

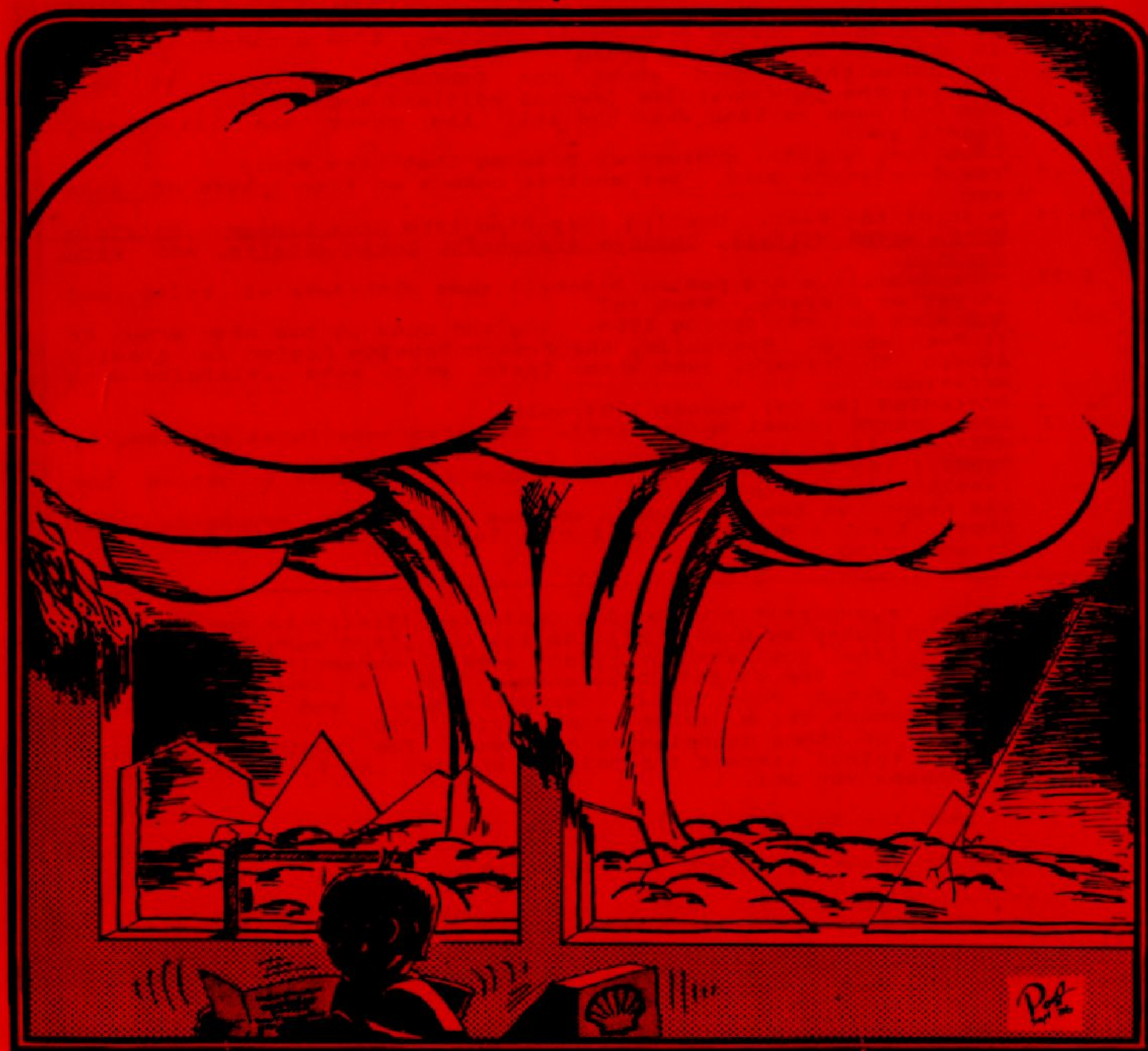
WITHIN 12 FEET OF THIS ZINE  
NO SMOKING - TURN OFF IGNITION

# excelsior

SEPTEMBER/OCTOBER 1986

ISSUE No. 15

by BRUCE MCINTYRE



# excelsior

## DIRECTORY

No.15

EXCELSIOR #15 by Bruce McIntyre with a whole heaven of a lot of support from Expo cashier Nancy Hurrell, printed August 3, 1986 by the Divine Master of the Xerox 9500, Chris Buck, in Vancouver, BC, Canada.

Page	Contents
1	After much consideration, I've decided two things: 1) that Patricia's best covers are those which she creates without any input from me, and 2) based on this, her future in cartooning ought to be assured.
2-3	Directory, followed by DipGab.
4-5	The Publisher's Handbook is out. It's completely unjust for me to review it focussing on its bad points, but since I know Bruce Linsey is an intelligent sort looking for constructive criticism as much as he craves hobby-wide applause, I've decided to look at where it could be improved.
6-10	One thing that's good about the Pubber's Handbook: it made writing the <u>XL</u> Houserules (second edition) much easier.
11-15	You did want to know what the hell the cover was all about, didn't you?
16	Look out, world! M <sup>c</sup> Bruce is blowing that horn again.
17-19	The <i>Perelandra</i> Quiz. Yet another chance at free issues of this rag.
20-24	Most of the Post. Quoting this time from <u>Bruce Linsey</u> , <u>Patricia Post</u> , <u>Wayne Wittall</u> , <u>Charles Arsenault</u> , <u>Rosie Roberts</u> , and <u>Pete Gaughan</u> .
25-29	M <sup>c</sup> BruceBall: a new postal baseball game with lots of rules and as yet no players. Want in?
30	ALBINONI (85 AA) Spring 1905. England convoys his new army to St Petersburg. Meanwhile, the French Foreign Legion is finally stopped in Trieste, just when there were some reinforcements arriving.
31	BEETHOVEN (85 AB) Winter 1904 only.
32-33	SUPERBOURSE (85***) Spring 1903. GM makes some local enemies, by NHRing half of the locals.
34	DEBUSSY (85 CH) Spring 1904. I dunno; I haven't gotten the results from Mitch yet.
35	The report on the new games, and the games not appearing this time. Also, a quickie Postal Clue report.
36	Housekeeping.

Excelsior is a postal gaming zine dedicated firstly to the game of Diplomacy, copyrighted by Avalon Hill in the U.S., and made by House of Games above the line, published every six weeks. Subscriptions for ten issues cost \$6 US in the US (\$7 US by cheque, or 15 39-cent American stamps: please don't send other denominations), and \$10 Canadian elsewhere. In Canada three issues cost \$2.00 CDN, or five 39-cent Canadian stamps: no other denominations please. The address to which you should send things (except for DEBUSSY orders) is 6191 Winch St., Burnaby BC, CANADA V5B 2L4.

Games deadline for M<sup>c</sup>Bruce is October 21.

DEBUSSY deadline for Mitch is October 18.

Letters and other stuff must be here by October 30 for it to have any chance of affecting what happens when the next issue goes to the mails.

Next issue will be a bit late (there will be flyers), and is due in the mails by November 4, hopefully. I wouldn't count on it.

## DipGab

The big news this month is that Nancy and I will be going to BruxCon/TomatoCon at Paul Gardners as a part of our trip to Montreal next month. We'll be in Montreal between Oct 7 and Oct 29, and the trip to BruxCon is slated for the last of the weekends therein. I've heard that quite a few of you will be there, obviously to meet Nancy, since I'm not really worth the trouble....

Anyhow, this creates a problem for next issue. Specifically, I'll be in Montreal during the deadline. I do not want you to send orders to Montreal, and to ensure that you don't, I'm not even going to give the address of Nan's parents. I'll have the orders sent to me all together by Special Delivery or courier or something. However, this is the phone number: 514/488-2024. I must emphasize that I'll not be held to the phone at any one time, so mail them to me unless it is an absolute emergency. In order that you may have no trouble communicating with the person who answers the phone (assuming it's not me), this is what to say:

Bonjour, madame (or monsieur if the voice is lower). Ici (insert your name here). Je cherche, l'imbecile, Bruce M<sup>c</sup>Intyre pour lui donner des ordres pour le jeu de poste dans lequel je me trouve.

I know what you're saying. "But M<sup>c</sup>Bruce! How do I pronounce all of that?"

Voila!

Bow-zhou, mah-dahm (mi-syoo). Eeese (don't try to give your name a French accent, for Ghod's sake--I won't know who the hell you are when they call me to the phone...). Zhuh shersh, lam-beh-sille, Bruce M<sup>c</sup>Intyre (you shouldn't have any trouble with that bit), por lwee don-nay daze ordruhzh por luh zhuh duh pawste don luh-kel zhuh muh troove.

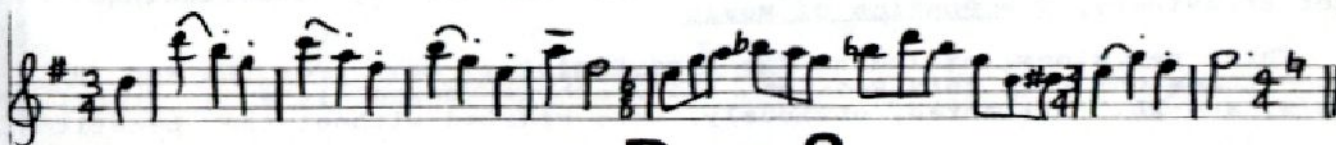
Don't forget to roll your r's. Well, try.

There will be a ten second pause, and then the person at the other end will likely say, "Uh, would you mind rephrasing that. In English?"

Seriously though, it should be a hell of a trip. I guess when I'm at BruxCon I won't feel the need to express myself in French as often as possible. Nan's mom will insist that I use English, but I'll feel guilty, I'm sure, and will do my best in French despite the fact that I'll not understand things until the fifth repetition. That's what it was like when I met Nan on the band trip: we tried our best to speak French and mostly failed; because we only wanted to learn some French and geography dictated that they *had* to learn some English, we spoke English most of the time. Now, feeling safe in Vancouver, I can say I hope to get a chance to use French in Montreal, but I just know that it's as hard for them to understand my French, as vice versa, and so I'll probably use very little. Pity, that.

As for the con: the lineup grows more impressive each day. There's talk of people like Ron Krukowski, Russ Rusnak, Gary Coughlan, Mike Barno, among others, attending. I hope the Toronto group gets something together in time. If you want more info, write Paul Gardner at Box 2338 Rt. 1, Newfane VT, USA 05345-9734. His number is 802/365-7635.

Hope to see you there!



## ONCE UPON A DEADLINE

The following is a review of the new Publisher's Handbook, called Once Upon a Deadline, which is intended to be constructively critical, as opposed to the obvious thing to do: to applaud it for its fantastic coverage of everything concerned with the topic, by the hobby's best writers. The reason I don't want to do that is that it's too easy -- there's just so much stuff to compliment, and you can go to almost any other zine and find out what's in it and how good it is. Let us here take that for granted, throw common decency to the four winds, and forget the praise QUAD so richly deserves for a moment, and try to find the problems with it.

Well, let's do that in a moment. First let's concentrate on what's good about QUAD, because I can't resist doing so. It comes in a great bloody envelope and weighs more than the postman. There are four parts. The first is the latest list of zines recommended that comes with Supernova (the novice player's handbook) and is updated from time to time. On the back now is a current listing of hobby custodians, including all three novice handbook publishers (just in case you were wondering), but not including such hobby "custodians" as Karel Alaric, the latest creation of Robert Sacks. (Thank God for that!) I assume that this sheet will be going out with QUAD as well as Supernova. Then a small 12 page booklet contains a title page, a forward, a table of contents, and a list of contributors, further reading suggestions, and reprint credits. On the back there is a brilliant wrapup to the whole thing by Bruce called Your Dinzine, Your Orchestra.

The meaty part is the two thick books. The first is an 88 page collection of articles on publishing. The second runs 104 pages and is concerned with gamesmastering. As you can imagine, all kinds of topics are discussed, including -- hell, everything!

Therein may be a central problem. It's all very well to give it reams of first-level praise. But when the hoopla surrounding this megaproject dies down and the thing begins to be distributed to those who are really wondering what it takes to produce a zine (as opposed to those just reading it because of the hoopla or out of general interest), well, I have my doubts on whether they'll be able to get anywhere after reading 200+ pages of advice from publishers.

"Can't do what ten people tell me to do/so I guess I'll remain the same" --Otis Redding, Dock of the Bay

I mentioned first-level praise back there. By this I mean that each article, by itself, is excellently written. The second-level criticism is that, presented together, they tend to confuse the issue, by presenting the newcomer to publishing with a trillion different ways to produce a zine, and a trillion different ways to GM. Like the child at the candy store, the new publisher is confounded by the sheer weight of the multitude of decisions facing him after reading QUAD. And he is led to believe that the wrong decisions will cause his zine to be unpopular with the masses.

"The creator's function is to sift the elements he receives from [imagination], for human activity must impose limits on itself. The more art is controlled, the more it is free.

"My freedom thus consists in my moving about within the narrow frame that I have assigned myself for each one of my undertakings."  
-Igor Stravinsky, The Poetics Of Music

Three new zines (excluding The Zine Register) have made the Top Ten in the Runestone Poll this year or last, those being It's a Trap!, Praxis, and XL. All three, obviously, were started without the benefit

of QUAD. I can't speak for Alan Stewart or Steve Knight here, but I can say a bit about what started me off. I didn't look so much at articles on publishing as I looked at *zines*. Accordingly, I made Dolchstoss, my favorite, my model for XL, while incorporating features of others that I liked. It took a while for me to realize what was working and what wasn't (My Move/Your Move, for example, wasn't) but I think the "narrow frame that I have assigned myself for each one of my undertakings" [issues of XL], provides me with a form through which I can be constant enough to show some continuity, and creative enough to keep the level of variety. It takes time for a zine to develop that *character* of its own, and XL is still searching for it (though we're rather closer to it now than, say, five issues ago). The central message behind QUAD is that one should answer this massive body of implied questions about how the new zine will be produced, what it will contain, who it will try to attract, what gaming rules it will adopt -- and voila! there you have *character* right from issue #1!

Bruce Linsey's House rules Template is a fantastic idea for new publishers (indeed, I've updated my house rules with this issue, with the help of his article). But all the articles in the world won't help the new publisher decide on how to publish as much as just getting out and trying it.

[In discussing the gist of this with Brux over the phone the other day, he mentioned that QUAD will eventually get a second edition that corrects the typos in the first edition, and includes some new material, including advice like that I've just given. For now, you can get all the excellent reading material in the first edition for \$3 from Bruce, at 73 Ashuelot St. Apt 3, Dalton MA, USA 01226. Let me say once more: the criticisms above are printed with a sense of profound shame: the Publishers Handbook has the potential to be a shaping force in the quality and longevity of future zines, as well as containing most of the best written material on the subject from the hobby's best writers. And it's cheap at that price!]



Remember my theory? Last issue, I said it should be possible to write convincingly enough on any topic to be read by all who take the time to read it. The computer article was just to get you started. This month, it's....

## THE RULES

Following is the latest edition of XL's houserules, in condensed type so you can't read it unless you want to. Since I realize that many of you won't want to peruse  $x$  pages of houserules, I'll start off by printing the changes from the version that was printed in XL #1.

Strictly speaking, there is only one person who is qualified to protest the fact that I'm changing my houserules in mid-game. That person is Mike Barno: he's the only player who read my houserules closely enough to tell me his preference of NMR deposits. The rest of you missed that point. But if there's anyone who doesn't like one of the changes, we'll continue to use the old houserules until your game is over, provided you inform me, in public (meaning no "not for print" letters) so we can discuss problems. And if you're not a player in XL, feel free to send me some comments if you have any. (Brux, try to limit yourself to, say fifteen thousand words, OK?)

Here is a short list then, of the changes:

[1.11] If you do not submit a preference list, I shall take this to mean you want a genuinely random choice, not whatever country's left over.

[1.24] If the feeling of the players is divided as to whether to separate seasons, the GM shall use his discretion.

[1.32] Extensively rewritten, but the gist of it hasn't changed.

[1.41] This has been rewritten to reflect the way I do adjudications on the computer.

[1.42] Zine reports outrank the flyer reports, underlines show that moves fail despite what the boldface says.

[1.51] The press dateline rules for XL are further explained, but unchanged.

[1.53] This section has a rather lengthy piece on what types of press I'd prefer to avoid. This is probably the item that will get me the most flak, but I'm quite prepared to argue my point.

[1.61] No proposals involving  $x$  countries before gameyear 1900 +  $x$ . I put this in to stop the threat of a proposal for a seven way draw being passed absurdly early by seven nervous novices.

[1.65] I'll print the number of no's and abstentions for all proposals. I didn't even have a rule for this before! Lucky I didn't get any proposals yet, huh?

[1.66] This is the old rule [1.65] moved forward to make room for the addition.

[2.14] GM removals to be done differently than the rather confusing rulebook.

[2.17] New rules, which I've used already, for avoiding Spring 1901 NMRs.

[2.21] Standbys get free subscription until their part in the game ends.

[2.22] The GM may be asked to name a substitute if a player who must leave the game for awhile doesn't have a nominee in mind.

[4.32] Nancy will take orders over the phone, provided you're careful about it.

[4.33] There is no more rule [4.33]. I'm simply not doing any more phoning for orders whatsoever--six weeks is long enough, especially with the flyer system now in effect.

The new XL Houserules follow on the next page:

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## XL HOUSE RULES, 2<sup>ND</sup> EDITION

No. 15

[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, R, I, or 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. *Players who submit no preference lists will be given a random country before the preference lists are consulted.* 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: will be sent on request. It's not necessary to have one filled out to get into a game, as long as you submit all the information listed in [1.12].

[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 moves, Summer retreats, Fall moves, Autumn retreats, and Winter adjustments. *Players outside North America should note this tradition of North American GMs to use the word Fall, not Autumn, for moves only. Paradoxically, the ensuing retreats are called Autumn.*

[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 (ret: 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, then A Kie S A Mun-Ber, else A Mun H, A Kie-Ber.

[1.24] Separation of seasons will sometimes be necessary, and the GM will separate the seasons if it is judged convenient to do so. *It will never be so judged if nobody asks for such a separation, but will always be so judged if two sore people ask for one than ask to go through. Thus if four ask and two say play on, the GM will always separate. The GM's judgement comes into play only if the feeling of the players is closely divided between playing on, and separating. Therefore players should always send orders just in case. Respect my judgement though: if there's six retreats and eight adjustments, your request will be enough even if all six others say play on. 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.	IrS Irish Sea	MAD Mid-Atlantic Ocean	NAD North Atlantic Ocean	Nvy Norway
GoB Gulf of Bothnia	Lva Livonia	NAF North Africa	Nrg Norwegian Sea	StP St. Petersburg
GLy Gulf of Lyons	Lpl Liverpool		Nth North Sea	TyS Tyrrhenian Sea

*Note that the abbreviations I use are changing over time. The original version used Gol for Gulf of Lyons and Iya for Tyrolia. I use Tyr because it can never be confused with TyS; try it! For some strange reason I prefer Nrg to Nuy, which is more obvious. Watch out though: my affection for capital S's for seas (IrS, TyS) forced me to retype a game once because I tried BaS for the Baltic, only to discover that it could also be the Barents!*

[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:

*This part has been extensively rewritten because I thought it would be easier to understand this way. The intent is not to force players to write orders like I do, it is simply to help out the newcomer, although I go into some detail on the systems of order writing I don't accept in [2.32].*

An army can do any one of three things in a given season:

- it can hold in place.....A Mun H
- it can move.....A Mun S A Ruh
- it can support another unit, whether that unit is ordered to hold.....A Mun S A Ruh  
or move, in which case it must name the original and destination spaces.....A Mun S A Kie-Ruh

If the unit supported is that of another country, you must so designate in your orders...A Mun S FRENCH A Kie

A fleet may do the three things an army may do, with the same format above but different restrictions depending upon the terrain. (For example, a fleet can't hold in Mun, or support a unit going there, obviously, but that's part of the rules, not the house rules.)

In addition, a fleet may convoy an army over land.....F TyS C A Tun-Rou

If the army is that of another country, you must mention this in your order.....F TyS C TURKISH A Tun-Rou

In your orders, you should be sure that no units are ordered more than once in the same set, and that all orders

involving fleets and multi-coasted provinces are crystal clear, if there is any possible ambiguity.

[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 IL. If your conditions do not include either an "all other cases" or a case describing what actually happened, you will be NHRed.

[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 [4.31])

#### [1.40] Adjudications

[1.41] Format for adjudications. The zine game reports will consist of headlines, a map (units will be represented by capital letters, with fleets circled) with the names and addresses of the players. Under this will appear the retreats, adjustments, next deadline orders, and, if it is a Fall move, a supply centre chart.

Retreats will be denoted by a small r. The abbreviation OTB means a unit has disbanded (retreated Off The Board). Builds will be denoted with a plus sign (+), removals with a minus sign (-).

All interpreted orders will be translated to IL Standard; ambiguous ones will remain for all to see. Whether the orders succeed or fail will be apparent in the way they are presented. Units ordered to hold will get an H. Moves will be underlined if unsuccessful. A support which is cut, or impossible will be represented as a dollar sign (\$) instead of the usual capital S. Disrupted convoys will be represented by a C placed in square brackets (C[]), because the computer keyboard doesn't have the corresponding cents sign! Dislodged units will be denoted with an asterisk (\*). Unordered units will stand, with a capital S. An illegal order will be underlined and has no effect on the destination space printed. GM comments explaining orders will be placed in brackets and in italics. The GM comment BOON! means that a unit has been dislodged and has no retreat space, and is thus annihilated.

The position of a unit after the adjudication will be shown in its order in boldface. Units dislodged will not be boldfaced or shown on the map, but a note in the press will list retreat options.

All players will receive a flyer, mailed as quickly as possible after the deadline, containing everything but the map. (The headlines appearing in the zine may be different as well, because letter-press letters take up more space.)

[1.42] Unofficial parts of adjudication. Results as shown in IL are final. Where the map does not agree with the printed orders, the printed orders shall prevail. If the boldfacing of a unit's final position does not agree with the underlining or lack of underlining, the official final position of that unit will be determined by whether the order is underlined or not.

[1.43] Availability of results. Results are not available by phone or face-to-face meeting until 24 hours after the deadline. By that time, a flyer will be on it's way to all players in the game.

#### [1.50] Press

[1.51] Datelines allowed for press in IL games are anything except the following: GM (used for game notes to get the press section off to a start), Maestro (used when M'Bruce thinks of something he feels is appropriately witty to insert), and Maestro's retreat(s) for next time (which ends the press when there are retreat options to be listed). Also forbidden are datelines which approximate another's player's name, the name or any abbreviation of any supply centre owned by another player after the adjudication, or the name or any abbreviation of a non-supply centre province in which a unit controlled by another player rests after the adjudication. Note after the adjudication -- meaning, for example, that Germany could order F Den-Sve, with the press item Sags: Told ya I'd make it. Such an item would be printed if Germany controlled Sweden after the adjudication.

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

[1.53] Getting press printed. Despite the fact that I have never yet edited press for IL, I have my limits. It has been said that publishers are passively responsible for the press they receive. Since I am deathly afraid of the prospect of printing (not to mention typing) reams of press, let me lecture prospective players on what type of press I would be most likely to edit. I am not a fan of the concept of press as an instrument for all the creative writers in the game. Declarations from the Czar are fine, but the further misadventures of Marvin Lipschitz, when it has nothing to do with the game and takes up a page, are not welcome. Press (and to an extent, joke orders) is a vehicle by which the 90% of IL readers who do not play in the game will be attracted to the game report. If the press contains lots of items relating to how the hidden aspect of the game is going, it gives the reader a feeling of being able to follow closer than if I just printed a map and an adjudication. Seen in this light, it should become clear that the short-story-to-be-continued-next-time type of release just doesn't fit in. Think of whether your lengthy press release will be understood by Nancy. If it won't, I probably won't print it: especially if it threatens to become a series.

End of sermon. You can write me to debate this if you want. But don't make a press item out of it.

#### [1.60] Gamestops

[1.61] Proposals for a game end, consisting of a winner, or a set of drawing countries, may be made at any time, with the following limit: no proposal involving x countries may be made before the end of gameyear 1900+x. The GM will print all proposals in the press section under the dateline GM.

[1.62] Voting On Proposals. All players controlling supply centres, excluding standbys playing their first season may vote on a proposal. If the announcement of the proposal is followed by the words "Yeah, surrrre", the proposal requires all players to vote yes for it to pass. Otherwise, the proposal would require all voting players to vote yes (an abstention would not cause the proposal to fail). Once a proposal passes, the game is over.

[1.63] Priority Voting. In the event that two or more proposals are made, each player may list his Yes votes by



priority. Such a priority must be made crystal clear to the GM. 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 and draws shall be given to the last player who submitted legal orders that were used for that power.

[1.65] Printing of proposal results. The result of a failed proposal shall be printed in the next adjudication, along with the number of abstentions and no votes.

[1.66] Endgame statements will be printed in IL following the conclusion of each game, space permitting. All players in the game shall receive a set of all endgame statements.

## [2.00] BUT M<sup>r</sup>BRUCE, WHAT IF.....

### [2.10] Player Apathy

[2.11] Missing moves will result in all your units standing unordered, which the game reports shall distinguish from "ordered to hold".

[2.12] Missing retreats shall result in the unit being disbanded, or retreated "off the board". (This reminds me. If a fleet is dislodged in the Mid-Atlantic, and disbands, where exactly do they go? I mean, it's easy to picture the remnants of an army making a new civilian life for themselves in Bohemia once disbanded, but it's a bit hard to imagine the same for a fleet dislodged in the middle of the ocean...)

[2.13] Missing builds will result in the builds being forfeited, though the country in question will, of course, still control the gained supply centres.

[2.14] Missing removals. The priority for making removals should the player not advise the GM which units to remove will be: fleets at sea, units in foreign non-supply centre provinces, home non-centres, foreign supply centres, and home supply centres. Ties will be broken by taking the unit farthest from the nearest home centre, counting all provinces of any type in the calculation of distances. Further ties will be broken by taking off fleets before armies, and finally by taking the units off in alphabetical order of the location names.

[2.15] Missing votes will result in your vote being predecided (see [1.61]).

[2.16] Penalty for missed deadlines is that you must buy every other player still alive in your game one copy of IL! (There is an alternative, see [3.13].) 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 (see [3.13]) and if I don't hear from you, the balance of your IL sub as well.

[2.17] Avoiding Spring 1901 NMRs. Spring 1901 deadlines will be extended if any one player wants an extension. If all players have orders in, and want to get started, the game begins after only one deadline. If any player has no orders on file by the first deadline, a stand-by for his position will be called.

### [2.20] Replacement Players

[2.21] Standbys. 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 standby's orders will be used if the original player misses that next deadline. Standby's are exempt from rules [3.11] and [3.12]. No player may 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, or have the GM pick a replacement player with the understanding that this is to be temporary. A designated substitute must be acceptable to the GM, but has the same exemption from rules [3.11] and [3.12] as standbys. The original player may return at any time, provided a one-deadline notice period is given.

### [2.30] Non-standard orders

[2.31] Unambiguous and interpretable orders, though not in standard form (see [1.32]) will, if legible, be interpreted to standard form and accepted.

#### [2.32] Types of orders which will fail:

- Implied orders. A Con S A Rum-Bul is not an order for the A Rum.
- Ambiguous orders. F Edi-Mor will be laughed at, both by the GM, and by the other players.
- Unspecified or wrongly specified unit orders. A is for army and F is for fleet. What could be more simple?
- Parenthesized orders. A Rum-Bul (S by A Con) is not an order for the A Con.
- Unspecified or wrongly specified multinational orders. If that piece you're supporting or convoying is painted a different colour, you must specify this. (Don't specify the colour, twit, specify the nationality!)
- "Codevord" orders, under which another player can submit a codevord which decides your orders for you.
- Joint orders, in which two or more players submit orders on the same sheet of paper.
- General orders. "Attack Italy" as an order will not be followed.
- Double orders. Any unit ordered twice (especially in the case of the illogically controversial A Rom H, A Rom S F TyS-Tug) is doubly ordered and stands. Similarly, IL does not subscribe to this illogical belief that a unit ordered to move can be supported in place in case the move fails.

[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. IL 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 IL

[3.11] Gamefee. \$3.00 Canadian for players living in Canada, \$3.00 US for players living in the US. Players living elsewhere play free. In deciding which gamefee a player must pay, his address as of gameyear Spring 1901 will be used. A player who moves outside of North America during the game doesn't get a refund; a player who moves to North America during the game doesn't have to pay a gamefee. If anybody you're playing with in a game here moves to avoid paying a gamefee, let me know and we'll have a good laugh about it.

[3.12] Subscription to IL. Failure to maintain this puts you in grave danger of being NMRed.

[3.13] NMR deposit or pledge to abide by [2.16]. If you do not wish to abide by rule [2.16] (buy an IL for each of the other players if you NMR), the GM will require an NMR deposit of \$5.00. 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 that 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 all required payments 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 IL, 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 in the game, before the next deadline will be corrected, and if the error is sufficient, the deadline will be extended.

[4.30] Telephone 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. These are all in Pacific Standard Time, (with Daylight Standard Time when applicable):

- Work: 604/253-6388

- Home: 604/299-2382

I currently work from midnight to 8:00 AM on Sunday, Monday, Tuesday, Wednesday, and Thursday. I will accept orders at work, but may not be in any shape to accept lengthy press at any time over the phone. You can phone my home at any time, but should this 24-hour privilege be abused, I will be forced to quickly change this rule.

Should you phone me at home and find out that I'm not in, Nancy will attempt to take orders for you, but please make sure she reads them back to you, as she has a very different way of writing things down that I sometimes can't decipher.

[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 apply not, the GM shall make a Ruling, and, having made His decision, He shall close the matter thereof. Amen.

Swing (♩-♩♩)

## The Company

### Part I-The Good...

I work for Shell Canada. Because of this, I can tell you the following information, which will be of interest to those of you who drive.

Starting in September, the gasoline sold by the major Canadian oil companies will be significantly different for the first time. This is mostly due to the introduction of Formula Shell gasoline.

In Vancouver, the rival companies have been promoting new gasolines of their own. Esso has come out with the "No-Trouble Gasoline", PetroCan has come out with a similar "new" gasoline, while Texaco's message is that the changes made by Esso and PetroCan were made by Texaco eighteen months ago without any hoopla: it didn't seem too important at the time.

The people at Shell tell us that these new cleansing gases are formed by mixing a litre of detergent with a truckful of gas. Voila.

Formula Shell is different. It is a chemical additive that contains a similar cleanser. But the cleaning of the combustion system is only a minor aspect of it. Its great advantage is that it contains a potassium-based spark enhancer that smooths the combustion process. The end result is that cars run not only cleaner, but less erratically. And the results are noticable in two tankfuls. Should you fill up at a competitor's station, these effects are decreased, and you'll need another two tankfuls of Formula Shell to be "reconverted".

The good news is that it is available across Canada and in Europe, now, for the price of any unleaded gasoline. (Formula Shell does not come in regular grades, mostly because they are to be phased out by 1988.)

The bad news is that it will not be available to American consumers until late 1987 at the earliest, by which time it may have passed government standards.

Since I don't drive, I'd appreciate it if you'd tell me the results you get after two tankfuls of the stuff. Is there a noticeable difference? Let me know.

### Part II-...The Bad...

When you go into a store with a purpose, do you go to buy something, or do you go to be sold something? Close your eyes and think about it for a second.

I buy things. I do not enjoy being sold things. You'll have your own, possibly quite different, opinions on this of course, but it seems to me that when I buy something, I'm choosing to give my money to the person/business that provided it. When sold something, I inevitably feel that my money has been taken as the result of subtle persuasion which I have fallen for.

It is for this reason that I avoid salespeople in stores. Nothing at all against them, they work hard, and I often feel good when I think that they'll get an easy commission because I've bought something from them, without forcing them to go through the salesmanship routine. But when I decide to buy something, and *then* the salesperson decides to give me the spiel, I am offended. It's so easy to see through the act being put on when this happens: the salesperson wants to make you feel he's your best friend, or don't tell my boss but this product is underpriced for the value (sure...), or something that is clearly in contrast with the personality of that person: a facade. The best salespeople are those who remain themselves. But a quick tour of a few department stores when you're shopping for something will convince you that salespeople are not hired to be themselves. Because if they are, the

great majority of them aren't doing their jobs.

Marketing is that branch of sales which deals with the first-hand presentation of the goods to the consumer. Despite this issue's cover (we'll get to that presently), I still have a job and a place (the same one) to do it. It's not difficult to determine that, having said the above, I'm now going to launch into a critique of Shell's marketing department.

Marketing specifically concerns itself with two things: getting the customer to the business site for the first time, and bringing him back again. First you get yourself customers, then you maintain them.

The way Shell goes about this is somewhat peculiar. Of course there's advertising, but since that is usually a whole department in itself, I'll only discuss it briefly. Shell's advertising is based mostly on promoting an image of stability and reliability. The new theme is "The Move is On", and though this has a specific connotation with the new brand of gasoline technology (Formula Shell has moved Shell clearly in front, if the reactions of our competitors are any indication), the new slogan is being presented in low-key form, as the former one "Shell Helps", was. (I had better mention that this is Shell *Canada* we're talking about, no strong relation to the American counterpart or Royal Dutch Shell in Europe, except for materials produced.) I think the competitors have Shell beat in the TV advertising field, if only because of quantity.

The Shell marketing people fall down on schemes to obtain new customers. Too often they are sleazy deals offering something for nothing, with rules that are unstated and unworkable. First there were the three national Loto-Shell games. The first was a scratch-five/win free gas game that worked well, except that some stations apparently decided to get ahead by giving out two per customer, putting customer pressure on the honest attendants who followed the rules. Also, we had to put up with customers who wanted to pick their own tickets, instead of taking the one we handed them ("I don't want that one: it's a loser").

The second version was a classic example of a well-thought out idea screwed up by not planning it through correctly. This one had six boxes to scratch. Every card was a potential winner, thus, there could be no complaints that the attendant intentionally gave you a losing ticket! However, you had to scratch two boxes only to win, or the card was void. There were five different prizes ranging from \$1 to \$100 free gas, one in each box: the sixth box matched one of the others, most often with the \$1 prize. The chances of winning were therefore one in 15. However, when they printed the tickets, they printed them in batches, and forgot to mix them. Thus 10-20 tickets in a row would be identical, for example \$1 \$5 \$2 \$100 \$15 \$1. Word soon got around that your best chance of winning was to watch the guy ahead of you scratch his ticket. And once again, predictably, certain people amazingly showed up with tens of winners, despite the fact that it was supposedly one per customer, and you had to fill up your car with 25 litres of gas. (This was the origin of the notion that 25 litres--and not 24.9--equals one "fill-up", whether you drive a moped or a motor home.)

Loto-Shell 3 was confusing. It was a slot machine type game, where-by the customer opened five pouches on the back of the ticket. If one of these showed three lemons, or cherries, or pectins (the Shell logo is called a *pectin*), or whatever, then the card was a winner. The change in the rules was confusing to most, and explaining the rules of a silly game that the customer is going to, in all likelihood, lose, fifty times an hour, isn't my idea of fun. Thankfully, the marketing people decided to stop playing around. Instead, they got a better idea: coupons.

The Summer Shellout coupons arrived one fine day in June of '85. The handout, to be given to all customers getting a fill-up, consisted of a booklet containing perhaps fifteen coupons, of which three were for

\$1.50 off a fill-up. If giving out three coupons for one fill-up seems illogical to you, you're absolutely right: but the capper is that the brilliant fools decided not to put expiry dates on these coupons, and in September of '86, over a year later, we're still redeeming them!

The problems with these things were massive. First of all, there is the obvious problem of where to draw the line. I was one of the few who toed the line and stuck to my guns and said no to 24.9 and yes to 25.0 litres. But it turned out that another line existed at the other end. A customer buying fifty litres would expect to get two books, and \$3.00 off his gas for two coupons. An expiry date wasn't all that was missing: also missing was a "one-per-purchase" phrase, along with other limits (many customers claimed they'd stop at 25 litres, go around the block, return and pump another 25 litres).

There was a reason why these were missing: all available space was taken up by the fill-in portion on the back. Name. Signature. Address. Date. Licence Number. Add to this the time it takes to fill out a credit card, and you've got the average customer taking ten minutes or more to pay for his gas, a prospect that earned universal hatred from attendants and customers alike. It didn't help to know (from periods when we accepted competitor's coupons) that the other coupons, while not nearly as generous, didn't require anything to be filled in. Also, the inevitable happened: some places stopped requiring all the stuff to be filled in. (It was either this or one in three of my coupon customers were lying when they told me so.)

Finally, my manager (who had to deal with hundreds of the things every day in his accounting) had had enough, and phoned the marketing representative. Should we give a customer who buys 50 litres two books? Should we accept two coupons from such a customer? Well, use your discretion, said the marketing representative, in roughly three hundred carefully chosen words of bafflegab. Does each coupon have to be filled out? One hundred more words of bafflegab translated to yes.

Later that week, a staff member used three coupons on a ten litre purchase at another Shell outlet, without being asked to fill out any of them, and with the manager watching.

Now, I don't know whether this is a general marketing principle or not, but it applies to Shell: when you make a mistake (and Summer Shellout was quite obviously a goof-up of the first degree, in fact four or five goof-ups in one), do not abandon the tactic, keep working at it until you get it right. Thus we had Hallowe'en Shellout (bags of Chicklets at half-price, fifteen boxes worth, which took ten months to sell), Winter Shellout (another coupon book, this time only two gas coupons, with less to fill out, just name and licence no.), Christmas Shellout (a set of 12 cheap transformer robots that drove us crazy trying to understand the muddled syllables of four-year-old's choices after ten minutes of musing), Cabbage Patch Shellout (a set of 12 Cabbage Patch figurines that provoked similar problems), and now we're back to Summer Shellout again, which this time has no gas coupons in it, to the chagrin of most customers who remember the good old days.

That is how Shell has been getting customers to the pumps. The second aspect of marketing has been getting them to return.

It is the Marketing Department's opinion that if a customer does not return it is the fault of either the attendant, or the fault of the station itself. (Never mind that one experience with Shell coupons and games is quite enough for many people.) They conduct surveys of stations with a mystery shopper program which attempts to pin down this guilt.

There is an evaluation form which is sent to the station and the marketing representative. Part one concerns the attendant. The attendant must be wearing a Shell uniform that must be clean. He must activate the pumps quickly. He must greet the customer, with eye-contact, upon his arrival in the sales area. He must have no obvious trouble with the cash register procedure. He must thank the

customer, by name if the customer uses a credit card, and ask him to return.

All of these, excepting only the three in the final sentence, are graded on a 1 to 10 scale. Situational circumstances are not taken into account.

An attendant whose shirt is dirty will lose marks, despite the fact that he may have been outside helping another customer get his car started. An attendant may be picking up garbage in the lot when the car arrives, and will then lose marks for not activating the pumps immediately. (And what, pray tell, is the difference between, say, a 7 and an 8 in this category? Are the mystery shoppers equipped with a stopwatch and a chart telling them which station's gas pumps are slow because of mechanical wear-down?) If there are six kids buying chocolate bars, the attendant will lose marks for not greeting the customer upon his arrival in the sales area. The attendant will lose marks for keeping Shell's much-loved standards of eye-contact if it means he can't make the correct change quickly. And he's sure to get chopped down on the sheet if he looks at the credit card (John's Plumbing) and says "Thank you, Mr. Plumbing." Or what about the many credit cards we get whose names give us a good chance of mispronouncing them? In any case, would you like to be called by name by a perfect stranger? I wouldn't. Finally, the fact that we must both say "thank you" and "please come back" strikes me as overdoing it. Reminds me of paying at McDonalds: "Thankyouverymuchsirpleasecomeagain." That's not a positive way to conclude a sale, if you ask me.

The rumour is that Shell is setting up a training program to train us how to be better attendants. Translation: how not to be ourselves. The seminars on how to do my job will be conducted by a university graduate who has not spent one full shift doing my job.

Part Two of the evaluation form concerns the appearance of the station. There must be no litter on the ground. The washrooms must be clean and well-stocked. The pump islands must be similarly well-stocked with materials and clear of obstructions. Finally, there is a place for the examiner to note whether in his opinion the station was busy, and comments.

We do poorly at this end. The simple reason is location. We are right across the street from the main gate of the Pacific National Exhibition, at one of the two worst intersections in Canada for delays (the other is at the other end of the P.N.E.). Everything in Part 2 is a problem compared with the breezy time had at other stations. For example, we lose two windshield cleaners per month on average. We go through more paper towels, and toilet paper than any other station: the guess is that it's being stolen. (I once found a full roll of paper towels pulled out of the dispenser and placed in the water container with the windshield washer. And at times there have been strong suspicions of our washrooms being used for drug dropoffs. With this kind of clientele you can imagine the average condition of our washrooms. Keeping them clean would require the hiring of another attendant 24 hours a day, something neither Shell or my manager is likely to find economically feasible.

Shell is wrong. It's not all our fault. Shell is the only major company that has not locally upgraded gas pumps to the new digital ones. Consequently, ours break down from time to time, leak often, and frequently do not shut off when they should. (Shell hasn't even provided us with those little plastic things that go on nozzles to protect customers' clothing from gas spills.) It is my belief that a customer who has had gas spill on him from a leaky pump will not be back, period, no matter how clean the station is, or how nice, or competent the attendant is. The amount of money squandered on freebies that could have been used for upgrading the one thing that ties all customers together--the gas pumps--disgusts me.

## Part III-...And The Ugly

The cover (which I hope reproduces well) depicts events which are nearly true.

On Friday, August 29th, at about 1PM, a small gasoline explosion rocked the station at which I work.

I was not working at the time, and the damage was not nearly as bad as the cover depicts. Nobody was hurt. Even a small gasoline explosion, however, is enough to cause a massive black cloud to appear in an otherwise clear sky, and a mess which even now, three days later, has not been fully cleared up.

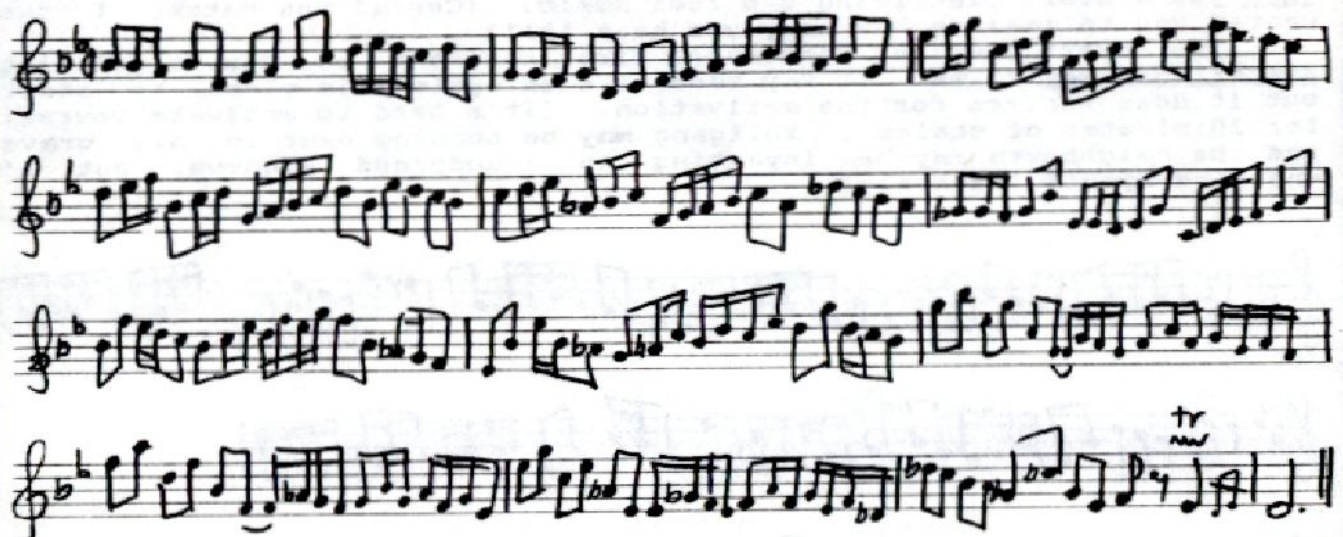
The canopy over the pumps still stands, but is quite darker than it was. The goddam pumps still work. Estimated damage to the station is \$75,000 Canadian. The cause was the stupidity of a customer who had filled a gas can and then put it near his pilot light inside his camper.

I guess this disproves the theory that the customer is always right.

I have lost count of the number of customers who have argued with me over why I refused to activate the pumps. Many were smoking. Some claimed their car wouldn't restart if they turned off the motor. I've won many a shouting match, but have also lost a lot of customers by being quite adamant. I like to think that the people I send this zine out to are more intelligent than most of the people I call customers. That nobody got hurt, and damage was minimal last Friday was amazingly lucky. If you've ever argued with a self-serve attendant over this type of thing before, I hope you won't again.

Fourteen hours after the incident, at 3AM, a car pulled up to the very spot where the explosion had occurred. It was quite clearly a vehicle on its last legs. The driver got out, took no notice of the surroundings, and grabbed the pump handle with one hand.

In his other was a lit cigarette. It was the easiest argument I've ever won. I said, "See what happened to the last guy that didn't put his cigarette out?"



## Blowing it ONCE MORE

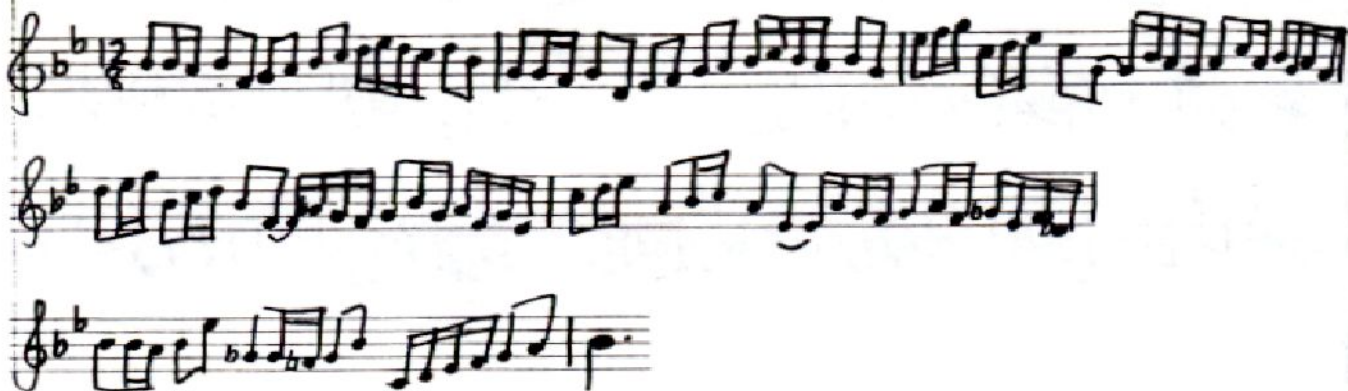
By the time you receive this it will have been fourteen years since my first musical humiliation at the hands of family members. Fourteen years ago, I opened up a small case my parents had rented from a local music store. As the family gathered around, I slowly figured out how to fit the five pieces together. Then, with the help of my dad, we hooked up the mouthpiece with the ligature and reed, and I was expected to make Music.

Needless to say, it didn't happen that way. My skills at the recorder did not apply on this great black horn with zillions of metal keys. The difference between blowing a recorder and a clarinet is like blowing out the candles on your birthday cake year after year, until one year they decide they're going to place the cake across the room. Also, I had no idea which holes/keys were supposed to be covered by which fingers, but that's a minor excuse. The first sound I made was a wimpish squeak. Little brother and little sister started laughing, and I immediately burst into tears and vowed to give up right then and there. By the end of that session, I had made little progress, and was not looking forward to taking beginning band classes that year at school.

Last Sunday, I opened up the case (not the same one, I've had three different clarinets in fourteen years), and tried to blow a few notes. I had a terrible feeling it just wasn't going to come back after two years, despite twelve years of playing and four years of university.

I was right. It didn't. However, there are signs that it will. And I can play well enough not to bother the neighbours with the noise. Also, I can see my weaknesses and work on them. But it's going to take a while to get my fingers, tongue, and lips into shape. My technique is jumpy, with uneven fingering all over the place. I can't tongue anywhere as well as I used to be able to. Can you say tatatatatatata at 400 syllables per minute, with enough pressure to blow out that candle across the room? I used to be able to. The absolute limit imposed by my weakened embouchure (the shape formed by the lips in order to play the thing) is 30 minutes. This must be increased, but there's signs of progress here: it was about 15 the first time I played. When I was at university, the warm-ups and scale exercises took half an hour: then you'd start practicing the real music. (Conrad von Metzke, I just wanted you to realize how easy you have it!!)

The Mozart Clarinet Concerto's First Movement is now typed into Master Composer files. It may seem like an optimistic place to start, but it does wonders for the motivation. (It's hard to motivate yourself for 20 minutes of scales.) Wolfgang may be turning over in his grave, and the neighbours may be investing in soundproof windows, but I'm enjoying myself immensely!





## The PERELANDRA Quiz

The saddest news of the past month is the unfortunate fold of Pete Gaughan's excellent zine Perelandra. This quiz is dedicated to that excellent publication.

Each of the items below is quoted from a book on the bookshelf of M<sup>c</sup>Bruce. Specifically, it is the "About the Author" section that you find in nearly all books, edited if lengthy. Where the author's name appears, I've replaced it with Pete Gaughan. Where the title of one of the author's books or other literary works appears, I've replaced that with one of the items that one would find in Perelandra. Based on the biographical information and other clues, you must tell me the name of the author. The top three responses get five, three and one issue respectively. Also, if you should beat the score of Pete Gaughan (if he enters, though I doubt he'll be able to resist!), you get one free XL regardless. As usual, each one is worth it's number; there are nine, so the best score you can get is 45. Good luck!

[For one point...]

PETE GAUGHAN was born in London England. After surviving the blitz bombings of World War II and two years in the British Army, followed by a short career as a London bobby and a driving instructor, he immigrated to Canada in 1968, where he became a newspaper graphic artist and editorial cartoonist. In 1974 he began drawing TANITH for Universal Press Syndicate, with instant popularity. TANITH is now enjoyed by 60 million daily and Sunday newspaper readers all over the world. His cartoon collections, THE TANITH TREASURIES, became paperback bestsellers.

Pete Gaughan now lives in Nassau, Bahamas.

[Simple? Well, for one point, it's meant to be. Try this one for two:]

After he was ejected from both New York University and City College, PETE GAUGHAN turned to a professional writing career, at first for television and comedians. In 1964 he decided to become a comedian himself.

In addition to his numerous nightclub and television appearances, Mr. Gaughan has made three comedy record albums of live concert appearances and somehow found time to write two long-running scripts for Broadway. His first film script, written in 1964, was the enormously successful Perelandra. He has also written, directed and starred in six films to date. [M<sup>c</sup>Bruce here: this is as of about five years ago]

Mr. Gaughan has written and appeared in his own television specials and is a frequent contributor to The New Yorker, among other periodicals.

His one regret in life is that he is not someone else.

[Now they begin to get you thinking: try this one for three points:]

In 1963, Pete Gaughan won 21 games for the Yankees. In 1964 he won 18 games for them, and two more in the World Series. Then Gaughan lost his fast ball, and came to the gut-twisting decision to try to make it with the knuckleball--the most erratic and difficult pitch there is.

Gaughan got sent to the minors, fought his way back to the majors. Almost wrcked himself working on his knuckleball. Insulted people. Made enemies. Made friends. Never gave up. And wrote a book. The biggest bestseller about the game of baseball, and the men who play it, ever published.

[Whaddaya mean they're getting easier? Okay smartie-pants, try

this one for four points:)

Pete Gaughan was born in the Soviet Union to his great surprise. He moved quickly to correct the situation. When his parents emigrated to the United States, Pete (three years old at the time) stowed away in their baggage. He has been an American citizen since the age of eight.

Brought up in Brooklyn, and educated in its public schools, he eventually found his way to Columbia University and, over the protests of the school administration, managed to annex a series of degrees in chemistry, up to and including a Ph.D. He then infiltrated Boston University and climbed the academic ladder, ignoring all cries of outrage, until he found himself Professor of Biochemistry.

Meanwhile, at the age of nine, he found the love of his life (in the inanimate sense) when he discovered his first science-fiction magazine. By the time he was eleven, he began to write stories, and at eighteen, he actually worked up the nerve to submit one. It was rejected. After four long months of tribulation and suffering, he sold his first story and, thereafter, never looked back.

In 1941, when he was twenty-one years old, he wrote the classic short story "Perelandra", and his future was assured. Shortly before that he had begun writing his snowball fighting stories, and shortly after that he had begun his DipCon series.

What was left except quantity? At the present time, he has published over 260 books, distributed through every major division of the Dewey system of library classification, and shows no signs of slowing up. He remains as youthful, as lively, and as lovable as ever, and grows more handsome with each year. You can be sure that this is so since he has written this little essay himself and his devotion to absolute objectivity is notorious.

He is married to Janet Jeppson, psychiatrist and writer, has two children by a previous marriage, and lives in New York City.

[Still easy, huh? OK--this one, though heavily edited (your first clue is that the original is nearly five pages long), will start the trend: for five points:]

Pete Gaughan has lived through--and now makes use of--some of the strongest direct experience that this century has had to offer.

He was born in Poland. The Holocaust of World War II claimed all but two members of his once numerous family.

During his studies at the state-controlled Stalinist college and university in Poland he was suspended twice and often threatened with expulsion for his rejection of the official Marxist doctrine. While a Ph.D. candidate in sociology, he became an aspirant (assistant professor) and grantee of the Polish Academy of Sciences, the state's highest research institution, where he specialized in the study of individual versus collectivity and the sociology of American family life.

Meanwhile, secretly, he plotted his escape. A confident master of bureaucratic judo, Gaughan pitted himself against the State, which had refused to grant him and his parents permission to emigrate to the West. "One way or another," he vowed, "they won't be able to keep me here against my will." But his plan worked. In December 1957, following what he still considers the singularly creative act of his life, Gaughan arrived in New York able to--as a result of his sociological studies--read and write in English without any difficulty, though only with a rudimentary knowledge of spoken American idiom.

A critic once wrote of Gaughan that he "writes his words so sparsely as though they cost a thousand dollars a word, and a misplaced or misused locution would cost him his life." He was close to the truth: Gaughan takes almost three years to write a novel, and in manuscript rewrites it a dozen times; later, in subsequent sets of three or four galley and page proofs, he condenses the novel's text often by one-third. As Gaughan's publishers often attest, is it such

high-principled scrupulousness that leads to the remarkable consistency of voice in all his novels.

[I warned you! Try this one for six points:]

For more than two decades Pete Gaughan's Mathematical Games columns in *Scientific American* have delighted a world-wide audience that has included mathematicians and dreamers, scientists and high-school kids, computer programmers and poets.... *Time* magazine has noted that "W. H. Auden constantly quoted from Gaughan's work." Vladimir Nabokov gives him a walk-on part in the novel *Invitation to a Beheading*, introducing a Pete Gaughan who is identified as an "invented philosopher." The real Mr. Gaughan's book *Ballpark* has been recognized as the clearest explanation of Einstein's theories--and his *Nordeen* as a masterly clarification of abstruse parity physics. He is an occasional critic for *The New York Times Book Review* and *The New York Review of Books*, and a redoubtable amateur magician. And this is only a small glimpse into the work and world of Pete Gaughan.

Mr. Gaughan was born in Tulsa, Oklahoma, was educated at the University of Chicago, and has lived for many years in a Hudson River town in New York State, on a street named after Euclid.

[Sure, sure, it's obvious to you--but will you get this seven pointer? Good luck, this one's short, so you'll need it:]

Pete Gaughan was born in 1931. He received a public school education and attended the universities of Berne and of Oxford. Later he taught at Eton and spent five years in the British Foreign Service. For *Immediate Release*, his third book, secured him a wide reputation. Though he divides his time between England and the Continent, he is most at home in Cornwall.

[Told you it was short and sweet--did you get it? Try this one--another quickie--for eight points:]

Pete Gaughan is an internationally recognized expert on games and game history. He is the inventor of many of the games included in this volume [Mr. Bruce here: "this volume" refers to what is unquestionably his most popular book] as well as of a whole variety of commercially available games, including ACQUIRE, MONAD, VENTURE, and BAZAAR. His collection of games and books on games is one of the largest in the world.

[Now here's the finale: for nine points, and best of luck to you:]

Pete Gaughan was born in 1869 at Swanmore in Hampshire, England. The family emigrated to Canada in 1876 and settled on a farm near Lake Simcoe. Educated at Upper Canada College and the University of Toronto, Pete Gaughan taught first at his own old School of Upper Canada and later at McGill University in Montreal, where he rose to the head of the department of economics and political science. His first writings dealt with economics and Canadian history, but gradually as his true genius emerged, he grew further and further away from this field and was attracted into his natural element of pure fun. Now he is remembered solely as a humorist and the author of close to forty books of nonsense, starting with *Perelandra*. At the time of his death in 1944, Gaughan left four completed chapters of what was to have been his autobiography. These were published posthumously. In 1946 it was decided by the Gaughan Society to present a silver medal annually to the best book of humour published in Canada during the year. The Gaughan medal has become one of the most outstanding awards in the literary world.

[And that's it. How well did you do? Well, send your answers to me now--I didn't accept any of the many late entries to the languages quiz, nor am I likely to with this one--if you want to find out!]

**Most of the Post**

In keeping with what appears to be the theme of this issue--the use of thinner type to save face--I'm going to try putting your letters in Elite print (12 characters per inch) this time. Let me know if it's easier to read than the italics.

Better start off with this letter, that arrived a bit late for last issue.

**BRUX LINSEY:** I've gotta take a few minutes out from a busy schedule to say it: XL#13 was in my opinion your very best to date! Regarding your "Morals Test", what you did to that bus driver was horrible, dreadful, awful, terrible...and absolutely the funniest thing I've heard of in ages! I showed the story to people at work, and they were in hysterics too. Yes, I'd have done the same thing had I been in your position (though I'm sure I wouldn't have been clever enough to think of it).

Re your Runestone Poll comments: well, er, sorry about the "tragedy" of your having finished "anywhere near third." Funny thing about you, and Conrad von Metzke, and Steve Knight, etc., etc.--none of you seems to feel that your own publication deserves its high placing. Perhaps I should assign the top zine eleventh place, the next one twelfth, and so on, omitting the top ten entirely? Seriously, despite your scheduling difficulties, I happen to think XL deserves its fifth place (congratulations!) and if you maintain this high quality for another year, you might as well brace yourself for still another "tragedy". In other words, keep up the great work!

**Golf Without Balls:** I'm an avid frisbee freak myself, and I'll bet I could just tear up that course. Chances are I'll never get to find out, alas.

Pete Gaughan is just plain wrong in stating that people in the U.S. "just don't care" about hockey. Maybe in Texas they don't, but in the Northeast and Midwest it's big-time entertainment. I'm not exceptionally enthused about the sport myself, but it does get lots of press coverage and public interest where I live. (Go, Bruins!)

Regarding your agonizing over NMRs: I used to do the same thing, and there were occasions on which I went to great lengths to reach a player by phone. Despite that, I wouldn't hold over a game for any number of NMR's, nor would I accept late orders under any circumstances, even those encountered by Steve Cooley. I guess what I'm trying to say is that in my opinion, the GM can go to all sorts of trouble to try and prevent an NMR, but once the Deadline has passed, the NMR is official and cannot be undone. That was my philosophy, anyhow; I recognize yours as being equally valid.

Keep on putting out issues like XL#13, eh? For my taste, your zine is truly a top-notch publication, and I look forward to every issue, on time or not.

See you and Nancy soon!

**BM:** Brux, you old so and so, I know how you feel about the cutting of letters, so you're just gonna have to wait 'till after the next letter for my comments on the current state of XL--the bulk of your comments, admittedly, but them's the breaks....

I heard on an open line radio show an interesting anecdote that has some relations to the bus-driver episode. A guy was given a real sleazy ticket for jaywalking; there was no chance of him causing any trouble for the drivers on the road--there weren't any around. The whole thing smelled fishy: like the cop had to complete his jaywalking quota or something. So he decided to fight it. Sure enough, the cop identified him in court when asked by his lawyer to do so. However, the guy's lawyer made an interesting statement to sum up. He started out by pointing out the difference between The Law, and Justice, and then got to the meat of his speech:

"Officer Smith has identified the man sitting over at the defendant's table as being the same man he gave the ticket to on the night of the offense two months ago. This is peculiar, because the man who was given the ticket was in fact *myself*. Perhaps I have broken a few laws by this subterfuge, but I ask the court to consider whether Justice would be properly served if I were to be found guilty of this offense when Officer Smith has been unable to identify me."

Sound like a familiar tune? The guy got off with a stern warning

from the judge. I bet they wrote his name down, though.

I'm bringing the Frisbee to BRUXCon. You don't need a disc golf course to play Frisbee golf. All you need is a field with two or more trees. But ask Paul if there a basketball hoop nearby so that I can get revenge at Jump-21 if I lose.

You can't really blame Pete Gaughan for not knowing that hockey is major league in parts of the U.S., I certainly don't. But I think it exists in more parts than not. Of course, Canada has nothing like the NBA to rival the NHL in the Winter, but I've always wondered about that, too. This is an extremely biased view, of course, but I think, all things being equal (which they aren't), hockey is more exciting than basketball, and I can and will cite evidence to support this. The reason basketball beats out hockey in most of the USA is because of the enormous influence it exerts nationwide in high school and college. By contrast, Canadian university hockey teams play to crowds of 200. But to the evidence. The old joke about give 'em both 100 points and start the game with two minutes left is unrealistic, but often descriptive of basketball, except for one point: the vast majority of games are won or lost before the vital final two minutes. The same is true with hockey, of course, but there is a difference between down by two goals, and being down by fifteen points, though the win chance is about the same. The basketball fan whose team is down by 15 with three minutes left starts thinking about where he parked the car. The hockey fan whose team is down by two goals stays until it's obvious: because he's one goal away from being "close", while the basketball team is 10-12 points away from being "close". (Besides, it's ten below outside, and the hockey fan doesn't want to think about what condition his car is in.) At the other end of the scale, is a close game in basketball any more exciting than a close hockey game? I don't think so: in basketball, they call time outs until tomorrow. In hockey, you get one or two 30-second time outs (and this is a relatively new rule), and you have the "pull-the-goalie" situation, always quite exciting.

My new house rules are quite explicit: six weeks is enough time, especially with the new flyer system: thus, I ain't phoning for orders any more. Half of the phone calls I made were followed by another NMR anyhow. As for the Cooley thing, it was a deadline where I had done some phoning for orders where possible, but I'd concluded that in Steve's case it wasn't possible since his number was unlisted and I didn't have it. Of course, it turned out that I did have it, thus it seemed (think of your Greater Good Rule) that I was at fault. No excuse for not sending out a quick readjudication instead of waiting for the next issue though. Now, more comments on the Golden Age of XL:

PATRICIA POST: Oh, how I do wish you'd deliver these zines to me a little sooner. (A clump of three arrived at my balcony the day before yesterday, #'s 12, 13, & 14.) It's such a nasty feeling being excluded from participating in the quizzes and music questions. I knew that stuff in #13 was from Star Trek--I could even have told you where in the show you might find the music being played (i.e. bottom of p. 17 is that sappy love theme that emerges whenever Spock falls in love, or Kirk drools over a lady acquaintance before learning she's the prosecuting attorney, etc...) But the opportunity was denied me. I know it would be foolish to have me expect to win five free issues, as my copies are free anyway as a matter of course; but can my prize possibly be that I get onto your mailing list so's I can get the zines on time? Maybe? Even just for five issues?

Also...Braille (as in Louis Braille, its inventor), is spelled with a double "L" as in Hurrell. It's French, you know, even if she isn't. What with Braille being a system rather than a language, perhaps you might have considered this as an alternate for #20 in you languages quiz: \_\_\_\_\_ I G N. One of the most spoken (with a grain of salt) languages in the world today is SIGN language, which I understand is considered as a language. Check around, or ask your readers. It'll be interesting to confirm.

Glad to see the music quotations are back. I think it makes you a happier publisher, Bruce--the last three issues had much more internal life than the one void

of music.

Now, issue #14...the music excerpt on the bottom of page 18 is "The Great Gate of Kiev", isn't it? I have no idea who the composer is or what larger composition it's from. My first thought is that it's from the *Lt. Kije Suite*, but I don't think that's right. And I'm sure you're not pulling a fast one and pretending it's from "I Lombardi"! (Are you going to see that? I certainly am!)

Oh, I know where it's from....Pictures at an Exhibition!

Do I get my free issues now?

BM: Perhaps the last few issues have been pretty good if you're sufficiently enthused to read three in a weekend and then drive all the way out to North Burnaby with that letter! Let me get this topic out of the way before I respond to the rest of your letter. If I can keep up the pace I've set with the three issues I dropped on your balcony last Friday, until the 1987 Runestone Poll period comes around, I will expect--though I'm not gonna shout to the world, "HEY WORLD! IF I DON'T WIN IT THIS YEAR, I'M GOING TO BE PHAUGHCKING DISAPPOINTED"--to do as well or better than fifth (unless some Gary Coughlan and Conrad von Metzke clones appear between now and then). But the simple fact is that the series of XL's eligible for the 1986 Runestone Poll were so erratic, both in GMing and in scheduling, that I should have been lower than I was, at least by my method of voting. Five of the ten points I have to give to a zine are my opinion of how much of the editor's publishing objective the zine is meeting. Based on that, I couldn't see XL getting more than a 2 at the most out of 5, with all the problems I've had.

Now, BRUX: why is #13 so unquestionably the best--or is #14 and now #15 better? For example, why's #13 better than #12--is it one article, or a combination of everything, what? You yourself claimed that lateness doesn't count when evaluating the worth of an issue, though not quite in those words. I think that the best thing I've written in these pages is unquestionably Masculine Attribute in #9; after thinking a bit I would give the other medals to Countdown to Valentine's Day in the weak-ribboned #11, then perhaps Morals Test. What about some feedback on this? What are your favorite all-time XL articles?

Another idea? How about a poll to decide what the best single issue of any zine is. Every zine could perhaps nominate 3-5 good issues, and see which single edition of which zine is the most preferred. Might be interesting. What's the best ever XL? OK, how about after #9, say the best XL eligible for next year's Runestone. #13? Or are there some better ones to come, perhaps?

Back to Patricia's letter. On page 2 of XL from now on should be an estimated date for the next issue to hit the mails. Patricia, if you haven't got yours within three days of that, I deserve the worst: but I still think that your covers are worth ten places in the Runestone Poll, so I'll do my best to keep you happy and get 'em to you as soon as possible.

I can remember only two episodes in which Spock falls in love, but countless ones in which Kirk does. I guess this is a good indication of how ancient Star Trek is, because I don't think you'd ever see the same love theme played for two different characters in a TV show today. If not more, McCoy and Scotty at least have heard that tune as well, as I recall.

My gut reaction is that sign language is not, repeat not, a language. (Well, not quite, anyhow.) I think a person who learned his SL here would have trouble communicating with someone who learned his SL in Germany, because of the massive and confusing differences in syntax. Ever heard German literally translated? It can't understand very difficult be.

Pix at an Exhibition is right (by Modeste Mussorgsky, by the way), and you and Ron Brown will each get one free issue. But The Great Gate of Kiev (the climactic last segment of the piece) isn't quite right. The theme quoted is quoted as it appears at the start of the piece. It does make an appearance in the final moments, but it does so in strict

4/4 time.

The other musical excerpts in #14 were as follows: also on page 18 is Dave Brubeck's *Blue Rondo a la Turk*, which Charles Arsenault got for two free. Another Brubeck piece, *Unsquare Dance* is the rather poorly reproduced snippet on page 22. (Gotta stop doing these in pencil...) On the back cover is a bit clipped out of the coda of Tchaikowsky's 6th symphony, second movement. The theme linking them all was the unusual time signatures: 11/4, 9/8, 7/4, and 5/4. The 9/8 is unusual because it is subdivided 2-2-2-3 instead of the more normal triplet waltz, 3-3-3, as in The Impossible Dream.

Almost forgot: opera. I'm afraid I'm not going to see *I Lombardi*, the opera performed by Milan's *La Scala* company as part of the Expo '86 World Festival. There are the usual reasons: too expensive, too much an attraction of the musical snobs who feel that it is an *event* (and who also tend to feel that good music ended with the death of Johann Strauss), at which I would feel inadequate and uncomfortable. But there are also other reasons. They come all the way to Expo to do an opera nobody's ever heard of? Why couldn't they do something less arcane: I'm not demanding *Madame Butterfly* or *Carven*, for God's sake, but I bet they'd have been sold out before Expo opened if they'd done nearly anything even slightly more popular. And then there is the strong M<sup>c</sup>Brucian belief that 90% of musical drama, be it grand opera or Broadway musical, is one or the other but not both. I have laughing memories of *Otello* singing for fifteen minutes with a knife through his heart. Just from reading the Max Wyman piece in the *Province* about the plot of *I Lombardi*, I knew that, had I forked out my money to see it, I'd be too critical of the idiocy of the plot to enjoy the music. (I mean, *really*. A man returns from the Crusades intent on killing his brother, but kills the wrong guy because he doesn't recognize him??? I can purchase a Monty Python recording for half the price if I want equivalent plot sophistication.)

Well, as usual I've said rather too much, and been overcritical. Most likely the big negative reaction is that I dealt with these opera goers at the gas station, where they left their cars to break down, and decided that sitting beside one of them might force me to retch rather often. It's amazing that there are people in the world who have such dulled olfactory senses that they can be that offensive.

WAYNE WITTALL: For your information, Bruce, Port Alberni is less than 100 miles from you in Burnaby, right on Vancouver Island just northwest of Nanaimo. It is a community of about 20,000. We are the Salmon Capital of the world, the Forestry Capital of Canada 1986, and the IWA radical capital of B.C. I am a little surprised that a seemingly knowledgeable person such as yourself could be so ignorant of local geogography. I hope that this will correct that short-coming and that the information may be of some interest in the future.

BM: You may consider me suitably ashamed, Wayne, because in fact I don't even know for sure where on the island Nanaimo is! I did know vaguely that Pt. Alberni was on the island (by "the island, Vancouverites generally mean Vancouver Island, the large island northwest of Washington State, despite the fact that there are many many islands that are part of the province), but was unsure where. But then my knowledge of local geography is absolutely terrible. However, I do have the entire Diplomacy map marked down in my head, on instant recall at any time. Maybe that's what taking up all the memory.

CHARLES ARSENAULT: I have something for you if you're interested. I wrote a program this summer in BASIC that can act like a GM. You put the orders in the computer and it prints out the results with the adjustments and optionally the supplies charts. It takes a 64K computer. If you are interested, you have to send me the syntax of the C-64 Basic because I wrote it on a HP (over 2000 lines)! You could have it for testing (even if I already did) and make publicity in XL for it. I know that Avalon Hill already put on the market this kind of program but it will be very hard to find and very expensive. Mine is simple to use, and has error handling facilities. I'll send you the characteristics soon.

BM: What a generous offer; thanks very much, Charles! I'm afraid I have some slight misgivings. First potential problem: the Commodore 64 is not equipped with enough memory to handle 64K of BASIC. The total machine memory is 64K; of this (where's my book?), well, somewhat less. I worked on something called an HP 2000 in high school which was where I learned my BASIC. If Hewlett-Packard hasn't significantly changed their BASIC in seven years, I'd probably be better equipped to do the translation, especially since Commodore BASIC is a bitch to learn. If, as I suspect, some of those 2000 lines could be combined, it might fit inside a C-64.

But, there's the problem of depending too much on the program when I've not enough time to check the computer's results. Nothing against you or your program, it's just that I haven't learned the fundamentals of GMing yet, and I feel I ought to before I let a computer take over, so if the machine breaks down I've something adequate to fall back on.

I liked your phrasing, Charles: "act like a GM." Sounds like what I do....

ROSIE ROBERTS: The Times had a little paragraph the other day:

"I have a recipe for a wonderful new cocktail--called the Maradona Special. You take one part Evian, one part Perrier, ice and lemon. You drink it, and pretend to fall down drunk."

PETE GAUGHAN: I think Maradona has more competition than most folks think--but he is among the top 3 or 4 because you must define your gameplan entirely around his skills...which include class A, number-1-possible ball "handling". His dribble through the Germans in the 10th minute of the final was a classic.

BM: Strange...I can't remember that at all, though I watched the whole game, of course. Probably it was blocked in my mind by the obstinacy of my negative views towards him.

I think there's a feeling that rises in the hearts of soccer people when the World Cup Final comes around that we must pick one player to remember this year's tournament by, for example, Pele through most of the Brazilian wins of the '60s, and Paolo Rossi in '82; now Maradona. That's fine; what I object to is the circulation of "expert opinion" that claims him suddenly to be head and shoulders above the rest, like Wayne Gretzky in hockey. He may have blinded the referees this time, but I predict that in 1990 in Italy, he'll be another minor player, despite being age-wise in what should be his prime, unless he learns to play good soccer without the dependance on bending the rules. Officials are not going to forget how Diego made them look the fools in the England game. It may turn out to be quite a shock for Maradona fans, but my money's on Brazil's Jocimar to be the emerging young South American star, based on performance in Mexico.



ALBINONI continued

Errors dept: The French F Tun, and the Italian F Nap were not circled on the map and thus appeared as armies last time. M<sup>o</sup>Bruce Inc. (GM Laziness Dept.) would like to remind you that this type of mistake could be avoided if you guys would just put fleets in the water where they belong, but if it's not strategically sound, don't worry about it....

Munich-London: Welches wetter hat man in Moskow?

Munich-Constantinople: GEB'S AUF!

Munich-Paris: Operation "Grand-Vizir" en marche.

Maestro's retreat for next time: TUR: F Ion r (Aeg, EME, OTB)



Following in the smashing North American success of Alan Parr's United is this new postal game that turns people into mailbox-watching Casey Stengels. Watch out: it's...

M	M	cc	BBB	RRR	U	U	CCC	EEEE	BBB	AA	L	L				
MM	MM	c	B	B	R	R	U	U	C	E	B	B	A	A	L	L
M	M	M	cc	BBB	RRR	U	U	C	EEE	BBB	AAAA	L	L			
M	M		B	B	R	R	U	U	C	E	B	B	A	A	L	L
M	M		BBB	R	R	UU	CCC	EEEE	BBB	A	A	LLLL	LLLL			

### RULES:

#### (1.00) The Boys of Summer

(1.01) Players. Each player has the following characteristics: Age, position(s), batting/throwing side, and two ratings from zero to nine, one offensive, the other defensive. Teams may carry 25 players on their active roster, and may control up to 10 players in the minor leagues. No players over the age of 25 may be sent to the minors.

(1.02) Age. A player's age affects his offensive and defensive ratings when they are adjusted between seasons, and also limits the number of games he can play per session after he turns 30. Each player's birthday, for the purposes of the game, is considered to be directly following the adjustment of ratings. Ratings are adjusted twice directly following a season using chart 3. If a player's rating goes over 9, it stays at 9. If either rating sinks below zero, no matter what the other rating may be, the player must be retired from the game.

(1.03) Position. There are eleven positions, the eight normal fielding positions (catcher, first base, second base, shortstop, third base, left field, center field, and right field), and the pitcher position, which is divided into three types: starters, long relief, and short relief. By playing enough games at a reduced defensive rate at a different position, a player can acquire another position. See [5.06] for details.

(1.04) Batting/Throwing Side. The significance of whether a batter/pitcher bats/throws left-handed or right-handed is discussed in [5.05]

(1.05) Offensive ratings. These range from 0 (worst) to 9 (best). Each time a player's lineup spot is rolled in Chart 1, he is said to have been dominant for his team during that game, and his offensive rating is added to the team's total offense for the game. All pitchers have zero as an offensive rating throughout their careers. Note that a player can be more dominant if his lineup spot is rolled more than once during the game.

(1.06) Defensive ratings. These are in the same range as Offensive ratings. When a player's lineup position is rolled in Chart 1, his rating is deducted from the other team's Total Offense for that game.

(1.07) Ratings hidden. Before the start of each season, the GM shall publish the M<sup>o</sup>Bruceball Abstract. This is the only clue a player will get as to the exact ratings of his players. The Abstract will contain a ranking of all the first string players at any one position, and an analysis of bench strengths, and other stats. Beyond the Abstract, managers will have to learn their team's strengths and weaknesses by lineup manipulation.

#### (2.00) Starting Up

(2.01) Initial draft. The first edition of the M<sup>o</sup>Bruceball Abstract will feature the players available in the opening draft. Once the Abstract is out, managers will submit preference lists for eight rounds each deadline until 24 players are drafted to each team.

(2.02) Filling out Teams. Once each team has 24 players, eleven more must be signed as free agents. The GM decides their ratings on Chart 1, but the manager decides all other characteristics, with the following limitations: Age: the average age of these eleven players must be exactly 22, and none may be over 25. Position: no free agents may be doubly qualified. Batting/Throwing Side: one of the eleven may be a switch-hitter, and two others may be left-handed. For each left-handed pitcher, there must be at least two right handed pitchers.

(2.03) Names. When all teams have 35 players, each player must be given a name by the manager. No names may be longer than 20 characters total. As well, each team must have a name as well.

#### (3.00) League Continuity

(3.01) Replacing Retiring Players. When a player retires, he is replaced by a 17-year old with the same batting/throwing side, but the manager may decide what position he plays. If the retired player is a switch-hitting non-pitcher, the rookie may not be a pitcher.

(3.02) Waiver Draft. At the end of each season, each manager submits a waiver list, consisting of 20 players on the major league roster, and 7 on the minor league roster. The remaining eight players are eligible for selection in the waiver draft, conducted in the off season. The order of picks is the reverse order of the final standings.

(3.03) Trades. The trading deadline starts at the beginning of the seventh session of play during each season, and ends with the conclusion of the World Series. At any other time, teams may trade players. Trades may not alter the

number of players on a roster; all trades must involve  $x$  number of players going to one team, and  $x$  number of players going to the other. A player traded during the season may undergo a slight change in ratings, with an equal chance of going up or down. Draft picks may be traded, and need not be equal  $x$ -for- $x$  deals as player deals must. Future considerations may not be traded.

#### [4.00] The Game

[4.01] Sessions. A season is divided into 9 sessions of approximately 18 games per team. The tenth session includes the playoffs and the World Series. Each session covers three weeks of real time, and six series'. A series may be 2, 3, or 4 games against a single opponent, depending on the scheduling.

[4.02] Lineups. Each session, a manager must submit lineups for all his games in that session. He may submit one lineup, or may submit many lineups conditional upon anything that has happened before his lineup needs to be produced; for example, the identity of the opposing pitcher.

[4.03] Pitching Rotations. All three types of pitchers must be rotated. The rotation must include at least 4 starters, 2 long relievers, and 3 short relievers. The top pitcher from each category moves to the bottom for the next game.

[4.04] Lineup Necessities. Along with nine starters (the pitchers to be determined from the rotation) and their positions in the batting order, a lineup must also include three pinch hitters, two substitute infielders, and a substitute outfielders. Pinch hitters may double as substitutes. To be a legitimate substitute outfielder, a player must be qualified at one of the outfield positions, catcher, or first base. To be a legitimate substitute infielder, a player must be qualified at one of the infield positions, but catcher or first base do not count as "infield positions".

[4.05] Manager's Points. Managers may direct their teams to swing for the fences or play conservatively, by the use of manager's points. Visiting managers have 10 points to split between offense and defense, home managers have 11. Neither offense nor defense may be given more than seven points.

[4.06] Team Offense. For each manager's point allocated to offense, a dominant player is chosen from Chart 1. The total of the offensive ratings of these players (some player's ratings may be used more than once), plus 45, plus the platooning score, is the Total Offense.

[4.07] Platooning Score. The total offense is affected by the platooning score, which matches up batters with opposing pitchers as explained in [5.05]. Generally, the offense will receive benefits for having many batters in their lineup that are left-handed if the opposing pitcher is right-handed, and vice versa. Switch-hitters bat whichever way is to their teams best advantage.

[4.08] Team Defense. Dominant defensive players are chosen using Chart 1 similar to the method used to decide dominant offensive players. However, for the defense, a preliminary roll decides whether the dominant player is a pitcher or a fielder.

[4.09] Determining the Score. The number of runs scored in the first nine innings of a game is Total Offense minus opponent's Total Defense, divided by ten and rounded down. If either team's score is lower than zero, enough is added to both teams equally to make the lower score zero exactly.

[4.10] Ties. Any game that is tied is decided on Chart 2, using the unrounded scores as a reference. (Thus a team that gets nine-tenths of a run chopped will be a great favorite in the extra innings.) When a winner is decided, a roll is made on the wins by chart to see how many runs to add to the winner's final score.

#### [5.00] Dice and Charts

[5.01] The Dice. Three six-sided dice are used with the dominant player charts, with the following values:

A: 10, 20, 20, 30, 30, 30  
B: 0, 0, 1, 2, 3, 4  
C: 0, 1, 2, 3, 4, 5

Only dies B and C are used with the other charts requiring dice.

[5.02] Chart 1: Dominant Players. This chart is used to total the ratings of dominant offensive and defensive players, for total Offense and total Defense. For defensive players, a preliminary roll of 10-14 chooses a fielder; any other preliminary roll chooses a pitcher as the dominant player. The abbreviations used in the chart are as follows.

1-9: Position in original batting order  
IF<sub>1-2</sub>: 1st, 2nd substitute infielders  
OF<sub>1</sub>: substitute outfielder  
PH<sub>1-3</sub>: 1st, 2nd, 3rd pinch-hitters  
SP: Starting Pitcher  
LR: Long relief Pitcher  
RP<sub>1-3</sub>: Short Relief Pitcher (Up to three from the top of the rotation may be used in a single game.)  
C: Catcher  
1B,2B,3B: First, second, third baseman  
SS: Shortstop  
LF,CF,RF: Left, center, right fielders

(5.03) Chart 2: Extra Innings. This chart, explained in (4.10), uses the following abbreviations:

- H: Home team wins
- V: Visiting team wins
- F: Favorite (team scoring 0.1 to 0.9 more runs) wins
- U: Underdog wins
- (hyphen): next inning

(5.04) Chart 3: Effect of Aging on Ratings. The ages listed on the chart refer to the age the player is about to become. A plus sign adds one to a rating, a minus sign subtracts one from a rating. A player traded during the season gets two rolls for each rating on the "29" chart.

(5.05) Chart 4: Platoon Chart. This chart shows the specific matchups between batters and pitchers for platoon advantages, and the effects on the Team Offense. For example, the third batter matches up against the starting pitcher, and the third pinch hitter against the second short reliever.

(5.06) Chart 5: Ratings Loss for Playing Out Of Position. This chart shows how much gets taken off a player's defensive rating if he plays a position to which he is unaccustomed. Multiply this number by the Playing Difficulty to find out how many games a player must play (at a reduced defensive rate) to become accustomed to that position. Then multiply this number by 1.5 to find out how many games a player must miss if he goes to the minors (perhaps destroying a young player's confidence) to learn the position. For example, a 1B must play 60 games at 3B with 3 off his defensive rating to become qualified at 3B. Or he may go to the minors, miss 90 major-league games, and return qualified to play that position. However, any minor-leaguer qualified for the position immediately loses two off his rating for being benched.

A hyphen means that a position may never be played by that player. Only catchers may ever catch; only pitchers may ever pitch.

If a player plays a position with a negative rating, the penalties are severe. First off, there is the obvious danger of being a dominant force in defence--and helping the opposition by doing so. In addition, the penalty to the Team Defense for playing with a negative defensive rating is the rating squared, then multiplied by negative three. Thus a CF with a defensive rating of 3 that plays 3B plays at -2, and costs his team's Defense 12 points, plus two for each time he is chosen as a dominant defensive player.

(5.07) Chart 6: Maximum Games per Session. A player may play only as many games in one session, according to his age, as this chart says. If a player is scheduled to play more games than he can, he loses two from both ratings for the first extra game, and one from the defensive rating for each further extra game. Penalties as discussed in (5.06) still apply.

## (6.00) Scheduling

(6.01) The Schedule. The GM shall make a schedule; the players decide the details. At the beginning of the season, the schedule of series' only is published, along with the total number of games to be played between each pair of teams. The home team managers decide how to split up these games throughout the season.

Example: Team A plays a series against Team B at home three times during the season, for a total of nine games. It is up to Team A's manager as to whether these nine games will be split 3-3-3, 4-3-2, 4-2-3, 3-2-4, 3-4-2, 2-3-4, or 2-4-3 among the three series. He must decide this at least one session in advance, so that the exact schedule for session *x*+1 may be printed with the results for session *x*.

## (7.00) Standings and Playoffs

(7.01) Standings Order. In the event of a tie in the standings, the teams involved will play a round-robin at a neutral park to decide the winner(s), provided that such a playoff is necessary to determine post season matchups. Both teams will use ten manager points. These playoffs will be part of session ten.

(7.02) Playoffs, and the World Series. Four teams will make the playoffs, which are best-of-7. The winners will go on to the World Series, another best-of-7. In each best-of-7 series, the higher team in the standings will play at home in games 1, 2, 6, and 7.

## (8.00) Postal Administration

(8.01) Deadlines. Deadlines will be set three weeks apart during the season, and will be individually announced in IL during the off-season. No phoned orders will be accepted.

(8.02) MWRs. An MWRing team will use the Probable Lineups and Rotations listed in the McBruceball Abstract, and a stand-by will be called, if any are available.

The actual charts to be used in the game follow.

		1. Dominant Players																													
		1	1	1	1	1	1	1	1	1	1	2	2	2	2	2	2	2	2	2	2	3	3	3	3	3	3	3	3	3	3
		0	1	2	3	4	5	6	7	8	9	0	1	2	3	4	5	6	7	8	9	0	1	2	3	4	5	6	7	8	9
OFFENSE	IF <sub>1</sub> PH <sub>2</sub> OF <sub>1</sub> PH <sub>1</sub> PH <sub>1</sub>	PH <sub>1</sub> PH <sub>2</sub> PH <sub>2</sub> 6	PH <sub>2</sub>	8	3	4	1	1	5	5	2	2	5	PH <sub>2</sub>	B	2	6	4	3	7	9	IF <sub>2</sub>	7								
(15-39) PITCHING	SP SP RP <sub>2</sub> RP <sub>2</sub> RP <sub>2</sub>	LR SP SP SP SP	SP SP SP SP LR	RP <sub>1</sub>	SP	SPP	SP	SP	SP	LR	RP <sub>1</sub> RP <sub>1</sub> SP	SP	LR	SP	SP	SP	SP	SP	LR	SP	SP	SP									
(10-14) FIELDING	2B 1B RF 1B 1B	RF RF RF RF RF	SS	3B	SS	SS	SS	SS	LF	CF	IF <sub>1</sub> OF <sub>1</sub> IF <sub>2</sub>	2B	CF	CF	C	C	3B	LF	2B	2B	1B										

### 2. Extra Innings

Difference in T Off.	0	1	2	3	4	5	6	7	8	9
0	H	V	-	V	-	H	-	-	H	-
.1	H	U	-	U	-	F	-	F	-	-
.2	H	U	-	U	-	F	F	-	-	-
.3	H	U	-	U	-	F	F	-	-	F
.4	H	U	-	U	-	F	F	-	F	-
.5	H	U	-	U	-	F	F	F	-	-
.6	H	U	-	U	-	F	F	F	-	F
.7	H	U	-	U	-	F	F	F	F	-
.8	H	U	-	U	-	F	F	F	F	F
.9	H	U	F	U	-	F	F	F	-	-
Mins By	4	2	1	3	2	1	1	1	1	1

### 3. Effect of Aging On Ratings

Next Age	0	1	2	3	4	5	6	7	8	9
18	0	0	0	0	0	+	+	+	+	0
19	0	0	0	0	0	+	+	+	+	+
20	0	0	0	0	0	+	+	+	0	0
21	0	0	0	0	0	+	+	0	+	0
22	0	0	0	0	0	+	+	0	+	0
23	0	0	0	0	0	+	+	0	0	0
24	0	0	0	0	0	+	0	+	0	0
25	0	0	0	0	0	+	0	0	+	0
26	0	0	0	0	0	0	+	+	0	-
27	0	0	0	0	0	+	0	0	-	0
28	0	0	0	0	0	0	+	-	0	+
29	0	0	0	0	0	0	-	+	0	+
30	0	0	0	0	0	0	-	+	0	-
31	0	0	0	0	0	-	0	0	+	0
32	0	0	0	0	0	0	-	-	0	+
33	0	0	0	0	0	-	0	0	-	0
34	0	0	0	0	0	-	0	-	0	0
35	0	0	0	0	0	-	-	0	0	0
36	0	0	0	0	0	-	-	0	0	-
37	0	0	0	0	0	-	-	0	0	-
38	0	0	0	0	0	-	-	-	0	0
39	0	0	0	0	0	-	-	-	0	-
40	0	0	0	0	0	-	-	-	-	0
41	0	0	0	0	0	-	-	-	-	-
42	-	0	0	0	0	-	-	-	-	0
43+	-	0	0	0	0	-	-	-	-	-

### 4. Platoon Chart

Batter	Pitcher	Same	Effects Diff.
1-3	SP	0	+2
4-9	SP	-1	+1
PH <sub>1-2</sub>	RP <sub>1</sub>	-1	+1
PH <sub>2</sub>	RP <sub>2</sub>	-1	+1
IF <sub>1-2</sub>	LR	0	+1
OF <sub>1</sub>	LR	0	+1

### 5. Maximum No. of Games per Session

Age	Max Games
18-29	No limit
30	17
31	16
32	15
33	14
34	13
35	12
36	11
37	10
38	9
39	8
40	7
41	6
42	5
43+	4

### 5. Ratings loss for Playing Out Of Position

	SP	LR	SR	C	1B	2B	3B	SS	LF	CF	RF
Starter	0	2	5	-	3	6	7	7	5	5	4
Long Rel.	5	0	2	-	3	6	7	7	5	5	4
Short Rel.	8	4	0	-	3	6	7	7	5	5	4
Catcher	-	-	-	0	2	4	5	4	2	2	2
1st Base	-	-	-	-	0	3	3	3	2	2	2
2nd Base	-	-	-	-	1	0	2	1	3	3	3
3rd Base	-	-	-	-	1	1	0	1	3	3	3
Shortstop	-	-	-	-	1	1	2	0	3	3	3
Left Field	-	-	-	-	2	4	5	4	0	1	1
Ctr. Field	-	-	-	-	2	4	5	4	1	0	1
Right Fld.	-	-	-	-	2	4	5	4	1	1	0
PLAYING DIFFICULTY	2	2	2	-	10	20	20	20	15	15	12

Let's hear from you if you're interested, hopefully by next time, with suggestions and/or ideas. I won't be charging a gamefee for the first season, and ideally would like to have twelve teams participating. I don't see too much difficulty in writing a program to adjudicate the results, given that I'm covering much the same technical ground with the hockey pool program I'm writing now, and the fact that I don't expect this to start until next April, though by then the teams will be drafted.

One rule change I'm nearly certain I'll make is that the preliminary roll for defensive dominant players will change to a range of 10-17 to select a fielder. This gives the defense about 15.3% of the defensive load, as opposed to just 9.3% on a range of 10-14. Since 12% of runs are unearned, I think this is more reasonable, and takes into account plays by the defense over and above average as well.

As for player ratings, I did a computer study of Chart 3, using a 1000 player base, and was quite pleased with the results: an average retirement age of 33, players well spread out through the spectrum of ratings by age 25, and the rookie development is quite realistic: some do, some don't.

Some questions for you: Is the game too complicated compared to United, if you play United? Is it too luck oriented? Are the conditionals likely to be massive for 18 lineups? On a more specific line, is it too radical for players not to know the exact ratings of their players? (My corollary: isn't it unrealistic to know the exact ratings of players?) Is the long reliever/short reliever system reasonable? What about Chart 5: are there problems there? Is there a

### A SAMPLE GAME

VISITORS					HOME					
Name	Pos.	Off	Def	Bats	LINEUP SPOT	Name	Pos.	Off	Def	Bats
What	2B	7	4	R	1	Smith	SS	7	6	L
I dunno	3B	6	5	L	2	Sayth	3B	7	4	S
Where	RF	5	7	R	3	Saythe	C	6	3	L
Who	1B	8	3	R	4	Schmidt	LF	8	5	R
Tomorrow	C	8	9	L	5	Smit	RF	5	7	R
Why	LF	3	2	R	6	Schmit	2B	4	5	R
Sue Who	CF	2	7	R	7	Schyt	CF	4	4	R
Darnit	SS	2	5	R	8	Schneed	1B	3	2	L
Today	P	0	6	R	9	Schneedt	P	0	7	R
Which		7	-	R	PH1	Smithe		8	-	R
How		6	-	L	PH2	Schmte		6	-	R
When		4	-	L	PH3	Schyt		4	-	R
Whatever		2	7	R	IF1	Schwood		3	5	R
When		4	5	L	IF2	Scheet		4	3	R
How		6	6	L	DF1	Scheed		3	2	R
Today		0	6	R	SP	Schneedt		0	7	R
Yesterday		0	5	L	LR	Skimth		0	4	R
The day before		0	7	R	SR1	Skricath		0	5	L
Next week		0	4	R	SR2	Skitha		0	3	R
Next year		0	2	L	SR3	Skzyczkith		0	3	R
Manager's Points		3	7			Manager's Points		6	5	

	Roll(s)	Dominant Player	Rating		Roll(s)	Dominant Player	Rating
HOME OFFENSE	22	4-Schmidt	8	VIS. DEFENSE	35-33	RPI-The Day Before	7
(6)	37	9-Schneedt	0	(7)	16-27	SP-Today	6
	31	8-Schneed	3		17-27	SP-Today	6
	21	3-Saythe	6		30-29	SP-Today	6
	25	5-Smit	5		32-38	SP-Today	6
	16	PH2-Scaite	6		30-12	RP3-Next year	2
					34-23	SP-Today	6
HOME DEFENSE	17-25	RPI-Skricath	5	VIS. OFFENSE	17	PH2-How	6
(5)	36-33	RPI-Skricath	5	(3)	39	7-Sue Who	2
	14-34	C-Saythe	3		15	PH1-Which	7
	26-23	SP-Schneedt	7				
	33-25	RPI-Skricath	5				

Platoon Scores: Visitors +1, Home +2.

	HOME	VISITORS	
Team Offense	28	15	EXTRA INNINGS (reading off .4 chart)
+ 45	45	45	Roll Result
Platoon Score	1	2	2 No result in 10th
-Opp. Defense	-39	-25	1 Home team (underdog) wins in 11th
			0 by 4 runs.
TOTAL after 9	33	37	
Score in Runs	3	3	

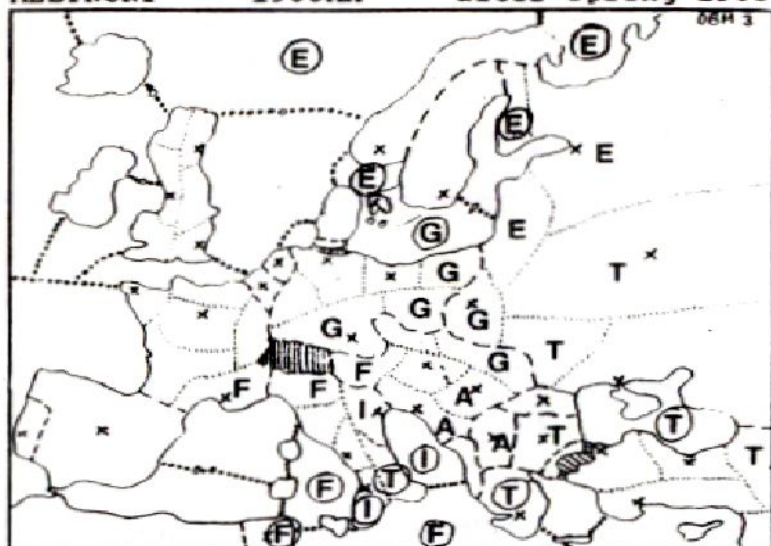
Final Score: Home 7, Visitors 3, in 11 innings.

chance that a team will dominate unreasonably because of a high platoon score (the maximum is equal to 1.7 runs/game, against a minimum of -0.9 runs/game)? Does the idea of a McBruceball Abstract create the possibility of the GM interfering with the game too much? Let's hear some views on this before we get started.

ALBINONI

## FRENCH FOREIGN LEGION FALLS PEACE TALKS BEGIN WITH 3 PROPOSALS

ALBINONI 1985AA after Spring 1905 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

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

AUS: Derek Daniels, 719 E. 7th St., Bloomington IN, USA 47401

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

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

Autumn 1904 Retreat: AUS: A Tri r Ser

Winter 1904 Adjustments:

ENG: +A Edi GER: +A Mun

TUR: +A Con, +A Ank

AUS: -F Alb FRA: +A Mar

NEXT DEADLINE (Summer/ Fall 05) is Tuesday, October 21, 1986--one day earlier if phoned in. Please note the proviso for this season only, explained in Digab.

### ALBINONI 1985AA Spring 1905 Orders

ENGLAND F Bar C A Edi-StP, A Lva S A Edi-StP, F Swe-Fin, F Ska H, F Nrg C A Edi-StP, A Edi-StP

GERMANY A War S Ecg A Lva-Mos (no such order), A Sil S A War, F Den-Bal, A Pru S A War, A Gal-Ukr, A Hol-Kie, A Mun S Fre A Tyr

TURKEY F Gre-Alb, A Mos H, A Ukr S A Mos, F Rum-Bla, F Apu-Ven, F Ion\*-Adr, A Con-Bul, A Ank-Arm

AUSTRIA A Bud S A Vie-Tri, A Vie-Tri, A Ser S A Vie-Tri

ITALY F Adr C A Ven-Alb, A Ven-Alb, F Nap S Fre F TyS-Ion

FRANCE F TyS-Ion, A Tri\*-Vie (BOOM!), A Tyr S A Tri-Vie, A Pie-Ven, F Tun S F TyS-Ion, F WMe-TyS, A Mar-Pie

### PRESS:

GM: We have some endgame proposals to vote on for next time:

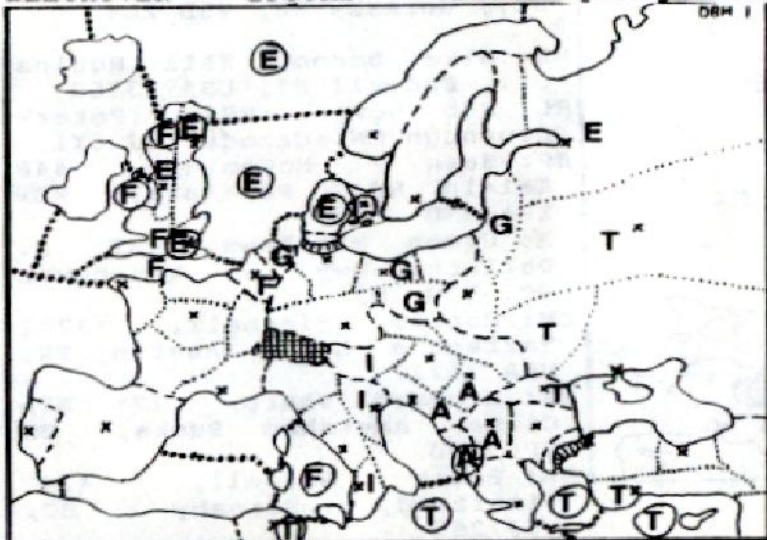
- 1) T/F/G/E 4-way draw.
- 2) T/F/G 3-way draw
- 3) F/G/E 3-way draw

Yeah, surrrre....

BEETHOVEN

## WHO OWNS WHAT? LET'S STOP AND FIND OUT....

BEETHOVEN 1985AB after Spring 1905



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

Autumn 1904 retreats: ENG: F Wal (yes, it was a fleet after all) annihilated.

Winter 1904 adjustments:

ENG: +F Lon, F Edi

GER: -A Gal

TUR: +A Smy

AUS: no build possible

ITA: -F Adr

FRA: -F MAO

NEXT DEADLINE (Winter 04-Spring 05) is Tuesday, October 21, 1986--one day earlier if phoned in. Please note proviso for this season only, explained in DigGab

BEETHOVEN 1985AB Pre-Spring 1905 Position

ENGLAND Has A StP, F Nth, A Lpl, F Den, F Nrg, F Lon, F Edi

GERMANY Has A Hol, A Sil, A Ber, A Lva

TURKEY Has A Rum, A Ukr, A Mos, F Tun, F Aeg, F EMe, F Ion, A Smy

AUSTRIA Has A Bud, A Mun, A Vie, A Tri, F Alb

ITALY Has A Tyr, A Nap, A Ven

FRANCE Has A Wal, F TyS, A Bel, F Cly, F IrS, F Eng

PRESS:

GM: More errors! First off, the supply centre chart listed England as owning Lpl in 1903, when in fact he didn't: he just recovered it from France this past season. Secondly, the English A Wal had gotten there via a hasty retreat from the English Channel, leading me to believe that they were hiding some boats somewhere. When agents of M<sup>c</sup>Bruce discovered evidence of marine capabilities among the officers of this so-called army, they reported it to me, and I blew the unit away, because a) that's what would have happened anyhow, and b) they deserved it. Thirdly, due to a misreading of the conditional orders of Mike Barno, the German order A Gal-Ukr should have been A Gal S Tur A Ukr-Rum. This mistake doesn't affect the final result,

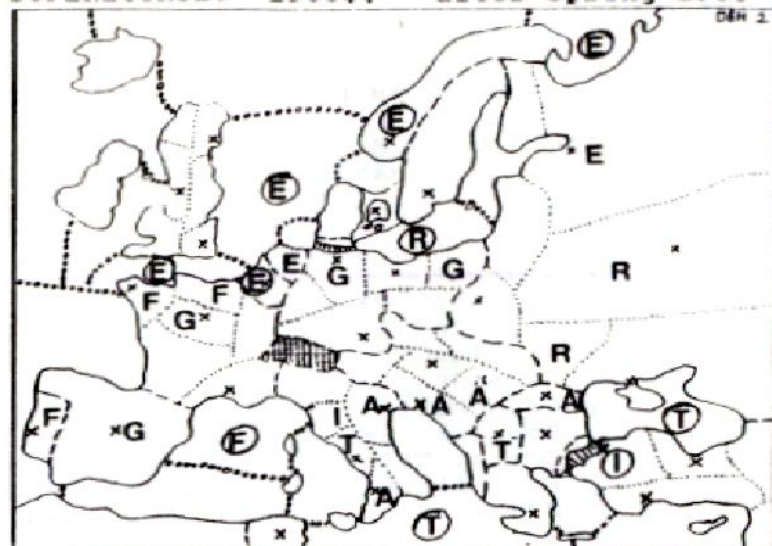
SUPERBOURSE!

## GM MAKES LOCAL ENEMIES

### SP sells out for 98¢ gain

SUPERBOURSE! 1985\$\$ after Spring 1903

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, Peterborough 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\$\$ Spring 1903 Orders

ENGLAND 1F Lon-Eng, 6F Edi-Nth, 5F Bel S A Hol, 10F StP-Bar,  
20A Nwy-StP, 25F Nth-Nwy, 7A Hol S F Bel  
GERMANY 27A Bur-Par, 5A War-Pru, 5A Kie S Eng F Nth-Den (no such order),  
33A Gas-Spa  
RUSSIA 6A Mos-StP, 1F Den-Bal, 6A Ukr-Rum  
TURKEY 70F Aeg-Ion, 0F Bla S doubly ordered, 6A Bul-Ser, 0A Ven\*S  
AUSTRIA 37A Bud-Rum, 1A Vie-Bud, 15A Rom-Nap, 1A Ser-Tri, 46A Tri-Ven  
ITALY 4F Ion\*-Aeg, 0A Tus S, 2F Con H  
FRANCE 1A Bre H, 28A Spa\*-Gas, 9A Par\*-Bur, 15F Mar-GLy

#### Summer 1903 Retreats:

TUR: A Ven r Rom

ITA: F Ion r OTB (NRR)

FRA: A Spa r Por, A Par r Pic

Reminder: you can order retreats for units you do not use shares to move. Despite BW's NMR, I could have gotten retreats from any of the other Italian shareholders, but none submitted any for F Ion.

Nobody seems to want this game to go to 9 week deadlines, including me. So, we'll stay on 6-week deadlines, which means that:

NEXT DEADLINE (Fall/Autumn/Winter 03) is Tuesday, October 21, 1986--one day earlier if phoned in. However, I'll be in Montreal at the time, so check *DipGab* for the number to call if you want to phone in your orders.



SUPERBOURSE		Total Credit: \$159.80								Total	Total
Player	Credit	Current	-----Current shares owned in-----							Shares	Assets
		Cash	ENG	GER	RUS	TUR	AUS	ITA	FRA		
GM		88.69	0	0	0	0	0	0	0	0	88.69
Sharp	24.00	1.04			30	22	44			166	18.85
McGonigle	6.00	6.98								0	6.98
Lowes	10.00	1.59	3	19				3	27	52	6.23
Barno	6.80	.01		12		4	20	4		40	4.77
Matthews	35.00	12.81	<u>87</u>	5	25	1	10	5	<u>45</u>	178	34.47
Minshall	8.00	2.92	4	1	19	1		4	28	57	6.71
Wageler	40.00	30.79	12	<u>48</u>	11	2	<u>26</u>			99	43.10
Waddell	20.00	8.21						<u>83</u>		83	12.54
Fraser	10.00	6.70		15	10					25	9.10

Market Prices 11 14 12 10 14 14 6  
 "Actual" Value/Share 7.74 2.52 5.22 1.47 2.94 5.22 5.84  
 (add ten cents/ share to all underlined values)

The rather unusual orders section is largely a result of the NMRs of BW and GF. There was a slight problem last time, pointed out by innocent bystander CM: the end result is that MB bought 8 shares of Austria from MW last time at 13 cents, and the price per share of the other Austrian transactions are increased by a cent. So transfer 8 shares of Austria from MW to MB, while MW gets \$1.04, and SP gains ten cents, while MW pays six cents extra and MB pays four cents extra. Then we have the 5% (rounded down) NMR penalties: BW loses 4I, and GF loses nothing but better get orders in next time or else he starts from scratch, as does BW. The Total Assets column is based on M<sup>o</sup>Bruce's quite likely faulty analysis of how many centres a country will have at the end of this gameyear, and is therefore inaccurate and should not be relied upon. Finally, the report last time listed a French fleet in Mar holding: oops, forgot to delete that from the word processor....

### The Stock Exchange

**TURKEY** Offers: SP(10 at 12), RS(4 at 10), RS(82 at 20). Bids: MW(10 at 10), CM(10 at 10), RS(14 at 12), SM(10 at 10). Result: RS buys 10 from SP at 12. MW buys 2 and SM and CM buy 1 each from RS at 10.

**RUSSIA** Offers: MW(11 at 12), CM(10 at 12, 9 at 13), RL(4 at 9), RS(1 at 12, 25 at 25), SM(15 at 12). Bids: MW(84 at 10), CM(15 at 9), RS(69 at 11). Result: RS buys 4 from RL at 10.

**ENGLAND** Offers: GM(4 at 10), MW(1 at 1), CM(5 at 20, 4 at 25), SM(4 at 20). Bids: MW(102 at 21), CM(6 at 15), RL(5 at 20), SM(16 at 20). Result: MW buys 5 from CM and 4 from SM at 21. SM buys 1 from MW at 11.

**FRANCE** Offers: CM(14 at 12, 14 at 13), SM(2 at 6). Bids: MB(10 at 10), CM(10 at 9), RL(2 at 15), SM(20 at 8). Result: RL buys 2 from SM at 11.

**AUSTRIA** Offers: MW(46 at 14), RS(2 at 14), RS(44 at 20). Bids: MW(5 at 14), MB(4 at 14), CM(10 at 10), RS(54 at 13), SM(10 at 14). Result: SM buys 10 from MW at 14. MB buys 4 from MW at 14. MW buys 2 from RS at 14.

**ITALY** Offers: GM(4 at 10), MB(4 at 14), RL(3 at 13), BW(4 at 14--forced despite NMR). Bids: CM(10 at 10), SM(10 at 8). Result: CM buys 4 from GM at 10.

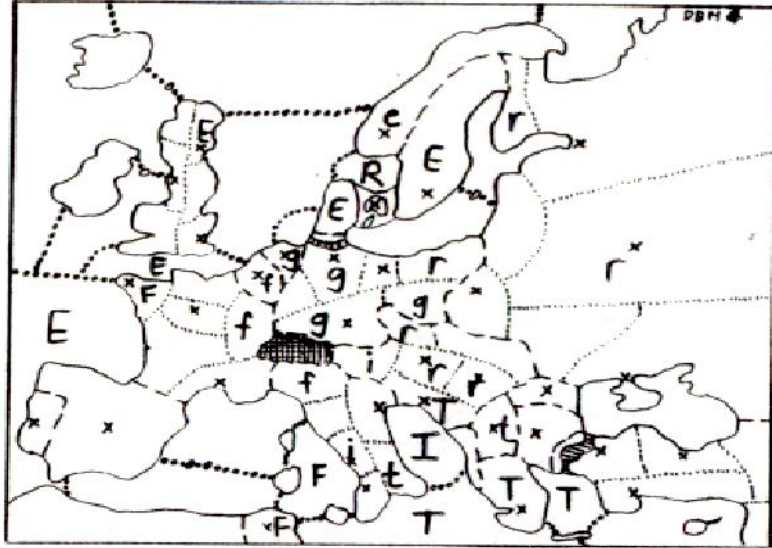
**GERMANY** Offers: MW(62 at 14), SP(5 at 13), CM(1 at 14). Bids: MW(38 at 10), MB(10 at 14), CM(10 at 8), RL(10 at 14), SM(10 at 10). Result: MB buys 3 from SP and 6 (1 more desired but not enough money) from MW at 14. RL buys 2 from SP and 8 from MW at 14.



## GAUTRON TAKES THE HELM

DEBUSSY

SPRING 04



GM: Mitchell Wageler, 3263 School Ave.  
Vancouver, BC V5R 5N6  
(604) 435-3299

E: Claude Gautron, 150 Rue Masson  
Winnipeg, Man. R2H 0H2

G: Pierre Touchette, 1 Rue Georges,  
Masson, PQ J0X 2H0

R: Alan Stewart, 702-35 St. Mary St.,  
Toronto, Ont. M4Y 1R2

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

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

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

BUILDS: WINTER 03

E: F Ed1      I: A Rom      R: A Mos

MOVES: SPRING 04

F: F BRE H, A BEL SA BUR, A BUR S A BEL, A MAR - PIE, F TYR - ROM, F NAF - TUN

E: F IRI - MAO, F ECH S F IRI - MAO, F NTH - DEN, F SWE S F NTH - DEN, A NOR - STP,  
F EDI - NTH

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

I: A TRI - ALB (BOOM), F ADR S A TRI - ALB, A VEN - TYR, A ROM - VEN

T: A APU - VEN, F ALB - TRI, A SER S F ALB - TRI, F GRE - ALB, F ION - ADR, F AEG - ION

R: A MOS - STP, A VIE S TA SER - TRI (NSO), A BUD S T A SER - TRI (NSO), A SIL - PFU,  
A BOH - MUN, A STP - FIN, F SKA - NTH

REPEATS:

I: A TRI - OTB

**WHERE'S THE OTHER GAMES?**

Yes, there are a few less game reports in **XL** this time than usual. I'm glad you noticed. The fact is, next time rates to be a reversal of this trend. To explain this, let me go through the games that don't appear here one by one.

**COPLAND** is due in a week and a half. Two consecutive 7.5 week deadlines (while the zine proper runs on 6 week deadlines) will fit it right in with the projected nine-week deadlines.

**ELGAR**, the new international, is due to start on the last day of this month. I've preliminary orders in from everyone, which isn't so surprising considering the reliability of the players.

**FAURE** has been held over. I have six out of seven sets; this forces me to call a stand-by for Dennis Quine's **ITALY**. The stand-by is Ron Krukowski, 5339 W. Eddy, Chicago IL, USA 60641. The new deadline is Oct 21, but see **DipGab** for the gory details should you want to phone in your orders.

**GREGORY**, named after the Pope (Gregory I) who originated Western music in the early seventh century by codifying the existing Chants into official Church doctrine, will start as soon as we get five more. I hope there'll be some interest among the six or seven people this issue is going out to as a sample, but I've hoped that before to no avail, so quite frankly, this may be awhile.

That leaves **Postal Clue**: James Early has guessed that it's Steve Dycus with the Rope in the Billiard Room. Despite the fact that Steve's **XL** sub has run out, he's shown a card disproving this. Unfortunately, it's well past my bedtime, and I've got to print the whole zine tomorrow, so I'm afraid that's all you get.

I had a slight problem this time. Four people phoned early on this week with orders, and I lost all of them! This is the second reason why the flyers didn't appear this time--apart from the fact that the bill goes up when there 36 instead of 28 pages. After three days of intensive searching through day-old plum sause and other Winch St. refuse, I found them in my bank book. Since Nancy is the one who handles all my finances these days, you know who's responsible....

ALBINONI continued

Hmmm. Right away it doesn't look as though the outcome is universally decided. Thus, if you don't cast a vote, the proposal will not pass; in other words, no vote equals NO. Remember to rank the yesses by priority; if you're happy with number 2 and number 3, tell me which one you like better so if they're both unanimous, I can compare popularity and figure which one is the most popular outcome.

Sudden weird thought: what does a GM do if one of the proposals reads, "propose a 4-way E/T/I draw"? What if you don't catch the problem, print it verbatim, and it passes??? As a matter of fact, I bet Bruce Linsey's houserules don't even cover this one!

*more on p. 24*

BEETHOVEN continued

but I phoned Alan at Mike's request and told him that Germany meant no harm last time. And finally, more than half of the board has requested a separation of seasons, and as this means that **ALBINONI** and **BEETHOVEN** go back to alternating issues of **XL** for Fall seasons, I'm delighted to do so. (Actually, so many demanded the separation that I had no choice, but this sounds nicer.) So, builds and the new position only appear here, and Spring 1905 is due next time. However, there's a problem there too, as I won't be home: see **DipGab** for details.

## HOUSEKEEPING

Lotsa things to get caught up on this month: make sure I've gotten you OK, because I've probably screwed up somewhere..

### Welcome to:

Steve Helnowski, the new Boardman number Co-Ordinator, 12034 Pyle S. Am Road, Oberlin OH, USA 44074  
Les Casey, 33 Nestow Dr., Nepean ON, K2G 4E7  
Kate Robison, 1140 N.W. 59th, Seattle WA, USA 98107  
Bruce Geryk, 2751 Woodbine Dr., Pontiac MI, USA 48054  
Russ Rusnak, 900 N. Rohlwing Rd. #333, Addison IL, USA 60101  
Fred Chang, 822 N. Sycamore Ave, Los Angeles CA, USA 90038  
Thomas Franke, Gutenbergstrasse 58, D-4600 Dortmund, WEST GERMANY  
Carlos Cortes, Rocafort 39-43, 08015, Barcelona, SPAIN

### Good-bye to:

Bill Quinn, the retiring BNC: congratulations Bill on a fine run in this difficult and time-consuming position!  
Kevin Brown  
Michael J. Ditz  
Steve Dycus  
Scott Marley

### Assorted items of subscription-extending monetary value received from:

Travis Laster, Bill Shirley, and a few who have won issues since for contests.

Sub Warnings: (NONE, One, or Two issues left in your sub after this one.): JERRY FALKINER, CONRAD MINSHALL, Steven Swigger (to 14.5). Also, I happen to have my two novice publisher rivals, Steve Knight and Alan Stewart, in positions where they must make the gut-twisting decision: to trade or not to trade, and, if not, to pay up, or not to pay up....

Stand-bys for regular Diplomacy are: Bob Acheson, Charles Arsenault, Chris Carrier, Claude Gautron, Ron Krukowski, Paul Milewski, 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, Charles Roburn. 5 needed.

Superboukse: Anyone can enter at any time, rules straddled betwixt XL#6-7.

Stand-bys called: Unless I'm forgetting something, there aren't any for the games in this issue, though I'm going to call Ron Krukowski for Dennis Quine's Italy in the new FAURE game. See page 35 for details.

### Address Changes: A few this time:

Malcolm Smith, Odvar Solbergsvet 206, 0973 OSLO 9, NORWAY  
Ron Brown of Canada, 44 Carmichael Court, Kanata ON, Canada K2K 1K2.  
(Oh oh. I didn't even know where Nepean was until Ron told me: I wonder where Kanata is...)  
Derek Caws, The Old Kitchen, Bere Farm House, North Boarhunt nr Fareham, Hants, UK PO17 6JL  
James Early, MO/63 Jester Court Halls, Austin TX, USA 78705 (I can't quite read the first bit, so don't hold me to this..)