit.

CZAR to WORLD: Is there any way I can get everybody to lay down their arms and let me win?

CZAR to KAISER: Help is on its way!

OSUCH to LOUSY: Hmm, supporting Tuscany to Rome this time? Too late, they marched into the Gulf of Lyon. (Club, club)

BERLIN: Once again there is dancing in the streets as the people of Germany celebrate being under benevolent rule.

FRANCE to RUSSIA: Since you insist on making matters so difficult for me, I have decided to defend against you as best I can and let Turkey invade France if he so chooses. You really left me no other choice.

LON to PAR: But you said I was your only true love! How can you say you never lied, you PAGAN!

MILKY WAY

1982W

NOW, HE WOULDN'T TAKE BUDAPEST, WOODY?

Spring 1908

- AUSTRIA (Arnawoodlan): A Ber-MUN (A KIE S), A Ukr-RUM (A SEV S), A Vie-BUD (A GAL S)
- ENGLAND (Mazzer): F FOR-Mid, F BRE-Mid, F Lon-ENG, A Lyp-Wal, A EdI-NWY (F NWY C),
F Nwy-SWE (F IGH S), A STP H
- GERMANY (Kador): A Bur-Far (NSU), A Mun S AUSTRIAN A Boh-Tyo (NSU) (d; r Sil, Bot, Tyo, OTB), A RHI-Bur
- ITALY (Anglo): F SPA(ac)-Gas (iap), A Mar-BUR (A PAR S), A Ven-TRI, A Tyo-VIE,
A SER-Rum, A Bud S A Ser-Rum (ann), A Bul-CON (F ARC S), F BAS-Sny,
F ION Shells Athens (H)
- RUSSIA (Saleski): A MOS H (A WAR S), F Hlg-HOL
- TURKEY (Witbaud): A ANK S A Sny, A SMY S A Ank

Game Notes: The E/I draw and the concession to Italy both failed. Proposed for next month is an E/I draw. Please vote by next deadline.

Press:

- LONDON to VIE: As you wish it, so it shall be.
- LONDON to MUN: I'm beginning to think you're beyond help.
- WOODY to MAZZER: I said no twice now! So stop asking me if I want to move this game!
- LONDON to ANKARA: Welcome to the "Thanks a lot BRUX for Giving Me this Shit Position" Club.

NEPTUNE

1982X

RUSSIA WOULD LIKE TO WIN, BUT IS KANE ABLE?

Summer 1907

- RUSSIA: A Tri r BUD, F Nwy r STP(nc)
- TURKEY: A Ser r GRE

Fall 1907

- ENGLAND (Duarde): F Mid-FOR, F Nwy-SWE (F SEA S), F NWY-Nwy
- FRANCE (Coulou): F Spa(ac)-MID, F Eng-NTH, F Nho-DEN, A Mun-KIE (A RUS S, A HOL S),
A BUR-Mun, A TRI-Vie
- ITALY (Jedry): F ADR-Tri, A VEN-Tyo, F Nap-ION, F TAN H
- RUSSIA (Kane): F ANK-Con (F HLA S), A SER H (A RUM S, A BUD S), A SIL-MUN (A BER S,
A BOH S), A TYO-Vie, A Kie-Ruh (ann), F Hlg-Hol, F SEP(nc)-Nwy,
F Swe S F StP(nc)-Nwy (d; r Fin, Bot, Bal, OIE)
- TURKEY (Schumk): A GRE-Ser (A BUL S), F CON S A Bul, F ARC S A Bul, F SMY S F Con

Game Notes: The concessions to France and Russia and the F/R draw all failed. Proposed for next deadline are a concession to Russia, a concession to England, an F/R draw, and an E/I/T draw. Please vote by next deadline. Last season I neglected to list Vie as a possible retreat for the Russian army in Tri. All players were notified. COA for Edmund Jedry, 3851 N. Whipple, Chicago, IL 60618.

((NEPTUNE continues next page))

NEPTUNE (continued)

Supply Center Chart:

ENGLAND: Home, Bro, POR, SWE	6, build 2
FRANCE: Par, Mar, Spa, Pol , Pol, Hol, Kie , Kie, DEN, TRI	8, even
ITALY: Home, Tur	4, even
RUSSIA: Home, Syd , Rum, Bar, Pol , Vie, Sud, ANK, Kie , NYR, SER, MUH	12, even
YURCEY: Gen, Smy, Ind, Gen, Pol	4, remove 1

Press:

MOSCOW to WORLD: Hey, guys, take it easy! I was only kidding. Can't you take a joke?

ITALY to BRUX: In a prior YD issue you published an article saying that Doaniss complete the most games, and, than any other game was... actually, that ain't quite what it was... I think that is a most favorable reflection on your efforts as Gamesmasters. Your credibility in -- without a doubt -- excellent. Nonetheless, I wonder if you could survey current Doaniss as to their background, etc. We have a great bunch of players here in NEPTUNE, and I have a theory that with your STRICT style of wargaming and your dedication to the hobby (recall my almost missed moves, you called me twice) that the best prefers to play with the best.

BRUX to WORLD: In YD headquarters today, it was announced that one Edmund Jedry had been hired as the official publicity agent for BRUX. When asked to comment, BRUX remarked, "Well, why not? He only charges me \$10 to write a press release like that!"

RUSSIA to PARIS: Damn, I better have guessed right this time!

FRA to ALLE: Brain were out... hemorrhaging... can't feel any... it's better to burn out...

RUSSIA to BRUX: You call Pat's press entertaining?

FRA to BRUX: Why did you make me out to be the only press writer in this game? Now I will have to work twice as hard to keep up with the press releases you have avoken, and even that will not appear to justify your praise. Why couldn't you just leave me alone? You are dangerously close to G's interference!

ITALY to BRUX: In Chicago, our former mayor was Jane Byrne. She has been considered by many professional political analysts to be a busy-body, inconsiderate, terrible, Caule's familiaris, horrendously ugly. She has a daughter named Kathy Byrne. Do you know, or have you heard, of Kathy Byrne? This is no joke.

BRUX: Well, sometimes I wish I had...

SYCINA to LONDON: I'm glad you asked where we are, 'cause we're not sure either. Too many of us thought we were on our way to Constantinople and blew the Spring turn off in places other than we had intended to be. Consequently, none of us are where we'd like to be and the white monster is definitely in several places we wish he weren't. Where are you?

ITALY to FRANCE: Sorry about my lack of contact. But as I told you once before, during dental school, my classes range from golf outings to bill sending and I'm always very busy. Now, with the exception of summer school, I have a lotta free time. The pope invites you to rest your brain, and take a vacation in my wine cellar stocked with products from my superior vineyards.

SIL to MUNICH: Come out with your hands up! We have you surrounded!

PARIS: Four fellows from FINK vehemently voiced fears of final victory (Russian, that is).

((NEPTUNE continues next page))

NEPTUNE (continued)

ITALY to BRUX: I'm sorry about the hassle last month. With final exams (I flunked occlusion), R&H at Smitty's Tap, moving and marriage plans, I lost all track of time. I claim full responsibility. Sorry!

ITALY to WORLD LEADERS: Ditto.

ENGLAND: Don't tell me Pat is the best writer. He tells me all the time. He's cute and has bulging muscles and shoots his gun real good, but he is a terrible writer. Now Jedry is a good writer and Schunk is capital. Kane used to be better before he broke his nose. Now Pat is pretty good at breaking noses but he is a terrible writer. Me, I should know, I'm a terrible writer, I know.

SMYRNA to PARIS: Following recent efforts on the part of the French government, the Sultan has agreed to lift many restrictions on the Turkish media and allow for the free exchange of thought and comment in the press. The Sultan would like to thank the French president for the high compliment made in recent press: it's nice to be called a jewel every now and then (look up the German meaning; I don't care about the Yiddish or Hebrew or whatever).

F ENG to F MID: It's a variant on an old child's game, called Musical Chairs. Only I have you outsmarted. I can take London. You have to guess where F Spe. will go.

ITALY to ITALY: Good bye, bachelorhood, hello summer school.

ITALY to WIFE ZB: Ja cie Kocham.

ITALY to TURKEY: Looking forward to our continuing alliance. Don't give up the fight with Russia. Reinforcements are coming. Moscow will be yours -- SOON.

ITALY to WORLD PRESS: The papal citizenry is celebrating the GREAT VICTORY against Russia via the combined efforts of the Italian/French armies. Since peace with Turkey has finally been established, and an alliance finally negotiated against Russia, Hemp, Poppies and the Rare Herb may begin to be re-sent to Italy via the re-opened trade routes in Trieste. It is reminded, however, that the French army in Trieste was built in Marseilles -- the supply center which is adjacent to that OVER-RAISED French province called Burgundy. It is hereby ordered that all French soldiers on leave from the Russian front will be given free unlimited samples of SUPERIOR ITALIAN WINES.

ITALY to RUSSIA: You are hereby ordered to read page 14 of Bruce Linsey's rag, The Voice of Doom, issue #79 in the May 31, 1983 edition. The Pope commands you to read a letter written by a said Rob Schunk -- one of your future masters -- on the twelfth day of May in the year of 1983. He has a story about BACKSTABBING in his fine article. You are expected to read the article, memorize the whole page, and write it down word-for-word one hundred trillion times. You will then submit it to Rob and beg him for forgiveness. He's an excellent ally and would be a worthy opponent. His integrity is high. Too bad you blew it, you could have won the game. TURKEY WILL BURY YOU. HA HA HA HA HA HA HA.

BRUX to NEPTUNE PRESS WRITERS: Now that's more like it!



Congratulations are in order for several Dominos these days...

First and foremost, cheers for Jennifer Elizabeth Note, who just two days ago acquired two proud, new parents, Jeff and Lisa. Welcome to the world, Jennifer!

Kudos to Rod Walker for winning the First Annual Miller Award for meritorious service to the Postal Diplomacy Hobby -- and thank to all who voted.

I neglected to put in a note of congratulations to Doug Beyerslein last issue for winning the GM Poll, so here it is now. Great show, Doug!

Congratulations also to Joan Extron and Deadeed and Samantha Corbin for acquiring a new home. Best of luck to VU's Oregon contingent!

O F I C E

"DRAIN" NAME I AM HASTING AWAY IN TUNIS NEAR. GAP BY NAME IS ONE AIR FORCE. BIGHT?"

Fall 1908

ENGLAND (Ansoff): F Rwy-ING, F SKA-Nwy (A BER S), F RLL-C, WCH: For, K Reg, SPC (11)

FRANCE (Bennett): F SGC S ENGLISH F Mid, F FOR S HAWKING: 1 3, 4, 11, 2 Mar

GERMANY (Waldmond): F RCH S ENGLISH F Rwy-ING, A KAW-ING, A LAC G, A RCH-ING

ITALY (Haberlon): A PIE-Mar (F SPA(sc) S, F DIO S), A TUE-ING, A VEN-PIE, F TYR S

NETHERLANDS (Beyers): F RCH S ENGLISH F Rwy-ING, A KAW-ING, A LAC G, A RCH-ING

TURKEY (Basilis): F RCH S ENGLISH F Rwy-ING, A KAW-ING, A LAC G, A RCH-ING

Supply Center Starts

ENGLAND: Edl, Lvp, Nwy, Nwy 4, avnc

FRANCE: Home, For, Lon 5, avnc

GERMANY: Home, Lon, Vol, Bel 6, avnc

ITALY: Home, Yun, Gai, Del, Spa 7, avnc

NETHERLANDS: Home, Nwy, Pie 8, avnc

TURKEY: Home, Pul, Mar, Bud 9, avnc

Game Notes: The order for F lon fails because in (1) you do not specify the exact amount than supporting or destroying a foreign unit.

Press:

MAIL to RCF: Yuck for you home of sitches.

MAIL to GERMANY: Sorry, Feb. I cannot live with those two.

MAIL: Moscow, hol

MAIL: Warsaw, hol

MAIL to FRANK (FRANCE): I think we can establish a rule... (if you really want to)

MAIL to FRANK (in ENGLAND): I propose that you... be increased, since you type the adjudications without... Or perhaps you can come up with a better... than your players.

MAIL to ENGLAND: Oh how ready they are to misunderstand... without referring to the previous season's... using the previous season's adjudication, of course... failed and succeed. All, of course, which makes even...

What is the rule...

to the fact...

specific...

I type...

to the fact...

making...

long...

Some people (max chists, obviously) have requested to since Steve Knight's revisions should be done in a but we going to wait till they are to send out copies. All players be updated version automatically, and others at the 1/3 Mary March, and Walker, and Jeff Bohner. Please bear with

of the... the fact... of course... only...

PEGASUS

1982Z

THOSE LITTLE SHIT POWERS JUST REFUSE TO DIE!

Summer 1907

FRANCE: A Bel r PIC, A Mun r BUE

GERMANY: A Rum r GAL

Fall 1907

AUSTRIA (Kuck): F NAP U, A GRE S F Bul(sc), A Ven-ROM, A PIC-Mar, A Tyo-VEN,

A BUD-Ven (Imp), A Rum-Bud (d; r Ser, OTB),

F BUL(sc) S TURKISH F Smy-Con

ENGLAND (Halverstadt): F BEL H (its ground), F HOL S F Bel, F For H (its water) (ana),

A Tun H (its breath), (d; r NAP, OTB), F WET-ENG, F HLG-WIE

FRANCE (Chatfield): F Ion-TUN (F TYH S), F Spa(sc)-FOR (F MED S),

A RUH-Bel (A PIC S), A BRE H, A BUL-Mar

GERMANY (MacFarlane): A Gal-RUM

RUSSIA (Melaner): A Ank-SMY, A Con S A Ank-Smy (d; r Ank, OTB), A Mos-SEV,

A UKR S GERMAN A Gal-Rum, F RLA S GERMAN A Gal-Rum, A Sil-ROK,

A Mun-TYO, A Kie-MUN, A Swo-KIE (F BAL C)

TURKEY (Punches): F Smy-CON

Supply Center Chart:

AUSTRIA: Home, Ser, Gre, Ven, Rom, BEL, NAP

9, build 1

ENGLAND: Home, Hol, Den, ~~Wet~~, BEL

6, build 1

FRANCE: Home, Spa, ~~Mit~~, Tun, ~~Nap~~, ~~For~~, FOR

6, remove 2

GERMANY: Rum

1, even

RUSSIA: Home, Ber, Smy, Swo, Kie, Ank, Nwy, MUN

11, build 1

TURKEY: Con

1, even

Some notes: All six players have indicated to me that they would like to disregard the draw that passed last season and carry on with the game. So be it! No press this time as it got printed as "final press" last month.

QUASAR

1982AF

IF THE EASTERN POWERS DON'T WAKE UP, THEY MAY TURN BLACK AND BLUE!

Summer 1906

TURKEY: NMR! A Kie r OTB

Fall 1906

AUSTRIA (Spector?): NMR! A PIE U, A VEN U, F ADR U, A TYO U, A VIE U, A GAL U

ENGLAND (Glaspey): A Ber-DEN (F BAL C), F Swo-BOT, F Nth-SKA, F Hol-NTH, A STE-Lvn,

A Nwy-S&P (F BAR S), F Nwg H

FRANCE (Burd): A Alb-TRI, F ION H (F TYR S), A Bot-SQL (A MUN S), A RUH S A Mun,

F MAR-Pie

GERMANY (Howerton): A KIE S FIENCH A Mun

ITALY (Paul?): NMR! A ROM U, A APU U

RUSSIA (Lanaing): A WAR H, A MOS H, A UKR H, F LVN H

TURKEY (Sweeney): F RLA-RUM (A EUL S), F GRE S F Aeg, F AEG S F Cle

((QUASAR continues next page))

QUASAR (continued)

Supply Center Charts:

AUSTRIA: 744 , Vie, Bud, Ser, 444 , Ven	4, remove 2
ENGLAND: Home, Bal, Nwy, Den, Hol, S&P, Sus	9, even
FRANCE: Home, Por, Spa, Cum, Mun, TRF	8, build 1
GERMANY: Ber, KIB	2, build 1
ITALY: Rom, Nap	2, even
RUSSIA: Mos, Sev, War, Con	4, even
TURKEY: Ank, Smy, Bul, Cre, 144 , RUM	5, build 1

Game Notes: Last season I neglected to list Den as a possible retreat for the dislodged Turkish army. Sorry 'bout the error, but this is not a "cloaked" error, and the players should therefore be able to catch it, so no delay of game. The mistake didn't come to my attention in time to send out a correction.

Here are the addresses of all current players, for the benefit of the standbys I am about to call.

- Bob Howerton, 4570 Theoline Drive, Pensacola, FL 32504.
- Larry Lansing, 3706 La Hacienda Dr., San Bernardino, CA 92404.
- Mark Paul, c/o Dover Group Home, Inc., 35 Third St., Dover, NH 03820.
- David Spector, Inns Hall - Room 122, 22 Everett St., Cambridge, MA 02138.
- Bob Sweasay, 3324 Sheppard, Apt. #38, El Paso, TX 79903.
- With Cluskey, 1218 Dennis, Traverse City, MI 49684.
- Don Ford, P.O. Box 946, Nederland, CO 80466.

Would Michael Keenan, 1121 Church St., #312, Evanston, IL 60201 please submit standby orders for Italy? Would Brian Ocloff, 110 South 17th St., Manhattan, KS 66502 please submit standby orders for Austria? Thanks muchly, guys.

Press:

ANKARA to BERLIN: You took it in the Spring -- but did you hold it in the Fall? As a matter of fact, did you even get to keep Berlin? (No!)

ANKARA to LON/PAR: Didn't you guys do some last writing? I'd have liked to overheard those conversations!

ANKARA to WORLD ((um, that's ANKARA...)): The Sultan is vacationing in Ankara -- hence all correspondence is coming from there. There are no problems of internal strife rifting this @#!& country.

ANKARA to WORLD: A reward is offered for the capture and return of Gregg the Ugly, for crimes against the State. The City of Kiel will be given to the person responsible for returning this traitor to Ankara. (P.S. You need not deliver him by army or fleet -- we will do.)

"RAGHEADS" to "DIRTYBRAINS" ((via TURKEY)): You Kiel'd no!

ENGLAND to WORLD: YAY PANTHERS!!

ENGLAND: A Sultan who challenged a Kaiser
 Came on strong like the Old Faithful Kaiser.
 But we found he's no gushay --
 Just a drip with no Prussier --
 Now he's one army lighter, but waiser.

ENGLAND: The Russian Tsar, Larry by name,
 Thought he'd sucker the olde English Dams.
 He allied with Turkey,
 His future looks murky:
 As the Scots say, "Ye'd best bide at hame."

((QUASAR continues next page))

QUASAR (continued)

LON to BUD: How easy to say, "I repent!"
Don't you wonder just what the Turk meant?
You could lose Serbia;
In Rum he could curbya --
It all depends on where he's went.

R I G E L

1983K

A BREAK FOR THE WINTER.

Autumn 1902

ENGLAND (NRR): A Nwy & OCE

Winter 1902

AUSTRIA (Knight): Build A TRI

ENGLAND (Sweeney): Remove A Nwy (NSU) even

FRANCE (Harc): even

GERMANY (Helotzmar): Build F KIE, A MUN

ITALY (Kid): even

RUSSIA (Kleinan): Build A MOS

TURKEY (Bally): Build F SMY

Game Notes: Last season's order for F Adr should not have been underlined. All players were notified.

The seasons in this game were separated by player request. Only the press specifically labeled for the winter season is printed this month.

The draw proposals both failed. Russia wants it known that he voted no to both of them. Proposed now are an A/E/F/G/I/R/T draw, an E/F draw, an A/R draw, a concession to England in the LUNA game (illegal), an A/G draw, and a concession to Germany. Please vote on all legal proposals by next deadline.

Press:

LON to WORLD: France is next! Ask Germany.

LON to MOSCOW: Good luck against Turkey and Austria...but do I mean it? Ask my Norwegian subjects!

BRUX: There's another little press release for RIGEL, but you'll have to find it later in this issue. I typed it up in advance, and couldn't squeeze it onto the bottom of this page. Seek and ye shall find...probably toward the end of the issue!

((RIGEL continues somewhere...))

Like certain one-center powers in PEGASUS, and like the PEGASUS game itself, The Shogun's Sword refuses to die! Cathy Cuning, 1603 NE 50th St., Seattle, WA 98105 will be taking it over, sub list and all, from Mike Barno, making this the first American gamezine (I think) to go through three publishers. I met Cathy at Origins and think she will put out a first class product.

I understand from Ruth Glaspey that Paranoiac's Monthly (Jack Fleming's zine) is alive and well after a vacation in Mexico. Good news...

Gamesmasters Answer the Telephone

Introduction by Chuff Afflerbach

Rrrrrring!

"Hello, Mrs. Bumstead? This is Mr. Dithers calling from the office. I'm afraid Dagwood has been called away rather suddenly on a business trip...No, just to Caracas...I know it's in Venezuela...Well, yes, he did leave a message. He said please call a Mr. Linsey right away and tell him to retreat the army in Gascony to Marseilles..."

Good for you, Bruce! You've discovered a whole new legitimate diplomatic option for us to exploit. No one would even think of deceiving the honorable GM, but what harm is there in hoodwinking some poor, unsuspecting hausfrau?

But now I'm going to disappoint you. I'm resisting the temptation to make light of yours and Mr. Meinel's very real questions regarding GMs and the telephone. You see, I have bravely volunteered to do a little GMing of my own. And because that game will be starting soon, I had better take a serious look at some of these situations.

SITUATION 1: A PLAYER CALLS YOU ON DEADLINE DAY AND NEGLECTS TO VOTE ON A GAME-ENDING PROPOSAL. HIS VOTE IS CRUCIAL TO THE OUTCOME. WILL YOU PROMPT HIM FOR IT?

Mark Lew: Yes.

Ronald Brown: No.

John MacFarlane: No. Why give him an advantage over someone who writes his orders?

Paul Rautenberg: I don't write to players who submit incomplete moves postally. Why should I give such an advantage over the phone?

Fred Davis: Yes.

Kevin Stone: Yes, I would prompt him for a draw vote. It isn't like telling someone they haven't ordered a unit.

Dave Carter: I'll accept phone calls up to the point where I have started adjudicating the game that the phoned in orders apply to. Since I pretype most of the games it is not a good way to conduct business. Nevertheless if Joe Citizen phones up and I have not started working on that game then I'll accept his orders.

Steve Hutton: No.

Jeff Note: No. What if he sent a letter with no vote? Do you call and ask him for a vote? Of course not. So why give him the chance here? If he doesn't remember to vote, that's his fault.

Doug Beyerlein: No, I will not prompt a player for votes or orders when taking them by phone. It is the player's responsibility to keep track of these things.

Steve Knight: Depends on what you mean by "prompt". You can't specifically say, "Don't you wanna vote...?" but it'd be okay to close the conversation in general with, "Anything else?". In practice, I'd probably be inclined to close most conversations with something like that, just because I know how easy it is to overlook most non-order things when you're trying to be coherent without wasting money on a long call. (Well, I always have trouble being coherent.) A general suggestion of this nature, that the player make a quick review of what he wanted to submit but without asking for a specific item, is legit.

Nelson Heinzman: No, I would not prompt him or offer a reminder in any fashion whatsoever. A gamesmaster would not remind the player by mail if his/her written orders omitted the vote, so why should the procedure be any different just because the form of communication is now oral?

Rod Walker: See answer to #2 also. However, I would ask him for his vote, since I always count NVK = yes.

Jim Meinel: Yes. Those damn little votes are easy to forget when you sit down to write orders or call them in. I know, I've done it. One could easily allow the call for a vote to slip by unnoticed if the gamesmaster sticks the request at the end of the press section instead of with the body of the game reports. I don't do that, but I would still ask, "What about the draw/concession proposal?"

Chuff Afflerbach: I am by nature and experience loathe to talk on the telephone. This is why I play postal games. However, my deadlines recently have been coming much closer together, and I have resorted to phoning in orders more often than I like.

My fantasy of the Game Master in his Situation Room, poised by the Hot Line, was shattered with my very first call. I had to explain who I was. He had to go find pencil and paper. He asked again which game I was in. I read my moves slowly, then he read them back. I thanked him, we hung up, and life resumed.

In that light, the idea of a GM prompting a player on his orders seems absurd. Essentially, he is only there to take dictation. Will the GM even remember that a concession vote is due? Will he notice that a support order is implied but not stated? Even an impossible move could slip by unnoticed. This is all the responsibility of the player. Once you set a precedent of correcting orders, you'll never hear the end of it. I'll get to strict GMing next, but for now remember that a helpful GM is just one slip away from being a meddling GM.

BRUX Linsey: No, I won't prompt for a vote. I run so many games that in many cases I won't even remember what has been proposed in a particular game. It's the players' responsibility to get their game info right, and I won't prompt them even if it means that a concession to a one-center Turkey is going to pass. (And I've been called "unethical" for taking this stance!)

SITUATION 2: WILL YOU ACCEPT ORDERS TWO MINUTES LATE? ONE MINUTE? THIRTY SECONDS? IF YES THEN HOW LONG IS YOUR GRACE PERIOD? IF NO THEN HOW DO YOU KNOW THAT YOUR CLOCK IS EXACTLY RIGHT?

Mark Lew: Yes. "Grace period" until I have typed up the game.

Ronald Brown: Yes to all three. 'Fraid I'm not consistent with the grace period. I've accepted orders 15 minutes late, and refused 30 minutes late, but I don't know where to draw the line.

John MacFarlane: A cutoff is a cutoff; abide by it. "no" to all three. And if you're the GM, your clock is right. Make it clear beforehand how strict you are with phone orders and how risky they are. It's foolish to call only minutes before the deadline anyway; the guy pays for his procrastination.

Paul Ruaterberg: I tend to honor the spirit, rather than the letter, of the law, so a couple of minutes won't faze me.

Fred Davis: I would accept phoned orders up to 10 minutes late, if it were a long-distance call. Long-distance calls are very expensive, in my mind-set, and I'd hate to have someone make such a call for nothing. I'd accept calls up to 5 minutes late from a local caller. There is always the possibility that my clock could be fast, or the other person's clock could be slow. It's more likely that his clock is slow, as I'm rather compulsive about setting my watch by radio time every 2 or 3 days, and electric clocks in my home don't lose time unless there's been a power failure, but I'm willing to give them the benefit of the doubt. In some cases, I have received calls from people who simply had no idea what time it was. I find this somewhat incredible, but there are people in this world who don't keep track of time.

Kevin Stone: No, I wouldn't accept the orders. I also wouldn't listen to any "My clock is right, yours is wrong" argument.

Dave Carter: See answer #1.

Steve Hutton: No. The only reasonable standard is to say that the GM's clock is correct by definition. I have a convenient way around this problem: my deadline is when mail arrives on deadline day -- a time at which I'm almost always at school or work.

Jeff Hoto: No. The deadline is 6:00 your time. If the guy is going to cut it that close to the deadline, then he's gambling that your watch (or clock) doesn't run fast. My response would be, "I don't care how accurate your watch is, my clock, which is the clock I go by, says it's after 6:00 and you're late. Sorry."

Doug Beyerlein: No. I will not accept orders after my deadline (which is 7 pm). My watch is set to the time recording from the phone company and I use that as my official time.

Steve Knight: Nope, anything after 6:00 is too late; no grace period, and you should probably double-check your clock's accuracy a day or so before the deadline if you want to be sure. If, however, a player insists that his clock, not yours, is correct and that he was really on time, you could ask him the time for his clock and call the local time-and-temperature number and compare what they say with both your time and his. If yours appears genuinely fast and the player's clock agrees with the time-and-temp people, you call him back for his orders.

Nelson Heintzman: I would not accept the player's orders and the time would be determined by my clock. A deadline cutoff should be at whatever o'clock SHARP. A case could be made for a 5-minute grace period, I suppose, since timepieces frequently do not tick in concert. In either case, however, the time limits should be clearly reflected in the RFA, and, of course, all time measurement should be according to the GM's reckoning. It should be borne in mind, also, that anyone who procrastinates until the last few seconds of a deadline knows full well that he/she is cutting it way too close, by far, and thus need not be surprised should disaster fall.

Rod Walker: I do not allow phoned orders on the deadline day. My deadline is the night before for telephone orders. This gets away from "deadline time" problems. I also do not guarantee to be at the phone, and frequently on the night before the deadline we aren't home or near the phone anyway. There is no phone in our bedroom or my office...deliberately.

Jia Meinel: I'd take the orders in all three cases and my grace period would be about five minutes. If the player claims his clock is to standard time it would be an easy step to call time after he hangs up and check it against your clock. But if someone calls at 6:06 I think I can justifiably say "no" without feeling like a nardsas.

Guuff Afflerbach: Darnit, are you a strict GM or aren't you? And if you are, why ain't your clock right?

If a strict GM isn't going to take orders after a certain time, he would be wise to stop answering the phone once the deadline arrives -- unless he just really enjoys telling Charlie "tough luck". Personally, it's no sweat for me to ignore the telephone for an hour or so.

BRUX Lineasy: In Voice of Doom, no late orders are accepted. If you are in the middle of giving them to me and the deadline passes, I will cut you off right then and there. And we go by my clock. In practice, I set my clock each deadline by the local Dial-a-Time number, though obviously this is not accurate to the nearest second. But it's what I go by. And I generally take the phone off the hook for a half an hour or so starting at 8PM to avoid disputes, though I once turned away a player who was ten minutes late.

To the GMs who allow a five (or whatever) minute grace period, I say "Phooey. All your doing is setting a second deadline. Will you then accept orders at 6:05:30? 6:05:15? If your true deadline is 6:05, then that's how you should list it."

SITUATION 3: HOW MANY TIMES AND HOW OFTEN WILL YOU TRY TO CALL A PLAYER WHO IS ABOUT TO MISS HIS MOVES? WILL YOU CALL A FRIEND OR A RELIABLE PLAYER MORE OFTEN THAN AN UNFAMILIAR ONE OR AN UNRELIABLE ONE?

Mark Lew: Call any player for a few days, until it's too late to mail to Scott. ((Ig runs his game as a subzine in Scott Hanson's Irksome.)

Ronald Brown: I call back two or three times spread throughout the evening. No, I don't call friends more often than an unfamiliar player or an erratic one.

John MacFarlane: I'd set a specific time at which to call all players, and then call only once. The players would know when I'd try to call and could plan accordingly. I'd also make it clear that NMR insurance is by no means failsafe.

Paul Rauterberg: I'll make collect calls if it doesn't inconvenience me to do so. Sometimes I'll try once, sometimes many times, depending on what else is going on in my life. I try not to recognize friendship as a distinction in my treatment of players.

Fred Davis: Not applicable, since I don't offer NMR insurance. If I did, I'd probably make one attempt to reach the player, regardless of who he was.

Kevin Stone: If someone had NMR insurance, I would call once an hour and then 15 minutes before the deadline. Everyone would get the same treatment.

Dave Carter: I don't provide NMR insurance since it does favour local players who do not have to worry about collect long distance charges.

Steve Hutton: Zero to three times, depending upon how busy I am. In my HRs, I only guarantee to call if I get the time.

Jeff Noto: While I am not a postal GM, and probably never will be, I have given quite a bit of thought as to what I would do if I were a GM. First, I would not call a friend more than any other player. I would probably call the NMRing player once every half hour over a period of two hours and then that's it.

Doug Beyerlein: In my zine, EPGIART, I don't provide NMR insurance because of the very problems you brought up in this question.

Steve Knight: No, you don't play favorites for familiar players; call in batches at specific times, maybe every three or four hours. This doesn't strike me as as big an issue as the others.

Nelson Heintzman: I would call that person as often or not as I pleased. Again, procedures for NMR insurance should be clearly explained by the GM. Basically, though, NMR insurance is a service which most GMs who extend this courtesy stress is not guaranteed. I would suggest that forgetful players view NMR insurance in the same tenuous manner as they would a state lottery. Ultimately, and without exception, the responsibility for the submission of orders rests solely with the player. The GM should not be faulted for calling all, some, or none of the players. If the lucky numbers are dialed and answered, so be it; if not, well, the player should not have let the situation come to such a pass, anyway.

Rod Walker: If I provided that insurance, I would call only once, which was my practice when I did agree to call collect if there was an NMR. I prefer General Orders as insurance.

Jim Meinel: I will typically call every fifteen minutes or half an hour until it gets too late to keep calling (start at 8:00 for me, quit at 10:00). I have to have the game adjudicated that night so I can type it up and have it ready to take to the copy place next morning. So if the person is gone during that two hour period then he's out of luck.

Chuff Affierbach: We are talking about postal dip; i.e., you mail your orders in to the GM. "NMR insurance" is misnamed. As these two questions point out, you can't really insure that you won't NMR. There are simply too many variables. Let's call it a "courtesy" or a "wake-up call". When you're ready to start paying premiums for the service, then we can call it insurance.

The fact is, I've actually been saved on one occasion by a conscientious GM. He called me at deadline time and found me not only at home but also in a mood to answer the phone. So as a GM, I intend to return the favor. However, I would consider the traditional "one phone call" all the delinquent player is entitled to. A busy signal might prompt me to try again.

Bill Kinsey: I try to be here on deadline Fridays to make collect calls, but no guarantees. After I get my mail I'll make the first round of collect calls. Usually I won't get anyone right away. Type up some of the zine, then another round just before dinner (a couple of hours before the deadline). Then another round after dinner. Another, perhaps, shortly after 7PM. And the final round a few minutes before the deadline of 8PM. That's typical; it sometimes varies. I try to call everyone the same number of times -- except that a player who NMR'd the previous season and whose standby has submitted orders for the current one probably won't get called at all. If he doesn't care enough to make sure that he gets his moves in and keeps the position, then why should I?

Incidentally, I don't think I've ever used the term "NMR insurance" in VB. The reason is that you don't ask for it here -- you have it automatically unless you request otherwise (as have two players in the history of the zine) or I can't get your phone number. Once again, though, there are never any guarantees and a player is never entitled to complain that he didn't receive such a call.

SITUATION 4: WILL YOU CALL DIRECTORY ASSISTANCE TO GET THE PHONE NUMBER OF A PLAYER WHO JUST MOVED, IF NECESSARY, SO THAT HE DOESN'T NMR?

Mark Low: Certainly.

Ronald Brown: No. To get NMR insurance, I must have the number. If I don't have it, the player doesn't have NMR insurance.

John MacFarlane: Yes, for the first deadline after he moves; no thereafter.

Paul Rauterberg: It may seem to Ma Bill that I have a "direct line" running to Directory Assistance. Some players, unfortunately, don't have phones listed under their own names.

Fred Davis: Not applicable. I don't phone.

Kevin Stone: Yes, I would call directory assistance, although it isn't free here. It costs us 10¢.

Dave Carter: Does not apply.

Steve Hutton: No. It's his responsibility to get his phone number to me.

Jeff Noto: This is tough. I don't think I'd call him. When he moved doesn't matter.

Doug Beyerlein: See the answer to question #3.

Steve Knight: No, you don't call directory assistance. If he doesn't inform you of the new phone number as soon as he's able, he's out of luck. After all, he can call and tell you the minute it's installed -- and if it's not, the point's moot anyway.

Nelson Heintzman: Perhaps I would; perhaps not. Again, it is the GM's option. If he/she has the time and desire to do the detective work, fine. If not, the player is out of luck as it is his/her responsibility to give all the relevant information to the GM. Essentially, the function of the GM is to adjudicate the game, not to coddle the players.

Rod Walker: If I provided this service, yes, I would call information. However, anybody who does so should know that new numbers take 10-14 days after installation to get on directory assistance. If your man moved shortly before the deadline, you won't be given his number...but there may be a referral on his old number so that's what you should call.

Jim Meinel: Yes. This happened to me and I'll go ahead and try to obtain the number. And it's irrelevant to me whether he moves early in the season or later -- moving is no fun and there is all sorts of shit to keep track of, the least of which is deadlines. But, if directory assistance can't help, there isn't a whole lot to do. One could call a known friend and ask if there is a number for that player but that crosses over my line -- I wouldn't do it.

Chuff Afflerbach: It would be no bother at all to call directory assistance for a new number. I rather enjoy playing detective, and anything I can get free from Mother Bell I intend to take advantage of.

BRUX Linsey: So long as we're making all these collect calls anyway, what's the beef about calling information? I've done it plenty of times.

SITUATION 5: YOU'RE GABBERING ON THE PHONE WITH A FRIEND AND THE DEADLINE PASSES. DO YOU ACCEPT LATE ORDERS FROM A PLAYER WHO TRIES TO CALL YOU BUT CANNOT GET THROUGH? DOES HE HAVE TO INDICATE THAT THE LINE WAS BUSY? WILL YOU PROMPT HIM IF HE DOESN'T? HOW MUCH OF A GRACE PERIOD WOULD YOU GIVE HIM?

Mark Lew: Yes, no, N/A, a few days.

Ronald Brown: Yes. It's not the player's fault he couldn't get me earlier.

John MacFarlane: I'd be sure to keep the conversations short on deadline night. If I did it anyway, shame on me, but no breaks for the unlucky player.

Paul Rauterberg: Of course I'll give people the benefit of the doubt. Games are supposed to be a vehicle for personal enjoyment, not a chore, and not an excuse to be a prick.

Fred Davis: Yes, I'd accept the orders. They're not really "late" if the phone was busy. This has actually happened to me, but the previous phone calls were in each case purely social calls not related to Diplomacy. (Yes, there is another world out there beyond Diplomacy.) I'd accept a phone call up to 15 minutes after I'd hung up from the previous call.

Kevin Stone: Under no circumstances would I accept late orders because the phone was busy. It's not my fault that he took his chances and waited till the last minute to call. On deadline days I would try to keep the conversations as short as possible.

Dave Carter: Anyone who waits till 1/2 hour before deadline to phone in his orders has no reason to complain if he cannot get his orders in because the line is tied up.

Steve Hutton: No. I have stated many times in my zine that I'm often out, so anyone who consistently uses the phone to submit orders will eventually NMR. Anyone who uses the phone to submit orders does so at his own risk.

Jeff Note: Under no circumstances would I accept his orders. If he waits until 15 minutes before the deadline to call, then he's a fool. Why should my personal conversations have to suffer just because someone forgot to call until 5:45 or so. This is the risk of using the telephone -- the line may be busy or nobody may be home.

Doug Reyerlelan: No, I will not accept the orders.

Steve Knight: You point to the rule about not being able to rely on reaching the GM by phone. What decides it for me is that you can't be sure the player actually did try while you were talking. It could be another player who was called and said "I couldn't get through because the line was busy," by a player who actually did try.

Neison Hahnemann: The deadline should not be extended. I want players who wait for weeks until the last hour to deadline before submitting their orders are simply asking for trouble. The GM is under no obligation to keep his telephone line open -- or even be at home, for that matter -- on deadline day. If the GM is those patiently awaiting calls that may or may not come from his fancy club, how nice would it be hardly a requirement.

Red Walker: Nice #2. I don't have this problem. I'd be interested in this point, but again I don't see why GMs bother taking telephone orders on the day of the deadline. Refusing to take orders by phone on that date saves a lot of frustration.

Jim Mehmert: First, I wouldn't put myself in this position. I don't want to put people off because it was getting too close to the deadline time. I don't want to put your grandmother calling about your upcoming wedding or graduation or something -- how are you going to cut your little grandma off? I would pray like hell that no one will call, but if someone calls within the next, say, 20 minutes I would take the chance if he had called that he would be busy. I would be very understanding if someone would have brought up some sort of defense. I would be very understanding if someone would only be a phone call away from the GM. I would be very understanding if someone would call after the 20 minutes. I would be very understanding if someone would call after other players had to call, also.

Chief Whiteman: If you do fancy yourself a player, OK, are you going to let anybody tie up your line for twenty minutes just before the deadline? I can't imagine who you are in a world of names and friends. Now damn it, don't you do it or not you don't.

BMI: I would accept his apology. I would try to keep your "converse" and "lets" just before the deadline and I have not people out there to be late, no way.

To answer Red Walker's question, I and many other GMs accept phone orders on the deadline day, because we also would we know who we talk to. I would not all of the mailed orders have arrived by the day before.

SITUATION A: YOU TYPE IN YOUR PHONE NUMBER CAUSING A MESS. YOU WOULD HAVE TO MARK LAW YOU HAD TO HIM.

Ronald Brown: Hey, I don't have to be home for a week before the deadline. I don't want to be. I'm bad about the wrong number, as well. It shouldn't be depending on the phone. (I once had a "glitch" in my line and a player could not get through he still NEEDED)

John MacFarlane: A deadline is a deadline. Like I said already, depending on season, is always hard. I'd say "rough luck" to the player. I'd try to get it out, and throw it over a cliff.

Paul Rautenberg: If I'm not home on the deadline day, that is tough. I consider the GM's being home to take my phoned-in orders to be a "fancy" club, but I have a death-bus replacement. If I gave them the wrong address or phone number, and received a complaint, I'd delay the game.

Fred Davis: I'd probably rerun the season. I did once have a typo in my phone number, sending the wrong area code, and one player found me calling him in New Jersey and making a message with the baby sitter. I don't know what the other thought was the baby sitter gave the message to him. I don't know what message did not relate to orders, but to other hobby business.

Kevlin Stone: I would give the housewife not guaranteeing orders and his apologize. I'd also give him free entry into the next game.

Steve Carter: If there was a typo in the phone number, I would try to get it out, and throw it over a cliff. I would be very understanding if someone would call after the 20 minutes. I would be very understanding if someone would call after other players had to call, also.

Steve Hutton: I'd feel really bad, that's what I'd do. Since my error had caused his problems, I'd likely ask a more experienced GM for advice and/or call in an ombudsman. This is a toughie!

Jeff Noto: I don't think this is a clear issue. How did he get the correct number? Does he mention the typo? Even if he does, what can I do -- replay the season? I don't think so. Either one player gets screwed or six do. Tell him things like this happen and there's nothing you can do about it.

Doug Beyerlein: There is not much that can be done in this case unless the NMR season is replayed. The player got screwed by the GM's sloppiness, which unfortunately happens all too often. As the GM, I would apologize but not replay the season. (A similar situation is what should a GM do if a player NMRs because the GM's phone is on the blink?)

Steve Knight: This is a toughie. If the player's inability to reach you is due to your own screwup...I really don't know.

Nelson Heintzman: I would sincerely apologize, but the season stands as is. Furthermore, I would politely point out to the player that earlier issues contained my correct phone number and that anyone playing in a sine certainly should have had the GM's correct telephone number in his/her address book. To rely solely upon each individual issue for a phone number -- especially when typos are so prevalent -- is rather shortsighted.

Rod Walker: If your phone number hasn't changed, then the typo is of no account... after all, you don't guarantee to be home and this is postal Diplomacy. If you moved and made a typo in your new number, then the player could have called your old number for a referral to double-check (after all, preassigned numbers have been known to change).

Jim Meinel: This is a gamesmaster's nightmare. Clearly it would be my fault, but I hate replaying seasons. To not replay it would just be a total screwing of that player. What is worse, lousing up the game for everyone by totally disrupting the flow of diplomacy and calling for a replay or having the one player bear the total consequences for your terrific blunder? I suppose it would depend on who was the victim (take THAT you purists). If he was a friend or someone who I got along well with I would try to get him to accept it and apologize profusely and maybe point out that he'd be worse off with a replay. But the question had the given assumption that the player was "very embittered" so I doubt I would be successful in talking my way out of it. I'm shit if I do and I'm shit if I don't. I'd replay the season, hoping the players would understand that it was being done to prevent one player from being grossly screwed, and it could be one of them next time.

Chuff Afflerbach: So the phone number was typed wrong -- sue me! Actually, this was the best question of the lot. If a GM misprinted his mailing address, he'd really get skunked. But I'm not a strict GM anyway; I just hate to talk on the telephone. Now if several players NMR the same turn, I'd realize something was wrong and willingly extend the deadline. Satisfied?

BRUX Lindsey: Yup, this was the best question of the bunch. Some of the replies above don't take into account that the player had no way of knowing that he was dialing a wrong number at the time, as the original question stated that there was no answer. Others suggest replaying the season. This is never the correct solution to any GMing error -- it destroys the spirit of the whole game by tipping off players' plans in advance. And I think Jim Meinel is dead wrong in suggesting that your solution should depend on how friendly you are with the player -- all players must receive equal treatment. My deepest sympathies would be extended to the player, but he did rely on the phone and the NMR stands as there is no other reasonable solution.

SITUATION 7: DO YOU PROMPT A PLAYER TO CORRECT AN ORDER LIKE A BER S PRU-SIL? IF HE ORDERS A VIE S F ADR-TRI, WILL YOU PROMPT HIM TO ADD F ADR-TRI IF HE DOESN'T SAY IT HIMSELF?

Mark Lew: N/A

Ronald Brown: Not applicable.

John MacFarlane: Offhand, I'd say "yes" to the first and "no" to the second, but as I said in #1, why give a player who phones in orders an advantage? For consistency's sake, "no" to both.

Paul Rauterberg: No corrections over the phone (GM interference).

Fred Davis: I would clarify the order as I took it over the phone. I always read back the orders people give me, to be certain of what they are saying. People often mispronounce the names of provinces or make mistakes when dictating orders by phone.

Kevin Stone: I would accept the orders as he said treat it just as I would a written order. The moves would fail. I would not prompt for units.

Dave Carter: I would ask the phoner if I happened to catch him ordering erroneously or failing to vote. The key here is if I happened to catch it. I'm obviously not a strict GM!

Steve Hutton: No.

Jeff Neto: I'm not that strict. However, if I was, I probably wouldn't accept either order.

Doug Beyerlein: I am not a strict GM when it comes to the order examples you gave. I will accept the implied orders.

Steve Knights: No, you don't prompt specifically. If he doesn't catch it when you read back the orders, he's stuck with the bad orders.

Nelson Heintzman: As in question 1, NO prompting. The GM repeats the orders back to the player and pauses. If the player adds or changes something, fine; if not, then that's it.

Rod Walker: In the former instance I'd say "What in Prussia?" or some such (but I don't need that myself, since I observe the "badly-written order" rule in the Rulebook, a rule which many GMs ignore or flaunt). In the latter instance, I would ask something such as "Is F ADR actually moving to Tri?" (In FTF games, by the way, it's a common practice to ask a player what he meant by an order, or to interpret his own handwriting, and so on. We could do this in postal Dip too, save for the time and postage required to do it.)

Jim Meinel: Man, this happens all the time when I am taking orders over the phone. People are just not going to be as precise with oral communications as they are with written communications. As a matter of practice (I didn't intend for it to be this way) a person calling orders in has a much easier time of it with me -- I'll prompt procedural omissions but not substantive. So leaving off the unit designation is okay (even though it's not with my written orders) and I'll accept the implied order.

BRUX Liney: I (cringe) have prompted a player regarding a misstated order. But on reflection, I have to agree with those who say, "Why give the player an advantage over those who mail in their orders?". So I will never again prompt a player to correct a faulty order over the phone. Players here may take this as a warning as this is not an uncommon occurrence! As for the implied order, no way would I ask him for the missing order.

SITUATION 8: WILL YOU POINT OUT THE IMPOSSIBILITY OF A BER-DEN IN SPRING 1901? WILL YOU ASK FOR A CLARIFICATION ON "FLEET NORWEGIAN TO NORTH"?

Mark Lew: Yes, of course.

Ronald Brown: Nope. I don't prompt. I just write 'em as he says 'em.

John MacFarlane: No, for the same reason as in #1. An interesting added question would be "What if he also ordered F North Sea holds?"

BRUXus Interruptus: That's not strictly a telephone question -- it could apply to written orders as well. In VD, the meaning of an order cannot be determined by what other units are ordered to do, so the first order is still ambiguous.

Paul Rauterberg: See #7. "North" is not ambiguous.

Fred Davis: a. Probably not, unless it was a novice player. I'd probably assume that he had a reason for this order. b. Yes, I'd ask him to clarify. As I said, I read back all orders given to me over the phone, so I'd have to ask "North what?".

Kevin Stone: No, I wouldn't tell anyone that a move is impossible. The "North" situation is tricky, but I'd probably ask for a clarification.

Dave Carter: Yes, I would point it out...if I noticed it.

Steve Hutton: You can convoy A Ber-Den, can't you? Without a map in front of me, I can't be sure. I probably wouldn't even notice an illegal order, and if I did I'd keep my mouth shut. In the "North" case I would probably interpret North as North Sea subconsciously.

Jeff Note: No. Do you call up a player who writes A Bar-Den telling him he goofed? Absolutely not! So don't do it here. The same applies to "Fleet Norwegian to North".

Doug Beyerlein: I will not point out players' errors in accepting orders by phone. If I did and I didn't catch one, whose fault would it be? However, if I don't understand an order I do ask for a clarification.

Steve Knight: No, you don't point out the impossible order -- again, he should catch it when you read them back. No, you don't ask for a clarification of "North".

Nelson Heintzman: Same as questions 1 and 7. The GM may answer procedural questions if asked, but in no way may prompt or suggest that anything is amiss.

Rod Wlaker: In the former instance, I would repeat the whole set of orders and ask the player if he were sure these were what he wanted. If he said "yes", I would feel under no further obligation. In the latter instance, I'd probably ask, "North what?".

Jim Meinal: This question deals with the substantive error. No prompting here -- illegal orders or vague ones (F Nwg-North) will not be questioned over the phone.

Chuff Afflerbach: To answer a question with a question, suppose it's not Spring 1901. Would you point out then that A Ber-Den is impossible? Perhaps the player is expecting a convoy by an ally's fleet in the Baltic. If that order has been received, the GM wouldn't even question such an order. Thus, the player deduces that he has been betrayed, and he immediately changes all his orders. The helpful GM has just meddled inappropriately in the game. Now, does the fact that there is no fleet in the Baltic alter the fact that the GM is still meddling? Maybe the player expected a convoy anyway. It's not the GM's place to teach a player how to play the game.

Of course, it's quite possible that a GM will notice an obvious error or omission. Rather than have him bite his tongue in two, I would allow him to blurt out an impulsive "Fleet Norwegian to North what?". This is only a natural reaction on his part, to be forgiven if not condoned. But here let me remind everyone that this is a telephone call. You're already splurging, so go ahead -- live a little! Reach out and communicate! A player who calls up and gives abbreviations over the phone is an ignoramus, and if two players do it they are both ignorami. By the same token, anyone who would forbid the GM to ask "North what?" is a dominatrix! (Plural: dominatrices)

BRUX Linsey: Nope. I don't point out impossible moves or ambiguous ones. I used to feel the same way as Fred Davis -- that novices might be entitled to special consideration -- but that was years ago. Now I feel that all players must be treated equally, and to me that means no prompting on faulty orders.

I'd be curious to know how two or three of the people who responded think that "North" is not ambiguous -- unless their house rules specifically state that it means North Sea or North Atlantic Ocean (or North Africa).

SITUATION 9: DO YOU ACCEPT ORDERS FROM A PLAYER'S WIFE? DO YOU ACCEPT A PLAYER'S ORDERS VIA A MEMBER OF YOUR FAMILY? HOW ABOUT ORDERS GIVEN FROM HIS WIFE TO A MEMBER OF YOUR FAMILY?

Mark Lew: No. No. I wouldn't put it past some around here to fabricate someone's orders, for the hell of it.

Ronald Brown: Yes to all cases.

John MacFarlane: Do not accept orders from anyone but the player himself. Likewise, don't accept orders taken by a family member unless he/she is qualified to do so. Make sure this policy is known by your players.

Paul Rautenberg: No, unless the wife has a password or can prove her identity absolutely. Yes, I'll let my brothers take down orders, if they care to bother.

Fred Davis: Yes, because I give each player a Code Number to use for phone calls. As long as the players gives the code number, I'd accept the orders, whether given to me or a member of my family.

Kevin Stone: Yes, I would accept the orders from the wife. However, a spouse is the only person other than the player who I'd accept orders from. No, nobody else in my family could accept orders.

Dave Carter: Yes, I would accept orders from players' spouses. No, I would not let anyone else but myself accept orders. My wife refuses to take orders (doesn't everyone's?).

Steve Hutton: Sure. But, a player who asks his dentist to give my next door neighbor's hairdresser the orders is taking a risk. The more convoluted the path from him to me, the more likely I am to suspect the orders are fake. My house rules say, "The GM may reject any set of orders which he has reason to believe are not authentic." I've never used this rule, but if I genuinely doubt the authenticity of a set of orders, I'm quite willing to chuck them.

Jeff Noto: No. It is the player's responsibility to get his orders in, and if he can't do it himself, that's too bad. I would only accept orders from him, no matter how well I knew his wife. Along the same line of reasoning, I would have it in my house rules that only I can accept orders received over the phone. I would, however, have informed my family when I'd be back so that they could relay this to the player.

Doug Beyerlein: I only accept phone orders if the player, or player's wife, also gives me (or Marie, if she takes the orders) the player's secret phone password. Without the correct password the orders are not valid.

Steve Knight: Very dependent on HRs here. Basically, if family members are going to accept orders they should know proper procedures, etc. Not sure which way to swing on this one, either.

Nelson Heintzman: Under no circumstances would I accept orders over the phone other than those spoken in the voice of the player in question. Orders over the phone should be transmitted only from the player to the GM with no go-betweens. If a password system is in use, then that does raise the question of a proxy who has been given the password. That, however, is another problem.

Rod Walker: Former instance: yes, if the wife knows the player's codeword. Latter instance: no, unless the code word is given and Jim consents to take the information. I've cautioned my players not to give orders to anyone but me...and I have indicated I will not be responsible for the results if they do so (even though I will try to do my best with them). In the third instance, the chances for miscommunication boggle the mind. But if there was a proper codeword, I'd take whatever mess came out and try to do something with it.

Jim Meinel: No. This has happened to me, I called collect for an NMR and the player was out of town but the wife had the orders. No dice. Luckily he found out somehow and called me just before the deadline. But it has to be the player calling.

Chuff Afflerbach: "Hi, honey, it's me...Venezuela? No, I'm at Clancy's Pool Hall... Mr. Dithers said what?!. . .But he's been out of town all week!...Woodley! Only Herb would want me to retreat to Marseilles! I'll kill him! I'll...Now Blondie, don't start crying..."

Okay, Bruce, look what you've done. Proud of yourself now?

BRUX Linsey: Give me half an hour or so to bring my mirth back under control after reading Chuff's clever response. (Pause.) Okay...I don't accept orders via a third party. Once, over two years ago, I took orders from a player's wife. Luckily, nothing got screwed up. But I won't do it now. And my family knows that they may not take orders, although my sister tried to once...

SITUATION 10: YOUR PHONE GOES ON THE BLINK THREE DAYS BEFORE DEADLINE, AND ISN'T FIXED TILL THE DAY AFTER DEADLINE. DO YOU ACCEPT LATE ORDERS FROM PLAYERS WHO TRIED TO PHONE THEM IN EARLIER?

Mark Lew: A day late? Natürlich. "Knows I don't accept late orders?" Bullshit.

Ronald Brown: Toughy. I would be tempted to call everyone with an NMR as soon as the line was repaired, but I'd like to see what others say on this.

John MacFarlane: Don't accept any late orders.

Paul Rautenberg: I'll accept "late" orders if the game results aren't already adjudicated. If the NMR results, I'll have the players vote on whether or not to replay the season.

Fred Davis: I would delay the game, given the scenario presented here. However, I have all but one of my players trained to submit their orders by mail, except in a dire emergency.

Kevin Stone: I would go to a phone booth on the deadline day and start making collect phone calls. If anyone can't be reached and doesn't get their orders in, it's too bad. Since I wouldn't give anyone a break when the USP"S" screws up, why should I when Ma Bell is at fault?

Dave Carter: If he can't get through on the phone send a telegram! Phoned orders are a luxury, not SOP (Standard Operating Procedure).

Steve Hutton: Life's like that. I wouldn't accept late orders. Perhaps this experience would convince a few more players that it is unwise to rely upon the telephone for submitting orders. If so, I'd consider paying the phone company for screwing up my phone lines.

Jeff Note: No. Things like this happen, and it's not my fault that the phone company is slow. If I don't accept mail that is late due to slow delivery, why must I accept phone orders that were late because of something that was out of my control?

Doug Beyerlein: I see that this question is the same as the one I asked in my answer to Question #5. I adjudicate my EPGLANT games the minute the deadline is past. In this case, as with the others above, I will not alter my policy and accept orders after the deadline regardless of the circumstances. That may seem awfully hard on players who rely on the phone when submitting orders, but then this is postal Diplomacy and I think that there is a far greater potential for creating problems rather than solving them because of attempts to bend over backwards and make everyone happy.

Steve Knight: Another toughie. When it's neither your fault, nor the player's, I guess I have to go with telling everyone not to rely on the phone, mainly because of the case where the guy gets the zine and then claims he tried calling.

Nelson Reintzmann: Three days of telephone disfunction -- just prior to deadline -- is a different situation entirely from that occurring on deadline day itself. In this circumstance -- 3 days of being incommunicado -- I would extend the deadline another week and notify all the players concerning what had transpired.

Rod Walker: First of all, the repair will probably happen within 24 hours, so this question is not in ordinary circumstances realistic. However, let's say it happens. This is postal Diplomacy. If the guy mailed his orders to you on the day of the phone breakdown, he'd probably make the deadline anyway. ((WHAT? Not in my experience!)) What do you do if orders are mailed but not delivered? Nothing; it's still NMP. The player's job is to get orders to you and it's not your job to make allowances for acts of God. The hogwash about not being able to call you means he is trying to play non-postal Diplomacy. Besides, he could have sent a telegram, could he not? (Besides, with me, a day late is too late; the game is mailed out at noon the day after the deadline.)

Jim Meinel: Double deadline time! Three days before deadline, boy, I'd lose ten people! I'd just roll all deadlines over. And how does that square up with the people who call each other and say, "All right, the deadline is past, what did you do?" Just another lesson to you players out there -- never give your orders out until you have the zine in your hand! Never write that "Gee, Joe, really sorry about the stab" until you see the zine. ((Or have direct confirmation from the GM that the season has indeed been played.)) But I've evaded the question -- what if I didn't have an extension? I'd take the orders, again, if they said why they couldn't reach me. As for the guy who NMPed, it would never happen in this case as I'd call anyone who didn't come in with orders as a result of a bad phone. ((1) GM interference, you cry. Yeah, I interfered with the smooth conduct of the game by having my phone broken (regardless if it's my fault or not) so I'm doing something to fix it. Unfortunately the person who just wanted to modify his orders is out of luck as I won't accept his claim.

Chaff Afflerbach: If the phone wasn't working, sue Ma Bell -- and good luck!

Now before you start sending me all those dead blunks you've got stashed in your bottom drawer for a special occasion, let me reiterate that this is postal Diplomacy. If your orders are lost in the mail, it's always tough luck, Charlie. Why should a bad phone connection be any different? As I said before, phone orders are merely a courtesy, so rely on them at your own risk. Confucius say, those who practice brinkmanship may fall over brink. Even if you are stuck at the antepenultimate minute, there are other (admittedly more expensive) alternatives. Telegrams, express mail, and mailgrams may get your orders through.

BRUX Linsey: Throughout this article several people have come up with several reasons for accepting late orders. The questions of "how late" and "for what reason" are always going to be troublesome. That's the reason that I'd say here, again, the players who relied on the phone are just out of luck. Ma Bell can be a mother at times, but don't take late orders. Period.

My thanks to all Doonies who took the time to reply to this survey, and especially to Jim Meinel who came up with the idea to begin with. My sincere apologies to Mark Luedi, whose thoughtful replies accidentally got throw out with his last letter. Sorry, Mark, what can I say?

Per my comments in the responses, I am from now on going to be as strict over the phone as I am with written orders, so be forewarned! Say 'em just as you would write 'em!

Jeff Noto has also asked me to rule on a hypothetical situation in which a hurricane demolishes Jacksonville, Florida (through which all of his correspondence to me passes), and as a result his orders are delayed several days in Jacksonville. I guess you all know my reply by now: sympathies and mucho regrets, but no late orders will be accepted.

Alex's Column

Alex's Column is published by Alex Lord, Doonie of the Year, Box 178, Hannacroix, NY 12087.

Hello Readers,

It seems like whenever I know I have to write an article I can never think of an appealing topic. Well, I'm not even going to try to think of one, I'm going to just write about whatever I'm thinking of right now. Let's see, I'm thinking about time and its relation to my obligations and duties of the day. Time always seems to fly by whenever I have to write an article before Friday...today. Maybe I'm just a procrastinator but I did think about my article every day this week and I was definitely aware that I couldn't think of anything to write about. Last night Bruce called and hurriedly told my brother that he must be packed and ready to leave for Lake George by tomorrow afternoon at 3:00 sharp. That's today already and less than five hours away. Also, I must have my article ready when Bruce and Billy come to pick up Howie and leave for Bolton Landing, Lake George. Ah, but last night I didn't have a chance to contemplate what I was going to write about because I had to bake for a bake sale. I'm vice president of our school's Spanish Club, and finally after much hassle and frustration I got a month-long trip passed and scheduled for next July. We will visit Spain, Italy, France, and England, and we will all need to reduce the exorbitant price of this trip before we can hope to hop on a plane and leave. I know it doesn't sound that hectic or demanding but I'm writing this in a pleasant style. If I informed you in my true, rushed style about all the abuse and demands I have to pacify today, you would say, "Isn't that cute, she doesn't know what hectic is yet!!" Maybe so, but it's all in the way you look at it. My brother just drove into our driveway; in about 15 minutes I will be babysitting for some screaming children. The one is very young and I am continually paranoid that something is going to strike down the little critter while I am there. The black crib death syndrome or something. Anyway, if I'm not back before 3PM and Billy comes he is going to be mad at me for not seeing him and I also don't know when I'm going to see him at Lake George. Ah, rush, rush, rush. I have to go, my brother is yelling at me to help him pack and...

Bye bye!
Alex

I will give you a full report on Lake George soon!

((Alex was very rushed this time as she says, but I'm eagerly awaiting the trip to Lake George -- and even more so, her article on it, which is bound to be lots of fun!))

26

The Gossip Column

From Pat Conlon (7/3/83):

Dear BRUX, --

That last big, mid-monthly reading issue has been sitting around waiting for me to write you. Training at Ft. Riley has been very intense, roughly 18 hours a day. Does that give you any idea how little Diplomacy I've conducted in the past month.

First up, a query for your resident English grammar experts. Rod Walker quoted H.G. Wells (I hope correctly): "Lead soldiers create no widows nor orphans." I like the imagery, but the negatives sound awkward. Is it grammatically correct to say, "no widows nor orphans"? To me it would sound better to say, "neither widows nor orphans". I'd really like to see an answer to this. H.G. Wells' sentence is concise and makes very good sense, but its sound jars (and that detracts from the message).

Jake Halverstadt's "Presidential Politics" game looks interesting. Not that I intend to play. But I would like to see more. How about running the rules, as a favor to Jake and your readers? What I saw in #79 was just a teaser. Give us more! Support alternative gaming!

Another interesting topic popped up in the mid-monthly: short wave radio. Maybe one of the hams will write an article or two for VD about getting into short wave and the fun of short wave.

One of my favorite "smoking room" topics is US foreign policy concerning Latin America. The Houston Halfling makes some rather disturbing suggestions. Greg stated that, because we cannot guarantee that we can "do the right thing" (where is this assertion proven?), the US should support its own interests, i.e. support pro-US military juntas.

But this is precisely the sort of screwball thinking that has gotten us into so much trouble in the past. We supported the Shah of Iran -- look where it got us. We supported Juan Batista, then Fidel Castro -- look where it got us. We supported some of the bloodthirstiest dictators of this century; Duvalier and Trujillo come to mind. In the early part of this century our policy was shaped in part by the interests of the United Fruit Company -- in effect continuing in Latin America the sort of mercantilism we rebelled against in our own revolution.

The high point of US policy towards Latin America came during the Kennedy Administration. But all that Kennedy ever effectively accomplished was stirring speeches and raised hopes. The nadir of our Latin American policy revolves around one US-supported dictator who had a torture expert named Snowball, an albino dwarf whose specialty was biting the balls off of live victims.

As long as our policy towards Latin America is grounded in the belief that we cannot improve the lot of Latin Americans, only preserve our own interests, we will continue to sputter and fail in our relations with our southern neighbors.

My transportation to Origins is still undecided. But I have the cash for a round trip flight, so come hell or high water, I'll be there. And of course, everyone should know where to find me Friday night after the Gumboat games.

((It was a blast, wasn't it?

I'd like to meet this Snowball guy. He sounds like quite the character. Anyway, I don't believe that supporting our own interests is necessarily mutually exclusive with trying to improve the lot of the millions of poor people in Latin America. I don't even feel that all of the dictators we have supported should have received that support. What I do feel is that, all else being reasonably equal, we should fight to keep out the communists. Now, if some pro-Soviet leader was capable of offering the good life to a Latin American country versus the poverty of a pro-American dictator, then I'd start soul-searching (and hope that the US could find a way to make a similar offer).

I think you're right on the Wells quote. Did good ol' H.G. really say that?))

From Jim Finley (7/3/83):

Dear BRUX,

How do? Just finished VD #80 and felt like writing. I'm also keeping Christopher entertained part-time so this may be a tad disjointed.

Are you truly entertaining the idea of abandoning that area and moving to an environment compatible with human health and comfort? You listen to Jace and take a look at the Rockies! Colorado's nice, and if you'd rather leave deep snow behind New Mexico's nicer.

Albuquerque is great: 5000 feet up, between the Sandia and Manzano Mountains (both subchains of the Rockies). Sandia is Spanish for "watermelon" and those mountains -- they form a wall several miles long and 10,500 feet high on the east edge of town -- light up the color of a slice of watermelon every night at sunset. From on top of them (there's a tramway or you can drive or hike up) you can see sixty miles to the lights of Santa Fe.

My grandmother moved there six years ago from Cleveland. She still spends every winter watching the weather on TV and laughing when they get to the Midwest.

Cost of living -- and pay scales, alas -- are lower than most cities. Easier place to survive while jobhunting, if you have any savings on which to live.

We'll be moving there next spring after I get out of the Marine Corps. Yes, I'm getting out. After seven years, I've put up with too much petty crap and too many broken promises, and so have my family. The latest insult is being told that because I got busted as a D.I. in 1981, I'd have to do a lot of special paperwork to stay in -- get on my knees and beg, is what it amounts to. This even after busting my butt and getting meritoriously promoted back to sergeant.

Anyway, they won't let me live the bust down, so my career prospects here are dismal. More important, it's a symptom of rot. Used to be, the Marine Corps really did take care of their own. You could blow it, and if it was an honest mistake and you worked hard, it was history. Now it's different. It's not "The Few, the Proud," it's "The Cautious, the Ass-Coverers." To hell with that. I'm better at high performance than mistake avoidance. As my typing no doubt reveals. No elite works that way. So you could say I'm leaving the Marines because they failed to meet my standards. Sounds silly but it's basically true.

You must be sick and weary of the debate on hunting, but after reading Dudley Kidd's letter I wanted to loudly applaud his words, especially his first two paragraphs; and in reply to your comment about "a helpless animal", say this: if an animal was helpless, shooting it would be a kindness, because otherwise it would surely starve to death. They don't have disability insurance. I'd rather die by gunshot than starvation any day.

The kind of hunting you see those "sportsmen" doing on TV is wrong. Curt Gowdy isn't going to eat all those birds. And big-game hunting for trophies is sick. But the overwhelming majority of hunters kill for food, and a lot of them need that meat. A deer rifle and annual hunting licenses can be a damned good investment over the years.

Happy Independence Day! And many happy returns. Long may our great people and nation thrive -- and let's hope the politicians can't prevent it. I don't believe there is a successful politico who ever understands freedom, because to get where they are, they have to be driven by an obsession with power -- which means that they live to rule others. Freedom is alien to everything they understand and believe in.

However, this government is by far the best available, because we have more control over our would-be rulers than other peoples have over theirs. So even if the pols think our notions about liberty are naive and stupid, they'd better not let that attitude show or they'll be replaced. Try to explain Watergate to a Russian. He'll never in a million years understand why a President resigned even though he didn't want to.

Anyone who thinks we have a repressive government should get a passport and do some traveling, say in the Philippines, or pick one of many colonialist places. You want repression? They'll show you some. When I was there for a while in '77 courtesy of Uncle Sam's Misguided Children, one of my friends made the mistake of being seen on the street after curfew by the local cops. They don't ask any questions. We dug most of the buckshot out of him, but he still has a couple of pellets in his butt for souvenirs.

If you can stand up in public and call your government a dictatorship, and get away with it, you're overreacting.

It's not perfect. It's not even very good. But it's the best available and we should appreciate it every day. Most of the people in the world can't even imagine what it's like to have a system as liberal and stable as ours. Where else could Abby Hoffman publish "Blond This Book" or the Nazis even be the streets. Those things seem like outages, and they are -- but maybe someday you'll feel like doing something I'd call an outrage. If you want to you can, so long as you don't hurt us doing it.

Best love, because you are.

Larry Tracy is hosting Ericson III in San Diego the end of this month. He is going. Larry's a born organizer, and he works hard. Is anyone from the east coming, do you happen to know? It's a good thing there are conventions out here for us poor folk who can't travel across country to play games.

Congratulations to Alex on her birthday and her academic successes. Hard work deserves reward and recognition. Keep it up.

(Thanks for the kind words; I'm sure Alex will appreciate them. She is an honor student in her school, and her parents and I are very proud of her.)

New Mexico would be one of my first choices as a state in which to live. I was there on a trip around the country in '76 and loved it (though we didn't hit the northern part of the state).

I agree that the US government is probably the least repressive in the world.

From John Michalski:

Dear Bruce,

I was very upset to see your answer to Heuterlang's letter piece about mandatory separations at any player's whim. Such pieces are usually good for provoking thought, but unfortunately, this is a very destructive example of the Berchian justice-in-theory vs the reality of justice-in-fact. For once, I'm afraid, I am not exaggerating to make a point. I have seen, and so still is a player in a rule that follows the insane policy, and what it does to a dip game is understated as a "twist". One will see plenty of Paul's type of "logic" to justify this stuff, and probably almost will, but never from people who have gone through the actual of playing a game under this notion. There are always plenty of people around who figure, "I shouldn't have to send in two sets of orders", or "I've got better things to do this month than look at that dip game", so they ask for a separation. Just look at Andy Licentia's Chesecake: a concerned (?!), a reliable wire, and separations on anyone's whim (I'm sometimes unsure if Andy would deny a separation request from even a non-player) and, games that are shot in the ass as a result. The Kinsman's complaints there this last issue duplicate an exchange that Andy and I had a few months earlier on the same topic. You know how, with 5 week lead times, it can easily take a year of game play 25 WEEKS to come out. And, don't bid yourself the same name with this stupid talk (and that's all it is) that you hope your players will do right. That makes as much sense as the soldiers who fight to see that no one is ever punished for their crimes, but then express hope that everyone will live as if they should with out police to watch over them. The original truth be he living right - it would be

wrong for him to have to work like the rest. The jockey player, too lazy to look at the board this month, thinks he is doing right by asking for a summer separation whether there are adjustments or not, for it would be wrong to penalize him for not submitting moves just because he's not in the mood yet to sit down and think about what different things he would do under the possible circumstances that could occur. I know, I know -- the Rasterbergs of this world will bounce eagerly back with a hypothetical season with such Gordian situations on it that Solomon himself couldn't adjudicate, let alone submit conditional orders for. But a little common sense will show that in ANY situation where the possibilities cause a serious uncertainty, more than one person will want a separation. By allowing an exciting game to degenerate into summer separations (I think only a fool would allow that; if someone playing under me asked for a separate summer, I'd tell him there is no such thing), you may be garnering favor with the lazy dumbass who doesn't feel up to thinking much about what he ought to do this month, but what about the normal players, the majority interest being ignored? They care -- now. They want to get on with the game -- now. Send them two VDs in a row that like Cheesecake will come out with fall, then fall retreats (Autumn), then an issue of builds, and guess what? How many excited and committed players will you have left when spring results appear? Pious statements about how you hope your players will be nice just doesn't cut the mustard, Bruce; it doesn't happen. The dolts out there figure they ARE doing right; they weren't doing well normally, so they get their opponents so disgraced with the game by delaying it that they just give up on the game. There's your fairness and justice in practice. You reward the fuckoffs, and the others move on. (I am still in one Cheesecake game, but would be hard-pressed to tell you what country I am, or to name two other players). Is this what you want? Saying no doesn't help; it IS what you will GET. Cheesecake is not some contorted theoretical situation I made up to illustrate my point; it is a real, living zine, that once carried games I cared about, but which now I would advise anyone AGAINST playing in, as I have elaborated on with Andy.

As you know, your view of a good game and mine differ markedly. VD has always been one of my favorite zines, although I do not encourage play there, and would warn anyone unfamiliar with its style to avoid jumping in. But if you adopted this stupid concept and let your games face the degeneration that Cheesecake faces, the same fairness and justice Paul alludes to would require me to change from a cautionary warning to an open negative in any situation I was asked about. Further, because of your excellent work with the novice packet, you draw in a disproportionately high percent of people new to the hobby into your games. It would be sad indeed if someone's first game became the farce that my last two under Lischett were/are. If I get disgusted (as I am there), I just play it out and leave, but to someone who might not be an old hobby barnacle like me, their "leaving" might be more than just VD or Cheesecake, but rather, the hobby. Bruce, you have your style and goals in Ging and I have mine, but I believe we are motivated by the same end result sought. I really believe you will blow it badly if you allow separations at will. Such games in my experience are an unmitigated disaster, even when in a reliable zine under a conscientious GM as is the case with Lischett/Cheesecake. Doodles are great, but Andy's players are from the same hobby pool, too, and I would sooner see someone sign up in Pink Dragon's next game than in Cheesecake's. Please consider 2 requests, which force either 1) a real situation needing some thought and talk, or at least an alliance of 2 unthinking heads to jointly decide to stop the game dead in its tracks as a tactical ploy; or 2) allow the 1 request but with a note that in ridiculous situations, the GM can and will go on anyhow. (Thus the player should always have to submit conditional or preliminary orders anyway. Forcing will-o-the-wisp players to do so even with a separation request will eliminate many such calls, for the sloth type player will figure if he must think about the game, might as well go ahead with it anyhow.) But please do not turn so many decent people off, and foul up a few VD games along the way. Just to learn from the Hart Knock School that

Paul's theorizing is the road to disaster. Take the folks who want to see "another" Fall, "Indian Summer", and winter seasons separate, and make them go Chernobyl, or the devil.

((Now, I sure rubbed a raw nerve there, didn't I? I haven't heard you so passionate about anything since the days of "Dennis DeBor" tactics!

My first thought is that you haven't even attempted to address the situation (not an improbable one, either) described a few issues back by Mark Borik, wherein a player's whole negotiating strategy might be affected by the likelihood of removal of a single unit. You mention that in complicated situations, two players will ask for a separation anyway, or the GM can do it himself, but you don't discuss situations that are not complicated but nonetheless pivotal. To replicate Hatch's example, suppose that there is only one build due on the board, and it's England's. You're France. If he builds F Lou, it's a stab, and you must try to patch things up with Germany. But if he builds F Bri, it's an alliance, and you must talk Germany into hitting Russia, not England. In such a circumstance, the lone player has a legitimate need for a separation of seasons, and he should be entitled to one regardless of the number of other adjustments due.

I cannot, however, ignore what you say. Indeed, I think the lady Duckoff situation you describe is far more common than the one described above, in which a separation is truly needed. I don't want my games to degenerate in the manner you describe. Clearly, the solution I decide on must deal with long problems.

My thoughts now are that the best solution (if any) involves just a bit of GM interference in the game. Specifically, how about something along the lines of: "Separations will be granted at the request of one player when there are more than three adjustments to be made; at the request of two players on any turn; and at the request of one player when three or fewer adjustments are due if the player can demonstrate to the GM that the separation is needed for a potential effect on his negotiating strategy. How's that one grab you?

I refuse to ignore the problem of the simple-yet-pivotal off-season, but also cannot ignore your impassioned plea. Indeed, I thank you for bringing it to my attention before I implemented my proposed policy.

As a side note, I think you're wrong to "not encourage pla." in VII, since I religiously inform all new signups about my unusual degree of strictness when they come in. Let 'em at least give it a try! Thanks for writing!

From Rod Walker (7/14/83).

PHillipson:

Big miscellaneous letter on many things. To cancel any doubts, this is for print, at your editorial discretion as usual.

Hunting: Interesting letter from Dudley Kidd. All the usual arguments about how wonderful hunting is and hunters are, and how anybody who is opposed to the mass slaughter of animals is obliged to be a vegetarian, etc. etc. This does not render any less disgusting the murder of low-technology creatures and high-technology weaponry, for no better reason than well, gee, well, killing is nice for killing other animals is of course not wrong, yet not for doing it without necessity is, and being wise enough to enjoy it is to fail. Really, to understand what it is to be human, why is it, one wonders, that some of us will demonstrate our mastery over nature through death? God bless the "humble hunter" and may he thrive!

Not only should there be a literacy test for voting in this country, it should be in English only. I agree with you that the abuse of a language, now or no reason to abandon it. On the other hand, I wonder whether there is any reason why ever bother to vote, after all, anyone who is too lazy to do so, and the Christian, is hardly going to put up enough of a fight to make a difference.

Tube to go pull levers or punch dots.

Unwanted Convoys: Well, let's look at Greg's example.

ENGLAND: A Lon-Bel (F Nth G) (F Nth dislodged)

FRANCE: F ENG C ENGLISH A Lon-Bel

GERMANY: F Bel-Nth (F DEN S)

This is in accordance with Rule XII.4 and Example 12... that is, the underlined orders fall. Any GM following the Rulebook would rule that way. However, if the situation is reversed (F Nth is French and F Eng is English), the situation is, I feel, different. Literally, under the Rules, one must rule the same. However, Rule XII.4 was written to rectify a very different situation, in which a player was trying a subterfuge by conveying his army by two fleets simultaneously. Hence the name of that section, "Ambiguous Convoy Routes". My ruling is that if one of the two fleets is a "home" fleet and one is "foreign", then the "home" fleet provides an unambiguous route and the convoy succeeds, regardless of what happens to the "foreign" fleet, if the "home" fleet is not dislodged. This is a situation which had not even been contemplated when Rule XII.4 was written in 1970, and I find it more equitable to address it in that fashion than by unquestioningly applying XII.4 to a situation it was not meant to cover.

Unit Designations: I do wish Ronald Brown would avoid imputing to me opinions which I do not have. I thought I had already made it clear that I do not care a rat's ass what a player intends by his orders. If a player has F Bre, and writes A Bre, I am not concerned whether the error is deliberate or accidental. I only know that it is an error. Furthermore, I know that the order is thus "badly-written", and that brings it within the purview of Rule VII.4, last sentence. If a player has ordered all his other units, does not order F Bre, and does order "A Bre", that order can have only one meaning: the unit in Brest was given an order. Not intent, but meaning. I do not see how it is possible to make an order ambiguous, or illegal, merely by improperly designating a unit (whether by accident or design). Despite the fact that I pin my argument precisely and only on Rule VII.4, Ronald has never considered that point. However, Ronald may, if he wishes, regard my ruling as idiosyncratic regardless of the fact that it is strictly in accordance with the Rules. Most GMs do in fact behave as if the last sentence of that Rule were not there. As Ronald points out, the really important thing is to state your position in advance rather than make up this thing on this occasion and that thing on that occasion.

Latin America: It's amazing how many people have the simple-minded notion that foreign policy has something to do with ideology. This makes it really hard to understand how in 1939 one fascist anti-Jewish state (Germany) attacked another fascist anti-Jewish state (Poland). The point here is that it is very short-sighted to assume that a left-wing government in Latin America would automatically be anti-US. One might point to Cuba, but that is a single case and furthermore it is a case of the self-fulfilling prophecy. We expected Cuba to be hostile, therefore treated the island as if it were, and of course the prophecy fulfilled itself. The fact of the matter is that the U.S. can have close relationships with nations designating themselves as "communist" (take Yugoslavia as an example). The Latin American nations have in fact good reason to be hostile toward us, but also a strong historical and cultural thrust toward friendship with us. Had we treated Dr. Castro as an honorable leader, had we treated the Cuban revolution with fairness, and above all had we willingly cooperated in ending the gross American exploitation of Cuba, that island would now be our firm friend and ally. Socialism is no sin, nor is its Leninist perversion. Why is caudillismo any worse because it is Marxist? We are now making the same bitter mistakes with Nicaragua and El Salvador. If we would only let history take its natural course in these nations, and stop trying to force them into neat little square holes, we might find our leadership position in this hemisphere not only unimpaired but enhanced. When it comes down to it, the advantages of James Monroe's original concept, keeping Old World rivalries and imperial ambitions out of this

hemisphere, are still apparent to anyone but the most nonconformist ideologue. We are forcing native neo-Marxist states to look outside this hemisphere for support with our admitted hostility. We cannot continue forever to impose their own past on the nations to the south. They want to have a future, too. If we do not at least let them have it (if not actually help them get it), then so much the worse for us. Besides, you forget the role of the Church in Latin America.

As for "sworn enemy" arguments... men, BRUN, get serious. Reality in this political world is as fleeting as friendship. You do remember, don't you, that once England was our "sworn enemy"? Who do you think the Monroe Doctrine was aimed at... "Sardinia"? So England became our bosom buddy, right? Mutual alliance and all that in the early 1900s, right? Would it surprise you to learn that we were preparing for war with England in 1921? Secretly, of course. At any time during the 18th and 19th centuries, one might have regarded England and France as "sworn enemies"... and where are they now? Roman Catholics and Protestants were once certainly not good friends. Ah, how quickly we forget. The best that may be said is that the USSR views us as the #1 threat to their security. They regard China as their #2 threat and Germany as #3. An alliance between the #1 and #2 threatens #3 (and does make #3 very nervous. Can you really blame them? But once China becomes the #1 threat, and it will, you are going to see a marked change in Soviet foreign policy. In fact, you already have. What they really fear is a Sino-American alliance (and that's not just paranoia). No wonder they are feverishly trying to deduce any threat from Europe. Once China becomes the #1 threat (God willing, soon), the USSR will then grow to fear a Sino-German alliance and change to a pro-American policy in which they will seek our alliance.

In the meantime, we ought to stop trying to tell the Latin Americans how to run their own countries. Their revolutions have always picked up on the latest European fads... French romanticism, agrarian reform (mid-to-late 19th century), xenophobic nationalism, fascism, and now Marxism. Monkey see, monkey do you know. These are basically intelligent, sensitive, and practical people, but with a flair for emotional outbursts. They have beefs against us. Let's not get wowed out of their systems, have their little fling with Marxism, and lose to perfection. They also have genuine problems of social and economic imbalance. I don't see any cause for concern because a few landlords got dispossessed (even if the landlord is the good old United Fruit Company). Consider that at one time or another every Marxist state bordering the USSR has, on its own initiative, gone about to being independent. Now tell me that a Marxist Latin American state, thousands of miles from Moscow, is going to stay a Soviet satellite for very long (if it ever becomes one). That doesn't even come close to computing. Since when have we ever given Cuba a chance, a fair chance, to be our friends? Not once since 1960, that's when. Short sighted! That's positively suicidal. In the Cuban mind, the Bay of Pigs still stands as a shining monument to the Good Neighbor Policy. A legacy of a quarter-century of Washington's utter stupidity will not be easy to erase, but it still can be done. Just don't expect Reagan to do it. He still thinks it's 1920.

Um...it appears in typing my last letter to you, I omitted a word from the last sentence of the penultimate paragraph. The sentence should read, "there is a general failure to recognize the simple truth that not getting away, no matter what the provocation (real or imagined) is admirable, constructive, virtuous, and right." That follows from the rest of the paragraph, with which the sentence without the "not", makes no sense.

Ben Schilling's observation that the government of the USSR is in fact a fascist state is quite correct. Most people think of the political spectrum as a straight line, with "right" and "left" at opposite ends. The fact is, like Hitler to think of it as a circle, with the right and left wings meeting at their authoritarian extremes. I would not, however, argue from a dictionary definition which is not a good procedure. Well, almost never. The pursuit of a dictatorship is no

indicate how words are currently used. The dictionary will define terms, but it does not define reality; nor is the latter limited by the former.

As to player records:

Well, OK, I expressed myself badly with the "no right" business. Of course anyone has a right to object. What I meant, and expressed poorly, was that Rick's objection plus about \$1 will buy him a nice sympathy card. An individual who, like Bill Quinn, is willing to take public information, collate it into useful form, and make the result available to anyone and everyone, is to be commended, not condemned. My impudent use of the "no right" phrase was intended to convey a sense of being absolutely aghast that anyone in this "information age" could find some objection to this perfectly reasonable and useful service that Bill Quinn is performing.

I do not mean to dispute here right to privacy and all that. Of course. But one's performance in one's games is hardly a private matter. The issue of privacy does not even arise in this context.

And yes, of course, if information is available, I suppose somebody will find a way to misuse it. That only means we should condemn the abuser, not the information. I'm not sure how the Nazis are relevant to Diplomacy game records, however. Even so, what Rick does not point out is that birth and death records, and synagogue rolls, and all that, are still being maintained today. The Germans have gone further than that and actually are computerizing genealogical records. If Rick is philosophically opposed to this sort of thing, that's fine, I suppose; there were once people who were philosophically opposed to flying, or to printing, or to sailing out toward the edge of the world. You don't hear much from them any more.

Did Rick "demand that it now be kept secret"? No, not in so many words, of course not. But don't his objections have that effect? He himself has emphasized how difficult it is to know the actual game record of any player and how few people these days have access to those data. I would say that information you don't have access to may be considered "secret", and from the point of view of Everyplayer it might as well be so. Bill Quinn is making available to everyone information which is otherwise available only to a privileged few. This breaks down from a previous bastion of elitist privilege in this hobby, and for that reason I am philosophically in favor of it.

But how useful is this information, really? Rick says it's part of "Know Thine Enemy", and I agree. But how much do you know a player from his post game performance statistics? This Old Fogey can remember a time in the hobby when we all pretty much knew each others' game records...not from stats but from watching the games. Bill Quinn's service will help restore some of that "village" atmosphere in the hobby, which is good in my opinion. However, can you really learn that much from statistics only? My opinion is that the benefit to be gained from such information is minimal. It says little about playing style. It would be easy for us to multiply examples here of players with similar records who played the game very differently, and no doubt so could you. It's possible, even likely, that knowledge of game stats might lead one player to act inappropriately toward another and get stomped to fudge as a result. I doubt it can be demonstrated that knowledge of this sort is automatically of benefit. However, any player who wants it has a right to have it. Yes, of course Rick Bagdale has a right to object to Bill Quinn's service, but I find such an objection inappropriate. It is not making a mountain out of a molehill. It is making a molehill out of nothing.

Emestone Foll: I'm sure you understand that Handolph is trying to eliminate the most obvious subjective bias in voting. If he allowed publishers to vote for their own zines, some would rate theirs honestly and others would give themselves 100 undeservedly. People who weren't playing under a given GM might rate him/her high as a friend or low as an enemy...although of course I admit your point that you can know how good/bad a GM is without playing under her/him. In the end, though, if

you have a large number of voters, the occasional grudge or zero-vote would have little effect. In any event, for the most part, Randolph's limitations are "on your honor" anyway. He has no way of knowing in the vast majority of cases whether a given person is snubbing to a zine, playing in a zine, or whatever. Well, yes, he does have a way of finding out, but I seriously doubt he would go to that much effort. Perhaps he should rephrase his limitations to suggest that the voter try to be as objective as possible, vote only where he/she has personal knowledge (even if only as an observer). However, no matter what Randolph does, you know there will be some, a few, "bad" votes. The results this year is not so horribly skewed, although of course you and I might both agree that Diplomacy world is underrated and other results are not as we see them. But I'm delighted to be up from 19th last year to 11th this year, and hope we do better next year. As to your own score, as a GM, well, of course, we have many excellent GMs these days, ranking is not so important as score, and I would rate virtually every GM above you as quite good (but not all of them). I would also rate you as quite good. You are very punctual and regular, and accurate. That counts for a lot. I suspect that some players will rate you low for being so picky. My own opinion is that there are places and times when you need to be more flexible about situations, which is to say, you're only human as we all are. Out of the GMs on the list, there are only a few more whom I would not hesitate to play, were I playing postally these days. You are one of them. I would not hesitate to play in one of your games if I had time to play and if I could find space on my bookshelf for your House rules.

Paul Rautenberg's article, "Just Whose Game Is This, Anyway?", was excellent. I entirely agree with his observations. My policy as GM is to separate winter from Spring on any occasion on which the players will need to see the adjustments before writing orders. This includes virtually every case in which there is a disbarment pending and/or where several builds are possible. In addition, I will publish only the Winter if I get a reasonable request to do so. By "reasonable," I mean anything other than a "knee-jerk" request from a player who always wants the separation or wants it just so that he/she will have more negotiating time. The first instance nullifies my case-by-case policy and the second is actually a request for me to show favoritism to a given player, which I feel is inappropriate for the GM. What I want to avoid is a complicated set of conditional orders, hard to write, and hard (sometimes) for the GM to interpret, so whenever the Winter season involves a lot of changes, it is printed separately. Some players object to this because "it slows the game down", but that's just the other side of the "speed-up" coin. Ultimately, my feeling is that the players have a right to see the adjustments before they write Spring orders, because in FTF games they always do see those adjustments. Postal games should not depart from FTF conditions any more than possible, in my opinion. Therefore, my feeling is that the "combined" season is a special case, not the "separated" ones. (I will also separate retreats if there is some complication to the situation, but my experience as a GM suggests this seldom is the case.)

((Thank much for the brief note. I still disagree with your foreign policy; I realize that alliances are not always based on similar ideologies, but I still feel uneasy about allowing communism to spread.

I calculated that without the three "zero" votes I received, I would have come in 11th in the GM poll. As if it makes a whole lot of difference...

I think you're waffling on the Quinn Files business. First in defending it, you call it "perfectly reasonable and useful", then you question its usefulness.

See Michalski's comments and my reply for the latest on the separation of seasons controversy.

Hunting: I'm with you 100%))

From Rob Schumack (7/8/83):

Dear BRUX,

So you'd move west if you thought you could find a job teaching somewhere. Well, look and ye shall find. Montana and Wyoming are supposed to be very teacher-short, and there have been articles in the newspaper here about the lack of qualified teachers in Idaho. My second cousin moved here a few years back because it was impossible to find a job teaching in the Chicago area, but not so tough here. At Montana State last fall, it was revealed that courses in the College of Education had the highest GPA on the campus, which caused a lot of accusations that the school was inflating grades because the state was so desperate for teachers. Obviously, there is a need for teachers in this area.

However, I don't know if somebody from the Albany area would really want to live in the "wide open spaces" or "Big Sky Country". It's a long drive from place to place, as the distance between my home and college demonstrates. I may live out-of-state, but the fact that I'm only three hours away from school puts me closer to it than probably half of the in-state people. One of my roommates had an 11-hour drive to make whenever he went home, and he didn't live out of state. Also, it's rather tough to round up a bunch of Dippy players, as Rich Reilly and I have been bemoaning and your VD circulation list probably shows. Other obvious differences: what we call a big city is not necessarily what a New Yorker would call a big city; a good winter usually means around 200 inches of snow in the mountains and temperatures that don't go too much under zero degrees; scenery that will knock your eyes out at a distance of 120 miles; etc.

A while back, I made a half-ass comment about hunting in one of my letters, but I thought maybe I should make a halfway intelligent discussion about the topic after the latest round of letters in VD. One of the aspects about it that bugs me is that the target/prey/whatever is generally some creature that wouldn't be capable of killing an unarmed human lost in the wilderness. After all, about all a doe could do is stare at you with its big dark eyes until you died of shame. Animals that would be capable of putting up a good fight are usually on the endangered species list because ranchers and hunters nearly eliminated them in the past. The last month I was at school, for instance, there was a big hoo-haw in the papers because somebody had poached two or three grizzlies just outside of Yellowstone and then left the bodies lying around. The grizzly serves as a perfect example of a creature that could fight back, as one of them killed a camper in the Island Park-Quake Lake area near Yellowstone just a couple of weeks ago, consuming something like 40% of his body-weight. Perhaps what this is all boiling down to is that if somebody wants to hunt, he should try an animal that would have a half decent chance of returning the mayhem and other bodily harm, thus adding an element of risk to hunting. Legalizing dueling or holding a war more often might be a logical solution to such a requirement.

What do Dipped-up school teachers do during the summer? When are you going to publish the answers to the test questions in the last issue of VD?

By the way, now that a VD game is actually ending, how do things look for game openings?

((None for a long time, sorry. I've been to the western states and love the Big Sky Country. The East is foul, dirty, and cramped in comparison.

If hunters must hunt, let 'em hunt prey that would have a decent chance even when the hunter is armed -- in other words, as you suggest, other humans.

Dipped-up school teachers publish like crazy during the summer!
Thank for a nice letter.))

From John Kelley:

Bruce-

I really think you're playing too fairly with Kathy's views. Here you would treat her with the same decency and respect with which she has treated you and your friends.

See blast? You've dated yourself. They call them blast or blast because you're not ready for the General, are you?

I remember Against the Odds; it was just dying off as a result of pressure to publish The Beholder.

Had a science teacher like you once in high school. I don't think I've learned much. I presume you don't have the latter failing, which is assumed as anyone learns anything in public schools (or private, for that matter).

Doesn't bother me that you gave Bill my address -- maybe I can catch him down a bit. One can be a patriot, fearing little and ready to die for his nation, and still not sound too national. I will terminate with a note: I will not attempt to eliminate the United States by use of force. I will not attempt to do better than "I'll kill any cocksucker who speaks with us". I will not attempt to do it any way, but I maintain that he'll be a bit more effective when he has a couple years of college under his belt. I'm all for God Bless America, but no nukes will not come through nukes. Not that I don't like nukes -- we have a number of difficulties to build them or be blackmailed into complicity. But people will never understand and infantile minds grasp at whatever straw they can find. This message will not already destroy each other three times over!! on this Russian people that we had war with!!? (Cliche, anyhow. If the Russian people had any say in the matter they'd overthrow the Krenin in ten seconds; they didn't though at all these thirty years ago until the fools began deporting them to Siberia.) With serious intent, the fact (not the fantasy) is that nuclear negotiations and similar negotiations do not work that way. What is true (to informed people) is that if there is a serious enough threat, they will still be a cohesive fighting unit and we may as well prepare for war, not centralized in cities and our technology so advanced, that we could live on a Neolithic subsistence economy without facing global nuclear annihilation. So, therefore, would rebuild and we simply couldn't do anything if you want peace. Prepare for war. I am.

Jake Halverstadt lives along the Cache la Poudre. This is my favorite river. I lived at Pueblo Park for three years while my father worked for the U.S. Forest Service; Colorado is lovely. The tree-fort-building days of my youth were spent in those tall pine forests. I'd give gold to see the GLE river and the Grand Canyon again. Just to step outside on a summer morning and see the sun rising over the mountains. I'm getting sentimental. And Jake, if you'd like to see some of our common Colorado heritage, by all means do see if you can find the remains of the Pete Binas; I'd be glad to hear from you.

Bruce, noticed your strictness of notation; personally I don't mind a slightly way to go. Often I would purposely botch an order as a player and I'd never be unhappy if it was not taken literally. Only with absolute instructions, if the subtleties of the game be employed.

Enjoyed Red Walker's articles; but since it would be heading for the courts and to say that God had no biases, it would be very good to read by a policy maker, and we considering every word about past events to be absolute gospel. Personally I don't like people's bitch about a computer compilation. Don't be just too far from something to write about. What are they going to do, stop him? Don't be too far from something to write about.

Out to serve on the Honor Guard, etc. for the fallen. I don't know if it's necessary. I don't think I'd be a good candidate for it. I'd be a good candidate for it.

including both anthems, and the entourage passed directly in front of me; got a good looking-over from a Royal Marine Commando. A nice day for a person who is half English.

Personally, I detest digest repro. I have good eyes and don't like to strain them.

It is appropriate to call Billy Highfield after me; he has patriotic spirit and I like it. However, it is more effective to prove your points as you write for public consumption and impress your audience rather than to just make statements. He has the basic advantage of being right, for the most part; it would be easy to prove it. I'm also 19 -- but a member of the Army ROTC. All services are important, and all are on the same team. Am sick of the inter-services bitching -- almost hit a Navy guy the other day for his comments. Also, as a fellow officer trainee, Bill, I'd like to mention that you make a better impression for the military and conservatives when you sound more sedate. But I'm on your side, pal, and let's hear it for this great land that a lot of terminal complainers seem to think it fashionable to criticize.

Good to hear that the old crew are still mostly about; Conlon and Michalski especially I owe much to for their generous advice. Good riddance to Treibick, but keep the guard up; he snuck back in once, and it could happen again.

Alex Lord sounds like a very nice person; I'll look forward to future columns as she sounds much older than her 15 years, thus not bringing back any painful memories about how I used to write.

((She is a beautiful person; you'll see for yourself if you make it out here this winter.

Colorado's very nice; I remember getting up one morning and watching the sun rise on the Maroon Bells near Aspen. More stunning sights do not exist.

I'll pass, thanks, on your suggestion that I lower myself to Kathy Byrne's level. It can be tempting to reason that turnabout is fair play, etc., but I have my own standards and I will not violate them even when dealing with her. She can't hurt me, anyway.

I agree with your comments about Bill and Rod. Also Michalski and Conlon -- ~~are~~ these are two helpful friends! Thank for the letter.))

From Rod Walker (7/6/83):

Dear BRUX:

Uh-huh. You had to go do it. You had to become the first publisher in postal Diplomacy to reject an article by (sound of trumpets, tympani, and kazoos) me.

I can live with rejection. I can live with it even when it is rendered by no more than a skinchy little crabbed hand-typed note and not by a proper and official Rejection Slip. I suppose that's the best we can expect from a GM who thinks that H and S are somehow contradictory orders. Apparently I shall have to continue on as if nothing had happened, even though I have been denied a proper Notice of Rejection that I can paper on to my trash can. Probably Voice of Doom shouldn't be in the same company as The New Yorker, Atlantic, and Up Against the Wall M.F. Brian Digest. Well, we're all our own best judge of places. I shall just have to accept the wily-washy little note about not hurting my feelings. Real editors don't care (or eat quite). Hm! I could call down upon you the wrath of Byrne, but somehow that appears not to be necessary.

Even so, I have other friends...

((Forgive me, O Rod, for rejecting one of your articles. May I someday recover from the effects of the Walker Hate Sheet...))

From Chuff Afflerbach (7/15/83).

Bruce, Bruce, Bruce...

...Tsk, tsk, tsk. Good thing you haven't been teaching high school civics (do they still call it that?) to the youth of America. But in regard to your recent comments on the electoral college, even your math was faulty. Now pay attention: Alaska has 400,481 people and three electoral votes. California has 23,666,502 people and 47 electoral votes. That means Ig Lew is worth only 3.77 Rod Walkers -- or Chuff Afflerbachs, for that matter. Come to think of it, even 3.77 is way too much for an Ig Lew. Do you think maybe he lives there on purpose, just to feel superior? Well, rather than overhaul the electoral college, I think it would be simpler just to kick Alaska out of the Union. After all, we've had the college for almost 200 years, and Alaska for barely 20.

You know, the real inequity in the system is the winner-take-all provision for each state. This allows a candidate to carry a majority of the popular vote nationwide and still lose in the electoral college. It's happened three times already, refer to Hayes vs. Tilden for a textbook example.

But even more dangerous is the fact that these anonymous electors are bound only by tradition to vote as the public did. Some states have changed this, but not enough of them.

I won't go into a long lecture on the concepts behind the college, or the union of separate states, or the bicameral Congress. But you will be satisfied to know that the Founding Fathers agreed that illiterate bums like Iggy and Rod and me -- and, oh yes, even you -- should not be allowed to vote for the president.

((Well, to me it's worth relinquishing my right to vote in order to exercise my right to illiterate drunkenness.

Anyway, I agree with the criticisms you make regarding the electoral college, and I think it's an archaic system that ought to be scrapped.))

From Joan Extrom (7/16/83).

Dear BRUX,

This is the third letter to you I've started. Hope fully this one will actually get mailed. Enclosed (if I don't forget) is our change of address and a map to our new place, so you can find us the next time you come to Oregon.

Samantha is, as usual, adorable. She says thanks for the sub in her name. However, since she's only 5 months old, we have to open the envelope for her. (Opening someone else's mail is a federal offense, so if we get caught it's all your fault.) She did enjoy chewing (gumming?) the Zoo issue, which went down it was done in good taste. It was good satire, and it's nice to see you included yourself. Thanks for sending it.

Good luck finding a new job. I once heard someone say, "I've paid my debt to society -- I taught junior high for 3 years." So, you've paid your debt to society. Now it's on to bigger and better things! (Hopefully.) Oregon's unemployment rate is down to 9.1%, but it still doesn't seem like many jobs are available.

My policy (house rule #467) is that you're welcome to print anything from any of my letters. If I don't want something printed I won't put it in writing in the first place. But thanks for asking before printing.

Have you ever heard the song, "The Hunter", by Tom Lehrer? Use all the lines he went and shot the maximum the game laws would allow -- two quail partridges, seven hunters, and a cow. Lehr has written some wonderful songs, such as "The Distinguished Negro" and "It Makes a Fellow Proud to be a Soldier".

Speaking of the military (note the smooth transition there), a recent article in Esquire for his derogatory use of the term "pig farming" in reference to the Redskins. Aside from the fact that I like pigs and have a wife who is a pig farmer,

in Vauxhall, Illinois. I'm curious as to why he chose that area. I think I can
respectable occupations. I'm big business in the Midwest. And there are probably
as many patriotic pig farmers in the Midwest as there are patriotic pig farmers
in New York. Farmers of all kinds (I'm not talking about agribusiness) are having
a rough time with economy the way it is, with the possible exception of farmers of
certain illegal "hobby" areas in heavily forested areas of northern Canada. I do
must say something derogatory about the Midwest. (My kind of "hobby" is
does too.) I'd rather see him see a different world.

Guess I can get over off my soapbox now. That's the reason I'm not
being anti-military, anti-nuclear, non-violence, anti-capitalism, anti-
pacifist, feminist, anti-stalder and lower middle class, and other things
because. (That should pretty well cover everything.)

Oh - one last thing. I didn't give for O'Leary's (Canadian) department store. I
be interested to hear what other female O'Learys thought of it. I won't play lips
but I know there are several females who play and use the "hobby" of
business and other things. I'm not sure if I should mention it or not.

I enjoy reading your stuff. I like it. I like it. I like it. I like it.
I was right. I got my feet and in reading it that I should not be
Thank you for writing. Keep up the good work.

Oh, I'd say the quality of the work of your. Now I'm not sure if I should
I've got all these papers and I'm not sure if I should mention it or not.
I'm not sure if I should mention it or not.

I'm not sure if I should mention it or not. I'm not sure if I should
I'm not sure if I should mention it or not. I'm not sure if I should
I'm not sure if I should mention it or not. I'm not sure if I should

I'm not sure if I should mention it or not. I'm not sure if I should
I'm not sure if I should mention it or not. I'm not sure if I should
I'm not sure if I should mention it or not. I'm not sure if I should

I'm not sure if I should mention it or not. I'm not sure if I should
I'm not sure if I should mention it or not. I'm not sure if I should
I'm not sure if I should mention it or not. I'm not sure if I should

I'm not sure if I should mention it or not. I'm not sure if I should
I'm not sure if I should mention it or not. I'm not sure if I should
I'm not sure if I should mention it or not. I'm not sure if I should

I'm not sure if I should mention it or not. I'm not sure if I should
I'm not sure if I should mention it or not. I'm not sure if I should
I'm not sure if I should mention it or not. I'm not sure if I should

I'm not sure if I should mention it or not. I'm not sure if I should
I'm not sure if I should mention it or not. I'm not sure if I should
I'm not sure if I should mention it or not. I'm not sure if I should

I'm not sure if I should mention it or not. I'm not sure if I should
I'm not sure if I should mention it or not. I'm not sure if I should
I'm not sure if I should mention it or not. I'm not sure if I should

I'm not sure if I should mention it or not. I'm not sure if I should
I'm not sure if I should mention it or not. I'm not sure if I should
I'm not sure if I should mention it or not. I'm not sure if I should

I'm not sure if I should mention it or not. I'm not sure if I should
I'm not sure if I should mention it or not. I'm not sure if I should
I'm not sure if I should mention it or not. I'm not sure if I should

I'm not sure if I should mention it or not. I'm not sure if I should
I'm not sure if I should mention it or not. I'm not sure if I should
I'm not sure if I should mention it or not. I'm not sure if I should

RIGEL (continued from earlier in the issue)

THURSDAY. A violent storm brought darkness early to the palace of the Sultan in Ankara. In an empty room, "he with authority" stood silently, contemplating the unknown.

"What is it?" the Sultan asked of the aid who had quietly entered behind him.

"News," the aid said, holding out a newspaper as the Sultan turned to face him. "From Sevastapol."

"Sevastapol...? What about?"

"It's a report that the Russian ambassador to Turkey executed 'a fantastic escape from Ankara...'"

"What?" The Sultan flared up suddenly. "Fantastic escape? The Russian ambassador was never in any danger..."

"Later the article implies that we are not 'true human beings.'"

"You're joking, surely!"

"No sir, I am not. I have another report from Moscow, which might interest you."

"From Moscow?"

"Yes. It's a public statement by the Tsar, warning the leaders of Europe of the Sultan's deceit."

"Warning? I don't believe it! Does the Tsar think that, just because I deceived him, I'll deceive everybody? Ridiculous!"

"He does admit that the deception was clever."

"Does he?"

"Yes... but he says he's disappointed in you."

"Hmph. Well, he's disappointed in him. Deception is one thing, but this... propaganda... calling me someone deceitful, and what not... it's just too much!"

"Might I ask what you propose to do about it?"

"Right fire with fire, I always say. We'll issue some statements of our own."

"But wouldn't that be like... stooping to his level?"

"No one could stoop that low." The Sultan chuckled. "Oooh, I could tell the leaders of Europe such stories about the Tsar... But no, we won't do that." He paused, thought for a moment. "Anyway, he started it."

"Of course."

"Intendant! I can hardly believe it. But let's see... what can we say to make the Tsar look really bad..."

"Perhaps something about our ambassador in Moscow."

"Excellent, yes! We'll have him escape... wounded... no, even better... we'll say he's been killed!"

"Wonderful idea, sir! But suppose the truth were to get out..."

"It won't. We'll kill the ambassador ourselves, and blame it on the Russians."

"Kill him ourselves?" the aid repeated, startled.

"And we'll release information about the secret Russian plans we obtained concerning the invasion of our territories. And then... and then... an assassination attempt, on my life!"

"Your life?"

"It'll fail, of course."

"But... sir... don't you think all that's a bit drastic? I mean..."

"Not in the least! All's fair in love and war, I always say, and this most definitely is not love!"

"No sir, it's not."

"I'll leave the exact details up to you... talk to security about having our ambassador killed... and pull a Russian prisoner out of jail to 'get caught' trying to assassinate me."

"I shall obey, sir."

THAT (continued)

"And write up some good press releases. Be as vivid as you can, but don't get carried away! It's all got to be believable."

"Believable, yes sir."

"Now get to it!"

The aid nervously retreated, nodding dumbly as he left. The Sultan turned away and closed his eyes, a look of unhappiness on his face.

"So you think," he mumbled, "you can hold me off for a while?"

From outside, a flash of lightning and a rumble of thunder were heard. The Sultan nodded slowly as he slouched down into his chair.

"Well you were lucky, last year, my friend. Eyes, I can't see. This year, I shall have you..."

The Sultan's voice softened to a whisper as he drifted off to sleep.

"Ishman indeed..."

~~*****~~

Hey! I kinda like that -- ending an issue with one of those mysterious press releases ever printed in VI. Besides, I gotta get some more stuff out of my eye!

100

George Lincey
1000 University Drive
Albany, NY 12205

This sub expires with issue 7.99.