



This simple thing is Whitestonia, a game zine brought to you by John Carus 42-34 Sauli St Flushing, NY 11355. Within these pages you'll find diplomacy, WSIM, masteremind, and Nuclear Holocaust.

Last month someone tried to fake Whitestonia. I was called in time by a few of my close friends and therefore was able to get the warning in last issue. The phoney had a picture of a cat on the front with an upside-down head.

One other interesting note, I have no idea how many of you received issues 14, 15 of Voice of Doom. But you will be getting another one real soon. All I want to know by the next due date is who received 14 or 15 and didn't get VOD 17. Its really important. You should get VOD 17 by June 23.

#### GAME AND ZINE FEES

SUB FEES	\$4.00	for 10 issues
DIPLOMACY	\$2.00	4 entered, 3 openings
WSIM	\$2.00	1 on 1, or 2 on 2 openings
DIP. GUEST GM	\$2.00	2 entered, 5 openings - game fee due to Dave Whit

#### CHANGE OF ADDRESS

Due to the fact that I couldn't find Daves number over the weekend, I decided I'd make a COA section in the new Whitestonia format. It will always appear on page 1 just under the fees section, and this section will contain all changes for all the games (player changes of address or phone numbers, that is).  
 Dave White 2448 E St Vrain Colorado Springs, Col 80909 303 473-0230  
 Joby Zieman 25 Buttonwood La. Cinnaminson, NJ 08077 609 829-5959

See page 3 Top

#### PLAYER PROFILE

This month we're going to do something new with this. We're going to make it a contest. The first person to guess who the player in the profile is, will receive 2 free issues of Whitestonia (author exempt)

"Why am I always in a hurry?" I've promised John this autobiography for 3 months & I told him I'd add procrastinator to the list.

Anyway, writing about ones self is really difficult. I want to sound good & yet modest. There are also 3 types of autobiographies of myself; my past, where I'm at now, and what my plans are for the future.

I'm 22 yrs old, single, presently live at home with the folks and I want out! By late August, I plan on moving to San Francisco (called "The City" by the Natives). I have a girlfriend (woman friend?) there that I've known and have been madly in love with for 3 years.

I've just graduated with a BA in liberal studies. I'll still be in school for at least a year as I'm striving to obtain a teaching credential. If you remember my address from a year ago, in Santa Cruz, I was a teacher aide at a preschool there. I really enjoy young children- but I also would like the summer vacations.

As for my attitudes and personalities. I'm somewhat neurotic due to war games, which, by the way, I don't play geographically (with geography alignments). I'm generally optimistic, a romantic, mildly egocentric (which is not all that bad to be) and "Earthy"- a western term?

My interests include- cows with red & white faces, back packing, chess, cars, pen pals such as most of you and cooking- like the recipe I'm cooking up for someone right now- heh, heh, heh!!

### CONTEST

You won't believe this but Cathy Hryczyk was the only one to guess the foxy publisher correct. Other peoples answers were things like Rich Molton, Bruce Linsey, Phyllis Byrne (ha ha), me- and these guesses weren't from your unworldy people. They were guesses from some of the hobbies more know names; Dick Martin (famous comedien), Jerry Jones (pitcher Randy Jones kid brother), John Kevern (who?), Steve Heinowski (father times life long butler.) The correct answer was Kathy Byrne, of course.

### HOBBY NEWS

Boardman Number Custodian: Lee Kendter 4347 Benner St Phila, Pa 19135 is the BNC. If you publish and need a number for your game, hes the one to contact.  
Orphan Service: Dick Martin 26 Orchard Way No. Rockville, Md 20854, John Daly Route 2 Box 136-M5 Rockwell, NC 28138, Jack Brawner 2745 58 Ave So. Apt 26C St Pete, Fla 33712; make up the USOS, an organization formed to place orphans into other zines. They are doing a fine job and have the backing of myself and my staff 100%. If you know of a game which is orphaned, please contact one of the above.

Zine Directory Service: Michael Mills 3457 Makyes Rd. Nedrow, NY 13120 puts out a directory for just about every zine in America now being published. If you are interested in locating new zines in your area or looking for game starts into a different game, send Mike a SASE. The directory supposedly not only contains names, addresses and phone numbers of zines and pubbers, but also list the games run within each zine, its cost, the frequency of game openings. Contact Mike for more info on how to get your very own directory.

New News: I've heard Rod Walker and Jerry Jones are playing with the idea of a new type of committee to hear players complaints. The committee is to consist of a totally all player board, no pubbers of dip. I feel that this is a step in the right direction in having a place for the players to air their beefs. I wish you guys luck.

Origins: Kathy and myself will be at Origins. We hope to see you all there. If anything interesting happens there I will try to take notes and report it all back here. So many things happen, I don't know if I'll be able to cover everything. One sad note already, #SIM and Dip are both at the same time. I couldn't join both. So I joined dip. You guys out there that know how I play #SIM, ARE probably saying I'm crazy. Too bad I can't figure a way to play in both. Maybe next year they will split up the tourneys differently. See you there anyway. I'll be the guy wearing the Red & White baseball cap.

I'm taking this time to write something different here. You may notice the new look in W. Well I decided to try to organize this mess. What do you think of my efforts?

One last note. Some of you already know, for those of you who don't, Kathy and I went to Fla for a vacation a few weeks ago. Well while in Fla we ran into (accidentally) Mr & Mrs Heinowski. They are real nice people and we all had a real good time together. Space permitting this issue, I'll write a little about what we did. If not I'll try to get it into next issue. Theres just one thing I want to say here, don't ever go for a ride in a Midwestern Polish drivers car. They can't drive. 100MPH around hair pin turns. And you all complain about NYers!!!

Chuck Hollenbeck  
Stan Johnson

4572 No. Glenn Apt. 105 Fresno, Ca. 93704  
Route 6 Box 11M Boone, NC 28607 704 262-5945

ZINE PLUG

Terran is a game zine published by Steve Heinowski 1630 W 28St. Lorain, Ohio 44052 for the play in WSIM, Dip, Bourse and other games. Steve has openings presently in a multi-player WSIM, and possibly will be opening more dip games next month. Subscription rate is \$2.50 for 10 issues, more than a bargain at the markets present prices. For a 1st class zine, the price is almost unbelievable. One thing which is hard to believe is that in the 3 years I've subbed to Terran its sub fee is unchanged. Send Steve a self addressed stamped envelope with all your requests for samples. Tell him I sent you. Oh yes, I'll be in that multi-player WSIM game if you dare to join it and try to sink my fleet.

**MISCELLANEOUS:** I have a surprise for you later on in the zine. Let me just say that its a great catastrophic change. This ain't a dog eat dog world, you know.

THE GAMESMASTERMIND

Due date July 11

George Leritte	o,o,o,o,-	4 right colors in the wrong place
Dave White	x,x,-,-,-	2 right colors in the right column
John Kevern	-,-,-,-,-	0 right
Dave Crabar	x,x,o,o,-	2 right, and 2 right in the wrong column
Cathie Hryczyk	Resign	Gary Coughlan is asked to take over position
Chuck Hollenbeck		

WSIM 1 on 1 AREA Game Due date June 28

BRITISH Hardisty

1101 at 2301 3r,g (6r,port carronade  
double r hits due to FS)

FRENCH Heinowski

2301 at 1102 c

2301 BB19-1

2201 AA23-1

2202 CC29-6 FS

2101 BB25-1

2102 BB30-6

1101 R19-3

1102 S22-2 FS

1201 Q23-2 FS

1202 P25-3 FS

NEWS:

**GM TO BRITISH:** You can't make forward moves from direction 4. That's why you are only in direction 3. You also drifted to R19-3.

**BBC(British Boasting Committee):** Admiral Hardisty issued special orders to his captains "You are to instruct your crew to stand by the rails with large trash bags to be ready to pick up any French Toast that is fouling our sea."

WSIM 1 on 1 New Game Start Due date is July 11

I have 2 players who want to play so I'm starting a game just for them. Make your ship selections from the Napoleonic period using the 150 point system. Also be sure to pick ships from 2 different nationalities in case you don't get your 1st choice. You players know who you are. One of you has already paid me. The other I talked to on the phone the other day to verify his position. I'm not telling you each others name to keep you in suspense.

DIPLOMACY 1980 AG Old Timers Game WINTER 1901 Due date is July 11

TURKEY St Germain A Con, F Ank has A Con, Gre, Bul F Ank, Bla

ITALY Grabar F Nap has A Ven, Rom F Tun, Nap

RUSSIA Kevern A Sev, A StP has A Sev, StP, Gal, Ukr F Swe, Rum

ENGLAND White F Lon has A Bel F Lon, Nth, Nwy

GERMANY Sokol F Kie A Ber has A Ber, Ruh, Hol F Kie, Den

AUSTRIA Heinowski NMR: A Bud(neutral build) has A Bud, Ser, Vie F Tri

FRANCE Hryczyk resigns: New player will be Al Rodriguez 2613 South Eye St.  
Bakersfield, Ca 93304

neutral builds A Par F Bre has A Par, Spa, Mar F Bre, Por

STAND BY

FRANCE: George Leritte(Whom submitted the neutral builds)

AUSTRIA: Jerry Jones(I'm sure moves won't be needed. It appears to be an oversight on the part of the player.)

DIPLOMACY 1980 CF ..it SPRING 1901 (Due date is July 11)  
 RUSSIA Grabar A War-Gal, A Mos-Ukr, F StP(SC)-Bot, F Sev-Bla  
 TURKEY Kevern F Ank-Bla, A Con-Eul, A Smy-Con  
 AUSTRIA Johnson A Vie-Gal, A Bud S A Vie-Gal, F Tri-Ven  
 GERMANY Leritte A Mun-Ruh, F Kie-Den, A Ber-Kie  
 FRANCE Sauve A Mar-Spa, A Par-Bur, F Bre-Mid  
 ITALY DiPetta A Ven-Tri, A Rom-Apu, F Nap-Ion  
 ENGLAND Fry F Edi-Nwg, F Lon-Nth, A Lyl-Yor

## PRESS:

LONDON: Has a "cone of silence" descended over Europe?

WORLD: Why doesn't anyone correspond? Why doesn't anyone write?

MOSCOW: I hate Russia! I've never lasted more than 3 game years. Why don't you guys give me a break.

WSIM 2 on 2 Multi-player game (Due date is June 28)

Due to the seriousness of an NMR, I've decided to postpone this turn for 2 weeks and assign a stand by. The NMRing player is Jim Brophy. As you can see an NMR in the present position by him ends the game. I've asked George Leritte to submit stand by moves for Jim's ships. I will have the June due date for anyone who wishes to change their moves. I'm hoping to get moves done then and then have the next due date by July 12. In other words, I'm trying not to lose a turn on this game. If I receive the missing moves earlier, I'll process and mail them out sooner.

ARTICLE: Now on to the article section of this masterpiece. This article was submitted by Gary Coughlan and is a reprint. It first appeared a short while ago in Emhain Macha, a zine put out by our very own NYer, Michael Mills. Thank you for allowing me to reprint this Gary. I'm sure evryone will find it as interesting as I did.

Reach Out And Stab Someone by Gary Coughlan

You are awakened on a Saturday morning by a ringing telephone. A voice you don't know asks to speak with you. You reply, "That's me". (Oh no, not another insurance salesman) The caller then tells you his vaguely familiar name. Then it blows on you. This person is in a diplomacy game with you, and you have now become a part of phone diplomacy--postal diplomacys, often-hidden twin sister.

Phone calls are a common occurrence in many diplomacy games. Maybe even yours. In the majority of my 7 games, I have either called, or have heard about calls between others.

Allan Calhmer in "Diplomacy World #2" mentions that one player spent \$300 on phone calls in one game alone. Clearly, the phone plays a large part in many, if not most diplomacy games. This article will examine why and how you can handle it.

A phone call is instantaneous contact; no long wait is involved as with a letter. Confusion about certain points can be cleared up immediately, difficulties smoothed out and plans made.

You can often ferret out the true emotions and real feelings of an opponent by his tone and attitude, sometimes a letter can conceal from you.

Probably the phone's best feature is that it leaves no trace, thus there is nothing written down to prove that player A said a certain thing to player B, except player B's word.

Second, how do you handle a phone-calling diplomat? Lets return to our leepy-head at the start of the article to see some of the problems that can arise.

Frantically, you try to remember what you wrote to uh--uh--Turkey. (That's right, he's Turkey to my Russia. Now lets see, I told Turkey I was attacking Germany but I'm really going after England and Turkey.) Your mind goes off on tangents and it is especially important at this point to beware what you say and how you say it.

Many people aren't careful and make mistakes based on false assumptions. One of these assumptions is that the person calling is who he says he is. He may not be at all. This could be Germany saying that hes Turkey. Ask for some proof.

It will also give you time to collect your thoughts.

Example: I once called a player in a game and got his girl friend instead. She knew the right procedure. She said "Tell me something only Russia would know!" I described items from a recent letter I had written to them and established my identity.

Incidentally, she said that she had urged her player-boyfriend to call up the other players and find out their intentions by disguising his identity. So always ask for proof.

Another misguided assumption is that a phone call denotes sincerity. It doesn't. The reasoning is that since a player is calling at such expense, he would be a fool to lie so expensively. In fact the caller may be using the WATT line, which are supposed to be used only for company business, but diplomacy players are unscrupulous.

In the above example, I was the sleepy Russian and I was called by the Turk player on 3 consecutive Saturdays, each averaging about  $\frac{1}{2}$  hour. Needless to say I was impressed and he wore down my initial reserve to having a Russo-Turkish alliance in that game.

So I trusted him and moved accordingly. The result was a stab and the Turk in Sevastopol in Fall 1901. So 3 phone calls (CA-TN) resulted in a 1901 stab for one SC. I still find that hard to believe--maybe later for more centers, but 1901! So, I learned the hard way about phone diplomacy. (And also learned that most people outside the South have accents. They don't talk lak us'm down heah in Memphis.)

In conclusion, treat a phone call like you would treat a letter. Don't reveal any information that you would not put in a letter. And always remember, you owe the caller nothing. It was he or she who called and put you in the hot seat so to speak. Trust a phone-caller in much the same way you would trust a FIF diplomacy player. Both will not bat an eyelash in deciding to reach out and stab you.

STORY: This one was submitted by Steve Heinowski

Thinking back I didn't really know what I was doing there; in fact that was my very thought "What the hell am I doing here?" The sun was too hot, my suit too tight, the patio too crowded and my mind which should have been at its peak was given to daydreaming. Understandably though, considering that in a few minutes I was going to culminate a  $\frac{1}{2}$  year search with a meeting between myself and the most infamous person alive, a person whose very name aroused savage and sickening contempt in some, blind faith, total conviction in others and ---- I was in a most distressing disadvantage for she would obviously know me. I was already drawing strange looks from the crowd around the pool; my choice of clothes, totally acceptable an hour ago was totally out of place here.

About her, I knew nothing. She was a female, though some even doubted that but she could be any of the 30 women around here. The only thing I had to go on was the fact that she did not act like a real person-- no matter who had described her, they all came back to this one sound piece of evidence-- definitely not a real person.

Stepping behind a convenient lilac bush, I started to scrutinize the crowd and my efforts were promptly rewarded. There basking on an orange print beach towel was the most voluptuous blonde I had ever seen. Her body was undulating to the beat of some unknown native drummer as she stroked dabs of sun tan oil on her slender legs. Ah, this must be the real Kathy Byrne-- and even if it wasn't who cared. I immediately approached and decided to engage her with some diplomatic talk. The real Kathy would respond without thinking and give herself away.

"Hey babe, what do you think of supporting A brest in '69 UP?" Five minutes later I was still trying to recover my breath from the elbow she buried in my ribs. Fortunately no one in the crowd paid that much attention and I was able to return to the sanctuary of the lilac bush and continue the search.

I was in the process of scratching "voluptuous" off my list, when a flash of light got my eye. Off to my right-- there I saw it again-- the sunlight was reflecting off a long thin metal object, being fondled by a young woman wearing a trench coat. Her face as the rest of her body was totally obscured by the

drapping of the over sized cloak. Ah, I thought, a fitting disguise for the most ruthless woman alive. I approached cautiously (more out of remembrance of the last attempted meeting) and questioned, "Kathy?"

She rose and a ripple in the coat showed she was packing a pair of 38s. I was instantly on guard. She stood a good foot taller than I, and with a deep voice spoke "The red river rusted last night." Of course I replied, "We must keep the Russians out of Sweden in the fall." This was obviously not the answer she was looking for, in fact she seemed quite a bit irritated. I decided a nasty withdrawal was in order, lest I wind up with a knife in the ribs or a 38 on my skull.

Returning once again to my bush I was quickly becoming depressed, everyone else seemed normal and I was about ready to call it quits when I saw someone who was most definitely not acting like a real person-- ah, the prime characteristic. She was a motly looking brunett with straggly hair and a well-used look about her. What was odd about her was the fact that she was sitting there eating a live pelican. Now that in itself is not odd, but she was eating it with a knife and fork and everyone knows you eat live pelican with a hatchet and a spoon... that WAS odd.

I walked over and decided to keep the more direct line-- "Kathy, would you" she looked up, smiling and spiteewing several feathers from between her teeth, interupted-- "No honey, but for \$10 I'll be whoever and do whatever you want me to." Somewhere I began to get this sickening feeling that I should pass on her offer, so I returned to my hideaway, waiting for the moment that at last gave way to the conclusion that there was no real Kathy Byrne, at least here.

(Me- thanks to Cary and Steve for interesting reading material. Steve story would have appeared last issue had it not been for my being late and slow atype. So this issue you get 2 for the price of 1.)

NUCLEAR HOLOCAUST C-1 SPRING 1983 Due date for Summer 1983 is July 12  
Egypt attacks Oax; Braz attacks Egypt; Can crushes thru German defenses; USA and India go at it again in the EIO; France launches kamikazi planes against Mau  
The action is hot and heavy. Lets get right on to the fun.

## CANADA Byrne

12F/24S NAO II-Art-Nth-Kie-Ham-Kie  
20F/40S, 8B/8%, 8T BC-NPO II-Art-Nth-Kie-K  
2T Kie-Ber C, 10N/10X NAO II-Ice  
20F/40S, 8B/8%, 8T BC-NPO II-Art-Nth-Ham-H  
2T Ham-Fra  
12B Que-Hud-Gre-Hud-Que

## FRANCE Sundre

16F/14S Par-Nth-MAO II-Mor-Mau-IC  
B/2H Par-Par-Lyo-Lyo-Lyo

## EGYPT B Smith

14F Dam-Dam-Dam-Dam-Dam-Dam  
3B Asw-WIO-Mad-WIO-Asw  
4B/8G Mad-WIO-Sue-Dam-Dam  
7T Cai-Dam T Zai-Sud-Asw  
4N/3X EMd-Dam 4N/4X, C/12S WIO-Asw  
B/2G WIO-Sue-Dam-Dam-Dam  
T Alg-Tun(10U)-Cai 5T Ngr-Sud-Asw  
2B Bom-WIO-Mad-WIO-Asw-Dam  
N/2X WMD-EMd 10T Dur-Oax  
B/10S, 7F/14S Dur-SW-MW-GP-Sas

## INDIA Shatto

7B Bom-WIO-Mad-WIO-Joh  
5/4X Joh-Ant 7N/7X Tur-Car  
V/X ME-Pak 2T Ita-Mar-Spa  
C/X, 2N/2X Mad-EIO. 13N/13X Tha-EIO

## BRAZIL F Caruso

10B Cub-Car-Hai-Car-Cub  
40B Eli-Cor-Jav-Cor-Eli  
5F Eli-Cor-Jav-Cor-Cor-Eli  
4F/8S Cea-MAO I-ML- ML-SAO I-Cea  
3N/4X MAO I-MAO II  
C, 10N/11X SH-Ant  
5F SH-Ant-WIO-Asw-Asw-Asw  
60F/120S Sid-EIO-WIO-Asw-Asw-Asw  
17B/%, 12S Sid-Ant-Ant-WIO-Asw  
10B/10T, 50S Mau-SAO II-Ant-WIO-Asw  
5T Asw-Cai T Asw-Net  
T Asw-Sud T Asw-Dam 2T Asw-Sue  
10B/2%, 50S Mau-SAO II-Ant-WIO-Asw  
5B/50S Mau-SAO II-SAO II-S2-Mau  
88F/176S Mau-SAO II-Ant-WIO-Asw-Asw

## USA Heinowski

10B NE-MAO I-Hai-MAO I-NE  
20F/40S SS-Tex-Dur-Tex-MW-SS  
B/10S Spa-MAO II-MAO I-SS-SS  
38N/33X, 5T WA-EIO

## GERMANY Sokol

20P Mun-Fra 60P Mun-Bul  
16F/12S Bon-Mun-Aus-Mun-Bon-Bon

## MEXICO Yost

No more

## ENGLAND Dolsen

No more

AIR COMBAT

Maur Fra 13F vs Bra 3B Fra lost F Bra lost 3B
SAO II W Afr B vs Braz 25B,88F W Afr lost B Bra lost B
WIO Egy 5B vs Braz 87F,10B Egy lost 5B Bra lost 2F,1B

AA FIRE

Nth Ger 5N,5X at Can 12F lost 8F
Ham Ger 2X at Can 20F,8B miss
Kie Ger 2X at Can 4F lost 4F
MAO II Bra 3N,4X at Fra 16F lost 3F
Mor Bra 3T at Fra 13F miss
Mau Bra 15N,C,X at Fra 12F lost 7F
SAO II W Afr N,3X at Bra 14B,88F lost B,F
Asw Egy C,9N,7T,18X at Bra 65F lost 24F
SW US 5X at Egy 7F,B lost 4F
Sas Can 5X,4T at Egy 3F,B lost 3F,B

You have C-1

S DROPS

Nth Can 10S on Ger 5N/5X lost 5N/5X
Kie Can 8S on Ger 2X lost 2X
Mor Fra 2S on Bra L lost L
Ham Can 8S on Ger 2X,2A lost 2X,2A
Mau Fra 5S on Bra L,C,15N,X lost L,C,N
SAO Bra 5S on W Afr N lost N/3X
SW Egy 11S on US 5X lost 5X
GP Egy S on Can A lost A

% DROPS

Asw-Braz successful
Ham-Can successful
Kie-Can successful

H DROP

Par-Fra successful
Paris is worthless

COMBAT

Berlin Ger 1 vs Can 4 Frankfurt Ger 1 vs Can 4
Suez Egy 2 vs Bra 4 Sudan Egy 1.5 vs Bra 2
Matrum Egy .5 vs Bra 2 Cairo Egy 5 vs Bra 10
Oaxaca Bra 12 vs Egy 20 Spain USA 3.5 vs Ind 4
EIO USA 114 vs Ind 49

PRESS:

FRANCE: Cowards!, Worms with petty squabbles! I call upon everyone in the world to attack the obvious threat-Brazil. Your stupid feuding between yourselves allows Brazil a free win. Make new alliances. Deprive him of gold. Go for a joint win with somebody instead of a joint loss. Bonzai!(Oops another Freudian slip)(GM-If you won't tell I won't tell)

CANADA: I notice I wasn't bombarded with postcards to null and void contracts with the Dragon Lady!

CAN TO GER: You've been too quiet-come join the action.

EGYPT: The people of Egypt have been warned to stay clear of all churches, hospitals and schools as the mass air attack of the forces of darkness and evil is near. The gun crews are ready and waiting. The fire fight may be short but full of glory.

EGYPT TO CAN: Sounds about par for the course, forgetting what country your the ruler of.

EGYPT TO MEX: Victory in Oax gets you your capital back.

C-2 SPRING 1982 due date for Summer 1982 bids and builds is July 12

INDIA B Smith
3B Bom-WIO-Mad-WIO-Bom
T Bom-Pak-ME T Sin-Afg

ARGENTINA Heinowski SC-Ant
12N,C/38X Edi-Art 6N/6X,2C/2X,15F,3C
12B SC-Ant-SH-Ant-SC
Sell Edi to Eng Sell CA to Mex

GERMANY Byrne

4A MW-SW 10A MW-Tex A MW-GP,NPOL
4T SS-Tex 2N/2X Cal-MPO II 2N/2X MPO I
3B Kie-Nth-Art-Ice

BRAZIL Luitje
4CP Ama-Uto 3A Par-Ama
21F/22S BC-BC-BC-BC-BC-BC
8F/16S Sid-Sid-Sid-Sid-Sid-Sid

C-2 You Have

CHINA St Germain  
3N/8G, X Sha-Pek  
B/2G Jav-SCS-Sha-Pek  
7F/14S Pek-SOJ-SCS-Phi-Phi  
4F/8S Jav-SCS-Phi-Phi-Phi  
4B/2CS, 4% Sha-SCS-SCS-SCS-Phi  
5B Sha-SCS-Jav-SCS-Sha

FRANCE F Smith  
2B Mau-SAO II-SH-SAO II-Mau  
T Mau-Mor

AUSTRALIA Yost  
A Eli-NSW N/X, 2CU Tas-Cor  
B/10U Tas-Cor-NZ-Cor-Tas

EGYPT Johnson  
3B Asw-WIO-Mad-WIO-Bom  
B Bom-WIO-Mad-WIO-Asw T Dam-Cai-Ngr

CANADA Grabar  
14B Que-Hud-Gre-Hud-Que  
6A Alb-BC

SE ASIA Shatto  
C/X, 2N/2X Tha-SCS 8B Tha-SCS-Jav-SCS

CUBA Brophy  
2N/6G Hai-Car 10N/10X, C/X Cub-MAO I

USA Sokol MEXICO Canniff BALKENS Holton JAPAN Sante S AFR Ziemann  
no moves no moves no moves no moves no moves

ENGLAND Hyczyk- resigns. England possessions are divided as follows;  
Mali, Yugo, Aus, Ita to Egypt allowed to nationalize all W, L, F, B, H, S (Alg W, L TOO)  
Lon, Yor, Edi, Wal, Liv, Swe to Ger allowed to nat. all P, B, F, S, H demobilize others

PRESS:  
HOUSTON TO WORLD: We have temporarily relocated our capitol for health reasons. We have contracted an acute case of BS(Byrne-Syndrome, otherwise known as Bull-Sh..) We need oil to cure our ailment.  
HOUSTON TO BER: We never give up. You will have to take it. If this is what you do to your friends, I would hate to be your enemy.  
EGYPT TO FRANCE: Your big sister told me to leave you alone or she'd beat me up.  
FRANCE TO CAN: I.P.Freely freely sold USA down the river. Would you have Gruesome Grabar done it sooner?  
FRANCE TO EGYPT: Glad to see we both want to live and let live.  
FRANCE TO BRAZIL: So you are uglier than I am.  
BLOODSUCKER TO GRUESOME GRABAR: So this "Panty-Waisted female doesn't belong in a mans game. How many times must I show you how to play? I figured by now Gruesome, you'd have learned something. You can't insult me, I know I belong in this game, the question is do you belong here? Seems to me with the price on my head that I must be a damn good player- as a matter of fact that must be the top money ever offered for the kill of a player. So snap my panties and bust your britches- this little old girl rates #1!!! (GM-What about me?)  
CANADA: I.P.Freely went to inspect the wells in NW Terr. Gruesome Grabar decided that the best tactic, at this point, was to let the French Fries and the Blood-sucker advance. A false sense of security usually causes the enemy to make foolish mistakes. After all, look who we're dealing with. It won't be difficult to make 2 stooges put on a little show.  
QUEBEC: Anyone who does not have a contract with Germany is asked to write. I will build you 20 planes. Make 1 run on Germany and those left are yours. You pay the oil, I'll pay the price. I want GERMANY DEAD!(GM-not my honey)

COMBAT(almost Forgot)  
Phil China lost 4F Neut lost 4X, 8A Phil to China, capture 10CP  
BC Braz S Bombed Can 6A lost  
Artic Arg 40 vs Rus 6  
SW US US 11.5 vs Ger 4  
Gr Pl US .5 vs Ger 1  
MPO II USA 9 vs Ger 6  
Texas US 8 vs Ger 18

SUB \_\_\_\_\_  
TRADE \_\_\_\_\_ X  
SAMPLE \_\_\_\_\_  
ASKED TO STAND BY \_\_\_\_\_ X  
GAME Australia 1980 AG

Well we're to that surprise point in the zine. When you turn the page you will find something that will appear here for quite some time to come. With no further delay let me introduce you to the new super star in White-stonia.....



# CAT-TASTROPHE PHE

June 1980

# 14 1/2

This is a CAT-TASTROPHE. What, you ask, is a CAT-TASTROPHE? Basically, it is one page chock-full of the madness of one Dave White, 2448 E. St. Vrain, Colorado Springs, CO 80909, (303) 473-0230. Subscriptions to this are absolutely free, unless you count what John extorts out of you for Whitestonia! CAT-TASTROPHE is provided as a public service for all of you out there who are tired of reading only John's blitherings.

THISISWHATYOUCALLYOURBASICSTANDARDLINEARSEPARATORWHICHISHERETODIVDETHEABOVEFROMTHEBELOW!!!!

Off the top of my head--Ed.'s column

- (1) What am I doing here? Well, John wants me to guest-GM a game for him. Besides, he CLAIMS that he named his zine after me (and if you believe THAT...), and that he likes my writing (blush). In addition, I owe him a couple of favors, and this is the only way that I can get him off my back!
- (2) I am officially announcing a game opening in regular Diplomacy here and now. The game fee is a paltry 2 bucks which you should send to me (I need it badly since I haven't found a job yet--John's already rich and famous; he doesn't need it!) As a matter of fact, I already have one entered--John, Kath--y'all flip a coin and decide who's going to play in this game. (Like I said, I owe John a couple of favors...)
- (3) I don't know about the rest of you, but I play in this hobby for fun; I don't get off on controversy for controversy's sake, so I don't want to cut anybody down or say that anybody is a crook or a lousy GM. On the other hand, it strikes me as somewhat ironic, slightly hypocritical, and even a bit amusing if it weren't so sad that a pubber, relatively new to the hobby, would chastise and criticize Oaklyn/Tretick and then harass some of his players out of his zine; would compile an extensive, specific set of houserules, and then interpret them very strictly to expell a novice; would accuse another pubber of undermining GM-pubber relations in his zine, and then put out a fake zine of the pubber he criticized. Does this strike anybody else that way?
- (4) Oh yes, before I forget, I better give you guys my houserules: 1. The GM is always right. 2. In cases where the GM is wrong, consult Rule #1. Seriously, that's about all there is to 'em. I mean, really, all of you know the rules. Actually, my HR's are the same as John's except that I will have to limit press to no more than 10 lines (my typing) per player printed on a first come, last edited basis, so that I will have enough room to get all of this garbage on one page, which is indeed quite a challenge. So, then, my advice is to keep your press short and snappy.
- (5) The inspiration for the name of this ~~zine~~ zine cam from my cats. I have 4 of 'em. What happened, was that I was typing out some letters to players in some of the games that I was playing in when one of my cats jumped up into my lap to 'assist'. One is missing a hind leg, another a front paw, one is missing half his tail, and the other one's tail is bent in two places. If you happen to call and hear, "Colorado Springs Home for Handicapped Cats," when I answer the phone, you will know that you have the right number. If the phone is answered, "Hello," you will probably be talking to my sister, or you have a wrong number!

THISISANOTHERLINEARSEPARATORINCASEYOUWEREWONDERINGOREVENIFYOUWERENOTBUTWHOCARESANYWAY??????

A semi-regular feature of CAT-TASTROPHE: Dear Crabby--advice to Dip players and other poor schmucks...

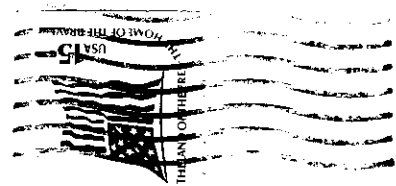
DEAR CRABBY, I publish a modest little Dip zine. Unfortunately, I don't get the chance to play in as many games as I used to. That's not the problem, though. I AM playing in this one game in another zine. The problem is that all of the other players in this game that I'm in are also subbers to MY zine. I feel somewhat stiffed, because if I stab one of these guys, he's gonna get pissed off at me and probably cancel his sub, plus whoever I ally with is gonna be in trouble because the other players will scream that I'm playing favorites--it's a real problem. What should I do? TROUBLED IN NORTH CAROLINA

DEAR TROUBLED, Definitely a sticky problem. If the game hasn't started yet, I would suggest playing under an assumed name--just use one of the over 50 Oaklyn/Tretick aliases discovered up to this date. If the game has already started, use the W.C. Fields Law of Equality, "I'm not prejudiced; I hate everybody equally." Simply translated, Stab everybody! So what if you lose 6 subbers and that's half of your sub list! You can always send out samples to novices who don't know what kind of low-life you are!

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FIRST CLASS MAIL



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