

OOOH...AAAHH !!!  
ROCK 'N' ROLL



GIVE ME A WEAPON



As I don't like either cover, so I'll draw  
you a mound



(GIVE ME A WEAPON)

(m. h. betch)

GIMME SOME SKIN, BRO

Issue #6-7  
EEP #212

# 'Gimme a Break'

November 5, 1981

Dedication:  
Michele Toby

(ONE BREAK, COMING UP!)

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Motto #1

"Love...it's a bitch." - Mick Jagger

Motto #2

Life today is no joke; therefore, let us make it one.

Motto #3

Clapton is God.

Colophon (the first and last):

This is of course, the double-issue consisting of numbers 6 and 7 of GIVE ME A WEAPON!!

a product of the Crossroads Press International, and edited by Konrad Baumeister, Box 6050 Henle, Washington, D.C. 20057. Phone number is (202) 965-2731. I'm not in all the time, or even close, but give it a try -- a love talking to you guys!! The 'zine appears every four weeks or so, for the nominal fee of 10 issues for \$4.00. I think that Steve Langley still has game openings in his subzine. I trade with a shitload of 'zines; yours? I don't have any more game openings. I do need standby players; also, articles are paid for with subscription extensions. Press is actively encouraged. This is EGGNOG Enterprises Production #212. Sick Dick.

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WIRETAP

1) Hmm, 20¢ now for a letter, eh? Hurts. I only wish there was some kind of way a little friendly competition could be introduced to do battle with the USP"S", but alas, such is not economically feasible. Although it's not really economically feasible to stick with the system we have now...the "Service" seems to have lost a check being sent to me for over \$100....but who needs food anyways?

2) Page 1 has last months cover on it, and Page 2 has a cover drawn for us by the able hands of Mark Lew. You like? Mark promises to send us further samples of his modern artwork to grace our pages...

3) Actually, I think that this issue will be the last to have our "Oooh...Aaaah!!! Rock 'n' Roll" girl on the cover, as I'm looking for something better. Nothing could be more apropos, but something could be more current...Ideas, gentlebeings?

4) Steve Langley still have openings in his subzine. I think that the fee is \$4 plus you have to get this 'zine to play...no problem for anyone reading this, I would guess. His "Pressgag" game will be something pretty good, I gather...I had to turn down an invite to play, unfortunately, but others who know how to write weel and fight harder than I are involved, so...

5) This page is dead. Burial?

6) The color of the month is deep blue.

7) Back issues still for sale here at the Enterprises are the following. Prices indicated per item.

GIVE ME A WEAPON!!: #1 only, postage (SASE 20¢)

EGGNOG: #21, 30, 43-44, 52-53, 56, 58 (25¢ each)

HOUSERULES: Newest edition, 1981. Most everyone should have these since I distributed them fairly carefully, but if you don't an SASE should send one your way.

The rest of my 'zines are sold out completely. Some of the EGGNOG issues indicated above might not even be in anymore, I don't know (the collection is back home). Do me a huge favor and buy these things, I don't have room for them anymore...

8) Reaction to last issue was excellent, and I thank you...I do my best. One person didn't like to attention to Bruce Springsteen, and incorrectly thought that I like Springsteen!! No way, guy! Maybe the other suckers who wrote in do, but I can't stand the jerk... Brogrove, Langley's material got good commentary (I like it...), Fallout was a waste of space (yeah I know), the press for 1981HF was unreariously hilarious, but doubtless the high point of the issue, according to quite a few people was the Agate Man episode, with good comments for the "Williams" article. "Who are Jim Wygant and Edwin L. Williams?" Gee, I dunno. I didn't have the time to continue the Agate Man stuff this time, but promise to do so next month...I did rather like it too...

The best way to make this the 'zine you'll enjoy is to submit something! Let's go, let me read what you have to say, instead of vice versa all the time...you must have at least one good idea and maybe a few crummy ones.

9) The standby list is comprised of: Dick Martin, Mark Lew, Keith Sherwood, Pete Fuchs, Robert Cheek, Bob Klige, Phil Cooper (?), Steve Langley, Guy Hail, Bob Olsen, and Stephen Lee. That makes (leesee now) eleven. I can always use more. Please? This is a great way to make another buddy. I wouldn't do the same for you.

10) Mark Lew take note: I can't play in your variant or a regular game or anything at all for various reasons. Lately people have been inviting me to play in a host of 'zines, and while occasionally I think twice about it, I really can't do so for time, work, school, temperamental, and so on reasons. Plus I havett actually started in a regular dip game since late 1977 or so...and frankly stated, the game bores me a good deal after all these years. I would be no really big addition to any cast of players anymore. Maybe some year in the future, but now I really can't/won't.

11) Anduin is thr name of a new 'zine by Eric Kane, 109 Hicks Lane, Great Neck, NY 11024. #2 was a considerable improvement over #1, 12 pages of letters on a variety of topics, some of them controversial ones at that (something I'd advise a young pubber just getting started to keep his nose out of for his own good...he'll soon see what I mean). There's also a review of Byrnecon? (with me in attendance), postal Kingmaker rules, and assorted stuff. Plenty of game openings. Inquire.

12) New Improved Appalling Greed popped into my mailbox recently, too...the title says it all. The 'zine has come a long way -- looks very good. Mark Larzelere, 23 Akins Ave., Capitol Hts, Md 20743, puts this out every three weeks at the rate of 10/\$3.50... rates which might remind older readers of my publications of days gone by, hmm? Games, some press, bourse (as far as I know the only

pubber running one currently...good stuff), a letter column, assorted plugs, and the First Annual Greedy Awards. Home of the Marco Poll. Mark, lemme hear from you sometime soon... And everyone else would do well to drop Mark a line for a samlpe.

13) Bushwacker's 123rd issue came in the other day. Fred Davis, 1427 Clairidge Rd, Baltimore, Md 21207 puts out this old stalwart 'zine like clockwork. He has openings in a handful of very good variant designs for the one-time fee of \$7 (includes 'zine). Games: "1885," a Davis variant from Way Back, one with which I have some experience and can say that it's the best 9-man game I've ever played; "East Indies II" which I believe is also a Davis design; and "Woolworth II-A" a Glenn Overby game which looks quite interesting. Fred has been somebody I've known for quite a few years now, and who has never failed to work hard for the hobby. His contributions alone in the variant field are in-crddible. Strongly recommended.

14) Coat of Arms is put out by Tom Mainardi (1403 Lawrence Rd, Havertwon, PA 19083) and Steve Arnwoodian. Steve's half of the 'zine (they each contribute separate halves to form the whole) is by far the better, and Steve has a good sense of humor; Tom Mainardi is a little less level-headed, and can't take too much ribbing about things like Italy's Superpower status in the world of the Twnetieth Century, and the like. Steve Langley will also be contributing so I do look for some entertaining reading here. Four week games are open under either GM, and Langley will be running a battleship game, I believe...

15) The Dogs of War is a gamezine put out by John Daly, Rt 2 Box 136-M5, Rockwell, NC 28138 which appears every three weeks at the rate of 10/\$4. There are no game openings, at present at least. I'm told that John is an excellent gamesmaster, so apply a little pressure, beg and plead a little, and who knows, he may open a game again! Dogs #32 had miscelleneous chat, games, and press, plus the Marco Poll results, etc. Reliable; nice place to play.

16) Europa Express is one of my favorites (mainly because he has the bad taste to print some of my articles...). Put out by Gary "Y'all" Coughlan, 4614 Martha Cole Lane, Memphis, TN 38118 for rates which I've forgotten, it always has tons of great reading material (articles, letters, miscellaneous nonsense and some-sense) and the games seem to be very well run. One thing for sure, they're generating a hell of a lot of press! Very good stuff, can't recommend it highly enough. Write to Gary now!

17) Everything (which, unfortunately, is apparently the revised name of the glorious 'zine once named Everything You Always Wanted To Know About Postal Diplomacy But Had Better Sensd Than To Ask) is put out by the Boardman Number Custodian, Don Dittet, of 910 Hope Street, Apt 12A, Stamford, CT 06907. If you're starting a regular game, get your number, red hot off the presses, right here. While I don't think that Don's making it a requirement, it might be appreciated if you just dropped him a dollar or so donation for the work he does for the hobby. Thanks to Lee Kendter for passing this on relatively intact.

18) The Great War In Modern Memory is pubbed by Guy Hail, 1103-B Lorrain St, Austin TX 78703, and has openings. It appears every two weeks or so. Runs a variety of games, and has some interesting filler material. Subs are 10/\$5, and last issue was six reduced pages.

19) Irksome is published by your friend and mine, Mr. Scott Hanson, every month or so (?) for the inexpensive rate of 10/\$3.50. Amusing stuff, to say the least, last issue had a lengthy thing on some Konrad Baumeister character or other, an album review (rates good marks in my book), letters, games and press, and so on. Relatively new, but I know Scott and this one will be very good stuff. Address: 701 15th Ave SE, Minneapolis, MN 55414. Drop him a line and see if he grabs it.

20) Jihad! is published monthly by Glenn Overby, 23096 Tawas, Hazel Park, MI 48030. \$9 will get you 12 monthly issues of this hefty (20 pages, reduced digest format). He's running the "Class of '81 Poll," where you rate any and all 'zines you receive that got started in 1981, including GIVE ME A WEAPON!!, on a scale of 0 (brainless idiocy) to 10 (the ultimate 'zine) and then mention a few lines of what you think of the 'zine. Ask him why there is a poll like that in the first place! Glenn is an intelligent writer and Jihad! has its literary moments (hmm, making it the opposite of what this paragraph is turning into), but the majority of the 'zine is taken up by a huge amount of games and even more press for them. Take a look...some of this is pretty good stuff.

21) Lone Star Diplomat (Mike Conner, 3214 Beverly Road, Austin, TX 78703) is one of the most impressively organized and re-produced 'zines out. At 10/\$6 and game slots at \$10 a crack, it should be, but from what I've heard Mike is a great GM, and his games certainly seem to be well run. Lots of hobby news, a letter column, games and press, an article on languages and the logic puzzle make up issue #14, 10 pages of reduced material. It makes interesting reading even if you're not in a game, which is important to me...

22) Murd'ring Ministers #40, by Ron Brown of 1528 El Sereno Pl, Bakersfield, CA 93304, is also in. This issue had the usual front-page blurbs, an article and a page of letters, address list, and game and press. Usually MM is better, chockful of great reading. I've gotten MM for a while now, and have always enjoyed the 'zine immensely. For 12/\$5.50 you can, too.

23) Paranoiac's Monthly is published by Jack Fleming at 5000 22nd Ave NE #211, Seattle, WA 98105 for only 25¢/issue. Jack has plenty of openings...a fairly new 'zine which hasn't filled up yet. Ask Jack for fees...it's my understanding that for the first game, he'll actually pay for players! Last issue had a lengthy thing in it on the Rolling Stones...stuff I wouldn't pass up for twice the price!

24) Saint George & The Dragon, put out by Bob Sergeant at 3242 Lupine Drive, Indianapolis, IN 46224 at the rate of 10/\$5.50 and monthly is a 'zine devoted mainly to games, and runs them well. Articles on video equipment and science fiction/fantasy stuff are fairly common, but neither are really my bag. Logic puzzle, assorted chat fills out the issue. Regular as clockwork, and a hell of a GM.

25) Retaliation is another goodie; in fact, my personal fave. Put out by the inimitable Richard D. Martin of 6103 Breezewood Ct, #202, Greenbelt, MD 20770 for 10/\$4 (but they're all double issues, so that's 80¢/month); he has game openings, too, but the fees are a well-kept secret. (Actually I just forgot what they are.) Dick always has a lot of stuff in his 'zine, though last issue, for the first time ever, he had to resort to reprinting from other 'zines the majority of the articles. Games and plenty of press. Plenty.

In fact, about half of it could be tossed out and nothing would be lost, really. Some great stuff has been written. Dick's got a loose style of writing making his contributions really enjoyable reading (great sense of humor). Some other contributors vary from excellent to dreadful, but one thing about the 'zine: everybody contributes something. That a publisher can get that kind of reader response really says something for the kind of atmosphere the 'zine has. Hmm...I can see that I'm doing a lousy job describing the thing...send a couple of stamps for a sample and see for yourself. I'll bet you'll sub...

26) The Tetracuspid by Richard Kovalcik folded a few days ago. Richard did his best for several years, and has refunded readers' money and transferred the games honestly and quickly. Beats what a lot of others less responsible than Richard have done in the past...

27) Torpedo is Bern Sampson's 'zine -- he's at 123 Sixth St, Middlesex, Nj 08846. \$5 will get you 12 issues, but there are no game openings right now. Torpedo has a lot of miscellaneous chat which can make for some good reading...indeed. Last issue, #12, was his first anniv issue; must say I enjoyed it thoroughly. Good reading, well-run games, reliable publisher...what are you waiting for?

28) Whitestonia is put out by John Caruso, 160-02 43 Ave., Flushing, N.Y. 11358. Subs are 10/\$5 and there are game openings in a subzine. Openings in Diplomacy, Stabbers' Diplomacy (a variant designed by Yours Truly), Wooden Ships & Iron Men, Mastermind, and Nuclear Holocaust. W is a fun 'zine to be associated with... everybody has a great time, including John and Kathy Byrne. Last issue had a lengthy review of Byrnecon 7 (great fun), Survey Results, Kathy's Korner, poll, assorted articles and humor material. Anyone not getting W is missing out on a lot of fun...

29) Xenoggic has recently been reincarnated by Old Timer Larry Peery, Box 8416, San Diego, CA 92102. \$1 per issue, but these are impressively thick and well reproduced issues. Larry is a super writer, is now co-editor of the new Diplomacy World (which I haven't received yet, though I'm told it's pretty good), and has a list of hobby activities and achievements of the past as long as his arm. A colorful personality, to be sure. Currently he's trying to get together a Hall of Fame of Diplomacy, interesting... Larry can be quite funny when he wants to and his work in general should really be seen to decide whether this is down your alley. I welcome back another man from Dippy's past...there's too few of them around, alas.

30) Now I know that I missed at least 1 or 2 'zines which do not come to mind right now (at least not in alphabetical order) but I got most of them off. Wait...

31) Voice of Doom! How could I forget? The massive 46 page monster second anniversary issue dropped in today and BRUX has outdone himself. Since #1 one of my favorites, Bruce Linsey's output of interesting reading never ceases to amaze me. Excellent articles, lots of letters, good GMing (ask to see his House rules first...probably the best set in the hobby, if you're into House rules), and a publisher/editor who can be a great friend and a bitter enemy, but never neutral! Check this out!

32) Speaking of Bruce, I heartily support him in his disagreement with John Masters. Masters can't write one single joke of his own, and yet his entire existence is a joke...on us. Black Frog was overrated from day 1...I can read the same stuff for free in the library. Masters has resorted to petty name calling whenever

he disagrees with anyone, lies through his teeth (worse yet, they are stupid lies which are easily disproven, as Bruce is currently doing) and then covers himself up with more lies. I've heard "Sure it's Thurber's stuff, but it's funny, I like it, so what's the harm?" Well, if I were to pull the stuff he does when I write for a Georgetown school newspaper, or on a paper for a class or the like, I'd wind up back in Milwaukee, out of school, out of my tuition bucks, looking for a job in two weeks. But for Jack, to plagiarize is OK? Why? I think that, once shown the facts of the case, anybody and everybody will be convinced.

33) Whitestonia and John Caruso are running their second annual player poll. It's broken down into three categories: Regular Dip players, variant players, and article writers. Rate whom you think are the three best people in each category and send the ballot on to John Caruso, 160-02 43 Ave., Flushing, NY 11358. This could turn out interesting, though I have a feeling that people who play a lot of games fairly well are going to do much better than a superb player who plays in one or two games and keeps a low profile and such...and of course it's always possible for such a poll to take on the characteristics of a simple popularity poll. Certainly worth a look despite (and because of!) these thingies...

34) Anyone want to lend me \$1000?

35) I am tired of typing this column, so instead I'm going to mail out a few belated birthday cards, write a letter or two, make a dozen phone calls, and go to the Pub and then maybe come back and type an article or letter column or whatever. Till later, chumps...

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LETTER COLUMN

From John Michalski:

While I'm thinking of you after reading the latest Irkosome, let me forward a check to you for whatever GIBT MIR EINE WAFFEs it will buy.

Met some Chicagoans in St. Louis. Ozog wasn't as big an asshole as I thought (I introduced myself as Curtis Gibson), while I would have to say the opposite of Shreve. (He spent all night saying "I can't believe you're Michalski! You WRITE like such a CREEP!," trying to be nice). Oh well.

I used to do a lot of FTF playing with that Chitown crowd, and Ozog was never unfriendly...just started out on the wrong foot with Bernie/Buddy. Osuch wasn't such a bad egg either. Little...unusual...but not altogether bad. Met Sniegowski, Lischett (and brother), Shreve, assorted other types. 'Twas fun./

From Stephen Lee:

Trick or Treat! Oops! I thought this was a costume party. Since when do Egyptian soldiers wear yamukas anyway? OA, well since I am here how about a subscription to your new 'zine GIVE ME SOME SKIN? Your writing in Dick Martian's LOST DOTS is terrific and I am looking forward to more of the wit behind Stars and Scams Horcrap and Ask The Doctor. "Good stuff" says the publisher of Grab Sox. That's all I need to hear. Don't look back...the vandals took the handals.



[Ummm, yeah, well, thanks...next letter is from Stephen as well...]

Thanks for the package (tick-tick-tick). I haven't gotten to the Houserules yet, but I don't usually read them until about '05 anyway. Hey, this is GREAT stuff! GIVE ME A TAMPON is everything I had hoped for... a full page; as opposed to those tight-ass digest size sub eating... Even if Thurber idd write it, I still don't like it. I'll take Colt Luger: PI. But how can the genius flow from your fingers when all that crap music is going in your ears? I didn't think there was anyone still alive to remember BLUE CHEER. They were all nodding out a dozen years ago when I used to joke about the group. The Monkees and Black Sabbath are almost as bad as BLUE CHEER. I grew up in San Francisco during Rock's golden age. The Jefferson Airplane, Quicksilver, the Dead, Big Bro. I missed most of my first day of High School in Sept 1966 because I was out all night before crashing a debutant ball. I had never heard music like I first heard that night. I turned out to be Janis Joplin and Big Bro prior to Monterey and recording. It was terrific. Steve Miller and Santana played at our school pretty often before getting tied up with Bill Graham. Sanataná's best song was "Fried Neck Bones & Home Fries" but they never recorded that one because they lost their old bongo player they had in the early years. But I haven't listened to rock for about ten years. I like Big Band music now and I also like David Grisman. He is the most creative artist I can think of in this era of satirical music.

So once again thanks a lot for GIVE ME NAOPLEON, I will remember to read it with the sound low. What do you think of Grisman? Oh yeah, wait until you are old and in the way!

...I am thinking of signing on to Stabbers Dip in Whitestonia.

GIVE ME SOME SKIN, BROTHER was not exactly a reference to page 17. I thought I at last found another Black Diplomacy player. Yourname is deceiving. Sorry.

[This guy is hilarious! I shouldn't be writing Colt Luger, you should be, man! Sure, Blue Cheer was great (not to mention LOUD) back in those golden days. Sabbath was louder and better (and more offensive to the innocent) and I'm still onto 'em; will see their next concert December 3 here in Washington with freinds. The Monkees, good stuff. Love 'em, even the show on TV, with them running around corridors like Charlie Chaplin on speed... The rest is all decent to great as well. Those were the days...

Grisman? Never drink the stuff. Sure, sign on to Stabbers Dip. Nice little game, heh heh heh. Me, Black? Naw...try Dick Martin. Thanks again for your letter!]

From Mark Lew:

Well, dnn't get me wrong, if y'all get a kick out of this Boss guy that's fine with me, but I'm sick of being inflicted with 3 pages per issue of Bruce Springsteen is God's gift to music, Philosophy, Life, and the World. Bullshit!! The guy is an asshole. Just because a bunch of dumb fucked up idiots haven't figured out that their "problems" are their own fault and they identify with another idiot who somehow got famous, CERTAINLY doesn't mean he knows shit about the meansng of life, frames of reference, ontology, epistomology, or other such "profuQnd" revelations. Nuff said.

That was fucking well put, Mark. No, really, I agree, I despise Springsteen's music, his "message," and the idea that anyone warrants the kind of worship he's gotten lately. My article (Bruce Springsteen is God with the nose and glasses, 'member?) was tounge in cheek, satirical, certainly not serious. Hanson and Martin were serious, but mine...c'mon, let's be ridiculous. I don't think that he's an "asshole," but I was trying to poke fun at him in my bit. I guess I wasn't entirely successful.../

Tickling, yuk, the mere word makes me cringe. I'm ticklish and I don't enjoy being tickled at all, in fact I know of nothing I dislike more. UNFORTUNATELY, most antiectomorphic sadists interpret my contractive/convulsive reaction as "fun." I've for whatever reason diverted my death wish away from riding roller coasters, driving fast, etc to sleep and quasi-catatonia which makes me a not very exciting/excitable person except perhaps when I'm giggly and maudlin.

Tell Langley that I learned from BTD that the best compliment to a "music" 'zine is to fillup as much space as you can without it.

Fallout sounds boring, in fact, the whole zeen is. What happens to my game, if I don't resub?

You have a way of making people really ecstatic, Mark. Well, #1 I think that Steve Langley was (once again) joking with his tickling bit last issue; certainly it was all meant in fun. When was the last time Steve was serious, anyways? This isn't a "music" 'zine, #2, it's a 'zine whose editor happens to enjoy music now and then, same as most any 'zine. What do you listen to, three washing machines and a chainsaw, of what? #3, sure Fallout's boring, it was meant to be. Anybody reading through it realizes that it's totally unplayable...half the rules are missing!!! #4, if you don't resub you get castrated. No, really, you have to get the 'zine to play in it, so drop the sub and you drop the game. I am hoping that you weren't entirely serious...you mean in 18 pages you didn't find one thing you liked? Sniffle... Hope you like this more.../

From Julie Glass:

Thanks so much for sending me the orders for the other six players in GMAW #2. I must admit I was really surprised at some of those moves -- Turkey's A Smy-Syr, Russia's A Mos-War, A War-Mos, Germany and Austria's "All units hold," France's A Mar-Swz, and England's A Lvp-Nat, but I suppose they know what they're doing. This being my first postal game, I guess I should not question the wisdom of the more experienced players' moves. I am sending you six "Sex Coupons" from The Pleasure Chest in exchange at the rate of one coupon per set of orders. I know you wouldn't take advantage of a poor, innocent novice just to satisfy your lustful desires, would you, Konrad? I mean, I had a hell of a time as it was making out that funny quirley handwriting that all Dip players seem to use to write their orders. At least everyone in my game did. Funny, they all used the same kind of pen, too...

Anyway, these "Sex Coupons" are redeemable at any time, any place, with the person whose signature appears at the bottom of the coupon. You'll never guess how I got Kate Jackson to sign... but that's another story. Actually, I signed them myself with different names. I hope you're not disappointed. I'll wear a

wig or something if it will help.

Seriously, Konrad, I think that people are going to start to wonder about you and me if we don't stop making out in public. I mean, like that guy last night who comes along and said "Not in public!" The he says, "Oh, go ahead, you're adults anyway and should do what you want." Hey, thanks, buddy, we'll keep that in mind. It's all right with us if you want to mess around in public too. Just because your "girlfriend" looks more like a "gorillafriend" is no reason to restrain yourself.

Hey, I really liked the way you filled in the blanks in the Mistress Julie letter from Retaliation. (uh, baby, fill in my blanks!) I never know you were so inclined to \_\_\_\_\_ and \_\_\_\_\_ with three or four \_\_\_\_\_ in a \_\_\_\_\_ before. Now you know why they say, "She's a very kinky girl / Not the kind to take to MUTHAH!"

What makes you think I've only got one thing on my mind?  
Love Ya, Mistress Julie.

[Hmm, yeah, well guys, I can't take responsibility for every wierd crank letter I get, you know?]

From Sue Martin:

(ø)

[...]

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### THE BEYERLEIN PLAYER POLL

By Doug Beyerlein

The Beyerlein Player Poll (BPP) is a rating of the top currently-active postal Diplomacy players by the Diplomacy community. This poll is conducted in the same manner as the AP and UPI commentary sports polls. Votes are solicited, collected, and tabulated, and the scores of the top 14 players are published on an annual basis.

I started the BPP in the spring of 1971. Between 1971 and 1975 a total of eight BPPs were conducted. The top players of these polls were the best players in the hobby during that period. They include John Smythe, John Beshara, Brenton Ver Ploeg, Edi Birsan, Micheal Rocamora, and Walt Buchanan. The poll was discontinued in 1975 when my activities as Boardman Number Custodian resulted in the lack of free time to conduct future polls.

I have decided to now resstart the BPP. Rod Walker, the new editor of Diplomacy World, suggested the idea and has secured first rights to the results. All others may obtain a copy of the results for a stamped, self-addressed envelope. The results of BPP #9 will be dsitributed on 31 March 1982.

To participate in the ninth BPP make a list of the top 14 currently-active postal Diplomacy players playing in regular games. The list should be based on personal experience, games observed, reputation, ratingsm etc. List the players from number one to number 14. Sign the list and send it to Doug Beyerlein, 640 College, Menlo Park, CA 94025. The deadline for EPP #9 is 15 February 1982.

Scoring will be as follows: a first place listing is 20 points, 2nd - 17, 3rd - 15, 4th - 13, 5th - 11, 6th - 9, 7th - 8, 8th - 7,

9th - 6, 10th - 5, 11th - 4, 12th - 3, 13th - 2, 14th - 1. Points will be summed to determine rankings.

All players and publishers are eligible to vote. All questions, comments, and suggestions should be directed to Doug Beyerlein, address above.

[Ah yes...ghod, I love tradition. Everyone...vote! This used to have a good deal of participation from the hobby. Let's at least match that. The more people send in their ballots...figure it out for yourselves! In a subjective poll where only total points are involved...]

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A HORATIAN ODE UPON P.D.

By El-Merhani

How vainly Germany conceals  
The Kaiser's plan to lay at Kiel new keels  
While Russia maps his march upon the Turk  
And in the vanguard F Bla Sea does lurk.  
An Austrian grown great's the common fear  
With plastic fleets -- and coming near!  
The devious Italian -- will he stab east or west?  
The fate of Belgium, Sweden and the rest --  
  
The neutral p'vinces -- these HYATT robs, the thief!  
While in the East, prevail the Kendters, pere and files,  
And o'erburdened postmen nowhere find relief  
  
As postcrads issue from the KELLY sward:  
Just ally with me now and sweep the board!"  
You plan to draw? Much better draw your sword.  
  
Just as you think your little plan will work  
the ALLY draws his loathsome, fearful dirk  
Grown all more perilous as players think  
Being not dipped in blood but ink.

[Hmm, thanks for that bit there, "El-Merhani"...]

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AN INTERESTING CASE

Rod Walker and Robert Sacks have been fighting over various hobby matters for more than a few matters now. (No big secret there.) Lately Rod, who has recently taken over management of Diplomacy World, which runs a feature on Known Game Openings previously run by Robert, has decided that the KGO list would be of greater service if in his hands rather than Robert's, and has taken the post away from its previous custodian. Apparently a few people don't think this is very nice. Including Robert, who sent me a card reading, "I will continue my KGO. Please send me updates."

Walker's Zimiamvia 4 is reproduced on pages 13 and 14 for his side of the story. Sacks has not, to my knowledge, published any defense for himself against Walker's charges. It seems to me that Walker, in this case, is in the right.

5 October 1981

# ZIMIAMVIA 4

RE: KNOWN GAME OPENING

ZIMIAMVIA is an occasional publication dealing with hobby services. It is edited and published by Rod Walker, "Alcala", 1273 Crest Dr., Encinitas CA 92024. No subs. A copy of this issue may be obtained from the editor for SASE. ZIM 1 is out of print. ZIMs 2 and 3 (listing hobby services and basic hobby publications respectively) can be obtained for SASE also, but the information in these is gradually being updated and republished in DIPLOMACY WORLD. This is Pandemonium Publication #727.

The purpose of ZIMIAMVIA 4 is to announce a change in the Known Game Openings list. It is being sent to all known GMs who have game openings and to other postal hobby persons whom I believe might be interested. In the next several paragraphs I am going to summarize the change and the reasons for it.

Effective immediately, DIPLOMACY WORLD will no longer use the services of Robert Sacks in compiling and distributing the Known Game Openings list. This function will be resumed by the Editor of D.W. until such time as I can find a person willing to do the job and who meets my standards for accuracy, completeness, and fairness.

## BACKGROUND:

Since its inception, DIPLOMACY WORLD has provided its readers with a "Need-a-Game?" list. Copies of this listing were also provided to hobby newcomers inquiring through DW's ad in THE GENERAL or through the flyer inserted in the boxed game.

Eventually the "Need-a-Game?" list came to be divided into two parts, one for regular games (maintained by Lee Kendter, the BNC) and one for variants (maintained by Robert Sacks). When Lee felt he could no longer keep up with the job, Robert Sacks arranged with Jerry Jones, then editor of DW, to perform both functions.

Robert renamed the combined listing "Known Game Openings", and instituted several valuable changes. Information was to be updated by the respective GMs frequently, the listing itself was updated monthly, and it was also published separately and distributed to various publishers and custodians.

But the KGO list remained as it had always been, a function of DIPLOMACY WORLD maintained by a persona appointed by the Editor.

## RECENT EVENTS:

When the September KGO list arrived, I wrote Robert to inquire why several names (of GMs whom I knew to have openings) were omitted. One of these was Don Del Grande of LIFE OF MONTY. Robert replied that he had no current information and that, besides, Del Grande "changes the moves players send him". This was a serious charge, of course, and I asked for substantiation. Robert also requested that I omit Del Grande's name from DIPLOMACY WORLD.

The facts are these: In Spring 1901 in postal game 1981CP, Don reported an order for Turkey (Kathy Byrne) of "F Rum-Bla" and disallowed the order as miswritten. Don had earlier written to Kathy to say as much, that she had miswritten the order, but she assumed he was ribbing her. Kathy claims the order was correctly written, "F Sev-Bla", and that Don mistranscribed it from her original. The original in question was tossed out by Don after adjudicating the season. Kathy has produced a carbon copy of orders written "F Sev-Bla".

The incident was referred to Randolph Smyth (NADE Ombudsman) and to Don Ditter (Boardman Number Custodian). Both of these individuals considered the matter and found essentially the same thing: that Don had possibly been careless in transcribing Kathy's orders, but had certainly been careless in tossing the original copy...and that he should not, even in the way of joshing, have made any attempt to apprise Kathy of the error prior to

publishing the orders. Both determined that the best solution would be some sort of readjustment in the game, such as replaying Fall 1901 based on the correct Russian position (allowing "F Sev-Bla" as the actual Russian order). Neither the NADF Ombudsman nor the Boardman Number Custodian found that Don was guilty of any deliberate malfeasance. In private correspondence, the Custodian of USOS, John Daly, has indicated to me that his findings in the matter are similar.

What we have here, therefore, is a GM mistake...a very bad one, to be sure, but only an error, notwithstanding. Let he who is without sin....

Yet despite these unanimous findings, Robert Sacks indicates (in private correspondence) that Eric Ozog's information-feeding to a player "pales by comparison", and in the latest (October) KGO accuses Del Grande (without naming him) as one who "belongs to the Buddy Tretick school of mistreating players." These accusations are in no way justified by the facts as I understand them, nor as they are understood by the NADF Ombudsman, the Boardman Number Custodian, nor the Custodian of the U.S. Orphan Service.

All during the month of September, I repeatedly asked Robert for facts and specifics regarding his refusal to list Del Grande. My requests were ignored, or I was referred to one or more of the individuals named above... none of whom corroborate Sacks' extremist statements on the matter.

I have repeatedly indicated to Robert that failure to list Del Grande without due cause is a violation of Don's rights and a betrayal of the trust placed in him by the Editor of DIPLOMACY WORLD. To insure he had current information, I had Del Grande send an updated listing of his openings, with a carbon copy to me.

The October KGO list nonetheless omits Del Grande's name. No justification for this action has been produced. I have clearly spelled out to Sacks what I would do if he acted in such an arbitrary manner. His only response is to accuse me of being a "friend" of Del Grande, whom I barely know. He further alleges that I have said Del Grande is being omitted because he is a political enemy of Sacks. Again, Don barely knows Robert and I have made no statement of the kind.

The Editor of DIPLOMACY WORLD has a right to expect that a project under his jurisdiction will be managed with complete (as possible) accuracy, thoroughness, and fairness. Because the KGO list is a major input for GMs looking to fill games, and for new players looking for openings, the Editor of D.W. must insure it meets and maintains the highest standards of accuracy, completeness, and fairness...especially fairness...and he must have the utmost confidence in the individual managing the project.

Owing to these events, I can no longer have any confidence in the capacity of Robert Sacks to be just and even-handed in his maintenance of the game openings list. If he omits Don Del Grande without cause this month, he may equally capriciously omit someone else next month.

Accordingly, Robert Sacks is herewith removed as compiler of the KGO list.

No other changes, other than minor editorial rearrangement, are contemplated at this time. The list will still be published monthly. We will still require updating at least every other month. Copies will be sent to anyone sending SASE (self-addressed, stamped envelope) and to various hobby workers. Copies of KGO information will still be sent to hobby newcomers inquiring through our ad in THE GENERAL or the Avalon Hill game-box flyer. The list will still be reprinted in DIPLOMACY WORLD.

Enclosed are some copies of our update form. Please send one of these to us at least once every 2 months...listings older than that will be dropped. This listing will allow you to advertize your game openings to the largest possible audience, including numerous hobby newcomers.

Now, that's not to say that I don't think that Sacks has made some notable contributions to the Diplomacy hobby. I mentioned my point of view to a GM recently and he came out with "C'mon, look at all that Sacks has done for the hobby...". Sure. He's a hard worker, means well, and does get stuff done. He's recently forwarded a great deal of money from one of the summer Cons to where it will do the most good, for example. But, in this case, I'll agree with Rod. The facts speak for themselves. What do you think? Commentary may see print...

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1980Ecv GAME END WRAP-UP STATEMENT FROM CHINA (Vic Dupont)

I don't believe this hoax! China, Italy, England in a draw? My congrats to the other two and apologies to those with the exception of Cluj, not in the hegemony of the Forbidden City. As El-Merhani, writing in Diplomacy World #26, I gave my impressions of our Mr. X, the original Japan in an essay "On Fraud." While many players and the gamesmaster unmasked the fraud, the only effect of it was to weaken the negotiating stance of Japan, the biggest potential threat in Youngstown. At game end Japan was OUT, I had a fleet in Osaka, France had two armies on Japanese islands with three fleets in or on Japan, and one Russian CD fleet in Kyoto.

Russia and I had an early and long-standing alliance. Gene Prosnitz gave a lot of advice to this neophyte and when he wanted out of the game gravely fell back leaving me the spoils of Manchuria and that area.

England early on proposed a three-way split-up of the Indochina area, and I rushed Phil Cooper's proposal to France so that Gene Paulson could study the plan. The result was to funnel me into India after Italy urged me on. England didn't take much interest in Southeast Asia and consistently built fleets. At the end, he felt forced to take Cambodia from his long-run ally and promised no opposition to my request for Saigon. At the same time he maintained the CD Russian army Omsk against my repeated attacks.

Zipper as Japan: Zip didn't stand a chance after he replaced the fraud, due to a degree to the loose E/F/C three-way neutrality pact and in the main to France's resistance, according to Zip.

Aside from the Press War (who did write Prosnitz's Law and all those corollaries?) Cooper started them, from "Paris" if I remember correctly, but then Paulson and Cheek and others got into the act. Great stuff!! Germany was instrumental in informing me on Russia's potential to overwhelm his allies with demands, so I escalated my own demands. Prosnitz never violated my territories, once I gained them. Fred Hyatt never let on what the moves would be in the European theater, and his suididing was enough to send me barreling down to Brooklyn in time for the Freddycon (St. Valentine's Day Massacre), where Phil Cooper wouldn't speak to me about this game.

At that point I talked with France and cooperated with him until he split his (and England's) Pacific forces into two. The Japanese venture -- sending armies from Brest to the Japanese mainland -- was over-extension. I could rationalize and say I

had to seal off the seas. France's uncertain moves bungled his position around Japan at the same time Italy and England moved from strength. China moved down from Tibet and the British fleets could not keep me out of Laos. If France had had the build, he would have had an army in Laos. The field was too wide and too fluid for allied supports in this area and with little negotiation the momentum of events broke up the E/F game-long alliance.

Chip Charnley as Turkey: To keep E/F uncertain, I could not directly say that Russia was China's ally; this kept Turkey's position uncertain, and the fighting over Iran with India tied him down. The E/F/C pact prevented Kluge from moving east and the isolated position of Japan reinforced this. Charnley renewed his request for an anti-India or anti-Russia alliance in mid-game.

The press war with Austria was conducted on the highest level. Some other ~~shake got class~~ game I'd like to ~~see the class in~~ ~~W/rd/rd~~ cooperate with Austria but the Japan/Russia situation denied me that ~~stab~~ pleasure.

[/Thanks, Victor -- 'twas a glorious game, and the press war was among the best I've ever witnessed. Hilarious stuff! As for the strategies, I wasn't really watching all that closely.../

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The following was taken with permission from one of our two campus newspapers. I've done a little editing and added two or three things, but basically it's all Lorraine's...

NO PROBLEM IS SO BIG...

By Lorraine Sheehan

Procrastination is second nature to me. For example, I made my mom wait three hours in the delivery room before I entered this world, and that was only after my twin sister had shoved off. At home, I was always the last one to finish dinner, still lining up my peas in rows while the rest of my family gobbled down the ice cream. I didn't even study at Georgetown until I transferred in my junior year.

But my procrastination, or rather, my relaxed notion of time, has often puzzled high-strung employers and peers. Therefore, I would like to establish an outline for this unique practice. This way, the less-enlightened members of society may gain some insight into the World of Procrastination, while novices and veterans can brush up in time for the Thanksgiving Crunch.

Steps for Procrastination: An Example

1. Time Deception: The professor has given you the entire semester for some minor paper on The Impact Of Christianity on European Foreign Policy, First Through The Twentieth Centuries. As the professor discussed possible approaches, you realize that he expects this sucker to be twenty pages and typed. But these thoughts evaporate in the early September heat as you think, "No hurry now -- I'll wait until the leaves fall off the trees first."

2. False Preparation: Now, unless a nuclear holocaust burns away all the foliage, you must wait until late October



for the trees to drop their leaves. In the meantime, however, the typical procrastinator will saunter over to the library one day and charge out about ten impressively heavy books for "research material." Rest assured, the bibliography is taken care of.

3. Initial Worry: As the books sit in your room collecting dust, small flickers of anxiety may rane across your mind. Do not pay attention. A quick trip to the Pub should eliminate this problem.

4. Task Displacement: At one point, you actually find yourself thinking about The Impact of Christianity on European Foreign Policy, First Through The Twantieth Centuries, and you hedge at quickly scribbling down some thoughts. Don't! Now is the time to vacuum, study a Metro bus map, clean your light bulbs, or color-code the socks in your drawer. No job is too small if it helps you avoid your paper.

5. Rationalization: The due date is four weeks away now, so the excused should begin to pile up. Among the Top Forty are: "After I get the introduction down, the rest is easy;" and "I work better when I'm under pressure;" and of course, "Grades are irrelevant anyway."

6. Recurring Fear: Okay, that nightmare last night in which you showed up to the class in pajamas has spurred you into action.

7. Group Communication: So a few days later, you call a classmate, to find out just how far behind everyone else is. Bad -- this kid's not a procrastinator, not One Of Us. He's finished the rough draft. There are seven days left.

8. Near Panic: By this time, even the best of us will check out the desk. But first, a quick checklist of necessities should be run through: radio, pencils, pens, typewriter, paper, popcorn, and coffee. Make sure all these items are readily available.

9. Frenzied scanning: The process has begun. By now, the cool exterior may begin to crack as the amount of work expected becomes painfully evident. Now is the time, then, to attempt to absorb just the most pertinent material, the crux of the matter, the center of the argument. Used books can help here, if underlining graces the page. But if not, simply read the introductions and conclusions of relevant chapters, skipping all the factual stuff in between. Furthermore, at this point, good long quotes should begin to look attractive. Jot these down for paper stuffing.

10. Ultra-Cramming or The Marathon of Academics: The girl down the hall has agreed to type in exchange for your stereo, which at this time sounds reasonable to your Dexatrim-and-Maxwell House-drugged mind. You haven't slept in two nights, and look it, but no matter, you can't leave the desk anyway. Keep writing. Note: sometimes a quick shower has been known to revive the All-Night All-Stars. This optional step, however, should be approached cautiously as many have been known to actually fall asleep and drown in the shower stall. But-- death can only hinder the completion of ybur paper.

As the sounds of early morning waft through your window, the finished product sits before you. Congratulations! You've done it, and in one-sixteenth the normal time span. Who cares if you neglected to include the last few centureis? It's twenty

pages, isn't it?

Of course Procrastination varies from assignment to assignment and you may add or delete certain steps, according to personal preference. But the basic premise should remain the same, that is, never do today what can be done tomorrow. There's nothing quite so unique as that four a.m. feeling, when dropping out to work as a mercenary in South America becomes a viable alternative lifestyle. Or that six a.m. feeling, when going to the professor's office, prostrating yourself and begging for mercy begins to really appeal. One thing is certain, once you become a procrastinator, you'll never go back.

[That is for damn sure, as I know all too well...]

HELPFUL HOUSING HINTS

By Jim Wygant

Apartment and condominium complexes usually are given names which are supposed to sound appealing. As things turn out, those names often have little to do with the true ambience of the place, which is usually substantially less than the name implies. As a guide to shoppers, GIVE ME A WEAPON!! offers the following common names and what can be expected of them.

Serenity Acres: This place was designed by a retired mercenary soldier. There are no windows in the apartments, just small gun ports. The steel gate at the entrance is scanned by infra red cameras and protected by laser guns. The ten foot concrete wall is topped by shards of broken glass. The entire place is constantly lit like daylight by a battery of mercury vapor lamps.

Maple Estates: At the north end of the three-acre asphalt parking lot there is a full sized maple that the contractor accidentally missed. The present owner is considering removing it because the tenants complain about bird shit on their cars. At the south end of the lot is a dwarf maple that all dogs piss on, causing it to drop its leaves by the middle of June.

Brookside: Behind the apartments runs Clear Creek, a dump for the nearby chemical plant. There are reported to be stirrings in the creek suggestive of some form of life, but no one can stand the ammonia smell long enough to check it out.

Weather Haven: The roof used to leak badly. When the new owner put up the giant sheet of plastic he presumed that entitled him to change the name.

Parkside Manor: Across the street is a city park in which you can make a connection for any illicit drug you can think of and some that nobody's ever heard of. There used to be a duck pond, but a junkie tried to drink it dry one night so they converted it to a sunken garden. Next year they might plant the flowers, if the budget permits.

Whispering Pines: In last fall's big wind storm a branch from one of the three whispering pines quietly came loose and tried to mate with Cooter Slugman's 1952 Hillman Minx, severely bending it. After the insurance settlement the whispering pines were converted to crackling fire wood.

Now that you're educated in the names, you need to know a little

(cont'd P. 20)

JESUS STILL LOVES YOU, BILLY....  
EVEN THOUGH YOU'VE GOT

CORRI FORBIC - LEMI PYRONITE



When little Billy Murdock came down with this dread disease, his parents asked their parish preist -- me, Father C'Reilly -- to break the bad news to him, It was the toughest assignment of my career. How do you tell an eight year old boy that he'll never play shortstop for his Little League team again? That in a matter of months he'll come to resemble a well-picked over turkey carcass as C-L ravages his body?

The real tragedy is that Dilly might have been saved if his parents hadn't waited so long after C-L's warning signals set in: chronic map-studying, trying to write before the kid's literate, more than occasional untruths, playing with colored blocks, etc.

And so it's curtains for the kid in the chair. But if we pitch together, we can lick C-L before it strikes again...and spare me the trouble of having to explain to kids like Billy how a good Cpd can create C-L. Send all you possibly can to:

The C-L Foundation; 11416 Parkview Lane; Hales Corners, WI 53130.

GIVE MORE SO MORE WILL LIVE... A LITTLE LONGER.

about the classified advertising jargon...

Close to freeway means you can hear the mighty roar of diesel all through the lonely night.

Children Welcome means that there are so many of them with such an overabundance of noisy plastic tricycles that it is suspected some parents have gotten apartments for themselves at an "adults only" complex down the street.

No cleaning deposit means that if you don't like the last tenants pppperoni pizza on the bathroom ceiling you should learn to become more tolerant.

Immdiate occupancy means that this place has been available since the last tenant died six months ago and was undiscovered for a week.

Recreational Room means that this place houses half of a ping pong table (the other half was a victim of the Christmas party fight). There is also a thrift store couch which teenagers stain at night.

Pool means that it's filled on June 1, is yellow by July 1, is covered with green scum by August 1, and is emptied around September 1.

References Required means that you will need to line up at least three friends to pose as former landlords.

This above article appeared in an EGGNOG a while back, some of you may remember, but it's not too bad the second time around either, and I needed to flesh out the 20 pages... You like? Jimmy has a few interesting ideas stroed up for the future, too.

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WIRETAP, Part II

1) This is a double issue, 20 pages, and will unfortunately have to be charged at that. Can't afford things like last issue too often. Also, today also, I'll have to put out the thrid issue because we are running two games ('member?), so it's a big thtree! Should be full. Sorry about that if you don't like it, but I had to get rid of the backlog of material I had to publish. I do hope that you enjoy some of this...

2) Everything else will be covered in #8. Except of course for the Playlist...

The Beatles, Rubber Soul

The Young Rascals, Collections

The Rascals, Time Peace

Spirit, The Family That Plays Together

Ian Gillan, Glory Road

AC/DC, Highway To Hell

AC/DC, If You Want Blood You've Got It

Ron Wood, Gimme Some Neck

Aerosmith, Rocks

Bachman Turner Overdrive, Bachman Turner Overdrive

Bachman Turner Overdrive, Bachman Turner Overdrive II

Jeff Beck Group, Beck-Ola

3) Take it easy, boys, until I start typing again....