

Issue #36

April 23, 1984

This is W/KK, and it is put out by us, John and Kathy, solely for the entertainment of our audience. This FUNZINE comes to you from 160-02 43Ave Flushing, NY. 11358, the home of all of Dipdom's influence. If you care to call, the number is 212 353-9695. And we are always home especially for other members of the "In-800". The, so-called, Independent 800 of Dipdom, of which the 2 of us are a part thereof.

Circulation is now well over 300 now, what with DD and Ere reprinting from W/KK almost every month. Keep this up, and I won't have to publish this anymore. All I'll have to do is type it up, make 2 copies, mail them to Mark and Rod, and I'll have the highest circulation zine in Dipdom. Thanks guys.

There should be some interesting stuff in here this month, letters, and of course, the zany Kasper's Korrnor- the main attraction to this rag. Hope you all enjoy it.

On a different note, a front page editorial, of a sort. A lot of you, my concerned friends, have been writing or calling, in the hope of calming me and hoping that I wasn't too upset at what Rod Walker had printed about me in Ere #121. Thank you for your concern, but in fact, I wasn't upset at all. Why? Ere is, at times, a rather entertaining pub to read, but one has to realize that RW is also a master of 'tongue-in-cheek' and strait-faced humor. That which so many of you mistook as an attack on me, appeared to be his attempt to mimic my style of fictionalizing, which is a blend of a little bit of truth, with a little bit of fiction. We do create a lot of fiction in Ere as it is. However, I think he should stick to his own style of fictionalizing as it suits him better, and you people wouldn't get so panicky. I am sorry so many of you were concerned, and thank you for your concern. But RW would never do anything deliberately to cause trouble or promote a feud. ((continued on next page))

But through it all, something good did come from what RW printed in Ere, and strangely enough, I agree with it and so should you all. Never take ANYONE'S word about someone else as being accurate, whether spoken or in print, without 1st checking it out. Especially from someone like myself or Rod Walker, who are both so opinionated and usually so involved. Check it out for yourself if you don't already know, and want to find out, and form your own opinion. Don't let anyone fool or kid you either, your opinion is as important, if not moreso, than the next guys.

Cee, that was all so good, I should have put it in a FIM. Oh well, can't have everything. Speaking of FIM, it is off and flying. I have sent out 7(8) issues of it to various publications. You should be reading some of them by now- Xeno, Anduin, and shortly IOM and Irk and RM. Now this is what I call the good old days. When everything is proving this, or proving that. MES, eat your heart out. Those wanting to know where they can find FIM, I can be bribed for a few stamps. I have put out 7 to date, plus 1 special one. I'll either tell you where you can get to see the FIM's, or if you are real nice to me (example-flirt), girls, I'll send you copies of them. Let me know which numbers you've yet to see.

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There has been alot of discussion recently in a few zines about the rulebook, PBEM games compared to PBM games, and whether an anonymous game, whether or not it is PBM or PBEM is a variant. Since the beginning, when Miller Numbers (the numbers given to variants) were 1st assigned, anonymous games were considered variants. Anonymous is defined as a game where the players do not know each other, but unlike gunboat where the

players are forbidden to communicate, in Anonymous games, players may communicate thru the GM or via a mail drop. I'm not going to get into arguments pro or con, suffice it to say that if the BNC and MNC both agree that Anonymous games are variants, and past precedence backs them up, I accept their decision as correct, regardless of whether the games are PBM or PBEM. But in light of the points that Mark Berch has brought up, I am rewriting some of the rules that we will be using for the next ByrneCon, just to see if Mark's theories hold true. The new rules are as follows:

- 1: All players must pick their country randomly as per rule book.
- 2: If there is an 8th person, he will act as GM. If their ain't,.....
- 3: All players must write their own orders as the rulebook says.
- 4: And as Mark pointed out, since the rulebook doesn't say that you have to know your opponents, everyone will be required to wear a bag over their head. That means you must enter the house wearing a bag, pick your country, negotiate and write your orders the same way. And no peeking or peep holes either. Some people may try to cheat and look inside the holes to see who is who. The GM will likewise wear a bag over his head. So what if you people can't see what country you have, where your units are, or even see to adjudicate the moves. Mark says that it is not required to know who your opponents are, and since it is FTF, the only way to play this game the way Mark says the rulebook is written is with bags over the heads. I can see it now, people tripping over each other, cursing Mark Berch, never wanting to play again. But Mark is correct, the rulebook doesn't say you know who your opponent is. The new wave of the future for FTF play- PAPER BAG DIP, the only true, non-variant. The best part of it is that there should be no bad feelings as you won't know who stabbed you or if you stabbed anyone either. You won't know who won either, and probably won't care at that point. But everyone should leave as friends, you just won't know who your friends are- remember- the bags must stay on.

JOHN CARUSO  
160-02 43Ave  
Flushing, NY. 11358

FIRST CLASS MAIL  
FIRST CLASS MAIL  
FIRST CLASS MAIL



Rod Walker 85  
1273 Crest Dr  
Encinitas, Cal 92024

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