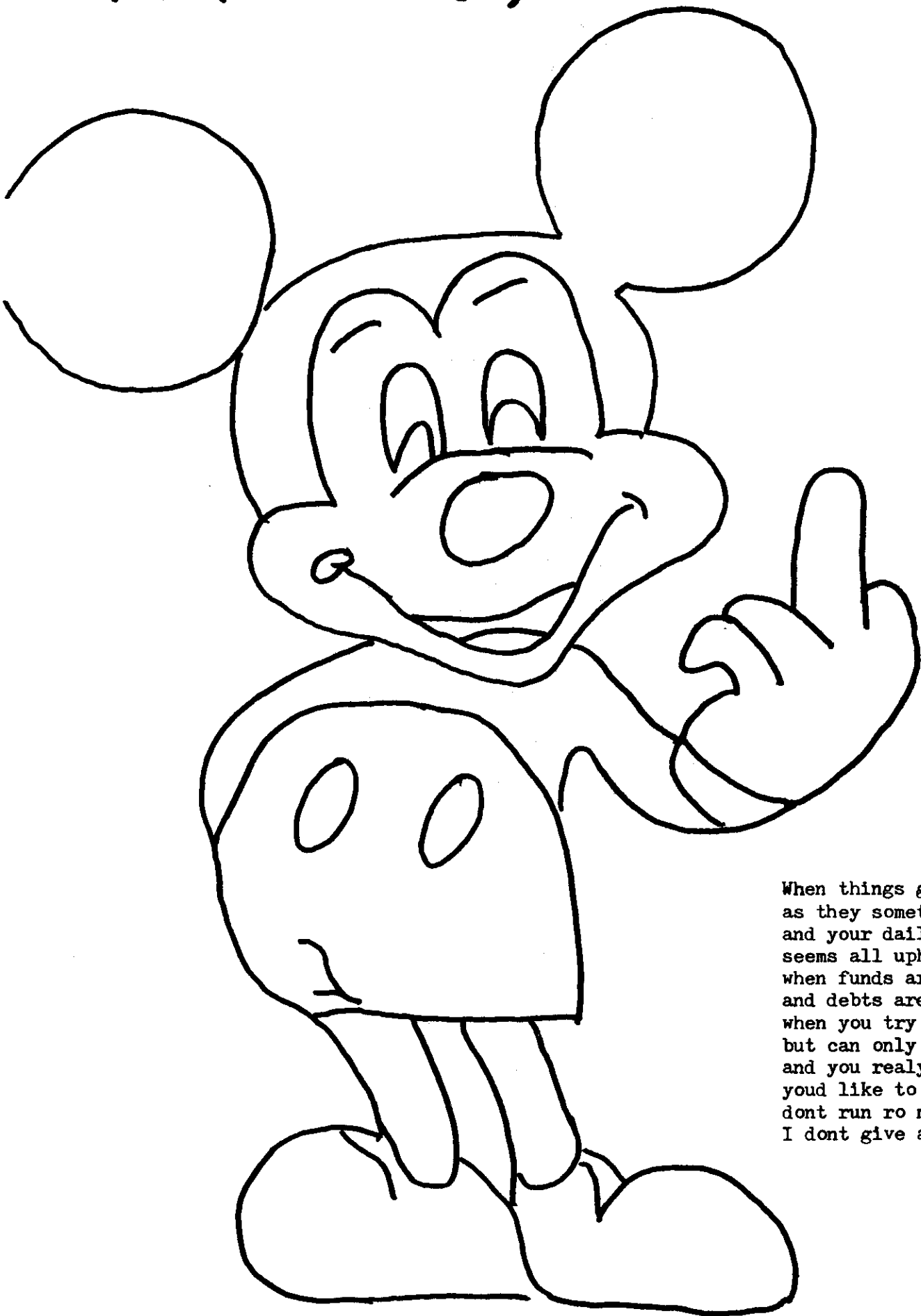


Who Cares?



When things go wrong
as they sometimes will
and your daily road
seems all uphill
when funds are low
and debts are high
when you try to smile
but can only cry
and you really feel
you'd like to quit
don't run from me
I don't give a SHIT!

Hello people, in case you havent figured it out yet this is yet another (only my first) attempt at carving a small place for myself in the publishing hobby. I am hoping to generate enough interest to fill one or two games of postal diplomacy. My definition of postal diplomacy however means that the people involved in the game actually write to each other on a somewhat regular basis. If I do draw 14 people who feel as I do that the word postal actually includes pulling out pen, pencil, or whatever and using them to really drop a note or two per season to the other players in the game I would consider this a personal success. I realize of course that nobody gives a damn about my successes or failures for that matter however I am hoping that if you are interested in the type of game I want to run, you will take a chance at finding it here.

I have only been in the hobby about a year and a half and in that time I have come to realize that the only time I really enjoy these games is when the other people write often, I realize that is only my opinion and that I am probably in the minority however I am hoping to draw other members of the same minority here to play. If I can draw anywhere from 7-21 of you who consider the apparently critical art of writing an important part of the game I will give you everything I can to make these the most enjoyable games in your postal history. People who are known for NMRing constantly (not necessarily out) or even not writing will not be allowed in. Then again by now most of those who fall into that category are most likely thinking I should go to hell anyway.

Naturally the last couple of sentences will turn a number of you, most likely most of you, off and even offend some of you. I am not trying to hurt any feelings, start any feuds, or in any other way disrupt the hobby or the relationships within it. I also realize that we all gain enjoyment from the hobby in different ways and I am only hoping to provide a place for people who feel the way I do. For anyone taking offence at my feelings, opinions, or whatever you care to call them, I would like to apologize now.

At present I have no idea what would be charged for a sub or a gamefee however I can guarantee there would be an NMR deposit required as well as NMR insurance available. Also the games (should anyone sign up) will be run on a monthly deadline with the exact deadline date to be set later. Winter builds and removals as well as all retreats would be due a week after the results are published and then be mailed to each player in order to keep the games moving at the rate of 6 game years per calendar year. This schedule would allow players almost a month to react to spring and winter results as well as anywhere from 16-24 days to react to whatever adjustments must be made. As a result people would be able to negotiate on information passed as far as player's intentions are concerned and would be able to react accordingly if things did not materialize as had been promised. The main reason for this however is to keep the game moving at a pace quick enough to hold the participants interest.

Now the next question you are asking, What type of person am I considering sending my money to? Fair enough, since I am looking for a job anyway I will print a copy of the resume I am sending to whoever. This can give some idea of my background to those who really care. Actualt my main reason for printing this however is to draw a little or even a lot of constructive criticism from anyone who cares to offer it on how this resume can be improved. I am really kind of desperate (as you will most likely find out if you finish reading this) for a new job and this is what I am using to get it, if anyone sees any mistakes or has any suggestions I would be very grateful if they would drop me a note pointing them out.

RUSSELL RUSNAK
8002 S NAGLE
BURBANK ILLINOIS 60459
(312) 423-2588

PERSONAL: HEIGHT: 5'8" BIRTHDATE: 9/9/56
WEIGHT: 170 LBS MARITAL STATUS: SINGLE
HEALTH: EXCELLENT

EDUCATION: DePAUL UNIVERSITY
B.S.C. IN ACCOUNTING (JUNE 1978)
CERTIFIED PUBLIC ACCOUNTANT (MAY 1979)

EXPERIENCE: UR-WAY BONING

5/82 TO OFFICE ACCOUNTANT
PRESENT DUTIES INCLUDE ALL OFFICE ACCOUNTING FUNCTIONS SUCH AS ACCOUNTS PAYABLE AND ACCOUNTS RECEIVABLE AS WELL AS PAYROLL, INVENTORY CONTROL, AND BASIC COST ACCOUNTING. OTHER DUTIES INCLUDE SHIPPING AND RECEIVING AS WELL AS WORKING WITH BASIC COMPUTER PROGRAMS.

4/79 TO REPUBLIC STEEL CORPORATION
5/82

PROPERTY ACCOUNTANT 8/81-5/82
RESPONSIBILITIES INCLUDED VERIFYING OUTSIDE CONTRACTORS INVOICES AND CHARGES FOR TIME AND MATERIAL WORK. THIS JOB ALSO INCLUDED CONSTANT CONTACT WITH CONTRACTOR'S CONTROLLERS AS WELL AS TRADE FOREMAN AND REPUBLIC FIELD ENGINEERS IN ORDER TO ESTABLISH REPUBLIC STEEL'S LIABILITY ACCORDING TO THE MAINTENANCE AND CONSTRUCTION CONTRACTS IN EFFECT.

BILLING DEPARTMENT 3/81-8/81
RESPONSIBILITIES INCLUDED WEIGHING AND CODING STEEL SHIPMENTS AS WELL AS ANALYZING SHIPPING TRENDS AND COSTS.

COST ACCOUNTANT 6/80-3/81
RESPONSIBILITIES INCLUDED PREPARING AND ANALYZING PRODUCTION AND INVENTORY SCHEDULES. MY DUTIES ALSO INCLUDED PREPARING PRODUCTION FORECASTS AND VARIANCES AS WELL AS WORKING WITH BASIC COMPUTER PROGRAMS.

FIELD CHECKER 4/79-6/80
RESPONSIBILITIES INCLUDED CONFIRMING AND ALLOCATING COSTS WHILE WORKING IN THE FIELD AS A CONSTRUCTION ACCOUNTANT.

5/77 TO UNITED PARCEL SERVICE
4/79

HUB SUPERVISOR 9/77-4/79
RESPONSIBILITIES INCLUDED SUPERVISING AND TRAINING 4-30 HUB PERSONAL IN THE LOADING, SORTING, AND UNLOADING OPERATIONS OF THE HUB.

5/74 TO WALGREENS MAINTENANCE DEPARTMENT
5/77

REFERENCES: AVAILABLE UPON REQUEST

Well now that you have seen my "professional" life is there anyone out there that might be interested. Come to think of it is there anyone out there who knows where I could get a job with a resume like that since they just had a nice little company meeting yesterday afternoon in which the bosses mentioned that the company as well as most of the jobs it provides will cease to exist on 6/10. The rest of us may be lucky enough to get another week or two depending on how long the paperwork takes. As a result I will most likely have plenty of time to devote to getting this thing off the ground as well as job hunting. Enough about my lack of a future and back to where this was supposed to be going, basicly toward references in the hobby. I will include a few quotes that will give you an idea of the type of person you may be considering playing under.

Eric Ozog "Rusnak is such an arrogant loud mouth that Kaplan couldnt take it anymore"
Eric is reffering to the first time I met Kaplan at my home when Chuck emptied about half a bottle of beer over my head. I should point out however that our alliance continued despite the beer shampoo he had given me.

Bon Osuch "One creep I wish I had never met Russ Rusnak"
This came from a review of Midwest Con published in EE and the first time I met Osuch.

Bill Becker "There was no doubt in my mind, Russ was pond scum"
A personal view from Bill Becker put into writing somewhere in DBM.

Bob Berkeley "Complete Lunatic---Totaly irrational behavior"
An open letter to all participants in 1982-AD (Ter-ran) where Bob tells what he thinks of my ability as far as gameplaying is concerned.

Peg Becker "Is he always this obnoxious?"
Her first impression of me from my last meeting with Bill at Kal-Con held in April of 83.

Dick & Julie Martin "Russ Rusnak Yeach"
From what I understand this was their first impression from Midwest Con however this comes second hand so I cant be sure if this was actualy ever said.

Scott Hanson "Rusnak wouldnt know the truth if he tripped over it"
This comes from a conversation between Scott and Kathy Byrne, I dont know if was reffering to my gameplaying or me.

Mark Luedi "He's just another toady thumping hack from Burbank"
A line of press somewhere in 82 AC back in December.

Nancy Irwin "Russ Rusnak has to have someone to bitch at"
I guess she was reffering to our first meeting in sept. of 82 at Marc Peters suprise birthday party, this comes from a letter to Paul Rauterburg.

Paul Rauterburg "Rusnak you asshole"
This has been said ceantless times: in diplomacy games, while discussing politics, and even at Andy Lischett's wedding.

The above list could go on for quite a while however by now I think you should have the idea. Some of the above were said in fun (at least I hope so since I consider many of these people as friends) and some were and or are dead serious. Realisticly I have made a lot of very good friends in my year and a half here and I am hoping that this will allow me a chance to make many more as well as strengthen existing friendships.

Another thing I would like to try if this gets off the ground is to try to run a game or two of Cosmic Diplomacy. This game allows each player a special power which allows him to in some way alter the normal rules of Diplomacy to his advantage. Unless otherwise affected by a power the regular rules of Diplomacy are followed. Following is a list of the powers and how they affect their players. If anyone can think of any others that would lend themselves to this type of game I would be very interested in seeing what you come up with.

Amoeba This allows the player to channell his total or partial strength wherever he feels that he needs it most. Basicly the person playing this power can transfer strength from one unit to another at will, thas allows him to have the most powerfull unit on the board at any given time. Whenever power is transferred from one unit to another the unit transferring the power must hold and if it is attacked it is automatically eliminated since it has no strength to defend itself or to retreat. Should the unit receiving the power be destroyed any unit donating power to that unit is also removed from the board.

Terrorist You delight in sabatoge and explosives and as a result you are constantly setting bombs throughout the game. At the begining of the game you set three bombs in non-supply center areas and as people move into these spaces they are automatically anhhilated. Each winter you set a bomb for every bomb that has exploded during the game year however they cannot be set in any occupied territrory, supply center, or any territory where a bomb has exploded in the previous two game years.

Chameleon During the warmer weather you can blend in with the scenery moving sight unseen. Therefor during the spring and summer no one can find out where you are unless they happen to bounce off of you or should you happen to set off a bomb. In short your winter position is reported to the board however your spring moves, summer retreats, and fall starting positions are not published. Your fall moves will be published with the other fall moves however they will not be published in time for anyone to use the information.

Filth You are the most vile and disgusting race ever to take its place in the universe. No other living being can stand to be near you and it is extremely difficult for anyone to live where you have once lived. As a result once you take a center and hold it for a winter season, no player may gain credit for that center until it has been fumigated. Therefor the invading unit must sit dormant (it cannot even offer support) until the following winter. Thus if you loose a center in 1902, the invadeing unit must hold until winter of 1903. Also the invader does not get credit for the center until 1903 even though you must remove a unit in 1902. Also if any of your units are dislodged the attacker must sit dormant for the following year until it can recover from the stench your unit has left behind.

SEASON

Zombie Yours is an army of the dead and as a result you do not need supply centers to maintain your units as the others do. You need supply centers only to build units, once the units are on the board they cannot be removed unless they are anhhilated. In short you can have no supply centers to your name and still be as strong as you were at the peek of your power.

Liberal Yours is a race of beuracratic thieves that use red tape and taxes to steal the hard earned benifits of others. Whenever you loose a center you may impose a tax on anyone gaining a center that season which allow you to take credit for his center for the first year. After the year is up the person then gets credit for the center he would normaly have taken credit for the previous year. Needless to say you cannot impose the tax on the person that took your center in the first place however if he has gained from someone else as well you can tax him on that one.

Hypnotist You can basically create a great psychic power after a year of concentration. As a result on every fall move you can write an order for any other unit on the board as well as all of your own. Naturally of course there is no way for anyone on the board other than the person that you have controlled to know that it was you that wrote the order. You cannot control the same unit two fall seasons in a row.

Warmonger Your race has been brought up on the joys of war and as a result you are the fiercest race on the board. Whenever you dislodge a unit the unit is automatically destroyed. Also when you are in a defensive struggle your skill becomes so advantageous that your support is worth 1.5 to a unit that is supporting or otherwise holding during that season.

Timelord You have the power to go back into time due to a lost technology that takes constant maintenance and care. As a result once every two game years you can reverse time by six months and force everyone to live those six months over with you. In short should you decide that a particular season held to many surprises for you or for a friend you can decide to take it over provided you have not used your power within the previous two game years.

Bully If you defeat an opponent you can decide where he must retreat or what unit he must remove should you be the direct cause of his losing a supply center. Put bluntly if you take a center or support a successful attack upon a center that results in someone being forced to remove a unit you decide which unit he must remove. If you are directly responsible for a person being forced to retreat you decide where he must retreat. You cannot force someone to retreat off the board.

Although I have outlined 10 powers there obviously is room for only seven. The other three simply are not used. I also realize that there most likely are others that I have not thought of and I would welcome other people dropping me a note about what other powers they think might lend themselves to postal diplomacy.

As I stated there is one game presently running in Irksome which has gone fairly well so far. Also we have played a few times at ftf's at my home and almost everyone involved has seemed to enjoy the game. I am very anxious to start another one. If you have any questions about the game you could feel free to ask since I would be very happy to answer them. Also if you are just interested in speaking with others who have played, here are the people to ask: Andy Lischett, Eric Ozog, Mark Frueh, James Wall, Scott Hanson, Paul Rauterburg, Chuck Kaplan, Mark Luedi, Marc Peters, Bill Becker, and probably a couple that I don't remember at this point. In the ftf games played it seemed that the most powerful alliance seemed to be the Terrorist & the Hypnotist. Together they worked very well at destroying enemy units by sending them toward bombs however they are still stoppable. Even should this zine fail at getting off the ground I would still be interested in running a game as a guest somewhere or in hearing about any other powers someone might come up with. Come to think of it I am interested in standbys for the game that is presently running in Irksome.

Just in case anyone is interested another power that would seem to lend itself to ftf play would be the Silencer. Basically the Silencer has the power to totally isolate a player while negotiations are in progress. This would do wonders in an ftf game if you could isolate an enemy or even someone that is causing problems. I'm sure there are other powers that would lend themselves to ftf only as well and I would be very interested in any ideas anyone might care to offer on these as well.

Once again anyone interested in either playing or simply curious about what might happen in certain situations is free to call or write and I will do my best to answer any questions or accommodate any requests.

Driving while under the influence can be expensive.

On Jan 8 I was coming home from a friend's home when a car that had followed me for about a mile and a half put on his lights and pulled me over. Officer Behrman (I think that's how it is spelled) of Woodridge followed me until I was about to leave his jurisdiction when he decided to pull me over. He then proceeded to ask me if I knew why I had been stopped and when I said no, he thought for about a minute and then decided that I had been driving on the shoulder of the road. Why did he follow me so long if I was driving on the shoulder? Anyway shortly thereafter I was arrested for Driving while under the influence of alcohol. In all honesty I was asked to take the standard road tests and although I really didn't do that well it was a far cry from what was written in the report. Anyway after being arrested I was requested to take a breathalyzer test, at which point I asked the officer what would happen if I refused. He stated "you could possibly lose your license" which is a far cry from the mandatory loss of a license that went into effect on Jan. 1 in this state. The strange thing about this law is that it makes no difference if the person knows or if the officer lies to the arrested party. After I was done being arrested I posted bail (luckily I had the cash on me) and was allowed to drive home. Mind you I was written up as falling down drunk at 12:33 yet I was given my keys, by the arresting officer, and allowed to drive home at 1:30. I guess I have amazing recuperative powers.

The booking done and my court date set, I immediately set out in search of a lawyer. The first man I talked to wanted \$1500.00 in order to represent me and after checking around I called him and stated I would most likely head elsewhere simply because he was too expensive. He offered to cut the fee by 50% and I accepted. The standard procedure for DWI in DuPage County is to plead the offence down to reckless driving on the second court date with the State's Attorney. My lawyer had the second court date set in a place where this was impossible and demanded an extra \$500 in order to get me to a place where it could happen. Realistically I think the second court date was set only so he could kick his fee up the extra \$500. I have since written a formal complaint to the Illinois Bar Disciplinary Committee however I really don't know what to expect there. Anyway on the third court date I eventually pleaded guilty to reckless driving and was given a \$200 + court costs fine as well as having to take a course in driving (6 classes from the county of DuPage for \$175) and the 6 month suspension in my license for refusing the breathalyzer. Funny thing though, if my license is suspended how do I get 35 miles to driving school?

Being realistic I am really not sure if I was really drunk or not, it was a close call. As a matter of fact I looked at the officer while he was finishing up the booking and I asked him if he really thought I was that bad and all he did was put his head down and refuse to answer. The thing about suburban cops however is that they really are nothing more than traffic cops that get rewarded for how many tickets they write by being allowed to keep their jobs. Suburban cops will read you the riot act for going 5 miles over the limit while Chicago cops (far more realistic in my opinion) would most likely not even bother to stop you. Either way it really doesn't make a difference anymore, the point I am trying to make is that it cost approx, \$1700 on that little fiasco and that is a hell of a lot for one night and anywhere from 6-8 beers. Therefore people be careful when you are out considering the outrageous laws that are being put into effect nowadays simply because you can get screwed. Over one drink per hour makes you legally drunk in Illinois which means just about anyone on the road on a Friday or Saturday night. Supposedly 1/3 of the people on the road these nights are legally drunk and not fit to drive, funny thing though you couldn't tell it when you are on the road next to them. I guess I am a bit sarcastic at times but I want to point out that there are a number of drivers out there that are "legally drunk" yet are far more capable of driving than the Sunday drivers we have all run into. The yellow journalism nowadays concerning drunk driving is not helping either considering it is always advertised by showing an accident where 5 people were killed and explaining how so many people get off. By the same token most of those people most likely did nothing wrong in the first place when they were arrested like I feel about myself. I guess what I am saying is that there seems to be a paranoia afloat about DWI when all it is really doing is serving as legalized extortion so counties can pull in extra cash.

P.S. If anyone ever gets nailed in DuPage county contact me so I can give you on lawyer you will NOT want as your own. Don't say I didn't warn you.

The End !!!

Well here we are on the last page, to those of you who made it this far all I can say is thank you. Once again I am hoping to start two games of regular postal dip (My defanition of course) as well as a game of Cosmic Dip if you people show enough interest. Also I will be very strict as far as NMR deposits are concerned as well as very hard on those who NMR. My houserules for the most part will be the same as most others and if there is a next issue I will be very happy to print them. The sub fees will most likely be between 60¢-75¢ as well as having both a gamefee and an NMR deposit. (Exact amounts will be determined when I see how many are interested and I put that together with what my printer has to say) For the most part this will eventually turn into a warehouse of sorts unless others decide to write in. I do not beleive in censoring anything however I do feel everyone should have the guts to put their name with their thoughts and as a result the only thing that will be ambiguous will be that all games will be black press. If you are the type of player that beleives that this game includes writing often, I really hope you will consider playing here, if not please dont bother since I am only interested in running games where the people themselves are interested.

BRIEF ANNOUNCEMENT

On Saturday June 11, I will be hosting an ftf affair for those interested. I am hoping to get about 14 people here although I am really only expecting 10 or so. If there is anyone out there that might be interested please get in touch, I would like a little notice from anyone interested so I know how many to plan for. This ftf was originally scheduled for Kaplan's however unfortunately Chuck has had to cancel and as a result it has been moved to my house. Also as a side benafit that date is scheduled for the grand reopening of the Sit & Sip, those of you who have been here realize just how important this is, those that havent should come and find out.

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