

GIVE
ME
A
WEAPON!!

This is GIVE ME A WEAPON! #1, a product of the Crossroads Press International, edited by Konrad Baumeister (K.B.), of 11416 Parkview Lane, Males Corners, WI 53130 U.S.A. Phone number is (414) 425-4631, and the best time to call would be 7:30 to 11:00 PM on weeknights (S-Th); I am inaccessible (not only by phone, I'm told) at best on the weekends, so save your bucks. Money talks. This is the premier issue of this 'zine, and I certainly hope that it has many more before it. GIVE ME A WEAPON! sell at the rate of 10/\$4 for non-players; for players a different rate is in effect. Trades: OK, with selected 'zines. All this will be discussed below anyway...

INTRODUCTION

ZURICH: Our prestigious pressmen pressed the following expressions from the prestigious participants:

AUSTRIA: I didn't send in any press because I didn't want to press my luck too far.

ENGLAND: I am deeply impressed by the way in which all my efforts were repressed.

FRANCE: I feel depressed about the whole thing.

GERMANY: The pressure of events was just too much.

EDITOR, GIVE ME A WEAPON!: I have a presentiment that further press from ZURICH will be suppressed.

THE HARD SELLING

After that somewhat appropriate introduction I'd like to welcome you to the first issue in a continuing series of ridiculous and half-hearted (more like half-headed) issues of (guess what?) my newest Diplomacy 'zine, GIVE ME A WEAPON!.

A. Most of you (all of you, I guess) know me to various degrees -- I guess that the vast majority have known me for several years, in fact. What that means, outside of the fact that I have chosen to publish a 'zine with, for and by friends instead of merely any old players (Much more fun this way) is that I'll be able to spare you all slist of my publishing history in the usual gory detail (EGGNOG, STRANGE BREW, SWLABR, POLITICIAN, MOBY GRAPE, VANILLA FUDGE, and now GIVE ME A WEAPON!, in that order). (Notice how I got in the history anyway?) One thing or two that I should mention, though...

B. Back in January, I folded EGGNOG while at the height of a rage against the hobby as a whole, with few exceptions -- a rather depressed period for me. I won't take back anything I said back then;

that's the way I felt. However, since leaving the spotlight for the first time in many years, I've been able to enjoy the hobby on a much smaller scale. In fact, I almost miss the place in the hobby I once had. I've done a bit of thinking since then (just as well, since I never did say before then!) and, while I'm not yet ready for another zine with the size and circulation of an MAGNOC, I would like to try this, a project on a significantly smaller scale. I can virtually guarantee that no such outburst will pop up again.

C. So, what is this? I suppose you may be wondering why I've called you all here tonight... Well, I thought that I'd start a 'zine devoted entirely to one (maybe two, if demand is higher than I think) game of Diplomacy... a press game, of course. You are invited if the space on the end of the 'zine is checked... otherwise, this is just an announcement and you probably aren't reading it anyways... I hope that enough of you do sign up, and maybe we'll even get us a standby or two (which we probably won't even need, as most all of you are pretty reliable). Each of you I consider a friend (don't worry, you will probably get over it; the condition's not terminal), and by accident or design all of you have written reams of ~~press~~ press for one or more of my 'zines in the past, so this may turn out interestingly. I hope to be in a decent press-writing mood once every three to four weeks myself, to help you guys out. I'll also do my best to fill up a couple of pages a month with diverse and totally unrelated material -- as all of you know, filling pages has never been a problem for me in the past, and I doubt it will be in the future.

D. Reproduction? I don't know myself ... until the end of the summer I have my own ditto machine, but after that I'll give it to the guy who wants to buy it, which is just as well since I can't take it to college after all. (Already too much material with just my sound system and albums, not to mention clothes and other personal belongings.) I do have various ideas right at the moment, so now I'll have to investigate and see how they work out... if they work out. But never fear: I am one of the few publishers out there (here? -- Am I back to here from there?) who is, and always has been willing to take a slight loss of a couple of bucks to enjoy this hobby -- it seems like most publishers these days are out for a healthy profit, which I feel isn't too healthy for the hobby as a whole. But anyway, no 'in' right along...

E. Mechanics. My, how boring. Most of you should be well acquainted with the way I run my games. My House rules may be extensive but they are actually pretty simple and I think that they are fair. If you have any questions, just ask, but I think that after playing and running Diplomacy games for as long as I have, I've got a decent set of HRS together. For your amusement, they will most likely be printed in GIVE ME A WEAPON! #2.

The pace of the game: I'd like to run the game on three to four-week deadlines, if at all possible. I do not run five-week issues... too boring. For that reason I discourage non-American players from playing, as they won't have the negotiation time they'll need. Do any of you object strenuously to three-week or four-week deadlines?

Country placement is by preference list, as always. Submit your list of countries you'd like to play from most (#1) to least (#10) or you get leftovers. However, I should like you to know that in a zine such as this, the game is by far the least important part.

Price: For non-players, one can subscribe for the rate of 10 issues for \$4, dirt cheap these days. Take a look at the other 'zine for comparison. Gads! For players, only a pre-time fee will be paid, which will entitle them to all of the issues of this 'zine until their games is over, or until they drop out. That price will be, um, er, ahhh, say \$8, which, if you think about it, is loads cheaper than it would cost you to pay the usual \$2 gamefee for Crossroads Games and keep up a sub for any length of time. See? Eight bananas it is... and I hope you will sign up.

THE OUTRODUCTION

So. That is the spiel. What more can I say about the thing?

Contents. The way I see it, GIVE ME A WEAPON! will carry some current news (whatever I feel like printing or that I think is unimportant enough to merit printing), some nonsense that I'll cook up every issue or so to keep you entertained, all kinds of unnecessary trivia in the Crossroads traditions, maybe a type or three hundred, the game, much press (if we're lucky), articles and notes by whoever feels like writing them, etc. Also, last but not most, in 1977 (yeah, that's four years ago) I was running a press series in the 'zine of a very close friend at the time, Bob Hartwig's The Podunk News. (There was once a rumor that Bob was nothing but a pseudonym of mine, and that Podunk was the first publication of the Crossroads Press International, something which was neither proven nor disproven. In any case, EGGNOG started publication shortly before Podunk folded...all very handy. It's all rather funny in a stupid way...) It was called The Little Sicilian, and dealt with the life of 'Roberto Hartnonni,' the son of a very wealthy Italian merchant who had, shall we say, a little extra income on the side? In any case, it's a very confusing time in little Roberto's life, and goes on and on. Well, I ran the series for (let's check, what was it?) 24 chapters...some being longer than others. It was never finished...in fact, it ended abruptly with Podunk's folding in the middle of a meeting between Mr. Hartnonni and a U.S. Senator. What I propose to do is something I've always wanted to do since mid-1978, i.e. reprint the thing for an entirely new audience and then add on a few more chapters and finish it. There was also another such press series that I did for Conrad von Metake's Costaguana back about the same time (three or four years back) which got killed after five or six issues due to Conrad's folding Costaguana...but that ("The Kremlin Kaper") was nowhere near as good as "The Little Sicilian", so guess what I'll print? It should be entertaining. I'll start by printing whatever space will allow next issue...stay tuned for that, gentlemen.

Publishers Who Are Getting This: While I don't really intend to make this into a very high-circulation rag, somewhere near forty to fifty people (EGGNOG once had 145-150, so this I consider small) can be accommodated, so I'd appreciate any plugs that you might give me...the favor will be highly appreciated and will be reciprocated if you wish. While at least the first game will be by invitation only, I guess that I could squeeze in a second game...if your players are interested, I suppose that begging and pleading would be one way... So don't turn players away. Thanks in advance... And subs are always open for non-players.

PERSONALITY PROFILE: KONRAD "K.B." BAUMEISTER

NAMES: Didn't we just do that?

AGE: What's it to you? Oh, actually about 19... (so what?)

EDUCATION: Montessori School, University Lake High School,
a year at Georgetown University...

DEGREES: 98.6 when I'm lucky...

FAMILY: Augh! Tough one; big family.

Brother Eric, 32, married, four kiddies (3 boys, 1 girl), cur-
rently believed to be at large in Las Vegas...

Brother Bruce, 29, married, two kiddies (2 boys), Milwaukee...

Brother Joe ("Dunce"), 28, married, two kiddies (2 boys), Swits-
erland two years ago, Germany last year ('til the landlord kicks him
out), who knows next year?

Brother Arnold, 25, single, presumably no kids, New York

Brother Alexander ("Alex," "Zander," "Ace,"), single but not
for long (my book -- he insists he's not planning anything), 25 (Ar-
nold's twin brother), Minneapolis most of the time

Brother Tim, 24 ("Little kid," "Dunce"), married (second time),
four kiddies (3 boys, 1 girl), Minneapolis/Milwaukee (50-50)

Brother Ulrich ("Uli," "Nelli," "Drugs," "Zogs"), 18, single, no
kids I know of, Milwaukee...my only younger brother.

Sisters: None. Who needs 'em?

Dad: Joe ("Dad," "Little Joe With The Accent," "Sir"), 57, mar-
ried (second time), eight kiddies (us!), Milwaukee

Mom: Eve ("Mum," "Slave," "Nigga," "Toby" "Aw Hell (as in "Aw Hell,
it's not time to wake up yet, I don't have to be at work for another
ten minutes!)"), 44, married (first), etc.

Pets: Too many to count.

OCCUPATION: Diplomacy publisher, incessant socializer, beer critic
at large, rock fanatic, Part-time student, employee of Baumeis-
ter Associates, Inc (Milwaukee).

HOBBIES: Wine, women and song, or, better put, SEX, DRUGS & ROCK 'N'

ROLL! A couple of othersin there too, but they spoil the slogan...

HIS SCOTCH: Cheap.

Well, that's me. How 'bout you? I got room for a kupla profiles
(and no Alfred Hitchcocks either).

Hope to hear from all of you very soon. Next issue will be out when
I've got either a game or the time to put it out... Be good.

.....K.B.

GIVE ME A WEAPON!

Crossroads Press Int'l
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You are invited to
Play (See inside).....

FIRST CLASS MAIL

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