

WHY ME?

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1 regular game. 3 signed up. 4 spots open. \$3.00 gamefee

I seem to have hit a really slow time in signing up new people for the 'zine. I hope that this will soon pass and I can fill the above games. For those of you waiting for your game to fill, please bear with me. I am sending out more samples this month, and I hope that I get some new blood. Meanwhile, anybody that is currently a subber is welcome to join these games.

NEW MILLER NUMBER CUSTODIAN.....(ACTUALLY AN OLD ONE DOES IT AGAIN)

I have taken over the job as the Miller Number Custodian from Randy Grigsby effective immediately. Here's where the situation stands as of this date.

- 1) I AM ISSUING NUMBERS ! In the past week I have already sent out numbers for quite a few games that were running without them. The biggest problem is getting out the word that I am doing this. All publishers are requested to pass the word along., PLEASE.
- 2) I do not have all of the materials from Randy yet. Therefore, I do not know when I will be able to put out an issue of ALPHA & OMEGA, the official MNC publication. As soon as I get the materials from Randy, I will start to assemble the next issue. All subbers and Traders will get issues from me when it's ready. However, the list of these people is one of the things that I do not have, so as of right now, I don't know who all of these people are!
- 3) Since I only get a limited number of 'zines, and Randy hasn't sent me any games that are waiting for numbers, I need help. If you are a publisher with a variant that needs a number, or are a player in a variant without a number, please let me know. Once I am aware of a game that needs a number I will send out a number right away. One of my goals is to answer all requests for numbers within 24 hours of the request. I know I can do this in 99% of the cases, and I will do so!

I held this job before (Dec 1982 thru June 1986) and I'm well aware of what it entails. I assure everyone that I will be an active custodian.

WHAT'S INSIDE: Letters on pages 2 and 3. The games are on 4 and 5.

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YOUR SUB EXPIRES WITH ISSUE# _____

WE TRADE _____

FREE SAMPLE _____

OTHER _____

PLEASE SEE PAGE _____

PERSONAL NOTE FOR YOU.

COMPLIMENTARY

LETTERS...

FROM: Steven F. Sulzby (excerpt)

A couple of comments before I go. Is there anyway you can put maps showing our realative positions? If not can you at least give the position of our units during a seperation of seasons? It would really help if you could do this. Not that I can't go into the last issue and look it up myself, and get my own map out and plot all the positions. Yet, you can see that it would be ultimately convenient if you did this. Especially when you have a little room to spare, anyways. Or, adding an extra page means no increase in postage costs. Besides, a map would do much to establish quality, character, and attractiveness in your 'zine. Give it some thought.

That's about it for any gripes about your 'zine. You truly have a right to be proud about your response time. I've found that getting back to us so quickly keeps the interest in our games at an extremely high leverl! Keep it up!

FROM: Fred Hyatt (via telephone)

I don't recall Fred's exact words, but his complaint was the same. Why didn't I publish unit positions.?

My reply...OK. I GOOFED!!

Having been away from publishing a while, I really didn't give it any thought about the unit positions. I should have put them along with the winter builds, and I will do so in any future seperation of season situation. As for maps; yes, they would be attractive. However, they would take far too much time, especially with my paranoia about double checking everything before I go to the copy shop. Excess time I do not want to spend or I would start to lose the quick turnaround that many of you seem to appreciate. I'm sorry that I didn't think this time, it won't happen again.

Now, on to a lighter subject

FROM: Jim Diehl

Of course you know, but didn't mention in your geneology article, that Pennsylvania Dutch was American slang for Pennsylvania Deutsche (Pennsylvania Germans).

The Diehl family had it's European origins in Schleswig-Holstien. Scleswig-Holstein is a state in N.W. Germany about where the canal is represented on Diplomacy maps in the Kiel province. From Schleswig-Holstien, some Diehls migrated to the U.S.A. and from Pennsylvania split into 3 groups. One group stayed in the East. One segment went to the mid-west (My group), and a portion of the mid-west group later pushed on to the west coast.

Compared to the luxury and ease many people can enjoy as they now come to the U.S.A., these early groups must have been a hardy, gutsy bunch. Most early settlers came to the U.S.A. to escape endless wars, high taxation, and an all powerful ruling class. Unfortunatly for the progeny of these early settlers, we have no "new world" to which to escape.

No one can deny that geneology is interesting. Nevertheless, in my opinion, it is more important and noteworthy for one to have currently acheived a worthy goal than to bask in the laurels of some long gone ancestor. Besides, after a few hundred years the genes of some outstanding ancestor are, through intermarrage, well diluted or some would even say polluted!

My reply... Thanks for the letter, Jim. It at least shows that somebody actually reads some of the stuff I write!

Continued on page 3

(My reply to Jim Diehl continued)

I find your comments on some "outstanding ancestor" intersting. However, this is not why I persue geneology as a hobby. I come from a long line of peasants. My ancestors were farmers, coal miners, etc. So I doubt very much that I'll ever find anybody famous. What I am looking for is partially what you already know; WHERE did my ancestors come from? I have already found out where some of them origionated, and I have even found some of them in ship arrival lists that show when they came to this country. However, there are some that go so far back in this state that I have yet to find where they were from. That is one of my goals that I constantly strive for. Another reason I do the research is that I love solving intricate puzzles. Beleive me, unless you have ever done this, you have no idea how difficult a puzzle it is! Misspelled names, missing records, misinformation from others, etc., make it so hard to find some people that you wonder if they really did exist! I do enjoy it, and it really releives the stress of everyday life. I think that this alone makes it worthwhile in our hectic lifestyles of today.

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 MORE ABOUT THE PRESS CONTROVERSY..

Eric Brosius

It is possible to allow gray or even black press and still keep out abusive or tasteless press. Just have a houserule allowing you to reject press items which you consider to be in bad taste. I know I enjoy a game more if gutter language is kept out of it.

But some gray press is very witty-often it's datelined Switzerland or Ireland or some such place.

"White Press" Tells who wrote it.

"Gray Press" Doesn't tell who wrote it.

"Black press" Lies about who wrote it.

Jim Diehl

Keep your policy to allow only white press in all games.

Jim Johnson

In response to your question about black press, I am against it. I rarely write press myself and I pay little attention to the press of others. If you want to talk to me, send me a letter or card! As far as gray press goes, I, too, am not familiar with this term.

Ron Cameron

Black press has always been *?%@* okay with me, as long as the writer is required to identify himself and can't pass off his insults as if they were coming from another player.

Gary Behnen

I agree, 100%, black press is not needed nor would I enjoy seeing your policy change. I'm in a few black press games, but generally prefer games where people are straightforward in thier press.

MY REPLY TO ALL OF THE ABOVE...

First, I'm glad to see that some of you are as confused as I was about "gray" vs "Black" press. Second, I do have a houserule (#17) that allows me to edit press, or not publish it at all. I never allowed, nor will I allow gutter language in this z'ine! It's bad enough that the movies of today all have to resort to that filth. You won't see it here!! Also, I feel from the comments that I have received that most of you want the press to stay "white". For now, that's the way it will be.

WM 201 1990HV

Spring 1902

Austria(Hyatt) A Vie(s)A Bud-Tri, A Bud-Tri, A Ser(s)A Bud-Tri, F Gre-Ion

England(Sulzby) F Nwy(s)F Nwg-Nth(dis-Ska, Bar, OTB), F Nwg-Nth,
A Yor-Lon

France(Cameron) A Mar-Pie, F Bre-Mid, F Lon(s)GER F Hol-Nth,
A Por-Spa, A Bur(s)GER A Bel

Germany(Diehl) A Bel-Ruh, F Kie-Hel, F Hol-Nth, A Den-H(uno),
A Ber-H(uno)

Italy(Weiss) F Nap-Apu, F Tun-Ion, F Rom-Tyn, A Ven-Tyr,
A Tri-Ser(dis-Alb, Ven, OTB)

Russia(Behnen) A Mun-Boh, A War-Gal, A Mos-Ukr, F Rum-Bla, A Sev-Arm,
F Swe-Nwy, A StP(s)F Swe-Nwy

Turkey(Gonsalves) F Con-Aeg, F Ank-Con, A Smy-Ank, A Bul-H

DEADLINE for Fall 1902 is Thursday, December 6th,1990

Press.....

Fra to Eng: Don't NMR! I'll give you London back. Write!

Fra to G/I: You guys may beleive the Tzar's gobbledegook, but I never have
and never will

Rus-Tur: You 2 are thick as thieves-have fun in Rumania.I hope you
choke on it!

Rus-Aus: With Italy in your backyard, I'm a little more puzzled that
you agreed to this.

Rus-Ger: See, I had a good visit-no harm, no foul?

Rus-Fra: This is risky, but as you say, could pay big dividends.

Rus-Ita: You're a sly one-I trust this helps.

Rus-Eng: Well, did you convince France or Germany?

Switzerland(italy) to Hagerstown Heights: Yes, from this vantage point
the German citizens and government are partying with the Cossacks. Troop
movements toward the Burgandy wine regions are expected.

Rome to GM: Pig entrails are more easily read to prognosticate the
future than the current map.

Rome to Bud: Gee, Germany offered Munich to Russis to forge their
alliance;why don't you interpret my taking Trieste as proof of my
desire for alliance?

Rom to Con: Please do not send troops to Saudi Arabia. Let the USA be
bogged down there so as to stay out of Europe. Death to imperialists.

Edi(New home of the British government, though office space has only
been rented in anticipation of fleeing again)-Rom: Any chance of you
selling some of those fine new warships to his Majesty's Royal Navy?

Edi-Colonies: Send troops!

Edi-Surrounding countryside: We will fight on the beaches, we will
fight in the fields, we will fight in the streets, we will never
surrender!

GM TO ALL PRESS WRITERS: Several of you sent revised orders, and sent
different press with same. I only printed the press that came with the
revised orders. This will be my policy unless you say to use all of
the previusly submitted press.

WM 202 1990HY (We now have a Boardman number)

Spring 1902

Austria (Behnen) A Vie-Boh, A Tri-Tyr, A Bud-Gal, A Ser-Gre, F Gre-Aeg
 England (Hyatt) F Nwy-H, F Edi-NAO (IMP), F Lvp-Iri, F Eng(s) A Bel-Pic,
 A Bel-Pic
 France (Johnson) A Bre-Pic, A Spa-Gas, A Mar-Bur, A Par(s) A Mar-Bur,
 F Por-Mid
 Germany (Bowen) A Bur(s)ENG A Bel-Pic, F Hol-Nth, F Kie-Bal, A Den-Swe
 A Mun(s) A Bur
 Italy (Garrett) A Apu-Ven, A Tun-Alb, F Nap-Apu, F Ion(c) A Tun-Alb
 Russia (Diehl) A Rum-Bul, F Sev(s) F Bul-Bla, F Bulec-Bla, A Arm-Ank
F Swe-Nwy, A StP-Fin, A Mos-StP
 Turkey (Weiss) F Bla-Ank, A Smy(s) F Bla-Ank, A Con-Bul

DEADLINE for Fall 1902 is Thursday, December 6th, 1990

Press.....

Aus-Ger: This one's for you!

Aus-Tur: Nothing personal, you just inherited an NMR received mess.

Aus-Ita: ...And away we go.

Aus-Rus: It's greener on Turkey's side of the fence.

Con to AIR: Adrenalin seems to speed up the neuronal circuits and slow
 down the relative perception of the passage of time. In other words,
 while this guillotine is falling my entire life has passed before my
 eyes and it has become 1902.

Sultan to eye of AIR attack: Do you believe in fairies? I live in San
 Francisco, and I still don't. A/R letting you survive long is fallacious
 logic. Hit those suckers so I can live. Let's get that 1989 Diplomacy
 point leader outta here.

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 WM 203 1990Zrb32 (we now have a Miller number) GUNBOAT

Spring 1902

Austria: A Sil-Boh, A Ser(s) A Vie-Tri, A Vie-Tri (dis-Bud, otb),
 F Gre-Alb
 England: A Lon-Wal, F Lvp-NAO, F Swe-Nwy (dis-Nwg, Bar, Ska, otb),
 F Nth-Nwy
 France: F Eng-Mid, A Pie-Mar, A Bur(s)ENG A Lon-Bel (NSO)
 Germany: A Ber-Sil, A Mun-Bur, A Hol-Bel, A Ruh(s) A Hol-Bel, F Den-Nth
 Italy: A Tyr-Vie, A Ven(s) A Tri, A Tri(s) A Tyr-Vie, F Tys-Ion
 Russia: A Rum(s) A War-Gal, A Ukr(s) A War-Gal, A War-Gal, F Arm-Bla,
 F StPnc-Nwy, F Swe(s) F StP-Nwy
 Turkey: A Ank-Arm, A Bul-Rum, F Con-Ank, F Smy-Con

DEADLINE FOR FALL 1902 IS THURSDAY, DECEMBER 6th, 1990

AN EXPLANATION ABOUT MY "NO COMMUNICATION" POLICY.

A question was asked about supporting other countries units. This is
 allowed as long as it's a LEGAL support. For example: Turkish A Bul(s)
 Russian A Rum-Ser. This is a legal move and there is no problem. The
 thing that is NOT allowed is; French A Bur(s) Eng F Nth-Den. This is
 an illegal move and can only be interpreted as an attempt at trying
 to communicate (by suggesting a move). So, if it's a possible support
 I'll accept it. If it's an impossible support, I'll consider it an
 act of trying to communicate, and I'll consider that unit holding !