

SUB STATUS

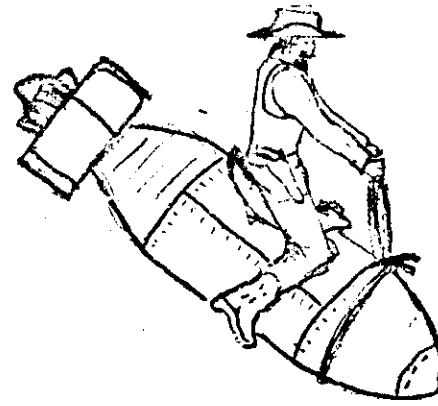
SUB ENDS \_\_\_\_\_

TRADE \_\_\_\_\_ X

SAMPLE \_\_\_\_\_

STAND BY \_\_\_\_\_

GAME \_\_\_\_\_



The picture on the left was submitted by Paul Canniff, and he will be so compensated. Thank you Paul.

DR. STRANGELOVE?

NO, DR. G. y GRABAR

This is Whitestonia, a total game zine brought to you by John Caruso of 42-34 Saull St Flushing, NY 11355 212 353-9695. Also included within these pages is a sub zine called Catastrophe, put out by Dave White of 2448 E. Vrain Colorado Springs, Col. 80909 303 473-0230. On these pages you'll find Diplomacy a game created by Alan Callhmer, Mastermind, WSIM an Avalon Hill game of ship to ship combat in the glorious days, and Nuclear Holocaust, a game created by our very own Dave "Gruesome" Grabar. There is also a new addition to these pages but I'm not gonna tell you about it. I'm gonna let you read it first hand.

GAME AND ZINE FEES

SUB FEE \$4.00 for 10 issues \$8.00 for 20 issues  
 DIPLOMACY \$2.00 / player 4 openings  
 DIP GUEST GM \$2.00 see Catastrophe  
 WSIM \$2.00 no openings at present  
 MASTERMIND \$1.00 no openings at present

CHANGE OF ADDRESS

Roy Henricks  
 240 S Millvale Ave  
 Pitt, Pa. 15224

Jim DiPetta  
 7790 SW 90 St.  
 Apt M3  
 Miami, Fla 33156

George Leritte  
 403 Myrtle Dr  
 Laurel, Miss 39440

Stan Johnson  
 10 Pine St  
 Edison, NJ 08817

ZINE PLUGS

Roy Henricks, address above, puts out a booklet type zine called Envoy. It comes out once a month and is done very clearly, if you can read the microscopic print. Roy, I hear you are going to put out a large Christmas issue on micro-film. Anyway, sub fees are \$7.50 for 12 issues. Games run in Envoy include Dip, WSIM, Kingmaker, Rail Baron and others. Game fees vary with the different game. I highly recommend it. Send a SASE today. He has game openings all the time.

Al Pearson Rt 1 Box 177 B5 Kearneysville, WV 25430 is putting out a brand new zine called Just Among Friends. The sub rate will be \$4.00 per year, with 12 issues coming out a year. Dip will be the main game and the fee will be \$2.00. He plans to run general articles and strategy articles, plus more. After talking with Al, it appears hes going to be putting out a top notch zine and is organizing himself well before hand, something too few of us who publush do until we're rolling. For a free sample, send a SASE to Al. His first issue should be coming out soon.

TIDBITS

Yes Dave Perlmutter, I received your request for the nudes of Kathy and you will find them enclosed in your issue.

Roy Henricks, I put you to the rack and ask you to lay your cards on the table, or should I say lay your cheese on the cracker you blind mouse, how do you, at 6'ft 9 inches, 285 lbs and hands like tree stumps, type on that small 4 inch by 6 inch typewriter of yours?

That's right people, I will have a spot everymonth to answer questions from my fans (?). Since I only have one question this month, I am going to run a contest here this month, but first.....

Dear Bloodsucker,

Are you really as illogical as everyone says? ....Newcomer

Dear Newcomer,

I am the most logical person, I know. I will prove that to all of you with my baseball scoring system. Bloodsucker

Since I am the biggest Met fan, you'll ever find, I recently dragged John (wearing his pedal pushers & beanie) to two games. I insist on keeping score because I hate the number system - I use the Kathy Byrne Logical Abbreviation System.

Below are ten abbreviations that I use - knowing me you guys should be able to figure out what they stand for easily.

BU, CI, X, LC, GFO, HH, CMU, FLO, ----, 9M

Now my system is very easy, and I'm sure you'll all convert to it once you understand it.

If anyone gets 10 right John will give them 5 free issues of Whitestonia, 2 Steak Dinners, and a Kathy Byrne "How to Score Baseball Rule Book".

All 10 wrong & you will be exiled to the Dick Martin Clone Factory.

If no one gets them all right, the one with the most correct answers will get two free issues of Whitestonia.

So put on your "Kathy-Think-Alike-Caps", and prove to everyone how logical I am! See ya next month with all the answers.

Yep! You guessed it. Kathy's Korner(not to be confused with Kiner's Corner or Dear Abbey, Dear Crabby or Gruesomes Twosomes) is the new addition. You can send any questions or comments to Kathy, and space permitting, it will appear here. I was asked to make 1 correction one certain west coast publisher makes all the time. Kath's name is BYRNE, not Bryne. OK Mr Jnoes?

### CONTEST

Last months contest must have been tough. Only 2 people got it right, and 1 of them thought it was a trick question and submitted 2 answers. The correct answer was Aristides in 1875. The trick answer submitted was "only 5 year old and older are horses, younger than that they are colts". Touché. The 2 correct answers were sent in by Jim Brophy and Al Rodriguez. Al's arrived 1st, however, due to the complaint he filed, I must consider Jim the winner and disqualify Al. Sorry Al, you should know, House-rules 1 & 2, the GM is always right and in those cases where the GM may be wrong, refer back to rule 1.

### PLAYER PROFILE

Strange thing happened this month. I found myself with 3 profiles, so I decided to print 2 this month. I'll print the other next month. So with no further delay

Gary Coughlan, at 6 ft 4 inches and 125 lbs is one hunk of a man. Gary has red eyes, green hair and orange freckles. Some of his favorite hobbies include dip, forging names and letters and licking stamps while his biggest hobby achievement is the settling of the Caruso-Linsey War. Gary thinks the south won the war and in his spare time, when he's not writing love letters to Phyllis Byrne, he visits Elvis' house in honor of the souths victory. Favorite interest is the sex life of potatoes, whether fried, baked or mashed, and while involved in his interst, listens to his favorite song "John Brown Hymn". While watching his favorite TV show "Sherriff Lobo", he cheers when his favorite commercial comes on the tube- the one where the sherriff pulls this car over and gets out and walks up to the guy in the car and says "Ya in a heapa trouble boah!" Life long ambition is to play in a dip game with Steve Heinowski, Greg Tully, Dick Martin, Tom Hurst, Dave Perlmutter and Kathy "Bloodsucker" Byrne, and win.

Thank you for the above profile. You will receive 2 free issues. Now on to page 3 for the second, second person profile. You will also receive 2 issues, free.

David Perlmutter at 4 ft 6 inches, 180 lbs, black and blue eyes, security blanket and baby bottle and bald is a picture of confidence. Dave's favorite song is "Rock-a-Bye-Baby" and listens to it while participating in his favorite hobbies- picking nose, dip, wining and sucking his thumb. Dave's most satisfying hobby experience was at Origins, playing FTF dip with Kathy Byrne, and that was also his best game. Another interesting point to note is that Dave believes the tooth fairy is really Brad Wilson. Some of his other interests are pulling the hair of adorable 10 yr old children and he's madly in love with Kathy Bryne. He watches the Muppet show every week, drools at the Johnson's baby powder commercial and goes to his favorite vacation spot once a year- Never-Never Land. Dave's life long ambition is to become a household dip name, at any cost.

Again, I thank the 2 of you for submitting profiles. Thing I don't get is why were they in the same envelope, typed and mailed from Rockville, Md? You mean you guys had a Martin-Cam and didn't invite us? Anyway, thanks again for the profiles, though they were in the objective point of view, not from the 1st person point.

### WANTED

You too can see your name in print, either in a profile or on an article. All you have to do is submit your literary piece to me and it will appear here, plus you will be compensated for your effort.

### HOBBY NEWS AND INFO

Diplomacy World is published by Jerry Jones 1854 Wagner St Pasadena, Cal 91107. Sub fees are \$5.00 for 4 issues, which come out once every 3 months. For hobby info this can't be beat. Its well worth the money.

Boardman Number Custodian Lee Kendter 4347 Benner St, Phil, Pa. 19135. If you publish and need a number for your game, you can request 1 from Lee. Trades of Everything for your own zine are accepted.

Orphan Service Dick Martin 26 Orchard Way No. Rockville, Md 20854 and John Daly Rt 2 Box 136-M5 Rockwell, NC 28138 are handling the orphans. If you are in a game which is presently orphaned or know of a game, you should get in touch with either of them and they will tell you what they need.

Survey Everyone in the hobby seems to be conducting a survey as to whether zine should be pronounced zine as in line or zine as in bean. What do you say?

Folding Jack Brawner pubber of Flying Dutchman is folding. I understand he's gonna place all of his games though. Sorry to see him go. He did do a fine job in helping place some of the orphans with John and Dick.

### GAME PLUG

As most of you know, last issue I ran a game opening for a tactical game I created. Well I have 10 players thus far. I'm gonna wait till about Aug 23 before I start it, thus giving anyone else 1 more chance to enter. Game fee is \$1.00, and it is only going to be a 10 turn playtest. I have 2 Commander in Chiefs and 4 generals for each side. Contact me soon if interested.

### GAMES

<u>MASTERMIND</u>	Due date for the next guesses	Sept 6, 1980
George Leritte	x,x,o,o,o	2 right, 3 right in the wrong place
John Kevern	x,x,x,o,-	3 right, 1 right in the wrong place
Gary Coughlan	x,o,o,o,-	1 right, 3 right in the wrong place
Dave Grabar	x,x,x,x,-	4 right, (GM-???????) you mean you could finally win
Dave White	o,o,o,-,-	3 right in the wrong place at something
Chuck Hollenbeck		

WSIM 1 on 1 AREA Game: Due to a screw up in the mail service, I will have to mail out the results of this game seperately. Sorry Steve and Cliff.

WSIM 1 on 1 New Game: Due to vacation and 1 player moving this game will be delayed. I will mail out the set-up this week, as soon as I receive Jim's. Sorry George and Jim.

WSIM 2 on 2 Due date is Sept. 6, 1980  
 1105 at 2103 16r, 2g (rt car, lt gun) 1211 at 2101 3h, 2c, g (rt gun)  
 2201 at 1211 2r, c 2102 at 1105 2h, c, g (lt car)  
 Melee 1106 vs 2101 1106 3c lost 2101 4c lost  
 1212 vs 2103 1212 2c lost 2103 c lost capture 1212 and 2c.  
 Unfouling 2103 and 1212 Successful 1104 is Struck

British- Heinowski & Grabar		French- Brophy & White	
1101 Y25-1	1104 Z17-2 D	2101 AA13-1 G 1106	2104 HH27-1
1102 BB22-2	1105 BB18-2 D	2102 CC15-2	2105 HH29-1
1201 X28-1 D	1106 Z14-2 G2101	2103 AA20-6 F1212	2202 HH25-1
1202 X23-2 FS	1211 CC12-3	2201 CC2-3 FS	2203 HH31-1
	1212 Captured	1212 AA21-2 FS F2103	2301 LL24-1 D

DIPLOMACY 1980AG Old Timers Came Fall 1902 moves  
 GERMANY Sokol: F Ska-Nth, F Hel-Den, A Bel S A Hol, A Hol S A Bel, A Kie-Mun  
 AUSTRIA Heinowski: A Ser-Gre, F Alb S A Ser-Gre, A Vie-Tri, A Bud-Ser  
 RUSSIA Kevern: A Sev S F Rum, F Rum S Tur A Con-Bul(NSO), A Mos-StP, A Gal-Bud,  
 A Nwy-H, F Swe S A Nwy  
 ITALY Grabar: F Apu-Adr, F Ion S F Apu-Adr, A Tyo-Mun, A Ven-Tyo,  
 ENGLAND White: ret F Nwy OTB  
 NMR: F Nth, A Yor, F Eng dis-(ret Iri, Wal, Lon, OTB)  
 FRANCE Rodriguez: F Bre-Eng, F Mid S F Bre-Eng, A Gas-Bre, A Pic-H, A Bur-H,  
 TURKEY StGermain: NMR: A Bul, Acon, F Bla, F Ank, A Gre dis\*(ret OTB ann)

CENTERS			
Austria	Tri, Vie, Gre, Ser	Even	WINTER 1902 builds and retreats due Sept 6, 1980
England	Lvp, Edi, Lon	Even	
France	Par, Mar, Bre, Por, Spa	Even	
Germany	Kie, Ber, Mun, Bel, Hol, Den	Build 1	
Italy	Rom, Nap, Ven, Tun	Even	
Russia	StP, Sev, Mos, War, Swe, Nwy, Rum, Bud	Build 2	
Turkey	Ank, Smy, Con, Bul	Even	

PRESS:  
 Roma to Sokol: Why is it that every time you're Germany, I attack you? Quit playing Germany.

STAND BY:  
 ENGLAND: Gerry Austin PO Box 10214 St Petersburg, Fla 33733  
 TURKEY: Roy Henricks 240 S. Millvale Ave. Pitt, Pa 15224  
 NOTE: I haven't heard from Dave White by the due date. If Catastrophe is here, as it wasn't yet by the time I started typing, Gerry's services may not be needed. Also Jerry St Germain mailed in NH moves for his 2 games, but the dip moves were left out. It was probably an oversight on Jerry's part. Everyone should take these facts into consideration.

1980 CF WINTER 1901 Builds ..it Spring 1902 due Sept 6, 1980  
 FRANCE Sauve A Par, F Bre, F Mar also has F Por, A Bel, A Spa  
 GERMANY Leritte F Kie, A Ber also has A Hol, F Den, A Ruh  
 TURKEY Kevern F Ank, F Smy also has A Gre, A Bul, F Con  
 ITALY DiPetta F Nap also has A Ven, A Tun, F Ion  
 AUSTRIA Johnson build bunkers also has A Gal, F Tri, A Bud  
 ENGLAND Fry F Edi also has F Nwy, F Nth, A Yor  
 RUSSIA Grabar(I hate Russia) Even also has F Bot, F Sev, A Ukr, A War

PRESS: Moscow: I repeat, "I HATE RUSSIA!"

NEW GAME START 11 th Hour Game Spring 1901 due Sept. 6, 1980  
 If any one player should request an extension for initial diplomacy, it will be granted. Three players still owe me game fees.  
 AUSTRIA John Horn 4340 Wagman St. Oak Forest, Ill. 60452  
 ENGLAND Jim DiPetta 7790 SW 90 St. Apt. M3 Miami, Fla. 33156  
 FRANCE Dave Petrie 2208 Langley St. St Joseph, Mich 49085  
 GERMANY John Daly Rte 2 Box 136-M5 Rockwell, NC. 28138

ITALY Bill Thompson 2405 Ailsa Ave Balt, Md. 21214  
 RUSSIA Cliff Hardisty 4111 Green Valley Rd Rescue, Cal. 95672  
 TURKEY Gerald Austin PO Box 10214 St Petersburg, Fla 33733

DIP STAND-BY LIST: Heinowski, Jones, White, Daly, Fry, Henricks, Kevern, Hardisty, Kelly, Rodriguez, Austin, Leritte, Grabar, Brown, Coughlan

NH STAND BY LIST: Brown, Sundre, Sante, White, Austin, S. Petrie, D. Petrie,

NUCLEAR HOLOCAUST

C-1 Fall 1983 moves WINTER 1984 bids and builds due Sept 6, 1980

BRAZIL F Caruso		JAPAN Canniff
T Mor-Alg	2T Mor-Alg-Tun	80U NWT-NW USA via L
T/20U CA-Oax	T/10U Cai-ASW	100U Arm-StP via L
500U Bol-Ama via L		100U Arm-Mos via L
8F/16S Cub-Cub-Cub-Cub-Cub-Cub		15B Mos-Art-Ice-Art-Mos
40B/80G <sup>NSW</sup> Sid-Sid-Sid		13B Phi-SCS-Jav-SCS-Phi
15B/60S Cub-MAO I-MAO II-Mor-Mau		C/X, 6F, 29S NG-Cor
C/X Mau-Mor	15N Mar-IC	

GERMANY Sokol  
 80U Aus-Bon 30U Aus-Fra via L  
 16F/32S Bon-Mun-Aus-Mun-Bon-Bon

W AFRICA St Germain  
 5A Mal-Mau 3T Cap-Zai-Nga  
 2F/4S IC-Mau-Mau-Mau-Mau-IC  
 2F/4S IC-SAO II-UP-UP-UP-IC  
 3B/30S IC-IC-Mau-IC-IC  
 60U Nga-IC via L

EGYPT B Smith  
 14F, 5B/40S Dam-Dam-Dam-Dam-Dam-Dam  
 N/2X EMd-Dam

MEXICO Yost  
 30U Aus-Fra via L

ENGLAND Dolsen  
 No Moves

USA Heinowski FRANCE Sundre  
 150U Tex-NE no L No Moves

CANADA Byrne  
 12N/12X NAO II-Ice 6N/6X NAO I-A  
 1CB Que-Hud-Art-Ice  
 10F Kie-Bon-Bon-Bon-Bon-Kie  
 10F Ham-Bon-Bon-Bon-Bon-Ham  
 10F/20S Kie-Kie-Bon-Bon-Bon-Kie  
 10F/20S Ham-Ham-Bon-Bon-Bon-Ham  
 2B/40P Sas-Ind-NE-Ind-Sas  
 3T Ham-Bon 3T Kim-Bon  
 80U NWT-NW USA via L  
 130U NWT-BC 130U NWT-Sas via L

INDIA Shatto  
 B/2H Tha-SCS-MPO I-MPO II-NW USA  
 6B Joh-WIO-Mad-WIO-Joh  
 B/2H Joh-Zai-Nga-IC  
 140U ME-Bul via L  
 T ME-SA C/4X Ant-SH  
 T Spa-Por 20A Tha-Bur  
 7N/7X Car-SS disallowed-contract  
 C/4X Gre-EMd No Such Units  
 DISBAND Pak N, X Tha L, % Bom 6A SH  
 Dec X, L, 3A Yor 2X Liv 2X Edi 2X

India sells Dec to Canada

PRESS:

USA TO WORLD: Is there really anyone out there who thinks he or she can top Brazil? Don't be ridiculous. I hereby officially vote yes to the concession.  
 CANADA TO ALL: I propose a concession to Brazil- how vote ye!  
 W AFRICA: We're trying to fight back. The front line of the suicide forces against overwhelming forces was led by 2 women, approx. 8½ months pregnant. Their vallor inspired the army, mostly under 13 and over 62, to leap with their wheelchairs and crutches to attack the huge Brazilian dog fleet. May God smile upon my remains.  
 GM: There has been a proposal request, plus a concession request.  
 PROPOSAL 18?: Void all contracts immediately. However, the way this is written, new contracts may be written. This will need 2/3 yes votes to pass.  
 CONCESSION: To Brazil. For this to pass, there can't be any "no" votes. Votes on both are due next issue.

You have for bids \_\_\_\_\_ Gold to be processed \_\_\_\_\_  
 Maint will be \_\_\_\_\_

AIR Maur W afr 2F vs Braz 15B WA lost 2F Braz Lost B  
Bon Ger 16F vs Can 24F Ger lost 13F Can lost 9F

AA FIRE Bon Ger 14X at Can 40F Can lost 16F  
IC Braz 15N at W Afr 3B,2F W Afr lost 2B

S DROPS Bon Can 32S on Ger 14X Ger lost 14X  
Bon Ger 6S on Can 6T Can lost 4T NATIONALIZE BONN and 80U,28S,3F  
Mau Bra 12S on W Afr 5A W Afr lost 5A  
IC W Afr 14S on Braz 15N Braz lost 9N

COMBAT IC Braz 15 W Afr 8 AA FIRE Ger 6T at Ger 3F Miss  
Alg Braz 2 Egy .5  
Tun Braz 4 Egy .5  
Bur USA 30 Ind 20

C-2 Fall 1982 Moves

BRAZIL Luitje  
50U Uto-Ama via L  
8F/16S Sid-Ant-SPO II-MPO II-BC-BC  
B/10S Sid-Sid-Sid-Sid-Sid  
5F/10S BC-BC-BC-BC-BC-BC

WINTER 1980 builds and bids due Setp 6,1980

GERMANY Bloodsucker Byrne  
3B/6G Ice-Art-Nth-Kie-Bon  
4B Lon-Nth-Art-Ice  
7A/70U Tex-SW 40U Nwy-Kie via L  
60U Nga-Cap 220U Tex-SS via L

CHINA St Germain

3B/6G Sha-Pek-SOJ-SCS-Jav  
3B Pek-SOJ-SCS-Jav  
2B Sha-SCS-Jav-SCS-Sha  
B/5S,% Phi-SCS-Tha(drop%)-SCS-Jav  
3B Phi-SCS-Jav-SCS-Sha  
150U Bur-Sha via L

CANADA Grabar the Gruesome

70U NWT-Sas via L  
10A Alb-BC

RUSSIA Dolsen

3B/60P Mos-Art-NAO II-Liv  
20B/5T Mos-Art-Ice-Art-Mos  
5B Sib-Art-Ice-Art-Mos  
9N/9X Mos-Art 11N/11X Sib-Art  
550U Arm-Mos

AUSTRALIA Yost

A Bus-Sid A Bus-WA  
N/X,20U Cor-NZ  
B Tok-MPO I-Jav-MPO I-Tok  
B Tas(20U)-SPO I-NZ-SPO I-Tas  
B NZ-Cor-Tas(20U)-Cor-NZ

EGYPT Johnson

2A/2G Asw-Dam 70U Alg-Mal via L  
3B Bom-WIO-Mad-WIO-Bom  
B/10S Ita-It-It-It-It-  
2F/4S Ita-EMd-Tun-Ngr-Mal-Ngr  
2F/4S Dam-Asw-Dam-Asw-Sud-Ngr  
A Ngr-Tun

CUBA Brophy

C,2N/3X MAO I-Hai 4N/4X MAO I-Cea  
3N/3X MAO I-Cuc N/X MAO I-Par  
2N/6G Car-Cub  
11B/4A Cub-MAO I-Hai-MAO I-Cub

S AFRICA Zieman

No Moves

FRANCE F Smith

No Moves

JAPAN Sante

No Moves

BALKENS Holton

No Moves

USA Sokol No Moves

SE ASIA Shatto 3B Tha-SCS-Jav-SCS-Tha  
INDIA B Smith 3B Bom-WIO-Mad-WIO-Bom

ARGENTINA Heinowski

C/X,53S SH-Ant C/X Ant-SH  
125U Bol-SJ 125U Bol-SC via L  
2N/6X Ant-SPO II C,6N/7X Ant-WIO  
15F/30SPAnt-WIO-Bom-Bom-WIO  
13F SC-Ant(26S)-WIO-Mad-Mad-WIO  
3B/%,15S SC-Ant-Ant-WIO-Mad(drop%)  
6B/%,55S SC-Ant-Ant-WIO-Bom(drop%)  
2B SC-Ant-SH-Ant-SC  
F SC-Ant(2S)-WIO-Bom-Bom-WIO

MEXICO Canniff

2B SC-Ant-SH-Ant-SC  
9B Dur-Car-Hai-Car-Cub

Afghan and ME were won by India. Nationalize L ME W builds illegal in summer  
Mex sells Dur to Cuba.

INVESTMENTS: Will be \$\$ areas next year-Edi,Dur, no others will be \$\$ unless  
you ask me to notify everyone else.

PRESS:

EGYPT TO ARGENTINA: Due to your underwhelming response to our call for coop-  
eration, we're forced to conclude a seperate peace. What's your excuse?

AUSTRALIA TO BRAZIL: Thought I would give you something to shoot at.  
 GERMANY TO CUBA AND MEXICO: You are both greedy, I hope you didn't think I was stupid enough to sell Texas for \$10,000 and rights to 5 wells. Gruesome offered me \$1,000,000! Since you were so stingy- you get no oil.  
 BLOODSUCKER TO WORLD: Mex and Cuban oil for sale, best offer accepted.  
 BLOODSUCKER TO GRUESOME: Is your 7W safe! Snicker, snicker.  
 GERMANY TO ALL: Oh where oh where should Bloodsucker go, oh where oh where should she go with plenty of oil, and units galore- she's ready to fight like H  
 ARG TO CAN: Dear Gruesome, what ever happened to "I'd give 250,000 for a chance at Germany"? Could it be that you no longer feel as gruesome towards her? Ah, the river flows, and we wonder who else will be swept(sold) down it.  
 ARG TO RUSSIA: From corner to coner  
 ARG TO GERMANY: The pen name is "Alexander Noniferour Mouse" also known as A. Noni. Mouse; you remember hom, He's related to Mickey. PS Henricks is right  
 ARG TO GM: In the following space is a picture of the GM at work. If there is nothing but a space following this, an explanation is in order as you stated in your rules, only obscene press would be censored.  
 ARG TO ALL SUBSCRIBERS: I call upon you to peition the GM to print his picture. All those in favor say "Print the \*&%\$ thing"  
 GM TO ARG: So you like to make trouble do you? Just wait till the next battle, your die rolls will come up 4,5,6 on S Drops and 1,2,3 on AA Fire. Below is the only picture of me I will print. Reprinting of pictures is against postal law #1896 which states only Kodak can reproduce and mail out picture across city of NY lines. I rest my case. Another word on the matter and I'll expell you for GM harrassment, and print your picture instead.  
 CANADA TO THE WORLD: If I lose Quebec or Saskatchewan, the world better look out! I'll sell my soul to Kathy! World bid for me there.

DATELINE QUEBEC: SPECIAL INTERVIEW WITH GRUESOME GRABAR - PRIME MINISTER OF CANADA Gruesome allowed himself a special interview.

AP: Is it true that you extended the Canadian - German Contract?

Gruesome: No comment.

AP: Our sources reveal that you had a secret meeting with the dreaded enemy, "The Bloodsucker".

Gruesome: Yes. She called and pleaded with me not to attack her. She even cried. I guess she thought I 'd be sucked in by the false womenly tricks. But, that won't save her. She made her bed, and now she will have to lie in it

AP: Doesn't she have alot of friends and allies?

Gruesome: It is true that not 1 country in the world responded to my \$200,000 offer to kill her. This does not show friendship. It just shows that the world is full of whimpering dogs. They are AFRAID to attack the ~~Real~~ Bloodsucker. Hah! I say. I'll do it alone. I will not rest until the last German unit has been driven from the Americas. Death to the Bloodsucker, and her pitiful puppet, French Fries.

AP: Wow. Mighty big words I'd say. (GM note - Pretty Stupid ones if you ask me Do you think you can back them up.

Gruesome: I know I can. Man has always been afraid of the unknown. The Bloodsucker was a new frontier. One MAN must conquer! I have met fear head-on, and I now know why the Bloodsucker has been so successful.

AP: Why has the Bloodsucker been so successful?

Gruesome: The obvious+ is always the hardest to see. The "Bloodsucker" is a woman.

AP: Yes, that is true. But I don't see.

Gruesome: Of course you don't. Everyone has played the Bloodsucker as if she played a man's game(logical or illogical). But, they have always played as if a man was there. Now, one must change their way of thinking? Put yourself in a paranoid, deprived, threatened brain, and you have the Bloodsucker.

AP: I see. The Bloodsucker is incapable of man's thoughts or emotions. Thus explains the erratic behavior of moves.

Gruesome: And, the strategic advantages.

AP: What will be the Bloodsuckers next move.

Gruesome: I have now put myself in the frame of the Bloodsucker. She will make a major assault in Africa & finish off the USA.  
 AP: We will see. Thank you Gruesome for this Candid interview.

## AA FIRE

MPO II USA 3N,9X at Braz 8F Braz lost 8F  
 WIO Arg C,6N,7X at India 3B India lost 3B  
 Egypt 4B Egypt lost 4B  
 Bom India 3N,12X at Arg 16F Arg lost 14F  
 Mad India C,8X at Arg 13F Arg lost 6F

## S DROPS

Sid Braz 3S on Aust A Aust lost A  
 BC Braz 16S on Can 10A Can lost 10A  
 Bom Arg 29S on Ind 12X,3N,3A India lost 12X,3N,3A Bom to Arg Nat-10S,12G  
 Mad Arg 24S on India 8X,C,C India lost 8X,C,C Mad to Arg

## COMBAT

WA Aust 1 vs Braz 11  
 Cea Cuba 14 vs Braz 5.5  
 Par Cuba 3.5 vs Braz 1.5  
 Cuc Cuba 10.5 vs Braz 4  
 SW USA Ger 7 vs USA 11.5

## IMPORTANT NOTICE TO ALL HOLOCAUST PLAYERS C-1, C-2

In my rules, you don't have to demobilize units if you sell an area. You may also sell an area of your home country to any other player, in either game. Also, in C-1, you can reinvest in areas to up their value, but you can never up its capability. Therefore a C area will always be an C area. In C-2 however, you can up the capability of an area. The only restriction is that an area won't function as a \$\$ area unless you ask me to notify all the other players by stating it in the game. also you can't build W in either game in the summer, and you can only build L in the summer & winter in C-2. In C-1 you can only build L in the winter.

YOU HAVE \_\_\_\_\_ MAINT WILL BE \_\_\_\_\_ GOLD \_\_\_\_\_

Well, Catastrophe arrived here on Mon, with Dave Whites moves for his games. The postmark on the envelope was Aug 5, 1980. I had no choice but to NTR Dave in WSIM and Dip. The Mastermind game is a fun game, and no harm was done so I took his late move. Let this serve as an example to those people who mail their moves in close to the due date. The mail is tricky and the disservice can take as long as a week to get here. I'm sorry to have to do it to Dave, but they didn't get here on time and I already had the Zine ½ typed up. Be safe and mail your moves in at least a week early.

And now, a question for dear Crabby. Dear Crabby, The fellow who puts out a sub zine in my magazine doesn't feed his cats. How do I know this? It is quite simple, everytime he mails something to me, it has been partly chewed or eaten, as evident by this months Catastrophe. I know being over 1,000 miles away there is little I can do to be kind to mistreated animals, but can you give me any advise?

TO DAVE WHITE: You said you didn't have enough players to start your new game. Well a few players told me they'd play in the guest GM game. I may have forgotten to tell you.. Their names are as follows, and if they should pay me instead of you, I'll mail you a check. Dave Grabar, Jerry St Germain, Jim DiPetta

One last thing before I go, and also I have to fill up this space, so what better place to put this trash then down here, people have asked me what is Kathy Byrne really like. Hold on to your socks- she is 6 ft 4 inches and weighs ????, ....years old, 2 heads, claws, fangs and a long tail.



## DIPLOMACY--What it is and What it Isn't

by David Norman Grabar

The reason I writing this article is to clear up some questions for a few people I've run into. The beginning Diplomacy Player feels that Diplomacy is just a simple little game with a few blocks and pieces. All the players race to get 18 centers so they can be the Winner. And, if they can't win, they agree to draw and share in a victory. That's it!

Well, that's not it! People don't understand the mind of the TRUE HARD-CORE DIPLOMACY PLAYER. There is no such thing as a shared victory. The only way to win a Diplomacy game is with a single 18 center glowing victory. Anything else is considered a loss. The Hard-Core Player uses everything at his disposal to achieve this success. EVERYTHING!

I recently played a game with a few novices and average players. There were only 2 HARD-CORE Players in the game. The novices and average players were upset because of the tactics I, and the other player used. You see, time is on the side of the HARD-CORE. He knows that if he can continue the game, the possibility of a stab increases everymore. And, as long as the HARD-CORE is in the game, there is only going to be one winner. Even if the HARD-CORE has only 1 center, he will fight to the death and always refuse to end the game.

Just a few examples of the HARD-CORE Tactics. One is TIME, as I stated above. Time is a great ally of the HARD-CORE. The Hard-Core knows that average players and Novices will soon grow tired. This is deadly to them. The HARD-CORE is as tired as they are, but, he will never let them know it. Instead, he will tell them that he is as fresh as a daisy and the game has just begun. There is no way He can see a clear cut victory. Thus, if he is in a hopeless position, he will accept only a draw(if he is included). If he is in a decent position, he will accept only a win(His). The other members of the board tell him he is crazy, but, he knows they will agree. Otherwise, they will have to fight on. They know they can defeat him, and he knows it also; better than anyone else. But, the HARD-CORE also knows that through his experience, time will eventually be his best ally. I have used this many, many times to achieve successful victories. This holds in face-to-face as well as in a mail game.

Another deadly weapon of the HARD-CORE is the power of the Vote. Even with one center, he can manipulate the other players into what he wants. You see, his vote is equal to that of all the players on the board. A simple NO will wipe out six yes votes. This sets up the stab possibilities, the distrust and another game year. Players become more tired and may make mistakes. Anything can happen, and it may. Beginners and Average players don't really know how powerful this is. The odds are, they have never used it. It really generates a feeling of power. The other players immediately hate you for making them play out and obvious result. Generally, you can cause them to accept a shared victory, or play out and do dumb things.

A great advantage to the HARD-CORE is the Novice. He has never stabbed, and doesn't have the taste of fresh blood in his mouth. The HARD-CORE knows he will never let the Novice have a stab at him(Heaven Forbid). The Novice is manipulate to help the Hard-Core. He will believe anything, and he is open to the lies and deceptions of the HARD-CORE. A true HARD-CORE will string him along and wring out every ounce of usefulness in the Novice. Then he will fling him along the wayside, along with the other rubble, as the HARD-CORE achieves his Singæ Victroy.

Average Players are nice to have around. They don't make the dumb mistakes of the Novice, but they still have the Novice qualities. Such idealisms as: 1) I make my alliances to last the game, and go for a joint victory 2) I give my word I will not do that(And, that's as good as gold) 3) You(the HARD-CORE) are an experienced player and I want to ally because you are good at tactics and can help. 4) I know which two countries are the winning combination-and you're one of them. The HARD-CORE loves these statements. He's got his fish on the line and can't wait to stick the hook in deeper. The Average Player may be as good a tactician as the ARD-CORE, but the hard core will use anything to get his advantage.

Diplomacy(continued)

The Middle game is full of manipulations that no one is even aware of. Even an experienced hard core has a difficult time seeing them. And, the other players never do know what happened, Any HARD-CORE, worth his salt, will never tell all the dirty diabolicle things that went on. He will use them over and over. He would like to shout to the World how he maintained his centers, or got another build, but, he doesn't dare. He sits back and says "Gee, that was an accident". But, he does it in such a way that the other players feel that it could have been done on purpose. He tries to leave an element of levitivity so it can begin over again. I stabbed a player 7 times in a row and used the same statement "Gee, that was an accident." He went away happy, and I went away a winner.

The HARD-CORE stabs with tact. He never wants to get another player mad at him. If he does, he will try everythang possible to ease this persons anger. Statements such as "You're just to good to have in the game" or ""It had to happen, and I could never have fought you off, so I had to get the first blow in" or "I am really in trouble now, I don't even know why I did such a foolish thing. I'm really sorry." Anything that will suck the stabbed player in to throw him off gaurd. Then continually compliment him on his tattics and good playing as you knock him out of the game. He will go away with a good feeling, and he won't come after you in the next game. I have stabbed players in 6 games in a row, and the next game, they were allied until the Knife Fell.

The End Game is where the HARD-CORE shows his true colors and skill. The pâyers sit around and try to decide who won. The HARD-CORE pulls out every trick in the book. This is where he says(with 1 center), I don't think I will be eliminated. I'm still a strong force. Then get the players argging amongst them-selves. Get votes and proposals to come around and vote NO. Keep the game alive. Anything can happen. Examples. A player will quit, I say fine, he is in CD and we can continue without him. He has the option to go CD. I will sit here all night because I'm in a stable position and won't give up. Thus, I'm part of this draw. Just the other-day, E/S was going to win the game. England had to leave. I was a 4 center France. I pushed through a draw that had France as part of it. My arguments were, I held out against E/S for 5 years, and I was still powerful. (There was no doubt in my mind, from the beginning, that France would have been killed). But, I used the element of Time to achlye the draw.

Thus, is the profile of the HARD-CORE Diplomacy Player. He must win at all costs. He will use anything he can to achieve this. He will take advantage of every player at every possible moment, in every possible way. He will stab with feeling. He will use everyone. I LOVE DIPLOMACY!

PS. I played in a game twice in my life where every player had 5 years or more experience, and every player was HARD-CORE. It was impossible to win. Everything anyone did was countermanded and everyone knew what was going on. No one would give in and the game continues. One example of this is in Ron Brown's Maurdering Ministers. There are 4 players left, and no hope for a victory in sight. It is already 1912. We just sit and try to manipulate each other. Victory will never come out of this game. We all know it. But, there is always the kicker that the HARD-CORE waits for. an M NMR, or a player may move, or even die. Anything can happen.

Well thank you Dave Crabar for submitting this article. You too can see your name in print and can receive free issues of Whitestonia just by submitting a story or article.

CAT-TASTROPHE #16W August 1, 1980

Believe it or not, this is a CAT-TASTROPHE, and this is the least of my problems! Since I have the rest of the page to give you the gory details, I might as well get the introduction out of the way and let you know that this insanity is the sole responsibility of one Dave White, 2448 E. St. Vrain, Colorado Springs, CO 80909, (303) 473-0230. Unreliable as the mail is, you will stand a better chance of getting ahold of me that way rather than trying to call me on the phone. However, if you are one of those people who would procrastinate more, but never get around to it, by all means, try the phone--just don't hold your breath. #####

Well, I was hoping to announce the start of my new game, but then people in hell hope for ice water, too. At this point, I have 4 signed up and their game fee paid. So, obviously, I have room for 3 other people. Let's get going--I want to get this travesty started, not to mention over with! I have a proposal for a 4-way draw--players should vote with this next issue.

Sorry y'all missed me last time and had to put up with another page of John's blitherings. I usually don't miss putting this thing out more than 9 or 10 times per year, so don't worry. No really, I don't have any problem getting this mess together unless I move, and with a stable individual such as myself, it's quite clear that you won't have anything to worry about!

I have been rather busy lately with my new job. I'm usually scheduled for about 55 hours a week. In a little over a month with this company, I have already been transferred 3 times and am now working way over on the west side of town. This wlpuldn't bother me except that the first store I worked at and the one which is closest to my house is about 1/4 a mile away compared to 7 miles away to the store I'm working at now--a definite burmer. I mean, it ain't the greatest job in the world, but if I knew waht was, I'd be working at that. Maybe I'm destined to become a Putt-Putt manager again--this guy in Denver offered me a job. If he makes me an offer I can't refuse, I won't; otherwise, I will.

THISISANUNPAIDUNPOLITICALSEMIREGULARFEATUREOFTHISUBZINEWHICHISHERESINCETHEGAMEISNT

Dear Crabby--Advice to Dip players and other poor schmucks  
DEAR CRABBY, I am playing in the Nuclear Holocaust game. Actually, I'm playing in several of them. For the most part, I am doing incredibly dismally, usually being the first or close to the first eliminated. This wouldn't bother me normally, except I invented the damn game! Do you have any brilliant suggestions? DESPERATE  
DEAR DESPERATE, Yeah, a couple--you could sell the game to SPI, they'll rewrite impossible to understand rules, and then you'll be on an even footing with everybody. That, or you could always use an Oaklyn alias. Rumor has it that the latest one he's using is "Kathy Byrne".

DEAR CRABBY, I'm playing France in a pbm game. Germany has offered to split England evenly with him getting LON, LPL, and EDI, while I get CLY, WAL and YOR. What do you think, should I go along with him? WONDERING in ST. JOE

DEAR WONDERING, Sounds good to me. By the way, let me know the next time you're in town and we'll get up an ftf game!

DEAR CRABBY, I pub a modest little zine in which I have taken on a guest GM who puts out a 1 page subzine. He has an interesting style of writing, but what bothers me is that the low-life uses his space to take cheap shots at me! What do you think of this? PISSED IN FLUSHING

DEAR PISSED, I've seen your ~~rag~~ zine and know what a low-life you are yourself, and frankly, I think he's taking it easy on you under the circumstances. Besides, considering the price you charge, I can hardly see why you would complain about cheap shots! Besides, the subzine is the only thing that makes your zine palatable! Other than that, I'd suggest that you try the same thing--feuds seem to go over real big in this crazy hobby.

Jaws Got to This, Eh Dave? →

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