WE'RE NUMBER 5!

excelsior
AUGUST 1986

ISSUE No. 14   by BRUCE McINTYRE

ARTIST OUT OF TOWN

INSERT YOUR OWN DRAWING...

...HERE!

OOP!
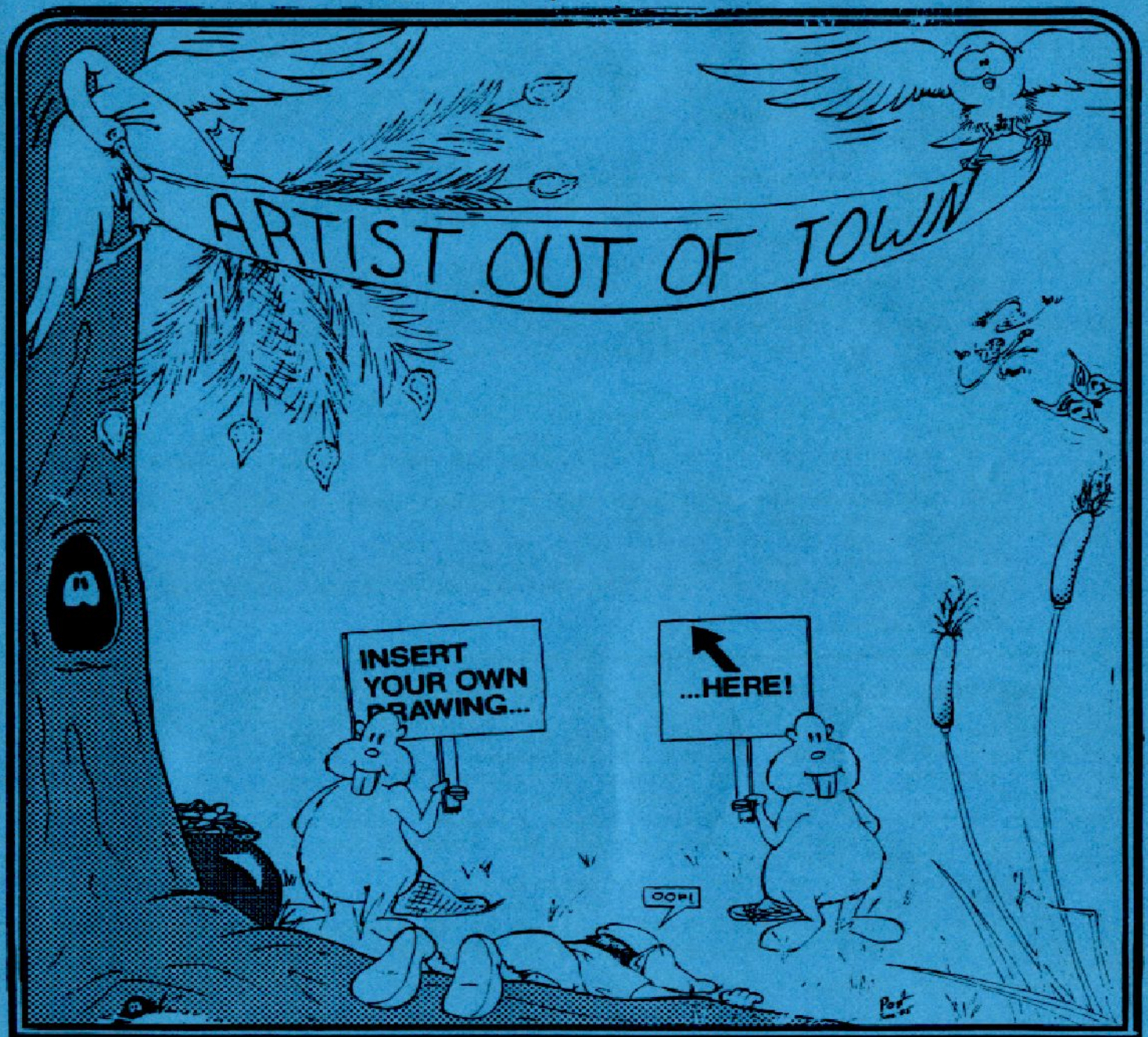
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DIRECTORY

EXCELSIOR #14 by Bruce McIntyre with a whole heaven of a lot of support from an ailing Nancy Hurrell, printed August 3, 1986 by the Divine Master of the Xerox 9500, Chris Buck, in Vancouver, BC, Canada.

Games deadline for MᶜBruce is September 9.

DEBUSSY deadline for Mitch is September 5.

Letters and other stuff must be here by September 8 for it to have any chance of affecting what happens when the next issue goes to the mails.

Next issue is due in the mails September 15.

DipGab

This issue is really going well, and the biggest single reason is the new schedule. It fits in perfectly with my working schedule, and also gives me time to plan the zine after the game reports are mailed. I was a day late with the game reports because I couldn't find a photocopier to copy the DEBUSSY report on my way home from Mitch's on Tuesday night, but even with that slight delay, and the fact that new computer software (see page 10) has been demanding time, things look good for this issue, both time-wise and quality-wise. All of this has put me on somewhat of a personal high, and I hope the effects will be apparent from this issue.

Unfortunately, Nan hasn't been doing so well. Most of the trouble is past her now, but she's had a rough month. First there was a pain around her waist that turned out to be a kidney infection, then an unusual reaction to some foot powder caused her hands and feet to itch like they never had before. I guess the last straw is that she's just getting better on XL deadline week, although I think I've been easier to handle this time than others.

Nan charcateristically stuck through the first few days of the kidney infection (at that point we didn't know for sure what it was), but finally, on the night of June 30th, she broke down and decided to go to emergency. We called a taxi.

Now, imagine for a moment the situation. We get in the cab, Nan holding her side, and tell him to go to the hospital. He immediately asked us how fast we wanted to go. I think he thought that within fifteen minutes there might be three of us!

My adventure started at the hospital. After they took Nancy into the emergency ward, a nurse stared at me for ten minutes. Finally she asked what I was waiting for, and I was directed to the official waiting room around the corner, where there were no vacant chairs. Finally someone left and I sat down and looked through a magazine. Suddenly from the other side of the wall behind me was a blood-curdling scream. And another. And still another. Everyone in the room put a brave face on it, but they were all as scared as I was. *Is that the person I came with?* We later found out that an attempt was being made to get someone off drugs cold turkey near the emergency ward. Brilliant place for it, I might add: shouldn't they have a basement or something for these things? (Or maybe a public glass cage, to illustrate the perils of drug addiction...)

Finally I found what seemed at the time to be an interesting article, but I don't for the life of me remember what it was all about. It took my mind off the screams for awhile, anyhow. However, it appeared that it took my mind off the rest of the world, because when I woke up there was blood all over the floor! Apparently some idiot that was bleeding to death figured you had to wait until they called your name.

At about 10:45 I had to go, since I had to work that night. They let me go in and see Nan, who was pretty high on something, and barely knew who I was, although she had no qualms about dressing herself in front of me. I made her understand that I had to leave for work, and told her to take a taxi home when she was ready. Then I went to wait for the bus. Ten minutes later, out of the darkness came a voice, calling "Bru-cie!!"

The second annual issue of The Cream Shall Rise is out, showing the results of the Runestone Poll in detail. The top ten in the three categories were as follows:

Runestone '86 Partial Results

Zines (with publishers name)	Subzines (main zine and publisher)	Gamesmasters
1. Costaquana (Conrad von Metzke)	1. D-Day (Ron "Canada" Brown, in NFA)	1. Gary Coughlan (EE)
2. Europa Express (Gary Coughlan)	2. Hobbytalk! (Bruce Linsey, in XL)	2. Mark Larzelere (Appalling Greed)
3. It's A Trap (Steve Knight)	3. The MegaDiplomat (Chris Carrier, in NFA)	3. Dave Kleiman (The Diplomat)
4. Praxis (Alan Stewart)	4. Only Yesterday (Nelson Heintzmann, EE).	4. Jim Benes (Dippy)
5. Excelsior (Bruce McIntyre)	5. High Inertia (Linda Courtemache, Rebel)	4. Andy Lischett (Cheesecake)
6. Diplomacy World (Larry Peery)	6. Fiat Bellum (Don Williams, in Magus)	6. Dave Carter (Sleepless Knights)
7. Diplomacy Digest (Mark Berch)	7. Flick of the Wrist	7. Jeff Richmond (Frobozz)
8. The Zine Register (Simon Billeness)	8. The Complete Diplomat	8. Steve Knight (It's A Trap)
9. No Fixed Address (Steve Hutton)	9. Hare of The Dog (Daf Langley, in Magus)	9. Ron 'Canada' Brown (D-Day)
10. Magus (Steve Langley)	10. Humboldt (Kevin Tighe, in EE)	10. Matt Fleming

You can get a copy of TCSR#2 from Brux for $2 if you didn't vote and $1 if you did. Or, you could start thinking about next year and create your own zine, plug the poll, and get it free (like I did)! I guess being characteristically late isn't much of an affront to voters in the zine poll; however, I was 36th of 43 in the GM poll, which I guess demonstrates what my problems are (or were). Still, my average score of 7 demonstrates that you people who get XL and play in it's games are kind hearted souls. My profound thanks to you all.

Part of the reason I'm on a personal high right now is that I seem to have had less trouble writing for the zine in the past week or so. I think part of the reason for this is that I've been taking my small collection of Costaquanas to work, and have been reading them in my spare time. I was overjoyed to hear that Costa won the poll by nearly a third of a point. Good to see so many new faces doing well: five new zines in the top twenty, and one new hobby service journal there as well.

Conrad von Metzke has decided to run a Runestone Poll forum in his zine, and thus I have decided to close Polltalk, letting Conrad take the reins. You might see a bit (quite a bit) more about the Runestone Poll here next issue or so, if Conrad hasn't enough room to print my six page letter on the subject.

In conclusion, some quick facts about this year's Runestone: 211 people voted in the Poll this year, without telephone solicitation of votes.....Rookies of the Year were Steve Knight for It's a Trap and for GMing, and Chris Carrier for The MegaDiplomat.....The most improved zine was Costaquana, rising 46 places. The most improved subzine was Only Yesterday rising 30. Melinda Holley was the most improved GM, rising 31 places.....The Gary L. Coughlan Award for sustained excellence in publishing, went to Gary Coughlan himself and Steve Hutton.....The Doug Beyerlein Award for sustained excellence in GMing went to Gary Coughlan, Dave Carter, Andy Lischett, and Dave Kleiman.....Simon Billeness has become the first person in Diplomacy's history to place a zine in the top ten on both sides of the Atlantic....All three categories saw average votes go up this year: Brux considers this to be due to our release from the Great Feud....And Nepean, Ontario is being proclaimed as the subzine capital of the world after winning the subzine poll two years running.

I have an idea for a PBM Baseball game for next summer, but I'd like to know if there is enough interest. I don't think it's quite as complicated as the baseball game Ballpark about to get under way in Perelandra, but there is considerably more luck involved. However, since my game is based on the fact that one of the things making baseball unique is the 162-game season, the element of chance, in whatever quantity, is almost certain to even out. Let me explain how it works, bearing in mind that it is still in the conceptualizing stage.

Each team makes a batting lineup for each game (there might be 20 games per team per deadline) that includes batting order, and position. This may seem to be a weak point, but most major league teams do not

change their lineups too much: you could write out maybe eight or nine conditional lineups to cover twenty games easily. The GM rolls the dice to decide which players were dominant in that game on offense, and which were dominant on defense. These charts are hevily weighted towards players likely to contribute most heavily in these areas, like the top of the order on offense, and the starting pitcher on defense. He then takes only these player's ratings, and for each team adds the offense together, then subtracts the defense total of the opposition. If it sounds simple, it is only because my major premise is to keep the 162 game schedule. If it sounds very luck-oriented, remember that there are 162 games in a season.

My original thought was to have the players buy a team, making up players as they go, as in United, but on second thought I think it would be better just for me to make up a set of players and hold a draft. However, since this is likely to take a few deadlines in itself, I need to know who's interested now. Any takers?

Nancy's birthday present came quite late this year, because I had to wait two months for the computer store to get a copy. Little Computer People is, as you might guess, a game program of a different kind. The first time you load it, the screen shows the inside of a three-storey house. There's a kitchen with a water tank, a living room with a telephone and a stereo, and upstairs there's a bedroom and a bathroom. Presently, a little person rings the doorbell, and comes in. He then leaves, and comes back, if he likes the house, with his dog. From that point on, he is yours to take care of. A computerized teddy bear! However, there are problems. If you don't keep his water tank full, or feed him, he'll get sick and turn green. If you don't pat him on the head from time to time, or give him a new gift for his stereo, or a book to read, he'll start thinking you don't love him anymore, and get sad and listless. You can play poker and a few other games with him, or you can make his telephone or alarm clock ring (though doing this too often irritates him!). When I read the description of the program to Nan, she wanted one immediately. The first one we got from the computer store was defective, and the second one is waiting for Nan to pick it up. More next time, I'm sure.

Another good reason for being on a personal high, is that I feel I'm finally at the end of the tunnel in terms of putting the paperwork of XL on the computer. It generally has been the computer that has caused the lateness problems, though it doesn't help when orders come three days before the deadline. Can somebody explain to me why it is that when I extend the zines deadlines by a week, and cut down on the turnaround time by nearly a week with the flyers, the bulk of the orders (not merely changes either) still come in three or less days before the deadline? Come on, players, let's get things in quickly. Do you really want all your units to stand? You run that risk if you wait more than about two weeks from the time you get the results. Don't scoff, I should know, I live here.

Things To Watch The Mailbox For Dept.: Bruce Linsey's massive Publishers Handbook is out, containing lots of goodies to publishers old, new, and would-be. Mark Berch's 100th issue of Diplomacy Digest is due out in September. You could do worse than to send Mark a sub cheque in time. Mark's address is 492 Naylor Pl., Alexandria VA, USA 22304.

The music in last issue was from the series Star Trek, and was incidental music used over and over again in various parts of the show. I'm rather surprised nobody got it! Maybe this issue's excerpts will strike a responsive chord somewhere.....

Battle of the Masterminds

I have this theory. My theory states that it should be possible to write on any topic, no matter how banal or restrictive, with enough literary skill so that it will be interesting to all who take the time to get past the first few paragraphs. I do not claim that this belief of mine betrays in me the urge to be a professional writer of any sort: I feel that this ought to be what we go to school for twelve years for, and although some may be better at it than others, any person with a decent high-school education ought to be able to write convinvingly and coherently about any topic for which he has sufficient interest and corresponding knowledge. It is unfortunate that education systems have found this to be so difficult a task; literacy is after all one of the great assets of Mankind.

Having said all that rather pompously, we know get down to the business at hand: my attempt to put this theory into practice, by writing an article about my latest attempt at computer programming that all of my readers can both understand and enjoy. And having said *that*, I predict that half of you have already turned to the next page. I can only hope that they'll seize the first adventurous mood that strikes you in the next six weeks and try to get through this again.

I have for ten years now been hooked on programming computers. This is an addictive, hands-on type of activity which is very difficult to explain to a person who has never understood the "joys" of spending seven straight hours finding out which instruction the computer is taking too seriously.

They take them all too damned seriously, that's the problem. If it were possible to write a program that caused a computer to burn out its microchips, it would do so without hesitation. Often the simplest programs can be messed up so badly, and in ways the programmer would never imagine -- but let me be more specific.

The task I set myself was to program the machine to be able to beat me at the game (the basic game, 6 colours, 4 positions) of Mastermind. For those who do not know the game, I'll explain it quickly. One player, the Codemaker, takes four pegs of different colours, and places them in a row at his end of the pegboard, shielded from the other player. The peg colours (capitals indicating the two letter abbreviations I use) are BlacK, WHite, ReD, BlUe, GreeN, and YelloW. The other player's task is to discover this pattern of colours and positions in as few guesses as possible. For each of his guesses he gets a hint as to their success in the form of Key Pegs, which are black and white, and which I denote by X's and O's respectively. For each peg that is in the right spot and is the correct colour, the Codemaker places a black Key Peg, and for each peg that is a correct colour but in the wrong position, the Codemaker places a white peg. Such Key Pegs need not be in any prescribed order; some examples follow:

```
THE CODE:  RD   BK   YW   RD
              (shielded)

Guess #                          Key Pegs
    1      BU   GN   BK   RD      X O
    2      RD   BU   GN   YW      X O
    3      WH   BU   BK   GN        O
    4      RD   RD   YW   BK      X X O O
    5      RD   BK   YW   RD      X X X X
```

The Codemaker's score here would be 5, the number of guesses made by the Codebreaker. (Most players I've played with score it like Golf, in which case the Codebreaker would get 5 against him.) Note that the red peg in the first guess drew only one Key Peg -- a black one (X) -- although there are two reds in the code. Each peg in the guess can only correspond to one peg in the code, and black Key Pegs take precedence over white ones.

Now, there was absolutely no necessity for me to waste much time teaching the computer, by way of programming, how to be a Codemaker. The Codemaker's job requires very little intelligence: his only decision is in making up the code. (Actually, I may end up modifying the program so that the ccomputer doesn't choose triples or quadruples -- codes with the same colour repeated three or four times -- because they are much easier to discover.) Once the code is made, the Codemaker just waits for the guesses to be made, and gives the Codebreaker the Key Pegs he has evoked. What I wanted to do was make the computer choose logically which of the 1,296 combinations would be best as a guess. This would be difficult.

Unfortunately, I fear I must tell you that I had problems just getting the computer to be an accurate Codemaker. Having it pick a random code is easy. Having it give accurate Key Pegs turned out to be rather more difficult than I thought. When I check for Key Pegs, I first check to see how many black Key Pegs I must give, then discard those and check how many whites remain among the rest. I programmed the machine accordingly, or at least I thought I'd done so. When the computer gave me three black Key Pegs and one white one, I knew something was wrong. I mean if you've got three pegs "right place" and "right colour", the fourth cannot be "right colour" and "wrong place": there's only one place left!

For the first time in the construction of the program, I was forced to use the printer. The printer is used only when I want a paper listing of the program, something I seldom need. I have a Programmer's aid wedge called POWER 64 which makes programming a lot easier. I'd better explain: a *wedge* is a program which alters the memory of the computer to make things easier for the user. You run a wedge like a normal program, and BASIC (the language in which you correspond with the computer via the keyboard) remains intact, except for a few artificial enhancements. For example, with POWER 64, I can change all the occurrences of the word DOG to CAT in my program by typing a one-line command. Or I can change the meaning of pressing (shift) C, so that the screen is automatically cleared when I do this. Or I can list the values of all program variables at a certain point. A word processor is similar, but isn't a wedge in that it changes the computer rather than enhancing it. When you load in your word processor, you can't type out a BASIC program. But I can load POWER 64, play a few games, and the "wedge" will still be present.

The reason it's unusual to need a printed output of the program is that POWER 64 has what's called automatic program scrolling. This means that when you list a program that is longer than the screen has room for, you can move the cursor to the bottom of the screen, and *beyond*, and the next line will appear! The line that was at the top of the screen will disappear, but you can scroll in both directions, so it can be recovered as well. But I didn't feel like scrolling, so I got a printout.

I followed the program through its paces to find out how it was getting three black and one white Key Peg. I didn't find any errors, but the computer apparently didn't like the way I followed instructions, because it kept coming up with the wrong answers. Finally I decided to program it a different way: check for correct colours first, then check to see which of them are in the right position. This worked well; or at least I haven't seen it fail yet.

The next step was to program the machine to break *my* codes. My idea was quite simple: since a computer can calculate a million times faster than a human, it ought to be able to check each possible code, as though it were the answer, against the Key Pegs obtained so far. A human cannot do this because there are 1296 different codes on the check list. But I reasoned that my computer could do it much faster, especially in the later guesses when most of the codes have been previously eliminated.

Well, I was wrong.

The computer was instructed to first calculate which codes were still possible, then pick one of these at random as its next guess. I also included, for trivia, a statement whereby it would tell me how many codes were still possible. There was a slight hitch at first, when it took the computer a long time to guess from amongst the six remaining, because I'd told it to keep picking codes at random until it found one that was still possible, and even at breakneck speed it still can take a long time to pick one of the other countries if some joker has put 1290 red blocks into the hat as well.

Anyhow, once that bug was ironed out, this was the result:

Codebreaker: McBruce
Codemaker: Marvin

Guess #					Key Pegs
1	WH	YW	GN	BU	O O
2	RD	BU	WH	BK	X O O
3	RD	GN	BK	WH	O X O
4	YW	BK	WH	RD	O O
5	GN	BU	RD	BK	X X X X

Codebreaker: McBruce
Codemaker: Marvin

Guess #					Key Pegs
1	WH	BU	BK	YW	X O
2	RD	BK	RD	YW	O X
3 (38)	BK	BU	RD	BK	X X X
4 (4)	BU	BU	RD	BK	X X X
5 (1)	GN	BU	RD	BK	X X X X

The number in brackets is the number of codes that were still possible according to the computer, Marvin as I call him. I made my code the same as his so there could be no claim of inequality.

So, what does that prove? Well, not much, except there's a slight problem. Marvin took nearly fifteen minutes for his second guess, and almost twenty-five minutes total. It took me just over four minutes to come up with the same result, but most of my time was taken up after my fourth guess had been played. I either need a faster computer, or a better program for letting it figure out its guesses.

I did play a five round match with it one night. I had completed a novel I was halfway through by the time the game was over. The score: 25 for me, 25 for Marvin, an average of 5 guesses per round.

Possible improvements? These fall into two classes, speed improvements, and efficiency improvements. Speed improvements are difficult to envision. I could program it to guess a certain combination off the top, and then feed the program with a list of the codes possible after each possible set of Key Pegs. For example, the computer might guess 1. WH RD GN BU, and then invoke the provided list corresponding with the set of Key Pegs I gave it. I could then generalize the first guess from a constant 1. WH RD GN BU, to a general 1. 1 2 3 4, with the computer to pick the colours accordingly. The longest time between guesses would then be about six minutes, which is OK. I'd probably do better if I thought for six minutes myself!

Efficiency improvements: First, guessing a double on guess #2 is generally regarded as a bad move. Most good players usually play an opening pattern, for example: 1. 1 2 3 4, 2. 2 3 4 5. This is the most popular opening pattern, but were the computer to get a black Key Peg on guess #1, the second part of the opening pattern would be thrown out as impossible, despite the fact that it is informative as a guess. Second, I have to get the computer to choose its codes more carefully. No smart Codemaker ever chooses a triple or a quadruple, but

the computer can, and has. Third, and this is far far down the road, I might have the computer try to find the best guess from those still remaining in the later guesses. In other words, it would take each possible guess in turn, figure out how many combinations would still be possible for each of the 14 possible Key Peg combinations it could get for that guess, and choose the one that narrowed the possibilities the most. This would quite likely result in a long wait (perhaps as much as an hour for one guess), but it would probably be able to challenge experts successfully.

Postal Clue 6

Steve Dycus was asleep. He had been asleep for some time. As a matter of fact, there was general worry among the members of the Team to find out who killed Mitch Wageler, not only because it had been established that it was one of them, but because if Steve knew anything, he wasn't likely to donate information.

This fact alone made him suspicious, but Bill Becker was having none of that. He had found some masking tape and was covering some dice with it.

"What are you up to?" asked James Early. The Texan had waited long enough for a chance to bounce an suggestion off the committee, and was understandably getting impatient.

"I have no idea who killed Mitch," said Bill, "so I'm going to make a random suggestion." He marked the masking tape on each side with the names of the possible weapons. Then he picked up the other die and started writing names on it. When he got to Becker, he hesitated.

"You'd better include yourself, or it won't be random," growled Early, who had not taken great liking to the fact that the first name Bill wrote was his.

"Guess so," said Becker, writing. "I don't have any 5-sided dice."

"That reminds me," Early said. "How are you going to do the rooms. There's nine of them."

"With this." Out of Becker's pocket came a thing that, upon closer inspection, proved to have nine sides of roughly equal area, but the thing had a very unusual shape. Even the nine faces were of different shapes. "Proven mathematically to be randomly accurate. I think it was invented by that Hungarian nut Rubik. You know, the one that invented the cube."

When the dice were prepared, all five of the conscious members of the commitee gathered round. The dice came to a stop showing Conrad Minshall in the Ballroom with the Rope.

Minshall looked pleadingly at Early and Krukowski. Neither said a word; in fact, both nodded as though their calculations had pointed to that result. Bill looked at Janet Cooley. "Well?"

Janet motioned towards the sleeping figure on the sofa. "I reserve the right to speak last."

"But he's asleep! We can't wake him up just for this, can we?"

At that point, a hanging plant fell on the sofa with a large thump, Dycus narrowly escaping injury. Still asleep, he rolled over, onto the floor. An unusual looking playing card fell out of one pocket.

Becker was there first. He was the only one who saw it.

[What did Bill see? Is Conrad falling apart for a reason, or is he acting to confuse the issue? Will Steve Dycus wake up? And, most importantly, how does Mitch Wageler GM in DEBUSSY if he's dead? The answers to these and other questions may be in the next installment. James Early's guess is due by September 8th.]

My New Accompanist

Yesterday, while making a conscious effort to stay up long enough to watch the Tyson-Frazier fight (you know, the one that lasted three punches: boy, did I feel like an idiot staying up six hours more than I should have after work for *that*) by going downtown from work instead of straight home to bed as usual, I bought a computer program, a "computer music composition toolkit" that outdoes my other two music programs by a country mile. The first program I bought simply turns the top of the typer into a piano keyboard, and you can record each of three parts, then can play them back. The problem here: you have to perform the parts with perfect accuracy, and since I'm not a piano player, I was rather limited. The second program I bought looked promising, except that it was only designed to make use of one of the Commodore 64's three voices. The only advantage was an optional connection to a stereo for better quality sound.

The program I bought yesterday is called <u>Master Composer</u> and is put out by Access Software, Inc. It has everything one could ask for. First you type all three parts of your piece in on a quasi staff set up on the screen. Then you group the measures into blocks, and the blocks into pages, so you can cater to the form of the piece and not have to enter anything that's repeated a second time. Once per block you can change the sound quality of any of the three voices, and there is an audition mode whereby you can hear the sound of the tone while you're changing it. When you're satisfied that you have the sound of the clarinet (or whatever you're looking for) reasonably electronically produced, you can save it to disk for another time. The best part is that apparently you can add the pieces you arrange/compose to your other BASIC programs, so that they play in the background. Suddenly those long waits in the Mastermind program doesn't seem so bad.

It was only today that I realized that this type of program (and there are bound to be others like it for other more powerful computers, like Commodore's Amiga computer which apparently can handle up to 32 simultaneous voices) will have a very useful application for me when I go back to school to complete my music education degree.

About 70% of music students, including myself, have difficulty finding a piano accompanist in order to perform the pieces they've spent long hours practicing solo, in recitals and juries. (A jury is to your lessons what a final exam is to your other courses -- except that a jury, in which you play alone for fifteen minutes in front of a handful of professionals, is infinitely more terrifying.) There always aren't enough accompanists around, the piano majors have their own recitals and juries to worry about, and the accompanists that are there are usually somewhat expensive for a mere student. Their fees are not in the least unjust, since the Great Composers frowned upon writing pieces for two instruments in which one part was sufficiently difficult to justify studying it in the first place, and the other part was for beginners. In fact, it's usually the piano part that's more difficult, technique-wise, to play.

Another problem is that once you get this accompanist, the piano part always has surprises. You never quite expected it to sound like that, you think, and consequently you must adjust to the new surroundings. Or, in reverse, you cannot put any emotion into a piece while practicing it solo, because you can't picture in your mind the piano part. All this eventually adds up to the performer needing more time than usual with the accompanist. And this is another reason why the average student has trouble finding accompanists: it's not that the "stars" snap them up quickly, it's the other way around, because were I an accompanist, I'd not want to have to work with someone who needed many sessions to "put the two parts together" if I were used to accompanying students who go into the session knowing what they want and

what they'll be hearing.

Enter McBruce and his computer.

With the computer I can enter the piano part (or at least most of it, remember, with the 64 I'm limited to three voices) from any piano-clarinet duet, and practice it at home. Or I can enter the other part(s) from a duet, trio, or quartet, and play along. I can start slowly until I work up enough technique to take it up to speed. Or I can play parts over and over again, with accompaniment. I can fine tune the computer to match the tuning of my instrument, or even transpose the piece down a whole semitone if it is meant for clarinet in A (the standard clarinet is in B-flat, but many orchestral parts are written for clarinet in A, since it gets along much better with the sharp keys that violins love).

Entering the score into the computer is sure to have pedagogical advances as well. I mean, there's no better way to learn what the accompanist will be doing than by teaching the computer how to play the piano part in detail. When it's time for the session with the accompanist, I'll know exactly what it'll sound like, even to the point of being able to spot mistakes in the accompanist's part without wading through the score.

I'm tellin' ya, it's almost enough to get me to start practicing five hours a day like I never have before.

[[I'm getting pretty damned prolific with these article afterthoughts, eh?) I must tell the follwing anecdote which remotely concerns Master Composer. When I got on the bus to go home, I opened the package and took out the manual. To my great delight, it was rather substantial, XL sized, but not reduced-print, and 52 pages. I became more and more excited the farther I read, and by the time I got home I couldn't wait to try it out. This I did, but I found certain problems. The two biggest ones were the functions called opening and closing blocks, which the manual did not cover at all, despite many desperate searches by yours truly, and this logical paradox:

"To change the number of PAGES to be played, move the cursor to the last page to be played and press [RETURN].....If you do not need to change the last PAGE played, press [RETURN] from any page to go back to the PROGRAMMING MODE screen."

Translated, this means: to change things, press return. If you don't want to change things, press return. Predictably, when I pressed return, nothing changed.

On Sunday night while at work, I wrote the company a pleasant letter which covered many of the points that this article did, and presented a few other uses I'd thought up. I was about to mail it but decided to wait until I got home, so I could include a SSAE with an American stamp. The the letter sat on the desk for three days while I typed in half the zine, and one third of the Mozart Clarinet Concerto's first movement. (The remaining two-thirds will have to go on separate files, to be linked together when I'm finished.) When I started adjudicating games on Tuesday, I didn't need my desk until Superbourse, but then it became neccessary to unclutter it. When I moved the Master Composer package, a slip of paper fell out.

It was an Errata sheet. I've never seen an Errata sheet in any software package. And, of course, the problems I'd found were cleared up. To change the number of pages you have to press SHIFT/RETURN. Opening a block places a free block at the spot where you are, and moves all the others up to make room for it. Closing a block deletes it and moves the rest down. And there were about ten typos to correct as well.

I can't reccommend this program enough to any C-64 owner interested in using the computer as a musical instrument. Buy it!]

PENTE ANSWERS

The Pente problem that appeared in XL #12, page 29, was from the book Pente Strategy Book II by Tom Braunlich. We had three entries, two with flaws, and one that wasn't quite the one I had in mind, but which I couldn't prove wrong.

Conrad Minshall's suggested solution involved the following sequence: 1. q9, r10*; 2. q9, o9; 3. m11*, o9; 4. m12. Conrad has set up a situation where the black stones at n10 and o9 are captured creating two four threats. However, this capture is not possible, because the white stone at p8 is captured as a result of 1. ..., r10*. Therefore, his third move, 3. m11, does not capture anything.

Greg Ellis' suggested solution went like this: 1. p10, p7; 2 o6*, p7; 3 l9, l8; 4. n7, k10; 5. m6, n5*; 6. m6 creating a fatal four that obviously cannot be blocked on both ends with one move. My reply to the opening move would be 1. ..., n8*, which captures one of the stones making up the eventual four threat.

Try as I might, I can't find anything wrong with Randolph Smyth's solution, which surprised me because he mentioned that he learned from my two-sentence description of the rules. I remembered that Randolph has played Go, the Oriental game from which Pente draws its roots, but I can't see any Go-like situations here. Randolph's solution: 1. m12, k10*; 2. m12, m11; 3. q9, r10; 4. q9, o9; 5. m9***, which wipes the board clean of six black stones, leaving two fatal open fours. I'll award four issues to Randolph for the second-best possible solution, and five more to anyone who can show a flaw in Randolph's solution.

Did you notice that the big move in all the solutions was a move that made multiple captures? This was the key to the spectacular solution, provided at the last minute by Bill Becker, who wins himself five free:

WHITE	BLACK
1. 18	19**
2. 18	n8**

[Black can play 19** or n8 first, but he must play the other second.]

3. m12	m11
4. q9	o9
5. m9*****	

[You really have to set it up. What has happened is that White has just won with five captures on a single move, three moves after "sacrificing" (if you can call a forced capture a sacrifice) four captures to Black. Each move was absolutely forced; the only choice Black had was in the first move, and whatever he chose not to do was about to be forced on him anyhow. Spectacular doesn't even do it justice!]
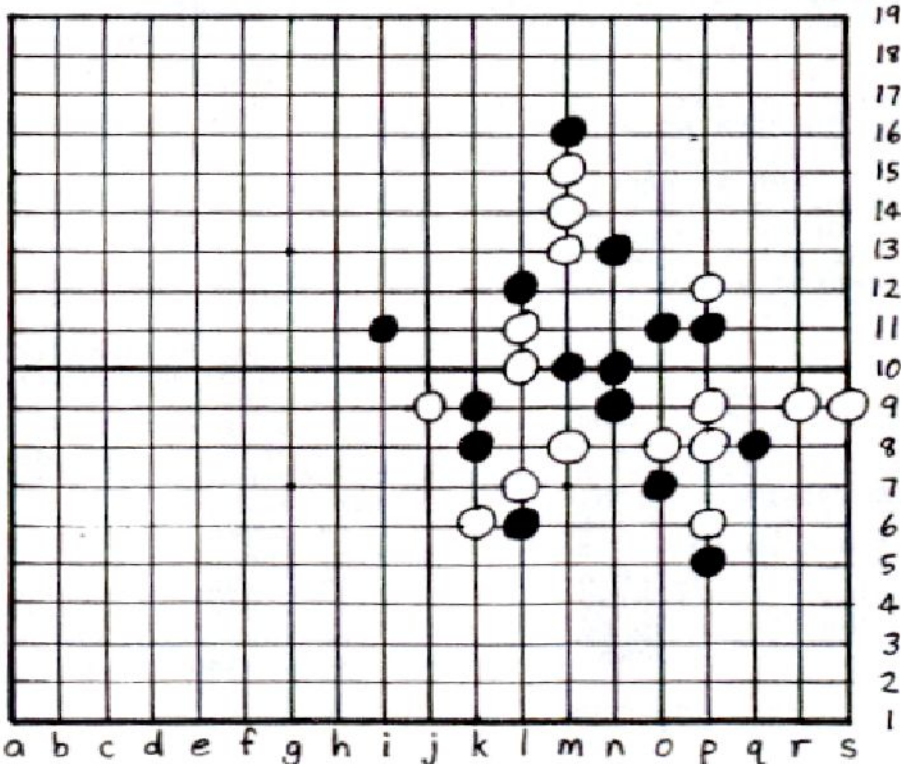
Most of the Post

Yes, I know how much you all hate it when I cut up your letters for this column. You have noticed that I've not been doing it as much, haven't you? In any case, I wanted to get the quiz comments and Walkman story applause separate, and of course the wrestling stuff is in Fighting Words (it occurs to me that I've not heard from Steve Hutton on my annexation of this title, albeit for somewhat different purposes, nor did I ask permission...). All of which doesn't leave much of Paul Gardner's letter, but let's print what's left anyway.

   PAUL GARDNER: *Hello! Some comments on your newly arrived issue. On the cover: Maradona "punched" the ball into the goal? With his fist? "Punch" is such a commonly used word in sports ("Boggs 'punched' that ball into right field"; "The Raiders just 'punched' it into the end zone") that I completely missed the literal meaning the first time I read it. Actually, I may have heard that Maradona did that on TV or in the newspaper, but it slipped my mind. Besides, he's the best in the world (so they say).*

   What's this about you not liking Titan? You might have to apologize to Rusnak again--he's into the game these days (so am I).

   BM: Russ sent me Who Cares? #38, in which some of the Powers for Cosmic Dip were described, along with rules for WWIIIb and some chat. He thinks the game would be better if his opponents were forced to drink 4-6 cans of beer beforehand. "If nothing else," says Russ, "it would even up the attention span gap." A central problem with Titan is that it's good play to remember from past stack recruitments who has what where, but bad form to jot these observations down on a piece of paper. Some of us just don't have the memory. I myself spent 80% of the time in my one and only experience at the game checking my feeble little stacks just to see what they had in them. And every thirty seconds I'd have to have another look.

   I admit to being more than a bit biased against Diego Maradona. That the ball went in off his fist was clear to everyone in the world except the officials; whether he punched it into the net deliberately or simply mistimed his jump so that the ball missed his head and hit his hand is unclear. But condsider this. The hand that hit the ball was up around his mouth (somewhat unnatural), and the ball sailed beautifully into the goal, over the outstreched hands of Peter Shilton, the brilliant English goalie. If that evidence is not good enough, let me remind you that Maradona is known as a player who will take what he can get no matter what: this is evident in his diving prowess, his history of dirty play (he was red carded twice in 1982, I believe), and his skill in the fine art of time wasting.

   Maradona, the best in the world? No way. Maradona scored five goals in the tournament. One was the illegal goal against England, one was the shot from the wing against Italy that Giovanni Galli should have stopped (he thought it was going to miss the post), and still another was his run through the English defense while half of them were pushing forward trying to equalize without playing volleyball.

   By the way, Paul, did you notice that NBC's World Cup coverage included a soccer expert by the name of Paul Gardner?

   JEFF ALBRECHT: *You asked for a bit of input on whether or not we prefer the 6-week deadline option or the irregular issues with games by flyer. I prefer the irregular issues with games by flyer. I prefer this because I probably would not get adjudications for both games at one time -- the fliers would arrive at different times and I could take my time in studying each game separately. But more important is that separate fliers would allow you to spend a little time adjudicating one game and send it out rather than a larger amount of time putting together an issue. It would seem to me that larger amounts of time are fewer and farther between than a little time here and there. I really*

think that games would be kept on a more even schedule by flyer; I think that Ron Brown has found this to be true.

If you decide upon game by flyer, you should treat subscriptions as a lump sum amount. Then, deduct 60 cents per regular issue or whatever the subscription rate is, and deduct 25 cents per flyer or some such amount that would cover your postage costs at a minimum. I don't expect you to go broke -- it is my hobby and I expect to pay a fair amount for participation.

BM: Agree and disagree. I refuse to charge anything for the flyers, partly out of generosity, partly because I know how difficult it is to keep flyers with the zines they belong to. (At least my flyers--shouldn't it be spelled this way?--are 8 1/2 by 11!) I'm still deciding between eight or nine weeks for the international games; if it's eight, Superbourse will be included in the rotation. However there is no rotation for the regular games, so you would, if you were in both ALBINONI and BEETHOVEN, get two flyers concurrently. As for spending a lot of short periods adjudicating the games versus spending a weekend doing them all, this isn't quite what I had in mind. I'd have a much worse time GMing six games with different deadlines than GMing six of which most of them have the same deadlines. The reasons I'm doing the flyers are a) because I want the players to get the adjudications as soon as possible after the deadline, and not only do letters tend to move faster in the mail than zines, but at least if the zine is late the flyers will still be out; b) it gives me a four day period between the time the games are adjudicated and the time the zine proper has to be ready for the printer. Except for the upcoming problem whereby the deadline after next will have me in Montreal (details elsewhere), all games should be on pretty even schedules from now on with the flyers. And that's a relief to me as well as to you players!

RUSS RUSNAK: *I wanted to drop you a short note to say thank you for the samples. I had heard about your cover from a number of people however everyone that had promised to send me a copy never did. I finally got a copy from Paul Gardner a couple of days after your sample arrived.*

BM: Probably spilling the beans on how much I don't enjoy Titan. Thanks in return for the copy of Who Cares? #38: I like the ideas behind Cosmic Dip, and if you're looking for one person to fill the game, let me know. There's apparently an English variant by Richard Sharp called Vain Rats (knowing Richard as I do, that's undoubtedly an anagram of something) in which the rule changes are made public, but nobody knows who has what power! Looking through the Powers for Cosmic Dip, it appears to me that the Warmonger (all units worth double strength) would be difficult if not impossible to stop, although looking at the other Powers, it appears that the Terrorist could blow him away, the Mole could tunnel behind his lines, the Hypnotist could send him in the wrong direction, the Clone could multiply and attack in force, the Chameleon could keep him guessing, the Assassin could murder selected units of him, and the Amoeba could transfer strength to challange him in one critical spot. As I say, it certainly sounds interesting!

PETE GAUGHAN: *Now you've done it. Quiz on languages for an M.A. candidate in linguistics. See enclosed for teacher's edition. (My girlfriend Cathy insists that I list more than one when I can. Okay...)*

MELINDA HOLLEY: *By the way, your puzzle's good. My answers are enclosed. #1, 12, 14, 16, 17, and 20 were pretty easy. #15 and 18 were harder and I'm not sure about 18. #13 and 19 are doozies.*

BM: The idea for the quiz came to me when I thought of how many languages end in the same familiar letters, like IAN and ISH. When we speak of some type of jargon as a language, we usually append ESE on the end to make it sound legit; for example, speaking Bridge-ese might be talking all the time of hooking kings and finessing for jacks, while pre-empting opponents as often as possible. If you don't play a lot of Bridge, that probably sounds like a foreign language to you. But even

though adding ESE makes a language name out of a noun, there aren't that many real languages that end in ESE, at least not nearly as many that end in IAN or ISH. Once this thought took shape in my mind, I then started jotting down as many last three letters as I could think of.

Pete actually phoned to tell me he had the first nineteen but was certain there was no possible answer for twenty. What could I say?! I told him that the term languages could be applied rather loosely; beyond that I couldn't say anything, of course. When his answers came in, #20 said "Braille", and pointed me to a short note on the back: "AHA. Margie Whitford gave me this one, after I rejected it thinking it was spelled with one L! (Not five minutes after I called you...)"

While Pete was getting the answer to number 20 in Arlington, McBruce was checking a dictionary in Burnaby -- because I thought that it might turn out that Braille was spelled with one L! Luckily, it didn't; however, it is a rather unfair question, since Braille is not a language but rather a system. Randolph Smyth said "if [Braille] is what you were looking for, I think you're reaching to call it a 'language'." Right you are, Randolph: it becomes apparent when you consider that a unilingual blind man from a German-speaking country would not have any chance of successfully reading a Braille book printed in the United States.

So, what I've done is award the prizes as follows: Pete and Randolph both got all twenty, so they split the five issues. Joan Extrom got all but #20, so I'll give her two issues. And because we had an expert in the field, I'll give Melinda Holley a free issue (we're trading, Melinda, where would you like me to send it?) for trying, and getting all but nos. 3, 13, 14, 18, and 19. I hope that's fair enough for all concerned, and thanks for trying!

JOAN EXTROM: *I enjoyed the languages quiz so much that I was inspired to write a letter. My quiz entry is on a separate sheet of paper. Yesterday when I started, I had 13 answers then tonite 6 more just came to me. Gee, I hope I win. Our family has been on a lucky streak. Last night we got a phone call that Samantha had won a $25 gift certificate in a drawing sponsored by the annual Philomath Frolic & Rodeo. The gift certificate was to a local florist, but we managed to find a couple of appropriate things for Samantha (a balloon and a stuffed bear) and used the rest to get a plant for our neighbour.*

Loved the scene with the bus driver! How inspired taking the batteries out. I can't think of a better way to handle such an absurd situation.

Nancy, you left your towel here during LepreCon. It's packed away in a bag waiting for you to retrieve it next year -- or would you like me to send it to you? Rusnak left one here, too. He's letting us use it till he reclaims it in person.

The LepreCon review was wonderful. Let my mother read it and she wasn't quite sure what to think of this hobby.

I hear you'll be at BRUXCon in October. There's a slight chance Samantha & I will get to go -- some tome this fall we'll be making our bi-annual pilgrimmage to visit Ken's folks in Pittsburgh -- but we won't have the money to think about it for at least another month.

BM: Part of the reason it's taken me so long to get past the rank novice stage at Empire Builder is because I haven't the slightest idea of where cities are on the east coast. However, I've just gotten out a copy of **TRAX**, and it looks as though Dalton (whose location I know from past searching through a real map) is a bit closer to Montreal (where we'll be) than Pittsburgh (where you'll be). Also, the TRAX map says you have a few more mountain mileposts to travel through, but hopefully that won't present too much of an obstacle, and we'll be seeing you there on Oct. 24-26!

I thought my article on LepreCon '85 was a bit better than this year's version, but I'm glad you enjoyed it. Nobody outside the Hobby reads a typical article, in any zine, without coming to the belief that

we're all crazy. I know because in December the border guard wanted to read half of <u>XL</u>, as well as a few of the other zines I happened to have with me, presumably to assure himself that I wasn't importing Communist material. He was rather confused.

We'll get the towel next year. We have rather enough towels around here now anyway. No need to spend a fortune sending it here!

Remind me next year just before LepreCon to rig up a Nerf basketball set like the one I have in my room for Samantha. The clear plastic bucket that small candies are sold in makes an appropriate-sized basket for Nerf basketball, which I engage in when I need a short break from the computer.

<u>PETE GAUGHAN</u>: *Morals Test: I wish I'd done it. My girlfriend cheered when she read it. A+*

<u>PAUL GARDNER</u>: *As for your moral question -- I didn't know Walkmans could produce noise to bother someone not wearing them. Maybe the guy's wife was beating him or something. He had to take it out on someone. Bruce, I don't see much of a question here -- he abused you, a paying customer, and he got part of what he deserved (you ought to file a complaint too).*

BM: Every response I get on this one seems 100% in favour of my actions, calling them both justified and brilliant or inspired (which I rather enjoyed; thanx, Joan!). My former roommate, Ron Gordon, who thinks psychology is numero uno, was moved to tears when I told him the story. I guess I'm as paranoid as Steve Knight, because I still have my doubts that what I did was right. I'd have preferred to confront the driver without the presence of other passengers. I guess the only way to do that would be to file a complaint, and that strikes me as being a sure fire way to get nowhere.

As it turns out, I didn't file a complaint, because I felt that the poor bugger had suffered enough being verbally horsewhipped on his own bus. However, the interesting thing is that I've taken the same run several tiimes since, and he's not there anymore! Perhaps one of the other passengers complained.

You can hear the sound coming from many Walkmans, but the volume has to be at least 80% full blast, and even then it seems to be only the elements of music consisting of noise waveforms (ie. drums, cymbals, sometimes rock singers voices) that escape. Usually, you have to be within 10 feet to hear them. The driver was farther than that, I was playing Ravel's <u>Le Tombeau de Couperin</u> (no loud percussion, no voices) at the time, and the engine was running.

<u>PETE GAUGHAN</u>: *"Diatribe" was the wrong word, and I apologize for coming on too strong. See #12, pg 14--"Jocktalk" about American stations ignoring hockey (and messing up reports when they <u>do</u> pay attention). I confused this with two other, much uglier, paragraphs about the U.S. elsewhere. BUT this merely demonstrates <u>my</u> hypersensitivity to it, so you may disregard my raving. Please.*

I agree that the Titan rulebook is heavy wading. I enjoy the game but I'd like it better if there was a Beginner's edition with battles being about 1/2 as complex.

"Parachute" rides (e.g. Space Tower) are my second favorite (after good, steep, (preferably wooden and rickety!) coasters).

I still haven't read the zine thoroughly (everything gets a once-over, then lots more time later) so maybe I'll send another letter. And maybe not.

BM: Well, thanks for this one, anyway. It is at once good and terrifying to know that highly literate people like yourself are spending that much time with <u>XL</u>, even if it takes a while to find the time to do so. Luckily, since there hasn't been another letter, I can only assume that your detailed perusal hasn't found anything out of the ordinary, so I sigh a great sigh of relief.

The old Pacific National Exhibition amusement park has a good old coaster. I agree with you that the old ones are generally better,

Fighting Words

Anyone who follows the WWF must know by now that a most interesting plot, foreshadowed by my comments last time, has been set up involving Paul "Mr. Wonderful" Orndorff. This is what our resident expert had to say (among other WWF topics), before most of it all took place!

JEFF RICHMOND: *Just thought I'd fill you in on the latest WWF gossip.*

Word is that Roddy Piper will return after all when he's done making his movie. That should be about the end of July.

The Giant Machine's identity is obvious. (It's Andre the Giant, finding a way back into the action after Bobby the Brain Heenan found a way to get him suspended) His partner, Super Machine, is actually Bill Eadie, better known as the Masked Superstar.

Despite Piper's impending return, it appears as though Orndorff may still turn villain (though one never knows for sure). I just watched Orndoff-Hogan vs. Moondogs where Orndorff, portrayed with a chip on his shoulder, refused to tag out. Next week, when Orndorff-Hogan take on Studd-Bundy, we'll probably see the culmination when Orndorff turns bad. Either that, or it'll all be resolved when Orndorff learns that Hogan is really his true-blue friend during this match.

BM: Just to recap what actually happened, Orndorff, on his second time in the ring, stayed there, refusing to tag out, until he had won the match. Finally he tagged, and Hogan came in, and was quickly in deep trouble, being double teamed viciously. The ref lost control, and Orndorff didn't come to Hogan's aid. Finally, The Hulkster escaped and made the tag, and the match was over quickly. Hogan came out to congratulate him--though the congratulations were quite subdued, you could see that Hogan wasn't too happy about being left at the mercy of Bundy and Studd. During the celebrations, suddenly Orndorff whacked Hogan, and followed it up with a piledriver. Predictably, all hell broke loose, and now it appears as though Orndorff will be the next challenger to Hogan for the heavyweight title. Considering that Bundy, Studd, Muraco, Funk, and others have lost repeatedly against the Hulkster, I guess it's only logical that they should look for a new challenger.

In yesterday's mail was the premier issue of a great new zine, by Steve Langley, called Thump 'n Grunt. The zine covers the action in the PBM pro-wrestling game of Thump 'n Grunt that Steve devised. There are six managers, and each manager has six wrestlers, four of which (two solo and one tag team) fight each round. The object is not to win more than anyone else, it is to make the most money. Of course, buying better wrestlers costs more, as does training them to be better. But losing all the time doesn't get you much purse money, so there is a keen sense of balance in the strategy.

Of course, such a game would be boring if it weren't run by such an imaginative person such as Steve. The nine matches of the first round took fully ten pages to write up! And the writeup is a brilliant satire of the WWF TV presentation, with stars like Vince McVince, Jesse "The Mouth" Oxnard, the Living Legend Bruno San Diego, and of course famed interview specialist Dirty Bertie Oaklyn. Not only that, the managers, Delectable Daf (Langley), Ahab Queeg (a.k.a. Bob Olsen), Kathy "Bloodsucker" Byrne, Frank "The Manager" Byrne, Tom "Cosmic Zap" Hise, and some lunatic that calls himself The Bonny Laird McBruce, have chosen characteristically outlandish names for their wrestlers, along with part histories of them, which makes the write-ups that much more entertaining. My wrestlers did reasonably well in the first round, the tag-team known as The Conjurers (Abrah Qadhabra and Ali Khazam) won the tag team championship with a victory over two wimps from Delectable Daf's stable, named Don "The Duck" Williams, and "Texas" Pete Gaughan.

mostly (for me at least) because of the great noise you hear while on them. There is a certain calm inspired by a silent roller coaster. I guess you've seen the excellent pictorial on coasters in the latest Games magazine.

The battle rules in Titan are rather complex, aren't they. I sat down to read the rules after leaving general orders for my Empire Builder train on a nine turn trip from San Fransico to Toronto (this was the historic--at least in local circles--$35 million that took me three quarters of an hour to earn and thirty seconds to spend). Within ten minutes I was back at the table moving my own train.

I suppose any American city in which lifetime residents have trouble with the concept of snow doesn't need to have sportscasters who know what team Larry Robinson plays for. But on a Seattle newscast I'd expect better. I seriously doubt that you can obtain a copy of The Hockey News in Arlington, but if you can, the August 8th issue has some very good articles about the future of fighting in the NHL, including a poll of all NHL general managers on the subject. It appears that the rules are there to curb fighting, but are not being enforced, though the league has been known to act on THN stories like this one. Midway through last season, a THN story about the increase in high-sticking infractions and eye injuries (presumably because of the increasing use of helmets) was followed by a referees meeting, at which the refs were given new guidelines on how to interpret the rules. I think we'll see, within a year, the advent of unequal penalties in 90+% of fighting situations, with the refs deciding who started it, and giving the extra penalty accordingly. Within 5 years of that, I think fighting will be all but dead in the NHL. But do try to locate a copy of THN, it is a fascinating discussion.

FIGHTING WORDS continued

Ugluk, the 334-lb killer from Inuvik NWT, beat Tom Hise's Billy Bob McGee. However, Wolfman Jock was swallowed (literally) by something Ahab Queeg calls Matango The Fungus Of Terror.

No more previews! Write to Steve at 2296 Eden Roc Lane #1, Sacramento CA, USA 95825 and plead with him to allow you to sub; or if you get Magus, ask him to put results and highlights in Magus. This is something that shouldn't be going secret!
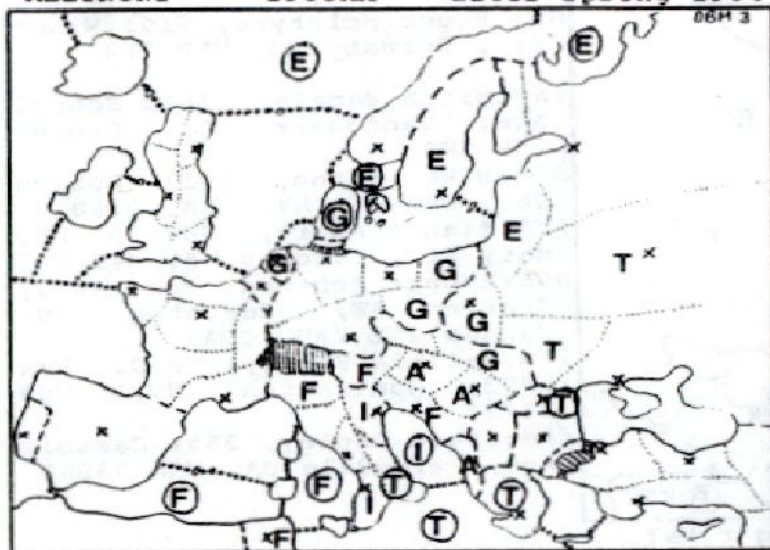
ALBINONI

SERBIA'S 4-YR. NEUTRALIT⁄ THREATENED
Germans cut support for own unit

ALBINONI   1985AA   after Spring 1904

ALBINONI Dramatis Personae

GM: Bruce McIntyre, 6191 Winch St., Burnaby B.C., V5B 2L4

ENG:Bill Shirley, 618 Main St., Yarmouth NS, B5A 1J9

GER:Charles Arsenault, Voie Du Car D'Or 2/102, 1348 Louvain-La-Neuve, BELGIUM

RUS:Claude Gautron, 150 rue Masson, Winnipeg MB, Canada R2H 0H2

TUR:Melinda Holley, P.O. Box 2793, Huntington WV, USA 25727

AUS:Michael Ditz, 5785 Danube Way#C, Orlando FL, USA 32807 (last season -- see below)

ITA:Bob Acheson, c/o Echo Bay Mines, Lupin NWT, Canada X0E 1M0

FRA:Ron Krukowski, 5339 W.Eddy, Chicago IL, USA 60641

NEXT DEADLINE (Winter 04-Spring 05) is **Tuesday**, September 9, 1986--one day earlier if phoned in.

ALBINONI 1985AA Fall 1904 Orders

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ENGLAND  F Bar H, A StP-Lva, F Nwy-Swe, F Ska S F Nwy-Swe, F Nth-Nrg
GERMANY  A Mun-Sil, F Kie-Den, A Pru S A Sil-War,  A Boh-Gal,  A Sil-War,
         A Bel-Hol
RUSSIA   F Swe⊁ ⊅ Ger F Kie-Den, A War⊁ ⊅ Ger A Sil-Gal (BOOM!)
TURKEY   F Aeg-Gre,  A Mos S A Sev-Ukr,  A Sev-Ukr,  F Rum H,  F Apu-Nap,
         F Ion ⊅ F Apu-Nap
AUSTRIA  A Bud S A Gal-Vie, F Gre-Alb, A Gal-Vie, A Tri⊁ ⊅ A Gal-Vie
ITALY    F Adr-Tri, A Pie-Ven, F Nap ⊅ Fre F.Tun-Ion
FRANCE   F GoL-TyS, A Vie-Tri, A Tyr S A Vie-Tri,  F Tun-Ion,  A Mar-Pie,
         F WMe S F GoL-TyS
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PRESS:

GM: Looks like a major overhaul of the lineup for this game: Bob and Claude are in as stand-bys, and Michael Ditz has asked me to find him a substitute while he goes on a three month bicycle trip up the East Coast. He's not certain whether he'll return to the game when he's back, so the substitute, Derek Daniels (440 Fairview Ave., Crown Point IN, USA 46307--as of August 25, 1986, his new address will be 719 E. 7th St., Bloomington IN, USA 47401), may become permanent.

   Players, there's a slight mistake in the orders, corrected here. The Turkish order **F Apu-Nap** should show Apu in boldface. It doesn't on your flyer.

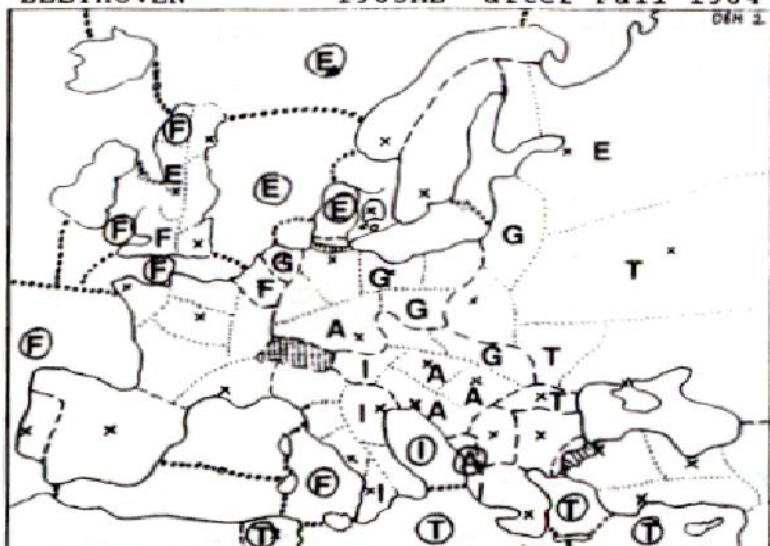*Italy (SB)-Board*: When you only hear from one player it doesn't leave

BEETHOVEN

TURKEY FEEDS THE
HAND THAT TRIES TO BITE HER
Austria & Italy play tug-of-war over Trieste

BEETHOVEN   1985AB   after Fall 1904

BEETHOVEN Dramatis Personae

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

ENG:Mitch Wageler, 3623 School
Ave, Vancouver BC, Canada
V5R 5N6
GER:Mike Barno, 2811 Robins
St., Endwell NY, USA 13760
TUR:Alan Stewart, 702-25 St.
Mary St., Toronto ON, M4Y 1R2
AUS:Robert Acheson, Box 4622,
Station SE, Edmonton AB,
Canada T6E 2A0 [COA]
ITA:Melinda Holley, P.O. Box
2793, Huntington WV, USA
25727
FRA:Steve Cooley, 3551 Casamia
Ave, Palmsdale CA, USA 93550

Summer 1904 retreats: ENG: F Eng r Wal
  GER: A Mun r Ber
  ITA: F Ion r Adr
  AUS: A Gal r Bud

NEXT DEADLINE (Winter 04-Spring 05) is **Tuesday**, September 9, 1986--one
day earlier if phoned in.

BEETHOVEN 1985AB Fall 1904 Orders

ENGLAND A StP $ Ger A Lva-Mos (no such order),   F Wal*-Lon,   F Nth-Lon,
  A Lpl-Edi, F Den-Kie, F Nrg-Edi
GERMANY A Hol-Mun (impossible),   A War-Sil,   A Ber-Mun,   A Lva-StP,
  A Gal-Ukr
TURKEY A Bul-Rum,   A Ukr $ A Mos,   A Mos S Eng A StP,   F Ion-Tun,
  F Con-Aeg, F EMe S F Aeg-Ion, F Aeg-Ion
AUSTRIA A Bud S A Tri, A Mun-Kie, A Boh-Vie, A Tri H, F Alb S A Tri
ITALY A Tyr-Tri, A Apu-Nap, A Ven S A Tyr-Tri, F Adr S A Tyr-Tri
FRANCE A Pic-Wal,   F GoL-TyS,   A Bel-Hol,   F Cly-Nrg,   F MAO S F Eng,
  F IrS S A Pic-Wal, F Eng C A Pic-Wal

PRESS:
GM: Congratulations are in order to all players in this game, who kept
the game going despite the fact that they had to be mind readers....
Vienna-GM: Hope you understood all those conditionals.
Maestro: Complaints, complaints. Counting NRRs as distinct from OTB,
there's only 120 different possibilities. Seriously though, in order
that you may check my work and see that I've done the right thing, I'll
be sending your orders back. All eighty-seven pages of them.
Germany-England: Make peace or I throw my dots to A-T.
Maestro's hastily-discovered possible retreat for next time: Despite
what it says on your flyers, England has a possible retreat open to him,
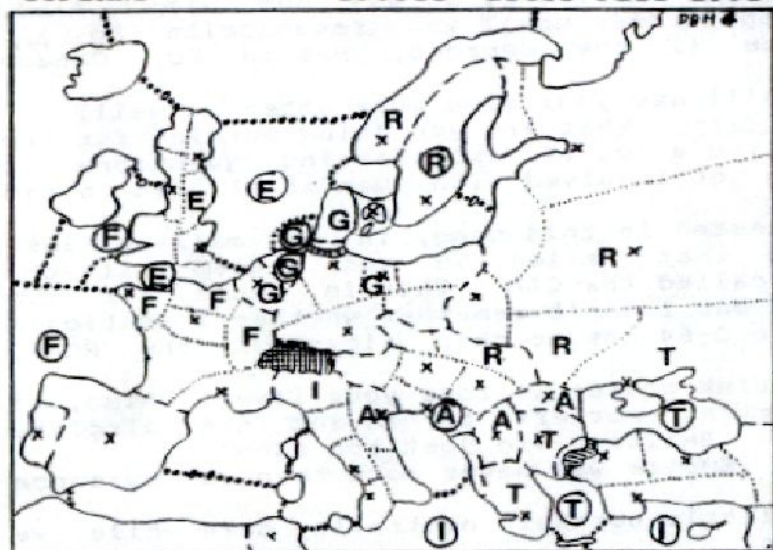
cont. on p.22

COPLAND

ITALY ATTACKS WHILE TURKS SLEEP
Look! A Lepanto without the convoy

COPLAND   1985CG   after Fall 1902

COPLAND Dramatis Personae

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

ENG: Charles Arsenault, Voie Du
  Car D'Or 2/102, 1348 Lou-
  vain-La-Neuve, BELGIUM
GER: Alan Stewart, 702-25 St
  Mary St. Toronto ON Canada
  M4Y 1R2
RUS: Sean McGonigle, 44B Kelvin
  Rd., Papakura NEW ZEALAND
TUR: Travis Laster, 125 Garden
  Court, Winchester VA, USA
  22601
AUS: Melinda Holley, P.O. Box
  2793, Huntington WV, USA
  25727
ITA: Jeff Albrecht, P.O. Box
  295, Doland SD, USA
  57436-0295
FRA: Ben Schilling, 24730
  Roosevelt Ct., Apt 315, Farm-
  ington Hills MI, USA 48018

Summer 1902 retreat: ITA: A Tyr r Pie

NEXT DEADLINE (Winter 02-Spring 03) is Friday, September 19, 1986 (see below)--one day earlier if phoned in.

COPLAND   1985CG Fall 1902 Orders

```
ENGLAND  A Yor H, F Eng-Bel, F Nth-Den
GERMANY  F Kie-Hel, A Mun-Ber, A Den-Swe, A Bel H, F Hol S A Bel
RUSSIA   A Ukr S A War-Gal, A Mos S A Ukr, A War-Gal,  A Nwy S F Bal-Swe,
         F Bal-Swe
TURKEY   NMR!  F Aeg, A Bul, F Bla, A Sev, A Gre stand unordered.
AUSTRIA  A Ser S A Rum, A Rum S A Ser, A Tyr-Ven, F Tri S Tyr-Ven
ITALY    A Pie S, A Ven# H, F Ion-EMe, F Apu-Ion, A Tyr S A Ven (no such
         unit)
FRANCE   A Pic S A Gas, F Spa-MAO, A Gas-Bur, F MAO-IrS, A Bre S A Pic
```

PRESS:
GM: Lots of things to tell y'all. Let's start with deadlines. The consensus seems to be to keep things as close as possible to the 7.5 weeks. Combining that with convenience, I've decided upon nine week deadlines. However, in order that the nine week deadlines for COPLAND and ELGAR stay away from one another, the next two deadlines will have to be seven and a half weeks. This will put us on a schedule whereby the COPLAND deadline will fall three weeks after the ELGAR deadline. There is room for another international game in the six weeks that passes between the COPLAND deadline and the ELGAR deadline. Anyone

interested? I really enjoy typing these things up; compared to ALBINONI
and BEETHOVEN (which look like one and the same game almost!), this one
is a delight! Anyhow, there is a possibility of my running a third
9-weeker international, but another possibility for that time slot is
SUPERBOURSE! which is pretty international itself. It all depends on
how the SUPERBOURSERS do with 6-week deadlines. For now, let me know if
you're interested in another 9-week international.

Second point: the Turkish NMR. I did not phone Travis; 6 weeks was
long enough for all the other North Americans, so why not him. Also,
Travis, I'm afraid I can't accept orders until you resubscribe to XL.
The stand-by is Pierre Touchette (1 rue Georges, Masson PQ, Canada
J0X 2H0).

Paris-Berlin: Does that mean we'll see your zine more often as well?
North of the Canadian Border-Maestro: What are you doing working for the
CIA? Won't the RCMP be asking you a lot of embarrassing questions if
they find out? I prefer not to get involved with them if I can avoid
it.
Maestro: For those of you interested in this game, in my mailing last
time, I mentioned that the chip that failed me and caused all the
problems before last issue was called the CIA. This is short for MOS
6526 Complex Interface Adapter, but I don't remember whether I mentioned
that or not. I do know that the C-64 has no chip nicknamed the RCMP,
however. And thank Ghod...
Paris-Constantinople: I never drink coffee it rots your liver. Also, I
think you should wait for the Wright brothers to invent the airplane
before the airline gets started. Balloons are just too slow.
Mun-Lon: Don't take it so hard. Empire was never more than a nuisance
for you anyway.
Mun-Mos: Perhaps we can have a little northern neutrality here while we
each sort out our other problems.
Mun-Rom: No foolishness in my back yard, please.
Mun-Vie: Helping the Turk? Time for a sneak attack.
Mun-the GM: You call this a press battle?
Maestro: What page is this? Let us say it was merely an accurate
precognition.
To the freinds: "You will be rewarded by Her Majesty, be sure" -The
King
To the others: "Arghhhh!" -The Kong
To the Belgian peoples: One day....it will happen.
Maestro's retreat for next time: ITA: A Ven r (Apu, Tus, OTB). The
supply centre chart for this game and two others is on page 23.

you much choice.
Maestro's retreats for next time:
RUS: F Swe r (Fin, GoB, Bal, OTB)   AUS: A Tri r (Ser, OTB)
The Russian retreat isn't really all that important. Three supply
centre charts, including the one for this game will appear on page 23.
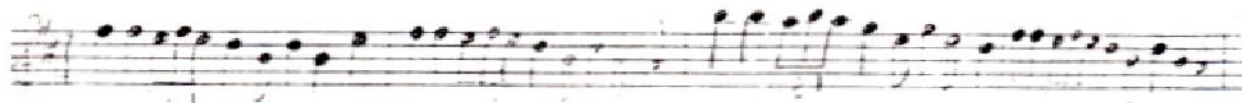
A Wal r (Yor, OTB). I do know that Lpl is not adjacent to Lon, but it
didn't occur to me that topologically this must make Wal adjacent to
Yor. Oooops...
Maestro: The supply centre chart for this and two other games appears on
page 23.

Quiz Answers

1) __Japan__ E S E
3) __Span__ I S H
5) __Ger__ M A N
7) __Gr__ E E K
9) __Heb__ R E W

2) __Ital__ I A N
4) __Fre__ N C H
6) __La__ T I N
8) __Swah__ I L I
10) __Ara__ B I C

11) __Espera__ N T O
13) __Manda__ R I N
15) __Gae__ L I C
17) __Punj__ A B I
19) __In__ U I T

12) __Hi__ N D I
14) __Aram__ A I C
16) __Du__ T C H
18) __Bas__ Q U E
20) __Brai__ L L E

These are not definitive answers, there are many variations for most of them. Funniest gag answer: Randolph Smyth's alternate choice for #5: __Woman__. (They have a language all their own....)

Supplies — OWNERSHIP OF CENTRES

GAME: ALBINONI (1985 AA)

post - FALL 1904

ENGLAND 6 (B1) TURKEY 8 (B2) NEUTRALS 0-1

ENGLAND		TURKEY		NEUTRALS	
Edi (E) E		Ank (T) T		Bel (G) G	
Lpl (E) E		Con (T) T		Bul (T) T	
Lon (E) E		Smy (T) T		Den (G) G	
GERMANY 7 (B1)		AUSTRIA 2-3 (R1)		Gre (A) T	
Ber (G) G		Bud (A) A		Hol (G) G	
Kie (G) G		Tri (A) F		Nwy (E) E	
Mun (G) G		Vie (A) A		Por (A) F	
RUSSIA [OUT]		ITALY 3		Rum (A) T	
Mos (T) T		Nap (I) I		Ser (N) ?	
StP (E) E		Rom (I) I		Spa (F) F	
Sev (T) T		Ven (I) I		Swe (R) E	
War (R) G		FRANCE 7 (B1)		Tun (F) F	
		Bre (F) F			
		Mar (F) F			
		Par (F) F			

The SC chart on your flyers is wrong.

Supplies — OWNERSHIP OF CENTRES

GAME: BEETHOVEN (1985 AB)

post - FALL 1904

ENGLAND 7 (B2) TURKEY 8 (B1) NEUTRALS 0

ENGLAND		TURKEY		NEUTRALS	
Edi (E) E		Ank (T) T		Bel (F) F	
Lpl (E) E		Con (T) T		Bul (T) T	
Lon (E) E		Smy (T) T		Den (E) E	
GERMANY 5		AUSTRIA 5		Gre (A) A	
Ber (G) G		Bud (A) A		Hol (G) G	
Kie (G) G		Tri (A) A		Nwy (E) E	
Mun (G) G		Vie (A) A		Por (F) F	
RUSSIA [OUT]		ITALY 3 (R1)		Rum (T) T	
Mos (T) T		Nap (I) I		Ser (A) A	
StP (E) E		Rom (I) I		Spa (F) F	
Sev (T) T		Ven (I) I		Swe (E) E	
War (G) G		FRANCE 6 (R1)		Tun (I) T	
		Bre (F) F			
		Mar (F) F			
		Par (F) F			

If ENGLAND retreats his A Wales, he gets one build.

The SC chart on your flyers is wrong too.

## Supplies — OWNERSHIP OF CENTRES

GAME: COPLAND (85CG)

post - FALL 1904

ENGLAND 3 TURKEY 6 (B1) NEUTRALS 0

ENGLAND		TURKEY		NEUTRALS	
Edi (E) E		Ank (T) T		Bel (N) G	
Lpl (E) E		Con (T) T		Bul (T) T	
Lon (E) E		Smy (T) T		Den (G) G	
GERMANY 6 (B1)		AUSTRIA 6 (B2)		Gre (T) T	
Ber (G) G		Bud (A) A		Hol (G) G	
Kie (G) G		Tri (A) A		Nwy (R) R	
Mun (G) G		Vie (A) A		Por (F) F	
RUSSIA 5		ITALY 3		Rum (A) A	
Mos (R) R		Nap (I) I		Ser (N) A	
StP (R) R		Rom (I) I		Spa (F) F	
Sev (T) T		Ven (I) A		Swe (R) R	
War (R) R		FRANCE 5		Tun (I) I	
		Bre (F) F			
		Mar (F) F			
		Par (F) F			

If Italy retreats his Venice army, he must remove he.

The SC chart on your flyers is really wrong.

AUSTRIA DIES!!

DEBUSSY   FALL 03
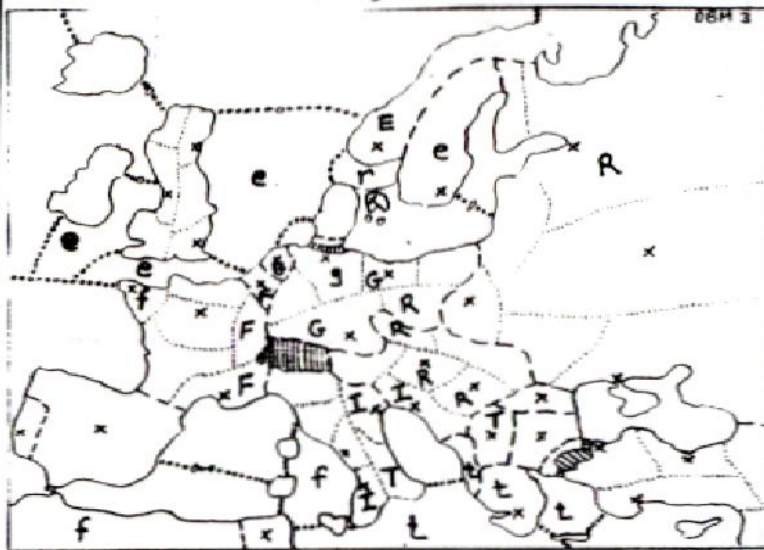
GM: Mitchell Wageler, 3263 School Ave.,
    Vancouver, B.C., V5R 5N6
    (604) 435-3299

E: Dennis Quine, 55 Rosemoor Drive,
   Little Rock, AK, 72209
                 Touchette
G: Pierre Touché, 1 Rue Georges,
   Masson, PQ, J0X 2H0

R: Alan Stewart, 702-25 St. Mary St.,
   Toronto, Ont, M4Y 1R2

T: Ron Krukowski, 5339 W. Eddy,
   Chicago, IL, 60641

F: Bruce Waddell, 4247 Winnifred St.,
   Burnaby, B.C., V5J 2S5

I: Bill Shirley, 618 Main St.,
   Yarmouth, N.S., B5A 1J9

RETREATS: SPRING 03-   I: F ION-ADR   R: F SWE - SKA

MOVES: FALL 03

R: A GAL-VIE, A BUD S A GAL-VIE, A WAR-SIL, A BOH S A WAR-SIL, A STP H, F SKA-NTH

E: NMR! F IRI S, F ECH S, F NTH S, A NOR S, F SWE S *Stand by is Claude Gautron*

F: F MAO-NAF, F BRE H, F WME-TYS, A BUR S A BEL, A BEL S GER A HOL, A MAR-PIE

A: NMR! A VIE S(BCOM), A TRI S (BCOM)

I: A TYR-TRI, F ADR S A TYR-TRI, A VEN-PIE, A APU-NAP

T: F ION C A ALB-APU, A ALB-APU, F AEG-GRE, F GRE-ALB, F CON-AEG, A SER S F GRE-ALB

G: A BER S A SIL-MUN, A SIL-MUN, A HOL S F BAL-KIE, F BAL-KIE

NO RETREATS

WINTER 03: SUPPLY CENTERS AND ADJUSTMENTS

E: +SWE	HOME(3) DEN NOR SWE	6=BUILD 1
F:	HOME(3) SPA 10R BEL	6=BUILD 0
R: -SKA +BUD +VIE	HOME (4) RUM, BUD, VIE	7=BUILD 1
I: +TRI	HOME(3) TUN TRI	5=BUILD 1
T:	HOME(3) BUL SER GRE	6=BUILD 0
G:	HOME(3) HOL	4=BUILD 0
A: -BUD -VIE -TRI	00-AUSTRIA IS ELIMINATED	

PRESS:

GM-WORLD: AUSTRIA HAS BEEN ELIMINATED FROM THE GAME. I WOULD LIKE TO THANK RANDOLPH
          SMYTH FOR HIS PARTICIPATION.

GM-WORLD: BILL SHIRLEY HAS TAKEN OVER ITALY. I WOULD LIKE TO WELCOME HIM TO THE GAME
          AND WISH HIM LUCK.

MOVES FOR WINTER 03 AND SPRING 04 ARE DUE TWO DAYS BEFORE THE DEADLINE TO BEETHOVEN.
THERE WILL BE NO SEPARATION OF THE WINTER AND SPRING TURNS THIS TIME.

PLEASE FORGIVE THE TYPING I TRIED TO DO IT MYSELF INSTEAD OF HAVING MY WIFE DO IT RIGHT.

NEW GAMES

Following are lineups for XL's two new games, ELGAR (7-nation international on 9-week deadlines), and FAURE (pronounced "four, eh?", a regular Diplomacy game on 6-week deadlines.

ELGAR Dramatis Personae

ENG: Alain Martine, 47 Chartres, Dollard-des-Ormeaux PQ, Canada H9A 1J6
GER: Malcolm Smith, Granlivien 11, 1086 Oslo 10, NORWAY
RUS: Rosie Roberts, Ziegeleiweg 4, 2126 Adendorf, WEST GERMANY
TUR: Sean McGonigle, 44B Kelvin Rd., Papakura NEW ZEALAND
AUS: Charles Arsenault, Voie Du Car D'Or 2/102, 1348 Louvain-La-Neuve, BELGIUM
ITA: Jacques-Henri Strauss, 12 rue Rene Bazin, 75016 Paris, FRANCE
FRA: Jeff Albrecht, PO Box 295, Doland SD, USA 57436-0295.

First deadline is Tuesday September 30. I need the $3 gamefee from Jeff and Alain.

FAURE Dramatis Personae

ENG: Wayne Wittall, 5251 Argyle St, Pt. Alberni BC, Canada V9Y 1V1
GER: Bob Acheson, Box 4622, Station SE, Edmonton AB, Canada, T6E 2A0
RUS: Derek Daniels, 440 Fairview Ave., Crown Point IN, USA 46307 (After August 25: 719 E 7th St., Bloomington IN, USA 47401)
TUR: Paul Milewski, PO Box 256, Batavia OH, USA 45103
AUS: Pierre Touchette, 1 rue Georges, Masson PQ, Canada J0X 2H0
ITA: Dennis Quine, 55 Rosemoor Rd., Little Rock AR, USA 72209
FRA: Jerry Falkiner, 10 Spiers Cr, Cambridge ON, Canada N1R 1B2

I desperately hope everyone's happy with their country assignment: to be quite frank, I didn't have the required number of years of spare time to search for preference lists, and therefore didn't use any! (Actually, I didn't make the draw myself, Nan did, so blame her...) The BNC should take note that I don't even know where Pt. Alberni is, except to know that it is a long-distance call to phone somebody there. (Wayne, this is 90% of the reason that Don Wagner wasn't included in this game.) In any case, the deadline for Spring 1901 is Tuesday, Sept 9, 1986. If I get a request for a holdover by someone who has preliminary orders in before that date, the new deadline shall be six weeks later. However, I warn you that I'll be in Montreal at the time.

Forgot to mention on the flyer that there is a $3 gamefee for Canadians and Americans in XL As far as I can remember, I've not received it from anyone, but of course I can deduct from most of your sub balances. However, I need a resubscription from Jerry Falkiner by the interim deadline, or I shall have to call a stand-by for the position. Jerry, it's not all bad: send me some blank disks and I'll copy some C-64 software on 'em for you!

SUPERBOURSE! continued

for a proposal that loses him $5.11! However, you can see that the game has a possible end. It's not difficult to figure the final standings based on any win or draw: the pot is 80% of the money spent, and is divided pro rata among the shareholders in the winning or drawing countries. The 20% I keep for myself seems high, but it amounts to $17.66, over ten dollars less than it would have been were I charging the normal $3 gamefee. Anyhow, now that I've set the wheels in motion, so to speak, get your calculators out and find the draw that enough of the other guys will vote on. It's not fair that I'm the only one who has to buy new calculator batteries each deadline...
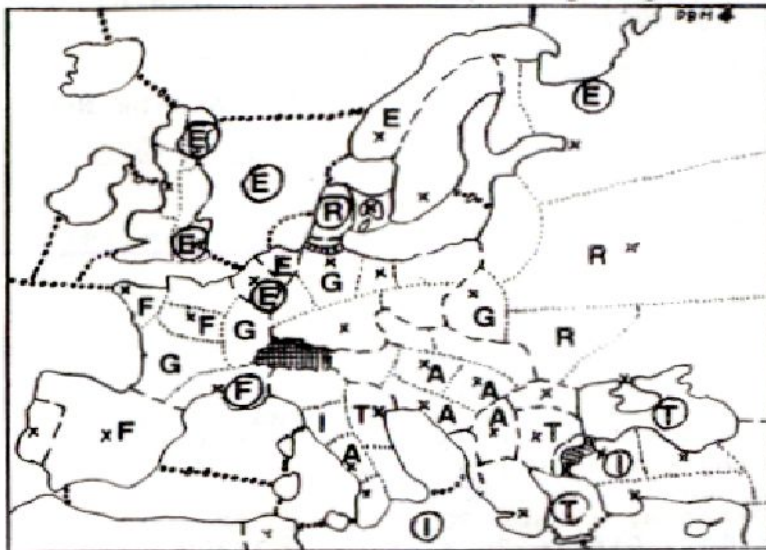
SUPERBOURSE!

NEW ZEALAND SELLING OUT TO ROOKIE

GM discusses how we can get outta this

SUPERBOURSE! 1985$$ before Spring 1903

Winter 1902 adjustments:

```
ENG: +F Lon, F Edi
GER: -F Bal, A Lva
TUR: -A Smy
AUS: +A Bud, A Vie: One short.
ITA: -A Tyr, A Tun
FRA: +A Bre: One short.
```

SUPERBOURSE! participants

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

MB: Mike Barno, 2811 Robins St., Endwell NY, USA 13760

RL: Rob Lowes, RR#9, Peterbourough ON, Canada K9J 6X1

SP: Sean P. McGonigle, 44B Kelvin Rd., Papakura, NEW ZEALAND

SM: Simon Matthews, 432 N. Dollarton Hwy, N. Vancouver BC, V7G 1N1

CM: Conrad Minshall, 3702 Tarragona Lane, Austin TX, USA 78727

RS: Richard Sharp, 27 Elm Close, Amersham Bucks, UK HP6 5DD

BW: Bruce Waddell, 4247 Winnifred, Burnaby BC, V5J 2S5

MW: Mitchell Wageler, 3623 School Ave., Vancouver BC, Canada V5R 5N6

GF: Grant Fraser, 5374 Moreland Dr., Burnaby BC, Canada V5G 1Z8

SUPERBOURSE 85$$ pre-Spring 1903 Position

```
ENGLAND Has F Lon, F Edi, F Bel, F StP(nc), A Nwy, F Nth, A Hol.
GERMANY Has A Bur, A War, A Kie, A Gas.
RUSSIA  Has A Mos, F Den, A Ukr.
TURKEY  Has F Aeg, F Bla, A Bul, A Ven.
AUSTRIA Has A Bud, A Vie, A Rom, A Ser, A Tri.
ITALY   Has F Ion, A Tus, F Con.
FRANCE  Has A Bre, A Spa, A Par, F Mar H.
```

NEXT DEADLINE (Spring 03) is Tuesday, September 9, 1986--one day earlier if phoned in. I haven't had any requests to extend the deadlines for this game yet, but there is an open slot if you want to go to nine weeks because of the international quality that this game has taken. However, I don't think this game merits such a long wait, so I'll need for at least a request from both Richard and Sean before I'll even consider it, and even then seven nays from the North Americans would convince me it's a bad idea. Let me know what you think.

SUPERBOURSE		Total Credit: $159.80							Total	Total
		Current	-----Current shares owned in-----						Total	Total
Player	Credit	Cash	ENG	GER	RUS	TUR	AUS	ITA	FRA	Shares	Assets
GM		88.29	0	0	0	0	0	0	0	0	88.29
Sharp	24.00	2.00			26	86	46			158	16.58
McGonigle	6.00	4.98		5		10				15	6.23
Lowes	10.00	2.81	3	9	4			3	25	45	7.02
Barno	6.80	2.93		3		4	8	4		19	4.76
Matthews	35.00	13.36	90	5	25			5	47	172	32.96
Minshall	8.00	2.37	9	1	19				28	58	7.84
Wageler	40.00	28.15	4	62	11		46			123	40.30
Waddell	20.00	8.21						87		87	13.69
Fraser	10.00	6.70		15	10					25	8.60

```
          Market Prices    20    14    12    10    14    14    6
   Actual Value / Share   3.72  8.31  6.56  8.31  2.46  6.30  0.39
        (add ten cents/ share to all underlined values)
```

Under the Magic Wand rule, explained last issue, Rob Lowes lost five shares of Russia, and Conrad Minshall lost one share of Russia to the GM, who promptly offered them back as English shares to the masses....

The Stock Exchange
ENGLAND Offers: GM(6 at 10). Bids: MW(91 at 19), SM(22 at 29). Result: SM buys 6 from GM at 20.
TURKEY Offers: MB(4 at 17), SP(10 at 14). Bids: GF(10 at 10). Result: no sales.
AUSTRIA Offers: MW(11 at 12), SP(10 at 11). Bids: MW(6 at 16), MB(12 at 14). Result: MW buys 6 from SP at 15, and MB buys 4 from SP at 14.
RUSSIA Offers: MW(11 at 12), SP(10 at 11). Bids: MW(89 at 11), GF(10 at 12). Result: GF buys 10 from SP at 12.
GERMANY Offers: MW(62 at 14), SP(20 at 13). Bids: MW(38 at 11), GF(5 at 15, 10 at 14, 20 at 12), MB(20 at 12). Result: GF buys 15 from SP at 14.
FRANCE Offers: None. Bids: MB(9 at 11). Result: no sales.
ITALY   Offers: MB(4 at 14), BW(87 at 17). Bids: GF(10 at 10), SM(5 at 11). Result: no sales.

Welcome to Grant Fraser, who decided to join the game after a three player attempt at Superbourse was completed at 5:30AM!! We even had the Monopoly money out on the table. When it was all over, we decided that the central strategy is to find two or three people with enough shares to force an advantageous concession, and obviously this is much easier to find in a three player game: in fact it was so obvious that Grant and Randy Davis could split 98% of the pot from about 1903, that we decided to play on without concessions just for the hell of it.
The one thing I must get across is that the Total Assets column means next to nothing. What you should be looking for is three or four player coalitions that can muster 351 votes for a concession which includes the countries that the coalition has invested heavily in. For example, if RS, SM, and MW used their 453 votes to force a 4 way draw between England, Germany, Turkey and Austria -- well, a major presumption is that they would retain those shares through one Bourse period -- the final result would be as follows:
1. MW: +$7.63, 2. SP: +$1.59, 3. RS: +$0.96, 4. GF: -$0.69, 5. MB: -$1.26, 6. CM: -$3.89, 7. RL: -$5.10, 8. SM: -$5.11, 9. BW: -$11.79 (Gamefee:$17.66).
There's no danger of this happening, though: Simon isn't likely to vote

Housekeeping

I repeat: PLEASE check your mailing cover to make sure I'm up to date with your sub accounts, because I'm probably not. You see, I'm a complete incompetant when it comes to accounting.

Welcome to:
Les Casey, #33 Nestow Dr., Nepean ON, K2G 4E7

Good-bye to:
John Davies
J.C. Hodgins
D.S. Palter

Assorted items of subscription-extending monetary value received from: Mike Barno, Ben Schilling; and a few people should have won some issues for the various quizzes. Check your mailing cover to see if I've remebered.

Sub Warnings.: (*NONE*, *One*, or Two issues left in your sub after this one.): *KEVIN BROWN*, *MICHAEL J. DITZ*, *STEVE DYCUS*, *SCOTT MARLEY*, *CONRAD MINSHALL*, Randolph Smyth (to 15.5), *ALAN STEWART*, *Steven Swigger* (to 14.5).

Stand-bys for regular Diplomacy are: Bob Acheson, Charles Arsenault, Chris Carrier, Derek Daniels, Claude Gautron, Ron Krukowski, Paul Milewski, Craig Reges, Bill Shirley, Alan Stewart, Pierre Touchette. Want in or out? Just ask! Stand-bys play for free--including their subscription. If you're called here, you will receive one free issue of XL tacked onto your sub for each season you played, including holdovers, provided you do not drop. Could use a few more stand-bys.

Gamestarts:
Diplomacy: GREGORY: (9-week deadlines, as international as possible): Don Wagner. 6 needed.
Superbourse: Anyone can enter at any time, rules straddled betwixt XL#6-7.

Stand-bys called: Pierre Touchette has been called in COPLAND for Travis Laster (Turkey), whose orders got here a day after the deadline. Claude Gautron, our eternal stand-by, is called on for the English position in DEBUSSY. Sorry guys, I forgot to add that to the flyers.

Address Changes: There must be some, but I don't recall them.