

The World News & War Report is a Diplomacy journal, published monthly by the Prussian Guard. The Editor, GM, and entire staff is John Mensinger, 1320 Magnolia Ave., Modesto, Ca., 95350. I am a member of the N3F Games Bureau Diplomacy Division and of the Diplomacy Association. I urge your active support of these two worthwhile Diplomacy organizations.

Fees: All players in WN&WR games must have a subscription which is \$1.75 a year. Game fees: Regular 7 man and 5 man Napoleonic games-\$1.00. Youngstown Variant games-1.50. If you are already in a WN&WR game you may deduct 25% from your game fees for any second games. If you are a member of the Prussian Guard you may deduct 25% off the prices of games, and off the price of subscription.

Trade Policy: WN&WR welcomes trading and will do it on an all-for-all basis.

Builds, Removals, and Retreats: These were to be reported in the WN&WR Bulletin, however, we have changed our minds, and only retreats will be handled by the bulletin. For Builds and Removals we will have a winter season.

Game Openings: Currently we have openings in 2 regular 7 man games, 1 5 man Napoleonic game, and 1 Youngstown Variant game.

Numbering System: We use Boardman numbers to identify our games. Also used is our own system, which is simply a number, and a prefix to tell what type of game it is. The prefixes are: Y-Youngstown Variant, N-Napoleonic, and T-Evans Tourney games. If there is no prefix it is a regular game.

Move Notation: Moves may be abbreviated using the standard notation, that is the first three letters of the province, except in those with NOR for the first three letters. In those cases, use the following abbreviations: Nth-North Sea, Naf-North Africa, Nat-North Atlantic, Nor-Norway, and Nwg-Norwegian Sea. S means supports, C means convoys, - means to, H means stands, A means army, and F means fleet. Moves which are underlined don't succeed.

House Rules: Some time ago, in the first issue of WN&WR, a set of House Rules was published. It has since been called to my attention that these are not as clear as they could be. Therefore, I am going to rewrite them, with the help of two of most respected people in Postal Diplomacy today, John Bashara and Rod Walker. So, we should come up with a good product. The rules will be published in the next issue.

Miscellaneous Garbage: I am always open to suggestions, ideas, comments, etc. regarding this zine. I need all the help I can get. Also, if you ever have anything you'd like to see printed in here (be it political, article, opinion, cartoon, or whatever) please send it in and I will try to put it in.

Evans Journey Games

First of all, I'd like to apologize for that early build date. The reason for that was that I was leaving town for two weeks. But anyway, I was very impressed, because many of you sent your builds air mail, and one even sent it special delivery! And you guys didn't even gripe about it. In the future, where there is an unreasonable build date, well, I guess I would like you to try to make it, so maybe you can send it air mail. But don't ever send it special delivery. That is unnecessary. If I make a dumb due date, I will let you guys be a little late.

However, the matter of builds is academic anyway, as we are going to stop the first 7 games, and start over with 3 new ones. The vote on this was almost unanimous. The roster will be announced next month. The reason we are starting then is two-fold-first of all, Charles Reinsel is on vacation in Europe this month, and secondly, I am going to redraft my House Rules, and they should be done by next month. Thus, when you start you'll know the rules you will be playing under for the duration.

I have made a few minor changes in the first page, that is the move notation, so why don't you look that over. Oh, and please also note the change in Builds, Removals, and Retreats. And there are a few wording things that is about all then. I will also try to have a point system worked out, so we can decide who is the winner of the tourney, with the next issue.

Announcement to all other Players

the WNSWR's other games, that is the regular, Napoleonic, and IV have not been filling as rapidly as I hoped. However, the first regular game should start for sure next month. As far as the IV game, that might take longer, but it should start with the September issue, at the latest.

I would like you people to make sure and read the first page, as some things have been changed. We are going to have new House Rules, and they will be printed up in the next issue. Let me thank you for your patience, and as I've said, we'll be starting soon.

Announcement to all who get this Dippy 'zine

~~Although I hate to admit it, this Dippy 'zine makes rather dull reading. There is almost no humor in it. And most of the fault is mine-I just haven't had the time to spice this up. And I probably won't have, though I'll do my best. So, I would like to encourage you to make this 'zine interesting by sending in press releases, and anything else perhaps with your help, and a little of mine, we can make this something worth reading. Thank you.~~



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