

WELCOME TO A BRAND-NEW DipZINE !

excelgior

FEBRUARY 1985

ISSUE No. 1 by BRUCE MCINTYRE



excelsior

No. 1

DIRECTORY

EXCELSIOR #1 Published February 9, 1985 in Vancouver BC Canada.

Page Contents:

- 1 Cover artwork by Patricia Post. You'll be seeing more of her excellent work on future covers-any artist who can make me look that good is more than O.K. in my book. I'll pass on all your praises to Patricia, so that she won't have to lug her mail upstairs every day!
- 2 Directory, welcome, thank you, and all that...
- 3 My Move Your Move-or, 'Me Versus The World!'
- 4-6 OH NO! It's the Official Excelsior Houserules for Diplomacy!
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- 11 Acknowledgements
- 12 Leftover bits-from pages 11, 6 and 15.
- 13 Calling all musicians-and it's Quiz Time
- 14 Patterns II-a new PBM game based on induction....
- 15 From The Podium-in which editorial comments are made....
- 16 The Excelsior Knockout Zine Poll Tournament

The deadline for anything whatsoever related to Excelsior (hereafter abbreviated, when necessary to XL) #2 is March 7th 1985. One day earlier for anything phoned in.

Welcome to a brand new zine! XL will be mailed to you on the second Monday of each month except December, if you decide it's worth your money. Subs will be 3 issues/\$2 in Canada, 10 issues/\$7 in the U.S., and one Canadian dollar per issue elsewhere. These prices are largely based on postal rates (at present 48, 53, and 99 cents respectively) and copying prices. I hope (but do not by any means expect) to pay for the graphic materials, reductions, and cover artwork from gamefees, which are \$3/game except for overseas Diplomacy players, for whom gamefees are nonexistent.

For those of you who have not been fortunate enough to meet me in person, or through a DipZine, or in a game, let me introduce myself. Bruce McIntyre is a 22-year-old male WASP who has been part of The Hobby since the summer of 1984. I've been publishing a zine called Conference Call for phone games in the area since last November to prepare me for this project. CC#7 appears as a subzine in XL#1.

I want XL to be a reader-participation zine-but I don't want to have to print (much less type) long letters. Certainly there will be a letters column here, but I want to keep it within reasonable bounds, editing where necessary. What I want to have my readers participate in is games. My Move Your Move, Patterns II, and the Excelsior Knockout Zine Poll Journey are three items to get you started, and there are more on the back burner.

The features I've planned for six weeks await your roving eye! I heartily welcome you aboard-here, for your entertainment and enjoyment, is Excelsior!!

Thank to those who supplied me with address lists for this massive undertaking: Steve Hutton, Dave Carter, Gary Coughlan, Rod Walker, Randolph Smyth (though he doesn't suspect a thing) and BRUX Linsey, with perhaps more to come as this is being typed.

Bruce McIntyre, 6191 Winch St., Burnaby BC, CANADA V5B 2L4

Diplomacy n. 1. Registered trademark for a game of international intrigue invented by Allan B. Calhamer and copyrighted by Avalon Hill.
2. The one-word description of the game's winning strategy.....

My Move/Your Move

Here it is: the chance of a lifetime for readers of Excelsior to get all kinds of revenge on their editor, and win free issues to boot. Below are my first moves in a contest of Chess, Pente, Bachgammon, and Othello. Before the deadline for next issue, your job is to send me your votes on the best reader response. Stakes are the following: if I lose, all the winners win 5 free issues (except for Bachgammon, where the initial undoubled stake is 2 free issues). By winner, I mean the player who has sent in a vote for the most moves that were actually performed. If there is a tie in the determination of the winner, I'll pay all who tie but I won't pay more than 20 free issues in any game so if 38 of you all send in the same moves the prize won't be that great. If there is a tie for best reader response, I'll discard late-arriving votes until the tie is broken. Oh, if I win, the person who sends in the most moves that are performed in leading to your loss has a choice: renew his sub, or face humiliation in this column from a gloating editor. So it's all of you against moi-good luck, you'll need it!!!

By the way, in Bachgammon I roll all the dice-you'll have to trust me. I'll give you the roll, you either send in a move or say 'double', in which case I will throw again, provided I accept, of course. (This could be the largest Chouette game ever played!) Anyone who doesn't know the rules of Pente, Chess, or Othello, just ask- I'll send 'em along with your next issue, provided you sub. You may vote as many times as you want, provided each vote is with separate postage.

MY MOVE:

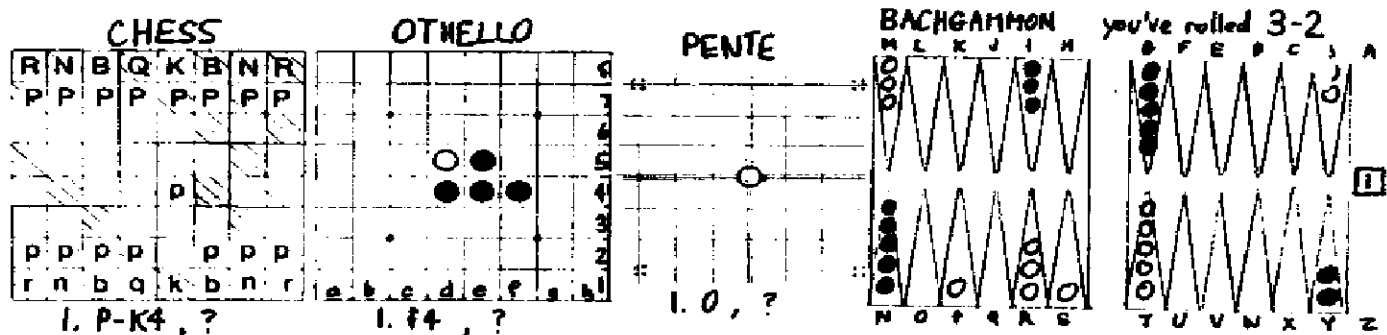
Chess: I open P-K4, with the comment that if you prefer e4 as the notation for that move, tough: I don't.

Pente: The first move is always the same: O. Yes, we are using the Tournament rule.

Othello: Here again the first move is irrelevant- f4. I'm Black.

Bachgammon: I use Kansil notation, in which the points from your one-point around to my one-point are designated by the letters B to Y. Any man sent to the bar is entered from either A or Z depending upon whether it's one of mine (A) or yours (Z). Similarly, men are borne off to A or Z as well. B\$2 would mean I moved two men from P to S; a ' means a blot was hit. Got it? O.K. I roll..... a 6-3. I move the following:MP MS. I now roll for you..... a 3-2. if you decide to double you will get a new throw, otherwise you gotta take the 3-2.

And here are the resulting positions:



NOTE: In PENTE, for this move, all symmetrically equal moves will be juxtaposed to the right-hand side, and the bottom half, in that order. I'd appreciate it if you'd comply.

Excelsior's HOUSE RULES FOR DIPLOMACY

1.00 HOW POSTAL DIPLOMACY GAMES SHOULD BE PLAYED...

1.10 Gamestarts

1.11 Preference Lists will be accepted, and consulted for country assignments for each gamestart, though no guarantees are given. A preference list is seven letters. Each of the seven must be one of the following: A, E, F, G, I, R, T, indicating that you'd rather play that country than any to the right; or X, indicating no preference; or Z, indicating that you will only play if you can play a country designated to the left of the first Z. All preference lists will be printed.

1.12 Player information required is on the XL Gamestart Application Form, and includes name, nickname (if any - no aliases), address, preference list, season combination preference, and personal introduction. Other information is optional and will not play a part in deciding whether or not you get into a game.

1.13 Excelsior Gamestart Application Form: on insert.

1.14 Priority for determining players will be: the GM's judgement, based mostly upon speed of application and compatibility of preference lists.

1.20 Game schedules

1.21 Seasons in a game year are: Spring (Sp) moves, Summer (Sm) retreats, Fall (F) moves, Autumn (A) retreats, and Winter (W) adjustments.

1.22 Combination of seasons: British-European system: Under this system, which will be used if the application vote is tied or in favour, retreats are made conditional on the results of moves, thus A Mun H (r Ber, Kie, Sil, Tyr, OTB). Winter adjustments may be made conditional on both Fall moves and Autumn retreats.

1.23 Combination of seasons: North American system: Under this system, which is contrary to the Rulebook in that it allows negotiation time before retreats and adjustments, moves are made conditional on the results of the latest round of retreats, and/or adjustments, thus: if A Par r Bur, A Kie S A Mun-Ber, else A Mun H.

1.24 Separation of seasons will sometimes be necessary, and the GM will separate the seasons if it is judged convenient to do so. Winter 1901 will always be a separate season.

1.25 Delays that are uncontrollable such as a postal strike, may cause a game to be postponed until the termination of the problem.

1.30 Orders

1.31 Abbreviations for provinces on the Diplomacy board are, for the most part, the first three letters of the province name. There are however certain exceptions that should be noted:

EMe	Eastern Med.	Lpl	Liverpool	Nth	North Sea
G&B	Gulf of Bothnia	MAO	Mid-Atlantic	Nwy	Norway
GoL	Gulf of Lyons	NAf	North Africa	StP	St. Petersburg
IrS	Irish Sea	NAO	North-Atlantic	Tya	Tyrolia
Lva	Livonia	Nrg	Norwegian Sea	TyS	Tyrrhenian Sea

1.32 Ordering units unambiguously is a very simple process, and there is no reason that any ambiguity should result if you follow these guidelines:

- Write A for army or F for fleet
- Write the province it rests in's name
- Write S, C, -, or H, for supports, convoys, moves to, or holds respectively.
- If it's a move, write the destination
- If it's a support or convoy, write the entire order that it applies to. If it is another power's unit, write the first letter of that power in brackets, followed by the order.
- Make certain you have written the coast if necessary, and do not stray from these abbreviations. You do so at your own risk!

A
A Sil
A Sil-
A Sil S
A Sil-Gal
A Sil S F Bal-Pru
A Sil S (A) A Gal-Boh

1.33 Conditional orders, in which a condition is specified before a

certain set of orders are executed, will be accepted provided that the conditions refer only to moves, retreats, and or adjustments in that game and are for a season that will be played in one of the next two issues of XL. If your conditions do not include either a 'all other cases' or a case describing what actually happened, you will be NMRed.

1.34 Priority of more than one set of orders will be as follows: the latest dated set, or (if tied, undated, or ambiguously dated) the set the GM reads last. (See also rule 4.31)

1.40 Adjudications

1.41 Format for adjudications. The game report will consist of a map (FLEETS armies) with the names of the players, and their addresses alongside. Underneath this will appear the orders. All interpreted orders will be translated to XL Standard; ambiguous orders will remain for all to see. Which moves succeed and which fail shall be discovered in the way the GM tampers with the raw orders:

<u>underline</u> - failed move or hold	<u>underscore</u> -illegal: no effect on destination space
* - dislodged unit	\$ - support cut or impossible
(BOOM!!) - annihilated unit	¢ - convoy disrupted
NSO or NSU- no such order-unit	r - retreats to
S - unit stands unordered	OTB- Off the board (disbands)
H - unit ordered to hold	

1.42 Unofficial parts of adjudication. Results as shown on the accompanying maps and supply centre charts are unofficial-mistakes in the adjudication of the printed orders are genuine GM errors.

1.43 Availability of results. Results are not available until three days after XL is mailed, which will normally be three days after the deadline. (If the postal service brings your XL to you in less than three days, you may look....)

1.50 Press

1.51 Datelines allowed for press in XL games are anything except the following: GM, Maestro, any other players name, the name of any supply centre any other player controls after the adjudication, or the name of any province in which any other player has a unit in after the adjudication. Note after the adjudication-meaning, for example, that Germany could order F Den-Swe, with the press item Swe: Told ya I'd make it! The item would be printed if Germany made it to Sweden.

1.52 Content regulations. Press in XL will not be printed if unnecessarily obscene or ludicrously lengthy. Or both.

1.53 Press printing priority, since space may often be limited, will be the following: shortest items first, longer items last. There will be an average of one page of press maximum with each game, unless your GM suddenly gets rich...

1.60 Gamestops

1.61 Proposals for a game end may be made by any player: the GM will print the proposal with a Y or N, indicating how you will have voted should you not send in a vote.

1.62 Voting on Proposals. All players excluding stand-bys playing their first season will vote Yes or No to a proposal. A proposal passes if all votes are Yes votes.

1.63 Priority Voting. In the event that two or more proposals are made, each player may list his Yes votes by priority. If more than one proposal passes, the GM will decide which proposal was more popular. If two or more draws have equal popularity, all the powers in any of the proposals will share in the draw.

1.64 Credit for wins-draws shall be given to the last player who submitted legal orders for that power.

1.65 Endgame statements will be printed in XL following the conclusion of each game, space permitting.

2.00 BUT BRUCE, WHAT IF.....

2.10 Player Apathy

2.11 Missing moves will result in all your units standing.

- 2.12 Missing retreats will result in an OTB retreat.
- 2.13 Missing builds will result in the builds being forfeited.
- 2.14 Missing removals. The 'farthest-from-home' rule (XIV.4) will be used.
- 2.15 Missing votes will result in your vote being predecided (see rule 1.61)
- 2.16 Penalty for missed deadlines is that you must buy every other player still alive in your game one copy of XL!! Also, if you miss two consecutive deadlines (not two consecutive seasons), or have at any time after Winter 1901 a response rate of less than 50%, you will be impeached by a stand-by, and will lose any NMR deposit you had, and if I don't hear from you, the balance of your sub to XL as well.
- 2.20 Replacement Players
 - 2.21 Stand-bys. Any time a player is in a situation where he could NMR out if he were to miss the next deadline, a stand-by shall be called from a list maintained by the GM. The stand-bys' orders will be used if the original player misses that next deadline. Standbys must abide by all rules except for rule 3.11. No player shall standby for two powers at different times in the same game, though a standby may make a re-appearance as the same power he once controlled. Standbys may not vote on or submit proposals with their first set of orders.
 - 2.22 Substitutes. A player may designate a temporary substitute, provided the substitute complies with rule 3.12 and is acceptable to the GM. The original player may re-enter at any time, though either change requires a notice period of one deadline.
- 2.30 Non-standard orders
 - 2.31 Unambiguous and interpretable orders, though not in standard form (see rule 1.32) will, if legible, be translated to standard form and reluctantly accepted (exception, see rule 2.34).
 - 2.32 Types of orders which will fail are implied orders (A Con S A Rum-Bul is not an order for the A Rum), ambiguous orders, unspecified or wrongly specified unit orders, parenthesized orders, unspecified or wrongly specified multinational orders, 'codeword' orders, general orders (like 'Attack Italy'), and double orders. XL does not subscribe to this illogical belief that a unit ordered to move can be supported in place in some circumstances.
 - 2.33 Sorry BRUX, but retreats ARE moves. Any order labeled 'Winter' will be assumed to be a retreat if two provinces are mentioned, and an adjustment if one province is mentioned.
 - 2.34 Humorous orders will be printed if it is clear what the unit is ordered to do. XL encourages you to lighten up the game with these subtleties from time to time, but please make it clear to the GM what the intended order is.
- 3.00 BALANCING THE BUDGET.....
 - 3.10 Money required to play in a game in XL
 - 3.11 Gamefee. \$3 Canadian in Canada, \$3 US south of the border. All overseas players free.
 - 3.12 Subscription to XL. Failure to maintain this will cause an NMR.
 - 3.13 NMR deposit or pledge to abide by rule 2.16. If you do not wish to abide by rule 2.16, the GM will require an NMR deposit of \$7. You will have to pay it again each time you NMR, or you will be replaced. If you do not send an NMR deposit it will be assumed you will abide by rule 2.16. All deposits will be returned if you avoid NMRing out.
 - 3.14 Price changes. All fees are subject to change, but only the cost of your sub can be changed once paid.
 - 3.15 Money deadline is Fall 1901. If you do not send in money by this time you will be replaced.
- 4.00 DECREES FROM THE TOP BRASS.....
 - 4.10 Diplomatic Methods
 - 4.11 Deception of GM prohibited. Any attempt to deceive the GM, by impersonation of another player, factual deception, abuse, or mail-tampering will result in the culprit being ejected from XL (cont. on p 12)

Vancouver's finest ^{Phone} DipZine : [from Burnaby]

February 9, 1985

conference call

Issue No. 7 by Bruce McIntyre

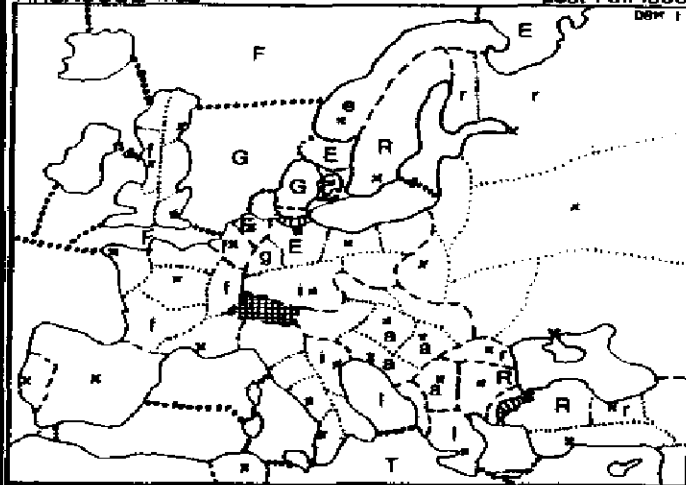
AREACODE...

400 new wives for Czar

Fuhrer shoots self in Ruhr bunker

AREACODE map

post Fall 1903



AREACODE the new lineup

ENGLAND	Simon Matthews	929-3708
GERMANY	Charles Becker	684-0534
RUSSIA	Denis LaBerge	669-0974
TURKEY	Bruce Jaddell	434-6723
AUSTRIA	Gray McMullin	266-0444
ITALY	Mark Woloshen	450-7373
FRANCE	Mitchell Wager	874-3605

DEADLINES: Autumn retreats due 11PM Tuesday February 12, but may be changed if it takes that long to get this to you.

GERMANY: A Mun- (Ber, Boh, Sil, OTB)
TURKEY: Retreat then remove-b'bye...
AUSTRIA: F Gre- (Aeg, OTB)

Winter builds due 24 hours after the deadline for retreats. And let's all welcome our vast world-wide audience to Conference Call!

AREACODE FALL 1903 ORDERS

GM: Bruce McIntyre

Zine: Conference Call

ENGLAND F Hol-Kie, F Nth-Hol, F Ska & A Nwy-Swe, A Nwy-Swe, F Bar-StP
GERMANY F Den-Ska, F Hel-Nth, A Kie-Ruh, A Mun* & A Kie-Ruh
RUSSIA A Fin-Nwy, A StP & A Fin-Nwy, F Swe & A Fin-Nwy, A Smy-Ank, F Con S A Smy-Ank, F Bul H, A Rum-Ser
TURKEY F Ion S (I) F Alb-Gre, A Ank*-Con
AUSTRIA A Tri H, A Ser & A Tri, A Bud S A Tri, A Vie S A Tri, F Gre*H
ITALY A Tyr-Mun, F Alb-Gre, A Ven H, F Adr H
FRANCE A Wal-Lpl, F NAO-Nrg, F Eng S A Bel, A Bel S (E) F Nth-Hol, A Mar-Gas, A Bur S (I) A Tyr-Mun

PRESS:

GM: Orders for Germany this time were made by Grant Fraser. If the switch is a hoax, it does constitute deception of the GM, Grant, so B'BYE...

Operator: Grant has given me a press release which I fear is too long to print here what with SC chart and all. I'll get it copied and send it to everyone in AREACODE. From what I read, and have discussed, Grant prefers Qming to playing, and is not angry with anyone (including, he says, good old Operator!) I thank him for his participation, and I'm sure we all wish him well.

Operator again: As this is being typed, I'M MAD! Look at what I've f***ing well gone and done! All right AREACODERS, the SC chart for your game is on page 3—I mean page 9...

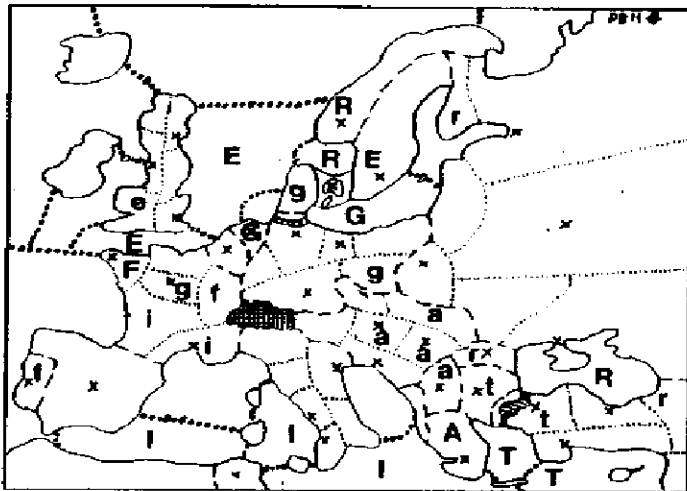
Supplies OWNERSHIP OF CENTRES

GAME: COROLESS (see p.9)

post-FALL 1901

ENGLAND+ (61)	TURKEY+ (61)	NEUTRALS 2	
Edi €	Ank T	Bel €N	
Lpl €	Con T	Bul T	
Lon €	Smy T	Den €	
GERMANY+ (62)	AUSTRIA+ (62)	Gre A	POST 1901
Ber €	Bud A	Hol €	WIN COOS
Kie €	Tri A	Nwy €	R: 5-1
Mun €	Vie A	Por N	G: 11-2
RUSSIA+ (62)	ITALY+ (61)	Rum R	A: 11-2
Mos R	Nap I	Ser A	I: 11-2
StP R	Rom I	Spa F	E: 6-1
Sev R	Ven I	Swe R	F: 7-1
War R	FRANCE+ (61)	Tun I	T: 17-2
	Bre F		
	Mar F		
	Par F		

Peaceful war, no retreats



<u>BOOTH GM:</u> Grant Fraser	291-8149
AUSTRIA	Mitchell Wageler 874-3605
ENGLAND	Tor Abrahamsen 872-3777
FRANCE	Steve Shamash 684-5788
GERMANY	Bruce Waddell 434-6523
ITALY	Denis Laberge 669-0974
RUSSIA	Bruce McIntyre 299-2382
TURKEY	Gray McMullin 266-0444

DEADLINES

Retreats, adjustments - none
 Moves - Thursday, February 21
 1:30 A.M.

GAME NOTES

Upcoming deadlines on March 6 and 15 may be put ahead slightly as I'll be working those nights. You've got plenty of warning and it'll be in Conference Call again (which of course you're all reading) so I'm

not going to worry if orders aren't in by the right time. Also I would appreciate an effort by everyone to separate their convoys and supported attacks into more than one order. I have allowed these oversights so far as this is just a friendly game but that doesn't mean I will keep it that way. Does anyone wish me to change my mind?

<u>WINTER 1901</u>	<u>AUSTRIA</u>	<u>ENGLAND</u>	<u>GERMANY</u>	<u>ITALY</u>	<u>RUSSIA</u>	<u>TURKEY</u>
<u>ADJUSTMENTS</u>	+ A Bud + A Vie	+ F Edi	+ F Kie + A Mun	+ F Nap + F Rom	+ A Sev + F StP(no)	+ F Sny
<u>SPRING 1902</u>	<u>CONVOYS</u>	<u>MOVES</u>	<u>MOVES</u>	<u>SUPPORTS</u>	<u>SUPPORTS</u>	<u>OTHER</u>
AUSTRIA		A Bud H	A Vie-Gal A Tri-Vie	F Gre S F Nap-Ion	A Ser S F Gre	SP1
ENGLAND	F Eng C A Wal-Bel	A Wal-Bel	F Edi-Nth F Nwy-Swe			
FRANCE		A Bel-Bar	F Pic-Bre A Spa-Por			
TURKEY			F Sny-Eme	A Bul S F Gre A Con S A Bul	F Aeg S A Bul	
	<u>MOVES</u>	<u>MOVES</u>	<u>MOVES</u>	<u>MOVES</u>	<u>SUPPORTS</u>	
GERMANY	A Bur-Par	A Den H	F Hol-Bel	F Kie-Bal	A Mun-Sil	
ITALY	A Mar-Gas	F Nap-Ion	A Pie-Mar	F Rom-Tyr	F Tun-WMe	
RUSSIA	F Rum-Bla	A Sev-Arm	F StP-Nwy	F Swe-Ska	A Ukr-Rum	A Fin S F Nwy-Swe

SP1 A Hungary S A Ukr-Rum?

Oh, by the way, Russia did send in a few other builds. It would take somewhat more space than I've got to explain why none are valid so I'll merely list them and let you try to sort through it. Attempted builds are Air Force Moscow, Garrison Warsaw, French Fleet Burgundy, Albanian Fleet Switzerland, American Army Iceland, and Dalek Prussia.

PRESS

Russia-Turkey: So I lied. Sue me.
Berlin-Paris: I told you I was going to Burgundy.

Haggle appears to be a positive idea. Although it sounds a little silly at first, it hasn't received a negative vote yet. (Okay, I've only talked to two people about it) but two for two is a good start. Perhaps a brief explanation is in order. Haggle requires several people to make it a good game. Everybody starts with 10 index cards of varying colors. These cards are worth an arbitrary number of points. Some will have a fixed value (maybe) and some will be dependent on the composition of your hand (maybe). The problem is you don't know at the start what each card is worth. There are a number of scoring rules which determines this and there are as many scoring rules as players in the game but at the start everyone only knows two of them. Your first step in the game may be to trade 3 red cards for 2 blue cards and scoring rule #1 which states "Red cards are worth 10 times the value of blue cards." Now whose interested?

CORDLESS!

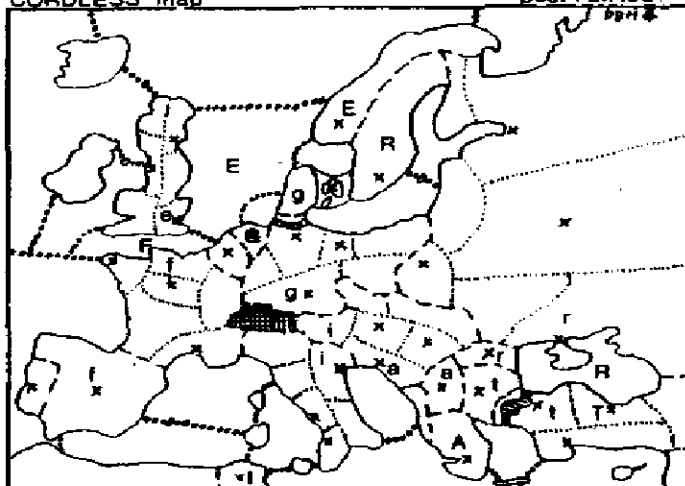
Civil Disorder in Turkey

Is NOBODY interested in Belgium?

CORDLESS map

post Fall 1901

CORDLESS players



ENGLAND	George Moen	430-5373
GERMANY	Tor Abrahamsen	872-5777
RUSSIA	Simon Matthews	929-3708
TURKEY	Steve Shamash	684-5788
AUSTRIA	Arthur Jenkins	299-8105
ITALY	Don Clancy	876-6200
FRANCE	Charles Becker	684-0534

GM: Bruce McIntyre 299-2382
(Yes, AREACODE too..) 253-6388

Deadlines for both AREACODE and CORDLESS' next round of moves is 11 PM on Thursday 21 February.

In this non-alcoholic silly state I'm in, I don't see any retreats, but if I've missed any they're due on Tuesday night at 11PM. OK?

Builds due Wednesday 13 Feb at 11PM

CORDLESS FALL 1901 ORDERS GM: Bruce McIntyre Zine: Conference Call

ENGLAND A Yor-Lon, F Nrg-Nwy, F Nth S (G) F Hol-Bel
 GERMANY F Hol-Bel, A Kie-Den, A Mun-Bur
 RUSSIA A Mos-Sev, A Ukr-Rum, F Sev-Bla, F GoB-Swe
 TURKEY NMR!! A Bud S, A Arm S, F Ank S
 AUSTRIA A Vie-Tri, A Ser S F Alb-Gre, F Alb-Gre
 ITALY F Ion-Tun, A Ven-Tyr, A Apu-Ven
 FRANCE F Eng-Pic, A Pic-Bur, A Mar-Spa

PRESS:

Operator: Steve Shamash apparently has had a busy time of it the last little while. I probably know as much as any of you how hard it is to reach him, as I myself was trying to reach him Wednesday nite about BOOTH and Thursday nite to avoid this NMR. He reached me at about 11:20PM, and there was nothing I could do but tell him sorry, Steve... He does intend to continue, though. And if I am authorized to do so by Steve, I'll give out his number at Woodwards so he'll be more reachable. However, please remember that when you phone someone at work, you may very well be irritating their customers or boss. That goes for me too...

The Tyrolian Peoples Army: wishes to announce that the great struggle is upon us. Come with us, friends, brothers, comrades, bring your shot and sword. These villians that never bother with mouthwash or deodorant (dogs!) have the mighty goliath of absolutism with them and we have the tiny goliath of emancipation with us. Fresh troops from Italy will be on the way. (August 8 1901)

Operator: Sorry, TPA-thought I had less space than I did. I guess I owe ya one.

Supplies OWNERSHIP OF CENTRES

GAME: AREACODE (see p.7)

post-FALL 1903

ENGLAND 4 (K1)	TURKEY 0 (K2)	NEUTRALS
Edl (E) E	Ank (T) R	Bel (F) F
Lpl (E) F	Con (T) R	Bul (R) R
Lon (E) E	Smy (R) R	Den (F) G
GERMANY 2 (K2)	AUSTRIA 4 (K1)	Gre (A) I
Bar (G) G	Bud (A) A	Hol (G) F
Kie (G) E	Tri (A) A	Nwy (E) E
Mun (G) I	Vie (A) A	Por (F) F
RUSSIA 10 (K3)	ITALY 6 (K2)	Rum (R) R
Mos (R) R	Nap (I) I	Ser (A) A
StP (E) R	Rom (I) I	Spa (F) F
Sev (R) R	Ven (I) I	Swe (R) R
War (R) R	FRANCE 9 (K2)	Tun (I) I
	Bre (F) F	
	Mar (F) F	
	Par (F) F	

conference call WOTS LEFT

no. 7

Here we are, 65 minutes before the prearranged trip to the printers, and CC is not quite finished yet. So here we go with some announcements:

Dave Carter, publisher of Sleepless Knights, wrote me a very quick letter saying he'd like to play Rail Baron in CC. Since this seems to be drawing no interest from most of you Vancouver guys, I'm extending the invitation to the 400 people this is going out to. Remember, CC runs on two-week deadlines, so be sure you can handle it before you say Yes.

Pete Gaughan is publishing a zine called Ecotopia, which I'm subscribing to for the information on DipCon '85, to be held from August 23 to 25 in near-by Seattle. ALL CONFERENCE CALL SUBBERS ARE HEREBY WARNED: BE THERE OR BE SQUARE--OR, WORSE YET, BE STABBED!!!! Pete's address is 3121 E. Park Row #171A Arlington TX USA 76010. In upcoming issues of EC, I'd like to do my best to see to it that we organize a mass invasion on the con, but for now I'd like your opinions on how a tournament should be run. Looks as though the major bones of contention are the following: Should the scoring system used to score the tournament be kept secret? Or should everybody know what they should be looking for. This, of course, is simply an offshoot of a greater problem in tournament scoring: how do you rate the possible outcomes of a game? Is a two way draw better than second place? Probably. But is a seven way draw better than second place? Think about that. The biggest by far point is that it all sounds like a helluva lot of fun in Seattle, so don't miss it, because it'll be a long time before it's back this near to us again in all probability.

Oh yes, we have a game start! Or at least an opening.

DIALTONE. GM: Bruce McIntyre. Randy Davis, Bruce Waddell, 5 needed.

Two interesting ideas about-I heard them being passed around, and since both involve harassment of the GM, which makes for uncomfortable delays, I thought I should tell y'all what I would do in such a situation. The first concerns somebody publishing a fake issue of CC, and delivering it to somebody to make them believe...well, you get the picture. I'd be very entertained by such an occurrence, but SERIOUSLY doubt that it would fool anyone. But if it did, I'd have to delay the game. The culprit would be identified, and I bet he'd be attacked. I should mention that if a player in CC gives me an order to a unit that does not exist by telephone, I tell him that's illegal. So good luck trying to fool anyone...

The second ploy is more intelligent, but rather irritating. Player X phones up with 3 minutes left before the deadline. Changes his orders, then does not hang up, making it impossible for anyone to phone in, right? Wrong, in most cases. The phone at the station has two lines: if you tie up the first, I'll know about it when somebody else phones in and I get it on the second line. If it should come to pass that two players conspire to tie up both lines, the game will be delayed, and, as before, the culprits identified. I laughed when I heard these schemes, but I wouldn't be laughing too hard if one actually took place....

Last week in Vancouver, we had a bye-election to elect the final member of City Council, after questions were raised about voting procedures. The big fight was won by the ultra left wing Committee Of Progressive Electors candidate. Then I got this note from Ron the roommate:

Hey, George Definition-did you know that COPE is actually short for the verb 'to copulate'?

Sure... What about-It was one of those periods when she couldn't cope.
Or.... The Dutch boy used his finger to cope with the dyke.

This was followed up by these classics the following night:

Man: My girlfriend treats me like every other pebble on the beach.
Psychiatrist: You'll just have to be a little boulder.

and...

Psychiatrist to Kangaroo: Tell me what the trouble is.

Kangaroo: I dunno Doc, but lately, nothing I do seems to make me feel- jumpy..

Basement suite relations are getting quite interesting-a few days ago, Ron left a note asking me to cope with the garbage.....

1985
1984
1983
1982

Bruce McIntyre
5191 Winch
Trenton, NJ
Canada V5B 2L4

Acknowledgements

With this article, I'd like to acknowledge and thank the various hobby members who encouraged, supported, and/or advised me in my decision to produce Excelsior. I'd vouch for any of the publications listed here, and would certainly recommend them to newcomers.

RICHARD SHARP (27 Elm Close, Amersham Bucks, UK HP6 5DD) was my second hobby contact. The first was Randolph Smyth, but that came when I was uncertain about whether or not I really wanted to participate, funded only by a teenager's allowance. By the time I wanted to give it a serious try, the addresses I had obtained from Randolph were outdated, so I used the address given in Richard's excellent book The Game Of Diplomacy. Luckily, Richard had not moved since the book's publication, and with three Canadian addresses in my possession along with a subscription to Dolchstoss, I was off!

DAVE CARTER (118 Horsham Ave., Willowdale ON, M2N 1Z9) Dave was the first to reply to my three letters asking for samples. Sleepless Knights was the first zine I saw (Dolchstoss was the second). Soon I was playing in two games, one in SK, offering to guest-GM a game, and asking for advice about publishing. Under the threat of more lengthy jokes, Dave agreed to let me GM a game in his zine, and gave me some good advice.

RON BROWN (70F Chesterton Drive, Nepean ON, K2E 5S9) I was a bit disappointed to find out about the fold of Ron Brown's zine Snafu!, as I was really quite impressed with the sample that Ron sent with a covering note. I'm sure those of you who subscribed to Snafu! can see the effect it has had on the design of Excelsior. But I deny that the sole reason for Excelsior's existence is the fold of Snafu! This phrase "I only did it 'cause of Snafu!" has been circulating the Canadian hobby lately, and I think it puts a helluva lot of pressure on Ron for no good reason. The last thing a folding zine needs is complaints about its non-existence. Ron's too nice a guy to be treated like that.

STEVE HUTTON (27 Columbia St. W., Waterloo ON, N2L 3K4) Apparently I caught Steve in the middle of yet another move, because he took the longest of the three to reply. But No Fixed Address was well worth the wait. I've no idea at all why Steve chose me for the CDO replacement to AlphaLowe, but he made me an offer ("there are no actual duties") I couldn't refuse. Steve and Brux Linsey gave me as much encouragement for this project as they could find time for, keeping me going at a rough time in my game in SK which might otherwise have caused me to lose interest in the hobby at that time.

BRUX LINSEY (73 Ashuelot St. Apt. 3, Dalton MA, USA 01226) Brux sent me the final issue of Voice of Doom as a sample! (The mailman started to give me dirty looks about that time.) I'd also received Supernova from Brux, through the courtesy of Ron Brown. I sent Brux the first issue of Conference Call, along with a letter of thanks for the VoD sample. Then I received a cheque for a subscription to CC, and, that very night, a call from Brux Himself! So I don't care what some of you think of Brux; I know he's a decent sort. So there.

RANDOLPH SMYTH (212 Aberdeen St. SE, Medicine Hat AB, T1A 0R1) As soon as I found out that Randolph was still a hobby member, I sent him a letter and a request for a sample. Soon I was a subber to the oldest Canadian zine, Fol Si Fie. Highly recommended: Randolph is the best writer on the negotiational aspects of the game, and there is presently a great press war going on in 84AJ.

ROD WALKER (1273 Crest Dr., Encinitas CA, USA 92024) After an excruciatingly slow start, Rod and I are now trading our zines; I assume it'll now be Erewhon for Excelsior now that I've gone postal. Diplomacy

excelsior No. 1

World, which Rod publishes as well, is a must for any newcomer to the postal game. And anyone who does as much typing as Rod does deserves a plug or two!!

CONFERENCE CALL SUBBERS (Bruce Waddell, Mitch Wageler, Simon Matthews, Mark Woloshen, Denis LaBerge, Grant Fraser, Gray McMullin, John Reay, Steve Shamash, Tor Abrahamsen, even BRUX!) I was really surprised at the snowballing effect of CC's popularity. Right now I'm having trouble holding CC to 4 pages, as the number of games grows, as well as the circulation. My original purpose in starting CC was to familiarize myself with printshops, deadlines, and GMing, but I think that publishers should seriously think about starting a phonezine for players in their metropolitan areas. The benefits to the postal hobby are obvious: I'm always being asked questions about the hobby by my subbers, and being as I am in a position to show them samples, tell them who to write to for game openings, and answer any questions they have about the hobby, I'm confident you publishers will be hearing from them soon. If every big city had something like this....

I do hope I've not missed anybody—if so, I'm certainly not trying to vent any sort of frustrations. So far, I've made only friends in this hobby, this aspect being for me the hobby's best attraction. A major part of my decision to produce Excelsior was a feeling that I owed all these good people something in return.

HOUSERULES Continued from page 6...

losing all subscription, game and NMR fees and deposits.

4.12 Deception of any other type encouraged! You'll get no explicit help from the GM, but you can do what you like to players, spectators, traitors, POWs, virgins, puppets, slaves, and young children...

4.20 Infallibility of GM disproven.

4.21 GM errors pointed out by a player before the next deadline will be corrected, and if the error is sufficient, the deadline will be extended.

4.30 Phoned-in orders

4.31 Precedence of phone orders required. If you do not advise the GM otherwise, any mailed orders received after a call but before a deadline will outrank the phoned orders.

4.32 Phone numbers and hours—all in Pacific Standard Time (with, if applicable, Daylight Savings Time)

Weekends 10-midnite and weekdays 10-3 (604) 299-2382 (home)

Weekdays 7 pm to 1 am (do NOT phone before 7) 253-6388 (work)

My roommate will NEVER take any orders, no matter how uncomplicated. Collect calls will not be accepted.

4.33 Avoidance of NMRs. Players may attempt to avoid NMRing by asking the GM to phone them if orders have not arrived two days before the deadline. The call will be charged to the player, and will be made within 48 hours of the deadline.

4.40 Deification of the GM

4.41 Authority to rule on unforeseen circumstances. If it comes to pass that a situation ariseth for which His houserules do not apply, the GM shalt make a Ruling, and, having made His decision, He shalt close the matter thereof. Amen.

(Cont. from page 15) ing a superlative job on the promotion, tabulation, and publication of the poll.

3) Effort: It's clear that Bruce has made numerous attempts to get along with his worst enemies on this issue, both by way of long-distance calls, and the appointment of Pat Conlon as his 'overseer.'

It is hard to imagine what can go wrong with the Runestone poll with Bruce running it. I suspect that his enemies are rather more worried that nothing will go wrong. Even so, I'm sure that they'll make something out of nothing. They do seem to be good at that.....

PATTERNS II

... a game of induction, and a postal game unlike any other.

PATTERNS II is a game invented by Sid Sackson, who is the foremost authority on games of all kinds, in North America. For those who are interested in playing PATTERNS II face-to-face, the rules can be found in Sackson's excellent book A Gamut Of Games (Pantheon Books, 1982) and an account of the game may be found in Chapter 4 of Marvin Gardner's Mathematical Circus (Vintage Books, 1981). The rules below are for postal play.

PATTERNS II

by Sid Sackson

Number of Players: Three to six, plus a GM. Room for more in a league, if there is enough interested.

Object: To discover, by induction, the designs of all of your opponents, and to create a design for your opponents which will provide a wide range of scores—giving you a good score.

Designs: Each player must give the GM a six-by-six grid filled in with one of these symbols in each square: X O # %. Your score as designer will be determined by how well you judge the other players' abilities to guess your pattern; thus, you may make your pattern as complicated as you like—it may even be randomly generated! You are not in a game until the GM has your pattern.

Guessing other's design patterns: Information about other player's patterns is obtained by sending a SASE (or 37 cents to the US, 64 cents overseas) to the GM. In it will be one grid for each opponent, and each square you mark with a slant in the lower left hand corner () will be sent back filled in with the correct symbol. You may collect information in this way as many times as necessary, but you may not tamper with your guessing grids. When you feel you have collected enough information, fill in all remaining squares with the symbols you believe they contain.

IMPORTANT: Each grid MUST be on a separate piece of paper, with the guesser's and designer's name labeled clearly, and the top indicated.

Scoring: In guessing others' designs, a player's score is the number of correct guesses MINUS the number of incorrect ones. Scores may therefore be zero, or lower. A player may ask for information on all 36 squares, guaranteeing himself a zero score, if he feels he cannot justify gambling on a guess. (This penalizes the designer.)

The designer's score is twice the difference between the extreme scores of his guessers. However, if players give up on his pattern, the designer's score is reduced by five for the first player that gives up, and ten for each further player.

Scoring examples: To illustrate the scoring system, assume a four-player game in which D is the designer.

A	B	C	D	Explanation.
7	10	12	10	$2x(12-7)$
25	-5	7	60	$2x(25-(-5))$
12	0 (gave up)	6	19	$2x(12-0)-5$ for the one player who gave up
0	0	0	-25	$2x(0-0)-5-10-10$ Moral: don't make your design too tough!!!!

Time frame of the postal game: Deadline periods for each round, in which each player makes a design and guesses his opponents design, will be two regular XI deadlines, about two months. The game may consist of more than one round, depending upon how many are interested. I should add that this should be a natural for all of you Gunboat players out there: you don't have to write, and you aren't hated for not doing so. Let me know if you want in by next issue, with a design submitted. No gamefee.

excelsior No. 1 from the podium

(Part I) The Musical Nature of Excelsior

I thought this'd be a good time to explain all the musical stuff in the zine, so here goes:

XL games will be named after composers: Diplomacy games will get classical (meaning, roughly, Baroque, Classic, Romantic, post-Romantic, and perhaps Renaissance as well) composer's names; Diplomacy variants will be named after jazz composers, and other games will get popular composers names.

White space in XL filled with musical excerpts will get you five free issues if you can identify composer and title before the next deadline. If more than one correct answer is received, the five issues may be split up among the winners.

See page 13 for my search for the Postal Diplomacy Band-if you play an instrument or sing, let me know so I can put you on the list.

Personally, I like most types of music except that which seems to require excessive volume to make its point. I'm partial to Beethoven symphonies, post-Romantics, Joplin ragtime, Dave Brubeck, Chuck Mangione, Steely Dan, Supertramp, the Beatles, Billy Joel, and Monty Python-so almost anything is within bounds, and there's a lot of stuff I like to listen to but am forced to wait until the radio decides to play it.

I play a few instruments-mostly woodwinds; clarinet is my first and best, but I like to play flute and saxophones, and I even play a mean recorder, not to mention my experience at the hilarious tactic of playing two at once! Pianos and guitars are not my string-er, strong point, and I've found I've not got the strength for brass instruments. I also can make myself sound OK on the organ-gizmo my brother and sister got last Christmas, though that's not saying much, as it could probably entertain by itself. I'd be interested to find out what percentage of you can read music notation, even if you don't play an instrument.

(Part II) Editorial of Sorts

(To non-North American receivers of this: I'm terribly sorry to be printing this, as it probably won't interest you in the slightest. But it has to be done-and it will provide you with a small insight on how silly the American hobby is getting these days...)

What is so terribly wrong with Bruce Linsey?

Oh, I know he's made mistakes-I've read many accounts of them, from both sides of each dispute, and it would appear that, like it or not, BRUX has paid, in many cases dearly, for his mistakes. The most expensive price was the acquisition of a reputation that Bruce, I'm sure, never wanted: that he is 'controversial.'

Whatever this may mean is uncertain, nebulous and vague, but it appears to have severely jeopardized his chances of running the Runestone zine poll this year without widespread dissension. This is a damned shame, because Bruce will do a FANTASTIC job with the poll. Consider:

1) Impartiality: Bruce is the first Runestone pollster that doesn't have a zine in print at the time of the poll. This gives him, and the poll, added impartiality-no 'Runestone effect.' And for those who subscribe to the assinine belief that Bruce would use your votes against you, or deliberately discount them, you can send your votes to Pat Conlon, who will be assisting Bruce in impartial tabulation of the results.(And if you don't trust either of them, I offer my services, subject of course to Bruce's approval.)

2) Energy: It should be obvious that the wording of the announcement in VD#100, plus the ED discussions on the running of the poll, accurately convey Bruce's excitement for and eager anticipation of his new task. His record should make it clear that this energy will be funneled towards go-

(Cont. on page 12)

excelsior

INTRODUCING....

No. 1

THE FIRST ANNUAL Excelsior KNOCKOUT ZINE POLL TOURNAMENT

First, and MOST important, this is not intended to be a challenge to the Runestone Zine Poll, nor is it any part of any protest of this year's Runestone Poll. I plan to start this earlier next year so that it does not run during the Runestone voting period.

This is a new kind of zine poll, which will occupy this space until the June 1985 issue of Excelsior proclaims the winner and top eight finishers. Eight zines will participate originally.

You have until March 6, 1985 to get your votes in to me for the 8 zines you feel should be included. List them in any order you want, including the name of the publisher and his or her address. You may vote as often as you like, provided that each vote has its own separate postage. (The same stamp may be used for more than one vote if you are voting in more than one contest in XL.) And if you send me money for a 5-issue or more sub to XL, I'll count any vote sent with the money twice! (You can see by now that this isn't the most serious competition around.)

No votes for Excelsior will be counted. Not this year, at any rate. Also, subzines are not zines, and this is a zine poll only.

The top 8 vote getters will be seeded to form the tournament draw. There is a small chance that I may include more than 8 if voter response is much higher than I expected. When the draw is published (next issue), the playoffs will begin. Playoff matchups will work like this: Hobby members will be asked to vote for the zine they prefer in each of the matchups. Votes will be tabulated as follows:

Voter subs to both zines and <u>Excelsior</u>	7 points	(TOUCHDOWN)
Voter subs to both, but not <u>Excelsior</u>	3 points	(FIELD GOAL)
Voter subs to one zine but not the other	1 point	(Yes, Canadian
Voter subs to neither zine	1/2 point	football is a bit different!)

Any publisher who for any reason (gosh, it couldn't be feuds, now, could it???) decides not to participate in this craziness, must inform me by March 6th. Either that or see to it that you don't get any votes that put you into the top eight. For some of you that option might be easier...

I will need circulation lists from all zines in the playoffs before April 5th to determine touchdowns and field goals. If I don't receive an address list by the time I have to start scoring, I won't be able to award the mystery zine any TD's or FG's, but your opponent will get all he claims.

Scores will be rounded off to the nearest full point, and I will only vote to break a tie. Publishers may publicize the poll and-or their zines' current matches as they wish. I reserve the right to print the names of all voters in playoff matchups unless directed not to.

Don't forget: you may vote as many times as you like, provided each vote has its own separate postage. No phoned votes please. Publishers may vote for their own zines in the first round, but not in the playoffs.

Deadline for the preliminary round, in which you supply me with a list of eight zines, the publishers, and their addresses, is March 6th, 1985. Good luck to all!!!!!!

"I don't know why you say goodbye-- I say hello!"

— the Beatles